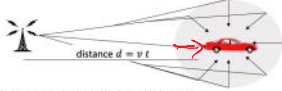


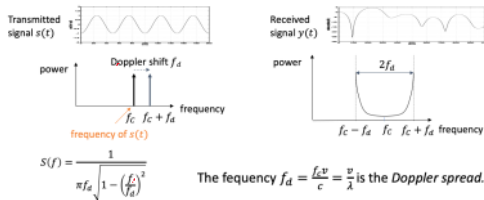
## Scattering: Doppler Spectrum

- In fading channels many signal replicas arrive at the receiver with different angles. The effect is a *Doppler spread* rather than a single shift.



- Received signal is the sum of all scattered waves.
- Doppler shift for each path depends on angle  $\theta$ , each path has a shift  $f \frac{v \cos \theta}{c}$ .
- Typically assume that the received energy is the same from all directions (uniform scattering).

## Jakes' Doppler spectrum



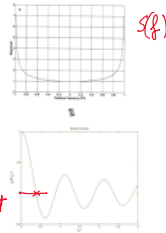
- The effect of movement is modelled as a stochastic process
- There are components at right and left

## Time varying channel

- The Doppler spectrum  $S(f)$  is the power spectral density of a sinusoid on a time varying channel.
- In the time domain  $\rho(t) = \int_0^{2\pi f_d t} S(f) \approx S(f)$  is the autocorrelation function.
- $\int_0^{2\pi x} \approx 0$  for  $x = \frac{1}{2} \Rightarrow$  The channel can be assumed uncorrelated for  $f_d T_c = \frac{1}{2}$ .
- Channel coherence time is

$$T_c = \frac{1}{2f_d}$$

$$f_d = \frac{f_c \cdot v_{max}}{c} = \frac{v_{max}}{\lambda_c}$$



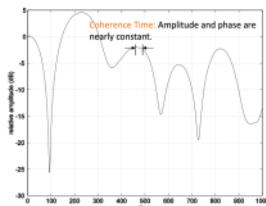
## Channel Coherence Time

- The *channel coherence time*  $T_c$  is defined as the time interval over which the channel can be approximated as constant.

$$T_c = \frac{1}{2f_d}$$

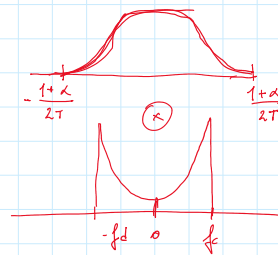
- In terms of distance, it is

$$d_c = v T_c = \frac{1}{2} \frac{c}{v} \frac{c}{f_c} = \frac{\lambda}{2}$$



## Doppler spectrum

- Doppler spread is a measure of the *spectral broadening* caused by motion.
- If the baseband signal bandwidth  $B_s \gg f_d$  then the effect of Doppler spread is negligible at the receiver and the channel is *slow fading*.
- If  $B_s < f_d$  then the channel is *fast fading* and the Doppler spread severely distorts the received signal, which often results in an irreducible BER and synchronization problems.
- Similar considerations can be made in terms of symbol duration
  - A channel is *slow fading* if  $T_c > T$ .
  - A channel is said to be *fast fading* if  $T_c < T$ .



$$S_s(f) \otimes S_d(f)$$

$$f_d \ll B_s$$

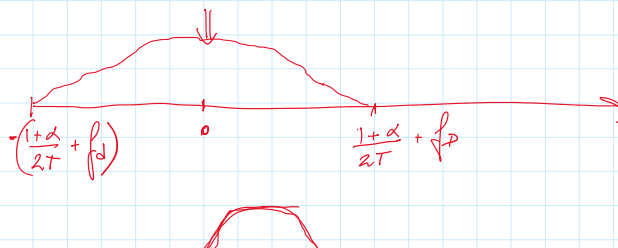
$$S_D(f) \sim \delta(f - f_c)$$

## Fading channel example

- Consider a transmission at  $f_c = 2.1$  GHz in a suburban area (delay spread  $\sigma_\tau = 2 \mu s$ ) to a user moving at a speed 90 km/h  $\Rightarrow v = 25$  m/s. The signal bandwidth is  $B_s = 2$  MHz  $\Rightarrow$  the symbol time can be approximated as  $T \sim \frac{1}{B_s} = 500$  ns.

- The Doppler spread is

$$f_d = \frac{f_c v}{c} = \frac{2.1 \cdot 10^9 \cdot 25}{3 \cdot 10^8} = 175 \text{ Hz} \Rightarrow T_c = \frac{1}{2f_d} \sim 3 \text{ ms.}$$

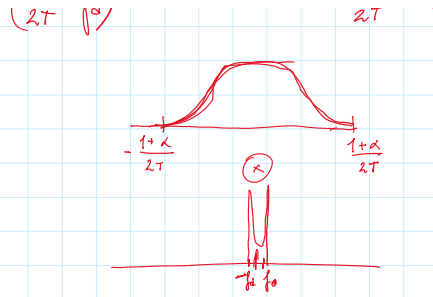


signal bandwidth is  $B_s = 2 \text{ MHz} \Rightarrow$  the symbol time can be approximated as  $T \sim \frac{1}{B_s} = 500 \text{ ns}$ .

