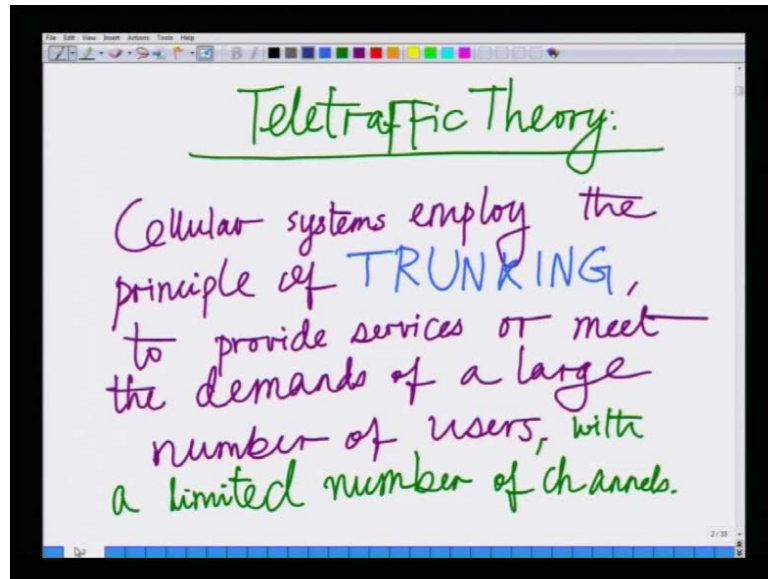


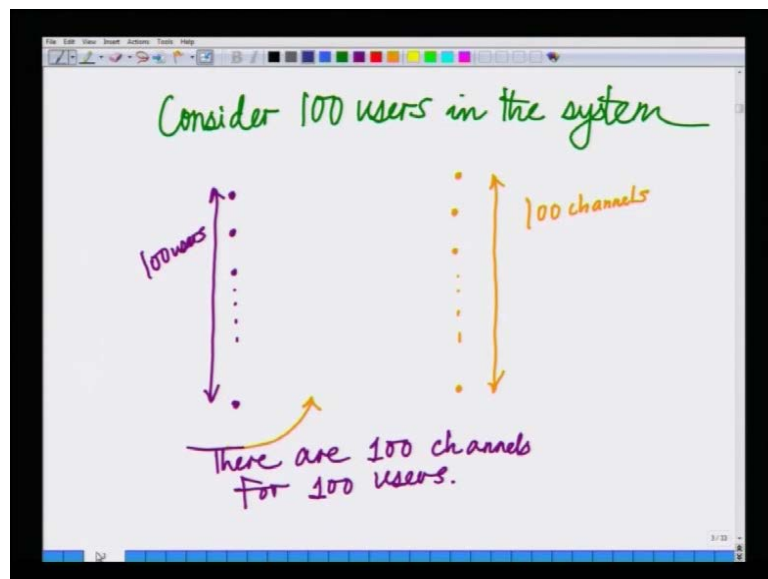
Advanced 3G and 4G Wireless Communication
Prof. Aditya K. Jagannatham
Department of Electrical Engineering
Indian Institute of Technology, Kanpur

Lecture - 40
Cellular Traffic Modeling and Blocking Probability

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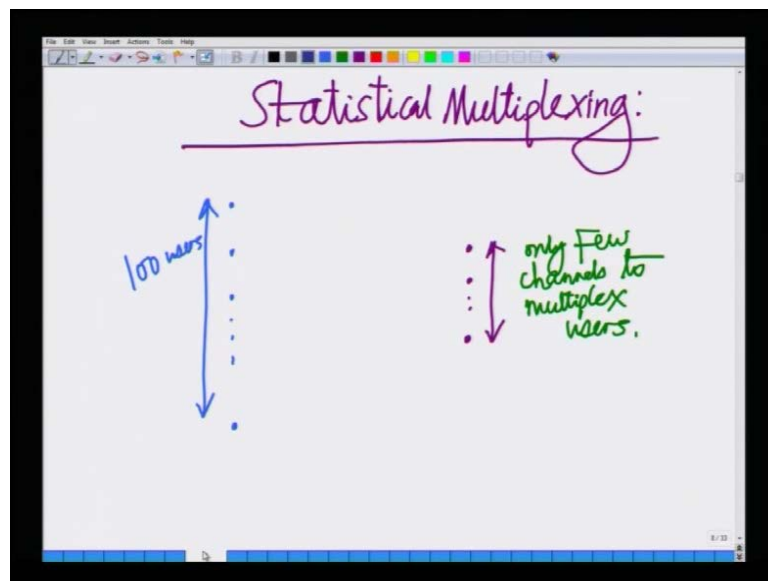
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Hello, welcome to another lecture in the course on 3G 4G wireless communication systems. In the last lecture, we had concluded our discussion on the link budget analysis and we had

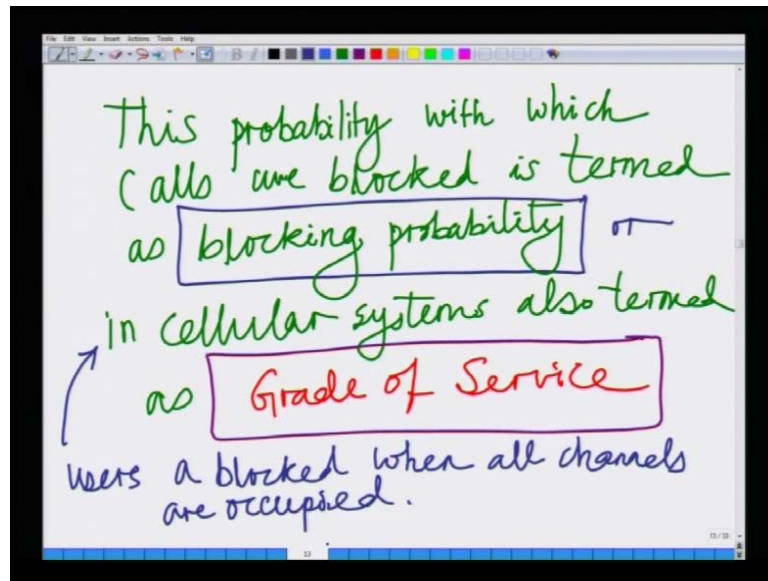
started looking at tele-traffic theory. Tele-traffic theory is essentially what, we said is to model trunking, which is employed by telephone systems and cellular systems to use a limited number of channels to provide services to a large number of users. For instance, we said if there are 100 subscribers, one can have 100 channels so that is to meet the demand, meet the demands of all particular users. But this is inefficient since the probability that all the users are going to be on a call at some point of time is very, very small.

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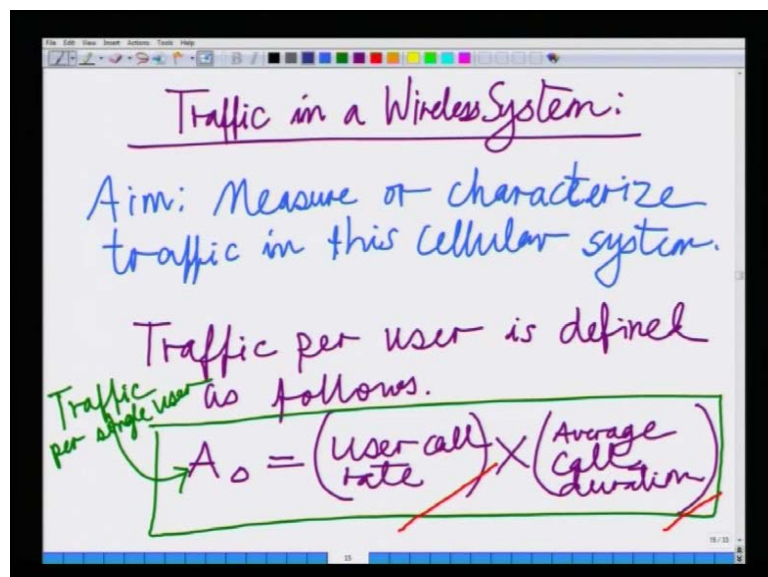
Hence instead a more efficient option is to use a much fewer number of channels for a large number of users and statistically multiplex these users.

