Contents

An asterisk before a section indicates advanced material, see "how to use this book for self-study" in the Preface to the Third Edition.

Preface to the Third, Expanded and Completely Revised, Edition: From the Fundamentals to Beyond 5G **xxv**

Preface and Acknowledgements to the Second Edition **xxix**

Preface and Acknowledgements to the First Edition **xxx**

List of Abbreviations **xxxiii**

List of Symbols **xxxv**

About the Companion Website **xxxvii**

Part I Introduction **1**

1 Applications and Requirements of Wireless Services **3**
1.1 History 3
1.1.1 How It All Started *3*
1.1.2 The First Systems *4*
1.1.3 Analog Cellular Systems *4*
1.1.4 GSM and the Worldwide Cellular Revolution *5*
1.1.5 New Wireless Systems and the Burst of the Bubble *5*
1.1.6 Wireless Revival *6*
1.1.7 The Smartphone Revolution and the Internet of Thing *6*
1.2 Types of Services 7
1.2.1 Cellular Telephony *7*
1.2.2 Satellite and UAV Cellular Communications *8*
1.2.3 Trunking Radio *8*
1.2.4 Wireless LANs and Cordless Telephony *9*
1.2.5 Personal Area Networks *10*
1.2.6 Fixed Wireless Access *10*
1.2.7 Broadcast *11*
1.2.8 Ad Hoc Networks *11*
1.2.9 Internet of Things and Sensor Networks *12*
1.3 Requirements for the Services 12
1.3.1 Data Rate *12*
1.3.2 Range and Number of Users *13*
1.3.3 Mobility *13*
1.3.4 Energy Consumption *15*
1.3.5 Use of Spectrum *15*
1.3.6 Direction of Transmission *16*
1.3.7 Service Quality *16*
1.4 Economic and Social Aspects 17
1.4.1 Economic Requirements for Building Wireless Communications Systems *17*
1.4.2 The Market for Wireless Communications *17*
1.4.3 Behavioral Impact *18*
Exercises: Sec. 36.1 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 18

2 Technical Challenges of Wireless Communications 19
2.1 Broadcast Effect 19
2.2 Multi-path Propagation 19
2.2.1 Fading 21
2.2.2 Intersymbol Interference 22
2.3 Spectrum Limitations 23
2.3.1 Assigned Frequencies 23
2.3.2 Frequency Reuse in Regulated Spectrum 25
2.3.3 Frequency Reuse in Unregulated Spectrum 25
2.4 Limited Energy 25
2.5 User Mobility 26
Exercises: Sec. 36.2 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 26

3 Wireless System Design Overview 27
3.1 Noise-limited Systems and Link Budgets 27
3.1.1 Link Budget Assumptions 27
3.1.2 Noise Power, Path Gain, and Antenna Gain 27
3.1.3 Link Budget 30
3.1.4 More on Channels and Antennas 33
3.2 Digital Modulation and Receiver Signal Processing 34
3.2.1 Systems Without Signal Distortion 34
3.2.2 Systems with Signal Distortion 36
3.2.3 Systems with Multiple Antennas 38
3.3 Multi-user Systems 39
3.3.1 Separation of Users in a Cell 39
3.3.2 Interference-limited Systems 42
3.4 Summary 44
Exercises: Sec. 36.3 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 45

Part II Wireless Propagation Channels 47

4 Propagation Mechanisms 49
4.1 Free Space Attenuation 49
4.2 Reflection and Transmission 52
4.2.1 Snell's Law 52
**4.2.2 Reflection and Transmission for Layered Dielectric Structures 54*
4.2.3 The d^{-4} Power Law 56
4.3 Diffraction 57
4.3.1 Diffraction by a Single Screen or Wedge 57
**4.3.2 Diffraction by Multiple Screens 61*
4.4 Scattering by Rough Surfaces 64
4.4.1 The Kirchhoff Theory 65
**4.4.2 Perturbation Theory 65*
**4.4.3 Directional Characteristics of the Diffuse Radiation 66*
4.5 Waveguiding 66
*4.6 Atmospheric Absorption 67
4.7 Deterministic Channel Modeling 67
4.7.1 Ray Launching 68
4.7.2 Ray Tracing 69
**4.7.3 Geographical Databases 69*
**4.7.4 Achievable Accuracy 70*
**4.7.5 Machine Learning for Coverage Prediction 70*
*4.8 Appendices: App4.pdf at *www.wiley.com/go/molisch/wireless3e* 71
App. 4.A: Derivation of the d^{-4} Law 71
App. 4.B: Diffraction Coefficients for Diffraction by a Wedge or Cylinder 71
Further Reading 71
Exercises: Sec. 36.4 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 71

5 Statistical Description of the Wireless Channel 73
5.1 Introduction 73
5.2 The Time-Invariant Two-Path Model 74

5.3 The Time-Variant Two-Path Model 76
5.4 Small-Scale Fading Without a Dominant Component 77
5.4.1 A Computer Experiment 78
5.4.2 Mathematical Derivation of the Statistics of Amplitude and Phase 81
5.4.3 Properties of the Rayleigh Distribution 82
5.4.4 Fading Margin for Rayleigh-Fading 84
5.5 Small-Scale Fading with a Dominant Component 85
5.5.1 A Computer Experiment 85
5.5.2 Derivation of the Amplitude and Phase Distribution 86
**5.5.3 Nakagami Distribution* 88
5.6 Doppler Spectra and Statistics of Temporal Channel Variations 89
5.6.1 Temporal Variations for Moving UE 89
5.6.2 Temporal Variations in Fixed and Nomadic Wireless Systems 92
5.6.3 Generation of Fading 92
*5.7 Temporal Fading Characterization 92
5.7.1 Level Crossing Rate 92
5.7.2 Average Duration of Fades 93
5.7.3 Random Frequency Modulation 94
5.8 Large-Scale Fading 95
5.8.1 Large-Scale Fading Distribution 95
**5.8.2 Joint Small-Scale and Large-Scale Fading* 96
*5.9 Appendices: App5.pdf at *www.wiley.com/go/molisch/wireless3e* 99
App. 5.A: The Central Limit Theorem 99
App. 5.B: Derivation of the Rayleigh Distribution 99
App. 5.C: Derivation of the Level Crossing Rate 99
Further Reading 99
Exercises: Sec. 36.5 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 99

