
Bachelor project - Channel splicing methods for wireless sensing

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Introduction

Channel Splicing in Telecommunications

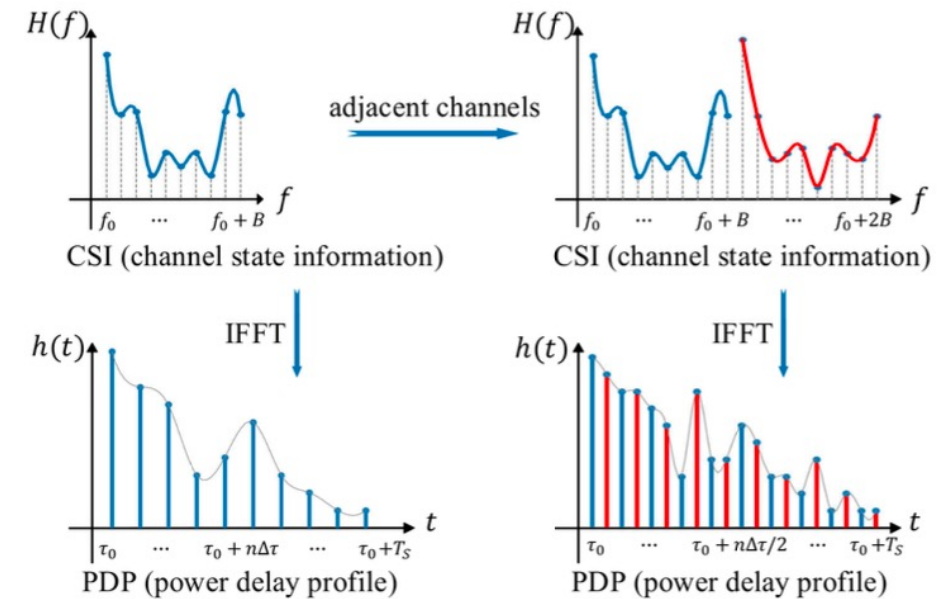
- **Enhances** sensing and localization accuracy
- **Combines** multiple frequency bands for better resolution in the impulse response

Importance

- **Localization**: High-precision positioning
- **Sensing**: Environmental monitoring, motion detection, gesture recognition
- **Hardware**: advantage of using cheap hardware that cannot measure wideband channels directly

Project Objectives

- **Improve Sensing Accuracy**: Using channel splicing
- **Evaluate Performance**: Chronos, MUSIC, and MVDR across scenarios



Project Approach

- **Literature Study :**
 - Understanding existing solution
 - Identifying limitations
- **MATLAB Implementation :**
 - Implementing and testing reconstruction methods
 - Simulating different scenarios
- **Results Analysis :**
 - Evaluating methods performance
 - Identifying the best approaches

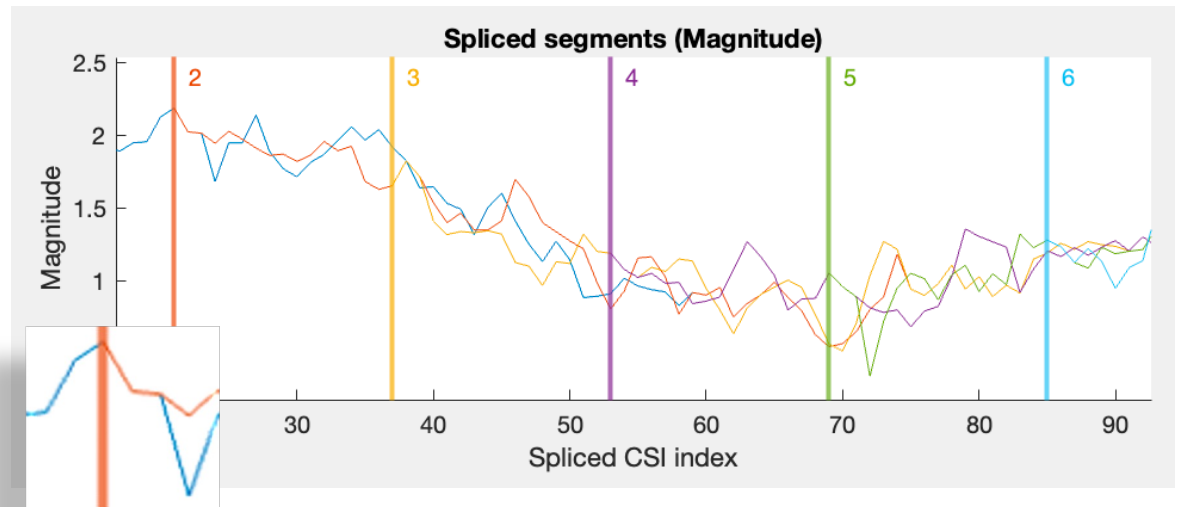
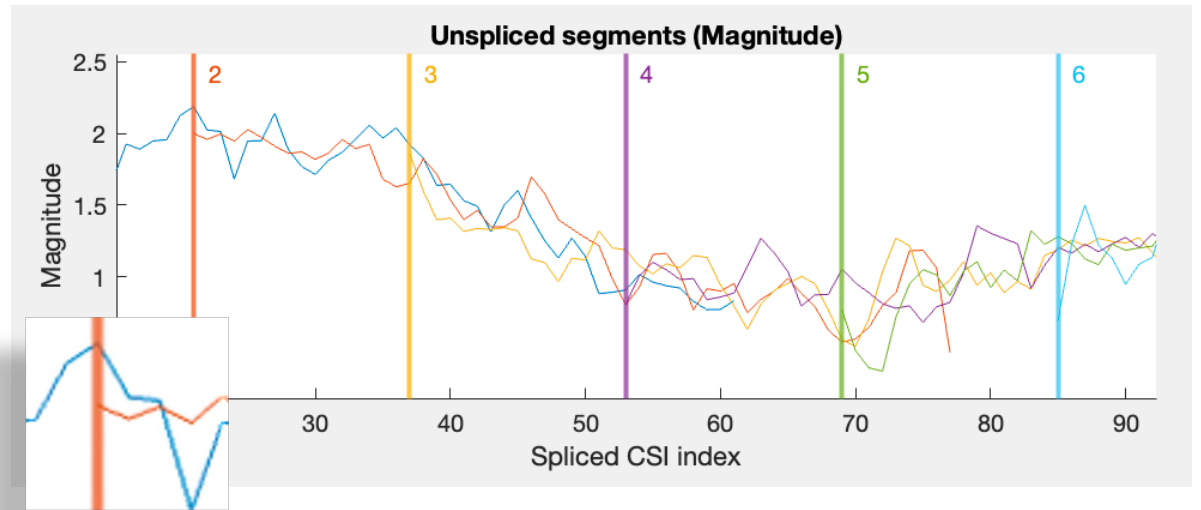
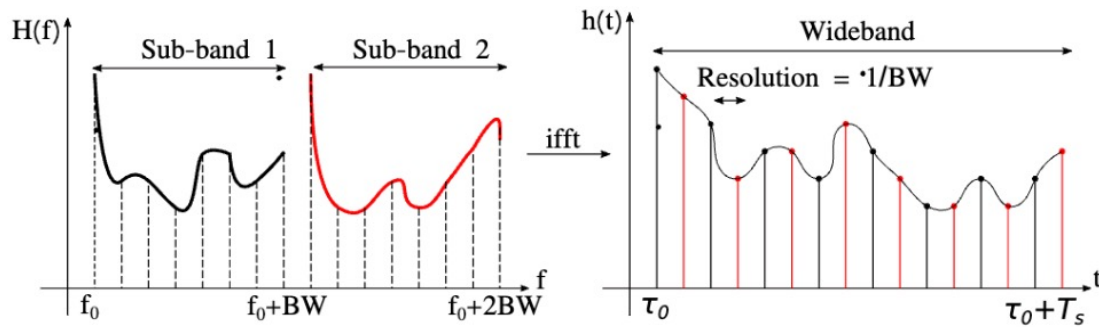
Methodology

- **Splicing technique**
- **CIR Reconstruction methods**
 - Chronos
 - Music
 - MVDR
- **Data**

Channel splicing - Splicing technique

- Let $CSI_i(f)$ be the CSI frequency for the i -th segment.
- Shifted CSI** : $CSI_i(f + f_i)$
- Spliced CSI** : $CSI_{\text{spliced}}(f) = \sum_{i=1}^N CSI_i(f + f_i)$
- CIR from spliced CSI** :

$$CIR(t) = \text{IDFT}(CSI_{\text{spliced}}(f))$$



Chronos – how does it work ?

- Utilizes **Non-uniform Discrete Fourier Transform** (NDFT).
- Introduces **sparsity constraint** to solve the under-determined problem.
- Minimizes the L-1 norm to favor **dominant paths** in the signal.
- **Iterative** algorithm with gradient descent and sparsification steps.

Chronos – Mathematical formulation and Algorithm

- Let p be the **sampled inverse-NDFT** at discrete times τ .
- Optimization problem** to solve for inverse NDFT $\min \|\mathbf{p}\|_1$

Subject to: $\|\mathbf{h} - F\mathbf{p}\|_2^2 = 0$

- Reformulated using **Lagrange multipliers** :

$$\min_{\mathbf{p}} \|\mathbf{h} - F\mathbf{p}\|_2^2 + \alpha \|\mathbf{p}\|_1$$

Where :

- F is the Fourier matrix
- h is the measured CSI vector.
- $\|\cdot\|_1$ promotes sparsity.
- $\|\cdot\|_2$ ensures the solution fits the measured data.

1 Algorithm to Compute Inverse NDFT

```
▷ Given: Measured Channels,  $\tilde{\mathbf{h}}$ 
▷  $\mathcal{F}$ : Non-uniform DFT matrix, such that  $\mathcal{F}_{i,k} = e^{-j2\pi f_{i,0}\tau_k}$ 
▷  $\alpha$ : Sparsity parameter;  $\epsilon$ : Convergence Parameter
▷ Output: Inverse-NDFT,  $\mathbf{p}$ 
▷ Initialize  $\mathbf{p}_0$  to a random value,  $t = 0$ ,  $\gamma = \frac{1}{\|\mathcal{F}\|_2}$ .
while converged = false do
     $\mathbf{p}_{t+1} = \text{SPARSIFY}(\mathbf{p}_t - \gamma \mathcal{F}^*(\mathcal{F}\mathbf{p}_t - \tilde{\mathbf{h}}), \gamma\alpha)$ 
    if  $\|\mathbf{p}_{t+1} - \mathbf{p}_t\|_2 < \epsilon$  then
        converged = true
         $\mathbf{p} = \mathbf{p}_{t+1}$ 
    else
         $t = t + 1$ 
    end if
end while
function SPARSIFY( $\mathbf{p}, t$ )
    for  $i = 1, 2, \dots, \text{length}(\mathbf{p})$  do
        if  $|\mathbf{p}_i| < t$  then
             $\mathbf{p}_i = 0$ 
        else
             $\mathbf{p}_i = \mathbf{p}_i \frac{|\mathbf{p}_i| - t}{|\mathbf{p}_i|}$ 
        end if
    end for
end function
```

MUSIC – How does it work ?

- Identifies **subspaces** with **Covariance matrix**
- Separates **signal and noise subspaces** via **eigenvalue decomposition**.
- Uses the **largest** eigenvalues for the **signal** subspace and **smallest** for the **noise** subspace.
- Computes **pseudospectrum** to detect **times of arrival** by identifying peaks.

MUSIC – Mathematical formulation and Algorithm

- **Covariance matrix** $R = E[xx^H]$
- **Eigenvalue decomposition** $R = E\Lambda E^H$
- **Signal and noise subspace** E_s and E_n
- **Pseudospectrum** $P(\theta) = \frac{1}{a^H(\theta)E_nE_n^Ha(\theta)}$

Algorithm

1. Construct the covariance matrix R from the measured CSI data.
2. Perform eigenvalue decomposition on R to get the eigenvectors and eigenvalues.
3. Identify the signal and noise subspaces from the eigenvectors.
4. Compute the pseudospectrum using the noise subspace.
5. Identify peaks in the pseudospectrum that correspond to the time of arrival.

MVDR – How does it work ?

- Enhances resolution by **minimizing interference** from other paths.
- Focuses on the direction of the desired signal by using the **covariance matrix**.
- Uses **beamforming techniques to suppress noise** and interference.
- Computes a pseudospectrum to reveal times of arrival.
- **Identifies key signal paths** by locating peaks in the pseudospectrum.

