

Proposal for Physical Structure of UL Feedback Channel

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None

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To be discussed and adopted by TGm for the 802.16m SDD

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Proposal for Physical Structure of UL Feedback Channel

Jan, 2009

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Objective

- **According to the SDD,**
 - A tile structure for FFBCH is (2X6)
 - Two types of FFBCHs : Primary and Secondary
- **Primary FFBCH (fast feedback channel)**
 - Semi-orthogonal sequence for fixed 6bit-payload
 - Performance improvement for high mobility users
- **UL ACKCH (HARQ feedback channel)**
 - Stable performance for high mobility users

Sequence for Primary FFBCH

- **64 Binary Semi-orthogonal Sequences**
 - Binary orthogonal subsequences with length 4
 - Reed-Solomon mapping for maximum correlation = 8
 - Binary phase vector
- **Relation btw (RS, Phase vector) and Sequence index**
 - After proper sorting of the semi-orthogonal sequences $S_l[k]$
 - Sequence index can be rewritten as

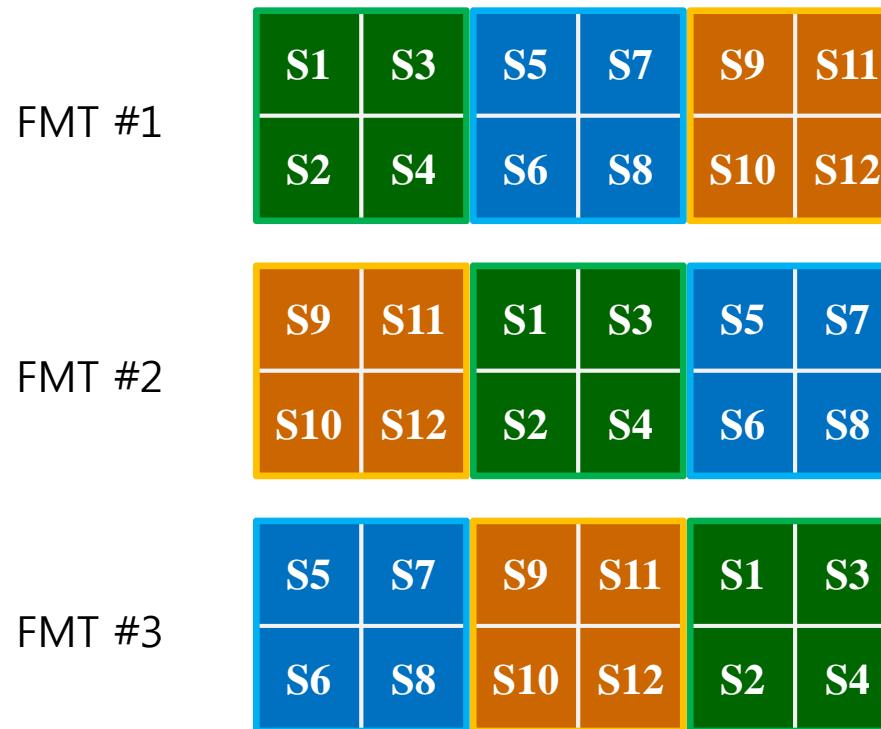
$$I = 4p + q, \quad 0 \leq I \leq 63$$

- $0 \leq p \leq 15$ is a Reed-Solomon mapping index,
- $0 \leq q \leq 3$ is a phase vector index,

Primary FFBCH Sequence Mapping to FMTs

- **Cyclic Shifted Mapping**

- Cyclic shifted sequences by 4 on different tiles
- Maintain the same channel correlation within subsequences
- Give more diversity to Phase vectors
- Consistent structure with UL HARQ feedback channels

