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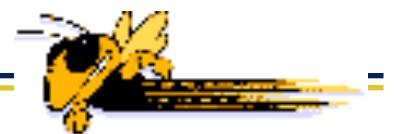
# ***Delay-and-Sum Beamforming for Plane Waves***

**ECE 6279: Spatial Array Processing  
Fall 2013  
Lecture 6**

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# Where We Are in J&D

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- **Lecture material drawn from:**
  - Secs. 4.1, 4.1.2, 4.2.1 (up to but not including “Point Focusing” part on p. 123), 4.2.3
- **Next lecture:**
  - Secs. 4.1.1, 4.1.3, 4.2.1 (“Point Focusing” part on p. 123)



# Integrating Across Apertures

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- Here's one way aperture smoothing functions show up
- Typically integrate across the aperture

$$z(t) = \int_{-\infty}^{\infty} w(\vec{x}) f(\vec{x}, t) d\vec{x}$$

- “Input” a monochromatic plane wave to the “system”

$$f(\vec{x}, t) = \exp\{j(\omega^0 t - \vec{k}^0 \cdot \vec{x})\}$$

$$z(t) = \exp(j\omega^0 t) \underbrace{\int_{-\infty}^{\infty} w(\vec{x}) \exp(-jk^0 \cdot \vec{x}) d\vec{x}}_{W(-\vec{k}^0)}$$



# Delay-and-Sum Beamforming

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- Array of  $M$  sensors at positions  $\vec{x}_0 \dots \vec{x}_{M-1}$
- For convenience, put the phase center at the origin

$$\sum_{m=0}^{M-1} \vec{x}_m = \vec{0}$$

- Delay-and-sum beamforming

$$z(t) \equiv \sum_{m=0}^{M-1} w_m y_m(t - \Delta_m)$$



# Beamforming for Plane Waves

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$$f(\vec{x}, t) = s(t - \vec{\alpha}^0 \cdot \vec{x})$$
$$\vec{\alpha}^0 = \vec{\xi}^0 / c$$

$$y_m(t) = s(t - \vec{\alpha}^0 \cdot \vec{x}_m)$$
$$z(t) = \sum_{m=0}^{M-1} w_m y_m(t - \Delta_m)$$
$$= \sum_{m=0}^{M-1} w_m s(t - \Delta_m - \vec{\alpha}^0 \cdot \vec{x}_m)$$



# When Things Line Up

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$$z(t) = \sum_{m=0}^{M-1} w_m s(t - \Delta_m - \vec{\alpha}^0 \cdot \vec{x}_m)$$

- If we pick

$$\Delta_m = -\vec{\alpha}^0 \cdot \vec{x}_m = \frac{-\vec{\zeta}^0 \cdot \vec{x}_m}{c}$$

**then we get the signal back!**

$$z(t) = \sum_{m=0}^{M-1} w_m s(t) = s(t) \cdot \left[ \sum_{m=0}^{M-1} w_m \right]$$



# When They Don't

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$$z(t) = \sum_{m=0}^{M-1} w_m s(t - \Delta_m - \vec{\alpha}^0 \cdot \vec{x}_m)$$

- More generally, if we pick

$$\Delta_m = -\vec{\alpha} \cdot \vec{x}_m = \frac{-\vec{\zeta} \cdot \vec{x}_m}{c}$$

then we get a degraded version of the signal

$$z(t) = \sum_{m=0}^{M-1} w_m s(t + (\vec{\alpha} - \vec{\alpha}^0) \cdot \vec{x}_m)$$



# Strategy for Parameter Estimation

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$$z(t) \equiv \sum_{m=0}^{M-1} w_m y_m(t - \Delta_m)$$
$$\Delta_m = -\vec{\alpha} \cdot \vec{x}_m = \frac{-\vec{\xi} \cdot \vec{x}_m}{c}$$

- **Find parameter that maximizes energy in  $z(t)$** 
  - Radar and sonar: If you know  $c$ , sweep  $\vec{\xi}$  to find direction of arrival
  - Seismology: If you know  $\vec{\xi}$ , sweep  $c$  to find wave speed (determines material properties)



# Monochromatic Plane Waves (1)

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$$\begin{aligned} f(\vec{x}, t) &= \exp\{j\omega^0(t - \vec{\alpha}^0 \cdot \vec{x})\} \\ &= s(t - \vec{\alpha}^0 \cdot \vec{x}) \end{aligned}$$

