ECS455: Chapter 4

Multiple Access

4.6 SSMA and CDMA

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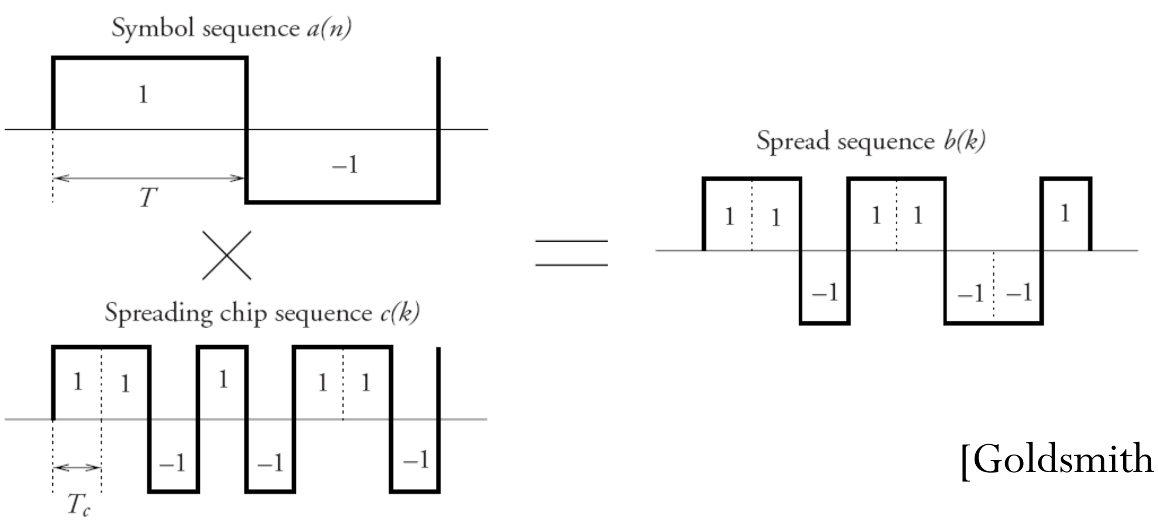
DSSS and m-sequences

- m-sequences
  - **Excellent auto-correlation** properties (for ISI rejection)
  - Highly suboptimal for exploiting the *multiuser* capabilities of spread spectrum.
- There are only a small number of maximal length codes of a given length.
- Moreover, maximal length codes generally have relatively **poor cross-correlation** properties, at least for some sets of codes.



[Goldsmith, 2005, Ch 13]

Number of primitive polynomials

Number of different primitive polynomials which can be used to generate m-sequences,

- r is the degree of the primitive polynomials and
- Np is the number of different primitive polynomials available.

r	N_p	r	N_p
2	1	11	176
3	2	12	144
4	2	13	630
5	6	14	756
6	6	15	1800
7	18	16	2048
8	16	17	7710
9	48	18	8064
10	60	19	27594

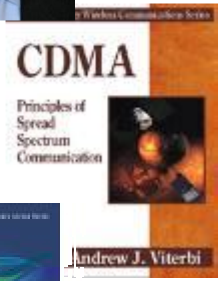
[Chen, 2007, p 145]

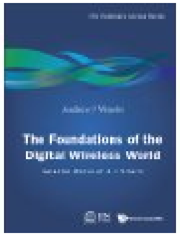
SSMA

- For spread spectrum systems with **multiple users**, codes such as Gold, Kasami, or Walsh codes are used instead of maximal length codes
- Superior cross-correlation properties.
- Worse auto-correlation than maximal length codes.
  - The autocorrelation function of the spreading code determines its multipath rejection properties.

Code Division Multiple Access (CDMA)

- 1991: Qualcomm announced
  - that it had invented a new cellular system based on CDMA
  - that the capacity of this system was 20 or so times greater than any other cellular system in existence
- However, not all of the world was particularly pleased by this apparent breakthrough—in particular, GSM manufacturers became concerned that they would start to lose market share to this new system.
  - The result was continual and vociferous argument between Qualcomm and the GSM manufacturers.





