

Digital Consumer Application of Ultra-wideband



DS-UWB Highlights

- ▶ Direct Sequence (DS-UWB) is the best technology for high rate WPAN
 - ▶ Only current solution that easily scales to data rates well above 1 Gbps
- ▶ Entering mass production of XtremeSpectrum™ chipset
 - ▶ 110 Mbps today, +500 Mbps 2005, +1 Gbps 2006
 - ▶ MiniPCI became available in September from top tier ODM's
- ▶ Freescale XtremeSpectrum™ UWB received FCC approval!
 - ▶ Delivering high performance with FCC compliant emissions
- ▶ 1394 TA ratified PAL for DS-UWB's 802.15.3 MAC
 - ▶ 802.15.3 protocol adaptation layer to 1394 already ratified by 1394 TA
- ▶ UWB Forum at 80 members
 - ▶ Interoperability testing of DS-UWB solutions starting now
- ▶ China UWB Forum launched 9/24 now at 40 members
- ▶ Freescale position on IEEE standards for UWB
 - ▶ Time for compromise—ratify both proposals—let the market decide
- ▶ FSL secured top tier product manufacturing partners for XS110
 - ▶ Number 1 worldwide WLAN NIC manufacturer
 - ▶ Number 2 worldwide WLAN NIC manufacturer
 - ▶ Number 1 worldwide Projector and Display manufacturer
 - ▶ Leading manufacturers media PC's, adapters and displays
- ▶ Most leading CE OEM's are engaged with Freescale DS-UWB



DS-UWB Forum Is Growing Rapidly Over 80 Companies Have Joined



How Will UWB Products Rollout?

- ▶ The first round of products is modules based and has four stages
 - ▶ **Silicon, Module, System, Branding/Distribution**
- ▶ Silicon—complete connectivity solution of MAC, PHY, RF & SW drivers
 - ▶ **Enabling building block for consumer end products**
 - ▶ **Roadmap launched with completion of XS110**
 - ▶ **Expands & scales with XS220, XS500, XS1000 and derivatives**
- ▶ Modules—current stage
 - ▶ **Next building block for consumer end products**
 - ▶ **Roadmap launched with MiniPCI modules**
 - ▶ **Expands and scales with CardBus, 1394, USB, SDIO/CF, PCI Express**
- ▶ System ODM and OEM
 - ▶ **Completed end user products based on DS-UWB modules**
 - ▶ **First products: Flat panel displays, projectors, set top & PVR, DVD, media PC's, PC NIC's, Digital media adapters**
 - ▶ **Next products: Digital video cameras, digital still cameras/consumer camera phones, music players, media players, Smartphones**
- ▶ Branding/Distribution—starting 1Q05
 - ▶ **Branding and distribution of ODM white label products**

DS-UWB Products Timeline

2 HD Streams
Demonstrated at
CES



XS110 CES Demos
3 HD Streams



**FCC Certifies
XS110**



**MiniPCI and 1394
Modules Available**



Branded Consumer
Mass Market Products
1Q2005



OEM System
Designs Finalized

3rd Generation
XS220 Silicon

January 2003

January 2004

June 2004

August 2004

Sept 2004

Nov 2004

Jan 2005

March 2005

**XS110 Ships PCI
to Alpha Customers**

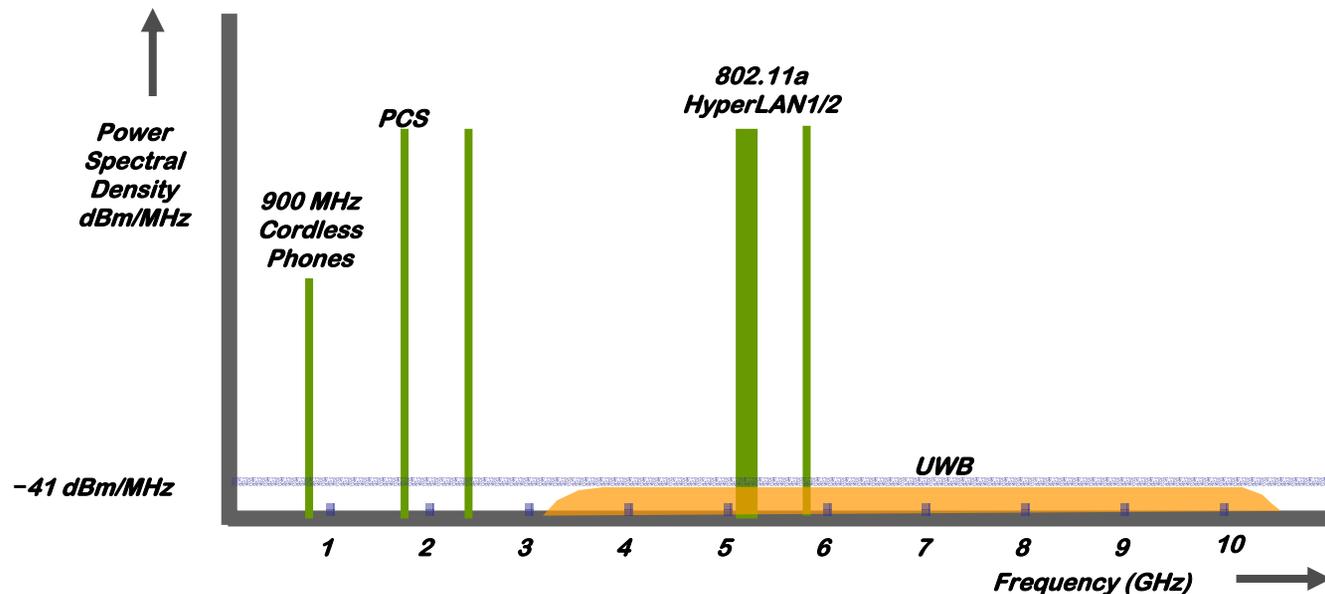


Cardbus
USB 2.0

SDIO

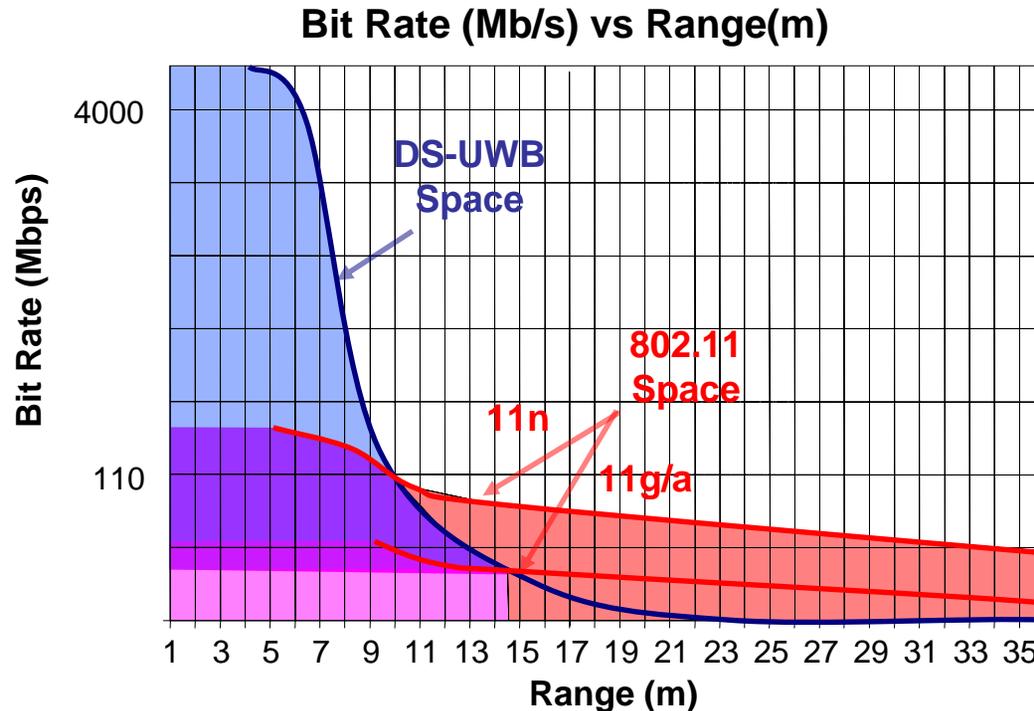


What Is Ultra-Wideband?



