

Chao HE, Zhixiong REN, Xiang WANG, Yan ZENG, Jian FANG, Debin HOU, Le KUAI, Rong LU, Shilin YANG, Zhe CHEN, Jixin CHEN, 2021. Millimeter-wave wireless communications for home network in fiber-to-the-room scenario.

Frontiers of Information Technology & Electronic Engineering, 22(4):441-456.

<https://doi.org/10.1631/FITEE.2000440>

Millimeter-wave wireless communications for home network in fiber-to-the-room scenario

Key words: Fiber-to-the-room; Millimeter wave; Q-band; Cloud virtual reality (cloud VR); Home network; Beamforming; Radio frequency integrated circuit (RFIC)

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FTTR + Q-band

- ❑ FTTR: infinite bandwidth for backhaul & inter-connection between APs
- ❑ Q-band: high data rate access & non-interference between APs in different rooms

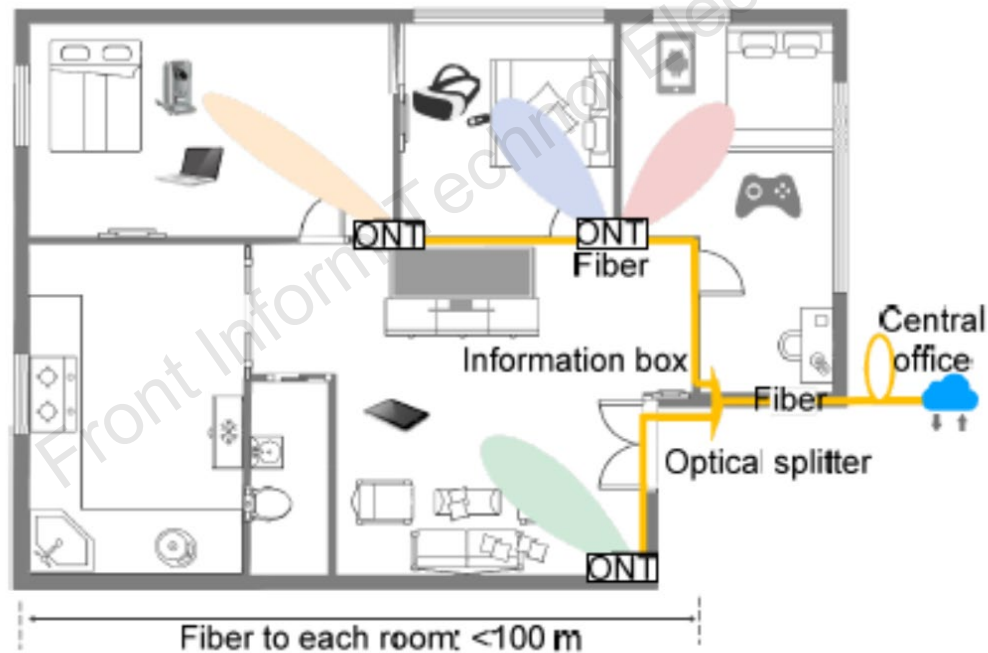


Fig. 1 Architecture schematic for fiber-to-the-room

Q-band mmWave technologies

Baseband signal processing: SC-based and OFDM-based

□ Lower requirements for RF components

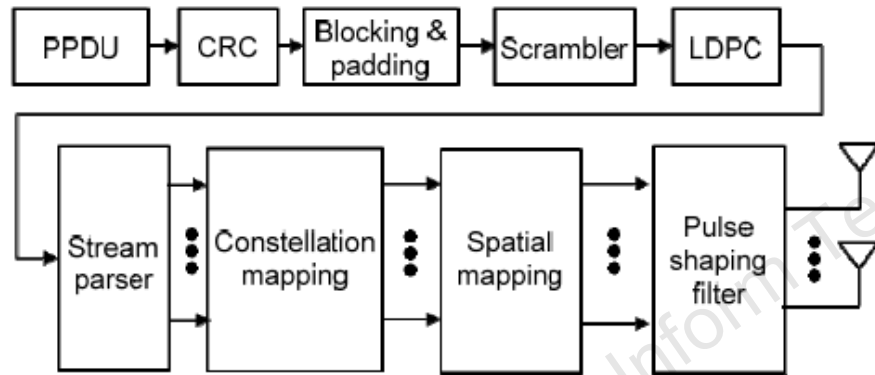


Fig. 2 Transmitter block diagram for data fields of CMMG SC mode PPDU (IEEE, 2018)

