ENSC 427: COMMUNICATION NETWORKS SPRING 2014 FINAL PROJECT PRESENTATION

Analysis of the Evolved Multimedia Broadcast Multicast Service (eMBMS) in LTE Networks

www.sfu.ca/~atian/ensc427.html

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TEAM #13

Roadmap

- Introduction
- Implementation
- Results & Analysis
- Conclusion & Discussion
- Future Work
- Reference
- Q & A

Introduction

- Long Term Evolution (LTE)
- Evolved Multimedia Broadcast Multicast service (eMBMS)
- Enables Single Frequency Network (SFN) broadcast capability within LTE
- Broadcasting Delivery same content efficiently to a large Number of user

Unicast VS Multicast/broadcast

Unicast -users transmit and receive separately

one to one transmission



Multicast/Broadcast-all users receive simultaneously

one to many transmission



Functionality

Flexibility to dimension unicast and broadcast. Identifying the right mix of services to keep sub-scribers interested.

Venue-specific Broadcast Region-specific Broadcast Nation-wide Broadcast



eMBMs allows operators to control the service area to match audience

- Live event streaming
- Real-time TV streaming
- News, stock market report, weather, and sports updates
- Broadcast music and radio
- Off-peak media Delivery

eMBMS leverages

- Reuses LTE network infrastructures
- Upto 60% of subframes can be allocated to eMBMS traffic
- Broadcast over a single frequency network (MBSFN)
- Efficiently broadcast delivery to a large Number of users
- Cost Effective Upgrade of LTE Networks and Devices
- Enable superior performance of high throughput and excellent coverage

Implementations



eMBMS architecture

UE: User Equipment MCE: Multicell/Multicast Coordination Entity MME: Mobility Management Entity e-BM-SC: evolved Broadcast Multicast Service Center

 $http://www.researchgate.net/publication/257518275_Performance_Analysis_of_eMBMS_in_LTE_Dynamic_MBSFN_Areas$

Implementations

Scenarios: single cell, multi-users





2 UEs, Single Cell

20 UEs, Single Cell

Implementations

Scenarios: multi-cell, with same number of users



1. Single Cell, different # of users (Delay)

*	UE_1_1 of Wireless Subnet_0	×	UE_1_1 (of Wireless	Subnet_0	×
	 UE-UE_2-DES-1 UE-UE_10-DES-1 UE-UE_20-DES-1 UE-UE_30-DES-1 UE-UE_40-DES-1 UE-UE_50-DES-1 UE-UE_60-DES-1 		UE-UE_2-DES-1 UE-UE_10-DES-1 UE-UE_20-DES-1 UE-UE_30-DES-1 UE-UE_40-DES-1 UE-UE_50-DES-1 UE-UE_50-DES-1 UE-UE_60-DES-1			
0.0070-6	time_average (in LTE.Delay (sec))	0.0070	time	_average (in LTE.[Delay (sec))	
0.0065 -		0.0065				
0.0060 -		0.0060 -				
0.0055 -		0.0055 -				
0.0050-		0.0050 -				
0.0045 -		0.0045				
0.0040-		0.0045 -				
0.0035 -		0.0040 -				
0.0030 -		0.0035 -				
0.0025 -		0.0030 -	\	\sim		
0.0020-		0.0025				
0.0015-		0.0020 -				
0.0005-		0.0015-				
0.0000 -		0.0010				
	09:16 09:18:00 09:20:00 09:22:00 09:24:00 Jul 07		09:17 Jul 07	09:17:20	09:17:40	09:18:00

1. Single Cell, different # of users(Throughput)



2. Compare single and multi cells with 20 UEs (Delay)



2. Compare single and multi cells with 20 UEs (Throughput)



Conclusions & Discussion

- I. At the same time point, the throughput increase as the number of UEs increase
- 2. With the same number of UEs, multi-cell improves the network performance

Problems & Difficulties

- I. No "Wireless Network Deployment wizard"
- 2. The cell radius does not effect the network performance in OPNET LTE modeller
- 3. Need more determinable parameters to determine the throughput

Future Work

- I. Study the throughput under different SNR
- > 2. Study the effect of channel bandwidth to the throughput

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Thank You