

# Decoding of Alternating Codes using Fast Fourier Transforms

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Alternating codes

Powerful and robust

Decoding

Classical

FFTs

Implementations

Wide band (plasma line)

Narrow band (multi region)

Speed improvements

Summary

# Alternating codes

Used in all EISCAT Common Programs

Powerful

- Side lobe free

- Same code for all altitudes

- All transmitter power used at all altitudes

Robust

- Background removed in the decoding process

- Taken at target ranges

Need stable target over the cycle time

# Alternating codes

Oversampling relative the bit length

Fractional lags

Reduces code cycle

Improved height resolution

Lower ranges

Wider frequency band

Higher ranges

Increased computations

# Classical decoding

Make all lagged products

Keep different codes apart

Convolve lag profiles with decoding array

Sum codes together

All fractional lags kept apart

Enables higher resolution than bit length

# Decoding matrix

16 bit AC, Fractionality 3  
Gating 3

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# FFT decoding (1)

Gate samples according to the bit length

Apply decoding window

Same as the code

Do the transform

Zero padding

$\text{Code length} \leq \text{Number points} \leq 2 * \text{Code length}$

Sum power spectra

Make inverse transforms

ACFs

5 bit AC, Fractionality 3

## 16 bit AC, Fractionality 3

# FFT decoding (2)

Divide samples into bit lengths

Make transforms

$2 \times \text{Bit length}$

Sum power spectra depending on code

Sum all codes + number of bit ranges

Make inverse transform

ACF

Subtract the short ACF from the long ACF

Contribution only from bit length ranges



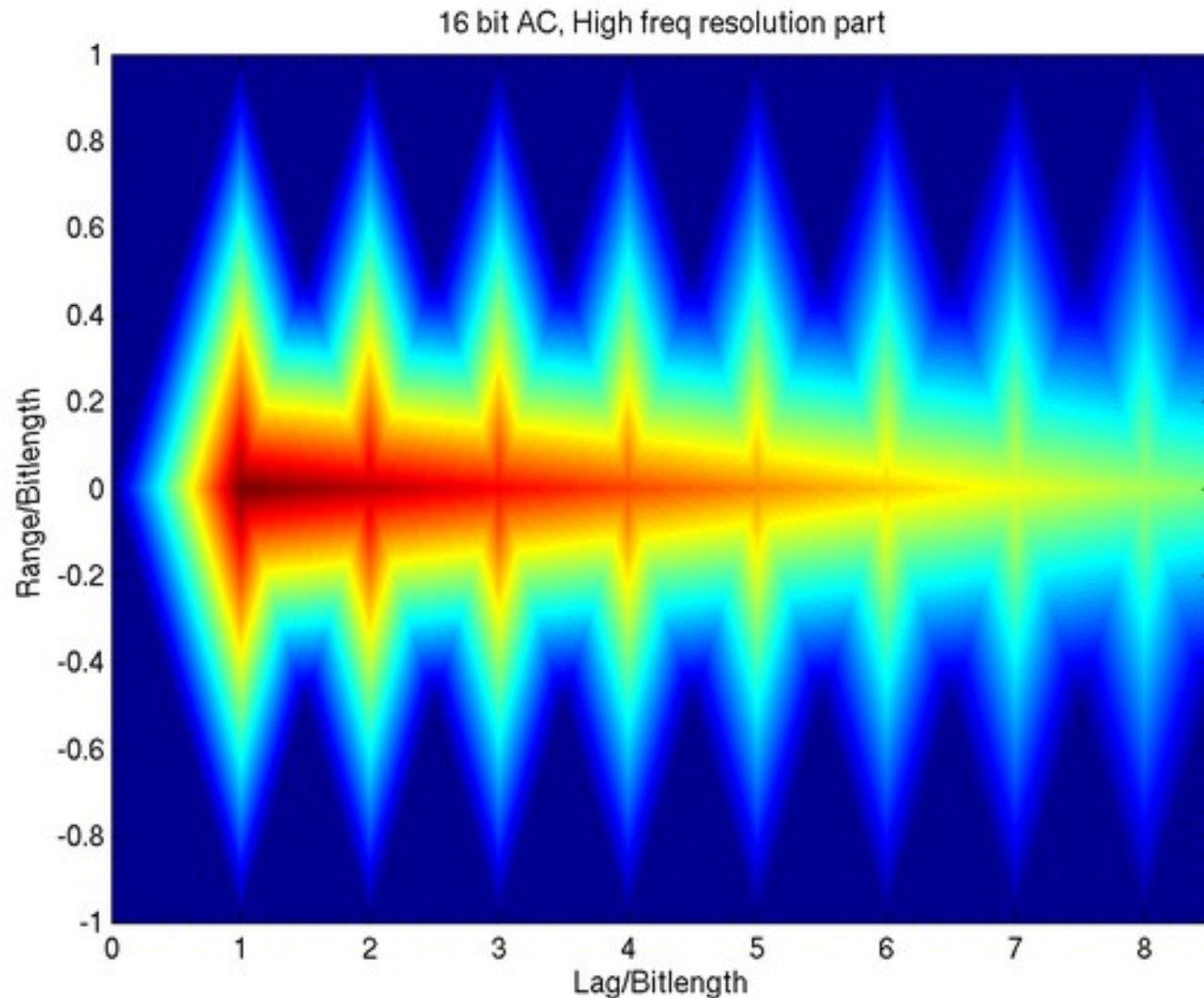
# Decoding matrix (FFT)