CDMA

- One way to achieve SSMA
- May utilize Direct Sequence Spread Spectrum (DS/SS)
  - Direct sequence is not the only spread-spectrum signaling format suitable for CDMA
- All users use the same carrier frequency and may transmit simultaneously.
- Users are assigned different "**signature waveforms**" or "code" or "codeword" or "**spreading signal**"
- The narrowband message signal is multiplied (modulated) by the **spreading signal** which has a very large bandwidth (orders of magnitudes greater than the data rate of the message).
- Each user's codeword is ***approximately orthogonal*** to all other codewords.
- Should not be confused with the mobile phone standards called cdmaOne (Qualcomm's IS-95) and CDMA2000 (Qualcomm's IS-2000) (which are often referred to as simply "CDMA")
  - These standards use CDMA as an underlying channel access method.

Not to be confused with error-correcting codes that add redundancy to combat channel noise and distortion

Inner Product (Cross Correlation)

Complex conjugate

- Vector

$$\langle \vec{x}, \vec{y} \rangle = \vec{x} \cdot \vec{y}^* = \begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix} \cdot \begin{pmatrix} y_1 \\ \vdots \\ y_n \end{pmatrix}^* = \sum_{k=1}^{n} x_k y_k^*$$

- Waveform: Time-Domain

$$\langle x, y \rangle = \int_{-\infty}^{\infty} x(t) y^*(t) dt$$

- Waveform: Frequency Domain

$$\langle X, Y \rangle = \int_{-\infty}^{\infty} X(f) Y^*(f) df$$

Orthogonality

- Two signals are said to be **orthogonal** if their **inner product** is zero.
- The symbol $\perp$ is used to denote orthogonality.

Vector:

$$\langle \vec{a}, \vec{b} \rangle = \vec{a} \cdot \vec{b}^* = \begin{pmatrix} a_1 \\ \vdots \\ a_n \end{pmatrix} \cdot \begin{pmatrix} b_1 \\ \vdots \\ b_n \end{pmatrix}^* = \sum_{k=1}^{n} a_k b_k^* = 0$$

Time-domain:

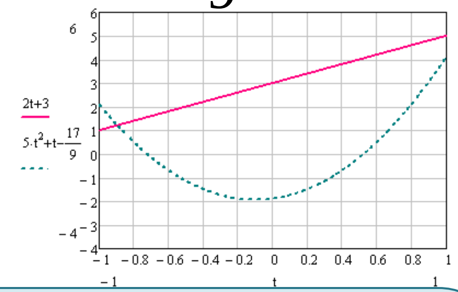
$$\langle a, b \rangle = \int_{-\infty}^{\infty} a(t) b^*(t) dt = 0$$

Frequency domain:

$$\langle A, B \rangle = \int_{-\infty}^{\infty} A(f) B^*(f) df = 0$$

Example:

$$2t + 3 \text{ and } 5t^2 + t - \frac{17}{9} \text{ on } [-1, 1]$$



Example (Fourier Series):

$$\sin\left(2\pi k_1 \frac{t}{T}\right) \text{ and } \cos\left(2\pi k_2 \frac{t}{T}\right) \text{ on } [0, T]$$

$$e^{j 2\pi n \frac{t}{T}} \text{ on } [0, T]$$

Important Properties

- Parseval's theorem

$$\langle x, y \rangle \equiv \int_{-\infty}^{\infty} x(t) y^*(t) dt = \int_{-\infty}^{\infty} X(f) Y^*(f) df \equiv \langle X, Y \rangle$$

$$\Downarrow$$

If $x(t) \perp y(t)$, then $X(f) \perp Y(f)$.

- If the non-zero regions of two signals
  - do not overlap in time domain or
  - do not overlap in frequency domain,

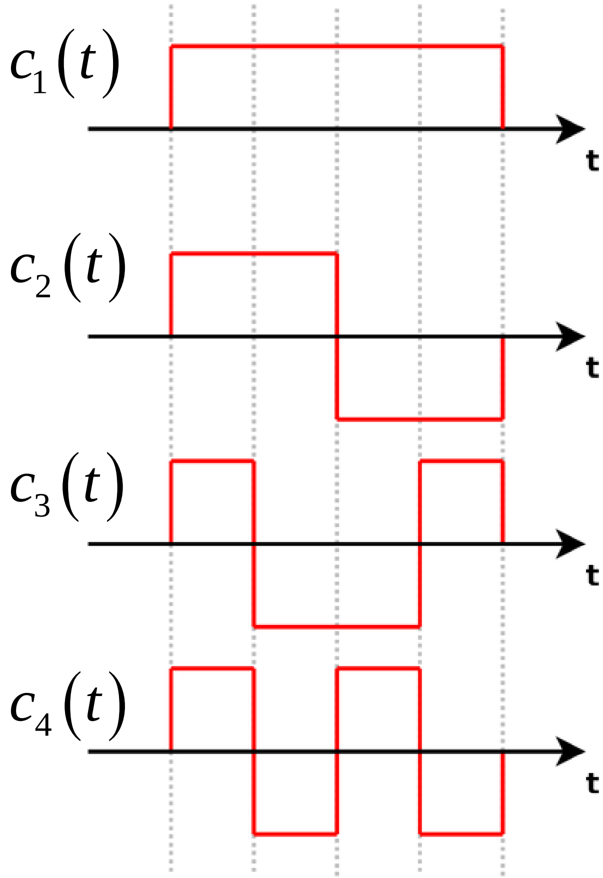
  Then the two signals are orthogonal (their inner product = 0).

