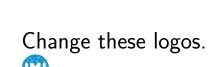
# INSERT POSTER TITLE









Author hw454@bath.ac.uk Supervisors: Co-SuperVisors, Supervisors University

Who are we? CHANGE THIS TO THE TITLE OF YOUR FIRST COLLUMN.

#### PhD Student BLOCK TITLE

#### BLOCK TEXT H.

#### Wragg

SAMBa aligned PhD student at the University of Bath.



### Supervisors BLOCK TITLE

# **BLOCK TEXT Primary**

# **Supervisor:**

#### C. Budd

Professor of Applied Mathematics at the University of Bath and Professor of Mathematics at the Royal Institution of Great Britain.

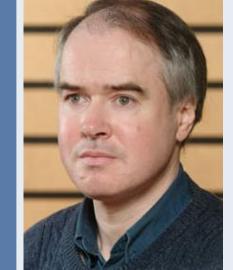
# Secondary Supervisor:

#### R. Watson

Senior Lecturer in the department of Electronic and Electrical Engineering at the University of Bath.



## Industrial Supervisors BLOCK TITLE



BLOCK TEXT K. Briggs A research mathematician, for BT TSO at Adastral Park.

M. Fitch A research engineer for BT TSO at Adastral Park.



# The Project

### AIM BLOCK TITLE

#### **BLOCK TEXT**

- Create an accurate model and reduce the time it takes to simulate indoor-to-indoor WiFi propagation in a domestic environment.
- Use the model to optimize the location of low powered base stations.

### Proposed method BLOCK TITLE

#### **BLOCK TEXT**

- Use intelligent algorithms and adaptive mesh techniques to decrease execution time.
- Compare simulation results to PDE models and to measured results from BT.
- Develop a stochastic model for the environment.
- Optimize the location of the transmitter using the developed model.

### High frequency BLOCK TITLE

# BLOCK TEXT BLOCK TEXT

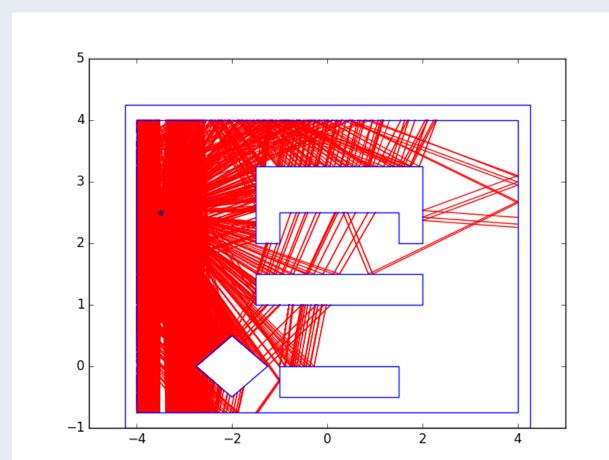


Figure: The rays propagating from the transmitter.

- The signal strength can be calculated along the trajectory of the ray.
- This takes into account the loss from the distance travelled, and from the interactions with the furniture.

#### **BLOCK TEXT**

- Since the waves we are looking at are at a high frequency (typically of the order of 3GHz, but sometimes going higher) we can model them using ray-tracing.
- This is very computationally costly to run and requires lots of input information.

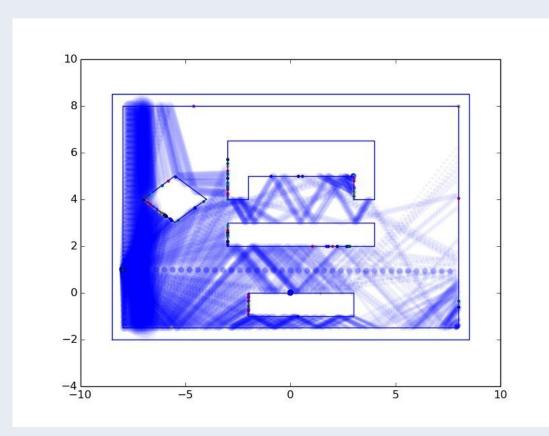
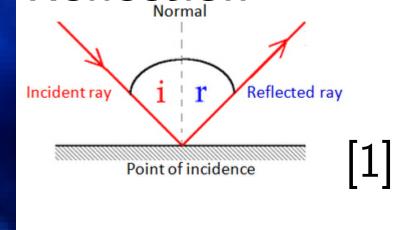


Figure: The signal strength along the ray trajectories.

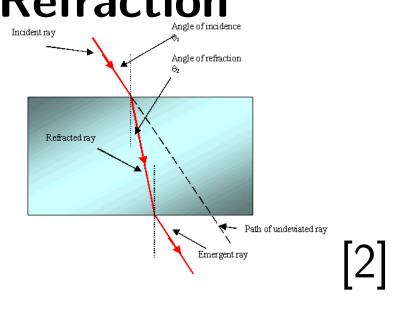
**Collisions BLOCK TITLE** 

BLOCK TEXT Colliding with an object causes a loss in the signal power.

## Reflection



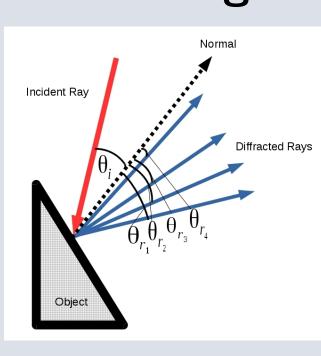
Refraction



**BLOCK TEXT After** colliding with an object at some angle of incidence i, a ray is then reflected at an angle of reflection r. **BLOCK TEXT When** a ray travels through an object, it is refracted slightly

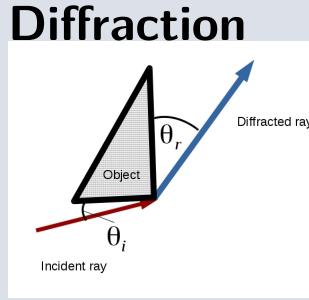
towards the normal.

## Scattering



When colliding with a rough surface, a ray can scatter. This can be unpredictable, and can be computationally costly to simulate.

**BLOCK TEXT** 



BLOCK TEXT Collision with the corner of an object causes the ray to diffract, which is also difficult to predict.

### References

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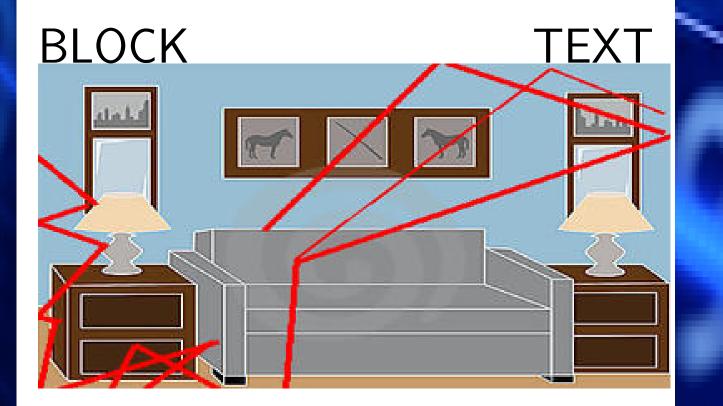
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# Domestic environment **BLOCK TITLE**



#### **BLOCK TEXT**

- A domestic environment is very cluttered, which reduces the number of line-of-sight paths.
- Each collision results in the wave having a combination of reflections, diffractions, and refractions.

# Where? TITLE

### Adastral Park BLOCK TITLE



BLOCK **TEXT** Adastral Park is home