

ECS455: Chapter 4

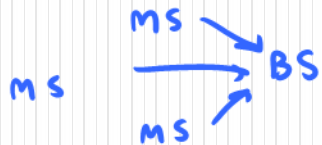
Multiple Access

4.9 Async. CDMA: Gold codes and GPS



Downlink: Easy to sync. → Use sync. CDMA (e.g. WH codes)

Uplink: Difficult to sync. → IS-95 does not use WH codes for multiple access.



Office Hours:

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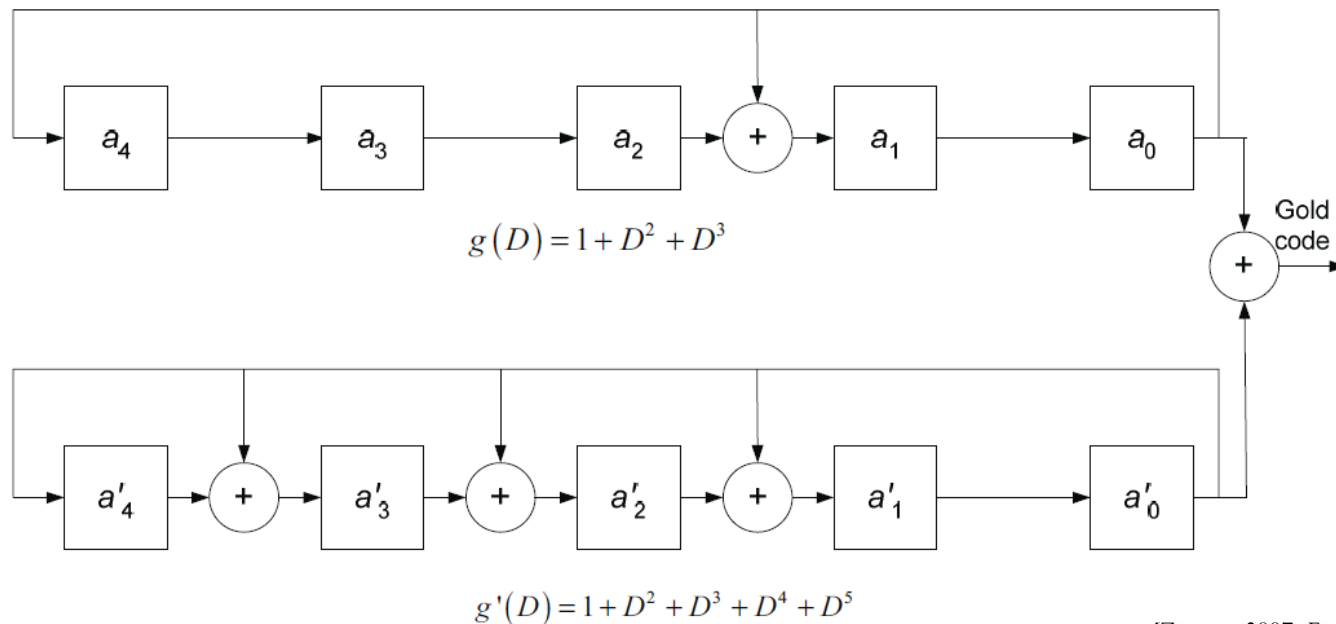
Asynchronous CDMA Model

- In cellular systems, the design of the reverse link (mobile-to-base station) is considerably simplified if the users need not be synchronized.
- It is possible to let the users transmit completely asynchronously in CDMA.
- Codes assigned to different users need to have low cross correlation with each other independent of the relative delays

| Gold codes | Walsh-codes | Gold codes | m-code |
|-------------------|-------------|------------|--|
| Auto correlation | Not-so-good | decent | best |
| Cross correlation | best | decent | Not designed to be good. (Need to "search" for good CCC.) |

Gold codes

- Gold codes have worse autocorrelation properties than maximal-length codes, but better cross-correlation properties if properly designed.
- The chip sequences associated with a Gold code are produced by addition of two m-sequences.



