

### MMCESIM DOCUMENTATION & TUTORIALS

TASK-ORIENTED MMWAVE CHANNEL ESTIMATION SIMULATION

Version 0.1.1

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The latest edition of this document (MMCESIM DOCUMENTATION & TUTORIALS) can be freely accessed online at https://pub.mmcesim.org/mmCEsim-doc.pdf.

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mmCEsim Website: https://mmcesim.org

Source of This Document: https://github.com/mmcesim/mmcesim-doc

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### **Preface**

mmCEsim documentation & tutorials are under development!

I would like to thank Jinwen Xu for designing the elegant LATEX template beaulivre, which empowers this document.

WUQIONG ZHAO Nanjing, China January 2023



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## I

### **PRELIMINARY**

Make preparations before we start.



## Preview 1

Before diving into documentation details, let's first have a preview of mmCEsim. Maybe you are not sure whether your research or study need this powerful tool, then read this chapter to have a glimpse of mmCEsim.

#### 1.1 Introduction

The application is dedicated to simulate millimeter wave (mmWave) channel estimation:

mmCEsim = mmWave + Channel Estimation + simulation,

where reconfigurable intelligent surface (RIS), also known as intelligent reflecting surface (IRS) [1] is supported for multiple input multiple output (MIMO) systems.



Figure 1.1: mmCEsim banner.

We offer a task-oriented simulation software for researchers to focus on algorithms only without being bothered by coding.

#### 1.2 Features

Here is a list of basic features of mmCEsim:

- Task-oriented mmWave channel estimation formulation;
- Customizable system model;
- Extendable algorithms with our designed ALG language;
- Multiple RISs support;
- Automatic report generation (in plain text and LATEX PDF);
- Well-written documentation with examples and tutorials.

#### 1.3 Algorithm Background

The task-oriented channel estimation for (RIS-assisted) mmWave MIMO systems is implemented with compressed sensing (CS), which exploits the sparsity of mmWave channels.

#### 1.4 Software Implementation

Based on the algorithm background, we implement this software with command line interface (CLI), graphic user interface (GUI), web application and a VS Code extension.

## Installation 2

#### 2.1 Download Binary

You can download the built binary of mmCEsim from GitHub releases. The built CLI binaries include support for Linux (x86), macOS (x64 and arm) and Windows (x86).

They all statically link to libraries, so theoretically no dependency is needed.

Note

Since GitHub Actions currently only provide x86\_64 machines, the binary for macOS with arm architecture is built manually on my MacBook Air with an M1 chip.

#### 2.2 Build from Source

Since mmCEsim is built with CMake, so you can easily build the source on Unix-based systems. For Windows, I think there are similar ways.

On a Unix-based system, you can simply use the following code to build and install mmCEsim.

```
1 git clone https://github.com/mmcesim/mmcesim.git --recurse-submodules
2 cd mmcesim
3 cmake . build
4 cd build
5 make
6 sudo make install
```

 $\bigcirc$ 

The option --recurse-submodules is required because some dependencies of mmCEsim Are managed by Git submodules.

You need to have a C++ compiler that supports C++17 standard, and have installed the Boost library (statically) of minimum version 1.70.0 on your system. You can install them easily on Unix-based systems with your favourite package manager. For Windows users, please follow the official instruction of Boost.

```
1 # Debian, Ubuntu
2 sudo apt install libboost-dev
3 # Arch
4 sudo pacman -Ss boost
5 # macOS
6 sudo port install boost # with MacPorts
7 brew install boost # with HomeBrew
```

If you want to build the GUI app as well, you need to install Qt6.

Some options can be configured when calling cmake.

- CMAKE\_BUILD\_TYPE: Build type (default as Release)
- CMAKE\_INSTALL\_PREFIX: Installation prefix (default as system path)
- MMCESIM\_BUILD\_ASTYLE: Build astyle Code Formatter (default as ON)
- MMCESIM\_BUILD\_GUI: Build mmCEsim GUI App with Qt (default as OFF)
- MMCESIM\_APPLE\_COPY\_SH: Copy additional shell script for macOS (default as 0FF).

For example, you may use cmake . build -D CMAKE\_INSTALL\_PREFIX=usr/mmcesim to install mmCEsim to the directory usr/mmcesim.

