Single Frequency Networks

Economy in the radio spectrum





HELLO!





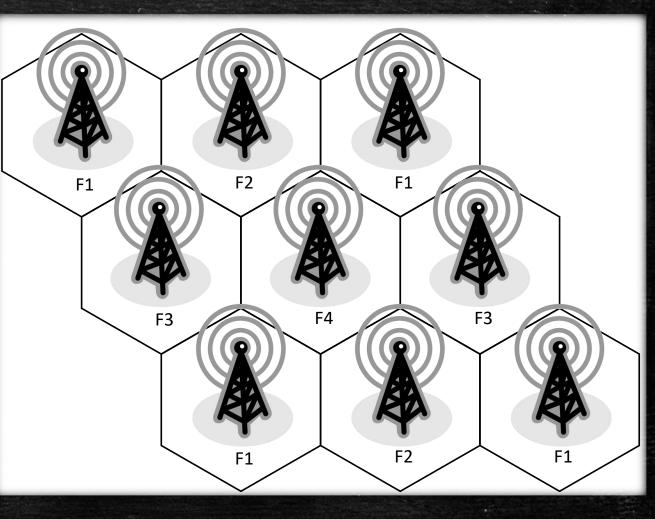
СПбГУТ

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Introduction

- A Single Frequency network (SFN) is a broadcast network where several transmitters simultaneously send the same signal over the same frequency channel.
- This kind of network planning makes a more efficient usage of the radio spectrum than traditional Multi Frequency Networks (MFNs)
 - Also increase the coverage area and decrease the outage probability
- SFNs are not compatible with analogue television, if used results in ghosting due to echoes of the same signal.

- In traditional MFNs the same program uses different frequencies to be transmitted
- A frequency cannot be reused in a certain distance (reutilization distance)
- For a country as Spain 9 different frequencies were needed for a single channel



- SFN scenarios can be seen as a severe cases of multipath propagation
- The receiver gets several echoes of the same signal with different delays
- The constructive or destructive interference among these echoes (selfinterference) may result in fading
- The fading in these scenarios is frequency selective and may result in Inter Symbol Interference (ISI)



A walk through the history

Communication systems have changed our way of life







1980s

32-bit

275,000

1990s

32-bit Microprocess Transisto







Transistor 2000s

64-bit Microprocesso





592,000,00

Transistor



In the late 6os the germ of internet was an United States Department of Defense project known as ARPANET

It is strange nowadays to find someone without an internet connection in the palm of his or her hand

Integrated electronics made possible to improve the performance and the computing capacity of electronic device by reducing their size to nanometers

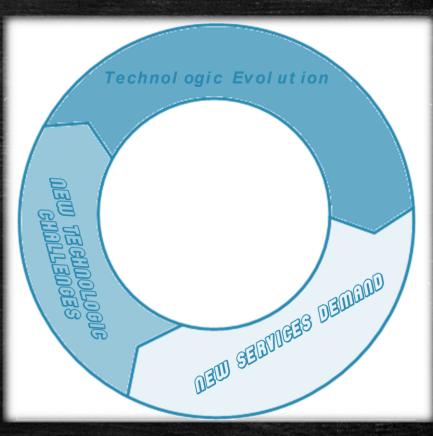








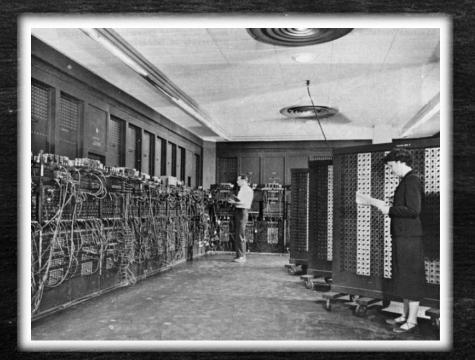
- There is a very close relationship between technology and users demands
 - The evolution of technology produces new services demand
 - The demand of new services produces new technologic challenges
 - The new technologic challenges are translated into technologic evolution





The evolution of communication systems cannot be conceived without the evolution of electronics

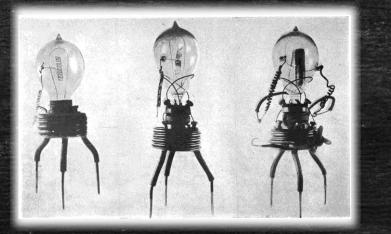
- In the 4os computers had the size of a whole room
 - ENIAC was the first electronic general purpose computer



