



# Institute for the Wireless Internet of Things at Northeastern University

## Radio-Frequency Scenarios

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Platforms for Advanced  
Wireless Research



MITRE



MASSACHUSETTS  
TECHNOLOGY  
COLLABORATIVE

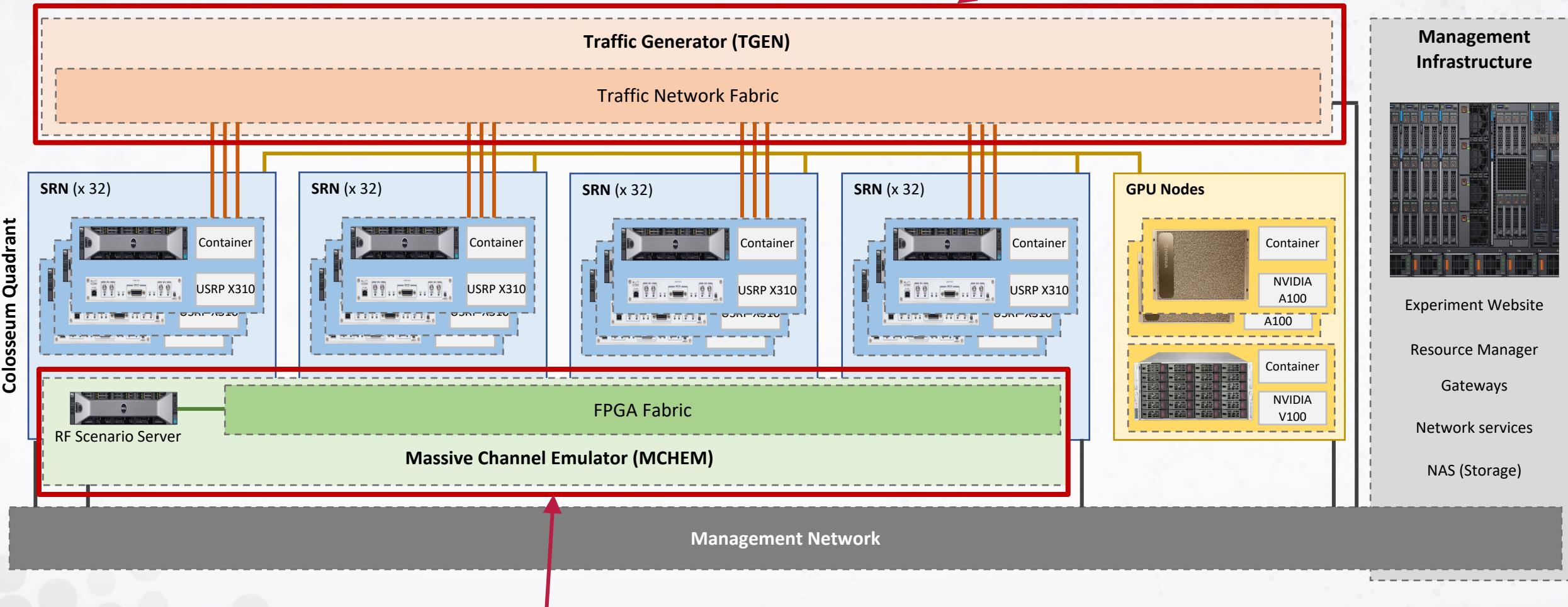


N COLOSSEUM  
at Northeastern University

# Colosseum Architecture

Traffic Scenarios

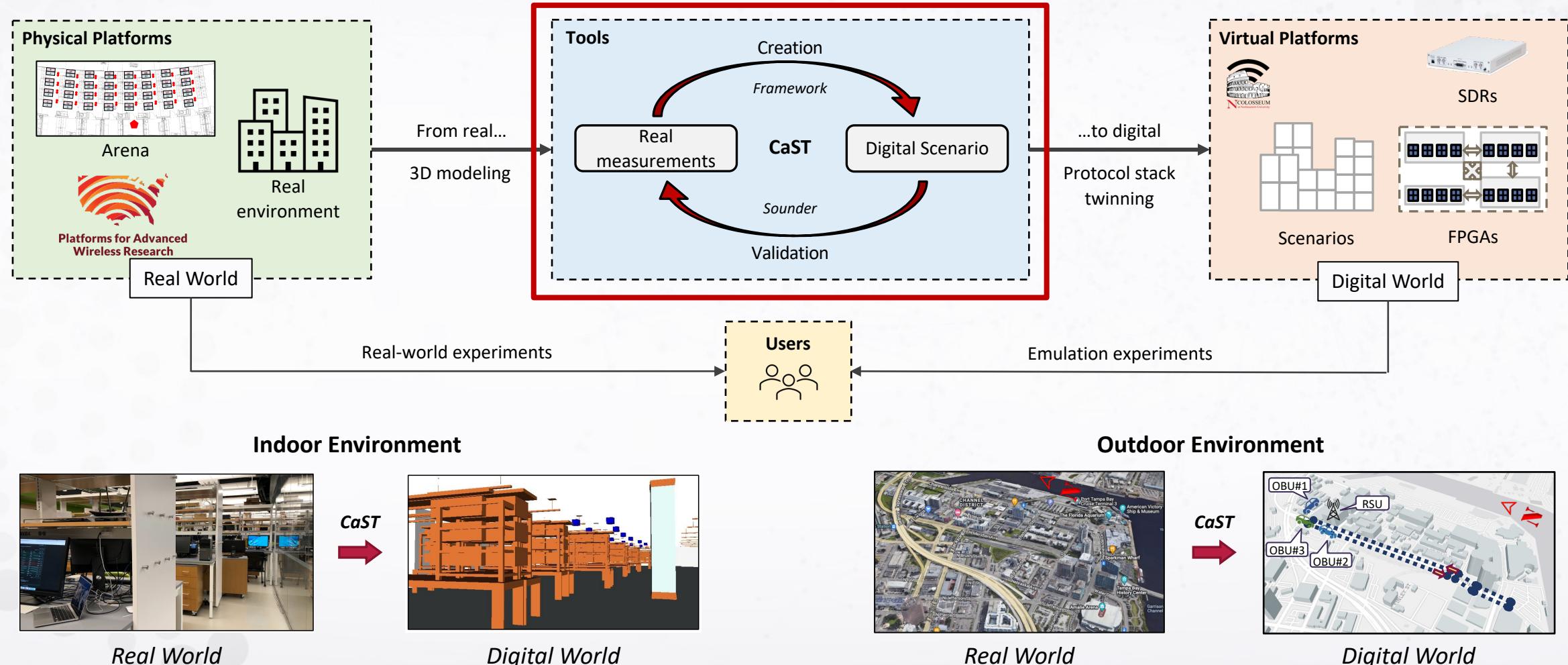
Colosseum Quadrant



RF Scenarios

# Colosseum as a Digital Twin

**Capability:** Create digital twin scenarios, run experiments close to reality, evaluate performance



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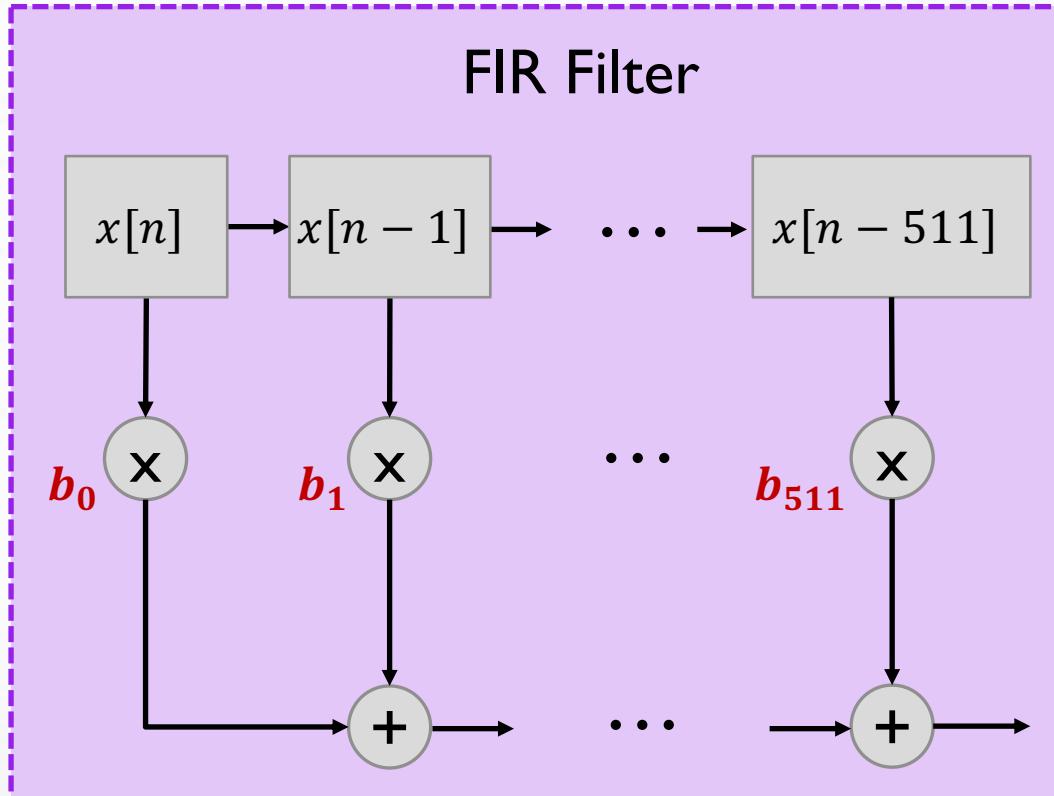
# RF Scenario Creation

# Ways to Generate Filter Taps for Scenarios

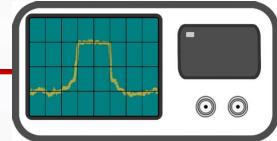
- **Mathematical model**
  - Deterministic/added randomness, no ground truth



