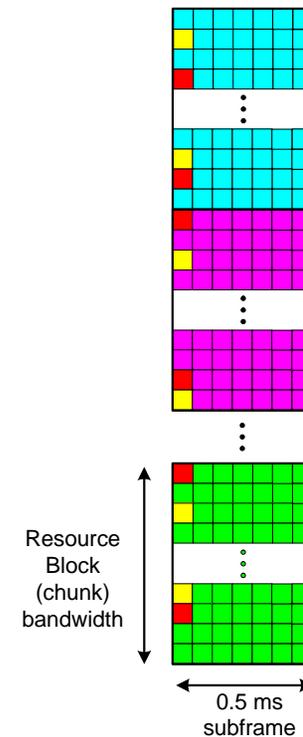
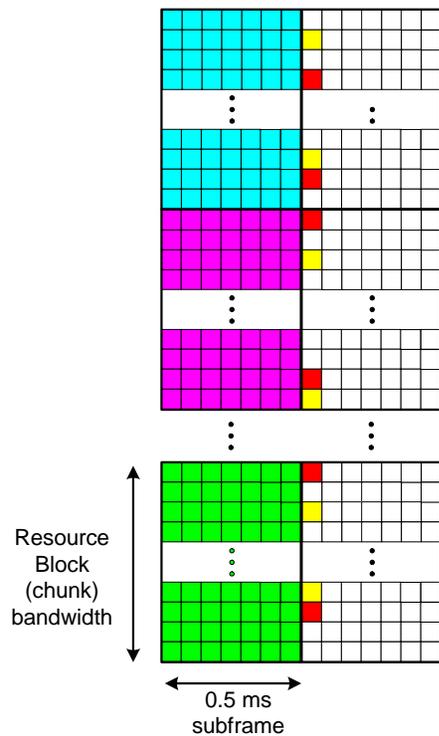


# R1-051517 Multiplexing Distributed & Localized Allocations

## Agenda Item 8.2

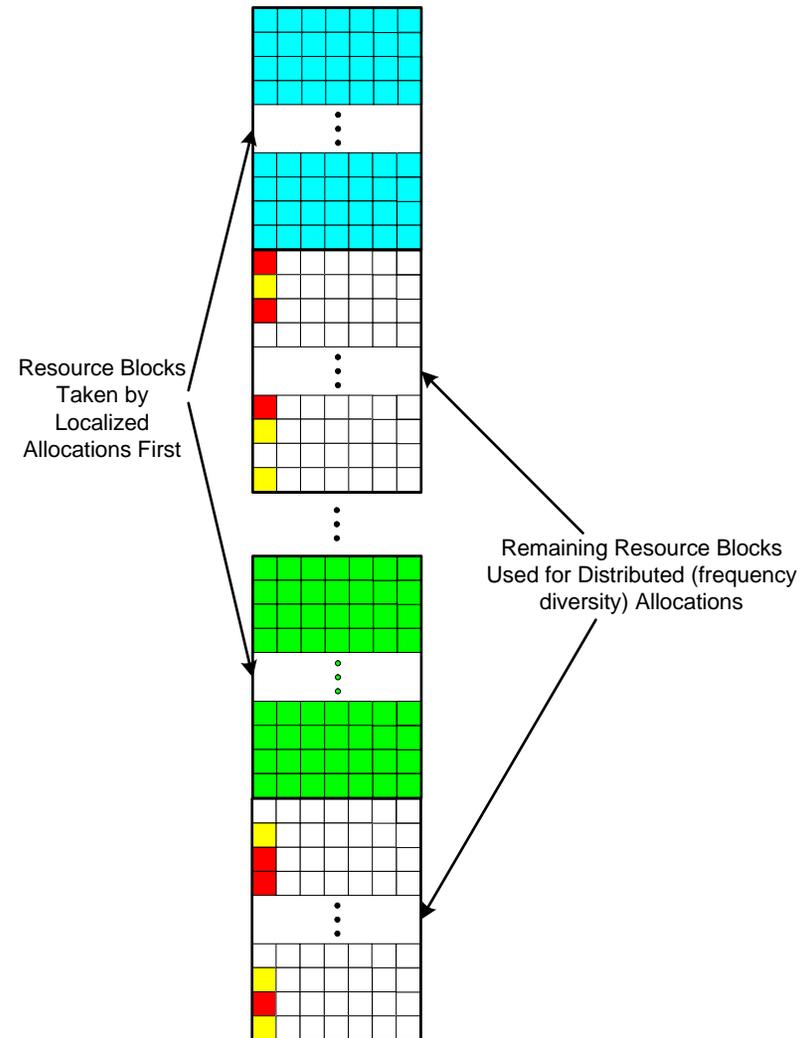
# Multiplexing Distributed and Localized Allocations (1)

