Source: Philips

Title: FAUSCH in FDD mode

Agenda item:

Document for: Decision

Summary

This document proposes that the text on FAUSCH, currently in square brackets in 25.211, is adopted.

Discussion

The FAUSCH concept has been the subject of previous discussion in TSG RAN WG1, WG2 and plenary meetings and it is useful to briefly review the relevant background. Initially it was accepted in WG1 that, to avoid delaying the standard, FAUSCH would not be part of Release 99. This differed somewhat from approach adopted later in RAN plenary, which was that items under study could be retained in the specifications unless they needed to be removed to meet specific milestones. Now, FAUSCH has been included in specification documents produced by WG2, which have further been approved by RAN plenary. In addition RAN plenary has endorsed the proposal that discussion of FAUSCH could continue in WG1 Ad hoc 14 (packet transmission).

The FAUSCH concept offers a fast, collision free, signalling channel in the uplink which can be supported by minor modifications to the PRACH (Physical Random Access Channel). One of the main applications envisaged for FAUSCH is in uplink packet transmission, where it would be used to request the setting up of a Dedicated Channel. Here significant advantages are obtained in capacity and delay compared to the use of RACH for the same purpose.

Based on the previous discussions, we recognize that there may be some further technical issues to be resolved, and these would be relevant whether FAUSCH is included in Release 99 or subsequent releases. However, in order to make further progress in completing the specification for FDD mode, it is desirable that the status of FAUSCH is confirmed. Therefore, we request that any companies with questions or comments should raise these as soon as possible.

Proposal

Under the assumption that there are no technical objections, we propose that the text on FAUSCH, which is currently in square brackets in 25.211, is adopted by WG1, and that the square brackets are therefore removed