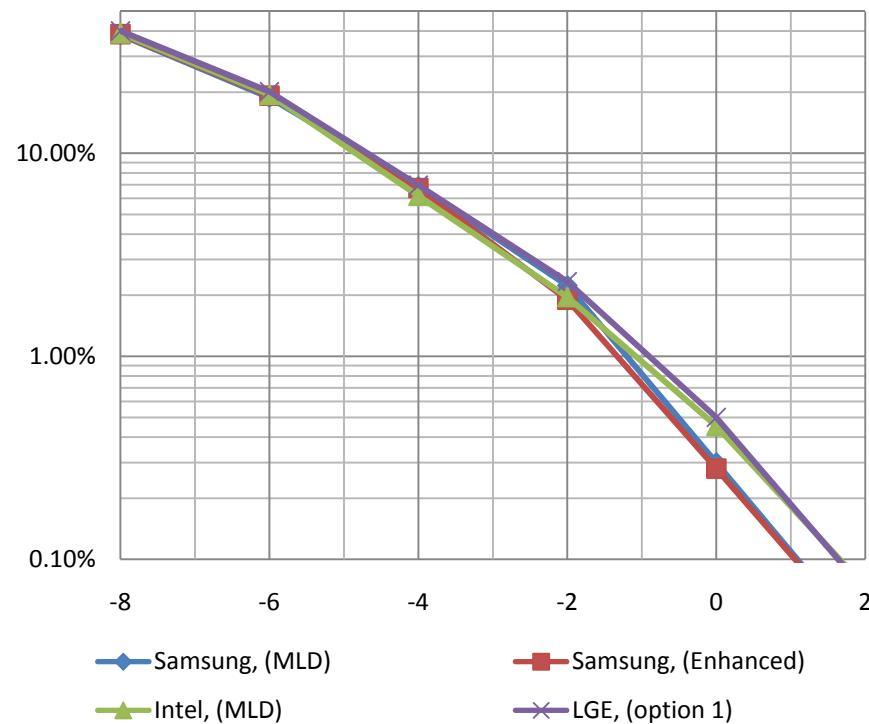


Advanced Receiver for High Mobility

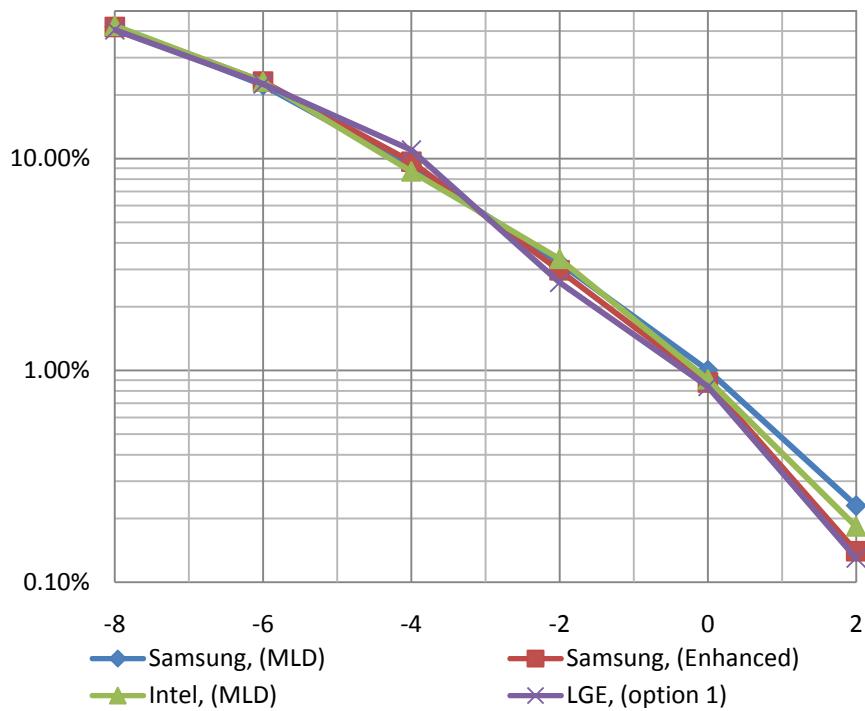
- **Wiener Filter Receiver (LPF Receiver)**
 - Provides significant performance gain in high mobility,
 - Can be applied to all kinds of semi-orthogonal sequences
 - **Requires Prior-knowledge** about channel statistics such as Doppler frequency and SNR
 - Filtering before ML Correlators
- **Enhanced Receiver for supporting High Mobility**
 - Can improve the detection performance in high mobility,
 - **Doesn't need any prior knowledge** on channel statistics
 - In high mobility case, most of misdetection occur between different phase vectors, not between RS mapping
 - Phase vector correction after ML Correlators
 - See Appendix#1 for details

Detection Performance of Primary FFBCH (i)

