

A large, decorative red waveform graphic spans the width of the slide, positioned above the title. It consists of many thin, parallel red lines that create a sense of depth and movement, resembling a complex signal or data stream.

OFDM NUMEROLOGY FOR EPOC

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- **OFDM symbol duration – analysis of key tradeoffs:**
 - Cyclic prefix and throughput efficiency
 - Effects of “uncovered” echo energy
 - Efficiency estimates
 - Latency and burst protection
 - Latency estimates vs. Interleaver depth
 - Hardware complexity
 - Conclusion and a proposal
- **OFDM numerology**
 - Parameter set proposal for EPoC downstream

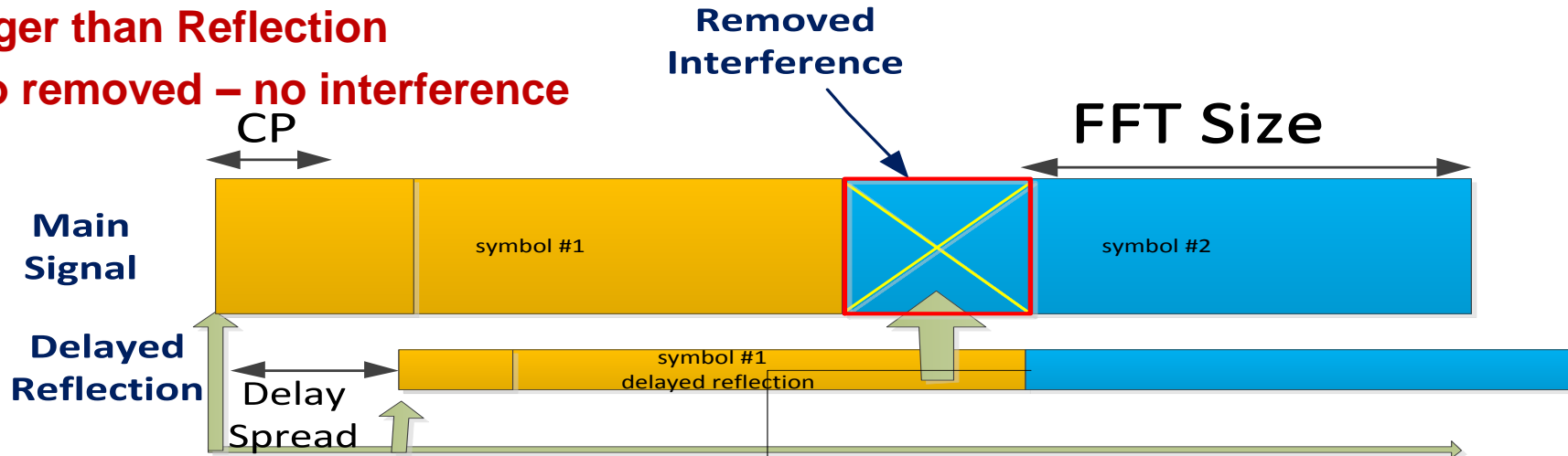
A decorative graphic of multiple thin, wavy lines in shades of red and purple, flowing across the upper half of the slide.

CYCLIC PREFIX AND THROUGHPUT EFFICIENCY

- **Cyclic prefix (CP) is basically “idle” time between symbols during which the transmitter and receiver “wait” for echoes to die down**
 - Efficiency = (symbol time) / (symbol time + cyclic prefix duration)
 - For a given CP length, a longer symbol is more efficient
- **CP duration is related to delay spread, but it need not be equal to delay spread**
- **Total throughput efficiency may be the same or even higher using a shorter CP and allowing a small amount of degradation due to residual interference from “uncovered” echo energy**
- **A large majority of installations can be accommodated with relatively short CP sizes**