$$20 \log_{10}(d) + 20 \log_{10}(f) + 92.45$$

 $b_i$ 

- **On-site measurements**
  - Realistic but site/time specific



Taps  
Approximation

 $b_i$ 

- **Software-based (ray tracer)**
  - Accurate but complex



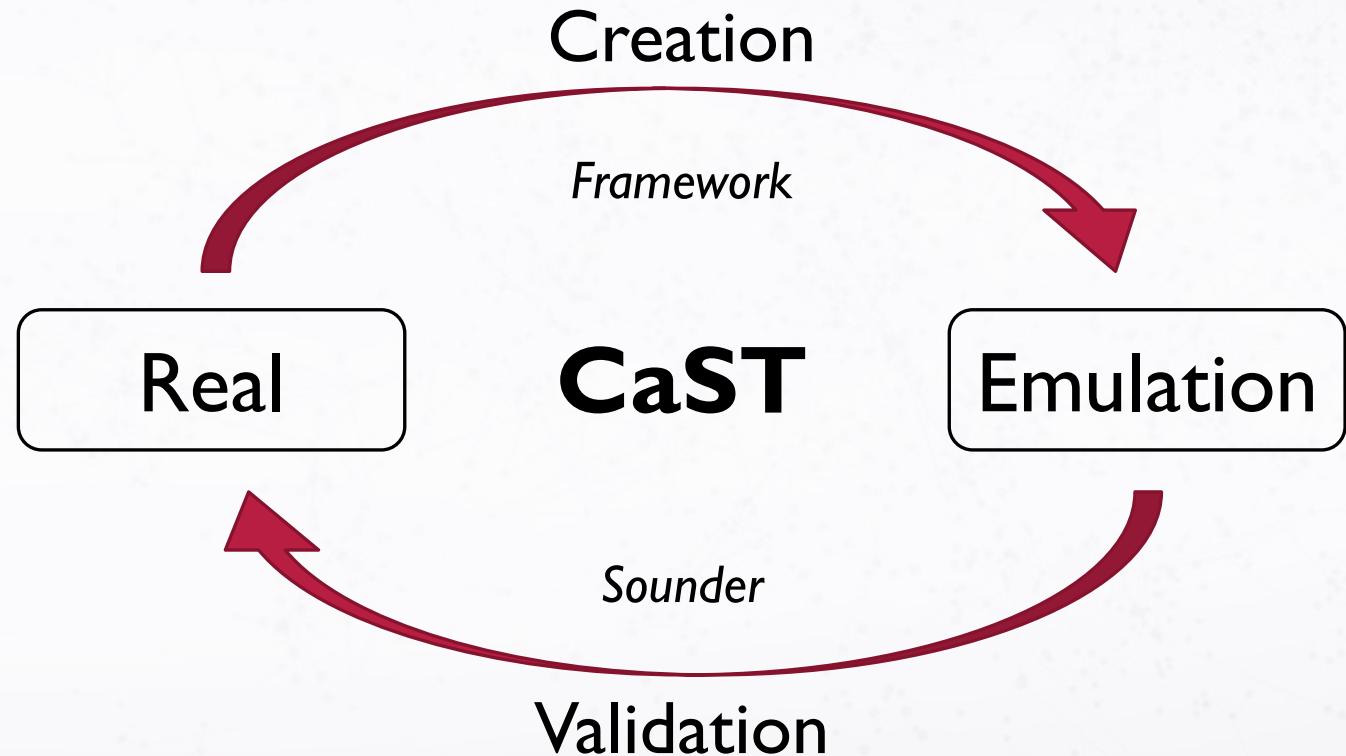
Calibrate  
w/ measurements

Taps  
Approximation

 $b_i$

# CaST: A Toolchain to Create and Validate Colosseum Scenarios

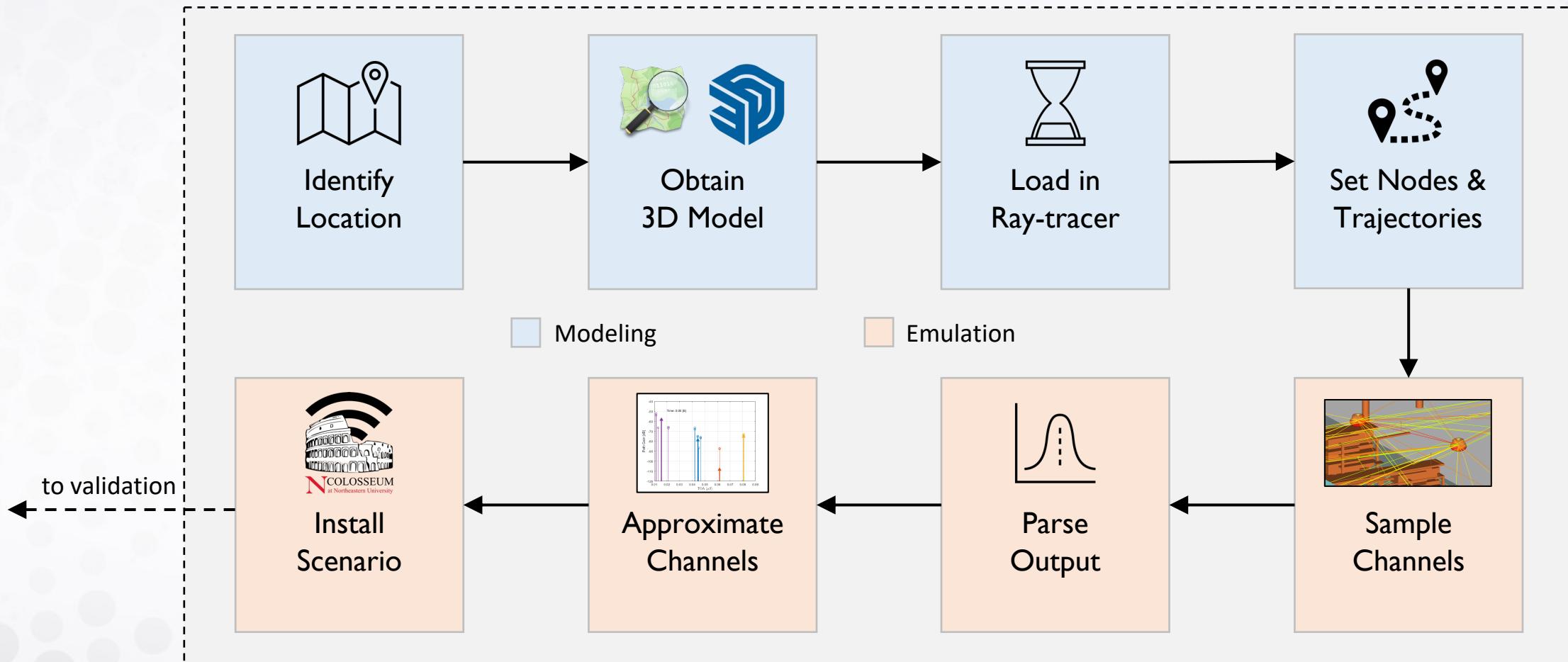
- **CaST** - Channel emulation scenario generator and Sounder Toolchain:
  - Streamlined **framework** to create realistic mobile wireless scenarios.
  - SDR-based **channel sounder** to characterize emulated RF channels.
- Features:
  - **Accuracy** up to 20 ns for CIR delays and 0.5 dB for tap gains
  - Partially **automated**
  - Fully **open-source**
  - Validated in **Colosseum**



Code: <https://github.com/wineslab/cast>

D.Villa, M.Tehrani-Moayyed, P.Johari, S.Basagni, and T.Melodia, "CaST: a toolchain for creating and characterizing realistic wireless network emulation scenarios", in Proceedings of the 16th ACM Workshop WiNTECH '22.

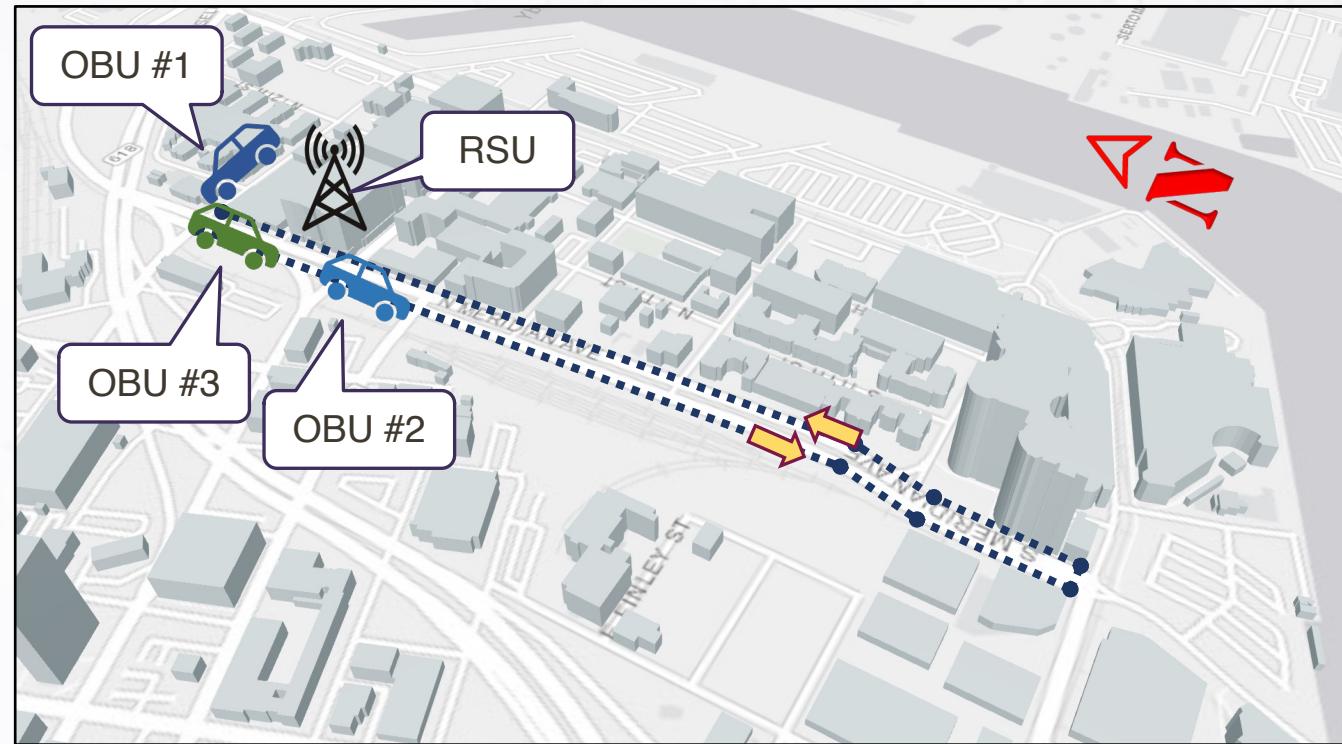
# RF Scenario Creation Overview



# Creating Mobile RF Scenarios

Use case V2X Tampa, FL

1. **Identify** scenario location
2. **Obtain** 3D model from OSM
3. **Convert** model in STL to feed the ray-tracer
4. **Define** nodes and trajectory
5. **Sample** the channel using the ray-tracer
6. **Parse** the output to extract channels at each time instant
7. **Approximate** channels
8. **Install** scenario on Colosseum and validate



Tampa, FL mobile scenario

# Public GitHub Repo

- Colosseum RF scenario generation instruction manual for MATLAB ray-tracer.
- Step-by-step instructions.
- Easily adjustable parameters.

<https://github.com/Colosseum-MATLAB-Project/ColosseumScenarioGenerator>

README    GPL-3.0 license

## Colosseum RF Scenario Generator Instruction Manual

### 1. Introduction

This document explains how to use the developed pipeline that utilizes MATLAB ray-tracing capability to generate RF scenarios to be run on Colosseum, the largest wireless network emulator in the world with hardware-in-the-loop.

Key steps are described in detail in the next sections that include: (1) Obtaining a geographic area of interest in the simulator; (2) defining the wireless devices that will be used in the emulation, including their mobility patterns (3) scenario simulation to characterize its RF footprint through MATLAB-based raytracing and determining the Finite Impulse Response non-zero filter coefficients needed for emulation in Colosseum. These steps are demonstrated through the RF scenario simulation example of NU campus LTE small cell and WiFi coexistence.

### 2. Mobile channel simulation

#### 2.1 Obtain the wireless environment

The core of our channel simulator is the MATLAB ray-tracer which supports the OSM files as the wireless environment for simulating the wireless channel using the ray-tracing algorithm.

Follow the steps below to download the 3D model of the geographic area of interest from the open street map. These steps are shown in the figure below.

1. Open the URL "openstreetmap.org"
2. In the search box enter the address of the geographic area of interest

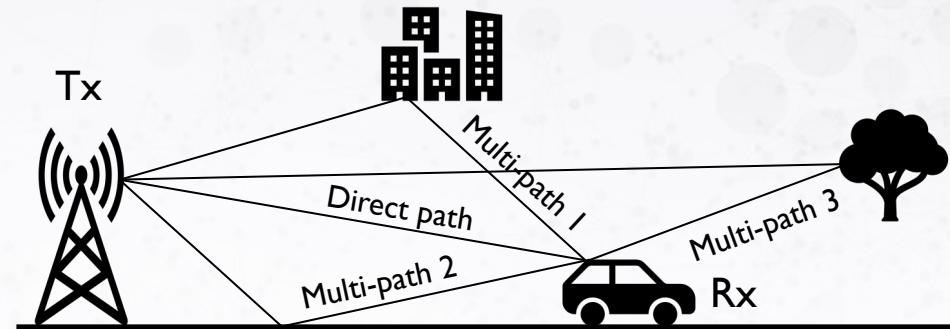
You can also search by latitude and longitude

3. Click on the "Export" button on the top left and click on the "Manually select a different area" link on the left panel of the map
4. Determine the geographic area of interest on the map by clicking on the corner of the map selected area and modifying the region
5. Click on the "Export" button in the left panel and download the OSM file that includes the 3D model of the environment.