6 Wideband and Directional Channel Characterization 101
6.1 Introduction 101
6.2 The Causes of Delay Dispersion 102
6.2.1 The Two-Path Model 102
6.2.2 The General Case 103
6.3 System-Theoretic Description of Wireless Channels 105
6.3.1 Characterization of Deterministic Linear Time-Variant Systems 105
6.3.2 Stochastic System Functions 106
6.4 The WSSUS Model 108
6.4.1 Wide-Sense Stationarity 108
6.4.2 Uncorrelated Scatterers 108
6.4.3 WSSUS Assumption 109
6.4.4 Tapped Delay Line Models 109
6.4.5 Interpretation and Limits of the WSSUS Assumption 110
6.5 Condensed Parameters 110
6.5.1 Integrals of the Correlation Functions 111
6.5.2 Moments of the Power Delay Profile 111
6.5.3 Moments of the Doppler Spectra 112
6.5.4 Coherence Bandwidth and Coherence Time 112
**6.5.5 Window Parameters* 114
*6.6 Ultra Wideband Channels 115
6.6.1 UWB Signals with Large Relative Bandwidth 115
6.6.2 UWB Channels with Large Absolute Bandwidth 116
6.7 Directional Description 117
6.7.1 Basic Double-Directional Impulse Response 117
**6.7.2 Generalizations of the Double-Directional Impulse Response* 117
6.7.3 Stochastic Channel Description and Condensed Parameters 118
6.7.4 Connection to Conventional Impulse Response 120
**6.7.5 Direction-Dependent Condensed Parameters* 121
*6.8 Appendices: App6.pdf at *www.wiley.com/go/molisch/wireless3e* 121
App. 6A: Validity of WSSUS in Mobile Radio 121
App. 6B: Instantaneous Channel Parameters 121
Further Reading 121
Exercises: Sec. 36.6 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 122

7 Channel Models **123**
7.1 Narrowband Models 123
7.1.1 Definitions for Pathloss and Shadowing *123*
7.1.2 The Power-Distance Law *125*
7.1.3 Breakpoint Models *126*
7.1.4 Impact of Frequency, Transceiver Height, and Environment *127*
**7.1.5 Power Laws with Random Parameters* *128*
7.1.6 LOS Probability and Composite Models *129*
7.1.7 Shadowing *130*
7.1.8 Small-Scale Fading *131*
7.2 Delay Dispersion Models 132
7.2.1 Tapped Delay Line *132*
7.2.2 Clustered Models *133*
7.2.3 The Saleh–Valenzuela Model *133*
**7.2.4 Standardized Models* *134*
7.2.5 Typical Values for Delay Dispersion *134*
7.3 Angular Dispersion 135
7.3.1 Angular Dispersion at the BS *135*
7.3.2 Angular Dispersion at the UE *135*
7.4 Joint Dispersion Characteristics and Clustering 136
7.4.1 General Model Structure and Factorization *136*
7.4.2 Clustering *137*
**7.4.3 Physical Propagation Effects Impacting Clustering* *137*
7.4.4 Cluster Parameter Correlation *139*
**7.4.5 Modeling Hierarchies* *140*
7.5 Generalized Tapped-Delay Line Models 140
7.5.1 Fundamental Considerations *140*
**7.5.2 The 3GPP Model* *140*
7.5.3 MIMO Matrix Models *141*
**7.5.4 Diffuse Multi-Path* *141*
**7.5.5 Polarization* *142*
7.6 Geometry-Based Stochastic Channel Models 143
7.6.1 General Principle *143*
7.6.2 IO Distributions *143*
**7.6.3 Multi-Bounce Modeling* *144*
7.6.4 Modeling of Large-Scale Movement *144*
**7.6.5 Multi-Link Models* *145*
**7.6.6 COST 259/273/2100 Models* *146*
7.7 Semi-Deterministic Models 146
7.8 Blockage 148
7.8.1 Static Human Blockage *148*
7.8.2 Dynamic Blockage *148*
*7.9 Special Models 148
7.9.1 D2D and V2V Models *148*
7.9.2 Drone-to-Ground Channels *149*
7.9.3 Mm-wave and THz Channels *150*
7.9.4 Body Area Network Channels *151*
*7.10 Appendices: App7.pdf at *www.wiley.com/go/molisch/wireless3e* 151
App. 7.A: The Okumura-Hata Model 151
App. 7.B: The COST 231-Walfish-Ikegami Model 151
App. 7.C: The COST 207 GSM Model 151
App. 7.D: The 3GPP Spatial Channel Model 151
App. 7.E: The 802.15.4a UWB Channel Model 151
App. 7.F: The COST 259/273/2100 Channel Model 152
Further Reading 152
Exercises: Sec. 36.7 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 152

8 Antennas **153**
8.1 Introduction and Brief Characterization 153
8.1.1 Antennas as Part of a Wireless System *153*
8.1.2 Why Do Antennas Radiate *153*
**8.1.3 The Hertzian Dipole* *153*
**8.1.4 Field Regions* *156*

8.2 Characterization of Antennas 157
8.2.1 *Antenna Pattern, Directivity, and Beamwidth* *157*
8.2.2 *Equivalent Circuits, Antenna Efficiency, and Matching* *159*
8.2.3 *Bandwidth* *162*
8.2.4 *Polarization and Complex Antenna Patterns* *162*
8.3 Popular Antenna Types 165
8.3.1 *Monopole- and Dipole Antennas* *165*
**8.3.2* *Helical Antennas* *166*
8.3.3 *Microstrip Antennas* *167*
8.3.4 *PIFA-Antennas* *168*
8.3.5 *Multi-Band Antennas* *169*
8.3.6 *Horn Antennas* *169*
8.3.7 *Reflector Antennas, Yagi-Uda Antennas, and Switched Parasitic Antennas* *170*
8.3.8 *Lens Antennas* *171*
**8.3.9* *On-Chip Antennas* *172*
8.4 Antenna Arrays 173
8.4.1 *Data Model for Array* *173*
8.4.2 *Beam Pattern of Array Antennas* *175*
**8.4.3* *Mutual Coupling* *177*
8.5 Special Aspects of Antennas for BS and UE 177
8.5.1 *Antenna Mounting on the UE* *177*
8.5.2 *Effects of Objects in the Near-Field of the UE* *178*
8.5.3 *BS Antenna Types* *178*
**8.5.4* *Effect of Objects in the BS Near-Field* *180*
Further Reading 181
Exercises: Sec. 36.8 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 181

9 Channel Sounding 183
9.1 Introduction 183
9.1.1 *Requirements for Channel Sounding* *183*
9.1.2 *Generic Sounder Structure* *183*
**9.1.3* *Identifiability of Wireless Channels* *184*
9.1.4 *Influence on Measurement Data* *186*
9.2 Time-Domain Measurements 186
9.2.1 *Impulse Sounder* *187*
9.2.2 *Correlative Sounders* *187*
9.3 Frequency Domain Analysis 188
9.3.1 *Frequency Stepping and Vector Network Analyzers* *188*
9.3.2 *Chirping* *189*
9.3.3 *Multi-Tone Sounding* *189*
**9.4* Modified Measurement Methods 190
9.4.1 *Swept Time Delay Cross Correlator (STDCC)* *190*
9.4.2 *Inverse Filtering* *190*
9.4.3 *Averaging* *191*
9.4.4 *Synchronization* *192*
9.4.5 *Calibration* *192*
9.5 Directionally Resolved Measurements 192
9.5.1 *Data Acquisition* *192*
9.5.2 *Beamforming* *194*
**9.5.3* *High-Resolution Algorithms – General Aspects* *195*
**9.5.4* *Minimum Variance Method – Capon's Beamformer* *195*
**9.5.5* *High-Resolution Parameter Estimation – General Model* *197*
**9.5.6* *Serial Interference Cancellation – The CLEAN Algorithm* *197*
**9.5.7* *Iterative Maximum-Likelihood Estimation – SAGE Algorithm* *198*
**9.5.8* *Multiple Input Multiple Output Measurements* *200*
**9.6* Appendices: App9.pdf at *www.wiley.com/go/molisch/wireless3e* 201
App. 9.A: The ESPRIT Algorithm 201
App. 9.B: Guidelines for Evaluation of Channel Measurements 201
Further Reading 201
Exercises: Sec. 36.9 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 201

