

Mobile Communication

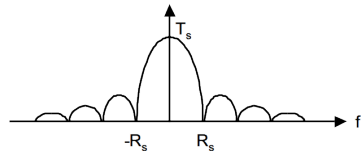
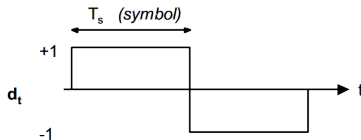
DSSS and FHSS intermediate presentation

Group 6

October 29, 2014

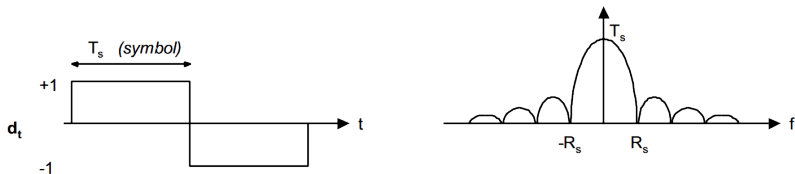
Spread Spectrum

- Transmitting finite sequences requires a frequency *band*
- Spreading this band makes transmission more robust
- Use spreading schemes, that allows using the frequency band for concurrent transmission



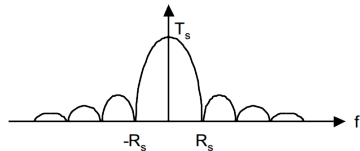
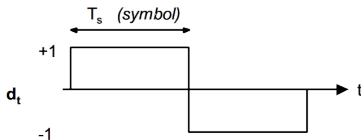
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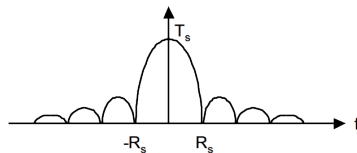
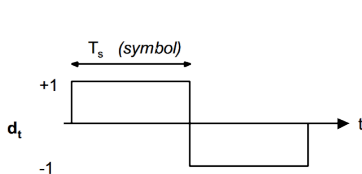
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Direct Sequence Spread Spectrum

Data

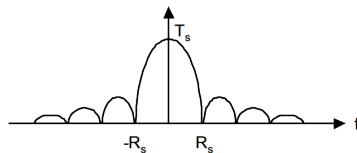
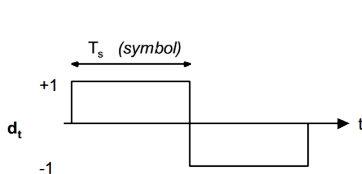
- Let the data $d_t \in \{-1, 1\}^n$ be $d_t = [1, -1]$
- Signal bandwidth R_s



Direct Sequence Spread Spectrum

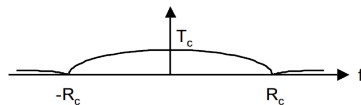
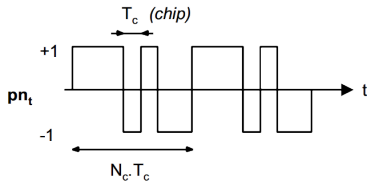
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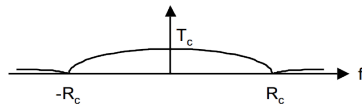
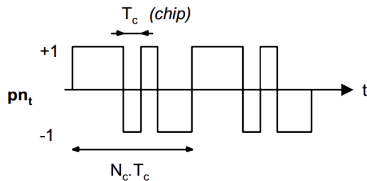
Chip Sequence

- Define chip sequence. Let the sequence $p_n \in \{-1, 1\}^n$ be $d_t = [1, 1, 1, -1, 1, -1, -1, 1, 1, 1, -1, 1, -1, -1]$
- Signal bandwidth R_c with $R_c > R_s$.
- p_n is known to sender and receiver only
- Sender and receiver are synchronized



Chip Sequence

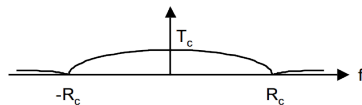
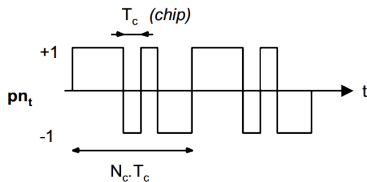
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Direct Sequence Spread Spectrum

