

# eMBMS

## Technical challenges and possible solutions

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# What is (e)MBMS?

(evolved) Multimedia Broadcast Multicast Service

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## Technological context

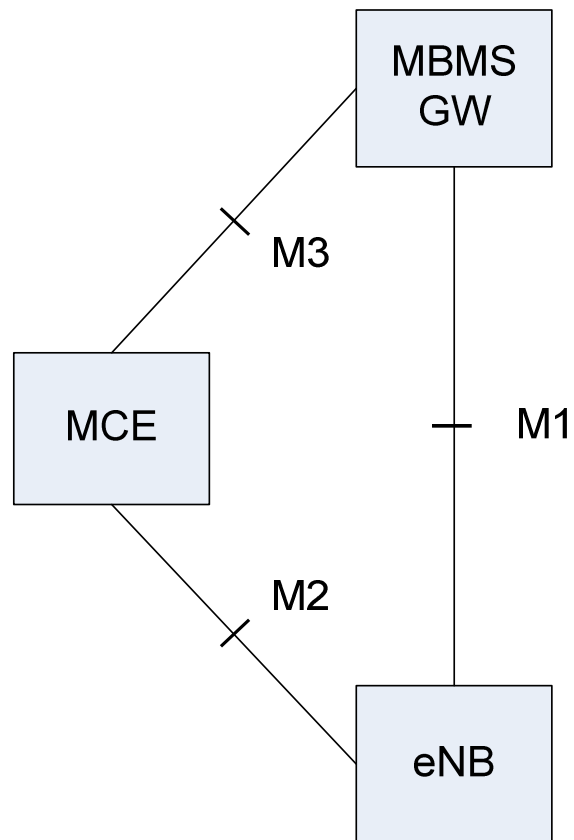
- Main advantages over technologies as DVB-H or DMB
  - No additional infrastructure
  - Operator uses resources that are already purchased
  - User interaction is possible

## Transmission

- Two transmission schemes
  - Single-cell transmission
    - Each cell is served individually
  - Multi-cell transmission
    - Multiple contiguous cells are covered synchronously such that signals from several cells are perceived as one signal by the terminal
    - Such synchronized cells form a so-called MBSFN area (MBMS **single frequency network** area) that is service-specific.

# What is MBMS?

## MBMS logical architecture (3GPP TS 36.300)



MBMS GW: MBMS Gateway

MCE: Multi-Cell/Multicast Coordination Entity

M1: user plane interface

M2: E-UTRAN internal control plane interface

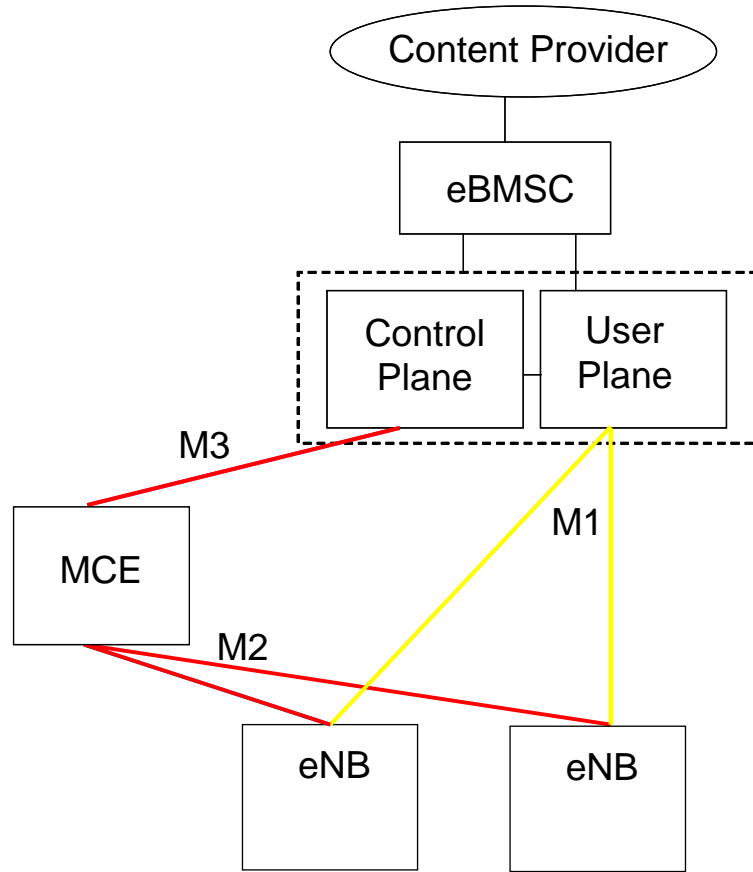
M3: control plane interface between E-UTRAN and EPC

The MCE can physically be part of the eNB  
→ flat architecture

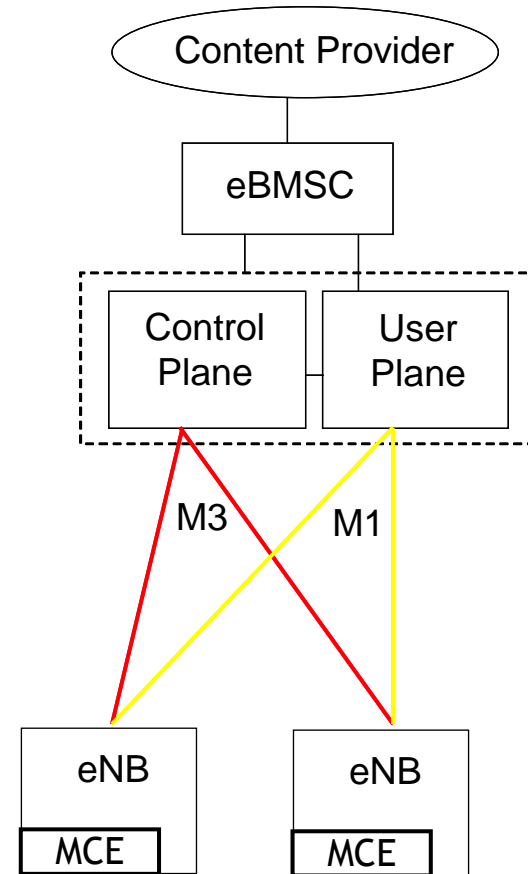
The MCE coordinates the synchronous multi-cell transmission

