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# **802.16 – A Worldwide Broadband Mobile Internet Standard**

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# Outline

- **Broadband Services, Status and Markets**
- Core Technology
- 802.16e Features and Differentiation
- Radio Network PHY
- Radio Network MAC
- Core Network
- Summary

# 802.16e Services

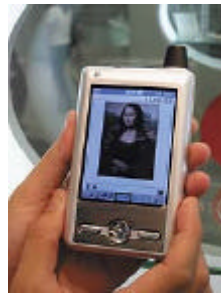
Broadband Multimedia Information / Entertainment  
over IP  
Fixed Mobile Convergence



**Indoor terminal**



**Portable terminal**

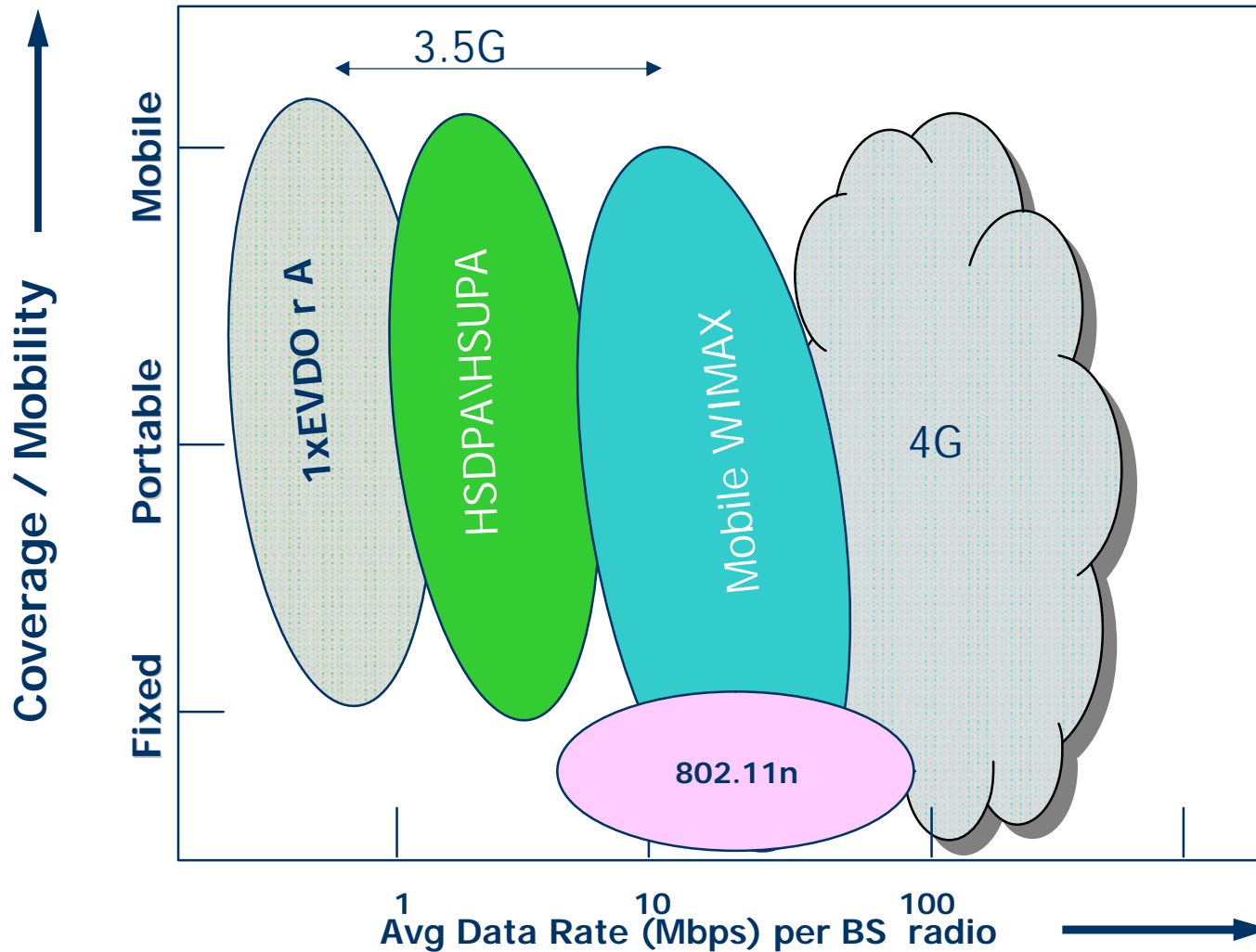


**Mobile terminal**

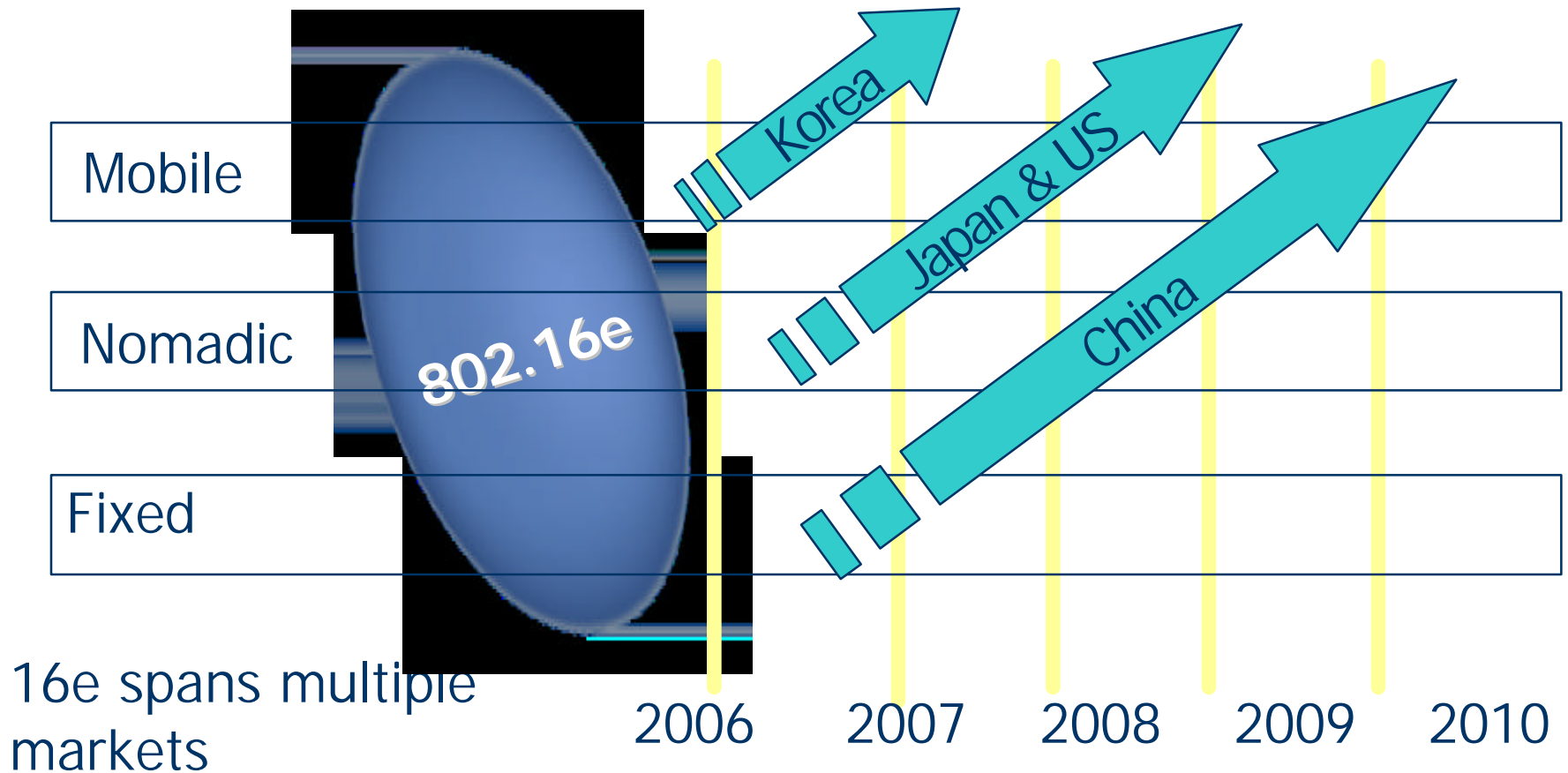


**Consumer Devices**

# Wireless Internet Standards

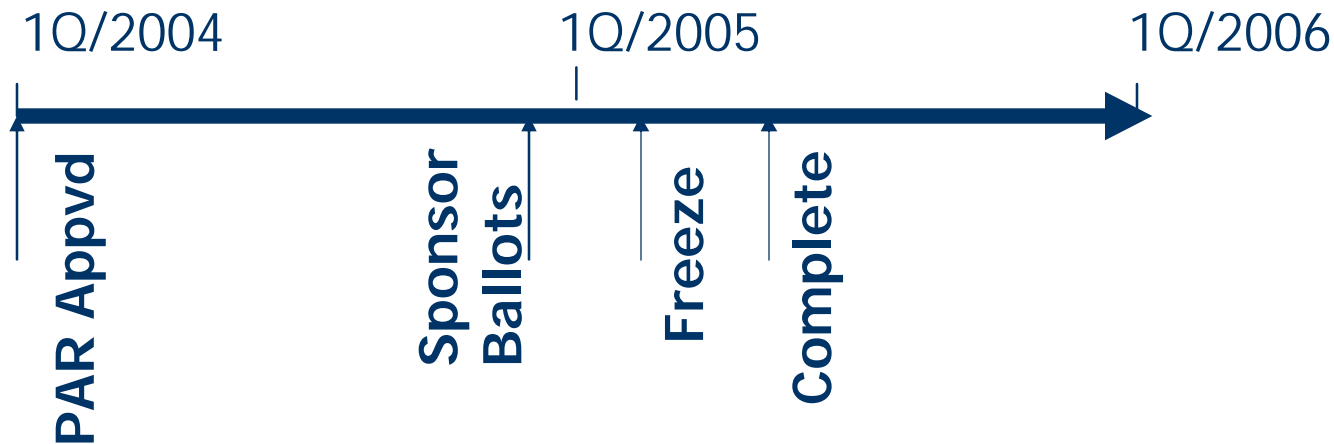


# 16e Market Start Dates



# 16e Standards Status

- Evolution of 802.16d to support mobility
- 95% complete