- Ped. B 3km/h



- Veh. A 120km/h

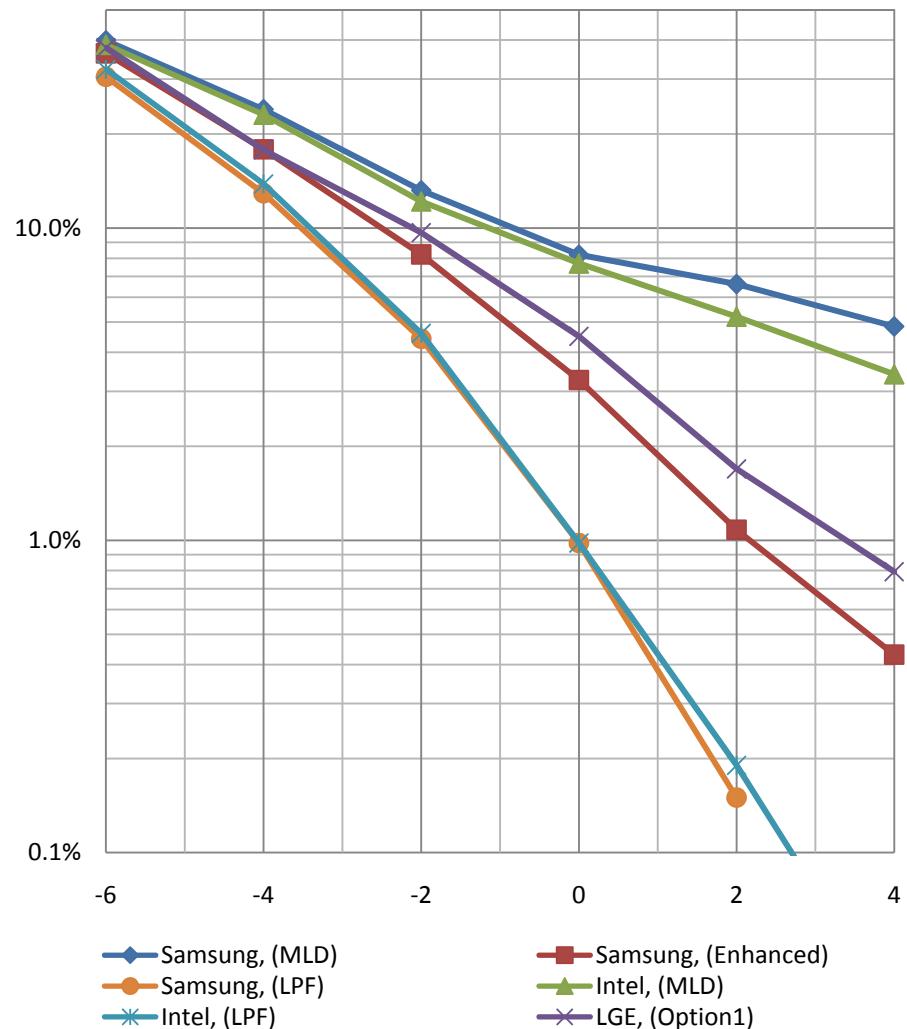


- Remarks on Performance

- Samsung's sequence outperforms the others in Ped. B 3km/h
- All sequences have almost the same performance in Veh A 120km/h.

Detection Performance of Primary FFBCH (ii)

- Veh. A 350km/h



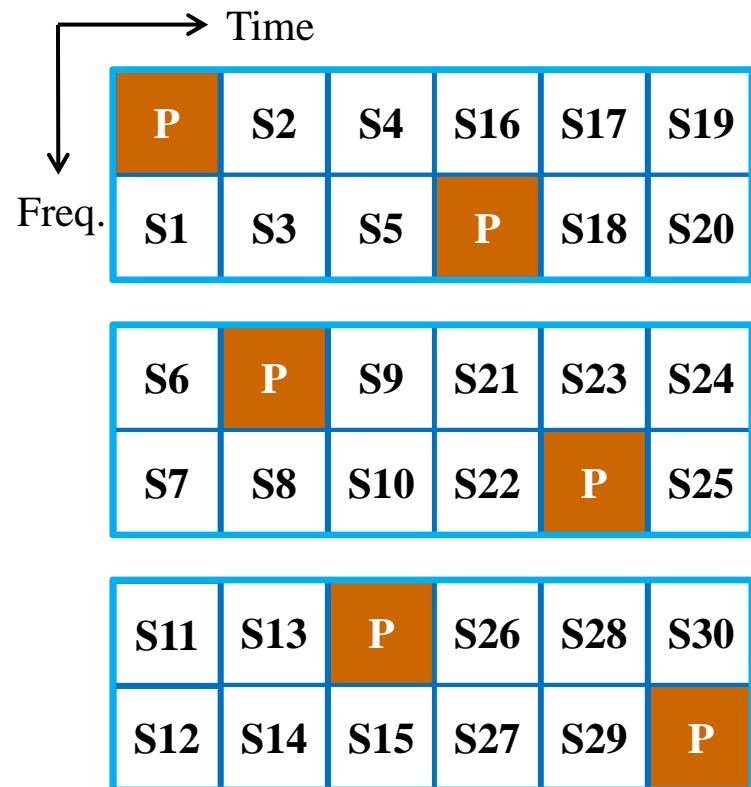
- Remarks on Performance

- Regardless of sequence itself, a receiver with Wiener filter(LPF) improves detection performance
- Wiener filter receiver requires channel statistics
- Enhanced receiver improves the performance
- 1%PER @ SNR 2.2dB