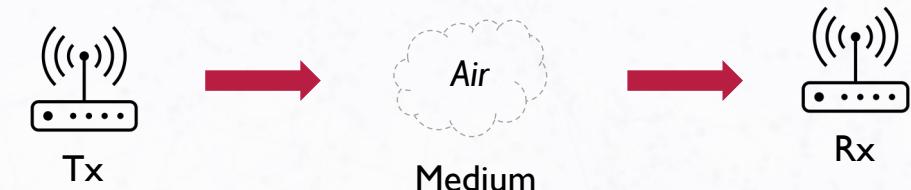


# RF Scenario Validation

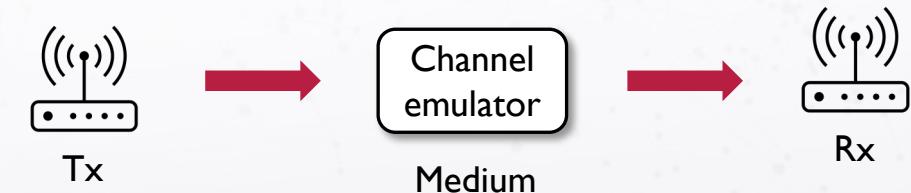
- Channel sounding goals:
  - **Evaluate** an RF channel characteristics
  - **Analyze** the environment
  - **Optimize** the design
- **No over-the-air** communication
- **Emulated** medium
- Sounding goals in emulators:
  - **Validate** original traces:
    - Channel Impulse Response (**CIR**) for Time of Arrivals (ToA)
    - Power Delay Profile (**PDP**) for Path Loss (**PL**)
  - **Understand** emulated behavior



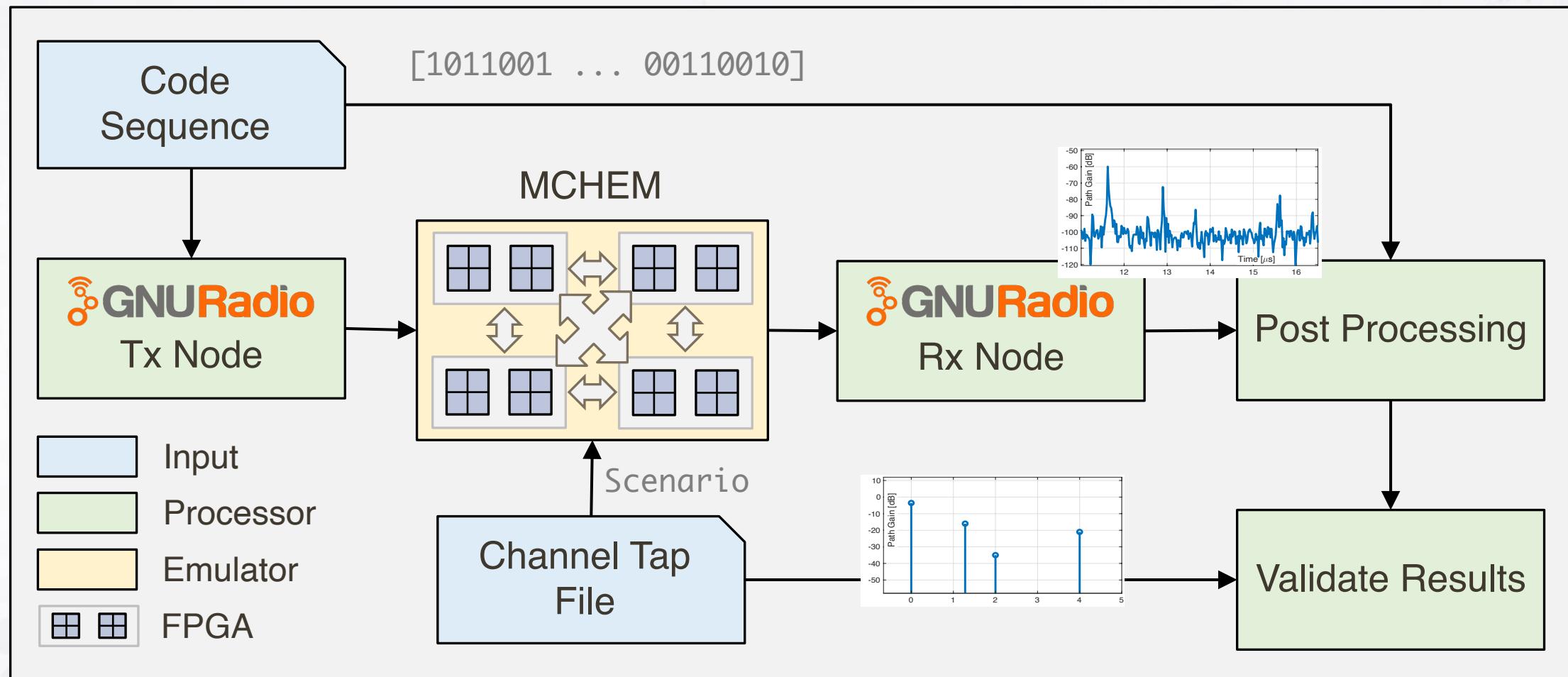
Communication over-the-air



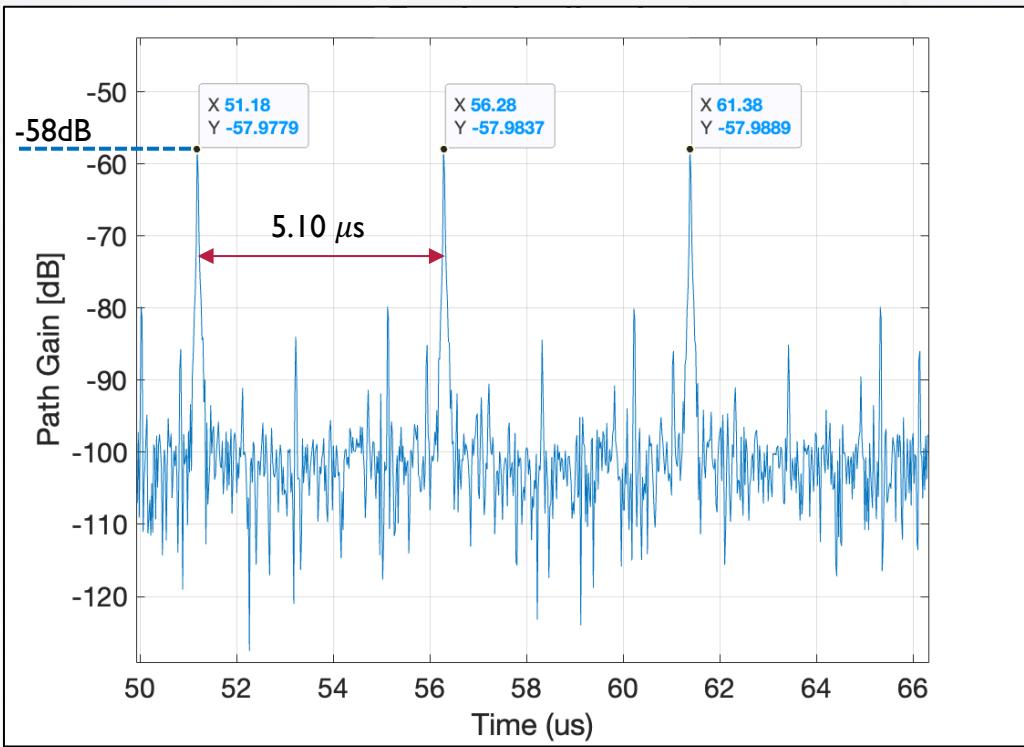
Communication in emulators



# CaST Channel Sounding Workflow



# Evaluating Scenario 0dB Loss in Colosseum



0 dB pathloss received CIR

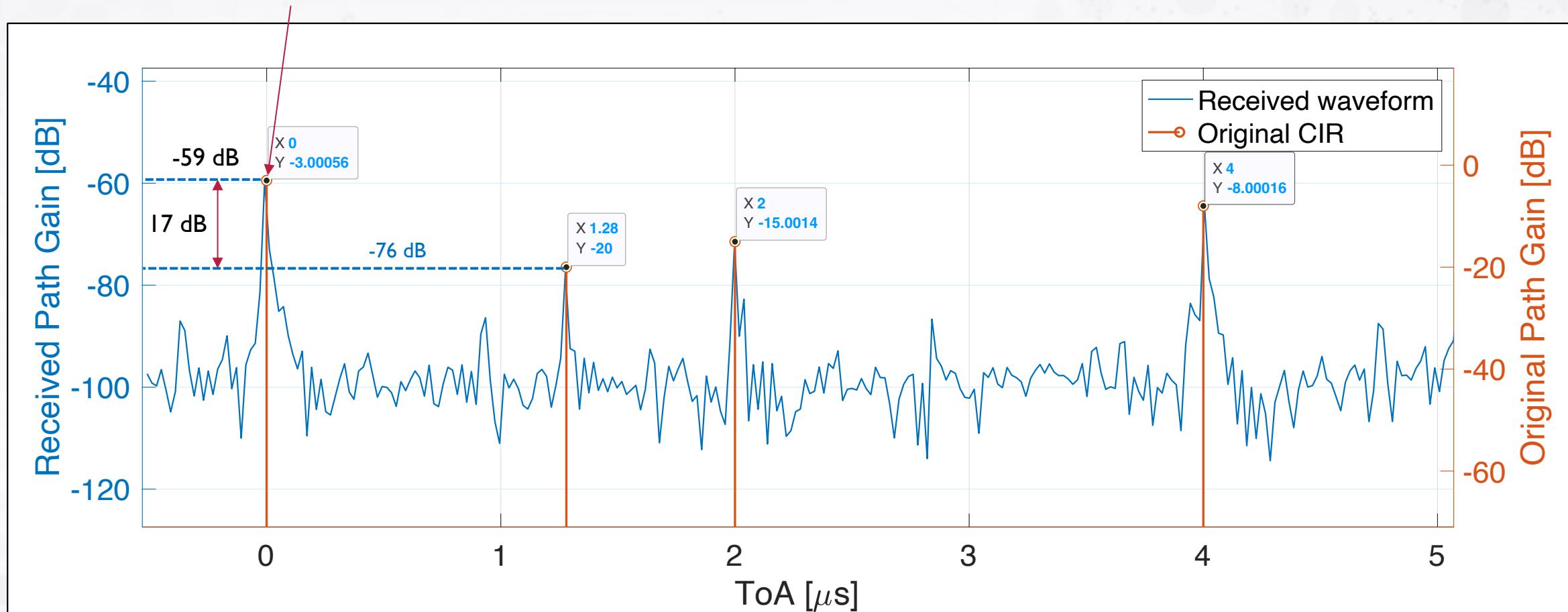
- **Colosseum base loss** ~58dB due to equipment in the loop. Signal cycles 5.10 μs. Dynamic range: ~42 dB.
- Colosseum base loss is consistent between 55 dB and 60 dB for all links. **Avg: 57.55 dB** - SD: 1.23 dB

		Rx node id									
		5	8	9	10	12	13	15	16	20	23
Tx node id	5		-57.87	-57.12	-58.73	-55.9	-59.46	-56.62	-57.57	-57.87	-55.86
	8	-56.64		-57.5	-58.91	-56.33	-59.89	-55.33	-56.16	-58.27	-57.77
	9	-57.89	-57.5		-58.58	-57.6	-59.65	-56.61	-57.39	-57.84	-55.81
	10	-56.32	-55.96	-58.92		-57.56	-59.57	-55.03	-57.38	-57.77	-57.44
	12	-58.18	-57.46	-58.76	-56.97		-57.95	-56.61	-57.76	-59.25	-57.81
	13	-58.44	-56.59	-59.44	-57.55	-56.5		-55.63	-58.08	-58.34	-56.39
	15	-56.46	-56.09	-59.1	-58.97	-57.92	-59.72		-56.07	-59.38	-56.1
	16	-58.27	-58.21	-57.55	-57.34	-57.95	-58.24	-55.34		-60.05	-56.19
	20	-58.44	-56.12	-59.38	-59.13	-58.13	-58.22	-56.58	-55.94		-56.14
	23	-57.5	-57.12	-58.18	-58.24	-57.01	-57.47	-56.09	-55.36	-58.9	

