ECS455: Chapter 5 OFDM

5.4 Cyclic Prefix (CP)

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Office Hours:

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Tuesday 9:30-10:30

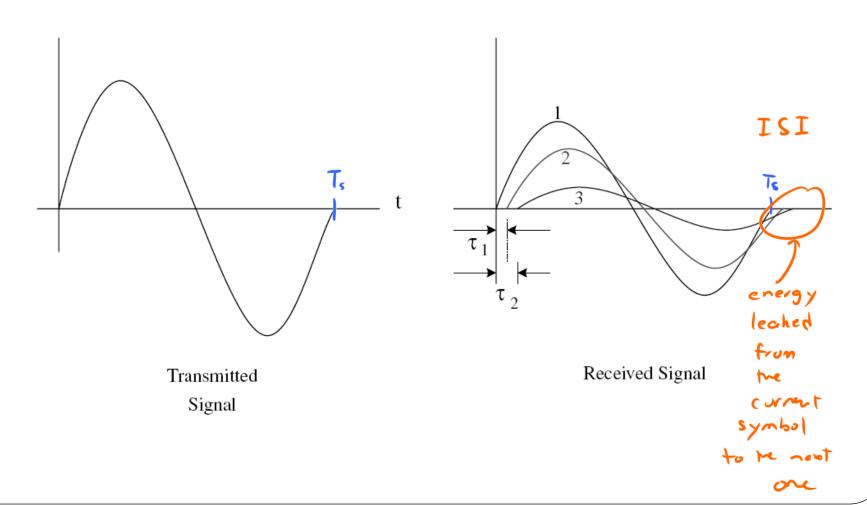
Friday 14:00-16:00

Three steps towards modern OFDM

- 1. Mitigate Multipath (ISI): Decrease the rate of the original data stream via multicarrier modulation (FDM)
- 2. Gain Spectral Efficiency: Utilize orthogonality
- 3. Achieve Efficient Implementation: FFT and IFFT
- Extra step: Completely eliminate ISI and ICI
 - Cyclic prefix

Cyclic Prefix: Motivation (1)

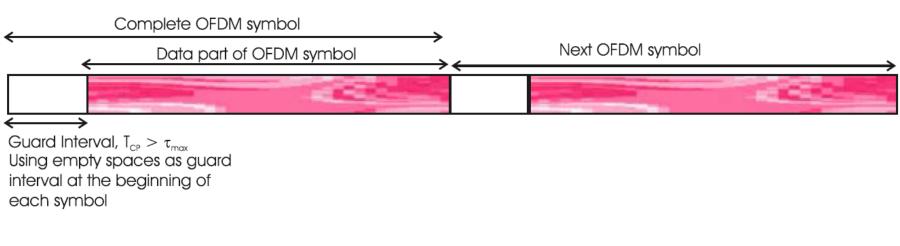
• Recall: Multipath Fading and Delay Spread

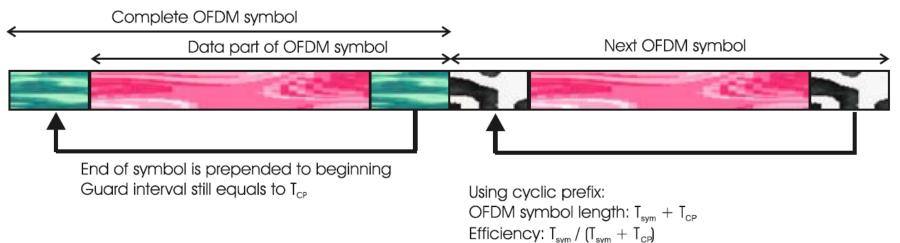


Cyclic Prefix: Motivation (2)

