

# Wireless Communication Systems HW3

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1. Implement a Rayleigh fading channel simulator based on the Filtered Gaussian Noise method

- Plot the channel output for  $f_m T = 0.01, 0.1$  and  $0.5$  ( $t / T = 0 \sim 300$ )
- Plot the channel output autocorrelation for  $f_m T = 0.01, 0.1$  and  $0.5$  ( $f_m \tau = 0 \sim 10$ )

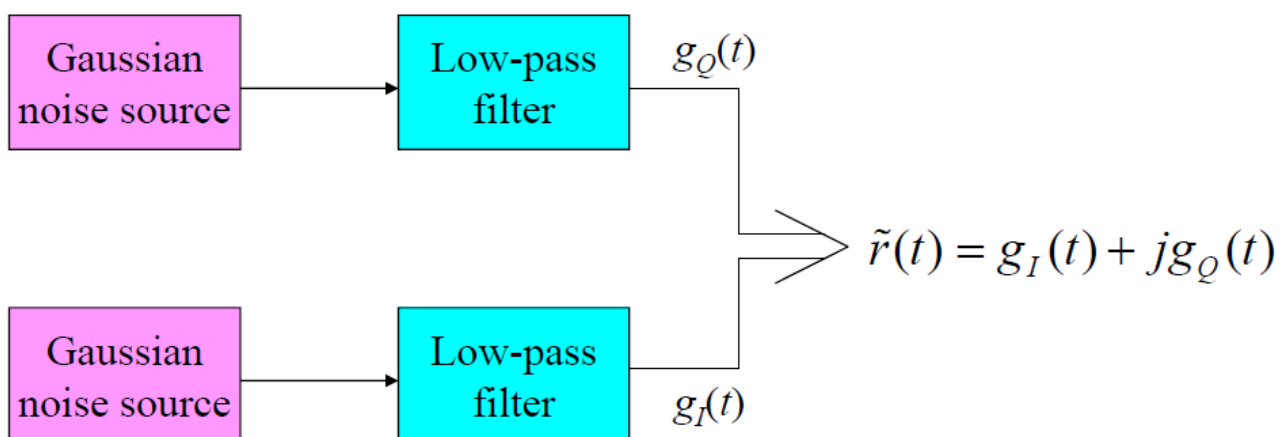
## 1.1 Answer

依照上課投影片的數學式及方塊圖來進行模擬，取  $epoch K = 100000$ ，等於有10萬個samples、取  $\Omega_p = 2$ ，功率  $power = \Omega_p / 2 = 1$ ，作圖時隨機取一個  $time shift = 300 \sim 99700$ ，以避開初始不穩定的狀態。

$$(g_{I,k+1}, g_{Q,k+1}) = \zeta(g_{I,k}, g_{Q,k}) + (1 - \zeta)(w_{1,k}, w_{2,k})$$

$$\zeta^2 - 2\zeta \left( 2 - \cos\left(\frac{\pi f_m T}{2}\right) \right) + 1 = 0$$

$$\rightarrow \zeta = 2 - \cos\left(\frac{\pi f_m T}{2}\right) - \sqrt{2 - \cos\left(\frac{\pi f_m T}{2}\right)^2 - 1}$$



## 1.2 Code

```

%
% Wireless Communication Systems HW3, 通訊所一年級 110064533 陳劭珩
%
% 1. Implement a Rayleigh fading channel simulator based on the Filtered
%   Gaussian Noise method
%   - Plot the channel output for  $f_m T = 0.01, 0.1, 0.5$  ( $t/T = 0 \sim 300$ )
%   - Plot the channel output autocorrelation for  $f_m T = 0.01, 0.1, 0.5$ 
%     ( $f_m \tau = 0 \sim 10$ )
%
clear;
clc;
%
fmT = [0.01, 0.1, 0.5]; %  $f_m T = 0.01, 0.1, 0.5$ 
t_over_T = 0:1:300; %  $t/T = 0 \sim 300$ 
%
K = 1e5; % epoch  $k = 1, 2, 3, \dots, K$ .  $10^5$  samples
omega_p = 2; % total power  $\Omega_p$ 
power = omega_p / 2; % power =  $\sigma_{g_I}^2 = \sigma_{g_Q}^2 = \Omega_p/2$ 
shift_t = round(300 + (K-300)*rand);
%
r = zeros(1, K); % envelope  $r(t) = g_I(t) + j \cdot g_Q(t)$ 
g_I = zeros(1, K); %  $g_I(t) = \text{LPF}(\text{Gaussian noise})$ 
g_Q = zeros(1, K); %  $g_Q(t) = \text{LPF}(\text{Gaussian noise})$ 
envelope = zeros(1, K);
envelope_dB = zeros(1, K);
%
for i = 1:3
    %
    %  $\zeta^2 - 2\zeta(2 - \cos(\pi f_m T/2)) + 1 = 0$ 
    %  $\zeta = 2 - \cos(\pi f_m T/2) - \sqrt{(2 - \cos(\pi f_m T/2))^2 - 1}$ 
    %
    zeta = 2 - cos(pi*fmT(i)/2) - sqrt((2-cos(pi*fmT(i)/2))^2 - 1);
    %
    %  $\sigma_{g_I}^2 = \text{power} = (1 - \zeta)/(1 + \zeta) * \sigma^2$ ,  $\sigma^2$  variance of  $w_{1,k}$   $w_{2,k}$ 
    %  $\sigma = \sqrt{((1 + \zeta)/(1 - \zeta) * \text{power})}$ 
    %
    sigma = sqrt((1 + zeta)/(1 - zeta) * power);
    %
    % Gaussian noise source.  $w_{1,k}$  and  $w_{2,k}$ 
    %

```

```

w_I = randn(1, K) * sigma; % w_I = w_1,k
w_Q = randn(1, K) * sigma; % w_Q = w_2,k
%
% pass the Gaussian noise w_1,k and w_2,k through the first-order LPF,
% we can obtain the real and imaginary parts of the complex envelope
%
g_I(1) = (1 - zeta) * w_I(1);
g_Q(1) = (1 - zeta) * w_Q(1);
%
envelope(1) = sqrt(g_I(1)^2 + g_Q(1)^2);
envelope_dB(1) = 10 * log10(envelope(1));
%
for k = 2:K
    %
    g_I(k) = zeta * g_I(k-1) + (1-zeta) * w_I(k-1);
    g_Q(k) = zeta * g_Q(k-1) + (1-zeta) * w_Q(k-1);
    %
    r(k) = g_I(k) + 1i*g_Q(k);
    envelope(k) = sqrt(g_I(k)^2 + g_Q(k)^2);
    envelope_dB(k) = 10 * log10(envelope(k));
    %
end
%
% plot and save
fig = figure(1);
if i == 1
    fig;
    subplot(3, 2, 1);
    plot1_1 = plot(t_over_T, envelope_dB(0+shift_t : 300+shift_t));
    set(plot1_1, 'LineWidth', 1, 'LineStyle', '-', 'Color', 'r');
    xlabel('Time, t/T');
    ylabel('Envelope Level(dB)');
    title('Channel output when f_mT=0.01');

    %
    autocorrelation = autocorr(r(:), 10/fmT(i));
    subplot(3, 2, 2);
    time_delay = 0 : fmT(i) : 10;
    plot1_2 = plot(time_delay, autocorrelation);
    set(plot1_2, 'LineWidth', 1, 'LineStyle', '-', 'Color', 'r');
    xlabel('Time delay, f_mT');