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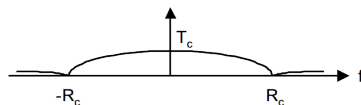
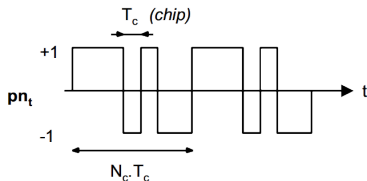
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Direct Sequence Spread Spectrum

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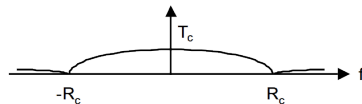
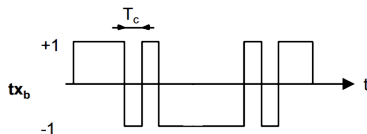
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Direct Sequence Spread Spectrum

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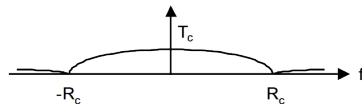
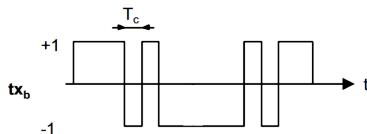
- Point-wise multiply the data with chip sequence. $t_x = d_t p_n$
- Bandwidth of transmitted signal is R_c , the chip sequence's bandwidth.
- For transmission apply some phase modulation



Direct Sequence Spread Spectrum

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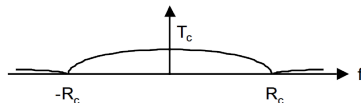
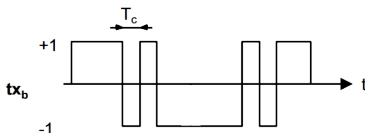
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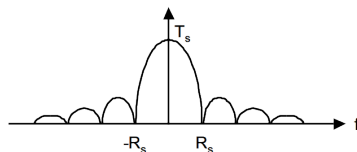
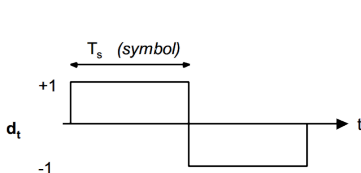
Direct Sequence Spread Spectrum

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$$d_r = t_x p_n = d_t p_n p_n = d_t$$

- This returns the original data since $p_n p_n = [0, 0, \dots]$



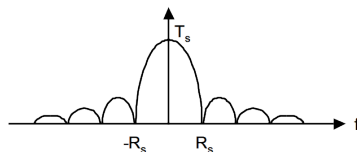
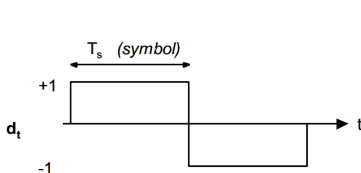
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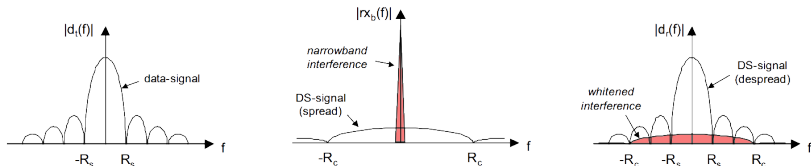
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Interference

Narrow-band Interference

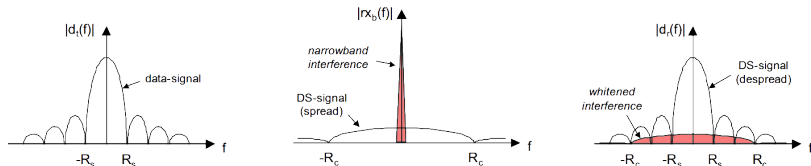
- Narrowband interference is spread in the despreding part
- Remember: spreading and despreding is the same operation
- Does not lower the SNR too much



Interference

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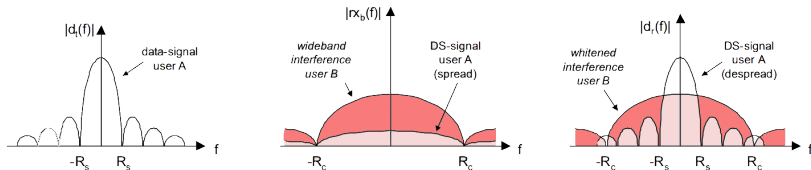
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Broad-band Interference

