


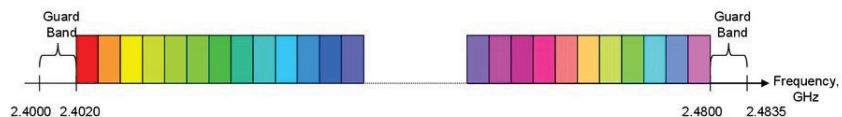
Frequency Hopping:

- Divide waveband into 1 MHz hop channels
- Radio hops from one channel to a different during a pseudo Random manner as dictated by a hop sequence
- The instantaneous (hop) bandwidth remains small
- Narrow band interference rejection



Frequency Hopping Spread Spectrum - FHSS

- Bluetooth splits the spectrum up into 79 1MHz wide channels
- The Bluetooth radio changes transmission frequency 1600 times a second for a 1 slot packet type
- The frequency hops follow a pseudo-random sequence that meets the power density requirements for the FCC and other regulatory bodies



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Piconet Channel:

The piconet channel is represented by a pseudo-random hopping sequence (through 79/23 RF frequencies)

The hopping sequence is exclusive for the piconet and is decided by the device address of the master of the Piconet. The phase is decided by the master clock.

Channel is split into time slots - 625 micro sec each.

Each slot corresponds to a special hop frequency.

Time Division Duplex - master and slave alternately transmit/listen.

Packet start aligned with slot start

Physical Link:

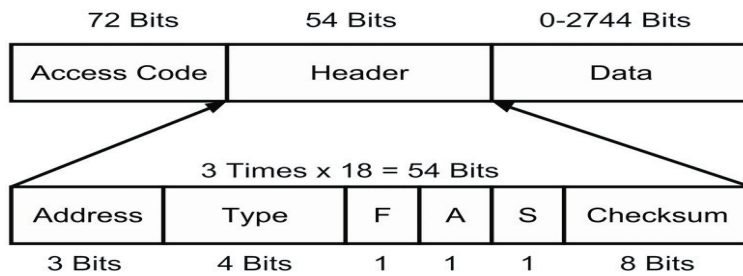
- **Synchronous Connection Oriented (SCO) Link:** - classical Telephone (voice)
 - Symmetric point-to-point link between m and s
 - reserved 2 consecutive slots at regular intervals
 - Master can support up to 3 simultaneous SCO links
- Mainly for audio/voice
- Never retransmitted

Asynchronous Connection-less (ACL) Link:

- (Typical data application (web traffic))
 - Symmetric/asymmetric
 - Point-to-multipoint between master and every one slaves
 - On a per-slot basis (polling scheme for control)
 - Just one ACL link per piconet - packets retransmitted (ARQ)

Packets:

- All data on the piconet channel is conveyed in packets
- 13 packet types are defined for the Baseband layer
 - Control packets (ID, NULL, FHS, POLL)
 - Voice packets (SCO)
 - Data packets (ACL)
- Multi-slot packets (1/3/5): To support high data rates. Packets always sent on a single-hop carrier - that for the primary slot. After multi-slot packet revert to original hop sequence.
- Packet format - (68/72 bits) Access Code, (54 bits) Header, (0-2745 bits) Payload.



Bluetooth Frame Format

Header:

- Addressing (3) : Max 7 slaves per piconet
- Packet type (4) : 13 packet types (some unused)
- Flow control (1)
- 1-bit ARQ (1) : Broadcast packets are not Acknowledge
- Sequencing (1) : for filtering retransmitted packets
- HEC (8) : Verify Header Integrity

Total = 18 bits

Encode with 1/3 FEC to get 54 bits

Data Rates on ACL:

TYPE	SYMMETRIC (Kbps)	ASYMMETRIC (Kbps)	
DM1 (2/3 FEC)	108.8	108.8	108.8
DH1 (unprotected)	172.8	172.8	172.8
DM3	256.0	384.0	54.4
DH3	384.0	576.0	86.4
DM5	286.7	477.8	36.3
DH5	432.6	721.0	57.6.

