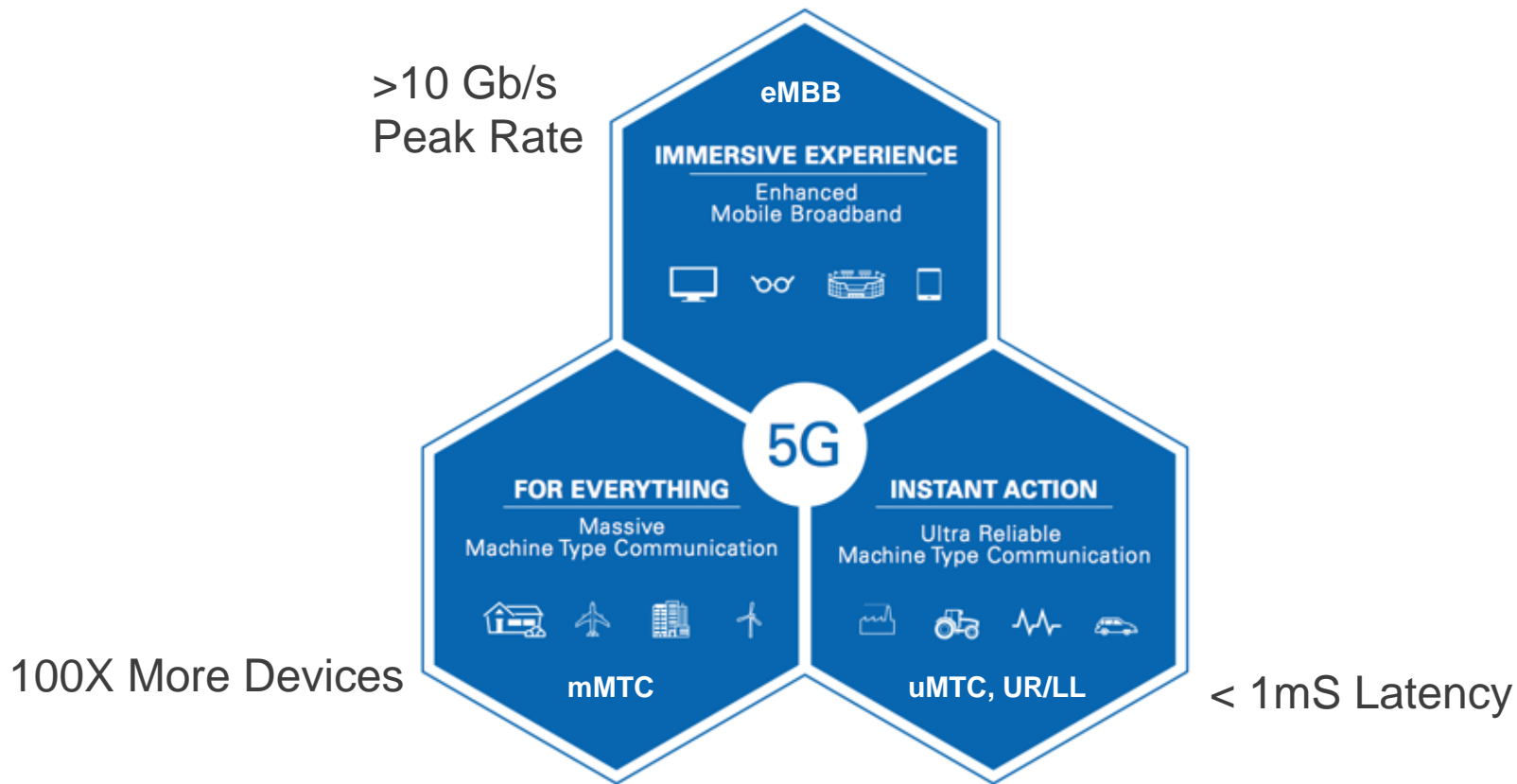


# Building Complex Systems with COTS Software Defined Radios

Sarah Yost

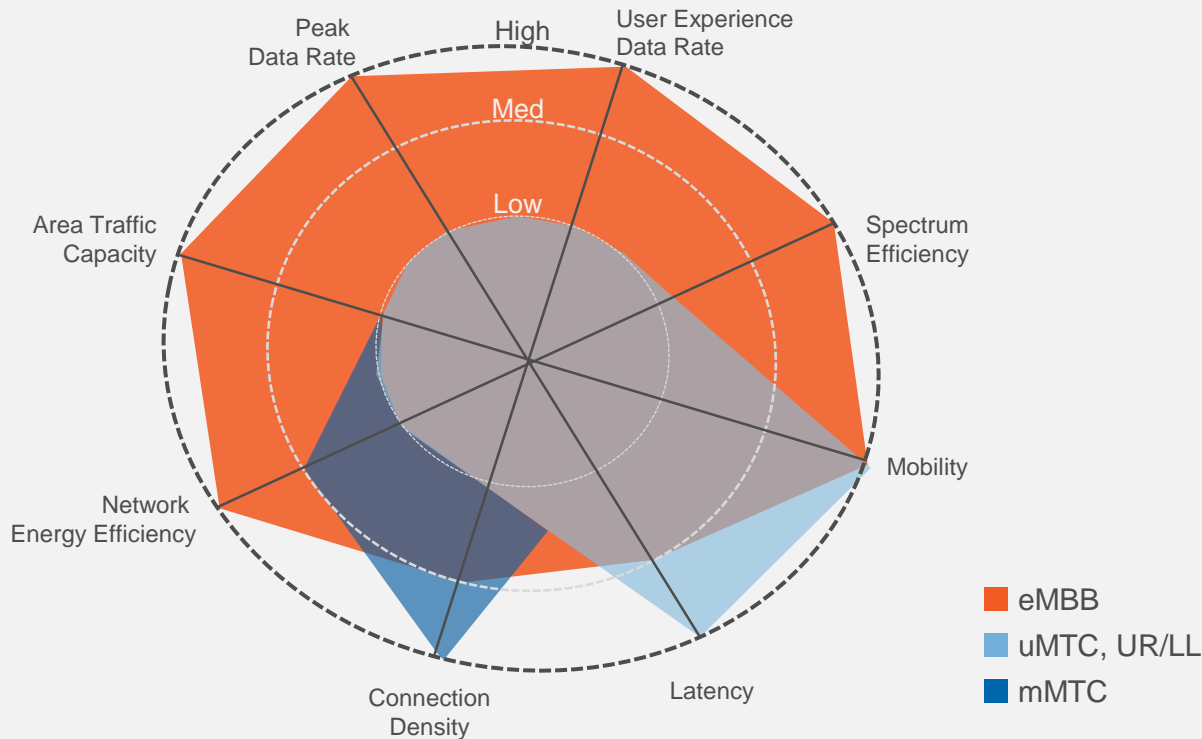
Product Marketing Manager, National Instruments