# What is MBMS?

## MBMS architecture deployment alternatives (TS 36.300)



Hierarchical architecture



Flat architecture

With the flat architecture a software upgrade is sufficient for the radio access network

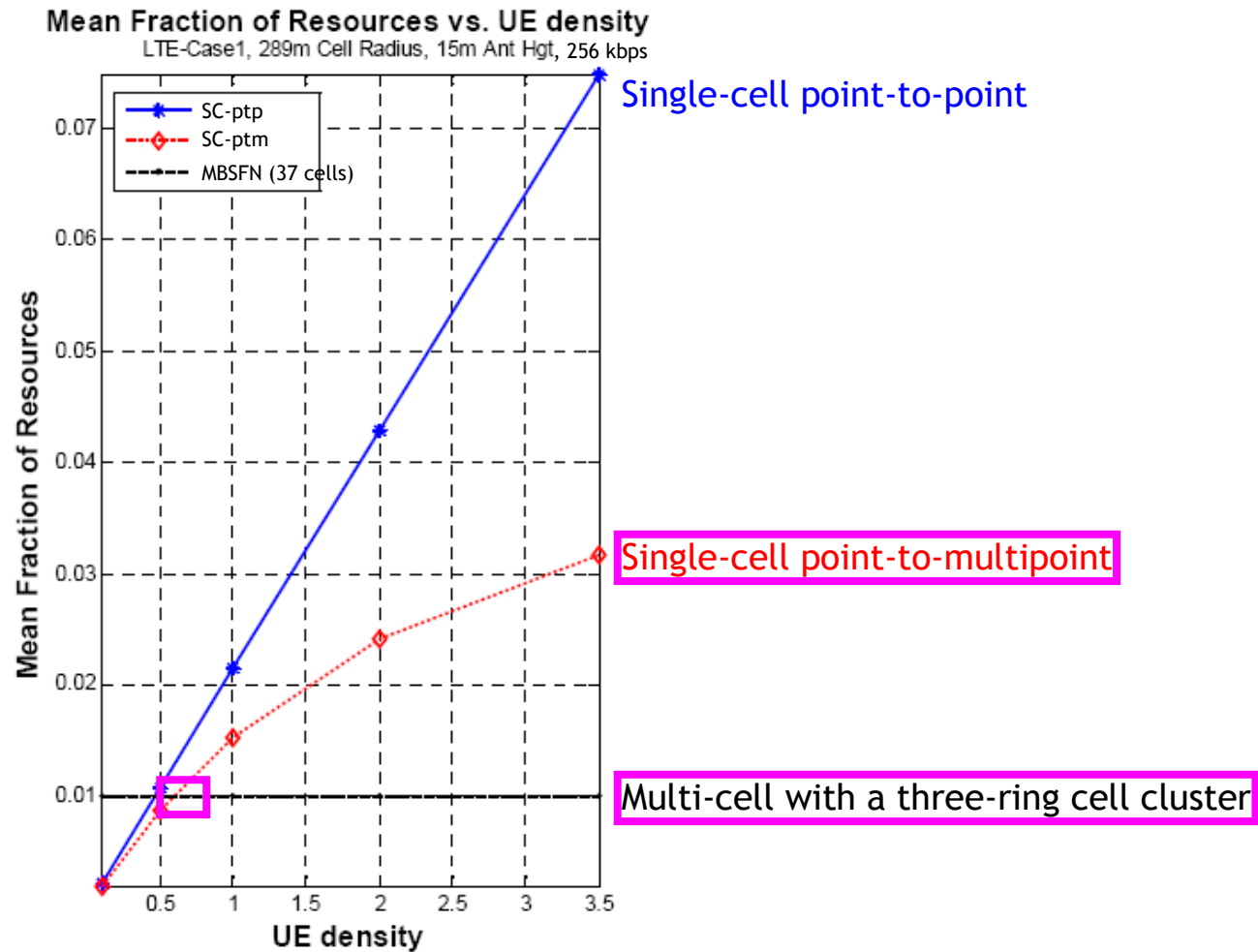


Single-cell or  
multi-cell  
transmission?



