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Project **IEEE 802.16 Broadband Wireless Access Working Group** <<http://ieee802.org/16>>

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Title **Common SYNC Symbol for OFDMA**

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Submitted

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|------------------------------|---|
| Re:                          | Response to Recirculation Ballot #14c   |
| Abstract                     | Propose a common Sync symbol to enhance initial cell search and facilitate fast cell search for handover  |
| Purpose                      | To incorporate the changes here proposed into the 802.16e D5 draft.   |
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# Common SYNC Symbol for OFDMA

## 1 Introduction

In this contribution, we propose to introduce a common SYNC symbol in addition to the existing cell specific preamble. The common SYNC symbol uses a common PN sequence for all BSs and it is known to all MSSs, furthermore, such a common symbol possesses a time repetition structure, it allows facilitating the frame synchronization at cell edge and fine tuning for time and frequency synchronization including the frequency offset correction, the existing cell specific preamble (legacy preamble) can be used for the IDcell/segment identification and verification during the cell search or initial access.

## 2 Proposed Solution

The proposed design approach is to re-use the preamble structure (legacy preamble) defined IEEE802.16-2004 to provide basic preamble functionality and to achieve backward compatibility. An additional common SYNC symbol is introduced in the DL frame; such a common SYNC symbol is allocated at a fixed position **and the last symbol** in the DL frame, ~~with  $N_{\text{COMMON\_FFSET}}$  symbol offset to the preamble;~~ in every  $N_{\text{COMMON\_CYCLE}}$  frames. It possesses the following properties:

1. The structure is a 2-time repetition in time domain and only even sub-carriers are used in frequency domain.
2. Its location is identical across the network.
3. Its presence and location are deterministic.
4. The sequence of common SYNC symbol has a very low PAPR value.

~~The exact location of common SYNC symbol  $N_{\text{COMMON\_FFSET}}$  is TBD, a post-amble (the last symbol of DL frame) can be identified as location assignment.~~

The presence cycle of the common SYNC symbol  $N_{\text{COMMON\_CYCLE}}$  can be determined by the frame duration and common SYNC symbol periodicity in real time, see Table 1, in addition, such a common SYNC symbol can be assigned in very frame.

Table 1  $N_{\text{COMMON\_CYCLE}}$  Time Interval vs. Frame Length

| $N_{\text{COMMON\_CYCLE}}$ | Common SYNC Time Interval (ms) |              |              |               |              |    |     |
|----------------------------|--------------------------------|--------------|--------------|---------------|--------------|----|-----|
| Frame Duration (ms)        | 4                              | 8            | 10           | 20            | 40           | 60 | 120 |
| 2.0                        | <del>2</del>                   | 4            | 6            | <del>10</del> | 20           | 30 | 60  |
| 2.5                        | -                              | <del>2</del> | 4            | 8             | 16           | 24 | 48  |
| 4.0                        | -                              | <del>2</del> | <del>2</del> | 4             | 10           | 14 | 30  |
| 5.0                        | -                              | -            | <del>2</del> | 4             | 8            | 12 | 24  |
| 8.0                        | -                              | -            | -            | <del>2</del>  | 4            | 6  | 14  |
| 10.0                       | -                              | -            | -            | <del>2</del>  | 4            | 6  | 12  |
| 12.5                       | -                              | -            | -            | -             | <del>2</del> | 4  | 8   |
| 20.0                       | -                              | -            | -            | -             | <del>2</del> | 3  | 6   |

*Comment:* The overhead vs.  $N_{\text{COMMON\_CYCLE}}$  is listed in the Table 2: (5ms frame, DL:UL=2:1, DL=27, UL=15)

Table 2 Example of overhead for Common SYNC Symbol

| $N_{\text{COMMON\_CYCLE}}$ | 1    | 2    | 3    | 4    | 8    | 10   | 15   | 20   |
|----------------------------|------|------|------|------|------|------|------|------|
| Overhead (%)               | 3.70 | 1.85 | 1.23 | 0.93 | 0.46 | 0.37 | 0.25 | 0.19 |