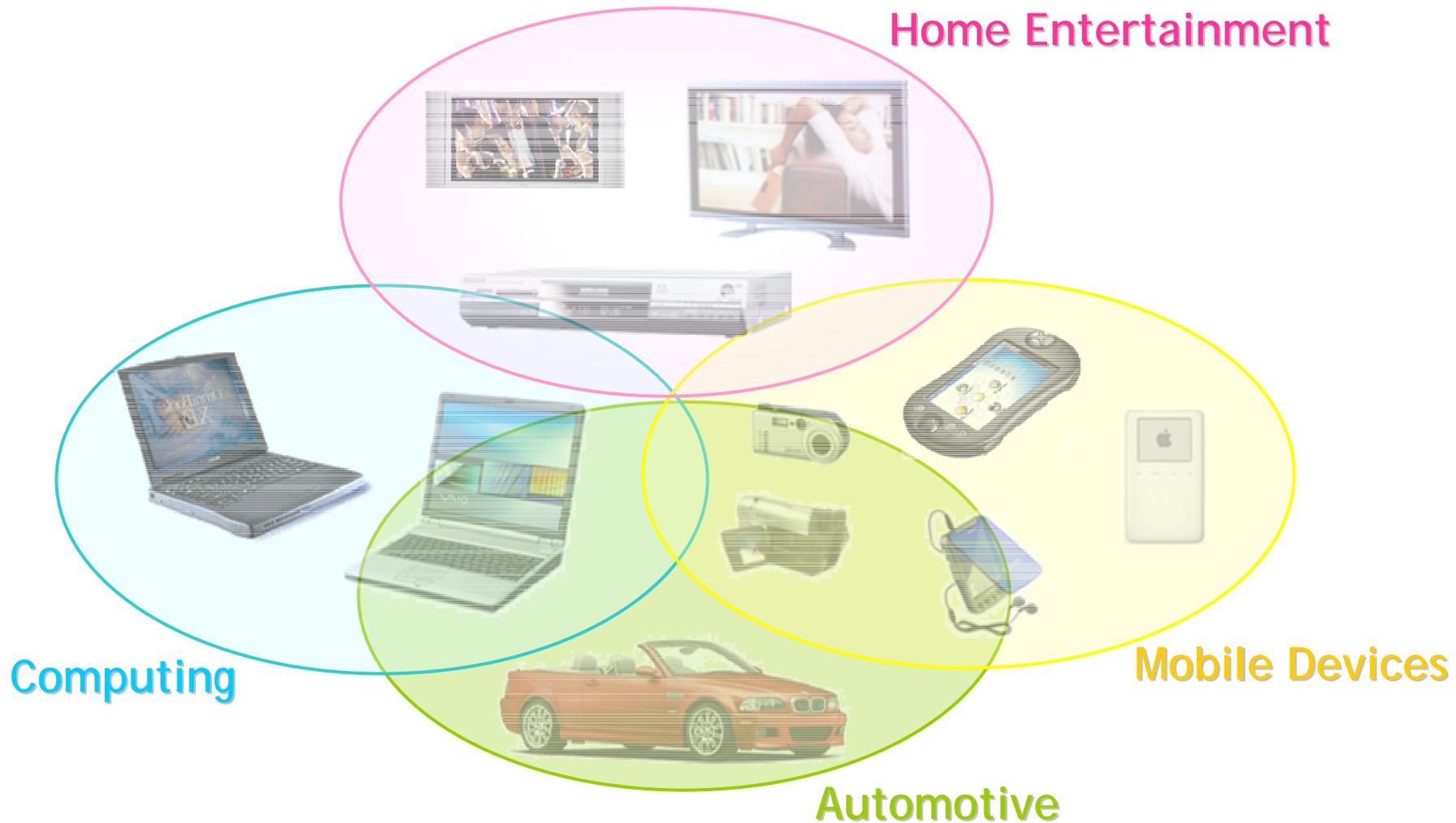
- ▶ Transmit power gives range and Bandwidth gives speed
- ▶ Traditional narrowband optimized for long range & low rates
- ▶ UWB is optimized for short range & high data rates
- ▶ Potential for best speed/power for short range applications
 - ▶ **Captured by DS-UWB**

Where Does UWB Fit Among Other Wireless?



- ▶ Wireless like 802.11 delivers longer range unlicensed radio performance
- ▶ Only UWB has the potential to deliver Gbps at short range
 - ▶ **Unique among wireless**
 - ▶ **Captured by DS-UWB**

Digital Consumer Application of UWB



Entertainment Applications

- ▶ Connect between sources and displays
 - ▶ Drivers are wire elimination for install and freedom of component placement
- ▶ Requirements
 - ▶ Bandwidth
 - Each MPEG2 HD Stream 20-29 Mbps
 - Two full rate streams required for Picture-in-Picture (PIP)
 - Handheld can be used for PIP viewing or channel surfing Standard Definition (SD) stream
 - ▶ Range
 - Media center to display or handheld
 - Anywhere in the room (<10m)
 - ▶ QoS with low latency
 - Channel change, typing, gamers
- ▶ Available Now—XtremeSpectrum™
 - ▶ Being applied to both SD and HD
 - ▶ Good range performance
 - ▶ Much lower compression for better picture
 - ▶ Very low latency for good control



Content Transfer for Mobile Devices

- ▶ Applications
 - ▶ Smartphone/PDA, MP3, DSC
 - ▶ Media Player, Storage, display
- ▶ Requirements
 - ▶ Mobile device storage sizes
 - Flash 5, 32, 512, 2048 ... MB
 - HD 4, ..., 60+ GB
 - ▶ Range is near device (< 2m)
 - ▶ User requires transfer time < 10 sec

Low Power Use Cases

Images from camera to storage/network



MP3 titles to music player



Low Power & High Data Rate Use

MPEG4 movie (512 MB) to player



Mount portable HD



Exchange your music & data



Print from handheld



Content Streaming for Mobile Devices

- ▶ Applications
 - ▶ Digital video camcorder (DVC)
 - ▶ Smartphone/PDS, Media player
- ▶ Requirements
 - ▶ Range is in view of display (< 5m)
 - ▶ DV Format 30 Mbps with QoS
 - ▶ MPEG 2 at 12-20Mbps
 - ▶ Power budget < 500 mW

Use Cases



Stream DV or MPEG
DS-UWB is just a shift register
By far the most bits/Joule

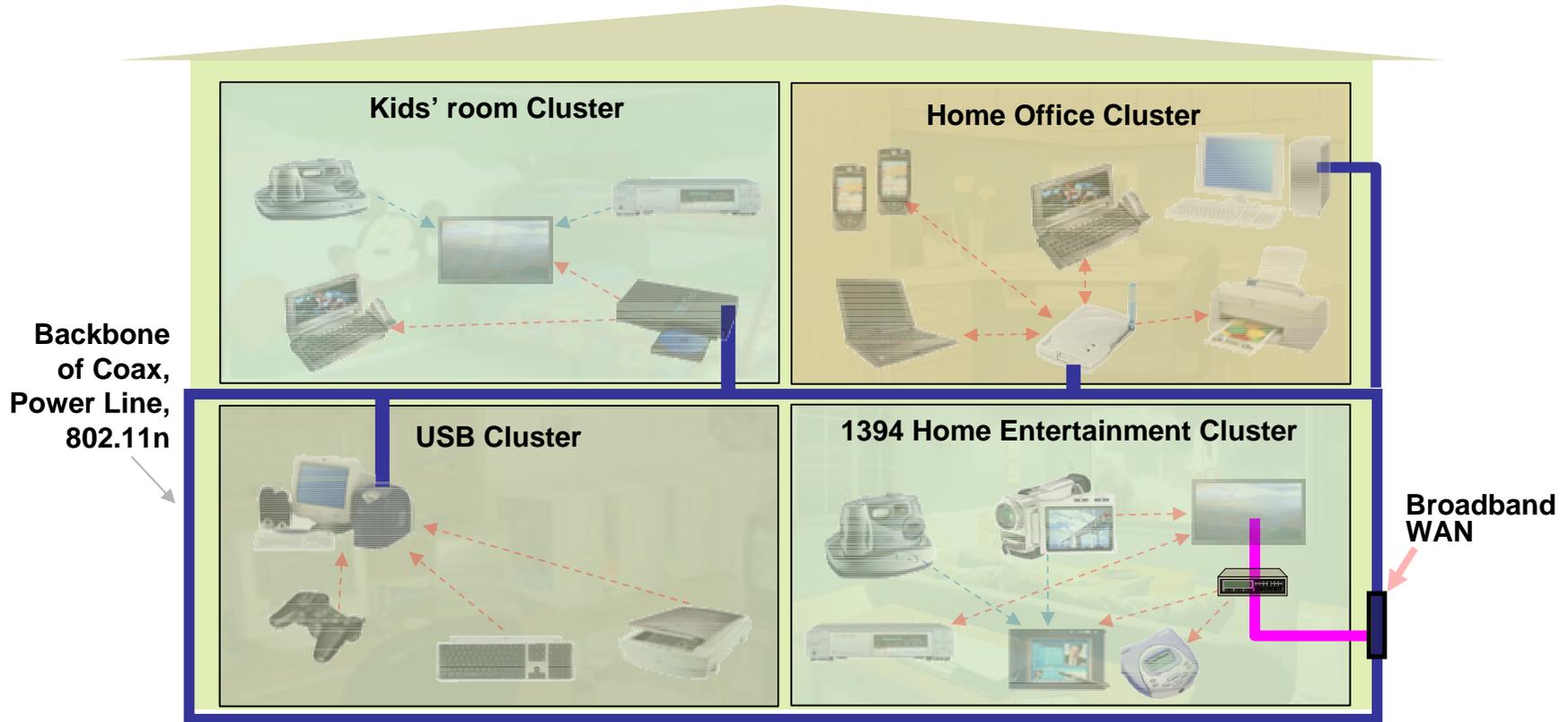


Channel surf and PIP
to handheld



Stream presentation
from Smartphone/PDA to
projector

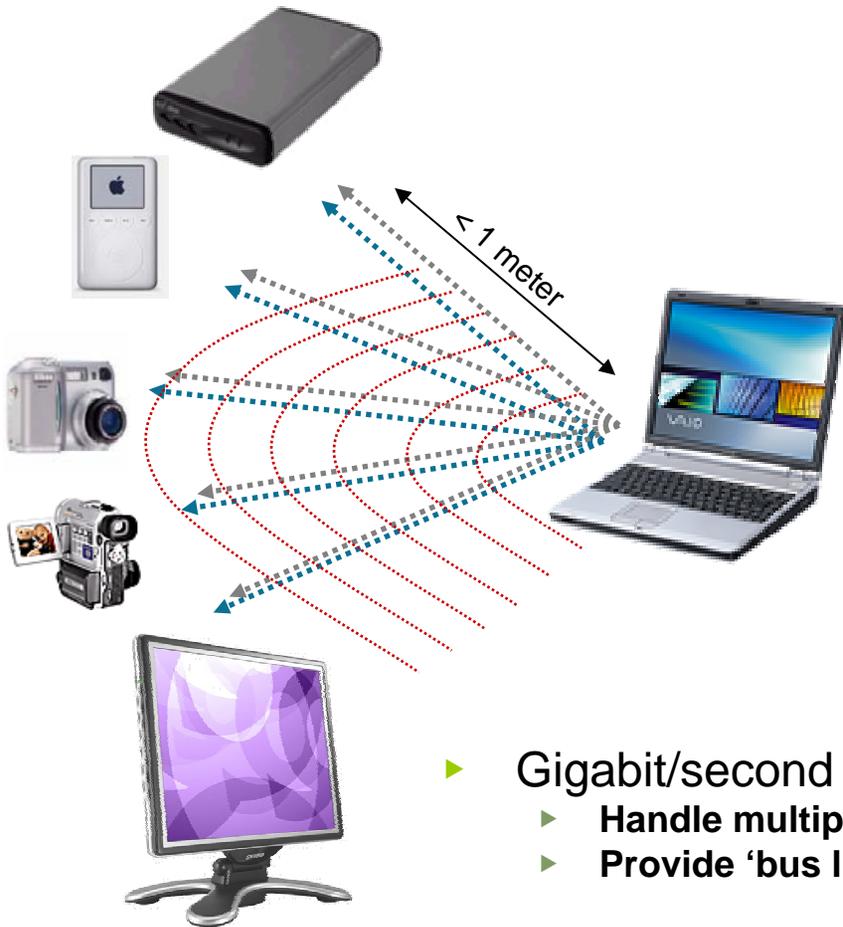
Your Entertainment, Information & Control Anywhere Is the Target ...