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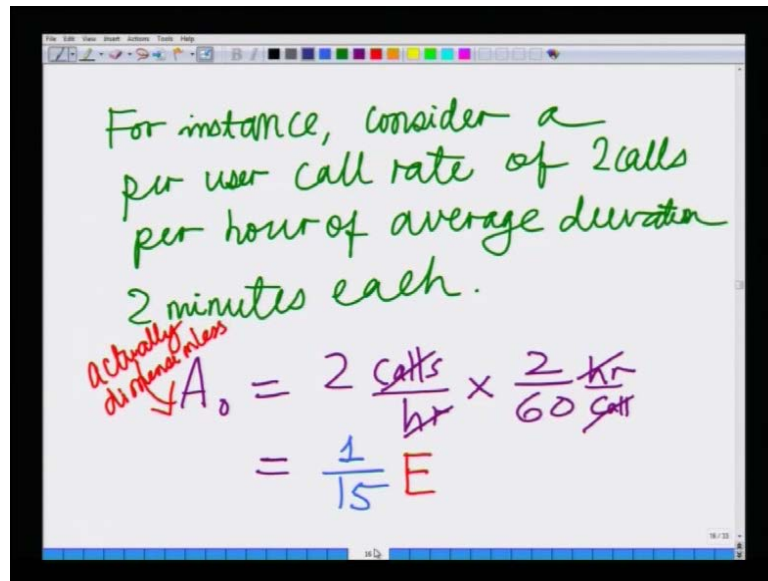


However, we have also said that as a result of this efficient system, there is still a small probability that at some point of time; the number of users who wish to place a call is greater than the number of channels that are available, this is termed as the blocking probability or the grade of service and we wanted to employ our aim was to employ tele-traffic theory to compute this blocking probability.

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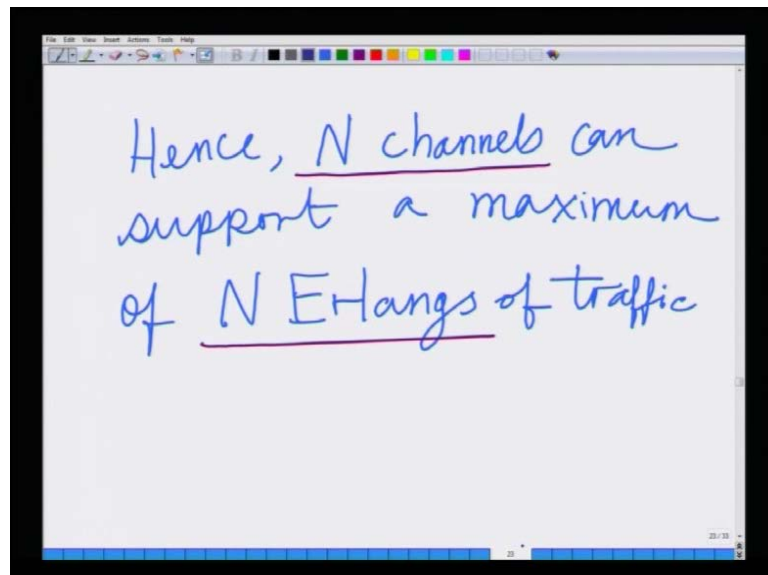
For instance, consider a per user call rate of 2 calls per hour of average duration 2 minutes each.

Actually dimensionless

$$A_0 = 2 \frac{\text{calls}}{\text{hr}} \times \frac{2 \text{ hr}}{60 \text{ call}} = \frac{1}{15} E$$

We also said towards this right, we will start characterizing the traffic in a wireless system, we said the traffic in a wireless system is nothing but, the user call rate times the average call duration of each user. For instance, if a user is placing 2 calls per hour of average duration 2 minutes each, the call the traffic per user is one-fifteenth of an Erlang.

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Hence, N channels can support a maximum of N Erlangs of traffic

We said that this this traffic is measured in units of erlang in honor of the Danish telecom engineer, erlang who first studied tele traffic theory proposed tele traffic theory. We have also said that the total traffic for N users is N times A naught, where A naught is the per user

traffic and finally, we proceeded to characterize the maximum traffic that can be carried by a system if there are N channels then N Erlangs of traffic can be carried by the system.

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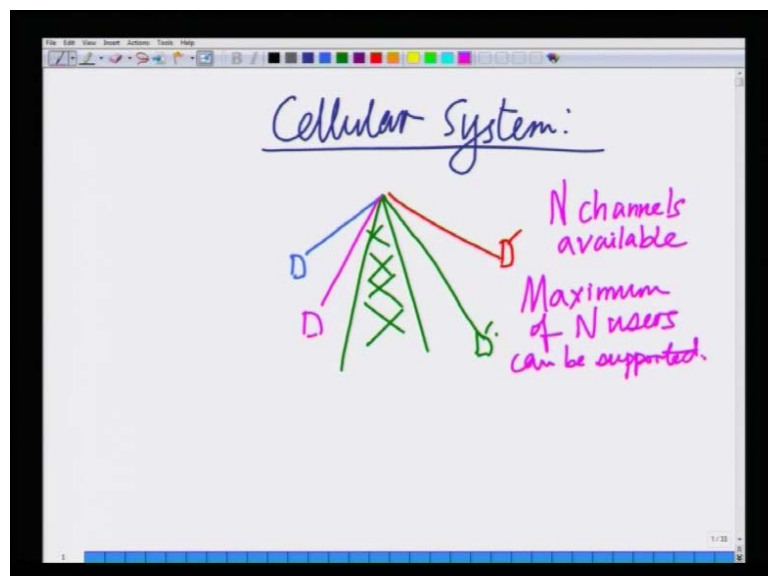
Hence, the probability that K calls arrive in a time duration t is given as,

$$P(K) = \frac{(\lambda t)^K e^{-\lambda t}}{K!}$$

Poisson Distribution
Discrete distribution
defined for $K = 0, 1, \dots, \infty$

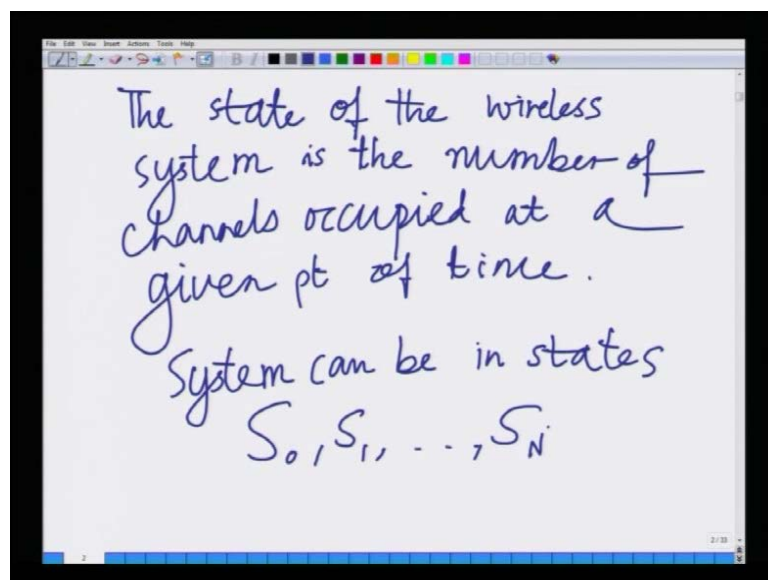
We also started characterizing, this call arrival as a random poisson process saying that if there is the call arrival rate is λ , then the probability that k calls arrive in a time duration t is λt to the power of k e to the power minus λt time over k factorial. So let us start here and proceed with today's lecture essentially which is we want to start talking about a cellular system, so we want to talk about cellular system modeling.