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16 bit AC, Fractionality 3  
Low res removed  
64 point FFT

# 16 bit AC, Fractionality 240

## Low res removed, 4096 point FFT



# FFT decoding (3)

Decode sorted short power spectra

Use (main) lag 1 decoding

Gives 1 gate more than the long ACF

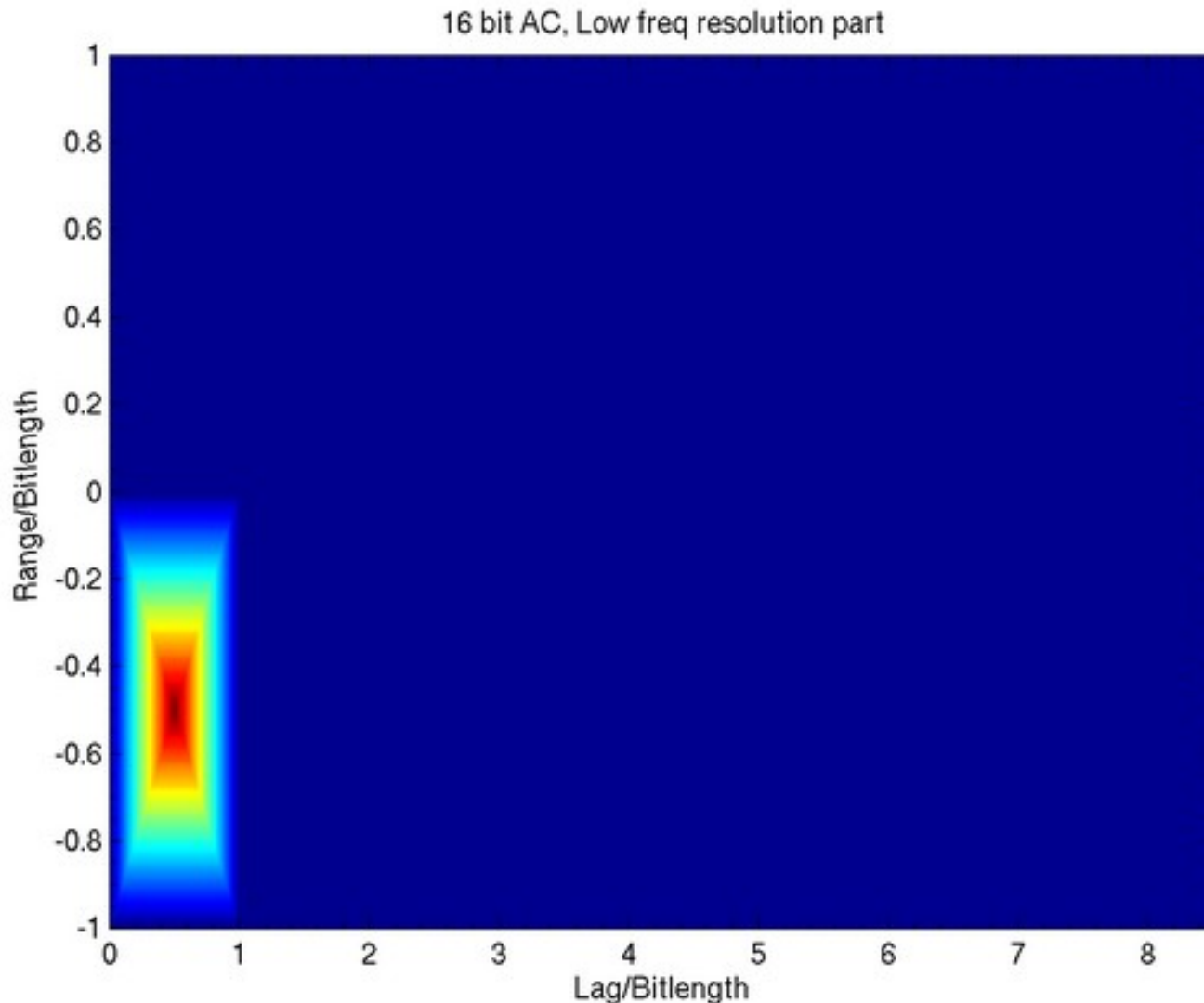
Make inverse transform

ACF

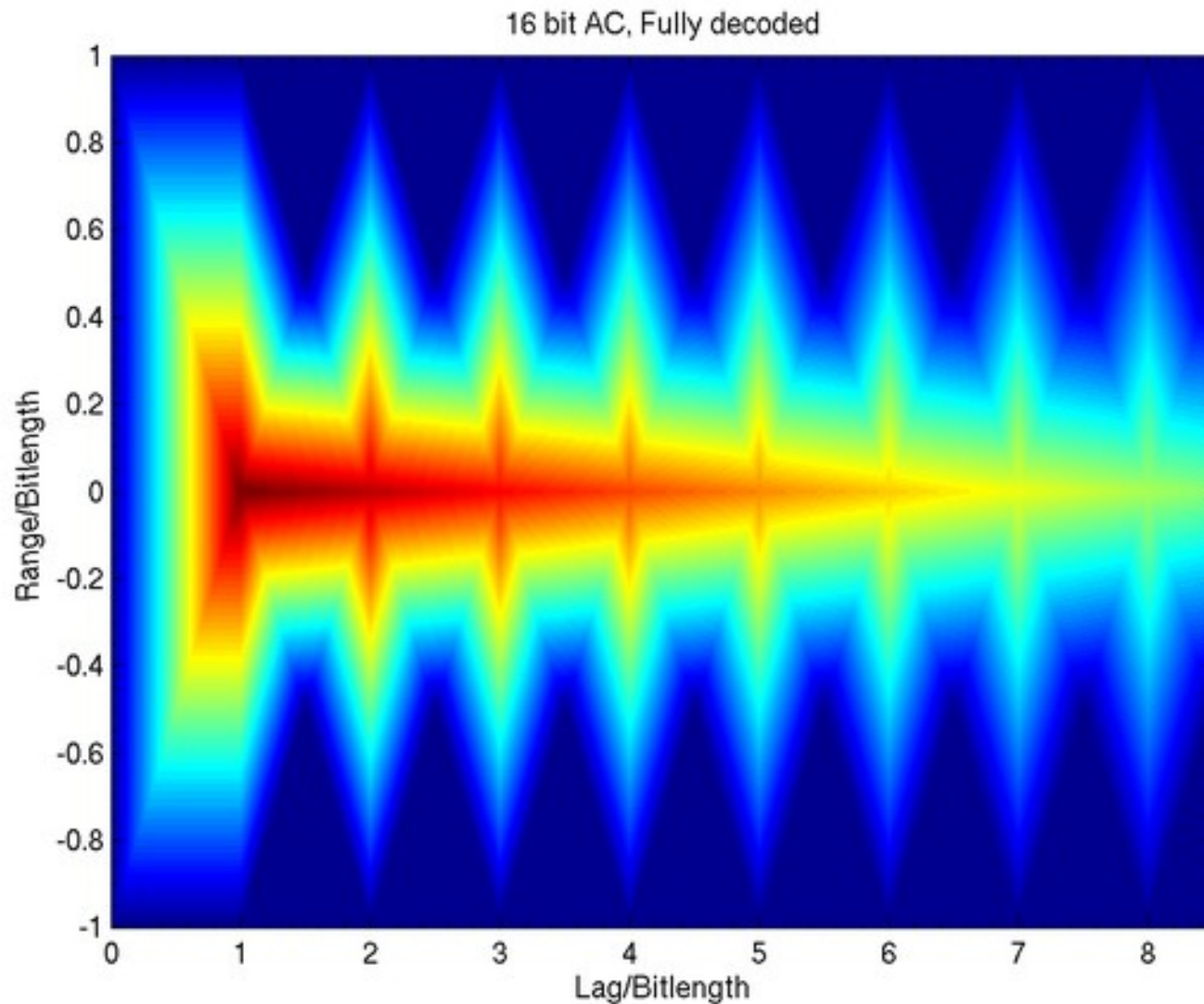
May add the two short ACFs to the long ACF

