Exploiting the 60 GHz band for local wireless multimedia access: prospects and future directions

Citation for published version (APA):
Smulders, P. F. M. (2002). Exploiting the 60 GHz band for local wireless multimedia access: prospects and future directions. IEEE Communications Magazine, 40(1), 140-147. DOI: 10.1109/35.978061

DOI:
10.1109/35.978061

Document status and date:
Published: 01/01/2002

Document Version:
Publisher’s PDF, also known as Version of Record (includes final page, issue and volume numbers)

Please check the document version of this publication:

• A submitted manuscript is the version of the article upon submission and before peer-review. There can be important differences between the submitted version and the official published version of record. People interested in the research are advised to contact the author for the final version of the publication, or visit the DOI to the publisher’s website.
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Download date: 10. Mar. 2019
Exploiting the 60 GHz Band for Local Wireless Multimedia Access: Prospects and Future Directions

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ABSTRACT

This article addresses basic issues regarding the design and development of wireless access and wireless LAN systems that will operate in the 60 GHz band as part of the fourth-generation (4G) system. The 60 GHz band is of much interest since this is the band in which a massive amount of spectral space (5 GHz) has been allocated worldwide for dense wireless local communications. The article gives an overview of 60 GHz channel characteristics and puts them in their true perspective. In addition, we discuss how to achieve the exploitation of the abundant bandwidth resource for all kinds of short-range communications. The main tenor is that an overall system architecture should be worked out that provides industry with plenty of scope for product differentiation. This architecture should feature affordability, scalability, modularity, extendibility, and interoperability. In addition, user convenience and easy and efficient network deployment are important prerequisites for market success. This article discusses these features and indicates a number of key research topics.

INTRODUCTION

There exists a multitude of multimedia applications calling for wireless transmission over short distances. Examples of applications, together with estimates of required data rates and cost requirements, are listed in Table 1. The data rate figures refer to individual connections rather than aggregate network capacity, which may be multiples of these figures. Table 1 illustrates that the required data rate for some applications may be hundreds of megabits per second and that the range of data rates is very wide. The large variety of applications indicates that the wireless infrastructure should support real-time traffic with largely varying delay constraints as well as non-real-time traffic with different reliability requirements. Flexible network solutions are required to accommodate the large number of communicating devices. In particular, the flexibility requirement is prominent in ad hoc network architectures that have multihop capabilities with many different operators in the same areas. Furthermore, Table 1 indicates that in many applications, information integrity plays a vital part and thus should be well secured. The significance of all this is that next to the network capacity required to accommodate the actual application, there is much additional transfer capacity needed for quality of service provisioning and key features such as dynamic resource allocation and routing and security protocols for data integrity and protection against unauthorized access. Table 1 also indicates that many applications require low-cost technology.

Third-generation cellular systems will not be based on low-cost technology and will not be able to cope with data rates in excess of 2 Mb/s. This is where wireless local area network (WLAN) systems come into the picture. Current WLAN products are proprietary systems or based on the IEEE 802.11b standard. These products operate in the industrial, scientific, and medical (ISM) 2400–2483.5 GHz band and provide a (gross) user capacity up to 11 Mb/s. In 1999 the IEEE ratified the WLAN standard IEEE 802.11a, which provides physical layer input data rates of 6, 9, 12, 18, 24, 36, and 54 Mb/s. In the United States these products operate in the 5.15–5.35 and 5.725–5.825 GHz Ultra High Frequency (UHF) band. High Performance Radio Local Area Network (HIPERLAN) Type 2, the standard specified by the European Telecommunications Standards Institute (ETSI) project Broadband Radio Access Networks (BRAN), defines the same physical layer with the exception that it provides one additional data rate, 27 Mb/s. In Europe, a license-exempt frequency band at 5.15–5.35 GHz and 5.470–5.725 GHz has been reserved for HIPERLAN. In the United States HIPERLAN products must operate in the
UNII band. In Japan both systems have to use the 5.15–5.25 GHz band with sharing rules.