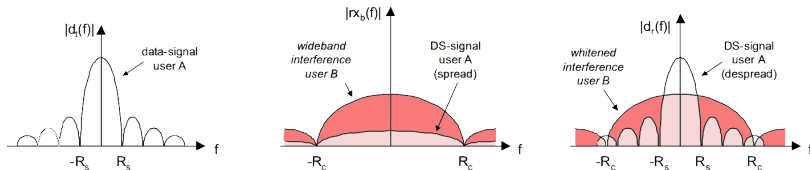
- Despreading does not change the broad-band noise, it is uncorrelated with p_n . It's bandwidth remains the same.
- Can affect the SNR.
- Transmissions of other users are received as broadband noise



Interference

Broad-band Interference

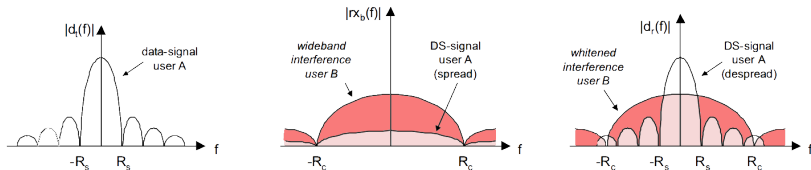
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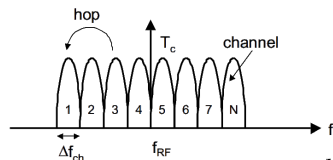
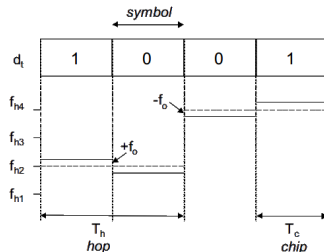
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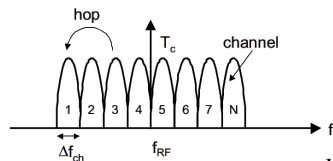
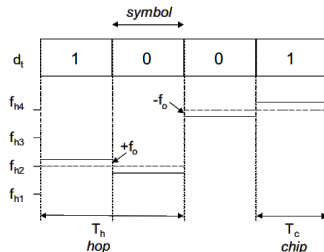
Frequency Hopping Spread Spectrum

- Divide frequency band into N sub-bands
- Define a chip sequence
 $p_n \in [f_1, f_N]^n$. Let $p_n = [f_2, f_4, \dots]$
- Transmit data on current frequency f_{i_j} according to chip pattern and hop to next frequency $f_{i_{j+1}}$ after some time
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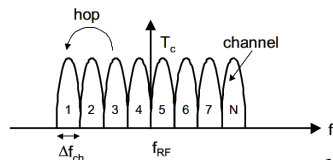
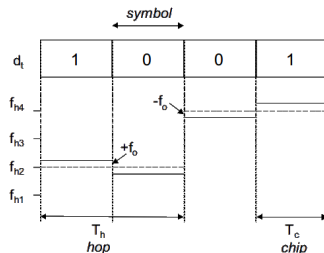
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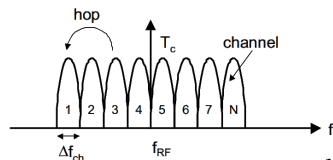
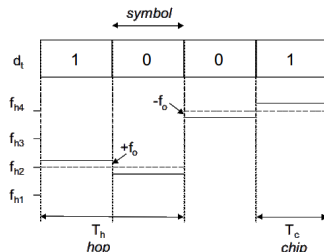
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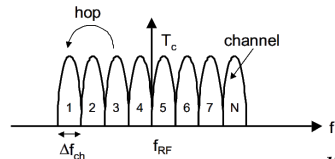
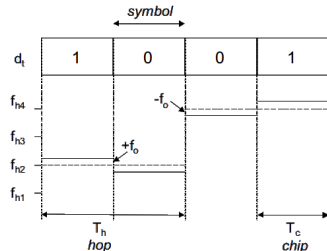
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FHSS

Example

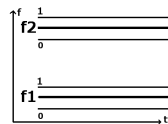
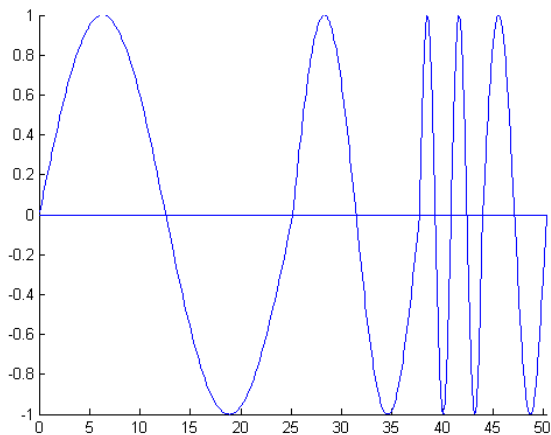


