

Software-Defined Radio

Final Project

PHY implementation of 802.11a using USRP SDRs &
Labview Communications System Design Suite

Background - WiFi

- Wi-Fi does not stand for Wireless Fidelity - It is a misconception.
- Wi-Fi is simply a trademarked phrase that refers to *IEEE 802.11x*.
- The IEEE 802.11 standard consists of a series of technological advances that have been developed over many years.
- Each new advancement is defined by an amendment to the standard that is identified by a one or two letter suffix to "802.11".

IEEE 802.11

- IEEE 802.11 is part of the IEEE 802 set of LAN protocols, and specifies the set of media access control (MAC) and physical layer (PHY) protocols for implementing wireless local area network (WLAN) Wi-Fi computer communication in various frequencies, including but not limited to 2.4, 5, and 60 GHz frequency bands.

Development

- The original 802.11 standard allowed up to 2 Mbps on only the 2.4 GHz band.
- 802.11b added new coding schemes to increase throughput to 54 Mbps.
- 802.11g brought OFDM from 802.11a to the 2.4 GHz band.
- 802.11n added an assortment of high throughput advances to increase throughput roughly 10 times, such that high-end enterprise access points achieve signalling throughputs of 450 Mbps.

Development

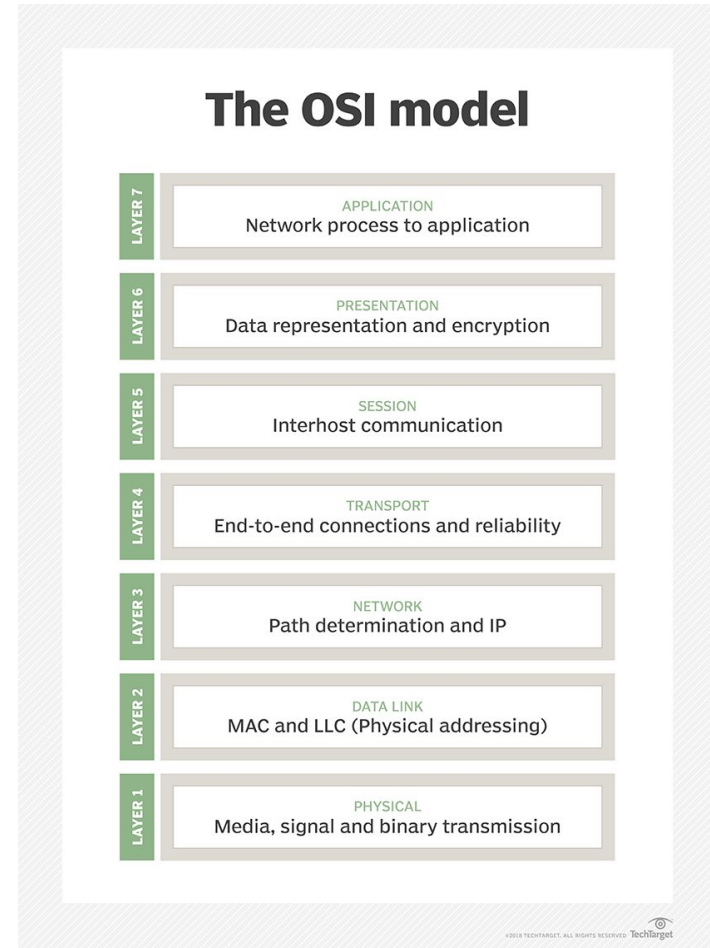
- The current 802.11ac standard exceeds 1 Gbps of throughput.
- The popular standards in use now are 802.11a, 802.11b, 802.11g and 802.11n, 802.11ac
- The newest standard, 802.11ax, is the latest and fastest standard.

IEEE 802.11a

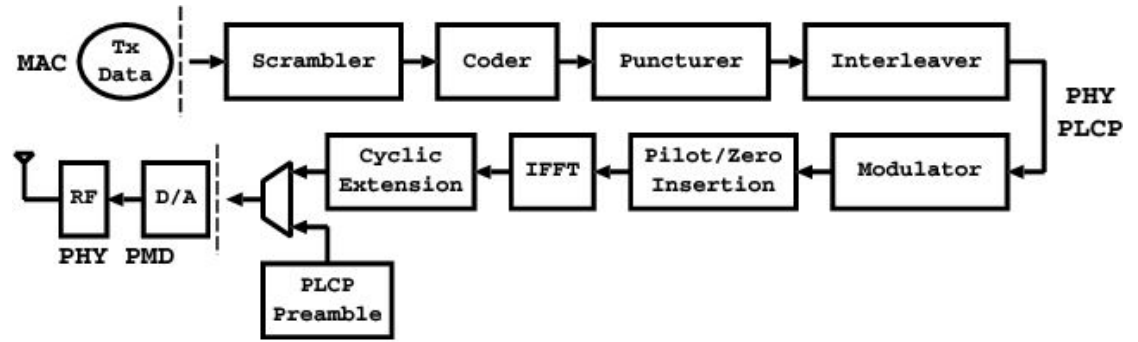
- 802.11a is an extension of the original 802.11 specification developed by the IEEE for wireless LAN (WLAN) technology.
- The 802.11a specification uses an Orthogonal Frequency Division Multiplexing encoding scheme as opposed to FHSS or DSSS used by the original 802.11, and provides up to 54 Mbps in the 5GHz band.

The OSI Model

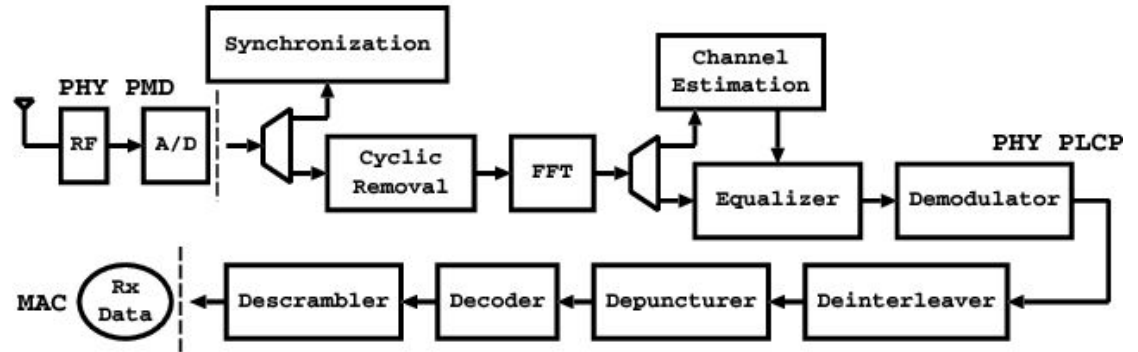
OSI: Open Systems Interconnection



The Physical Layer (802.11a)

