



Relieving Spectrum Scarcity Through Real-Time Secondary Markets

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"Spectrum Scarcity"

- Some claim that there is a spectrum shortage.
 - ⊙ Much of the spectrum is idle at any given time.
- Exclusive access through licensing leads to idle spectrum.
 - ⊙ The price of interference protection.
- There are alternatives to exclusive access, including
 - ⊙ Unlicensed spectrum
 - ⊙ Secondary access

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Unlicensed Spectrum

- **Benefits**
 - ⊙ Allows spectrum sharing.
 - ⊙ Makes mobile wireless systems possible:
 - ⊙ Mobile LANs, PBXs, etc.
 - ⊙ No lengthy licensing process required.
 - ⊙ Promotes experimentation and innovation.
 - ⊙ Important when licensing cost would dominate.
 - ⊙ *We need sufficient unlicensed spectrum*
- **Limitations**
 - ⊙ Mutual interference is hard to avoid.
 - ⊙ Little incentive to conserve spectrum.
 - ⊙ There is no limit to the number of devices contending for spectrum.
 - ⊙ No performance guarantees.
 - ⊙ User expectations may not be met.
 - ⊙ *Unlicensed spectrum is not a panacea, especially where QOS is required.*

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Secondary Access

- License holders are guaranteed access on demand without interference.
- Secondary devices transmit when and only when interference to license-holder would be tolerable.
- **Models of secondary access**
 - ⊙ No explicit coordination
 - ⊙ Secondary spectrum-user requests permission from the FCC
 - ⊙ Example: ultrawideband requires this approach.
 - ⊙ Explicit coordination
 - ⊙ Secondary user requests permission from the license-holder *before each call.*
 - ⊙ License-holder may ask for payment.
 - ⊙ *A real-time secondary market.*

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Supporting Technology

- **Challenges**
 - ⊙ Requires a signaling protocol through which secondary users make requests
 - ⊙ Could use license-holder's spectrum or unlicensed spectrum.
 - ⊙ Requires an admission control mechanism, through which a license holder can accept or reject requests.
 - ⊙ Must guarantee adequate quality of service for both primary and secondary users.
 - ⊙ Requires frequency assignment algorithm
 - ⊙ Requires a payment system, to allow efficient funds transfer
- **Some enabling technologies** (useful but not required)
 - ⊙ Software defined radios
 - ⊙ Secondary devices can jump from one band to another until finding available spectrum.
 - ⊙ Global positioning systems (GPS)
 - ⊙ Devices can provide location information to better predict interference levels if sharing is allowed.

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Our Work Summarized In This Presentation

- **Analysis of one specific example of real-time secondary access to determine**
 - ⊙ whether it is possible.
 - ⊙ whether the benefits make up for any negative impact on the license-holder and its customers.
 - ⊙ This portion of the work done with Sooksan Panichpapiboon, graduate student at CMU.
- **Design and implementation of viable payment system**
 - ⊙ to enable funds transfers and create indisputable transaction records.

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Example Model

- **Primary user**
 - ⊙ A GSM-based cellular carrier
 - ⊙ Base station uses power control.
 - ⊙ Cellular network can locate all handsets (FCC's E911 requirement)
 - ⊙ No coordination among base stations. (a conservative assumption)
- **Secondary user**
 - ⊙ Can be any point-to-point link that requires quality of service, e.g. a broadband middle-mile or last-mile internet access.
 - ⊙ Secondary devices have GPS receiver
- **Admission of Cellular Calls**
 - ⊙ Two conditions must be satisfied to admit cellular call.
 - Signal/interference ratio (SIR) of primary call must be adequate
 - SIR of the secondary calls already underway must be adequate
 - ❖ **It is often possible for a secondary device and primary device to share a spectrum band, depending on their location in the cell.**
 - Algorithm that assigns frequency to new calls is important.

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Further Assumptions to simplify analysis in this example

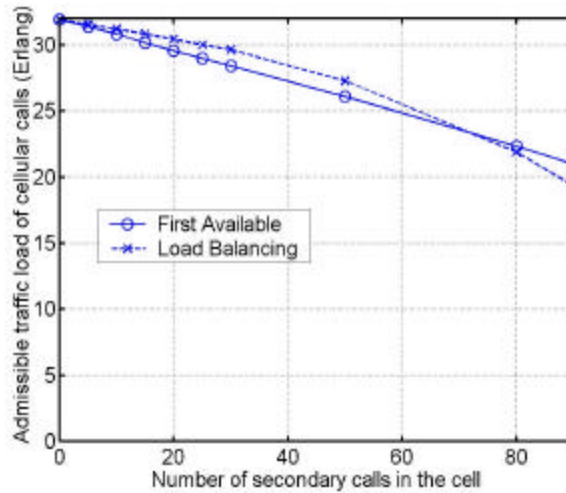
- A secondary device is stationary during the period when it is using the spectrum
- Call holding time of a secondary user is much longer than that of the cellular call
- Primary and secondary devices are stochastically uniformly distributed throughout the cell
- Call arrivals of the primaries follow a Poisson process
- Call holding time of the primaries are exponentially distributed
- A Primary call can be moved from one channel to another.