Part III Wireless Communication Over a Single Link **203**

10 Modulation Formats **205**
10.1 Introduction 205
10.1.1 Basic Principles *205*
10.1.2 Goals and Evaluation Criteria *205*
10.1.3 Baseband–Passband *206*
10.1.4 General Aspects of Bandwidth *207*
10.1.5 Signal-Space Diagram *207*
10.2 Pulse Amplitude Modulation 209
10.2.1 General Formulation *209*
10.2.2 Spectrum *209*
10.3 Widely Used PAM Modulation Formats 212
10.3.1 Binary Phase-Shift Keying (BPSK) *213*
10.3.2 Quadrature Phase-Shift Keying (QPSK) *214*
10.3.3 Higher-Order QAM *217*
10.3.4 Higher-Order Phase Modulation *218*
10.3.5 Differential BPSK *219*
**10.3.6 π/4-Differential QPSK* *219*
**10.3.7 Offset-QPSK* *220*
10.3.8 On-Off Keying (OOK) *223*
10.4 Multi-Pulse Modulation 223
10.4.1 Multi-Pulse Modulation *223*
10.4.2 Frequency Shift Keying *223*
10.4.3 Continuous-Phase Modulation *225*
**10.4.4 Minimum Shift Keying* *227*
**10.4.5 Demodulation of MSK* *229*
**10.4.6 Gaussian MSK* *230*
**10.4.7 Pulse Position Modulation* *231*
10.5 Summary of Spectral Efficiencies 233
*10.6 Appendix: App10.pdf at *www.wiley.com/go/molisch/wireless3e* 233
App. 10.A: Interpretation of MSK as OQPSK 233
Further Reading 233
Exercises: Sec. 36.10 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 233

11 Demodulation **235**
11.1 Demodulator Structure and Error Probability in Additive White Gaussian Noise Channels 235
11.1.1 Model for Channel and Noise *235*
11.1.2 Signal Space Diagram and Optimum Receivers *236*
11.1.3 Methods for the Computation of Error Probability *239*
11.2 Error Probability in Flat-Fading Channels 244
11.2.1 Average Error Probability – Classical Computation Method *244*
**11.2.2 Average Error Probability – Moment-Generating Function Method* *246*
11.2.3 Outage Probability versus Average Error Probability *249*
11.3 Error Probability in Delay- and Frequency-Dispersive Fading Channels 250
11.3.1 Physical Cause of Error Floors *250*
**11.3.2 Computation of the Error Floor Using the Group Delay Method* *254*
**11.3.3 General Fading Channels: The Quadratic Form Gaussian Variable Method* *255*
Further Reading 257
Exercises: Sec. 36.11 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 257

12 Diversity **259**
12.1 Introduction 259
12.1.1 Principle of Diversity *259*
12.1.2 Definition of the Correlation Coefficient *260*
12.2 Microdiversity 260
12.2.1 Spatial Diversity *261*
12.2.2 Temporal Diversity *263*
12.2.3 Frequency Diversity *264*
12.2.4 Angular Diversity *265*
12.2.5 Polarization Diversity *265*

12.3 Macrodiversity and Simulcast 266
12.4 Combination of Signals 267
*12.4.1 Selection Diversity 267
*12.4.2 Switched Diversity 269
12.4.3 Combining Diversity 269
12.5 Error Probability in Fading Channels with Diversity Reception 273
12.5.1 Error Probability in Flat-Fading Channels 274
*12.5.2 Error Probability in Frequency-Selective Fading Channels 275
*12.6 Appendix: App12.pdf at *www.wiley.com/go/molisch/wireless3e* 277
App. 12.A: Correlation Coefficient of Two Signals with Frequency Separation 277
Further Reading 277
Exercises: Sec. 36.12 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 278

13 Channel Coding and Information Theory 279
13.1 Fundamentals of Coding and Information Theory 279
13.1.1 History and Motivation of Coding 279
13.1.2 Fundamental Concepts of Information Theory 279
13.1.3 Channel Capacity 281
13.1.4 Power–Bandwidth Relationship 282
13.1.5 Impact of Code Length 283
13.1.6 Classification of Practical Codes 283
13.2 Block Codes 284
13.2.1 Introduction 284
13.2.2 Encoding 285
13.2.3 Decoding 286
13.2.4 Recognition and Correction of Errors 287
13.2.5 Concatenated Codes 288
13.3 Convolutional Codes 288
13.3.1 Principle of Convolutional Codes 288
13.3.2 Viterbi Decoder – Classical Representation 289
*13.3.3 Improvements of the Viterbi Algorithm 291
*13.3.4 The BCJR Algorithm 293
*13.4 Trellis Coded Modulation 297
13.4.1 Basic Principle 297
13.4.2 Set Partitioning 299
13.5 Bit Interleaved Coded Modulation (BICM) 301
*13.6 Turbo Codes 302
13.6.1 Introduction 302
13.6.2 Encoder 302
13.6.3 Turbo Decoder 303
*13.7 Low-Density Parity-Check Codes 306
13.7.1 Definition of Low-Density Parity-Check Codes 306
13.7.2 Encoding of Low-Density Parity-Check Codes 307
13.7.3 Decoding of Low-Density Parity-Check Codes 307
13.7.4 Performance Improvements 310
*13.8 Polar Codes 310
13.8.1 Introduction 310
13.8.2 Code Construction and Encoding Process 310
13.8.3 Decoding 312
*13.9 Comparison of Capacity-Approaching Codes 314
13.10 Coding for the Fading Channel 315
13.10.1 Interleaving 315
13.10.2 Block Codes and Convolutional Codes 317
13.10.3 Concatenated Codes 318
*13.10.4 Trellis Coded Modulation in Fading Channels 318
13.11 Information-Theoretic Performance Limits of Fading Channels 318
13.11.1 Ergodic Capacity vs. Outage Capacity 318
13.11.2 Capacity for Channel State Information at the Receiver (CSIR) Only 319
13.11.3 Capacity for CSIT and CSIR – Waterfilling 320
13.12 Automatic Repeat Request 320
Further Reading 321
Exercises: Sec. 36.13 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 322