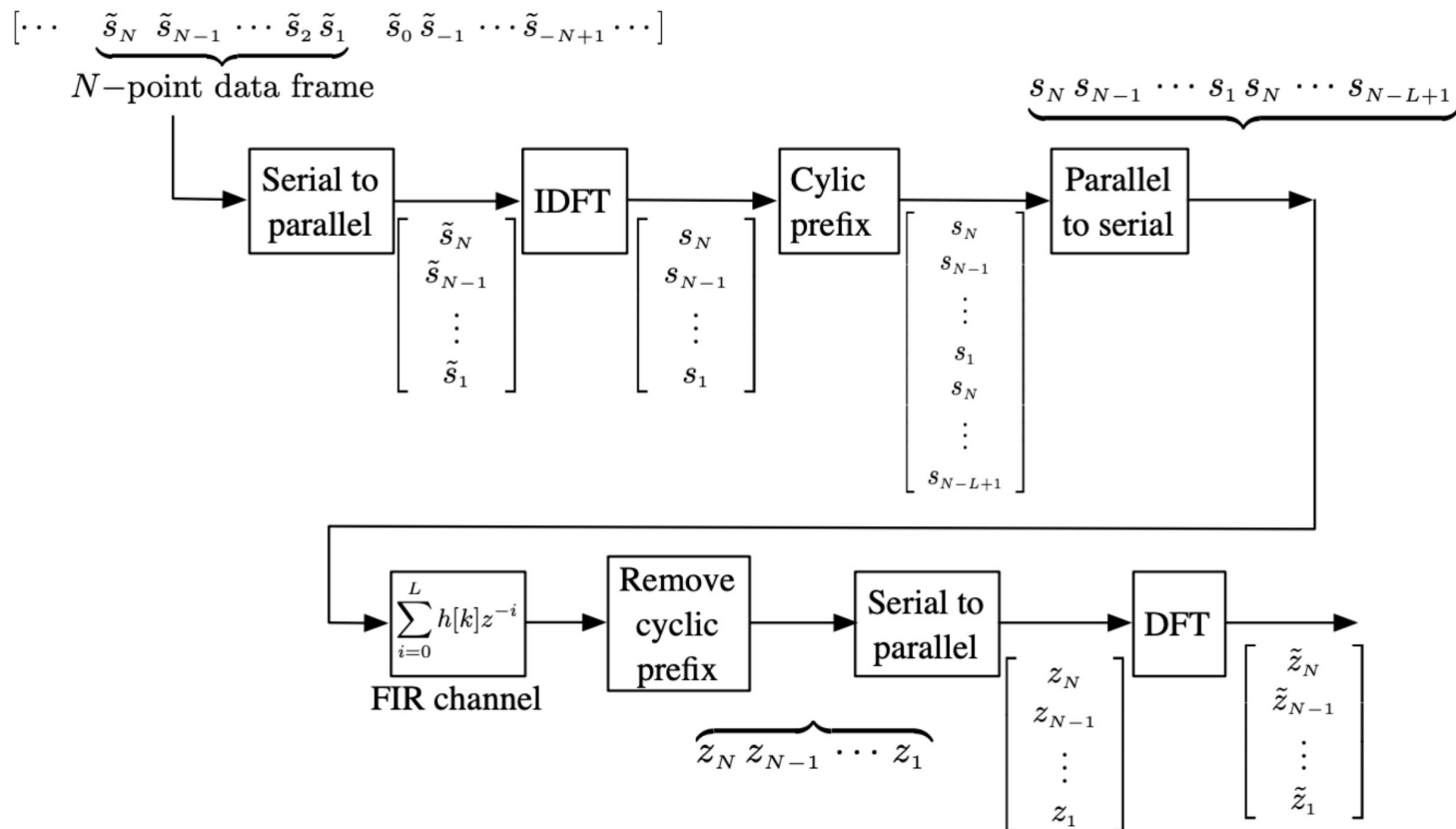


(a) IEEE 802.11a PHY transmitter



(b) IEEE 802.11a PHY receiver

OFDM



Implementation

Symbol Timing Recovery

Time delay exists:

- When $t_d = dT$ ($0 < d < 1$), there can be sample timing error.

(ISI is introduced because the Nyquist pulse shape is not sampled at nT)

- When $t_d = nT$, mismatch will be introduced between the indices of transmitted and received symbols. Frame synchronization will be needed to solve this problem.

Max Energy & Early-Late gate

Output energy function defined as the following:

$$\begin{aligned} J(\tau) = \mathbb{E} |y(nT + \tau)|^2 &= E_x \sum_m |g(mT + \tau - \tau_d)|^2 + \sigma_v^2 \\ &\leq E_x |g(0)|^2 + \sigma_v^2. \end{aligned}$$

We want to find an optimum solution such that the output energy function is maximized. The maximum of the function $J(T)$ occurs when $t - t_d$ is an integer multiple of the symbol rate.

Max Energy Method

- Here, we try to find the sample point that maximizes the average received energy from the output of the matched receiver filter that is given by:

$$r[n] = \sum_m z[m]g_{\text{tx}}[n - m]$$

- The discrete-time output energy can be calculated as follows:

$$J[k] = \mathbf{E} |r[nMT + k]|^2$$

Max Energy Method

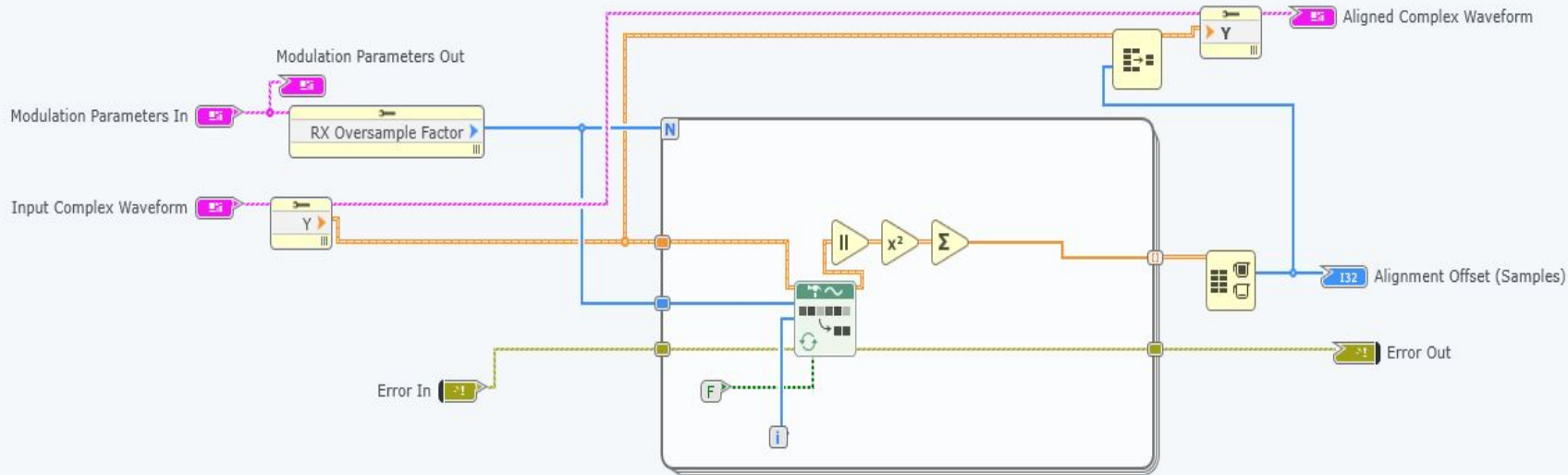
- For practical implementation, we can replace the expectation with a time average over 'P' symbols to create the function:

$$J_{\text{approx}}[k] = \frac{1}{P} \sum_{p=0}^{P-1} |r[pM + k]|^2.$$

- This is a fairly reasonable approximation. Larger values of 'P' generally give better performance.