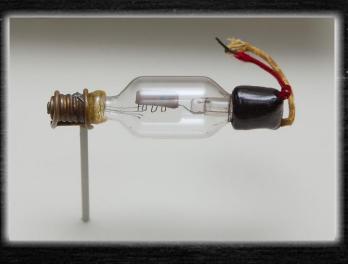
 It was mainly used to calculate artillery firing tables for the United States Army's Ballistic Research Laboratory

The evolution of electronics had very marked milestones

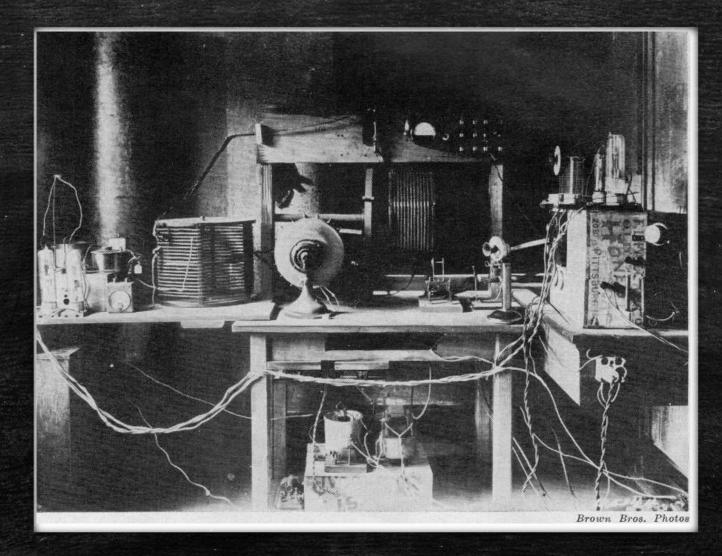
- **1904:** Diode or vacuum tube was invented by Fleming (rectification)



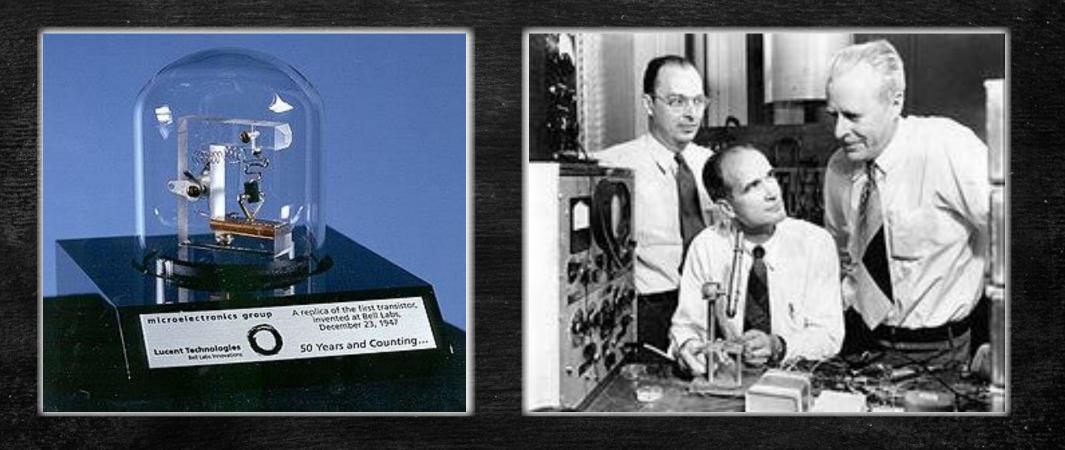
- **1906:** Triode was invented by De Forest (rectification, amplification)



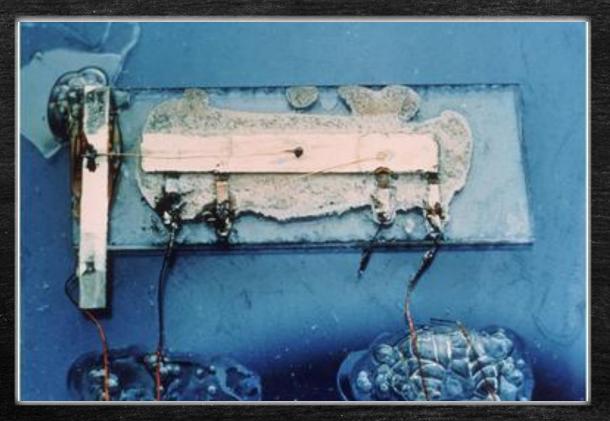
• 1920: First radio broadcasting service (Westinghouse Electric Corp.)



