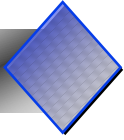




***CDMA***

***101***

**Scott Baxter**



# ***CDMA 101 Outline***

## **❖ CDMA Basics**

- ◆ Multiple Access Technology Survey**
- ◆ CDMA coding principles**
- ◆ Spread Spectrum principles**
- ◆ Forward and Reverse Channel Structure**

## **❖ Nortel CDMA System Architecture**

- ◆ MTX BSC BSM BTS**

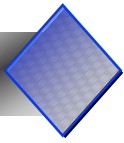
## **❖ CDMA Details and Operation**

- ◆ Power Control**
- ◆ Handoff mechanics**
- ◆ Optimization concepts**



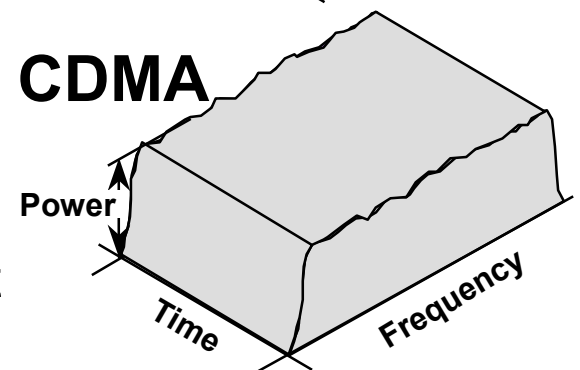
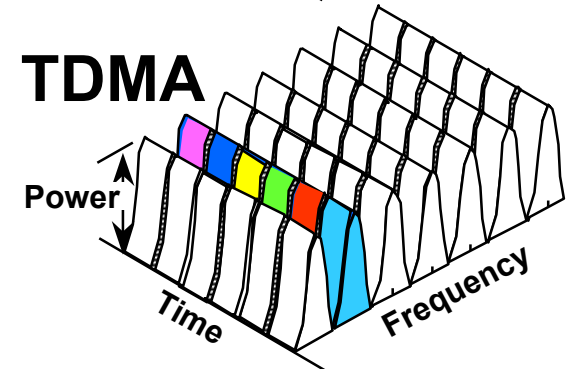
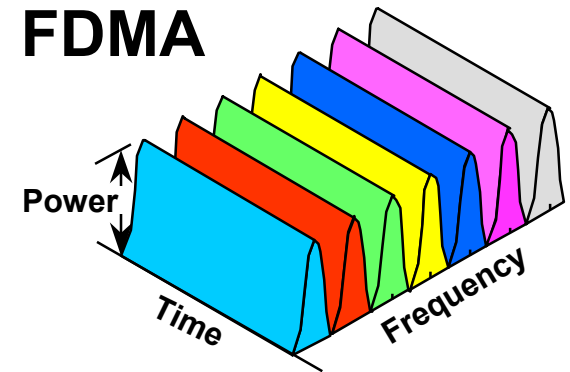
***CDMA***

***Basics***



# *Multiple Access Technologies*

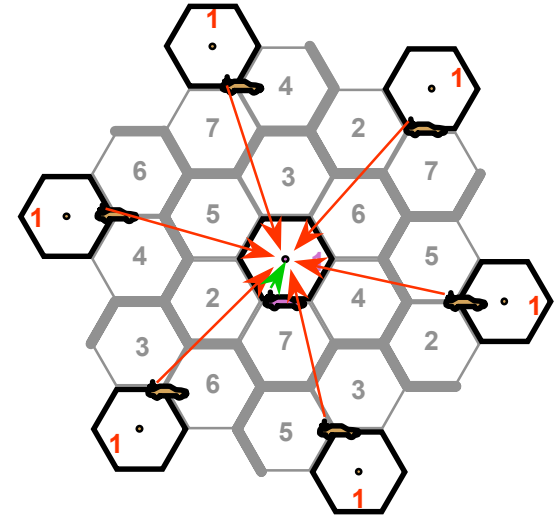
- ❖ **FDMA** (example: AMPS)  
**Frequency Division Multiple Access**
  - ◆ each user has a private frequency
- ❖ **TDMA** (examples: IS-54/136, GSM)  
**Time Division Multiple Access**
  - ◆ each user has a private time on a private frequency
- ❖ **CDMA** (IS-95, J-Std. 008)  
**Code Division Multiple Access**
  - ◆ users co-mingle in time and frequency but each user has a private code



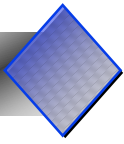
## *Other Technologies: Avoiding Interference*

- ❖ **AMPS, TDMA and GSM depend on physical distance separation to keep interference at low levels**
- ❖ **Co-channel users are kept at a safe distance by careful frequency planning**
- ❖ **Nearby users and cells must use different frequencies to avoid interference**

**AMPS-TDMA-GSM**

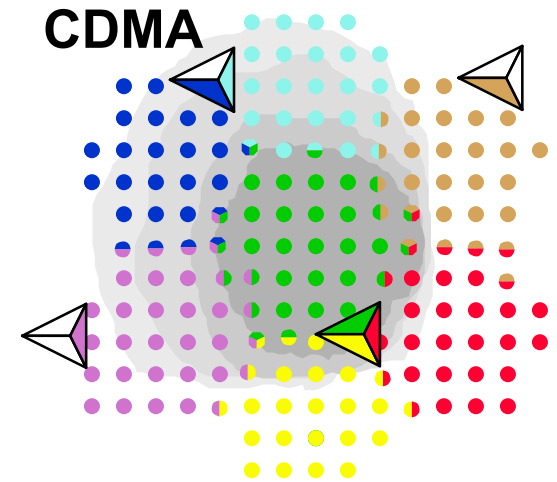


**Figure of Merit: C/I**  
(carrier/interference ratio)  
**AMPS: +17 dB**  
**TDMA: +14 to 17 dB**  
**GSM: +7 to 9 dB.**

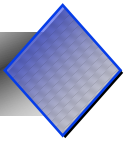


# ***CDMA: Using A New Dimension***

- ❖ All CDMA users occupy the same frequency at the same time! Time and frequency are not used as discriminators
- ❖ CDMA interference comes mainly from nearby users
- ❖ CDMA operates by using CODING to discriminate between users
- ❖ Each user is a small voice in a roaring crowd -- but with a uniquely recoverable code



**Figure of Merit: C/I**  
(carrier/interference ratio)  
**AMPS: +17 dB**  
**TDMA: +14 to +17 dB**  
**GSM: +7 to 9 dB.**  
**CDMA: -10 to -17 dB.**  
**CDMA:  $E_b/N_o \sim +6$  dB.**

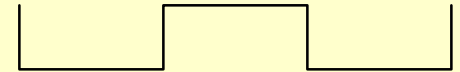


# ***CDMA Uses Code Channels***

- ❖ **A CDMA signal uses many chips to convey just one bit of information**
- ❖ **Each user has a unique chip pattern, in effect a code channel**
- ❖ **To recover a bit, integrate a large number of chips interpreted by the user's known code pattern**
- ❖ **Other users' code patterns appear random and integrate toward low values, hence don't disturb the bit decoding decision**

## **Building a CDMA Signal**

**Bits**  
from User's Vocoder



*Forward Error Correction*

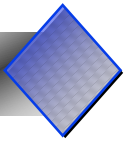
**Symbols**



*Coding and Spreading*

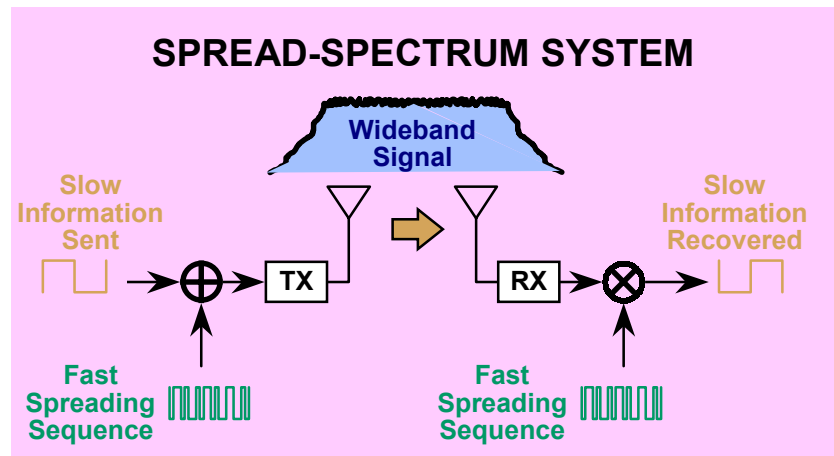
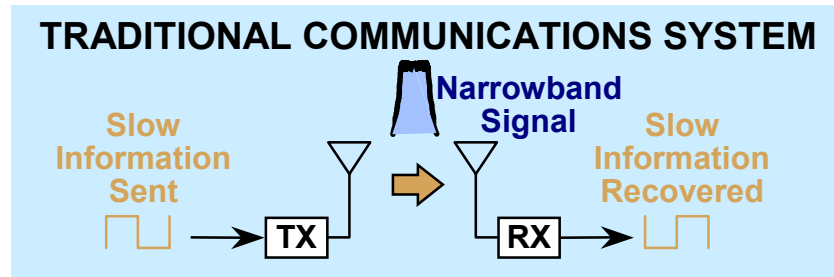
**Chips**