Table 2 Data rates for different modulation and coding schemes (MCSs) and code rates (IEEE, 2018)

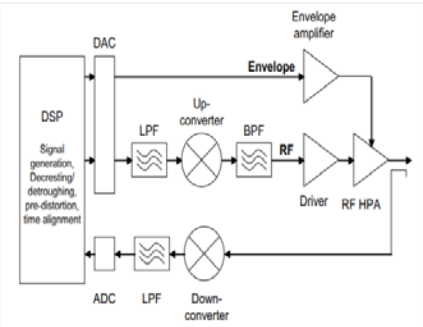
MCS	Modulation	Code rate	Data rate (Mb/s)
0	BPSK	1/2	1126.4
1	QPSK	1/2	2252.8
2	QPSK	3/4	3379.2
3	16-QAM	1/2	4505.6
4	16-QAM	3/4	6758.4
5	64-QAM	1/2	8448.0
6	64-QAM	3/4	10137.6
7	64-QAM	13/16	10982.4

Q-band mmWave technologies (Cont'd)

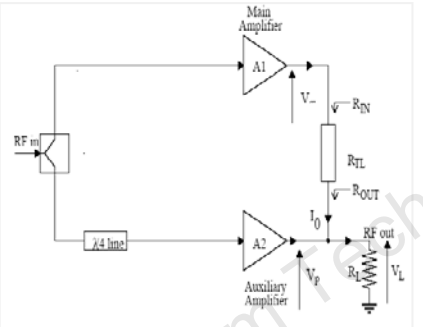
RFIC techniques and design

- Higher power efficiency for PAs
- Higher intergraded level for antennas

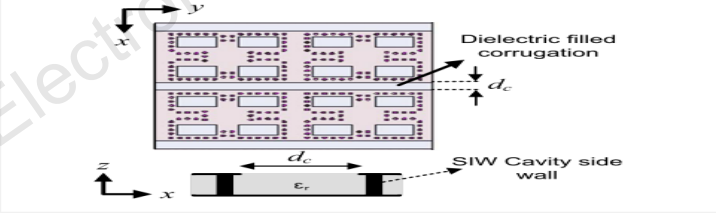
ET



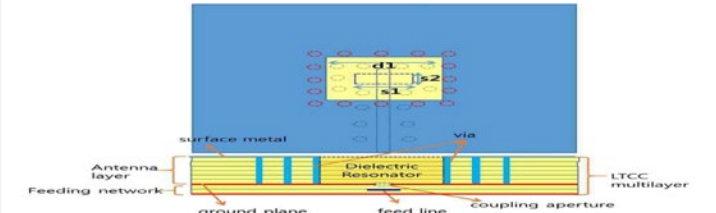
Doherty



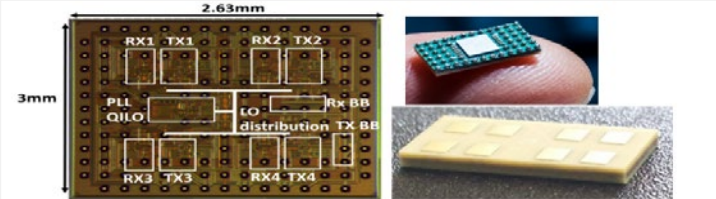
SIW



Dielectric antenna



AIP



Efficiency

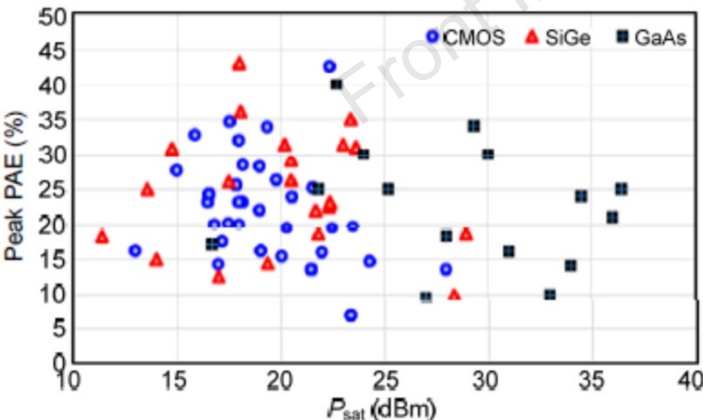


Fig. 3 Peak PAE versus P_{sat} of 40–50 GHz PAs

Q-band mmWave technologies (Cont'd)