# Single-cell or multi-cell transmission?

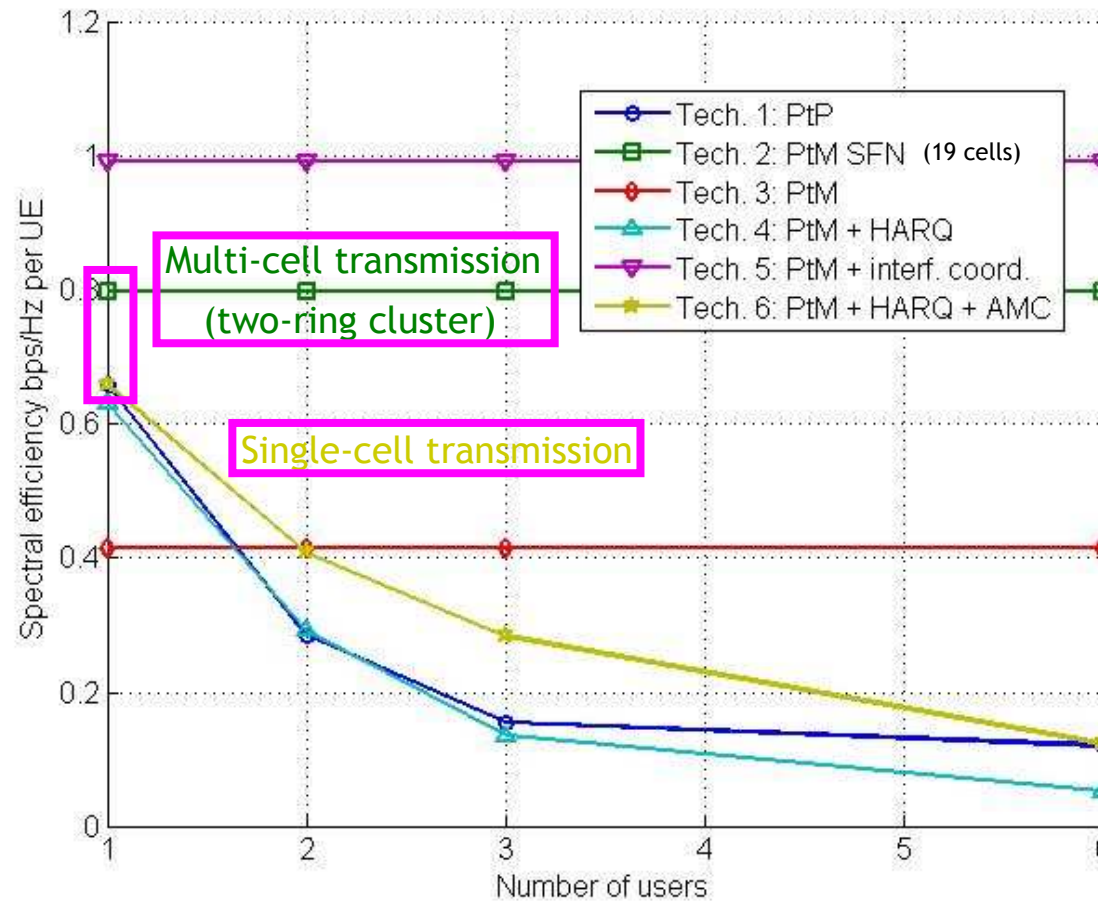
Simulation results by Motorola assuming Poisson distribution of users (R1-071433)



MBSFN transmission is more efficient than SC-ptm transmission for at least **0.6 users/cell**.

# Single-cell or multi-cell transmission?

Simulation results by Nokia (R1-070984)



MBSFN transmission is more efficient than SC-ptm transmission for at least **1 user/cell**.

## Single-cell or multi-cell transmission?

User density can be determined by polling or by counting (R2-072657)

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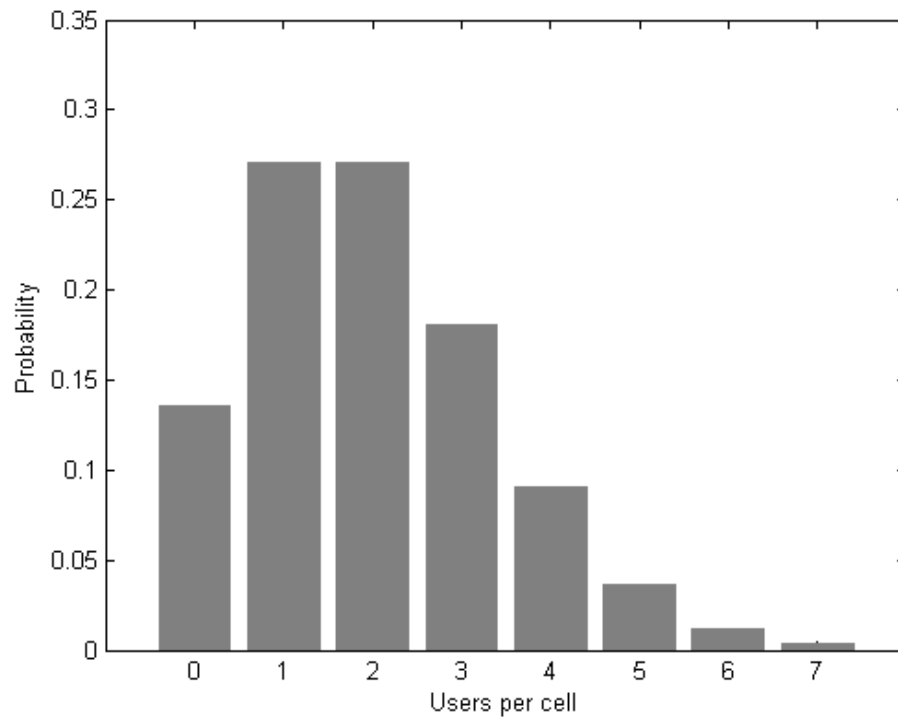
- Counting: Determine **how many** interested users there are for the given service ← expensive
- Polling: Determine **if** there is an interested user for the given service ← inexpensive



# Single-cell or multi-cell transmission?

User density can be determined by polling or by counting (R2-072657)

