

**CARLETON UNIVERSITY**  
Department of Systems and Computer Engineering

**SYSC4700      Telecommunications Engineering      Winter 2007**

**Term Exam – 15 February 2007**

**SOLUTIONS**

**Instructions:**

1. Closed-book exam (no aid-sheet). Use of non-programmable, non-communicating calculators is permitted.
2. Write answers in the spaces provided on the question sheet.
3. If necessary, use both sides of a page.
4. Write legibly, and state any assumptions that you make.

**Name:**

**Student Number:**

Question	Mark	Max possible mark
1		25
2		25
3		13
Total		63

## Question 1 [25 marks] – Link Budget for a 3G Cell

In this question we will determine the maximum transmission rate in the downlink of a cell in a 3G cellular network. Here are the specifications of interest:

- BS transmit power:  $P_{TX} = 20$  dBW
- Transmitter (BS) antenna gain:  $G_{TX} = 17$  dB
- Receiver (terminal) antenna gain:  $G_{RX} = 0$  dB
- Quality requirement:  $SNR > 4$  dB
- Carrier frequency:  $f = 3$  GHz
- Receiver noise figure:  $F = 7$  dB
- Ambient temperature:  $T = 290^\circ\text{K}$
- Boltzmann constant:  $k = 1.38 \times 10^{-23}$  joule/ $^\circ\text{K}$
- Path loss (PL):  $(4\pi d/\lambda)^{3.5}$ , where
  - Distance between BS and a terminal:  $d$
  - Carrier wavelength:  $\lambda$
- Cell radius: 1 km
- Spectral efficiency at the cell edge:  $\mu = 0.5$  bits/sec/Hz

It is clear that the lowest SNR in the cell will be experienced at the cell edge (i.e., whenever a terminal is 1 km away from the BS) due to the fact that the highest PL will occur at the cell edge.

The service provider has the goal of maintaining the QoS (i.e.,  $SNR > 4$  dB) at the cell edge (i.e.,  $d = 1$  km). Find the maximum transmission rate,  $R$  bits/sec, that can be supported at the edge of this cell.

**Solution:**

$$P_R = P_T G_T G_R \left( \frac{\lambda}{4\pi d} \right)^{3.5}$$

$$\begin{aligned} P_R \text{ [dBW]} &= P_T \text{ [dBW]} + G_T + G_R - 35 \log \left( \frac{4\pi d_m}{\lambda} \right) \\ &= 20 + 17 + 0 - 35 \log \left( \frac{4\pi d_m f}{c} \right) \\ &= 37 - 35 \log \left( \frac{4\pi \times 10^3 \times 3 \times 10^9}{3 \times 10^8} \right) = -141.47 \text{ dBW} \end{aligned}$$

$$P_R - P_N = SNR$$

$$-141.47 \text{ [dBW]} - P_N \text{ [dBW]} > 4 \text{ dB} \Rightarrow P_N < -145.47 \text{ [dBW]}$$

$$10 \log KT + F \text{ [dB]} + 10 \log B < -145.47 \text{ [dBW]}$$

$$10 \log B < -145.47 - 10 \log (1.38 \times 10^{-23} \times 290) - 7 \text{ [dB]}$$

$$B < 141.41 \text{ KHz} \quad \frac{R_b}{B} = 0.5 \text{ bits/sec/Hz}$$

$$R_b < 70.71 \text{ Kbps}$$

**[Blank Page for Question 1]**

## Question 2 [25 marks] – Short Questions

(a) [8 marks] Write each of the following acronyms in open form (no need for explaining them):

- ITU: International Telecommunication Union
- VoIP: Voice over Internet Protocol
- XDSL: x Digital Subscriber Loop/Line
- FTTx: Fiber To The x
- XPON: x Passive Optical Network
- ATM: Asynchronous Transfer Mode
- SIP: Session Initiation Protocol
- WCDMA: Wideband Code Division Multiple Access

(b) [4 marks] What is the difference between TDM (time-division multiplexing) and TDMA (time-division multiple access)?

Time division: Time slots constitute the channel. Signals (i.e., users) are separated in time.

TDM (time-division multiplexing): Multiple time-separated signals originate from a common location (such from a Base Station).

TDMA (time-division multiple access): Multiple time-separated signals originate from different locations, but they are all destined to a common information sink (such as the uplink traffic in a cell).

(c) [4 marks] Give two examples of 2G cellular standards and two examples of 3G cellular standards.

2G: GSM, IS-95, DAMPS, CDPD

3G: UMTS, WCDMA, CDMA2000, EVDO, EVDV, HSDPA, HSUPA

**(d) [4 marks]** Give three reasons why mobile communication system standards are important.

- Compatibility enables users to stay connected Minimum number of devices for needs.
- Competing and co-operating service providers.
- Minimum number of devices for needs.
- Essential due to scarce radio spectrum resources
- Common and consistent solutions essential to end user experience.
- Lowering device cost due to mass production.

**(e) [5 marks]** What is triple-play and what is its significance?

High speed Internet + TV (video on demand or broadcast) + Telephone (voice): on one broadband connection.

- Commercial trend.
- Not designed for interoperability.
- Uses shared network such as cable or DSL.
- Has to achieve different Quality of Service requirements for each service.

### Question 3 [13 Marks] – Transmission Rate and Bandwidth

- A 1.544 Mbits/sec DS1 system is transmitted through a wireless channel.
- 64-QAM modulation is used; the carrier frequency is 3.6 GHz.

(a) [3 marks] What is the signaling pulse shape that will result in minimum bandwidth consumption?

The synch pulse.

(b) [3 marks] What is the spectral efficiency,  $\mu$ , in bits/sec/Hz if the pulse shape determined in Part (a) is used?

Since synch pulse is assumed:

$$\mu = \log_2(64) (\text{bits} / \text{symbol}) \times 1 (\text{symbol} / \text{sec} / \text{Hz}) = 6 \text{ bits} / \text{sec} / \text{Hz}$$

(c) [7 marks] With the spectral efficiency obtained in Part (b), calculate the bandwidth required for this transmission. Identify the cutoff frequencies of the transmission band (i.e., if the transmission bandwidth is from  $f_1$  Hz to  $f_2$  Hz, find  $f_1$  and  $f_2$ ).

$$W = \frac{R}{\mu} = \frac{1.544 \text{ Mbits} / \text{sec}}{6} = 0.25733 \text{ MHz}$$

$$f_1 = 3600 - \frac{W}{2} = 3599.87133 \text{ MHz}$$

$$f_2 = 3600 + \frac{W}{2} = 3600.12867 \text{ MHz}$$

