

1.

a)

Two bits were received from each mobile station, which must be decoded separately.

$$R_{S1}^1 = K_{S1} \cdot R_{BS}^1 = (+1, +1, -1, +1) \cdot (0, 0, +3, -2) = -5 \rightarrow "0"$$

$$R_{S1}^2 = K_{S1} \cdot R_{BS}^2 = (+1, +1, -1, +1) \cdot (+2, 0, -2, +2) = +6 \rightarrow "1"$$

$$R_{S2}^1 = K_{S2} \cdot R_{BS}^1 = (+1, +1, +1, -1) \cdot (0, 0, +3, -2) = +5 \rightarrow "1"$$

$$R_{S2}^2 = K_{S2} \cdot R_{BS}^2 = (+1, +1, +1, -1) \cdot (+2, 0, -2, +2) = -2 \rightarrow "0"$$

b)

Without noise:

$$R_{BS}^1 = D_{S1}^1 \times K_{S1} + D_{S2}^1 \times K_{S2}$$
$$= (-1) \times (+1, +1, -1, +1) + (+1) \times (+1, +1, +1, -1)$$
$$= (0, 0, +2, -2)$$

$$R_{BS}^2 = D_{S1}^2 \times K_{S1} + D_{S2}^2 \times K_{S2}$$
$$= (+1) \times (+1, +1, -1, +1) + (-1) \times (+1, +1, +1, -1)$$
$$= (0, 0, -2, +2)$$

$$R_{BS} = R_{BS}^1 | R_{BS}^2 = (0, 0, +2, -2, 0, 0, -2, +2)$$

Now we must only subtract from the actually received sequence in order to get the noise:

$$N = (0, 0, +3, -2, +2, 0, -2, +2) - (0, 0, +2, -2, 0, 0, -2, +2)$$
$$= (0, 0, +1, 0, +2, 0, 0, 0)$$

c)

In order to present good characteristics against multipath fading, a key must be significantly orthogonal to rotated versions of itself. Regarding K_{S1} :

$$K_{S1} \cdot (K_{S1} \gg 1) = (+1, +1, -1, +1) \cdot (+1, +1, +1, -1) = 0$$

$$K_{S1} \cdot (K_{S1} \gg 2) = (+1, +1, -1, +1) \cdot (-1, +1, +1, +1) = 0$$

$$K_{S1} \cdot (K_{S1} \gg 3) = (+1, +1, -1, +1) \cdot (+1, -1, +1, +1) = 0$$

As such, signals from S1 can endure a delay spread up to 3 chip times. Similar results can be obtained for K_{S2} .

2.
a)

Single hop:

$$P_t^{1-hop} [dBm] = P_r [dBm] + PL_0 - G_t [dBi] - G_r [dBi] + 10 \cdot \alpha \cdot \log_{10} \left(\frac{2d}{d_0} \right)$$

$$P_t^{1-hop} = \frac{P_r \cdot 10^{\frac{PL_0}{10}} \cdot \left(\frac{2d}{d_0} \right)^\alpha}{G_t \cdot G_r} = \frac{P_r \cdot 10^{\frac{PL_0}{10}} \cdot (2d)^3}{G_t \cdot G_r}$$

With two hops we have, for each hop:

$$P_t^{2-hop} = \frac{P_r \cdot 10^{\frac{PL_0}{10}} \cdot d^3}{G_t \cdot G_r}$$

We can now divide the power used for one hop by the power used for two hops:

$$\frac{P_t^{1-hop}}{2 \cdot P_t^{2-hop}} = \frac{\frac{P_r \cdot 10^{\frac{PL_0}{10}} \cdot 2^3 \cdot d^3}{G_t \cdot G_r}}{2 \cdot \frac{P_r \cdot 10^{\frac{PL_0}{10}} \cdot d^3}{G_t \cdot G_r}} = \frac{2^3 \cdot d^3}{2 \cdot d^3} = 4 > 1$$

b)