10 nodes heatmap 0dB scenario

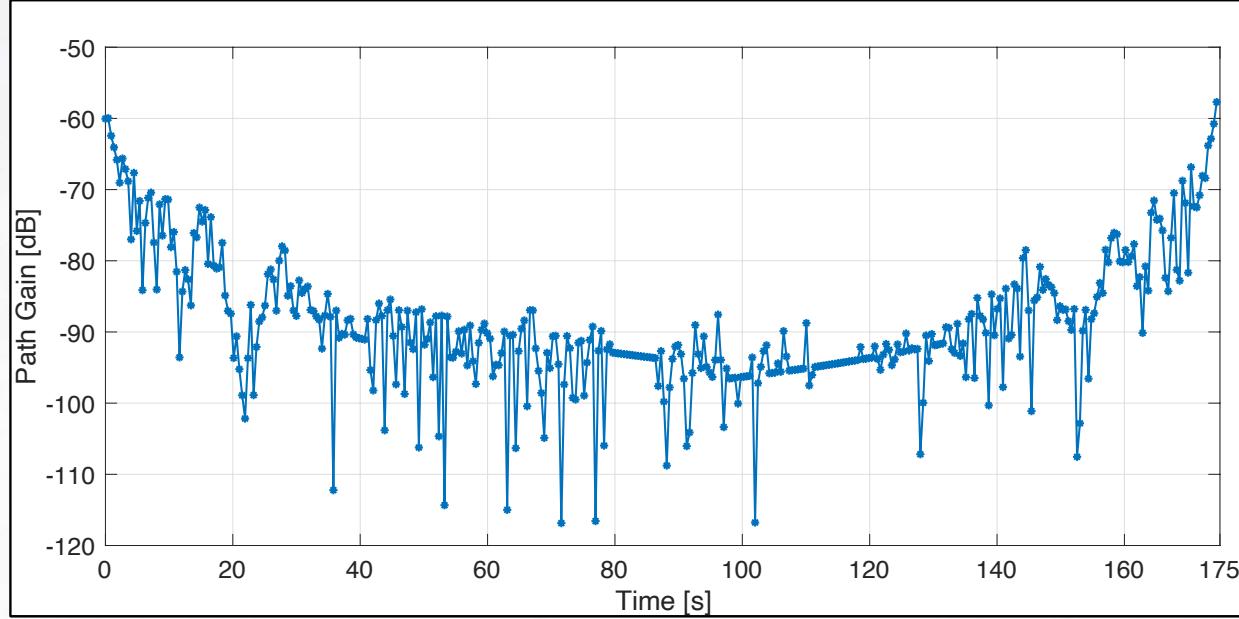
# Evaluating Synthetic Scenario 4 Tap

-56 dB Colosseum base loss

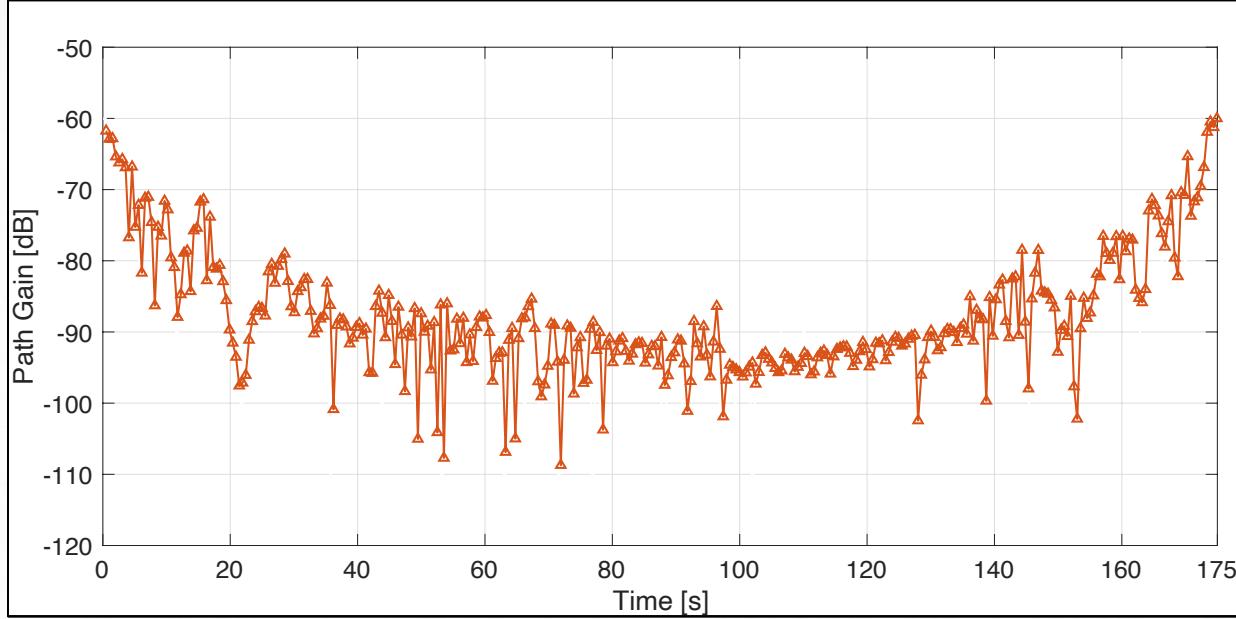


- The **ToA** and the **relative loss** of the received taps are consistent with the original CIR.

# Evaluating V2X mobile scenario in Tampa, FL

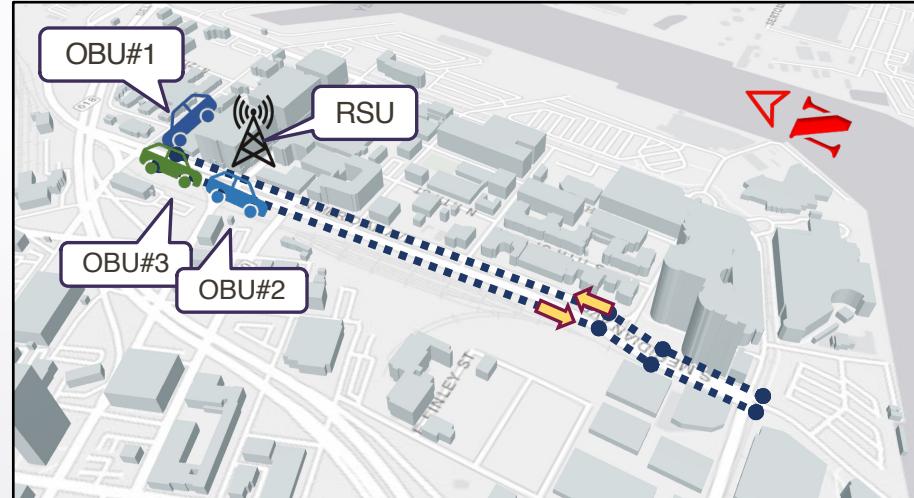


Original taps representation RSU – OBU #3



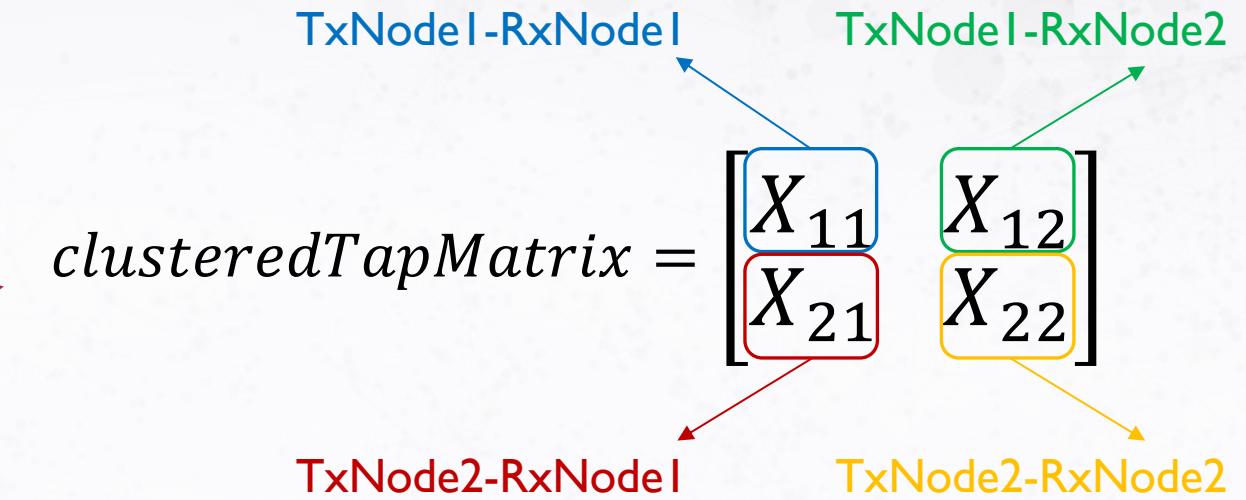
Received path gains RSU – OBU #3

- Results properly follow the **movement** of OBU w.r.t. RSU.
  - “**V-shape**” of strongest taps in ToA domain
  - “**U-shape**” of path gains in Time domain



# How to Request a new RF Scenario

- I. Generate channel information.
2. Format the channel info in a MATLAB .mat file with:
3. Open a Help Desk ticket with:
  - I. Desired name
  - II. Center frequency
  - III. .mat file.



$$X = \begin{cases} \text{tap.delay } [1 * 10^{-8}, 0, 0, 0] \\ \text{tap.iq } [1 + 0j, 0, 0, 0] \end{cases}$$

Single Tap example: 0 dB, 10 ns

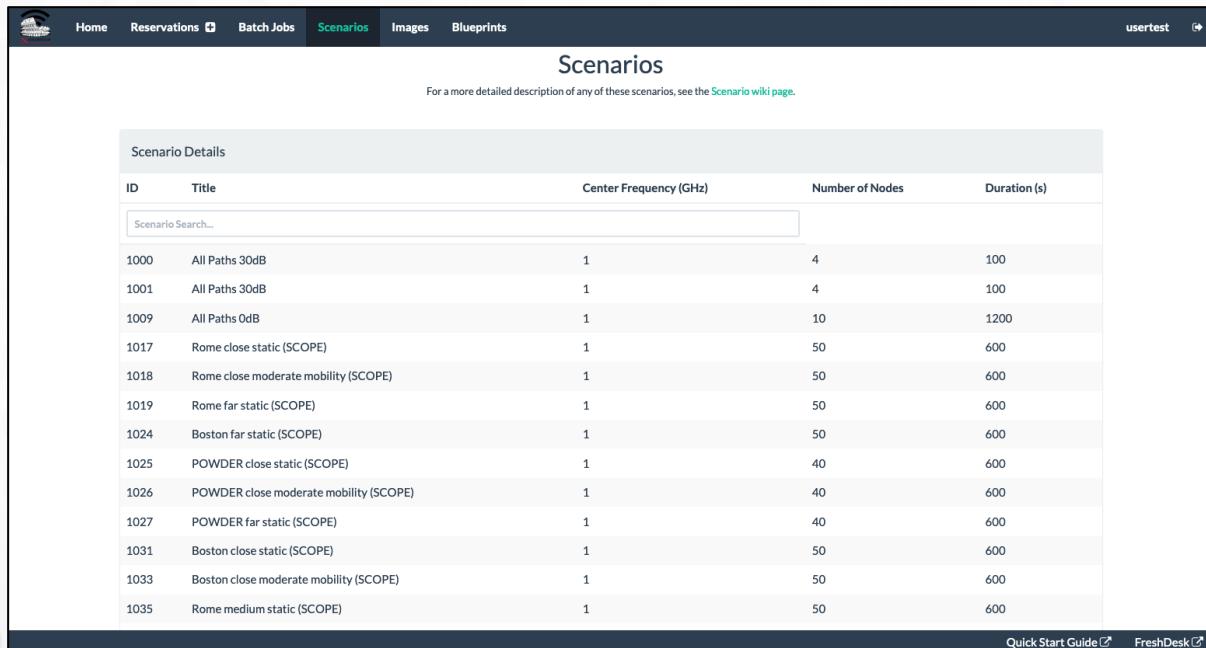
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# Scenario Examples

# Public Scenarios List

- **Option 1:** Experiment portal, “Scenarios” tab, for a quick view:

<https://experiments.colosseum.net/scenarios>

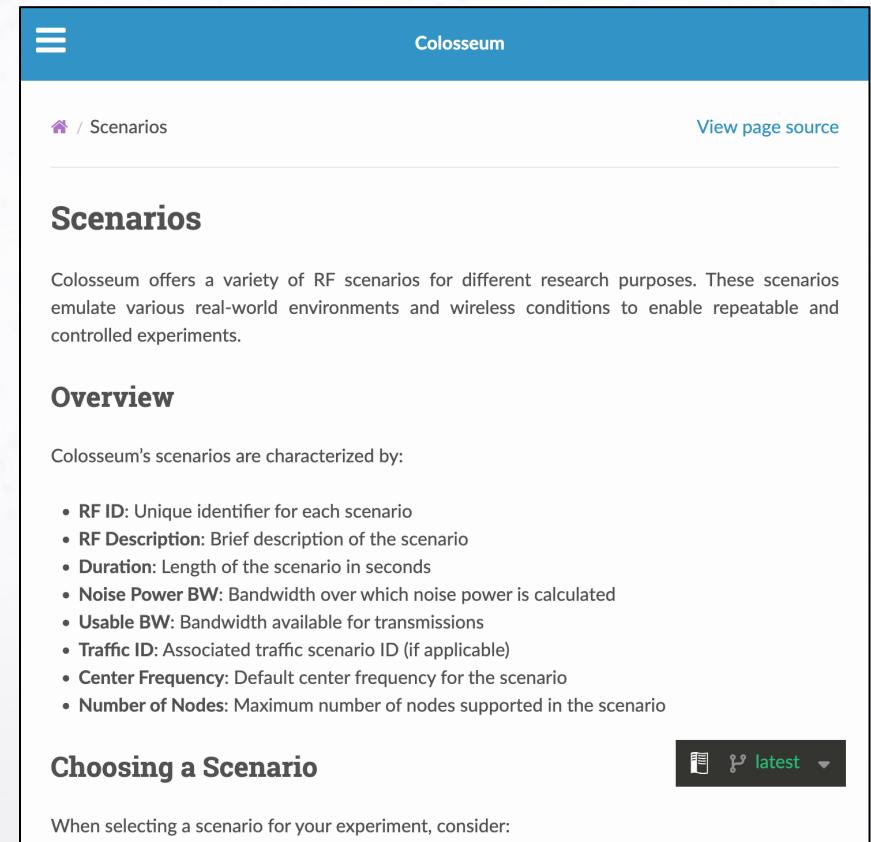


The screenshot shows the 'Scenarios' tab in the Colosseum experiment portal. The page title is 'Scenarios'. Below it, a note says 'For a more detailed description of any of these scenarios, see the Scenario wiki page.' A search bar labeled 'Scenario Search...' is present. A table lists 15 scenarios with columns: ID, Title, Center Frequency (GHz), Number of Nodes, and Duration (s). The scenarios include various configurations like 'All Paths 30dB', 'Rome close static (SCOPE)', and 'Boston far static (SCOPE)'. At the bottom right are links for 'Quick Start Guide' and 'FreshDesk'.

ID	Title	Center Frequency (GHz)	Number of Nodes	Duration (s)
1000	All Paths 30dB	1	4	100
1001	All Paths 30dB	1	4	100
1009	All Paths 0dB	1	10	1200
1017	Rome close static (SCOPE)	1	50	600
1018	Rome close moderate mobility (SCOPE)	1	50	600
1019	Rome far static (SCOPE)	1	50	600
1024	Boston far static (SCOPE)	1	50	600
1025	POWDER close static (SCOPE)	1	40	600
1026	POWDER close moderate mobility (SCOPE)	1	40	600
1027	POWDER far static (SCOPE)	1	40	600
1031	Boston close static (SCOPE)	1	50	600
1033	Boston close moderate mobility (SCOPE)	1	50	600
1035	Rome medium static (SCOPE)	1	50	600

- **Option 2:** Help Desk for a more detailed description of each scenario:

<https://colosseumwireless.readthedocs.io/en/latest/scenarios/index.html>



The screenshot shows the 'Scenarios' page from the Colosseum help desk. The top navigation bar includes 'Home', 'Reservations', 'Batch Jobs', 'Scenarios' (which is highlighted in blue), 'Images', and 'Blueprints'. The main content area has a title 'Scenarios' and a sub-section 'Overview'. It states: 'Colosseum offers a variety of RF scenarios for different research purposes. These scenarios emulate various real-world environments and wireless conditions to enable repeatable and controlled experiments.' Below this is a list of characteristics:

- RF ID: Unique identifier for each scenario
- RF Description: Brief description of the scenario
- Duration: Length of the scenario in seconds
- Noise Power BW: Bandwidth over which noise power is calculated
- Usable BW: Bandwidth available for transmissions
- Traffic ID: Associated traffic scenario ID (if applicable)
- Center Frequency: Default center frequency for the scenario
- Number of Nodes: Maximum number of nodes supported in the scenario

At the bottom, there's a section titled 'Choosing a Scenario' with a note: 'When selecting a scenario for your experiment, consider:' followed by a dropdown menu with options 'latest' and 'earliest'.

# Current RF Scenario Types



## Synthetic:

Fixed path losses.  
Fixed frequencies.



## Mathematical Models:

Free-space path loss.  
3GPP standard equations.



## Ray-tracers:

MATLAB Ray-tracer.  
Wireless InSite.



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# Synthetic with Fixed Values (1009, 51005 – 51030, 52001 - 52006)

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**Scope:** General testing and validation with fixed behaviors.

- **0 dB pathloss at 1 GHz**
  - Base scenario (1009).
- **Varying pathloss at 1 GHz**
  - 510XX where XX is the path loss (e.g., 51010 → 10 dB).
- **0 dB pathloss at varying frequencies**
  - Frequency ranges from 832 MHz to 5.9 GHz (52001 – 52006).

All scenarios are **single-tap** with a delay of 10ns.

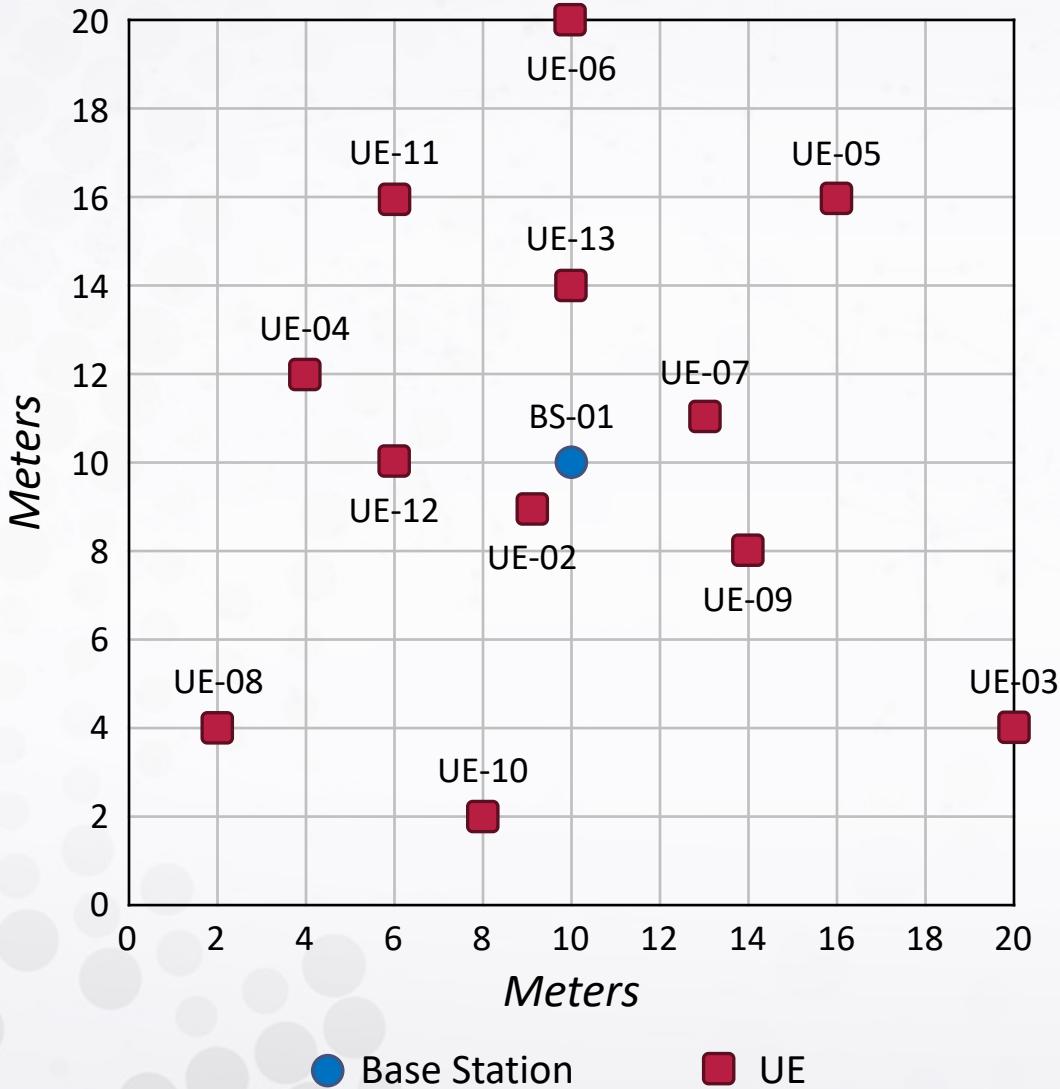
# Channel Sounding Scenarios (90001-90009)

**Scope:** Validate MCHEM behavior.

- **Varying taps, losses, and delays at 1 GHz.**
  - 5 nodes and each link has a different behavior (90001, 90002, 90003).
- **Increasing losses at various frequencies.**
  - Increased loss by 5 dB each link.
  - Frequency increases from 1 GHz till 6 GHz.
  - Single tap with 5 nodes (90004 – 90009).

Link	Taps Delay [ns]	Taps Gain [dB]
1 ↔ 2	[0]	[0]
1 ↔ 3	[0]	[-5]
1 ↔ 4	[0]	[-10]
1 ↔ 5	[0]	[-15]
2 ↔ 3	[0]	[-20]
2 ↔ 4	[0]	[-25]
2 ↔ 5	[0]	[-30]
3 ↔ 4	[0]	[-35]
3 ↔ 5	[0]	[-40]
4 ↔ 5	[0]	[-45]

# Cellular Rural Small Static (35001 - 35005)



**Scope:** Rural generic cellular deployment.

- 13 nodes: 1 BS and 12 UEs
- Heights: UE (1m), BS (3m)
- Channel: Free-Space Path Loss

$$FSPL = 20 \log_{10} \left( \frac{4\pi d f}{c} \right)$$

$f$  = frequency (1 GHz, 3.6 GHz)