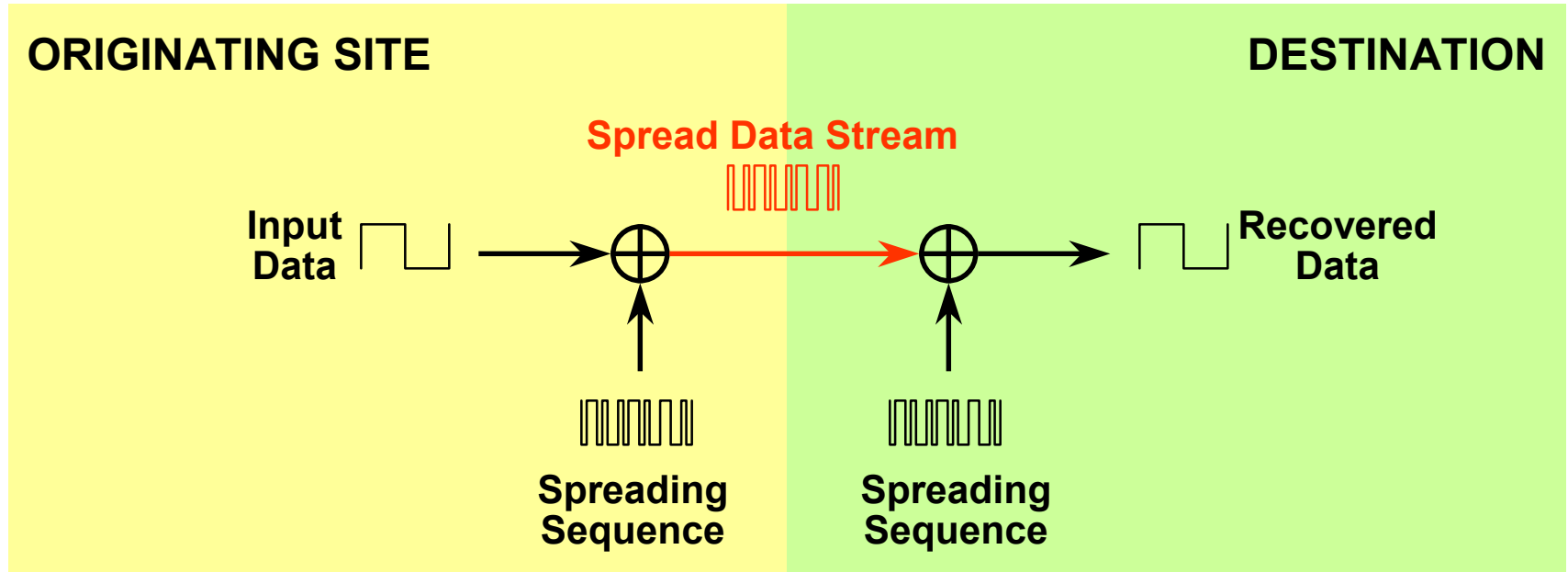
# *CDMA is a Spread-Spectrum System*

- ❖ Traditional technologies try to squeeze signal into minimum required bandwidth
- ❖ CDMA uses larger bandwidth but uses resulting processing gain to increase capacity

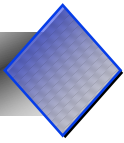


**Spread Spectrum Payoff:**  
**Processing Gain**

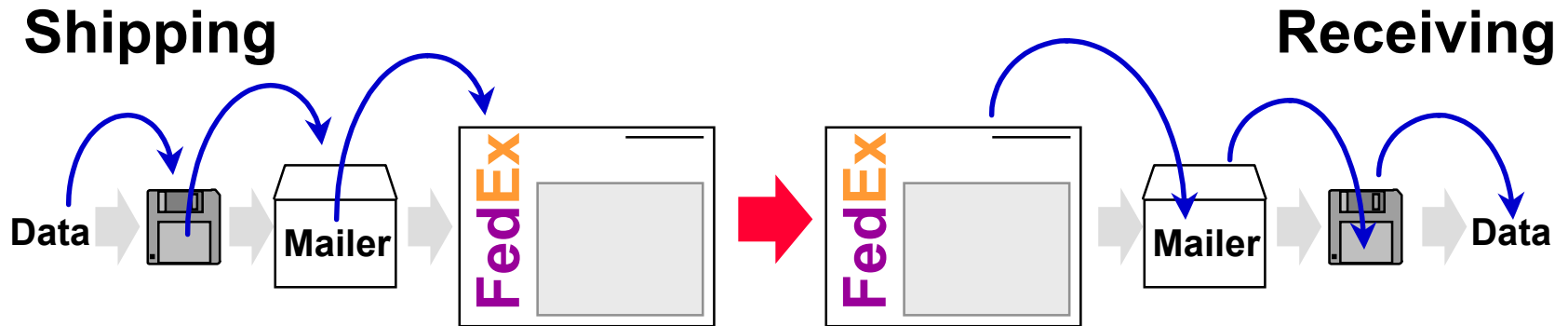
# *Spreading: What we do, we can undo*



- ❖ **Sender combines data with a fast spreading sequence, transmits spread data stream**
- ❖ **Receiver intercepts the stream, uses same spreading sequence to extract original data**

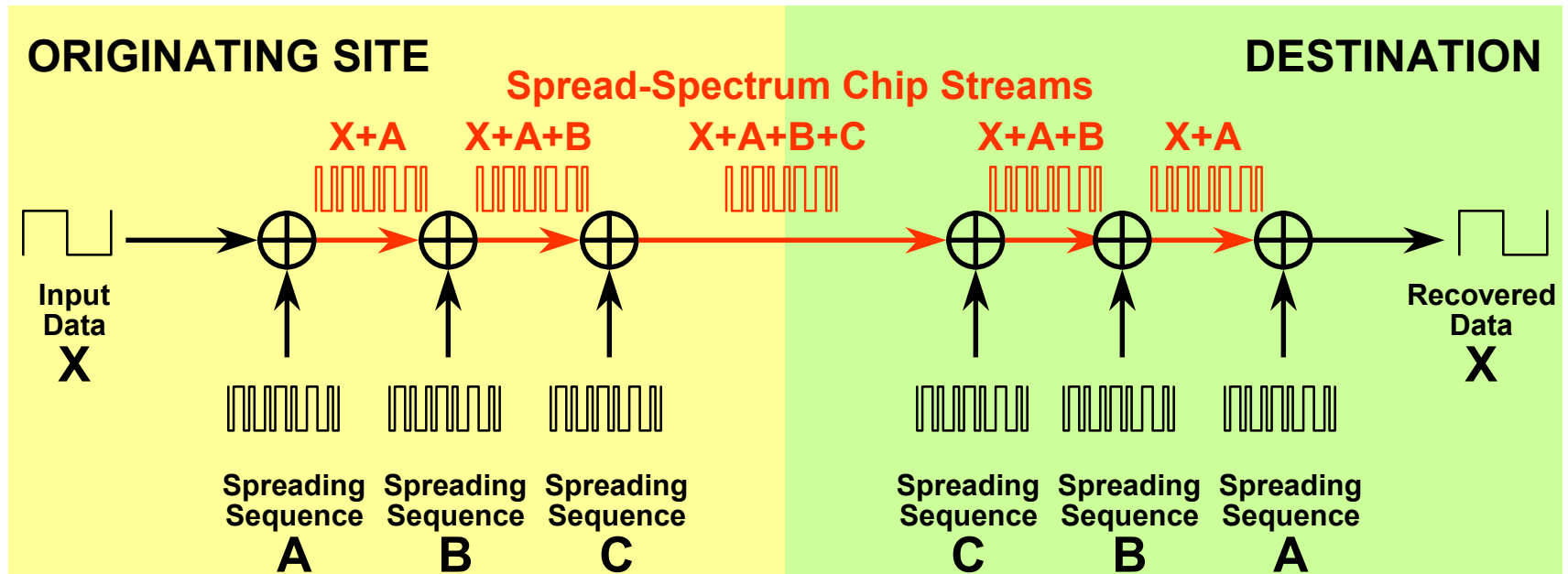


# *“Shipping and Receiving” via CDMA*

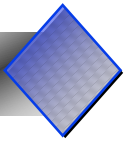


- ❖ Whether in shipping and receiving, or in CDMA, packaging is extremely important!
- ❖ Cargo is placed inside “nested” containers for protection and to allow addressing
- ❖ The shipper packs in a certain order, and the receiver unpacks in the reverse order
- ❖ CDMA “containers” are spreading codes