• 1948: First transistor is invented in Bell Labs



• 1958: Integrated circuit was invented by Kilby



- Awarded with the Nobel Price in 2000
- His work was named an IEEE Milestone in 2009

1924: Two-way radio telephone for car (Bell Labs)



1973: First mobile phone (Motorola, Martin Cooper)



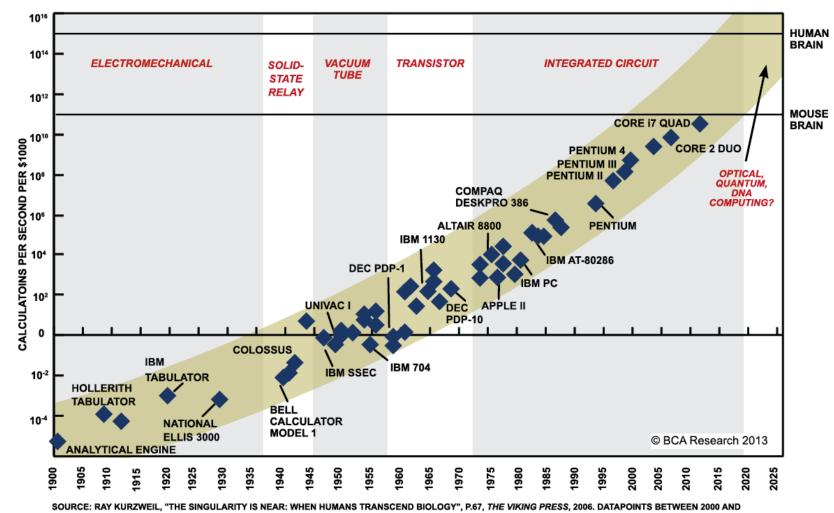
1928: Octagon (General electric)

• 2019: 4K television





Moore's Law



2012 REPRESENT BCA ESTIMATES.

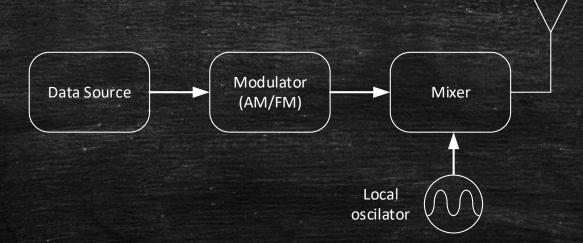
- The improvement of the scale of integration boosted the computation capabilities of integrated circuits
 - More complex operations to be performed in the same time and space
 - Very complex techniques available for real time data processing
 - Fast Fourier Transform (1805, Gauss-1965, Cooley and Tukey)
 - Low Density Parity Check codes (1963, Gallager)

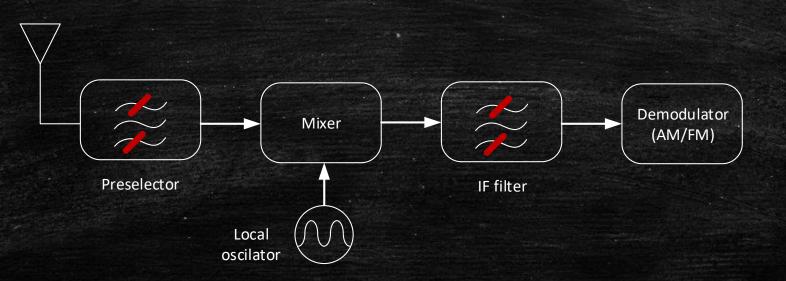
Our imagination runs faster than the technology that can bring it to the real world!

