

Simulating Generalized Fading Channels in Python

José Vinícius de M. Cardoso¹, Paulo Ribeiro Lins Júnior², Wamberto Queiroz¹ e Marcelo Sampaio de Alencar³

Abstract—We present a novel and well tested Python-based library for simulating and computing generalized fading channels considering α - μ , κ - μ , and η - μ distributions. We describe the applicability of this library through common communications engineering use cases such as spectrum sensing and bit error rate computation. The development of the library is open source and its code, along with examples, are available at <http://github.com/mirca/maoud>.

Keywords—Generalized Fading, Simulation, Python

I. INTRODUCTION

The study of modern wireless communications systems heavily relies on fading channel simulation. By fading channel simulation, we refer to the generation of samples from a probability distribution that resembles the effects and impairments caused by real communications channels on the transmitted signal.

Although accurate and precise distributions for generalized fading have been established in the literature, such as α - μ [1], κ - μ [2] and η - μ [2], the generation of samples following these distributions is usually a time-consuming task.

In [3], the authors built an efficient algorithm, based on the rejection method, for generation of samples from those distributions. However, there are neither open nor closed source implementations available to the scientific community.

In this paper, we present an open source Python package for generation of samples following the α - μ , κ - μ , and η - μ distributions. The usefulness of this package is illustrated through well known examples involving spectrum sensing and bit error rate (BER) computation.

II. REJECTION SAMPLING

The algorithm implemented in this work, originally proposed in [3], is based on the rejection method, which is one of the most used for the generation of samples of a probability distribution.

We briefly describe the algorithm as follows. Consider that we would like to simulate a random variable x with a probability density f . The basic idea is to find an alternative probability density g , from which there exists an efficient procedure to generate samples, e.g., inverse methods. Additionally, it is required that g majorizes f , i.e., we assume that there exists a real number c such that $f(x)/g(x) < c$.

Basically, the steps of the rejection algorithm are [4]:

- 1) generate a sample y from the probability density g ;
- 2) generate a sample u from a uniform density with support $(0, 1)$;
- 3) check $u \leq \frac{f(y)}{cg(y)}$; if true then accept y ; otherwise, return to step 1.

The implementation of this algorithm along with the code to efficiently generate samples from the α - μ , η - μ , and κ - μ distributions is available at <http://github.com/mirca/maoud>.

In order to validate the implementation, we apply the routines to two use cases in wireless communications: spectrum sensing and bit error rate computation.

III. SPECTRUM SENSING IN COMPLEX GENERALIZED FADING CHANNELS

The spectrum sensing problem consists in deciding whether or not a given channel frequency band is being occupied by a licensed (primary) user and, in case that such frequency band is available, how to opportunistically allocate secondary users such that the interference on the primary user is negligible.

From a probabilistic point of view, the spectrum sensing problem may be framed as a decision theory problem, as follows

$$H_0 : \mathbf{y} = \mathbf{w}, \quad (1)$$

$$H_1 : \mathbf{y} = h\mathbf{s} + \mathbf{w}, \quad (2)$$

in which $\mathbf{y} \in \mathbb{C}^{n \times 1}$ is the received vector signal, $\mathbf{w} \in \mathbb{C}^{n \times 1}$ is complex Gaussian noise process with zero mean vector and covariance matrix given as $\sigma^2 \mathbf{I}_n$, and h is the channel gain.

In [5], the authors have shown that the cumulative distribution function (cdf) of the energy statistic $\tilde{y} \triangleq \mathbf{y}^\dagger \mathbf{y}$ conditioned on the knowledge of h , in case that \mathbf{s} is an M -PSK signal such that every symbol has the same probability of occurrence, $\mathbb{P}(s_n = s) = \frac{1}{M}$, is given as

$$P(\tilde{y}|h, H_1) = 1 - Q_n \left(\sqrt{\frac{2n|h|^2 E_s}{\sigma^2}}, \sqrt{\frac{2\tilde{y}}{\sigma^2}} \right), \quad (3)$$

in which Q_n is the Marcum-Q function and E_s is the energy per symbol.

Recall that the energy detection rule can be expressed as

$$d_\delta(\tilde{y}) = \mathbb{I}(\tilde{y} > \delta) \quad (4)$$

in which \mathbb{I} is the indicator function, δ is a strictly positive real number known as energy threshold, and $d_\delta(\tilde{y}) = j$, $j \in \{0, 1\}$, means that the detector has decided in favor of the hypothesis H_j .

Instituto de Estudos Avançados em Comunicações – Iecom; ¹Universidade Federal de Campina Grande – UFCG; ²Grupo de Pesquisa em Comunicações e Processamento de Informação – GComPI/Instituto Federal de Educação, Ciência e Tecnologia da Paraíba – IFPB, Campus Campina Grande – PB, ³Universidade Federal da Bahia – UFBA, emails: ¹{josevinicius, wamberto}@iecom.org.br, ²paulo.lins@ifpb.edu.br e ³malencar@iecom.org.br.