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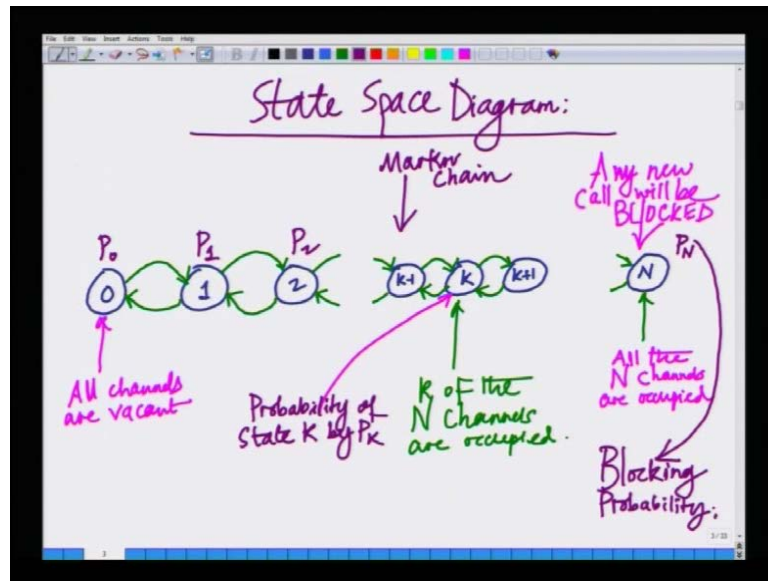
We said in a cellular system, let there be N channels available, so that a maximum of N users can be connected at any given point of time. All right and these channels, so there are N channels available, which means a maximum of N users can be supported that is a maximum of N users can be connected to the base station or be on a call at any given point of time, now what we want to do? However, not all users not all the N channels are occupied at any given point of time probabilistically a few of the N channels are occupied, hence let us represent this number of channels that are occupied in a base station by at a current instant of time as the state of the wireless communication system hence the state of the wireless communication system.

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State of the wireless system is the number of channels occupied at a given point of time. For instance, if 4 channels are occupied then the system is in state 4, if 5 channels are occupied, the system is in state 5, remember since capital N is the maximum number of channels that are available, the system can be in state 0 to N , it cannot be in a state N plus 1 alright, so system state can be in states S_0, S_1 up to S_N , S_0 denotes the state where no channel is occupied, S_N denotes the state, where all channels are occupied and in between s_k for $0 \leq k \leq N$ denotes the state, where k of these N channels are occupied and now we can draw a state space diagram.

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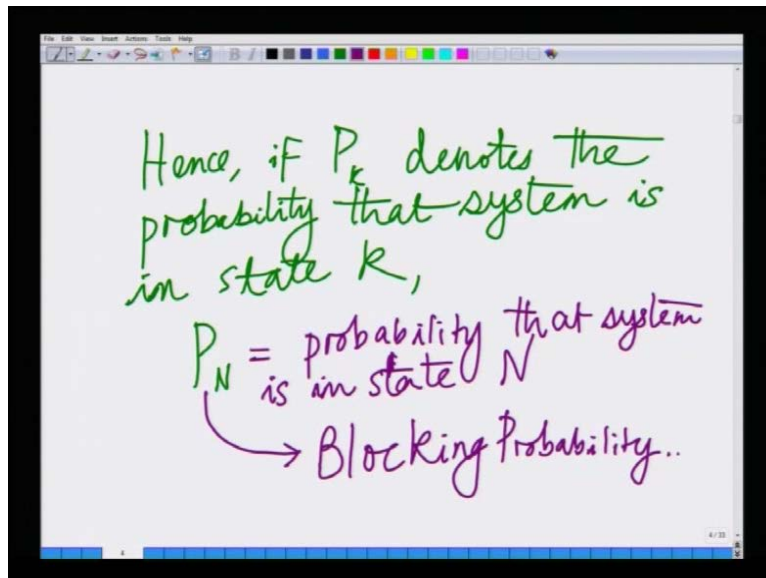


We can denote, we can denote, we can draw a state space diagram for this as follows, I am going to denote the states as follows so on and so forth, state k so on and so forth state n , so what we have here is essentially is, I have state 0 state 1 state 2 some intermediate state k and I have the final state n , this system can now transition between these states, for instance it can transition from state 0 to state 1 ; that is if one call arrives in state 0 , it can transition to state 1 , if one call departs in state 1 , it transitions to state 0 alright which essentially means; when all channels are vacant in state 0 , if a call arises 1 channel becomes occupied so it transitions to state 1 . In state 1 , where 1 channel is occupied, if another call arrives it transitions to state 2 however, if one call departs from state 2 it transitions to state 1 and so on and so forth. Similarly, it transitions from state $k-1$ to k , if one call arrives from k to $k+1$, if one call arrives in state k from $k+1$ to k , if one call departs in state k and so on all right.

This state representation is also termed as a Markov chain, so this state representation is essentially termed as this is termed as a Markov chain. Remember, we said k is the state, where k of the N channels are occupied capital N is essentially the state, where all the N channels are occupied and 0 is the state, where all channels are vacant alright, so 0 is a state; where all channels are vacant, N is the state; where channels are occupied and remember in state N ; there is no further transition to $N+1$ that is only N channels are occupied, so any call that arrives in this system in state N is going to be blocked, so in state N , any new call will be blocked and essentially if we denote the probability, probability of state k by P_k , probability by P_k probability of system being in state 0 is p_0 , probability of system being in

state 1 is P_1 , P_2 , P_2 , probability of system being in N is P_N , remember this state all the calls are blocked. Hence, this is also termed as the blocking; this is nothing but, the blocking probability hence.

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Hence, if P_k denotes the probability that system is in state k , P_N equals probability that system is in state N which is essentially nothing but, which is the... So, what we are essentially saying at this point is as follows; if there are N channels, we can think of this system as being in 1 of the states of the state's s_0, s_1, s_N , where s_k denotes the state that channels are occupied, we are going to associate the probability P_k with the state k that is with probability P_k , the state is in the system is in state s_k , where k channels are occupied which means P_N denotes the probability that system is in state N in which it cannot accept any further calls, hence all calls are going to be, further calls are going to be blocked, this is nothing but, the blocking probability of the system, this is what we used to characterize.

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Steady State Analysis:
Consider an infinitesimally small time interval Δt . Probability one call arrives in Δt
$$P_1(\text{one call arrival}) = \frac{(\lambda \Delta t)^1 e^{-\lambda \Delta t}}{1!}$$

For this now, we want to proceed with the steady state analysis, what is the probability of... You want to answer this question, what is the probability of call arrival in a small time, so we want to consider an infinitesimal time interval delta t, consider an infinitesimally small time interval delta t probability one call arise in delta t, remember this is given by the poisson probability that we already talked about.

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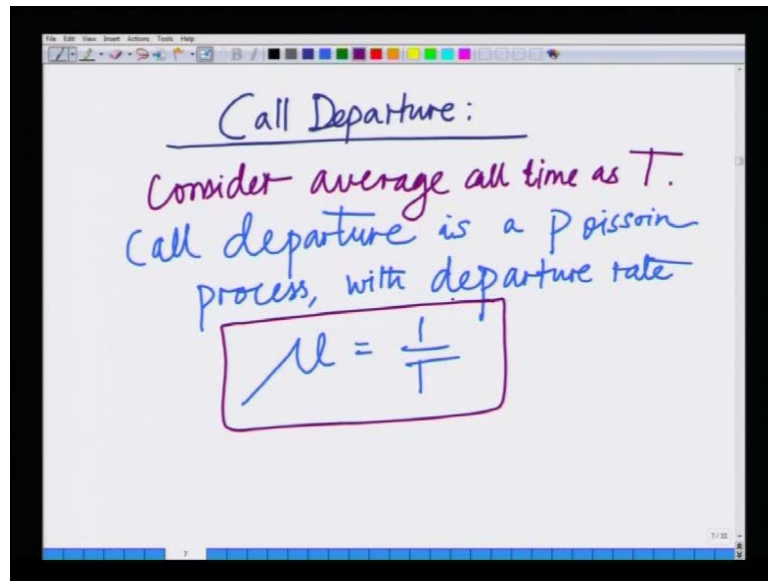
$$= (\lambda \Delta t) e^{-\lambda \Delta t}$$
$$e^{-\lambda \Delta t} \approx 1$$
$$\approx \lambda(\Delta t)$$

Probability one call arrives in time Δt is $(\lambda \Delta t)$.