- **Option 1: Time multiplexing at the subframe level between localized and distributed allocations**
  - Each subframe is purely localized or purely distributed
- **Option 2: Distributed allocations are made first, then localized allocations use the remaining symbols in the subframe**
  - Distributed and localized are multiplexed within an RB



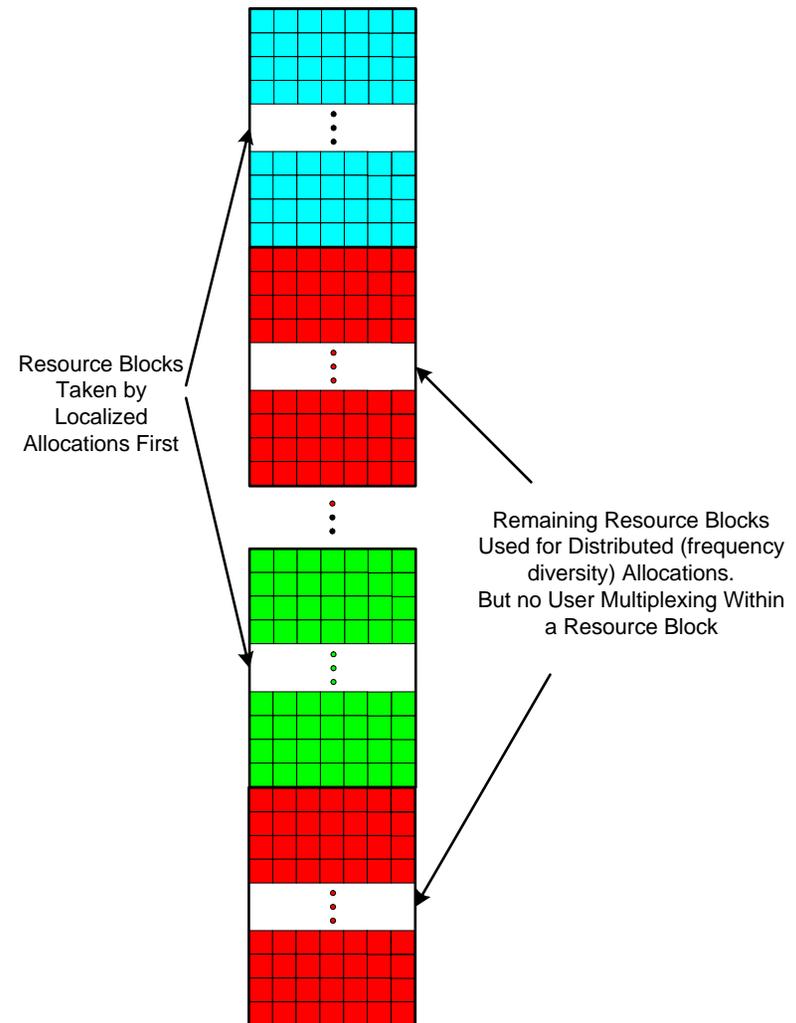
## Multiplexing Distributed and Localized Allocations (2)

- **Option 3: Localized allocations are made first, then the remaining RBs are used for distributed allocations**
  - Frequency multiplexing between localized and distributed allocations at the RB level



## Multiplexing Distributed and Localized Allocations (3)

- **Option 4: Localized allocations are made first, then the remaining RBs are used for distributed allocations.**
  - Difference from option 3: No user multiplexing within an RB used for a distributed allocation
  - Has the most limited frequency diversity for small packets



## Multiplexing Distributed and Localized Allocations (4)

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- All of these options are of interest for further investigation
- Option 2 is interesting due to its flexibility and the high level of frequency diversity for the distributed users
  - But the localized users may have a variable RB size depending on the number of distributed allocations
- For localized allocations, do we need to consider user multiplexing within an RB?
  - Maybe no, because min packet size would fill an RB?
  - Maybe yes, because a min packet size would not fill an RB?
  - Probably not with Option 2, since there will always be some distributed users present, and the remainder of the RB will be small enough for a small packet?