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無線網路多媒體系統 Wireless Multimedia System

Radio Propagation: Issues & Models

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無線網路多媒體系統
Wireless Multimedia System

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Lecture II Agenda

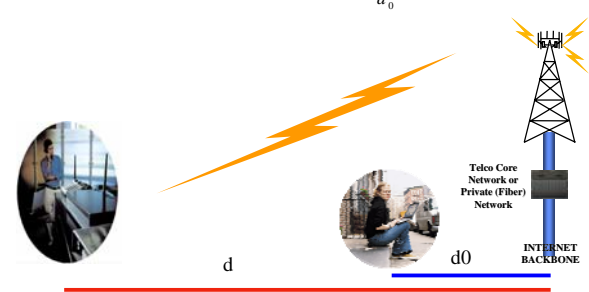
- ◆ Radio Propagation
 - Physical of radio propagation
 - Two types of propagation models
 - Outdoor vs. Indoor Radio Propagation Model
 - How to do simple "link budget" calculation
 - Combating the radio channel impairment
- ◆ Wireless Modem Design
- ◆ Modern Application: 911 services



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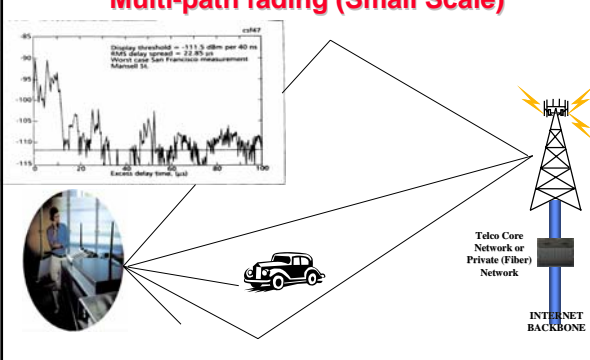
Path Loss Model (Large Scale)

$$\overline{PL}(d) = \overline{PL}(d_0) + 10n \log\left(\frac{d}{d_0}\right)$$


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Multi-path fading (Small Scale)



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Reading list for This Lecture

- ◆ Required Reading:
 - (Jorgen95) J. B. Andersen, T. S. Rappaport, "Propagation Measurements and Models for Wireless Communications channels", (IEEE Communication Magazine), pp. 42-49
 - (Jeffrey H98) Jeffrey H. Reed, Kevin J. Krizman, Brian D. Woerner, and T. S. Rappaport, "An Overview of the Challenges and Progress in Meeting the E-911 Requirement for Location Service", (IEEE Communication Magazine), pp.30-37
- Further Reading
 - (Rappaport97) T. S. Rappaport, K. Blankenship, H. Xu, "Propagation and Radio System Design Issues in Mobile Radio Systems for the GloMo Project"

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The mystery of the Radio Propagation



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How to deal with Radio Propagation CS/E

IP backbone

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Where are you from? CS/E

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QoS and Multimedia Traffic Support CS/E

Application
OS, MiddleWare
RTP, TCP, UDP
RSVP
IP, Mobile IP
Wireless Network Layer
Clustering(optional)
Data Link
MAC
Radio

Adaptive Algorithm
by QoS Requirement

Mobility Unpredictable channel
by QoS Information

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Simplified View of a Digital Radio Link CS/E

Source Coder → Multiplex → Multiple Access → Channel Coder → Modulator → Power Amplifier → Radio Channel → Demodulator & Equalizer → Channel Decoder → Multiple Access → Demultiplex → Source Coder

Carrier f_c

“Limited b/w”
“Highly variable b/w”
“Random & Noisy”
“Spurious Disconnections”

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Digital to Analog Modulation CS/E

Information signal → Radio Modulator → Transmit signal

Radio-frequency carrier

Figure 6.2 Single-stage digital modulation (TDMA and FDMA).

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Digital-Digital-Analog Modulation CS/E

Information signal → Digital Modulator → Spread spectrum signal → Radio Modulator → Transmit signal

Digital carrier Radio-frequency carrier

Figure 6.3 Two stages of modulation in a spread spectrum system.

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Digital Correlator

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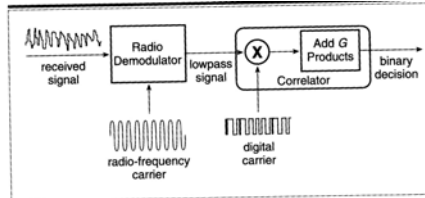


Figure 6.4 Two stages of demodulation in a spread spectrum receiver.

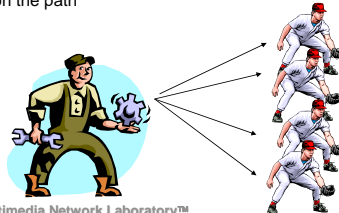
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Multiple correlators

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- Multiple correlators in each receiver
- At any instant of time, the signal carriers in the different correlators are synchronize to signal paths with different propagation times
- A search circuit examines the arriving signal in order to detect the appearance of a new path, then assign a correlator to synchronize the signal on the path



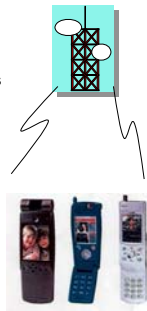
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Key role for the radio propagation

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- Radio Propagation determines
 - the area which could be covered
 - The maximum data rate in a system
 - Battery power requirement for mobile transceivers