So, probability of one call arrival equals lambda delta t to the power of 1, k equals to 1 because, it is we are talking about one call, e power minus lambda delta t divided 1factorial,

which is nothing but, $\lambda \Delta t$ into $e^{\text{power } -\lambda \Delta t}$, since this $\lambda \Delta t$ is small, this $e^{\text{power } -\lambda \Delta t}$ is approximately equal to 1. Hence, this can be approximated as $\lambda \Delta t$; that is probability one call arrives in time, in time Δt is $\lambda \Delta t$; that is probability one call arrives in time in time Δt is $\lambda \Delta t$.

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Now, how about call departure? How can we model call departure? Let us consider, the average call time as t ; in that case what that means is the call departure rate is nothing but, μ which is 1 by t , so we can model call departure, call departure is a Poisson process with departure rate μ is given as 1 by t .

So, we have if the average call duration is 2 minutes which corresponds to 2 by 60 at the same hour all right, so time is 2 by 60, which is 1 over, which is 1 over 30 then μ corresponds to 1 over t , which is essentially 30 per hour, so the call departure rate is the inverse of the average call duration. Hence, now probability, we said this is a Poisson process similar to the call arrival, hence the probability that one call departs in a small time interval Δt is nothing but, μ times Δt .

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Probability of one call departure
in time Δt is
 $P(\text{one call departs}) = \mu(\Delta t)$

The word "departure" is written above "rate" and underlined. An arrow points from "departure rate" to the μ in the equation.

However, in state K , there are k calls and any of these calls can depart, hence the probability that one call departs in state k in time Δt is nothing but, k times $\mu \Delta t$. So, probability of one call departure, departure in time Δt is probability one call departs equals $\mu \Delta t$, where μ is a departure rate.

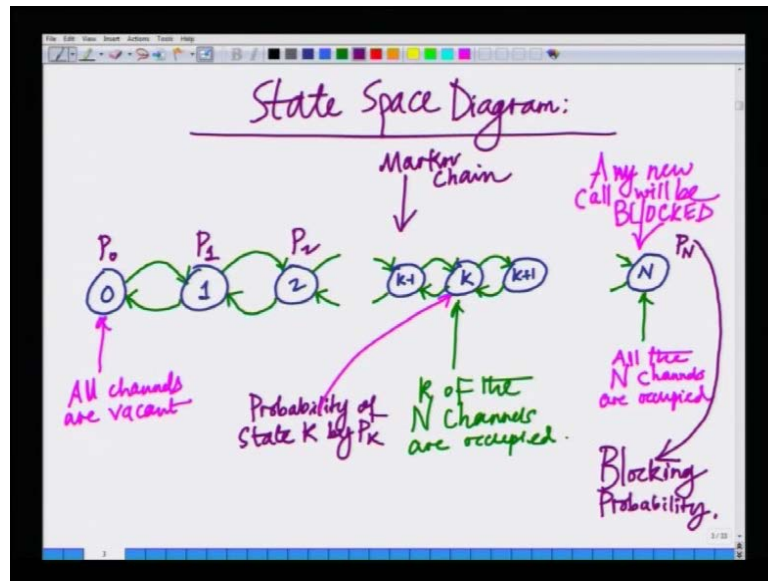
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However, in state k , we
have k channels occupied.
Hence, probability of call
departure in state k
is $k\mu(\Delta t)$

The expression $k\mu(\Delta t)$ is enclosed in a purple rectangular box.

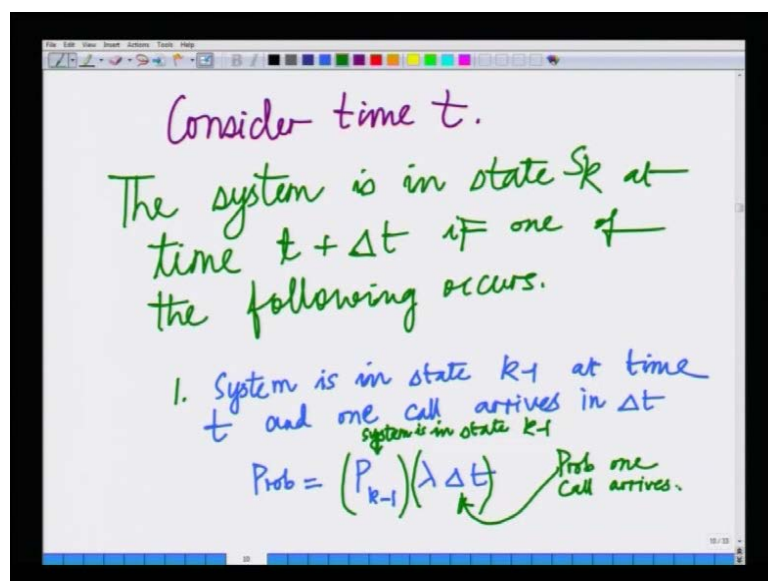
However, in state k , however in state k , k channels are occupied; however in state k , we have k channels occupied which means any of these calls can depart, hence the probability of call departure is k times $\mu \Delta t$.

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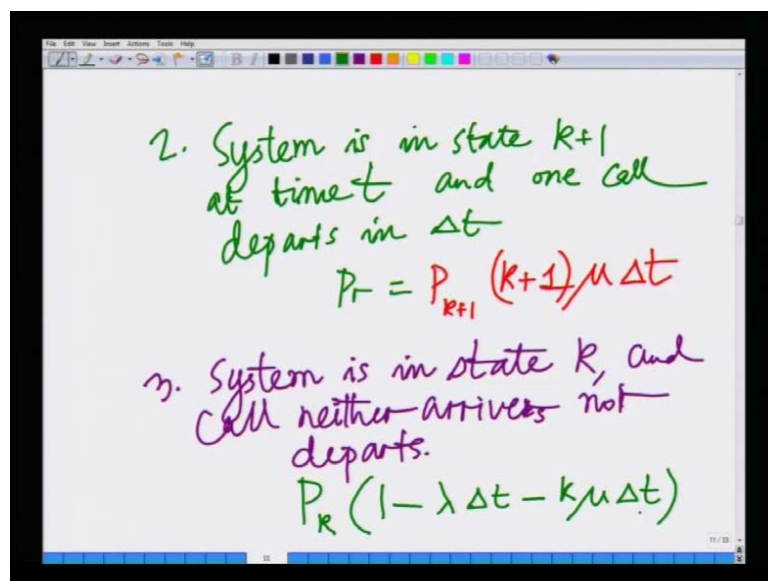
The probability of one call departing in state k is k times $\mu \Delta t$. All right, now, we have characterized call arrival and call departure. We said one call arriving in time Δt is $\lambda \Delta t$; one call departing in state k , the probability that one call departs in time Δt in state k is k times μ times Δt . Now, we want to go back and look at our Markov chain to analyze this, remember if we have, let us consider state k , the system transitions from k minus 1 to k plus 1, if one call arrives in k minus 1 or one call departs from state k plus 1 or the system is in state k and no call arrives or no call departs so let us look at this.

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Consider time t , system is in, system is in state k at time t plus Δt , let us write system in state s k time t plus Δt , if one of the following occurs, that is system is in state, system is in state k minus 1 at time t and one call arrives in this time Δt then at t plus Δt , system will move into state k ; that is system is in state k minus 1 at time t and one call arrives, hence the system is in state k plus 1 at time k , at time t plus Δt , if the system is in state k minus 1 that is k minus 1th channels are occupied at time t and one call arrives in time Δt . This probability arrives in Δt , probability is of this event is nothing but, P_{k-1} that is $P_{k-1} \lambda \Delta t$, where P_{k-1} .