- Adds new functionality – Scalable OFDMA, H-ARQ, MIMO, ..



16e is significantly more advanced than 802.16d

# WIMAX

- Industry profile harmonization body
- WIMAX – 16d
  - Certification infrastructure set up, starting soon
- WIMAX – Mobile
  - MTG
  - NWG
  - Certification infrastructure being set up

# 3.5G Technologies

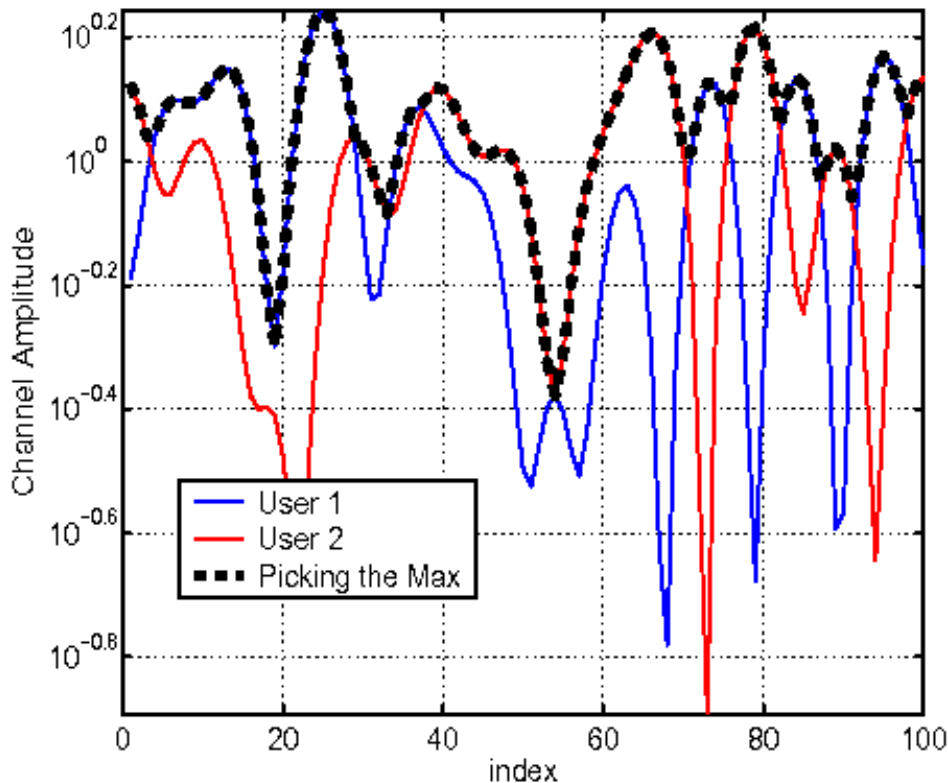
	DO Rel A	HSDPA	WiMax (802.16(e))
DL peak data rate Bandwidth	3.07 Mbps 1.25 MHz	14.4 Mbps 5 MHz	70 Mbps 20 MHz
UL peak data rate	1.8 Mbps	2 Mbps	20 Mbps
IP termination	RNC/PDSN	RNC/PDSN	BTS
Bandwidth efficiency features	- CDMA + Low latency - IP at RNC**	- CDMA + PHY HARQ - IP at RNC**	+ OFDM - MAC HARQ* + IP at BTS
Standards compatibility	Yes	Yes	Yes
Deployment	2005	2005	2005
Duplexing	FDD	FDD	TDD / FDD
BB complexity (incl. memory)	~1.2 million gates	~ 1 million gates	~ 2.5 million gates