Orthogonality (a revisit)

- **Downlinks**

- May use **orthogonal** spreading codes such as Walsh-Hadamard codes
- Orthogonality can be degraded by multipath.

- **Uplinks**

- Generally use **non-orthogonal** codes due to the difficulty of user synchronization and the complexity of maintaining code orthogonality in uplinks with multipath.
- Little dynamic coordination of users in time or frequency is required
 - Users can be separated by the code properties alone.

- There is a hard limit on how many orthogonal channels (orthogonal codes) can be obtained.

- For non-orthogonal codes, there is no hard limit.
- Non-orthogonal codes cause mutual interference between users.
 - The more users, the higher the level of interference
 - Degrade the performance of all the users.

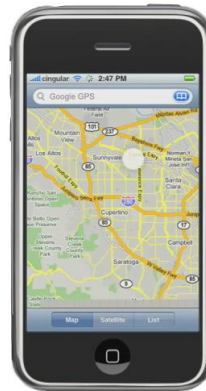
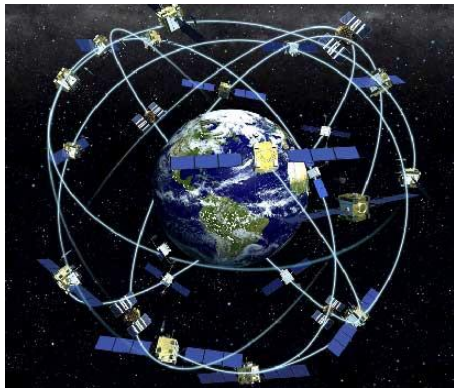
- Non-orthogonal CDMA scheme also requires power control in the uplink to compensate for the near-far effect.

Near-far Effect

- Arise in the **uplink** because the channel gain between a user's transmitter and the receiver is different for different users.
- Suppose that one user is very close to his base station or access point, and another user very far away.
 - If both users transmit *at the same power level*, then the **interference from the close user will swamp the signal from the far user.**
- **Power control**
 - Make the *received* signal power of all users to be roughly the same
 - Essentially inverts any attenuation and/or fading on the channel
 - Each interferer must **contribute an equal amount of power**
 - Eliminating the near-far effect

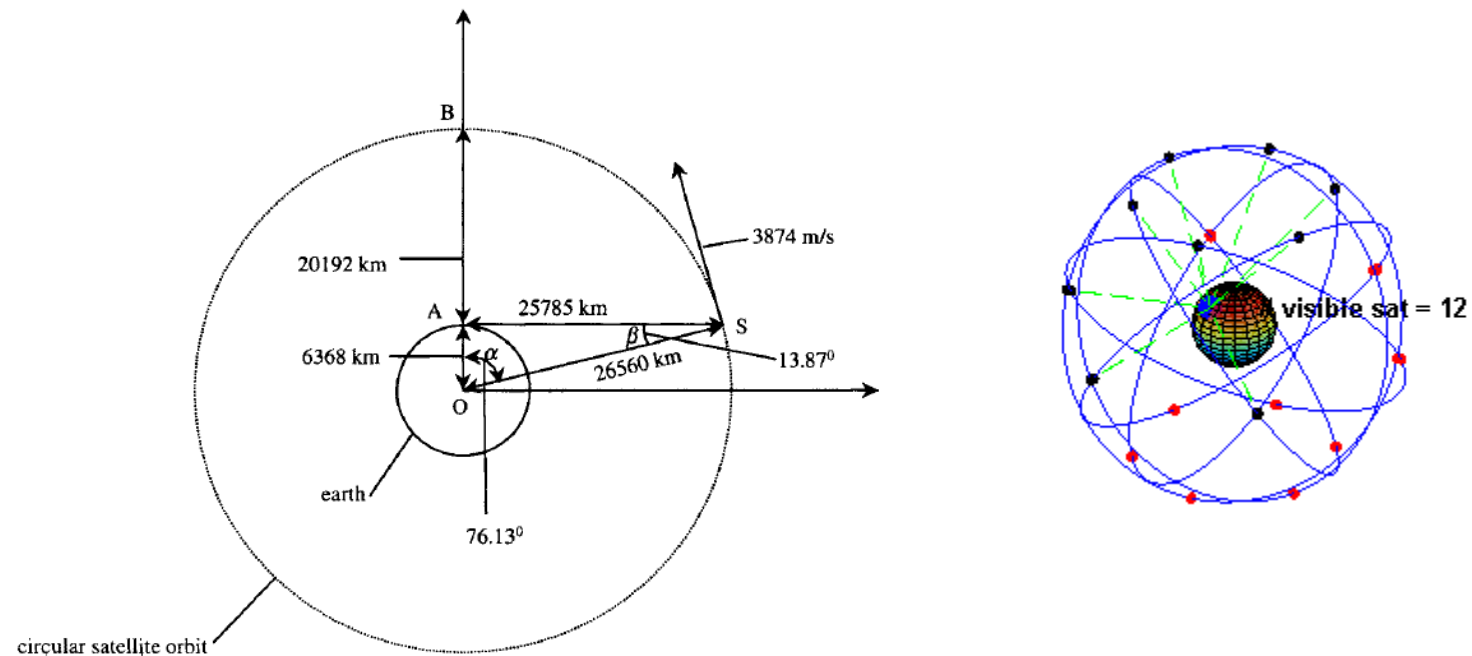
Global Positioning System (GPS)