**where**  $s(t) = \exp(j\omega^0 t)$

- **Plane wave delay-and-sum beamformer response**

$$\begin{aligned} z(t) &= \sum_{m=0}^{M-1} w_m s(t + (\vec{\alpha} - \vec{\alpha}^0) \cdot \vec{x}_m) \\ &= \sum_{m=0}^{M-1} w_m \exp(j\omega^0 [t + (\vec{\alpha} - \vec{\alpha}^0) \cdot \vec{x}_m]) \end{aligned}$$



# Monochromatic Plane Waves (2)

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$$z(t) = \sum_{m=0}^{M-1} w_m \exp(j\omega^0 [t + (\vec{\alpha} - \vec{\alpha}^0) \cdot \vec{x}_m])$$

$$= \left[ \sum_{m=0}^{M-1} w_m \exp(j\omega^0 (\vec{\alpha} - \vec{\alpha}^0) \cdot \vec{x}_m) \right] \exp(j\omega^0 t)$$

**Recall**  $\vec{k}^0 = \omega^0 \vec{\alpha}^0$

$$= \left[ \sum_{m=0}^{M-1} w_m \exp(j(\omega^0 \vec{\alpha} - \vec{k}^0) \cdot \vec{x}_m) \right] \exp(j\omega^0 t)$$



# Monochromatic Plane Waves (3)

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$$\begin{aligned} z(t) &= \left[ \sum_{m=0}^{M-1} w_m \exp(j(\omega^0 \vec{\alpha} - \vec{k}^0) \cdot \vec{x}_m) \right] \exp(j\omega^0 t) \\ &= W(\omega^0 \vec{\alpha} - \vec{k}^0) \exp(j\omega^0 t) \end{aligned}$$

**where the aperture smoothing function is**

$$W(\vec{k}) = \sum_{m=0}^{M-1} w_m \exp(j\vec{k} \cdot \vec{x}_m)$$

**Also called the array pattern**



# General Wavefields

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$$f(\vec{x}, t) = \frac{1}{(2\pi)^4} \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} F(\vec{k}, \omega) \underbrace{\exp\{j(\omega t - \vec{k} \cdot \vec{x})\}}_{\text{Delay-and-sum beamformer focused on } \vec{\alpha}} d\vec{k} d\omega$$

**Delay-and-sum  
beamformer  
focused on  $\vec{\alpha}$**

$$z(t) = \frac{1}{(2\pi)^4} \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} F(\vec{k}, \omega) \underbrace{W(\omega \vec{\alpha} - \vec{k})}_{\text{Delay-and-sum beamformer focused on } \vec{\alpha}} \exp(j\omega t) d\vec{k} d\omega$$



# General Plane Waves (1)

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$$f(\vec{x}, t) = s(t - \vec{\alpha}^0 \cdot \vec{x})$$

$$F(\vec{k}, \omega) = S(\omega)(2\pi)^3 \delta(\vec{k} - \omega \vec{\alpha}^0)$$

$$z(t) = \frac{1}{(2\pi)^4} \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} F(\vec{k}, \omega) W(\omega \vec{\alpha} - \vec{k}) \exp(j\omega t) d\vec{k} d\omega$$

$$= \frac{1}{2\pi} \int_{-\infty}^{\infty} S(\omega) W(\omega[\vec{\alpha} - \vec{\alpha}^0]) \exp(j\omega t) d\omega$$

$$Z(\omega) = S(\omega) W(\omega[\vec{\alpha} - \vec{\alpha}^0])$$



# General Plane Waves (2)

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$$Z(\omega) = S(\omega)W(\omega[\vec{\alpha} - \vec{\alpha}^0])$$

- **If we pick  $\vec{\alpha} = \vec{\alpha}^0$**

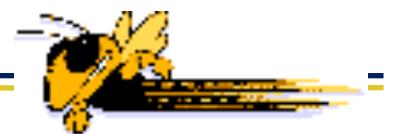
$$Z(\omega) = S(\omega)W(0)$$

$$z(t) = s(t)W(0)$$

**we get the original signal back!**

- **If we pick  $\vec{\alpha} \neq \vec{\alpha}^0$**

**we get a filtered version**



# Uniform Linear Array (1)

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- From earlier slide, the response of delay-and-sum beamformer (tuned to  $\vec{\alpha}$ ) to a monochromatic plane wave is

$$z(t) = W(\omega^0 \vec{\alpha} - \vec{k}^0) \exp(j\omega^0 t)$$

- For a linear uniform array from the last lecture

$$W(\vec{k}) = \frac{\sin(Mk_x d / 2)}{\sin(k_x d / 2)}$$

$$W(\omega^0 \vec{\alpha} - \vec{k}^0) = \frac{\sin(M[\omega^0 \alpha_x - k_x^0]d / 2)}{\sin([\omega^0 \alpha_x - k_x^0]d / 2)}$$