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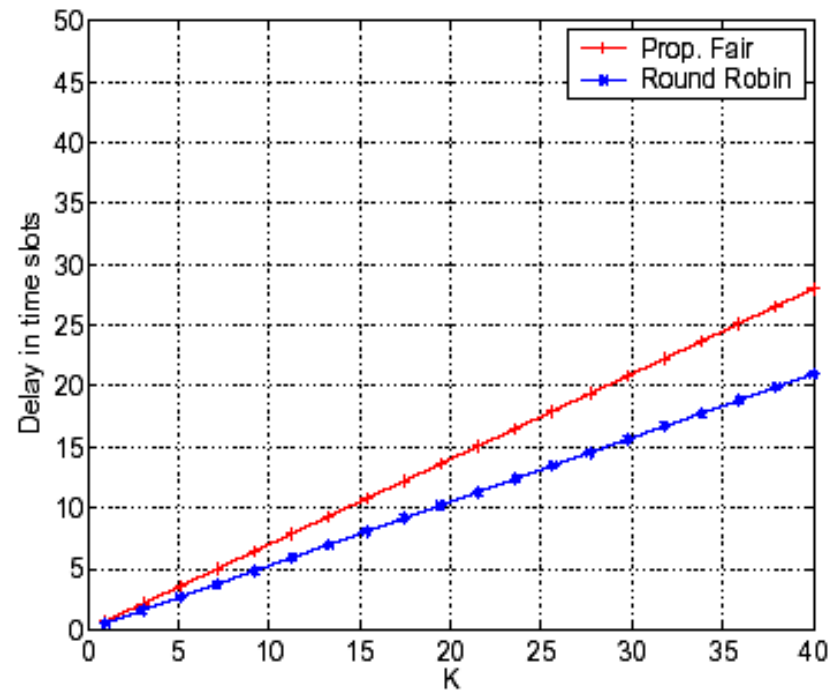
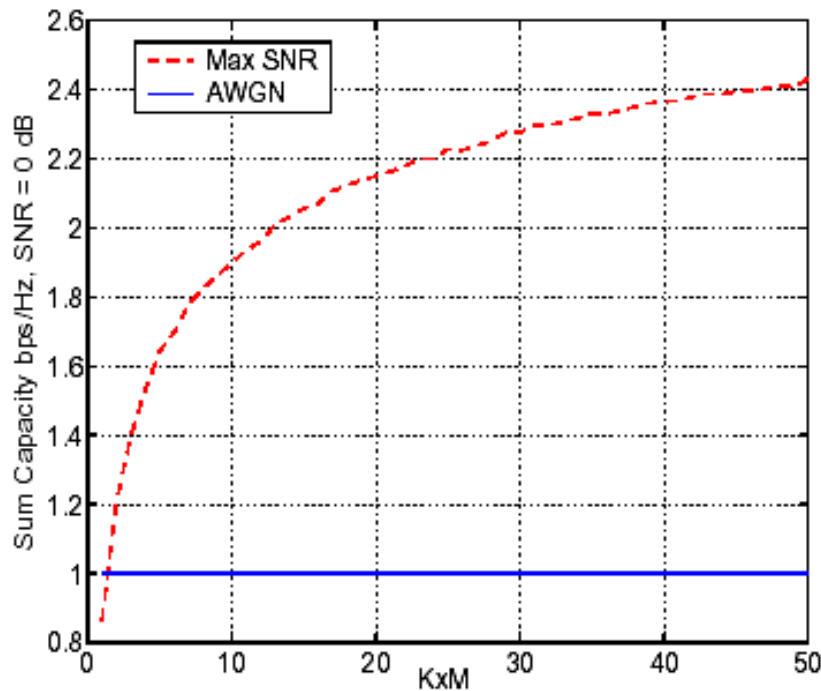
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# Opportunistic Scheduling (OS)



Scheduling users with maximum rate ( channel gain),  
improves sum capacity

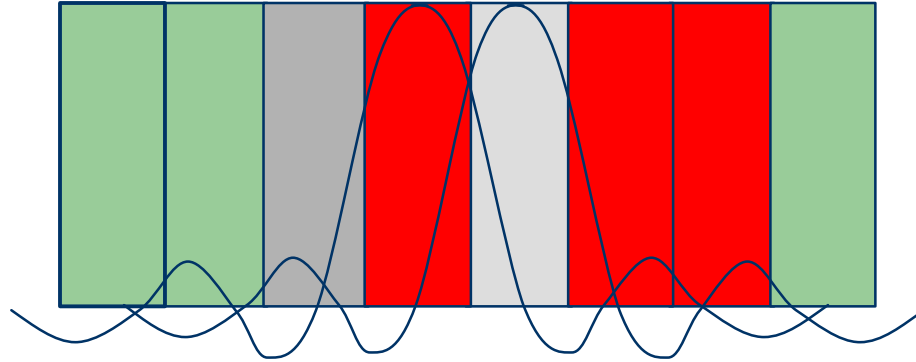
# Capacity and Delay in OS



$C \sim O(\log \log K)$  K users

Delay  $\sim O(K \log K)$  for Prop. Fair Scheduling

# OFDMA



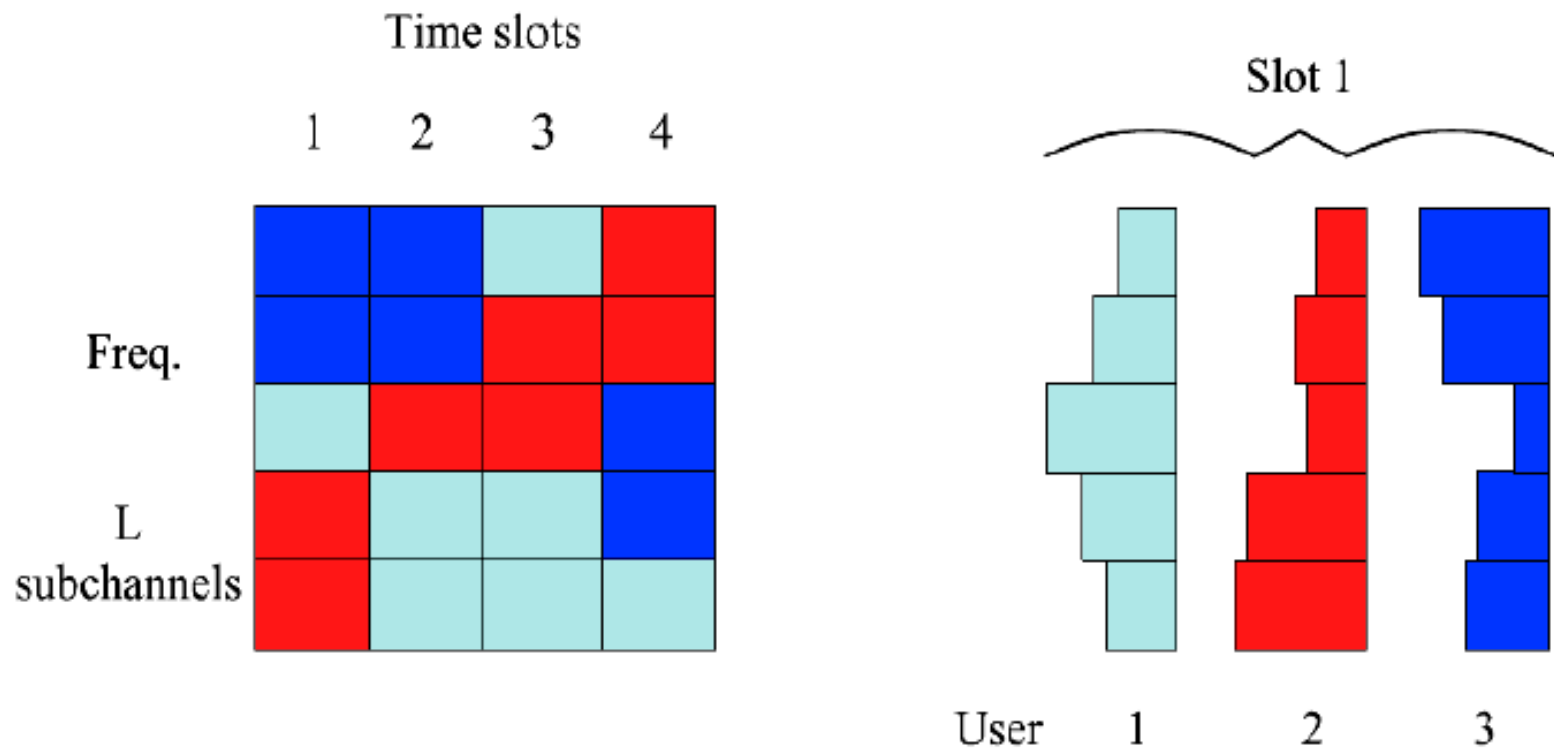
- Users allocated to sub channels
- No multi-path and multi-user interference
- Permits frequency specific user power, bandwidth allocation, pre-coding, beam forming,...