14 Equalizers **323**
14.1 Introduction 323
14.1.1 Equalization in the Time Domain and Frequency Domain *323*
14.1.2 Modeling of Channel and Equalizer *324*
14.1.3 Channel Estimation *325*
14.2 Linear Equalizers 326
14.2.1 Zero-Forcing Equalizer *327*
14.2.2 The Mean Square Error Criterion *327*
**14.2.3 Adaptation Algorithms for Mean Square Error Equalizers* *329*
**14.2.4 Further Linear Structures* *330*
14.3 Decision Feedback Equalizers 331
14.3.1 MMSE Decision Feedback Equalizer *332*
14.3.2 Zero-Forcing Decision Feedback Equalizer *332*
14.4 Maximum Likelihood Sequence Estimation – Viterbi Detector 333
14.5 Comparison of Equalizer Structures 335
*14.6 Fractionally Spaced Equalizers 335
*14.7 Blind Equalizers 335
14.7.1 Introduction *335*
14.7.2 Constant Modulus Algorithm *336*
14.7.3 Blind Maximum Likelihood Estimation *336*
14.7.4 Algorithms Using Second- or Higher-Order Statistics *337*
14.7.5 Assessment *337*
14.7.6 Joint Equalization and Detection *337*
14.8 Predistortion at the Transmitter 337
*14.9 Appendices: App14.pdf at *www.wiley.com/go/molisch/wireless3e* 338
App. 14.A: Equivalence of Peak Distortion and Zero-Forcing Criterion 338
App. 14.B: Derivation of the Mean-Square Error Criterion 338
App. 14.C: The Recursive Least Squares Algorithm 338
Further Reading 338
Exercises: Sec. 36.14 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 338

15 Orthogonal Frequency Division Multiplexing (OFDM) **339**
15.1 Introduction 339
15.2 Principle of Orthogonal Frequency Division Multiplexing 339
15.3 Implementation of Transceivers 340
15.4 Frequency-Selective Channels 341
15.4.1 Cyclic Prefix *342*
15.4.2 Performance in Frequency-Selective Channels *343*
15.4.3 Coded Orthogonal Frequency Division Multiplexing *345*
15.5 Channel Estimation 345
15.5.1 Single-Shot Estimation with Pilot Symbol *346*
15.5.2 Estimation in Time-Variant Channels *348*
**15.5.3 Joint Channel Estimation and Data Detection* *350*
15.6 Peak-to-Average Power Ratio 350
15.6.1 Origin of the Peak-to-Average Power Ratio Problem *350*
**15.6.2 Peak-to-Average Ratio Reduction Techniques* *351*
15.7 Inter Carrier Interference 352
*15.8 Synchronization 355
15.8.1 Timing Synchronization *355*
15.8.2 Frequency Synchronization *357*
15.8.3 Uplink Synchronization *358*
15.9 Adaptive Power Allocation, Modulation, and Coding 359
15.9.1 Channel Quality Estimation *359*
15.9.2 Power Adaptation *359*
15.9.3 Adaptive Modulation and Coding *361*
*15.10 Generalizations of OFDM 362
15.10.1 General Framework – Gabor Systems *362*
15.10.2 Filters (Pulses) *363*
15.10.3 Lattices *364*
15.10.4 Dichotomy of Multi-Carrier Schemes *364*
15.10.5 Filtered Multitone (FMT) and UFMC *366*

15.10.6 *Generalized FDM* 366
15.10.7 *Staggered Multitone – FBMC/OQAM* 367
*15.11 Multi-Carrier Spread Spectrum 368
15.11.1 *MC-CDMA* 368
15.11.2 *DFT-Spread OFDM* 370
*15.12 Orthogonal Time Frequency Spreading (OTFS) 371
15.12.1 *Introduction* 371
15.12.2 *Mathematical Description* 371
15.12.3 *Implementation as Overlay* 373
15.12.4 *Diversity and Channel Gain* 373
Further Reading 374
Exercises: Sec. 36.15 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 374

16 Multiple Antenna Systems – SIMO, MISO, and MIMO 375
16.1 Diversity and Beamforming 375
16.1.1 *Motivation* 375
16.1.2 *System Model* 376
16.1.3 *Hardware Structures for SIMO and MISO* 379
16.1.4 *Algorithms for SIMO* 382
16.1.5 *Algorithms for MISO* 386
16.1.6 *Diversity and Beamforming in MIMO Systems* 388
16.1.7 *CSIT in TDD and FDD Systems* 389
16.2 Spatial Multiplexing 395
16.2.1 *Introduction* 395
16.2.2 *How does Spatial Multiplexing Work?* 396
16.2.3 *Capacity in Nonfading Channels* 397
*16.2.4 *Capacity in Flat-Fading Channels* 400
16.2.5 *Capacity Distributions in Flat-Fading Channels* 402
16.2.6 *Impact of the Channel* 403
*16.2.7 *Channel Estimation* 409
16.2.8 *Feedback for Spatial Multiplexing* 410
16.2.9 *Receiver Structures* 410
16.2.10 *Antenna Selection and Hybrid Beamforming* 416
*16.2.11 *MIMO Systems with Low-Resolution ADCs* 419
*16.2.12 *Space Time Coding for MIMO* 421
*16.2.13 *Spatial Modulation* 423
*16.2.14 *Intelligent Reflective Surfaces* 425
*16.2.15 *Orbital Angular Momenta* 426
Further Reading 430
Exercises: Sec. 36.16 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 430

17 Hardware Aspects 431
17.1 Introduction 431
17.1.1 *Motivation* 431
17.1.2 *Structure of RF Transceivers* 431
17.2 General Concepts 434
17.2.1 *Noise* 434
17.2.2 *Linearity and Dynamic Range* 435
17.2.3 *Matching* 437
*17.3 ADCs and DACs 438
17.3.1 *ADC* 438
17.3.2 *DAC* 440
*17.4 Amplifiers 440
17.4.1 *General Considerations* 440
17.4.2 *Power Amplifiers* 441
17.4.3 *Gain Control* 442
17.4.4 *Amplifier Matching* 443
*17.5 Filters, Power Dividers, and Phase Shifters 444
17.5.1 *Principles and Characteristics of Filters* 444
17.5.2 *Switches and Phase Shifters* 445
17.5.3 *Power Dividers, Circulators, and Directional Couplers* 446

*17.6 Oscillators 447
*17.6.1 Feedback Oscillators 448
*17.6.2 Resonators for Oscillators 449
*17.6.3 PLL 449
*17.6.4 Phase Noise 451
*17.7 Mixers and Frequency Conversion 453
17.8 Transceiver Structures 453
17.8.1 Up/Downconversion 453
17.8.2 Image Rejection and Multi-Stage Conversion 454
17.8.3 Sampling and Digitization 456
17.9 Spectrum Masks 456
*17.10 Full Duplex 457
*17.11 Appendices: App17.pdf at *www.wiley.com/go/molisch/wireless3e* 459
App. 17.A: Two-port Network and S-parameters 459
App. 17.B: Matching 459
Further Reading 459
Exercises: Sec. 36.22 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 459

Part IV Wireless Communication with Multiple Users 461

18 Multiple Access 463
18.1 Introduction 463
*18.2 Performance Limits for Multiple Access 464
*18.2.1 Downlink 464
*18.2.2 Uplink 466
18.3 Contention-Free Multiple Access 467
18.3.1 Frequency Division Multiple Access (FDMA) 467
18.3.2 Time Division Multiple Access (TDMA) 468
18.3.3 OFDMA 470
18.4 Contention Multiple Access 471
18.4.1 ALOHA 472
18.4.2 Carrier Sense Multiple Access (CSMA) 473
*18.4.3 Conflict Resolution Algorithms – Random Backoff 474
*18.4.4 Conflict Resolution Algorithms – Splitting Algorithms 476
*18.4.5 Multi-Channel Transmission 477
*18.4.6 Reservation Mechanisms 478
18.4.7 Comparison of the Methods 479
18.5 Duplexing 479
18.5.1 FDD and TDD 479
18.5.2 Full-Duplex Systems 480
18.6 Broadcast and Multi-Cast 481
Further Reading 481
Exercises: Sec. 36.18 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 481