```

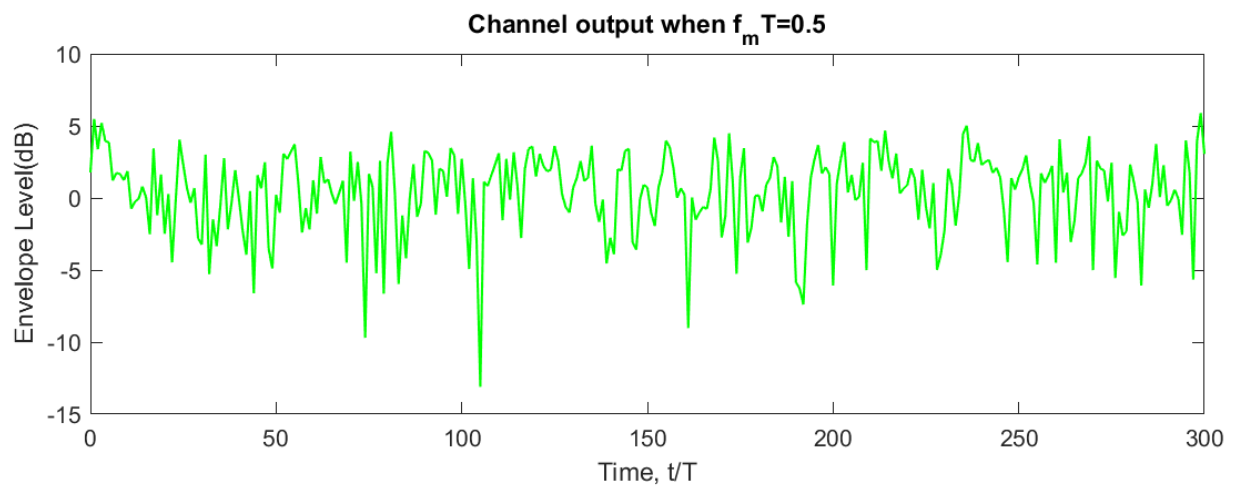
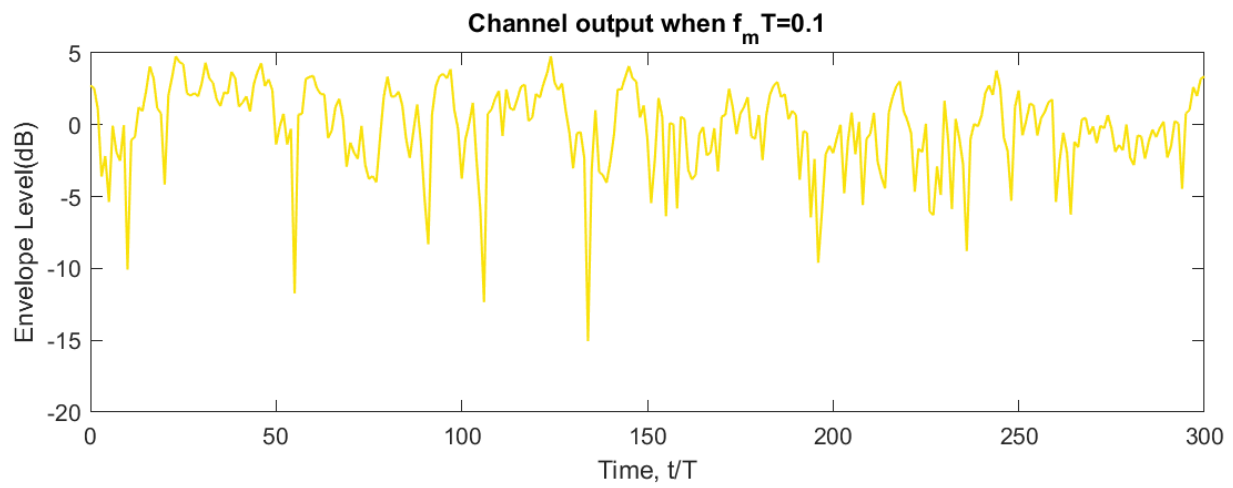
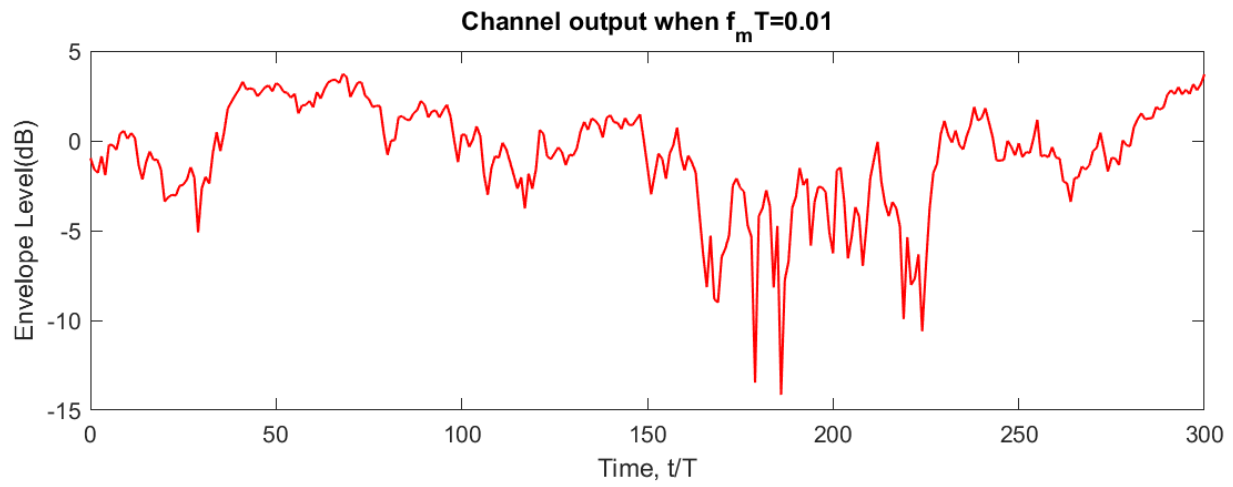
```

ylabel('Autocorrelation,  $\phi_{gg}(\tau)$ ');
title('Channel output autocorrelation when  $f_mT = 0.01$ ');
elseif i == 2
    fig;
    subplot(3, 2, 3);
    plot2_1 = plot(t_over_T, envelope_dB(0+shift_t : 300+shift_t));
    set(plot2_1, 'LineWidth', 1, 'Color', [0.9763 0.8831 0.0338]);
    xlabel('Time,  $t/T$ ');
    ylabel('Envelope Level(dB)');
    title('Channel output when  $f_mT=0.1$ ');
    %
    autocorrelation = autocorr(r(:), 10/fmT(i));
    subplot(3, 2, 4);
    time_delay = 0 : fmT(i) : 10;
    plot2_2 = plot(time_delay, autocorrelation);
    set(plot2_2, 'LineWidth', 1, 'Color', [0.9763 0.8831 0.0338]);
    xlabel('Time delay,  $f_m\tau$ ');
    ylabel('Autocorrelation,  $\phi_{gg}(\tau)$ ');
