5G Synchronization Aspects

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Objective and outline

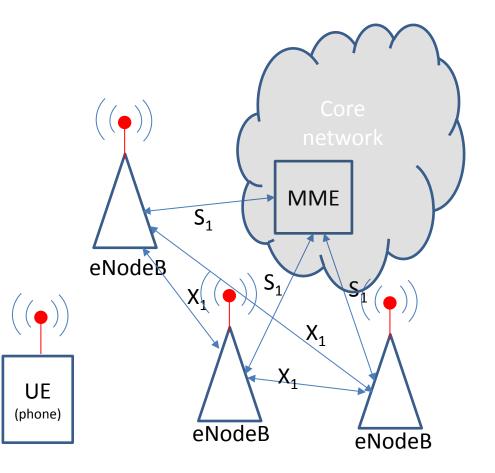
- Objective:
 - To provide an overview and summarize the direction being taken with 5G mobile networks, focussing on what is required in terms of synchronization
 - (what, when, how, and why)
- Outline:
 - 5G: what is it?
 - Review of modulation
 - Some architectural components
 - What may be required to time this



5G: WHAT IS IT



4G as the starting point

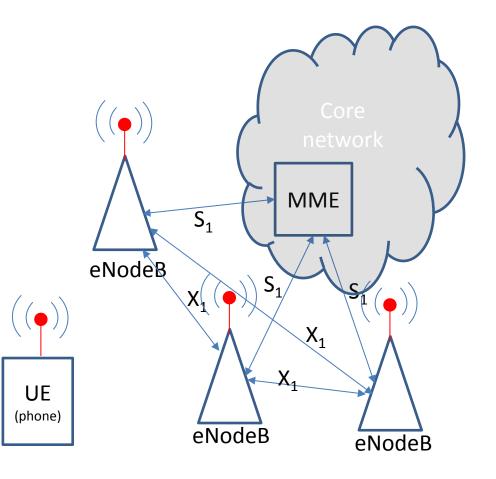


- LTE-A is the starting point
 - Also defined as IMT-Advanced
 - 5G is also known as IMT-2020
- Mobility is key, but typical "advanced" service is the Smart Phone
- Evolution of previous wireless networks to fully packet based
- Different types of cells (macro base station, pico-cell, etc.)
- User data rates in the order of 10Mbit/s to support "traditional" services (voice, web, video)

Synchronization is typically supplied from the core over the S1 interface



LTE features



- LTE-A technology also includes
 - MIMO
 - Carrier aggregation
 - HetNets
 - Home Base station
- All increase performance to the end user.
- End user is typically using a smart phone.

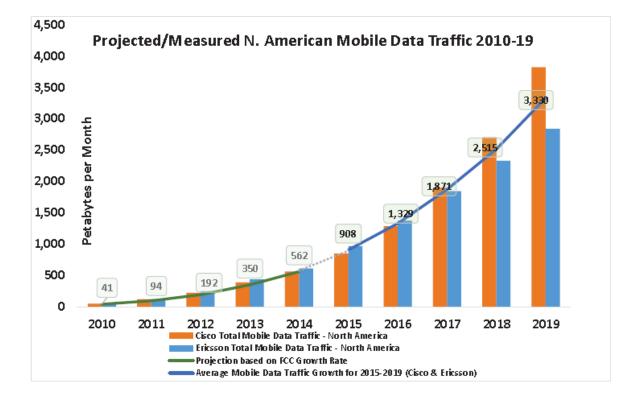
How can this architecture be further developed to address evolving services?

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5G drivers: need anything else be said?



Type of characteristics of network devices are also changing , phone and tablet Still dominate (61% as of Q1/15), but growth in M2M(24%) and Car (15%) Source: MOBILE DATA DEMAND: GROWTH FORECASTS MET Significant Growth Projections Continue to Drive the Need for More Spectrum, CTIA,

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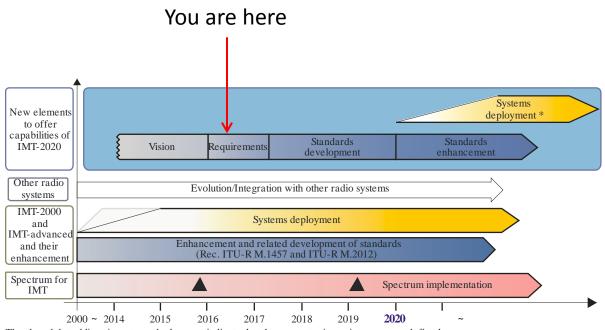
5G networks

- 5G networks will:
- Support of new services:
 - IoT, Sensor Networks, tactile internet
- With higher performance:
 - Higher bit rates, higher speed mobility handoff, lower latency
- Networks deployed with:
 - Higher connection densities, new spectrum allocation, use of unlicensed spectrum

There is a need to look at the synchronization requirements



5G/IMT-2020 Timeline



The sloped dotted lines in systems deployment indicate that the exact starting point cannot yet befixed.