There will be two concurrent signals at C, plus thermal noise. The signal from B constitutes the useful signal, while the signal from A will constitute interference. The first step is to calculate the power received for each of these signals. Since the transmit power corresponds to the minimum, the received power from B is equal to the receiver sensitivity: -80 dBm. We only have to calculate the received power from A. We know that at 100 m from A, the power is -80 dBm. We can use this reference distance and power and proceed to calculate the received power at C, which is located at 200 m from A:

$$P_r^A [dBm] = P_t [dBm] - PL_0 - 10 \cdot \alpha \cdot \log_{10} \left(\frac{d}{d_0} \right) = -80 - 10 \cdot 3 \cdot \log_{10} \left(\frac{200}{100} \right) \\ \approx -89.0 \text{ dBm}$$

The interference plus noise power is thus:

$$I + N = 10^{\frac{-89}{10}} + 2000000 \times 10^{\frac{-20}{10}} \text{ mW} \approx -89.0 \text{ dBm}$$

The SINR is then:

$$P_r^B [dBm] - (I + N) [dBm] \approx 9.0 \text{ dB} = 8.0$$

c)

We must first calculate the BER, which requires the Q function. Knowing that $R = B$ (since $r = 0$):

$$BER_{BPSK} = Q\left(\sqrt{\frac{2 \cdot E_b}{N_0}}\right) = Q\left(\sqrt{\frac{2 \cdot SINR \cdot B}{R}}\right) = Q\left(\sqrt{\frac{2 \cdot 8.0 \cdot 2000000}{2000000}}\right) \\ \approx 3.17 \times 10^{-5}$$

Now, we can calculate the FER:

$$FER = 1 - (1 - BER_{BPSK})^{20 \times 8} \approx 4.94 \times 10^{-2}$$

3.

a)

$$\text{Packet size } (l) = 64 \text{ kbps} \times 40 \text{ ms} = 2560 \text{ bits} = 320 \text{ bytes}$$

$$\begin{aligned} T_{\text{packet}} &= \text{DIFS} + \text{Backoff} + \text{PHo} + \frac{(\text{MACh} + \text{RTP/UDP/IP} + \text{data})}{R} \\ &\quad + \text{SIFS} + \text{PHo} + \frac{\text{ACK}}{R} = \\ &= 0.034 + 0.067 + \left(0.096 + \frac{34 \times 8 + 40 \times 8 + 320 \times 8}{2000} \right) + 0.016 + 0.096 \\ &\quad + \frac{14 \times 8}{2000} \approx 1.94 \text{ ms} \end{aligned}$$

$$\text{Throughput} = \frac{320 \times 8}{1.94} \text{ kbps} \approx 1320 \text{ kbit/s}$$

b)

$N = \lfloor 1320/64 \rfloor = 21 \text{ streams} \rightarrow$ Since each call is bi-directional $\rightarrow 10$ telephones

c)

$$FER_{\text{MAC}} = (FER_{\text{PHY}})^{1+4} = 0.03^5 = 2.43 \times 10^{-8}$$

4.

a)

$$\frac{R}{W} = 4 \Leftrightarrow W = \frac{R}{4} \Leftrightarrow W = \frac{12000000}{4} = 3 \text{ MHz}$$

b)

The provided bitrate value is a diversion, since we can always trade-off bandwidth for capacity. We just have to apply the Shannon-Heartley theorem, taking into account that $\frac{C}{W} \approx 10$ for $\frac{E_b}{N_0} = 20$:

$$C = W \cdot (1 + \text{SNR}) \Leftrightarrow \frac{C}{W} = (1 + \text{SNR}) \Leftrightarrow \text{SNR} = 2^{10} - 1 = 1023$$

c)

1 symbol = 2 bits

$$1 - P_M = (1 - \text{BER})^2 \Leftrightarrow \text{BER} \approx 5 \times 10^{-6}$$