19 Spread Spectrum Systems 483
19.1 Frequency Hopping Multiple Access (FHMA) 483
19.1.1 Principle of Frequency Hopping – Single User Case 483
19.1.2 Frequency Hopping for Multiple Access (FHMA) 484
19.2 Direct Sequence Spread Spectrum – Single-User Case 485
19.2.1 Basic Principle 485
*19.2.2 Error Probability and SINR 487
19.2.3 Effects of Multi-Path Propagation 487
*19.2.4 Synchronization 490
19.3 Code-Division-Multiple-Access Systems 490
19.3.1 Principle of Code Division Multiple Access 490
19.3.2 Spreading Codes for Multiple Access 492
19.3.3 Power Control 495
*19.3.4 Methods for Capacity Increases 496
*19.3.5 Combination with Other Multi-Access Methods 496

*19.4 Time Hopping Impulse Radio 496
*19.4.1 Simple Impulse Radio 496
*19.4.2 Time Hopping 497
*19.4.3 Impulse Radio in Delay-Dispersive Channels 498
Further Reading 499
Exercises: Sec. 36.19 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 500

20 Resource Allocation: Scheduling, Power Control, and Admission Control 501
20.1 Rate and Latency Requirements for Different Kinds of Traffic 501
20.1.1 Speech, Video, and Data 501
20.1.2 Traffic Characteristics 502
20.1.3 Optimization Goals 503
20.1.4 Network Utility Function 504
20.1.5 Power Control 505
20.2 Dichotomy of Resource Allocation 505
20.3 Resource Allocation in OFDMA with Infinite Backlog 506
20.3.1 Network Utility Maximization in Nonselective Channels 506
20.3.2 Network Utility Maximization in Selective Channels 508
20.3.3 Network Utility Maximization with Power Control 511
*20.4 Resource Allocation in CDMA with Infinite Backlog 512
*20.5 Scheduling with Random Data Arrivals 513
20.5.1 Queue Definitions 513
20.5.2 Rate Stability and Stationary Randomized Policies 514
20.5.3 Dynamic Scheduling 515
20.5.4 Scheduling of Short Files 518
20.6 Multi-Channel Systems and Admission Control 518
20.6.1 System Model for Speech Communications 519
20.6.2 Call Blocking – The Erlang B Model 519
20.6.3 Call Waiting – The Erlang C Model 522
20.6.4 Applications to Data Transmission 523
20.6.5 Admission Control 524
20.7 Machine Learning for Resource Allocation 524
Further Reading 525
Exercises: Sec. 36.20 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 525

21 Principles of Cellular Networks 527
21.1 Frequency Reuse 527
21.2 Cell Planning with Symmetric BS Deployment 528
21.2.1 Cell Planning with Hexagonal Cells 528
*21.2.2 Spectral Efficiency for the Downlink 530
*21.2.3 Spectral Efficiency for the Uplink 532
*21.2.4 Considerations for TDD Systems 533
21.3 Inter-Cell Interference Reduction 533
21.3.1 Taxonomy of Inter-Cell Interference Reduction Techniques 533
21.3.2 Fractional Frequency Reuse (FFR) 534
21.3.3 Cell Breathing and BS Sleeping 536
21.3.4 Dynamic Inter-Cell Interference Coordination (ICIC) 536
21.4 Cell Planning with Irregular Deployment 539
21.4.1 Motivations for Irregular Deployment 539
*21.4.2 Random Point Processes 539
*21.4.3 Received Signal Power from a Homogeneous PPP 542
*21.4.4 Performance in Random Deployment – Downlink 544
*21.4.5 Performance in Random Deployment – Uplink 545
21.5 CDMA-Based Cellular Systems 547
21.5.1 Uplink 547
21.5.2 Downlink 548
21.6 Handover 549
21.6.1 Hard Handover 549
21.6.2 Soft Handover 550

21.7 Heterogeneous Networks 550
21.7.1 Motivation for Heterogeneous Networks 550
21.7.2 Types of Heterogeneous Networks 551
21.7.3 Interference and Cell Association 552
21.7.4 Self-Organizing Networks 554
21.7.5 Economic Aspects of Femtocells 554
21.8 Backhaul 555
21.9 Other Methods for Increasing Capacity 555
Further Reading 556
Exercises: Sec. 36.21 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 556

22 Multiple Antennas for Multi-User Systems – MU-MIMO, Massive MIMO, and CoMP 557
22.1 Introduction and Intuition 557
22.2 System Model 559
22.3 Performance Limits 562
22.3.1 Uplink 562
22.3.2 Downlink 564
22.4 Linear Processing for Uplink 565
22.4.1 Processing for Single-Antenna UEs 565
**22.4.2 Processing for Multi-Antenna UEs 566*
22.5 Linear Processing for the Downlink 567
22.5.1 Processing for Single-Antenna UEs 567
**22.5.2 Processing for Multi-Antenna UEs 569*
22.6 Beamforming Based on Second-Order Statistics 573
22.7 Channel Estimation and Feedback 574
22.8 Scheduling for MU-MIMO 575
22.8.1 Single-Cell with One UE at a Time – Random Beamforming 576
22.8.2 Multi-cell with One UE at a Time 577
22.8.3 Single-Cell with Multiple UEs at a Time 577
22.8.4 MU-MIMO Inter-Cell Interference Coordination 578
22.8.5 General Scheduling Considerations 579
22.9 Massive MIMO Theory 579
22.9.1 Basic Performance 580
22.9.2 Single-Cell Massive MIMO with Perfect CSI 581
**22.9.3 Single-Cell Massive MIMO with Noisy CSI 583*
**22.9.4 Inter-Cell Interference and Pilot Contamination 586*
**22.9.5 Pilot Contamination Countermeasures 588*
22.10 Massive MIMO Implementation Aspects 589
22.10.1 Antenna Configurations and Propagation Channels 589
22.10.2 Hybrid Beamforming Transceivers 591
**22.10.3 Implementation Aspects – Load Modulators 594*
**22.10.4 Low-Resolution ADCs 595*
22.11 Base Station Cooperation and Distributed Antenna Systems 596
22.11.1 Principle of Capacity Increase 596
22.11.2 Single-Cell MIMO versus CoMP-JP 598
22.11.3 Challenges Related to Channel Information Acquisition 598
22.11.4 Imperfect Backhaul 600
22.11.5 Cell-Free MIMO 601
*22.12 Appendix: App22.pdf at *www.wiley.com/go/molisch/wireless3e* 604
App. 22.A: Smart Antennas for CDMA 604
Further Reading 604
Exercises: Sec. 36.22 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 604

23 Ad hoc Networks, Device-to-Device Communications, and Mesh Networks 605
23.1 Introduction and Motivation 605
23.2 Applications 606
23.2.1 Sensor Networks 606
23.2.2 Health Care Applications and Body Area Networks 606
23.2.3 Gaming and Communication in Social Networks 606
23.2.4 Emergency Communications 606
23.2.5 Distributed Storage Systems 606