# CDMA's Nested Spreading Sequences



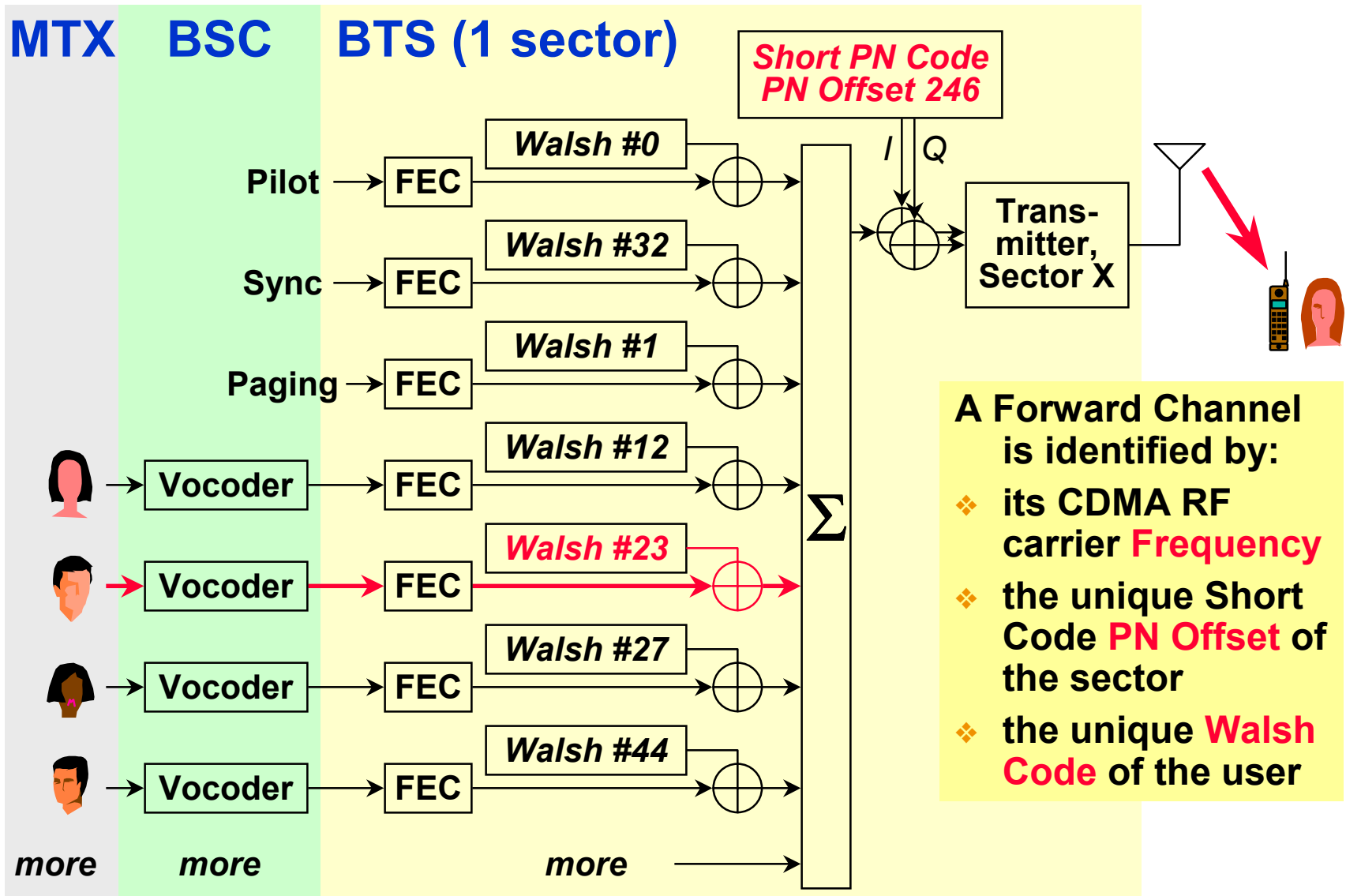
- ❖ CDMA combines three different spreading sequences to create unique, robust channels
- ❖ The sequences are easy to generate on both sending and receiving ends of each link
- ❖ “What we do, we can undo”

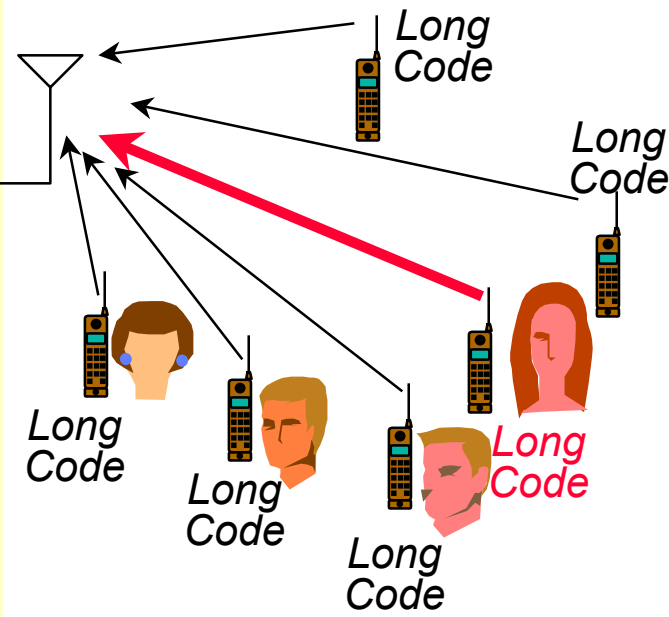
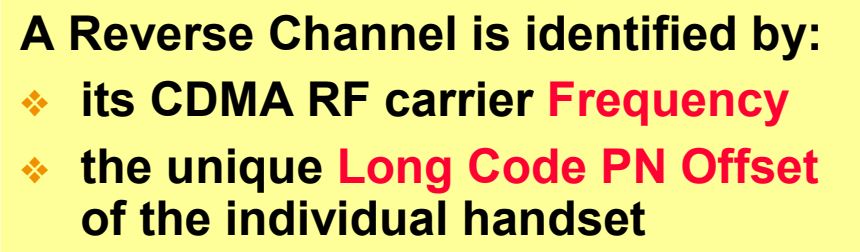


# ***The Three CDMA Spreading Sequences***

- ❖ **Walsh Codes:** *64 are available*
  - ◆ 64 chips long -- lasts 1/19200 sec
  - ◆ mutually orthogonal
- ❖ **PN Short Code:** *one pair is used (I & Q)*
  - ◆ 32K long -- lasts 26-2/3 mS, repeats 75x in 2 sec.
    - ⌘ generated in 15-bit tapped shift register
  - ◆ Nearly self-orthogonal if compared out-of-sync
- ❖ **PN Long Code:** *only one is used*
  - ◆  $2^{42}-1$  chips long -- lasts 40+ days!
    - ⌘ generated in 42-bit tapped shift register
  - ◆ Any short sample is nearly orthogonal with any other short sample