Access Code:

- The access code is used for timing synchronization, query and paging. There are three types of access codes
- **Channel Access Code (CAC):** Does not identify a single piconet. Derived from the device address of the piconet host. All "normal" (non-query and page) data packets on the piconet will use CAC.
- **Device Access Code (DAC):** used in the paging process (initial synchronization). The device address of the slave is derived.
- **Query access code:** used in the query process (to obtain the device address). 2 types: general IAC and equipment IAC

Error Correction/Flow Control:

Error correction-

- 1/3 FEC-
- 2/3 FEC-
- ARQ (retransmission until confirmation/timeout is received)

Flow control-

- FIFO queues at TX and RX
- If the RX queue is full, set the flow control bit in the header of the next packet sent. -TX freezes its FIFO queue until the bit is reset

Bluetooth Connection Establishment:

Two-step process: **query**-get device address

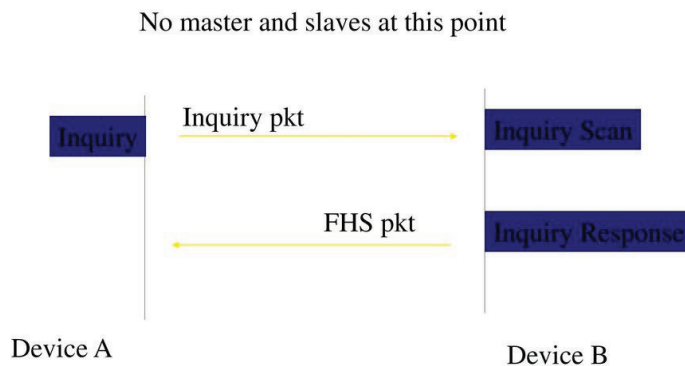
Paging-Synchronization

Query: Use query hopping sequence and IAC (DIAC or GIAC). If the device is to establish a piconet, the user of the device has to scan for other devices within the radio range. The device initiates the inquiry process by sending an inquiry access code (IAC) common to all Bluetooth devices, and the IAC is broadcast in turn on 32 so-called wake-up carriers. A device that is in the standby state and periodically monitors may enter the query mode periodically to search for IAC messages on the wake-up carrier. Once the device detects the query, it will return a data packet that contains its device address and timing information required by the host to initiate a connection. From that moment on, the device acts as a slave device. If the query is successful, the device enters page mode.

Paging: Use the paging sequence and the DAC of the device to be paging. After finding all the necessary devices, the host can establish a connection with each device, that is, a piconet. The host calculates a special frequency hopping sequence according to the received device address to contact each device separately. The slave responds and synchronizes with the clock of the master, that is, starts from the frequency hopping sequence defined by the master. The host may continue to page more devices that will be added to the piconet. Once the device is synchronized to the frequency hopping mode of the piconet, it will also enter the connected state.

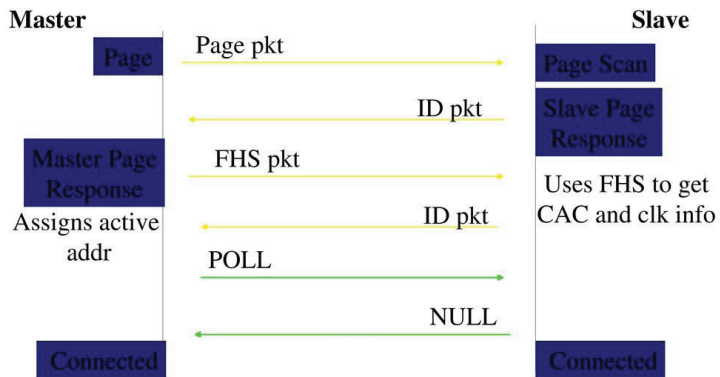
Connection Establishment - Inquiry:

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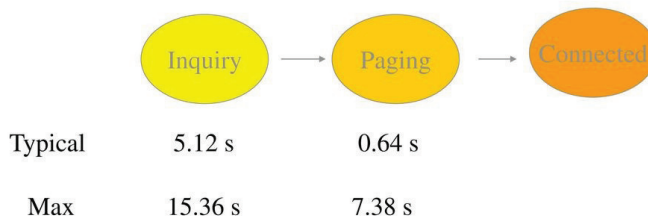
Connection Establishment - Paging:

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Connection Establishment times:

Connection Establishment times



Connection Modes:

Active mode: The device actively participates in the energy-saving mode of the piconet channel

Monitoring mode: The slave device listens to the piconet at a reduced rate. Most power saving.

Hold mode: The ACL link to the slave is in hold. SCO links are still supported. Release the ability to query, page and participate in another piconet.

Persistent mode: The slave station gives up its active member address. But keep it in sync (beacon channel). Listen to the radio. Most power saving.