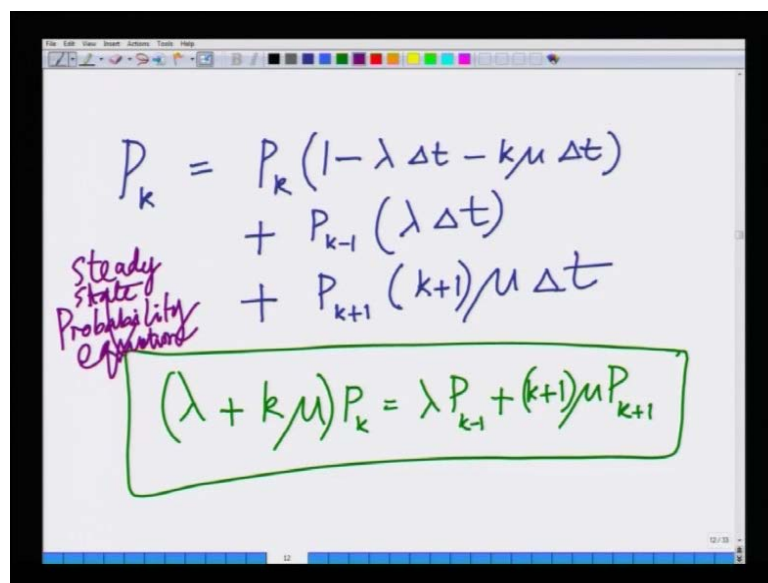
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This denotes probability that the system is in state k minus 1 and $\lambda \Delta t$ denotes probability that one call has arrived. Probability system is in state k minus 1 and $\lambda \Delta t$, probability one call arrives; similarly, the other case is that system is in state k plus 1 at time t and one call departs in Δt , the other case is system is in state k plus 1 at time t and one call departs in Δt , probability is nothing but, P_{k+1} system is in state k plus 1 and one call departs, remember in state k probability that one call departs is $k \mu \Delta t$, in state k plus 1 probability that one call departs is $k+1 \mu \Delta t$ and the other condition hence, we are saying this it can, the other case in which the system ends up in state k at time t plus Δt is, if it is at state k plus 1 at time t and in that Δt time one call departs that probability is P_{k+1} into $k+1 \mu \Delta t$.

And the third probability is simple, which is system is in state k and call neither arrives nor it departs. Hence, it continues to be in state k system is, the third case is system is in state k and call neither arrives nor it departs at the probability of this is P_k into $1 - \lambda \Delta t - k \mu \Delta t$, what this is saying is P_k is the nothing but, P_k is the probability that the system is in state k , $\lambda \Delta t$ is a probability one call arrives, $k \mu \Delta t$ is a probability one call departs. Hence, $1 - \lambda \Delta t - k \mu \Delta t$ is the probability that a call neither arrives nor departs, hence this is the probability that system is in state k and continues to be in state k at time $t + \Delta t$.

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The image shows a handwritten derivation of the steady state probability equation for a Markov chain. The equation is written on a whiteboard with a black border. The equation is:

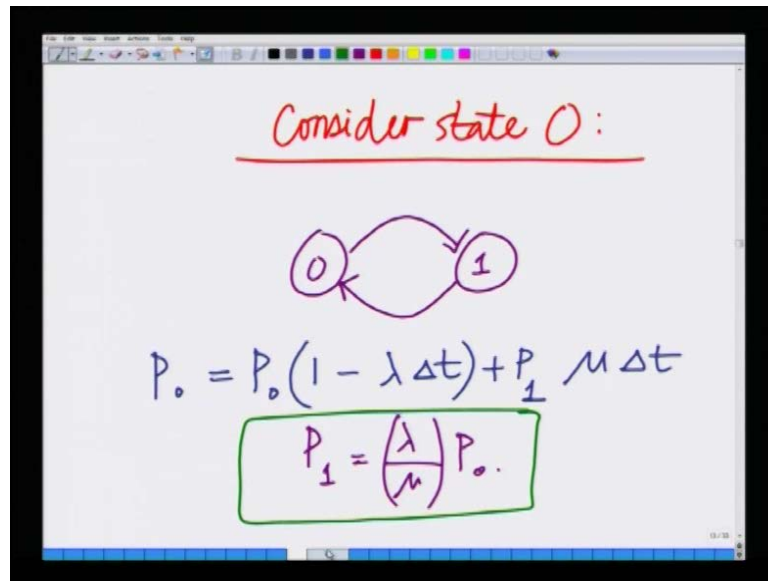
$$P_k = P_k(1 - \lambda \Delta t - k \mu \Delta t) + P_{k-1}(\lambda \Delta t) + P_{k+1}((k+1)\mu \Delta t)$$

Below the equation, the text "Steady state Probability equation" is written in purple. The equation is then rearranged and boxed in green:

$$(\lambda + k\mu)P_k = \lambda P_{k-1} + (k+1)\mu P_{k+1}$$

Hence now, you have a simple steady state expression for the probabilities which can be written as follows; system is in state k that is the probability in that system is state k at time $t + \Delta t$ is nothing but, the probability system is in state k at time t and a call neither arrives nor departs plus probability that the system is in state $k - 1$ and one call arrives in Δt plus probability system is in state $k + 1$ and one call departs in Δt that is nothing but, P_k plus $1 - \lambda \Delta t - k \mu \Delta t$, hence rearranging this we arrived at the steady state equation for probabilities which is $\lambda + k \mu$ times P_k equals $\lambda P_{k-1} + (k+1) \mu P_{k+1}$. This is nothing but, the steady state probability equation for our Markov chain this is the, this is nothing but, steady state probability equation which is $\lambda + k \mu$ times P_k equals $\lambda P_{k-1} + (k+1) \mu P_{k+1}$.

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There is a special case in this consider state 0, we see that in state 0, if you look at state 0 and state 1, we see that in state 0, no call can depart; in state 0, only a call can arrive. Hence, there is no moving to the left at state 0 in this markov chain, hence the steady state equation for this can be written as, probability that in state, this is in state 0 and that no call arrives which is $1 - \lambda \Delta t$, $\lambda \Delta t$ is the probability that one call arrives, $1 - \lambda \Delta t$ is the probability that no call arrives, so $P_0(1 - \lambda \Delta t)$ is the probability that it continues to be in state 0, which is equal to $1 - \lambda \Delta t$ the probability that which is the state 1 and the one call departs which is essentially $P_1 \mu \Delta t$ which is essentially $\mu \Delta t$.

So plus this; so the probability that it is in state 0 is nothing but, probability it is in state 0 at time t and a call does not arrive, then it continues to be state 0 or it is in state 1 and then one call departs in which case it transitions to state 0, hence the probability at state 0 that is P_0 at time $t + \Delta t$, P_0 equals $P_0(1 - \lambda \Delta t) + P_1 \mu \Delta t$ this can be simplified as follows; P_1 equals $\frac{\lambda}{\mu} P_0$, so P_1 can be simplified as $\frac{\lambda}{\mu} P_0$, now let me substitute this in the expression, we have here for the general steady state probability equation.

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The image shows a digital whiteboard with handwritten mathematical equations. At the top, it says $k=1$. Below that, the first equation is $(\lambda + \mu)P_1 = \lambda P_0 + 2\mu P_2$. The second equation is $(\lambda + \mu) \frac{\lambda}{\mu} P_0 = \lambda P_0 + 2\mu P_2$. The third equation is $\frac{\lambda^2}{\mu} P_0 + \cancel{\lambda P_0} = \cancel{\lambda P_0} + 2\mu P_2$, where the λP_0 terms are crossed out.

$$k=1$$
$$(\lambda + \mu)P_1 = \lambda P_0 + 2\mu P_2$$
$$(\lambda + \mu) \frac{\lambda}{\mu} P_0 = \lambda P_0 + 2\mu P_2$$
$$\frac{\lambda^2}{\mu} P_0 + \cancel{\lambda P_0} = \cancel{\lambda P_0} + 2\mu P_2$$

Let me take consider k equals 1; I can write this as follows, lambda plus mu into P 1 equals lambda P naught plus 2 mu P 2, I will substitute P 1 equals lambda over mu lambda by mu P naught, this is equal to lambda P naught plus 2 mu P 2, hence we arrive at lambda square by mu P naught plus lambda P naught equals lambda P naught plus 2 mu P 2 the lambda naught cancels.