# Code Channels in the Forward Direction

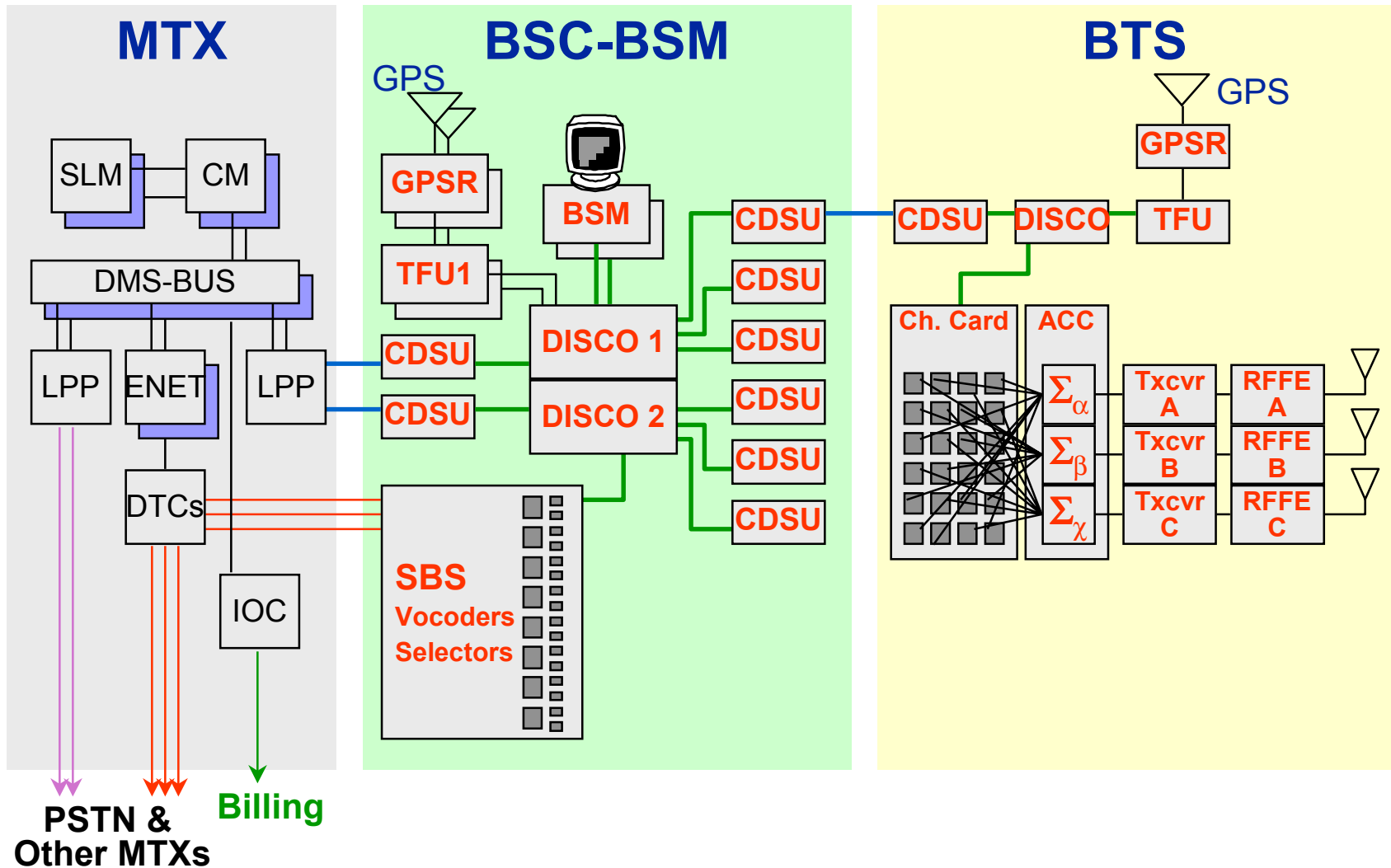




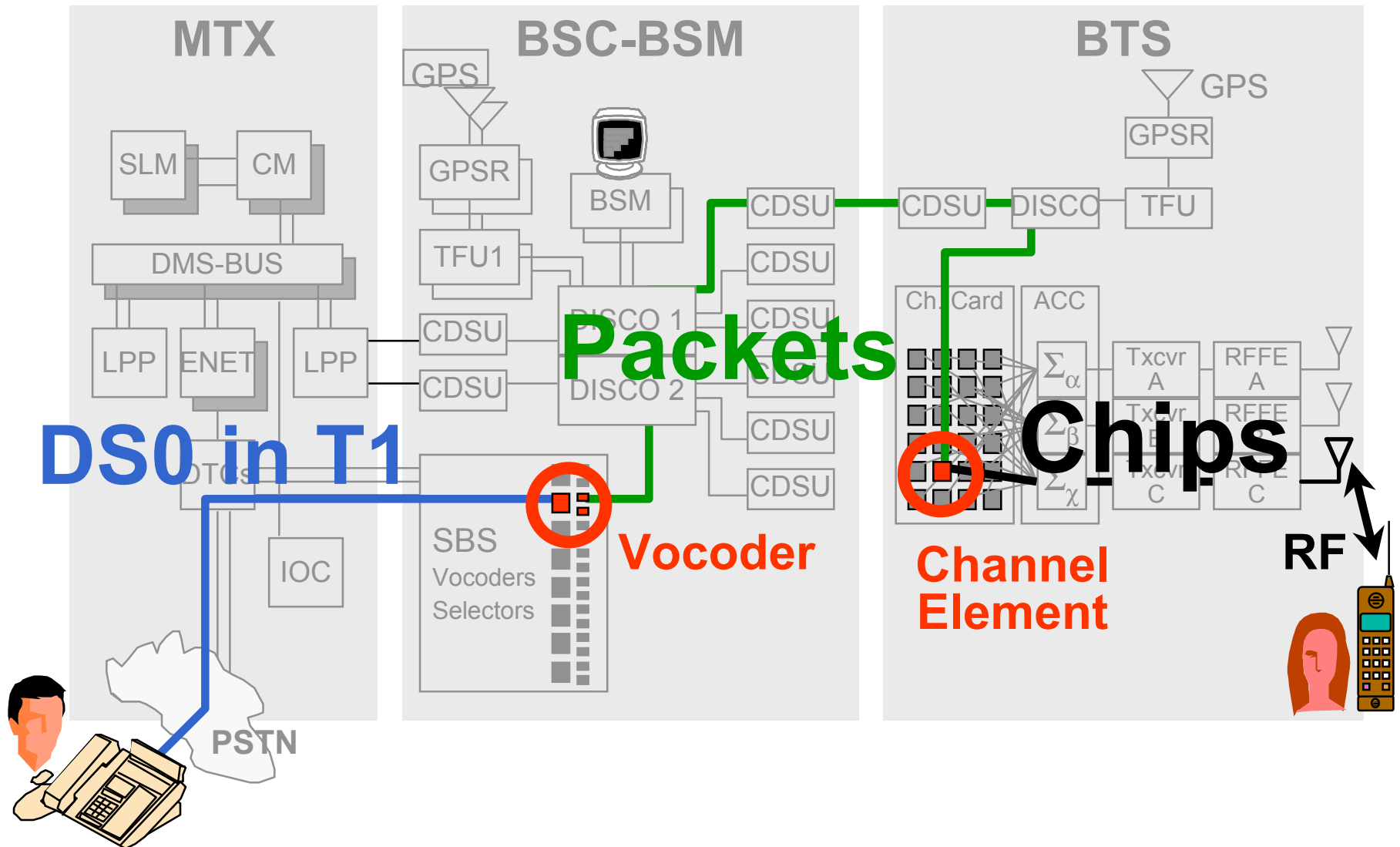


# *CDMA System Architecture*

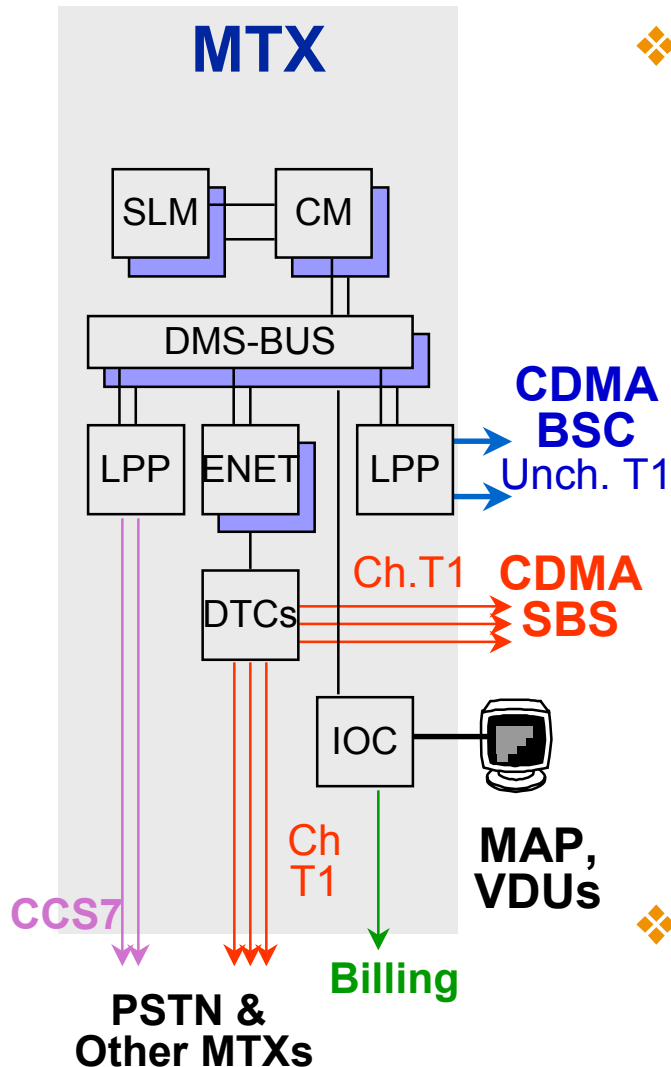
# ***NORTEL CDMA System Architecture***



# Signal Flow: Two-Stage Metamorphosis



# Architecture: The MTX



## ❖ Primary functions

### ◆ Call Processing

### ◆ Mobility Management

▫ HLR-VLR access

▫ Intersystem call delivery (IS-41C)

