3GPP TSG RAN WG1 Meeting #9
Dresden, Germany, Nov 30 – Dec 3, 1999

Document R1-99i37
e.g. for 3GPP use the format TP-99xxx
or for SMG, use the format P-99-xxx

CHANGE REQUEST

Please see embedded help file at the bottom of this page for instructions on how to fill in this form correctly.

25.211	CR	009	Current Version:	3.0.0

GSM (AA.BB) or 3G (AA.BBB) specification number ↑ *↑ CR number as allocated by MCC support team*

For submission to:	TSG-RAN #6	for approval	X	strategic		(for SMG use only)
list expected approval meeting # here ↑		for information		non-strategic		

Form: CR cover sheet, version 2 for 3GPP and SMG *The latest version of this form is available from: ftp://ftp.3gpp.org/Information/CR-Form-v2.doc*

Proposed change affects: *(at least one should be marked with an X)* (U)SIM [ ] ME [X] UTRAN / Radio [X] Core Network [ ]

Source: Nokia **Date:** 24.11.99

Subject: 20 ms RACH message length

Work item:

Category: *(only one category shall be marked with an X)*

F	Correction	
A	Corresponds to a correction in an earlier release	
B	Addition of feature	X
C	Functional modification of feature	
D	Editorial modification	

Release:

Phase 2	
Release 96	
Release 97	
Release 98	
Release 99	X
Release 00	

Reason for change: Addition of 20 ms RACH message length was agreed in RAN WG1#8 (New York 12.-15.10). See documents R1-99f58 and R1-99h72.

Clauses affected: 5.2.2.1.1, 5.2.2.1.3 and 5.2.2.1.4

Other specs affected:

Other 3G core specifications		→ List of CRs:
Other GSM core specifications		→ List of CRs:
MS test specifications		→ List of CRs:
BSS test specifications		→ List of CRs:
O&M specifications		→ List of CRs:

Other comments:

help.doc

<--------- double-click here for help and instructions on how to create a CR.

5.2.2 Common uplink physical channels

5.2.2.1 Physical Random Access Channel (PRACH)

The Physical Random Access Channel (PRACH) is used to carry the RACH.

5.2.2.1.1 RACH transmission

The random-access transmission is based on a Slotted ALOHA approach with fast acquisition indication. The UE can start the transmission at a number of well-defined time-offsets, denoted *access slots*. There are 15 access slots per two frames and they are spaced 5120 chips apart. Timing information on the access slots and the acquisition indication is given in section 7.3. Figure 3 shows the access slot numbers and their spacing to each other. Information on what access slots are available in the current cell is given by higher layers.

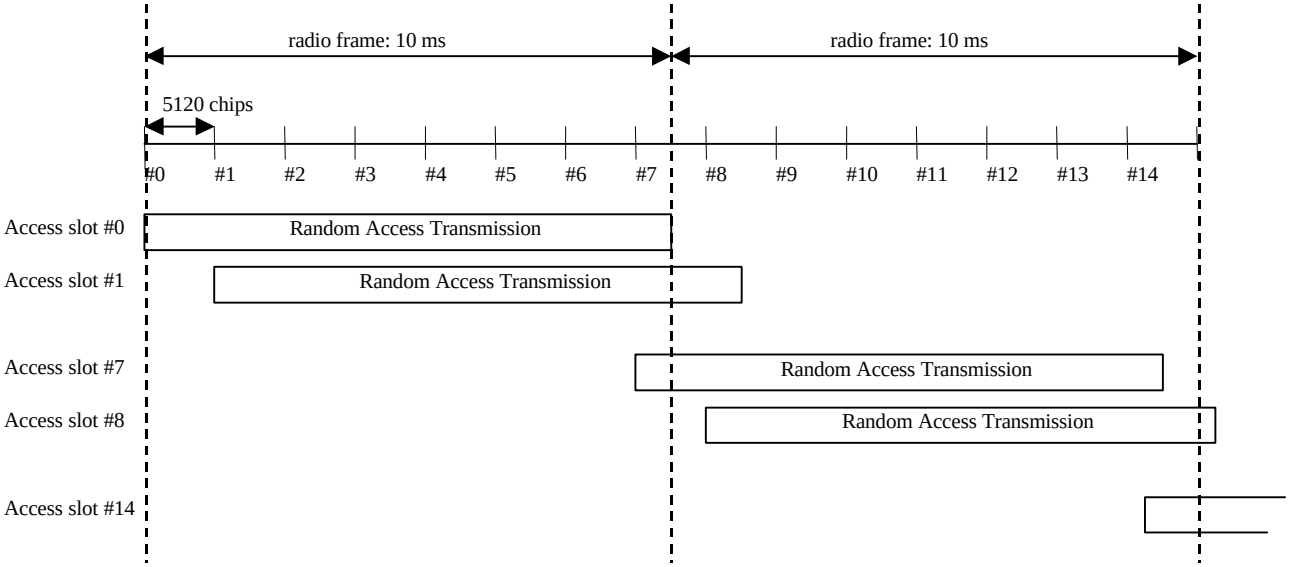

Figure 3: RACH access slot numbers and their spacing

The structure of the random-access transmission is shown in Figure . The random-access transmission consists of one or several *preambles* of length 4096 chips and a *message* of length 10 or 20 ms. The message length is informed by BCH or by higher layers.