: Possible spectrum identification at WRC-15 and WRC-19

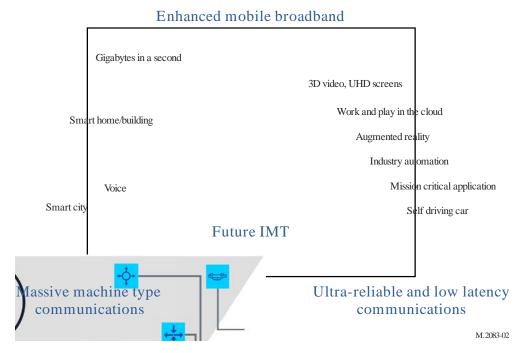
: Systems to satisfy the technical performance requirements of IMT-2020 could be developed before a 2020 in some countries. : Possible deployment around the year 2020 in some countries (including trial systems)

- Sync standards development
 - Network backhaul: ITU-T SG-15
 - Radio: 3GPP

M.2083-05



Capability summary



Source: ITU-R Rec.M.2083; Usage scenarios of IMT for 2020 and beyond



Capability delta

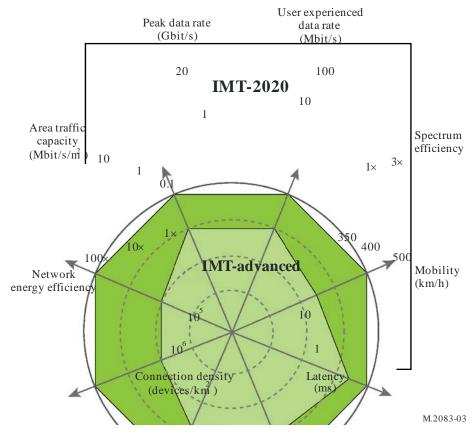


Figure: ITU-R M.2083

5G realized by:

- Peak data rate

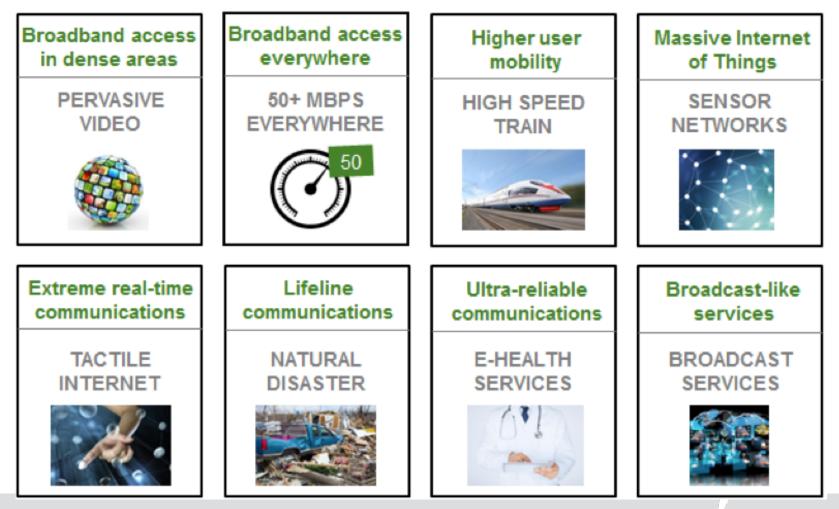
 New spectrum allocation
- User data rate
 - CoMP, MIMO
- Spectrum efficiency
 - Modulation

Mobility

- Faster hand-off capability (CRAN)
- Latency
 - Movement of service data bases
- Connection density
 - CRAN architecture
- Network energy
 - CRAN architecture
- Area traffic capacity
 - CRAN/CoMP/MIMO



5G use case families and related examples (NGMN)



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Synchronization requirements?

