

Table of Contents

Introduction	xiii
Chapter 1. Services and Adaptive Uses	1
Guillaume DORBES	
1.1. New networks and new uses	1
1.1.1. Broadband mobile radio systems: why do it?	1
1.1.2. From Internet services on a voice network to voice services on an Internet network.	2
1.1.3. From telephony to interpersonal communication	3
1.1.4. From charged to free: the value evolution	4
1.1.5. From the end-to-end controlled session to the best effort culture. . .	4
1.1.6. The new services of the new networks	5
1.2. Mobile communications customers.	5
1.2.1. Mobile service user: a communicating customer	5
1.2.2. The successful teachings of mobile telephony and the Internet for the new generation services	6
1.2.3. The communicating customer and his values	7
1.2.3.1. Compatibility with the present and its practices	7
1.2.3.2. Membership and availability	7
1.2.3.3. Cost optimization	8
1.2.3.4. Security.	8
1.2.4. Mobility based acceleration.	8
1.2.4.1. Terminal size and its interaction modes.	8
1.2.4.2. Multi-network environment.	9
1.2.4.3. Service heterogeneity	10
1.2.5. Adaptability as a mobility value	10

1.3. Technological and adaptability factors of mobile services	11
1.3.1. A microcomputer inside each pocket	11
1.3.2. An Internet or a juxtaposition of intranets?	12
1.3.3. On the convergence of universal sets or how to contact a person. . .	14
1.3.4. Proximity as a way to address the mobile services	15
1.3.5. The jungle of networks or how can we communicate in a hostile environment?	16
1.3.6. How can we carry our home in our pocket?	17
1.4. Conclusion: “I am a nomad in at least five different ways”	18
1.4.1. A new challenge: reconciling the incompatible	18
1.4.2. A combination of new technologies and new economic models . . .	18
Chapter 2. Object Modeling and Software-defined Radio	21
Antoine DELAUTRE and Yann DENEFF	
2.1. Introduction.	21
2.1.1. History of the software industry	22
2.1.2. Object modeling	24
2.1.3. Modeling and data flow	25
2.1.4. Constituent model	27
2.1.5. Software bus.	27
2.1.6. Product line	31
2.2. Applicability of the component-based approach to the field of software-defined radio	33
2.2.1. Software-defined radio.	33
2.2.2. Evolution of the industrial tissue	35
2.2.3. Need for stable interfaces	37
2.3. The constraints of the component-based approach.	38
2.3.1. Execution time constraints	38
2.3.2. Software – hardware coupling constraints	38
2.3.3. Reminder on the evolution of software technologies	39
2.3.4. Regulatory constraints	40
2.3.5. Deployment constraints	41
2.4. An outline of the works pertaining to the component-based approach for software-defined radio.	42
2.4.1. SPEAKeasy and JTRS	42
2.4.2. The weight of the USA	42
2.4.3. The impact of JTRS on industrial sector technologies	43
2.4.4. Communication software architecture.	44
2.4.5. Hardware architecture	46

2.4.6. Standardizing activities	46
2.4.7. UML profile for software-defined radio	48
2.4.7.1. Resources metamodel for software-defined radio	48
2.4.7.2. Model of peripheral component	49
2.4.7.3. Communication channel.	50
2.4.8. Scope of the UML model	51
2.4.9. The OMPT approach.	52
2.5. Conclusion	52
Chapter 3. Trade-offs for Building a Reconfigurable Radio Terminal. . .	55
Marylin ARNDT, Eric BATUT, Jean-Philippe FASSINO, Florence GERMAIN, Tahar JARBOUI, Marc LACOSTE, Christian LEREAU, François MARX, Benoît MISCOPEIN and Jacques PULOU	
3.1. Introduction.	55
3.2. Architectures and reconfiguration mechanisms.	57
3.2.1. From scenario to architecture.	57
3.2.1.1. Recall of needs	57
3.2.1.2. General principles of reconfiguration	58
3.2.2. Architecture and mechanisms for hardware reconfiguration	60
3.2.2.1. Functional architecture of a mobile terminal.	60
3.2.2.2. Reconfiguration of RF front-end, an outline on the new technological challenges and the candidate architectures	61
3.2.2.3. Digital reconfigurable architecture.	65
3.2.2.4. Comparison	67
3.2.3. Mechanisms for software reconfiguration	67
3.2.3.1. A first stage toward reconfiguration: assembly designing of extensible systems	68
3.2.3.2. A second stage toward reconfiguration: the compositional approach.	69
3.3. Compromise for the hardware reconfiguration	70
3.3.1. Baseband: to benefit from the reconfigurability in order to limit consumption	70
3.3.1.1. Equalizer	71
3.3.1.2. Channel coding	74
3.3.1.3. Conclusion.	77
3.3.2. Mechanisms of reconfiguration and control: flexibility versus genericity	77
3.3.2.1. Is the absolute separation data/control always accepted?	77
3.3.2.2. Is a fixed functional clipping of the processing still relevant?	79