HIPERACCESS is an extension that provides outdoor fixed radio access at 25 Mb/s to customer premises in various bands that are still to be determined. These throughput figures guarantee the support of an interesting subset of multimedia services. However, limitation to 25 Mb/s does not allow the support of many attractive but bandwidth-demanding services listed in (the upper part of) Table 1, particularly not if the wireless medium has to be shared with many users, which is typically the case in a LAN. Instead, an aggregate network capacity of many hundreds of megabits per second may be required. In principle, there are two ways to achieve such considerably higher network capacity: increasing the spectral efficiency and/or using more bandwidth.

Using higher order modulation methods such as\( M \)-ary quadrature amplitude modulation (\( M \)-QAM) can increase spectral efficiency. In practice, a bandwidth efficiency can be obtained on the order of 4–8 b/s/Hz. This has to be paid, however, with considerable transmit power; for example, a doubling of the spectral efficiency requires 12 additional dBs in the link budget if a bit error ratio of \( 10^{-3} \) has to be maintained.

An alternative method of increasing spectral efficiency is to exploit space by using multiple transmit and receive antennas and transmitting different data streams on the different transmit antennas simultaneously. Various approaches can be followed. One method, known as space-time coding, is to encode the data by a channel code and split the encoded data into a number of parallel streams that are simultaneously transmitted on the different transmit antennas. Another technique is to properly exploit multipath scattering by using an appropriate processing architecture. It

<table>
<thead>
<tr>
<th>Application</th>
<th>Capacity per user [Mb/s]</th>
<th>Low cost requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wireless LAN bridge, e.g., for interconnecting GigaEthernet LANs in different buildings</td>
<td>100–1000</td>
<td>No</td>
</tr>
<tr>
<td>Wireless virtual reality allowing free body movements</td>
<td>450</td>
<td>Yes</td>
</tr>
<tr>
<td>Wireless IEEE 1394</td>
<td>100, 200, 400</td>
<td>Yes</td>
</tr>
<tr>
<td>Wireless TV high-resolution recording camera</td>
<td>150–270</td>
<td>No</td>
</tr>
<tr>
<td>Wireless trading terminal having multiple video channels that can be viewed simultaneously for monitoring world news next to stock quote information</td>
<td>50–100</td>
<td>No</td>
</tr>
<tr>
<td>Wireless news tablet, a very thin, possibly flexible device that provides the user with a newspaper, e.g., the possibility of activating images to see video impressions</td>
<td>50–100</td>
<td>Yes</td>
</tr>
<tr>
<td>Wireless (high-quality) videoconferencing</td>
<td>10–100</td>
<td>Yes</td>
</tr>
<tr>
<td>Wireless Internet download of lengthy files</td>
<td>10–100</td>
<td>Yes</td>
</tr>
<tr>
<td>Wireless ad hoc communications, i.e., direct communication between notebooks, between notebook and nearby printer, etc.</td>
<td>0.1–100</td>
<td>Yes</td>
</tr>
<tr>
<td>Wireless interactive design</td>
<td>20–40</td>
<td>Yes</td>
</tr>
<tr>
<td>Hospital bedside application allowing wireless retrieval of patient’s status including X-ray pictures</td>
<td>10</td>
<td>Yes</td>
</tr>
<tr>
<td>Wireless surveillance cameras allowing face and number plate recognition at long distances</td>
<td>4–10</td>
<td>Yes</td>
</tr>
<tr>
<td>Patient monitoring (patients can walk freely around in the hospital or even at home) with devices that transmit ECG, blood pressure information, etc.</td>
<td>2</td>
<td>Yes</td>
</tr>
<tr>
<td>Wireless videophone</td>
<td>1.5</td>
<td>Yes</td>
</tr>
<tr>
<td>Wireless connection between domestic appliances and the Internet (e.g., a refrigerator scans its contents and orders the nearby supermarket to deliver what is missing)</td>
<td>0.1</td>
<td>Yes</td>
</tr>
<tr>
<td>Wireless billing (e.g., automatic payment for petrol service via wireless connection between car and filling station)</td>
<td>0.1</td>
<td>Yes</td>
</tr>
<tr>
<td>Road pricing</td>
<td>0.1</td>
<td>Yes</td>
</tr>
<tr>
<td>Wireless burglar alarm (wireless window sensors, etc.)</td>
<td>0.01</td>
<td>Yes</td>
</tr>
<tr>
<td>Remote control (TV, lighting, door/window lock)</td>
<td>0.01</td>
<td>Yes</td>
</tr>
<tr>
<td>Wireless embedded systems (e.g., in car between oil filter and dashboard)</td>
<td>0.01</td>
<td>Yes</td>
</tr>
</tbody>
</table>