▫ Inter-MTX handover (IS-41C)

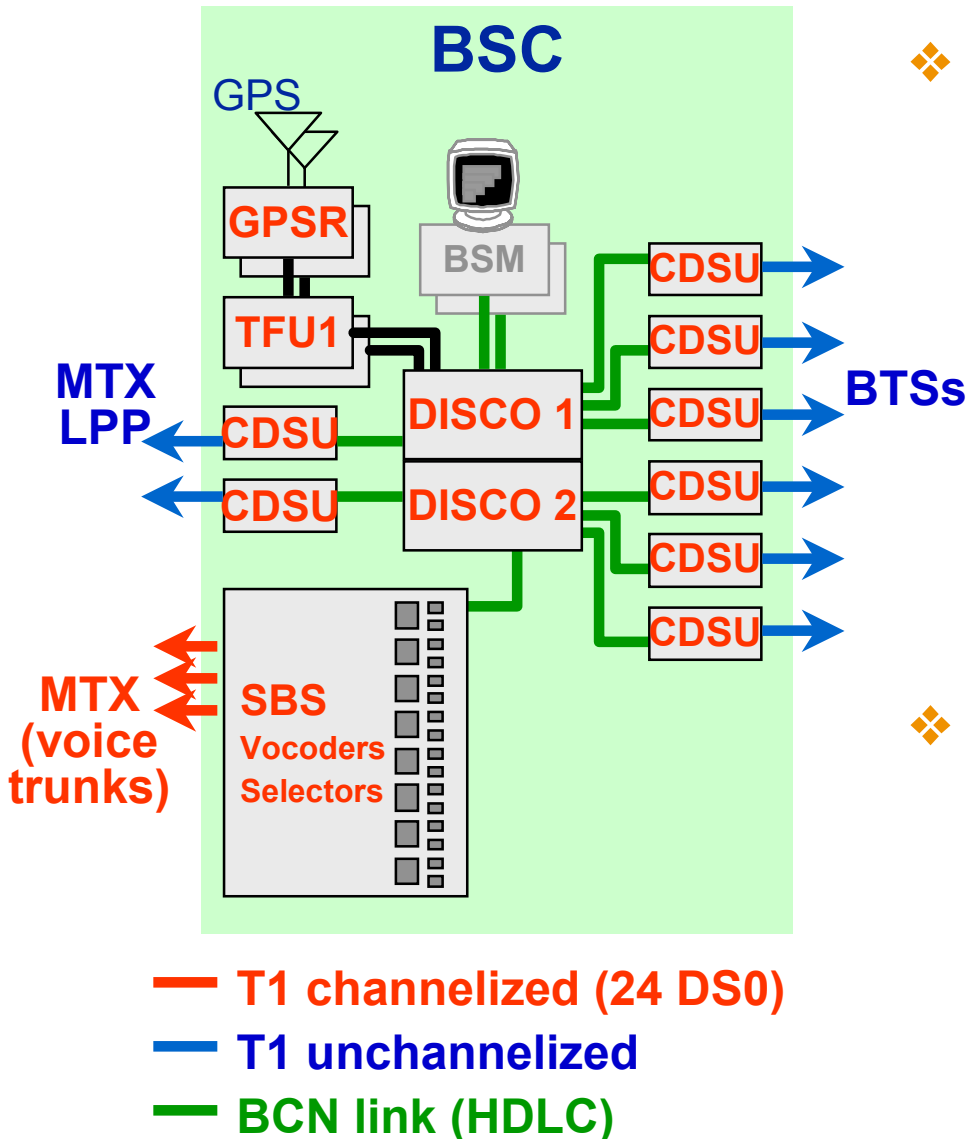
### ◆ Billing Data Capture

### ◆ Calling Features & Services

### ◆ Collecting System OMs, Pegs

## ❖ High reliability, redundancy

# Architecture: The BSC

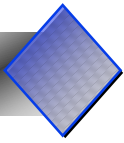


## ❖ Primary functions

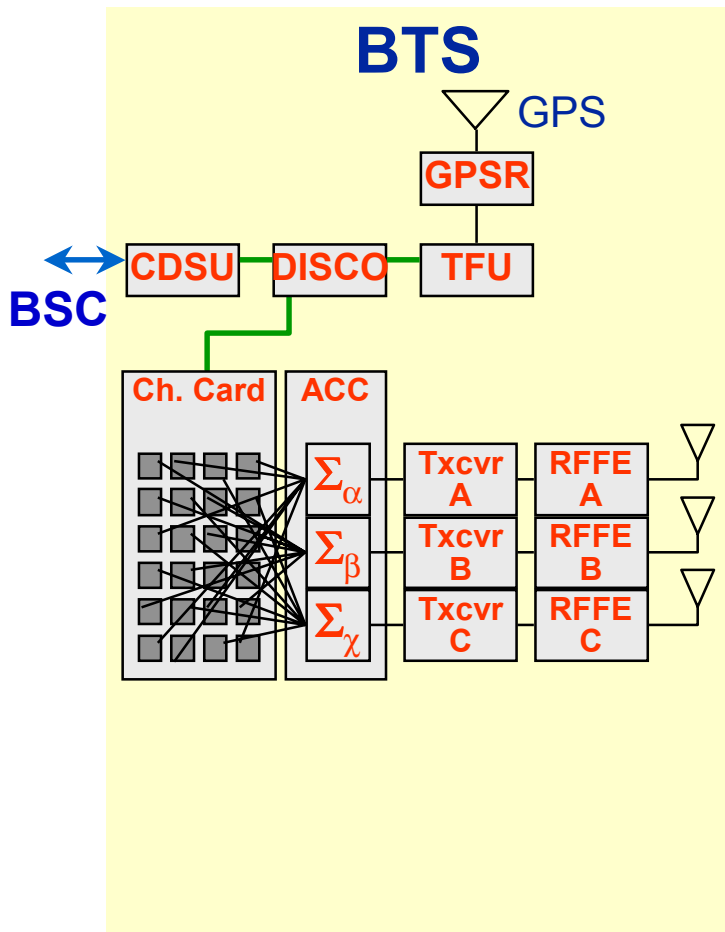
- ◆ vocoding
- ◆ soft handoff management
- ◆ FER-based power control
- ◆ routing of all traffic and control packets

## ❖ Scalable architecture

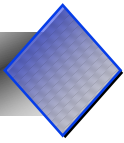
- ◆ expand SBS to keep pace with traffic growth
- ◆ expandable DISCO