#### 2.3 Troubleshooting

#### 2.3.1 macOS Safety Warning

You may view a safety warning after downloading the binary from GitHub Releases. The trust\_mmcesim.sh is a script to remove that warning. (Give the script proper permission before running in its directory). Technically, it does xattr -r -d com.apple.quarantine <br/> <br/>binary>.

# II

### **DOCUMENTATION**

Every syntax and option in details.



# CLI Application 3



# GUI Application 4



## Web Application 5

The example web app page is shown in Fig. 5.1.

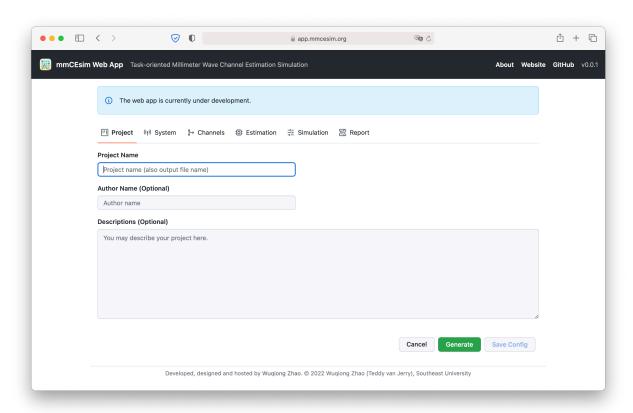


Figure 5.1: Web app interface.



## ALG Language 6

#### 6.1 Data Type

#### 6.1.1 Why Need Data Type

Languages Python and Matlab/Octave are weakly typed which can be convenient for writing the code. However, that is problematic for implementation. The efficiency is not satisfactory compared to C++, and sometimes you may encounter ambiguous error information in Matlab. Therefore, for the sake of efficiency and generality, ALG language is designed to be **strongly typed**.

#### 6.1.2 Structure

The type specification is very simple, because ALG language concentrates on matrices. Basically, the structure of ALG language is

#### prefix + dimension + suffix.

For example, f2c means a matrix (dimension is 2) with data type as float and property as a constant.

#### 6.1.3 Specifiers

#### 6.1.3.1 Prefix

Basic Type Prefix Basic type just names the element type. They are shown in Table 6.1.

Table 6.1: ALG variable basic type prefix.

Prefix	Туре	C++ Type	Python Type	MATLAB/Octave Type
С	Complex	cx_double	complex	complex
f	Float	double	double	double
i	Integer	int	int	int64
u	Unsigned Integer	uword	uint	uint64
Ъ	Boolean	bool	bool	logical
s	String	std::string	str	string
h	Character	char	char	char

Table 6.2: ALG variable alias prefix.

Alias Prefix	Туре	<b>Equivalent Two-character Type</b>
v	(Column) Vector	c1
r	Row Vector	c2
m	Matrix	c2
t	Tensor	c3
d	Double	fO

Alias Prefix Alias prefixes not only set the element type, but also the dimension. They are the one character alias for a two-character type. A list of alias prefixes is shown in Table 6.2.

v, r, m and t are all for **complex** types. For a non-complex type, you need to use the normal two-character way.

Row vector (r) is actually regarded as a matrix for simplicity, so its dimension is still 2. Only column vector (c) is the real vector. But there can be differences in terms of INIT, so it should not be confused with m.

#### 6.1.3.2 Dimension

Dimensions range from 0 to 3. Details are shown in Table 6.3.

Table 6.3: ALG variable dimension.

Dimension	Type	C++ Type
0	Scalar	<u> </u>
1	Vector	Col
2	Matrix	Mat
3	Tensor	Cube

#### Dimension for a scalar can not be omitted.

Please note that matrices are stored in **column major** order, which is the default order in C++ (Armadillo) and Matlab/Octave. In Python (NumPy), it is equivalent to the option order='F'.

You should always remember the column **major order**, especially if you use are accustomed to Python. The order will make a big difference to matrix reshape and vectorization.

#### 6.1.3.3 Suffix

All suffixes of ALG variables are shown in Table 6.4.

Table 6.4: ALG variable suffix.

Suffix	Meaning	C++	Python	MATLAB/Octave
С	Constant	const	(None)	persistent
r	Reference	reference	(None)	(None)

TIP

Two suffixes cannot be used together and there is also no need to do so. The use of r is mainly in function, allowing a parameter to be changed inside the function body.

#### 6.2 Function

#### 6.2.1 Syntax Basics

The initiative of proposing a new programming language for algorithm implementation is based on the multi-backend design of mmCEsim. The language is specially designed so that it can be exported to C++ (with Armadillo), Python (with NumPy) and MATLAB/Octave easily.