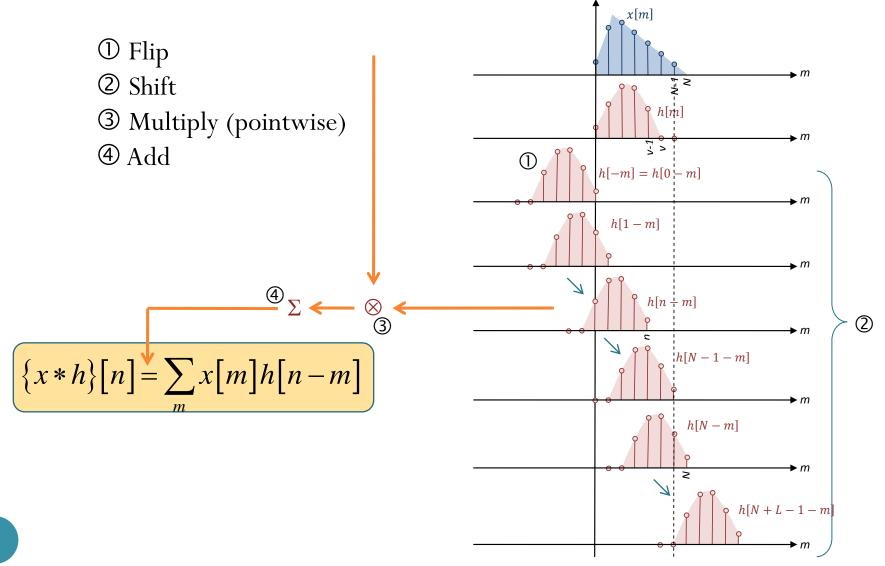
- OFDM uses large symbol duration T_s
 - ullet compared to the duration of the impulse response $au_{
 m max}$ of the channel
 - to reduce the amount of ISI
- Q: Can we "eliminate" the multipath (ISI) problem?
- To reduce the ISI, add **guard interval** larger than that of the estimated delay spread.
- If the guard interval is left empty, the orthogonality of the sub-carriers no longer holds, i.e., ICI (inter-channel interference) still exists.
- To prevent both the ISI as well as the ICI, OFDM symbol is **cyclically extended** into the guard interval.

Cyclic Prefix



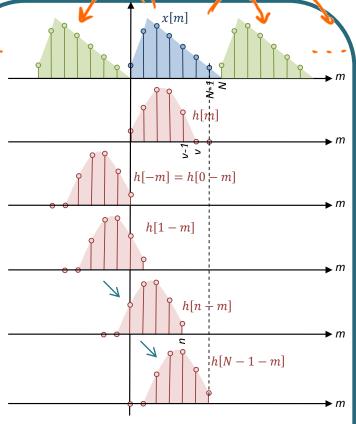


Recall: Convolution

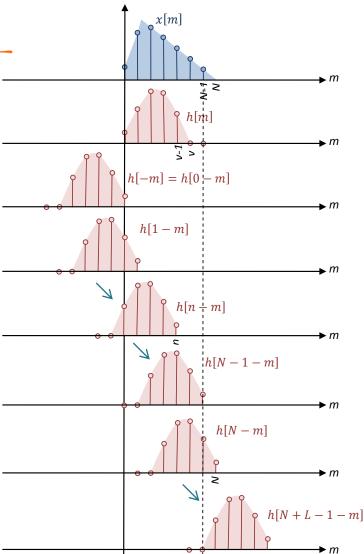


Circular Convolution

(Regular Convolution)



Replicate x (now it looks periodic) Then, perform the usual convolution only on n = 0 to N-1



Circular Convolution: Examples 1

Find

$$[1 \ 2 \ 3]*[4 \ 5 \ 6]$$

$$\begin{bmatrix} 1 & 2 & 3 \end{bmatrix} \circledast \begin{bmatrix} 4 & 5 & 6 \end{bmatrix}$$