    title('Channel output autocorrelation when  $f_mT = 0.1$ ');
elseif i == 3
    fig;
    subplot(3, 2, 5);
    plot3_1 = plot(t_over_T, envelope_dB(0+shift_t : 300+shift_t));
    set(plot3_1, 'LineWidth', 1, 'LineStyle', '-', 'Color', 'g');
    xlabel('Time,  $t/T$ ');
    ylabel('Envelope Level(dB)');

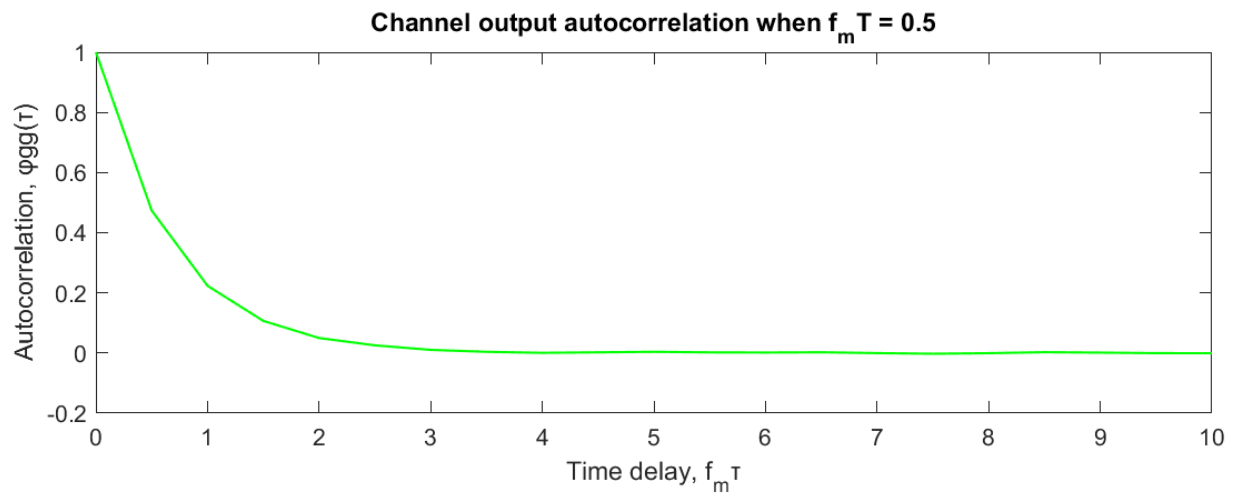
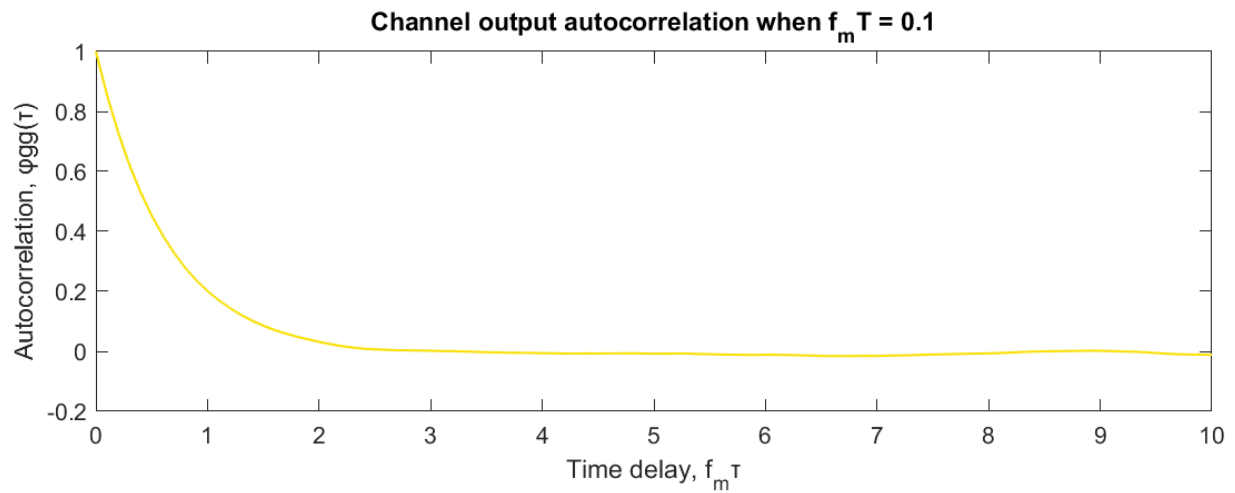
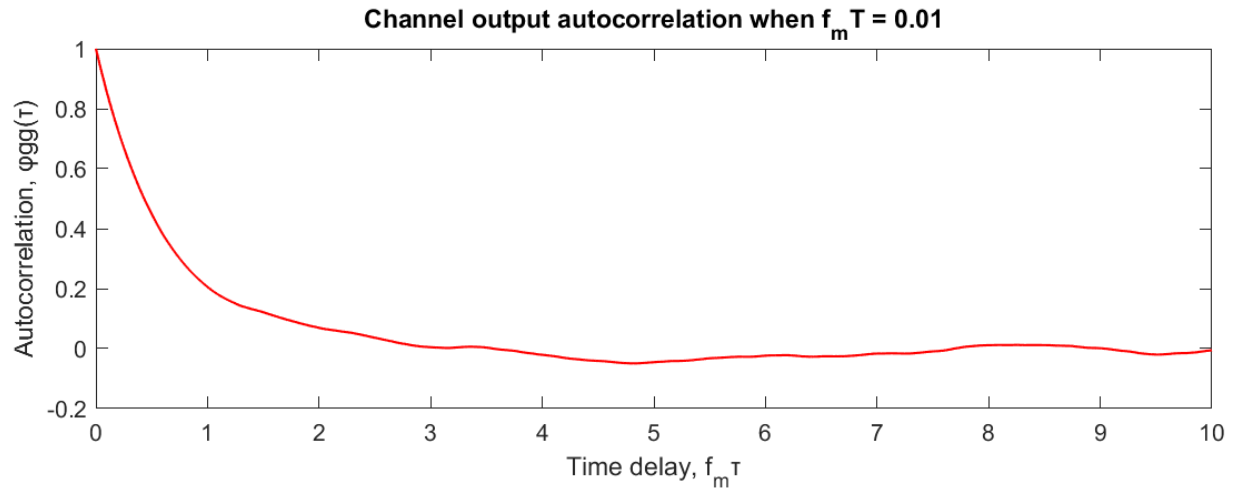
    title('Channel output when  $f_mT=0.5$ ');
    %
    autocorrelation = autocorr(r(:), 10/fmT(i));
    subplot(3, 2, 6);
    time_delay = 0 : fmT(i) : 10;
    plot3_2 = plot(time_delay, autocorrelation);
    set(plot3_2, 'LineWidth', 1, 'LineStyle', '-', 'Color', 'g');
    xlabel('Time delay,  $f_m\tau$ ');
    ylabel('Autocorrelation,  $\phi_{gg}(\tau)$ ');
    title('Channel output autocorrelation when  $f_mT = 0.5$ ');
end
end

