



# 시공간 선 부호 송수신 구현을 위한 소프트웨어 모뎀 기반 시분할 이중 통신 되먹임 채널 설계

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## 1.서론

- 1.1 실험 환경 및 parameter
- 1.2 STLC 알고리즘

## 2.본문

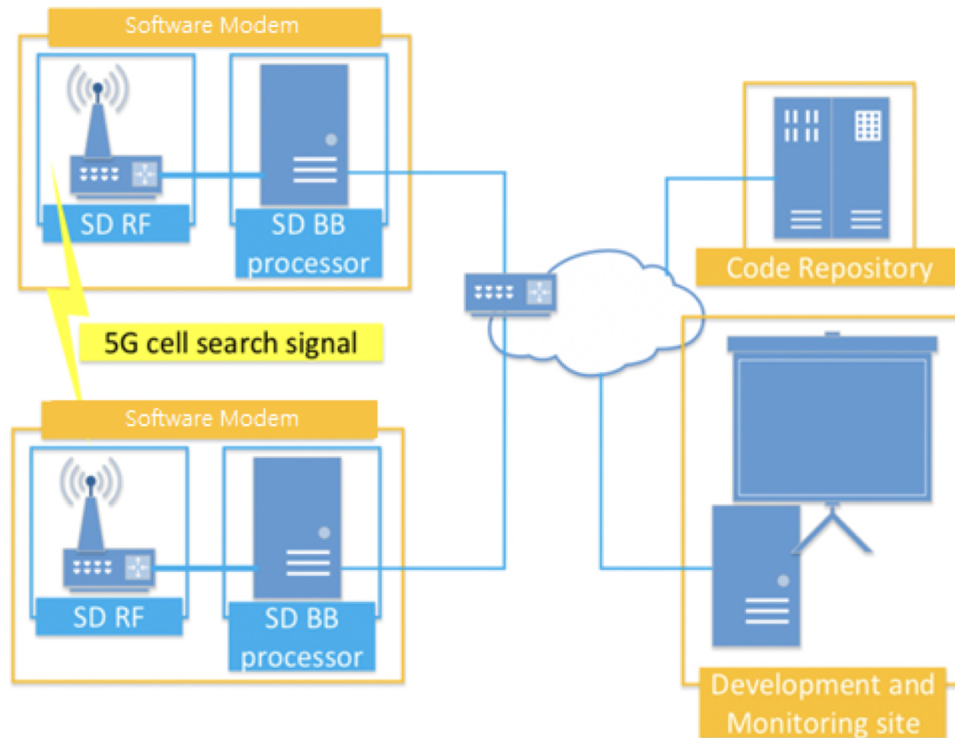
- 2.1 프레임 구조 설계
- 2.2 RF state handler
- 2.3 프리앰블 삽입 알고리즘
- 2.4 프리앰블 검출 알고리즘

## 3.결론

- 3.1 실험 결론 및 분석

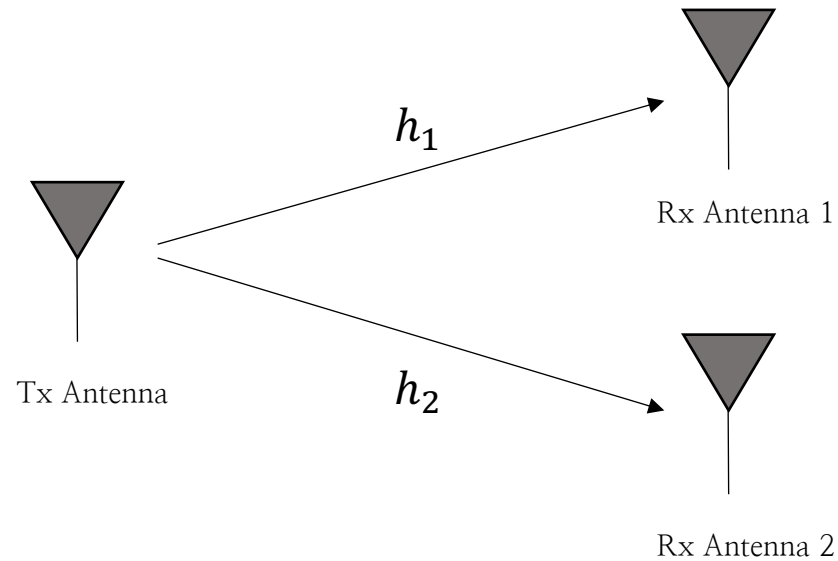
# 1. 서론

## 1.1 실험 환경



## 1.1 STLC 알고리즘

$$\begin{aligned} s_2 &= h_2^* x_1^* - h_1^* x_2 \\ s_1 &= h_1^* x_1 + h_2^* x_2^* \end{aligned}$$