Max Energy implementation

$$J_{\text{approx}}[k] = \frac{1}{P} \sum_{p=0}^{P-1} |r[pM + k]|^2.$$



Early-Late Gate

Late-early symbol timing recovery

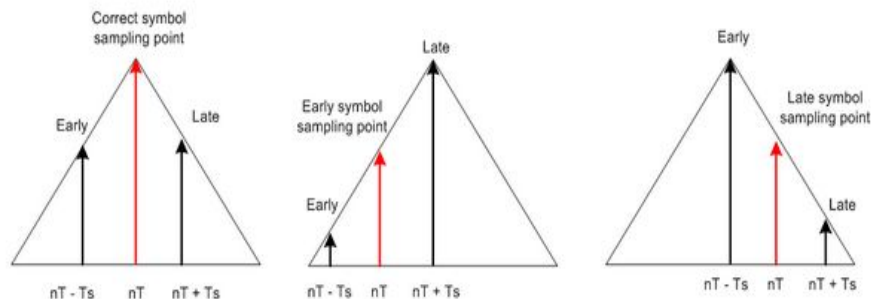


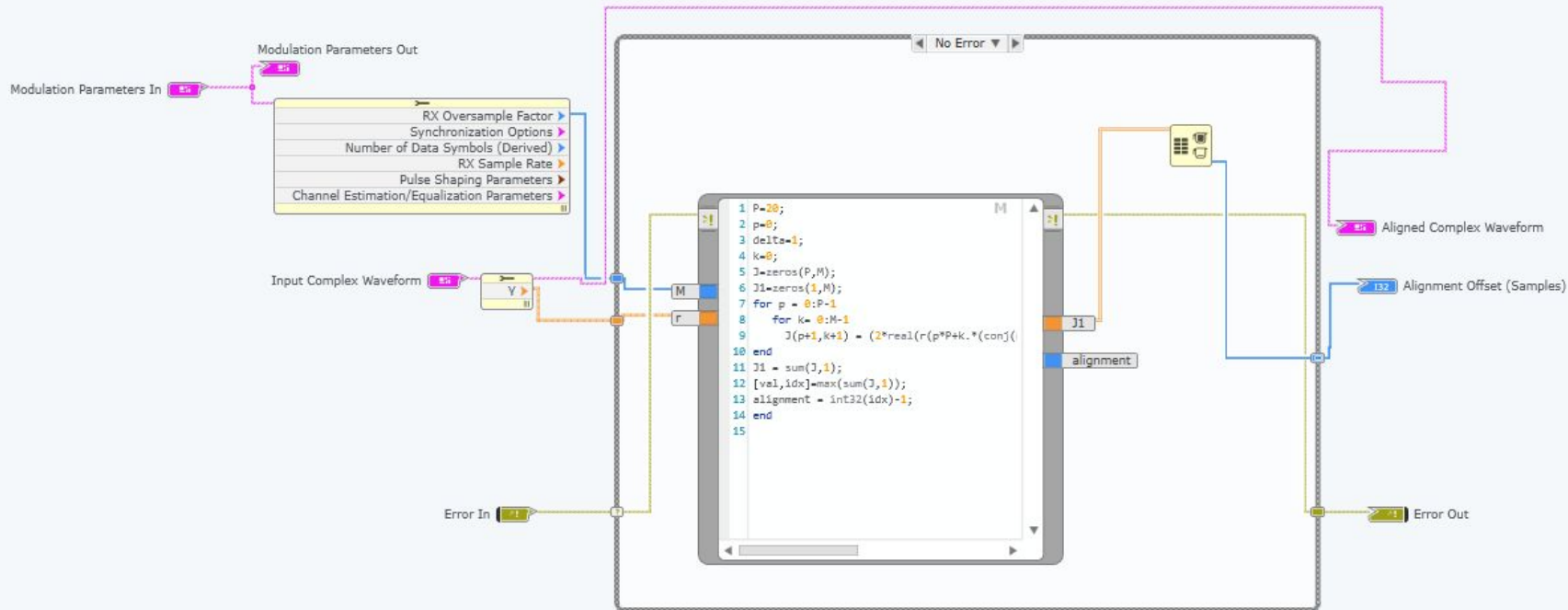
Figure 1: Late-early timing error computation

When the signal is early, it will be sampled at $nT - T_s$. When the signal is late, it will be sampled at $nT + T_s$. The difference between them is the timing error. Mathematically, it is as follows:

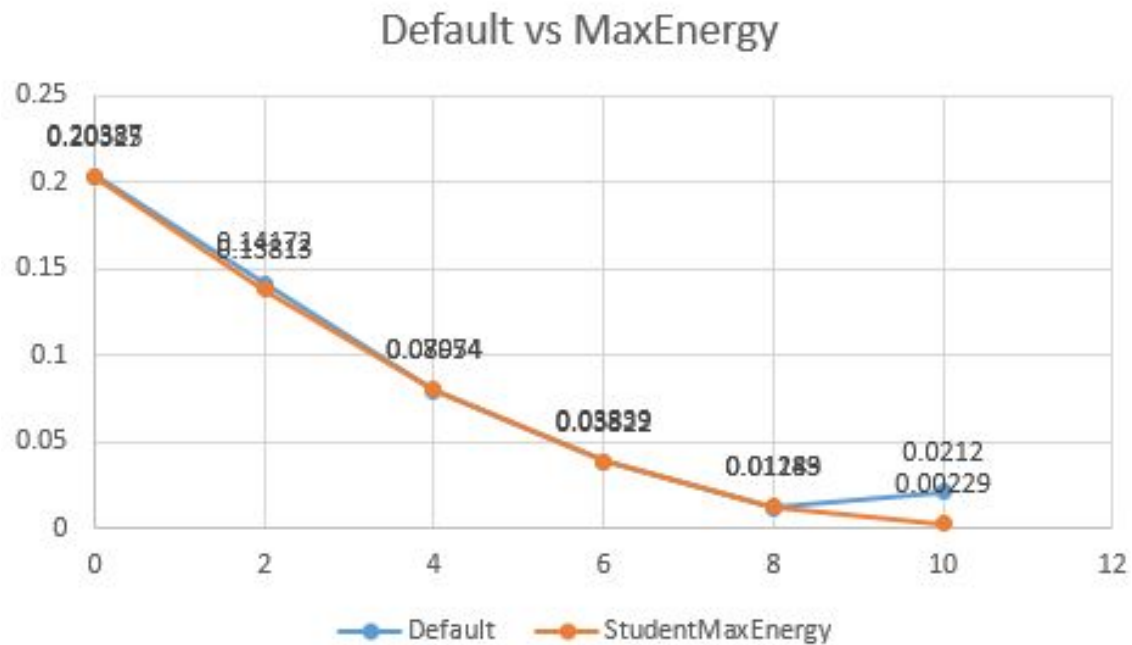
$$J_{\delta}[k] = \sum_{n=0}^{P-1} 2\text{Re} \{ r[nP + k] (r^*[nP + k + \delta] - r^*[nP + k - \delta]) \}. \quad (4)$$

The goal is to minimize this.