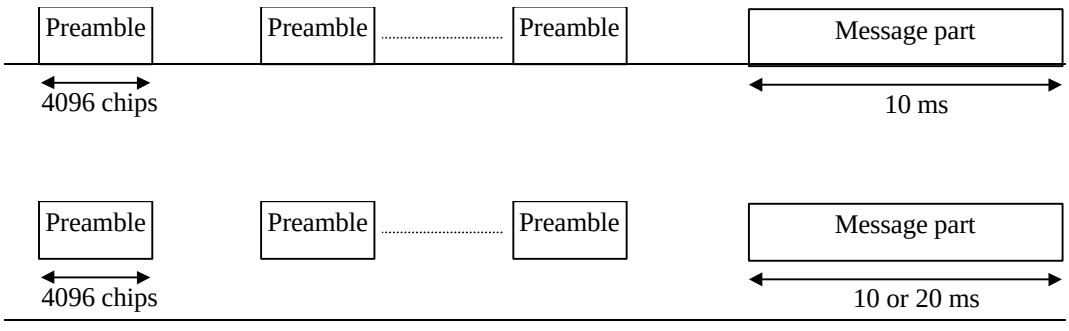

Figure 4: Structure of the random-access transmission.

5.2.2.1.2 RACH preamble part

The preamble part of the random-access burst consists of 256 repetitions of a signature. There are a total of 16 different signatures, based on the Hadamard code set of length 16 (see [4] for more details).

5.2.2.1.3 RACH message part for 10 ms message

Figure 5 shows the structure of the Random-access message part for 10 ms message length. The 10 ms message is split into 15 slots, each of length T_{slot} = 2560 chips. Each slot consists of two parts, a data part that carries Layer 2 information and a control part that carries Layer 1 control information. The data and control parts are transmitted in parallel.

The data part consists of $10*2^k$ bits, where k=0,1,2,3. This corresponds to a spreading factor of 256, 128, 64, and 32 respectively for the message data part.

The control part consists of 8 known pilot bits to support channel estimation for coherent detection and 2 TFCI bits. This corresponds to a spreading factor of 256 for the message control part. The pilot bit pattern is described in table 8. The total number of TFCI bits in the random-access message is 15*2 = 30. The TFCI value corresponds to a certain transport format of the current Random-access message.

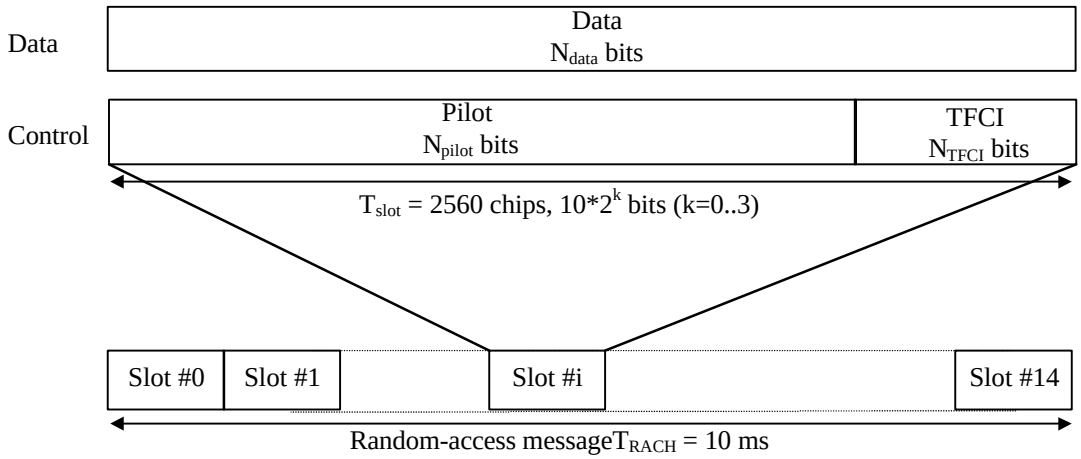

Figure 5: Structure of the random-access message part for 10 ms message.

Table 6: Random-access message data fields.

Slot Format #i	Channel Bit Rate (kbps)	Channel Symbol Rate (ksps)	SF	Bits/ Frame	Bits/ Slot	N_{data}
0	15	15	256	150	10	10
1	30	30	128	300	20	20
2	60	60	64	600	40	40
3	120	120	32	1200	80	80

Table 7: Random-access message control fields

Slot Format #i	Channel Bit Rate (kbps)	Channel Symbol Rate (ksps)	SF	Bits/ Frame	Bits/ Slot	N_{pilot}	N_{TFCI}
0	15	15	256	150	10	8	2

Table 8: Pilot bit patterns for RACH message part with N_{pilot} = 8.

	N_{pilot} = 8							
Bit #	0	1	2	3	4	5	6	7
Slot #0	1	1	1	1	1	1	1	0
1	1	0	1	0	1	1	1	0
2	1	0	1	1	1	0	1	1
3	1	0	1	0	1	0	1	0
4	1	1	1	0	1	0	1	1
5	1	1	1	1	1	1	1	0
6	1	1	1	1	1	0	1	0
7	1	1	1	0	1	0	1	0
8	1	0	1	1	1	1	1	0
9	1	1	1	1	1	1	1	1
10	1	0	1	1	1	0	1	1
11	1	1	1	0	1	1	1	1
12	1	1	1	0	1	0	1	0
13	1	0	1	0	1	1	1	1
14	1	0	1	0	1	1	1	1

5.2.2.1.4 RACH message part for 20 ms message

The structure of Random-access message part for 20 ms message length is the same as two 10 ms Random-access messages sent consecutively.