#### Developing Next-Generation Wireless using WARP: The Case of User Cooperation

Chris Hunter, Ashutosh Sabharwal {chunter,ashu}@rice.edu Rice University Patrick Murphy patrick@mangocomm.com Mango Communications

#### Outline

- WARP Overview
- Research Examples
- Case Study: User Cooperation
- Demonstration





Wireless Open-Access Research Platform

- Cross-layer design
  - Completely programmable, from PHY through networking
- Fast timescales and wide bandwidths
  - 40MHz bandwidth per radio
  - Turn-around-Times in ~20µsec





Wireless Open-Access Research Platform

- WARP refers to two things
  - The Hardware
  - The Support Packages









• All processing is local to the board (no host PC required)

XILINX"

• FPGA fabric to handle PHY processing

• PPC (inside FPGA) to handle MAC processing

- Up to 4 radio interfaces
  - MAX2829-based RF front-end (2.4/5GHz, 40MHz BW)
  - All frequency locked for MIMO applications
  - Slots can be used for other daughterboards











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## WARPLab rapid PHY prototyping

## WARPLab



## WARPLab

- One PC controls many WARP nodes
- MATLAB for signal processing
- Non-real-time processing



- WARP for wireless interfaces
- Real-time channel use

#### WARP real-time host-free processing

## **OFDM Reference Design**



#### WARPnet enables experiments with networks



#### **Controlled:** Node position, Tx Power, etc. **Uncontrolled:** Multipath fading, interference, etc.

# Was observed effect due to my controlled parameters or due to causes beyond my control?

**Controlled:** Node position, Tx Power, etc. **Uncontrolled:** Multipath fading, interference, etc.







#### Real-time Network Monitoring with WARPnet

## WARPLab WARP real-time WARPnet



#### **Examples: Directional Mobility**







#### **Examples: Directional Mobility**





3-5 dB link gain, higher with more antenna patches (Amiri, Zhong @ Mobicom 2010)

#### **Examples: Directional Mobility**



Video of Real-Time Directional Mobility Testbed

#### Examples: Full Duplex



### Examples: Full Duplex

- 2 WARP nodes, each with
  3 Radios (2 Tx + 1 Rx)
- I0 MHz OFDM
- Inter-node distance 10m.

- 80dB self-interference suppression
- 50-70% throughput gain
- Duarte & Sabharwal, 2010



























#### Examples: User Cooperation



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#### Initial Transmission



#### **Examples: User Cooperation** Initial Transmission **NACK** Transmission Header Header 🗸 **Payload** R R Header Payload S S D Header

## Examples: User Cooperation



On-demand:

only cooperates when retransmission would happen anyway



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- WARP hardware provides resources for next-generation wireless
- WARP platform support provides high-level access to resources
  - WARPLab for PHY prototyping
  - Real-time implementation for real-world timescales
  - WARPnet for network testing

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