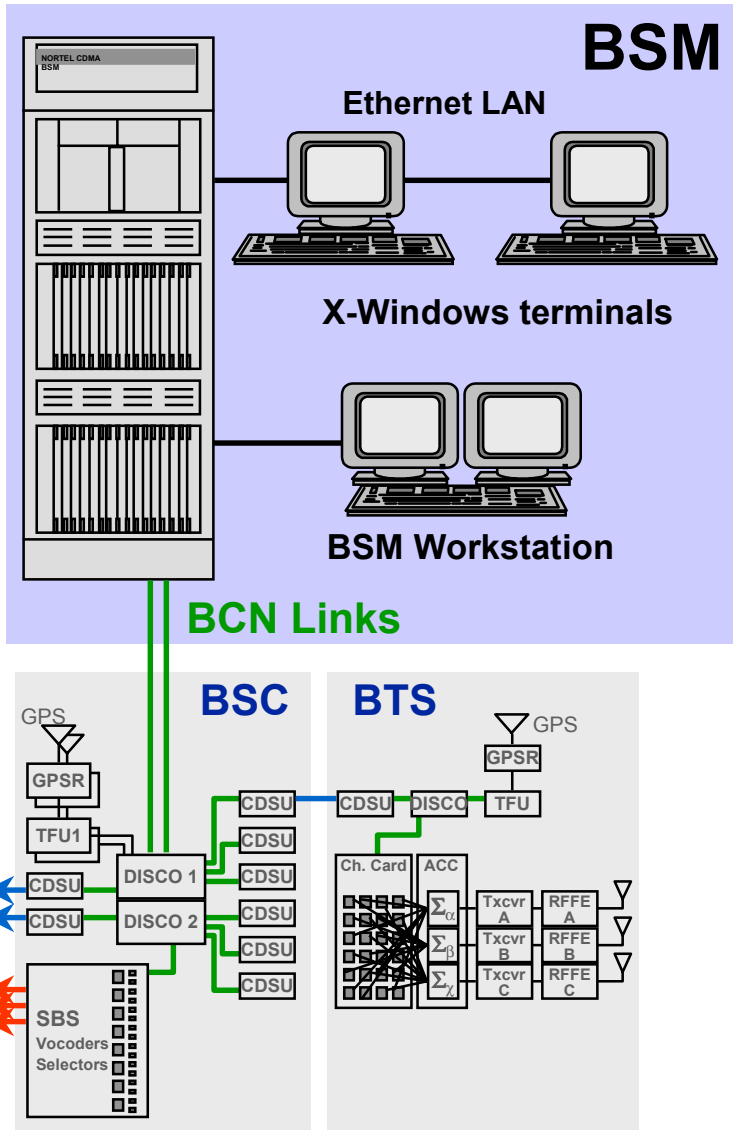
# Architecture: The BTS



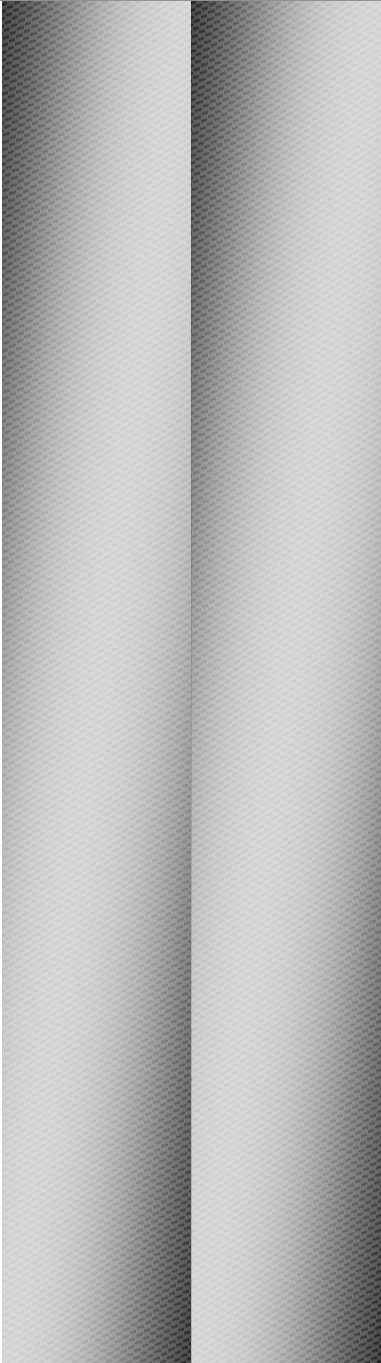
- ❖ **Primary function: Air link**
  - ◆ generate, radiate, receive CDMA RF signal IS-95/J.Std. 8
  - ◆ high-efficiency T1 backhaul
  - ◆ test capabilities
- ❖ **Configurations**
  - ◆ 1, 2, or 3 sectors
  - ◆ 800 MHz.: indoor
  - ◆ 1900 MHz.: self-contained outdoor, remotable RFFEs
  - ◆ future: 1900 MHz. indoor, 800 & 1900 multi-carrier options



# Architecture: The BSM



- ❖ **Primary functions: OA&M for CDMA components**
  - ◆ **Configuration management**
    - BSC, BTS configuration and parameters
  - ◆ **Fault management**
    - Alarm Reporting
  - ◆ **Performance management**
    - interface for CDMA statistics and peg counts collection
- ◆ **Security management**
- ◆ **Unix-based**



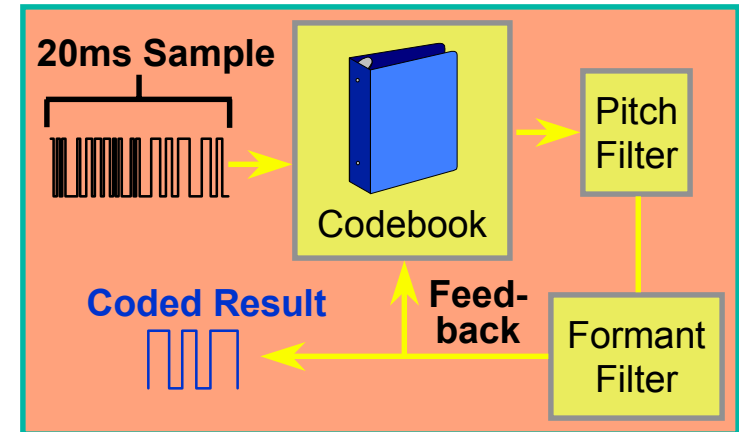
# ***CDMA***

## ***Details and Operation***

# *Variable Rate Vocoding & Multiplexing*

- ❖ **Vocoders compress speech, reduce bit rate**
- ❖ **CDMA uses a superior Variable Rate Vocoder**
  - ◆ full rate during speech
  - ◆ low rates in speech pauses
  - ◆ increased capacity
  - ◆ more natural sound
- ❖ **Voice, signaling, and user secondary data may be mixed in CDMA frames**