# ITU-R Vision for 5G



# ITU-R Vision for IMT-2020 and Beyond

## 8 Capabilities

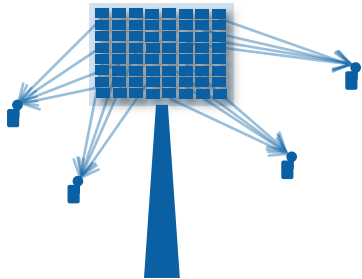


Source – ITU-R M.[IMT.VISION]

# Prototyping Key Technologies to Drive 5G Standards

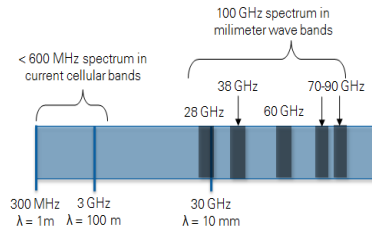
## Massive MIMO

Dramatically increases number of antenna elements on base station to enable beamforming



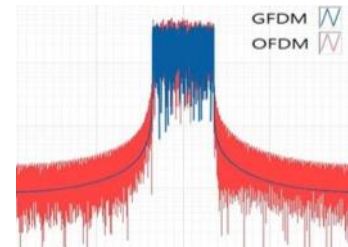
## mmWave

Utilizes the potential of extremely wide bandwidths at frequency ranges once thought impractical for commercial wireless



## Multi Radio Access Technologies (RAT)

Improve bandwidth utilization through evolving PHY Level and flexible numerology



## Wireless Networks

Offer consistent connectivity to meet the 1000X increase in traffic demand for 5G