Communication systems concepts

- There are many structures and classifications of communication systems as
 - Type of data processing: digital or analogue (these last ones not very used today, AM and FM radio, PALTV)
 - Information flux: point to point, broadcast, ...
- The ones we will focus on in this subject are the broadcast systems
 - DTV is a clear example
 - DVB-T2 is one of the most advanced communication systems used nowadays

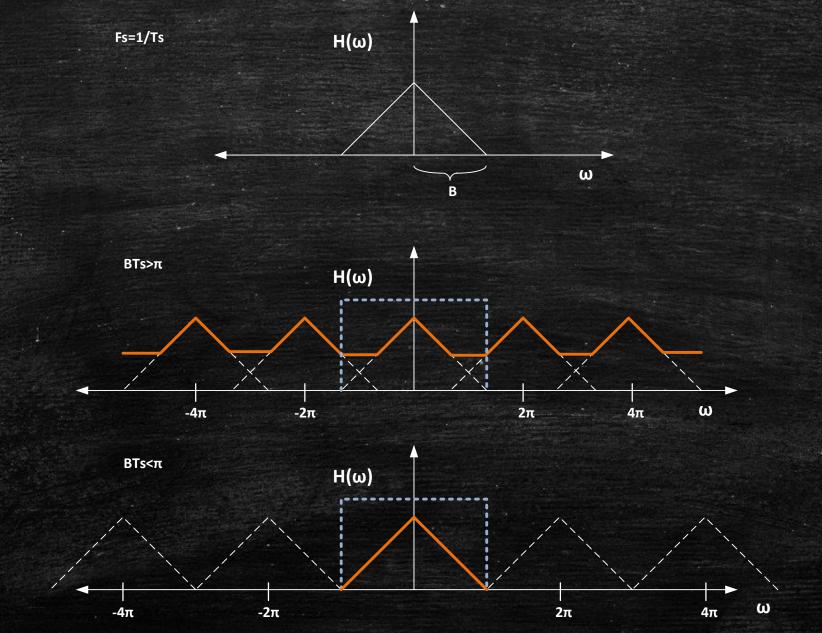
As an example a simple analogue AM/FM scheme





- Digital Systems have a very interesting advantage, after sampling the signal we can perform whatever operation we want
 - Mathematical operations don't need discrete physical components to implement them (don't decay, don't have tolerance in the manufacturing process ...)
- However there is a drawback, we need to sample the signal
 - Sampling frequency must be higher than 2 times the higher frequency in the data to be able to recover the original data (Nyquist theorem)
 - Discretizing the signal carries information loss

Nyquist theorem in the frequency domain



The extreme case of a digital system would be what is know as Software Define Radio

- Only an acquisition and sampling system

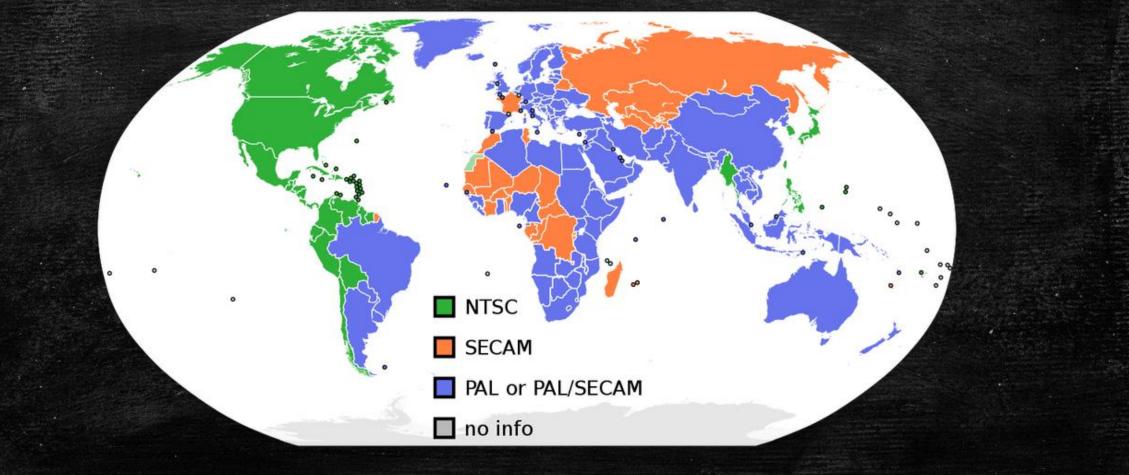
 The rest of the operations are done in the digital domain defined by a "program"

 High frequency systems need at least twice higher sampling frequency and thus Analogue to Digital Converters