- Synchronization requirements will be based on two aspects: the needs of the service and the needs of the infrastructure
 - Service:
 - M2M, IoT may require accurate synchronization, which may or may not be provided by the network.
 - Infrastructure needs
 - New air interfaces may be defined
 - New capabilities related to time-sensitive networks may be needed and may require synchronization support from the network



OFDM transmission and reception

Key to understanding the air interface sync requirement

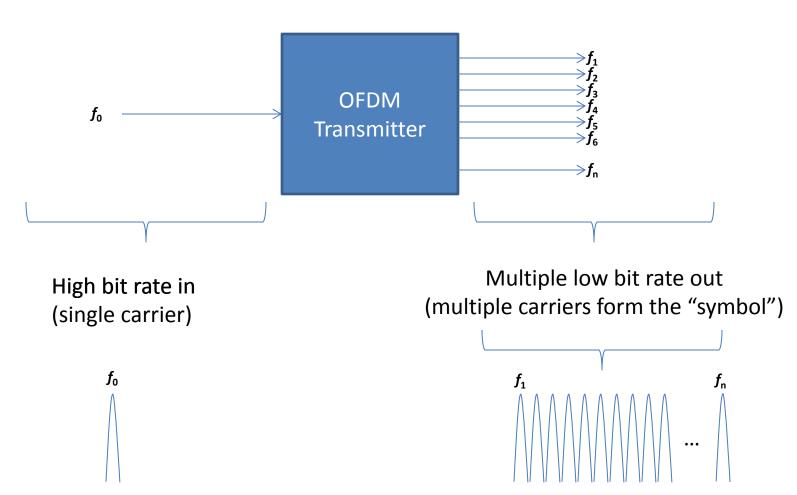


Review of modulation

- Modulation gets the bits on/off the air
- Wireless modulation is generally one form of Orthgonal Frequency Division Multiplexing (OFDM)
- Splits (multiplexes) high data rate bit streams onto multiple sub-carriers, each with narrow bandwidth
 - Used in:
 - LTE-A:
 - WIMAX
- Attraction for wireless:
 - Low symbol rate (1/15kHz) is less susceptible to ISI
 - Subcarrier equalization simpler due to narrow subcarrier BW
 - Use with QAM results in high spectral efficiency
 - Well understood (!)



Recall OFDM



Low bit rate OFDM improves performance for multi-path environments, key to wireless

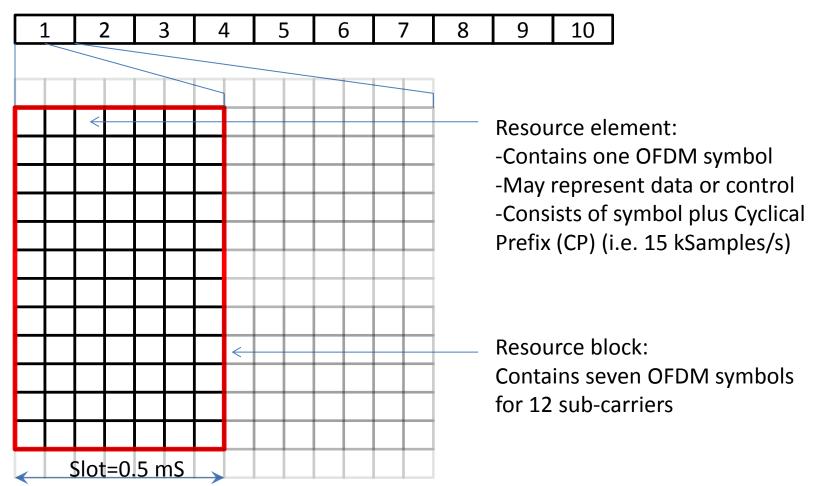
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Basic LTE frame (FDD)

10 ms duration, 10 sub-frames





TDD Frame

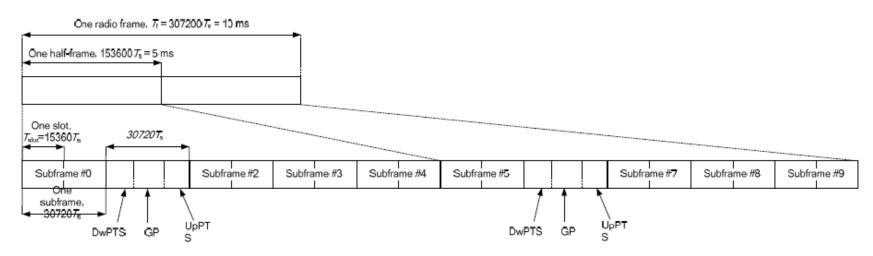
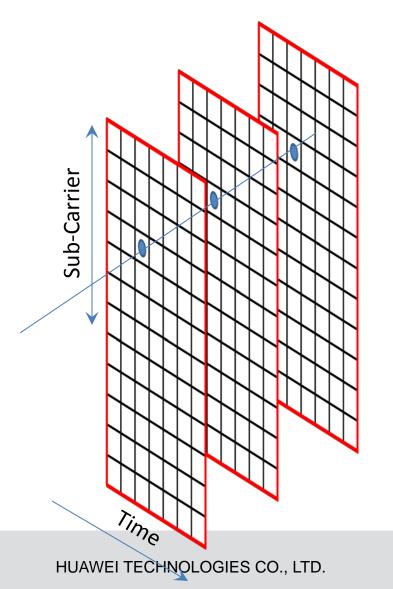