- Densification
- SDN
- NFV
- CRAN



# 5G Testbed Examples



University of  
Bristol and  
Lund University

128-Antenna  
Massive MIMO

DARPA

Spectrum  
Collaboration  
Challenge

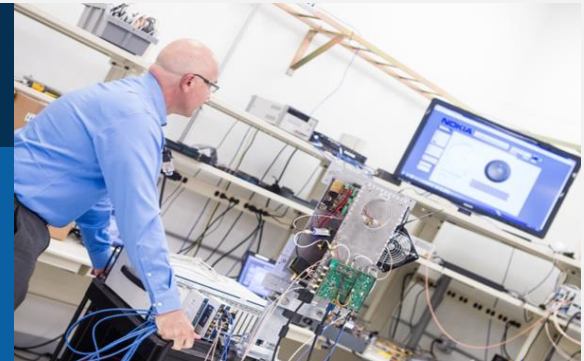


AT&T

28 GHz Channel  
Sounder

Nokia

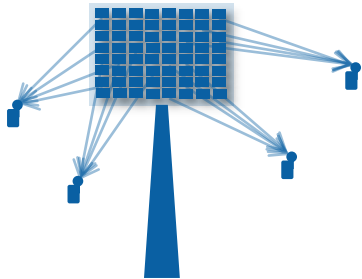
First mmWave  
Prototypes  
14.5 Gbps



# Prototyping Key Technologies to Drive 5G Standards

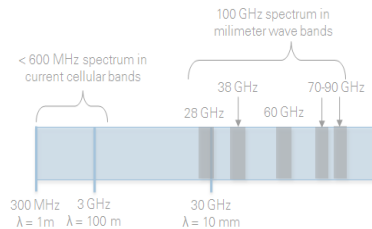
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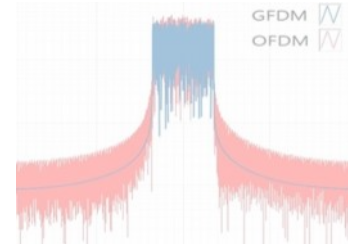
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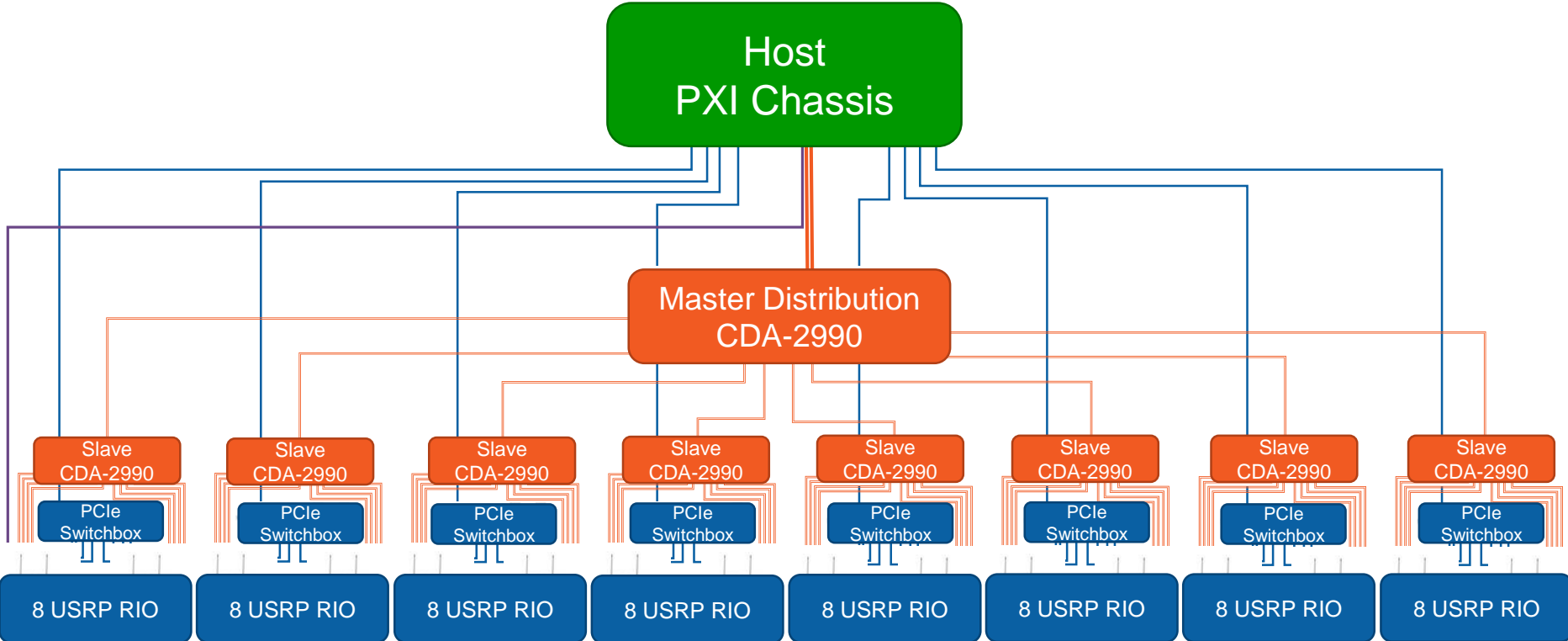
## Wireless Networks

Offer consistent connectivity to meet the 1000X increase in traffic demand for 5G

- Densification
- SDN
- NFV
- CRAN



# 128 Channel System



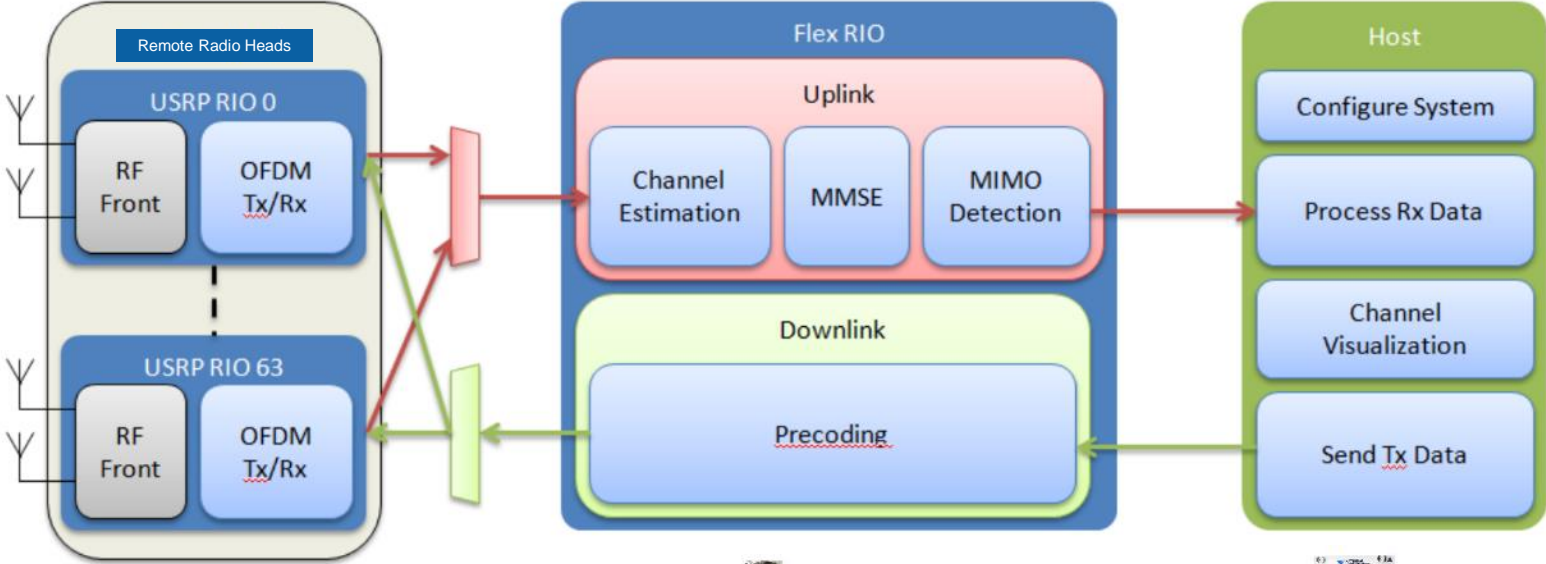
24



- Data lines
- Clock (10 MHz & PPS) lines
- Start Trigger (return signal)

