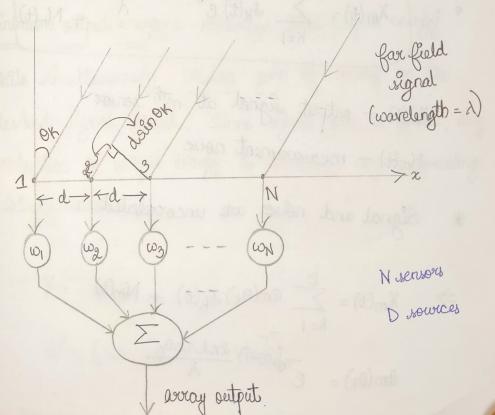
Assignment -3

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Capon's Minimum Variance Distortionless Response Algorithm:

Capon's MVDR algorithm finds maximum likelihood estimation of the power of the interested signals from their directions, which means to form a beam pointing towards the looking direction while nulls the directions of interference. This method was array weights which are obtained by minimizing output power subject to unity constraint in the looking direction.

Mathematical model:



Let wavefront signal
$$S_k(t) = s_k(t) \cdot e^{\int w_k t}$$

 $k = 1, 2, -D$

(Sources are point source, navrous band, fair field),

$$\delta \sim S_{K}(t-t_{i}) = S_{K}(t) e^{j\omega_{K}(t-t_{i})}$$

Taking fout sensor as reference, induction signal of sensor "m" to k" signal source is given as

path difference
$$\Rightarrow$$
 phase difference $(m-1)$ dsin θ_k $\frac{\partial \tau}{\partial t}$ $(m-1)$ dsin θ_k

o o
$$X_m(t) = \sum_{k=1}^{D} s_k(t) e^{j(m-1)} \frac{2\pi d \sin \theta_k}{\lambda} + N_m(t)$$

Xm(t) - output signal at mth sensor Nm(t) - measurement noise

* Signal and noise are uncorrelated

$$\Rightarrow X_m(t) = \sum_{k=1}^{D} a_m(\theta_k) s_k(t) + N_m(t)$$

$$a_m(\theta_k) = e^{j(m-1)} \frac{a_n d_{n} d_{n} \theta_k}{\lambda}$$

collecting output signals of all sensors

$$X = \begin{bmatrix} X_{1}(t) & X_{2}(t) & - & X_{N}(t) \end{bmatrix}_{N \times 1}^{T}$$

$$S = \begin{bmatrix} X_{1}(t) & X_{2}(t) & - & X_{N}(t) \end{bmatrix}_{D \times 1}^{T}$$

$$A = \begin{bmatrix} 1 & 1 & - & 1 \\ e^{-j} p_{1} & e^{-j} p_{2} & - & e^{-j} p_{N} \end{bmatrix}$$

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Minimum output energy: minimize total output energy while simultaneously keeping gain of away on the desired signal fixed. Since signal gain is fixed, any reduction in output energy is obtained by suppressing interference.

$$y = w^{H} x^{N} x^{N}$$

In order for output of filter to be distortionless, gain coverponding to signal should be 1.

$$w^{H}A = I_{pxp}$$
 $w^{H}a_{p} = 1$, ap is a column of A

$$\mathcal{L}(\omega; \lambda) = \mathbb{E}[|Y|^2] = \mathbb{E}[|\omega^H x|^2] + \lambda (\omega^H a_{\theta} - 1)$$

$$= \omega^H \mathbb{E}[xx^H] \omega + \lambda (\omega^H a_{\theta} - 1)$$

$$= \omega^H \mathbb{R} \omega + \lambda (\omega^H a_{\theta} - 1)$$

$$\frac{\partial \mathcal{L}}{\partial \omega^{H}} = R\omega + \lambda a_{0} = 0$$

$$\omega_{min} = -R^{-1}(\lambda a_{0})$$

$$\omega_{min} = -\lambda (R^{-1}a_{0})$$

$$\omega_{\text{min}}^{\text{H}} a_0 = 1$$
 $(-\lambda) a_0^{\text{H}} R^{-1} a_0 = 1$

$$-\lambda = \frac{1}{a_0^H R^{-1} a_0}$$

$$= \frac{a_0^H R^{-1} R R^{-1} a_0}{(a_0^H R^{-1} a_0)(a_0^H R^{-1} a_0)}$$

$$= \frac{a_0^H R^{-1} a_0}{\left(a_0^H R^{-1} a_0\right)^2}$$

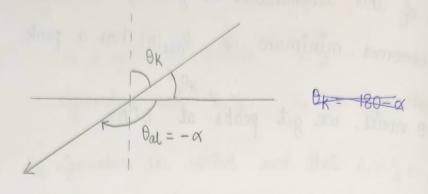
Used in SONAR arrays for underwater

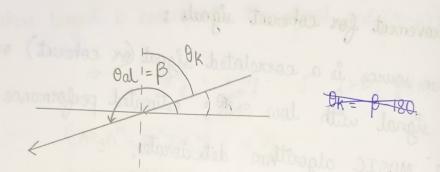
For o at DOA, Pourde will be at peak.