```

1.3.1 Plot the channel output for  $f_m T = 0.01, 0.1$  and  $0.5$  ( $t / T = 0 \sim 300$ )



### 1.3.2 Plot the channel output autocorrelation for $f_m T = 0.01, 0.1, 0.5$ ( $f_m \tau = 0 \sim 10$ )

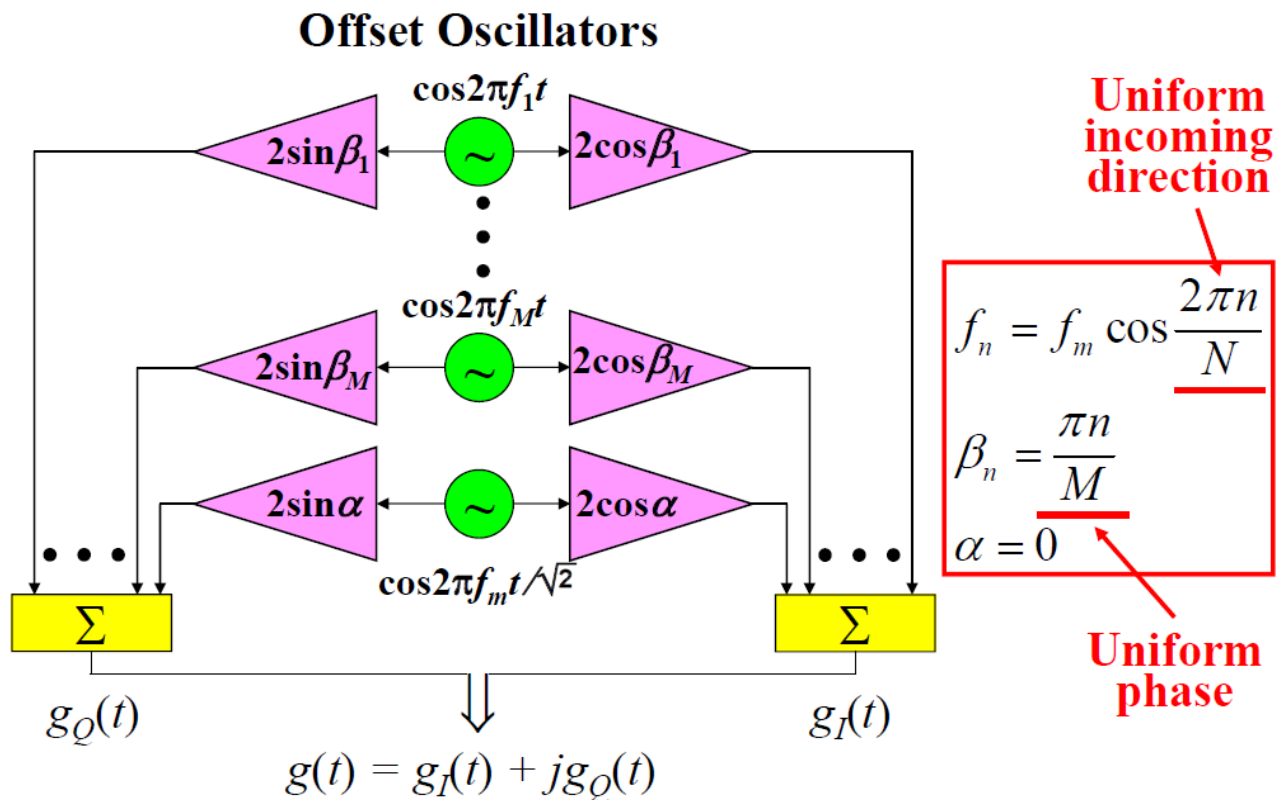


## 2. Implement a Rayleigh fading channel simulator based on the Sum of Sinusoids method (Jake's method)

- Plot the channel output for  $M = 8, 16$  ( $f_m T = 0.01, 0.1, 0.5$  and  $t / T = 0 \sim 300$ )
- Plot the channel output autocorrelation for  $M = 8, 16$  ( $f_m \tau = 0 \sim 10$ )

### 2.1 Answer

依照上課投影片的數學式及方塊圖來進行模擬，一樣取10萬個samples，作圖時也一樣隨機取一個time shift = 300~99700，以避開初始不穩定的狀態。



$$\begin{aligned}
 g(t) &= g_I(t) + jg_Q(t) \\
 &= \sqrt{2} \left\{ \left[ 2 \sum_{n=1}^M \cos \beta_n \cdot \cos 2\pi f_n t + \sqrt{2} \cos \alpha \cdot \cos 2\pi f_n t \right] \right. \\
 &\quad \left. + j \left[ 2 \sum_{n=1}^M \sin \beta_n \cdot \cos 2\pi f_n t + \sqrt{2} \sin \alpha \cdot \cos 2\pi f_n t \right] \right\}
 \end{aligned}$$

