



mmCESim

<https://mmcesim.org>

MMCESIM DOCUMENTATION & TUTORIALS

TASK-ORIENTED MMWAVE CHANNEL ESTIMATION SIMULATION

Version 0.2.1

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May 10, 2023

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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 for short.

Edition 2023/05/10 (corresponding to mmCEsim version 0.2.1).

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

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

Contents

Preface	iii
List of Figures	v
List of Tables	vii

I PRELIMINARY

1	Preview	3
1.1	Introduction	3
1.2	Features	3
1.3	Algorithm Background	4
1.4	Software Implementation	4
2	Installation	5
2.1	Download Binary	5
2.2	Build from Source	5
2.3	Troubleshooting	6

II DOCUMENTATION

3	CLI Application	9
3.1	CLI Options	9
3.2	Configuration	11
3.3	Algorithm	13
3.4	Tools	13
4	GUI Application	15

5	Web Application	17
6	ALG Language	19
6.1	Data Type	19
6.2	Function	21
6.3	Calculation (CALC)	24
6.4	Macro	24
6.5	ALG Library	24

III TUTORIALS

7	Millimeter Wave Channel Estimation	27
8	CLI Application Tutorials	29
9	GUI Application Tutorials	31
10	Web Application Tutorials	33
11	VS Code Extension Tutorials	35
11.1	Installation	35
11.2	Features	35

APPENDIX

A	Additional Resources	39
A.1	Publications	39
A.2	Websites	39
A.3	Author	40
B	Change History	41
	Bibliography	43
	Index	45

Preface

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^AT_EX template, *beaulivre*, which has made this document possible.

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May 2023

List of Figures

1.1	mmCEsim banner.	3
1.2	mmCEsim workflow.	4
5.1	Web app interface.	17

List of Tables

6.1	ALG variable basic type prefix.	19
6.2	ALG variable alias prefix.	20
6.3	ALG variable dimension.	20
6.4	ALG variable suffix.	20
A.1	Websites for users.	39
A.2	Websites for developers.	39

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 \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.



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.

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.

3.1.3.3 --gui

Open the GUI application.

3.1.3.4 -o (--output)

Set the output file name. No extension name is required, and is added automatically according to your backend settings. `.cpp` for C++, `.py` for Python, `.ipynb` for Jupyter, and `.m` for MATLAB or GNU Octave.

3.1.3.5 -s (--style)

Set C++ `AStyle` (code formatting) options.

3.1.3.6 -l (--lang)

Set the export language or simulation backend.

3.1.3.7 --value

The value for configuration options.

3.1.3.8 -f (--force)

Enable the force writing mode. This will overwrite existent output files.

3.1.3.9 -V (--verbose)

Print additional information.

3.1.3.10 --no-error-compile

Do not raise error if compiling fails. This is useful in `sim` and `dbg`.

3.1.3.11 --no-term-color

Disable colorful terminal contents.

TIP

mmCEsim also supports the `NO_COLOR` standard: *Command-line software which adds ANSI color to its output by default should check for a `NO_COLOR` environment variable that, when present and not an empty string (regardless of its value), prevents the addition of ANSI color.*

When you have a non-empty `NO_COLOR` environmental variable, the color output is disabled, and you no longer need the `--no-term-color` option.

3.2 Configuration

Configuration is written in a text file with extension `.sim` (actually, can be any file extension) in YAML syntax. **[Required]** keys need to be filled in, unless provided with a **Default** value. **[Optional]** keys can be specified. **[Conditional]** keys can be either required or optional, depending on other settings.

3.2.1 version **Default: 0.2.1** **[Required]**

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 **[Optional]**

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 **[Optional]**

This field is a map that contains physical system settings.

3.2.3.1 physics/frequency **Default: narrow** **[Required]**

The frequency bandwidth is specified in this field, which can have value `narrow` for narrowband (default) or `wide` for wideband.

3.2.3.2 physics/off_grid **Default: true** **[Required]**

This is actually about the model. With the geometric channel model with grid, there can be off-grid (or power leakage) problems. Recently, there are also super resolution formulations to solve the problem. But we still adopt the grid representation for its popularity and simplicity. By setting `off_grid` to false, the off grid effect is discarded, i.e. all angles fall on the grid. The default value is true.

3.2.3.3 physics/carriers **[Conditional]**

For a wideband system, you may specify the number of carriers used in OFDM. Its corresponding macro in CALC is ``CARRIERS_NUM``.