# Massive MIMO System Diagram

## Processing Chain





# Massive MIMO Testbed Results



## Facebook announces ARIES Testbed

71 bits/Second/Hz  
96 Antennas, 24 Users  
(USRP RIO, LV, Custom LV Code Base)

April 2016

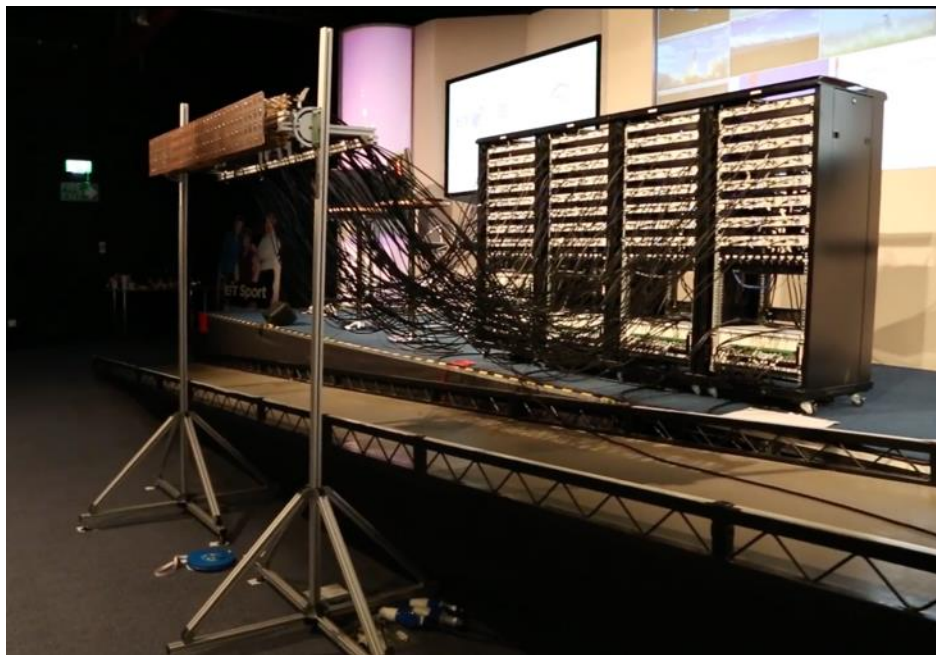


## Bristol Smashes Record Again

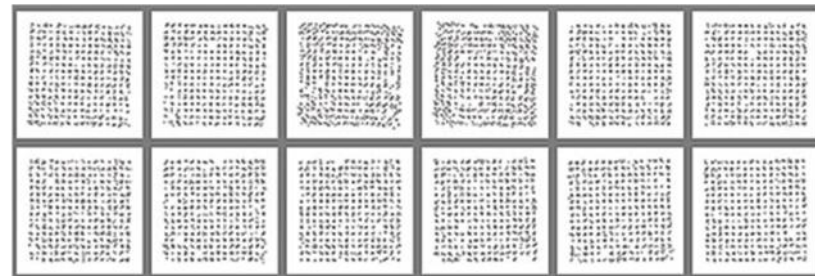
>146.4 bits/Second/Hz  
128 Antennas, 22 Users  
(USRP RIO, LV, NI LU Code Base)