- ❑ Efficient beam alignment and tracking
- ❑ Improving roaming efficiency

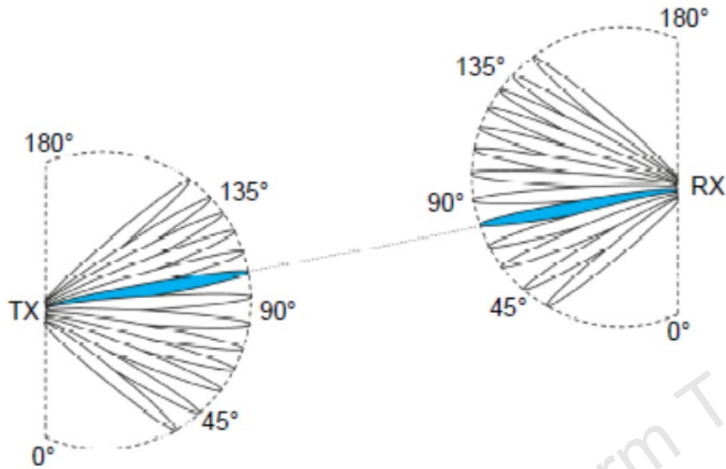


Fig. 4 Beam alignment

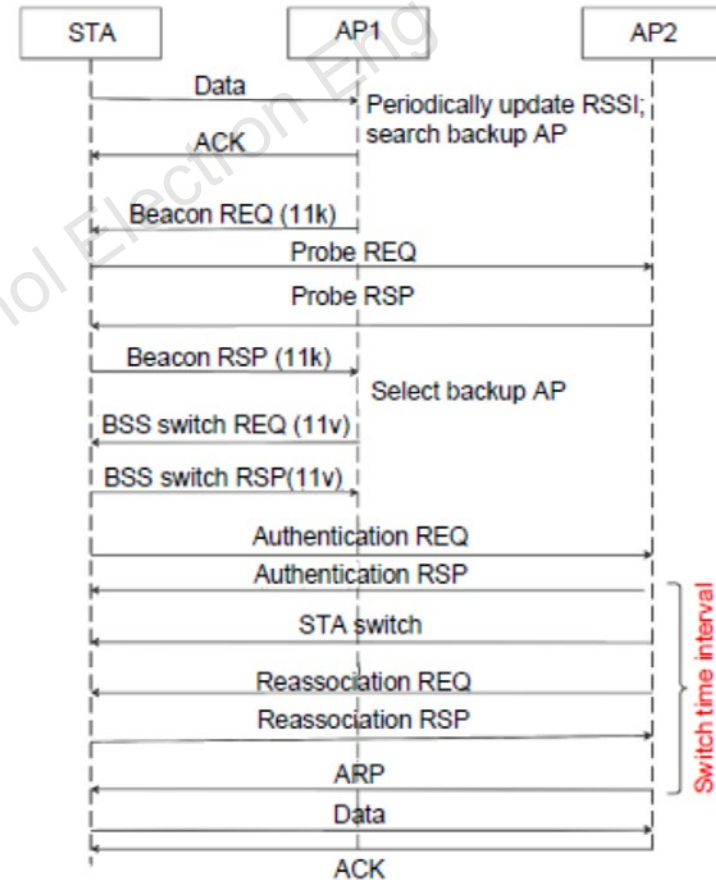
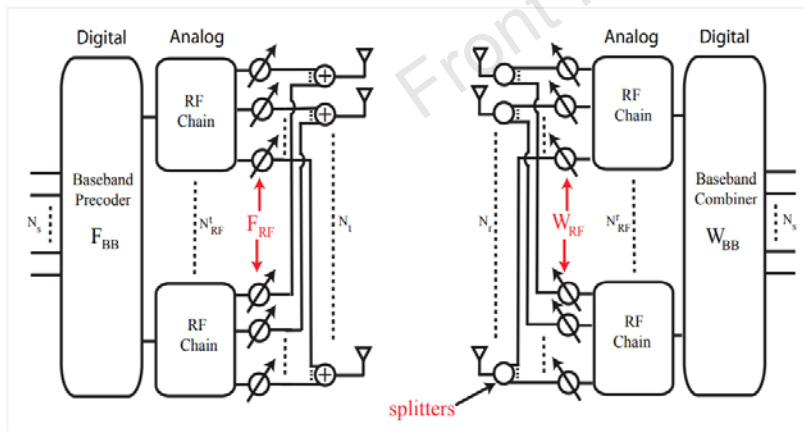