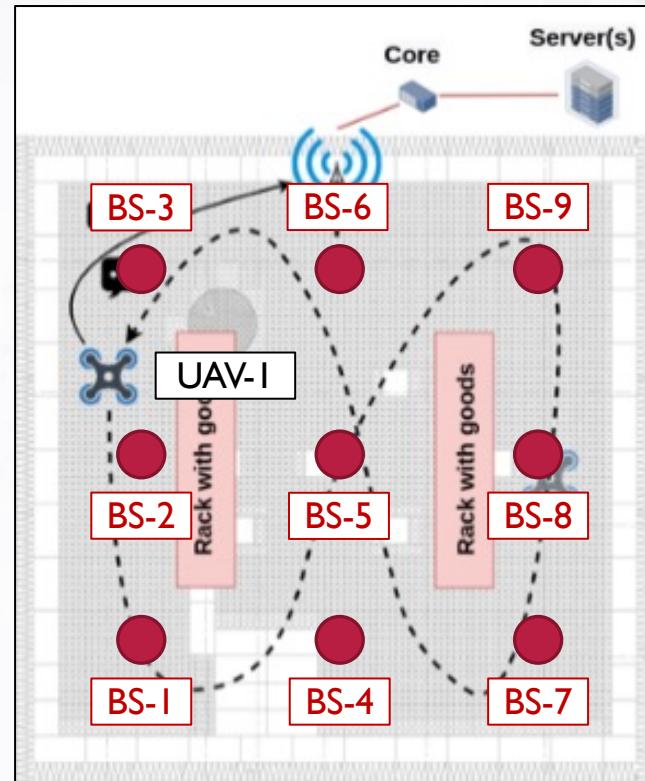
$c$  = speed of light

$d$  = 3D distance BS-UE

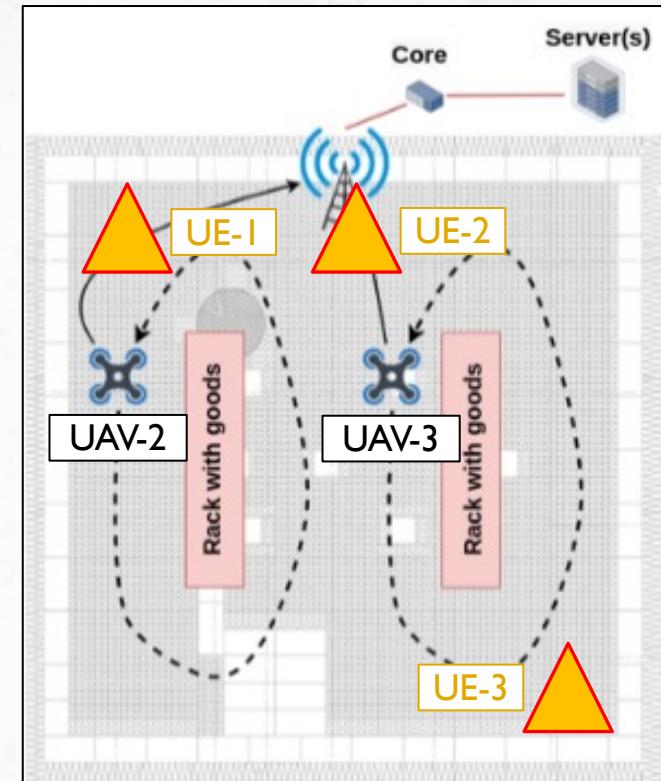
# Anechoic Chamber and Drones (12350-12356)

**Scope:** Indoor factory use cases with rack of goods and drones.

- 9 BSs in a 3x3 grid.
  - Ceiling mounted.
- 3 UAVs
  - UAV-1 8-shaped flight.
  - UAV-[2-3] circle around rack.
  - 240 seconds of mobility.
- 3 UEs for UAV-[2-3].
- Channel is single-tap and multi-tap with fading.



Anechoic chamber  
with BSs and UAV-1

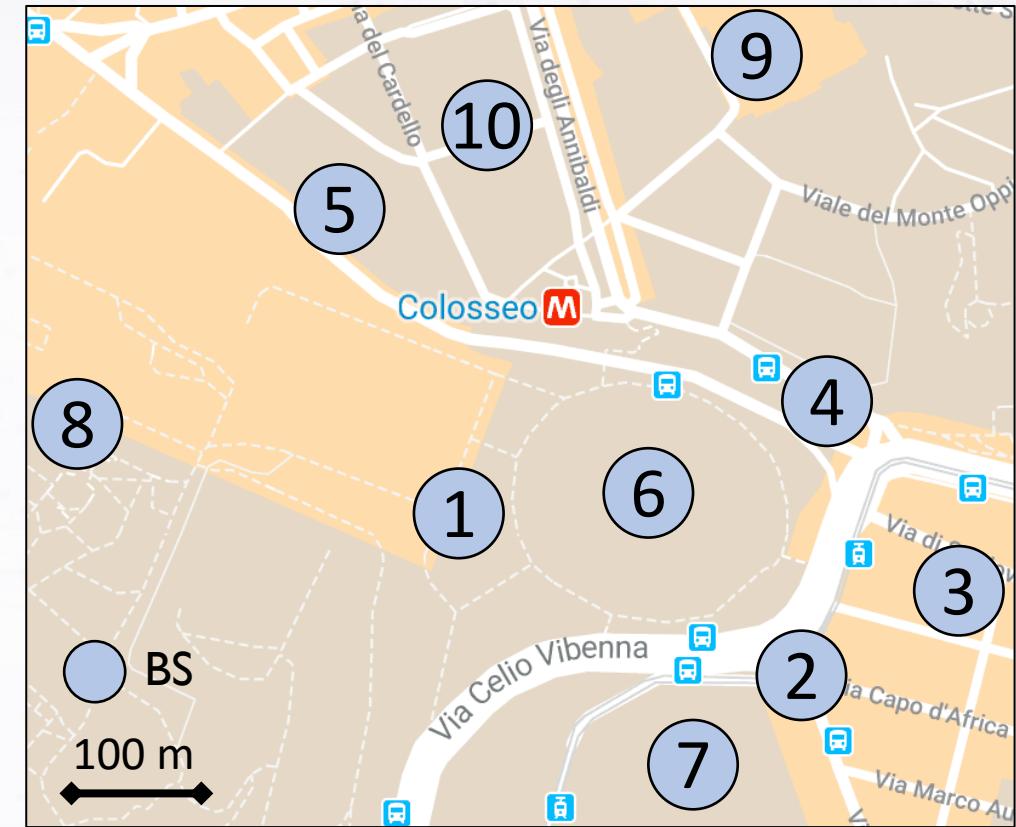


Anechoic chamber with  
BSs, UEs and UAVs

# Rome Real-World Outdoor Location (1017-1041)

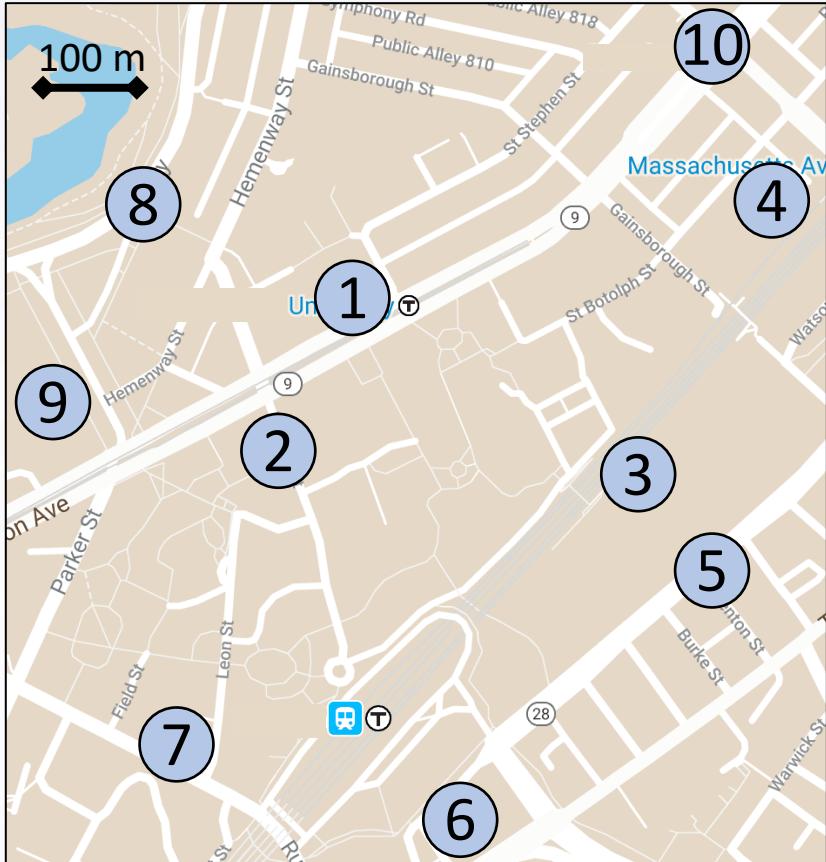
**Scope:** Real-world cellular deployments.

- 50 Nodes
  - 10 BSs real locations from OpenCellID db.
  - 4 UEs scattered around each BS.
- 3 distances BS-UEs:
  - *Close*: 20m.
  - *Medium*: 50m.
  - *Far*: 100m
- 3 mobility patterns around BS:
  - *Static*: No mobility.
  - *Moderate*: 3 m/s.
  - *Fast*: 5 m/s.
- Free-space path loss equation.



Rome Downtown, Italy

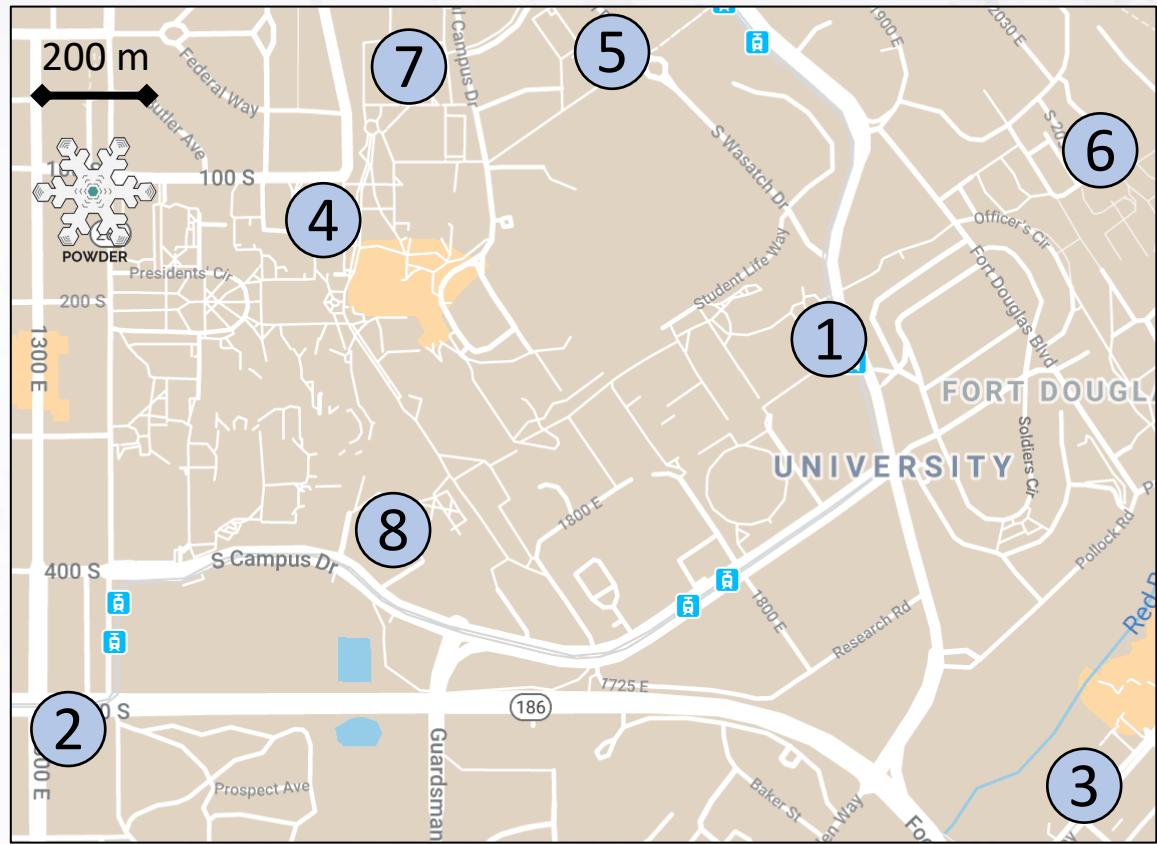
# Boston and POWDER Real-World Outdoor Location (1017-1041)



Boston, MA

- Similar specifications as Rome scenario.
- POWDER locations mirror Rooftop BSs POWDER nodes.

L. Bonati, S. D'Oro, S. Basagni, and T. Melodia, "SCOPE: An Open and Softwarized Prototyping Platform for NextG Systems," in Proceedings of ACM MobiSys, June 2021.