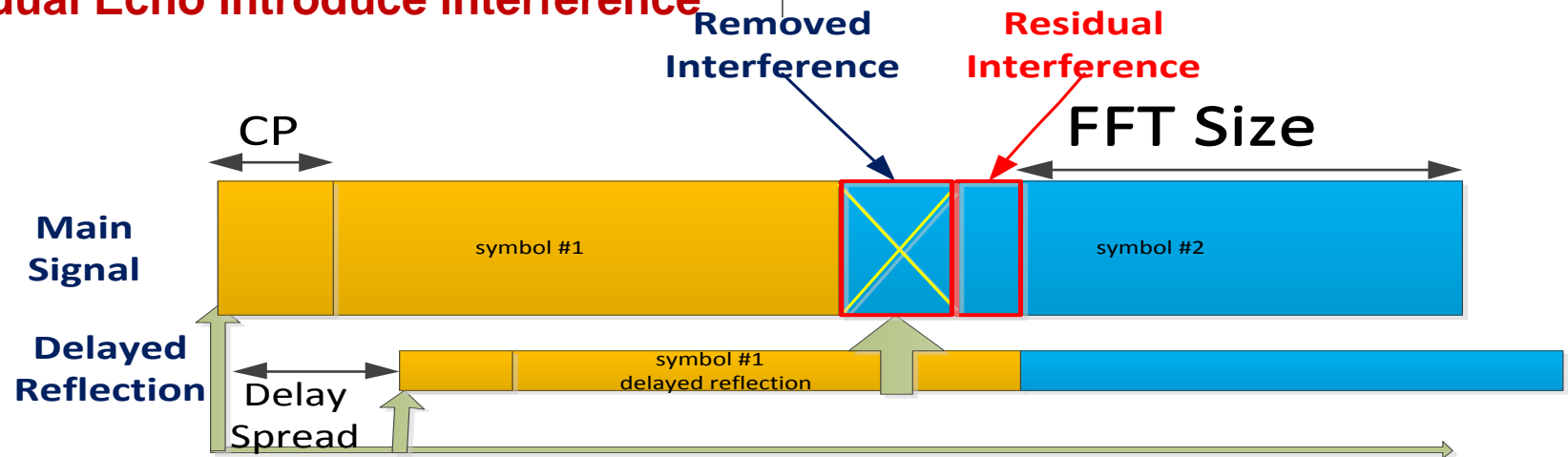
CP longer than Reflection

Echo removed – no interference



CP shorter than Interference

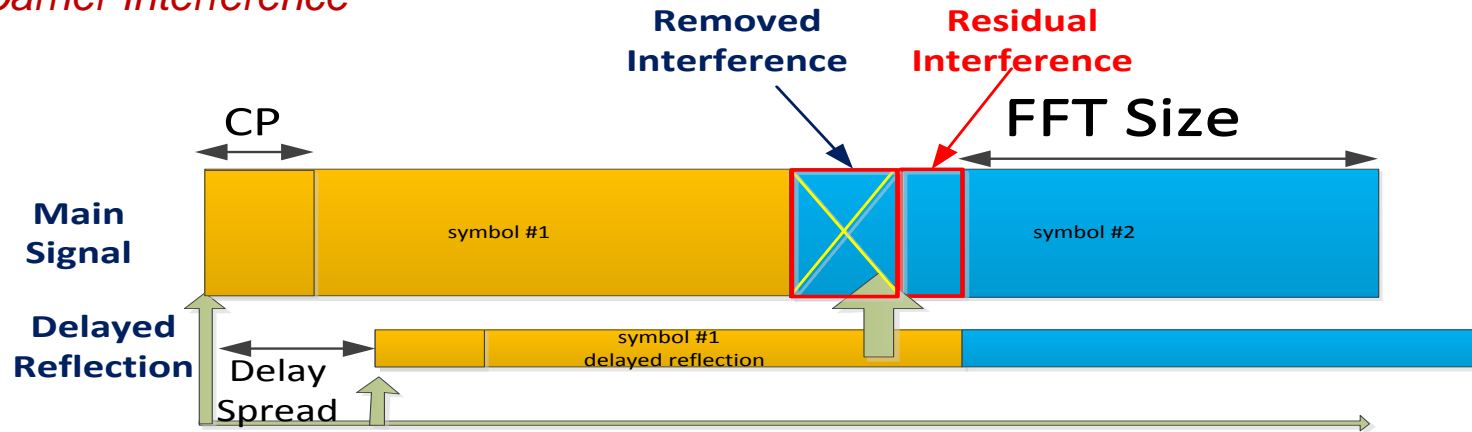
Residual Echo introduce interference



CP SIZE DOES NOT NEED TO BE LONGER THAN DELAY SPREAD TO BE EFFECTIVE

ISI: Inter Symbol Interference

ICI: Inter Carrier Interference