3.3.2.3. Which degree of exposure of the hardware to the reconfiguration mechanism?	81
3.4. Compromise for software reconfiguration.	82
3.4.1. Reconfigurability and compactness of transmitted information.	82
3.4.2. Reconfigurability and safety	83
3.4.2.1. Type of kernel	84
3.4.2.2. Security model	86
3.4.2.3. Localization of the protection mechanism	87
3.4.2.4. Degree of assurance	88
3.4.2.5. Perspectives	88
3.4.3. Reconfigurability and performances.	88
3.4.3.1. Introduction	88
3.4.3.2. Reconfiguration impact on nominal mode performances for a hierarchical “component-based” system	89
3.5. Some open problems	91
3.5.1. The problem of reversibility	91
3.5.2. The problem of continuity of service	92
3.6. Conclusion	93
3.7. Bibliography	93
Chapter 4. A UMTS-TDD Software Radio Platform	97
Christian BONNET, Hervé CALLEWAERT, Lionel GAUTHIER, Raymond KNOPP, Pascal MAYANI, Aawatif MENOUNI HAYAR, Dominique NUSSBAUM and Michelle WETTERWALD	
4.1. Introduction.	97
4.2. Hardware architecture.	99
4.2.1. Radio gateways	99
4.2.2. Terminal equipment	102
4.2.3. RF emulation	103
4.3. Software architecture	104
4.3.1. RTLinux	104
4.3.2. Programming modes of the processor	105
4.3.3. RF simulation software	105
4.4. Connection to the IPv6 network.	106
4.4.1. “Pure-IPv6” architecture.	106
4.4.2. Radio protocols	107
4.4.3. Interconnection layers	109
4.4.4. Management of the radio resources	110

4.5. Reconfigurability	111
4.5.1. Functional reconfigurability	111
4.5.2. Operational reconfigurability	111
4.5.3. Software reconfigurability	113
4.6. Conclusion	113
4.7. Bibliography	114
Chapter 5. Iterative Approach for Hardware Reconfigurability: The Rake Receiver	115
Ioannis KRIKIDIS, Lirida NAVINER and Jean-Luc DANGER	
5.1. Introduction	115
5.2. Concept of hardware reconfigurability	117
5.2.1. The “multiplexing” approach	118
5.2.2. The “pagination” approach	118
5.2.3. The “factorization” approach	118
5.2.4. The “iteration” approach	119
5.3. Example 1: reconfigurable rake receiver with an “interference canceller”	120
5.3.1. Formulation of the problem	120
5.3.2. Proposed algorithm	122
5.3.3. Evaluation of performance	124
5.3.4. Reconfigurable architecture	125
5.3.4.1. The data memory	127
5.3.4.2. The arithmetic unit	127
5.3.4.3. The configuration supervisor	130
5.4. Example 2: an interference canceller based on realistic channel estimation	131
5.4.1. Formulation of the problem	131
5.4.2. Proposed algorithm	133
5.4.3. Evaluation of the performance	135
5.4.4. Reconfigurable architecture	137
5.5. Conclusion	140
5.6. Bibliography	141
Chapter 6. Antenna Arrays and Reconfigurable MIMO Systems	143
Sébastien ROY and Jean-Yves CHOUNARD	
6.1. Introduction	143
6.2. Large broadband transmission and reconfigurable transceivers	144

6.2.1. General context	144
6.2.1.1. Quality of service	145
6.2.1.2. Interoperability	145
6.2.1.3. Propagation conditions	146
6.2.2. Reconfigurable radios	147
6.3. Space-time processing and MIMO systems	150
6.3.1. Modeling of the wireless channel	151
6.3.2. Space-time processing	151
6.3.3. Multiple reconfigurable antenna systems	155
6.3.4. MIMO systems and matrix channels	157
6.3.5. Capacity of antenna arrays	159
6.3.6. Space-time codes	160
6.4. Existing architectures	163
6.4.1. Frequency diversity and space-time encoding: MIMO-OFDM	163
6.4.2. Spatial multiplexing: BLAST systems	164
6.4.3. Turbo-BLAST systems	166
6.5. Reconfigurable MIMO systems	166
6.6. Case study	167
6.6.1. WCDMA MIMO receiver	167
6.6.2. Receiver architectures for adaptive antenna arrays	170
6.7. Conclusion	172
6.8. Bibliography	173
Chapter 7. Analog-to-Digital Conversion for Software Radio	175
Patrick LOUMEAU, Lírída NAVINER and Jean-François NAVINER	
7.1. Introduction	175
7.2. Current ADC performances	176
7.3. Architecture of receivers	177
7.3.1. Sampling in intermediate frequency	178
7.3.2. Zero IF or low IF receiver	180
7.4. ADC architectures	181
7.4.1. Analog-to-digital pipeline converter	182
7.4.1.1. Principle of pipeline conversion	182
7.4.1.2. Errors of pipeline converters	183
7.4.1.3. Redundancy and digital correction	183
7.4.2. Analog-to-digital converter with sigma delta modulation	186
7.4.2.1. Introduction	186
7.4.2.2. Sigma delta modulation and oversampling	186
7.4.2.3. Limitations	187

7.4.2.4. Architectures	188
7.4.3. Analog-to-digital converters and reconfigurability	189
7.4.4. Digital front-end: filtering for $\Sigma\Delta$ conversion and channel selection	190
7.5. ADC evolution	194
7.6. Conclusion	195
7.7. Bibliography	196
Chapter 8. Flexible Spectrum Management	199
David GRANDBLAISE	
8.1. Introduction	199
8.2. Flexible spectrum management drivers	200
8.2.1. The spectrum is not rare, it is used inappropriately	200
8.2.2. Spectrum reuse, connection opportunities and reconfigurable radio equipment	201
8.2.3. Sporadic use of spectrum in time and space	203
8.2.4. The opportunities for flexible spectrum management	205
8.2.5. Resource sharing and economic impact	207
8.3. Flexible spectrum management models	210
8.3.1. Command and control model	211
8.3.2. Common model	211
8.3.3. Market model	212
8.3.4. Unrestricted usage model	213
8.3.5. Comparison of the models	213
8.3.6. Degrees of freedom and complexity	215
8.4. The technologies	217
8.4.1. Interference temperature	217
8.4.2. Forms of heteromorphic waves	220
8.4.3. Cognitive radio	222
8.4.4. Cognitive radio etiquette	226
8.5. Conclusion	228
8.6. Bibliography	229
List of Authors	233
Index	237