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Speed, Wavelength, Frequency

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$$\text{Light speed} = \text{Wavelength} \times \text{Frequency}$$

$$= 3 \times 10^8 \text{ m/s} = 300,000 \text{ km/s}$$

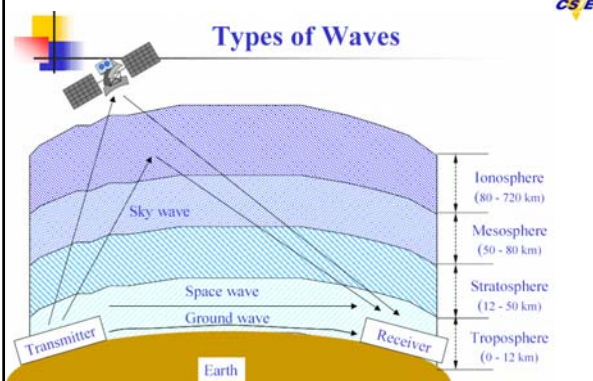
System	Frequency	Wavelength
AC current	60 Hz	5,000 km
FM radio	100 MHz	3 m
Cellular	800 MHz	37.5 cm
Ka band satellite	20 GHz	15 mm
Ultraviolet light	10^{15} Hz	10^{-7} m

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Types of Waves

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Radio Frequency Bands

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Classification Band	Initials	Frequency Range	Characteristics
Extremely low	ELF	< 300 Hz	
Infra low	ILF	300 Hz • 3 kHz	
Very low	VLF	3 kHz • 30 kHz	
Low	LF	30 kHz • 300 kHz	Surface/ground wave
Medium	MF	300 kHz • 3 MHz	sky wave
High	HF	3 MHz • 30 MHz	sky wave
Very high	VHF	30 MHz • 300 MHz	Space wave
Ultra high	UHF	300 MHz • 3 GHz	
Super high	SHF	3 GHz • 30 GHz	
Extremely high	EHF	30 GHz • 300 GHz	Satellite wave
Tremendously high	THF	300 GHz • 3000 GHz	

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Radio Channel CS E

- ◆ Free Space
- ◆ Land Mobile
- ◆ Multi-path Propagation
- ◆ Shadow

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Some Distributions CS E

- ◆ Normal (Gaussian)
- ◆ Log-normal Distribution
- ◆ Rayleigh Distribution
- ◆ Rician Distribution
 - Dominant path
- ◆ Impulse Response

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Propagation Mechanisms in Space with Objects CS E

- ◆ Reflection (with Transmittance and Absorption)
 - Radio wave impinges on an object
 - Surface of earth, walls, buildings, atmospheric layers
 - If perfect (lossless) dielectric object, then zero absorption
 - If perfect conductor, then 100% reflection
- ◆ Diffraction
 - Radio path is obstructed by an impenetrable surface with sharp irregularities (edges)
 - Secondary waves "bend" around the obstacle (Huygen's principle)
 - Explain how RF energy can travel without LOS
 - "shadowing"
- ◆ Scattering (diffusion)
 - Similar principles as diffraction, energy reradiated in many directions

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Reflection, Diffraction, and Scattering in Real-Life CS E

- ◆ Received signal often a sum of contributions from different directions
- ◆ Random phases make the sum behave as noise (Rayleigh Fading)

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Small-scale and Large-scale Fading CS E

- ◆ Signal fades rapidly as receiver moves, but the local average signal changes much more slowly

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Path Loss (Free-space) CS E

- ◆ Definition of path loss L_p :

$$L_p = \frac{P_t}{P_r}$$
- ◆ Path Loss in Free-space:

$$L_{PF} (dB) = 32.45 + 20 \log_{10} f_c (MHz) + 20 \log_{10} d (km),$$
 where f_c is the carrier frequency.
 This shows greater the f_c , more is the loss.

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Land Propagation

- The received signal power:

$$P_r = \frac{G_r G_t P_t}{L}$$
 where G_r is the receiver antenna gain,
 L is the propagation loss in the channel, i.e.,