CDMA

- ***Orthogonal*** signaling → no inter-channel interference
- Special cases:
  - TDMA: The waveforms do not overlap in the time domain.
  - FDMA: The waveforms do not overlap in the frequency domain.
- Orthogonal signals may overlap both in time and in frequency domain.

Example: Orthogonality

An example of four "mutually orthogonal" digital signals.



When $i \neq j$,

$$\langle c_i(t), c_j(t) \rangle = 0$$

Orthogonality in Communication

CDMA

$$s(t)=\sum_{k=0}^{\ell-1}S_k c_k(t) \xrightarrow{\mathcal{F}} S(f)=\sum_{k=0}^{\ell-1}S_k C_k(f) \quad \text{where} \quad c_{k_1}\perp c_{k_2}$$

TDMA

$$s(t)=\sum_{k=0}^{\ell-1}S_k c(t-kT_s) \xrightarrow{\mathcal{F}} S(f)=C(f)\sum_{k=0}^{\ell-1}S_k e^{-j2\pi fkT_s}$$

where $c(t)$ is time-limited to $[0,T]$.

This is a special case of CDMA with $c_k(t)=c(t-kT_s)$

The c_k are non-overlapping in time domain.

FDMA

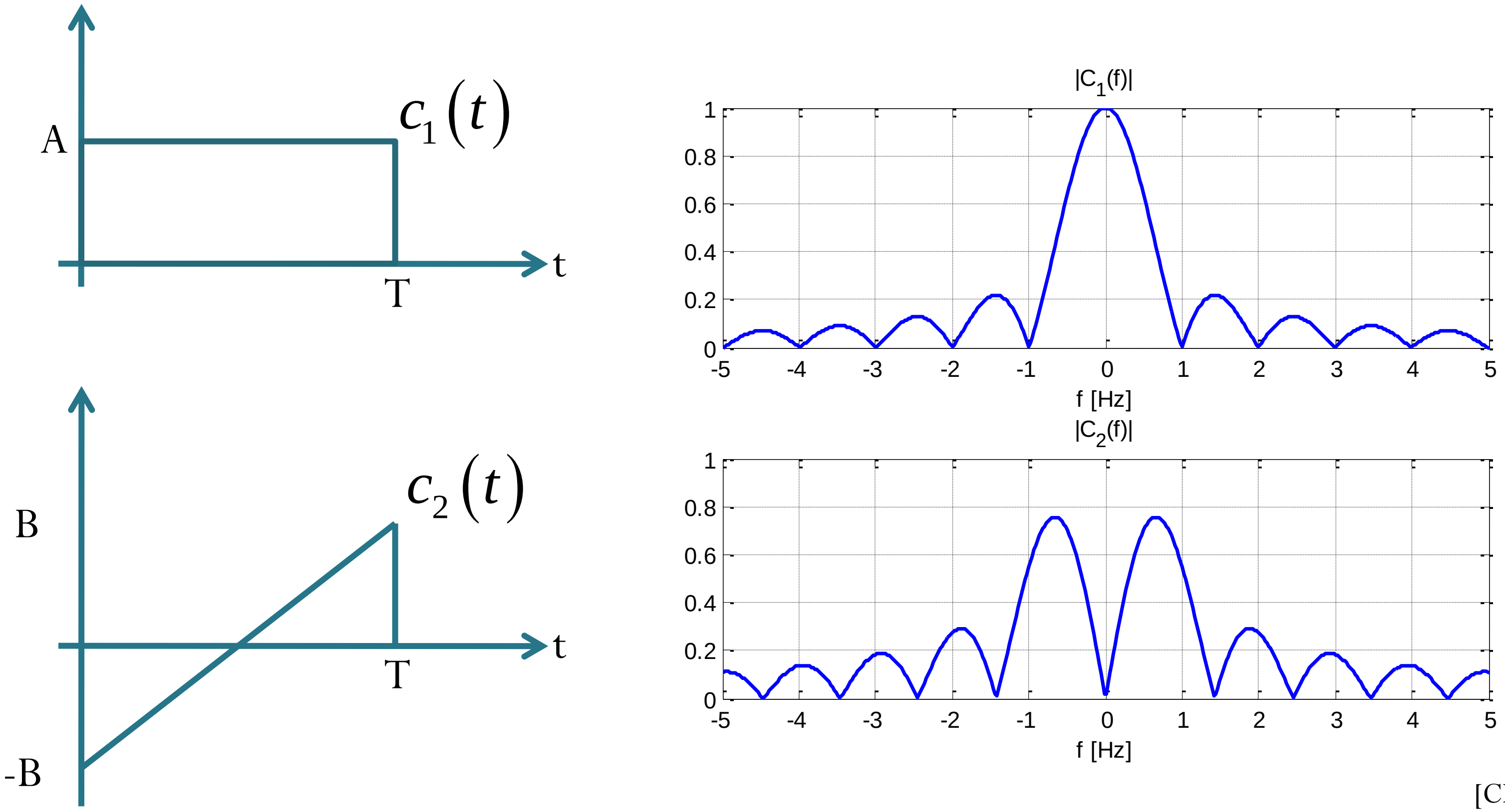
$$S(f)=\sum_{k=0}^{\ell-1}S_k C(f-k\Delta f)$$