$$\begin{bmatrix} r_{1,1} & r_{1,2} \\ r_{2,1} & r_{2,2} \end{bmatrix} = \begin{bmatrix} h_1 \\ h_2 \end{bmatrix} \frac{1}{\sqrt{\gamma_2}} \begin{bmatrix} s_1 & s_2 \end{bmatrix} + \begin{bmatrix} z_{1,1} & z_{1,2} \\ z_{2,1} & z_{2,2} \end{bmatrix}$$

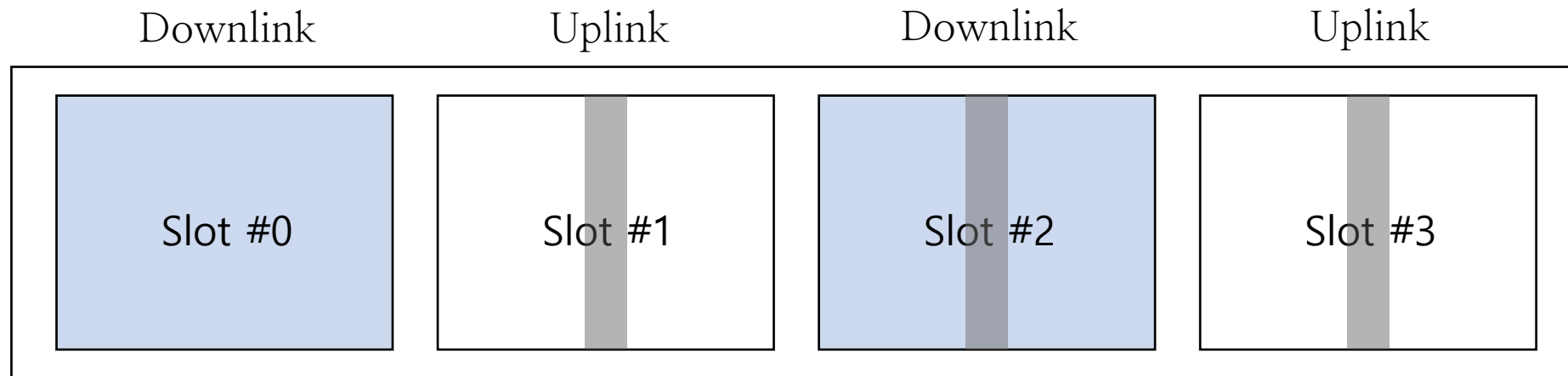


$$\begin{aligned} r_{1,1} + r_{2,2}^* &= \sqrt{\gamma_2} x_1 + z_{1,1} + z_{2,2}^* \\ r_{2,1}^* - r_{1,2} &= \sqrt{\gamma_2} x_2 + z_{2,1}^* - z_{1,2} \end{aligned}$$