3.2.4 nodes **[Required]**

A sequence (array) of nodes in the channel network. Transmitter (Tx), Receiver (Rx), Reconfigurable Intelligent Surface (RIS) are all considered node (channels are the connecting edges to these nodes). For each of its elements, you need to specify the following fields.

3.2.4.1 nodes/id [Required]

The id is used in **channels** so that we know the direction of channel.

3.2.4.2 nodes/role Default: RIS [Required]

3.2.4.3 nodes/num Default: 1 [Required]

3.2.4.4 nodes/size [Required]

3.2.4.5 nodes/beam [Required]

3.2.4.6 nodes/grid Default: same [Required]

3.2.4.7 nodes/beamforming [Required]

For a **node** with **role** transmitter (Tx) or receiver (Rx), it is the active beamforming as precoding and combining, respectively. For a RIS node, it is the **passive** reflection tensor.

► nodes/beamforming/variable [Required]

For Tx or Rx, this sets the variable name of the beamforming matrix (for narrowband) or tensor (for wideband). For RIS, this is the variable name of the reflection tensor.

► nodes/beamforming/scheme Default: random [Required]

Possible value is random (default) and custom.

► nodes/beamforming/formula [Conditional]

Custom beamforming formula.

3.2.5 macro [Optional]

3.2.6 channels [Required]

3.2.6.1 channels/id [Required]

3.2.6.2 channels/from [Required]

3.2.6.3 channels/to [Required]

3.2.6.4 channels/sparsity [Required]

3.2.6.5 channels/gains Default: normal [Required]

3.2.7 sounding [Required]

3.2.7.1 sounding/variables [Required]

Channel variable names are defined here, including

- received: received signal
- noise: received noise
- channel: cascaded channel

3.2.8 preamble [Optional]

This is the code part before main simulation (including sounding, estimation and report generation).

TIP

Custom functions can be defined here.

This part is specified using the **ALG language**.

3.2.9 estimation Default: auto [Required]

This part is specified using the **ALG language**.

3.2.10 conclusion	[Optional]
This part is specified using the ALG language.	
3.2.11 appendix	[Optional]
This is the code part after all jobs are done.	
This part is specified using the ALG language.	
3.2.12 simulation	[Required]
3.2.12.1 simulation/backend	Default: cpp [Required]
3.2.12.2 simulation/jobs	[Required]
Simulation jobs. Each job is independent of one another.	
▶ simulation/jobs/name	[Required]
Simulation job name which is used in the generated report.	
▶ simulation/jobs/test_num	Default: 50 [Required]
Number of Monte-Carlo simulations.	
▶ simulation/jobs/SNR	[Required]
Signal-to-noise ratio (SNR).	
▶ simulation/jobs/SNR_mode	Default: dB [Required]
The mode of SNR. Possible values are dB (default) and linear.	
▶ simulation/jobs/pilot	[Required]
The number of pilot overheads.	
▶ simulation/jobs/algorithms	[Required]
3.2.12.3 simulation/report	[Optional]

3.3 Algorithm

Algorithm are defined in ALG language, please refer to §6 for details.

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.

The screenshot shows a web browser window with the address bar displaying `app.mmcesim.org`. The page title is "mmCESim Web App" and the subtitle is "Task-oriented Millimeter Wave Channel Estimation Simulation". The navigation bar includes links for "About", "Website", "GitHub", and "v0.0.1". A blue notification box at the top states: "The web app is currently under development." Below this is a horizontal menu with icons and labels for "Project", "System", "Channels", "Estimation", "Simulation", and "Report". The "Project" tab is active. The form contains three sections: "Project Name" with a text input field labeled "Project name (also output file name)", "Author Name (Optional)" with a text input field labeled "Author name", and "Descriptions (Optional)" with a large text area labeled "You may describe your project here." At the bottom right of the form are three buttons: "Cancel", "Generate" (highlighted in green), and "Save Config". The footer text reads: "Developed, designed and hosted by Wuqiong Zhao. © 2022 Wuqiong Zhao (Teddy van Jerry), Southeast University".

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, $result = \text{CALC your expression}$ is equivalent to $result = \text{your expression}$.