# Uniform Linear Array (2)

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- Using  $k_x = \omega^0 \alpha_x$

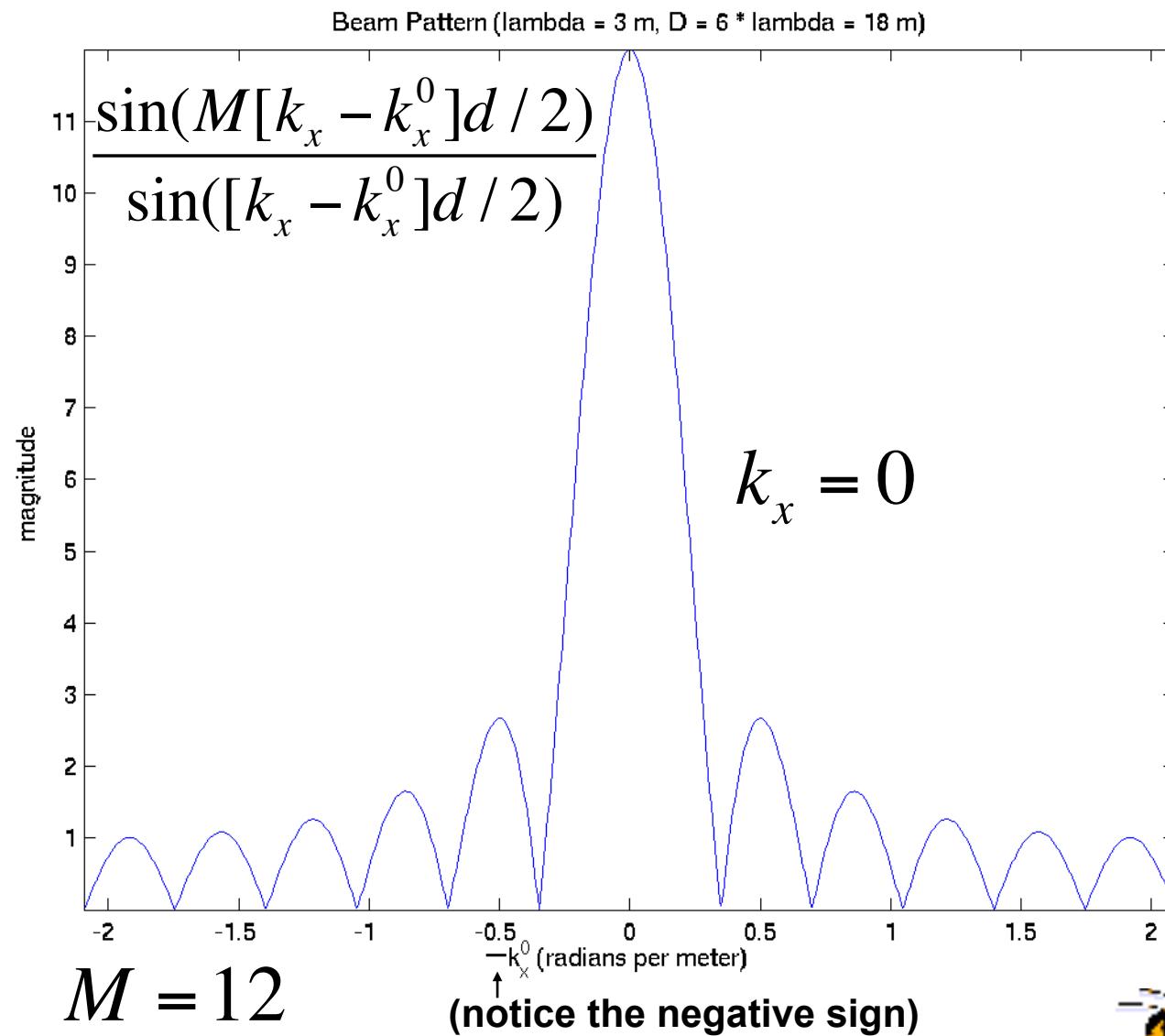
$$W(k_x - k_x^0) = \frac{\sin(M[k_x - k_x^0]d / 2)}{\sin([k_x - k_x^0]d / 2)}$$