### 2.1 프레임 구조 설계

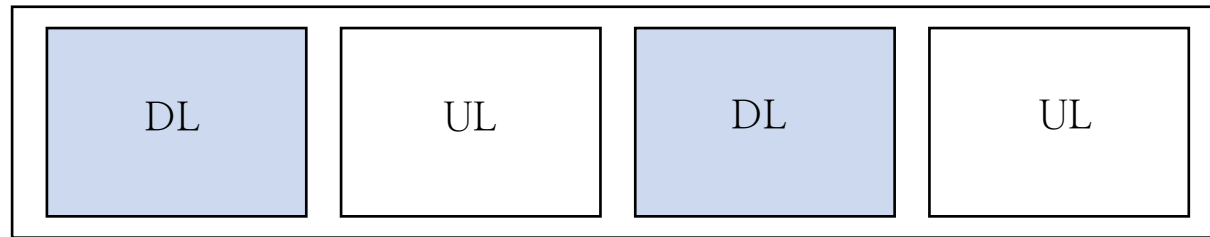
Insert Preamble for Synchronization

DL : Slot #2, Symbol #6  
UL : Slot #1 & 3, Symbol #6



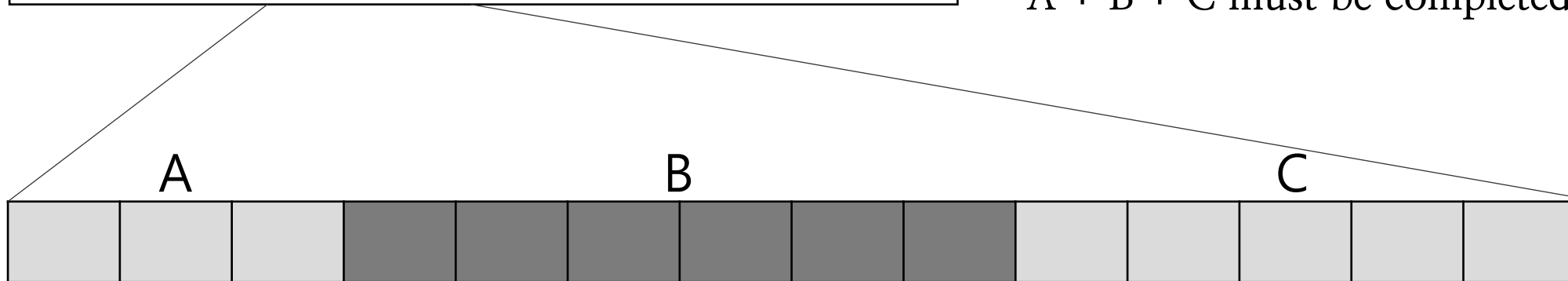
1 Frame = 4 slot, 1 slot = 14symbol, 1 Symbol = 1024

### 2.2 RF state handler



- A. Changing USRP state
- B. Reading received data
- C. Modulation, scheduling and USRP send margin