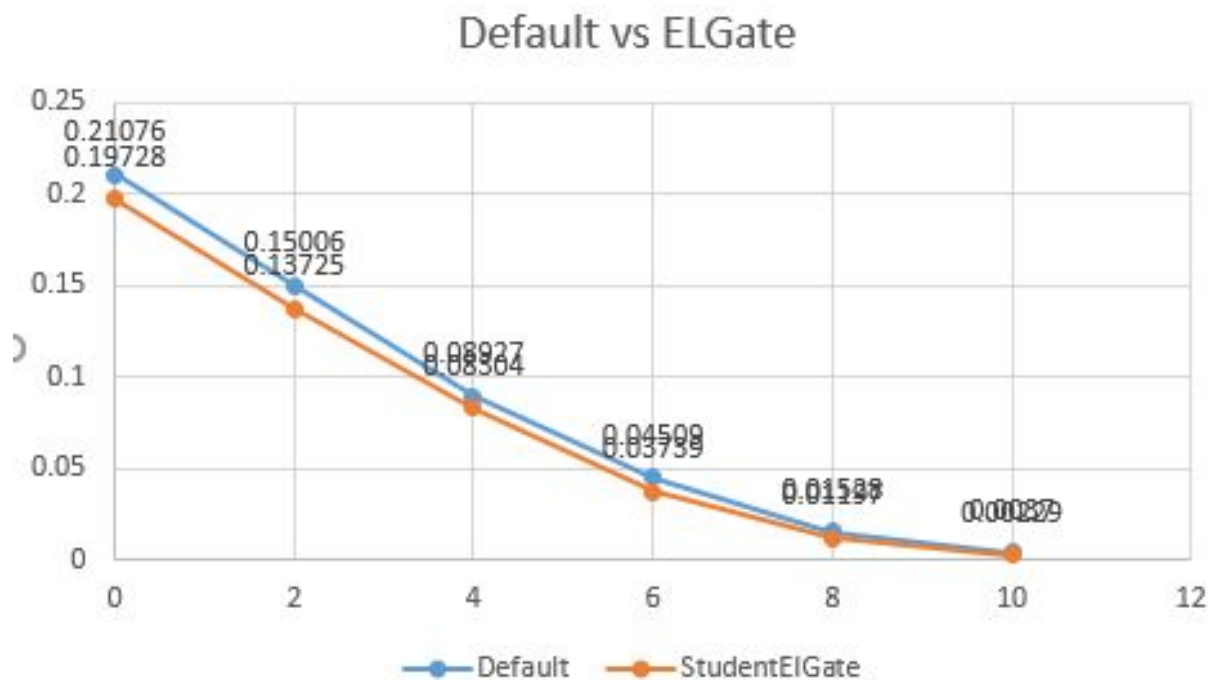
Early-Late gate implementation



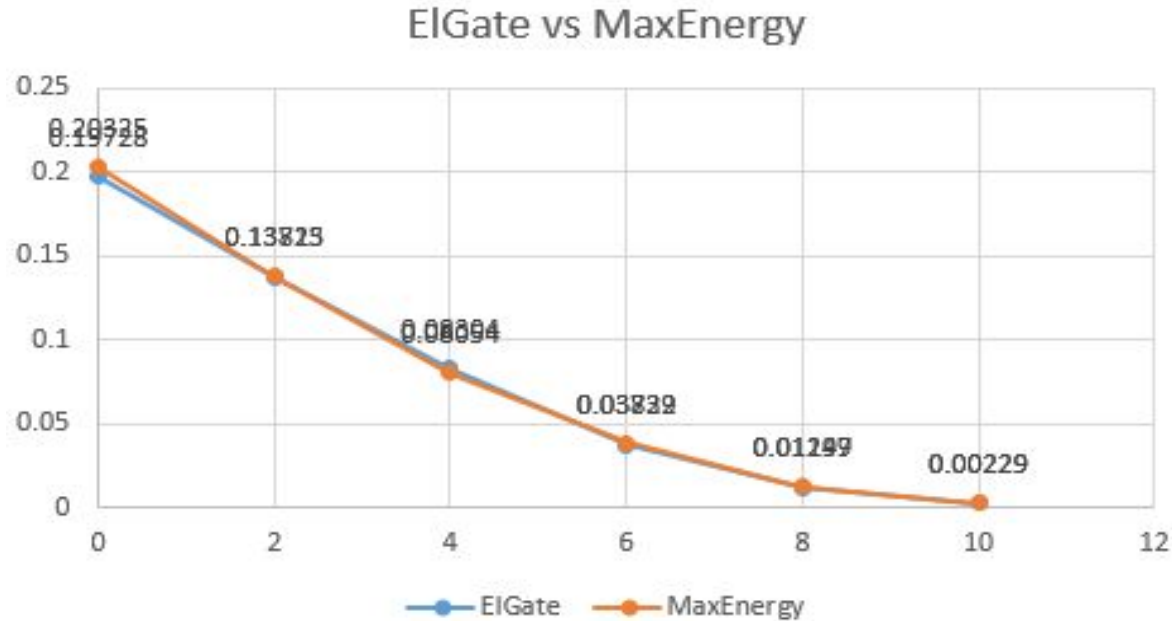
Results



Results



Results - Comparison



Verdict: ELGate is the winner!

Frame detection & Frequency offset correction

We introduce the training sequence in this case to help with synchronization and channel estimation.

Frame synchronization is used to resolve the multiple symbol delays. Under this topic, we built two blocks: Sliding correlator and Moose. Sliding correlator is used for frame detection, and Moose helps to detect the frequency offset and then correct it.

The Moose subroutine is invoked in the Sliding Correlator VI.

Sliding Correlator

- Training sequence - Barker codes (aperiodic):

$$\{\hat{a}_k\}_{k=1}^{N_t} \rightarrow \text{sequence of values } \pm 1, \text{ such that } \left| \sum_{i=1}^{N_t-k} a_i a_{i+k} \right| \leq 1$$

- We use four length-11 Barker sequences, concatenated, as the training sequence.
- Therefore, the training sequence is 44 symbols long.

Code Length	Barker Sequence
2	$[-+, --]$
3	$[- - +]$
4	$[- + --, - + ++]$
5	$[- - - + -]$
7	$[- - - + + - +]$
11	$[- - - + + + - + + - +]$
13	$[- - - - - + + - - + - + -]$

Sliding Correlator

- Since the training sequence chosen has excellent correlation properties, it is useful in frame detection

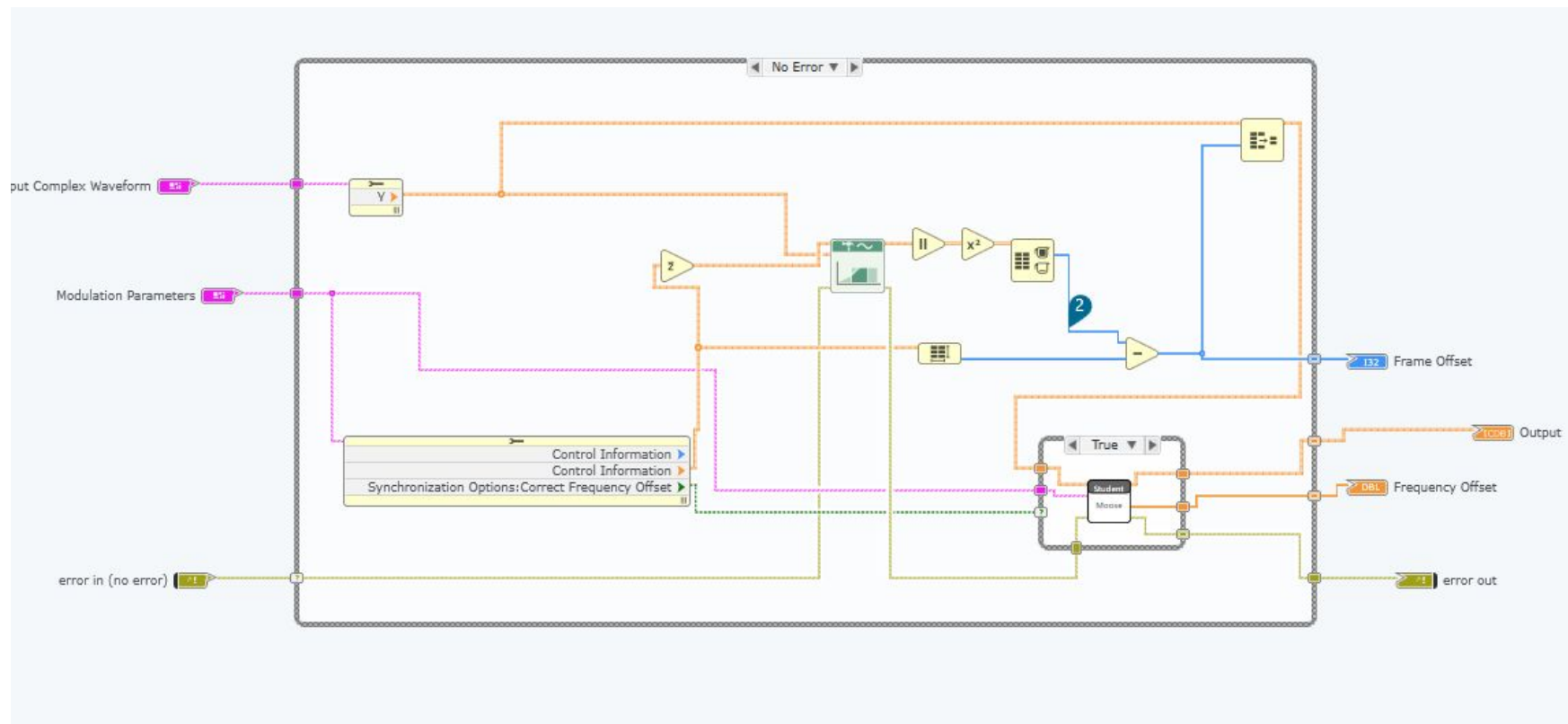
$$R[n] = \left| \sum_{k=0}^{N_t-1} t^*[k]y[n+k] \right|^2$$

