FMCW Velocity Estimation using Triangular chirp

In this script, range and velocity estimation using FMCW radar is performed using triangular chirps.

```
fs = 140e9; %Sampling frequency 10 GHz
ts = 1/fs; %Sampling interval
L = 14e5;
t0 = (0:L-1)*ts; %Time vector
t1 = (L:2*L-1)*ts;
t = [t0, t1];
l = length(t);
f = fs*(0:1/2)/1;
f_new = fs*(-1/2:1/2-1)/1;
f1 = 60*10^9; %Minimum frequency
f2 = 61*10^9; %Maximum frequency
K = (f2-f1)/((L-1)*ts); %Chirp slope
%transmitted chirps
x0 = 100*\cos(2*pi*f1*t0 + pi*K*t0.^2);
x1 = 100*cos(2*pi*f2*t0 - pi*K*t0.^2);
x = [x0, x1];
c = 3*10^8;
lambda1 = c/f1;
d = 5.3; %Distance
td = 2*d/c; %Round trip delay
v_o = 1000 %original velocity
```

```
v_o = 1000

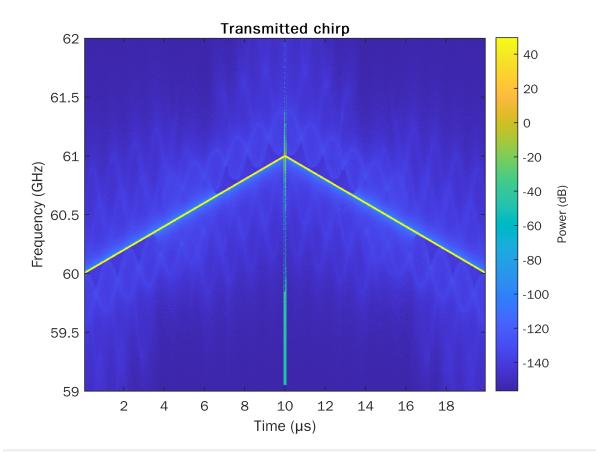
fd = 2*v_o/lambda1 %doppler shift due to velocity
```

fd = 400000

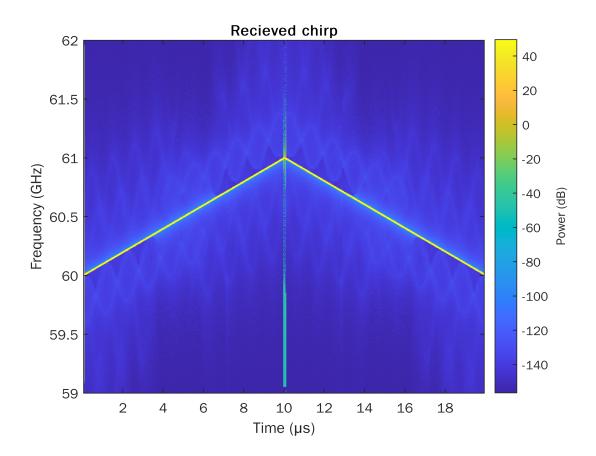
```
%Recieved chirps (without time delay but with doppler shifts)
s0 = 100*cos(2*pi*(f1+fd)*t0 + pi*K*t0.^2);
s1 = 100*cos(2*pi*(f2+fd)*t0 - pi*K*t0.^2);
s = [s0,s1];

y = (delayseq(s',td,fs))'; %recieved chirp

figure();
pspectrum(x,fs,'spectrogram','Reassign',true,'FrequencyLimits',[59*10^9,62*10^9],'Reassign');
title('Transmitted chirp');
```



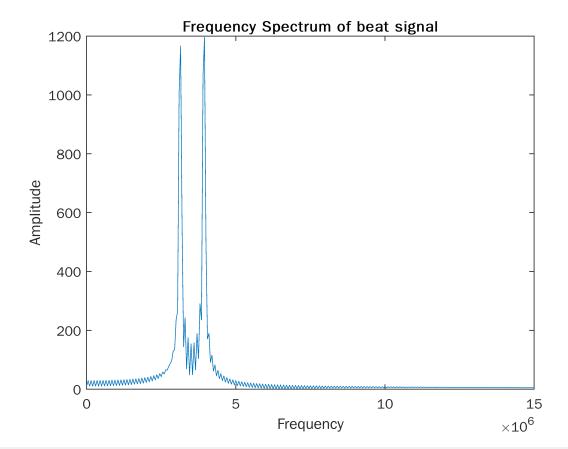
figure()
pspectrum(y,fs,'spectrogram','Reassign',true,'FrequencyLimits',[59*10^9,62*10^9],'Reass
title('Recieved chirp');



Dechirping

```
beat = dechirp(y',x'); %beat signal

beat_fft = (abs(fft(beat/l)));
P2 = (abs(fft(beat/l)));
P1 = P2(1:1/2+1);
P1(2:end-1) = 2*P1(2:end-1);
plot(f_new,fftshift(beat_fft));
xlabel("Frequency");ylabel("Amplitude");
title("Frequency Spectrum of beat signal");
xlim([0,1.5e7]);
```



 $[\max_{val,i}] = \max(P1)$

```
max_val = 2.3911e+03
i = 80
f_beat_1 = f(i) %beat frequency
f_beat_1 = 3950000
P1(i) = 0;
[\max_{val,i}] = \max(P1)
max_val = 2.3335e+03
i = 64
f_beat_2 = f(i)
f_beat_2 = 3150000
f_beat = f_beat_1 - f_beat_2;
beat_f = f_beat_1 + f_beat_2;
velocity = lambda1*f_beat/4
velocity = 1000
velocity_error = abs(v_o-velocity)
velocity_error = 0
r = beat2range(beat_f,K,c)/2 %range
```

r = 5.3250

 $range_error = abs(r - d)$

range_error = 0.0250