# OFDMA vs CDMA Single Sector

	OFDMA	CDMA
Multi-path Interference	Avoids*	Needs equalization, noise enhancing
Frequency selective waterfilling	Yes	No
Freq. selective beamforming / pre-coding	Yes	Difficult
Multi-user interference on DL	Avoids*	Needs equalizer

\*OFDMA advantage 20% or bigger in wideband Multi-path rich urban channels. OFDMA advantage stronger at high SNRs

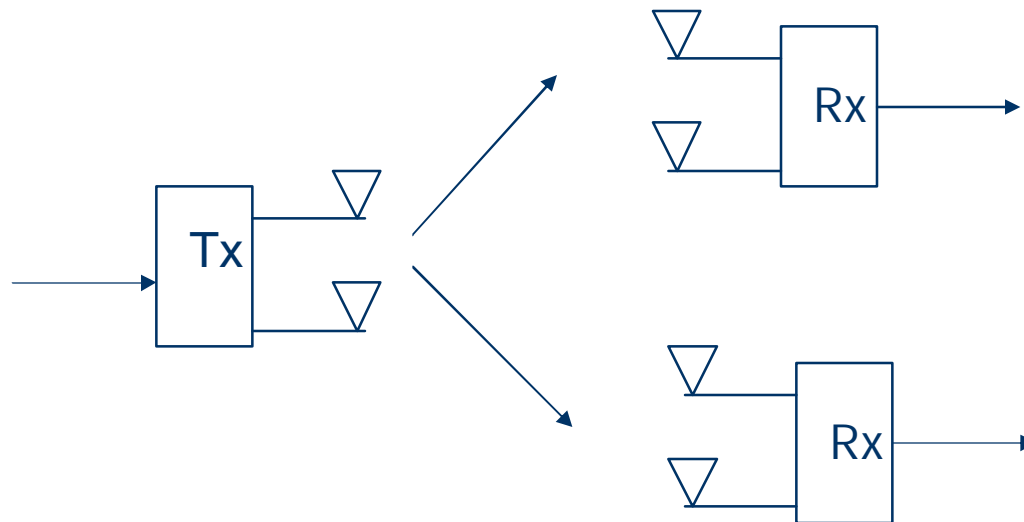
# Opportunistic OFDMA



Every subchannel is scheduled based on max C/I

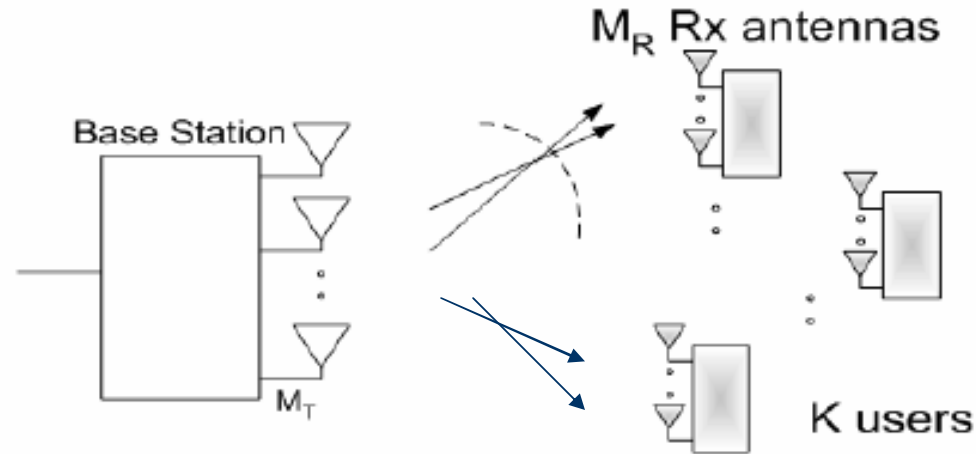
$$C \sim O(\log \log K)$$

# MIMO



Use spatially diverse channels to support increased sum rates

# Opportunistic MIMO

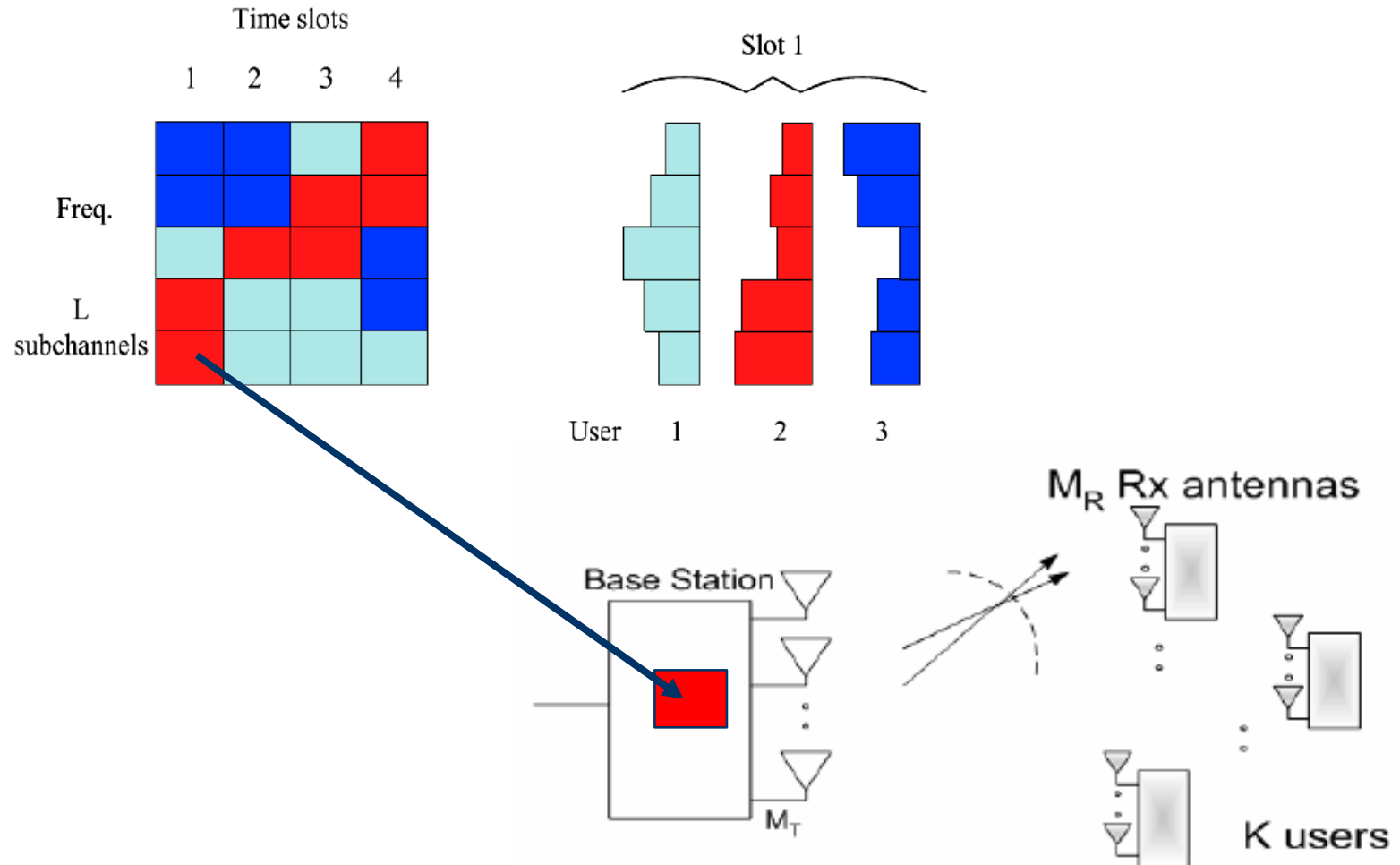


Choose users who such that orthogonal Tx modes couple to the best available modes to maximize sum capacity.

Users use linear processing only which is optimal

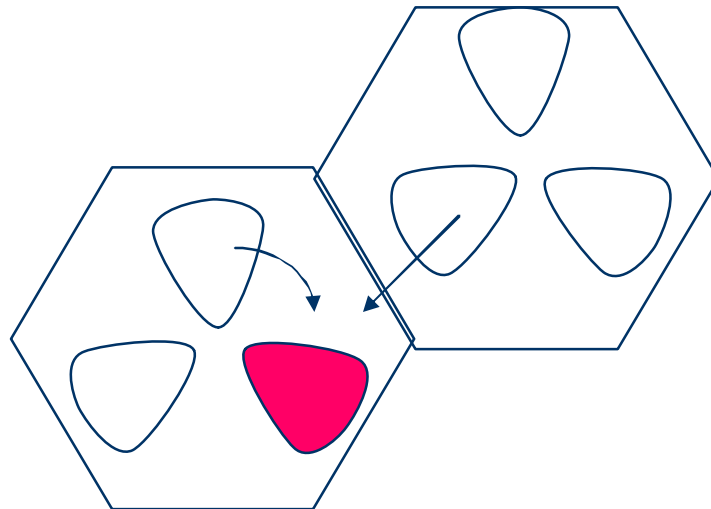