Fig. 5 Typical AP switching procedures (IEEE, 2008a, 2008b, 2011)

Commercialization of Q-band products

Cloud VR and relevant network requirement

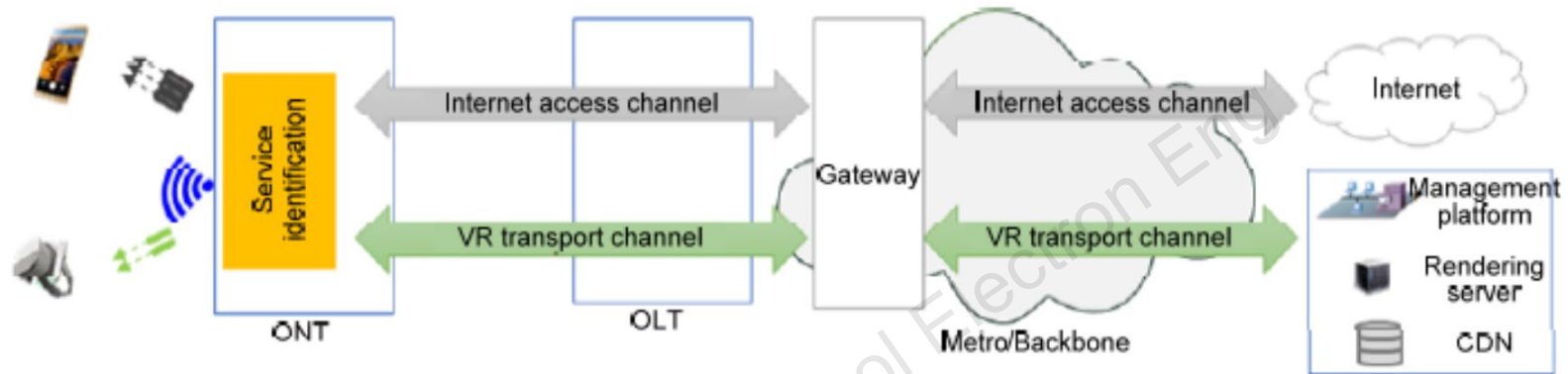


Fig. 6 Schematic of the architecture for FTTR (ETSI F5G Industrial Specification Group, 2021)