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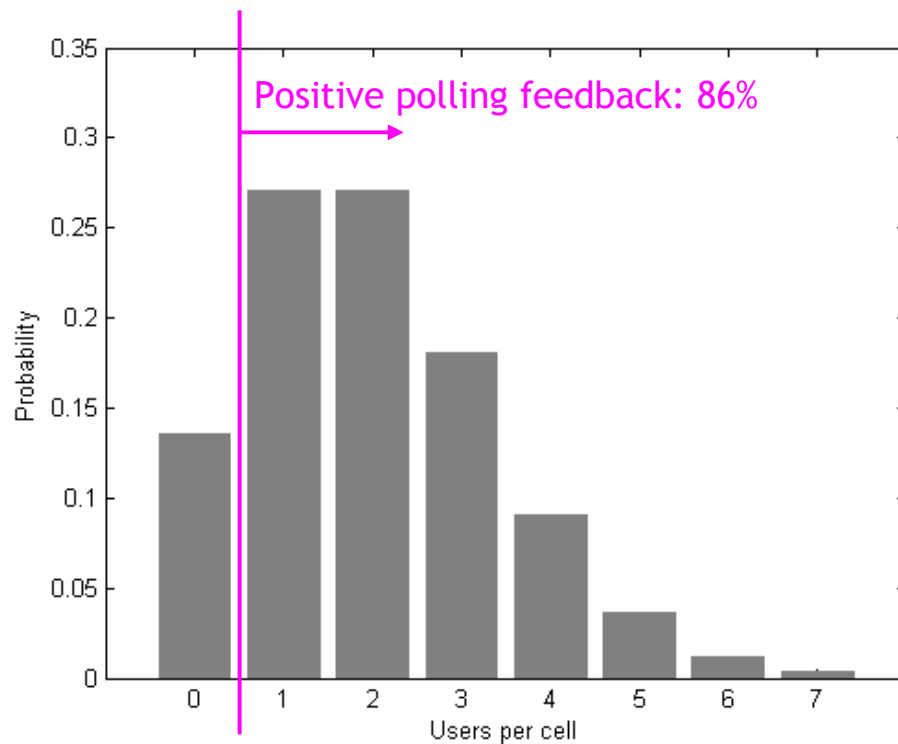


Poisson distribution of the number of users per cell for an expectation value of 2 users/cell

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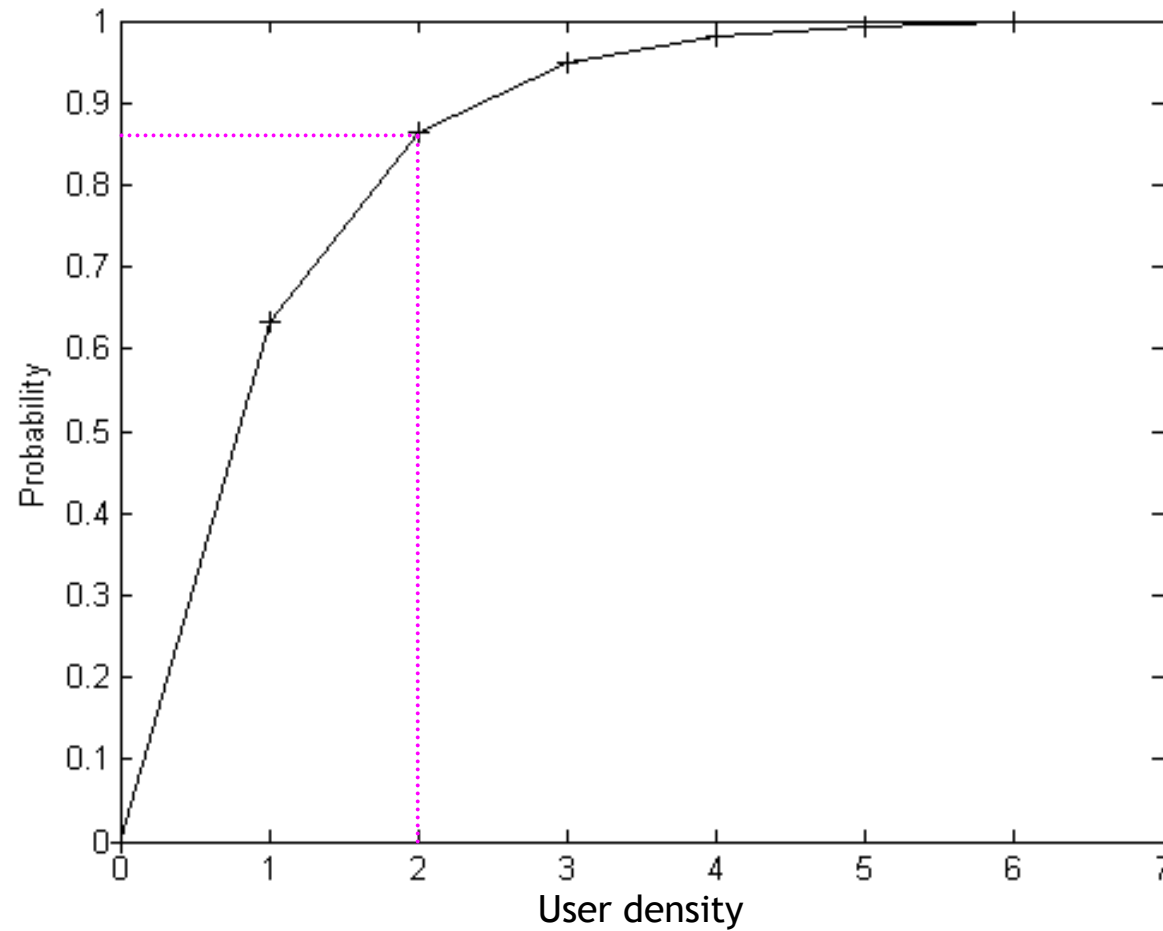


Poisson distribution of the number of users per cell for an expectation value of 2 users/cell

# Single-cell or multi-cell transmission?

Polling information for a cell cluster implicitly contains counting information (R2-072657)