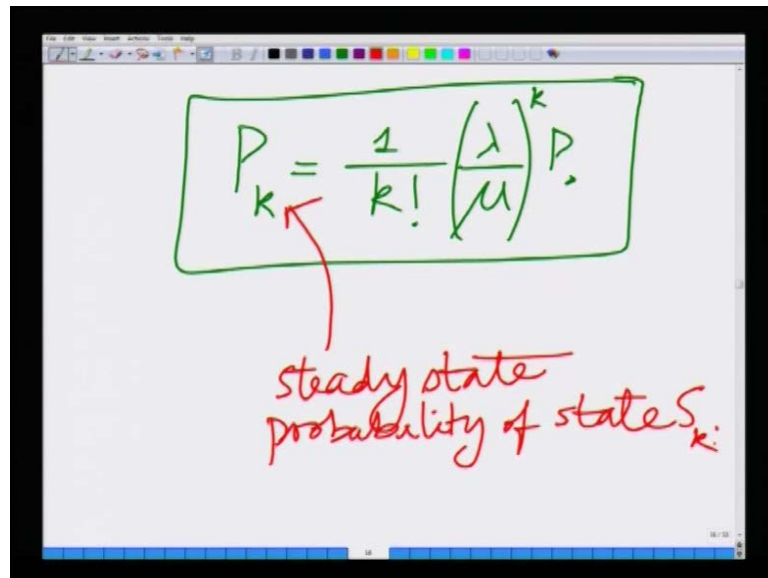
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The image shows a digital whiteboard with handwritten mathematical equations. The first equation is $\frac{\lambda^2}{\mu} P_0 = 2\mu P_2$. Below it, an arrow points to a boxed equation: $P_2 = \frac{1}{2} \left(\frac{\lambda}{\mu} \right)^2 P_0$.

$$\frac{\lambda^2}{\mu} P_0 = 2\mu P_2$$
$$\Rightarrow \boxed{P_2 = \frac{1}{2} \left(\frac{\lambda}{\mu} \right)^2 P_0}$$

Hence I have, λ^2 by μP_0 equals $2\mu P_2$, hence this can be simplified as P_2 equals 1 over 2λ by μ whole square P_0 , so I can simplify this as P_2 which is now given in terms of P_0 as P_2 equals half λ by μ whole square P_0 .

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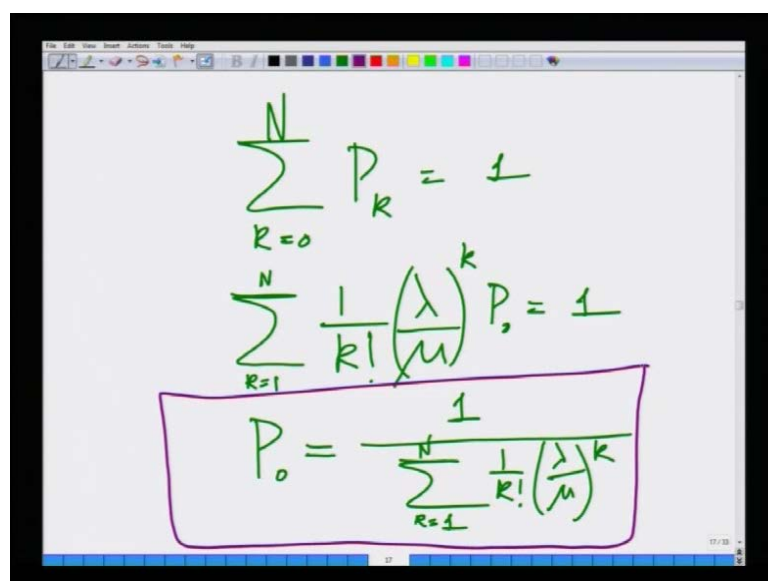


$$P_k = \frac{1}{k!} \left(\frac{\lambda}{\mu} \right)^k P_0$$

steady state probability of state S_k .

And we can also continue this way, the general probability of state k is given as follows, P_k equals 1 over k factorial λ by μ to the power of k divided by P_0 , this is the steady state probability of state k .

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$$\sum_{k=0}^N P_k = 1$$

$$\sum_{k=1}^N \frac{1}{k!} \left(\frac{\lambda}{\mu} \right)^k P_0 = 1$$

$$P_0 = \frac{1}{\sum_{k=1}^N \frac{1}{k!} \left(\frac{\lambda}{\mu} \right)^k}$$

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Handwritten notes on a digital whiteboard:

$$\lambda = \text{call arrival rate}$$
$$\mu = \frac{1}{t} = \text{call departure rate}$$
$$\text{Total traffic} = \text{call arrival rate} \times t$$
$$= \lambda \times \frac{1}{\mu} = \frac{\lambda}{\mu} = A$$

One minor, one minor pre casting of this expression, we know that the lambda equals call arrival rate in this system; that is the net call arrival rate mu equals 1 over t, which is call departure rate. Hence total traffic, remember from our definition of traffic, total traffic is nothing but, call arrival rate into t which is the average duration of the call which is nothing but, lambda into t is nothing but, 1 by mu, hence this is nothing but, 1 by mu this is lambda by mu, hence what we have saying in this system is, that the total traffic is nothing but, lambda by mu which is A, hence the total trafficlamba by mu is nothing but, A which is the total traffic.

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Handwritten notes on a digital whiteboard:

$$P_N = \frac{\frac{1}{N!} A^N}{\sum_{k=0}^N \frac{1}{k!} A^k}$$

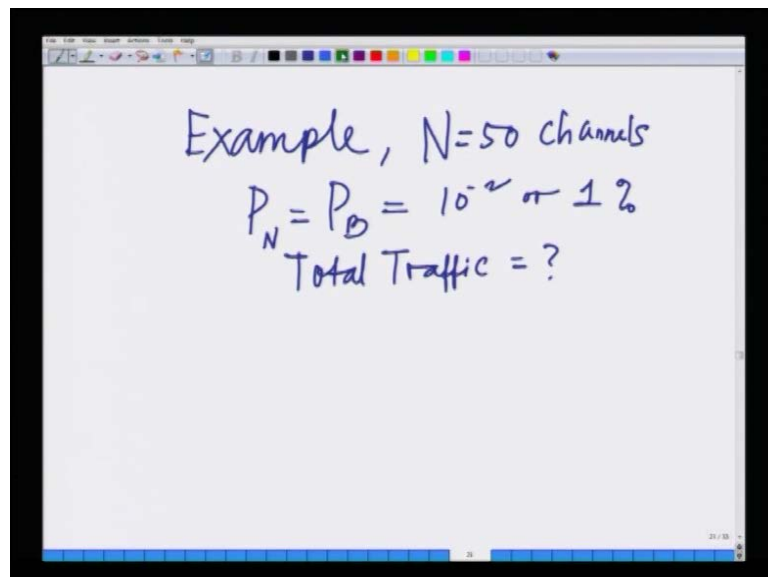
Annotations:

- An arrow points from the text "Blocking Probability" to P_N .
- An arrow points from the text "Total traffic in Erlangs." to A in the denominator.

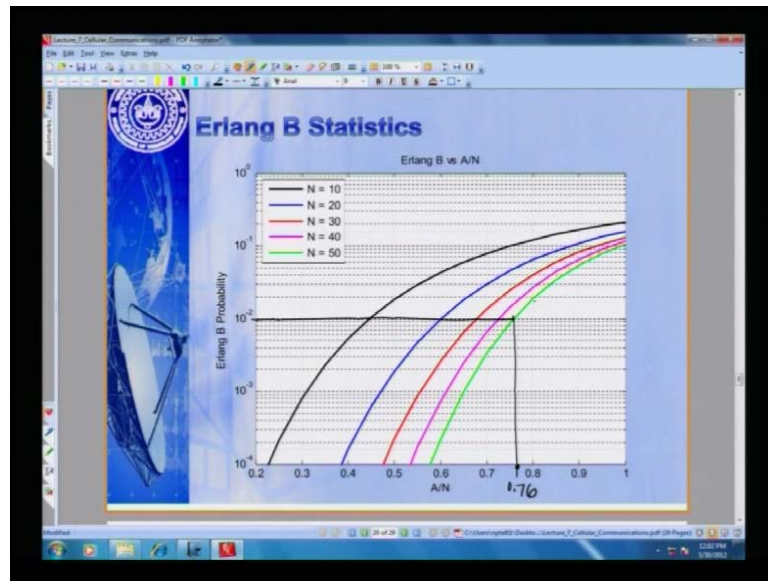
Hence I can write the expression for blocking probability as simply, 1 over N factorial A to the power of N divided by k equals 0 to $N - 1$ by k factorial A to the power of... Hence this is again, the blocking probability as a function of A which is the total traffic in erlangs, so this is nothing but, the total traffic in erlangs and this is the blocking probability of the system ok.