MVDR – Mathematical formulation and Algorithm

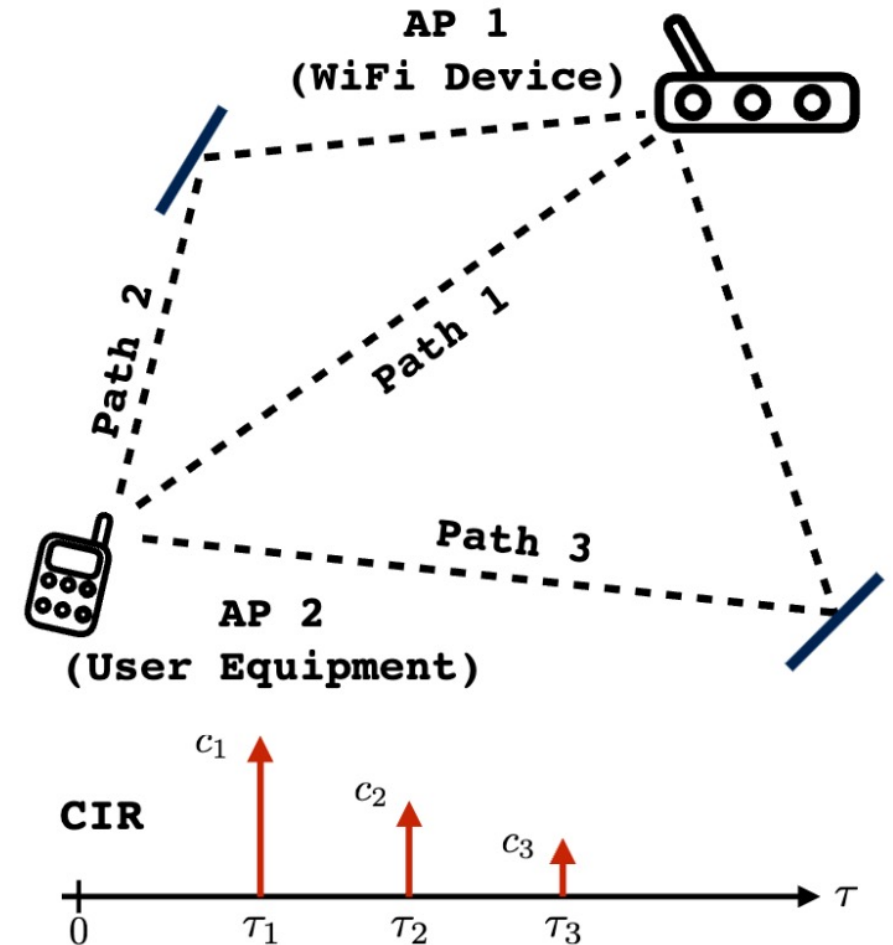
- **Covariance matrix** $R = E[xx^H]$
- **MVDR beamformer** $w = \frac{R^{-1}a(\theta)}{a^H(\theta)R^{-1}a(\theta)}$
- **Pseudospectrum** $P(\theta) = \frac{1}{a^H(\theta)R^{-1}a(\theta)}$

Algorithm

1. Construct the covariance matrix from measured CSI data.
2. Compute the inverse of the covariance matrix
3. Compute the MVDR beamformer
4. Compute the MVDR pseudospectrum
5. Identify peaks in the pseudospectrum that correspond to the time of arrival.

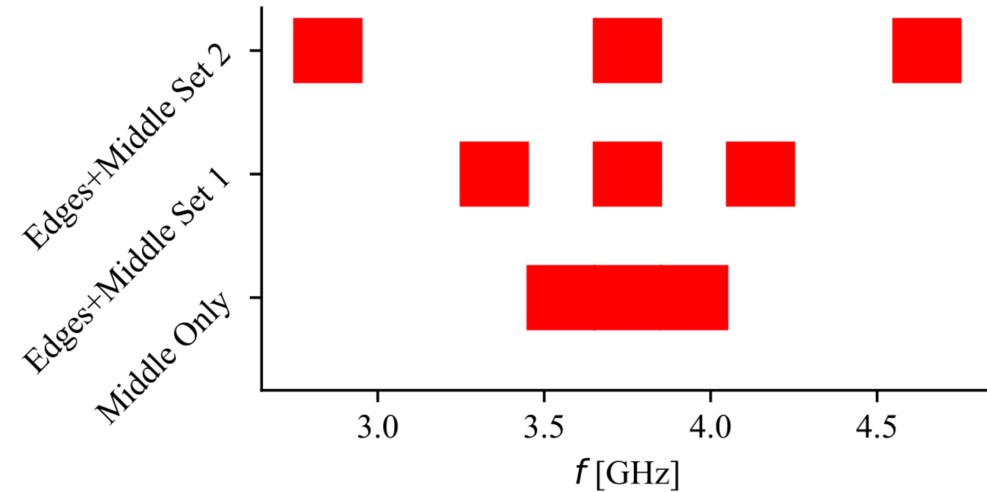
Data generation : Simulated data

- Simulate **two paths** channel with **Rayleigh fading**.
- Generate Channel State Information (CSI) across **multiple carrier frequencies**. (Carrier frequency spacing = 5MHz, standard for WI-FI)
- Adds a **random phase offset** to the signal to simulate phase variations due to frequency changes.
- **SNR** (Signal to noise ratio) set to 10 DB.
- **Subcarrier spacing** – 312.5khz (standard for OFDM)



Data generation : Gaps

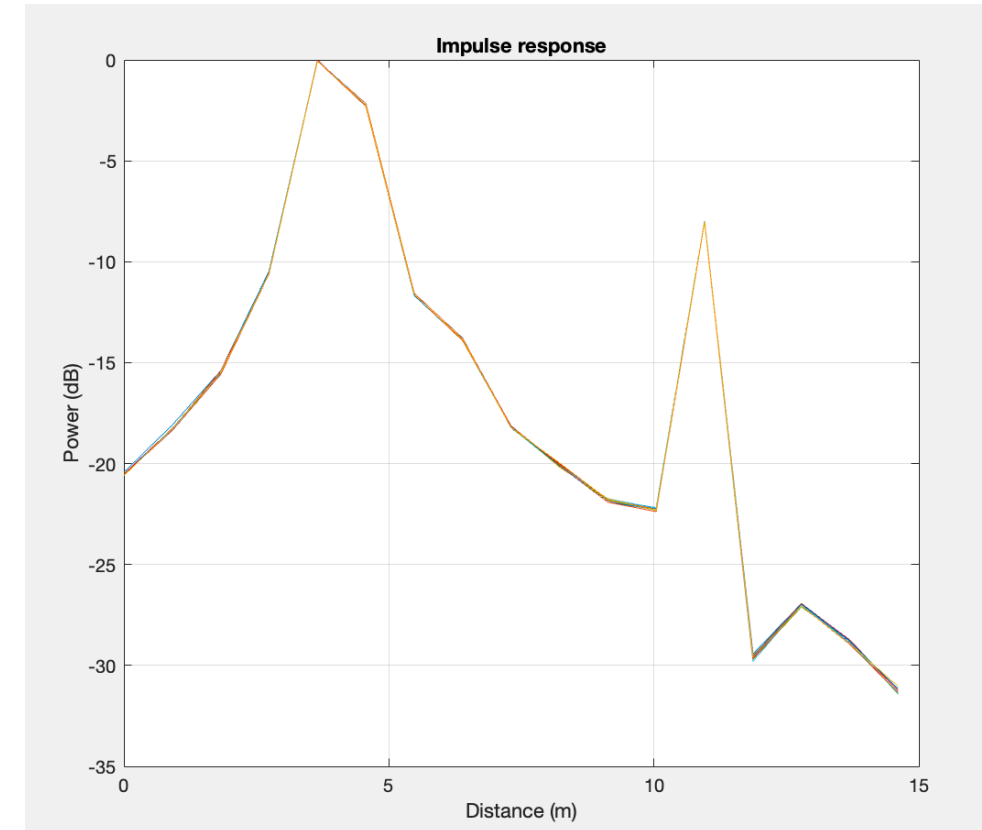
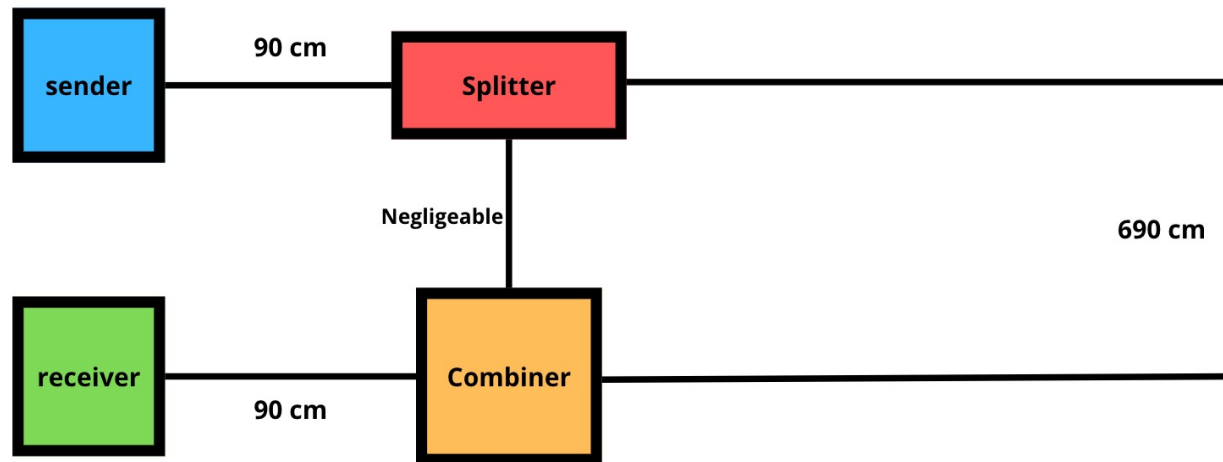
- Introduce **gaps** by removing **specific frequency segments**.
- Test the impact of missing data on the **reconstruction accuracy**.
- **Different gaps for two scenarios**
 - **Scenario 1 :**
 - Alternate on all BW by keeping **62.5/31.25** MHz and keeping **31.25/15.6** MHz each time for **1015 /220** MHz



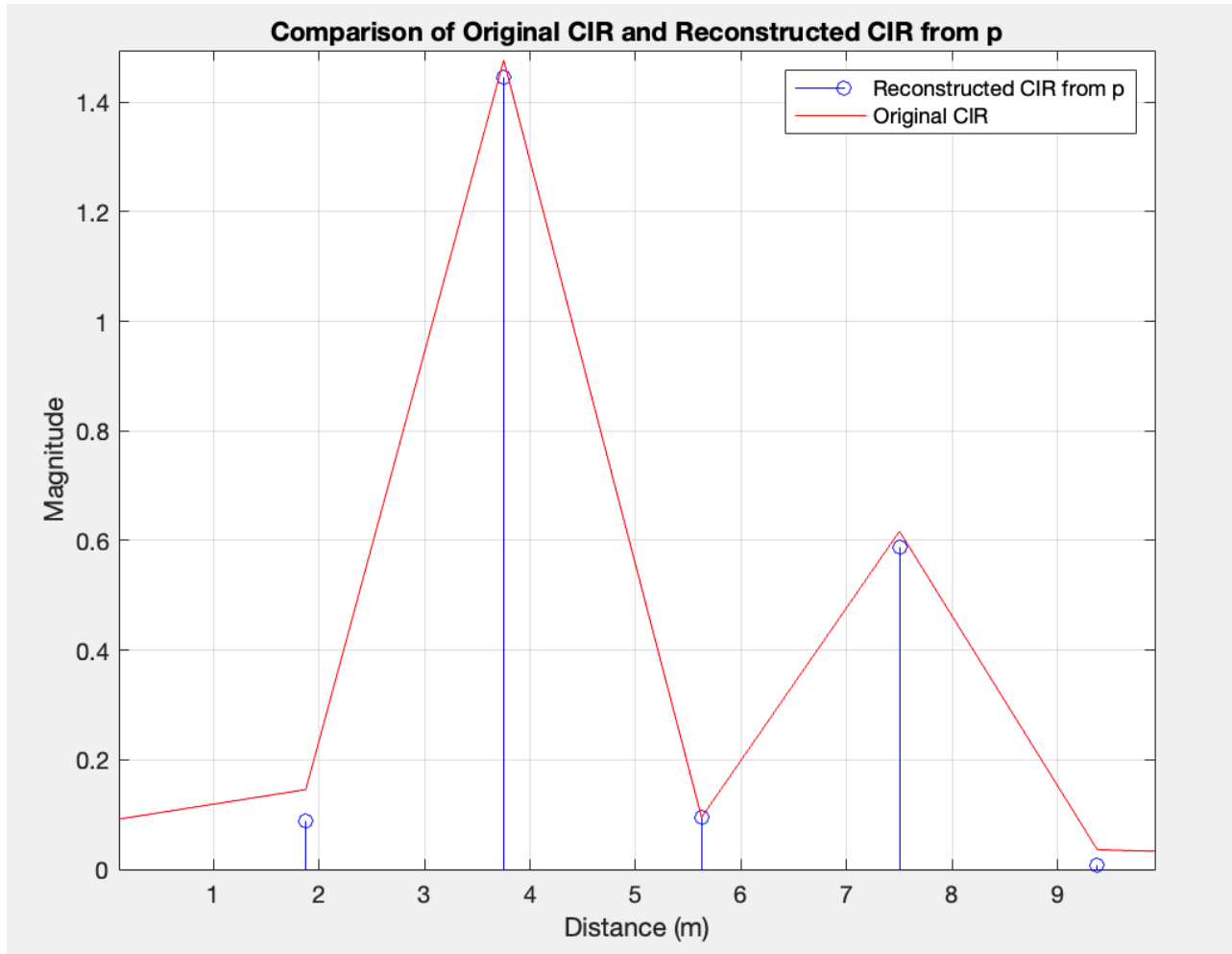
- **Scenario 2 :**
 - Remove **187.5/31.25** MHz at beginning and end + Alternate on remaining BW by keeping **62.5/31.25** MHz and removing **31.25/15.6** MHz each time for **1015/220** MHz

Data generation : Real Data

- Collect real **measured** data from a **cable** setup → 2 paths
- **Validate** the reconstruction methods with **real data**.