*23.2.6 Video Distribution 607
*23.2.7 Vehicular Communications 607
23.3 Node Types and Hierarchical Structure 607
*23.4 Neighbor Discovery and Channel Estimation 608
*23.4.1 General Considerations 608
*23.4.2 Randomized Protocols 608
*23.4.3 Deterministic Protocols 609
*23.4.4 Channel State Information Acquisition 611
23.5 Scheduling of Single-Hop Transmissions 612
*23.5.1 Problem Formulation 612
*23.5.2 FlashLinQ 613
*23.5.3 ITLinQ 613
*23.5.4 CSMA, TDMA, and ALOHA 614
23.6 Routing and Resource Allocation for Multi-Hop Networks 614
*23.6.1 Overview 614
*23.6.2 Mathematical Preliminaries 616
*23.6.3 Goals and Classifications of Routing Protocols 617
*23.6.4 Source Routing 618
*23.6.5 Link-State-Based Routing 618
*23.6.6 Distance-Vector Routing 619
*23.6.7 Geography-Based Routing 619
*23.6.8 Hierarchical Routing 620
*23.6.9 Impact of Node Mobility 621
*23.6.10 Data-Driven Routing 621
*23.6.11 Power Allocation Strategies 622
*23.6.12 Joint Scheduling and Routing for Multi-Hop Transmission 622
*23.7 Routing and Resource Allocation in Collaborative Networks 624
*23.7.1 Edge-Disjoint Routing and Anypath Routing 624
*23.7.2 Routing with Energy Accumulation 626
*23.7.3 Information Accumulation 626
*23.7.4 Other Collaborative Routing Problems 627
*23.7.5 Broadcasting in Ad hoc Networks 628
23.8 Scaling Laws 628
*23.8.1 Definitions and Assumptions 628
*23.8.2 Throughput Capacity of Random Networks 629
*23.8.3 Throughput Laws with Cooperation 629
23.9 Energy Management 630
*23.9.1 Optimization Goals 630
*23.9.2 Processes Influencing Energy Consumption 630
*23.9.3 Methods for Reducing Energy Consumption 631
23.10 Cellular vs. D2D Mode in Hybrid Networks 632
23.11 Mesh Networks 632
Further Reading 634
Exercises: Sec. 36.23 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 634

***Part V Advanced Transmission Techniques and Special Features 635**

24 Speech Coding 637
Gernot Kubin
24.1 Introduction 637
24.1.1 Speech Telephony as Conversational Multi-Media Service 637
24.1.2 Source-Coding Basics 637
24.1.3 Speech Coder Designs 638
24.2 The Sound of Speech 639
24.2.1 Speech Production 639
24.2.2 Speech Acoustics 639
24.2.3 Speech Perception 641
24.3 Stochastic Models for Speech 642
24.3.1 Short-Time Stationary Modeling 642

24.3.2 Linear Predictive voCoder (LPC) 643
24.3.3 Sinusoidal Modeling 644
24.3.4 Harmonic + Noise Modeling 645
24.3.5 Cyclostationary Modeling 645
24.4 Quantization and Coding 645
24.4.1 Scalar Quantization 645
24.4.2 Vector Quantization 646
24.4.3 Noise Shaping in Predictive Coding 648
24.4.4 Analysis by Synthesis 649
24.4.5 Joint Source Channel Coding 651
24.5 From Speech Transmission to Acoustic Telepresence 651
24.5.1 Voice Activity Detection 651
24.5.2 Receiver End Enhancements 652
24.5.3 Acoustic Echo and Noise 652
24.5.4 Service Augmentation for Telepresence 652
Further Reading 653
Exercises: Sec. 36.24 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 653

25 Video Coding **655**
Anthony Vetro
25.1 Introduction 655
25.1.1 Digital Video Representation and Formats 655
25.1.2 Video Coding Architecture 656
25.2 Transform and Quantization 657
25.2.1 Discrete Cosine Transform 657
25.2.2 Scalar Quantization 658
25.3 Prediction 659
25.3.1 Intraframe Prediction 659
25.3.2 Interframe Prediction 660
25.4 Entropy Coding 661
25.4.1 Huffman Coding 661
25.4.2 Arithmetic Coding 662
25.5 Video Coding Standards 662
25.6 Video Coding Extensions 665
25.6.1 Scalable Video Coding 665
25.6.2 Multiview Video Coding 667
25.6.3 360° Video Coding 667
25.6.4 Screen Content Coding 668
25.7 Error Control 668
25.7.1 Transport Layer Mechanisms 669
25.7.2 Error-Resilient Encoding of Video 669
25.7.3 Error Concealment at the Decoder 671
25.8 Video Streaming 671
25.8.1 Networking Protocols 671
25.8.2 Dynamic Adaptive Streaming over HTTP 672
Further Reading 673
Exercises: Sec. 36.25 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 673

26 Cognitive Radio **675**
26.1 Types of Cognitive Radio 675
26.1.1 Dynamic Spectrum Access 675
26.1.2 Overlay and Underlay 677
26.1.3 System Co-design 677
26.2 Cognitive Transceiver Architecture 678
26.3 Principles of Interweaving 679
26.4 Spectrum Sensing 679
26.4.1 Spectrum Sensing in a Hierarchical System 679
26.4.2 Types of Detectors 680
26.4.3 Multi-Node Detection 681
26.4.4 Cognitive Pilots 682

26.5 Spectrum Management 683
26.5.1 Spectrum Opportunity Tracking 683
26.5.2 Machine Learning for Spectrum Sensing and Tracking 683
26.5.3 Privacy and Security Considerations 683
26.6 Spectrum Sharing 683
26.6.1 Introduction 683
26.6.2 Noncooperative Games 684
26.6.3 Games with Partial Coordination 684
26.6.4 Centralized Solutions 685
26.6.5 Spectrum Sharing in Open Access Systems 686
26.7 Overlay 686
26.8 Underlay Hierarchical Access – Ultra Wide Bandwidth System Communications 687
26.8.1 Frequency Regulations and Transmit Power Constraints of UWB Signals 687
26.8.2 Methods of UWB Signal Generation 688
26.8.3 Further Advantages of UWB Transmission 690
26.8.4 UWB Dynamic Spectrum Access 690
Further Reading 690
Exercises: Sec. 36.26 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 690

27 Relaying, Cooperative Communications, and Network Coding 691
27.1 Introduction and Motivation 691
27.1.1 Principle of Relaying 691
27.2 Fundamentals of Relaying 692
27.2.1 Fundamental Protocols 692
27.2.2 Decode-and-Forward 694
27.2.3 Amplify-and-Forward 695
27.2.4 Compress-and-Forward 696
27.3 Relaying with Multiple, Parallel Relays 696
27.3.1 Relay Selection 697
27.3.2 Distributed Beamforming 698
27.3.3 Transmission on Orthogonal Channels 699
27.3.4 Distributed Space–Time Coding 700
**27.3.5 Coded Cooperation 700*
**27.3.6 Fountain Codes 702*
27.4 Applications 703
27.5 Network Coding 704
27.5.1 Network Coding Without Broadcast Effect 704
27.5.2 Theoretical Performance 706
27.5.3 Network Coding With Broadcast Effect 707
Further Reading 709
Exercises: Sec. 36.27 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 710