Every line of ALG language calls a function. Let's first have a look at its basic structure before we cover its details.

```
1 ret1::type1 ret2 = FUNC param1 param2::type2 key1=value1 key2=value2::type3 # com.
```

It may look like an assembly language at the first glance, due to all parameters are separated by space. But it is actually much more convenient. Here are some basic rules:

- All tokens are separated by space.
- Function names are in all upper cases, like CALC, WHILE.
- Indentation does not matter. Blocks are ended with END.
- The function line is mainly composed of three parts: return values, function name, parameters, in the left to right direction.
- Some functions may not have return values, and you may also omit the return values. If there are return values, there is a = between return values and function names.
- Function name is the first word on the right of = (if there are return values) or the first word of line (if there is no return value).
- Like Python, parameters can be passed in by two ways:
  - 1) value in position: Like param1 and param2 in the above example. Parameters in different positions correspond to different usages in the function. This is the only way in C++.
  - 2) key and value: Parameters can also be specified using key and its corresponding value. value1 and value2 are passed in using this method. It should be noted that there should be no space around the = between key and value.

There are some special cases that parameters are viewed as a whole, for example COMMENT and CALC.

- If a parameter contains space or special characters, you need to use the double quotes like "param with space" and escape special characters as in C++ and Python.
- You may optionally specify the type of return value and parameters with :: after the value. For example, in the above example dtype1, dtype2 and dtype3 are type specifications for ret1, param2 and value2, respectively. For more information about data type, please refer to data type of ALG language.
- Like Python, the backslash (\) at the end of the line can be used for continuing the function on next line.
- Comments start with the hash (#) like Python.
- There should be no space around the = between key and value for parameters. For example, key=val is valid while key = val is forbidden.

Special rules may be applied for different functions. Please refer to the specific documentation for each function.

#### 6.2.2 BRANCH

Declare start of the scope of job algorithms.

#### **Explanations**

This is useful in estimation. Contents between BRANCH and MERGE will be repeated for different algorithms. So you need to place compressed sensing estimation ESTIMATE and RECOVER inside.

#### Example

Example of OFDM OMP.

#### **6.2.3 BREAK**

Break from a block (for FOR, FOREVER, LOOP, WHILE).

#### **Explanations**

The same as break in C++, Python and MATLAB/Octave. This function takes no parameter.

Example with FOREVER.

#### 6.2.4 CALC

Make arithmetic calculations.

#### **Explanations**

There are two kinds of CALC usage: inline and standalone:

- inline: The contents to be calculated are placed in a set of dollar signs, like LATEX syntax: \$some operations  $\hookrightarrow$  to be calculated\$.
- Standalone: This is like a normal function, with function name as CALC. You may also omit the function name CALC since it is the default function name if nothing is specified. Therefore, result = CALC your → expression is equivalent to result = your expression.

For more information about the CALC syntax, please refer to §6.3.

For safety, you should not use anything other than ANSI characters in CALC functions. Otherwise, there can be undefined behaviour.

If you want the calculation result to be a new variable, you may use function NEW.

#### Example

```
EXAMPLE 6.1 (Example of CALC)
1 a = CALC b + 2 # explicit CALC function
2 a = \sin(b) @ c # implicit CALC function
3 a = b^H + c^{-1} \# conjugate transpose and inverse
4 c = b_{2}, 3 # get element of a matrix
5 c = abs\{b_{:, 3}\} + pow(b_{:, 2}) # use : in subscript & use {} for function
6 \exp 2(a + c \cdot * d) ./ e^T - f_{\{:,3,1:index\}} # element-wise operator and
  → subscript : range
 Equivalent C++ Code
1 a = b + 2;
2 a = arma::sin(b) * c;
a = b.t() + c.i();
```

```
4 c = b(2, 3);
5 c = arma::abs(b(arma::span::all, 3)) + arma::pow(b, 2);
6 arma::exp2(a + c % d) / e.st() - f(arma::span::all, 3, arma::span(1, index));
```

#### 6.2.5 CALL

Call a custom function defined by FUNCTION.

#### 6.2.6 COMMENT

Place a line of comment in the exported code.

All contents after the function keyword COMMENT are considered as comments.

