



**mmCESim**

<https://mmcesim.org>

# MMCESIM DOCUMENTATION & TUTORIALS

## TASK-ORIENTED MMWAVE CHANNEL ESTIMATION SIMULATION

Version 0.2.1

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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> or [mmcesim.org/pdf](https://mmcesim.org/pdf) for short.

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mmCEsim Website: <https://mmcesim.org>

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

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# Preface

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## TIP

mmCEsim documentation & tutorials are under development!

As a researcher in wireless communications and signal processing, I have always had a passion for programming. Since my first year at university when I started using C++ to accomplish amazing tasks, I have been convinced of the importance of software in research.

Despite this, many researchers underestimate the significance of software in implementation, simulation, and verification of algorithms. Scientific software and programming languages, along with libraries, have been the driving force behind advances in science. Therefore, I am proud to present mmCEsim, an open-source software that is not only easy to use but also free for all.

The idea for mmCEsim originated from the tedious process of writing C++ code for implementing compressed channel estimation for reconfigurable intelligent surface (RIS)-assisted multiple-input multiple-output (MIMO) systems. I was driven by a desire to get rid of these repetitive tasks and eliminate the need to spend so much time setting up simulations. Inspired by NYUSIM, I decided to create my own simulation software.

To make it even easier to use, I designed a programming language called ALG, with simple syntax for describing algorithms. This language can be converted into other languages, such as C++ and MATLAB, for simulation. To use mmCEsim, simply configure your system settings, decide on your channel estimation algorithm, and extend the sounding and estimation process with ALG.

At present, mmCEsim supports channel estimation based on compressed sensing in mmWave and is expected to be more general in the future. It is still under active development and evolving.

I would like to thank my professor, seniors, and fellow students for their help and inspiration. I would also like to express my gratitude to Jinwen Xu for designing the elegant L<sup>A</sup>T<sub>E</sub>X template, *beaulivre*, which has made this document possible.

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Nanjing, China  
May 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:

$$\text{mmCEsim} = \text{mmWave} + \text{Channel Estimation} + \text{simulation},$$

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  $\text{\LaTeX}$  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. The workflow of mmCEsim is depicted in Fig. 1.2.



Figure 1.2: mmCEsim workflow.

# 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 mkdir build
4 cmake . build
5 cd build
6 make
7 sudo make install
```



*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 ormatter (default as `ON`)
- `MMCESIM_BUILD_LOG`: Build mmCEsim log tool (default as `ON`)
- `MMCESIM_BUILD_MAINTAIN`: Build mmCEsim maintenance tool (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 `OFF`).
- `MMCESIM_TESTS`: Run mmCEsim tests (default as `ON`).

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 <binary>`.

#### Cannot find your problems here?

- If you have a bug to report, a suggestion for developers, or an issue relating to the software itself, feel free to [open an issue on GitHub](#);
- If you have a general question to ask, you can [join the discussions on GitHub](#);
- Or you can directly send emails to [contact@mmcesim.org](mailto:contact@mmcesim.org).





## DOCUMENTATION

Every syntax and option in details.



## 3.1 CLI Options

### 3.1.1 Help Yourself

With `mmcesim -h`, you can view all supported commands and options.

---