As a result, the probabilities of false alarm and miss detection can be written as

$$\mathbb{P}(d_\delta(\hat{y}) = 1|H_0) = 1 - P(\delta|H_0) = 1 - \gamma\left(n, \frac{\delta}{\sigma^2}\right), \quad (5)$$

$$\mathbb{P}(d_\delta(\hat{y}) = 0|H_1) = \int_{-\infty}^{+\infty} P(\delta|h, H_1)p(h) dh, \quad (6)$$

in which γ is the regularized lower incomplete Gamma function, $p(h)$ is the pdf of the fading, and δ is the energy detection threshold.

The performance of detection schemes can be measured by computing the Receiver Operating Characteristic (ROC), which consists in varying δ and computing the pairs of probability of false alarm and miss detection, as illustrated in Fig. 1, in which the solid curve represents the theoretical probabilities as stated on (5) and (6) for different values of δ , whereas bullets represent Monte Carlo simulations acquired with 10^6 realizations. The input signal s consists in a vector of length $n = 25$ in which each entry represents a symbol of a 64-PSK constellation. Symbols are assumed to be equiprobable and the signal-to-noise ratio is set to 5 dB.

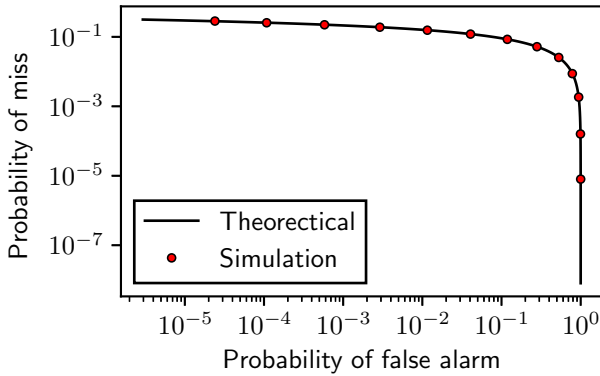


Fig. 1

RECEIVER OPERATING CHARACTERISTIC FOR THE ENERGY DETECTOR IN α - μ CHANNEL WITH $\alpha = 2$ AND $\mu = 1$.

IV. BIT ERROR RATE IN α - μ FADING

Consider the system

$$y = hs + w \quad (7)$$

in which $s \in \{0, a\}$, $a \in \mathbb{R}_+$, is a transmitted signal, h is an α - μ random variable and w is a Gaussian random variable with zero mean vector and variance σ^2 , and y is the received signal.

Assume that the binary symbols are equiprobable, then the probability of one bit error is given as

$$p_e = \frac{1}{2} (\mathbb{P}(\hat{y} = 0|s = a) + \mathbb{P}(\hat{y} = 1|s = 0)). \quad (8)$$

Further, assume that the decoded bit \hat{y} is estimated using the minimum distance decoding rule, i.e.,

$$\hat{y} = \mathbb{I}(|y - a|^2 < |y|^2) \quad (9)$$

therefore

$$\mathbb{P}(\hat{y} = 1|s = 0) = \mathbb{P}(|w - a|^2 - |w|^2 < 0) = 1 - \Phi\left(\frac{a}{2\sigma}\right) \quad (10)$$

and likewise

$$\mathbb{P}(\hat{y} = 0|s = a) = \mathbb{P}\left(ha + w < \frac{a}{2}\right) = \mathbb{E}_h\left(\Phi\left(\frac{a(1-2h)}{2\sigma}\right)\right). \quad (11)$$

In Fig. 2, we show the expression of the BER as a function of the signal-to-noise ratio, for the system under consideration with $\alpha = 2$ and $\mu = 5$. As we can see, the simulation presents an excellent agreement against theoretical results.

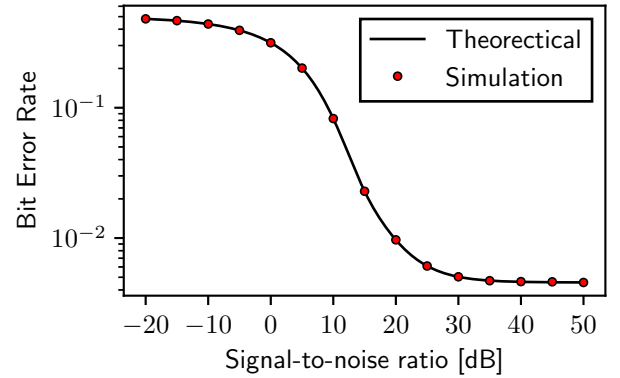


Fig. 2

BER AS A FUNCTION OF THE SNR FOR $\alpha = 2$ AND $\mu = 5$

V. CONCLUSIONS

This paper presents a novel Python-based library for generalized fading simulation. The implementation is tested and validated in two use cases, namely, spectrum sensing and BER computation.

The computational results show that the implementation presents a satisfactory agreement when compared with the theoretical formulation.

We expect that the proposed library, which is open source, will be useful to researchers, professors, and students of the field of wireless communications.

Finally, all the simulations were done in a personal laptop, and the generation of 10^6 samples from any of the generalized fading distributions took on average 10 seconds.

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