$$L = L_p L_s L_f$$

L_p — Path loss
 L_s — Slow fading
 L_f — Fast fading

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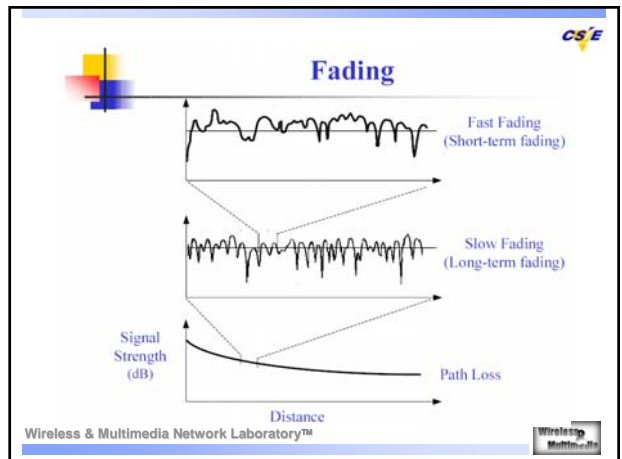
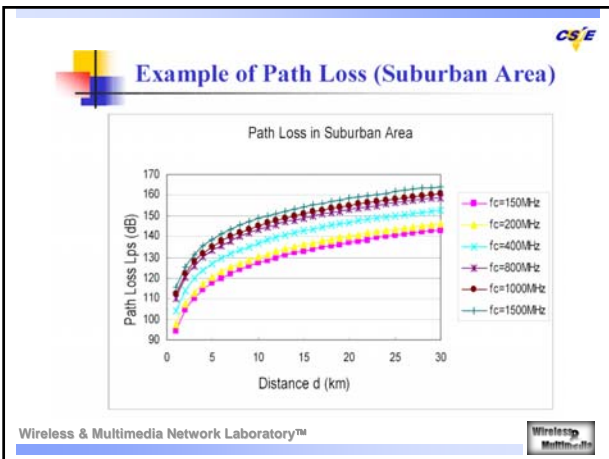
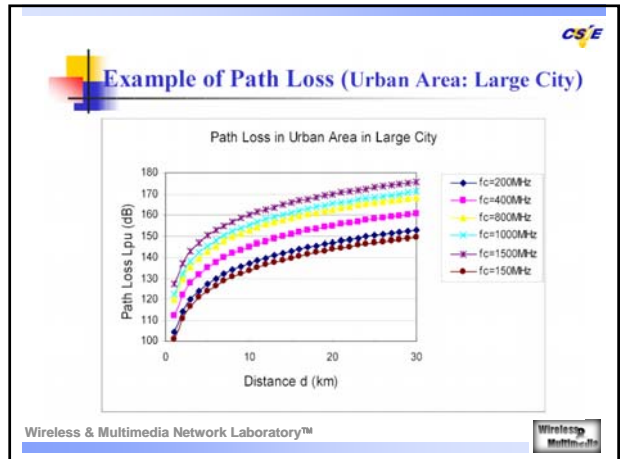
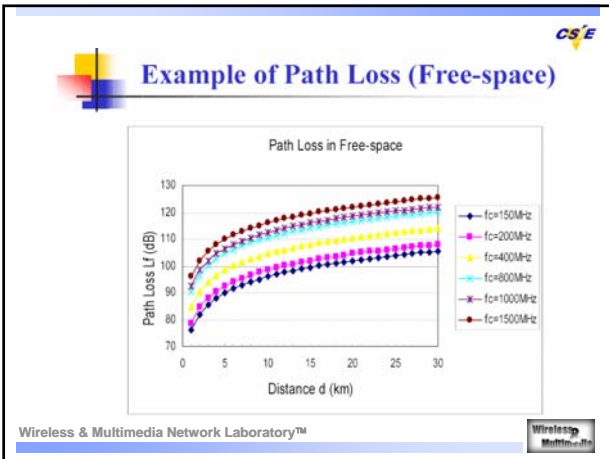
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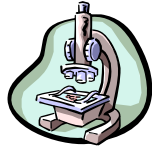
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Analysis of the Propagation

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- ◆ Large Scale Effect
 - The variation of the mean received signal strength over large distance or long time intervals
- ◆ Small Scale Effect
 - The fluctuations of the received signal strength about a local mean, where these fluctuations occur over small distances or short time interval



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Large Scale -> Link Budget

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Slow Fading

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- The long-term variation in the mean level is known as slow fading (shadowing or log-normal fading). This fading caused by shadowing.
- Log-normal distribution:
 - The pdf of the received signal level is given in decibels by

$$p(M) = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{(M-\bar{M})^2}{2\sigma^2}}$$

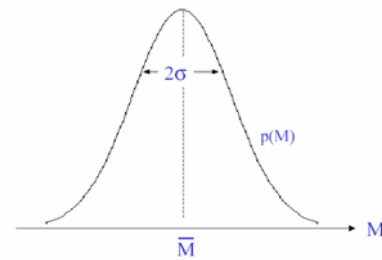
where M is the true received signal level m in decibels, i.e., $10\log_{10}m$,
 \bar{M} is the area average signal level, i.e., the mean of M ,
 σ is the standard deviation in decibels

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Log-normal Distribution

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The pdf of the received signal level

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Free Space Propagation Model

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- ◆ Used when Transmitter and Receiver have a clear, unobstructed, line of sight (LOS) path
 - e.g. satellite channels, microwave LOS radio links

- ◆ Free space power at a receiver antenna at a distance d from transmitter antenna is

$$P_r(d) = \frac{P_t G_t G_r \lambda^2}{(4\pi)^2 d^2 L}$$

where,

G_t and G_r are antenna gains

$L \gg 1$ is the system loss factor not related to propagation (e.g. loss due to filter losses, hardware)

- ◆ Path loss = signal attenuation as a positive quantity in dB

$$PL(dB) = 10 \log \frac{P_t}{P_r}$$

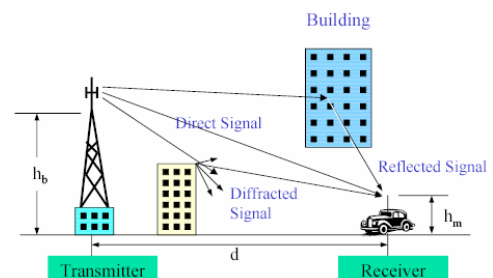
$$P_r(dBm) = 10 \log [P_t(mW) / 1mW]$$

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Radio Propagation Effects

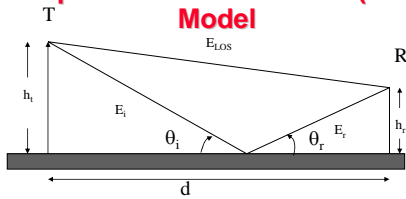
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Example: Ground Reflection (2-Ray) Model



- Model found a good predictor for large-scale signal strength over distances of several kilometers for mobile systems with tall towers (heights > 50m) as well as for LOS microcell channels

- Can show (physics) that for large d

$$P_r(d) = \frac{P_t G_t G_r h_t^2 h_r^2}{d^4}$$

- Much more rapid path loss than expected due to free spaces



Log-Distance Path Loss Model

- Assume average power (in dB) decreases proportional to log of distance

$$\overline{PL}(d) = \overline{PL}(d_0) + 10n \log\left(\frac{d}{d_0}\right)$$

- Justification?