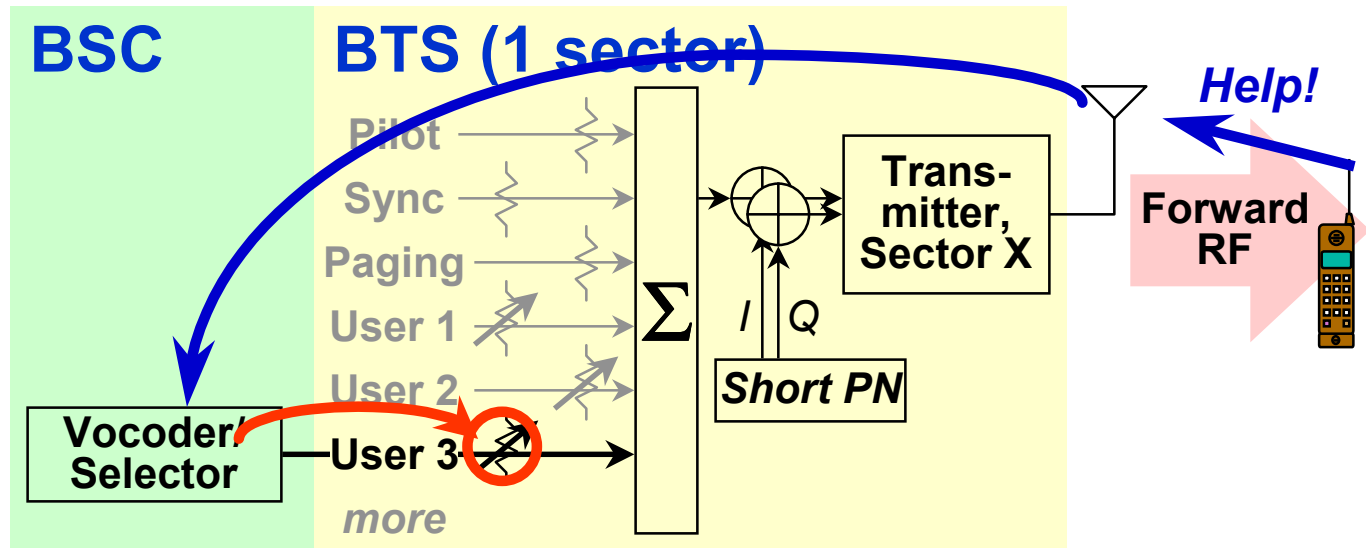
**DSP QCELP VOCODER**



bits	Frame Sizes
288	Full Rate Frame
144	1/2 Rate Frame
72	1/4 Rt.
36	1/8

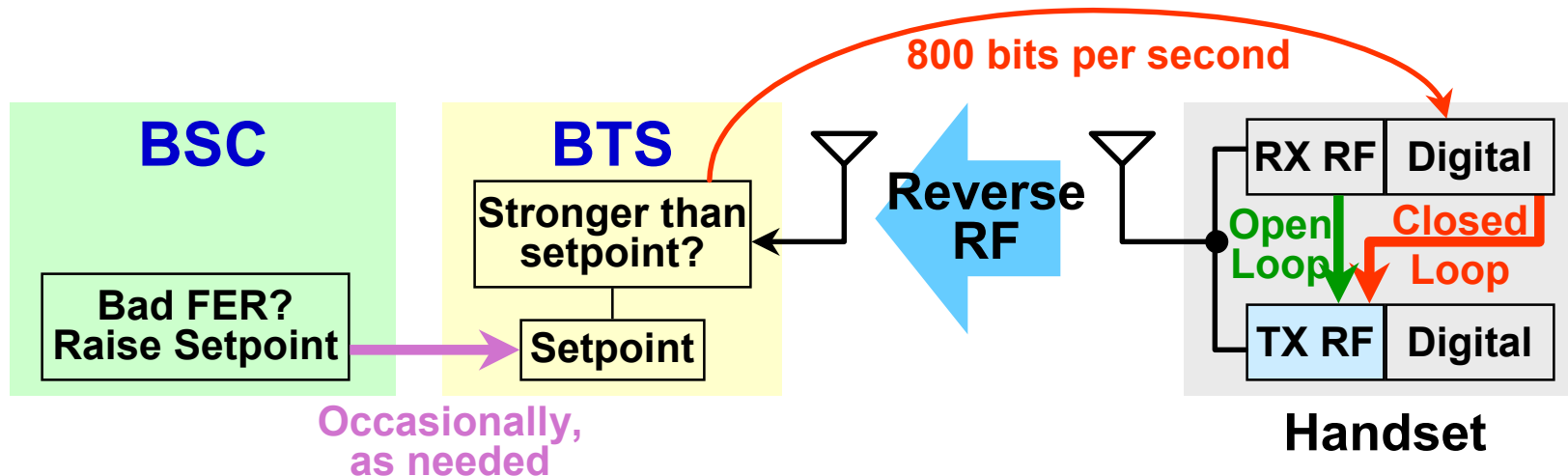
Frame Contents: can be a mixture of  
Voice      Signaling      Secondary

# Forward Power Control



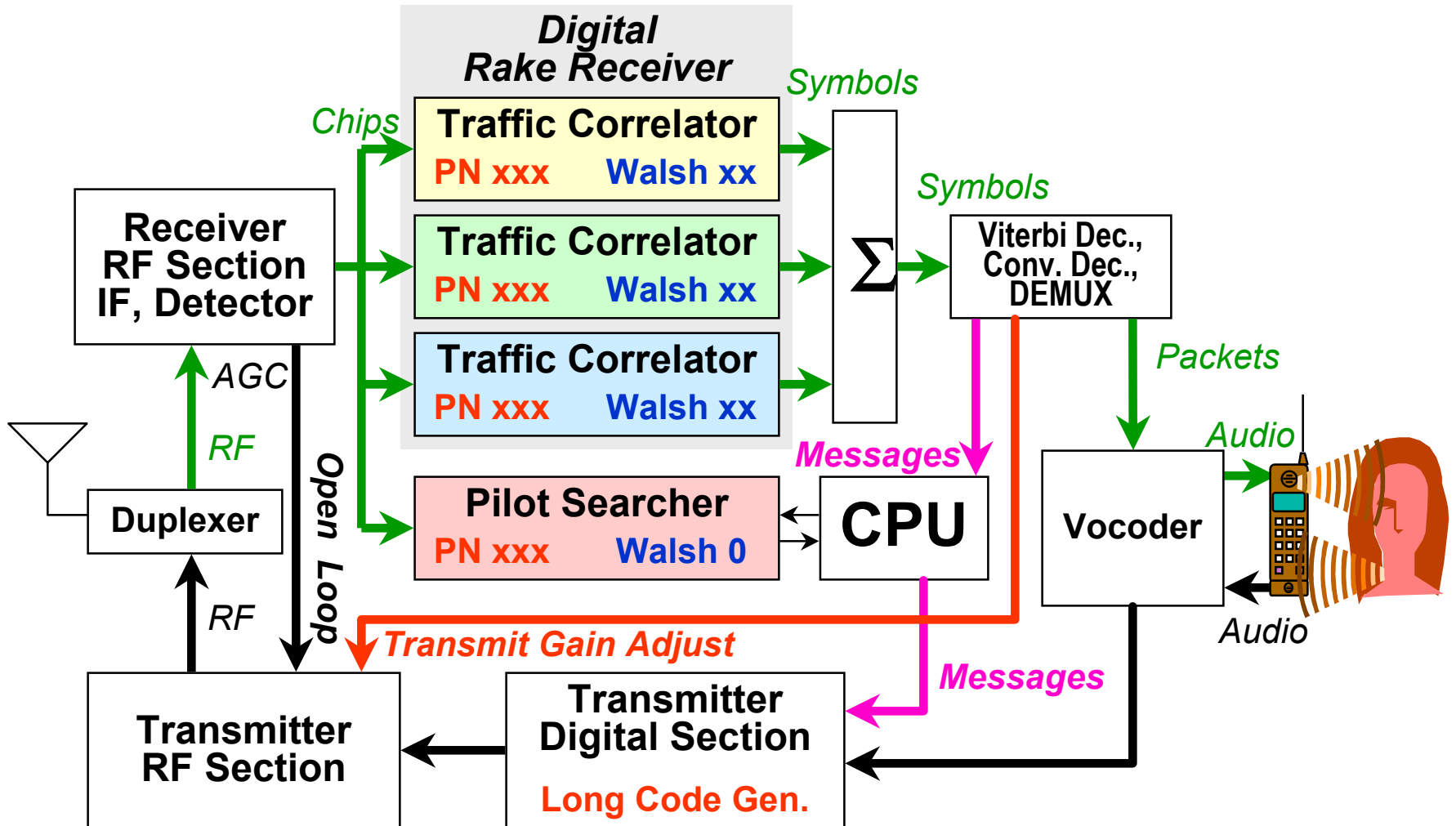
- ❖ The BTS continually reduces the strength of each user's forward baseband chip stream
- ❖ When a particular handset sees errors on the forward link, it requests more energy
- ❖ The complainer's chip stream gets a quick boost; afterward, continues to diminish

# Reverse Power Control

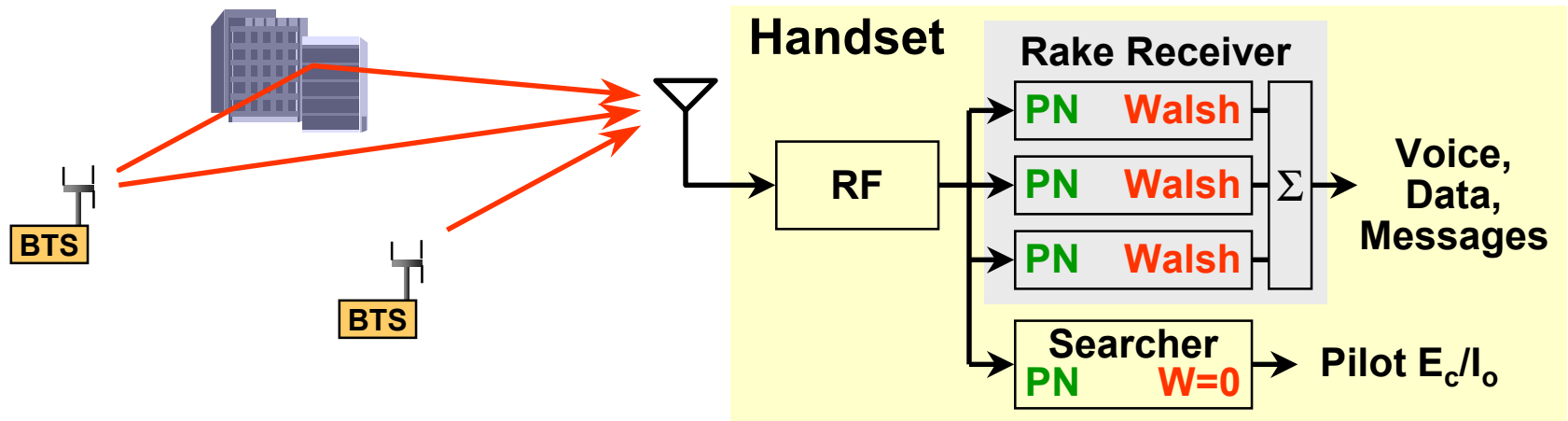


- ❖ **Three methods work in tandem to equalize all handset signal levels at the BTS**
  - ◆ **Reverse *Open* Loop:** handset adjusts power up or down based on received BTS signal (AGC)
  - ◆ **Reverse *Closed* Loop:** Is handset too strong? BTS tells up or down 1 db 800 times/second
  - ◆ **Reverse *Outer* Loop:** BSC has FER trouble hearing handset? BSC adjusts BTS setpoint