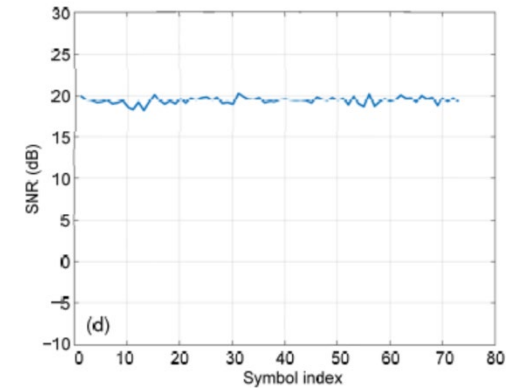
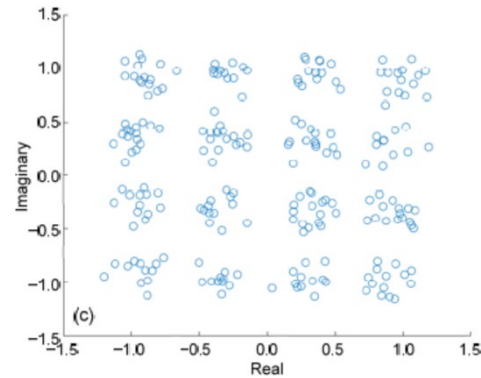
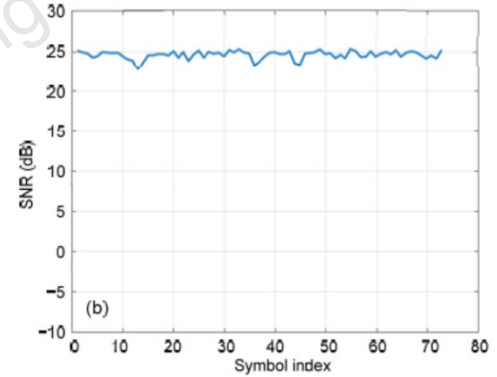
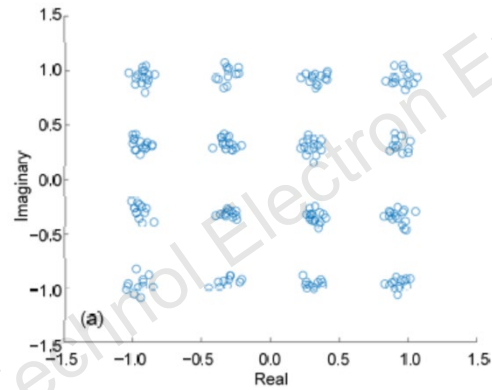
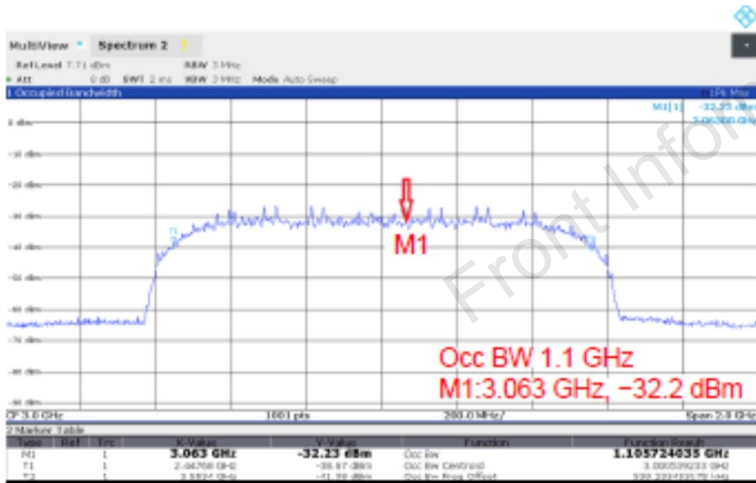
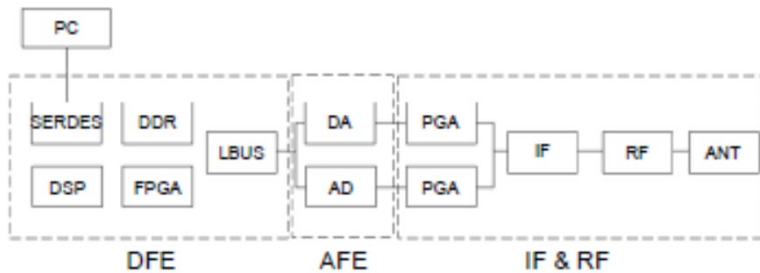
ONT: optical network terminal; OLT: optical line terminal; VR: virtual reality; CDN: content delivery network

Table 3 Network requirements of could VR

VR	Data rate (Mb/s)		RTT (ms)		Packet loss rate ($\times 10^{-6}$)		Full-view resolution of video
	VR online video	VR cloud gaming	VR online video	VR cloud gaming	VR online video	VR cloud gaming	
Pre-VR	25	50	30	20	240	10	4K 2D: 3840×1920
Elementary VR	75 (2D); 120 (3D)	150 (2D); 250 (3D)	30 (2D); 20 (3D)	10	24	1.0	8K 2D/3D: 7680×3840
Advanced VR	630	1.4×1024	20	5	1.0	1.0	12K 3D: 11 520×5760
Ultimate VR	4.40×1024	3.36×1024	10	5	1.0	1.0	24K 3D: 23 040×11 520

Prototype measurements

- SISO, 540 MHz @25 dB, 1080 MHz @20 dB
- 4×4 MIMO, 64-QAM @10 Gb/s+



Future outlook

	Outlook
Channel model	<ul style="list-style-type: none">• Reliable channel measurement scheme• Effects of molecular absorption on propagation fading• Complete space-time-frequency and non-stationary channel characteristics
Baseband processing	<ul style="list-style-type: none">• Beamforming• Roaming• RF nonlinear and mismatch compensation
RF & antenna	<ul style="list-style-type: none">• CMOS PA• High integrated antennas
Applications	<ul style="list-style-type: none">• Positioning & detection• Health-care• Home security• SLAM

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