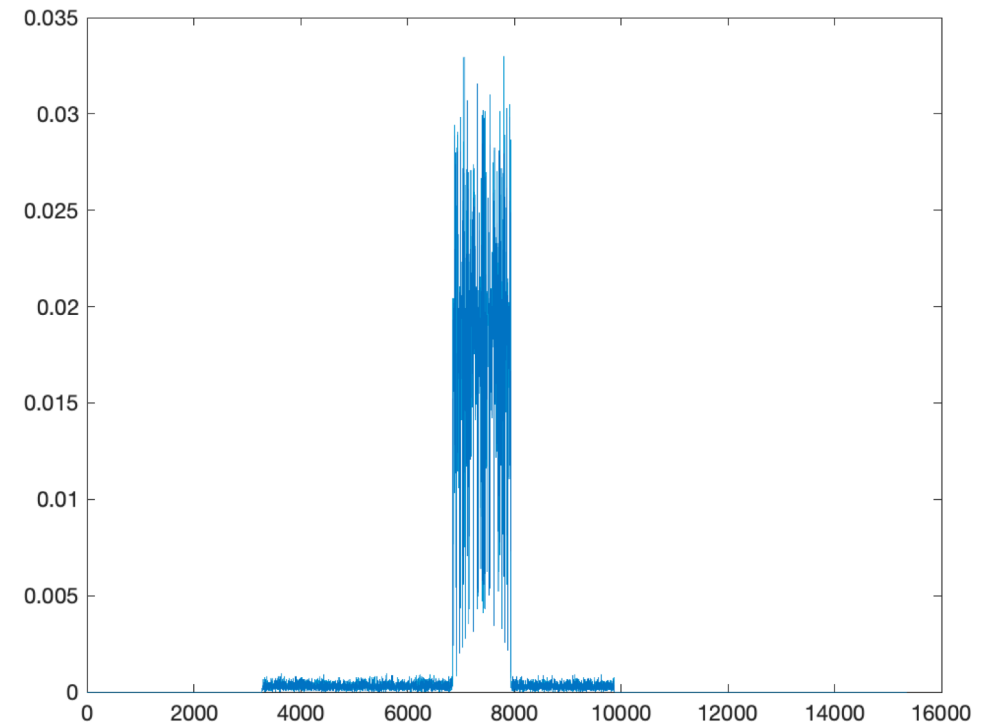
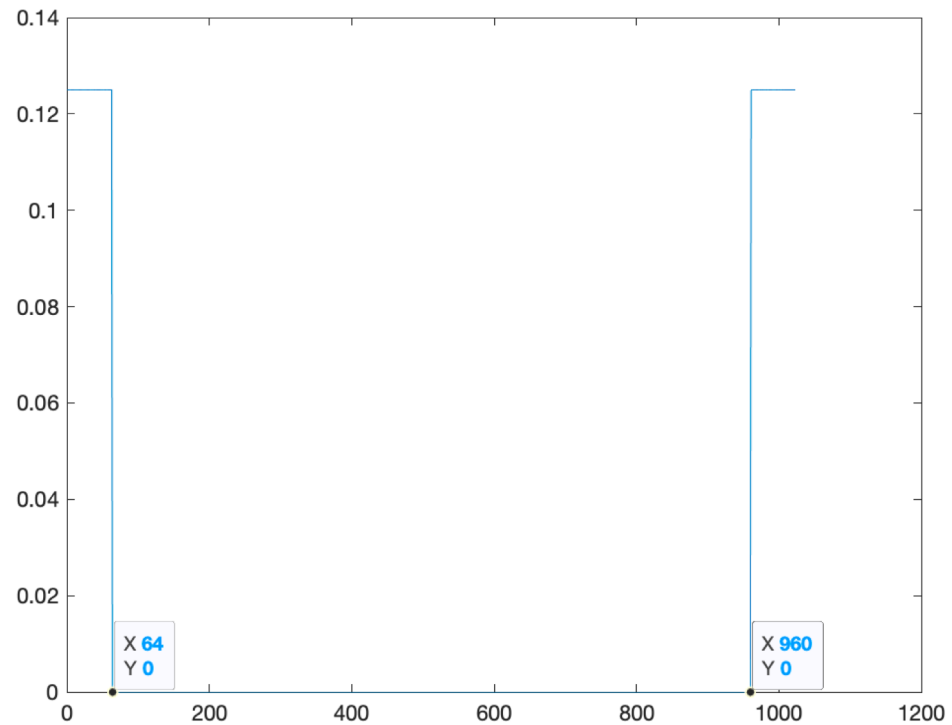
$A + B + C$  must be completed under 1ms