Very expensive or inexistent for determinate uses

Television Standards in the world

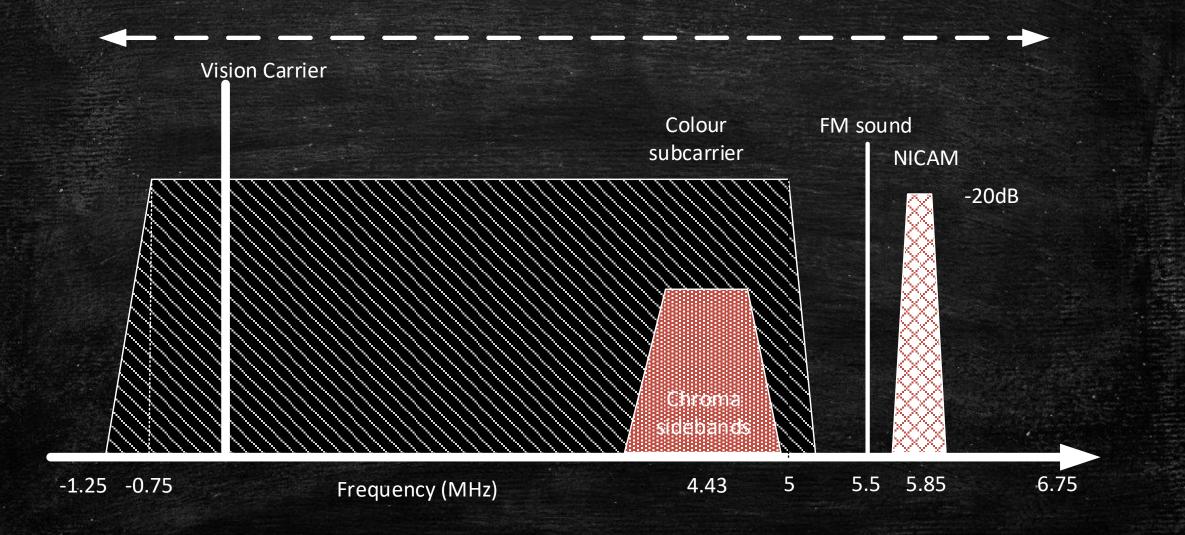
Analogue television standards in the world



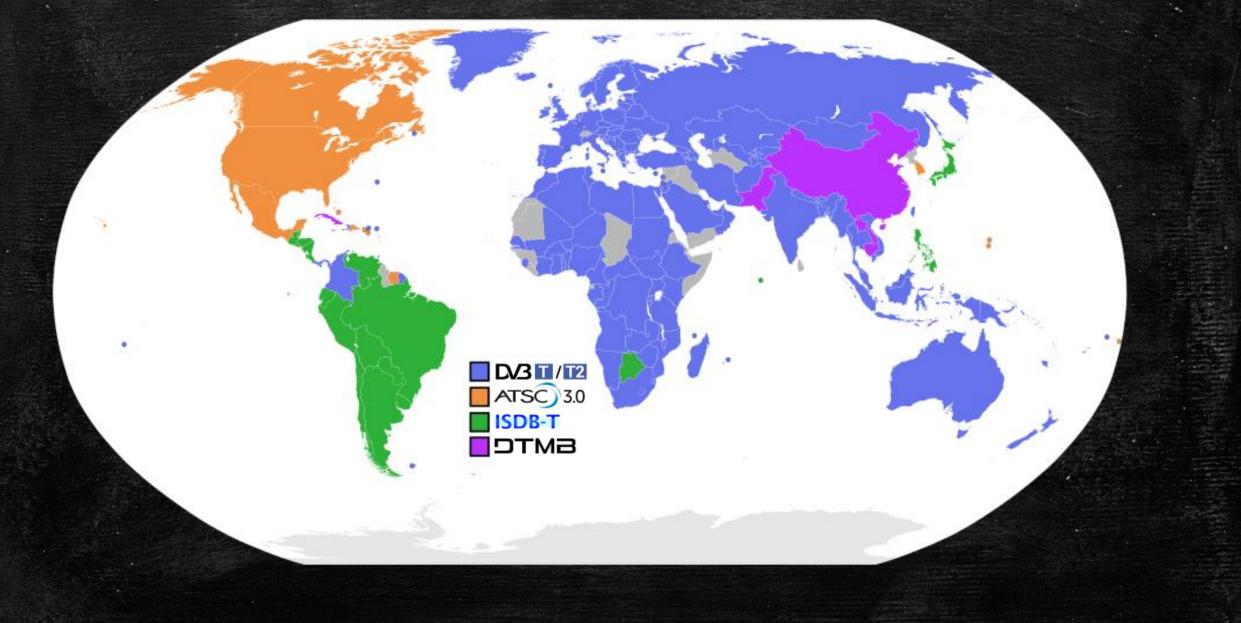
Standard	Launch	Lines	Frame rate	Channel bandwidth (MHz)	Video bandwidth (MHz)	Vision sound carrier separation (MHz)	Vestigial sideband (MHz)		Sound modulation	Frequency of chrominanc e subcarrier (MHz)	Vision / sound power ratio	Usual colour
А	1936	405	25	5	3	-3.5	0.75	pos.	AM		4:1	none
В	1950	625	25	7	5	+5.5	0.75	neg.	FM	4.43		PAL/SECAM
С	1953	625	25	7	5	+5.5	0.75	pos.	AM			none
D	1948	625	25	8	6	+6.5	0.75	neg.	FM	4.43		SECAM/PAL
E	1949	819	25	14	10	±11.15	2.00	pos.	AM			none
F		819	25	7	5	+5.5	0.75	pos.	AM			none
G		625	25	8	5	+5.5	0.75	neg.	FM	4.43	5:1	PAL/SECAM
Н		625	25	8 .	5	+5.5	1.25	neg.	FM	4.43	5:1	PAL
	1962	625	25	8	5.5	+5.9996	1.25	neg.	FM	4.43	5:1	PAL
J	1953	525	30	6	4.2	+4.5	0.75	neg.	FM	3.58		NTSC
К		625	25	8	6	+6.5	0.75	neg.	FM	4.43	5:1	SECAM/PAL
К'		625	25	8	6	+6.5	1.25	neg.	FM	4.43		SECAM
L	19705	625	25	8	6	-6.5	1.25	pos.	AM	4.43	8:1	SECAM
М	1941	525	30	6	4.2	+4.5	0.75	neg.	FM	3.58		NTSC
N	1951	625	25	6	4.2	+4.5	0.75	neg.	FM			PAL