## 2.2 Code

```

%
% Wireless Communication Systems HW3, 通訊所一年級 110064533 陳劭珩
%
% 2. Implement a Rayleigh fading channel simulator based on the Sum of
%   Sinusoids method
%   - Plot the channel output for M = 8, 16 (fmT = 0.01, 0.1, 0.5 and
%     t/T = 0~300)
%   - Plot the channel output autocorrelation for M = 8, 16 (fmT = 0~10)
%
fmT = [0.01, 0.1, 0.5]; % fmT = 0.01, 0.1, 0.5
t_over_T = 0:1:300; % t/T = 0~300
M = [8, 16];
N = 2 * (2*M + 1);
%
K = 1e5; % 10^5 samples
fm = fmT;
shift_t = round(300 + (K-300)*rand);
%
g = zeros(1, K); % envelope r(t) = g_I(t) + j*g_Q(t)
g_I = zeros(1, K); % g_I(t) = LPF(Gaussian noise)
g_Q = zeros(1, K); % g_Q(t) = LPF(Gaussian noise)
envelope = zeros(1, K);
envelope_dB = zeros(1, K);
%
for j = 1:2
    for i = 1:3
        %
        n = 1:M(j);
        theta = 2*pi*n / N(j); % uniform incoming direction incident angle
        fn = fm(i)*cos(theta);
        alpha = 0;
        beta_n = pi*n / M(j); % uniform phase
        %
        for t = 0:K-1
            %
            g_I(t+1) = sqrt(2) * (2*sum(cos(beta_n).*cos(2*pi*fn*t)) + ...
                sqrt(2)*cos(alpha).*cos(2*pi*fm(i)*t));
            g_Q(t+1) = sqrt(2) * (2*sum(sin(beta_n).*cos(2*pi*fn*t)) + ...
                sqrt(2)*sin(alpha).*cos(2*pi*fm(i)*t));
            %

```



```

    g(t+1) = g_I(t+1) + 1i*g_Q(t+1);
    envelope_dB(t+1) = 10 * log10(sqrt(g_I(t+1)^2 + g_Q(t+1)^2));
end
%
% plot
fig = figure(j);
if i == 1
    fig;
    subplot(3, 2, 1);
    plot1_1 = plot(t_over_T, envelope_dB(0+shift_t : 300+shift_t));
    set(plot1_1, 'LineWidth', 1, 'LineStyle', '-', 'Color', 'r');
    xlabel('Time, t/T');
    ylabel('Envelope Level(dB)');
    title('Channel output when f_mT=0.01');
    %
    autocorrelation = autocorr(g(:), 10/fmT(i));
    subplot(3, 2, 2);
    time_delay = 0 : fmT(i) : 10;
    plot1_2 = plot(time_delay, autocorrelation);
    set(plot1_2, 'LineWidth', 1, 'LineStyle', '-', 'Color', 'r');
    xlabel('Time delay, f_mT');
    ylabel('Autocorrelation,  $\phi_{gg}(\tau)$ ');
    title('Channel output autocorrelation when f_mT = 0.01');
elseif i == 2
    fig;
    subplot(3, 2, 3);
    plot2_1 = plot(t_over_T, envelope_dB(0+shift_t : 300+shift_t));
    set(plot2_1, 'LineWidth', 1, 'Color', [0.9763 0.8831 0.0338]);
    xlabel('Time, t/T');
    ylabel('Envelope Level(dB)');
    title('Channel output when f_mT=0.1');
    %
    autocorrelation = autocorr(g(:), 10/fmT(i));
    subplot(3, 2, 4);
    time_delay = 0 : fmT(i) : 10;
    plot2_2 = plot(time_delay, autocorrelation);
    set(plot2_2, 'LineWidth', 1, 'Color', [0.9763 0.8831 0.0338]);
    xlabel('Time delay, f_mT');
    ylabel('Autocorrelation,  $\phi_{gg}(\tau)$ ');
    title('Channel output autocorrelation when f_mT = 0.1');
end