# What's In a Handset?

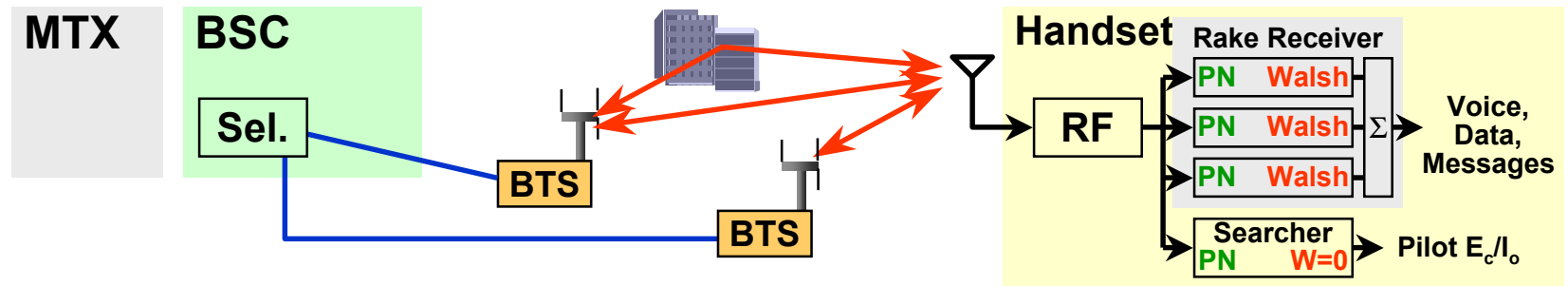


# *The Rake Receiver*



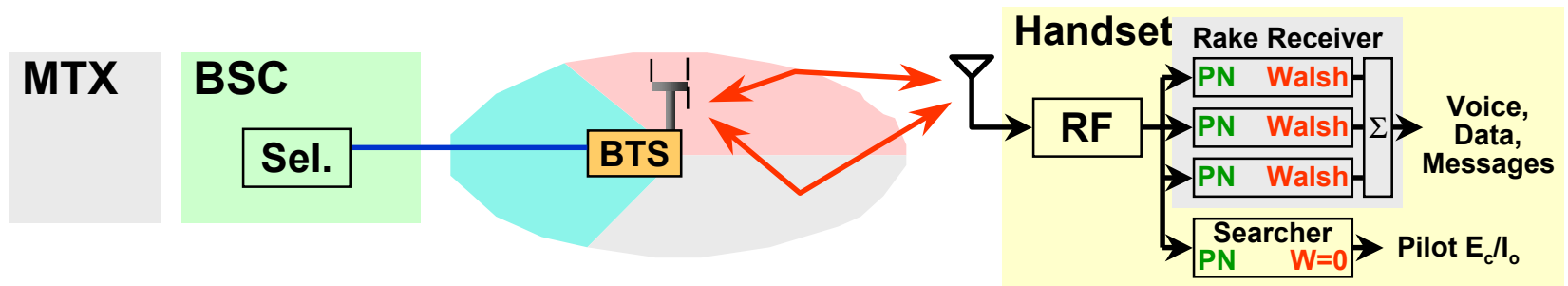
- ❖ Every frame, handset uses combined outputs of the three traffic correlators (“rake fingers”)
- ❖ Each finger can independently recover a particular PN offset and Walsh code
- ❖ Fingers can be targeted on delayed multipath reflections, or even on different BTSs
- ❖ Searcher continuously checks pilots

# *CDMA Soft Handoff Mechanics*

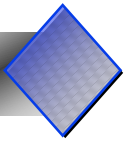


- ❖ **CDMA soft handoff is driven by the handset**
  - ◆ Handset continuously checks available pilots
  - ◆ Handset tells system pilots it currently sees
  - ◆ System assigns sectors (up to 6 max.), tells handset
  - ◆ Handset assigns its fingers accordingly
  - ◆ All messages sent by dim-and-burst, no muting!
- ❖ **Each end of the link chooses what works best, on a frame-by-frame basis!**
  - ◆ Users are totally unaware of handoff

# *Softer Handoff*



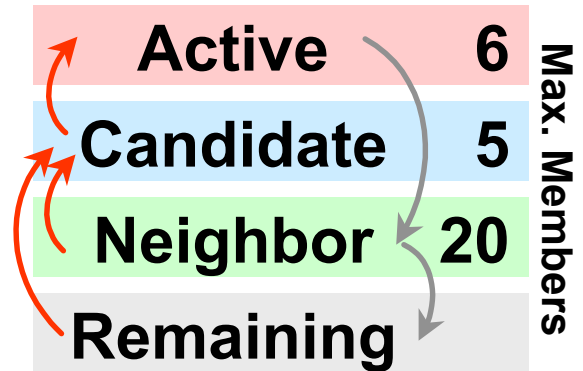
- ❖ Each BTS sector has unique PN offset & pilot
- ❖ Handset will ask for whatever pilots it wants
- ❖ If multiple sectors of one BTS simultaneously serve a handset, this is called Softer Handoff
- ❖ Handset is unaware, but softer handoff occurs in BTS in a single channel element
- ❖ Handset can even use combination soft-softer handoff on multiple BTS & sectors



# *Pilot Sets and Soft Handoff Parameters*

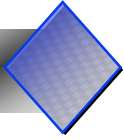
- ❖ Handset views pilots in sets
- ❖ Handset sends message to system whenever:
  - ◆ It notices a pilot in neighbor or remaining set exceeds  $T\_ADD$
  - ◆ An active set pilot drops below  $T\_DROP$  for  $T\_TDROP$  time
  - ◆ A candidate pilot exceeds an active by  $T\_COMP$
- ❖ Handoff setup processing time usually  $\ll 1$  second

## PILOT SETS



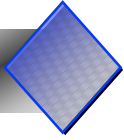
## HANDOFF PARAMETERS

$T\_ADD$	$T\_DROP$
$T\_TDROP$	$T\_COMP$



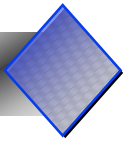
# ***Overall Handoff Perspective***

- ❖ **Soft & Softer Handoffs are the best**
  - ◆ but a handset can receive BTS/sectors simultaneously only on *one* frequency
  - ◆ all involved BTS/sectors must connect to a *single BSC* (the BSC must choose packets each frame)
  - ◆ *frame timing* must be same on all BTS/sectors
- ❖ **If above not possible, handoff still can occur but will be “hard” like AMPS/TDMA/GSM**
  - ◆ intersystem handoff: hard
  - ◆ change-of-frequency handoff: hard
  - ◆ CDMA-to-AMPS handoff: hard, no handback
    - ⓓ auxiliary trigger mechanisms available



# ***CDMA Performance Optimization***

- ❖ **Key Performance Indicators and Objectives**
  - ◆ **Dropped Calls, Access Failures, system FER**
  - ◆ **Soft Handoff Percentage**
  - ◆ **Capacity**
- ❖ **Success comes from managing resources**
  - ◆ **Handoff: keep dynamics fast, delays short**
    - **Neighbor lists well-optimized**
  - ◆ **RF Coverage: holes vs. excessive overlap**
  - ◆ **PN Planning, optimum Search Window sizes**
  - ◆ **Per-Cell anomalies: watch parameters for clues**

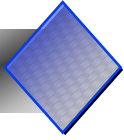


# ***CDMA Mobile Analysis Tools***

- ❖ **Handset Maintenance Mode**
- ❖ **Real-Time Data Collection Tools**
  - ◆ Qualcomm MDM
  - ◆ Grayson WMI, Surveyor
  - ◆ Grayson Invex3G
  - ◆ Agilent Nitro, Viper
  - ◆ Comarco

D Yll			
3	18	2	94
X	A		7F

- ❖ Pilot Ec/Io
- ❖ Finger Information
- ❖ RX Level, TX Power output, TX Gain Adjust, Forward FER
- ❖ Temporal Analyzer
- ❖ Markov Call Statistics
- ❖ Messaging Activity
- ❖ Pilot Set Activity



# ***CDMA Network Analysis Tools***

## ❖ **Post-Processing Tools**

- ◆ **Actix Analyzer**
- ◆ **Grayson Interpreter**
- ◆ **Agilent OPAS**
- ◆ **Nortel RFOptimizer**

## ❖ **OM Analysis Tools**

- ◆ **Metrica Kingfisher**

## ❖ **Map Plots**

- ❖ **Best Ec/Io, PN, FER, handset RX & TX Powers, Transmit Gain Adjust, Number of active pilots**

## ❖ **Charts, Tables & Graphs**

- ❖ **Handoff statistics (per-neighbor tables), parameter distributions**

- ❖ **Access, Drop Call rates**

## ❖ **Message Search/Analysis**

## ❖ **Analysis of Anomalies**

- ❖ **Pre-drop parameters**