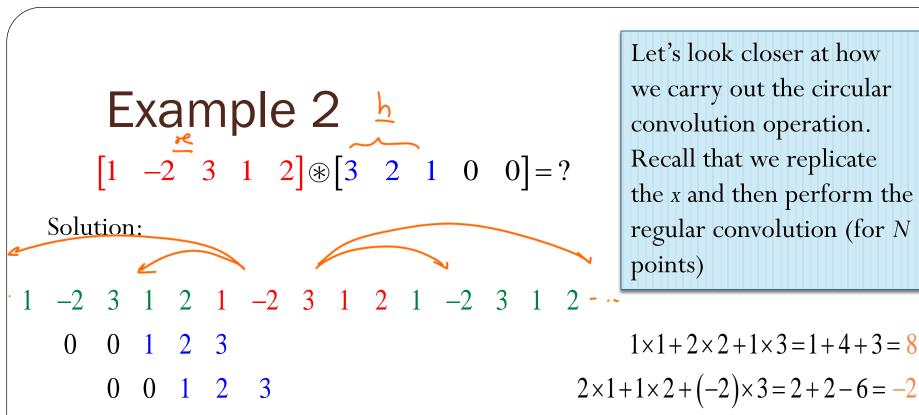
$$[1 \ 2 \ 3 \ 0 \ 0] \circledast [4 \ 5 \ 6 \ 0 \ 0]$$

Discussion

- 3
- Regular convolution of an N_1 —point vector and an N_2 —point vector gives (N_1+N_2-1)-point vector. 3+3-1 = 5
- Circular convolution is perform between two equal-length vectors. The results also has the same length.
- Circular convolution can be used to find the regular convolution by **zero-padding**.
 - Zero-pad the vectors so that their length is N_1+N_2-1 .
 - Example:
 - $\begin{bmatrix} 1 & 2 & 3 & 0 & 0 \end{bmatrix} \circledast \begin{bmatrix} 4 & 5 & 6 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 2 & 3 \end{bmatrix} * \begin{bmatrix} 4 & 5 & 6 \end{bmatrix}$
- In modern OFDM, we want to perform circular convolution via regular convolution.

Circular Convolution in Communication

- We want the receiver to obtain the circular convolution of the
- signal (channel input) and the channel.
 - Q: Why?
- A:
 CTFT: convolution in time domain corresponds to multiplication in frequency domain.
 - This fact does not hold for DFT.
 - DFT: circular convolution in (discrete) time domain corresponds to multiplication in (discrete) frequency domain.
 - We want to have multiplication in frequency domain.
 - So, we want circular convolution and not the regular convolution.
 - Problem: Real channel does regular convolution.
- Solution: With cyclic prefix, regular convolution can be used to create circular convolution.



0 1 2 3

Let's look closer at how we carry out the circular convolution operation. Recall that we replicate the *x* and then perform the regular convolution (for N

 $1 \times 1 + (-2) \times 2 + 3 \times 3 = 1 - 4 + 9 = 6$ $(-2)\times 1 + 3\times 2 + 1\times 3 = -2 + 6 + 3 = 7$ $3 \times 1 + 1 \times 2 + 2 \times 3 = 3 + 2 + 6 = 11$

 $1 \times 1 + 2 \times 2 + 1 \times 3 = 1 + 4 + 3 = 8$

$$\begin{bmatrix} 1 & -2 & 3 & 1 & 2 \end{bmatrix} \circledast \begin{bmatrix} 3 & 2 & 1 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 8 & -2 & 6 & 7 & 11 \end{bmatrix}$$

Goal: Get these numbers using regular convolution

points)

Example 2 Memory

$$[1 -2 3 1 2] \circledast \boxed{3} 2 1 0 0] = ?$$

Observation: We don't need to replicate the *x* indefinitely. Furthermore, when *h* is shorter than *x*, we don't even need a full replica.

length here is the same on the memory length of the channel

$$1 \times 1 + 2 \times 2 + 1 \times 3 = 1 + 4 + 3 = 8$$

$$2 \times 1 + 1 \times 2 + (-2) \times 3 = 2 + 2 - 6 = -2$$

$$1 \times 1 + (-2) \times 2 + 3 \times 3 = 1 - 4 + 9 = 6$$

$$(-2)\times 1 + 3\times 2 + 1\times 3 = -2 + 6 + 3 = 7$$

$$3 \times 1 + 1 \times 2 + 2 \times 3 = 3 + 2 + 6 = 11$$

$$\begin{bmatrix} 1 & -2 & 3 & 1 & 2 \end{bmatrix} \circledast \begin{bmatrix} 3 & 2 & 1 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 8 & -2 & 6 & 7 & 11 \end{bmatrix}$$

Try this: use only the necessary part of the replica and then convolute (regular convolution) with the channel.

$$\begin{bmatrix} 1 & 2 & 1 & -2 & 3 & 1 & 2 \end{bmatrix} * \begin{bmatrix} 3 & 2 & 1 \end{bmatrix} = ?$$

Copy the last v samples of the symbols at the beginning of the symbol.

