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TG3 Functional Requirements vs. TG1 Air Interface draft standard - MAC

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Purpose:

Outline the differences between the TG3 functional requirements and the TG1 proposed MAC

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Comparison between TG3 FRD and TG1  
proposed MAC

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# Contents

- Essential FRD differences
- Expected difference in behavior
- TG1 MAC disadvantages from TG3 perspective

## TG1, TG3 FRD

- TG1: Document IEEE 802.16.s-99/00r1
- TG3: Document IEEE 802.16.3-00/02r3
- “MAY” requirements not discussed here

## Essential FRD differences - 1

	<b>TG1</b>	<b>TG3</b>
<b>Market</b>	<b>Business Multi-dwell</b>	<b>Residential SoHo Small business Multi-tenant</b>
<b>Services</b>	<b>Legacy telephony Audio/Video Multicast ATM IP</b>	<b>IP Bridged LAN Packet based voice</b>
<b>Peak data rate</b>	<b>155Mb/s</b>	<b>10Mb/s*</b>
<b>Minimum delay</b>	<b>5ms</b>	<b>&gt;&gt;</b>

## Essential FRD differences - 2

	<b>TG1</b>	<b>TG3</b>
<b>Classes of Services</b>	<b>ATM classification:</b> <b>CBR (SDH/PDH)</b> <b>VBR (VoIP, video)</b> <b>ABR(variable BW)</b> <b>UBR(best effort)</b>	<b>IETF DiffServ classification:</b> <b>EF(VoIP,video)</b> <b>AF(ISP service differentiation)</b> <b>BES(best effort)</b>
<b>Typical channel width</b>	<b>25MHz*</b>	<b>3-3.5MHz</b>
<b>Cell max. radius</b>	<b>3km*</b>	<b>50km</b>
<b>ARQ</b>	<b>N.A.</b>	<b>YES</b>

\* - resulting from other considerations

# Expected differences in the behavior of the TG1 and TG3 systems – 1

<b>Why</b>	<b>TG1</b>	<b>TG3</b>
<b>Residential vs. business</b>	<b>Large traffic pipes, always caring data, pseudo-static character</b>	<b>Mostly random pipes</b>
<b>Legacy vs. IP</b>	<b>Low delay is required (1ms frames)</b>	<b>Delay less critic</b>
<b>Bridged LAN</b>	<b>-</b>	<b>Requires 802.1d addressing for bridge support</b>
<b>High vs. low data rate</b>	<b>Low transmission time per packet</b>	<b>Long transmission time, more than 1ms for long IP packets</b>

## Expected differences in the behavior of the TG1 and TG3 systems - 2

<b>Why</b>	<b>TG1</b>	<b>TG3</b>
<b>Short vs. long distance</b>	<b>Short contention period</b>	<b>Long contention period</b>
<b>Variable length IP datagrams support</b>	<b>Segmentation may be used</b>	<b>It is recognized that segmentation is spectral inefficient and should be avoided</b>
<b>ARQ</b>	<b>No support Hard to introduce due to the “policy rules”</b>	<b>Required</b>
<b>ATM vs. IP QoS classification</b>	<b>Hard, 1ms, framing TG1 “policy rules”</b>	<b>Flexible framing, longer intervals TG3 “policy rules”</b>



# **TG1 MAC DISADVANTAGES**

(from TG3 perspective)

## TG1 MAC is PHY dependent

- The MAC is adapted for the QAM modulation
  - Mini-slot is defined in number of QAM symbols
  - The header is transmitted in QAM 4
  - The equalizer parameters are for QAM, line-of-sight operation
  - Adaptive modulation support is defined for QAM

## 1 ms frame duration

- Too short for IP variable packet length support
  - 1.7ms for 3.5MHz, 2bit/s/Hz, 1500bytes frame
- Too short for TDD support
  - Both Rx and Tx in 1ms!
- Too short to accommodate the contention period, with 50km distance
- Too short to accommodate delay for 50km (150us)
  - causes registration slots to waste a lot of BW ; these are often used with residential deployment

## No flexible framing

- Framing is problematic with IP traffic
  - Long frames = long delay
    - QoS problems
    - TCP/IP throughput problems
  - Short frames = short delays
    - Require fragmentation
    - Spectral efficiency problems

## No fast BW allocation

- Many CPE units with random data demand require fast BW allocation, as opposed to small number of users using legacy services
- Slow (pseudo-static) and centralized BW allocation mechanism: request, allocation, very demanding BST central processor performance

## No Acknowledge frames

- Contrary to FRD-TG3
- ARQ require fast variable BW allocation, which is against the TG1 “policy rules” philosophy

## No retransmission support

- Rx/Tx policy per service limitation
- The BW allocation is quasi static, except the Best Effort Service
- The “policy rules” can accommodate retransmissions only for BES

## VoIP VAD support

- BW requirements are permitted only in contention periods – may be unsuccessful
  - Against QoS concepts!
- Not suitable for relatively long compression intervals, demanding fast BW allocation for efficient support



## Multicast and LAN-to-LAN bridging support

- Addressing mode: based on connection\_ID of the final destination, not on the MAC address
- No mechanism to allocate a LAN address to a connection\_ID
- Makes the bridge implementation non-standard and difficult
- Introduces significantly delays in bridge
- Lowers IP performance

## No data polling mechanism

- Data polling needs no apriori knowledge of BW requirements
- Most suitable when combined with IP traffic shaping
- Most suitable for VoIP when VAD is enabled
- Most suitable for external VoIP GW
- Most suitable to support ARQ

## Conclusions

- 802.16.1 MAC does not respond to 802.16.3 needs
- 802.16 should decide between two possible approaches:
  - Adopt the existing MAC proposal as 802.16.1 MAC and design a different MAC for 802.16.3
  - Change the existing MAC proposal to be:
    - PHY independent
    - Suitable to both 802.16.1 and 803.16.3