- **CP size does NOT need to be equal to the channel delay spread to be effective**
 - Interference is relative to residual echo to OFDM symbol size ratio
- **Residual ICI/ISI is approximated by:**

$$ISI_ICI (dBc) =$$

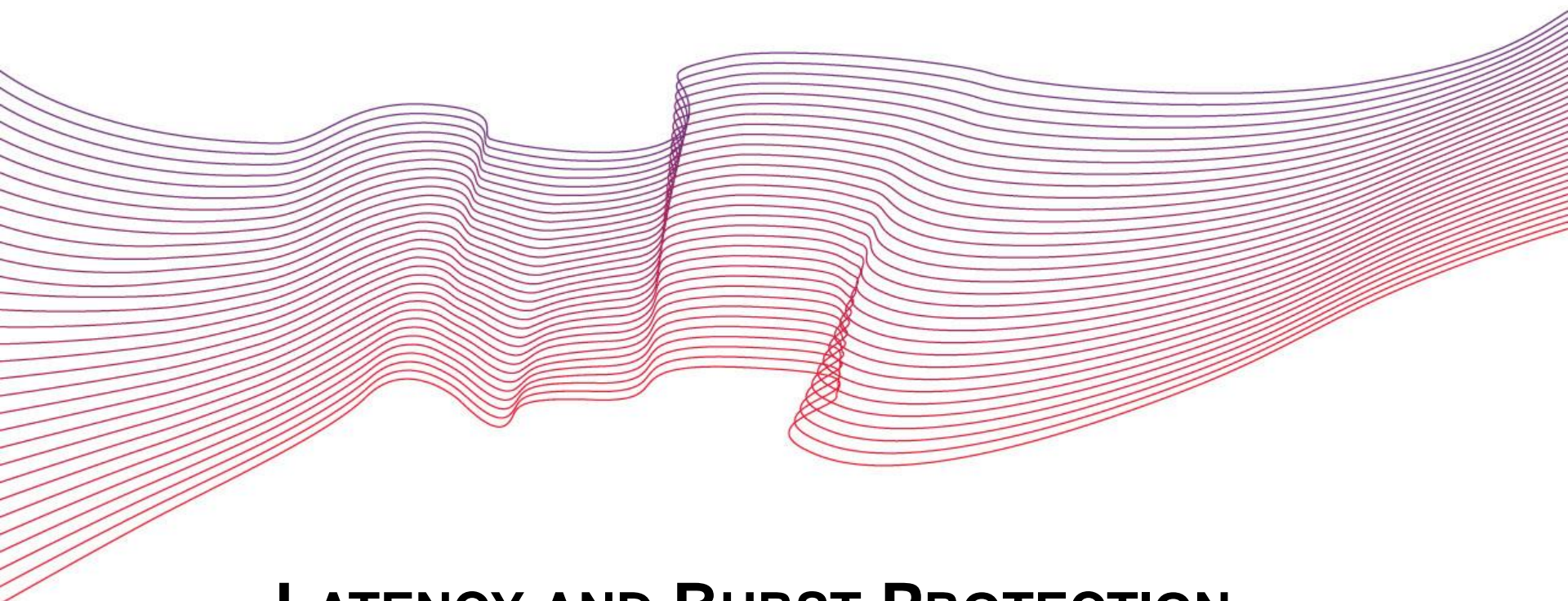
$$uRef (dBc) + 10 \cdot \log_{10}((uRef_delay - CP_size) / Symbol_Size) + 3$$