- Measurements
- Intuition/theory. Recall; free space, ground-reflection model

- Problem: "Environment Clutter" may differ at two locations at the same time (Log-normal Shadowing)

$$\overline{PL}(d) = \overline{PL}(d_0) + 10n \log\left(\frac{d}{d_0}\right) + X_\sigma$$



Typical Path Loss Exponent, n

Environment	Path Loss Exponent, n
Free Space	2
Urban area cellular / PCS	2.7 to 4.0
Shadow urban cellular / PCS	3 to 5
In building line of sight	1.6 to 1.8
Obstructed in building	4 to 6
Obstructed in factories	2 to 3



Practical Link Budget Design Using Path Loss Models

- Bit-Error-rate is a function of SNR (signal-to-noise ratio), or equivalently CIR (carrier-to-interference ratio), at the receiver
 - The "function" itself depends on the modulation scheme
- Link budget calculations allow one to compute SCR or CIR
- Battery Life-> Talk Time -> received/Transmitted power -> Path Loss Models



$$SNR(dB) = P_r(dBm) - N(dBm)$$

$$P_r(dBm) = (P_t) + (G_t) + (G_r) - \overline{PL}(d)$$

$$N = K T_0 B F$$

$$N = -174(dBm) + 10 \log_{10} B + F(dB)$$



Example Link Budget Calculation

- Maximum separation distance vs. transmitted power (with fixed BW)

- Given

- Cellular phone with 0.6W transmitted power
- Unity gain antenna, 900 MHz carrier frequency
- SNR must be at least 25 dB for proper reception
- Receiver BW is B=30KHz, noise figure F=10 dB

- What will be the maximum distance?

- Solution:

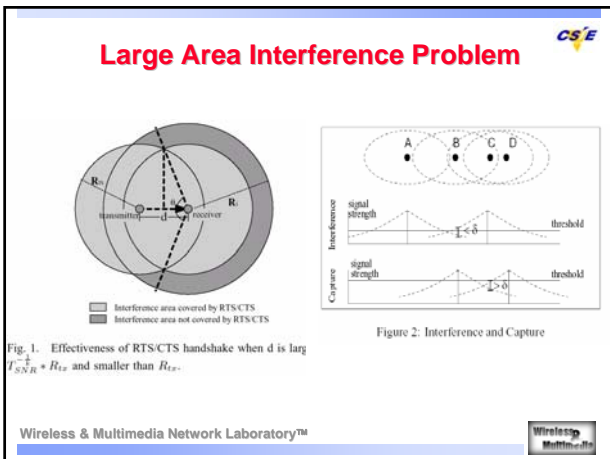
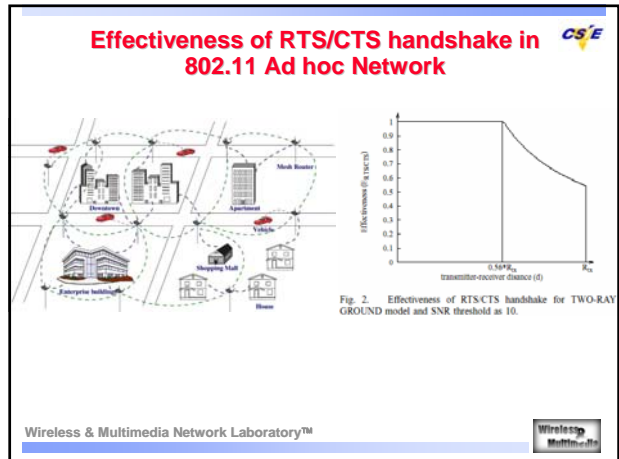
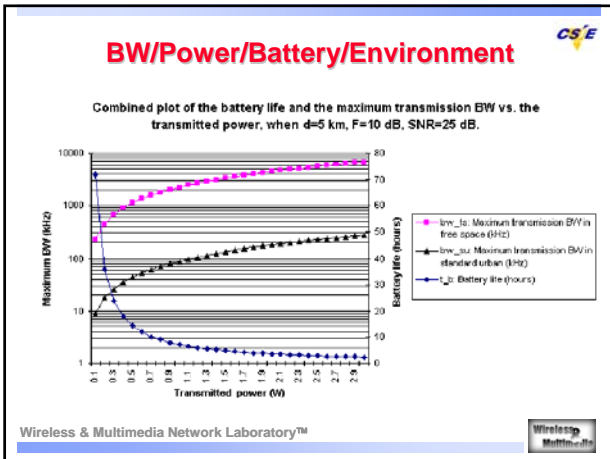
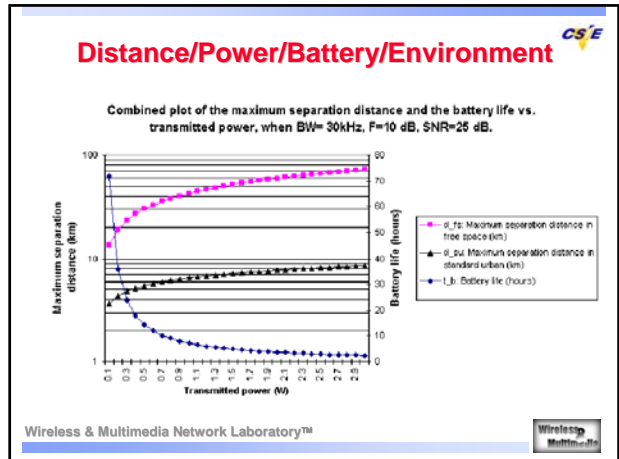
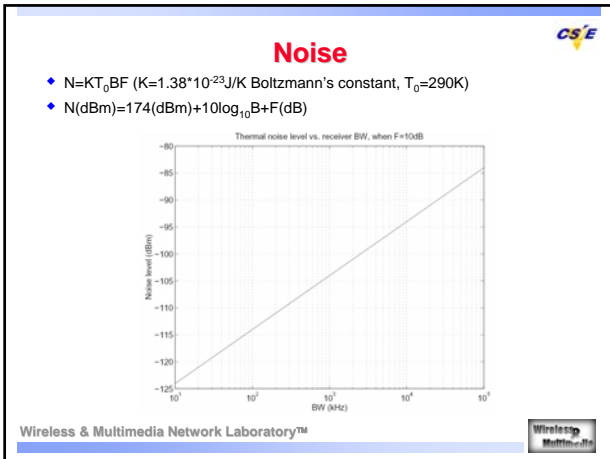
- N = -174 dBm + 10 log 30000 + 10 dB
- For SNR > 25 dB, we must have Pr > (-119+25) = -94 dBm
- Pt=0.6W = 27.78 dBm
- This allows path loss PL(d) = Pt - Pr < 122 dB for free space, n=2, d < 33.5 km for shadowed urban with n=4, d < 5.8 km