# 16 bit AC, Fractionality 240

## Low res decoded, 480 point FFT

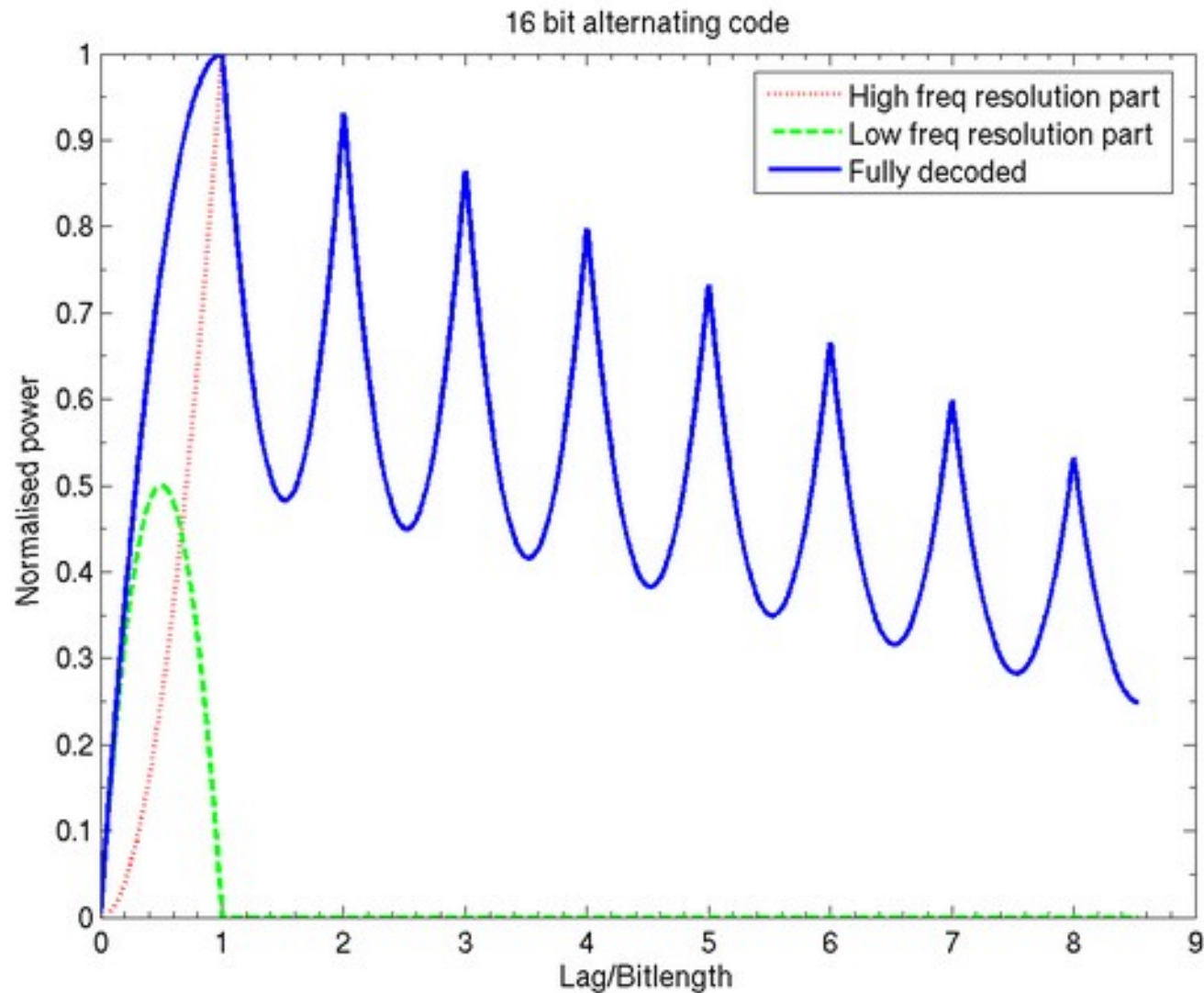


16 bit AC, Fractionality 240  
Fully decoded, 4096+480 point FFT



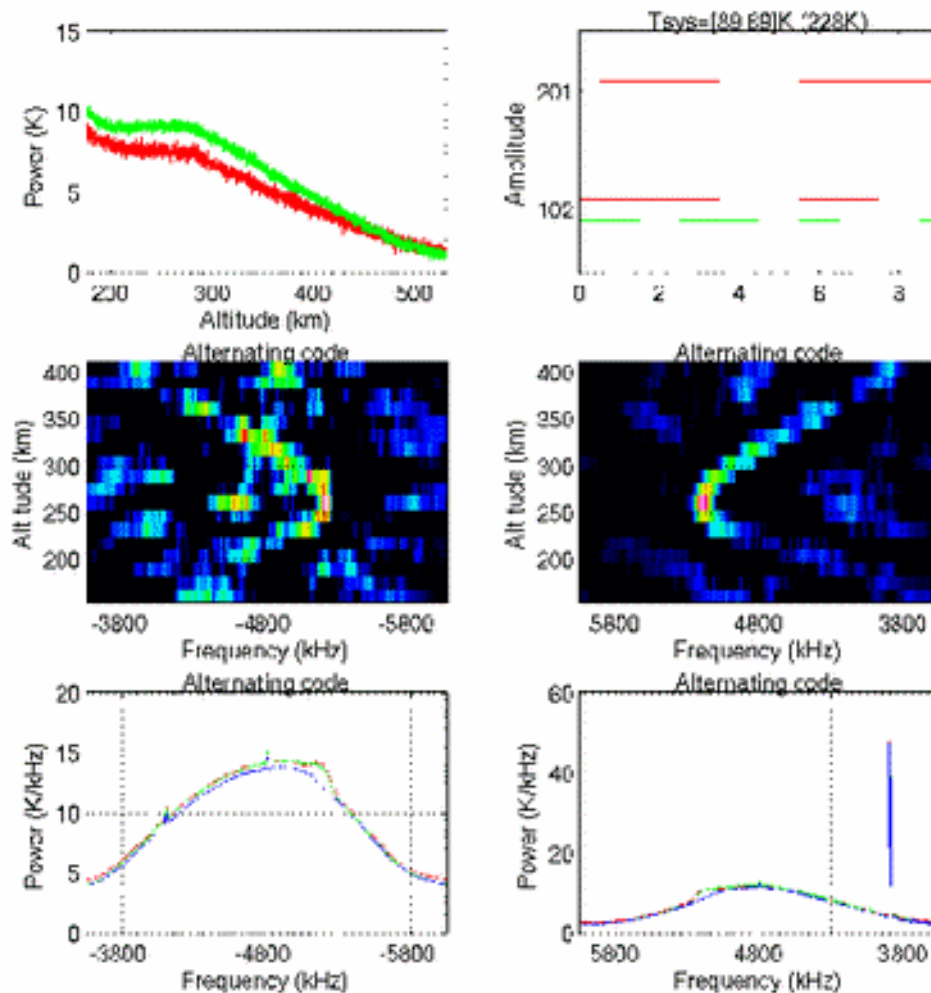
# 16 bit AC, Fractionality 240

## 4096+480 point FFT



# ESR Plasma line (steffe)

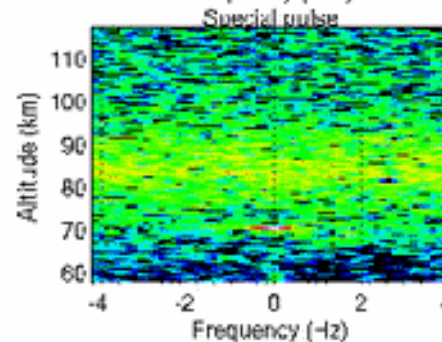
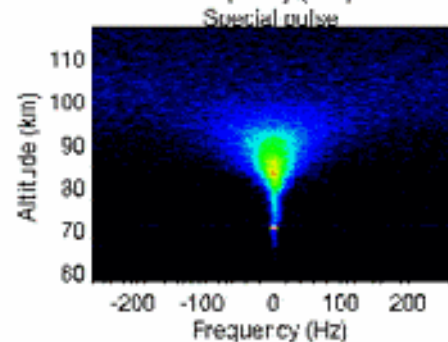
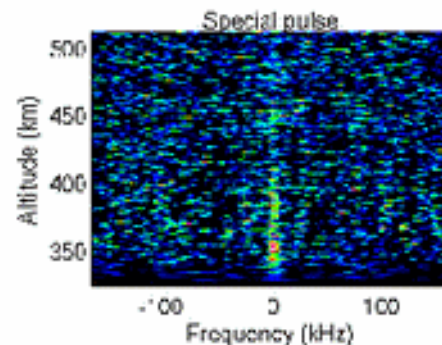
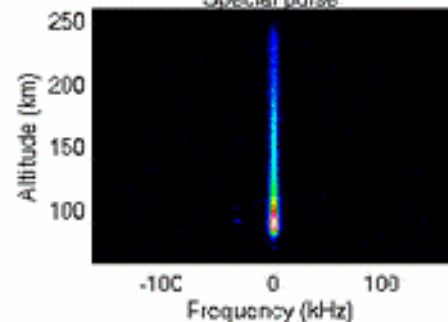
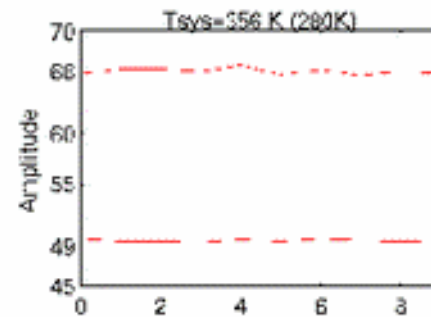
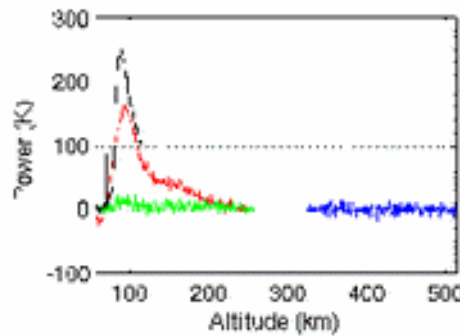
steffe 2005-04-18 1053:58 1798.4s 997kW 182.1/81.6