- Original application in the military *4 variables.*
- Allow a person to determine the time and the person's precise location (latitude, longitude, and altitude) anywhere on earth.
- The potential applications of GPS are so vast that it has been called (with some exaggeration) the next utility (similar to gas, water, and electricity).



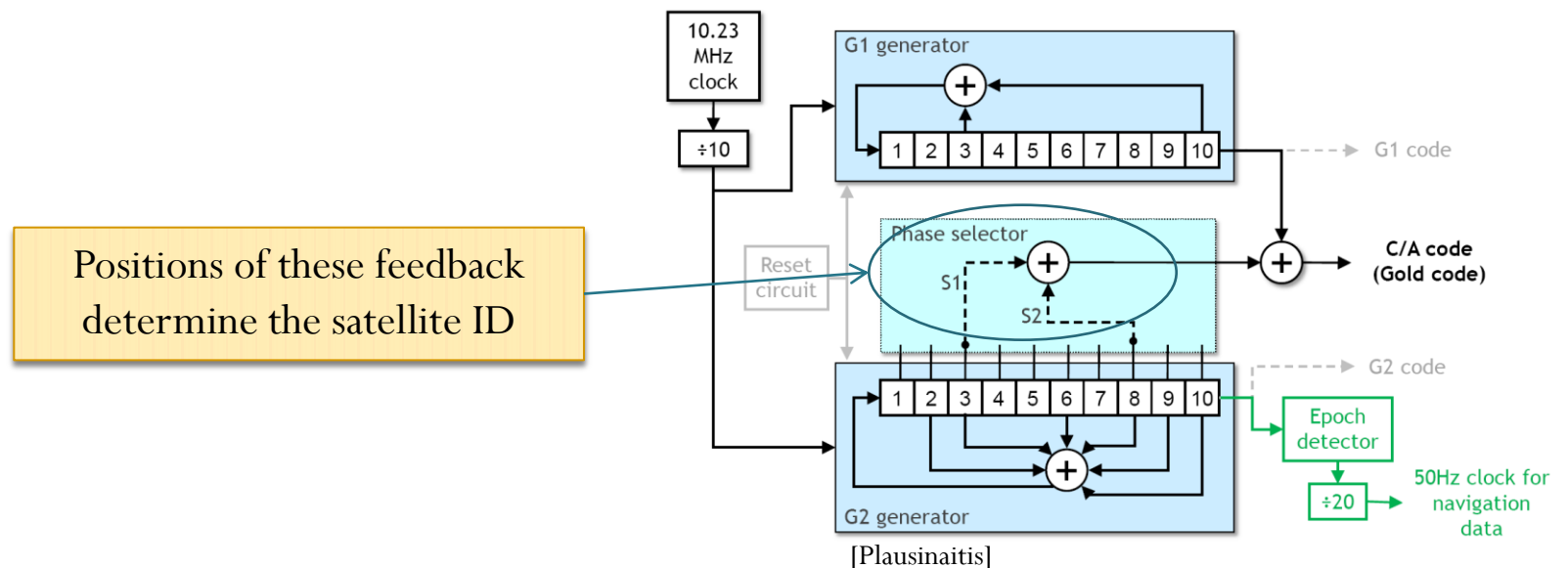
GPS Satellite

- A minimum of 24 GPS satellites are in orbit at 20,200 kilometers (12,600 miles) above the Earth.
- The satellites are spaced so that from any point on Earth, at least four satellites will be above the horizon.