28 Advanced Interference Processing: Multi-User Detection, Nonorthogonal Multiple Access, and Interference Alignment 711
28.1 Introduction and Motivation 711
28.2 Multi-User Detectors 711
28.2.1 Basic Idea of Multi-User Detection 711
28.2.2 Assumptions 712
28.2.3 Linear Multi-User Detectors 712
28.2.4 Nonlinear Multi-user Detectors 713
28.3 NOMA in the Power Domain 715
28.3.1 Basic Principle 715
28.3.2 Downlink Rate Analysis 716
28.3.3 Uplink Rate Analysis 717
28.3.4 MIMO–NOMA 718
28.3.5 Implementation Aspects 719
**28.4 NOMA in the Code Domain 721
28.4.1 Low-Density Spreading (LDS) CDMA 721
28.4.2 Low-Density Spreading OFDM 722
28.4.3 Sparse Code Multiple Access (SCMA) 722

*28.4.4 Multi-User Shared Access (MUSA) 722
*28.4.5 Pattern Division Multiple Access (PDMA) 722
28.5 Interference Alignment 723
*28.5.1 Principle 723
*28.5.2 Signal-Space Interference Alignment with Full CSIT 724
*28.5.3 Blind Interference Alignment 725
*28.5.4 Ergodic Interference Alignment 726
**28.5.5 Interference Alignment in Static Channels 726
**28.5.6 Interference Alignment in Partially Connected Networks 727
Further Reading 728
Exercises: Sec. 36.28 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 728

29 Localization 729
29.1 Introduction and Motivation 729
29.2 Principles of TOA/TDOA 730
*29.2.1 Determination of the Runtime 730
*29.2.2 Determination of the Location 736
*29.2.3 Cramer–Rao Lower Bound (CRLB) 740
*29.2.4 Soft Information 741
29.3 NLOS Detection, Mitigation, and Exploitation 741
*29.3.1 NLOS Detection 742
**29.3.2 NLOS Mitigation 743
*29.3.3 Multi-Path Exploitation 743
29.4 Direction-Of-Arrival (DoA) 744
29.5 RSSI and Fingerprinting 745
*29.5.1 RSSI-Based Range Estimation 745
*29.5.2 Fingerprinting 746
29.6 Global Positioning System (GPS) 747
*29.6.1 History and Types of System 747
*29.6.2 System Structure 748
**29.6.3 Signal Structure 748
*29.6.4 Localization Methods and Accuracy Enhancements 751
*29.6.5 Alternative Systems 751
29.7 Localization in Cellular Systems 751
*29.7.1 Introduction 751
*29.7.2 Cell ID 752
*29.7.3 OTDOA 752
*29.7.4 UTDOA 753
*29.7.5 Wi-Fi, UWB, and Bluetooth 753
29.8 Radio Frequency Identification (RFID) 754
*29.8.1 History 754
*29.8.2 Operating Principle 754
*29.8.3 Localization Using RFID 755
**29.9 Cooperative Localization 755
*29.9.1 Intuitive Picture 755
*29.9.2 Fundamental Limits 756
*29.9.3 Algorithms 757
**29.10 Tracking 757
*29.10.1 Motivation for Tracking 757
*29.10.2 Linear Kalman Filters 757
*29.10.3 Extended Kalman Filters 759
*29.10.4 Accuracy Improvements of Kalman Filters 760
**29.11 Machine Learning for Localization 761
*29.11.1 Types of ML Problems 761
*29.11.2 Supervised Learning 762
*29.11.3 Training and Preprocessing 763
*29.11.4 Other Learning Solutions 764
Further Reading 764
Exercises: Sec. 36.29 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 764

*Part VI System Design and Standardization 765

30 System Design and Standardization 767
30.1 From Components to Systems 767
30.1.1 Backbone, Core Network, and Gateways 767
30.1.2 System Synchronization, Joining of Users, and Mobility Management 767
30.1.3 Payload Data and Control Information 768
30.2 Motivation and Operation of Standards 769
30.2.1 What Is a Standard? 769
*30.2.2 Reading Standards Documents 770
30.2.3 Advantages and Drawback of Standards Versus Proprietary Solutions 770
30.2.4 The Role of ITU and National Organization 771
30.2.5 3GPP and the Cellular Development 772
30.2.6 IEEE and Its Standards 772
30.2.7 The Creation of a Standard 773
30.3 Some Important Standards 773
30.3.1 Cellular Standards 774
30.3.2 WLAN Standard 775
30.3.3 Personal Area Networks and Internet of Things (IoT) Standards 775
*30.4 Appendices: App30.pdf at *www.wiley.com/go/molisch/wireless3e* 775
App. 30.A: 2G Cellular - GSM 775
App. 30.B: 3G Cellular - WCDMA/UMTS 775
App. 30.C: Cordless Telephony - DECT 776
Exercises: Sec. 36.30 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 776

31 4G Cellular – 3GPP Long-Term Evolution (LTE) 777
31.1 Introduction 777
31.1.1 History 777
31.1.2 Goals and Applications 777
31.2 System Overview 778
31.2.1 Network Structure 779
31.2.2 Protocol Structure 780
31.2.3 PHY and MAC Layer Overview 781
31.2.4 Frequency Bands and Device Classes 782
31.3 Physical Layer 784
31.3.1 Overview of the Transmission Steps 784
31.3.2 Coding 784
31.3.3 Modulation 787
31.3.4 Mapping of Modulation Symbols to Time/Frequency Resources 788
31.3.5 Pilots or Reference Signals 791
31.3.6 Multiple-Antenna Techniques 795
31.3.7 Feedback for Adaptive Modulation and Beamforming 798
31.4 Logical and Physical Channels 799
31.4.1 Channel Definitions and Mapping 799
31.4.2 Synchronization Signals 800
31.4.3 Broadcast Channel 801
31.4.4 General Aspects of Control Channels Associated with a DL-SCH 801
31.4.5 Physical Control Format Indicator CHannel 802
31.4.6 Physical HARQ Indicator CHannel 802
31.4.7 Physical Downlink Control CHannel 802
31.4.8 Physical Random Access CHannel 805
31.4.9 General Aspects of Control Signals Associated with PUSCH 805
31.4.10 PUCCH 805
31.4.11 PUSCH 806
31.5 Physical Layer Procedures 807
31.5.1 Establishing a Connection 807
31.5.2 Retransmissions and Reliability 808
31.5.3 Scheduling 809
31.5.4 Power Control 810
31.5.5 Handover 810