May 2016

# Massive MIMO Testbed Results



Massive MIMO testbed setup for BT trials



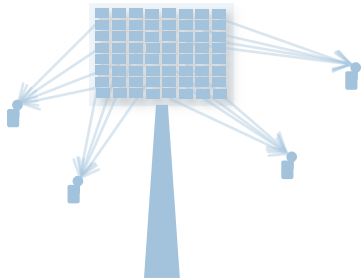
Uplink constellation for up to 22 users

Sum rate of 1.59 Gb/s in 20 MHz bandwidth

# Prototyping Key Technologies to Drive 5G Standards

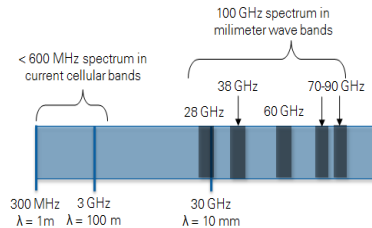
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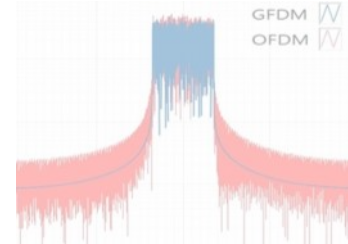
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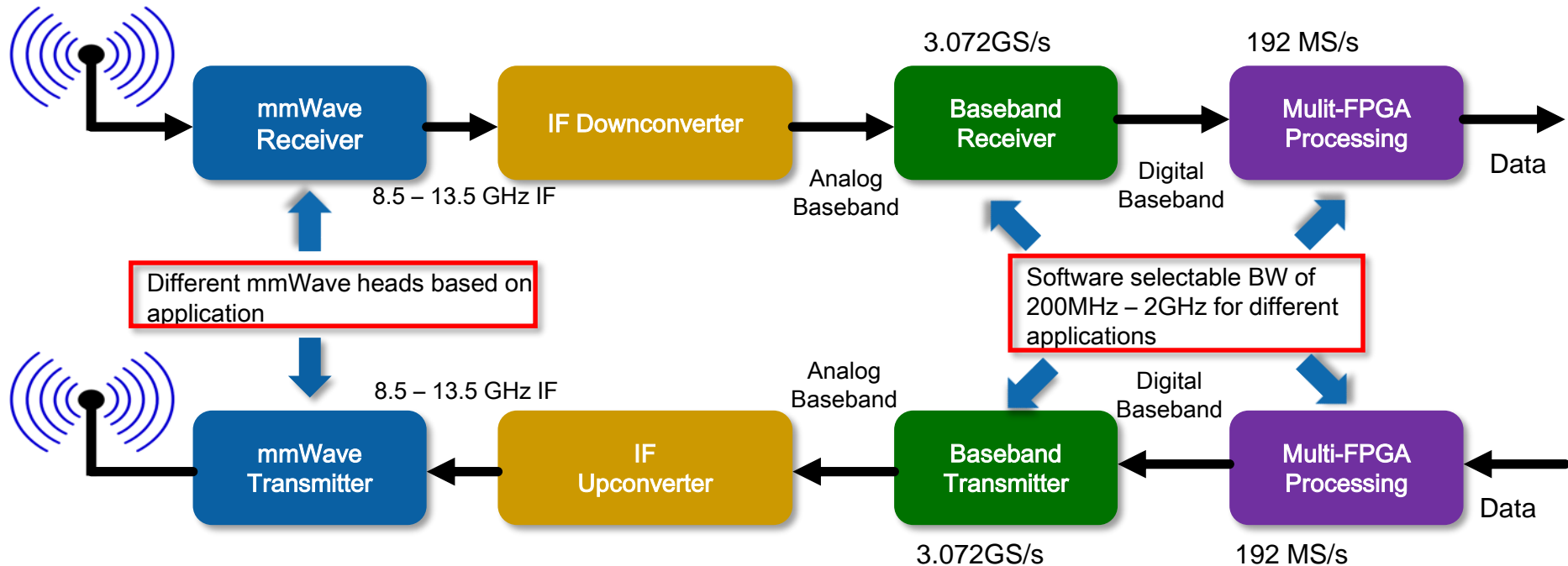
## Wireless Networks

Offer consistent connectivity to meet the 1000X increase in traffic demand for 5G