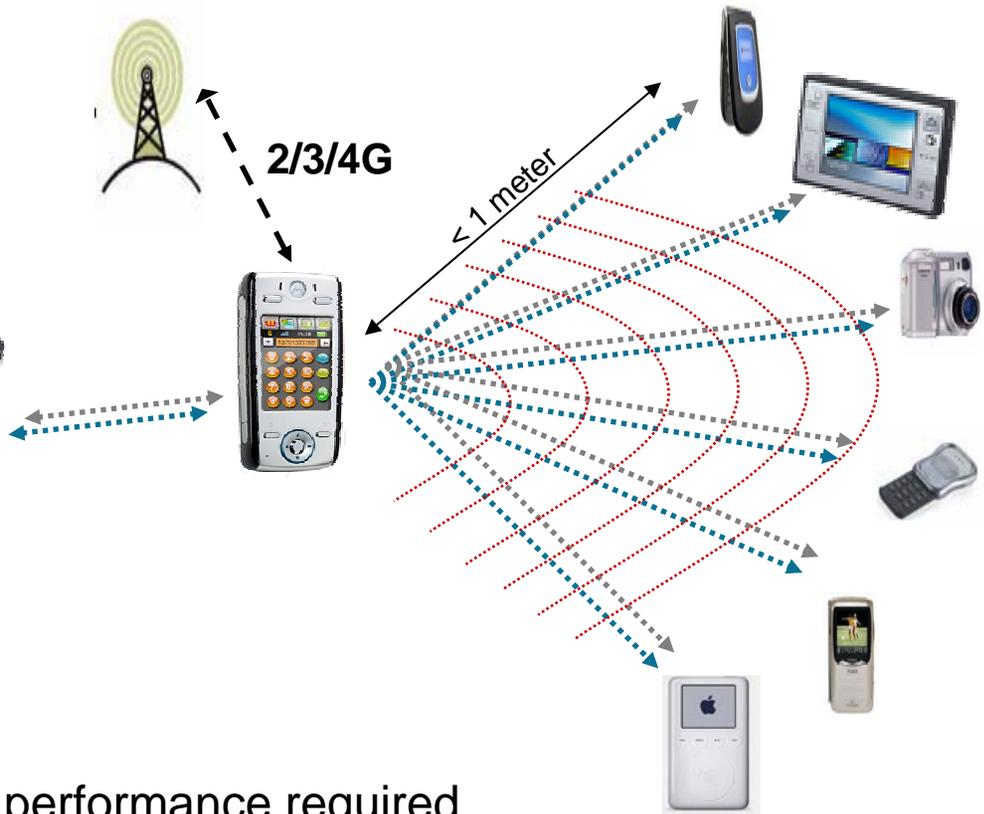
- ▶ No wired solution can ever deliver freedom from jacks and wiring
- ▶ No wireless has ever delivered whole house coverage for all content
- ▶ A systems approach combining wired & wireless is the solution
 - ▶ **User experience is not just cutting the wire—personal mobile**

Exploded (Disaggregated) Devices The Wireless Docking Station

The Exploded Computer



The Exploded Mobile Phone

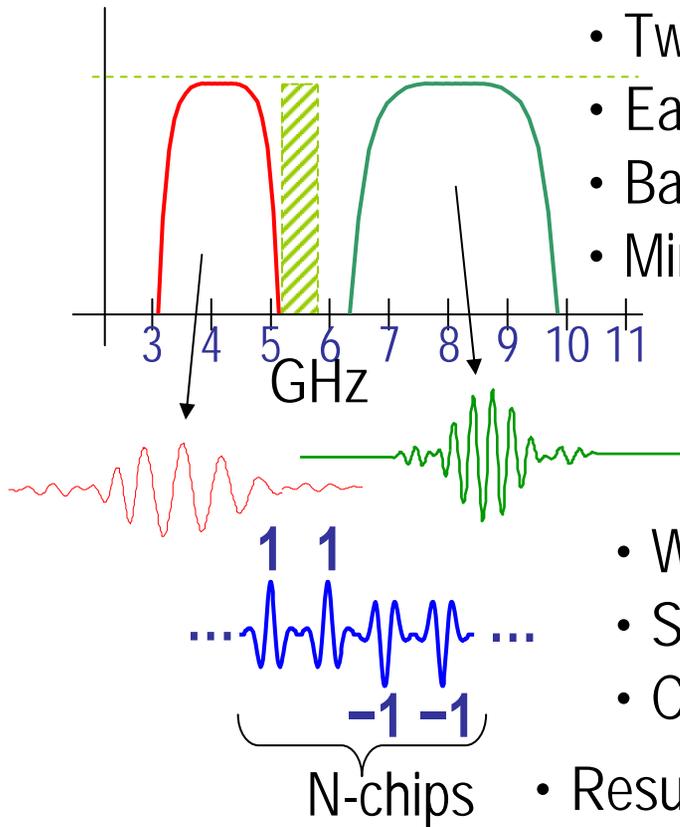


- ▶ Gigabit/second performance required
 - ▶ Handle multiple devices and traffic types
 - ▶ Provide 'bus like' data rates and response times

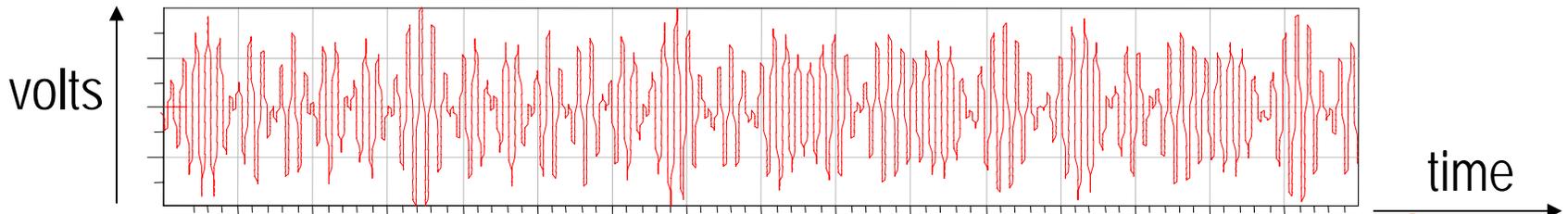
What Are The Technology Choices and What Are Their Relative Advantages

	MB-OFDM	DS-UWB
<ul style="list-style-type: none"> ▶ Rates to 4 Gbps ▶ 10 meters & less ▶ Low Power 	<p><u>HARD</u></p>	<p style="text-align: center;"><u>EASY</u></p> <ul style="list-style-type: none"> ▶ Inherent immunity to fading ▶ Simple <ul style="list-style-type: none"> ▶ FEC & ADC ▶ Few tap DFE ▶ Xmit is simple shift reg ▶ Low bit-widths
<ul style="list-style-type: none"> ▶ 110 Mbps & less ▶ 10 meters & greater 	<p style="text-align: center;"><u>EASY</u></p> <ul style="list-style-type: none"> ▶ Can mitigate fading <ul style="list-style-type: none"> ▶ Frequency diversity ▶ Stronger FEC ▶ Takes Advantage of FFT Efficiency ▶ Low bit widths 	<p><u>HARD</u></p>