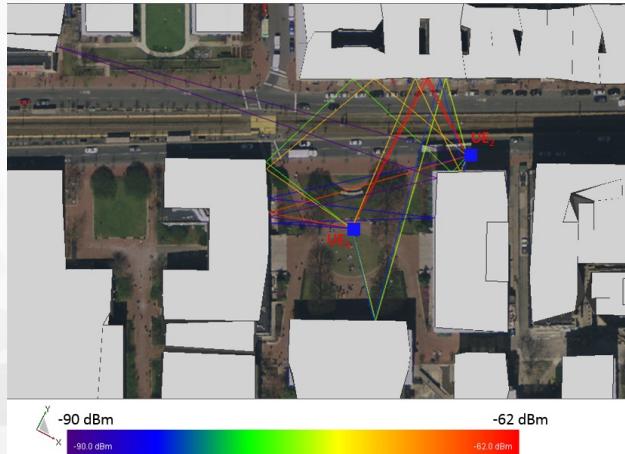


POWDER PAWR – University of Utah, Salt Lake City, UT

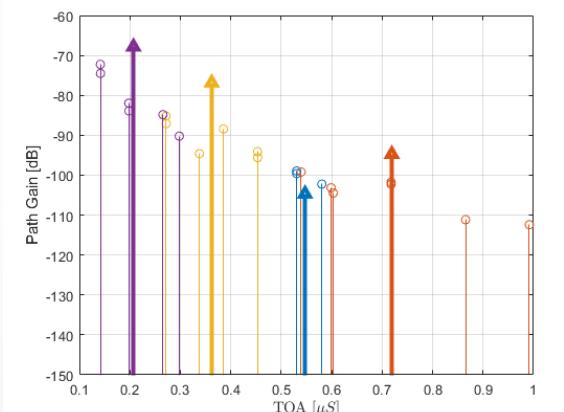
# Northeastern University LTE - Wi-Fi Scenario (50005)

**Scope:** NEU campus location to study the coexistence between LTE and Wi-Fi nodes.

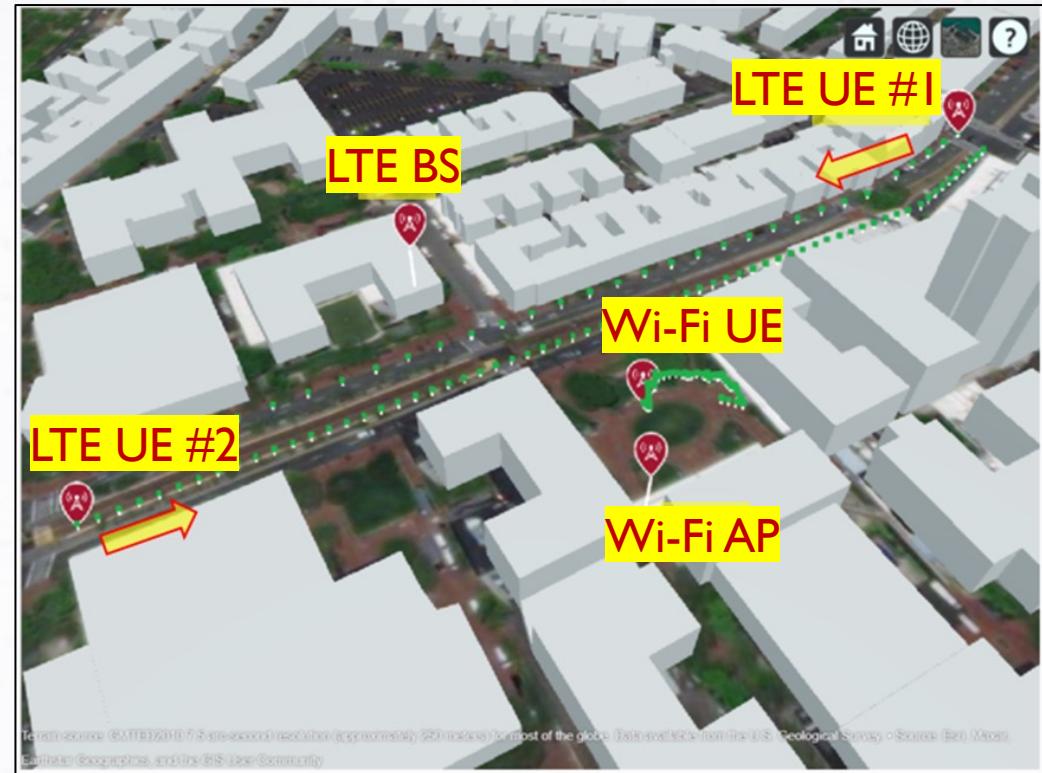
- Wireless InSite as ray-tracer.
  - Ray-tracing frequency: 5.8 Ghz
- LTE: 1 fixed BS, 2 mobile UEs on the road.
- Wi-Fi: 1 fixed AP, 1 mobile UE in the park.



Wireless InSite Simulated Channel



Clustering 4-Tap Approximation

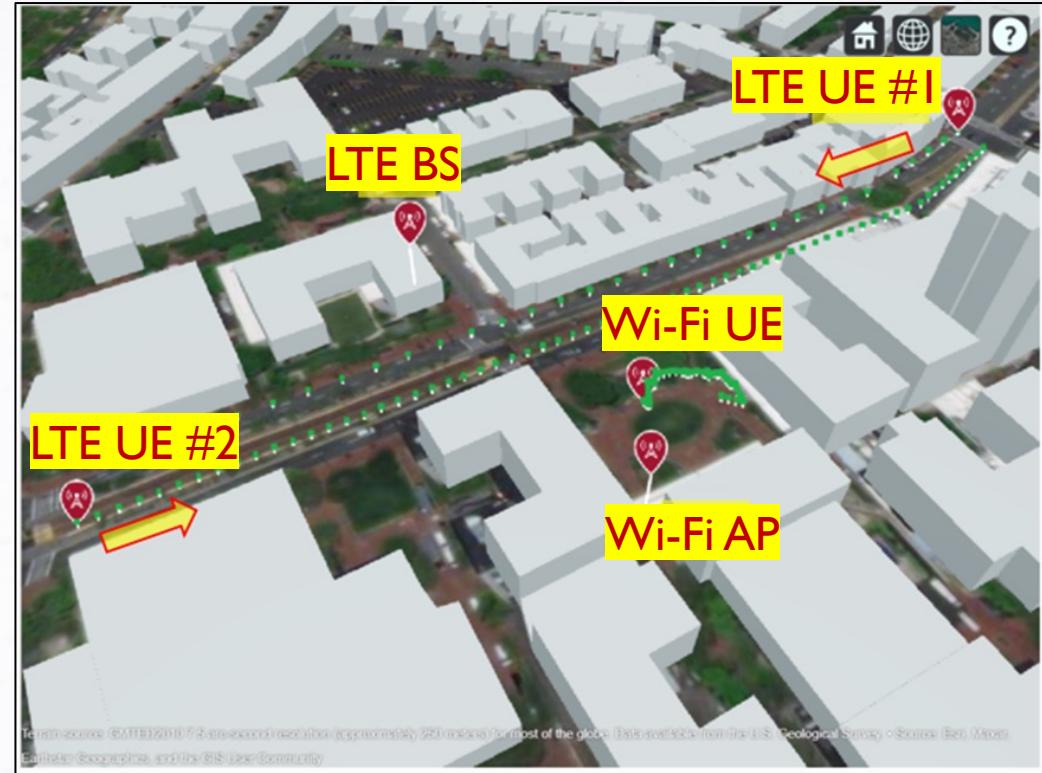


Northeastern Boston campus

# Traffic Patterns for the Northeastern Scenario

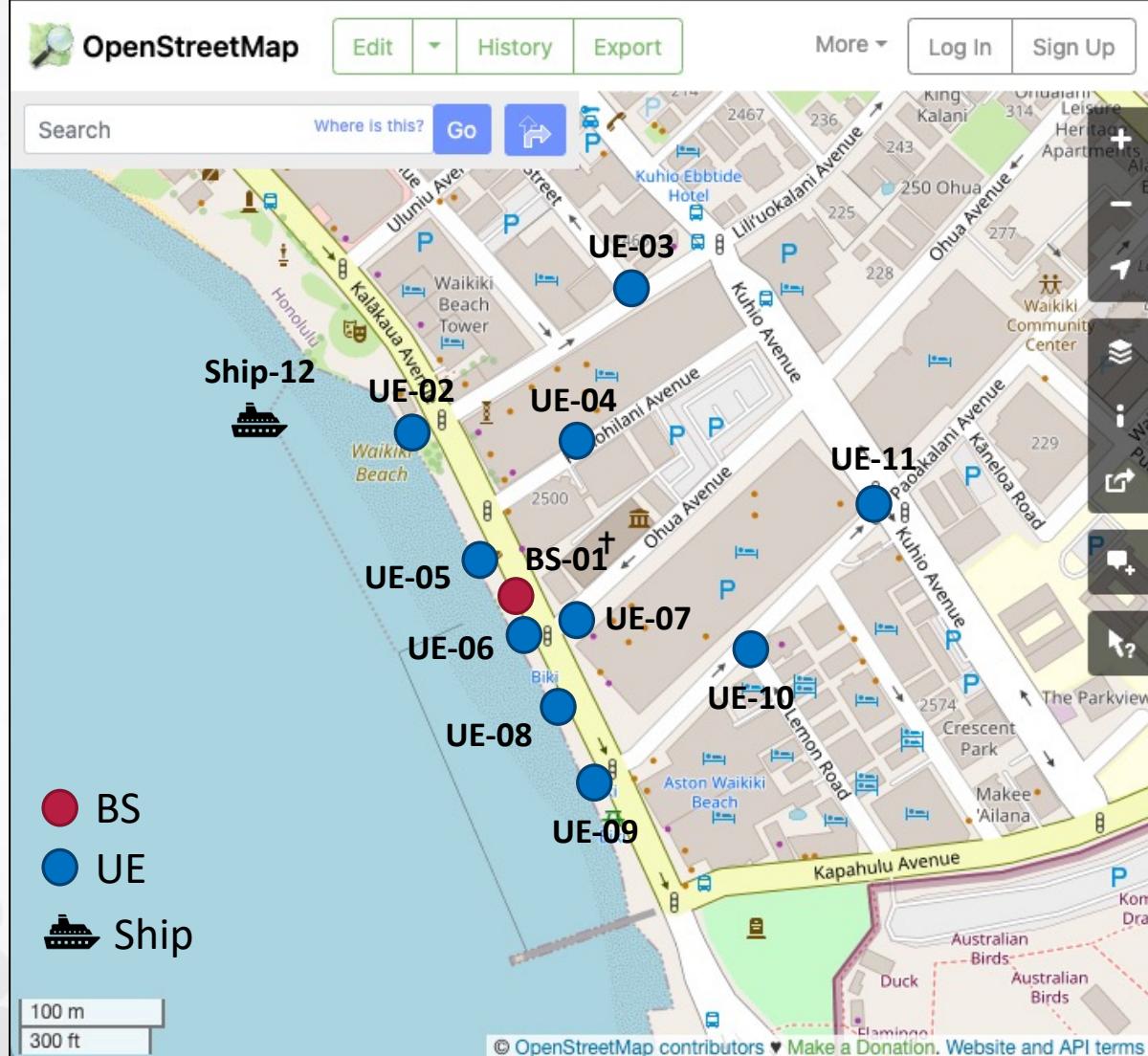
- Wi-Fi nodes: video traffic
- LTE UE 1: VOIP traffic
- LTE UE 2: low bandwidth data transmission (e.g., for in-vehicle security, emergency services, remote diagnostics systems, etc.)

Node	Traffic Type	Characteristics
WiFi	Video	Periodic traffic, 83.66 pkt/s, 1400 bytes/pkt
LTE UE 1	VOIP	Periodic traffic, 39 pkt/s, 130 byte/pkt
LTE UE 2	Vehicle Safety	Periodic traffic, 0.5 pkt/s, 130 byte/pkt



Northeastern Boston campus

# Waikiki Beach, Honolulu (45101 - 45104)



**Scope:** Real cellular deployment involving a Navy radar ship moving along the coast for sensing purposes.

Parameter	Value
Number of nodes	12 (1 BS, 10 UEs, 1 Ship)
BS location	Real from opencellid.org
UE locations	Randomly scattered
Ship location	Moving N-S along the coast
Ship speed	10 m/s (~20 knots)
Ray-tracing SW	MATLAB Ray-tracer
Ray-tracing Frequency	3.6 GHz
Emulation Frequency	1 GHz
Signal bandwidth	20 MHz

# Twinning OTA Indoor Testbed Arena (45001 - 45003)

**Scope:** Twin Arena.

Arena is an **open-access** wireless platform based on an **indoor 64-antenna ceiling grid** connected to programmable **SDRs** for **sub-6 GHz 5G+** spectrum research.