Link Budget (SNR)

- Frequency
- Power
- Distance
- Environments
- Bandwidth





RMS Delay Spreads


TYPICAL RMS DELAY SPREADS IN VARIOUS ENVIRONMENTS.

Environment	Freq. (MHz)	σ_r (ns)	Notes	Source
Urban - New York City	910	1300	Average	[23]
Urban - New York City	910	600	Standard Deviation	[23]
Urban - New York City	910	3500	Maximum	[23]
Urban - San Francisco	892	1000-2500	Worst Case	[24]
Suburban	910	200-310	Averaged Typical Case	[23]
Suburban	910	1960-2110	Averaged Extreme Case	[23]
Indoor - Office Building	1500	10-50		[25]
Indoor - Office Building	1500	25	Median	[25]
Indoor - Office Building	850	270	Maximum	[26]
Indoor - Office Buildings	1900	70-84	Average	[27]
Indoor - Office Buildings	1900	1470	Maximum	[27]

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Small Scale -> Quality of Service



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Small-Scale Fading Effects (over small t and x)

- ◆ Fading manifests itself in three ways
 - Time dispersion caused by different delays limits transmission rates
 - Rapid changes in signal strength over small x or t
 - Random frequency modulation due to varying Doppler shifts
- ◆ In urban areas, mobile antenna heights \ll height of buildings
 - Usually no LOS from base station
- ◆ Moving surrounding objects also cause time-varying fading

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Factors Influencing Small-Scale Fading

- ◆ Multi-path propagation
- ◆ Speed of Mobile
- ◆ Speed of surrounding objects
- ◆ Transmission bandwidth of the signal

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Fast Fading

- The signal from the transmitter may be reflected from objects such as hills, buildings, or vehicles.
 - When MS far from BS, the envelope distribution of received signal is Rayleigh distribution. The pdf is

$$p(r) = \frac{r}{\sigma^2} e^{-\frac{r^2}{2\sigma^2}}, \quad r > 0$$

where σ is the standard deviation.

- Middle value r_m of envelope signal within sample range to be satisfied by

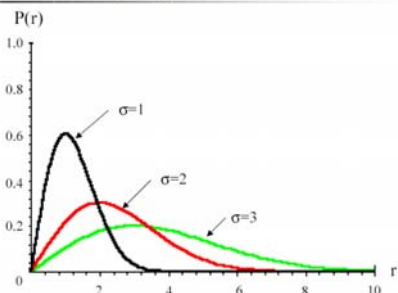
$$P(r \leq r_m) = 0.5.$$
- We have $r_m = 1.777 \cdot \sigma$