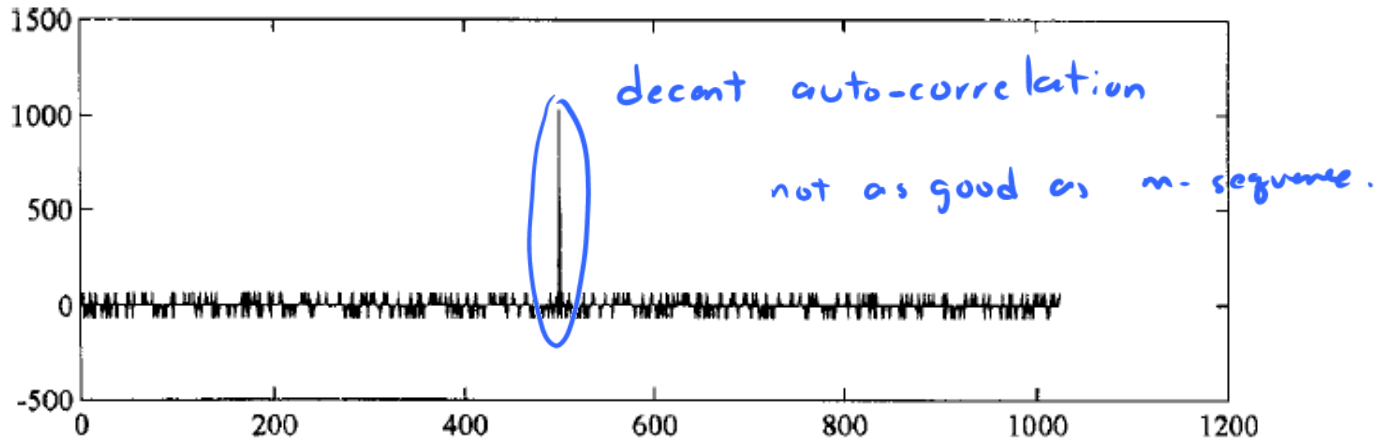


GPS and Gold codes

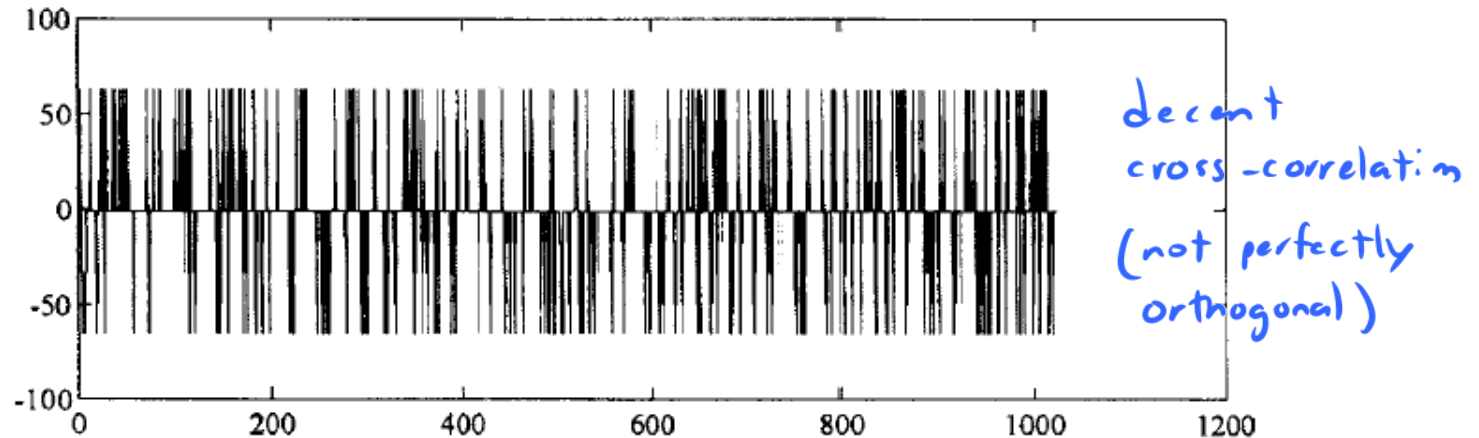
- Gold codes are used to distinguish the signals from different satellites
 - Coarse Acquisition code (C/A)
 - Standard Positioning Service (SPS)
- The message data is transmitted at 50 bits per second.
- 1023 bits with a period of one millisecond.



Auto and cross correlation of C/A code



(a) Autocorrelation of satellite 19.



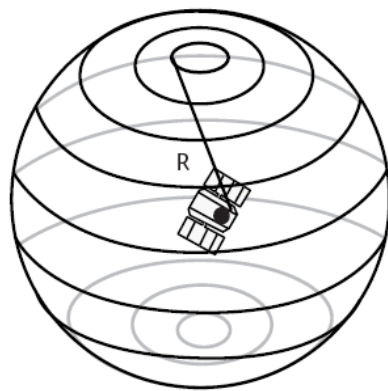
(b) Cross correlation of satellites 19 and 31.

How GPS Works?

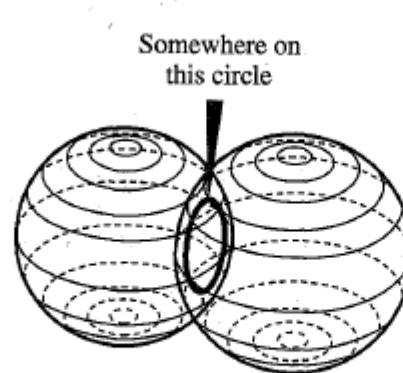
- A GPS receiver measuring its distance from a group of satellites in space which are acting as precise reference points.
- All the satellites have atomic clocks of unbelievable precision on board and are synchronized.
- The satellites are continuously transmitting the information about their location and time.
- GPS receiver on the ground is in synchronism with the satellites.
 - Off by an (unknown) amount τ .
 - For now, assume $\tau = 0$.
- By measuring the propagation time, the receiver can compute distance d from that satellite.

GPS-Trilateration

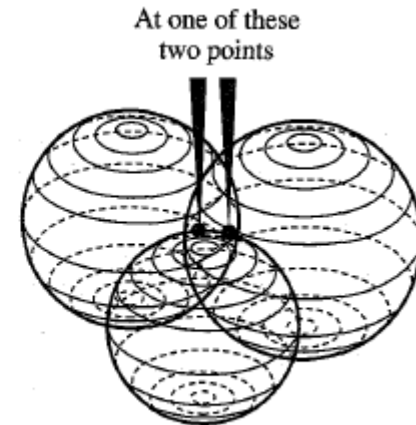
- Intersection of three sphere narrows down the location to just two points.