- **Example: $uRef = -40$ dBc and 2.9 μ Sec and CP size = 1.0 μ Sec**
 - Symbol_size = 20 μ Sec
 - $ISI_ICI(dBc) = -40 + 10 \cdot \log_{10}(1.9/20) + 3 = -47.2$ dBc

- **Consider two long reflections**
 - -40 dBc and 2.98 uSec
 - -45 dBc and 5.0 uSec
- **No need to use CP sizes of 2.5 uSec and 5 uSec to compensate these reflections**
 - Using shorter CP sizes provides better throughput efficiency
- **Estimated throughput efficiency with different CP sizes and symbols sizes are calculated in the spreadsheet (next slide)**
- **Results show only small advantages to larger symbol sizes**
 - 80 uSec to 20 uSec < 5%
 - 80 uSec to 40 uSec < 1.5%
- **Examples reflect 99% worst case scenarios**

99% WORST CASE MICRO-REFLECTIONS AS PER CABLE LABS ANALYSIS FROM STB STATISTICS (3)

Reflection amp (dBc)	Reflection delay (uSec)	Symbol size (uSec)	CP (uSec)	Impl Noise (dBc)	ISI+ICI (dBc)	loss in SNR (dB)	CP overhead (%)	Loss in Bits (%)	Throughput Loss (%)
						42			
-40	3	20	0.75	50	-46.49	1.80	3.61%	6.01%	9.40%
-40	3	20	1.5	50	-48.25	1.45	6.98%	4.83%	11.47%
-40	3	20	2.98	50	-67.00	0.65	12.97%	2.17%	14.86%
-40	3	40	0.75	50	-49.50	1.26	1.84%	4.20%	5.96%
-40	3	40	1.5	50	-51.26	1.06	3.61%	3.54%	7.03%
-40	3	40	2.98	50	-70.01	0.64	6.93%	2.15%	8.93%
-40	3	80	0.75	50	-52.51	0.96	0.93%	3.20%	4.10%
-40	3	80	1.5	50	-54.27	0.86	1.84%	2.85%	4.64%
-40	3	80	2.98	50	-73.02	0.64	3.59%	2.14%	5.65%
-45	5	20	0.75	50	-48.73	1.37	3.61%	4.57%	8.02%
-45	5	20	1.5	50	-49.57	1.25	6.98%	4.17%	10.85%
-45	5	20	2.98	50	-51.96	1.00	12.97%	3.34%	15.87%
-45	5	40	0.75	50	-51.74	1.02	1.84%	3.40%	5.18%
-45	5	40	1.5	50	-52.58	0.96	3.61%	3.18%	6.68%
-45	5	40	2.98	50	-54.97	0.82	6.93%	2.75%	9.49%
-45	5	80	0.75	50	-54.75	0.83	0.93%	2.78%	3.68%
-45	5	80	1.5	50	-55.59	0.80	1.84%	2.67%	4.46%
-45	5	80	2.98	50	-57.98	0.73	3.59%	2.44%	5.95%