- We correlate the received sequence with the training sequence
- The index of the peak of the correlation function is nothing but the frame offset

$$\hat{d} = \underset{n}{\operatorname{argmax}} R[n].$$

Sliding Correlator

$$R[n] = \left| \sum_{k=0}^{N_t-1} t^*[k]y[n+k] \right|^2$$



Moose

The received signal after matched filtering and downsampling:

$$y[n] = e^{j2\pi\epsilon n} \sum_{l=0}^L h[l]s[n-l] + v[n],$$

or

$$\hat{\epsilon} = \frac{\text{phase} \sum_{l=L}^{N_t-1} y[l+N_t]y^*[l]}{2\pi N_t} \quad (8)$$

$$\hat{f}_e = \frac{\text{phase} \sum_{l=L}^{N_t-1} y[l+N_t]y^*[l]}{2\pi T N_t}, \quad (9)$$

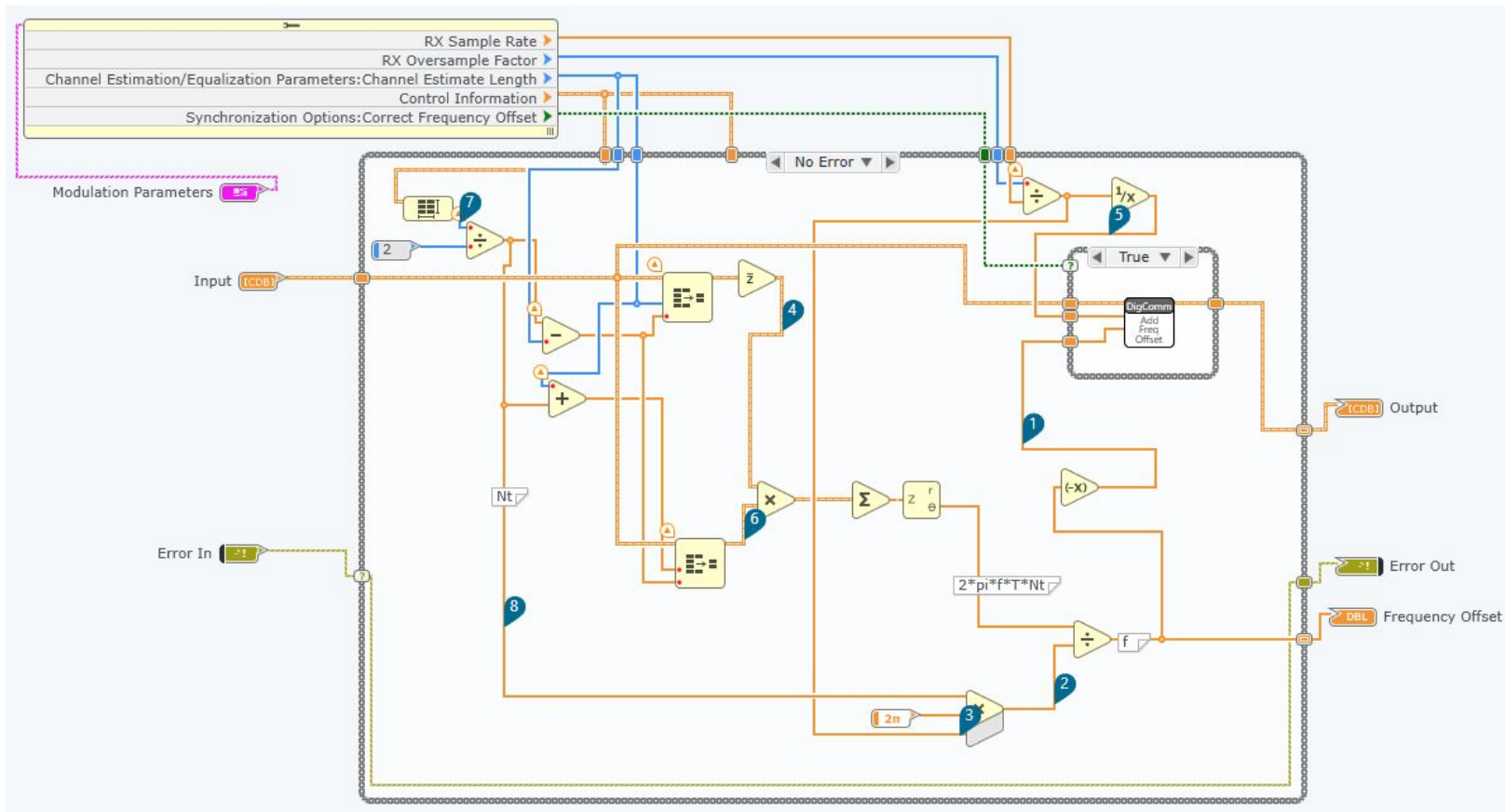
To detect the frequency offset, the least square linear approximation method is used here. By doing that, we compute an estimate for the frequency offset.

We use the periodic training data here (IEEE 801.11a) and obtain the following formula:

$$\begin{aligned} y[n+N_t] &= e^{j2\pi\epsilon N_t} e^{j2\pi\epsilon n} \sum_{l=0}^L h[l]t[n-l] + v[n+N_t] \\ &\approx e^{j2\pi\epsilon N_t} y[n]. \end{aligned}$$

In order to correct the frequency offset, we replace the epsilon in the formula with the computed estimate.

Moose Implementation



Results for frame detection and offset correction

Simulator

Transmitter

TX Oversample Factor: 4
TX Sample Rate: 4E+06

TX Channel Model Parameters

Channel Model: AWGN
Noise Power (dB): -10

Channel Response

Frequency Offset: 10
Delay (sec): 0

Receiver

RX Oversample Factor: 4
RX Sample Rate: 4E+06

Synchronization Options

Timing Estimation: Fixed Offset
Fixed Offset: 0
Symbol Timing Recovery Method: Max Energy
Frame Detection Method: Sliding Correlator
Correct Frequency Offset: Off

Equalization Method: Direct
Channel Estimate Length: 4
Equalizer Length: 4
Equalizer Delay: -1
(Set delay to -1 for equalizer to choose optimal delay)

Shared

Modulation Type: QPSK
Packet Length (Bits): 500
of Iterations: 1

Control Information for Packet Header/Tail

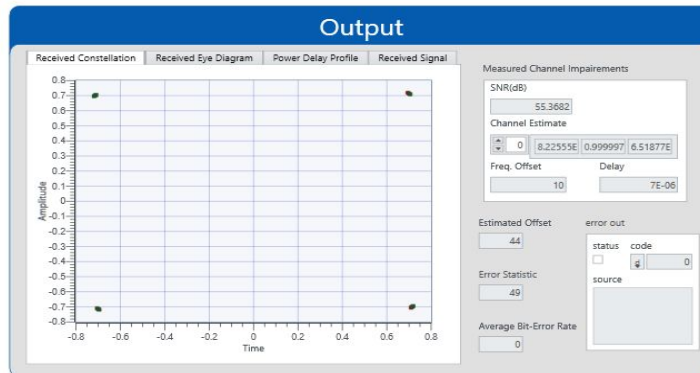
Training Sequence Type: Length 11 Barker Sequence
Zero Pad Length: 8