where $C(f)$ is frequency-limited to $[0,\Delta f]$.

This is a special case of CDMA with $C_k(f)=C(f-k\Delta f)$

The C_k are non-overlapping in freq. domain.

Example 1

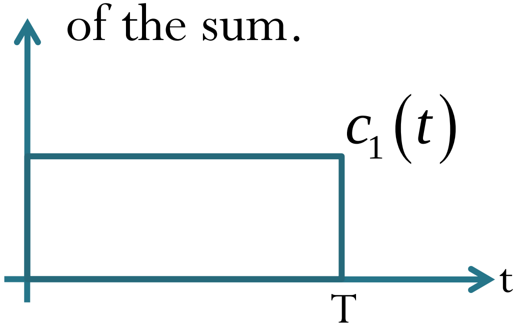


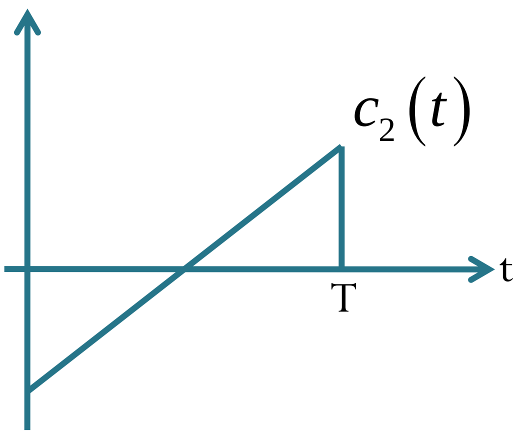
[CDMAEx.m]