# Opportunistic OFMDA+MIMO



# Interference Sources – Per OFDMA MIMO Tile ■

- Multiple sectors in cell use same tile (sector reuse - antenna pattern separation)
- Multiple cells use same tile (cell reuse - cell-to-cell geographic separation)



# OFDMA vs CDMA Multi-Sector

	OFDMA	CDMA
Multi-sector/cell interference	Variable reuse Interference avoidance Interference cancellation Variable spreading Interference averaging	Variable spreading, Interference cancellation Interference averaging

Both OFDMA and CDMA have interference variability issues

# Interference Management, Cont'd

- Interference avoidance (variable reuse)
  - Drop reuse for selected tiles
- Power control
  - Power control across sectors / cells to increase sum capacity
- Variable spreading, interference averaging and link adaptation

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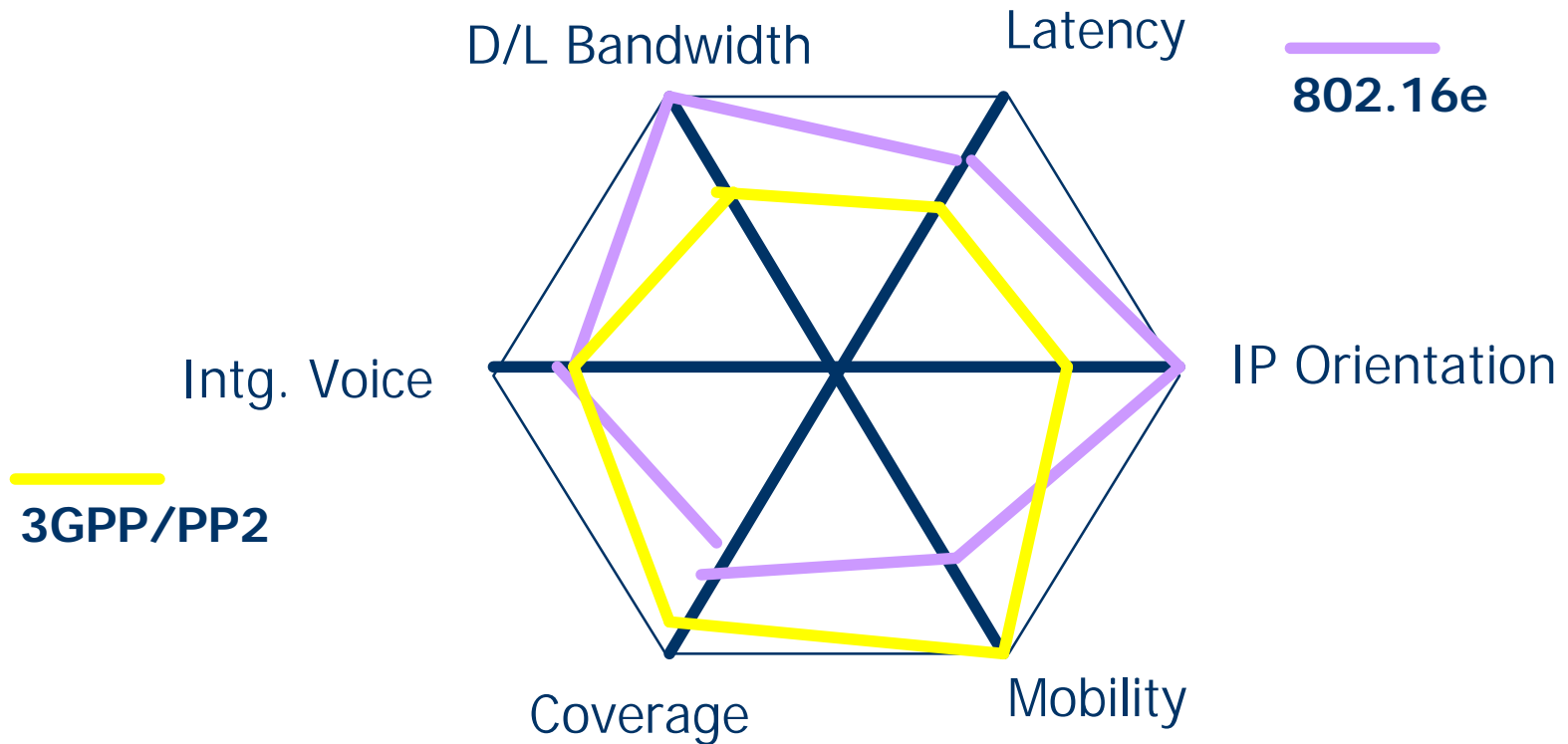
# 16e Key Features-1