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Rayleigh Distribution



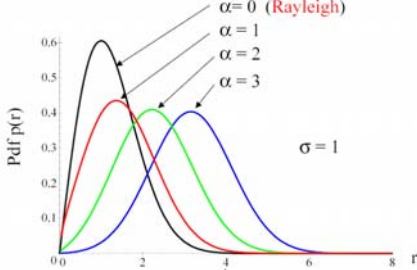
The pdf of the envelope variation

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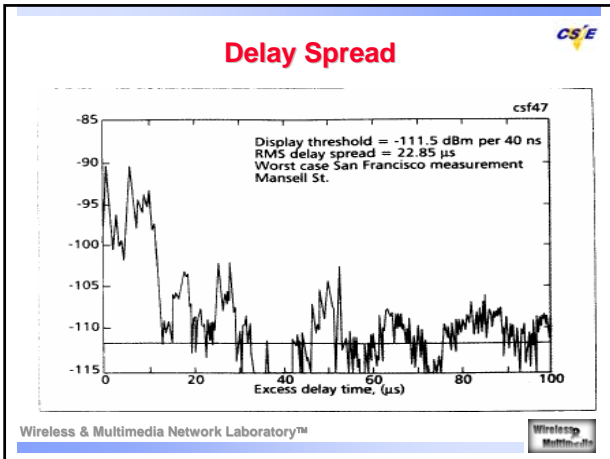
Rician Distribution



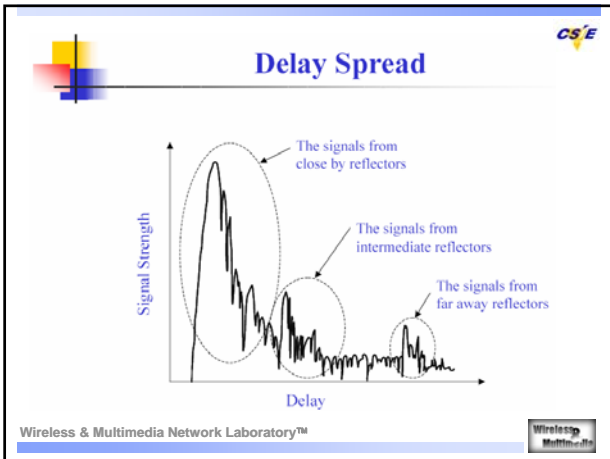
The pdf of the envelope variation

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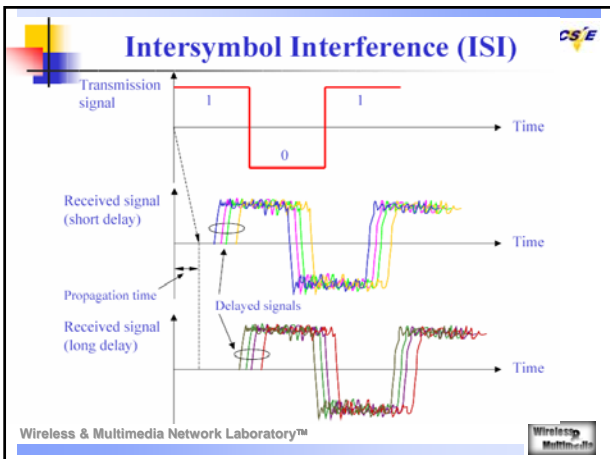
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- ### Delay Spread
- When a signal propagates from a transmitter to a receiver, signal suffers one or more reflections.
 - This forces signal to follow different paths.
 - Each path has different path length, so the time of arrival for each path is different.
 - This effect which spreads out the signal is called "Delay Spread".
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- ### Intersymbol Interference (ISI)
- Caused by time delayed multipath signals
 - Has impact on burst error rate of channel
 - Second multipath is delayed and is received during next symbol
 - For low bit-error-rate (BER)
- $$R < \frac{1}{2\tau_d}$$
- R (digital transmission rate) limited by delay spread.
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- ### Coherence Bandwidth
- Coherence bandwidth B_c :
 - Represents correlation between 2 fading signal envelopes at frequencies f_1 and f_2 .
 - Is a function of delay spread.
 - Two frequencies that are larger than coherence bandwidth fade independently.
 - Concept useful in diversity reception
 - Multiple copies of same message are sent using different frequencies.
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Parameters of a Multipath Channel

- Multipath Channel Impulse Response (measured by sounding technique)

$$h(t) = \sum_{i=1}^N a_i e^{j\theta_i} \delta(t - \tau_i)$$

- Four important parameters of interest

- RMS delay spread

$$\sigma_\tau = \sqrt{\overline{\tau^2} - (\overline{\tau})^2}, \overline{\tau} = \sum_k a_k^2 \tau_k / \sum_k a_k^2, \overline{\tau^2} = \sum_k a_k^2 \tau_k^2 / \sum_k a_k^2$$

- Coherence bandwidth

$$B_c = \frac{1}{5\sigma_\tau}$$

- Doppler spread

$$B_D = f_m = \max((v/\lambda) \cos \theta) = (v/c) f_{\text{carrier}}$$

- Coherence time

$$T_c = 0.423 / f_m$$

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Doppler Shift

Doppler Effect: When a wave source and a receiver are moving towards each other, the frequency of the received signal will not be the same as the source.

- When they are moving toward each other, the frequency of the received signal is higher than the source.
- When they are opposing each other, the frequency decreases.

Thus, the frequency of the received signal is

$$f_R = f_c - f_D$$

where f_c is the frequency of source carrier,

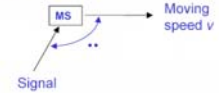
f_D is the Doppler frequency.

- Doppler Shift in frequency:

$$f_D = \frac{v}{\lambda} \cos \theta$$

where v is the moving speed,

λ is the wavelength of carrier.



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Types of Fading

- Two independent mechanisms:

- Time Dispersion (Due to Multi-path delays)

- Flat fading
- Frequency Selective Fading

- Doppler Spread (due to Motion of mobile or channel)

- Fast Fading
- Slow Fading

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Fades: Why do we care?