```

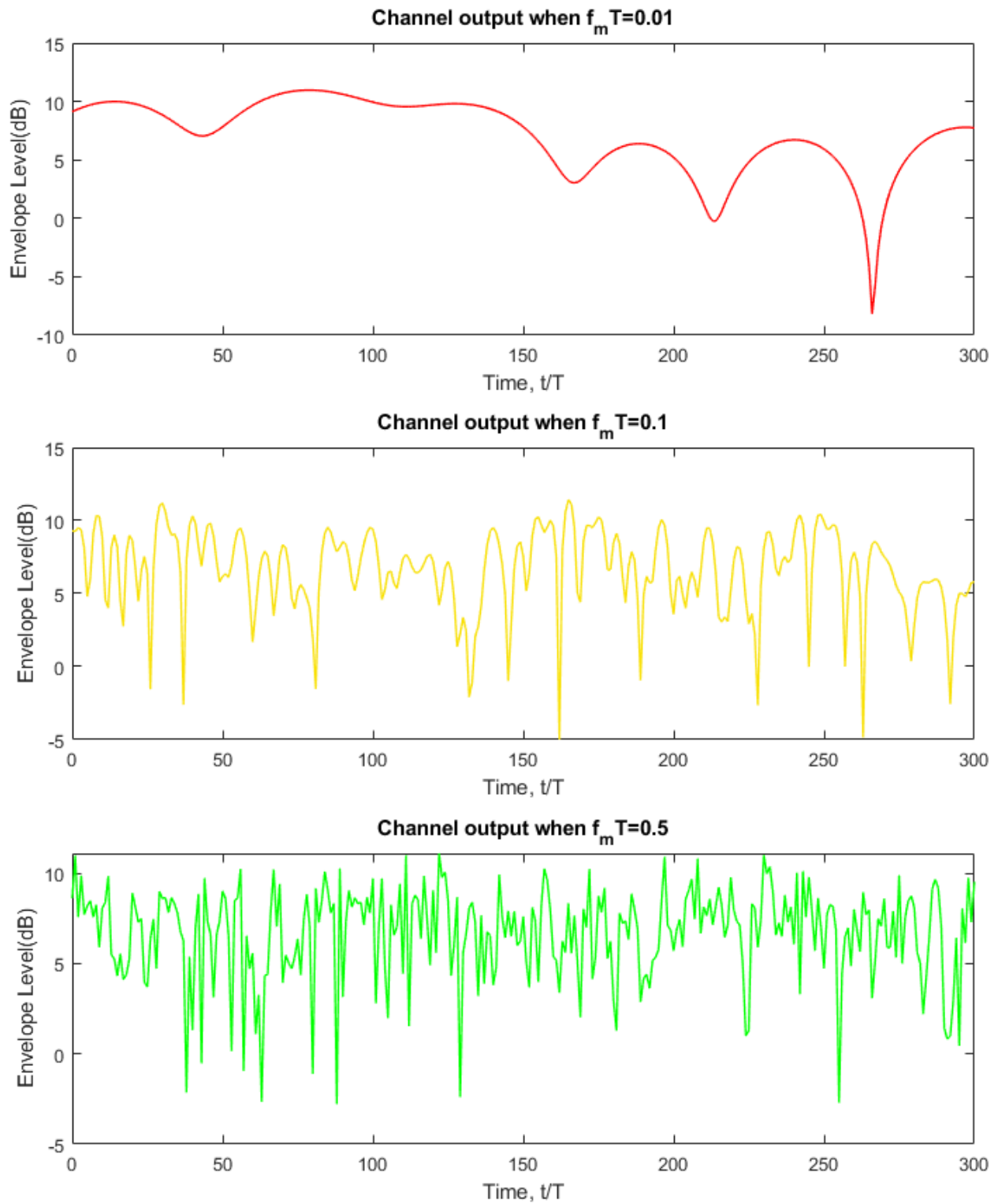
```

elseif i == 3
    fig;
    subplot(3, 2, 5);
    plot3_1 = plot(t_over_T, envelope_dB(0+shift_t : 300+shift_t));
    set(plot3_1, 'LineWidth', 1, 'LineStyle', '-', 'Color', 'g');
    xlabel('Time, t/T');
    ylabel('Envelope Level(dB)');
    title('Channel output when f_mT=0.5');
    %
    autocorrelation = autocorr(g(:), 10/fmT(i));
    subplot(3, 2, 6);
    time_delay = 0 : fmT(i) : 10;
    plot3_2 = plot(time_delay, autocorrelation);
    set(plot3_2, 'LineWidth', 1, 'LineStyle', '-', 'Color', 'g');
    xlabel('Time delay, f_m\tau');
    ylabel('Autocorrelation, \phi_{gg}(\tau)');
    title('Channel output autocorrelation when f_mT = 0.5');
end
end
end

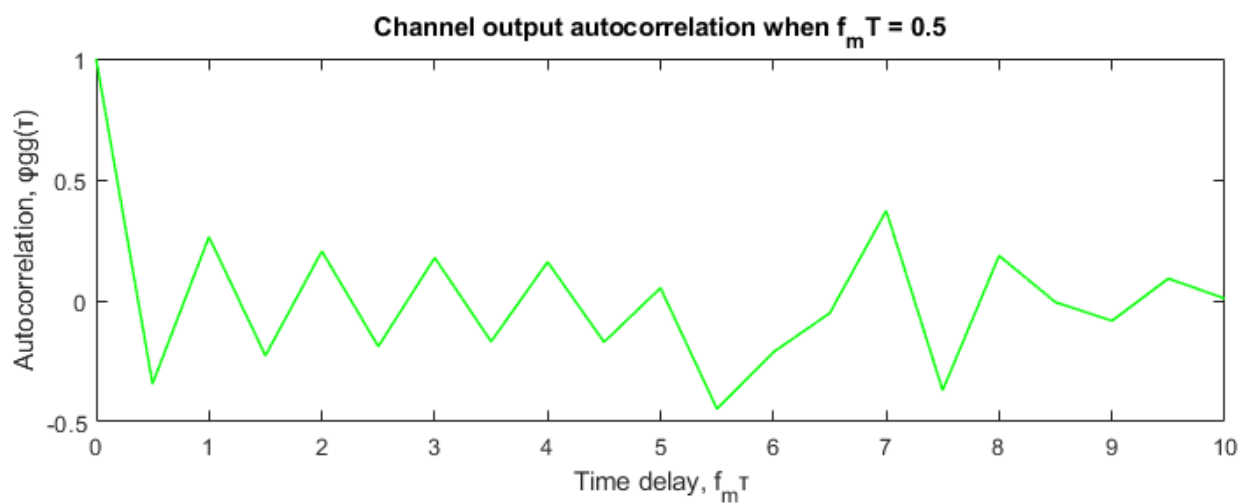
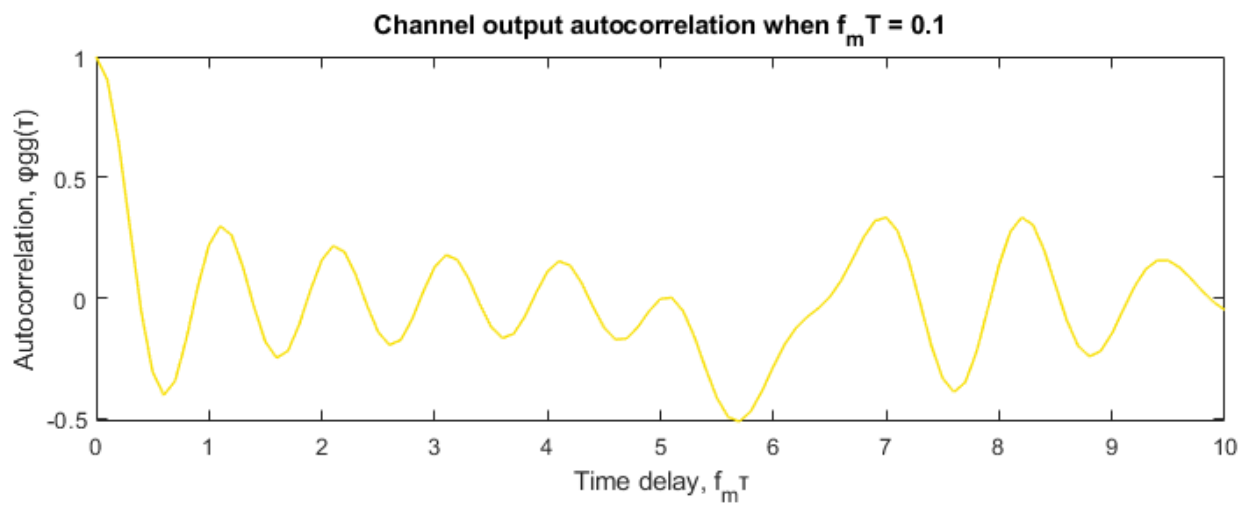
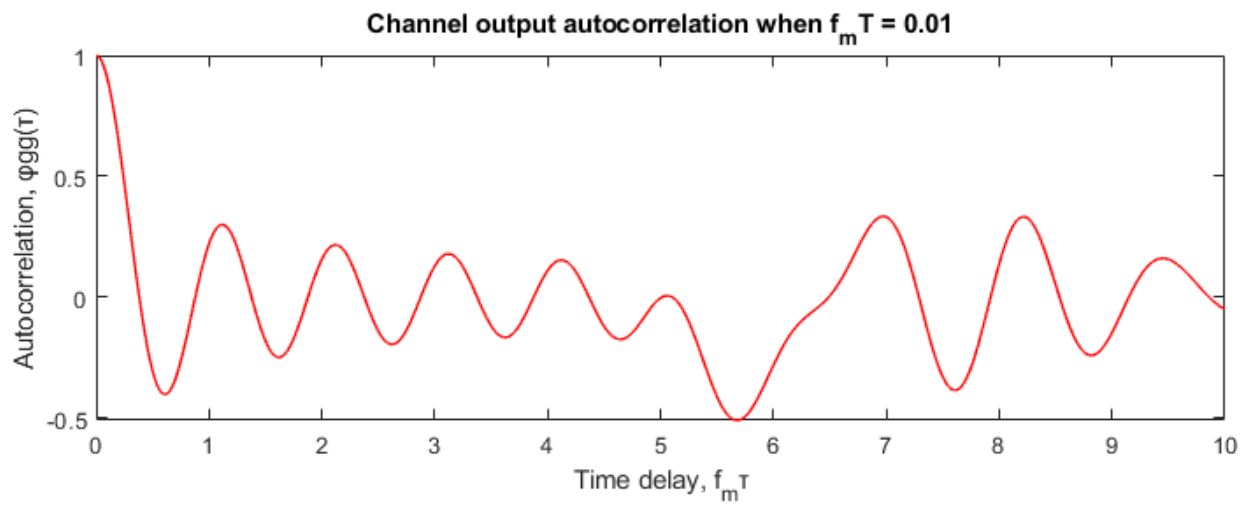
```