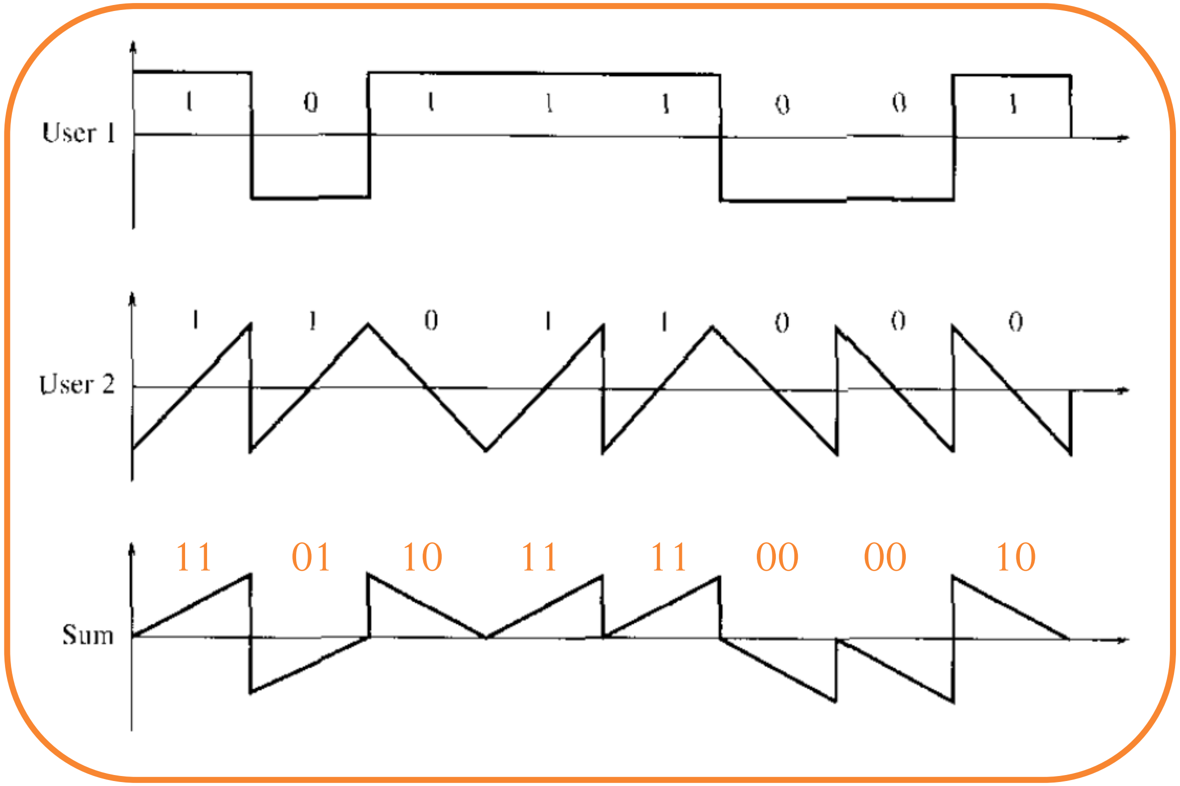
The two waveforms above overlaps both in time domain and in frequency domian.

Example 1 (Con't)

Here, we use A = B. It is easy to decode the original waveforms from the shape of the sum.

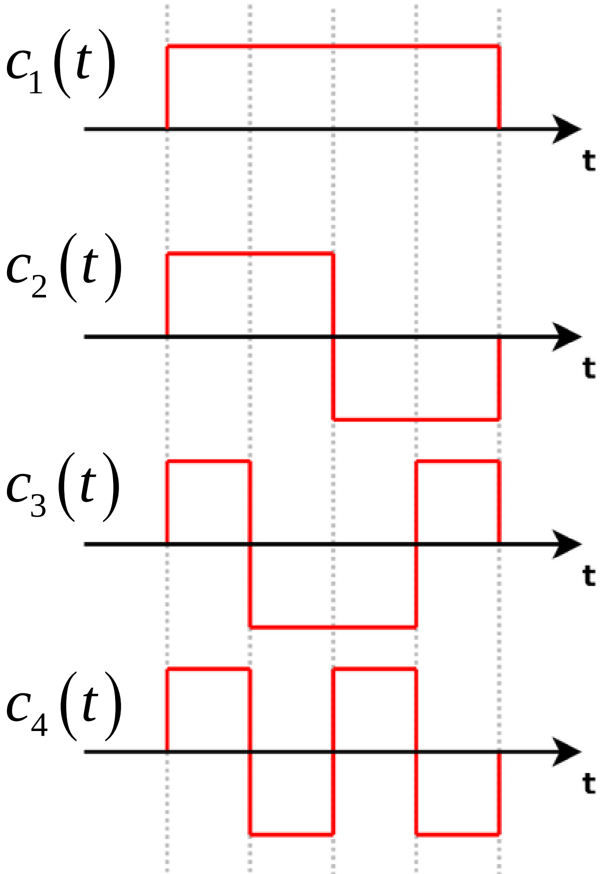






[Figure 1.6, Verdu, 1998]