- Data Rate
- Equalization
- Fades result in "Error Bursts"
- Average duration of (Flat) fades
- Depends primarily on speed of the mobile.

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The Design of Wireless Modem



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Combating Errors

- Increase transmitted power
- (Adaptive) Equalization
- Antenna or space diversity for "Multipath"
- Forward error correction
- Automatic Repeat Request (ARQ)


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Direct Sequence Spread Spectrum

To transmit a 0 the station use a unique "chip sequence":



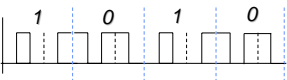
1 0 1 1 0

To transmit a 1 the station use the one's complement of its chip sequence:



0 1 0 0 1

Therefore if data is 1010 it will transmit:



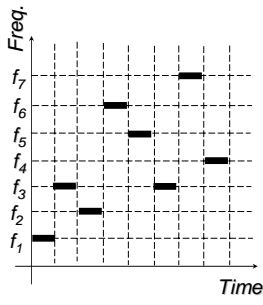
1 0 1 0

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Frequency Hopping Spread Spectrum


- ◆ Transmitted signal is spread over a wide range of frequencies. (i.e. 2.400-2.485 GHz)
- ◆ Transmission usually hop 35 times per second.




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Antenna Types



■ Omni Directional Antenna




◆ YAGI Directional Antenna

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Modern Applications: 911 Service





Location Service

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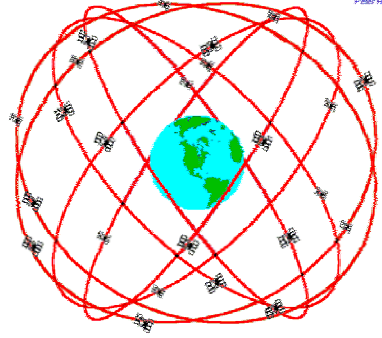
E-911 Requirement for Location Service

- ◆ 1996, FCC (Federal Communications Commission) announced its mandate for enhanced emergency services for cellular phone callers.
- ◆ The current deadline for this capability is October 1, 2001

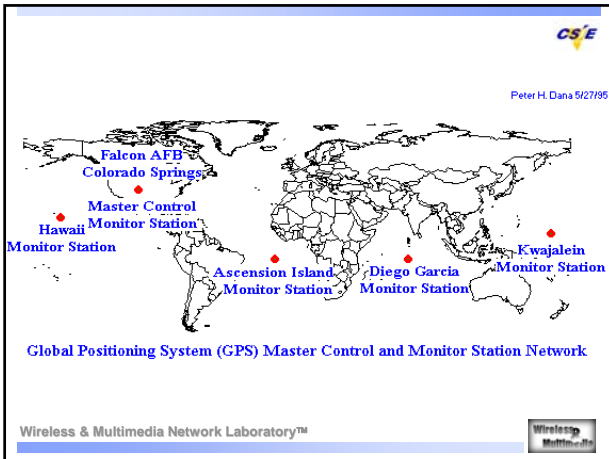
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Peter H. Dana SP2508 **CS/E**



GPS Nominal Constellation
 24 Satellites in 6 Orbital Planes
 4 Satellites in each Plane
 20,200 km Altitudes, 55 Degree Inclination

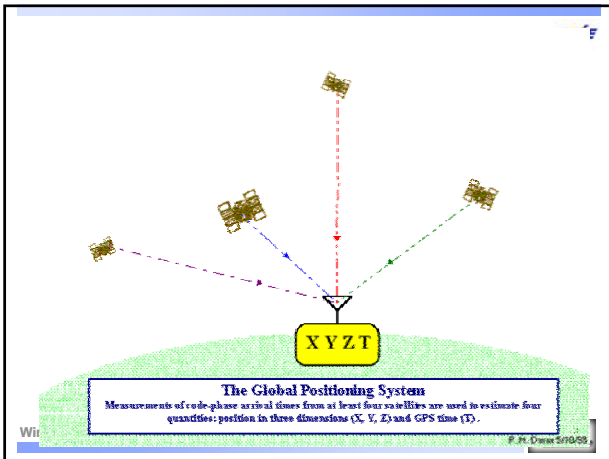
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GPS (cont.)

- ◆ Position location
 - 3-D 座標 (x,y,z) 需要3個獨立方程式可解.
 - 三個GPS衛星得到三個距離量度，可設定所需的三個方程式.
 - 需要第四個衛星來求得另一距離量度以建立第四個方程式 (T_{error})
 - 這樣就可定位出他的位置
 - With accuracy of approximately 100 m.

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Introduction

- ◆ Safety is the primary motivation for vehicle position location.
- ◆ Landline telephone companies to provide 911 emergency service .
- ◆ 1994, begin investigating similar service for U.S cellular and PCS providers.
- ◆ E-911 service include caller's ANI and street address information.

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Mobile Location Solution

Driving Force :

Legal aspects :

- Fire brigades, hospitals and other emergency centers.

Commercial aspects :

- Differentiation : new and attractive services.
- Reduced costs : operators can adapt their network to match calling patterns.
- Increased revenues : commercial services that use positioning information is infinite.

