

Introduction to TDD

Compared with FDD

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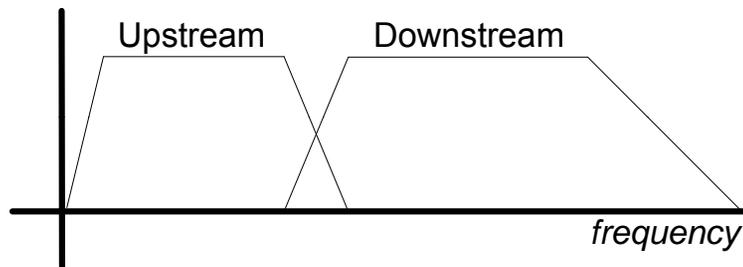
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Introduction: FDD vs. TDD

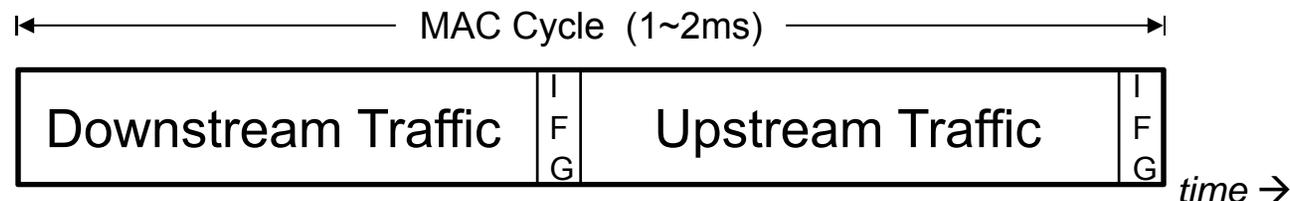
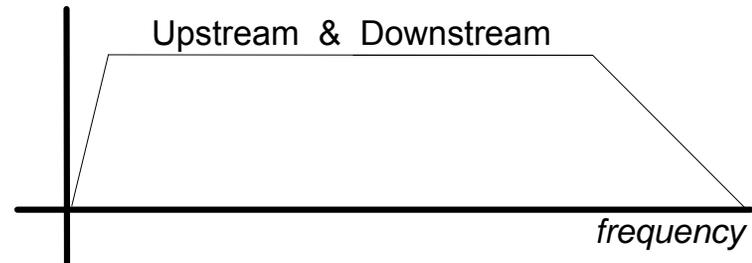
- **FDD = Frequency-Division Duplexing**

- Paired spectral allocations required: Split into two non-overlapping bands
 - HFC Split is typically rigidly fixed by stationary duplex filter transition band
- Upstream & Downstream traffic transmitted in dedicated freq. bands
 - typically simultaneously & independently (i.e., full-duplex)



- **TDD = Time-Division Duplexing**

- Single spectral allocation only →
- Channel-time divided into non-overlapping time intervals
- Upstream & Downstream traffic transmitted in alternating intervals
 - i.e., not simultaneously (half-duplex), but fast alternation emulates full-duplex:

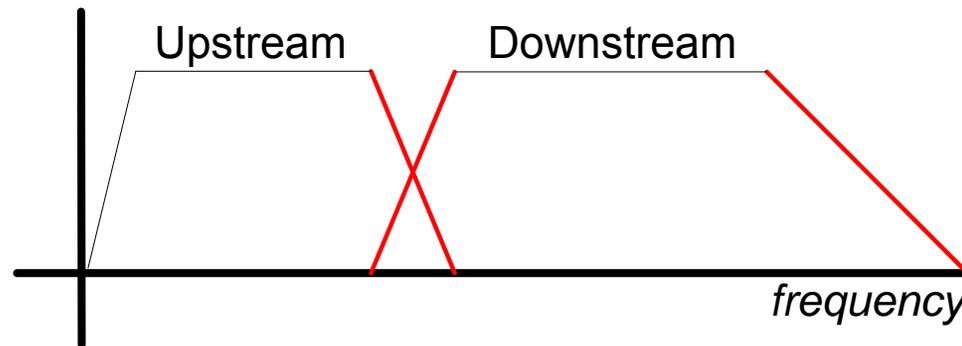


Benefits: FDD vs. TDD

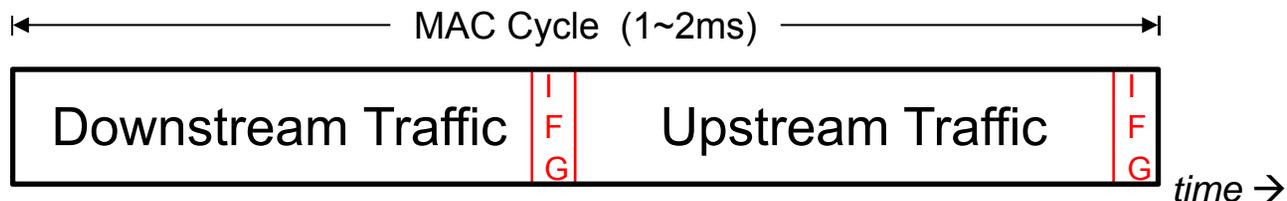
- **FDD** easily traverses long HFC cascades (designed for the Node+Large era)
 - Easily conveyed over analog optics
 - Upstream from low-power CNU's can use the band with lowest attenuation
 - But every amplifier has two diplexors (difficult & expensive to change them)
- **TDD** offers more flexibility (better targets fiber deep & Node+small plants)
 - Single (unpaired) spectrum allocation
 - same benefits exploited by major new Access standards: TDD-LTE & WiMAX
 - Channel-width is doubled (given same total spectral allocation as FDD)
 - capability of bursting wider channel allocation in either direction
 - ingress interference easier to mitigate (more opportunities to bitload around it)
 - » Upstream & Downstream de-rated ~equally
 - Peak datarates are doubled (without split-allocation as in FDD)
 - by enabling the entire channel-width to be flexibly scheduled for US or DS
 - e.g., symmetric mix for Business Services; Residential more likely asymmetric
 - Software-level agility of up/downstream mix (from millisecond-to-millisecond)
 - » statistical multiplexing (*stat-mux*) at Layer 2

PHY-Layer Overhead: FDD vs. TDD

- **FDD** wastes a spectral guard band (consumed by diplex filter transition)
 - band-width is ~25% of the Split frequency
 - current HFC plants waste 42~54MHz (25%×48MHz = 12MHz wasted)
 - if the split were moved to 300MHz, wasted band-width would be ~75MHz



- **TDD** wastes two IFGs per MAC Cycle (IFG = Inter-Frame Gap)
 - time delay for nodes to switch between: Talk → Listen → Talk modes
 - i.e., transceiver turnaround time: Downstream → Upstream → Downstream
 - Overhead = $(IFG + IFG) \div (\text{MAC Cycle duration}) \approx (7\mu\text{s} + 7\mu\text{s}) \div 1\text{ms} \approx 2\%$



Scheduling Efficiency: FDD vs. TDD

- Overhead
 - FDD is continuous downstream, bursted upstream
 - each burst requires a preamble
 - TDD is bursted downstream, bursted upstream
 - difference is two IFGs, plus one downstream preamble
 - ~2% difference in channel-time overhead
 - » cf., FDD's ~25% spectral guard band overhead
- Latency
 - FDD supports efficient continuous downstream
 - but only ~half the peak capacity of TDD
 - hence, more likely to become congested (no statmux with upstream capacity)
 - TDD has non-continuous downstream
 - $\frac{1}{2}$ MAC cycle waiting time (on average) for channel to become available

Summary: FDD vs. TDD

- **FDD** supports long HFC cascades
 - FDD was appropriate for the Node+Large era
 - works well, until you occupy to capacity
- But requires paired spectral allocations
 - with typically rigid inflexible duplex filters locking MSOs into '*crystal ball*' Split
- Peak data rates are ~half that of TDD
 - e.g., given symmetric spectral allocations
- FDD overhead consumes ~25% of spectrum at the Split frequency

- **TDD** offers flexible allocation of double the peak data rate
 - i.e., capable of bursting the entire spectral allocation in either direction
 - with single spectrum allocation (does not require paired spectrum)
 - TDD overhead consumes ~2% of channel-time
 - e.g., switching-time between upstream & downstream traffic
 - Flexible Up/Downstream capacities (statmux agility, from msec-to-msec)
 - Symmetric Business Services; Asymmetric for Residential