- Flexible configuration to suit regional needs
  - Channelization 10, 5, 3.5,.. MHz
  - Band plans 2.3-2.4, 2.5-2.7, 3.4-3.5 GHz
  - Fixed Mobile Convergence
- Broadband services delivered over IP
- Mobility support (capacity degrades gracefully > 60 Kmph)
- All IP core network architecture
- Single frequency network deployment

# 16e Features - 2

- Future proof
  - Support any applications running over IP
  - Advanced PHY and MAC with 4G features
- Low power / high energy efficiency
- Low cost - \$ / Mbps / Sq. Km
  - Standards based, wider pipes, low IPR overhead, end-to-end IP, simpler to develop, deploy and manage.

# Design Tradeoffs Comparison





# 16e Offers Multi-Service Capability

- Fixed Mobile Convergence - Single RN and similar CN infrastructure
- Can upgrade from fixed to mobility without forklift
- 16e outperforms 16d in fixed / portable applications
- Performance in fixed / portable about 2X of mobile
- Better value chain and volume benefits customers and service providers

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# PHY Features

- OFDMA with variable power, spreading and reuse
- Fine grain modulation and channel coding
- Space time Coding
- Pre-coding
- Fast link adaptation
- Hybrid ARQ
- Advanced interference management

# OFDMA Advantage

- Avoids multi-path and intra-sector interference
- Sub-channelization balances link on U/L for low power terminals
- Higher spectral efficiency compared to CDMA for broadband packet access
- Access to frequency dimension offers greater flexibility in using resources
- Cleaner and simpler incorporation of MIMO

# Inter Cell Interference Mgt.

- Variable power (Power Control)
- Variable spreading via repetition coding
- Variable frequency reuse - 1x1 and 1x3 hard reuse zoning and soft (opportunistic) reuse
- Interference averaging in certain modes
- Multi-antenna can provide interference rejection

# Multiple Antenna Support

- Improves capacity and coverage through
  - Space diversity, Beam forming, Spatial multiplexing and Interference cancellation
- Unified multi antenna mode captures all these leverages via
  - MIMO Zone with ST coding and Pre-coding to exploit channel state information at Tx

Multiple Antennas Offer x2 to x3 performance over SISO Systems

# TDD and FDD

<b>Item</b>	<b>FDD</b>	<b>TDD</b>
<b>Frequency Availability</b>	<b>Good</b>	<b>Fair</b>
<b>DL/UL Asymmetry</b>	<b>Difficult</b>	<b>Easy</b>
<b>Hardware simplicity</b>	<b>Fair</b>	<b>Good</b>
<b>BS Synchronization</b>	<b>Optional</b>	<b>Essential</b>

Both modes supported. TDD has 1.20 X advantage for broadband asymmetric services



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# MAC Features

- Full wireless QoS
- Uses header compression (ROHC, IPHC), addressing, fragmentation and packing to increase efficiency
- Packet sizes adapted to trade throughput and latency
- Scheduling in frequency-time is SNR, channel and QoS aware
- Unicast, and IP multicast / broadcast groups supported

# Scheduler

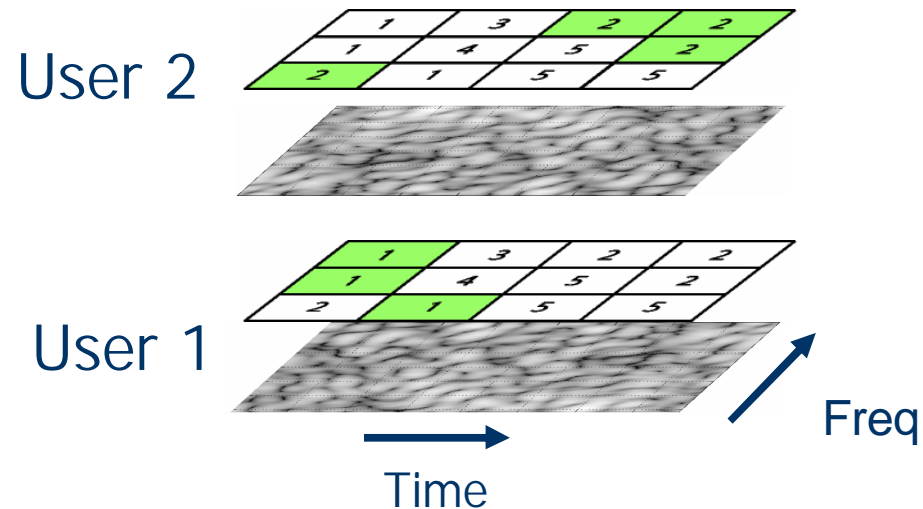
- IP QoS aware
- Down link - Incoming traffic is classified based on IP QoS (Int Serv/ RSVP, Diff Serv AF, EF, BE) and then allocated bandwidth.
- Up link - Bandwidth is allocated for UGS, or via requests from polling or light weight contention channel requests
- D/L and U/L MAPs broadcast on burst profiles

# QoS

<b>Scheduling Class</b>	<b>Application</b>	<b>Delay Sensitivity</b>	<b>QoS Class</b>
<b>UGS</b>	<b>Voice</b>	<b>No delay</b>	<b>TDM voice</b>
<b>Real time Polled Srv (rtPS)</b>	<b>VOIP, Streaming Video</b>	<b>High</b>	<b>Streaming VBR</b>
<b>Non Real time Polled Srv (nrtPS)</b>	<b>Web browse, messg, games</b>	<b>Moderate</b>	<b>Interactive TFTP HTTP</b>
<b>Best Effort BE</b>	<b>Email FTP</b>	<b>Low</b>	<b>Background</b>