This partial replica is called the cyclic prefix.

$$1 \times 3 = 3$$

$$1 \times 2 + 2 \times 3 = 2 + 6 = 8$$

$$1 \times 1 + 2 \times 2 + 1 \times 3 = 1 + 4 + 3 = 8$$

$$2 \times 1 + 1 \times 2 + (-2) \times 3 = 2 + 2 - 6 = -2$$

$$1 \times 1 + (-2) \times 2 + 3 \times 3 = 1 - 4 + 9 = 6$$

$$(-2) \times 1 + 3 \times 2 + 1 \times 3 = -2 + 6 + 3 = 7$$

$$3 \times 1 + 1 \times 2 + 2 \times 3 = 3 + 2 + 6 = 11$$

$$1 \times 1 + 2 \times 2 = 1 + 4 = 5$$

$$2 \times 1 = 2$$

We now know that

$$\begin{bmatrix} 1 & 2 & 1 & -2 & 3 & 1 & 2 \end{bmatrix} * \begin{bmatrix} 3 & 2 & 1 \end{bmatrix} = \begin{bmatrix} 3 & 8 & 8 & -2 & 6 & 7 & 11 & 5 & 2 \end{bmatrix}$$
Cyclic Prefix
$$\begin{bmatrix} 1 & -2 & 3 & 1 & 2 \end{bmatrix} * \begin{bmatrix} 3 & 2 & 1 & 0 & 0 \end{bmatrix}$$

• Similarly, you may check that

$$\begin{bmatrix} -2 & 1 & 2 & 1 & -3 & -2 & 1 \end{bmatrix} * \begin{bmatrix} 3 & 2 & 1 \end{bmatrix} = \begin{bmatrix} -6 & -1 & 6 & 8 & -5 & -11 & -4 & 0 & 1 \end{bmatrix}$$
Cyclic Prefix
$$\begin{bmatrix} 2 & 1 & -3 & -2 & 1 \end{bmatrix} * \begin{bmatrix} 3 & 2 & 1 & 0 & 0 \end{bmatrix}$$

• We know, from Example 2, that

```
[ 1 2 1 -2 3 1 2] * [3 2 1] = [ 3 8 8 -2 6 7 11 5 2]

And that

[-2 1 2 1 -3 -2 1] * [3 2 1] = [-6 -1 6 8 -5 -11 -4 0 1]
```

Check that

```
[ 1 2 1 -2 3 1 2 0 0 0 0 0 0 0] * [3 2 1]

= [ 3 8 8 -2 6 7 11 5 2 0 0 0 0 0 0 0]

and

[ 0 0 0 0 0 0 0 -2 1 2 1 -3 -2 1] * [3 2 1]

= [ 0 0 0 0 0 0 0 -6 -1 6 8 -5 -11 -4 0 1]
```

We know that.

```
[ 1 2 1 -2 3 1 2] * [3 2 1] = [ 3 8 8 -2 6 7 11 5 2]
[-2 1 2 1 -3 -2 1] * [3 2 1] = [-6 -1 6 8 -5 -11 -4 0 1]
```

• Using Example 3, we have

```
 \begin{bmatrix} 1 & 2 & 1 & -2 & 3 & 1 & 2 & -2 & 1 & 2 & 1 & -3 & -2 & 1 \end{bmatrix} * \begin{bmatrix} 3 & 2 & 1 \end{bmatrix} 
 = \begin{bmatrix} \begin{bmatrix} 1 & 2 & 1 & -2 & 3 & 1 & 2 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ + \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & -2 & 1 & 2 & 1 & -3 & -2 & 1 \end{bmatrix} \end{bmatrix} * \begin{bmatrix} 3 & 2 & 1 \end{bmatrix} 
 = \begin{bmatrix} 3 & 8 & 8 & -2 & 6 & 7 & 11 & 5 & 2 & 0 & 0 & 0 & 0 & 0 & 0 \\ + \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & -6 & -1 & 6 & 8 & -5 & -11 & -4 & 0 & 1 \end{bmatrix} 
 = \begin{bmatrix} 3 & 8 & 8 & -2 & 6 & 7 & 11 & -1 & 1 & 6 & 8 & -5 & -11 & -4 & 0 & 1 \end{bmatrix}
```

Putting results together...