Figure 4.2-1: Frame structure type 2 (for 5 ms switch-point periodicity)

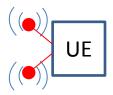


Visualizing for multiple Antennas



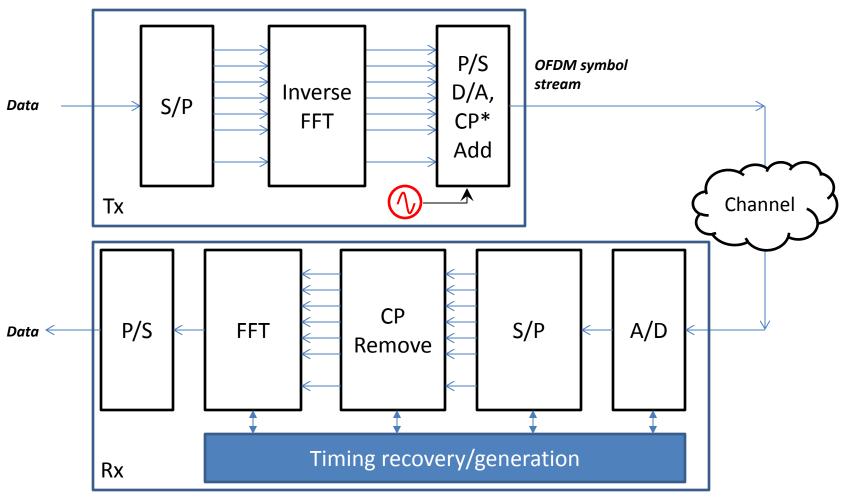
- In the case of MIMO, each antenna will have a frame structure.
- Where multiple antennas share the same system clock, usually not an issue.
- CoMP or Carrier Aggregation may need some assistance where antennas are driven by different oscillators.







OFDM in practice



*CP: Cyclical Prefix added to reduce ICI



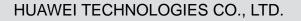
What goes wrong?

- The process of timing extraction at the receiver involves multiple steps.
 - Need to preserve timing relationship of individual subcarriers when symbols are carried over a complex channel
 - Process generally involves coarse frequency acquisition, followed by fine timing adjustment
- Carrier Frequency Offset: error in recovering the carrier, which leads to loss of orthogonality of individual sub-carriers, and increased BER
 - But, Doppler is also a contributor. The user can be moving in a high-speed train. (5G is targeting 500 km/hr)



Extension to MIMO

- Timing offset (TO) and carrier frequency offset (CFO) are compensated by the receiver
 - In a single antenna case, only one pair of oscillators, so compensation relatively straightforward.
 - LTE-A frame format appears to be effective in supporting pilotaided synchronization and channel estimation.
- MIMO:
 - Potential for multiple oscillators and therefore multiple offsets that need to be corrected.
 - Excess time error leads to the possibility of interference with multiple carriers
 - Field reports indicate that current methods are effective, but suggest that tight external synchronization be provided





NEW ARCHITECTURE CONSTRUCTS: CRAN AND NETWORK SLICING

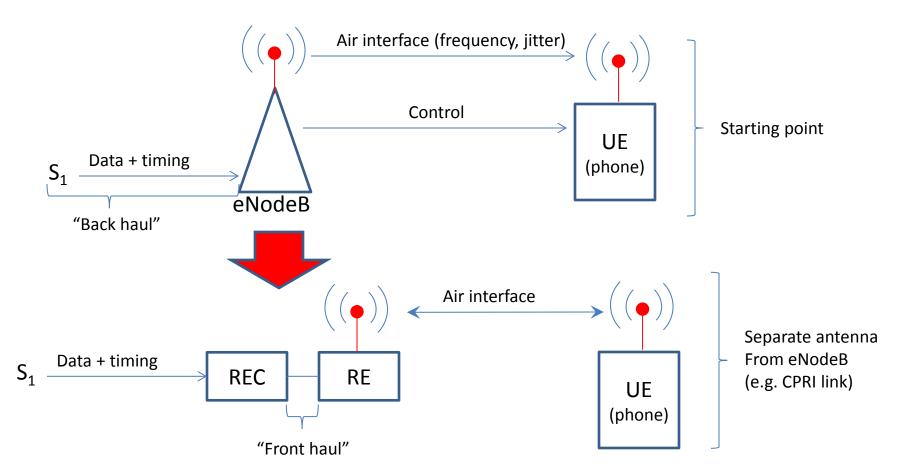


New architectural components

- Centralization of functions and the use of data centre techniques is seen as key to supporting 5G requirements
- Architecture:
 - C-RAN (cloud-RAN, Centralized-RAN)
 - Localizes the functions to allow sharing of resources
 - Network slicing
 - Controlling how the end-to-end network is shared between different user (groups) to achieve different network objectives
 - Involves aspects of virtualization and orchestration