- In terms of angles, let  $k_x = -(2\pi / \lambda) \sin(\phi)$

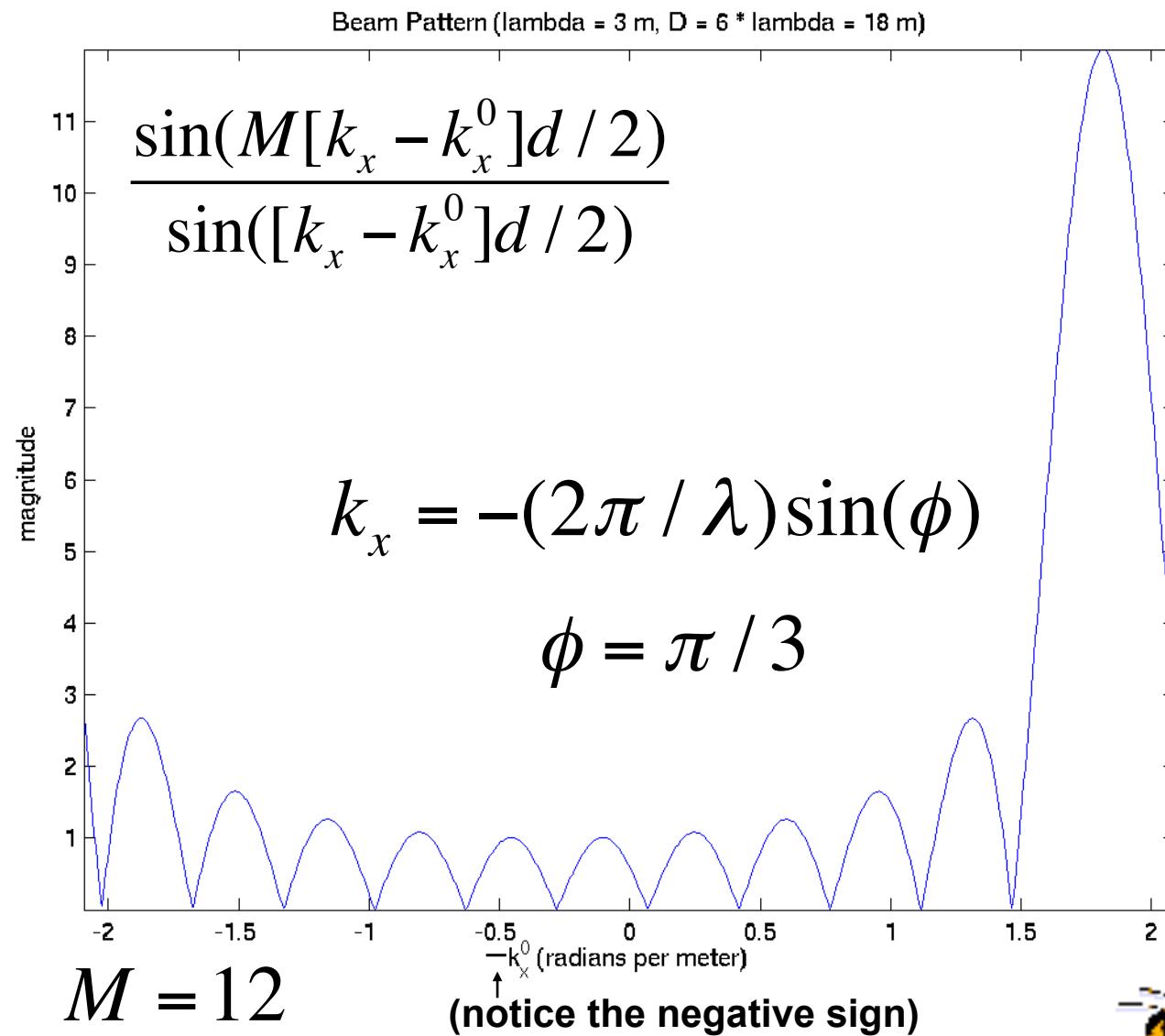
$$W(k_x - k_x^0) = \frac{\sin\left(M \frac{\pi}{\lambda} [\sin \phi^0 - \sin \phi] d\right)}{\sin\left(\frac{\pi}{\lambda} [\sin \phi^0 - \sin \phi] d\right)}$$