(a)



(b)



(c)

[Lathi, 1998, Fig. 9.6]

- In practice, there are four unknowns, the coordinates in the three-dimensional space of the user along with τ within the user's receiver.
 - Need a distance measurement from a fourth satellite.



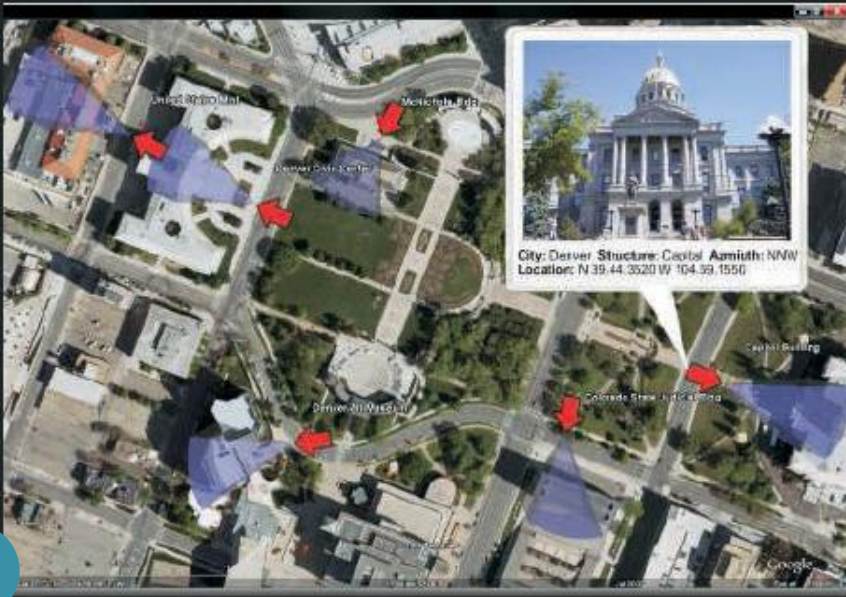
Geo-Imaging Optimized

Simple, Durable, Proven.

The Ricoh 500SE GPS-enabled digital camera continues to provide the definitive ruggedized solution for integrating high quality images and video into GIS mapping applications. As easy to use as a point-and-shoot camera, the on-board GPS and data-dictionary tag images with position and workflow-related attribute data. Enhanced capabilities such as available compass and handheld GPS integration ensures the 500SE solution will deliver whenever pictures are a priority.