Pulse Shaping Parameters

Modulation Type: PSK
Pulse Shaping Filter: Raised Cosine
Filter Parameter: 0.5
Filter Length (Symbols): 8

Offset 10

BER 0



Offset 100; BER 0

Simulator

Transmitter

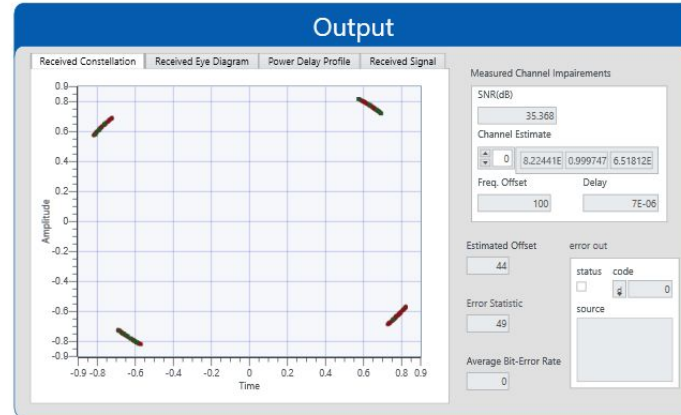
TX Oversample Factor: 4
TX Sample Rate: 4E+06
TX Channel Model Parameters
Channel Model: AWGN
Noise Power (dB): -30
Channel Response: 0
Frequency Offset: 100
Delay (sec): 0

Receiver

RX Oversample Factor: 4
RX Sample Rate: 4E+06
Synchronization Options
Synchronization Method: Timing Estimation
Fixed Offset: 0
Symbol Timing Recovery Method: Max Energy
Frame Detection Method: Sliding Correlator
Correct Frequency Offset: Off
Equalization Method: Direct
Channel Estimate Length: 4
Equalizer Length: 4
Equalizer Delay: -1
(Set delay to -1 for equalizer to choose optimal delay)

Shared

Modulation Type: QPSK
Packet Length (Bits): 500
of Iterations: 1
Training Sequence Type: Length 11 Barker Sequence
Zero Pad Length: 8
Pulse Shaping Parameters
Modulation Type: PSK
Pulse Shaping Filter: Raised Cosine
Filter Parameter: 0.5
Filter Length (Symbols): 8



Offset 500; BER 0.064

Simulator

Transmitter

TX Oversample Factor: 4
TX Sample Rate: 4E+06

TX Channel Model Parameters

Channel Model: AWGN

Noise Power (dB): -120

Channel Response: 0 + 0i, 0 + 0i, 0 + 0i

Frequency Offset: 500
Delay (sec): 0

Receiver

RX Oversample Factor: 4
RX Sample Rate: 4E+06

Synchronization Options

Synchronization Method: Timing Estimation
Fixed Offset: 0

Symbol Timing Recovery Method: Max Energy
Frame Detection Method: Sliding Correlator
Correct Frequency Offset: Off

Equalization Method: Direct
Channel Estimate Length: 4
Equalizer Length: 4
Equalizer Delay: -1

(Set delay to -1 for equalizer to choose optimal delay)

Shared

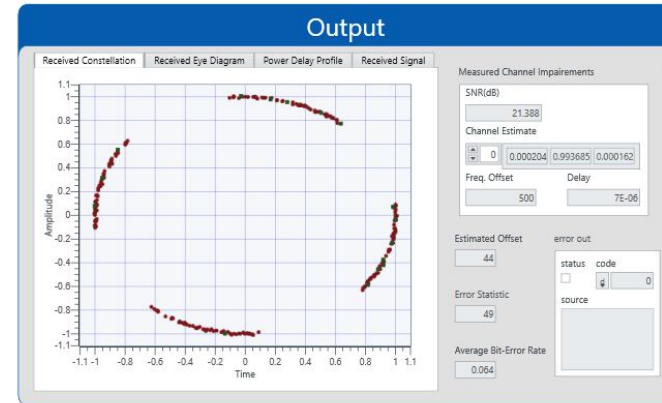
Modulation Type: QPSK
Packet Length (Bits): 500
of Iterations: 1

Control Information for Packet Header/Tail

Training Sequence Type: Length 11 Barker Sequence
Zero Pad Length: 8

Pulse Shaping Parameters

Modulation Type: PSK
Pulse Shaping Filter: Raised Cosine
Filter Parameter: 0.5
Filter Length (Symbols): 8



Offset 1000; BER 0.3

Simulator

Transmitter

TX Oversample Factor: 4
TX Sample Rate: 4E+06

TX Channel Model Parameters

Channel Model: AWGN
Noise Power (dB): -140

Channel Response

Frequency Offset: 1000
Delay (sec): 0

Receiver

RX Oversample Factor: 4
RX Sample Rate: 4E+06

Synchronization Options

Synchronization Method: Timing Estimation
Fixed Offset: 0

Symbol Timing Recovery Method: Max Energy
Frame Detection Method: Sliding Correlator
Correct Frequency Offset: Off

Equalization Method: Direct
Channel Estimate Length: 4
Equalizer Length: 4
Equalizer Delay: -1

(Set delay to -1 for equalizer to choose optimal delay)

Shared

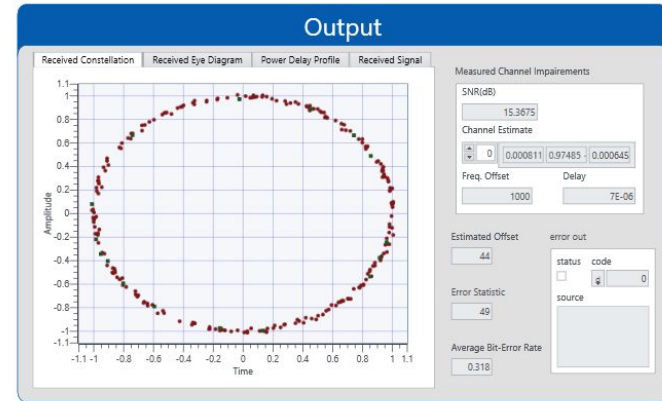
Modulation Type: QPSK
Packet Length (Bits): 500
of Iterations: 1

Control Information for Packet Header/Tail

Training Sequence Type: Length 11 Barker Sequence
Zero Pad Length: 0

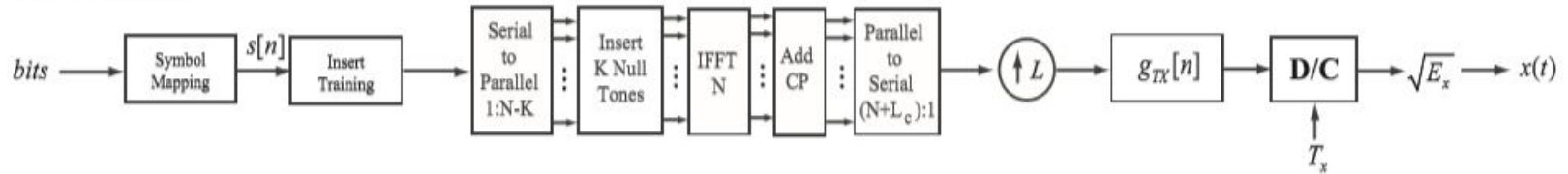
Pulse Shaping Parameters

Modulation Type: PSK
Pulse Shaping Filter: Raised Cosine
Filter Parameter: 0.5
Filter Length (Symbols): 8