2.3.1 Plot the channel output for  $M = 8, 16$  ( $f_m T = 0.01, 0.1, 0.5$  and  $t / T = 0 \sim 300$ )

-  $M = 8$

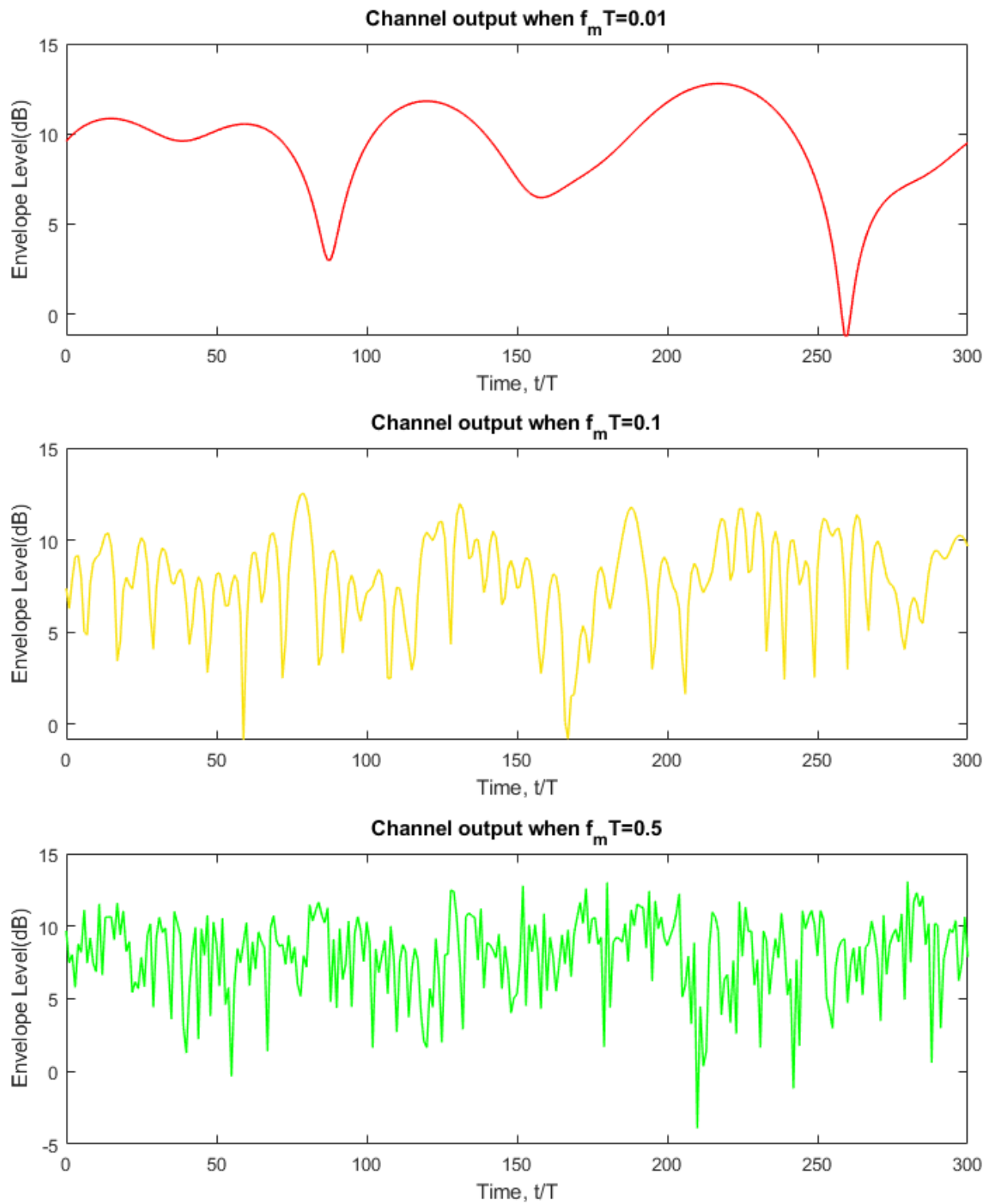


-  $M = 16$

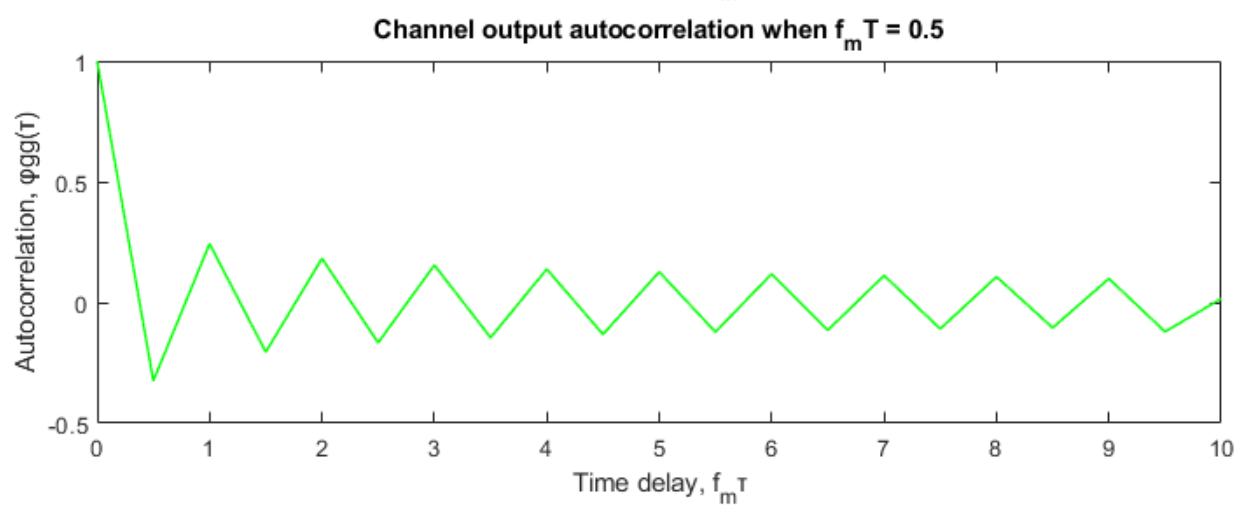
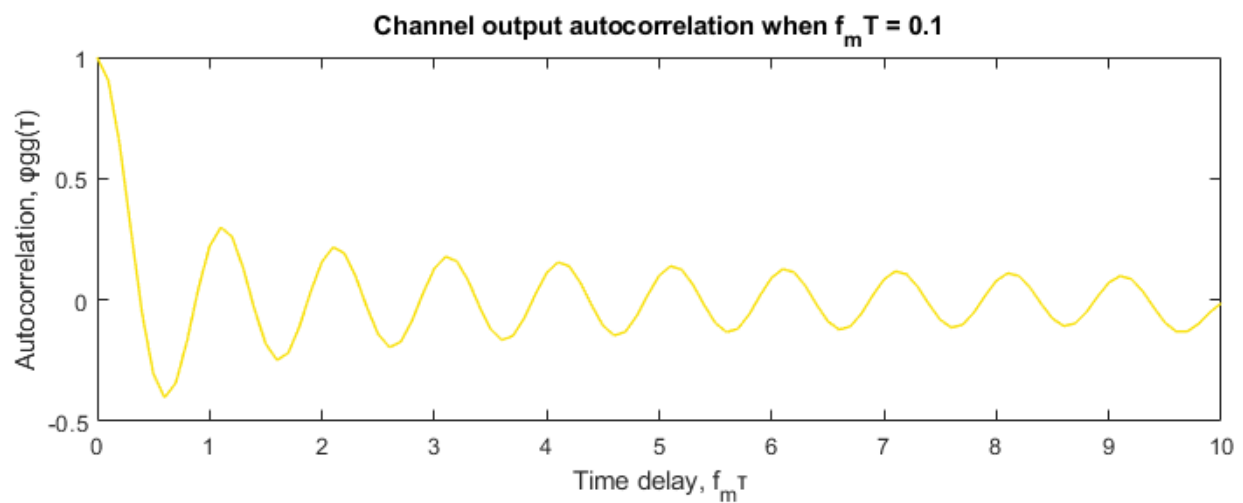
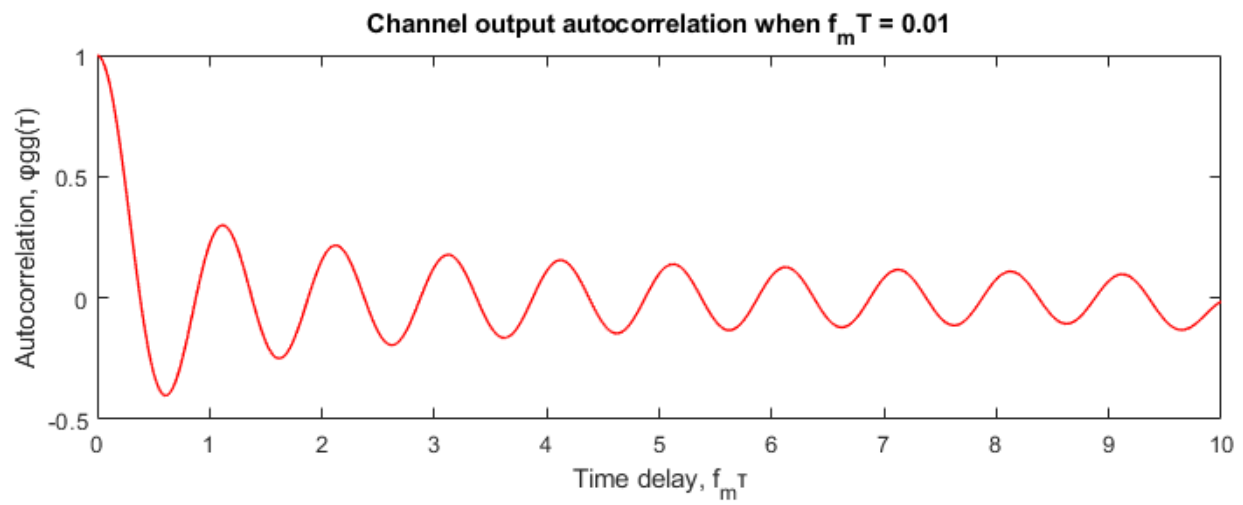


### 2.3.2 Plot the channel output autocorrelation for $M = 8, 16$ ( $f_m \tau = 0 \sim 10$ )

-  $M = 8$



-  $M = 16$



### 3. Discuss and compare the results of different cases.

#### 3.1 Answer

在第1小題的 *Filtered Gaussian Noise method* 模擬，當  $f_m$  越大， $\zeta$  越小，*complex envelope* 的雜訊成分越多自然會變化比較劇烈，而 *autocorrelation* 也慢慢變小。

第 2 小題的 *Sum of Sinusoids method (Jake's method)* 和 *Filtered Gaussian Noise method* 一樣可看出隨著  $f_m$  越大，*complex envelope* 一樣也變化的比較劇烈，且當  $M$  增加，也就是增加 *oscillators* 的數量，可以更貼近真實狀況，*autocorrelation* 較晚才出現失真。

*Filtered Gaussian Noise method* 產生的結果是離散的，且加上為降低演算法複雜度，實作是用 *first-order LPF* 來取代理想 *LPF*，所以想必會跟實際情況有差距。

*Sum of Sinusoids method (Jake's method)* 將所需的 *oscillators* 數量降為原本所需約  $1/4$ ，也就是降低 75% 複雜度，且產生的結果是連續的，所以可以取任何想要的時間點來看，必須注意的是 *Sum of Sinusoids method* 並無隨機性，不過可以透過取不同時間部分來達到偽隨機的效果。