* Improvement for schount signals.

The modified "R" must be used to obtain DOA value by finding the peak.

* Conversion of azimuthal to OK.





general form:

or

function

$$\theta_{k} = \frac{1}{2} \left(\sin(-\theta_{al}) \right)$$

* The results contain both unmodified and modified ones.

→ MVDR maximizes output 3NR while keeping amplitude of interested rignals from known directions unchanged because of unity constraint.

Applications:

- → Smoot antennas that automatically orient themselves, towards direction of signal source to obtain maximum signal amplitude.
- For directional audio capture in presence of multiple audio sources and noise simultaneously
- → Used in SONAR averages for underwater signal source DOA.

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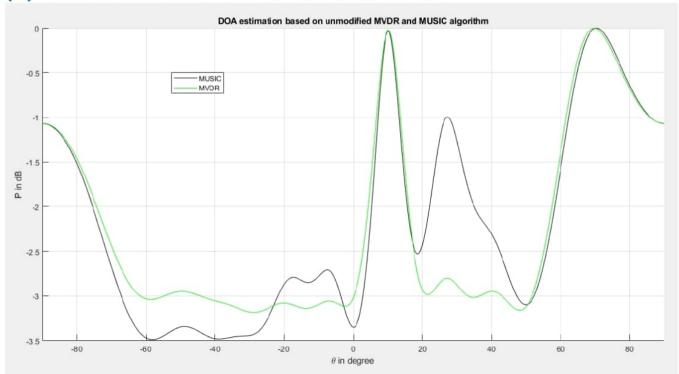
MATLAB CODE :

RTSP Assg 3 17EE35004.m :

```
%% MVDR Algorithm for DOA: Initialization of parameters
clc;
clear:
azimuth = [-100 200]/180*pi;
doa = acos(sin((-azimuth)));
                                  % Azimuth to direction of arrival conversion
N = 4500;
                                 % Number of Snapshots
f = 2*10^9;
w = 2*pi*f*[1 1]';
                                  % Angular Frequency
M = 10;
                                  % Number of array elements
P = length(w);
                                  % The number of signal
lambda = 150/1000;
                                  % Wavelength
d = lambda/2;
                                 % Element spacing
snr = 5;
                                 % SNR
                                 % To create a matrix with P row and M column
D = zeros(P,M);
for k=1:P
D(k,:) = \exp(-1i*2*pi*d*sin(doa(k))/lambda*(0:M-1));
end
D=D';
%% Generating Signals and Noise
Xs = 2*exp(1i*(w*(1:N)));
                                  % Generating signal
X = D*Xs;
                                  % Insert Gaussian white noise
X = awgn(X, snr);
R = X*X';
                                  % Data covarivance matrix
% Modification in MVDR algorithm for coherent sources
J = fliplr(eye(M));
                                  % Anti-matrix
R = R+J*conj(R)*J;
                                  % Modified R matrix
                                  % Find the eigenvalues and eigenvectors of R
[N,V] = eig(R);
NN = N(:, 1:M-P);
                                  % Estimate noise subspace
%% Theta search for Peak finding
theta = -90:0.5:90;
                                  % Peak search
Pmusic = zeros(length(theta),1); % P_music function
Pmvdr = zeros(length(theta),1);  % P_mvdr function
for ii=1:length(theta)
    SS=zeros(1,length(M));
    for jj=0:M-1
        SS(1+jj)=exp(-1i*2*jj*pi*d*sin(theta(ii)/180*pi)/lambda);
    PP=SS*(NN*NN')*SS';
    Pmusic(ii)=abs(1/ PP);
    PP=SS*(inv(R))*SS';
    Pmvdr(ii)=abs(1/PP);
end
%% Plotting the results of theta, Pmusic and Pmvdr function
figure;
Pmusic=10*log10(Pmusic/max(Pmusic)); % Spatial spectrum function (normalized)
plot(theta, Pmusic, '-k')
Pmvdr=10*log10(Pmvdr/max(Pmvdr)); % Spatial spectrum function (normalized)
plot(theta, Pmvdr, '-g')
xlabel('\theta in degree')
legend({'MUSIC','MVDR'});
ylabel('P in dB')
title('DOA estimation based on MVDR and MUSIC algorithm')
xlim([-90,90]);
grid on
```

Plot results :

(a) unmodified mvdr and unmodified music



(b) modified mvdr and modified music