For an instance let us look at an example that, this can be this expression the blocking probability or if you look at the blocking or if you look at the blocking probability given a blocking probability and N , if you want to compute, what the total traffic A is there are tables available for that.

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Let us look at a simple example, example, we have N equals 50 channels, P_B or P_N equals 10^{-2} or essentially 1 percent, what is the total traffic that can be supported for that we have to use tables, what is the for that; we have to use tables and let us go to go this here, we can see from this table, we look at the green curve for N equals 50 and we look at the blocking probability 10^{-2} which is 1 percent and we see it intersects the green curve at roughly 0.76 and this is the value of A/N .

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Example, $N=50$ channels

$P_N = P_B = 10^{-2}$ or 1%

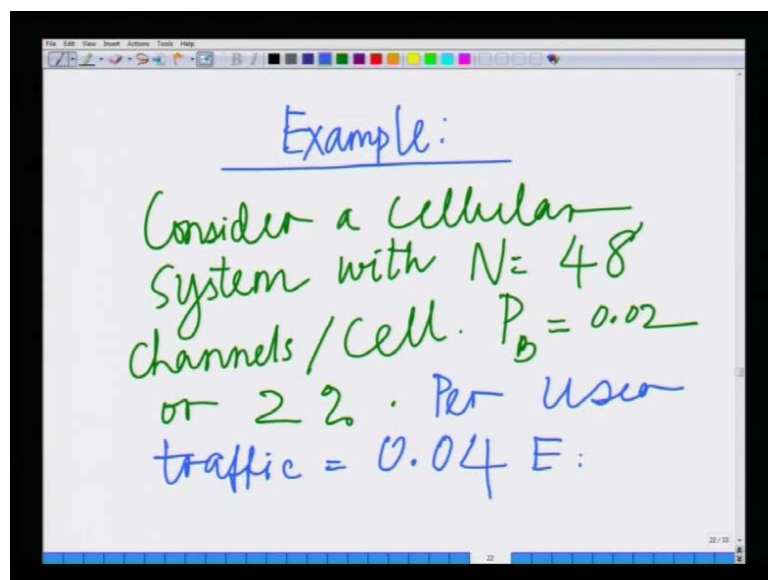
Total Traffic = ?

$A/N = 0.76$

$A = 50 \times 0.76$
 $= 38 E$

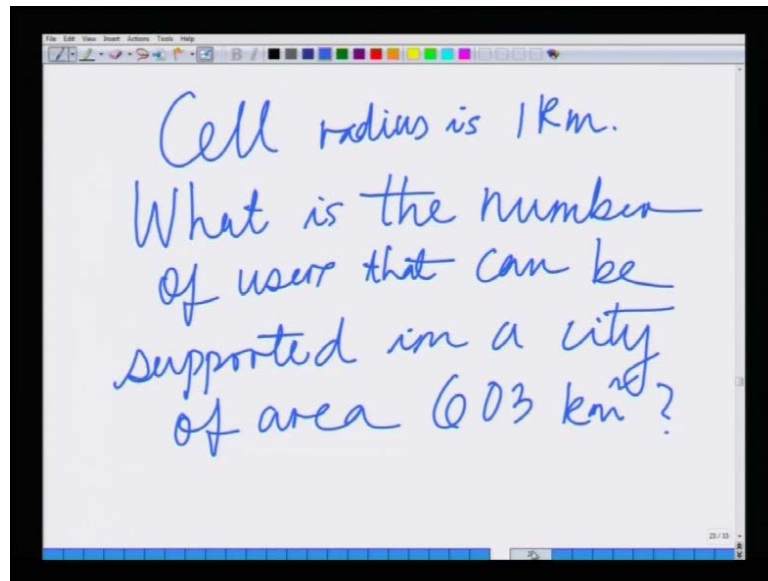
So the value of a by N , here is essentially 0.76, hence essentially I can say that A by N equals 0.76, N equals 50 that is given, hence A equals 50 into 0.76 that is 38 Erlangs. Hence, what this says is that at N equals 50 channels and a given a blocking probability of 1 percent, I can support a total traffic of 38 Erlangs that is at 50 with channels and 1 percent blocking probability; that is 1 percent of the time, there is a chance that more than 50 users are going to be requesting for calls more than, 50 users would like to place a call that probability of that event happening is 1 percent and the traffic that can be supported is 38 Erlangs, so it says that if you have, if you tolerate a 1 percent blocking probability with 50 lines essentially you can support 38 Erlangs of traffic.

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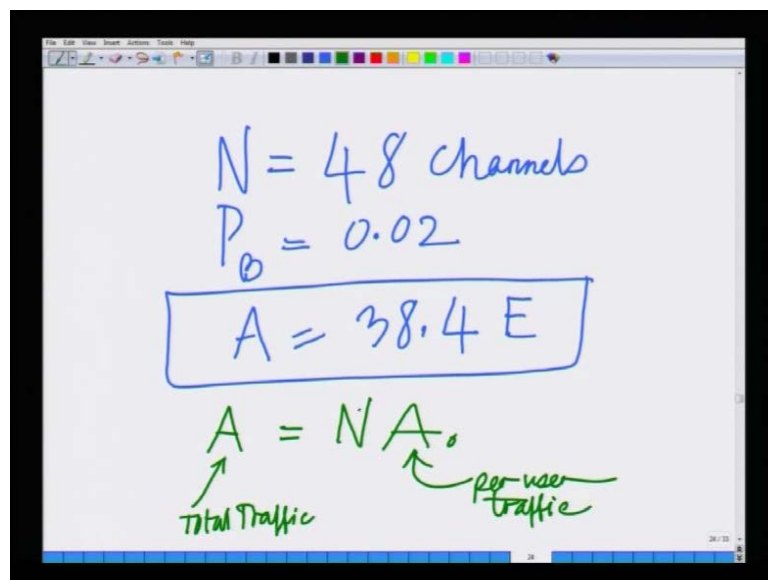
Let us consider another a bit more a slightly more elaborate example, let us consider a cellular system where each cell has 48 channels, consider a cellular system with N equals 48 channels per cell and let the blocking probability P_B given as 0.02 or essentially 2 percent, so we are considering a cellular system with 48 channels per cell and a blocking probability of 2 percent, also given is that the per user traffic in this system is 0.04 Erlangs alright.

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And the cell radius is 1 kilo meter. Now, if we look at cellular planning or if you want talking the context of cellular system design, what is the number of users that can be supported in a city of area 603 square kilometers?

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What we are saying is, there are N equals 48 channels available per cell and the blocking probability that can be tolerated is 2 percent and the per user traffic is 0.04 erlangs and the cell radius is 1 kilo meter, what is the maximum number of users that can be supported in this city which has an area of 600 kilometer square and let us look at the solution, we know that N

equalsgiven that N equals 48 channels and the blocking probability P equals 0.02,hence the first thing we have to compute A given P B and N and what we and when we use the tables that are available, we compute this A value as A equals A equals 38.4 Erlangs that is given a 48 channels and blocking probability 0.02 A equals 0.4 Erlangs, now we know that total traffic A equals 10 times A naught, A equals total traffic and A naught is per user traffic, we are given that A naught is 0.04 Erlangs we know that A equals 38.4 Erlangs.

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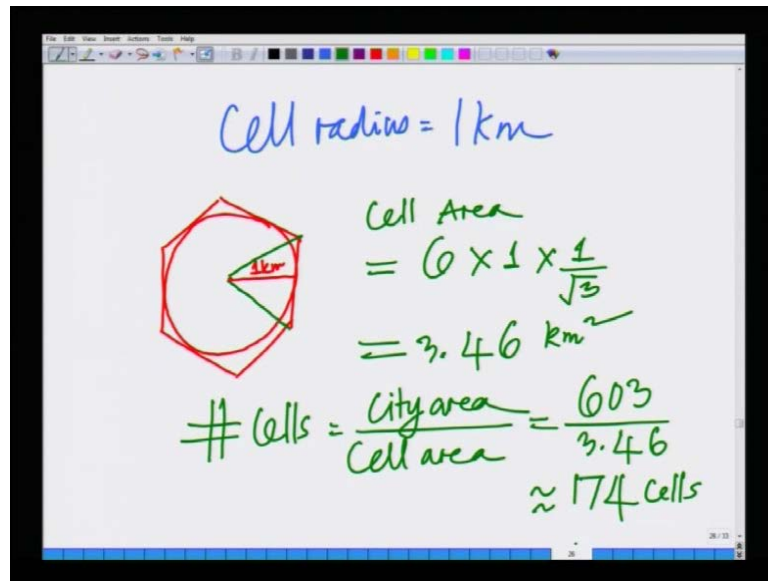
$$N = \frac{A}{A_0} = \frac{38.4 \text{ E}}{0.04 \text{ E}} = 960 \text{ users per cell}$$

Trunking

Hence N is nothing but, A divided by A naught which is 38.4 Erlangs divided by 0.04 Erlangs equals 960 users, look at this large number of users and this is essentially arising because of trunking, this is nothing but, trunking.