```

1 mmCESim 0.2.1 (C) 2022-2023 Wuqiong Zhao
2 Millimeter Wave Channel Estimation Simulation
3 =====
4
5 Usage: mmcesim <command> <input> [options]
6
7 Commands:
8   sim [ simulate ]      run simulation
9   dbg [ debug ]        debug simulation settings
10  exp [ export ]        export code
11  cfg [ config ]        configure mmCESim options
12  (Leave empty)          generic use
13
14 Allowed options:
15
16 Generic options:
17  -v [ --version ]      print version string
18  -h [ --help ]         produce help message
19  --gui                 open the GUI app
20
21 Configuration:
22  -o [ --output ] arg   output file name
23  -s [ --style ] arg    style options (C++ only, with astyle)
24  -l [ --lang ] arg     export language or simulation backend
25  --value arg           value for configuration option
26  -f [ --force ]        force writing mode
27  -V [ --verbose ]      print additional information
28  --no-error-compile    do not raise error if simulation compiling fails
29  --no-term-color       disable colorful terminal contents

```

---

### 3.1.2 Command

The allowed commands are explained in the following.

### 3.1.2.1 exp

Command `exp` exports the `.sim` configuration and corresponding `.alg` algorithms to a selected language. Currently, only export to C++ with Armadillo is supported.

### 3.1.2.2 sim

Command `sim` simulates the exported code with the selected backend. Currently, only C++ with Armadillo is supported.

So far, only C++ compiler `g++` (default) and `clang++` are supported which can be configured with option `cfg cpp`. You may also need to configure additional C++ flags with `cfg cppflags` if by default the compiler cannot find `armadillo` library.

### 3.1.2.3 dbg

Debug the simulation. This is different from `sim` in that the generated C++ code is compiled with `-g3` instead of `-O3`. Therefore, debug information is retained.

### 3.1.2.4 cfg

Configure settings.

- Use `mmcesim cfg <name>` to show the value of `<name>`.
- Use `mmcesim cfg <name> --value=<name>` to set the value of `<name>` as `<value>`.

#### EXAMPLE 3.1 (Configure C++)