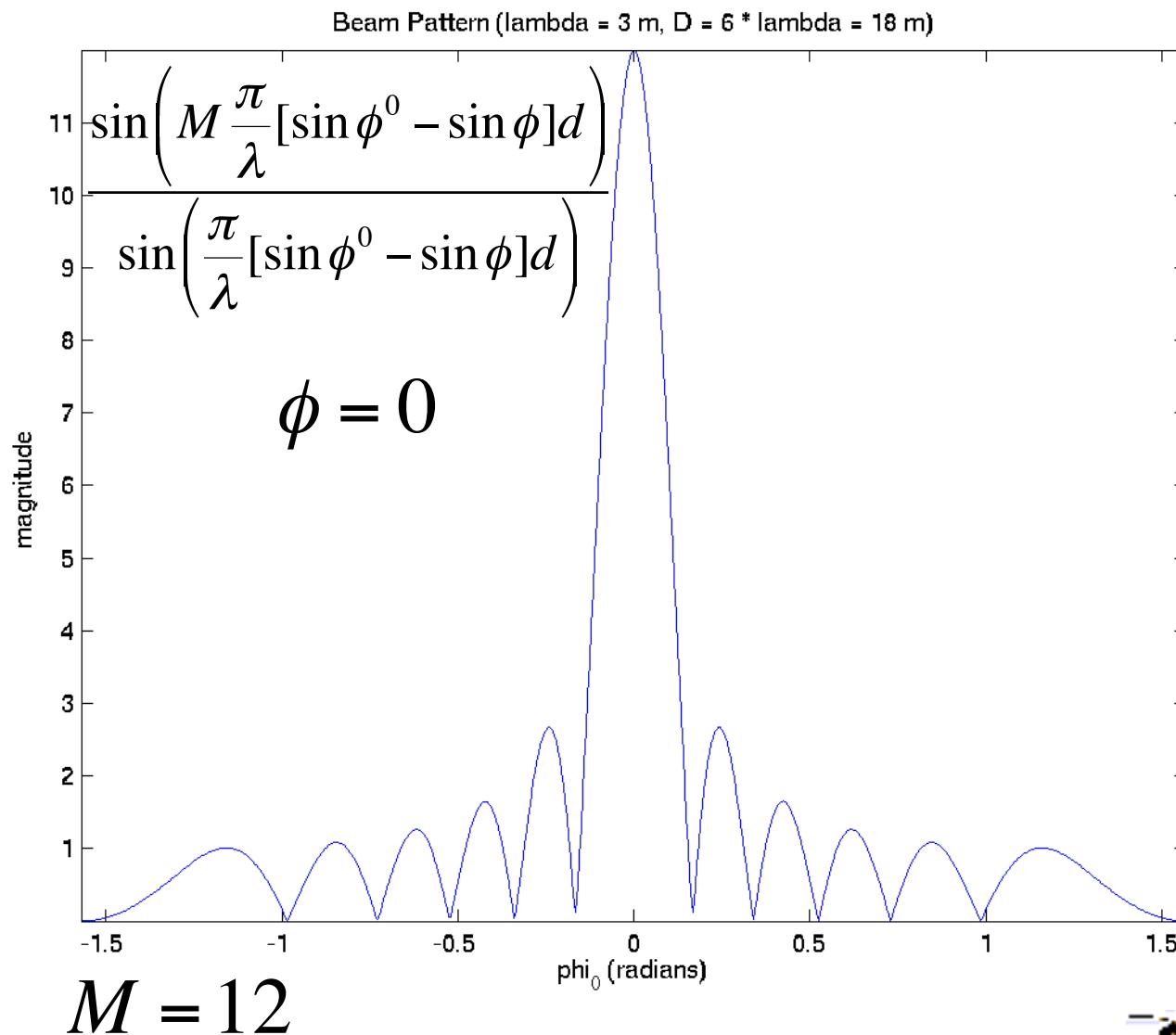
# Beam Pattern (Boresight)