### Proposed Text

Add section 8.4.6.1.1.1 and 8.4.6.1.1.2

-----Start text -----

#### 8.4.6.1.1.1 Common SYNC Symbol

In every  $N_{COMMON\_CYCLE}$  (TBD) fourth downlink transmission frame,  $N_{COMMON\_FFSET}$  (TBD) symbols after the preamble the last OFDM symbol is the common SYNC symbol; it can be transmitted by the BSs in the 1024/515/128 FFT modes by antenna 0. The mapping of the common SYNC sequence to the common SYNC symbol sub-carrier is defined by using the following formula:

$$Common\_SYNC\_Carrier\_Set = N_{LEFT-FFT} + 2k - 1$$

where:

- $k$  is the number of the running index  $1 \dots (N_{FFT} - N_{LEFT-FFT} - N_{RIGHT-FFT} - 1) / 2$
- $N_{LEFT-FFT}$  is the number of guard sub-carriers of the left band of FFT size  $N_{FFT}$ ,  $N_{RIGHT-FFT}$  is the guard sub-carriers of the right band, the value of  $N_{LEFT-FFT}$  and  $N_{RIGHT-FFT}$  for 1024/515/128 FFT modes are listed in Table 309b/c/d, and the DC carrier shall always be zeroed.

The common SYNC symbol is defined by frequency domain as shown in Figure xxxx, the time domain illustration is shown in Figure yyyy.

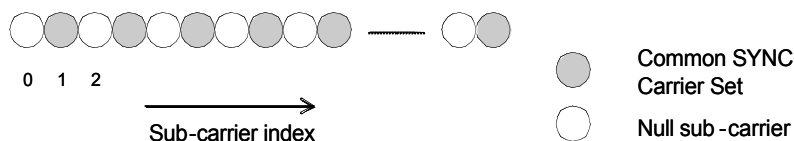


Figure xxxx Common SYNC Symbol Structure (Frequency Domain)

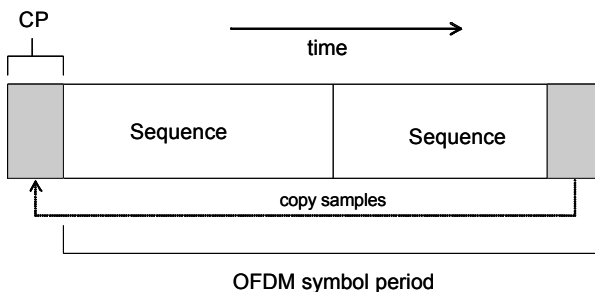


Figure yyyy Common SYNC Symbol Structure (Time Domain)

The same common SYNC symbol is transmitted by all BSs across the network synchronously.

~~If the sequence is not defined in section 8.4.6.1.1.2, then first  $k$  elements of Table 246 shall be used to modulate the DL preamble sub-carriers.~~

8.4.6.1.1.2 Common SYNC Symbol Sequence

The common SYNC sequences ~~(TBD)~~ are listed in Table xxx.

Table xxx Common SYNC Sequence ~~(place holder for the sequence)~~

| $N_{FFT}$ | Sequence  | PAPR (dB)            |
|-----------|---|----------------------|
| 1024      | <a href="#">473A0B21CE9537F3A0B20316AC873A0B21CE95378C5F4DFCE9537F3A0B21CE9537F3A0B20316AC80C5F4DE316AC873A0B20316AC800</a> | <a href="#">3.32</a> |
| 512       | <a href="#">5642862D90FE75642862A6F018B642862D90FE749BD79D590FE740</a>  | <a href="#">3.17</a> |
| 128       | <a href="#">590A18B643F9D0</a>  | <a href="#">2.89</a> |

-----End text -----