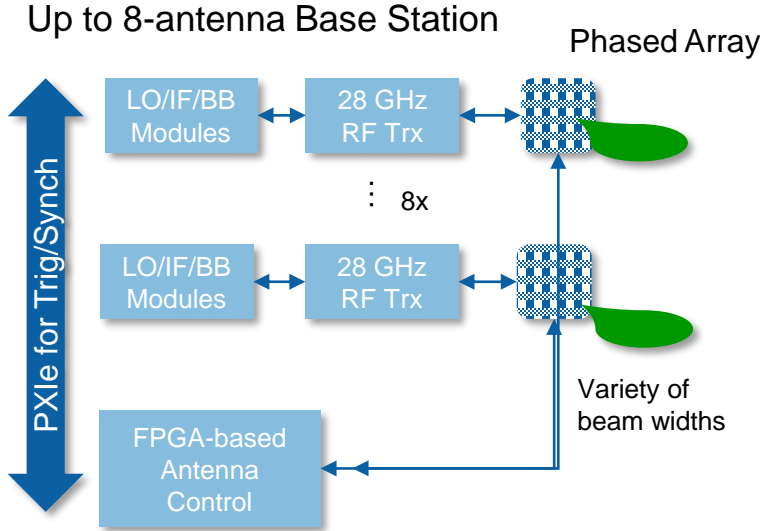
- Densification
- SDN
- NFV
- CRAN



# mmWave Transceiver System Diagram

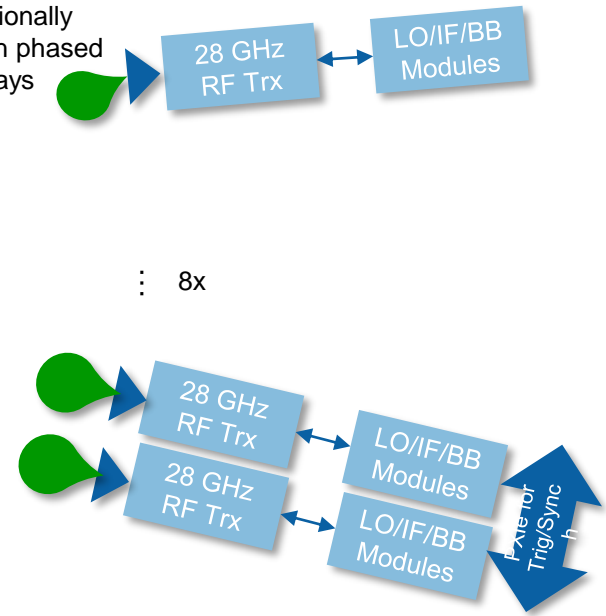


# High-level System Architecture – NR



## Several Dispersed SISO/MIMO UEs

Wide-beam UEs or optionally with phased arrays



# 4-TRX mmWave MU-MIMO NR Base Station

Host Controller



MAC Module



User Data  
Nx10 GbE

FEC Module

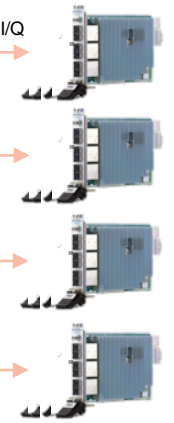


MIMO Module



Digital BB

Baseband Module



Antenna Control



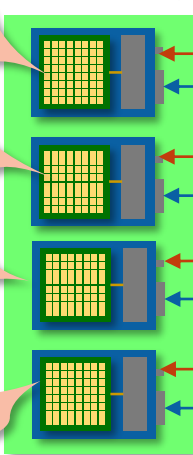
IF/LO Module



mmWave Head



Phased Array



256 elements  
4 RF in/out  
4 Beams

28 GHz RF

8.5-13 GHz Analog IF/LO

2 GHz BW Analog BB I/Q

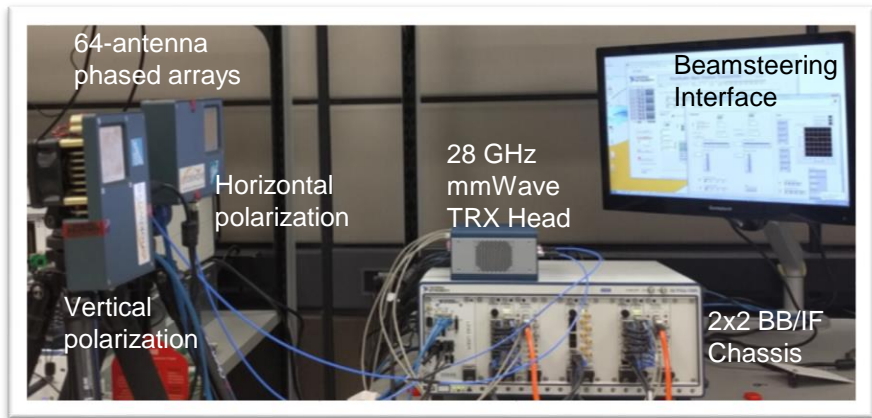
Digital I/O LVDS

Soft symbols

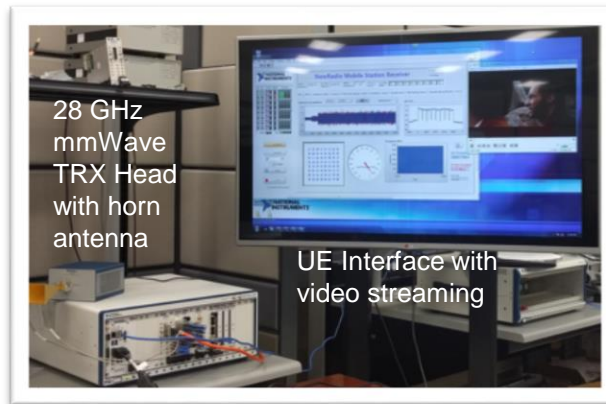
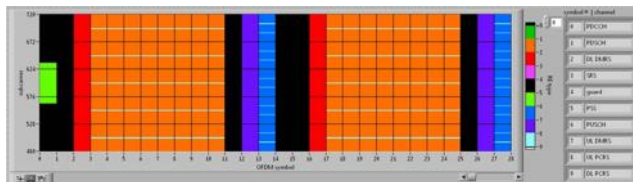
Uncod bits

# mmWave Testbed Results

28 GHz, 8x100 MHz OFDM, 2x2 MU-MIMO w/hybrid beamforming  
2-Transceiver Base Station



Dynamic TDD with self-contained subframe



UE0:  
64-QAM  
2.9 Gbps



UE1:  
16-QAM  
1.8 Gbps

# mmWave Testbed Results

## NOKIA Timeline w/ NI Platform



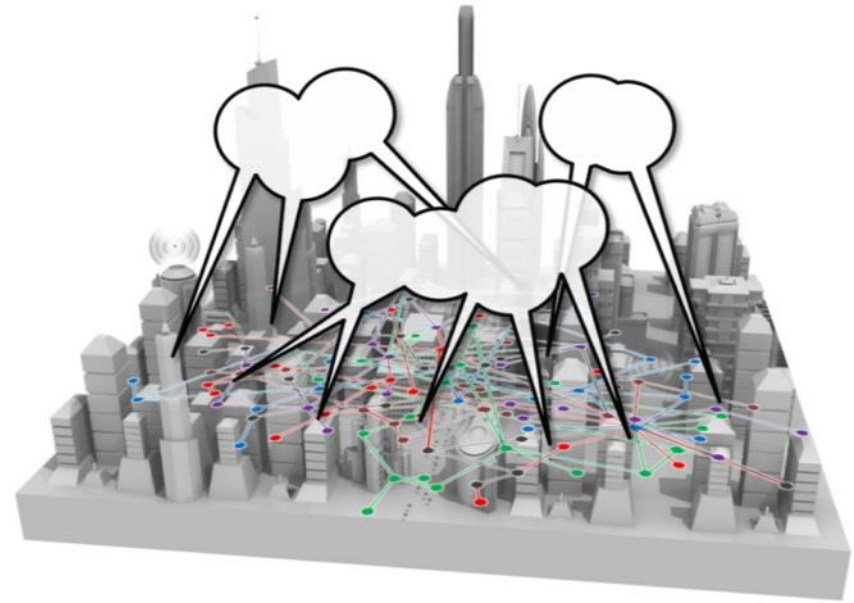
	Brooklyn 5G Summit 2014	NIWeek 2015	MWC 2016
<b>Frequency</b>	73 GHz	73 GHz	73 GHz
<b>Bandwidth</b>	1 GHz	2 GHz	2 GHz
<b>Streams</b>	1x1	2x2	2x2
<b>Modulation</b>	16 QAM	16 QAM	64 QAM
<b>Peak rate</b>	<b>2.3 Gbps</b>	<b>&gt; 10 Gbps</b>	<b>&gt; 14.5 Gbps</b>