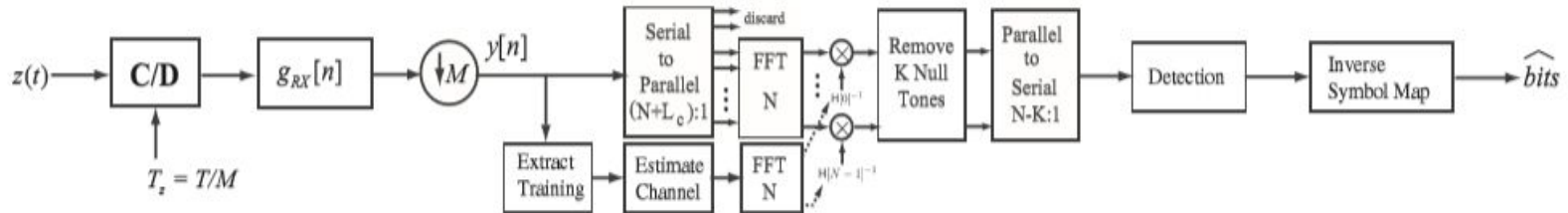


OFDM Modulator

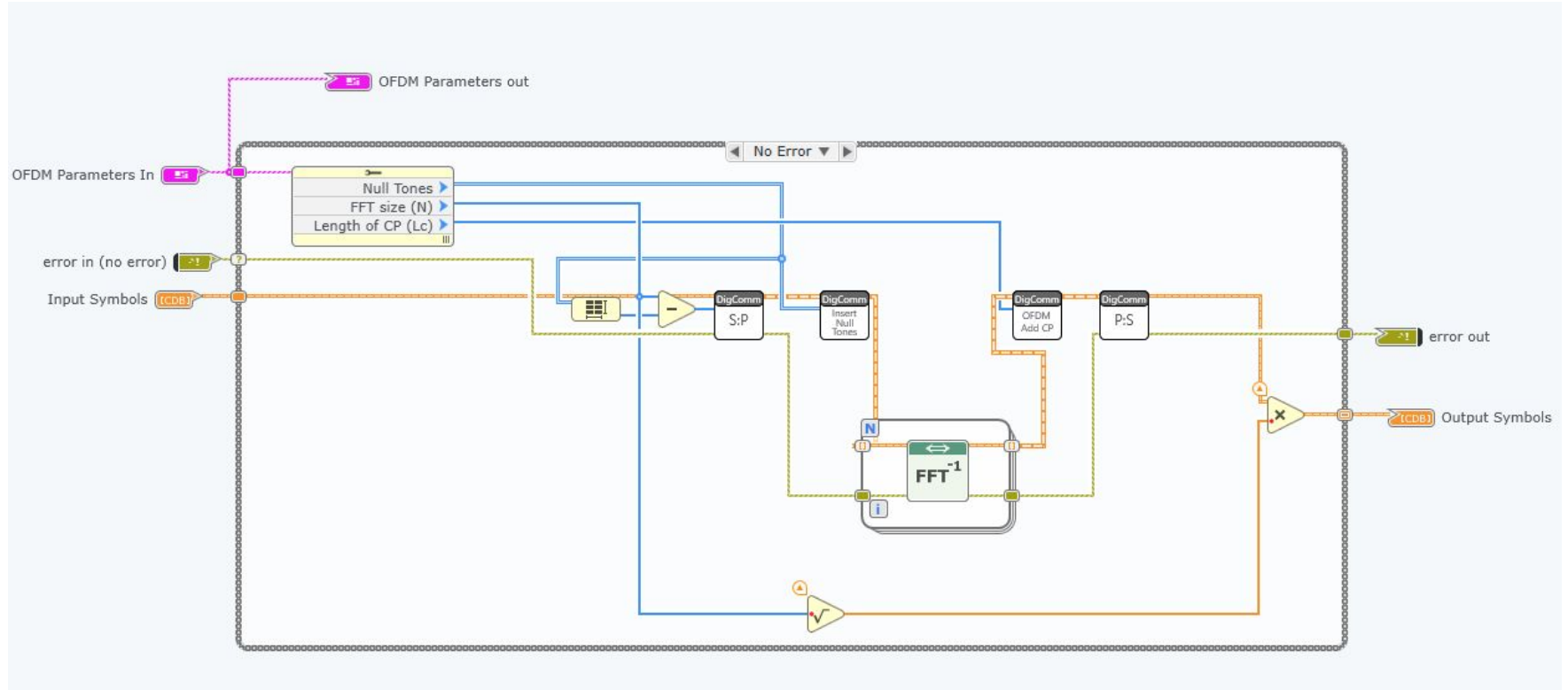
OFDM Transmitter



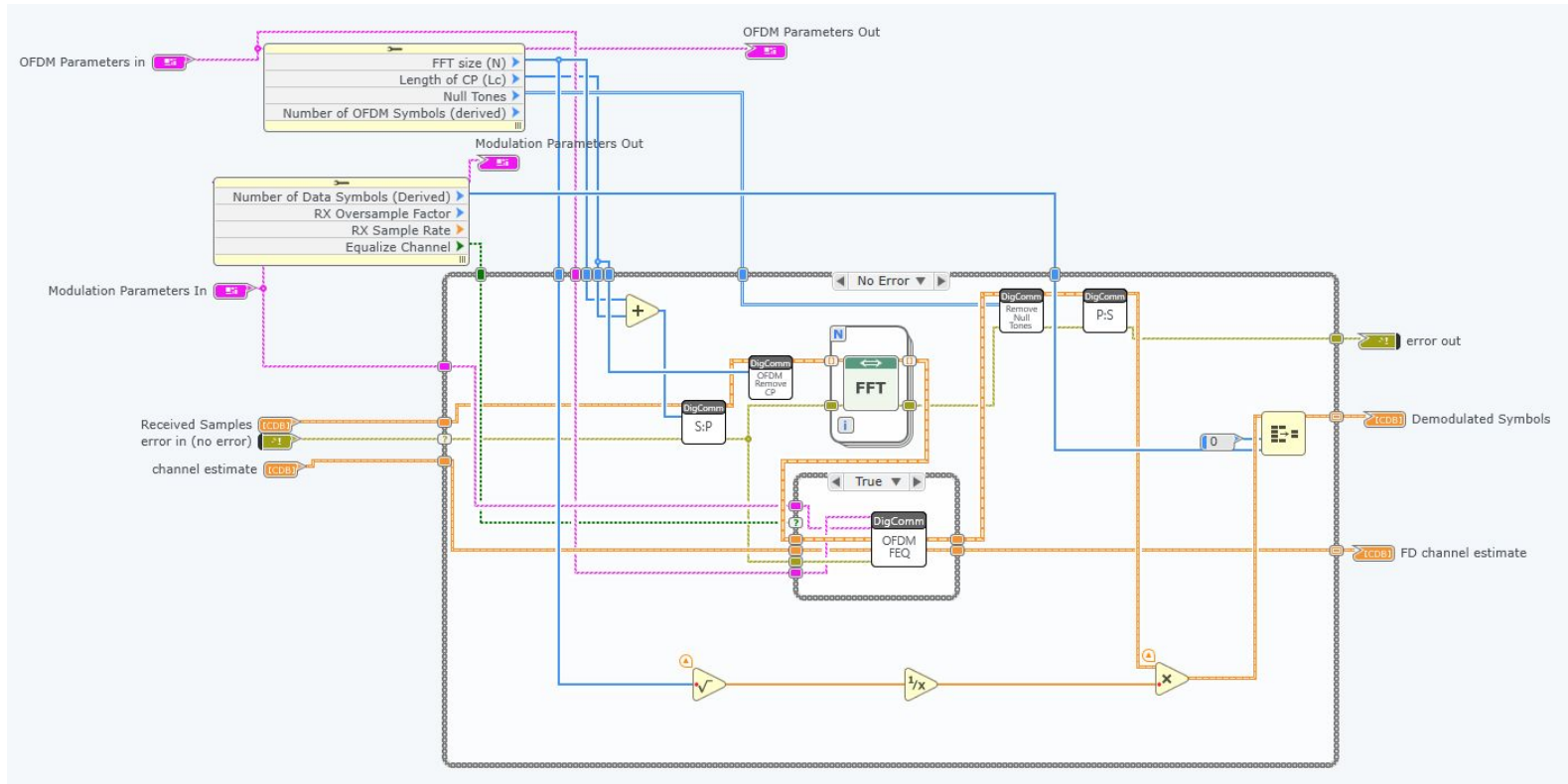
OFDM Receiver



OFDM modulator implementation



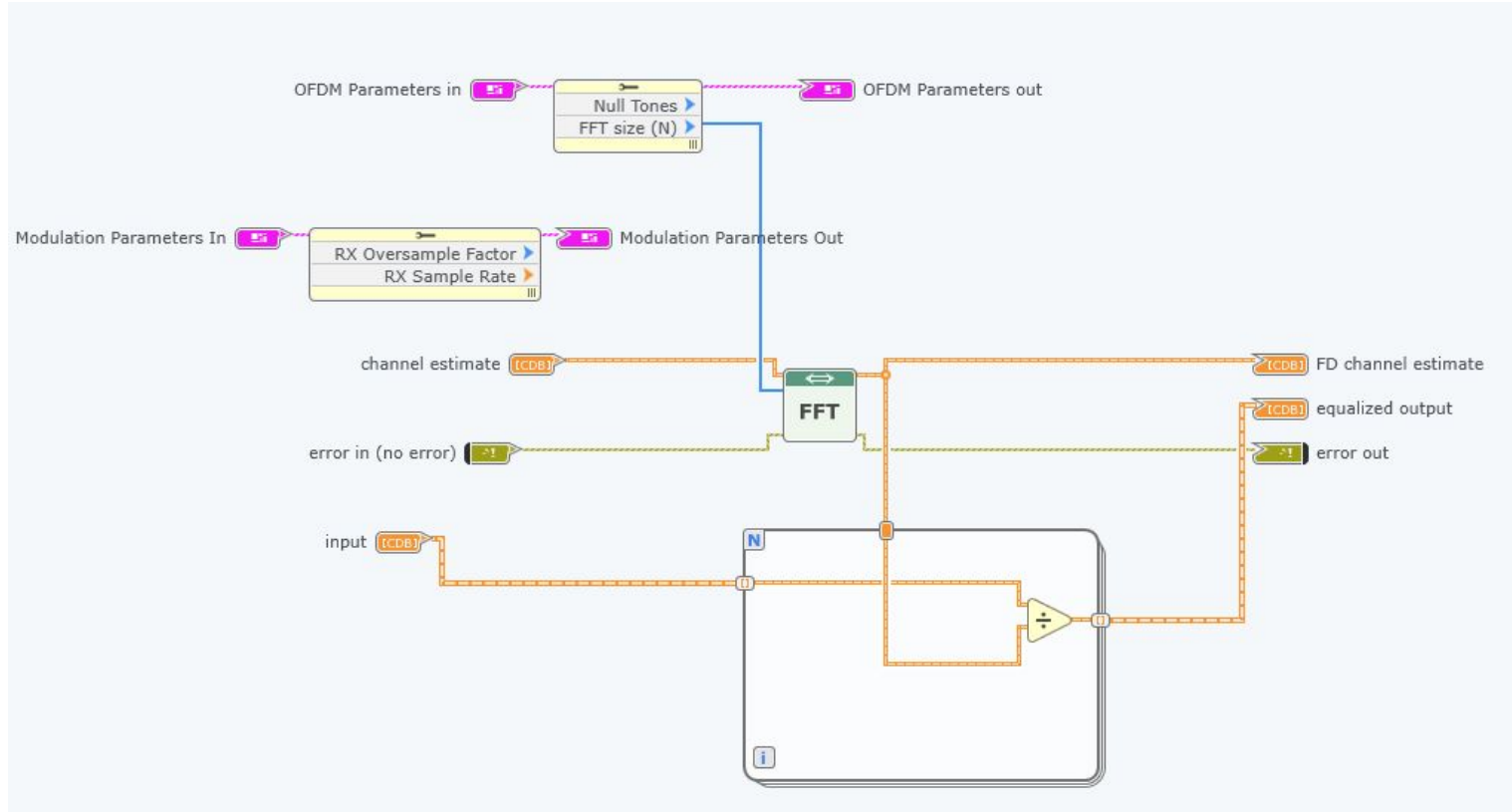
OFDM Demodulator implementation



$$\hat{H}[k] = DFT\{h[l]\}$$

OFDM FEQ implementation

$$\tilde{X}[k]\}_{k=0}^{N-1}, \text{ where } \tilde{X}[k] = Y[k]/\hat{H}[k]$$



OFDM result

Simulator

Transmitter

TX Oversample Factor: 4 TX Sample Rate: 4E+06

Channel Model: AWGN Noise Power (dB): -140

Channel Response: 0 0 + 0i 0 + 0i 0 + 0i

Frequency Offset: 0 Delay (sec): 0

Receiver

RX oversample factor: 4 Equalize Channel: On RX Sample Rate: 4E+06

Synchronization Options: Synchronization Method: OFDM Synchronization Fixed Offset: 0 Symbol Timing Recovery Method: Max Energy Frame Detection Method: OFDM Frame & Frequency Correct Frequency Offset: Off

Channel Estimation/Equalization Parameters: Equalization Method: Direct Channel Estimate Length: 4 Equalizer Length: 4 Equalizer Delay: -1

Get delay to -1 for equalizer to choose optimal delay!