Secondary FFBCH Mapping to FMTs

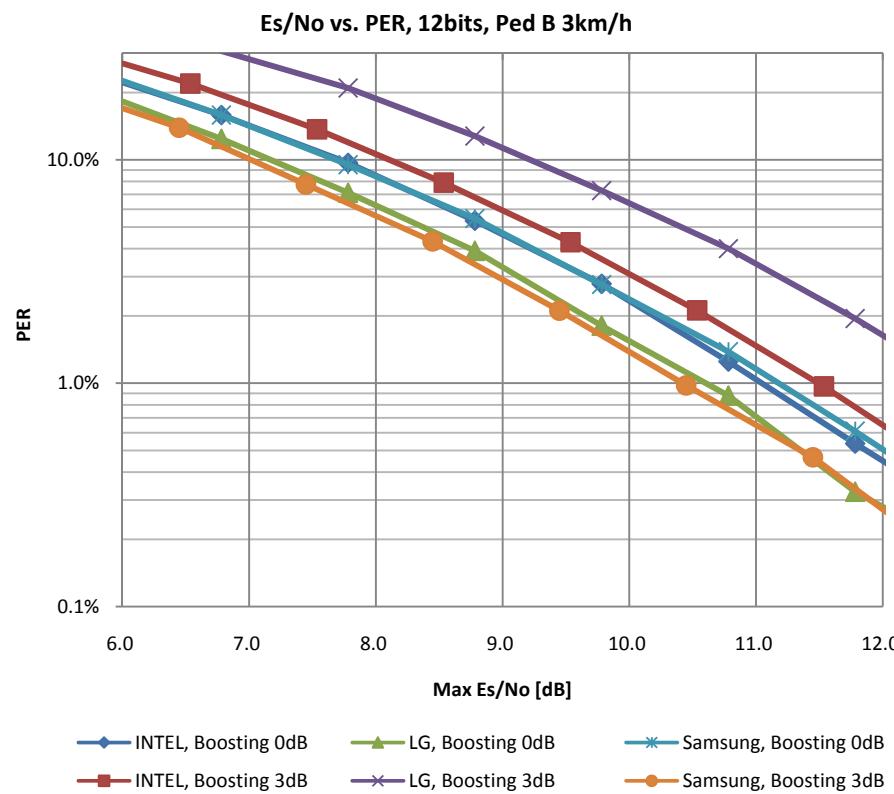
- **Physical Structure**
 - Two Pilots per FMT
 - **Shifted Pilot Position** on different FMT for **Pilot Boosting**

- **Modulation and Coding**
 - 30 QPSK symbols
 - 7~24 information bits
 - Block Code based on (60,12)
 - 7~12 bits: (60,12) block code
 - 13~24 bits: two (30,12) block code

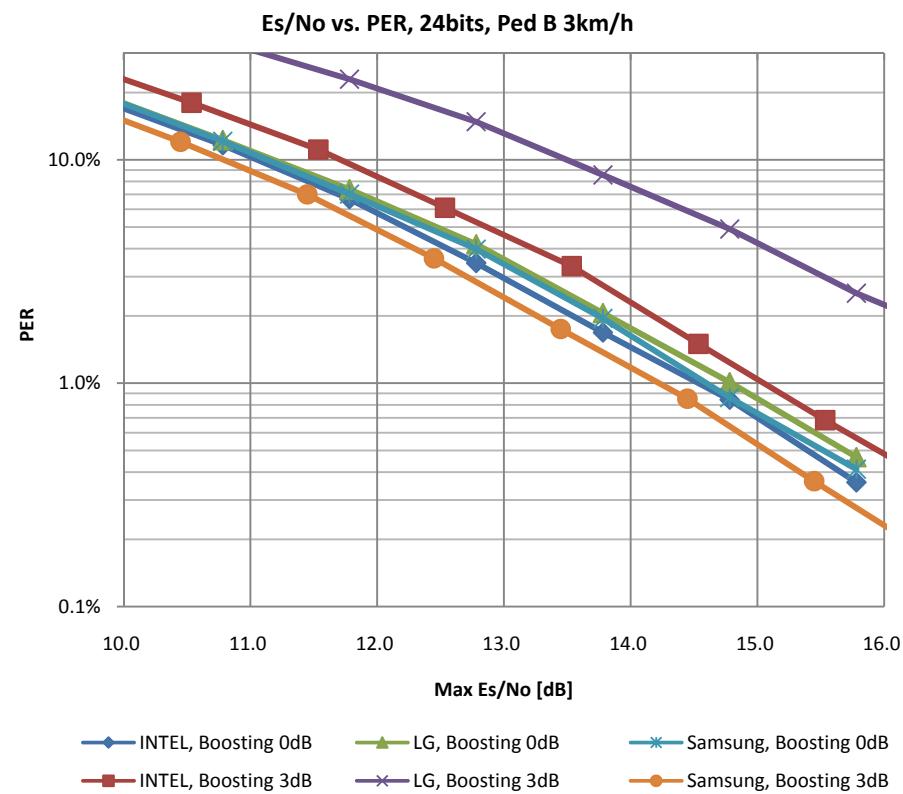


Detection Performance of Secondary FFBCH

- 12 information bits



- 24 information bits



- Remarks on Performance

- In terms of max Es/No and pilot boosting, Samsung's structure shows the best performance.