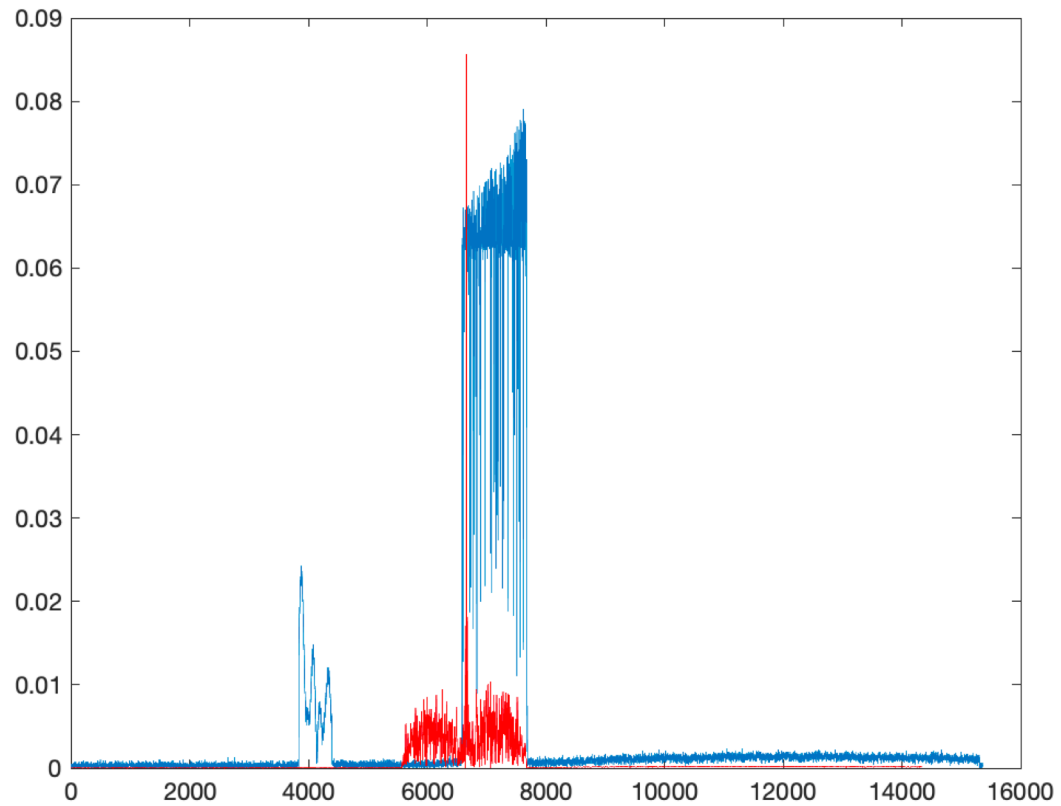
### 2.3 프리앰블 삽입 알고리즘

FFTSize = 1024

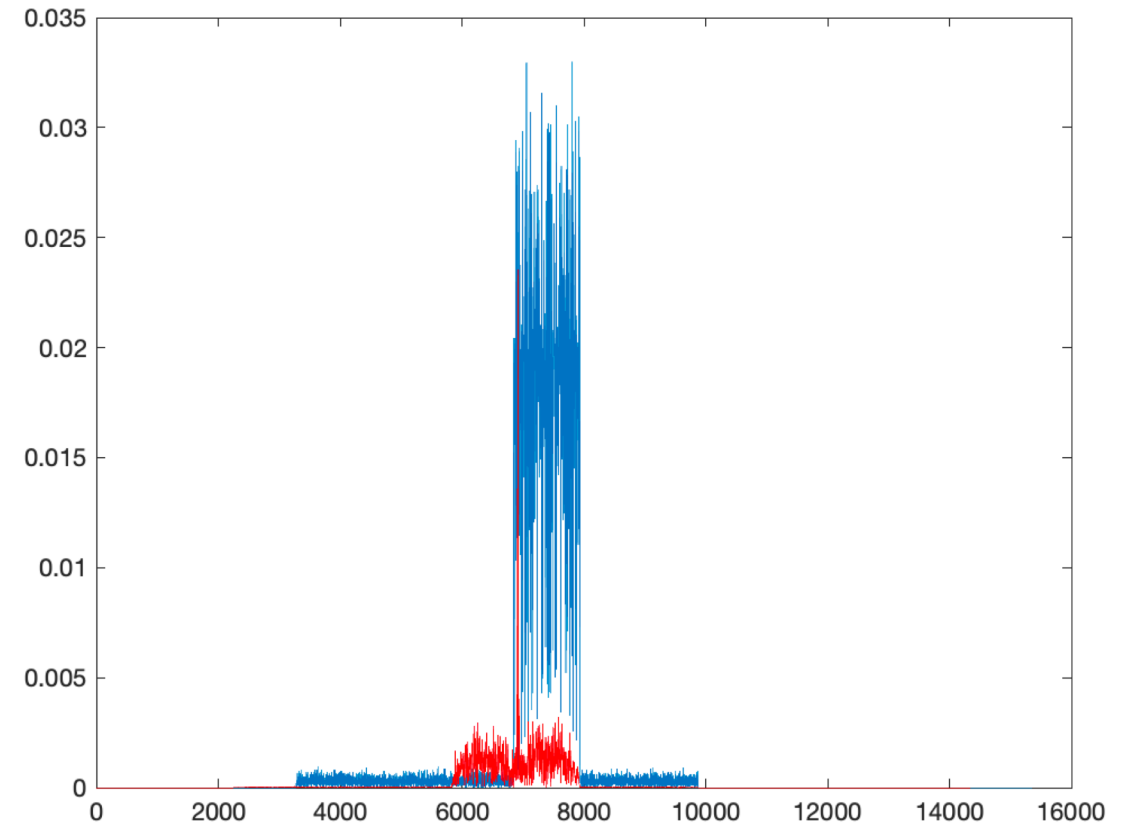
Preamble length = 128



### 2.3 프리앰블 검출 알고리즘



DL (Slot #2)