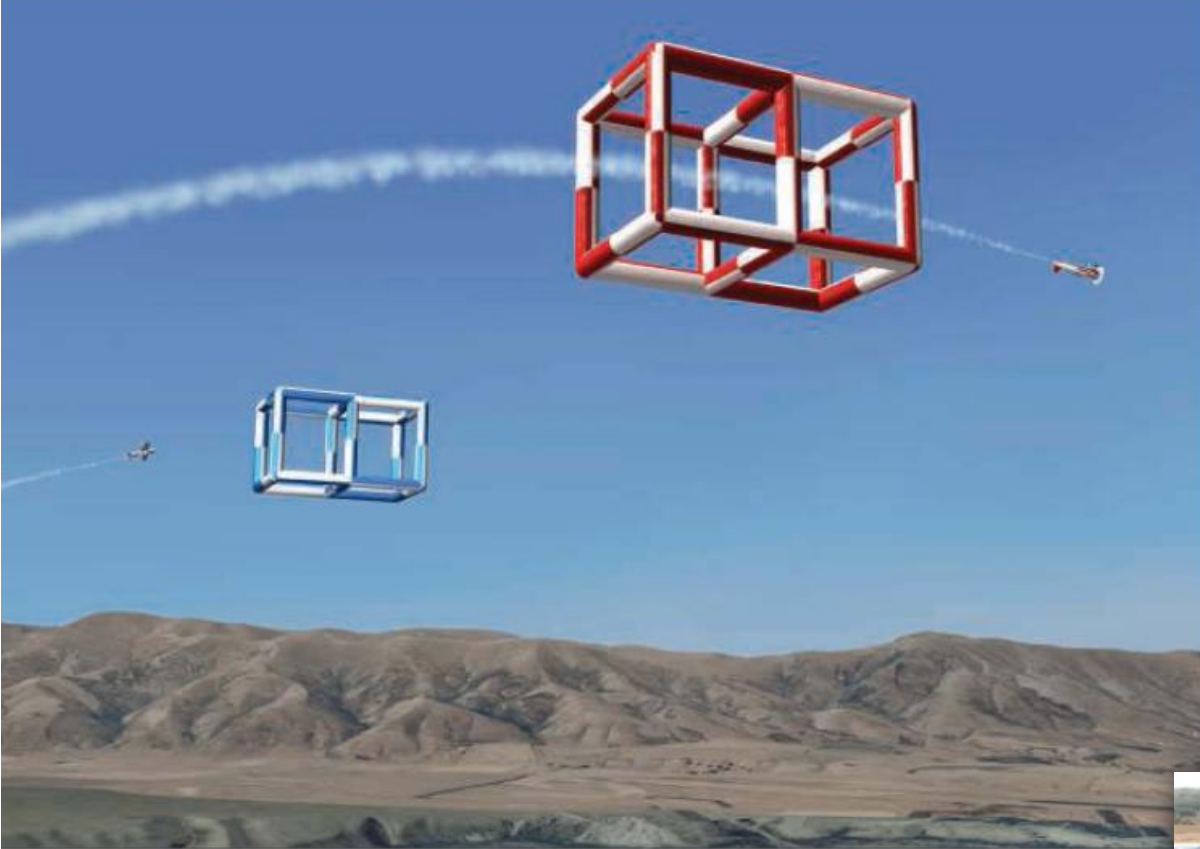
**500SE GPS Camera
with integrated GPS module**





“Thanks to Septentrio
GPS technology,
we can run
24/7 operation
with 0 misplaced
containers.”