UL ACKCH Mapping to FMTs

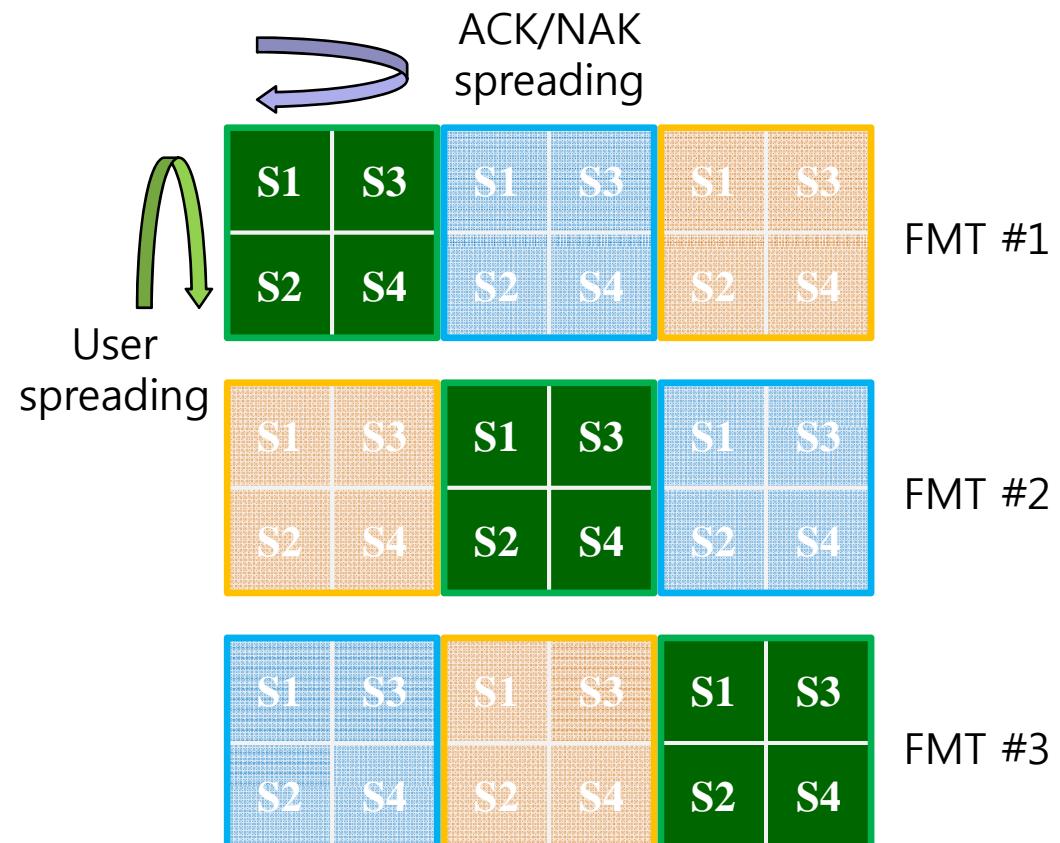
- **Multiplexing for Multiple users' ACKCHs**
 - 2 users are CDM'd within a (2X2) tile
 - 3 FMTs can carries 6 users' UL ACKCHs

User#1 ACK = [+1, +1, +1, +1]

User#1 NAK = [+1, +1, -1, -1]

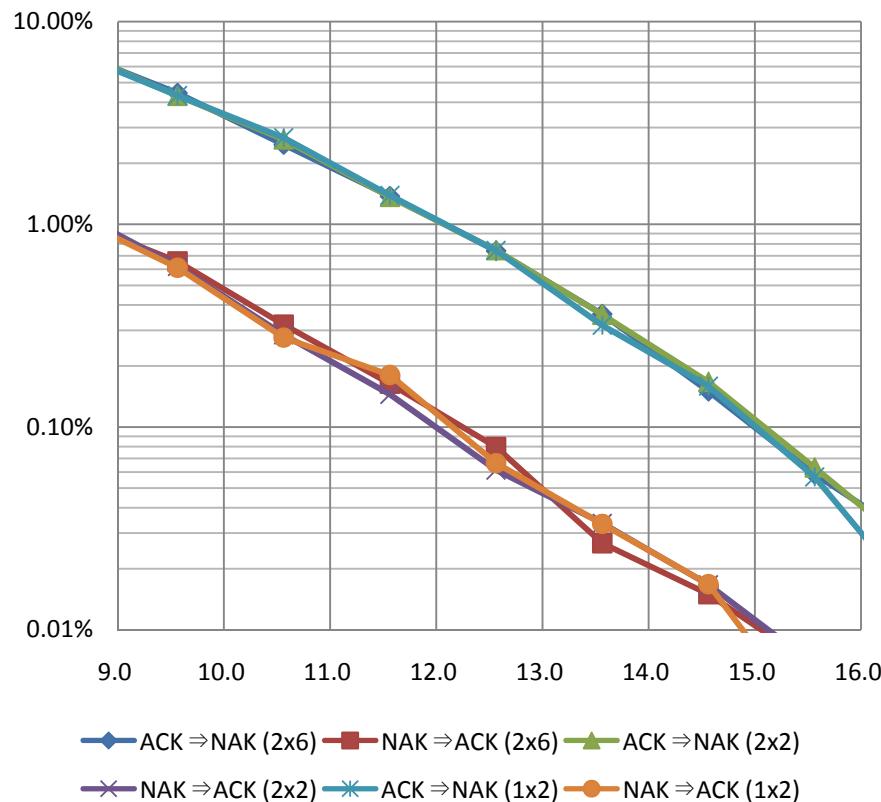
User#2 ACK = [+1, -1, +1, -1]