Intra-piconet communication:

The host controls all traffic on the piconet

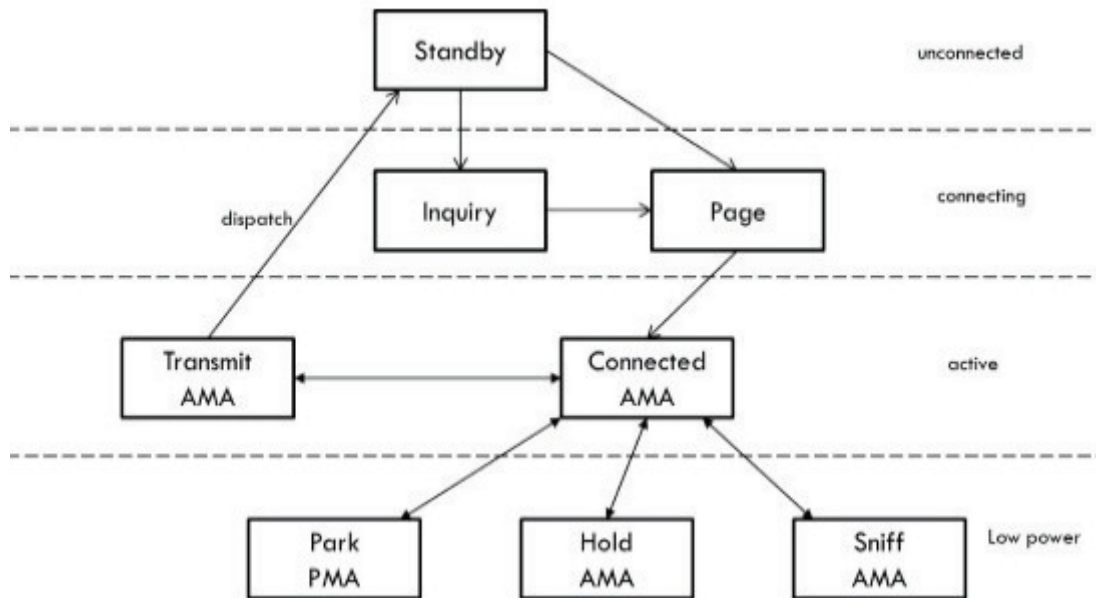
SCO link-reservation

The master station allocates capacity for the SCO link by reserving time slots in pairs.

ACL link-polling scheme

The slave transmits in the slave-to-master slot only when the MAC address in its previous slave-to-slave slot addresses the slave. Therefore there is no collision.

Major Baseband states of a Bluetooth device:



Bluetooth - Applications (1):

Completely replace infrared in the coupling area of peripherals
"Smart Store"

The store informs the buyer of special offers via mobile phone, or handles inquiries in various exhibition halls

Ticket vending machine with Bluetooth function

Payment via mobile phone can be done without contact

Control home appliances via mobile phone

Bluetooth technology can wirelessly connect all your office peripherals. Connect your PC or laptop to printers, scanners and fax machines without being troublesome and will interfere with certain cable connections. You can increase the degree of freedom by wirelessly connecting the mouse or keyboard to the computer.

Bluetooth enables us to have three phone calls. At home, your phone can be used as a portable phone (fixed telephone charges). When you are on the go, it can be used as a mobile phone (mobile phone charging). Moreover, when your phone enters the range of another phone with built-in Bluetooth wireless technology, it can be used as a walkie-talkie (no phone charging required).

Bluetooth - Applications (2):

In the meeting, you can immediately transfer selected documents with selected participants and automatically exchange electronic business cards without any wired connection.


Connect the wireless headset to your mobile phone, mobile computer or any wired connection so that you can free up your hands to complete more important tasks while in the office or in the car

If your digital camera has Bluetooth enabled, you can send still images or video images from any location to any location without connecting the camera to a mobile phone on a wired phone.

