
Agenda item:	10
Source:	Nokia, Nortel Networks
Title:	Text Proposal for new DL slot structures at spreading factor 256
Document for:	Approval

1. INTRODUCTION

As a result of harmonization, several new slot structures were introduced in [1] that reduced the number of pilot bits to increase the available payload in the DPDCH. A text proposal is presented here for the required change to the table of slot structures in 25.211 [2].

2. TEXT PROPOSAL FOR 25.211

It is proposed that the following text be included in section 5.3.2 Dedicated downlink physical channels.

Table 9: DPDCH and DPCCH fields

Channel Bit Rate (kbps)	Channel Symbol Rate (ksps)	SF	Bits/Frame			Bits/Slot	DPDCH Bits/Slot		DPCCH Bits/Slot		
			DPDCH	DPCCH	TOT		N _{Data}	N _{Data}	N _{TFC}	N _{TP}	N _{Pil}
15	7.5	512	60	90	150	10	2	2	0	2	4
15	7.5	512	30	120	150	10	0	2	2	2	4
<u>30</u>	<u>15</u>	<u>256</u>	<u>240</u>	<u>60</u>	<u>300</u>	<u>20</u>	<u>2</u>	<u>14</u>	<u>0</u>	<u>2</u>	<u>2</u>
<u>30</u>	<u>15</u>	<u>256</u>	<u>210</u>	<u>90</u>	<u>300</u>	<u>20</u>	<u>0</u>	<u>14</u>	<u>2</u>	<u>2</u>	<u>2</u>
<u>30</u>	<u>15</u>	<u>256</u>	<u>210</u>	<u>90</u>	<u>300</u>	<u>20</u>	<u>2</u>	<u>12</u>	<u>0</u>	<u>2</u>	<u>4</u>
<u>30</u>	<u>15</u>	<u>256</u>	<u>180</u>	<u>120</u>	<u>300</u>	<u>20</u>	<u>0</u>	<u>12</u>	<u>2</u>	<u>2</u>	<u>4</u>
30	15	256	150	150	300	20	2	8	0	2	8
30	15	256	120	180	300	20	0	8	2	2	8
60	30	128	450	150	600	40	6	24	0	2	8
60	30	128	420	180	600	40	4	24	2	2	8
120	60	64	900	300	1200	80	4	56	8*	4	8
240	120	32	2100	300	2400	160	20	120	8*	4	8
480	240	16	4320	480	4800	320	48	240	8*	8	16
960	480	8	9120	480	9600	640	112	496	8*	8	16
1920	960	4	18720	480	19200	1280	240	1008	8*	8	16

* If no TFCI, then the TFCI field is blank.

3. REFERENCES

- [1] Nokia, Nortel Networks. Proposal for a DL slot structure to support EVRC vocoder, TSG-R WG1 document, TSGR1#7(99)c32, Aug. 30 – Sept. 3, 1999, Hanover, Germany.
- [2] 3GPP TSG RAN WG1. TS 25.211 – Physical channels and mapping of transport channels onto physical channels (FDD). V2.2.1.