User#2 NAK = [+1, -1, -1, +1]

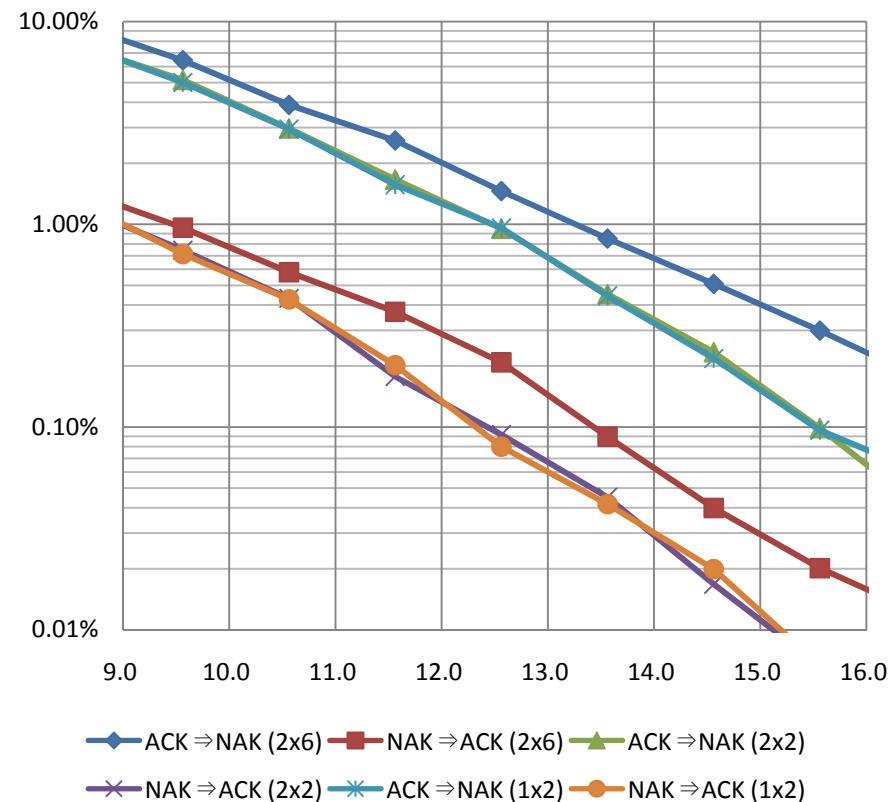


Detection Performance of UL ACKCH (i)