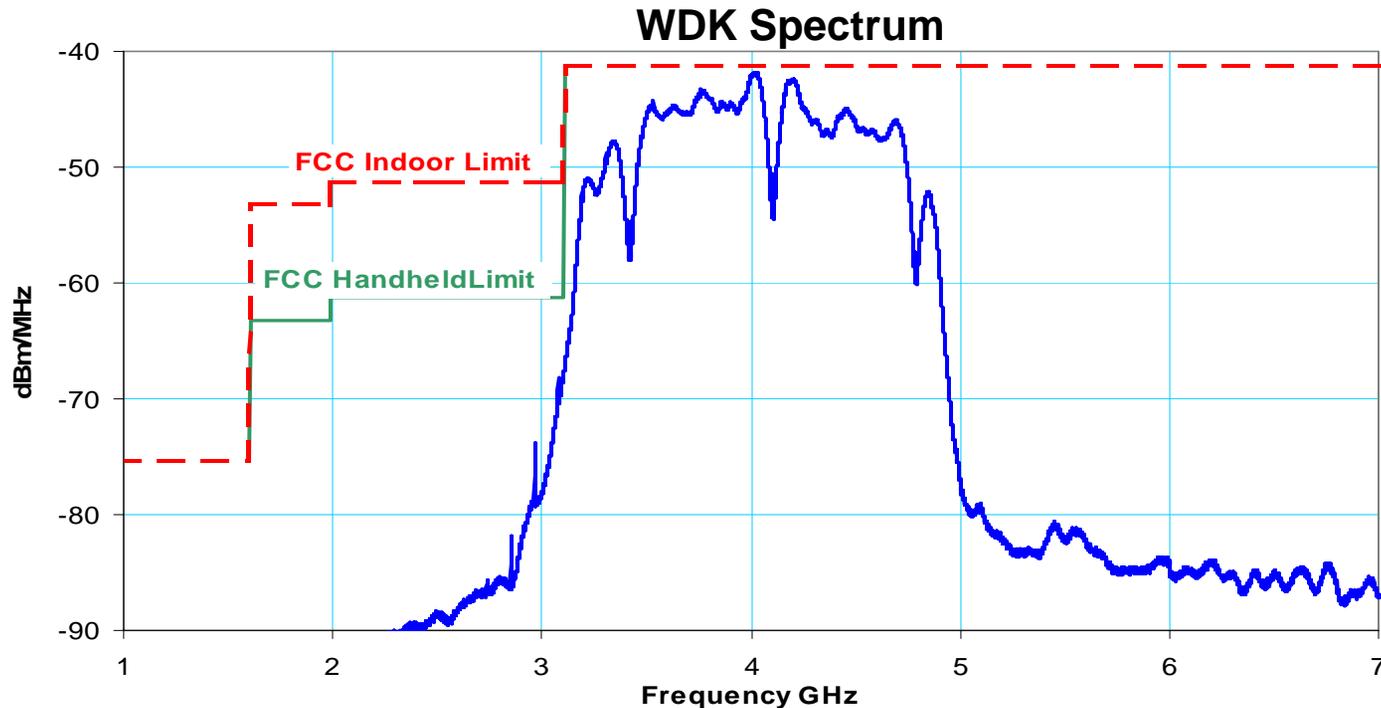
What is DS-UWB and Why Does It Scale?



- Two wide 50%-bandwidth contiguous bands
- Each captures unique propagation benefits of UWB
- Bandwidth and center frequency programmable
- Minimized potential for interference
 - Low band provides long wavelet
 - High band provides short wavelet
 - Wavelet = 3 cycles - packed back-to-back
- Wavelets are modulated with BPSK or QPSK
- Symbol is made with an N-chip code sequence
- Code is ternary (+1, 0, -1)
- Result is Not-spiky in either Time or Frequency Domain



Current DS-UWB WDK Spectrum Easily Meets FCC Spectral Emission Limits

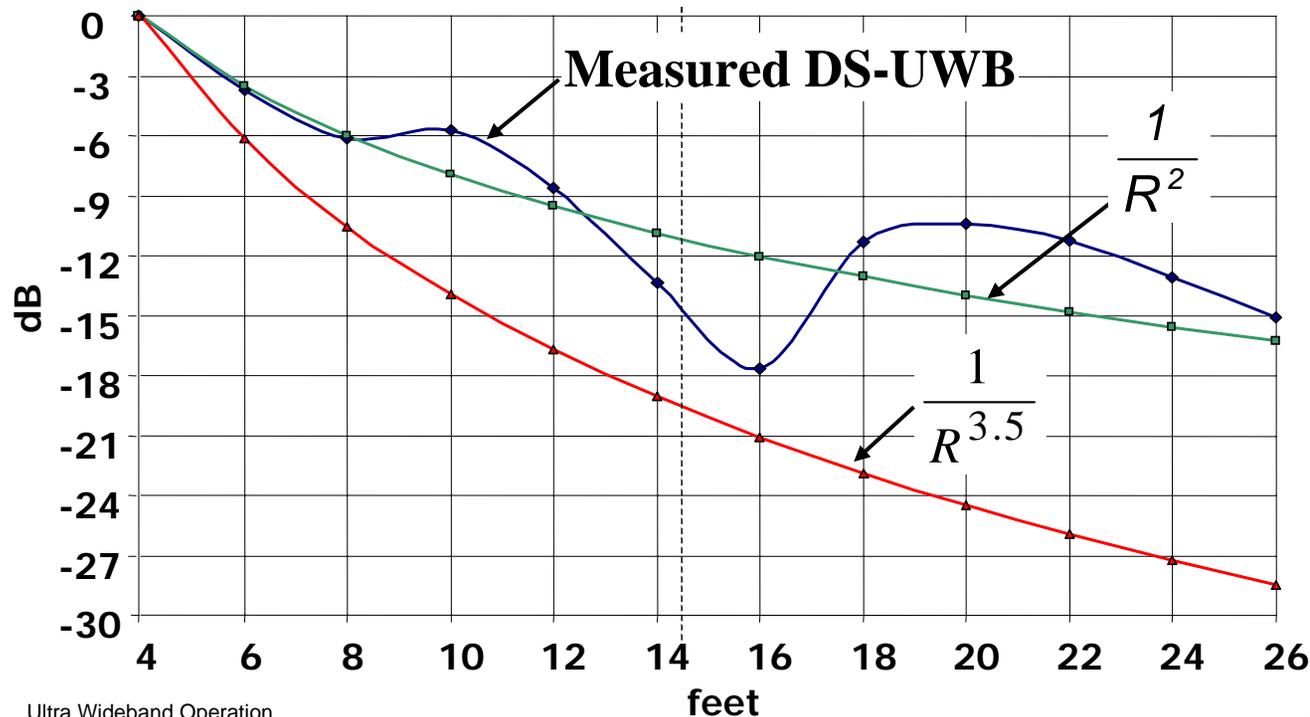


- ▶ Out of Band Emissions in GPS & cell phone bands are 30 dB better than required
- ▶ DS-UWB built for integration into cell-phones and GPS

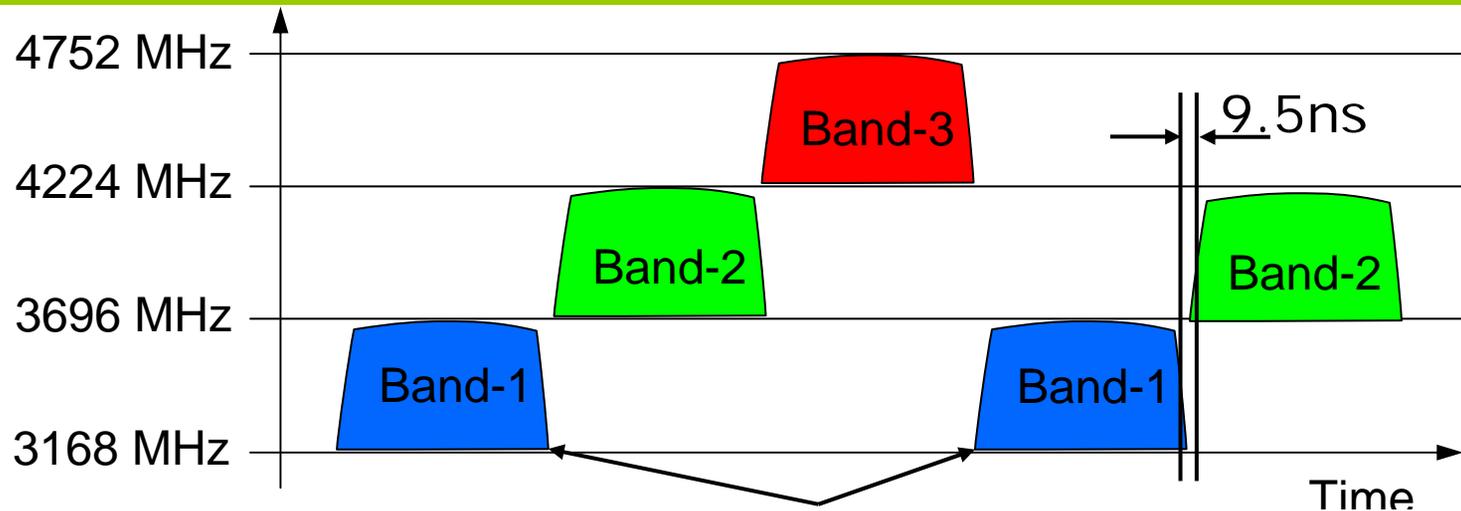
Why Does DS Scale To High Data Rates At Low-Power/Cost?

DS-UWB Is the First Radio With No Fading & Lots Of BW

- ▶ Real World Measurements Demonstrate Unique Benefits of DS-UWB
- ▶ Not on a $1/R^4$ curve -- Small dips, **no deep fades**
 - ▶ = Very robust in highly cluttered environments
 - ▶ = Lower power and minimized potential for interference