Table 1. Examples of short-range wireless multimedia applications.
In principle there is about 8 GHz bandwidth available for dense wireless local communications. This makes the 60 GHz band of utmost interest for all kinds of short-range wireless communications.

has been demonstrated that in such a way bandwidth efficiencies of 20–40 b/s/Hz can be reached [1]. This is not paid with transmit power but with complexity in terms of processing power (for channel estimation) and number of transceivers because each transmit/receive antenna stands for a complete transmitter/receiver.

A third method is to create spatially orthogonal channels with the help of high gain antennas aimed accurately at each other. This is particularly of interest for static interconnections such as HIPERLINK which is, as part of the HIPERLAN family, intended to provide static indoor links with a transport capacity of 155 Mb/s. HIPERLINK is planned to operate at 17 GHz in a band that spans a few hundred megahertz. For transmission schemes with moderate spectral efficiency, however, many hundreds of megahertz are required. In order to find that much spectral room, still higher frequencies have to be considered.

In the European Advanced Communications Technologies and Services (ACTS) program the 19, 40, and 60 GHz bands have been addressed by various research projects under which AWACS, SAMBA, and MEDIAN with target radio bit rates of 70, 264, and 150 Mb/s, respectively [2]. In Japan the Multimedia Mobile Access Communication (MIMAC) committee is looking into the possibility of ultra-high-speed wireless indoor LANs supporting 156 Mb/s using 40 and 60 GHz. For dense local communications, the 60 GHz band is of special interest because of the specific attenuation characteristic due to atmospheric oxygen of 10–15 dB/km. The 10–15 dB/km regime makes the 60 GHz band unsuitable for long-range (> 2 km) communications, so it can be dedicated entirely to short-range (< 1 km) communications. For the small distances to be bridged in an indoor environment (<50 m) the 10–15 dB/km attenuation has no significant impact. The specific attenuation in excess of 10 dB/km occurs in a bandwidth of about 8 GHz centered around 60 GHz. Thus, in principle there is about 8 GHz bandwidth available for dense wireless local communications. This makes the 60 GHz band of utmost interest for all kinds of short-range wireless communications. In the United States, the Federal Communications Commission (FCC) set aside the 59–64 GHz frequency band for general unlicensed applications [3]. This is the largest contiguous block of radio spectrum ever allocated. FCC rules allow 10 W of equivalent isotropic radiated power (EIRP) in this band, which complies with a maximum power density of 9 W/cm² at 3 m distance. This means that 20 dBm transmit power would be the legal power limit with an antenna having 20 dB gain. Commercial power amplifier GaAs monolithic millimeter wave integrated circuits (MMICs) are now available that can produce 16 dBm of transmit power with good linearity. In Japan there was a new regulation in July 2000 for high-speed data communication. The frequency range is 59–66 GHz. The limitation of power in the feeder of the antenna is 10 dBm, whereas the antenna gain should be less than 47 dBi. In Europe two paired bands, 62–63 GHz and 65–66 GHz, have been provisionally allocated for mobile broadband systems. In addition, the 59–62 GHz band may be used for WLAN applications [4]. Thus, 5 GHz of spectral space has been assigned around 60 GHz with a worldwide overlap of 3 GHz (59–62 GHz band). The basic question that remains, however, is how to open up this large amount of bandwidth resource for the widest possible range of multimedia services.