Results – Chronos



Splicing information:

Original bandwidth = 20 MHz

New bandwidth = 80 MHz

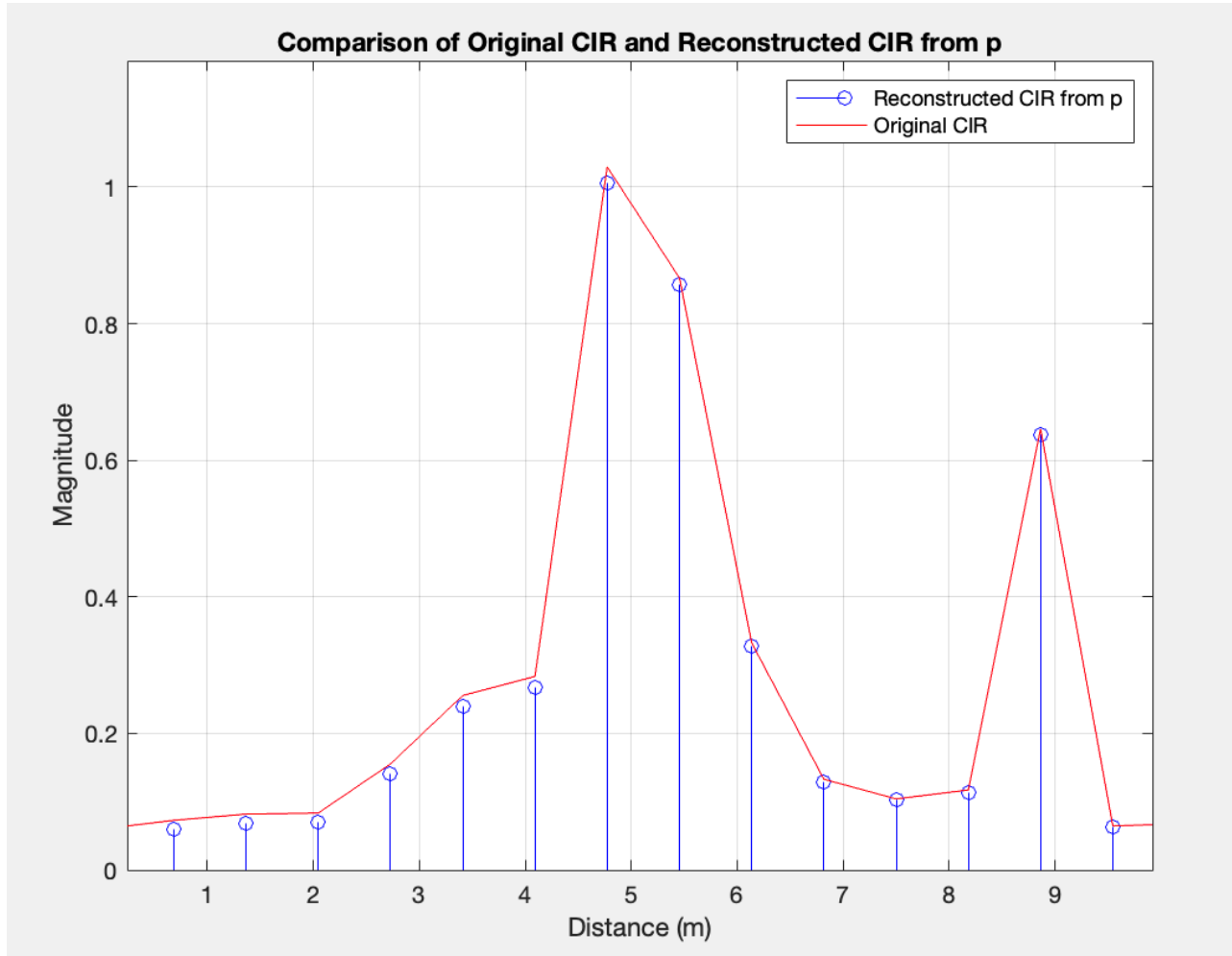
Selected scenario: 2

Attenuations: [0 -6]

Delays: [0 2.5e-08]

Bandwidths needed for all paths: 40.00 MHz

Results – Chronos



Splicing information:

Original bandwidth = 20 MHz

New bandwidth = 220 MHz

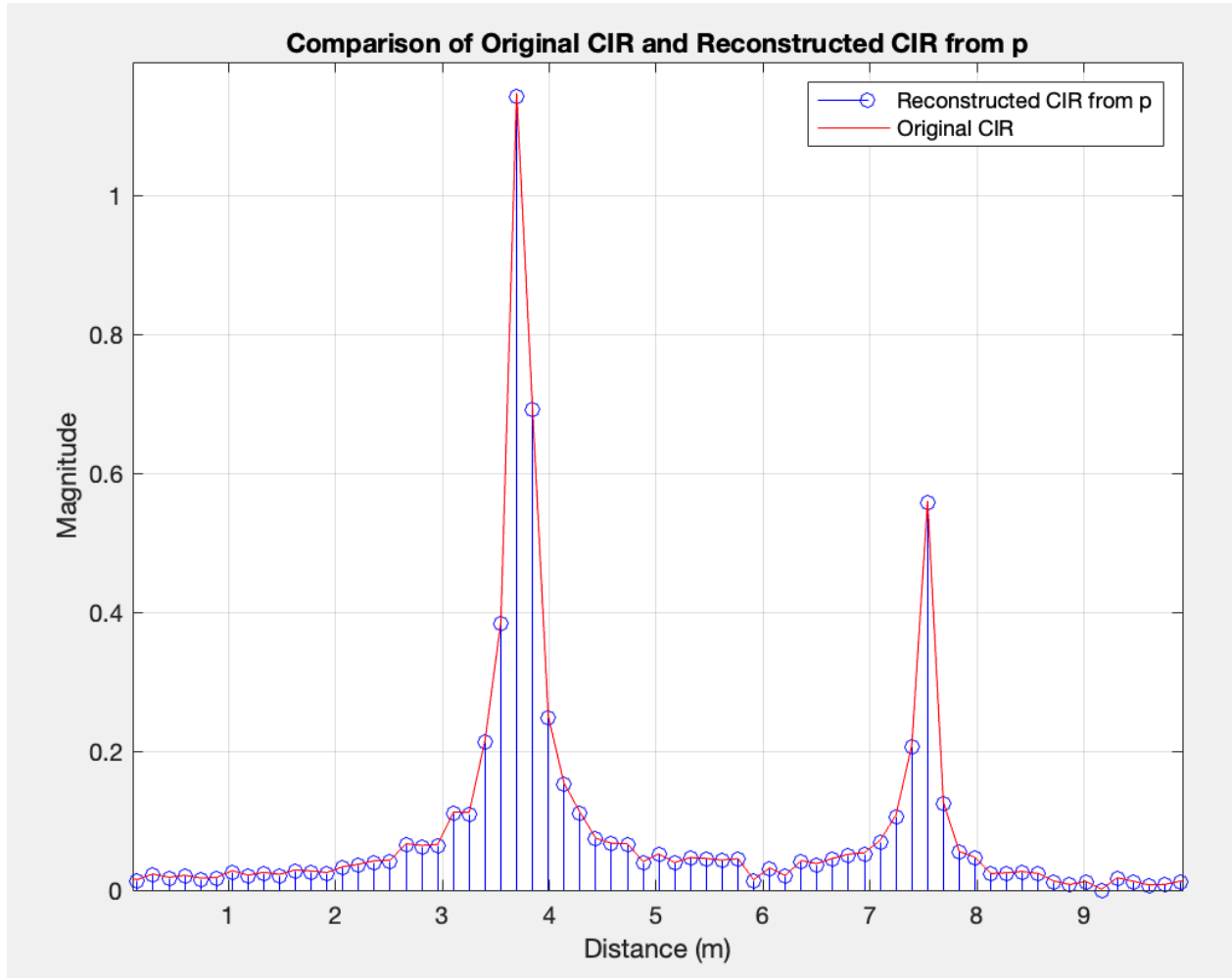
Selected scenario: 2

Attenuations: [0 -6]

Delays: [0 2.5e-08]

Bandwidths needed for all paths: 40.00 MHz

Results – Chronos



Splicing information:

Original bandwidth = 20 MHz

New bandwidth = 1015 MHz

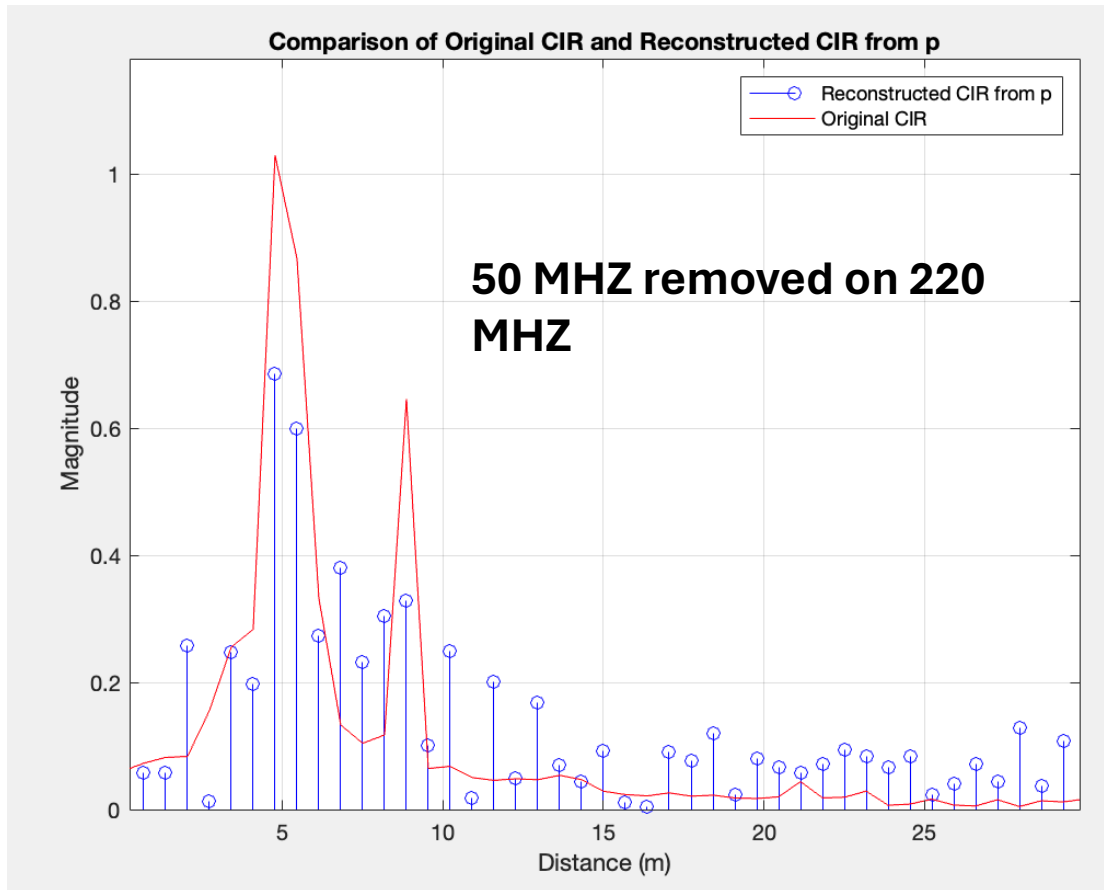
Selected scenario: 2

Attenuations: [0 -6]

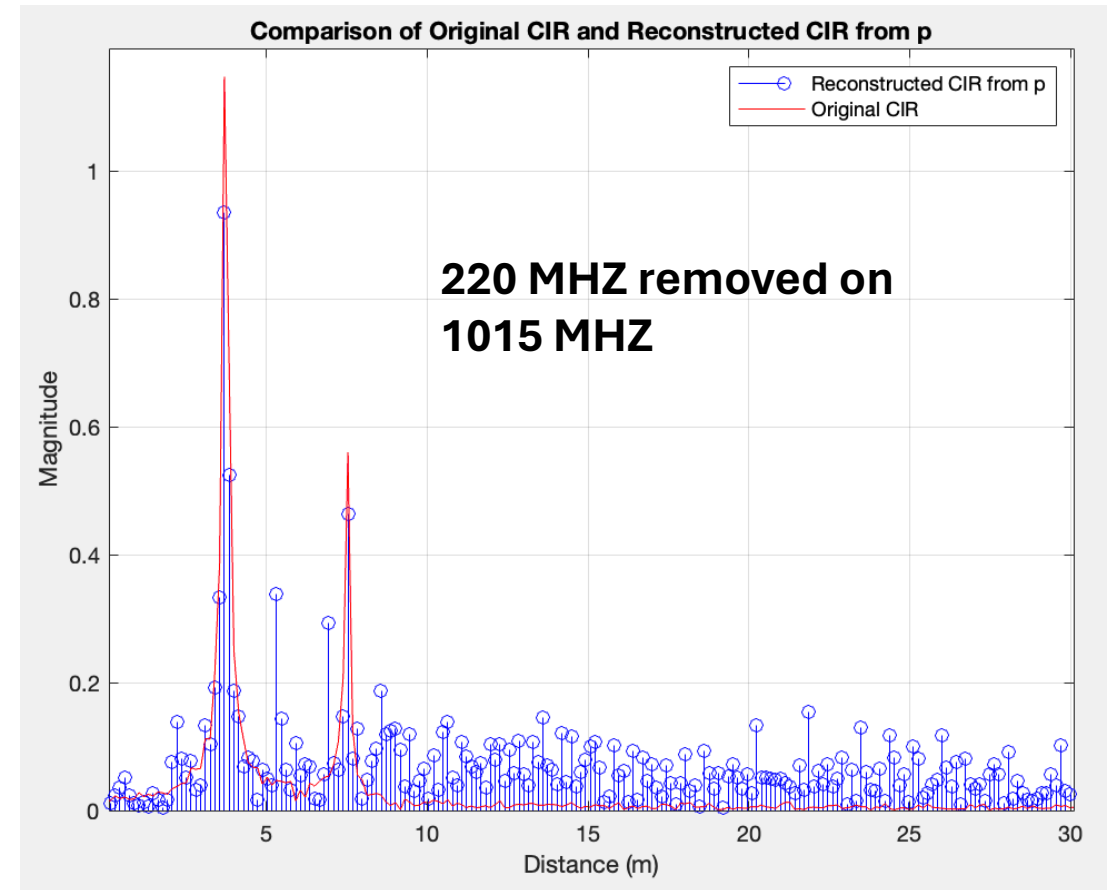
Delays: [0 2.5e-08]