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Positioning mechanism and requirement

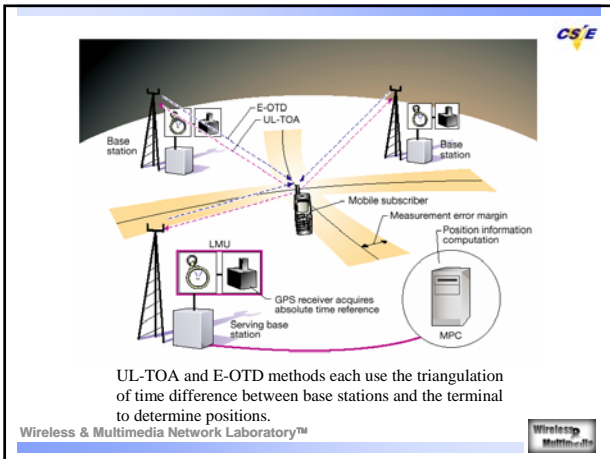
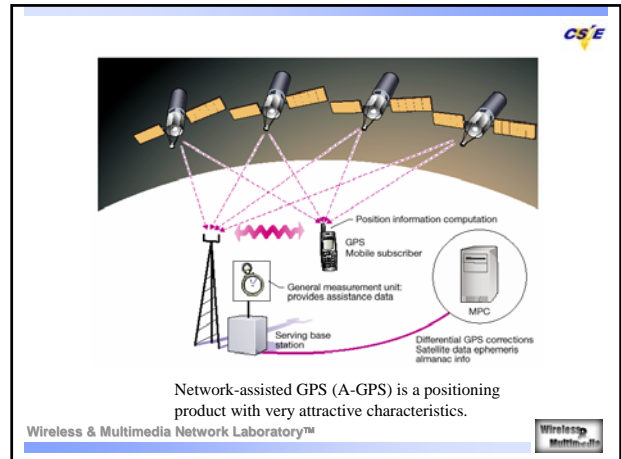
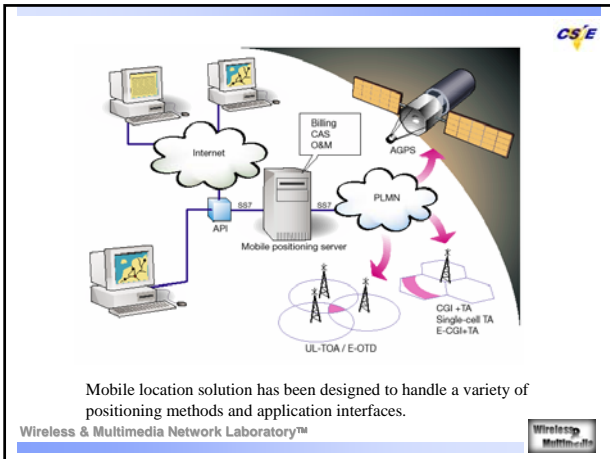
Terminal-based :

- Positioning intelligence is stored in the terminal or its SIM card.
- Network-assisted global positioning system (A-GPS).

Network-based :

- Positioning intelligence isn't built into the handset.
- Measurement of Cell global identity and timing advance(CGI+TA) 、uplink time of arrival (UL-TOA).

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Location applications

Information services :

- Location-based yellow pages, events, and attractions (ex. What is happening today in town near here?)

Tracing services :

- Tracing of a stolen car, helping paramedics to locate persons quickly in an emergency situation, and giving a towing service or automobile repair shop the location of a motorist in need (out of gas, flat tire, dead battery).

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Location applications (cont.)

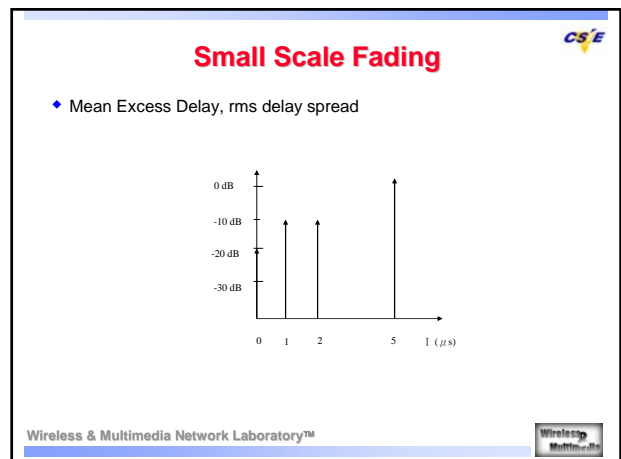
Resource management :

- Taxi fleet management, the administration of container goods, and the assignment and grouping of railway repairmen.

Navigation :

- Vehicle or pedestrian navigation.

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The chest of drawers illustrates how different applications can be grouped strategically for use by their beneficiaries.

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Channel Propagation and Fading

Figure 4 consists of two main plots. The left plot shows Received Power (dBm) on the y-axis (ranging from -90 to -50) versus Distance (m) on the x-axis (ranging from 0 to 400). It contains three subplots: Ch1, Ch2, and MRC, each showing a noisy signal that generally decreases in power as distance increases. The right plot shows BER on the y-axis (logarithmic scale from 10⁻⁴ to 10⁰) and Normalized received power (dB) on the x-axis (ranging from -100 to -55). It shows a sharp drop in BER as the normalized received power increases, indicating a threshold effect.

Figure 4. Received power as a function of distance: in a street (left), in a partition (right), BER and handover (right).

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