Figure: Frequency = value =

Example

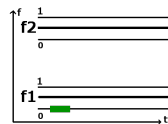
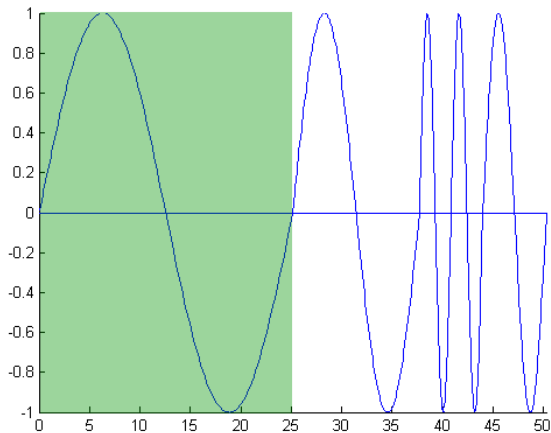


Figure: Frequency = f1, value = 0

FHSS

Example

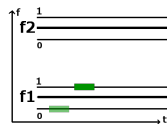
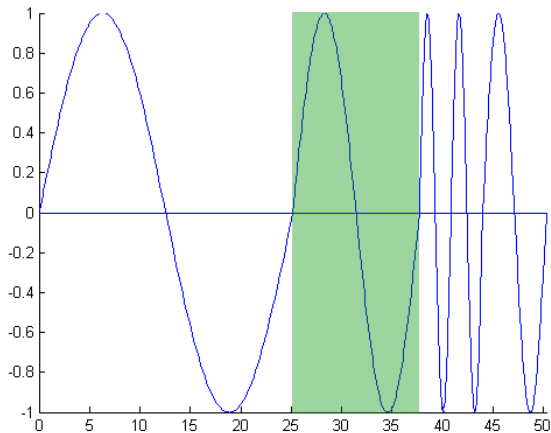


Figure: Frequency = f_1 , value = 1

FHSS

Example

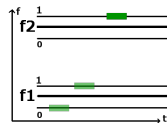
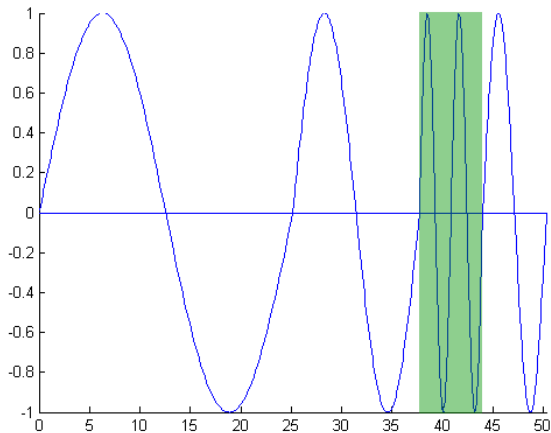


Figure: Frequency = f_2 , value = 1

FHSS

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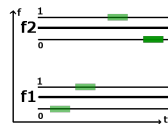
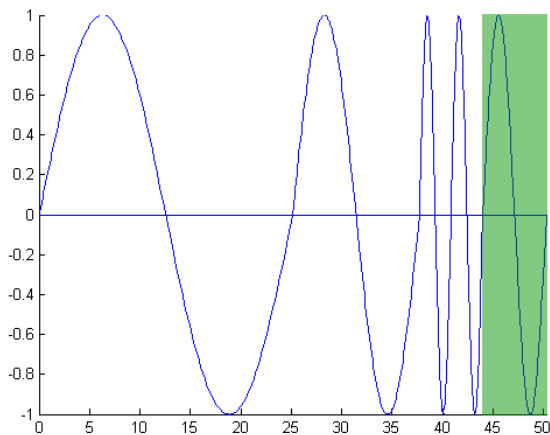


Figure: Frequency = f2, value = 0

Interference

- Robust with *narrow-band* interference, since transmission remains only for a few symbols on on frequency
- Problems with *broad-band* interference remain
- Other users will be perceived as narrow-band interference

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DSSS

- First
- Second
- third

DSSS

- First
- Second
- third

DSSS

- First
- Second
- third

Some other frame

some test

Some more text

Some other text