Bandwidths needed for all paths: 40.00 MHz

Results – Chronos with Alternating gaps

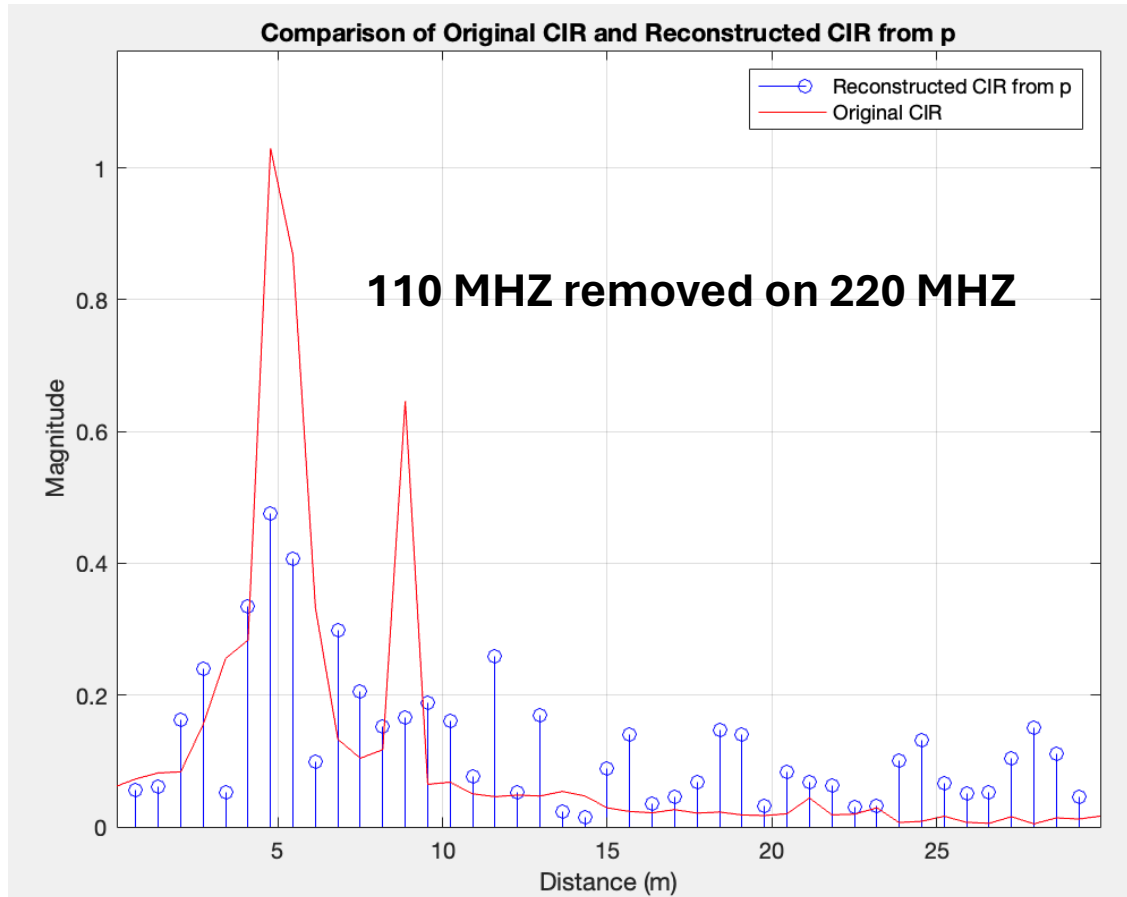


220MHz

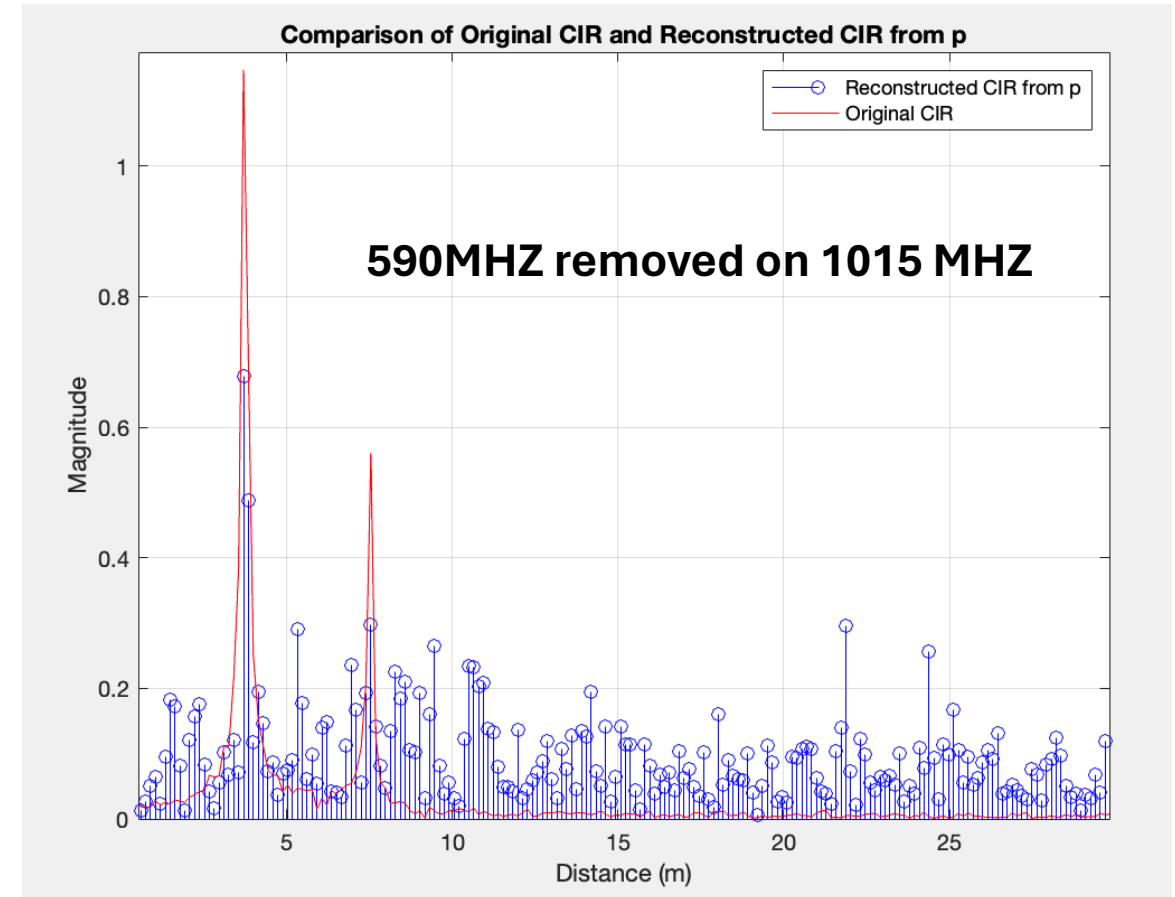


1015 MHz

Results – Chronos with Alternating gaps and beginning / end removed

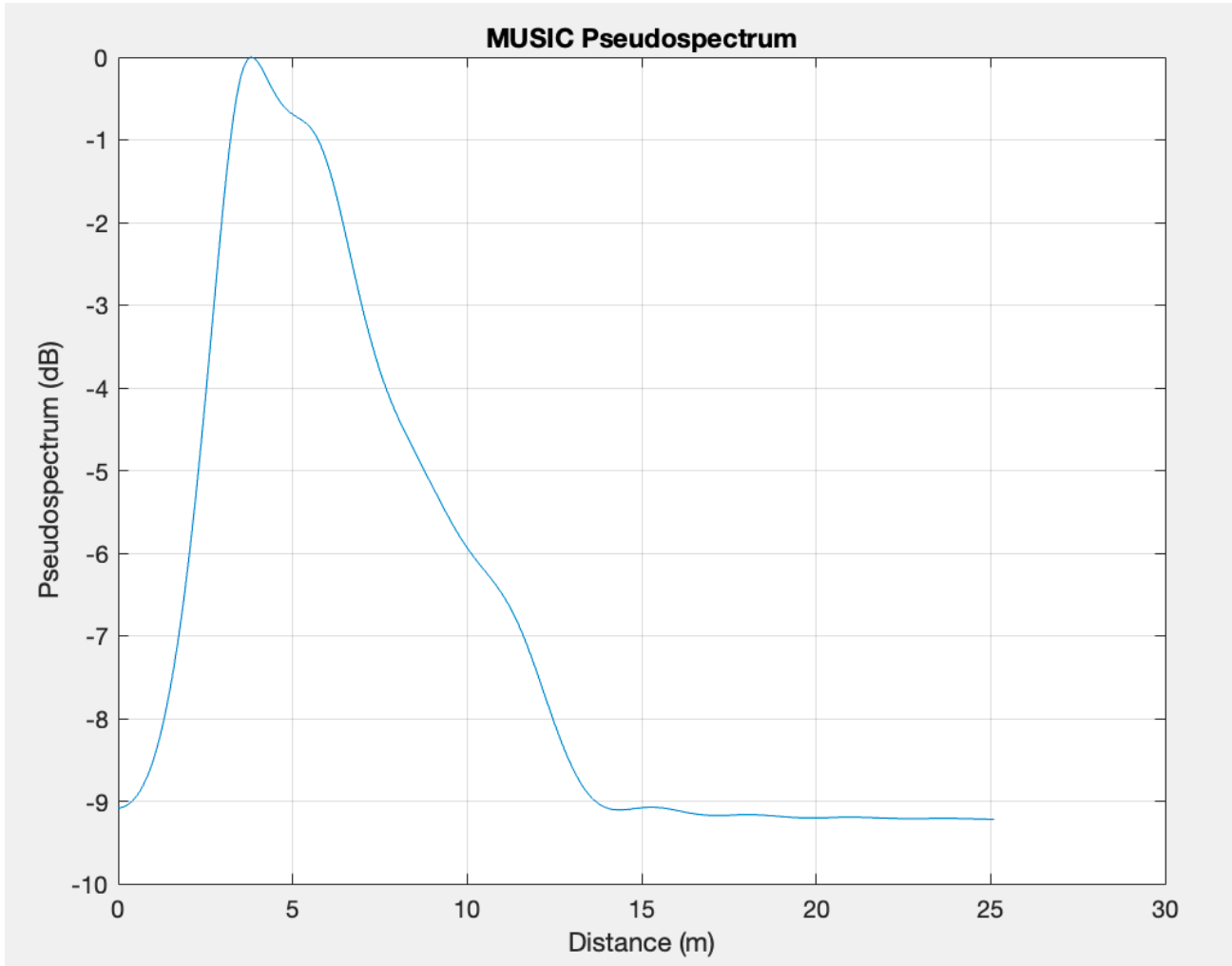


220MHz with noise



1015 MHz with noise

Results – Music



Splicing information:

Original bandwidth = 20 MHz

New bandwidth = 80 MHz

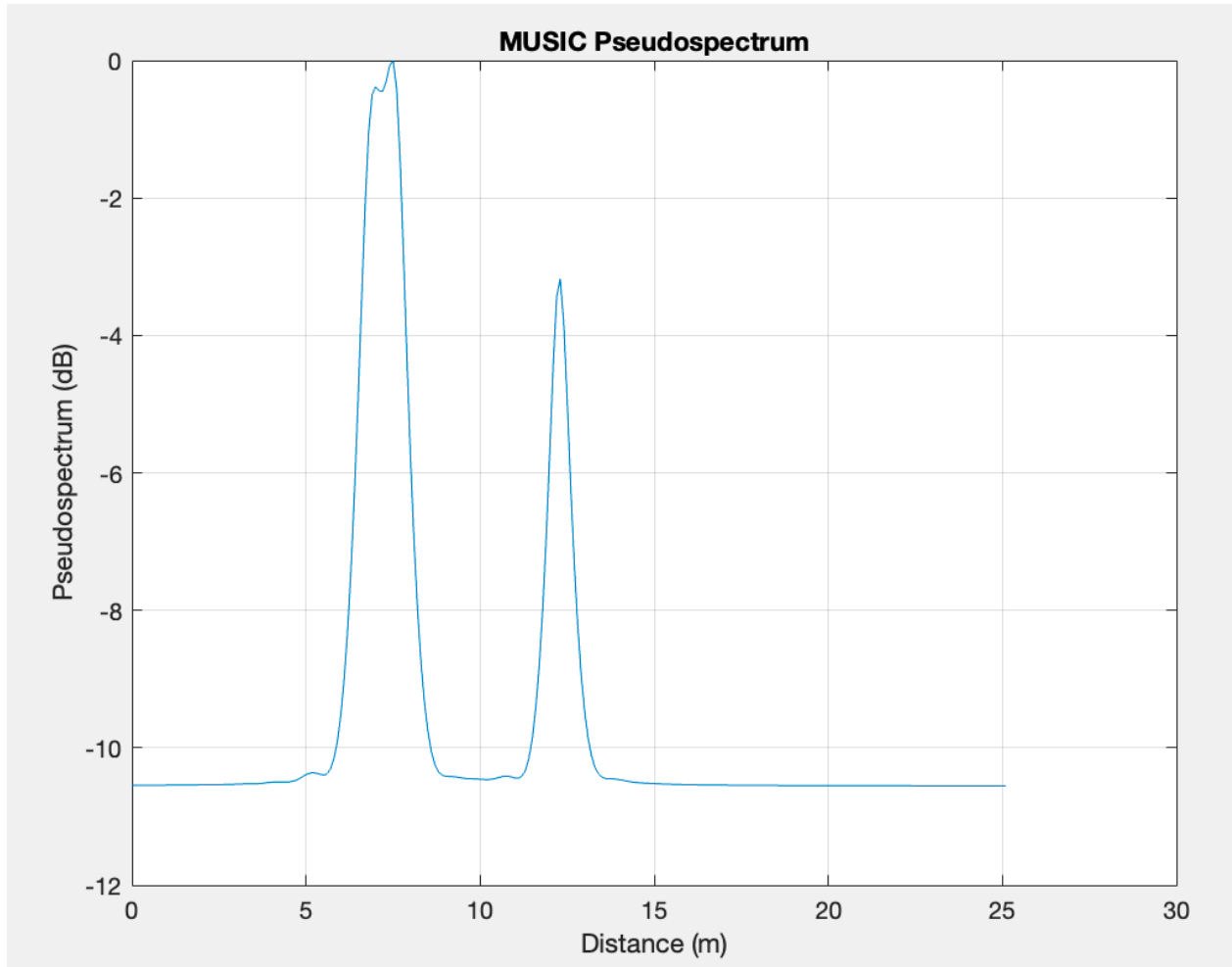
Selected scenario: 2

Attenuations: [0 -6]