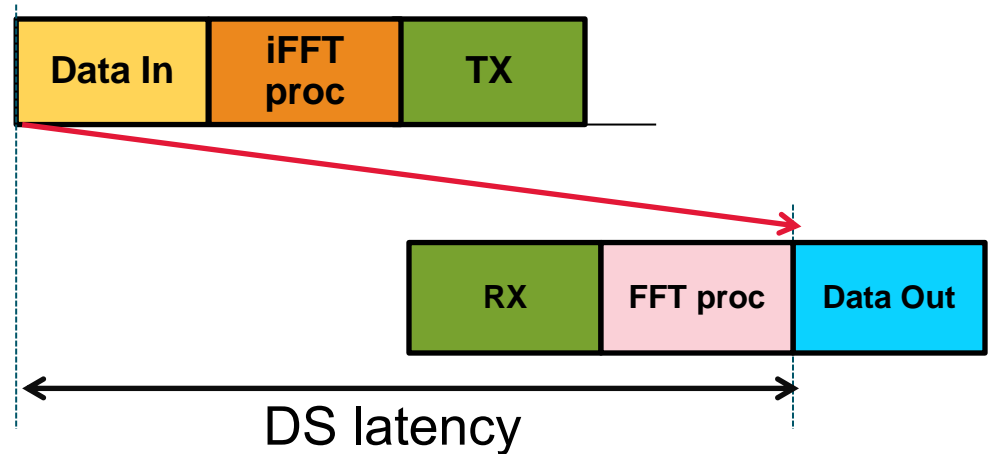


LATENCY AND BURST PROTECTION

Downstream Modulation latency

- 4 to 6 symbols pipeline
 - Depends on implementation
 - Assume five for this analysis

Symbol Size (uSec)	Latency (uSec)
20	100
40	200
80	400

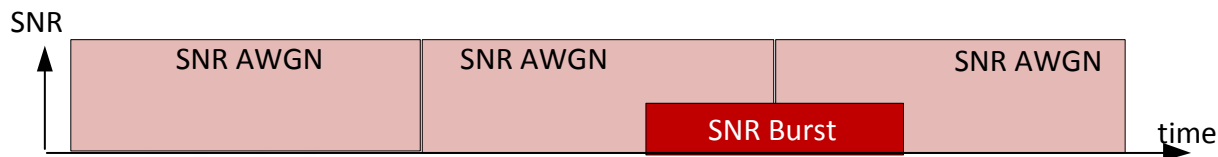


- Latency moderate with 20 uSec symbols
- Prohibitive with 80 uSec symbols

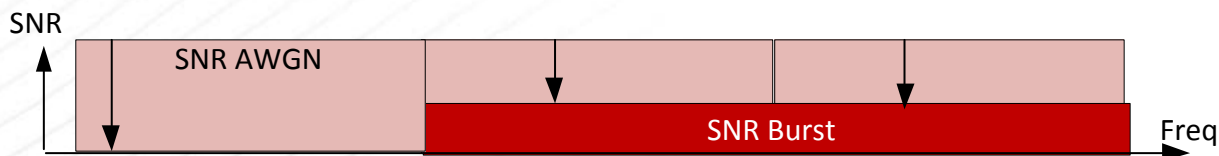
Interleaving Latency

- Burst noise may hit one or two symbols (if < 20 uSec)
- If wideband all sub-carriers in the symbol are hit with reduced SNR

Burst noise in time domain



Burst noise in sub-carriers domain



$$SNR_{burst} = SNR_{impulse} - 10 \log (0.5 * (T_{burst} / T_{OFDM}))$$

Simulation results with proposed code words

Symbol Size (uSec)	Latency (uSec)	
20	160	400
40	320	800
80	640	1600

Interleaver depth given in symbols

- Per simulations about 8 to 20 symbols depth with 20 uSec burst event
- Burst SNR between 0 to 20 dB