Stephan Gosiau,
Technical Director
PSA HNN



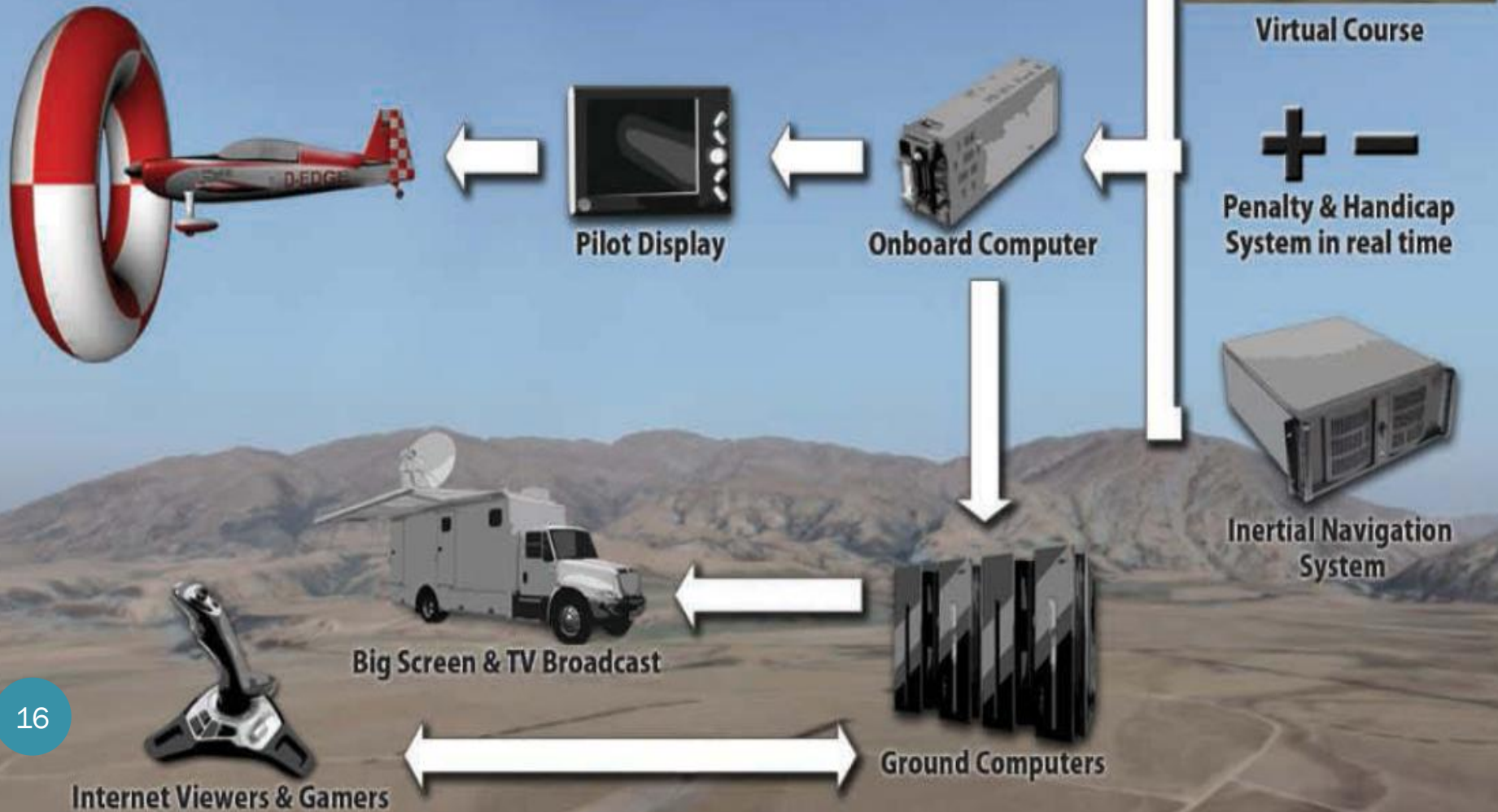
Sky Challenge, a real-time race between real and virtual aircraft. Pilots race actual aerobatics planes through a virtual course made up of 3-D objects that do not physically exist.

Loading the course into a flight simulator on the ground and geographically linking it with the real world and simulated planes enables virtual pilots to race against real-world pilots in real time or after the race.

Sky-High Twists and Turns

Aerobatic racing between real and virtual aircraft poses steep positioning requirements. Real-time accuracy must reach at least 1 to 3 meters to score pilots through the course, and position must include pitch, yaw, and roll in a high-g environment with dynamic flying maneuvers that frequently disrupt GPS signal reception.





▲ **SKY CHALLENGE SYSTEM** (www.skychallenge.com) links a real-world air race through virtual objects with a live video game. Race spectators see the virtual course combined with the real world on giant outdoor TV screens. The **SKY CHALLENGE COURSE** is made up of a number of differently shaped virtual objects. Volumetric models compare the real aircraft position with the obstacles — in real time. Subsequent obstacles move away from the pilot as a penalty in the event of a collision.

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4.10 Other Remarks

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FDMA never dies!

- Any CDMA or TDMA system will normally include an FDMA component, and can therefore be considered as a hybrid CDMA/FDMA or TDMA/FDMA system.
- In the relatively narrowband TDMA-based 2G systems with a small number of slots per frame
 - D-AMPS: 30 kHz carrier, three users per carrier
 - GSM: 200 kHz carrier, eight full-rate users per carrier
- FDMA still fulfills a role in providing multiple access, although not down to individual channels.

Space Division Multiple Access (SDMA)

- Control the radiated energy for each user in space.
- Use spot beam antennas.
- Sectorized antennas may be thought of as a primitive application of SDMA.