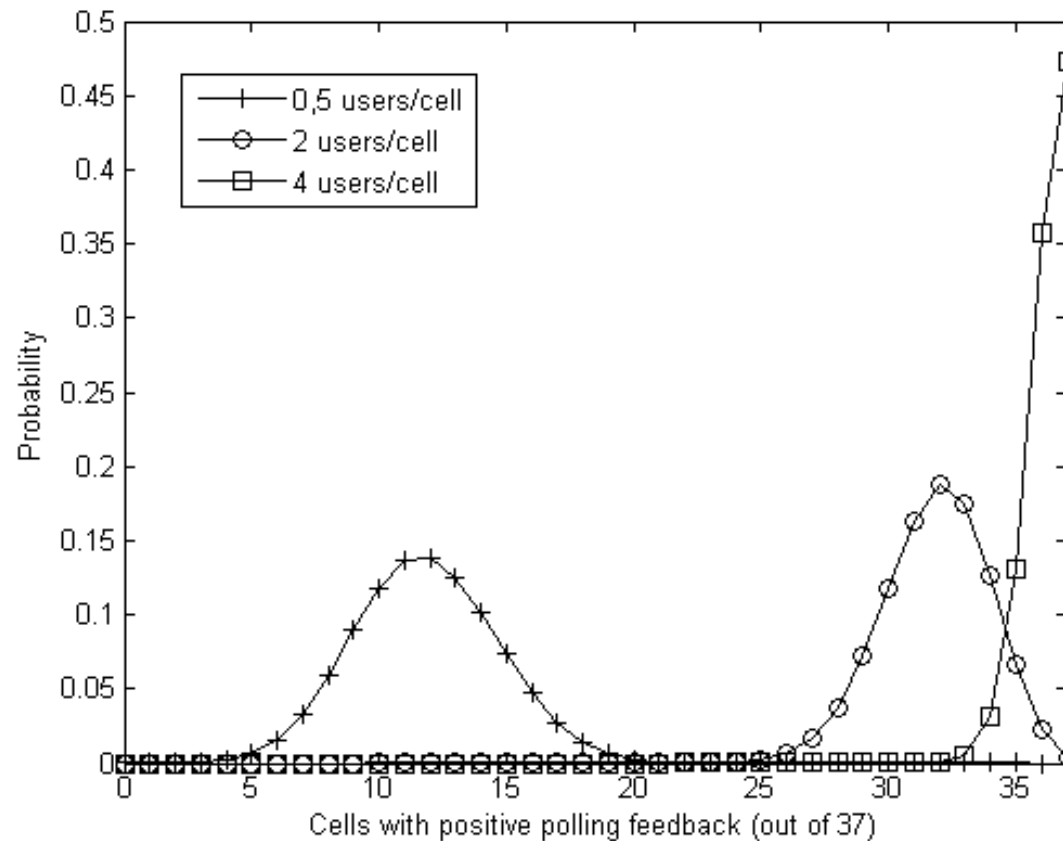
Probability distribution of having **at least one** user in a cell against the average user density



# Single-cell or multi-cell transmission?

Polling information for a cell cluster implicitly contains counting information (R2-072657)

Number of cells with positive polling feedback in a three-ring cell cluster with 37 cells for three different user densities



Polling is sufficient to determine user density

# Single-cell or multi-cell transmission?

Transmission mode depending on used resources (R2-072662)

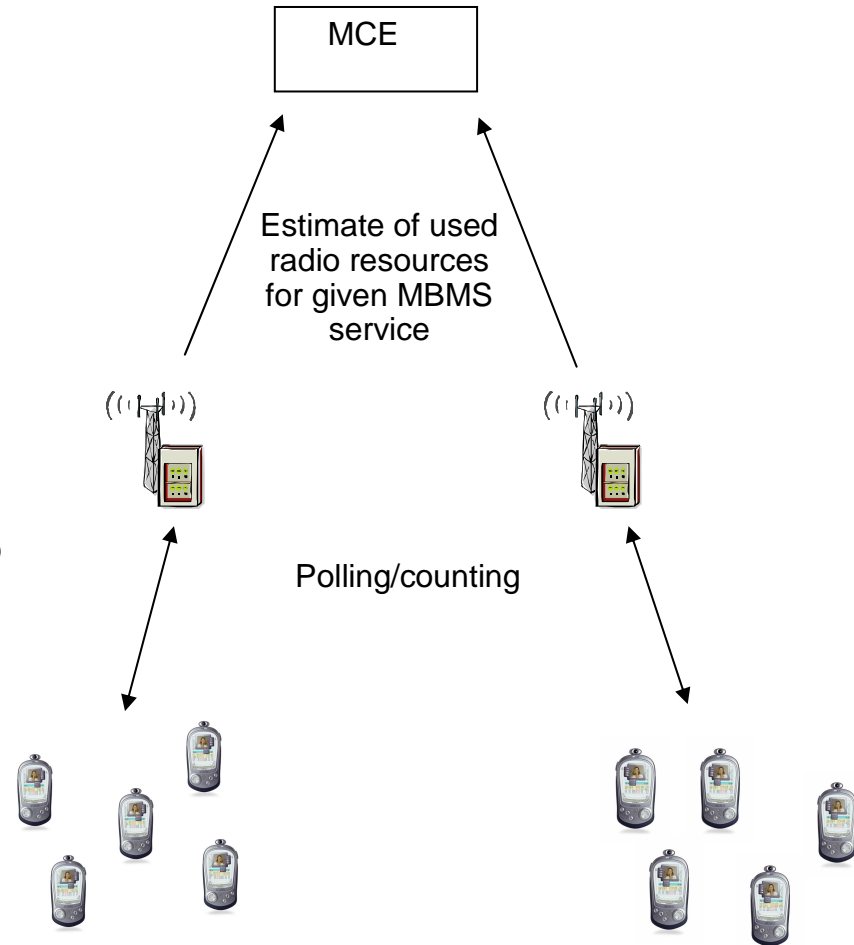
- Average user density could be the key criterion for the MCE which transmission mode to use

BUT

- Efficiency of radio resources should be the main focus!