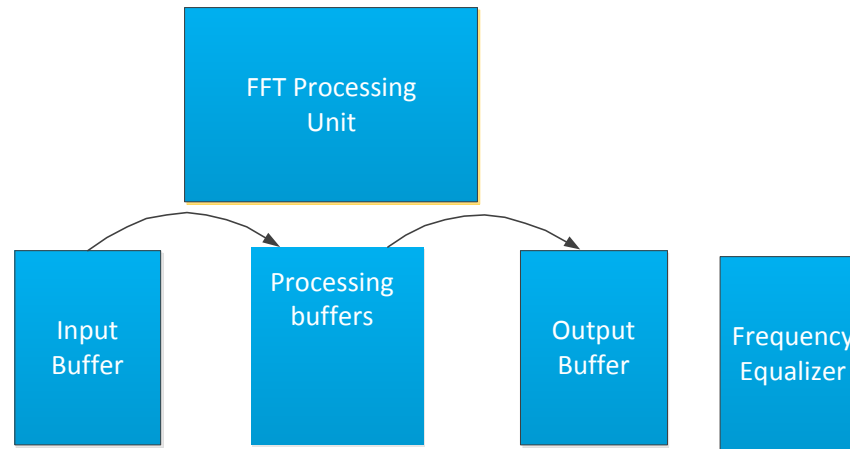
- **Modulation + Interleaver Latency:**

Symbol Size (uSec)	Latency vs, Interleaver depth (uSec)			
	0	8	16	20
20	100	260	420	500
40	200	520	840	1000
80	400	1040	1680	2000

- **With 80uSec symbol against burst noise is not possible at all**
 - Latency long even with no Interleaver at all
- **With 40uSec only low burst noise is protectable**
- **With a 20uSec symbol, a significant amount of interleaving can be provided**

A large, abstract graphic composed of numerous thin, parallel lines in shades of red and purple. The lines are arranged in a series of overlapping, wavy bands that create a sense of depth and movement, resembling a stylized landscape or a complex signal waveform. The lines are most dense in the center and become more sparse towards the edges.