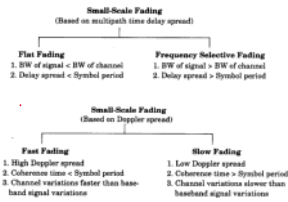
- The Doppler spread is

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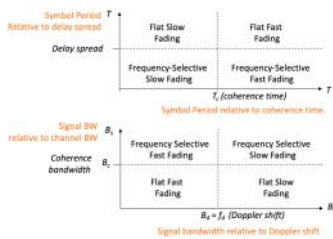
- The channel coherence bandwidth is  $B_c = \frac{1}{\sigma_\tau} = 500 \text{ kHz}$ .
- The channel is *slow* ( $B_s \gg f_d$  or  $T \ll T_c$ ) and *frequency-selective* ( $B_s > B_c$  or  $T < \sigma_\tau$ ).



## Small-scale fading recap



## Small-scale fading recap



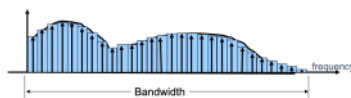
## Multi-carrier signals

## Multicarrier transmissions

- Main reasons for the success of multicarrier modulations:
  - Robustness versus multipath fading
    - As the data rates increase, multipath becomes a major problem for single carrier transmissions
  - Spectrally efficient
  - Low implementation complexity
    - DFT and IDFT can efficiently implemented with the FFT algorithm
  - Flexible resource allocation
    - OFDMA exploits channel frequency diversity by dynamically assigning the radio resources to the users.

## OFDM technology

- The wideband multipath channel is divided into  $N$  narrowband sub-channels.
- Provided that the system is accurately dimensioned, each sub-channel can be approximated as flat fading.



## Channel as a tapped delay line

- The channel impulse response can be resampled at intervals multiple of  $T$  and the channel gains

$$h(t) = \sum_{m=0}^{N_c-1} \alpha_m e^{j\phi_m} \delta(t - \tau_m) \quad \text{Equivalent representation make the convolution} \quad \text{That I am using the channel to transmit a signal with symbol time } T$$

$$h(t) = \sum_{\ell=0}^{L-1} h(\ell) \delta(t - \ell T)$$

- Even if  $L$  might be different from  $N_c$ , the channel characteristics do not change.

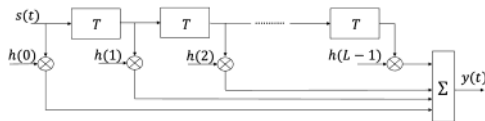


## OFDM signal model (1)

- The complex envelope of the signal received through the multipath channel is

$$y(t) = s(t) \otimes h(t) = \sum_{\ell=0}^{L-1} h(\ell) s(t - \ell T)$$

- The signal  $y(t)$  is affected by ISI



## OFDM signal model (2)

Let's consider a block  $\mathbf{s} = [s(0), s(1), \dots, s(N-1)]$  of  $N$  samples. After passing through the channel, the received samples are

$$y(k) = \sum_{\ell=0}^{L-1} h(\ell) s(k - \ell) \quad \text{DISCRETE CONVOLUTION}$$

$$= h(0)s(k) + \dots + h(L-1)s(k - L + 1)$$

Since the elements of  $\mathbf{s}$  are not defined for negative indices, the values of the samples  $s(-1), s(-2), \dots, s(L-1)$  are 0. Accordingly, the received signal is

$$\begin{cases} y(0) = h(0)s(0) \\ y(1) = h(0)s(1) + h(1)s(0) \\ \vdots \\ y(N-1) = h(0)s(N-1) + h(1)s(N-2) + \dots + h(L-1)s(N-L) \end{cases}$$

Last  $L$  elements of  $\mathbf{s}$

## OFDM signal model (3): matrix notation

- In matrix notation the block of received samples  $\mathbf{y}$  can be represented as

$$\begin{bmatrix} y(0) \\ y(1) \\ \vdots \\ y(N-1) \end{bmatrix} = \begin{bmatrix} h(0) & 0 & \dots & \dots & \dots & \dots & \vdots \\ h(1) & h(0) & \dots & \dots & \dots & \dots & \vdots \\ \vdots & \vdots & \ddots & \ddots & \ddots & \ddots & \vdots \\ h(L-1) & h(L-2) & \dots & h(0) & \dots & \dots & \vdots \\ 0 & h(L-1) & \dots & \dots & \dots & \dots & \vdots \\ \vdots & \vdots & \ddots & \ddots & \ddots & \ddots & \vdots \\ 0 & \dots & 0 & h(L-1) & \dots & h(1) & h(0) \end{bmatrix} \begin{bmatrix} s(0) \\ s(1) \\ \vdots \\ s(N-1) \end{bmatrix}$$

The elements along any diagonal of the  $N \times N$  matrix  $\mathcal{H}$  are all equal and  $\mathcal{H}$  is called a Toeplitz matrix.

$$y(0) = h(0)s(0) + 0 \dots 0$$

$$y(i) = h(i)s(i) + h(0)s(i)$$