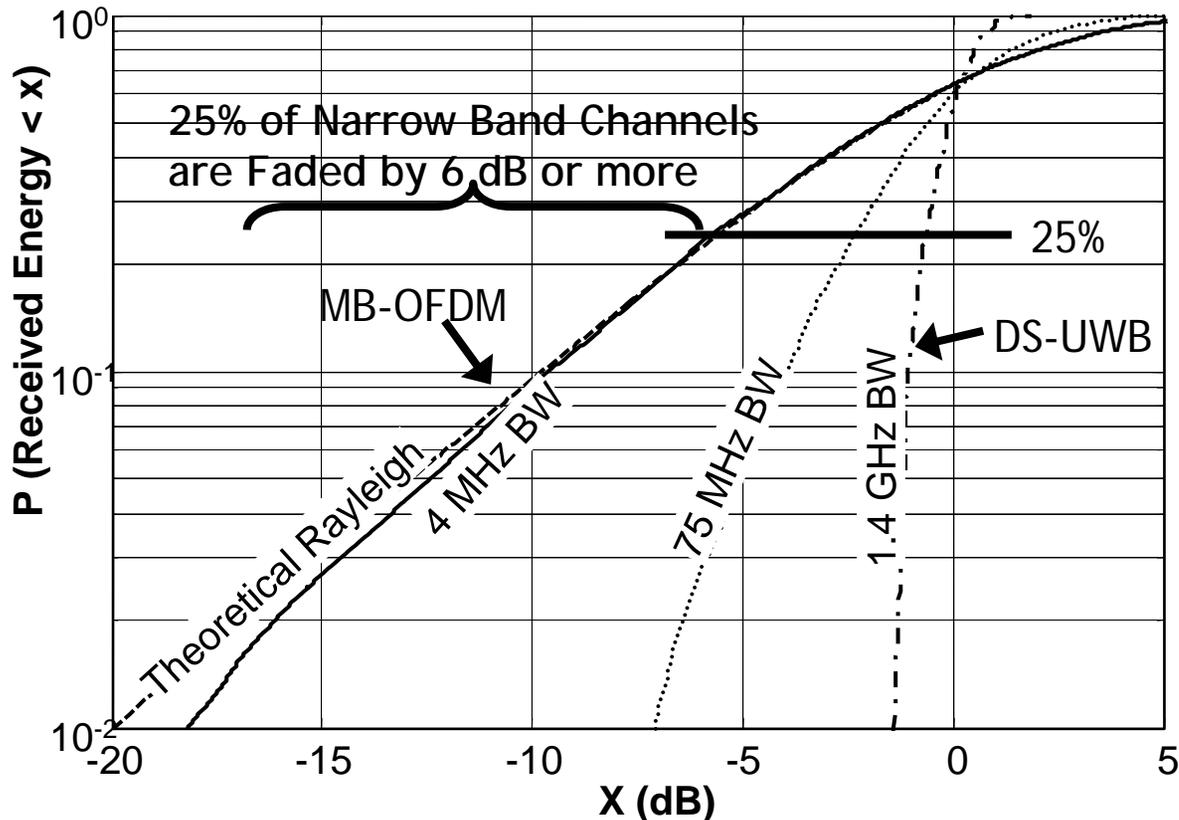


What Does MB-OFDM Look Like?



- ▶ OFDM symbol uses 128, 4.125 MHz bandwidth carriers – 412 MHz Data BW
 - ▶ Effectively 128 narrow-band radios
 - ▶ 10 “Guard” tones emit useless energy – added noise to meet FCC 500 MHz BW requirement
 - ▶ 12 pilot tones for tracking, + 1 null tone for DC
- ▶ Symbols are frequency hopped
 - ▶ Hopping causes bursts of interference into victim receivers
 - ▶ Sequences include 1,2,3,1,2,3 or 1,1,2,2,3,3 – could be others with longer strings of same freq
- ▶ Symbol is long 242 ns plus 60.5ns cyclic prefix of zero’s for 1,2,3,1,2,3 sequence
 - ▶ long enough to capture a receiver and cause interference
- ▶ Interference depends on sequence
 - ▶ Burst is effectively 2X longer for 1,1,2,2,3,3 hop sequence
 - ▶ Interferes with lower bandwidth receivers

While DS-UWB is Fade Free Many MB-OFDM Tones Suffer Heavy Fading

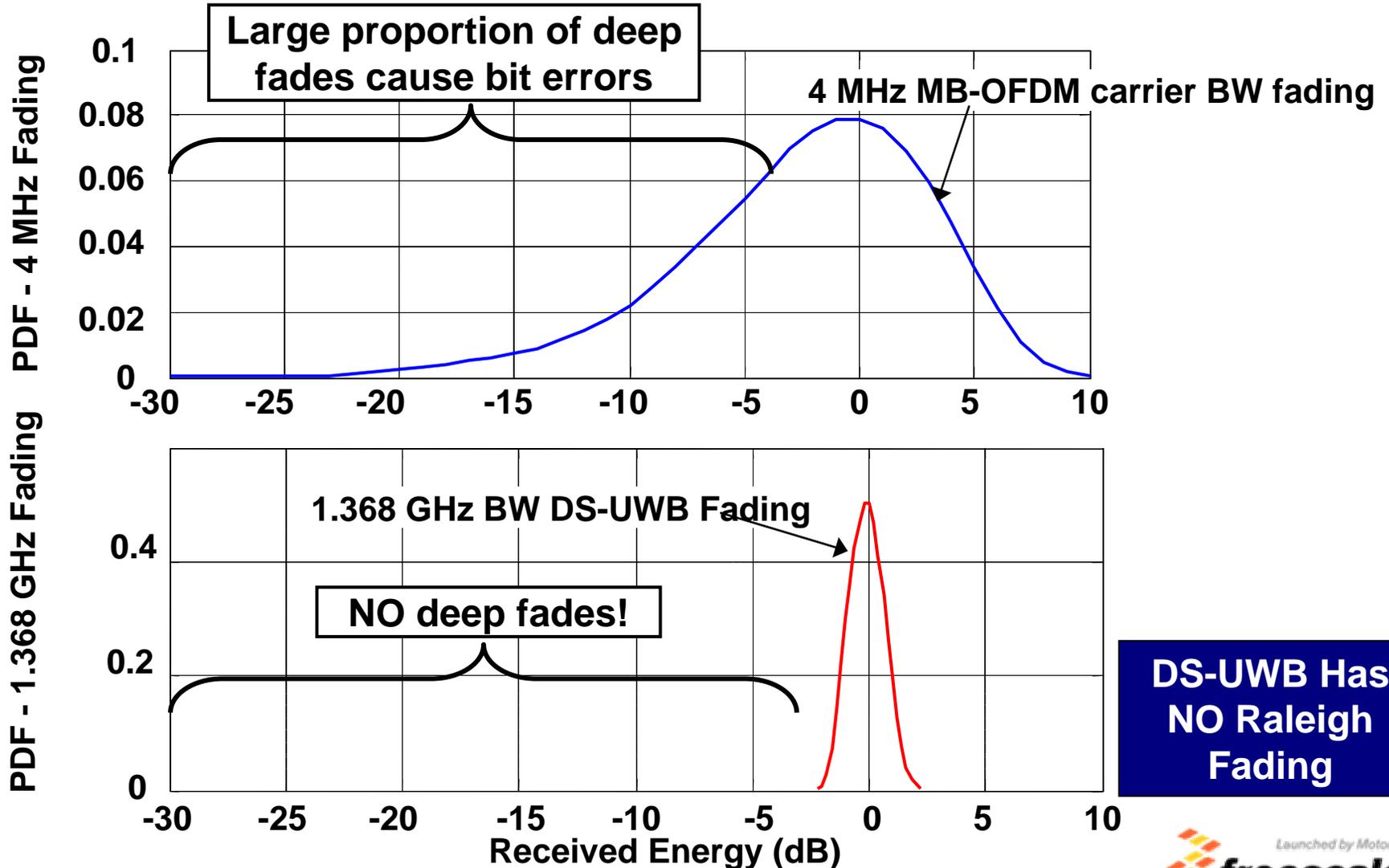


- ▶ DS-UWB takes full advantage of natural channel physics
- ▶ MB-OFDM tones suffer heavy fading
- ▶ MB-OFDM does not coherently process the bandwidth
 - ▶ **FEC across tones is used**

- ▶ Large coherent relative BW enables radios with no fading
 - ▶ **This is a first for wireless**
 - ▶ **Allows FEC to be turned off, or left out for short range apps**

UWB Fading Distributions Are Key

Histogram of what amplitude any sub-carrier might have



**DS-UWB Has
NO Raleigh
Fading**

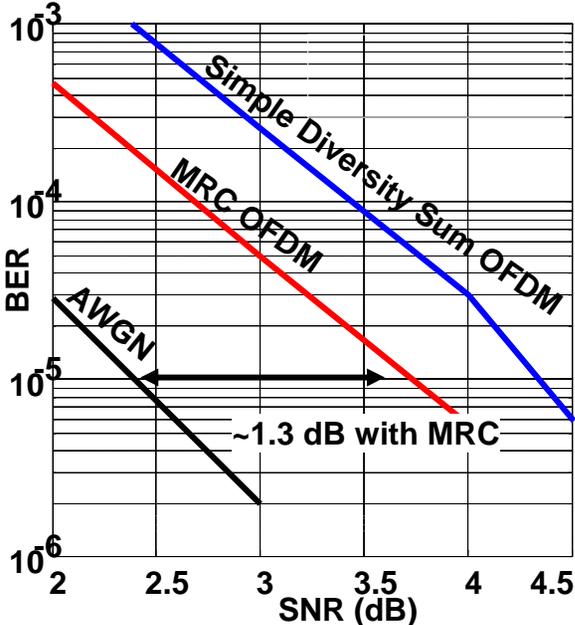
DS-UWB versus MB-OFDM Performance Loss Due to Fading

- ▶ MB-OFDM performance worsens as data rate increases- frequency diversity is lost
 - ▶ “Energy Capture” \neq Energy Utilization
- ▶ DS-UWB maintains performance within 1 dB of optimal with low complexity RAKE