Pulse length =  $16 \times 96 \mu s$   
 Sampling interval =  $0.4 \mu s$   
 Fractionality = 240  
 Freq span =  $\pm 1.25$  MHz  
 Freq resolution = 610 Hz  
 Range resolution = 15 km  
 Number gates = 18

# VHF Ion line (manda)

2005-04-14 0927:54 60s 1437kW 90.0/90.0



Pulse length=64\*3  $\mu$ s  
Sampling interval=3  $\mu$ s

FFT decoding

Fractionality=1

E-region

128 pt FFT

450 gates

F-region

remote pulse

128 pt FFT

418 gates

FIR filtering

D-region

2048 pt FFT

132 gates



# Speed improvements

(Preliminary tests)

FFT (fftw) vs EISCAT lagprofiling

manda (64 lags) 4 times faster

steffe (2048 lags) 2500 times faster

? At about 30 lags the speeds are the same ?

# Combining of methods

Fractionality higher than 1

Low altitudes

Classic decoding

improved range resolution

Higher up

Range resolution given by bit length is acceptable

FFT decoding

improved calculation speed

may also use remote pulse

# Conclusions

FFT decoding is faster for most normal experiments

A combination of methods is best

Improved speed

- extended ranges

- higher resolution

- comparison preliminar

Statistics

- equal for fractionality=1

- else probably also (need to be checked)