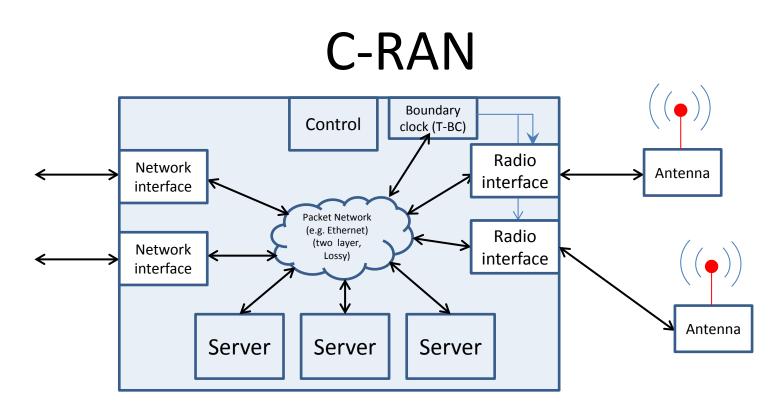


Recall the evolving base-station model



In practice, a network may have hundreds or thousands of base stations. Are there any efficiencies that can be gained by centralizing?





• C-RAN:

- Localize functions associated with radio base Station control with the goal of achieving statistical gains.
- Data centre model
- Allows tighter control of latency and synchronization in the case of distributed MIMO, or CA, where normally separate base-stations would have been deployed
- Above example shows timing distribution via boundary clocks, but other possibilities exist.
- Synchronization impact: consistent with existing HRM for time/phase/frequency



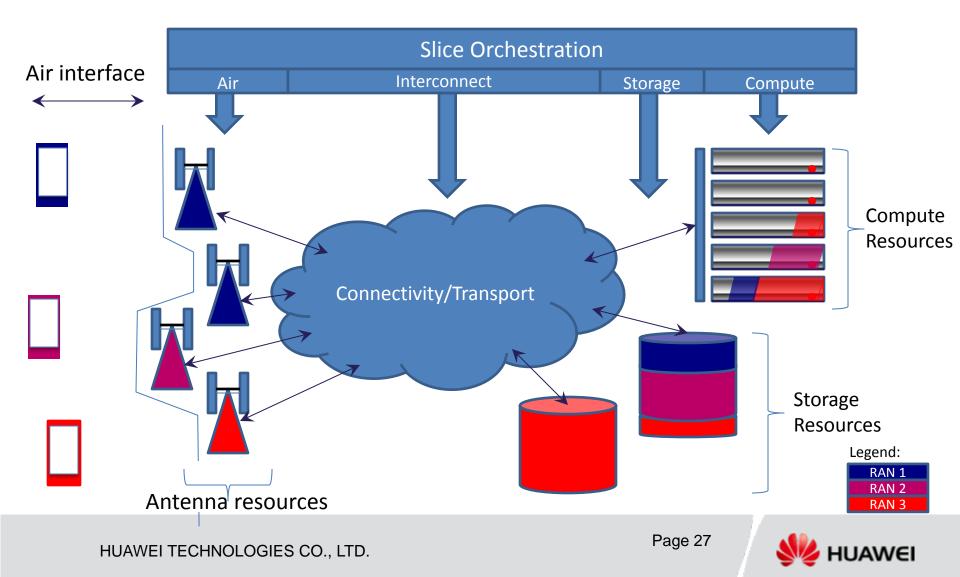
Network slicing

- 5G networks will aggregate multiple services on possibly separate radio access technologies
 - Spectrum may be shared and needs control and coordination
 - Network slice represents the portion of all network resources that may be allocated to a service or user.

Synchronization impact: Slicing orchestration needs to consider synchronization of air Interface.



Slicing: Allocate/connect resources



Summary

- 5G will offer new services and support new technology.
 - Some services may require accurate time (e.g. location accuracy)
- New architectures for 5G appear to be well supported by current synchronization techniques.
 - Some further work may be required to define certain components and potentially new air interface definitions.





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