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	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

A.3 Author

Wuqiong Zhao (*Student Member, IEEE*) is an undergraduate student pursuing the Bachelor's Degree in communications engineering, working at Lab of Efficient Architectures for Digital-communication and Signal-processing (LEADS) and National Mobile Communications Research Laboratory, Southeast University. He is the honors student of Chien-Shiung Wu College and earned the National Scholarship and Cyrus Tang Scholarship in 2021. From 2020 to 2021, he also served as the Special Student Assistant to President of Southeast University. He was also nominated as the most influential undergraduate student of Southeast University in 2022. His research interest includes channel estimation, Bayesian algorithms, and the intelligent reflecting surface (IRS) in wireless communication of 5G and 6G. He is also the reviewer of IEEE TCAS II and ISCAS 2023.

Change History



B.1 HEAD 2023/05/10

New Features

- ALG library enhancement ([#49](#), [PR #51](#)):
 - Add OMPL [\[3\]](#) algorithm to the library.
 - ALG dependency check.
 - Enhanced log and T_EX 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

- [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.

Index

Symbols

-V	11
-f	10
-h	10
-o	10
-s	10
-v	10
--force	10
--gui	10
--help	10
--lang	10
--no-error-compile	11
--no-term-color	11
--output	10
--style	10
--value	10
--verbose	11
--version	10
#	21
\	21

A

ALG library	24
algorithms	13
appendix	13
author	11

B

b	19
backend	13
beam	12
beamforming	12
formula	12

scheme	12
variable	12
BRANCH	22
BREAK	22

C

c	19, 20
CALC	24
CALC	22
calculation	24
CALL	23
carriers	11
cfg	10
channel	12
channels	12
from	12
gains	12
id	12
sparsity	12
to	12
clang++	10
CLI command	9
cfg	10
config	10
dbg	10
debug	10
exp	10
export	10
sim	10
simulate	10
CLI option	10
-V	11
-f	10
-h	10
-o	10

-s	10
-v	10
--force	10
--gui	10
--help	10
--lang	10
--no-error-compile	11
--no-term-color	11
--output	10
--style	10
--value	10
--verbose	11
--version	10
CLI options	9
COMMENT	23
compose	13
conclusion	13
config	10
configuration	11
CPP	23
cpp	10
cppflags	10

D

d	20
data type	19
dbg	10
debug	10
description	11
dimension	20

E

ELSE	23
END	24
ESTIMATE	24
estimation	12
exp	10
export	10

F

f	19
formula	12
frequency	11
from	12
FUNCTION	24
function	21

G

g++	10
gains	12
grid	12

H

h	19
---	----

I

i	19
id	12
IF	24

J

jobs	13
algorithms	13
name	13
pilot	13
SNR	13
SNR_mode	13
test_num	13

L

log	13
-----	----

M

m	20
macro	24
macro	12
maintain	13
meta	11
author	11
description	11
title	11
mmcesim-compose	13
mmcesim-log	13
mmcesim-maintain	13
Monte-Carlo	13

N

name	13
------	----

narrowband	11
NO_COLOR	11, 41
nodes	11
beam	12
beamforming	12
formula, 12	
scheme, 12	
variable, 12	
grid	12
id	12
num	12
role	12
size	12
noise	12
num	12

O

OFDM	11
off_grid	11
OMPL	27
OMPL-SBL	27
orthogonal matching pursuit list	27

P

physics	11
carriers	11
frequency	11
off_grid	11
pilot	13
preamble	12
prefix	19
alias	20
b	19
basic type	19
c	19
d	20
f	19
h	19
i	19
m	20
r	20
s	19
t	20
u	19
v	20

R

r	20
received	12
report	13
role	12

S

s	19
scheme	12
signal-to-noise ratio	13
sim	10
simulate	10
simulation	13
backend	13
jobs	13
algorithms, 13	
name, 13	
pilot, 13	
SNR, 13	
SNR_mode, 13	
test_num, 13	
report	13
size	12
SNR	13
SNR	13
SNR_mode	13
sounding	12
variables	12
channel, 12	
noise, 12	
received, 12	
sparsity	12
specifier	19
suffix	20
c	20
r	20

T

t	20
test_num	13
title	11
to	12

U

u	19
---	----

V

v	20
variable	12
variables	12
channel	12
noise	12
received	12
version	11

W

wideband	11
workflow	4

Y

YAML	11
------	----



Finale of *Götterdämmerung* by Richard Wagner. Step into the mythical world of gods and heroes with our millimeter wave channel estimation simulation software.