# SPECTRUM COLLABORATION CHALLENGE

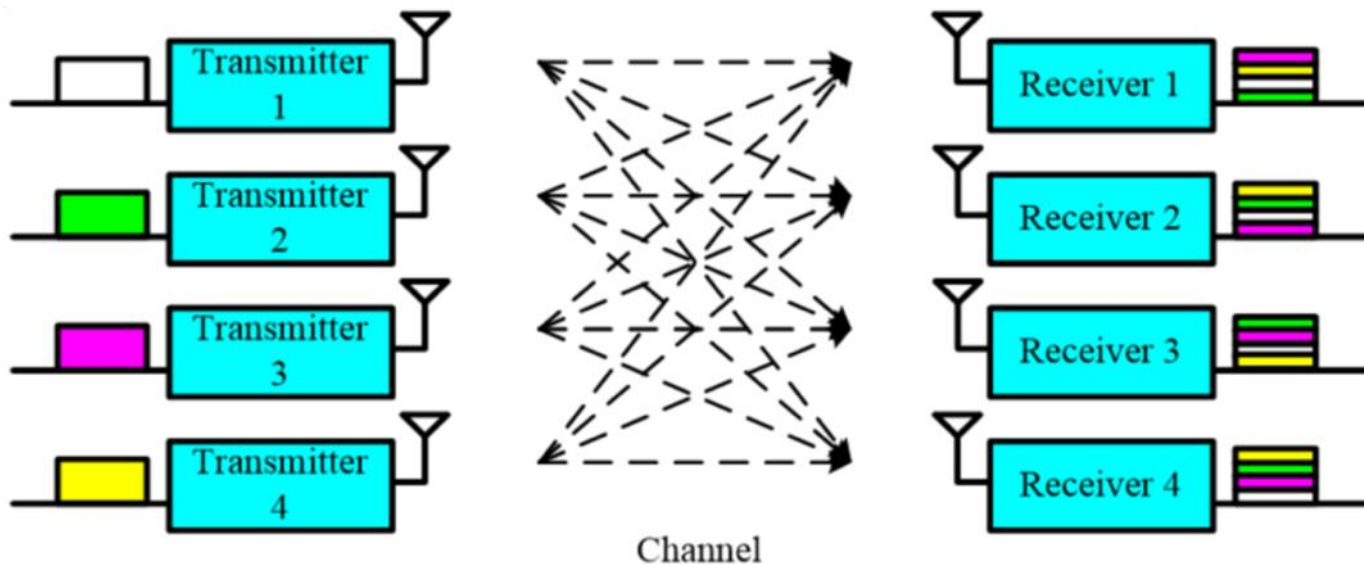
The world's first collaborative machine-intelligence competition to overcome spectrum scarcity.

- An open **competition**
- To develop **radio networks**
- Which can thrive in the **spectrum without allocations**
- Which learn how to **adapt** across multiple degrees of freedom
- Which **collaboratively** optimize the total spectrum capacity, moment-to-moment



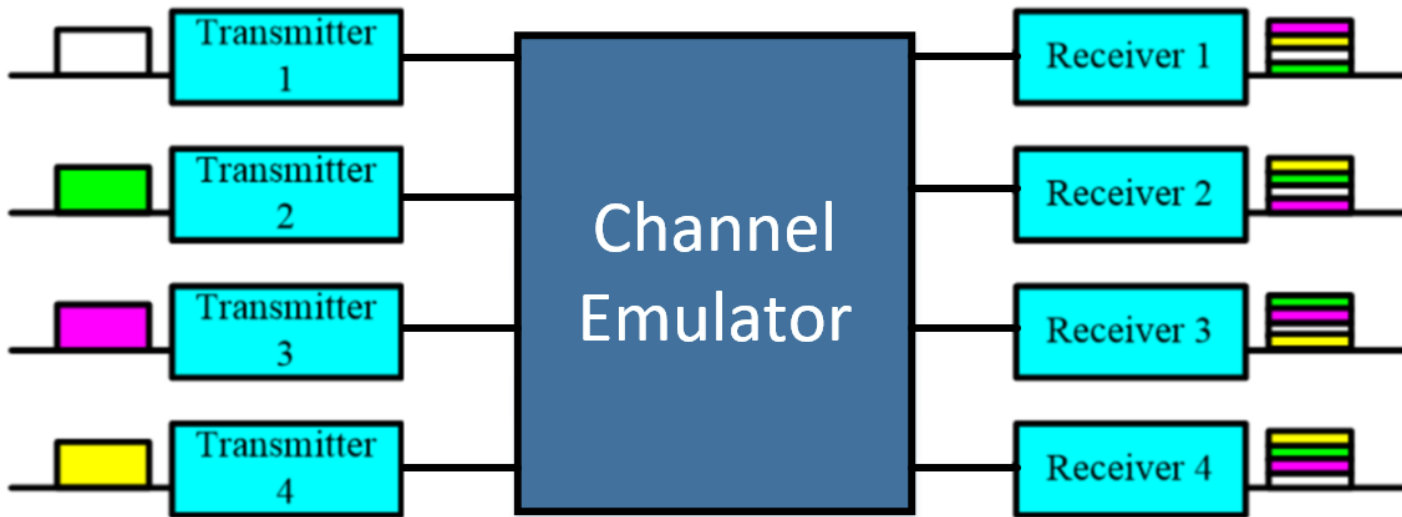
# Colosseum is a Channel Emulator

In a test environment, *channel emulators* replace the real-world radio *channel* between a radio transmitter and a receiver by providing a *faded representation* of a transmitted signal to the receiver inputs.