- Suppose $\underline{x}^{(1)} = [1 -2 \ 3 \ 1 \ 2]$ and $\underline{x}^{(2)} = [2 \ 1 \ -3 \ -2 \ 1]$
- Suppose h = [3 2 1]
- At the receiver, we want to get
 - $[1 -2 \ 3 \ 1 \ 2]$ \star $[3 \ 2 \ 1 \ 0 \ 0] = [8 -2 \ 6 \ 7 \ 11]$
 - [2 1 -3 -2 1] * [3 2 1 0 0] = [6 8 -5 -11 -4]
- We transmit [1 2 1 -2 3 1 2 -2 1 2 1 -3 -2 1].

 Cyclic prefix

 Cyclic prefix
- At the receiver, we get

$$[1 2 1 -2 3 1 2 -2 1 2 1 -3 -2 1] * [3 2 1]$$

$$= [3 8 8 -2 6 7 11 -1 1 6 8 -5 -11 -4 0 1]$$

Junk! To be thrown away by the receiver.

Circular Convolution: Key Properties

- Consider an *N*-point signal *x*[*n*]
- Cyclic Prefix (CP) insertion: If x[n] is extended by copying the last V samples of the symbols at the beginning of the symbol:

$$\widehat{x}[n] = \begin{cases} x[n], & 0 \le n \le N - 1 \\ x[n+N], & -v \le n \le -1 \end{cases}$$

• Key Property 1:

$$\{h \circledast x\}[n] = (h * \widehat{x})[n] \text{ for } 0 \le n \le N-1$$

• Key Property 2:

$$\{h \circledast x\}[n] \xrightarrow{\text{FFT}} H_k X_k$$

OFDM with CP for Channel w/ Memory

- We want to send N samples $S_0, S_1, \ldots, S_{N-1}$ across noisy channel with memory. (IDFT)
- First apply IFFT: $S_k \xrightarrow{\text{IFFT}} s[n]$
- Then, add cyclic prefix

$$\widehat{s} = [s[N-\nu], ..., s[N-1], s[0], ..., s[N-1]]$$

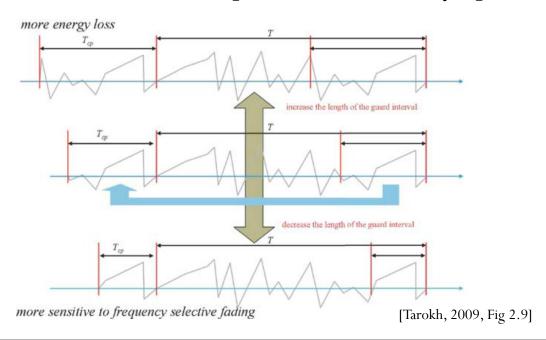
- This is inputted to the channel.
- The output is

$$y[n] = [p[N-v], ..., p[N-1], r[0], ..., r[N-1]]$$

- Remove cyclic prefix to get $r[n] = h[n] \circledast s[n] + w[n]$
- Then apply FFT: $r[n] \xrightarrow{\text{FFT}} R_k$
- By circular convolution property of DFT, $R_k = H_k S_k + W_k$

OFDM System Design: CP

- A good ratio between the CP interval and symbol duration should be found, so that all multipaths are resolved and not significant amount of energy is lost due to CP.
- As a thumb rule, the CP interval must be two to four times larger than the root mean square (RMS) delay spread.



Reference

A. Bahai, B. R. Saltzberg, and M. Ergen, Multi-Carrier Digital
 Communications: Theory and
 Applications of OFDM, 2nd ed.,
 New York: Springer Verlag, 2004.