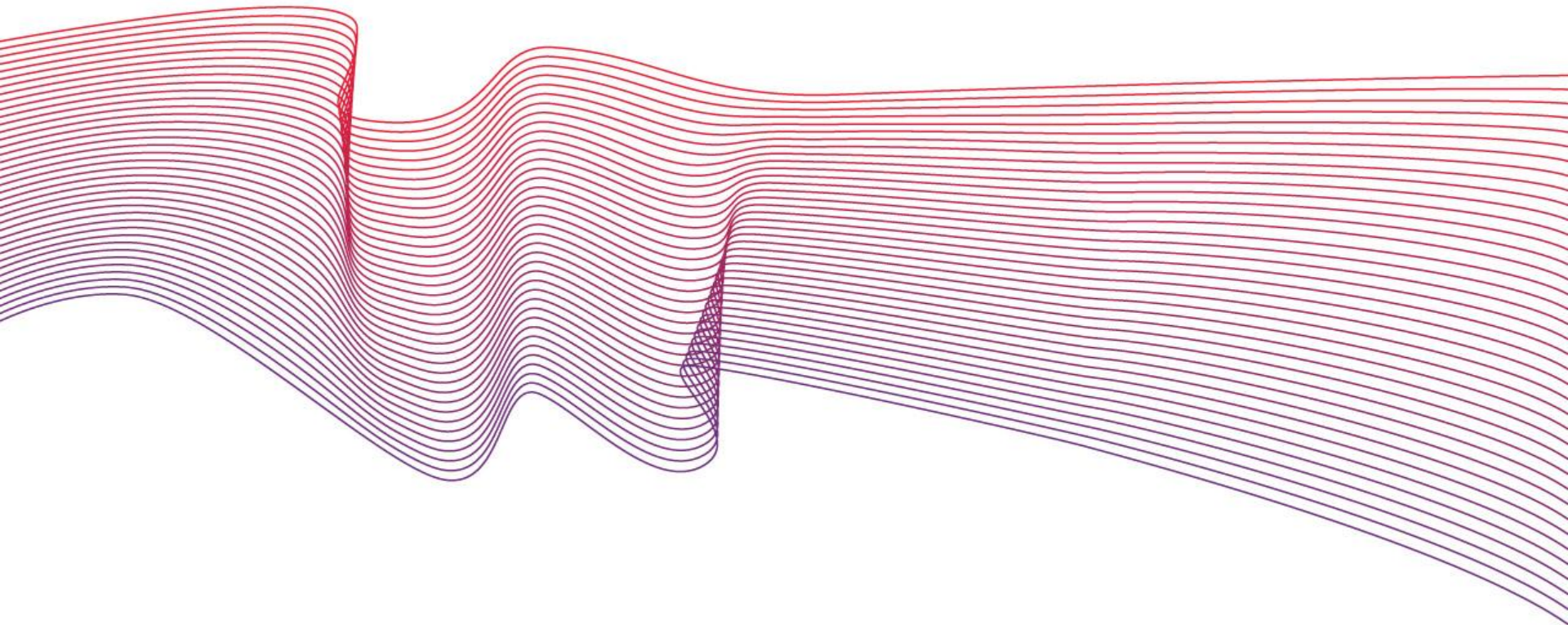
HARDWARE COMPLEXITY



- FFT processing unit processing
 - Small and difference between FFT sizes are small
 - Buffer Sizes
 - Increase linearly with number of sub-carriers and become substantial with large FFT size
 - FFT implementations require 3FFT-size long buffers per FFT processor (depending on implementations)
 - Memory size for 4K FFT size
 - $4 \cdot (2 \cdot 16 \text{ bits}) \cdot 4\text{K} = 32\text{KB}$ per block
 - Memory size for 8K FFT size
 - $4 \cdot (2 \cdot 16 \text{ bits}) \cdot 8\text{K} = 64\text{KB}$ per block
 - Memory size for 16K FFT size
 - $4 \cdot (2 \cdot 16 \text{ bits}) \cdot 16\text{K} = 128\text{KB}$ per block
 - **Large memory adds significant PHY complexity and power consumption**
- Complexity of two 192 MHz channels with 20 uSec symbols is similar to that of a single channel with 80 uSec symbol size (for entire PHY, not just FFT alone)

- **Performance with micro-reflection**
 - Longer symbol introduce lower overheads
 - 80 uSec symbol size advantage over 40 uSec symbol size is marginal
 - 40 uSec symbol size provides some advantage over 20 uSec with very large micro-reflections
 - ***< 4% more throughput compared to 20 uSec with very long micro-reflections in the downstream***
- **Burst noise protection and latency**
 - 20 uSec provides the best performance with burst noise
 - 80 uSec doesn't allow Interleaving
 - ***20 uSec provides best performance with high level burst noise***
 - ***Latency with 80 uSec symbol is only acceptable if no time interleaving is performed***
- **Complexity**
 - with 80 uSec symbols is significantly larger than with 20 uSec or 40 uSec symbols
 - ***20 uSec has the lowest complexity***

- **EPoC downstream must support both 20 uSec and 40 uSec symbols sizes**
 - Configurable by provisioning
- **If a single symbol size is preferred we recommend to use 20 uSec**
 - Best performance/latency/complexity trade off
 - Best latency and performance with burst noise with only a minimal performance loss with long micro-reflections



OFDM PARAMETERS

29 Nov 2012

- Symbol size: 20 uSec or 40 uSec
- Sub-carrier spacing is 50 KHz or 25 KHz
 - FFT size of 4096 and 8192 with sampling frequency of 204.8 MHz
- Configurable Cyclic Prefix size from 0.75 to 3.5 uSec
 - Eight CP values
 - Plus, “extreme” worst case CP size of 5uSec to protect against broken loops
- Configurable window shaping
 - Four different Alpha values to accommodate different guard-band overhead per
 - Available bandwidth
 - Number of bandwidth exclusions
- Constellation size for data
 - Odd and even constellations from QAM256 to QAM4096
 - Enables 1.5 dB 0.5 bit granularity
 - Bit loading per sub-carrier TBD

■ Staggered Pilots

- Rotating pilots over all sub-carriers for channel estimation
- Pilots on every subcarrier with 20 uSec
- Pilots on every second subcarrier with 40 uSec
- 32 staggered pilots in each OFDM symbol (1/128 of the subcarriers)
- A single Channel Estimation iteration every 128 OFDM symbols
- No need for interpolation
- No sensitivity to excluded bandwidth

■ Continuous pilots

- If required then 32 pilots should be used for both staggered and continuous pilots



Thank You!