#### Example

```
EXAMPLE 6.2 (Example of COMMENT)
1 COMMENT Hi, this is a comment!
 Equivalent C++ Code
1 // Hi, this is a comment!
 Equivalent Python Code
1 # Hi, this is a comment!
 Equivalent Matlab/Octave Code
1 % Hi, this is a comment!
```

#### 6.2.7 CPP

Write standard C++ contents.

#### **Explanations**

All contents after the CPP keywords are copied to exported codes. For backend other than C++, this function is ignored.

#### Example

```
EXAMPLE 6.3 (Example of CPP)
1 CPP std::cout << "Standard C++ Language!" << std::endl;
 Equivalent C++ Code
1 std::cout << "Standard C++ Language!" << std::endl;
 For Python, Matlab/Octave, nothing will happen with the CPP function.
```

#### 6.2.8 ELSE

Used in IF blocks.

#### **Explanations**

This function implements as else in C++, Python and MATLAB/Octave. There is no parameter for the **ELSE** function.

#### Example

Example with IF.

#### 6.2.9 END

End of a block for ELSE, ELIF, FUNC, FOREVER, IF, LOOP, WHILE.

#### **Explanations**

In C++, this functions as }, in Python it is the indentation goes back for one block. In Matlab/Octave, it is the end specification.

#### Example

Example with FOR, FOREVER, IF, LOOP, WHILE.

#### 6.2.10 ESTIMATE

CALL standard ALG functions to estimate the sparse channel with compressed sensing (CS).

#### 6.2.11 FUNCTION

Start a function definition.

#### **Explanations**

The function requires an END to mark the end of the function.

#### 6.2.12 IF

Conditional statement.

- 6.3 Calculation (CALC)
- 6.4 Macro
- 6.5 ALG Library



### **TUTORIALS**

Step-by-step guide on using mmCEsim.



## Millimeter Wave Channel Estimation

Millimeter wave channel estimation for multiple input multiple output (MIMO) systems techniques are discussed in [2].



# CLI Application Tutorials



# GUI Application Tutorials



# Web Application Tutorials 10



## VS Code Extension Tutorials 11





### **APPENDIX**

Additional information about mmCEsim.



### Additional Resources A

#### A.1 Publications

A brief introduction of mmCEsim is given in the poster at the 2022 National Postdoc Seminar in Nanjing, which I attend as the only undergraduate student, and got the Honorable Mention award.

This document is also published online at https://pub.mmcesim.org/mmCEsim-doc.pdf.

#### A.2 Websites

#### A.2.1 For Users

If you are the user of mmCEsim and wants to know more, you may find the following websites in Table A.1 useful.

Table A.1: Websites for users.

Website	URL
Homepage	https://mmcesim.org
Web Application	https://app.mmcesim.org
Blog	https://blog.mmcesim.org
Publications	https://pub.mmcesim.org
VS Code Extension	https://marketplace.visualstudio.com/items?itemName=mmcesim.mmcesim

#### A.2.2 For Developers

If you are a developer and maybe want to contribute to the mmCEsim project, you can find additional websites in Table A.2.

Table A.2: Websites for developers.

Website	URL
GitHub Organization	https://github.com/mmcesim
C++ Dev Documentation	https://dev.mmcesim.org
CLI App Wiki	https://github.com/mmcesim/mmcesim/wiki



# Change History B

B.1 VU.1.1
New Features
<ul> <li>Multi RIS assisted systems support (#3);</li> </ul>
• RIS pattern design support (#17).
Bug Fixes
• Fix cmake install configurations.
News
<ul> <li>Automated release process with a better CI workflow (#20).</li> </ul>
B.2 v0.1.0
New Features
<ul> <li>Basic mmWave MIMO systems channel estimation support;</li> </ul>
<ul> <li>Design of ALG language;</li> </ul>
• Export of code with Armadillo library;
<ul> <li>Auto simulation (#5).</li> </ul>
B.3 v0.0.1
Though the app has not been fully developed, the task-oriented concept has already been established.



### **Bibliography**

- [1] Q. Wu and R. Zhang, "Towards smart and reconfigurable environment: Intelligent reflecting surface aided wireless network", *IEEE Commun. Mag.*, vol. 58, no. 1, pp. 106–112, Jan. 2020.
- [2] J. Lee, G.-T. Gil, and Y. H. Lee, "Channel estimation via orthogonal matching pursuit for hybrid MIMO systems in millimeter wave communications", *IEEE Trans. Commun.*, vol. 64, no. 6, pp. 2370–2386, Jun. 2016.



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