*31.6 Carrier Aggregation and License-Assisted Access 811
*31.6.1 Carrier Aggregation 811
*31.6.2 License-Assisted Access 811
*31.7 CoMP, Dual Connectivity, and Hetnet Support 812
*31.7.1 Intercell Interference Coordination 812
*31.7.2 Multi-Point Coordination/Transmission 813
*31.7.3 Dual Connectivity 813
*31.7.4 Implementation of Heterogeneous Networks 814
*31.8 Relaying 814
*31.8.1 General Architecture 814
*31.8.2 Frame Structure and Timing 815
*31.8.3 HARQ 815
*31.9 LTE for Machine-Type Applications 815
*31.9.1 General Principles 815
*31.9.2 Enhanced Machine-Type Communications 816
*31.9.3 Narrowband IoT 816
*31.10 Device-to-Device Communications – Sidelink 817
*31.10.1 Motivation, Architecture, and Channel Structure 817
*31.10.2 Synchronization 818
*31.10.3 Discovery 819
*31.10.4 Communications 819
Glossary for LTE 820
Further Reading 822
Exercises: Sec. 36.31 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 822

32 5G Cellular – 3GPP New Radio (NR) 823
32.1 Introduction 823
32.1.1 History 823
32.1.2 Goals and Applications 823
32.2 System Overview 825
32.2.1 Network Structure 825
32.2.2 Protocol Structure 827
32.2.3 PHY and MAC Layer Overview 828
32.2.4 Frequency Bands and Spectrum Flexibility 829
32.3 Physical Layer 830
32.3.1 Overview of the Transmission Steps 830
32.3.2 Coding and Scrambling 830
32.3.3 Modulation 832
32.3.4 Mapping of Modulation Symbols to Time/Frequency Resources 832
32.3.5 Pilots or Reference Signals 835
32.3.6 Multiple-Antenna Techniques 839
32.3.7 Beam Management 841
32.4 Physical and Logical Channels 843
32.4.1 Mapping of Data onto Logical Channels 843
32.4.2 Synchronization Signals 844
32.4.3 Broadcast CHannel 845
32.4.4 General Aspects of Control Channels Associated with a DL-SCH 846
32.4.5 Physical Control Format Indicator CHannel (PCFICH) 846
32.4.6 Physical HARQ Indicator CHannel 846
32.4.7 Physical Downlink Control CHannel 846
32.4.8 Physical Random Access CHannel 849
32.4.9 General Aspects of Control Signals Associated with the PUSCH Uplink Control Signals 849
32.4.10 PUCCH 850
32.4.11 PUSCH 851
32.5 Physical Layer Procedures 851
32.5.1 Establishing a Connection 851
32.5.2 Retransmission and Reliability 852
32.5.3 Scheduling 853
32.5.4 Power Control 854
*32.6 Carrier Aggregation and License-Assisted Access 854
32.6.1 Carrier Aggregation 854
32.6.2 License-Assisted Access and Stand-Alone Unlicensed Operation 855

*32.7 CoMP, Dual Connectivity, and HetNet Support 856
*32.7.1 *Inter-Cell Interference Coordination* 856
*32.7.2 *Multi-Point Coordination/Transmission* 856
*32.7.3 *Dual Connectivity* 856
*32.8 Relaying 856
*32.9 NR for Machine-Type Communications 857
*32.10 Device-to-Device Communications – Sidelink 858
*32.10.1 *Motivation, Architecture, and Channel Structure* 858
*32.10.2 *Synchronization* 859
*32.10.3 *Discovery and Resource Allocation* 859
*32.10.4 *Communications* 859
Glossary for 5G-NR 860
Further Reading 862
Exercises: Sec. 36.32 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 862

33 Wireless Local Area Networks 863
33.1 Introduction 863
33.1.1 History 863
33.1.2 Applications 865
33.1.3 Relationship Between MAC and PHY Layer 865
33.1.4 Spectrum Considerations 865
33.2 802.11a/g – OFDM-Based LANs 867
33.2.1 Modulation and Coding 868
33.2.2 Preamble and Header 869
33.3 802.11n – High-throughput Transmission 870
33.3.1 Overview 870
33.3.2 Modulation and Coding 871
33.3.3 Multiple Antenna Techniques 872
33.3.4 20 MHz and 40 MHz Channels 872
33.3.5 Preamble and Header 873
33.3.6 Channel Estimation 874
33.4 The MAC Layer in 802.11a/g and 802.11n 876
33.4.1 Network Structure and Purpose of the MAC 876
33.4.2 Joining and Leaving a Network 876
33.4.3 Multiple Access Methods 876
33.4.4 Frame Format 881
33.4.5 Fragmentation, Aggregation, and Acknowledgements 881
33.5 IEEE 802.11ac 883
33.5.1 Overview 883
33.5.2 Channelization 883
33.5.3 Preamble 883
33.5.4 Transmit Beamforming 885
33.5.5 Downlink Multi-User MIMO 885
33.6 802.11ax/Wi-Fi 6 886
33.6.1 Modulation and Channel Assignment 887
33.6.2 Frame Formats 887
33.6.3 Multiple Access 889
33.6.4 Spatial Reuse 891
33.6.5 Power Saving and Reservation Access 891
33.6.6 Beyond 802.11ax 892
Glossary for WiFi 892
Further Reading 894
Exercises: Sec. 36.33 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 894

34 PAN and Internet of Things – Bluetooth and Zigbee 895
34.1 Bluetooth 895
34.1.1 Overview and Applications 895
34.1.2 Bluetooth Network Structure and Link Control 896
34.1.3 Bluetooth Radio 899
34.1.4 Bluetooth Packet Structure 901
34.1.5 Bluetooth Low Energy 903

34.2 Zigbee 907
34.2.1 Overview and Applications *907*
34.2.2 Physical Layer *907*
34.2.3 Packet Structure and MAC *908*
34.2.4 Network Structure *908*
34.2.5 Ultrawideband Modes *909*
Glossary 912
Further Reading 912
Exercises: Sec. 36.34 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 912

35 Beyond 5G **913**
35.1 Motivation and Process 913
35.2 Applications 913
35.2.1 Holography, Extended Reality, and Other High-Data-Rate Applications *913*
35.2.2 Real-Time Information and Control *914*
35.2.3 Network and Computing Convergence *914*
35.2.4 Connectivity for All Things and 3D Networks *915*
35.2.5 Summary of Key Requirements *916*
35.3 Network Design in B5G 916
35.3.1 B5G Network Design Principles *917*
35.4 Spectrum Usage for B5G 918
35.5 Physical and MAC Layer Aspects 918
35.5.1 Propagation Channels *918*
35.5.2 Modulation and Coding *919*
35.5.3 Multiple Antenna Techniques *920*
35.5.4 Free-Space Optical Communications *921*
35.5.5 Backscatter Communication and Wirelessly Powered Communications *921*
35.5.6 Physical-Layer Security and Encryption *921*
35.5.7 Multiple Access Techniques *922*
35.5.8 Vehicular Communications *922*
35.6 Real-Time Processing and RF Transceiver Design 922
35.6.1 Implications of Increasing Carrier Bandwidths *922*
35.6.2 Hardware Challenges for mm-wave and THz Frequency Bands *922*
35.6.3 Energy Consumption and Efficiency *923*
35.7 Use of Machine Learning 923
35.8 A Final Word on New Technologies 924
Further Reading 925
Exercises: Sec. 36.35 of Exercises.pdf at *www.wiley.com/go/molisch/wireless3e* 925

References **927**

Index **953**

About the Author **963**