110 Mbps

Rate 11/32 FEC
with 2x Diversity

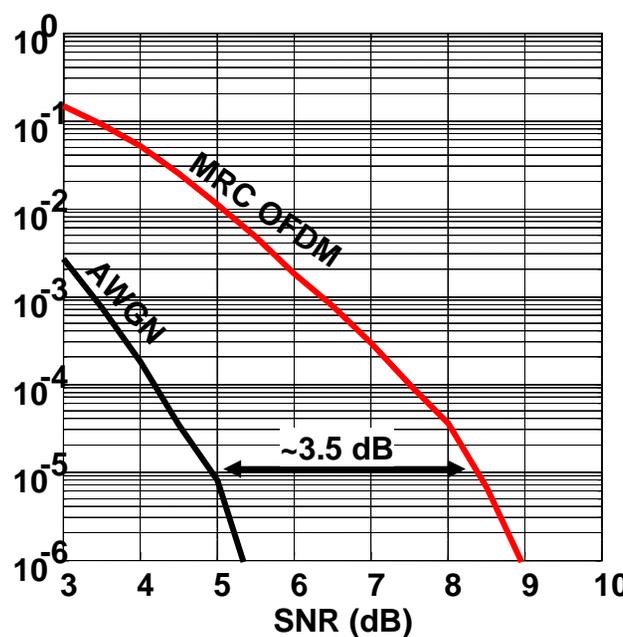
MB-OFDM 1.3 dB Loss



200 Mbps

Rate 5/8 FEC
with 2x Diversity

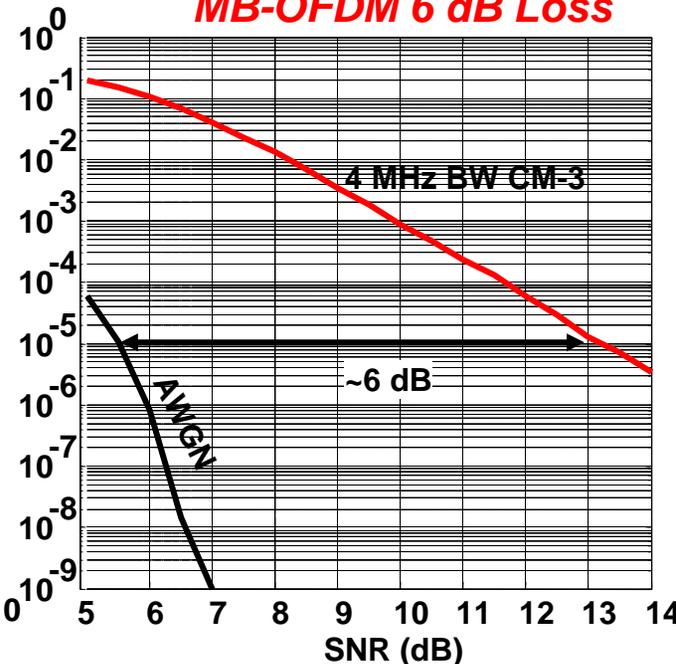
MB-OFDM 3.5 dB Loss



480 Mbps

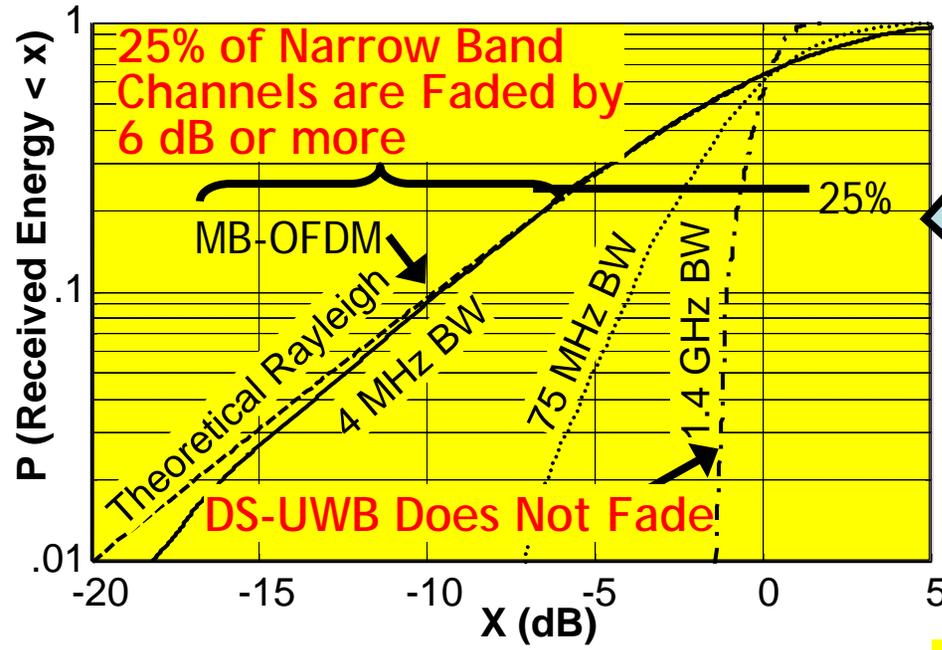
Rate 3/4 FEC
with No Diversity

MB-OFDM 6 dB Loss

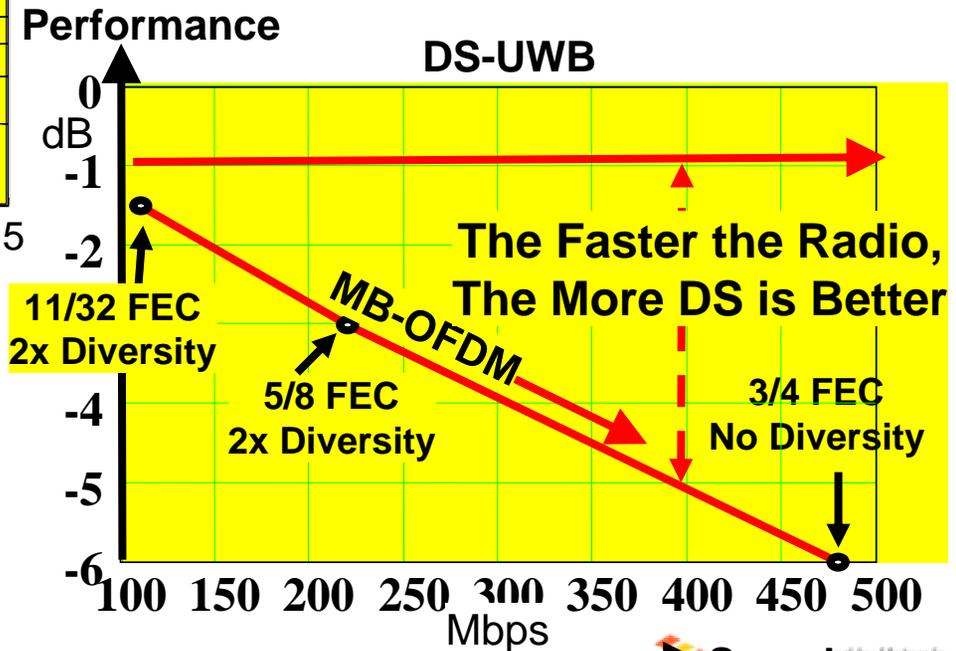


DS-UWB Takes Full Advantage of UWB Propagation

DS-UWB Performance Differential Gets Wider As Speed Goes Up



Performance Difference is Natural Consequence of Channel Physics



DS-UWB Naturally Fits Needs of Multi-Media & Handheld Devices

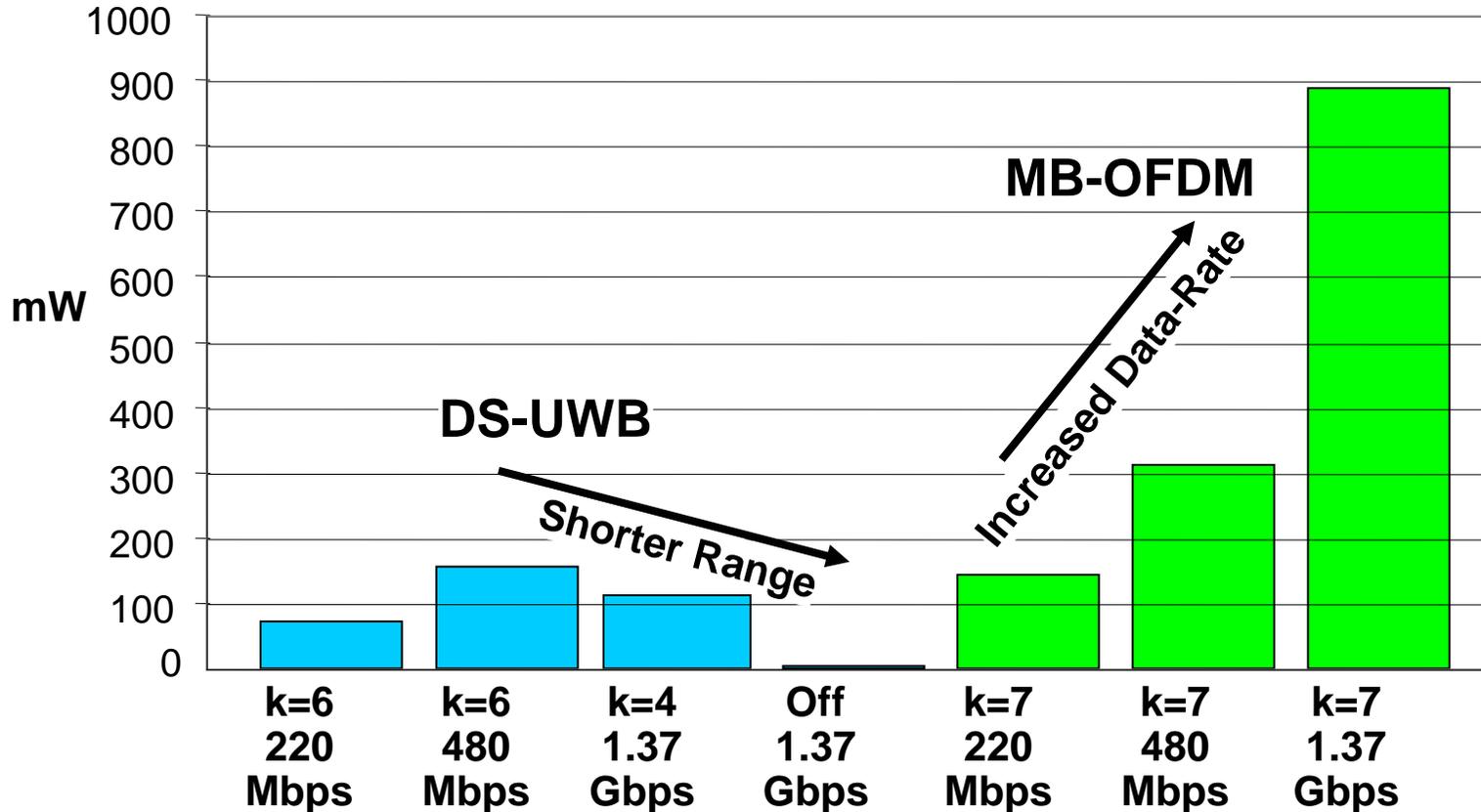
Fading Drastically Changes The Ability To Scale To High Rates At Low Complexity & Low Power