→ It would be more suitable for an eNB to send an estimate of the achievable transmission efficiency instead of polling/counting information

- Measure could be e.g. used resource blocks per data quantity



MCE should be informed about used resources rather than polling/counting information.

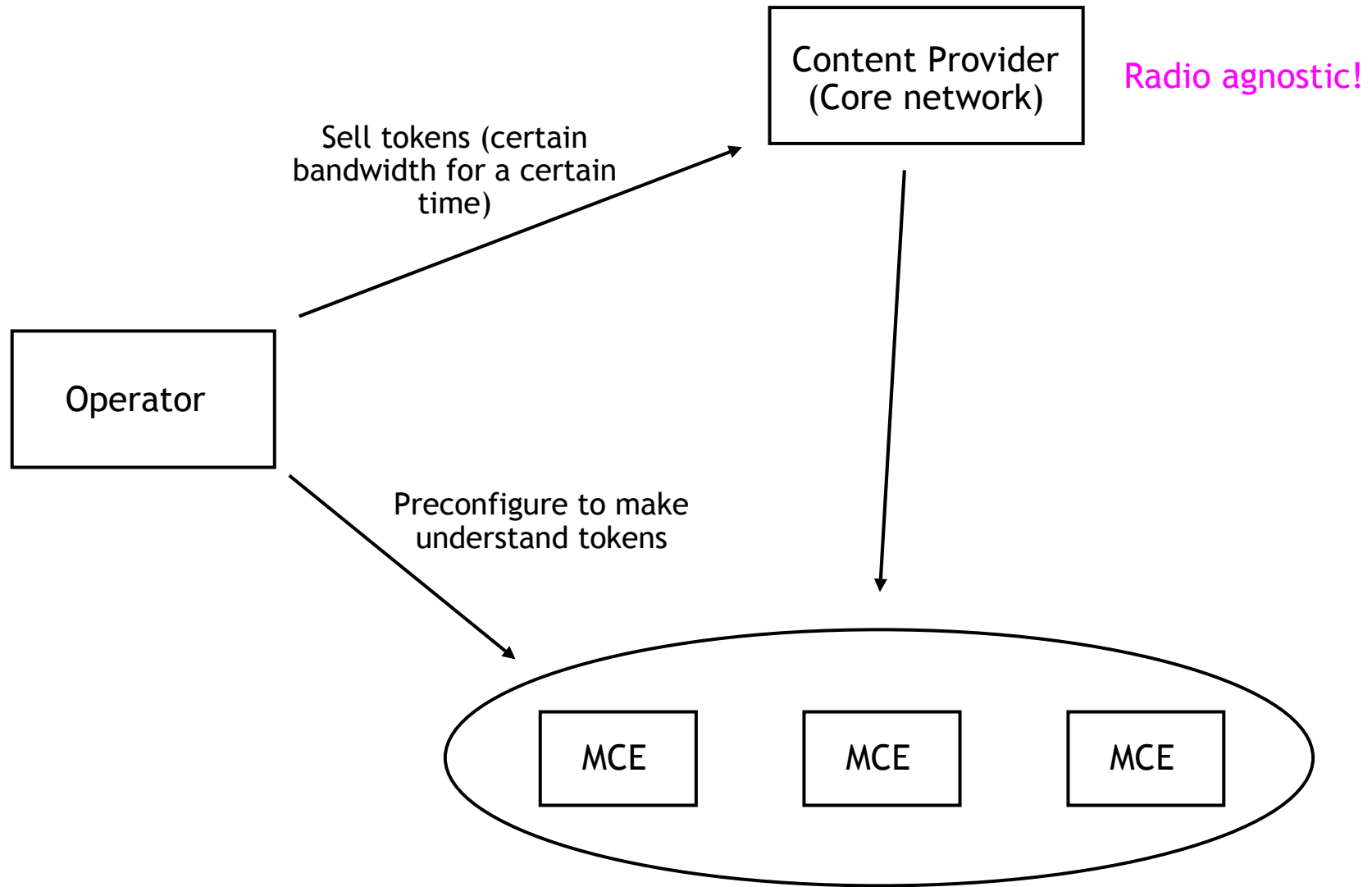


## Coordination of base stations in single frequency networks



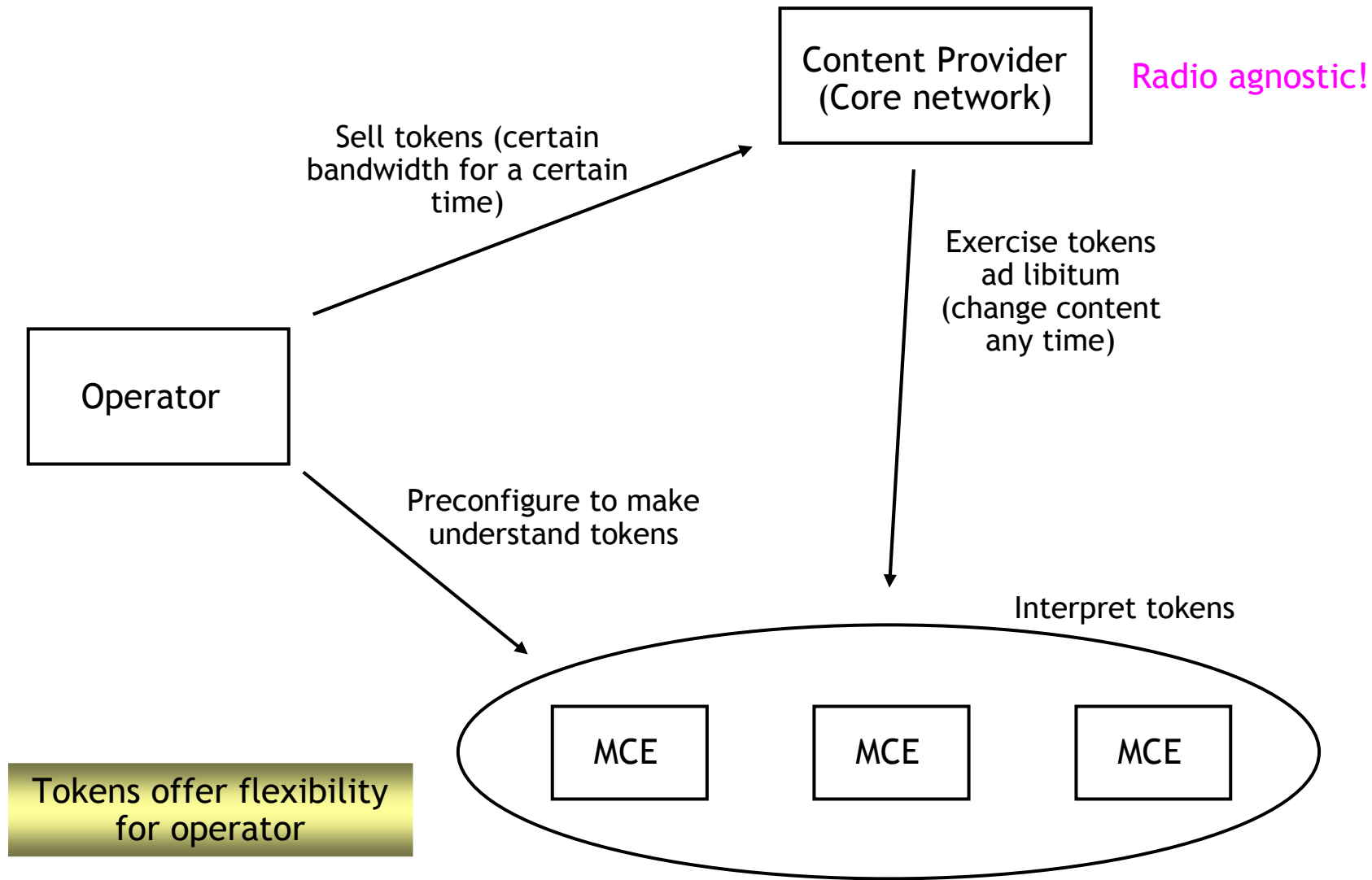
# Coordination of MCEs in the flat architecture

Coordination by the core network using tokens (R3-071452)



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Coordination by the core network using tokens (R3-071452)