# Multi-User Diversity Scheduling

- Maps users to tiles (Freq.-time) with most favorable channel
- Outperforms similar approaches in CDMA
- Performance gain about 2X with 25 users in the pool



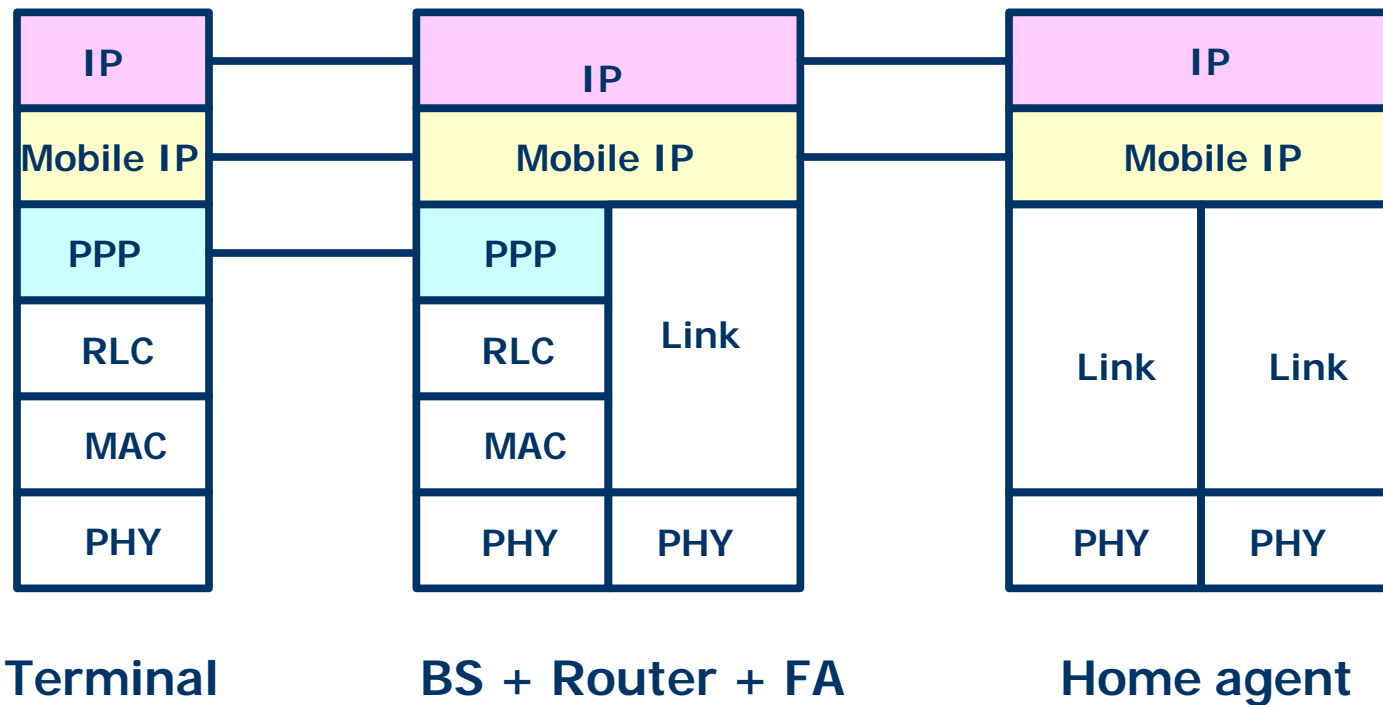
# Radio Link Protocol

- Efficient ARQ or H-ARQ with chase combining and incremental redundancy
- Fast ACK/NACK channel.
- Power boost to force H-ARQ packet termination
- Low round trip times, avoids TCP time outs and supports interactive data
- ARQ resets in handoffs (packet losses)

