Modeling and Combating Blockage in Millimeter Wave Systems

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Broad Objectives

- Millimeter wave (mmW) systems are a key component of 5G-NR
 - Hundreds of works have appeared on channel modeling, system design, network level impact, etc.
 - Key practical viability issues still need to be addressed as we approach commercial deployments
 - Penetration of mmW signals through common materials in residential and urban deployments
 - Blockage of mmW signals through the hand, with the human body, etc.

• Prior work on blockage modeling

- 802.11ad proposes a ray tracing-based blockage model for the probability of cluster blockage and distribution of power attenuation
- METIS proposes a human blockage model based on DKED framework

Hand and Body Blockage

• Proposed methodology

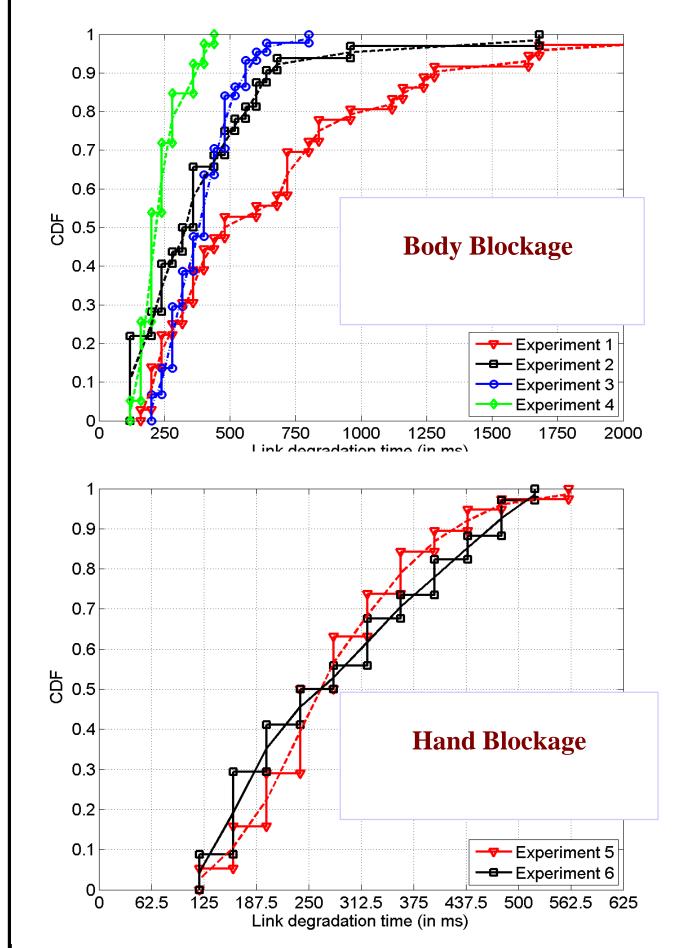
- Use of mmW measurements from a 28 GHz experimental prototype with a 5G base-station (16 x 8 antenna array) and a form-factor UE (4 x 1 patch and dipole subarrays across multiple antenna modules) to study blockage
- Prototype uses a proprietary transmission structure (125 us subframe) that allows directional beamforming at both ends
 - 16 beams at gNB side
- 5 beams x 4 subarrays = 20 beams at UE side
- One full beam scan = 40 ms
- Blockage loss estimated as RSSI differential between two controlled studies (without and with hand/body)

Example illustration

Time-Scales of Blockage

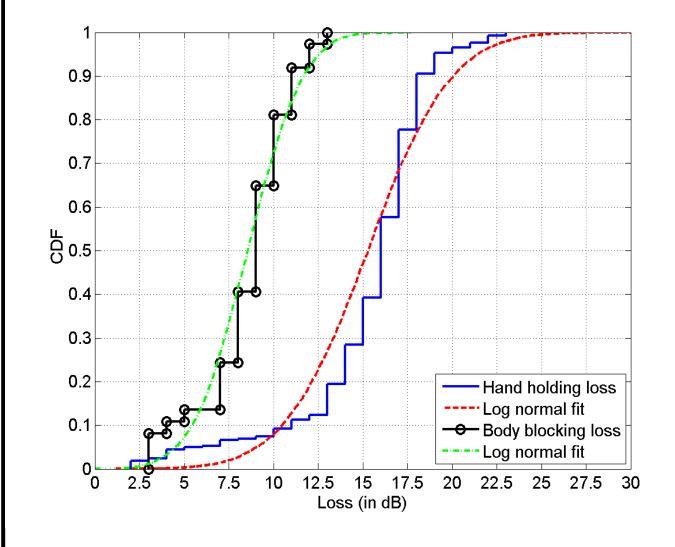
• Link degradation time

- Good channel condition: Time taken for the RSSI to drop from its steady-state value to its minima
- Poor channel condition: Time taken for the link to be completely lost
- Worst-case link degradation time >120 ms even for the poorest channel condition



- 5GCM proposes models using measurements at ~73 GHz
 - 30-40 dB loss is suggested, but these are based on horn antenna measurements
 - They correspond to short distances between the human and the horn
- 3GPP has a blockage model in two options (stochastic and map-based variants)
 - Angular blockage due to impact of hand on a form-factor UE design
 - Flat 30 dB loss for the hand over the blocked region
 - DKED model for blockage due to other objects
- Some recent works from the mmMAGIC project, but similar in flavor
- Fundamental contributions
 - Conclusion 1: Considerably more optimistic blockage estimates than 3GPP blockage model or prior work
 - Median of hand blockage loss is ~15 dB
 - Median of body blockage loss is ~8.5 dB
 - Key differences stem from wider beamwidths of phased arrays that allow more signal capture and lesser losses





Key lessons learned

Mitigation Strategies

- **Step 1: Densify the network**
 - Channel becomes more richer as ISD decreases
 - \blacktriangleright Also, a number of gNBs to switch to
- **Step 2:** More antenna modules/subarrays at UE side
 - Trades off cost, power, real-estate and/or complexity
- **Step 3:** Learn the clusters in the channel
 - More modules/subarrays = Higher beam management overhead/cost
- Solutions
 - > SA deployments
 - Perform handover, or perform a

- Conclusion 2: Time-scales at which signal degradation happens is on the order of a few 100 ms (or more)
 - These time-scales correspond to *physical* movements of blocker(s) and/or transmitter/receiver
 - Given the effective sub- or a few ms latencies in 5G-NR, alternate viable links can be made before the existing link breaks
- Phased arrays allow more signal capture with unblocked/partially blocked antennas
 Simple log-normal fits are sufficient to
- understand system level impact
- A more accurate (but complicated) model is a Gauss-Weibull mixture
- ➤ A 15 dB loss is still significant and substantial ← → Essentially a link loss

- gNB beam switching
- Perform UE side subarray/beam switching
- Or, stuck with current cluster → Perform a proprietary beam refinement for perhaps a few dB improvement
- ➤ NSA deployments → In addition to the above, fall back to sub-6 NR, LTE or DC