- ▶ Three approaches to achieve > 480 Mbps proposed by MBOA
 - ▶ **Shift from QPSK to 16-QAM in order to reach 960 Mbps**
 - Needs 3.9 dB higher Eb/No for acceptable performance
 - Gain in frequency diversity does not offset the higher Eb/No requirement
 - i.e. it's a losing battle
 - **More Complex - Needs higher precision (7-bits) ADC and FFT processing**
 - TI reports that 801.11a requires 10-bit ADC for 64-QAM
 - ▶ **Use MIMO techniques**
 - Like 11.n - Requires multiple Rx & Tx chains (> N times the complexity)
 - Requires uncorrelated RF channels at short range for MIMO gain
 - ▶ **Use all three bands simultaneously**
 - Eliminates the frequency hop
 - 3 X more ADCs or ADC at 3X clock
 - Increased FFT complexity -- 4x or more
- ▶ All approaches require Big FEC to combat fading in 4 MHz channel
 - ▶ **k=7 Viterbi decoder running at >1 GHz**
 - ▶ **~1 Watt at 90nm**

FEC Power Requirements & Scaling

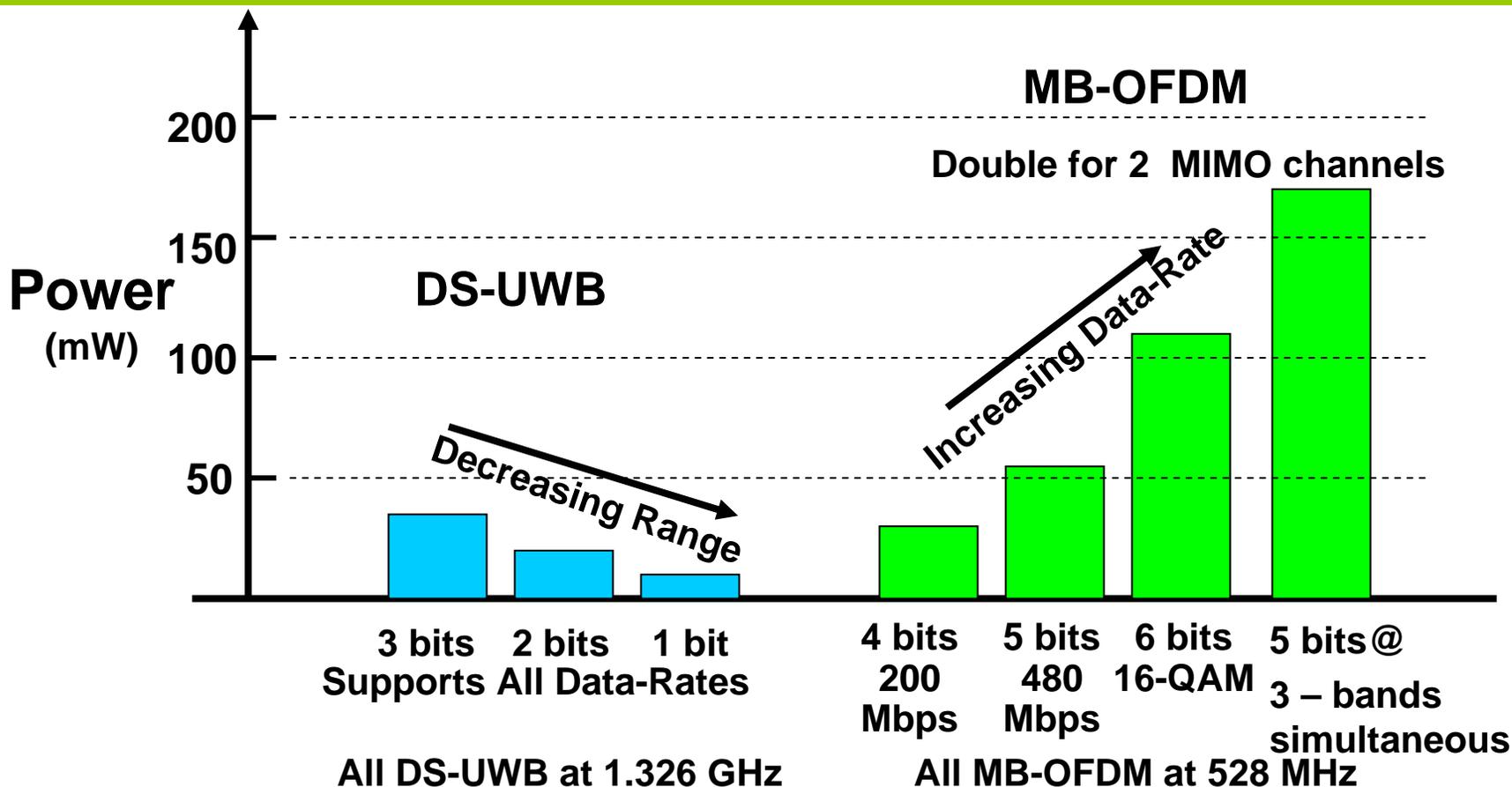
Power $\sim 2^k * f$

Assumes 90nm CMOS -- scaled from Viterbi operating in .18 μ



* Delta relative to Un-coded DS – un-coded MB-OFDM fails due to fading

ADC Power Requirements & Scaling



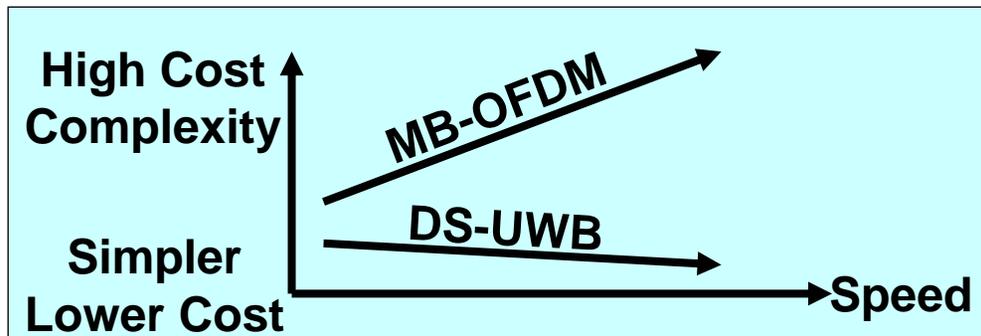
Down stream processing shrinks/expands with ADC bit width

Bit Width growth = downstream processing growth too!

DS-UWB Complexity Takes Advantage Of Propagation

DS-UWB Power Excels More & More As Data Rate Goes Up

- ▶ **As UWB Gets Faster**
 - ▶ DS – Gets Simpler
 - ▶ MB-OFDM Requires More Complexity



As Range ↓ & Speed ↑	DS (Gets Simpler)	MB-OFDM (Gets More Complex)
Signal gets Big	Adapts: Uses less processing Gain <ul style="list-style-type: none"> ▶ Shorter codes ▶ 3 ▶ 2 ▶ 1 bits ADC as speed ↑ ▶ Less bits in processing 	Frozen: Req's more processing gain to get to high data rate regardless of SNR <ul style="list-style-type: none"> ▶ Higher order QAM ▶ More bits in ADC/DAC, FFT/IFFT
Rayleigh Fading	Adapts: Turn FEC Off, (or leave it out) or Use Small (k=4) FEC	Frozen: Serious FEC Required <ul style="list-style-type: none"> ▶ Speed of K=7 FEC at high rates killer power & space @ 1Gbps
Delay Spread goes Down	Adapts: DFE covers less time	Frozen: Band Plan Fixed

DS-UWB Power Profile Compared To Bluetooth

Only DS-UWB meets both the power needs and the transfer-time user-experience required of handhelds