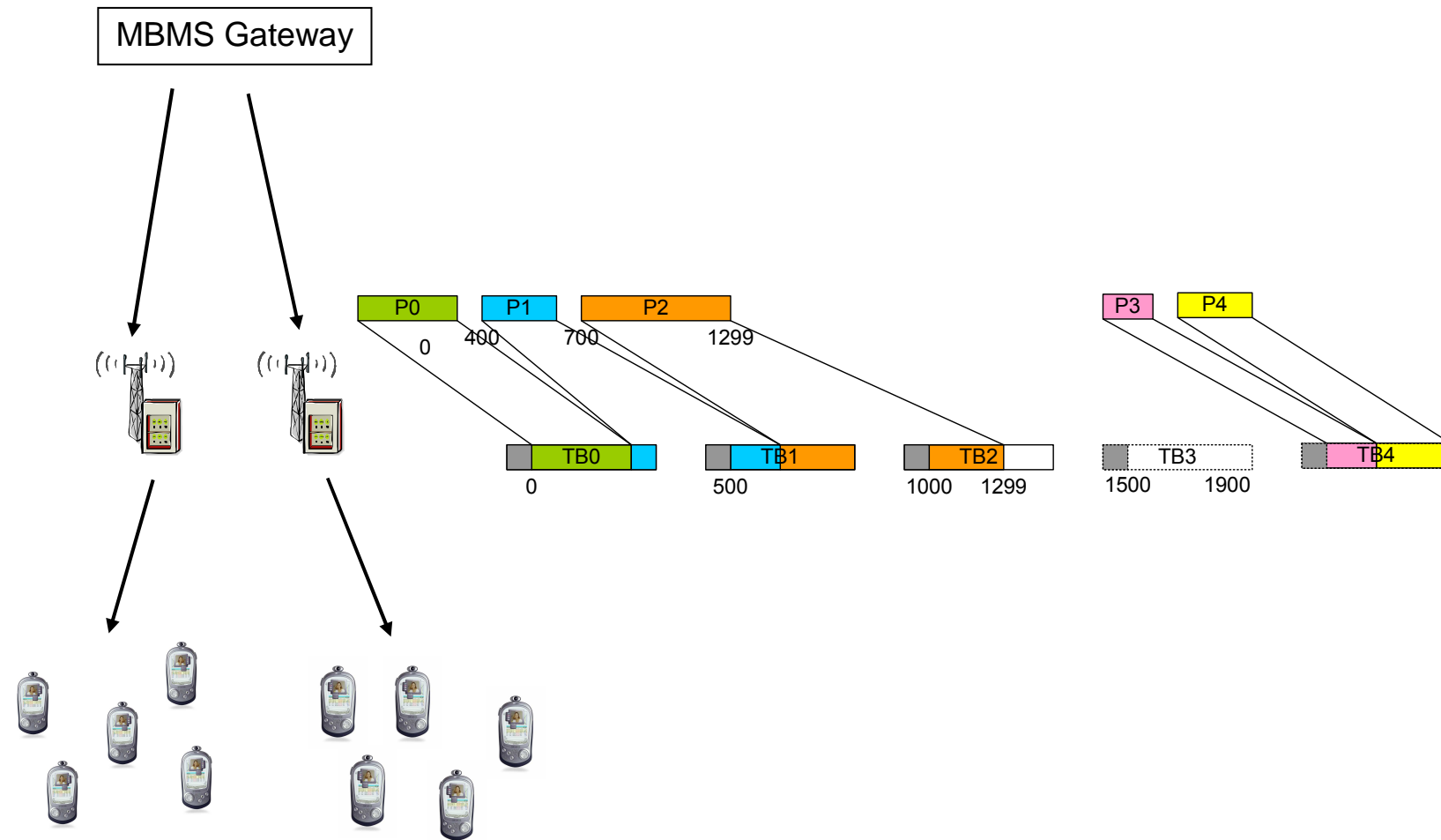


## Synchronization of content



# Synchronization of content

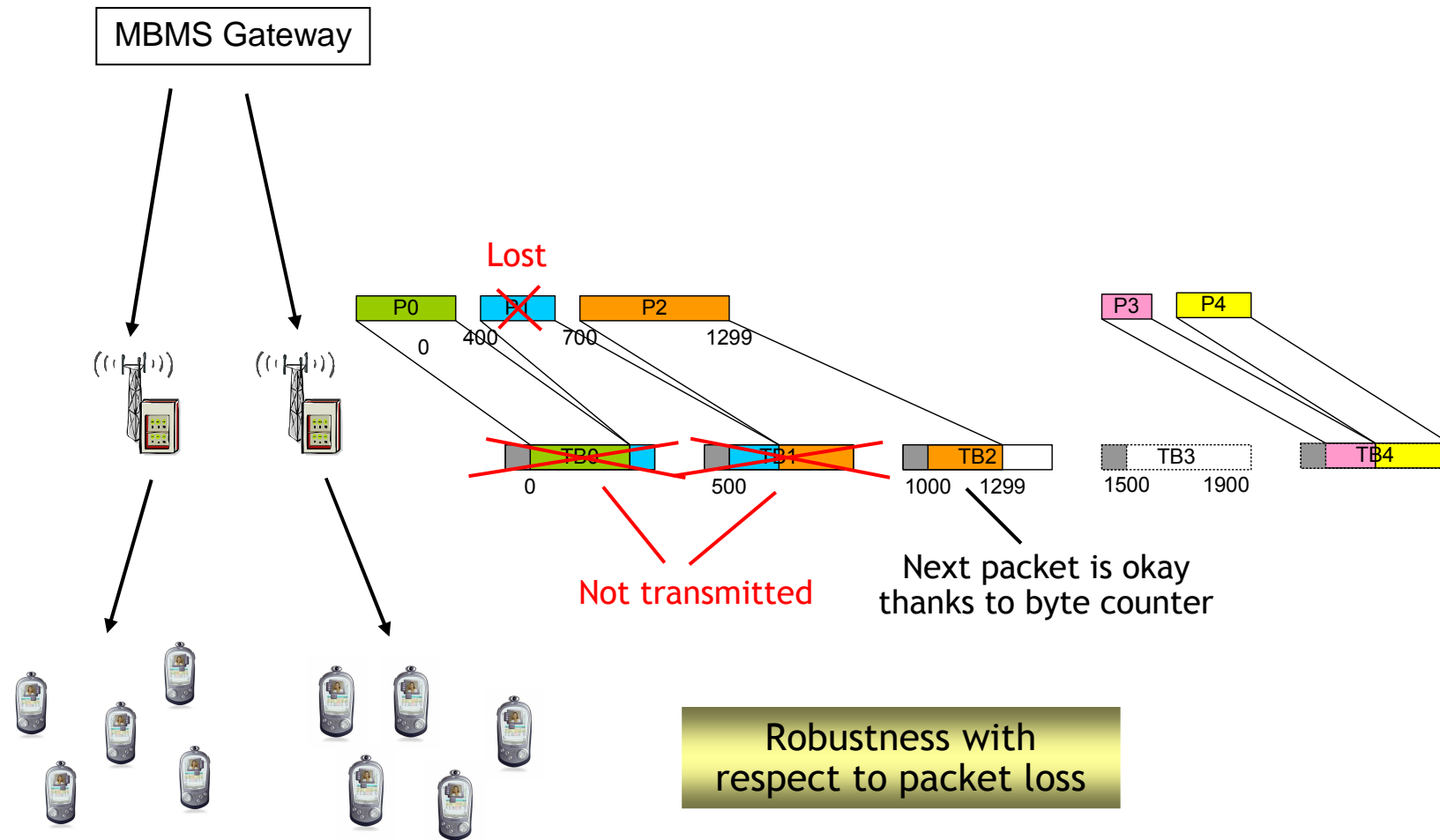
## Timing for radio frame transmission and detection of packet loss



Different packet size on radio interface

# Synchronization of content

## Timing for radio frame transmission and detection of packet loss



Synchronization utilizes time stamps, sequence numbers, and byte counters



Conclusion



## Conclusion

### Key challenges and key solutions

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- Single-cell or multi-cell transmission?
  - The user density is related to the efficiency of the transmission mode
  - Polling is sufficient to determine the user density
  - eNB provides the MCE with information it really needs: used resources for a service
- Coordination of base stations in single frequency networks
  - Token approach facilitates the setting of common rules for all MCEs
- Synchronization of content
  - Synchronization based on time stamps, packet sequence numbers, and byte counters

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