```
1 mmcesim cfg cpp --value="clang++"  
2 mmcesim cfg cppflags --value="-I/opt/local/include -L/opt/local/lib"
```

Source: [https://github.com/mmcesim/mmcesim/blob/master/scripts/mac\\_config\\_cppflags\\_tvj.sh](https://github.com/mmcesim/mmcesim/blob/master/scripts/mac_config_cppflags_tvj.sh).

## 3.1.3 Options

### 3.1.3.1 -v (--version)

Print the version string of mmCESim.

### 3.1.3.2 -h (--help)

See §3.1.1.

## 3.2 Configuration

### 3.2.1 version

This field takes a string value representing the targeted mmCESim version. For compatibility convenience, this string can be used by the compiler to decide the behavior. The current default value is the same as the compiler version (0.2.1).

### 3.2.2 meta

This is a map that provides metadata which can be used in the report. The used fields now include `title`, `description`, `author`.

### 3.2.3 physics

This field is a map that contains physical system settings.

#### 3.2.3.1 frequency

.

### 3.3 Algorithm

### 3.4 Tools

#### 3.4.1 Compose

#### 3.4.2 Log

#### 3.4.3 Maintain



# GUI Application | 4





# Web Application | 5

The web app address is <https://app.mmcesim.org>.  
The example web app page is shown in Fig. 5.1.

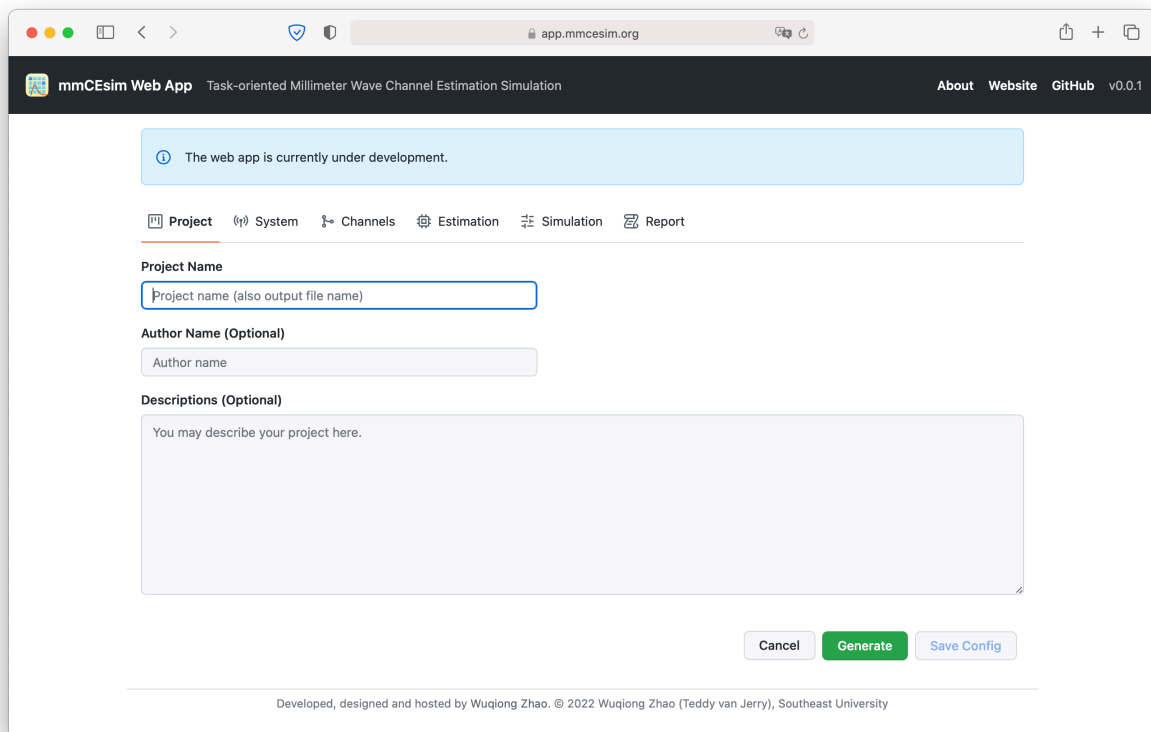


Figure 5.1: Web app interface.

## NOTE

Since this app is hosted on my server, so it can be a little slow.



# 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	Type	C++ Type	Python Type	MATLAB/Octave Type
c	Complex	<code>cx_double</code>	<code>complex</code>	<code>complex</code>
f	Float	<code>double</code>	<code>double</code>	<code>double</code>
i	Integer	<code>int</code>	<code>int</code>	<code>int64</code>
u	Unsigned Integer	<code>uword</code>	<code>uint</code>	<code>uint64</code>
b	Boolean	<code>bool</code>	<code>bool</code>	<code>logical</code>
s	String	<code>std::string</code>	<code>str</code>	<code>string</code>
h	Character	<code>char</code>	<code>char</code>	<code>char</code>

Table 6.2: ALG variable alias prefix.

Alias Prefix	Type	Equivalent Two-character Type
v	(Column) Vector	c1
r	Row Vector	c2
m	Matrix	c2
t	Tensor	c3
d	Double	f0

**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 (v) 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	—
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
c	Constant	<code>const</code>	(None)	<code>persistent</code>
r	Reference	<code>reference</code>	(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

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:  $\$some\ operations \rightarrow to\ be\ calculated\$$ .
- **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 \exp2(a + c .* d) ./ e^T -f_{:,3,1:index} # element-wise operator and
   \rightarrow subscript : range
```