Delays: [0 2.5e-08]

Bandwidths needed for all paths: 40.00 MHz

Results – Music



Splicing information:

Original bandwidth = 20 MHz

New bandwidth = 220 MHz

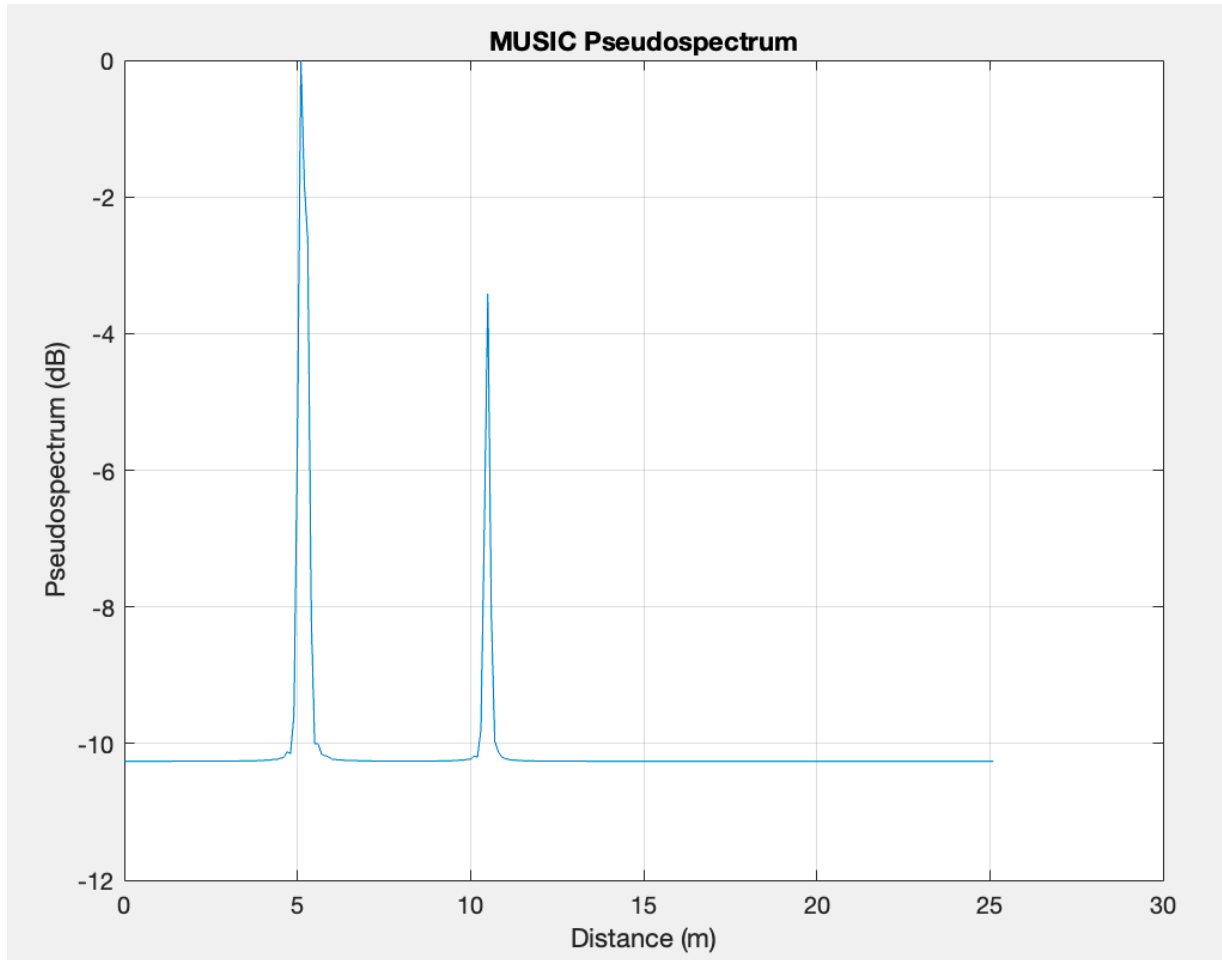
Selected scenario: 2

Attenuations: [0 -6]

Delays: [0 2.5e-08]

Bandwidths needed for all paths: 40.00 MHz

Results – Music



Splicing information:

Original bandwidth = 20 MHz

New bandwidth = 1015 MHz

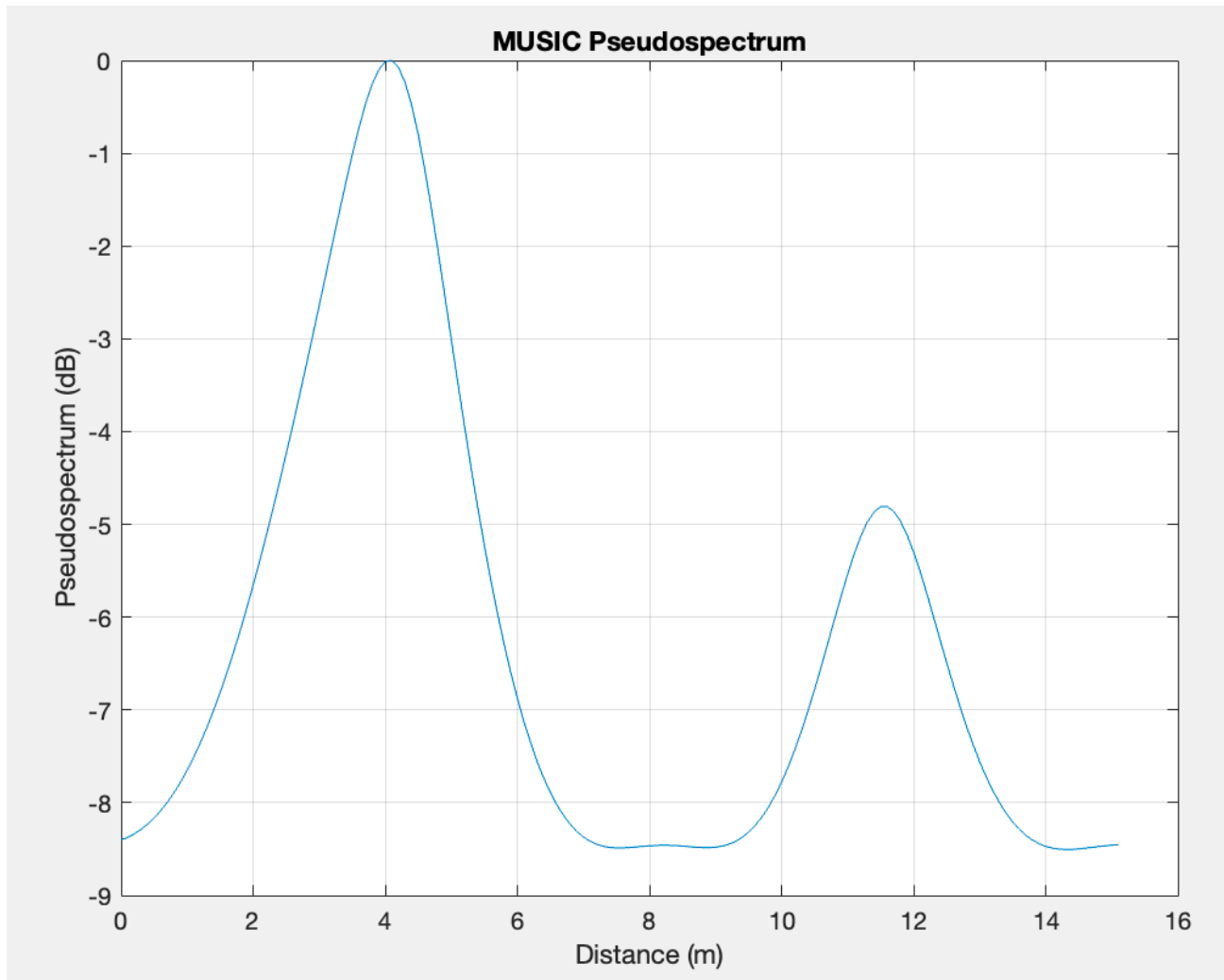
Selected scenario: 2

Attenuations: [0 -6]

Delays: [0 2.5e-08]

Bandwidths needed for all paths: 40.00 MHz

Results – Music : Real Data on 80 MHZ



Impulse Response:

Peak 1: 0.00 dB at 5.25 m

Peak 2: -6.97 dB at 10.50 m

Distance between peaks: 5.25 m

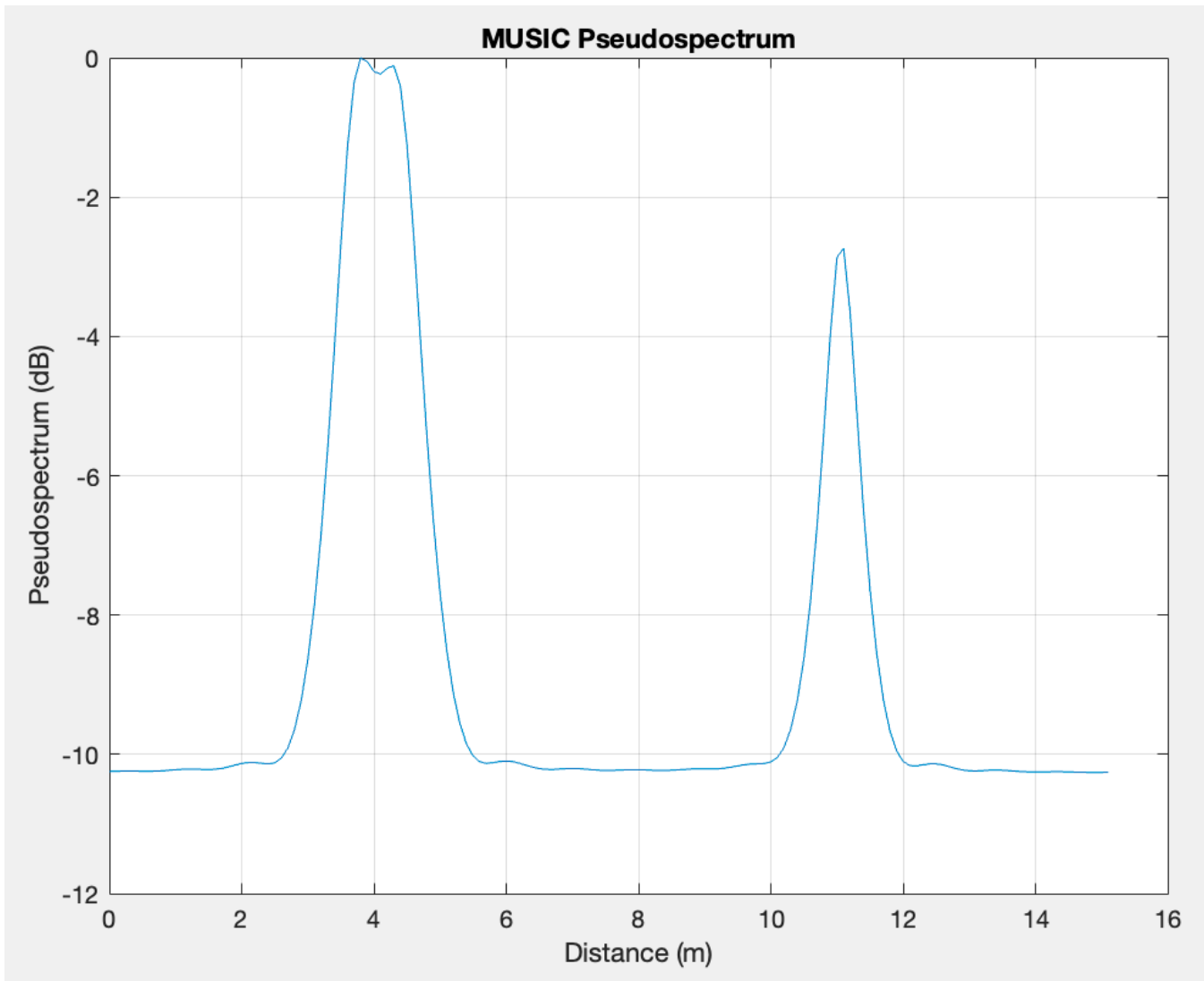
MUSIC Pseudospectrum:

Peak 1: 0.00 dB at 3.40 m

Peak 2: -1.51 dB at 11.30 m

Distance between peaks: 7.90 m

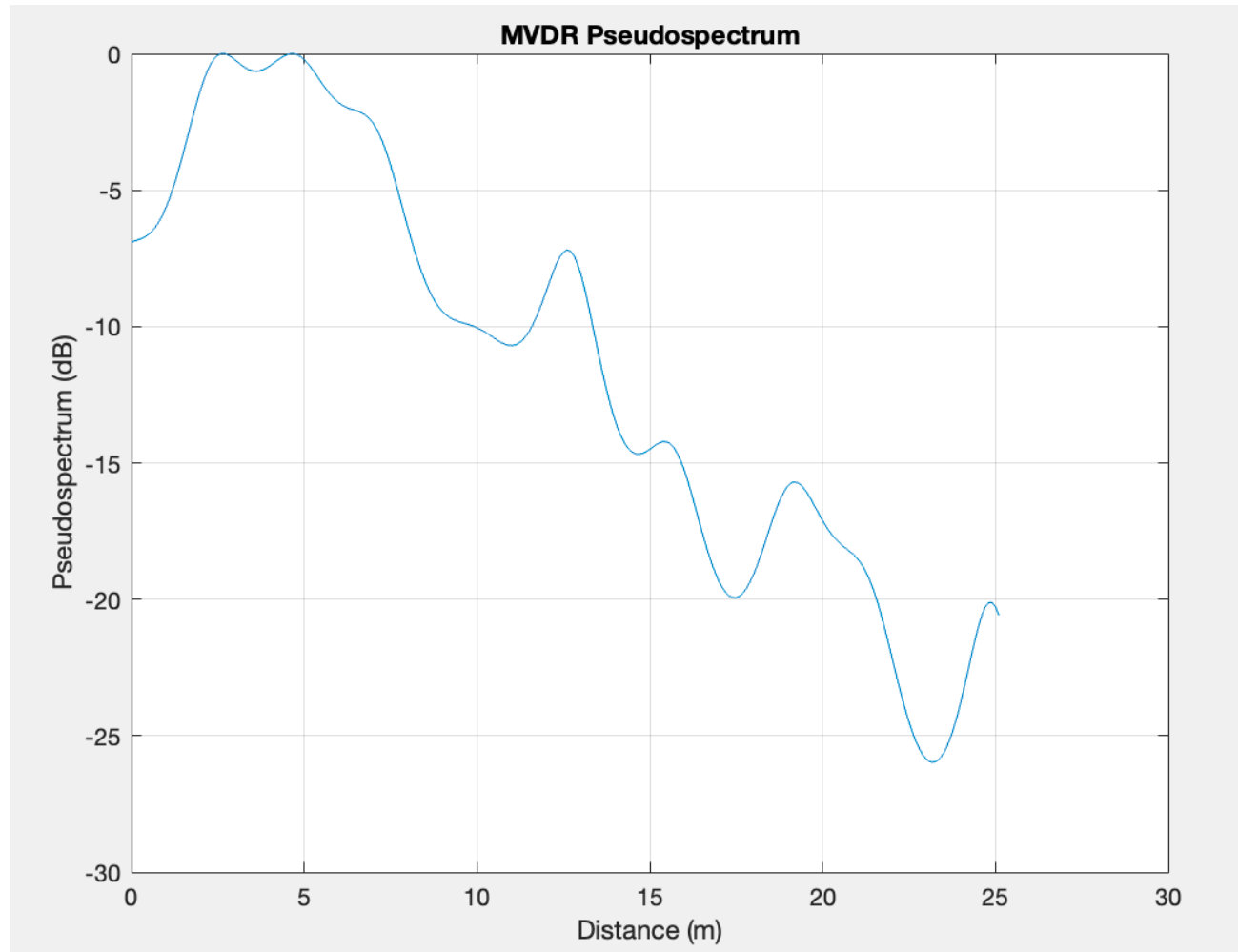
Results – Music : Real Data on 230 MHZ



Impulse Response:
Peak 1: 0.00 dB at 3.65 m
Peak 2: -7.98 dB at 10.96 m
Distance between peaks: 7.30 m

MUSIC Pseudospectrum:
Peak 1: 0.00 dB at 3.80 m
Peak 2: -2.73 dB at 11.10 m
Distance between peaks: 7.30 m

Results – MVDR



Splicing information:

Original bandwidth = 20 MHz

New bandwidth = 80 MHz

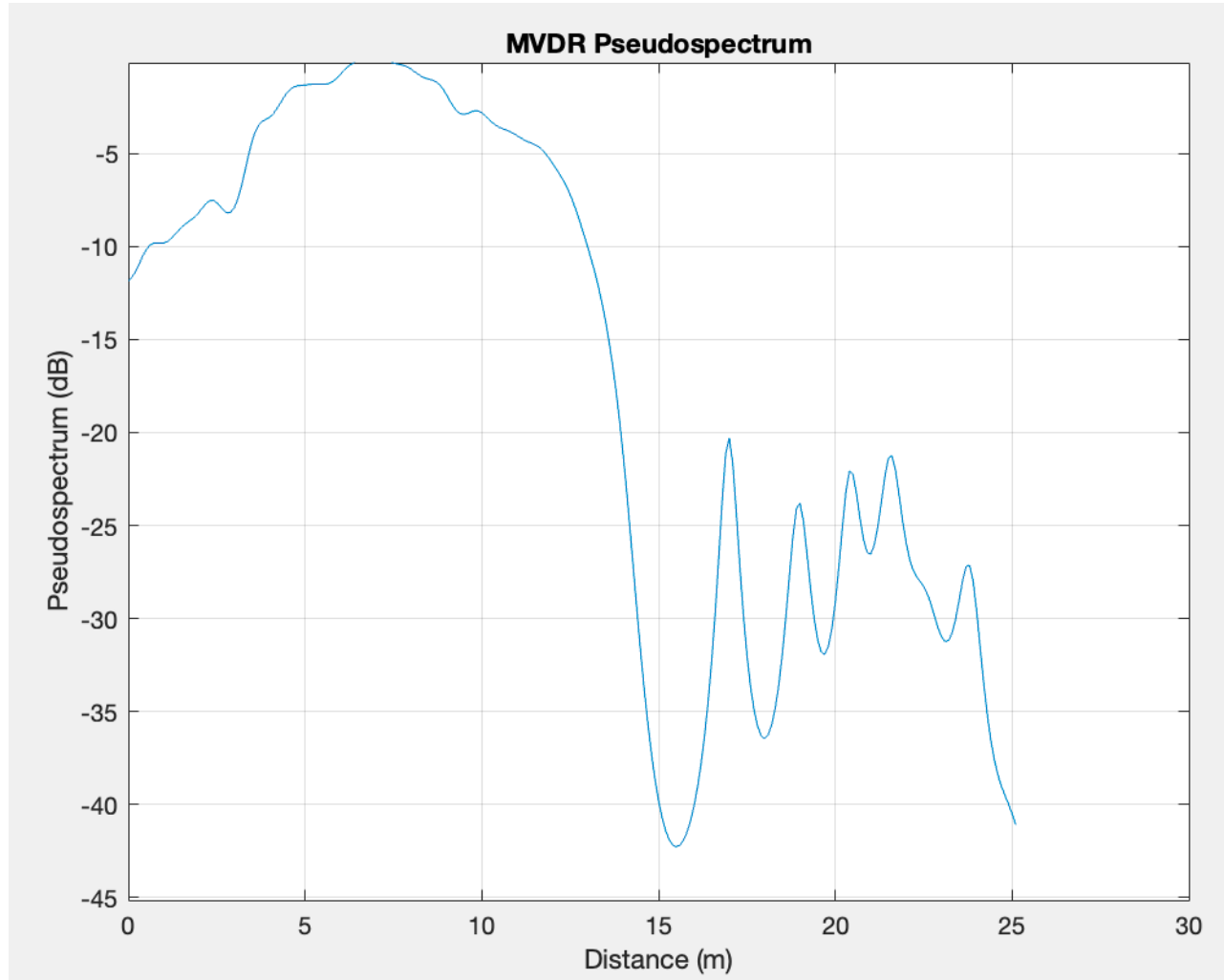
Selected scenario: 2

Attenuations: [0 -6]

Delays: [0 2.5e-08]

Bandwidths needed for all paths: 40.00 MHz

Results – MVDR



Splicing information:

Original bandwidth = 20 MHz

New bandwidth = 220 MHz

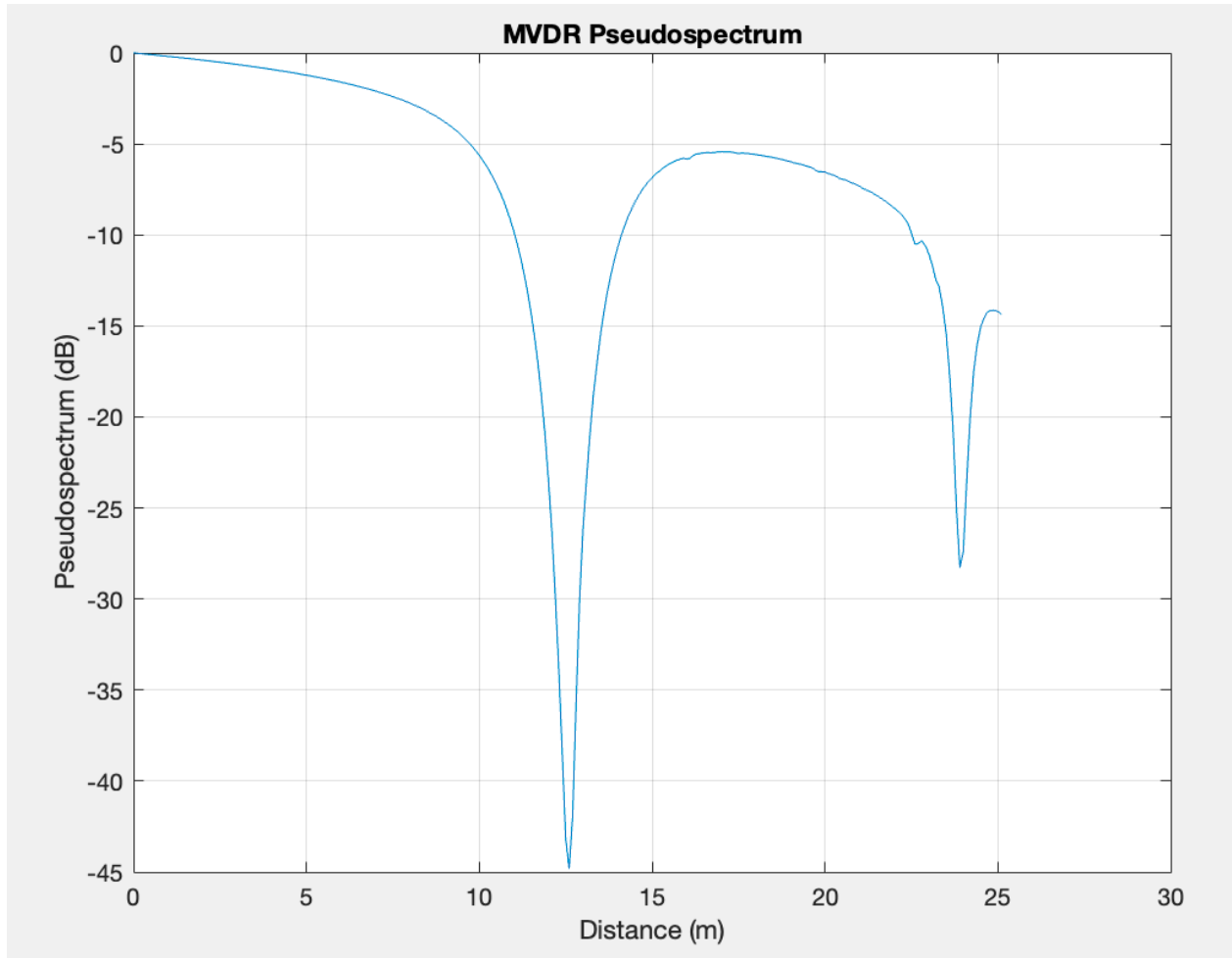
Selected scenario: 2

Attenuations: [0 -6]

Delays: [0 2.5e-08]

Bandwidths needed for all paths: 40.00 MHz

Results – MVDR



Splicing information:

Original bandwidth = 20 MHz

New bandwidth = 1015 MHz

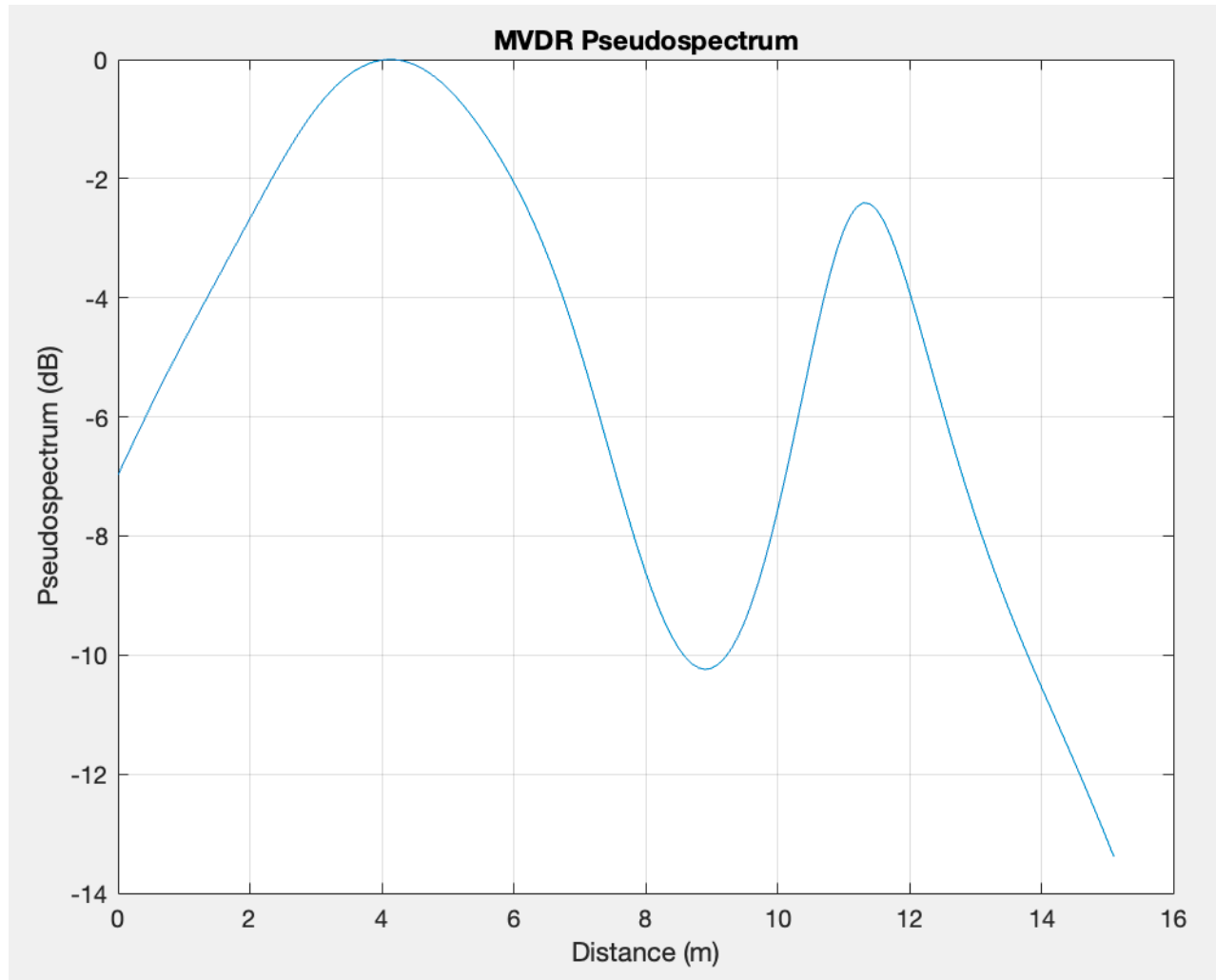
Selected scenario: 2

Attenuations: [0 -6]

Delays: [0 2.5e-08]

Bandwidths needed for all paths: 40.00 MHz

Results – MVDR : Real Data on 80 MHZ



Impulse Response:

Peak 1: 0.00 dB at 5.25 m

Peak 2: -6.97 dB at 10.50 m

Distance between peaks: 5.25 m

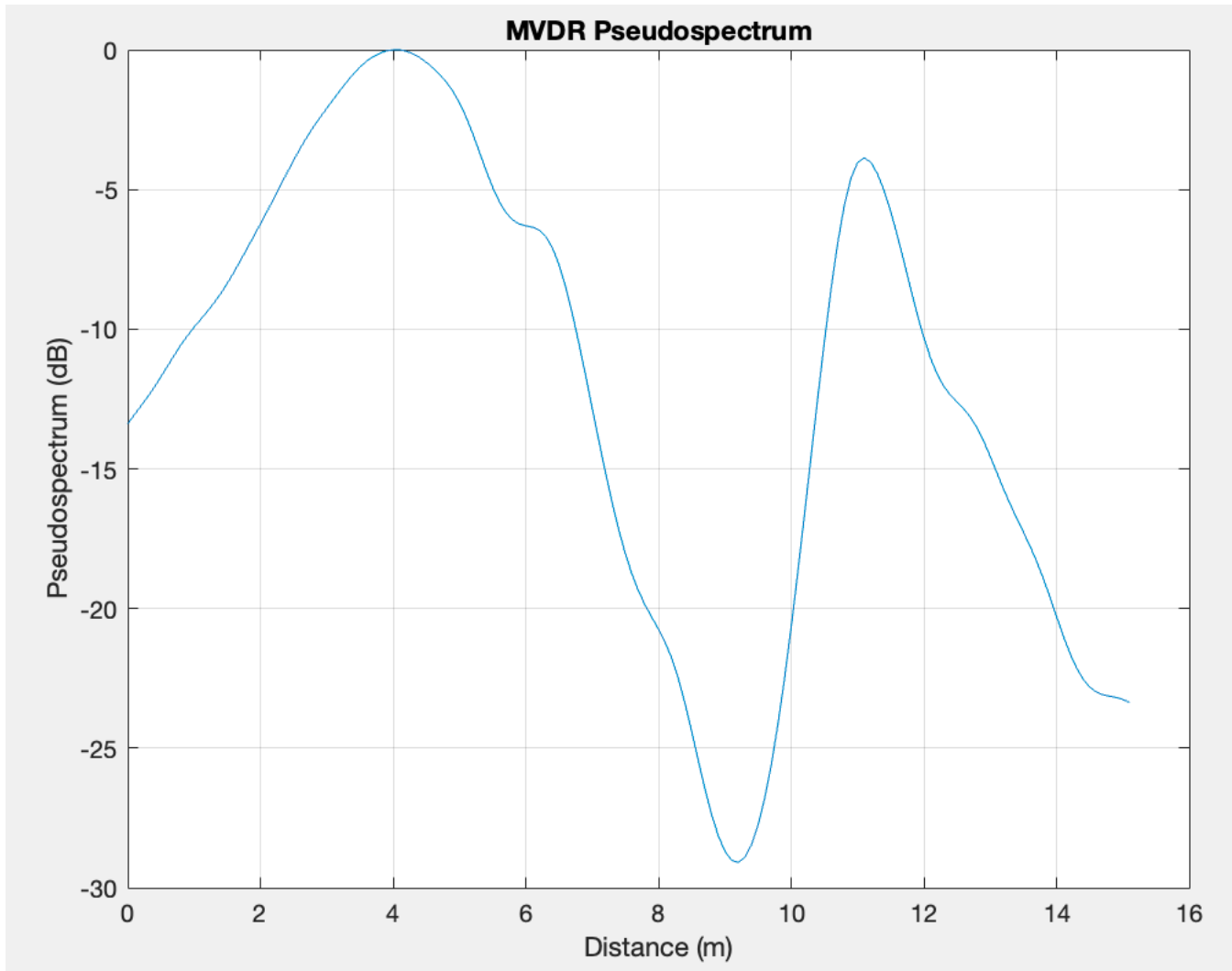
MVDR Pseudospectrum:

Peak 1: 0.00 dB at 4.10 m

Peak 2: -2.41 dB at 11.30 m

Distance between peaks: 7.20 m

Results – MVDR : Real Data on 230 MHZ



Impulse Response:

Peak 1: 0.00 dB at 3.65 m

Peak 2: -7.98 dB at 10.96 m

Distance between peaks: 7.30 m

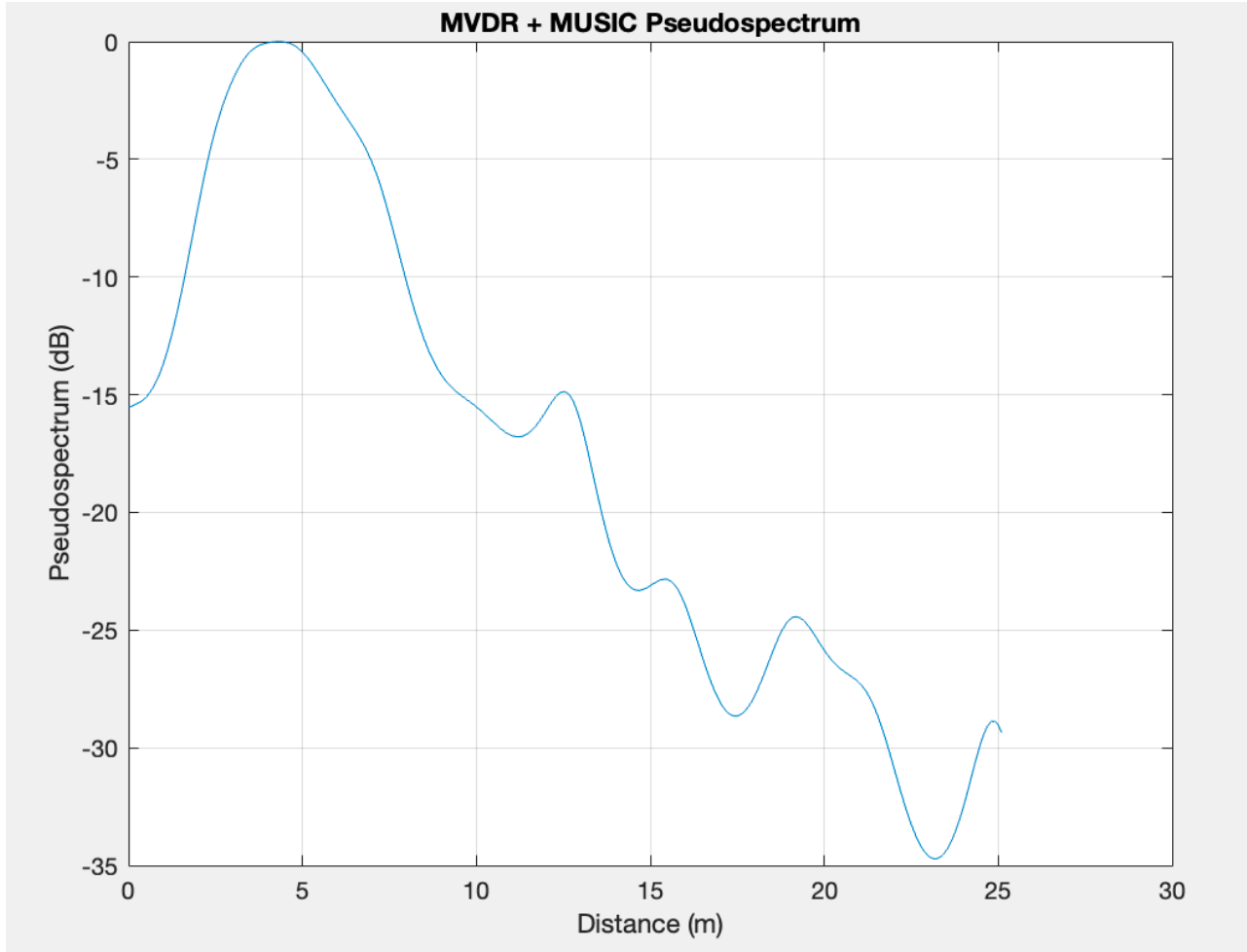
MVDR Pseudospectrum:

Peak 1: 0.00 dB at 4.00 m

Peak 2: -3.87 dB at 11.10 m

Distance between peaks: 7.10 m

Results : Music + MVDR



Splicing information:

Original bandwidth = 20 MHz

New bandwidth = 80 MHz

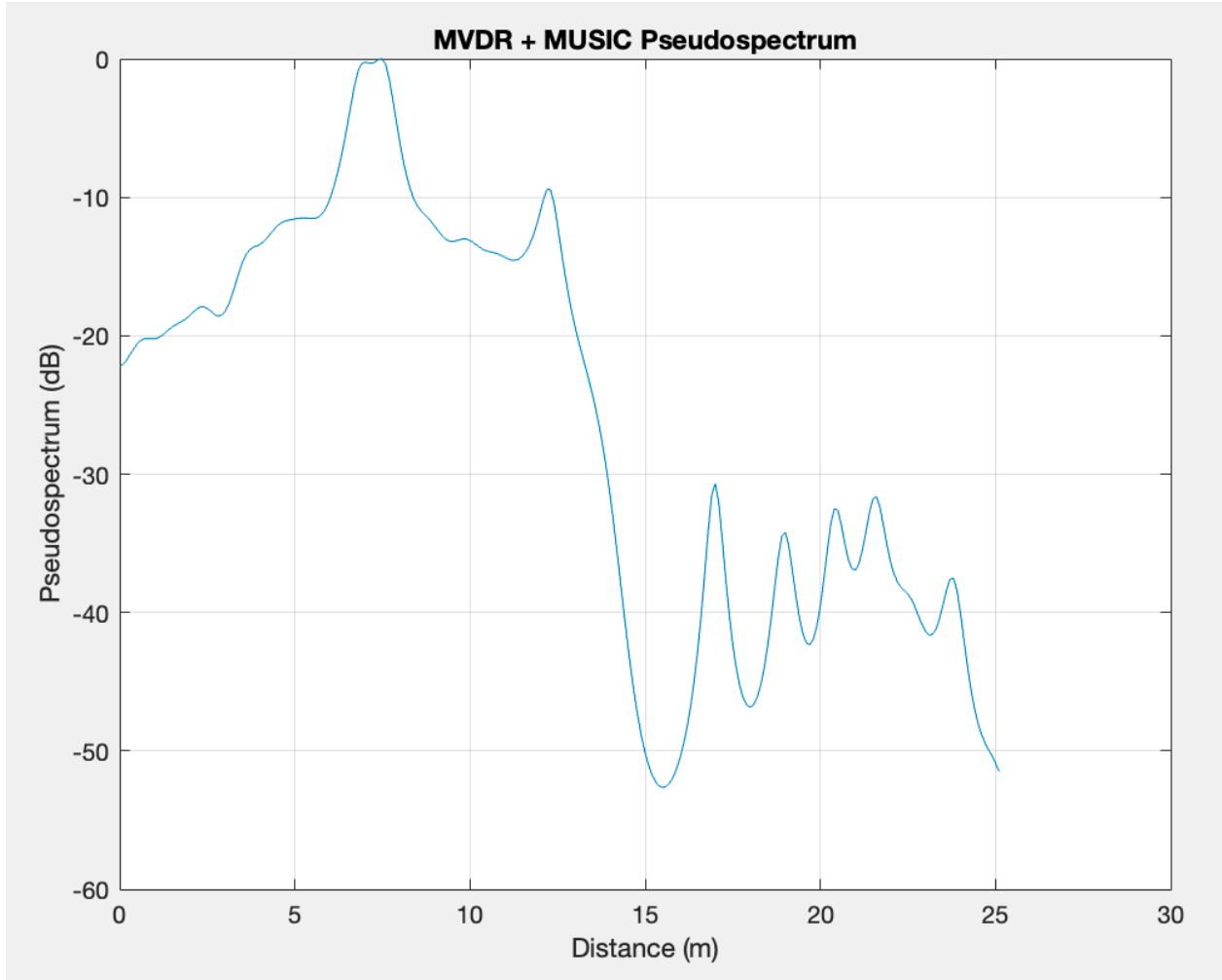
Selected scenario: 2

Attenuations: [0 -6]