### 60 GHz FRONT-END TECHNOLOGY

The assignment of the large bandwidth around 60 GHz created new opportunities for 60 GHz front-end technology. In particular, gallium arsenide (GaAs) field effect transistor (FET) technology has evolved to the point where 60 GHz GaAs MMICs are production-ready [5]. GaAs-based 60 GHz devices such as low-noise amplifiers, high-power amplifiers, multipliers, and switches can nowadays be ordered in large quantities in die form at prices on the order of $10–20 apiece [6]. For application in WLAN equipment, however, this might still be too expensive. An alternative technology based on silicon germanium (SiGe) promises to provide truly low-cost millimeter-wave front-end MMICs while simultaneously maintaining the favorable performance of GaAs. Coplanar wirebond interconnects between chips could be low loss at 60 GHz, whereas multichip module technologies could well accommodate millimeter wave components along with intermediate frequency (IF) and baseband circuits [7]. The challenge will be to achieve high-volume production of high-performance compact 60 GHz transmitter/receiver modules (e.g., like those reported in [8]). A further improvement would be monolithic integration of antennas with MMIC chips in order to avoid significant interconnection losses.

### CHANNEL PROPERTIES

At 60 GHz there is much more free space loss than at 2 or 5 GHz since free space loss increases quadratically with frequency. In principle this higher free space loss can be compensated for by the use of antennas with more pattern directivity while maintaining small antenna dimensions. When such antennas are used, however, antenna obstruction (e.g., by a human body) and mispointing may easily cause a substantial drop of received power, which may nullify the gain provided by the antennas. This effect is typical for millimeter waves because the diffraction of millimeter waves (i.e., the ability to bend around edges of obstacles) is weak. Regarding blocking effects, omnidirectional antennas have an advantage in a reflective (e.g., indoor) environment since there they have the ability to still collect contributions of reflected power in the event of line of sight (LOS) obstruction.

Walls may considerably attenuate millimeter waves. The transmissivity strongly depends on material properties and thickness. At 60 GHz, transmissivity of glass may range from 3 to 7 dB, whereas transmission through a 15 cm thick concrete wall can be as high as 36 dB [9]. We may therefore expect concrete floors between stocks of a building to act as reliable cell boundaries. This helps to create small indoor cells for hot spot communications. A typical/moderate inner wall consisting of multiple partitions of different mate-
rials (e.g., windows and doors), on the other hand, may be considered neither a reliable cell boundary nor a transparent medium. Due to the possible significant attenuation of inner walls, it will generally be necessary to have at least one access point per indoor environment (room, hall, corridor, etc.) to create a reliable shared medium.

A consequence of the confinement to smaller cells is that channel dispersion is smaller than values encountered at lower frequencies because echo paths are shorter on average. Rms delay spread may range from a few to 100 ns. It is expected to be highest if omnidirectional antennas are used in large reflective indoor environments [9, 10]. When, instead, high gain antennas are used, rms delay spread may be limited to a few nanoseconds only [9, 11].

Movements of the portable station as well as movements of objects in the environment cause Doppler effects as frequency shift and spectrum broadening of the received signal. These Doppler effects are relatively severe at 60 GHz because they are proportional with frequency. If persons move at a speed of 1.5 m/s (walking speed), the Doppler spread that results at 60 GHz is 1200 Hz [9].

**APPLICATION OF OFDM**

When low or medium gain antennas are used, a single-carrier channel equalization or multicarrier transmission scheme has to be applied to enable reliable high-speed transmission in an indoor environment. Probably the most suitable technique for high-speed transmission at 60 GHz is orthogonal frequency-division multiplex (OFDM). This technique partitions a highly frequency-selective wideband channel to a group of nonselective narrowband channels, which makes it robust against large delay spreads by preserving orthogonality in the frequency domain. One of the attractive properties of OFDM is that, for a certain delay spread, the complexity of an OFDM modem vs. bit rate does not grow as fast as the complexity of a single-carrier system with an equalizer.