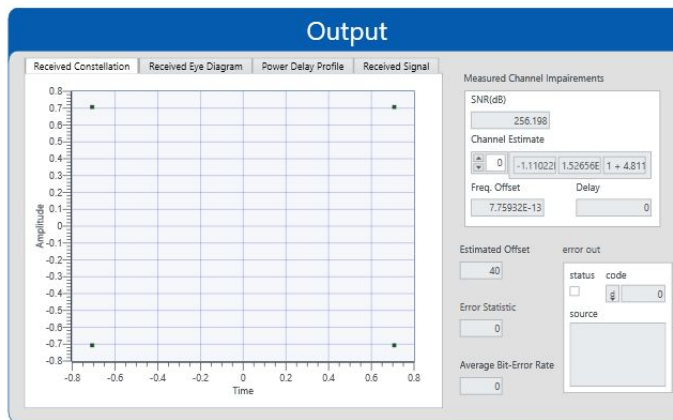
Shared

Modulation Type: QPSK Packet Length (bits): 1000 # of Iterations: 100

Pulse Shaping Parameters: Modulation Type: PSK Pulse Shaping Filter: Raised Cosine Filter Parameter: 0.5 Filter Length (symbols): 8

Control Information For Packet Header/Tail: Training Sequence: IEEE 802.11a Short Zero Pad Length: 8

OFDM Parameters: FFT size (N): 64 Length of CP (LC): 8 Null Tones: 0 Number of OFDM Symbols (derived): 1 Training Sequence FFT size: 64 Training Sequence Length of CP: 8



TX HW Parameters

Device IP Address: RFMILS_TX1 Active Antenna: TX1 Carrier Frequency (Hz): 2.45E+09 Gain (dB): 10 Generation Mode: Single Shot

RX HW Parameters

Device IP Address: RFMILS_RX1 Active Antenna: RX1 Carrier Frequency (Hz): 2.45E+09 Gain (dB): 10 Trigger Level: 0.01 Bandwidth (Hz): 4E+06 Reference Position (%): 10 Capture Time (sec): 0.024 Simulate: Off

References

gate:<https://www.nutaq.com/blog/symbol-timing-recovery-methods-digital-iq-demodulator>

Heath Lab manual

Modern Digital and Analog Communication Systems Textbook