Example 2: DS-CDMA



$$s(t) = \sum_{k=0}^{\ell-1} S_k c_k(t)$$

Digital version

$$\vec{c}_1 = [+1 \quad +1 \quad +1 \quad +1]$$
$$\vec{c}_2 = [+1 \quad +1 \quad -1 \quad -1]$$
$$\vec{c}_3 = [+1 \quad -1 \quad -1 \quad +1]$$
$$\vec{c}_4 = [+1 \quad -1 \quad +1 \quad -1]$$

$$s = \sum_{k=0}^{\ell-1} S_k \vec{c}_k$$

Block Matrix Multiplications

- $$\begin{bmatrix} \vec{c}_1 & \vec{c}_2 & \cdots & \vec{c}_n \end{bmatrix}_{m\times n} \begin{bmatrix} \vec{x} \end{bmatrix} = x_1\vec{c}_1 + x_2\vec{c}_2 + \cdots + x_n\vec{c}_n$$ where $\vec{c}_j$ is $m\times 1$ and $\vec{x}$ is $n\times 1$.

- $$\begin{bmatrix} \underline{r}_1 \\ \underline{r}_2 \\ \vdots \\ \underline{r}_n \end{bmatrix}_{n\times m} \begin{bmatrix} \vec{x} \end{bmatrix} = \begin{bmatrix} \underline{r}_1\vec{x} \\ \underline{r}_2\vec{x} \\ \vdots \\ \underline{r}_n\vec{x} \end{bmatrix}$$ where $\underline{r}_i$ is $1\times m$ and $\vec{x}$ is $m\times 1$.

- $$\underline{x} \begin{bmatrix} \underline{r}_1 \\ \underline{r}_2 \\ \vdots \\ \underline{r}_n \end{bmatrix}_{n\times m} = x_1\underline{r}_1 + x_2\underline{r}_2 + \cdots + x_n\underline{r}_n$$ where $\underline{r}_i$ is $1\times m$ and $\vec{x}$ is $1\times n$.

CDMA: DS/SS

- The receiver performs **a time correlation operation** to detect only the specific desired codeword.
- All other codewords appear as noise due to decorrelation.
- For detection of the message signal, the receiver needs to know the codeword used by the transmitter.
- **Each user operates independently with no knowledge of the other users**.
- Unlike TDMA or FDMA, CDMA has a **soft capacity limit**.
  - Increasing the number of users in a CDMA system raises the noise floor in a linear manner.
  - There is no absolute limit on the number of users in CDMA. Rather, the system performance gradually degrades for all users as the number of users is increased and improves as the number of users is decreased.

[Rappaport, 2002, Ch9]

Analogy [Tanenbaum, 2003]

- An airport lounge with many pairs of people conversing.
- TDMA is comparable to all the people being in the middle of the room but taking turns speaking.
- FDMA is comparable to the people being in widely separated clumps, each clump holding its own conversation at the same time as, but still independent of, the others.
- CDMA is comparable to everybody being in the middle of the room talking at once, but with each pair in a different language.
  - The French-speaking couple just hones in on the French, rejecting everything that is not French as noise.
  - Thus, the key to CDMA is to be able to extract the desired signal while rejecting everything else as random noise.

CDMA: Near-Far Problem

- At first, CDMA did **not** appear to be **suitable** for mobile communication systems because of this problem.
- Occur when many mobile users share the same channel.
- In an **uplink**, the signals received from each user at the receiver travel through different channels. This gives rise to the near-far effect, where **users that are close to the BS can cause a great deal of interference to user's farther away**.
  - In general, the strongest received mobile signal will **capture** the demodulator at a base station.
- Stronger received signal levels raise the noise floor at the base station demodulators for the weaker signals, thereby decreasing the probability that weaker signals will be received.
- Fast **power control** mechanisms solve this problem.
  - Regulate the transmit power of individual terminals in a manner that received power levels are **balanced** at the BS.

How many orthogonal signals?

- No signal can be both strictly time-limited and strictly band-limited.
- We adopt a softer definition of bandwidth and/or duration (e.g., the percentage of energy outside the band [-B, B] or outside the time interval [0, T] not exceeding a given bound ε.
- Q: How many mutually orthogonal signals with (approximate) duration T and (approximate) bandwidth B can be constructed?
- A: About 2TB
  - No explicit answer in terms of T, B, and ε is known.
  - Unless the product TB is small.
- A *K*-user orthogonal CDMA system employing antipodal modulation at the rate of R bits per second requires bandwidth approximately equal to

$$B = \frac{1}{2} RK$$