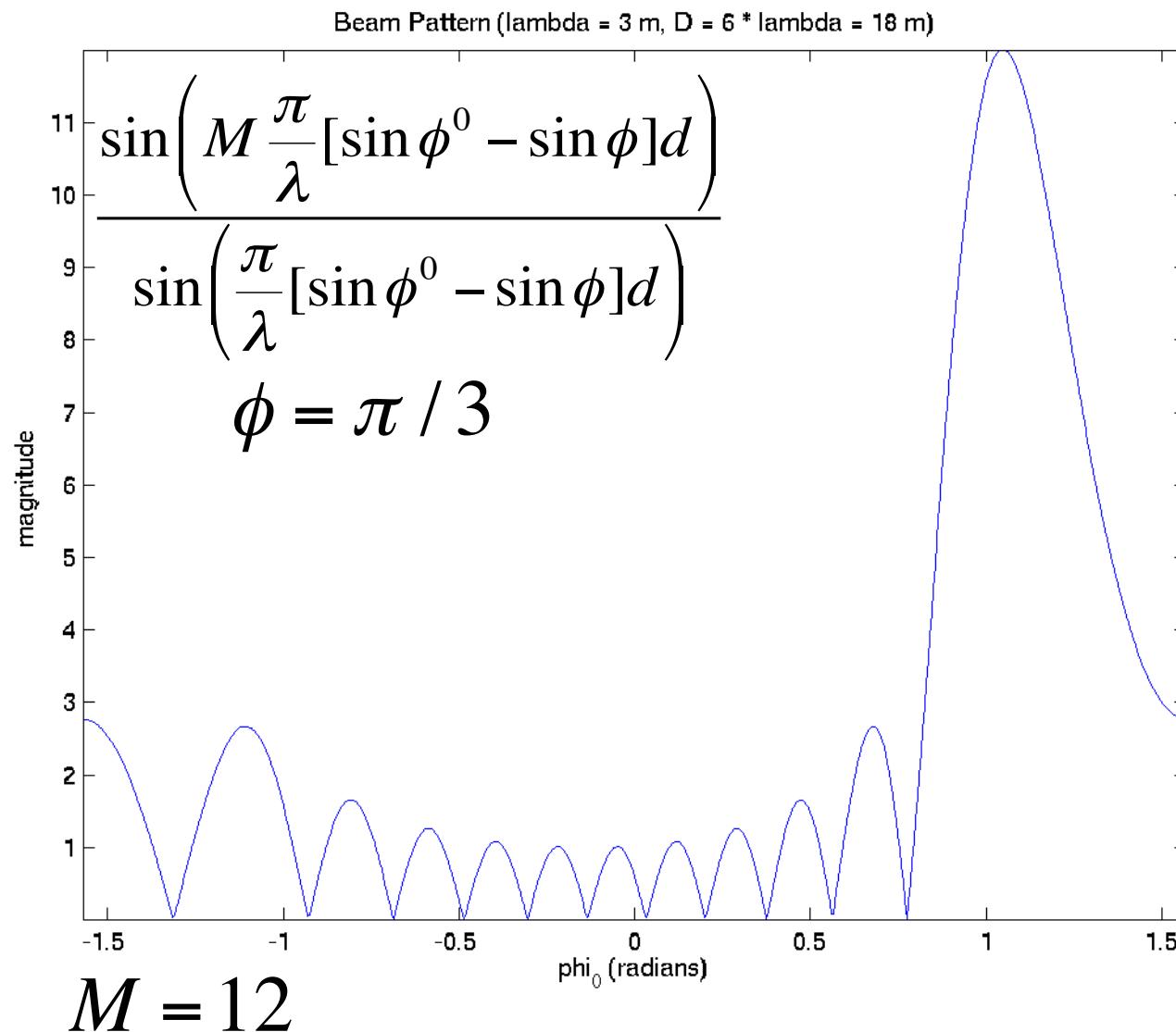
# Beam Pattern (60°)



# Beam Pattern (Boresight)



# Beam Pattern (60°)



# Terminology

**Beampattern:** fix  $\vec{\alpha} = \vec{k} / \omega = k \vec{\xi} / \omega$ ,  $k \equiv |\vec{k}|$

$$func(\omega^0, \vec{k}^0) = W(\omega^0 \vec{\alpha} - \vec{k}^0) = W\left(\omega^0 \frac{\vec{k}}{\omega} - \vec{k}^0\right)$$

If  $\vec{k} = k^0 \vec{\xi}$ ,  $\omega = \omega^0$ :  $func(\vec{\xi}^0) = W(k^0 [\vec{\xi} - \vec{\xi}^0])$

**Steered response:** fix  $\omega^0, \vec{k}^0$

$$func(\vec{\alpha}) = W(\omega^0 \vec{\alpha} - \vec{k}^0) = W\left(\omega^0 \frac{\vec{k}}{\omega} - \vec{k}^0\right)$$

If  $\vec{k} = k^0 \vec{\xi}$ ,  $\omega = \omega^0$ :  $func(\vec{\xi}) = W(k^0 [\vec{\xi} - \vec{\xi}^0])$