Ped B 3km/h



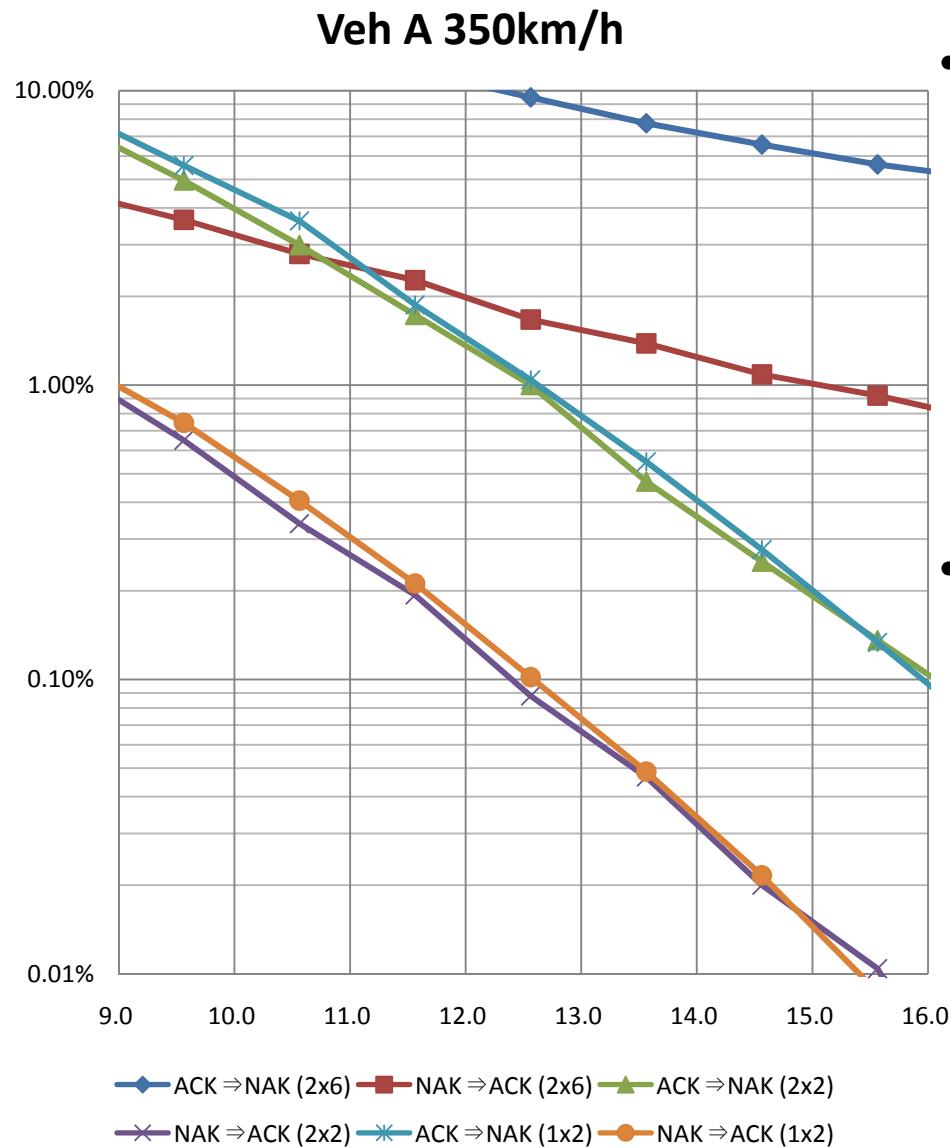
Veh A 120km/h



- **Remarks on Performance**

- Erasure detection is interpreted as NAK
 - (2X6) is worst in Veh A 120km/h

Detection Performance of UL ACKCH (ii)



- **Remarks on Performance**
 - (2X6) tile suffers from error floor
 - (2X2) and (1X2) tiles provide stable performance
 - 1% ACK \Rightarrow NAK and 0.1% NAK \Rightarrow ACK error @ EbNo 12.5dB
- **Other consideration**
 - Too Small tile can introduce severer interference to the adjacent cells
 - Our preference is (2X2) tile for UL ACK

Text Proposal for UL FFBCH (i)

----- Text Start -----

11.9.2.1 UL Fast Feedback Channel

11.9.2.1.1 Multiplexing with other control channels and data channel

[Delete and add sentences as following in line 20, page 107]

The UL fast feedback channel carries one or more types of fast feedback information. ~~The use of TDM/FDM or CDM to multiplex fast feedback channels from one or more users is FFS.~~ The UL fast feedback channel is FDM with other control and data channels.

11.9.2.1.2 PHY structure

A UL feedback mini-tile (FMT) is defined as 2 contiguous subcarriers by 6 OFDM symbols. . ~~A UL FMT of 6 contiguous subcarriers by 2 OFDM symbols is FFS.~~

----- Text End -----

Text Proposal for UL FFBCH (ii)

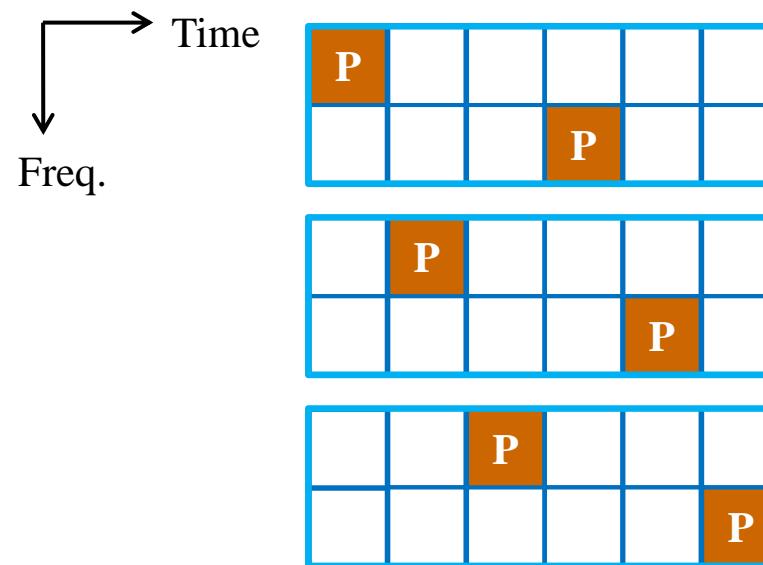
----- Text Start -----

11.9.2.1 UL Fast Feedback Channel

11.9.2.1.2 PHY structure

[insert the following in line 29, page 107]

A UL FMT used for Secondary FFBCH has 2 pilots per tile as shown in Fig. xxx.



----- Text End -----

Text Proposal for UL ACKCH

----- Text Start -----

11.9.2.2 UL HARQ Feedback Channel

11.9.2.2.1 Multiplexing with other control channels and data channels

[Modify the sentence in line 38, page 107 as follows]

~~Orthogonal signaling~~ [TDM/FDM/CDM](#) is used to multiplex multiple HARQ feedback channels.