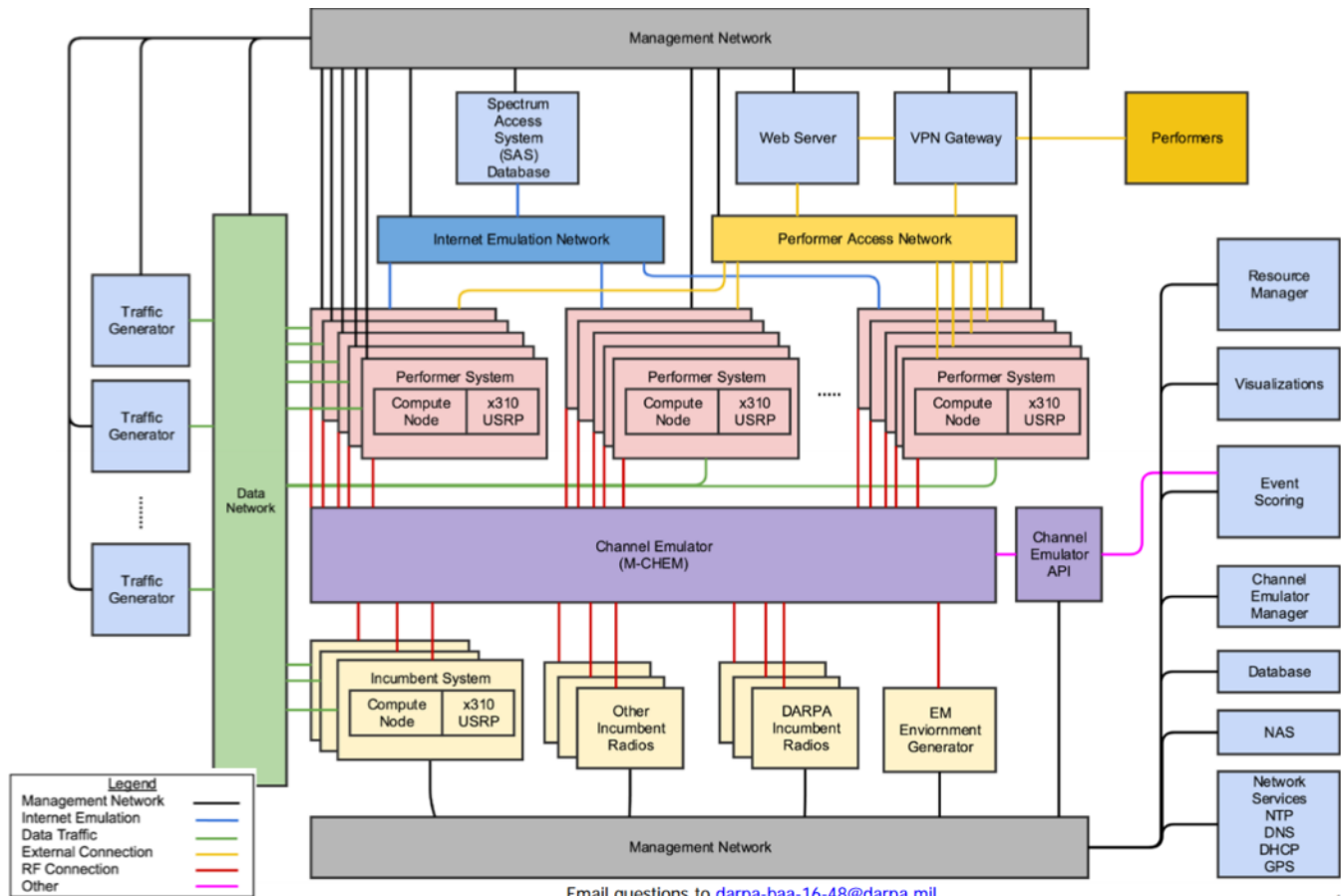


# Colosseum is a Channel Emulator

In a test environment, *channel emulators* replace the real-world radio *channel* between a radio transmitter and a receiver by providing a *faded representation* of a transmitted signal to the receiver inputs.



# Colosseum Block Diagram



# Standard Radio Node in Colosseum

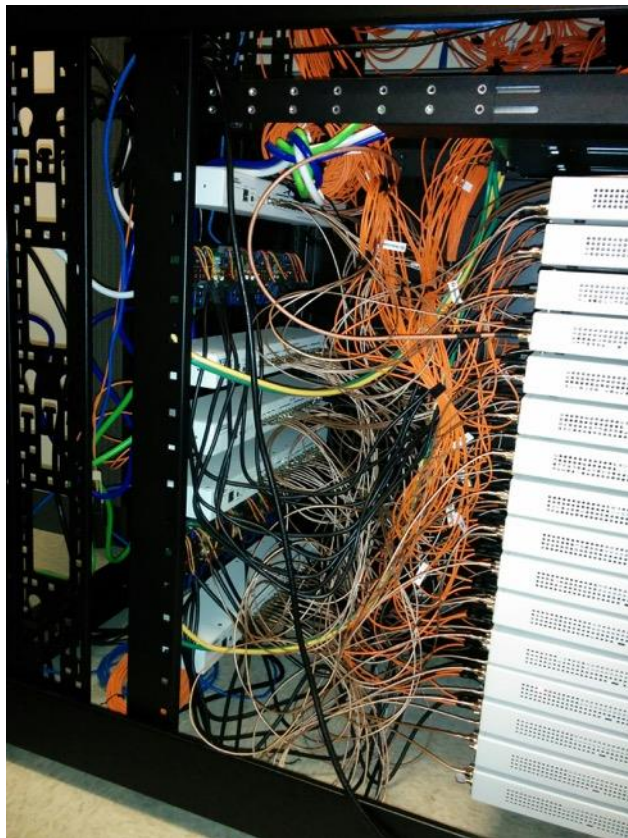


Radio design can take advantage of a heterogeneous processing architecture

# Colosseum Hardware



INSTRUMENTS



# SC2 Update

- Phase 1 hurdles to wrap up in December 2017
- Phase 2 registration is open until January 2018
- Want to learn more about joining?
  - Check out <https://spectrumcollaborationchallenge.com>

# Questions