- 42 nodes
  - 32 BSs (Arena antennas)
  - 10 UEs (8 static, 2 mobile)
- Matlab Ray-tracer.
- Frequencies: 1-2.4 GHz.



L. Bertizzolo, L. Bonati, E. Demirors, A. Al-Shawabka, S. D'Oro, F. Restuccia, and T. Melodia, "Arena: A 64-antenna SDR-based Ceiling Grid Testing Platform for Sub-6 GHz 5G-and-Beyond Radio Spectrum Research," Computer Networks, 2020

D. Villa, M. Tehrani-Moayyed, C. Robinson, L. Bonati, P. Johari, M. Polese, S. Basagni, T. Melodia, "Colosseum as a Digital Twin: Bridging Real-World Experimentation and Wireless Network Emulation," pp 1-15, IEEE Transactions on Mobile Computing, in press, 2024.

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# Current & Future Developments

# Dynamic Scenarios in Colosseum

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## Goal

Enable the creation of dynamic scenarios in Colosseum

## Tools

- *Dynscen*: Dynamic Scenario Generator
  - *Colossumo*: Integration with SUMO
  - *TwinNet*: Live communications with Colosseum
- *Boston Twin*: A dataset for realistic, large-scale ray-tracing simulation

# Simulation of Urban Mobility (SUMO)

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- Open-Source Road Traffic Simulator<sup>1</sup>
- Leverages OpenStreetMap (OSM) or custom road graphs to create realistic traffic flows
- Various models already available for large European cities
  - Luxemburg, Munich, Turin, Bologna, etc
- Usually coupled with Network simulators:
  - Veins<sup>2</sup> integrates Omnet++
  - Eclipse Mosaic<sup>3</sup> integrates with either NS3 or Omnet++



<sup>1</sup> <https://sumo.dlr.de/docs/index.html>

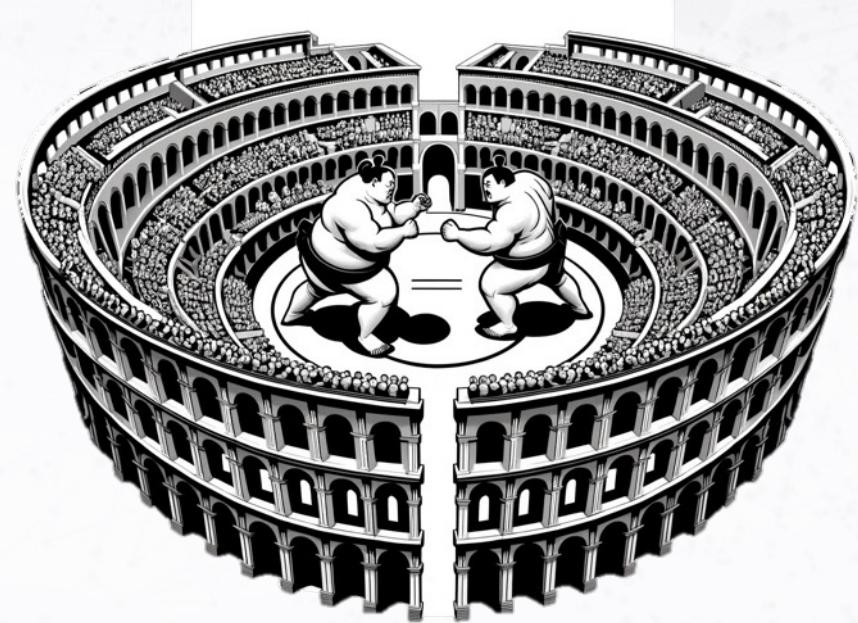
<sup>2</sup> <https://veins.car2x.org/>

<sup>3</sup> <https://www.dcaiti.tu-berlin.de/research/simulation/>

# Real-time Control of Radio Scenarios – Vehicular Networks

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- Framework for live communication between a simulation and emulation platform
  - Colosseum as HIL Emulator for RF comms
  - SUMO as vehicular Simulator
  - Leverages MQTT
  - Validation with a 5G-enabled vehicular application
- Future plans:
  - Validate O-RAN use-cases for Vehicular communication
  - Replace Simulation with real-world RAN

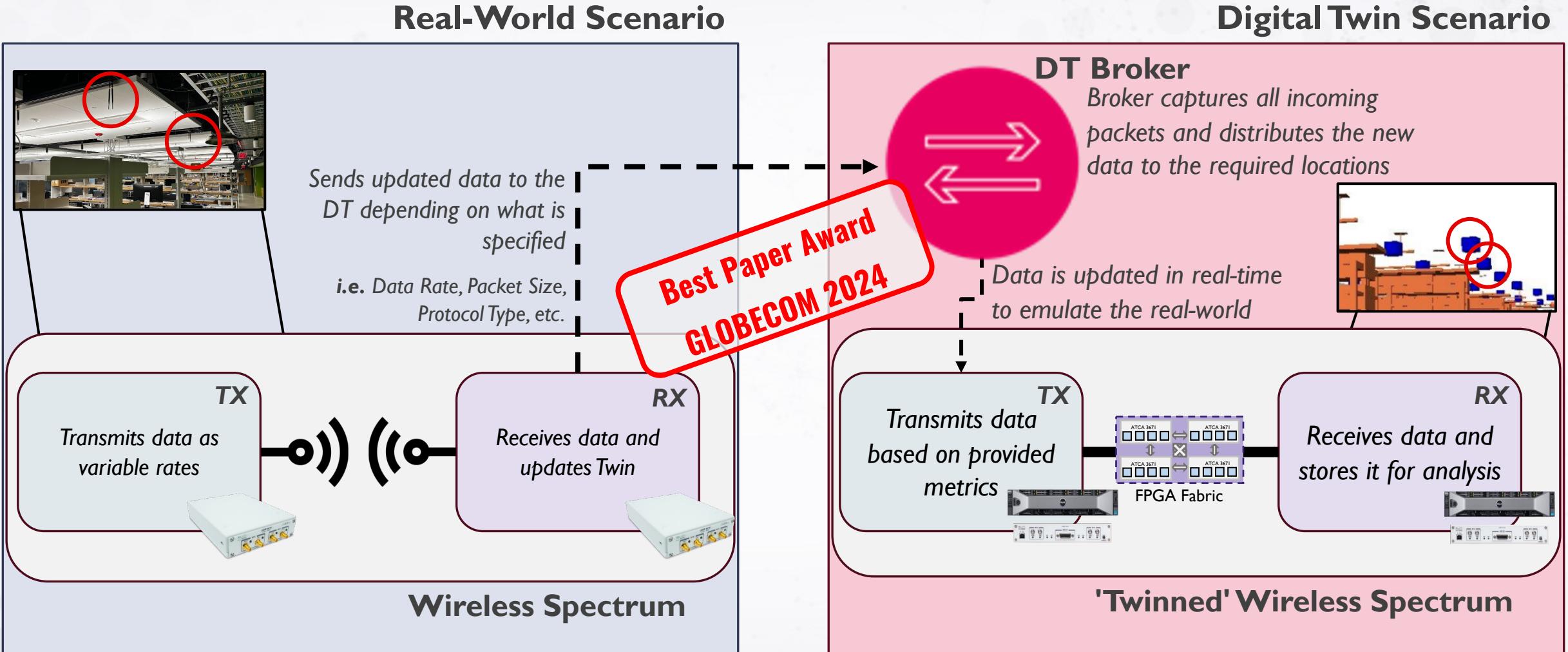


G. Gemmi, P. Johari, P. Casari, M. Polese, T. Melodia, and M. Segata, "ColosSUMO: Evaluating Cooperative Driving Applications with Colosseum", in **Proc. of the IEEE Vehicular Networking Conference (VNC)**, Kobe, Japan, May 2024. **Best Short Paper Award**



Public Wireless Supply Chain  
**INNOVATION FUND**

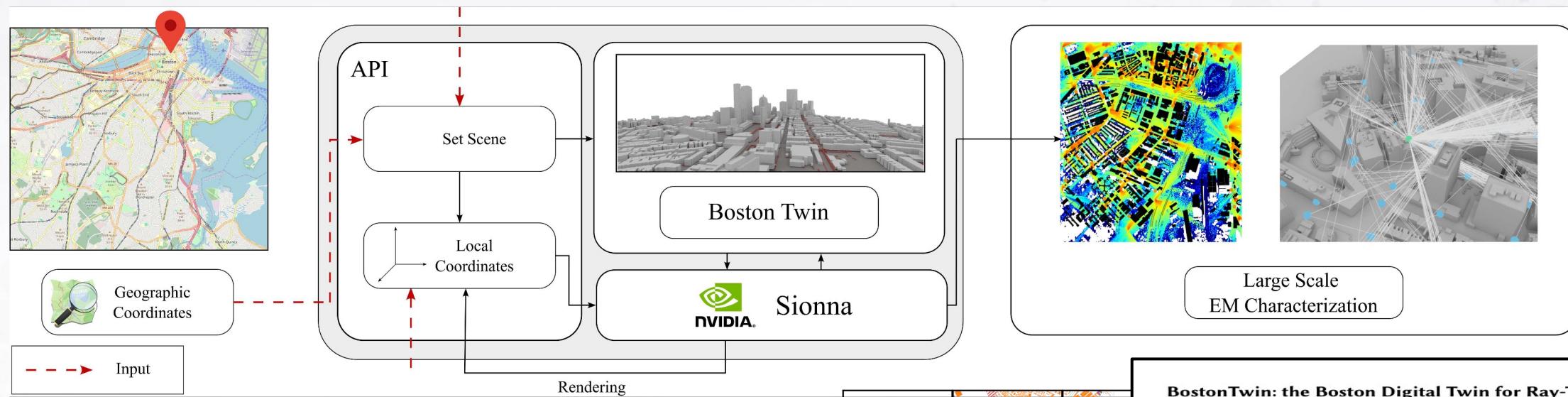
# TwiNet: Digital Twin Connection Through MQTT



C. Robinson, A. Lacava, P. Johari, F. Cuomo, T. Melodia, "[TwiNet: Connecting Real World Networks to their Digital Twins Through a Live Bidirectional Link](#)," in Proc. of IEEE Global Communications Conference (GLOBECOM), Cape Town, South Africa, December 2024. **Best Paper Award**.

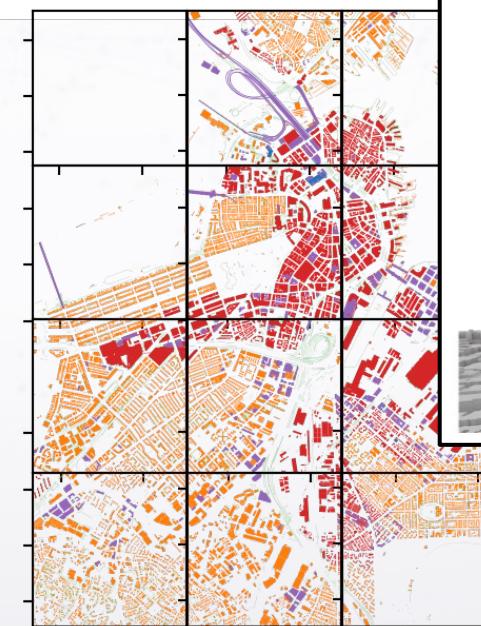
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# Large-scale Ray Tracing with Real-World 3D Models



## Boston Twin

- Format compatible with multiple ray tracers (Sionna, Opal, etc)
- Geolocated -> easy to interface from OpenStreetMap, SUMO, etc..
- Add your points of interest (base stations, RF sensors, RA antennas, etc)



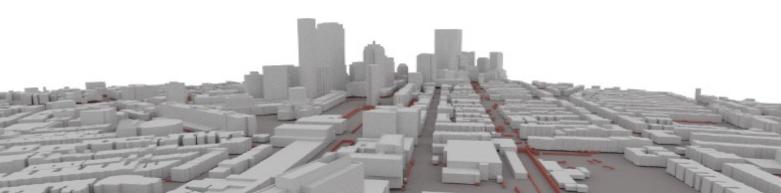
**BostonTwin: the Boston Digital Twin for Ray-Tracing in 6G Networks**

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Thank You! (Questions?)



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