##### Equivalent C++ Code

```
1 a = b + 2;
2 a = arma::sin(b) * c;
3 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.

#### Explanations

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



# III

## 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].

A novel channel estimation algorithm *orthogonal matching pursuit list-sparse Bayesian learning* (OMPL-SBL) is proposed in [3], which also reviews the compressed channel estimation scheme for RIS-aided MIMO systems. The structure of angular domain sparsity is also discussed.



## CLI Application Tutorials





## GUI Application Tutorials







# Web Application Tutorials | 10



# VS Code Extension Tutorials

# 11

## 11.1 Installation

The extension mmCEsim is published at the VS Code Marketplace, and you can view it at <https://marketplace.visualstudio.com/items?itemName=mmcesim.mmcesim>.

## 11.2 Features

Currently, there is syntax highlight support for `.sim` and `.alg`, and the YAML schema is also provided for the `.sim` configuration.





## APPENDIX

Additional information about mmCEsim.



# Additional Resources



## 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	<a href="https://mmcesim.org">https://mmcesim.org</a>
Web Application	<a href="https://app.mmcesim.org">https://app.mmcesim.org</a>
Blog	<a href="https://blog.mmcesim.org">https://blog.mmcesim.org</a>
Publications	<a href="https://pub.mmcesim.org">https://pub.mmcesim.org</a>
VS Code Extension	<a href="https://marketplace.visualstudio.com/items?itemName=mmcesim.mmcesim">https://marketplace.visualstudio.com/items?itemName=mmcesim.mmcesim</a>

### 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	<a href="https://github.com/mmcesim">https://github.com/mmcesim</a>
C++ Dev Documentation	<a href="https://dev.mmcesim.org">https://dev.mmcesim.org</a>
CLI App Wiki	<a href="https://github.com/mmcesim/mmcesim/wiki">https://github.com/mmcesim/mmcesim/wiki</a>

### A.3 Author

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# Change History



## B.1 HEAD ..... 2023/05/08

### New Features

- ALG library enhancement ([#49](#), [PR #51](#)):
  - Add OMPL [\[3\]](#) algorithm to the library.
  - ALG dependency check.
  - Enhanced log and T<sub>E</sub>X report ([PR #55](#)).
- Update Doxygen website configurations (including more graphs).

### Bug Fixes

- Rename configuration file to `mmcesim.cfg` ([#50](#), [PR #53](#)).
- Fix C++ (Armadillo) runtime error when simulating with `-02` or `-03` on macOS by patching `arma::randperm` ([#52](#), [PR #54](#)).

## B.2 v0.2.1 ..... 2023/03/31

### New Features

- Colorful terminal ([#22](#)).
- `mmcesim-maintain` tool support ([#25](#)).
- Log system support with cleaner terminal output ([#32](#), [PR #36](#)).
- `mmcesim-log` tool support ([#37](#), [PR #39](#), [PR #47](#)).
- Support `NO_COLOR` standard ([#42](#), [PR #48](#)).
- Syntax highlight for ALG language on [mmcesim.org](#) with a custom lexer ([mmcesim.org#1](#)).

### Bug Fixes

- Fix the Docker `entrypoint` command.
- Fix *total lines* badge display in README ([#40](#), [PR #41](#)).
- Fix Ubuntu 20 release error ([#46](#)).

### News

- Short domain [mmces.im](#) has been registered alongside [mmcesim.org](#) ([#43](#)).

### B.3 v0.2.0 ..... 2023/01/20

#### New Features

- Active beam pattern design support (#18).
- Report generation of RIS-assisted systems (#3).

#### Bug Fixes

- Fix inconsistency of  $\LaTeX$  report destination directory.

#### News

- The research paper entitled ‘OMPL-SBL Algorithm for Intelligent Reflecting Surface-Aided mmWave Channel Estimation’ has been accepted by IEEE TRANSACTIONS ON VEHICULAR TECHNOLOGY (Jan. 14, 2023).

### B.4 v0.1.1 ..... 2023/01/11

#### New Features

- Multi RIS assisted systems support (#3);
- RIS pattern design support (#17).

#### Bug Fixes

- Fix `cmake install` configurations.

#### News

- Automated release process with a better CI workflow (#20).

### B.5 v0.1.0 ..... 2022/10/16

#### New Features

- Basic mmWave MIMO systems channel estimation support;
- Design of ALG language;
- Export of code with Armadillo library;
- Auto simulation (#5).

### B.6 v0.0.1 ..... 2022/07/27

Though the app has not been fully developed, the task-oriented concept has already been established.

# Bibliography

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- [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.
- [3] W. Zhao, Y. You, L. Zhang, *et al.*, "OMPL-SBL algorithm for intelligent reflecting surface-aided mmWave channel estimation", *IEEE Trans. Veh. Technol.*, 2023, to be published.



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