**FEASIBLE LINK PERFORMANCE**

A consequence of the low wall penetration of millimeter waves is that in many cases, at least one access point per indoor environment is required. From a coverage point of view the best place for the access point antenna would be somewhere near the center of the room at a high position near the ceiling. From a network deployment viewpoint, however, the need to mount antennas in the ceiling in each and every room is tiresome, and cables would probably have to run over the ceiling, which would be unaesthetical.

An attractive alternative option would be the possibility to place a small access point in each room, with its small antenna(s) mounted on a wall where it can readily be connected to the existing LAN cabling already installed, just as is the case with today’s WLAN access points.

In order to allow flexible terminal use, the low position of the access point (antenna) necessitates measures to cope with the drop in received power due to LOS obstruction by a person or object. One measure is to apply some diversity by switching to another access point as soon as the received signal drops below a certain threshold. However, this requires the use of more than one access point per room, which may increase the costs significantly, particularly when many small rooms have to be covered. A more attractive solution may be found in another direction, namely that of applying particular antenna patterns that may be adaptive to some extent (e.g., by applying beam switching). Low- or medium-gain antennas may be preferred to high-gain antennas in order to avoid stringent antenna pointing and tracking requirements. Experimental work on 60 GHz antenna pattern optimization has been carried out by the Radio-communication Group at the Eindhoven University of Technology. Measurements have been conducted in many indoor environments. Figure 1a shows the received power normalized on the transmitted power (NRP) in dB measured in the 58–59 GHz band as function of the separation distance between transmitter and receiver. These

One of the attractive properties of OFDM is that, for a certain delay spread, the complexity of an OFDM modem versus bit rate does not grow as fast as the complexity of a single carrier system with an equalizer.
measurements have been performed in a room with dimensions $7.2 \times 6 \times 3.1$ m$^3$. The sides of the room consist of glass windows and smoothly plastered concrete walls, whereas the floor is linoelium on concrete. The ceiling consists of aluminum plates and light holders. The transmitting antenna was located in a corner of the room at a height of 2.5 m. This antenna has an antenna gain of 16.5 dBi and produces a fan beam that is wide in azimuth and narrow in elevation. Its beam was aiming toward the middle of the room. A similar fan beam antenna was applied at the receiving station, which was positioned at various places in the room 1.4 m above the ground. The upper solid curve in Fig. 1a shows the NRP when the beam of the receiving antenna is pointing exactly toward the transmitting antenna. The dotted curve represents the situation in which the fan beam antenna at the receiver is replaced by an antenna that has an antenna gain of 6.5 dBi and radiates omnidirectionally in the horizontal plane. As a reference, dashed curves are added that represent the respective theoretical results according to the free-space law of Friss (i.e., a 6 dB decrease per doubling of distance). The curvature of both solid NRP curves is typical of indoor situations in which antenna patterns are not well pointed toward each other at short distances. In that area, the NRP increases with distance. This is because the increased free space loss is more than compensated for by antenna gain since the antennas are better directed toward each other. If the separation distance is increased further, these curves tend to become higher than the free-space curves because the reflections from walls and so on contribute effectively to the received power. The dotted curve remains lower because of the fixed 35° antenna mispointing at all distances.

All curves in Fig. 1a refer to the situation of an LOS path between transmitter and receiver. Figure 1b shows the curves for non-LOS (NLOS) conditions. On applying the fan beam antenna the average drop of NRP due to LOS path obstruction is about 11 dB for 0° as well as 35° pointing deviation. With the omnidirectional antenna this drop is about 4 dB.

