TFE25-462: Meeting 7

Schmidl and Cox Synchronization

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Theoretical background

Schmidl and Cox frame structure

The Schmidl and Cox synchronization algorithm is based on the following frame structure:



Figure 1: Schmidl and Cox frame structure

- OFDM 0 symbols on odd subcarriers
- · Gives a symmetric symbols in time domain

Schmidl and Cox synchronization algorithm - basics

• Calculate the correlation of the received signal with itself shifted by L samples $P(d) = \sum_{n=0}^{L-1} r *_{d+m} r_{d+m+L}$ calculated as

$$P(d+1) = P(d) + r *_{d-L} r_d - r *_{d-2L} r_{d-L}$$

• Recieved energy for second the second half-symbols $R(d) = \sum_{n=0}^{L-1} |r(d+m+L)|^2$ calculated as

$$R(d+1) = R(d) + |r(d)|^2 - |r(d-L)|^2$$

Calculate the metric

$$M(d) = \frac{|P(d)|^2}{(R(d))^2}$$

where r is the received signal and L = K/2 with K the number of subcarriers (FFT size). So, in time domain, a symbol has a size of CP + K = CP + 2L samples.

Schmidl and Cox synchronization algorithm - averaging

Moving average window of size width:

- The metric M(d) has a plateau of size CP samples
- The metric M(d) is averaged over a window of N samples

$$N(d+1) = \frac{1}{width} \cdot (N(d) + M(d) - M(d - width)))$$

Delay introduced:

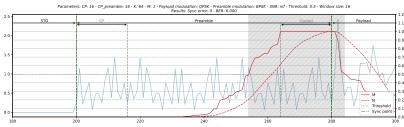
- $M_{delay} = K \cdot M$ (or $2L \cdot M$): introduced by computing the metric
- AVG_delay = width/2 · M: introduced by the moving window
- MID_delay = CP/2 · M: the peak of N indicates the middle of the cyclic prefix

where M is the oversampling factor.

Simulation

Theoretical Simulation

Schmidl and Cox Synchronization Algorithm



Schmidl and Cox Synchronization Algorithm