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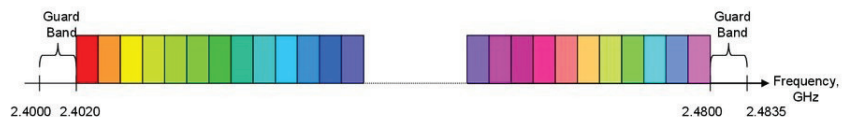
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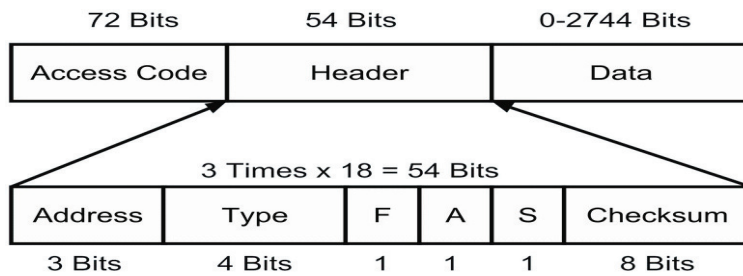
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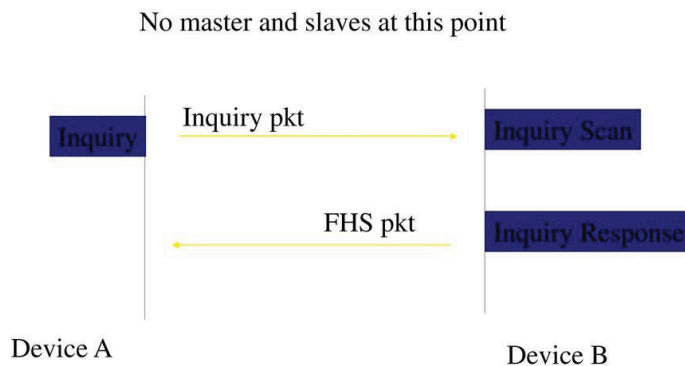
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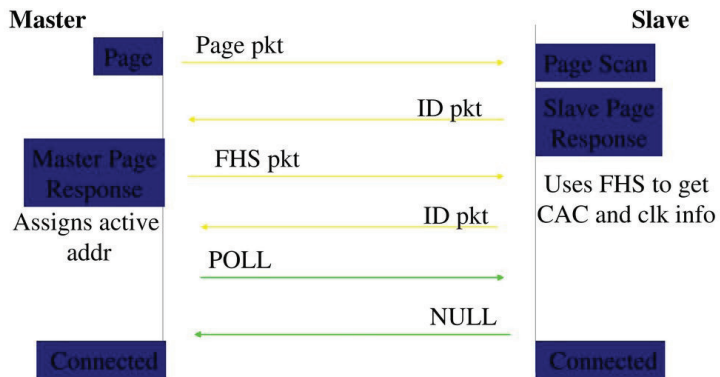
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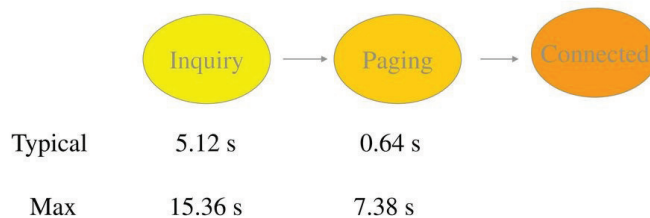
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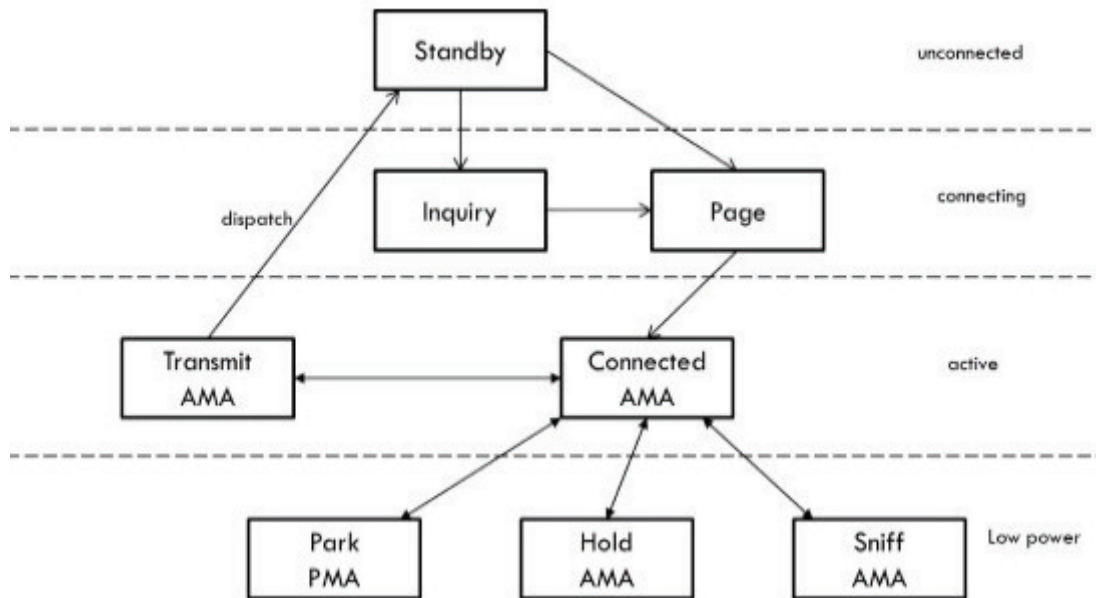
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