The results in Fig. 1 are representative for other indoor environments in the sense that the free-space law can be considered a reliable lower bound of NRP at relatively large distances. Hence, we can estimate the feasible link performance on the basis of the free space loss. Let us, for instance, consider the antenna setup as described but in a larger room. The transmitted power is 7 dBm (5 mW), which is well feasible with today’s 60 GHz MMIC amplifiers operating in their linear region. According to the Friss formula, the received power is –58 dBm. If only thermal noise is encountered, the noise power at the receiver is 100log$kT_BF$ with $k$ is Boltzmann’s constant ($1.38 \times 10^{-23}$ J/K), $T$ is equivalent noise temperature of the receiver (room temperature = 290 °K), $B$ is noise bandwidth, and $F$ is receiver noise figure. With a receiver noise figure of 10 dB and a noise bandwidth of 100 MHz the received noise power amounts to –84 dBm. This yields a signal-to-noise ratio (SNR) of 26 dB. Within 100 MHz bandwidth, a data rate of 100 Mb/s can be accommodated by using OFDM in combination with quadrature phase shift keying (QPSK) and 3/4 rate convolutional coding. For sufficient performance in terms of bit error ratio ($< 10^{-6}$) an SNR of about 10 dB is required. This implies that 16 dB margin is left to cope with shadowing and performance degrading factors occurring in the transceiver such as phase noise and frequency shift. As shown by Fig. 1 this margin can be improved 16.5 – 6.5 – 11 + 4 = 3 dB by applying fan beam antennas instead of omnidirectional antennas. In order to avoid cumbersome pointing, a fan beam antenna can be used in the form of a sector antenna as presented in [13].

Now let us compare the SNR performance at 60 GHz with what we may expect at a much lower frequency, say 5 GHz. Since, according to the Friss formula, the free-space path loss is proportional to the square of the frequency, the

**Figure 1.** a) Normalized received power under LOS conditions; b) normalized received power under NLOS conditions.
link budget at 60 GHz is 21 dB less than the link budget at 5 GHz under equal conditions (same antenna patterns, separation distances, etc.). Thus, at first sight there seems to be a substantial disadvantage of 60 GHz transmission. It should be realized, however, that any successful commercial system is essentially limited by co-channel interference, which will also be 21 dB lower at 60 GHz as far as it concerns free-space loss. As a matter of fact, the signal-to-interference ratio of an interference-limited system is commonly modeled as independent of the operating frequency [14]. If we also take into account the attenuation due to oxygen absorption as well as the extra severe wall attenuation at 60 GHz, we may even expect better signal-to-interference figures.

**DUAL-BAND OPERATION**

An additional measure against coverage limitations due to wall attenuation, but also against severe shadowing, is to operate the 60 GHz system in combination with a system that works at a much lower frequency. An obvious option to combine with is the 5 GHz WLAN system. As a matter of fact, this should be done in any case to achieve interoperability with the legacy 5 GHz WLAN. Figure 2 shows the option of 60 GHz radio combined with the 5 GHz system. In this multimode scenario the system always tries first to reach users at 60 GHz. Under nominal propagation conditions the user can exploit the resources of the 60 GHz system. As soon as the channel conditions worsen, say, as a result of (severe) shadowing or when the user walks in an area not covered by the 60 GHz system, the connection switches to the 5 GHz band. In this way the 5 GHz band serves as a fallback option and umbrella cell for 60 GHz cells.

The radio frequency (RF) select can be based on channel conditions, channel availability, user preferences, and connection parameters. Note that the WLAN RF of 5 GHz is also utilized as intermediate frequency (IF) for the 60 GHz system. In order to minimize complexity of the baseband, functions are as much as possible the same for both systems. For instance, the 60 GHz system may utilize (multiples of) 64-subcarrier units.