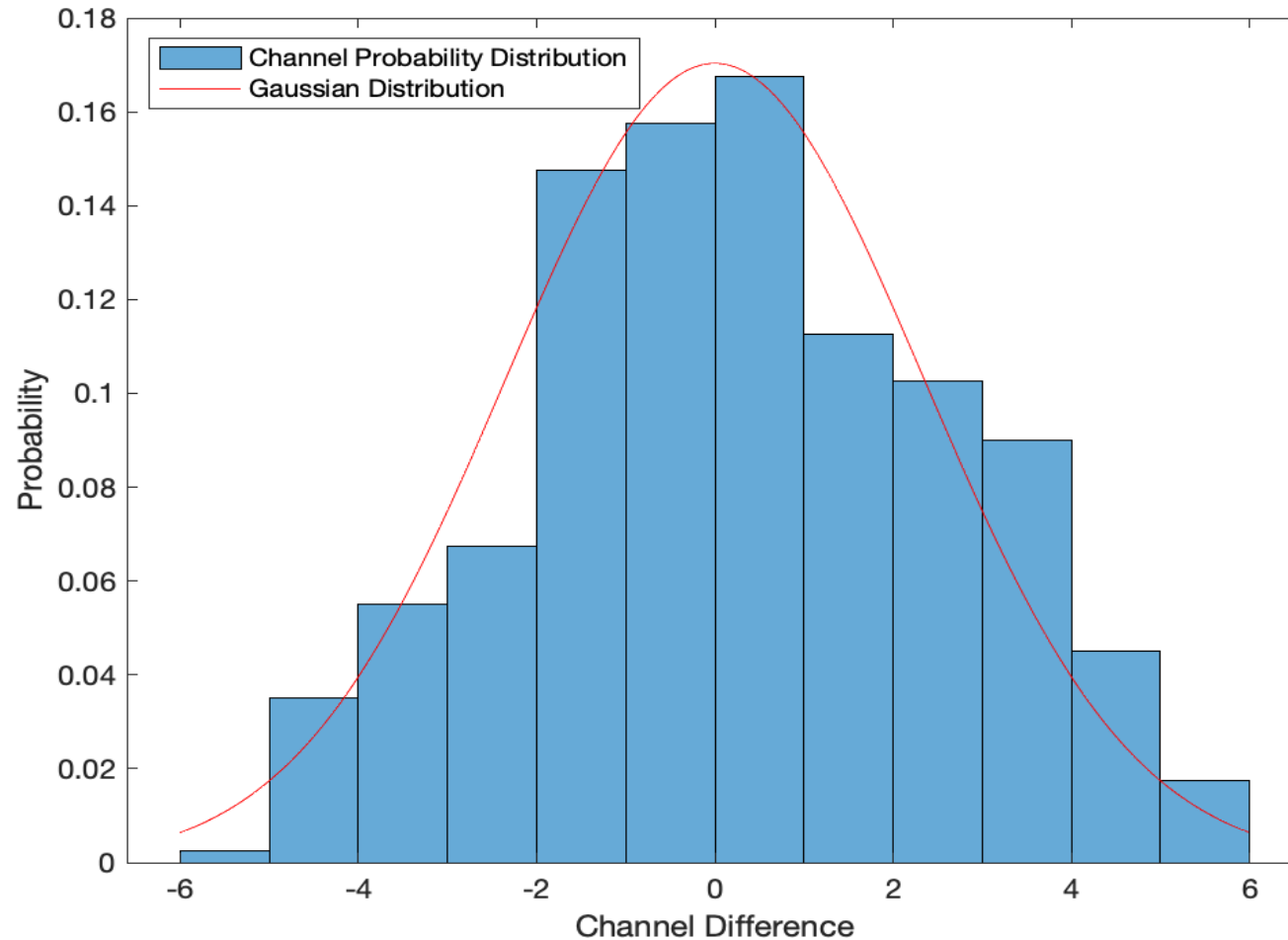


UL (Slot #3)



### 3. 결론

#### 3.1 실험 결론 및 분석



평균 : 0.2767  
표준편차 : 2.3425  
표본 : 400

THANK YOU!