Delays: [0 2.5e-08]

Bandwidths needed for all paths: 40.00 MHz

Results : Music + MVDR



Splicing information:

Original bandwidth = 20 MHz

New bandwidth = 220 MHz

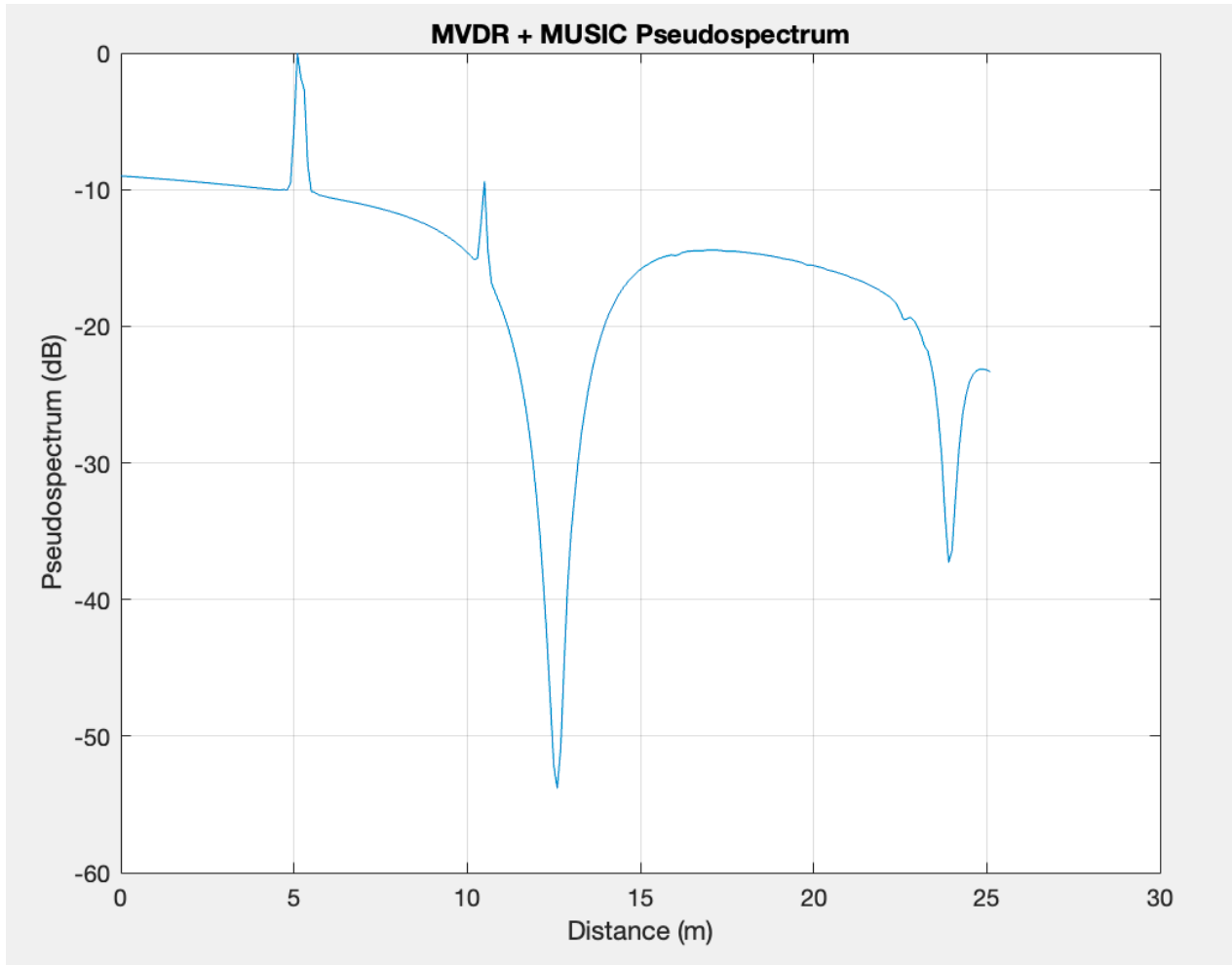
Selected scenario: 2

Attenuations: [0 -6]

Delays: [0 2.5e-08]

Bandwidths needed for all paths: 40.00 MHz

Results : Music + MVDR



Splicing information:

Original bandwidth = 20 MHz

New bandwidth = 1015 MHz

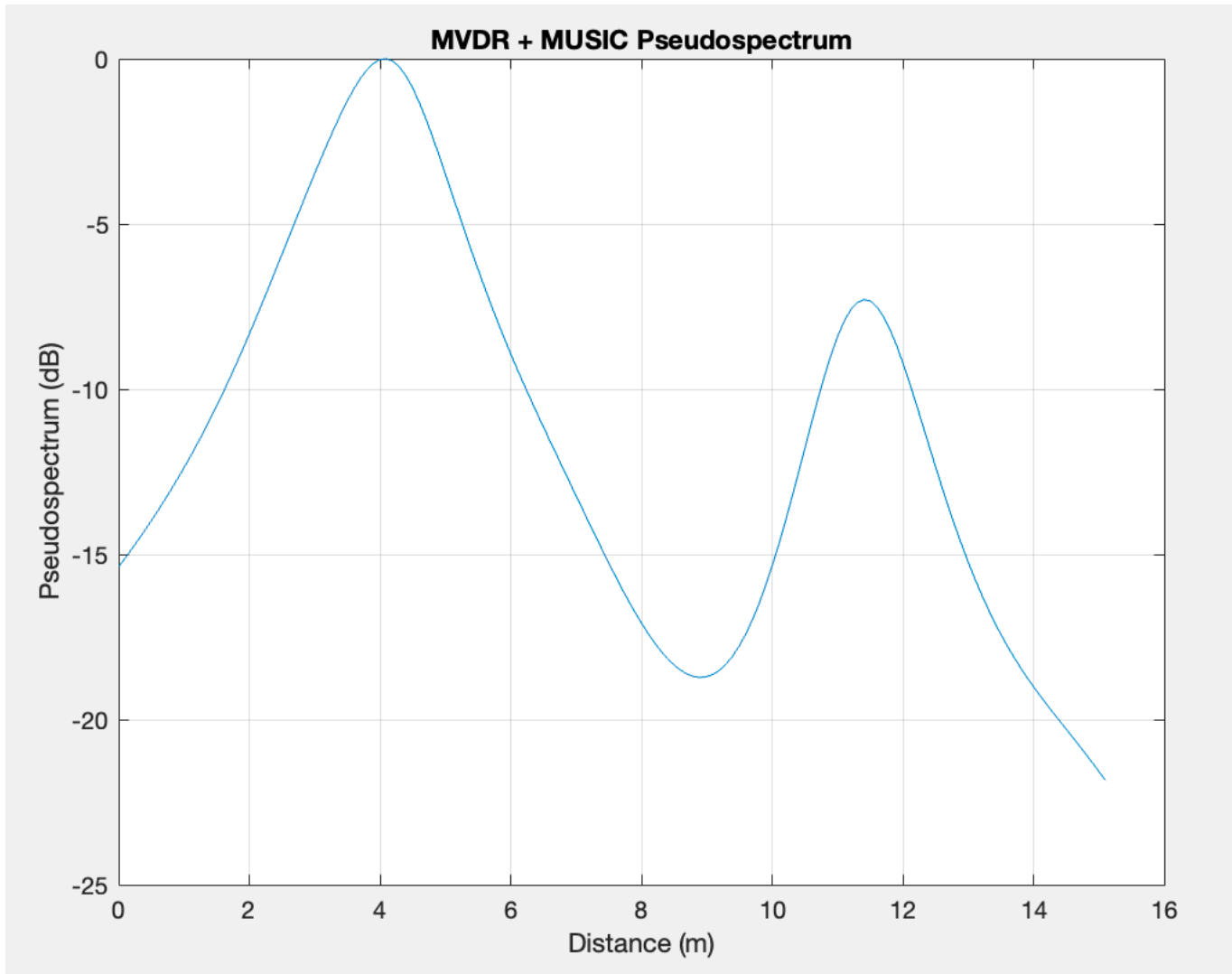
Selected scenario: 2

Attenuations: [0 -6]

Delays: [0 2.5e-08]

Bandwidths needed for all paths: 40.00 MHz

Results : Music + MVDR Real Data on 80 MHZ



Impulse Response:

Peak 1: 0.00 dB at 5.25 m

Peak 2: -6.97 dB at 10.50 m

Distance between peaks: 5.25 m

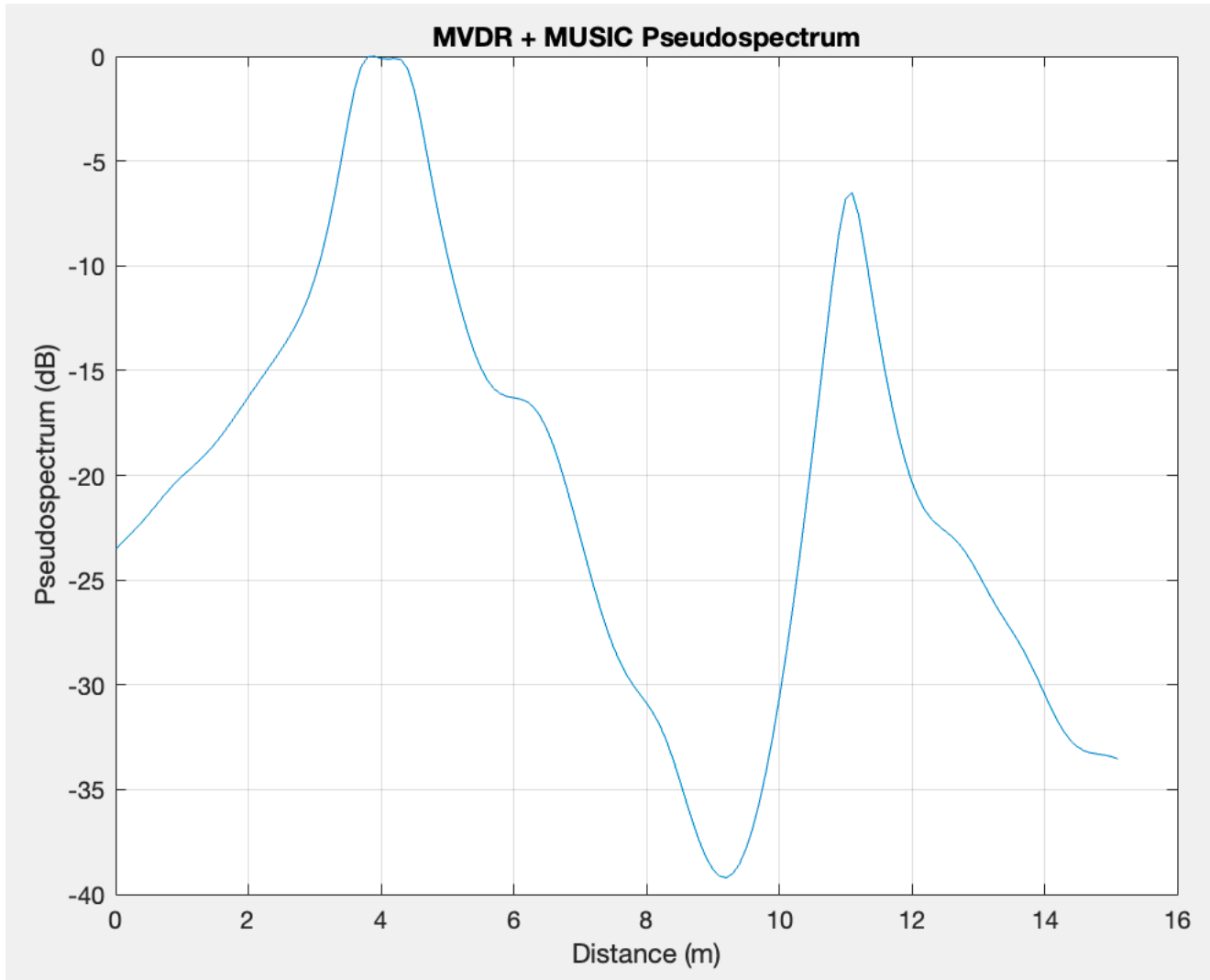
MVDR + MUSIC Pseudospectrum:

Peak 1: 0.00 dB at 4.50 m

Peak 2: -3.69 dB at 11.30 m

Distance between peaks: 6.80 m

Results : Music + MVDR Real Data on 230 MHZ



Impulse Response:

Peak 1: 0.00 dB at 3.65 m

Peak 2: -7.98 dB at 10.96 m

Distance between peaks: 7.30 m

MVDR + MUSIC Pseudospectrum:

Peak 1: 0.00 dB at 3.90 m

Peak 2: -6.50 dB at 11.10 m

Distance between peaks: 7.20 m

Future work

- **Extend Testing Scenarios**
 - Introduce moving targets to simulate dynamic environments.
- **Real-world Implementation**
 - Apply methods to live Wi-Fi environments for practical validation.
- **Optimize Computational Efficiency**
 - Develop faster algorithms to reduce processing time