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# Nominal Protocol Stack

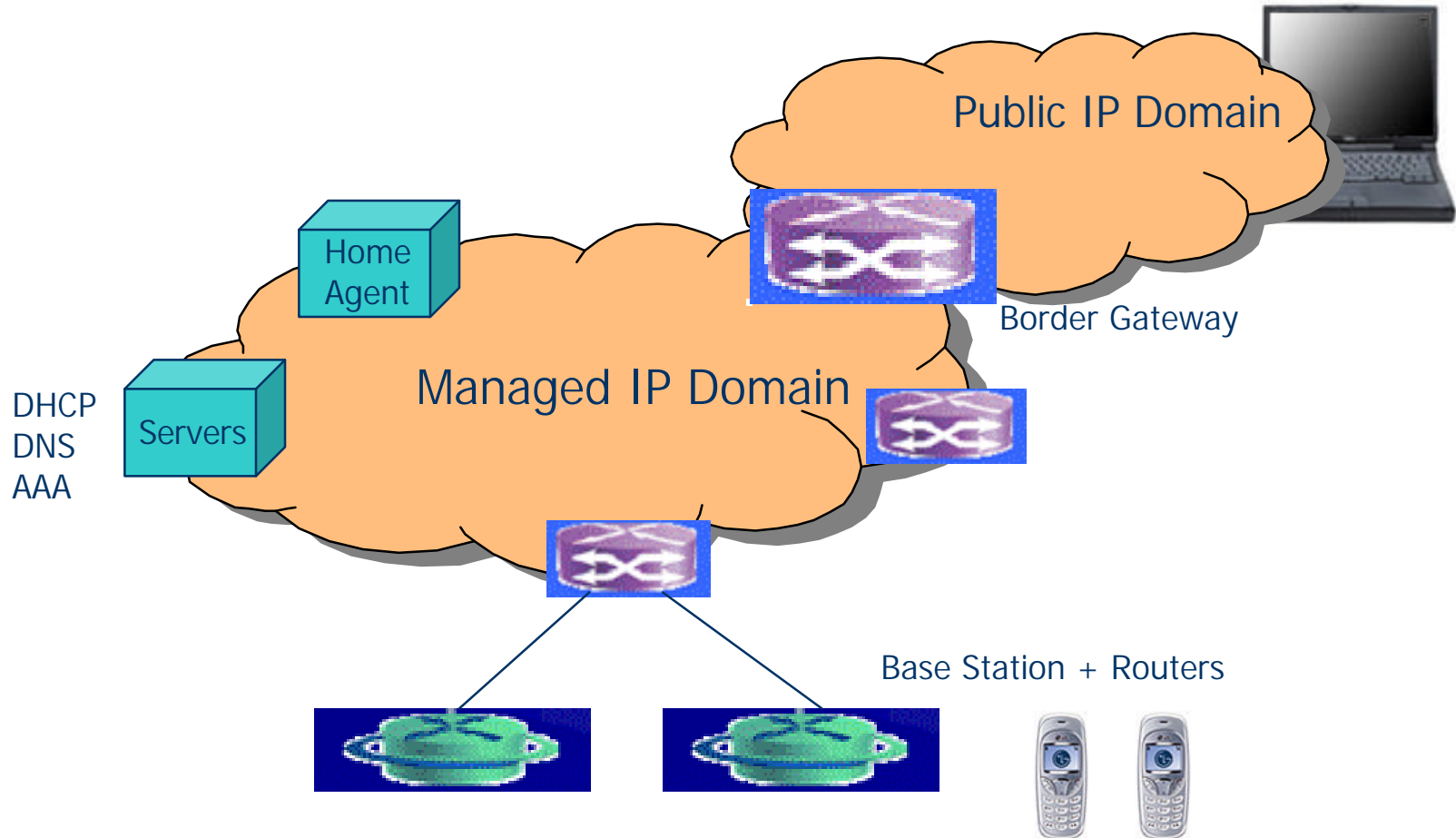




# CN Architecture

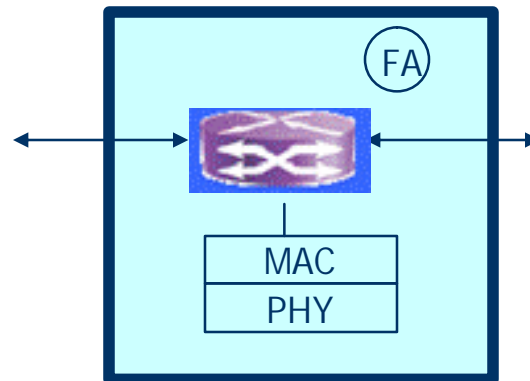
- All IP core
- Mobile router integrated into BS and eliminates number of boxes (SGSN / PDSN, RNC,..) and flattens the network
- Easier scalability as intelligence is pushed to the edge (BS)
- Handoff supported through mobile IP with Home Agent, Foreign Agent and handoff extensions
- External corresponding node shielded from mobility
- Efficient IP multicast

# IP Core Network

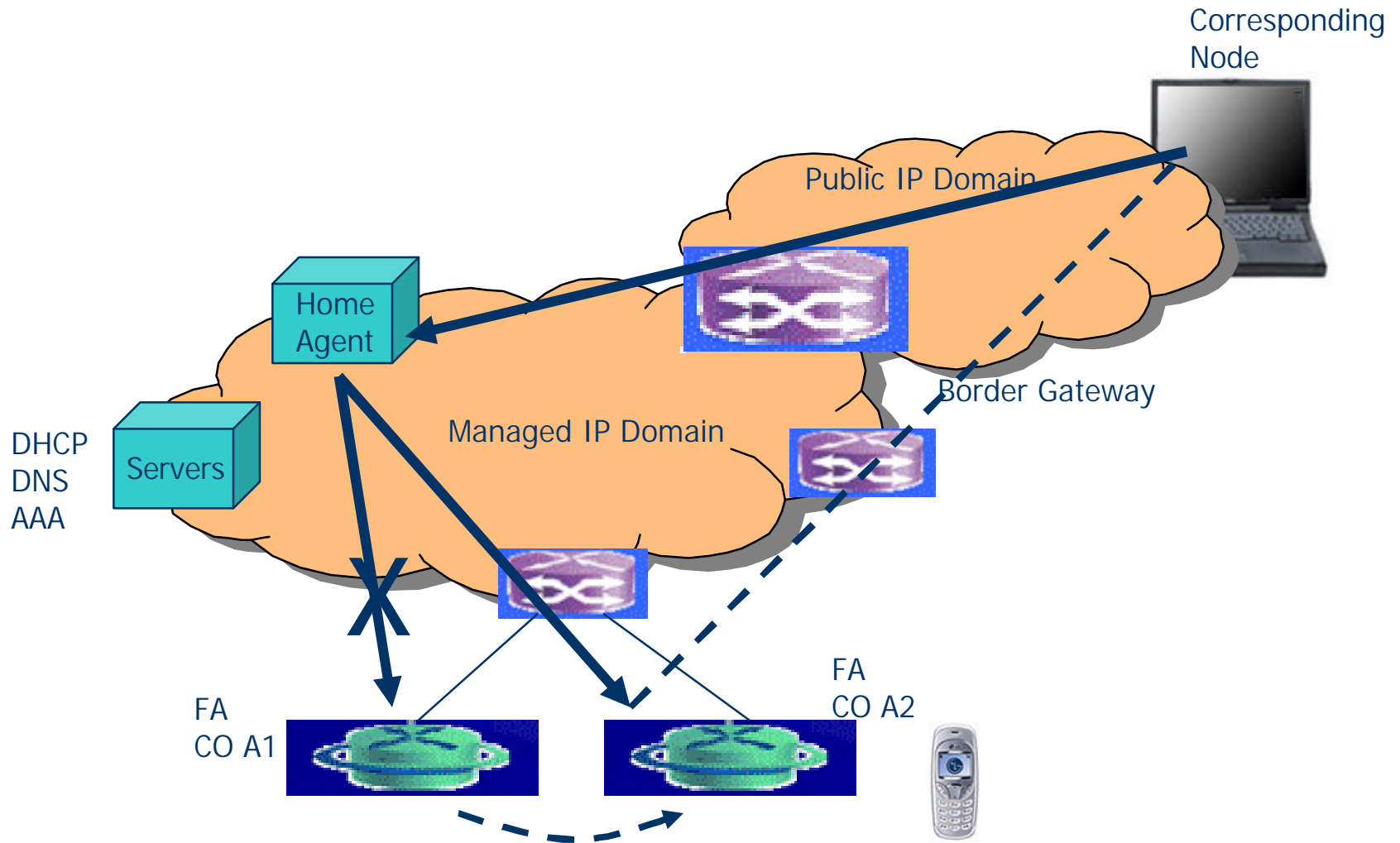


# Router Integrated Base Station

- BS is IP aware and hence scheduler can enforce IP QoS
- Local processing improves response time (for scheduling, AMC, ARQ) and overall lower latency
- Tightly coupled RLC, ARQ and scheduling for cross layer functions and QoS performance on handoffs



# Mobile IP Handoff



# Handoff

- Minimum packet loss and latency
- Layer 2 handoff
  - HA uses vanilla Mobile IP
  - FA uses Mobile IP + Handoff extensions
- Layer 1 handoff
  - Hard handoff likely to be finalized
  - Soft handoff more complex and will not enter current Rev



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# Deployment Issues

- No frequency planning (SFN)
- Easier scalability / cell splitting
- Ideal frequency band around 1.8- 2.7 GHz, some reduction in performance above 3.0 GHz particularly for mobility
- Co-located on current cellular towers with another tier of antennas
- CN can use same managed IP domain supporting current cellular network

# 16e Network will be Cheaper

- International standard with early volume ramp ups in Korea, ..
- Broader pipes – lesser BS to deploy
- Simpler system to develop (OFDMA), less internally coupled than CDMA. Less optimized also.
- Simpler network to fine tune in deployment (OFDMA)
- Much lower intellectual property overhang
- All IP delivery and simpler IP core network



# Summary

- 802.16e offers lowest cost option for broadband wireless
- First trials in 4Q/05
- Multi-service network can be evolved from fixed to mobile seamlessly
- Future proof technology with many 4G features

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