Why because look at this we have only 48 channels, however what this says is if we can tolerate a blocking probability of 2 percent with 48 channels, I can support 960 users, because the per user traffic is 0.04 Erlangs which is very low, so the probability that all users request channels is very low, hence I can support an enormous number of users compared to channels I have, this is not possible essentially, because of trunking now we have 960 users per cell we want to compute, How many users can be supported?

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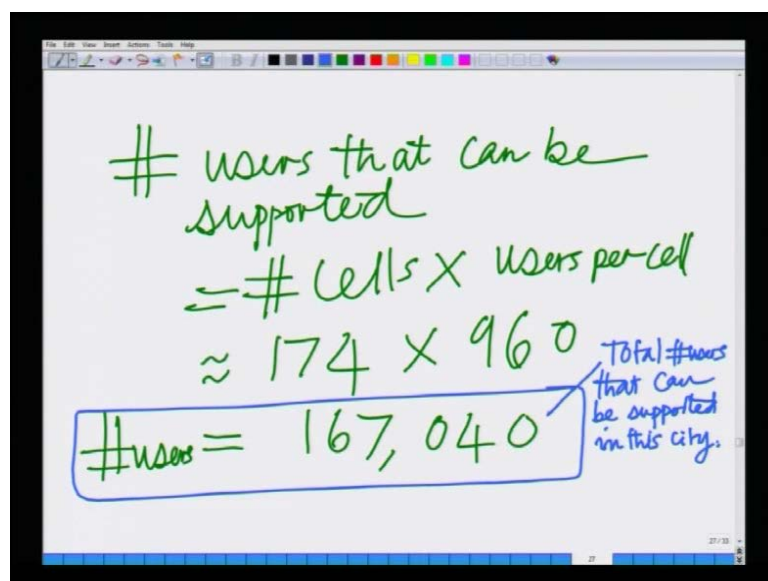
Cell radius = 1 km

Cell Area
 $= 6 \times 1 \times \frac{1}{\sqrt{3}}$
 $= 3.46 \text{ km}^2$

Cells = $\frac{\text{City area}}{\text{Cell area}} = \frac{603}{3.46}$
 $\approx 174 \text{ Cells}$

So, this is 960 users per cell because 48 channels are available per cell, we are given that the cell radius is 1 kilometer, let us assume the standard hexagonal cell and if you look at the inscribed circle, this has radius 1 kilometer, the area is nothing but, the 6 times the area of this triangle, hence cell area equals 6 into 1 into 1 square root 3 which is equal to 3.46 kilometer square, hence number of cells equals city area divided by cell area which is equal to 603 square kilometers divided by 3.46, which is approximately equal to 174 cells; that is there can be approximately 174 cells in this city since 1 kilometer.

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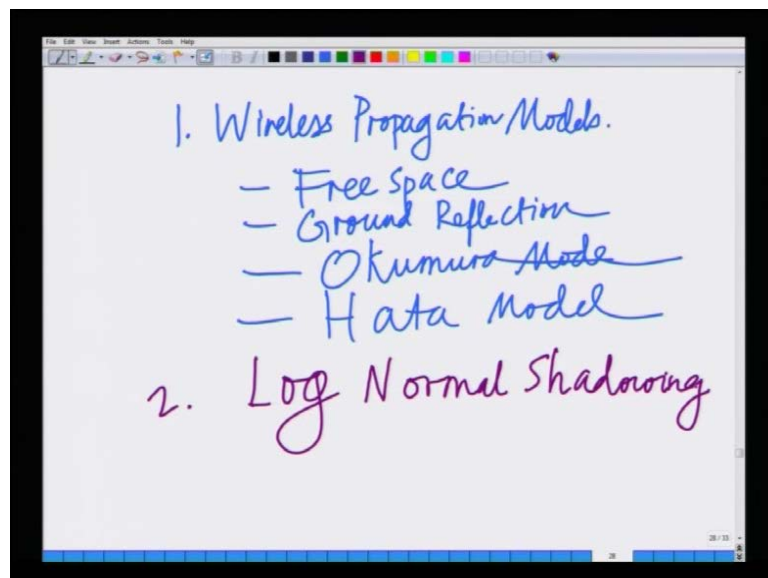
users that can be supported
 $= \# \text{ Cells} \times \text{users per cell}$
 $\approx 174 \times 960$

users = 167,040

Total # users that can be supported in this city.

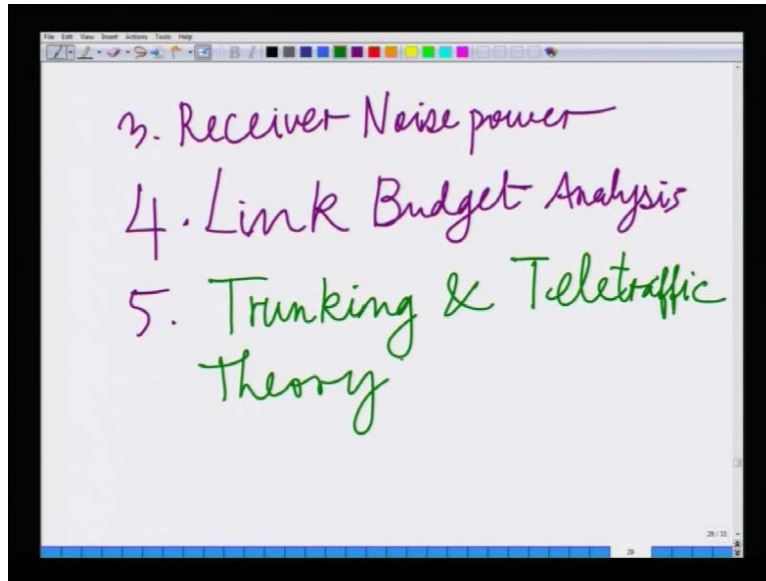
Since, we have a cell radius of 1 kilometer, essentially what that means is; number of users that can be supported equals number of cells into users per cell; approximately equals 174 into 960 which is essentially 167,040 users, hence the number of users that can be supported in this cellular system is 167,040, this is the total number of users that can be supported in the city alright, this the total number of users that can be supported in this city and you can see this is essentially, because of the trunking gain; that is provided by the system thus you have an example of how to plan a cellular system, that is how many users can be supported given the cell radius, that is how to choose these different parameters such as cell radius, number of channels and so on, such that you can support a certain number of users and it essentially gives you as the function of that these parameters how do you calculate? What users you can support and at what quality of service or what blocking probability or the grade of service? All right.

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So this completes our discussion on cellular planning and so on, just a list of topics that we have covered in this section, we have looked to conclude, we have looked at wireless propagation models namely, we have looked at the free space propagation that is the free space propagation formula, we have looked at ground reflection then we have looked at the Okumura model and we also looked at the, we also looked at the Hata model then we in fact went on to look at log normal shadowing and characterize the reliability of this the reliability of this system.

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Then we characterize the receiver noise power as the function of the power spectral density and bandwidth. And we put all these things together; to do a link budget analysis and a planning of a cellular system talk on for path loss and everything which is systematic accounting for the gains and losses in this system, we put this together in as the link budget analysis and 5 what we considered is, we considered trunking and tele traffic theory to model the blocking probability and grade of service in a cellular system. So, that brings us to the end of this module.

Thank you very much for your attention.