**COST REDUCTION AND PRODUCT DIFFERENTIATION**

According to Table 1, cost reduction to an acceptable level is of primary concern for a successful uptake of 60 GHz wireless products. An essential prerequisite for low fabrication cost is that the required MMIC technology be produced in high volumes and with high yields and short turnaround times, short time to market, and quick return on investments. Consequently, there should be clear incentives for the semiconductor industry to invest in the new generation of ICs required. A clear incentive would be the promise of a mass market on top of an interesting niche. Therefore, a set of protocols should be developed and standardized, supporting not only typical WLAN configurations but a whole family, including ad hoc networking, remote access/wireless local loop (WLL), point-to-point, consumer business standards like FireWire (IEEE 1394), and all kinds of low-cost, short-range communication between all kinds of appliances as listed in Table 1. Thus, an extended family of configurations should be addressed covering the broadest possible range from low-speed, low-bandwidth, low-cost products to high-speed, high-bandwidth products that can be produced at reasonable cost. These products should support flexible multiple access for a broad mix of multimedia traffic.

A scenario of a 5/60 GHz dual-band system for professional applications is shown in Fig. 3a. There is, however, no reason to restrict the application field to particular environments; many useful applications can also be found in indoor areas such as residential environments (Fig. 3b), but also in outdoor environments such as outdoor factory sites, ship yards, and air bases.

For the sake of cost reduction, processing efficiency and power efficiency it should be avoided having to temporarily operate terminals intended for the support of a certain (maximum) data rate at a very much higher air interface rate. Let us consider, for instance, a 60 GHz portable videophone that supports 2-way videophony with 1.5 Mb/s upstream and 1.5 Mb/s downstream where the air interface is based on packet transmission in a time-division multiple access (TDMA) frame with a (net)
conclusions

The principal reason for focusing on the 60 GHz band is the huge amount of allocated bandwidth around 60 GHz, which can be used to accommodate all kinds of short-range (< 1 km) wireless communication. In addition, 60 GHz front-end technology is emerging rapidly. In order to exploit the 60 GHz band efficiently, an overall network architecture should be worked out that gives the industry wide scope for product differentiation. Guiding criteria such as affordability, modularity, scalability, expandability, interoperability, and ergonomics should form the guidelines along which 60 GHz system design should evolve. By taking these principles into account we arrive at the following conclusions:

- Probably the most attractive transmission scheme for wireless high-speed transmission is OFDM.
- For interconnection of access points the already existing LAN cabling has to be used as much as possible.
- It should be possible to mount access points/antennas on the walls rather than on the ceiling.
- Antennas have to be optimized for alleviating the effects of LOS blocking.
- The 60 GHz system must operate in combination with the 5 GHz system, not only to achieve interoperability with legacy 5 GHz systems but also to use it as a fallback to lower rates, but these are achieved by using higher order modulation formats (16- and 64-QAM), which are relatively susceptible to oscillator phase noise.

standardization

Figure 4 shows a reference model indicating how standardization could take place. The proposed reference model is in line with the basic approach taken for HIPERLAN Type 2 standardization by ETSI BRAN, which is to standardize only the radio access network and some of the interfacing functions to different core networks. The core network specific functions will be left to the corresponding fora (e.g., ATM Forum, Internet Engineering Task Force, and other ETSI projects).

The scope of the HIPERLAN Type 2 Technical Specification is limited to the 5 GHz air interface, the service interfaces of the wireless subsystems, the interworking functions, and supporting capabilities to realize the services. The scope of the 60 GHz extension, as proposed herewith, concerns 5/60 GHz dual-band operation including RF selection and OFDM subcarrier selection.

It may be expected that the service interfaces, interworking functions, and supporting capabilities for the 60 GHz extension are essentially similar to those defined within the HIPERLAN Type 2 technical specification. This will considerably reduce the time needed to develop the necessary technical specifications as far as the higher-layer functionalities. However, a review of these functionalities is required to identify and standardize the adaptations required.

Conclusions

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Figure 3 shows a) 5/60 GHz system scenario in office environment; b) 5/60 GHz system scenario in home environment.
the huge amount of allocated bandwidth around 60 GHz, which can be used to accommodate all kinds of short-range wireless communication.

In addition, 60 GHz front-end technology is emerging rapidly.