Example of PAL signal

8 MHz UHF channel

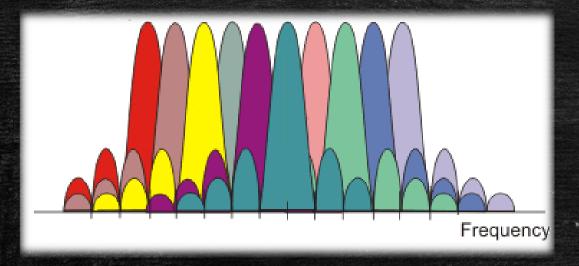


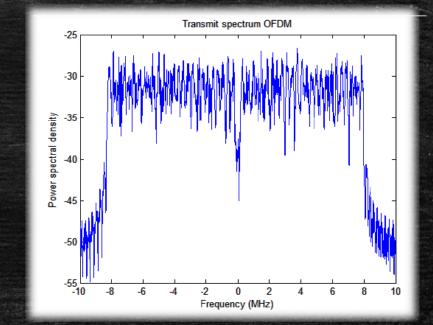
Digital television standards in the world



Standard DVB-T		DVB-T2	ISDB-T	DTMB	ATSC	ATSC 3.0	
Transmissio n Modes	OFDM 2k, 8k	OFDM 1k, 4k, 16k, 32k	BST-OFDM 2k, 4k, 8k	TDS-OFDM 3780, Single carrier	Single carrier	OFDM 8k, 16k, 32k	
Guard intervals	1/4, 1/8, 1/16, 1/32	19/256, 19/128, 1/128	1/4, 1/8, 1/16, 1/32	1/4, 1/7, 1/9		192, 384, 512, 768, 1024, 1536, 2048, 2432, 3072, 3648, 4096, 4864	
Constellatio n Order	QPSK, 16QAM, 64QAM	256QAM	QPSK, 16QAM, 64QAM	8-VSB	4/16/32/64 QAM	QPSK, 16QAM, 64QAM, 256QAM, 1024QAM, 4096QAM	
Bandwidth	5, 6, 7, 8 MHz	1.712 , 10 MHz	6, 7, 8 MHz	6, 7, 8 MHz	6, 7, 8 MHz	6, 7, 8 MHz	
External code	RS (204, 188)	BCH	RS (204, 188)	BCH (762, 752)	RS (207,187)	BCH	
Internal code	Convolutional	LDPC	Convolutional	LDPC	Trellis 2/3	LDPC	
Capacity	4.98-31.67	7.44-50.32	3.65-23.23	4.81-32.49	19.39	1-57	

OFDM spectrum example





THANKS!

Any questions?

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