----- Text End -----

Appendix #1

Enhanced Receiver for High Mobility

- **General ML Detection**
 - Single Full length correlator

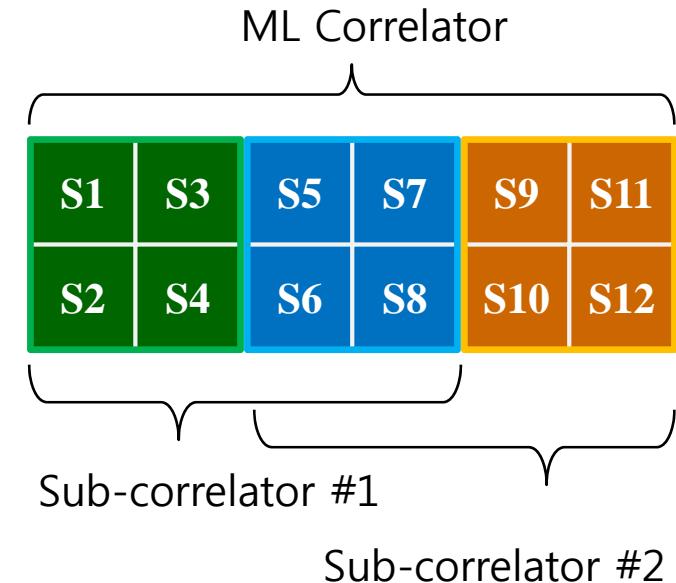
$$Z_{I,ML} = \sum_t \left| \sum_{k=1}^{12} s_I^*[k] \cdot y_t[k] \right|^2$$

$$\hat{I} = \arg \max_I Z_{I,ML}, \quad \hat{p} = \text{floor}(\hat{I}/4), \quad \hat{q} = \text{mod}(\hat{I}, 4)$$

- **Phase Vector Correction**
 - Two Short length correlators
 - ρ is already obtained from ML Detection
 - Affects only in fast fading conditions

$$Z_{q,PC} = \sum_t \left(\left| \sum_{k=0}^7 s_{\hat{p},q}^*[k] \cdot y_t[k] \right|^2 + \left| \sum_{k=4}^{11} s_{\hat{p},q}^*[k] \cdot y_t[k] \right|^2 \right)$$

$$\hat{q}_{PC} = \arg \max_q (Z_{\hat{I},ML}, Z_{q,PC})$$



Appendix #2

Channel Coding for Secondary FFBCH

- Generating Matrix of Block Code (60,12)

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	1	0	0	0	1	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	1	1	1	1	1	0	1	0		
2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	0	0	0	1	0	0	0	1	1	1
3	1	1	1	0	1	0	1	0	0	0	0	0	0	0	0	0	1	0	1	1	1	0	1	1	0	1	0	0	0	1
4	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	0	0	0	1	0	0	1	1	1	0	0
5	0	1	1	0	1	0	0	0	0	1	0	0	0	0	0	0	0	1	0	0	1	0	1	0	1	1	0	0	1	0
6	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	0	0	0	1	0	0	0	1	1
7	1	1	0	0	1	0	0	1	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	0	0	1	0	1	1	
8	1	1	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	1	1	0	0	0	1	1	1	0	1	
9	1	0	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	1	0	0	1	0	0	
10	0	1	1	0	1	0	0	0	0	0	0	1	0	0	0	1	1	0	0	0	1	0	1	1	1	1	0	0	1	
11	0	1	0	0	0	0	0	0	0	0	0	0	1	0	0	1	0	0	0	1	0	0	0	1	1	1	0	0	0	
12	1	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	0	0	0	1

	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
1	1	0	0	1	1	1	1	1	1	0	0	1	1	1	0	1	1	1	1	1	1	1	1	1	0	1	0	0	1	1
2	0	0	1	0	1	1	1	1	1	0	1	1	0	1	1	0	1	0	0	0	1	1	0	0	0	1	1	0	0	1
3	1	1	0	1	1	1	0	0	0	1	0	0	0	0	1	0	0	1	0	1	1	0	1	0	0	0	0	0	0	0
4	1	0	1	1	1	1	1	0	1	1	0	1	1	0	1	0	0	0	1	1	0	0	0	1	1	0	0	0	0	0
5	1	1	0	1	0	1	0	1	1	0	1	0	0	1	0	1	1	0	0	1	1	0	0	1	0	1	0	0	0	0
6	1	0	0	1	0	1	1	1	1	1	0	1	1	0	1	1	0	1	0	0	0	1	1	0	0	0	1	1	0	0
7	0	0	0	0	1	0	1	1	0	0	0	0	1	1	0	0	0	1	0	0	0	0	1	1	0	0	0	0	1	
8	1	1	1	1	1	1	0	1	1	0	0	0	1	0	1	1	0	1	0	0	0	1	0	0	0	0	1	1	1	
9	0	1	1	1	0	0	1	0	1	0	0	1	0	1	0	1	0	1	1	0	1	0	0	0	0	1	0	0	0	
10	0	0	1	0	0	0	1	1	0	1	1	1	0	0	1	1	0	1	0	0	0	0	0	1	0	0	0	0	1	
11	0	1	0	1	1	1	1	0	1	1	0	1	1	0	1	0	0	0	1	1	0	0	0	1	1	0	0	0	1	
12	0	0	1	1	1	1	0	0	1	0	1	1	1	1	0	1	1	0	1	1	0	1	0	0	0	0	1	1		