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Impact of Secondary Users on the Cellular Network

Load from cellular calls (Erlangs)

2% call blocking
cell radius 2 km
basestation power $\leq 30\text{W}$
41 200-kHz GSM channels
Secondary devices transmit
at 100 mW over 200 KHz
SIR 15 dB required



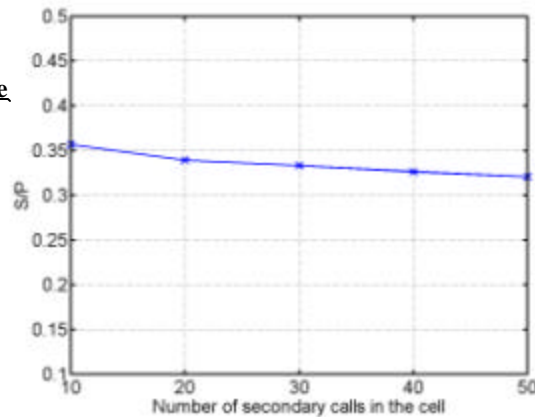
- ⊙ Admitting secondary calls decreases cellular capacity, but not much.

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Break-Even Price vs. Number of Secondary Calls

secondary price per minute primary price per minute

cell radius 2 km
basestation power $\leq 30\text{W}$
41 200-kHz GSM channels
Secondary devices transmit
at 100 mW over 200 KHz
for 500m
SIR 15 dB required



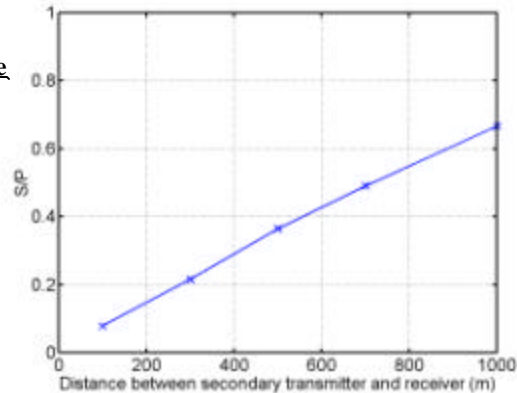
- ⊙ Even at peak hour, cellular carrier makes a profit by charging just a third the rate of a cellular call or more.
- ⊙ Break-even price insensitive to number of secondary calls, so a carrier does not need many secondary customers to break even

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Break-Even Price vs. Distance

secondary price per minute
primary price per minute

cell radius 2 km
basestation power $\leq 30W$
41 200-kHz GSM channels
Secondary devices transmit
over 200 KHz
SIR 15 dB required



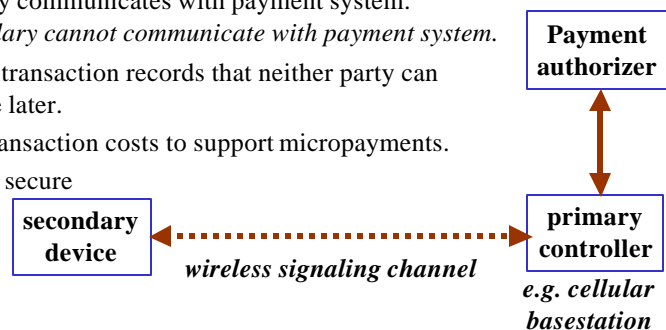
- ⊙ A carrier can offer a secondary access service inexpensively at any transmission distance
- ⊙ The normalized minimum break even rate increases roughly linearly with distance, even though affected area increases with distance² (since analysis assumed omnidirectional transmitters)

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Micropayment System for Real-Time Markets

Requirements

- ⊙ Payment system must support many license-holders of different types and many secondary users.
Uniformity and scalability are important.
- ⊙ Secondary devices communicate with primary.
Primary communicates with payment system.
Secondary cannot communicate with payment system.
- ⊙ Create transaction records that neither party can dispute later.
- ⊙ Low transaction costs to support micropayments.
- ⊙ Highly secure



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The "PayCash" System

- **Minting electronic cash**, instead of typical centralized approach
 - ⊙ Central authorizer applies \$1 digital signature to base serial number to create a token worth \$1.
 - ⊙ Different signatures represent different denominations.
 - ⊙ Authorizer applies signature n times to the same base to be worth \$ n .
 - ⊙ Transaction
 - ⊙ Secondary device sends payment token to primary
 - ⊙ Primary sends token to authorizer, which makes sure that authorizing signatures are valid, and token was not already spent.
 - ⊙ Authorizer informs primary that payment is valid.
 - ⊙ Strong encryption and authentication on all messages.
 - ⊙ Automatically creates tamper-proof records of all transactions.

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Conclusions

- **Dynamic secondary access will increase spectrum utilization, decrease spectrum scarcity.**
- **When primary is a GSM cellular carrier,**
 - ⊙ A cellular carrier can profit from offering a secondary device access to spectrum even at a low price.
 - ⊙ Economically viable with large or small number of secondary devices.
 - ⊙ Secondary device also benefits.
- **GSM is just on example, and not necessarily the best.**
- **PayCash is an effective payment system for this purpose.**
 - ⊙ Secondary devices communicate only with primary controller.
 - ⊙ Same payment system works for multiple license-holders.
 - ⊙ Low transaction costs.
 - ⊙ Secure.
 - ⊙ Tamper-proof records of all transactions to resolve any billing dispute or attempt at fraud.
- **PayCash has been implemented. Could be used commercially for this if/when there is interest.**

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