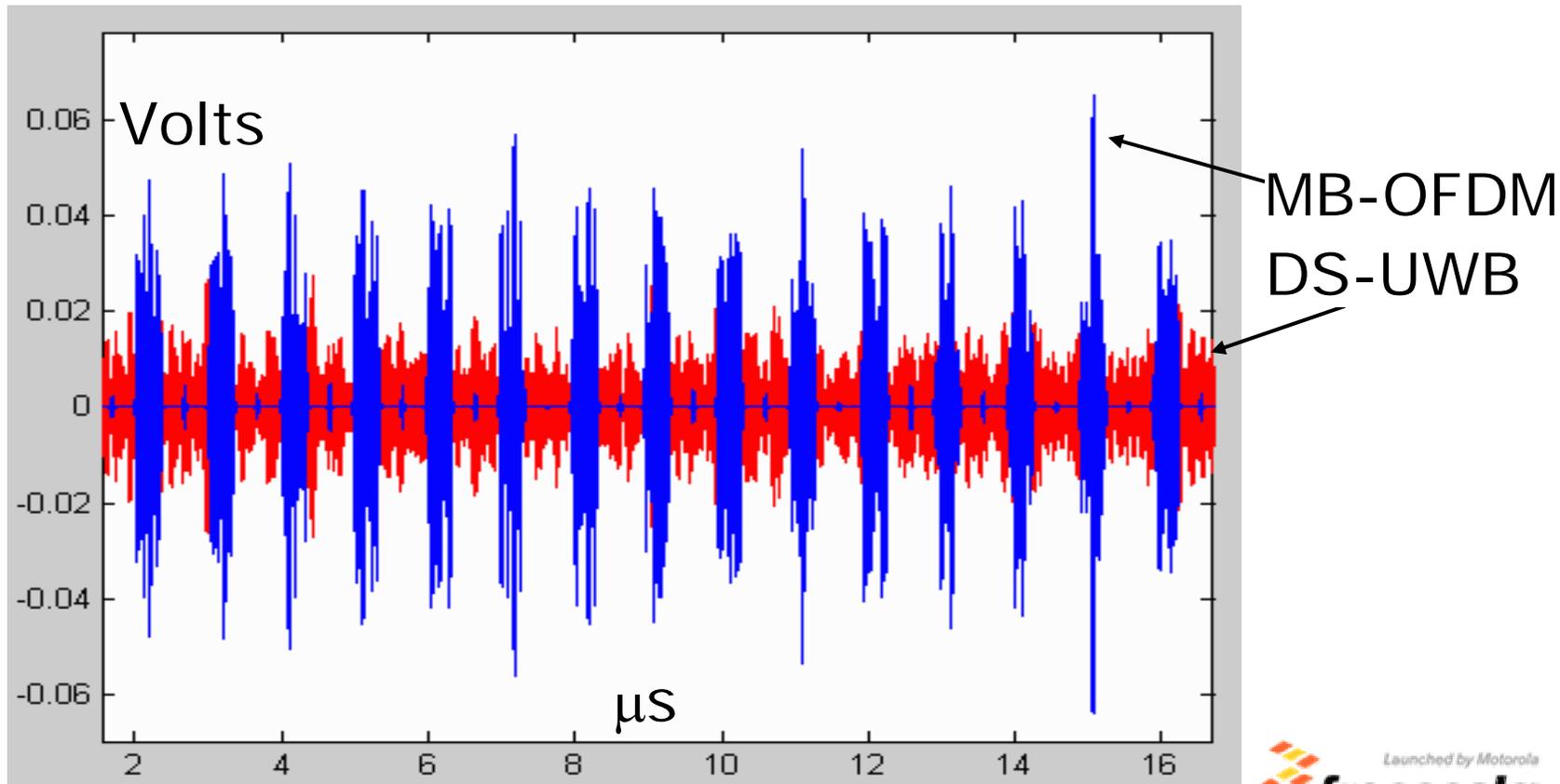
size (MB)	Transfer time (sec)			Energy (Joules)			Power Ratio	
	BT	DS-220	DS-1Gbps	BT joules	DS-220	DS-1Gbps	BT/220	BT/1Gbps
5	57.3	0.5	0.3	5.7	0.2	0.1	24	45
32	365.9	2.0	0.5	36.6	1.0	0.3	37	135
512	5851.6	28.6	5.7	585.2	14.3	2.8	41	207

- ▶ Model Parameters:
 - ▶ Flash Storage
 - 5 MB, 32 MB (next gen smart-phone w/camera), 512 MB (MPEG-4 Movie)
 - ▶ DS-UWB (total solution MAC/BB/PHY) is 500 mW
 - ▶ Bluetooth 100 mW (low-power ver) (BT xmit power alone can go to 100 mw)
 - ▶ Includes Overhead for preambles, headers etc. for 802.15.3 MAC
 - ▶ Assumes .2 sec overhead to wake, scan, pass security, associate & get started
 - ▶ DS-UWB effective throughput rates of 165 Mbps and 1 Gbps used for 220 Mbps & 1.32 Gbps tx/rvc rates respectively after rate 3/4 FEC
 - ▶ Modes with No FEC improve speed and battery life even more

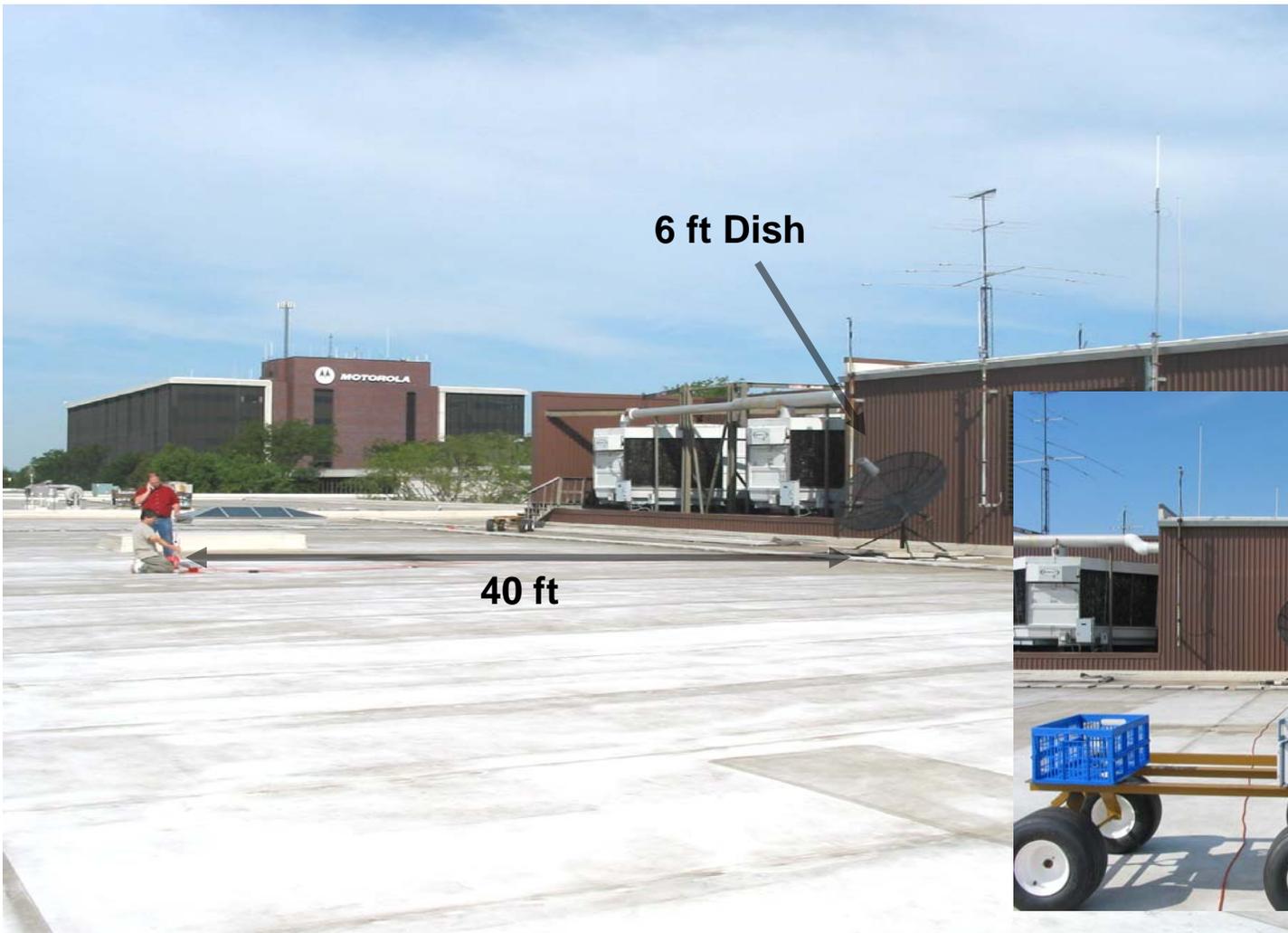
What About Interference?

30 MHz BW C-band Victim Receiver – Pre Detection

- ▶ DS-UWB has the highest safety margin for no interference
- ▶ Plot illustrates the difference as seen by 30 MHz BW receiver
- ▶ 1/3 rd duty cycle bursts of 242ns are easily observed



C-band Tests Done In Normal Operating Conditions



C-Band System Test Results

- ▶ MB-OFDM had **substantially** less safety margin
 - ▶ 5 dB worse for baseline 3-hop with 1,1,2,2,3,3 sequence
 - ▶ 4 dB worse for 3-hop with 1,2,3 sequence
 - ▶ 9 dB worse for 7 hop

Digi-Cipher	“Theory” Duty Cycle	MB- OFDM	Gated Noise	DS
	dB	dB	dB	dB
Continuous		0.0	0.0	0.0
3,1 hop	5.7	4.6	3.0	
3,1 hop w/CP	4.9	3.6		
3,2 hop	5.7	5.2	5.4	
7,1 hop	9.4	7.7	7.7	
7,1 hop w/CP	8.6	7.2		
7,2 hop	9.4	9.4	10.6	
13,1 hop	12.1	10.0	10.8	
13,2 hop	12.1	11.5		

Actual Measured

Results & Trends Matched “Theory”

- ▶ Noise, non-hopped continuous-OFDM, and DS were ~ equal
- ▶ Affect was less than duty-cycle for short bursts (e.g. 1,2,3 sequence)
- ▶ Affect moved upward toward duty-cycle with longer bursts (e.g. 1,1,2,2,3,3)
- ▶ Results are consistent with other measurements using Video Cipher (analog) receiver

Summary

	MB-OFDM	DS-UWB
<ul style="list-style-type: none"> ▶ Rates to 4 Gbps ▶ 10 meters & less ▶ Low Power 	<p><u>HARD</u></p>	<p style="text-align: center;"><u>EASY</u></p> <ul style="list-style-type: none"> ▶ Inherent immunity to fading ▶ Simple <ul style="list-style-type: none"> ▶ FEC & ADC ▶ Few tap DFE ▶ Xmit is simple shift reg ▶ Low bit-widths
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