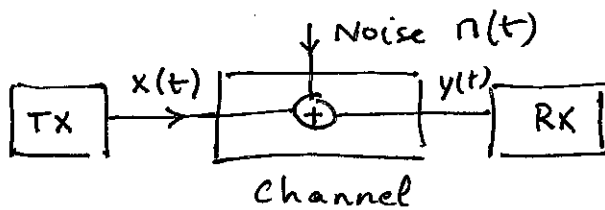


## Lecture 18

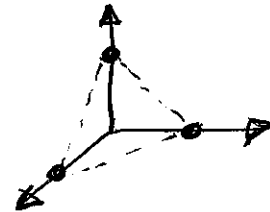
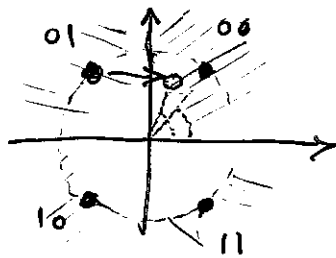
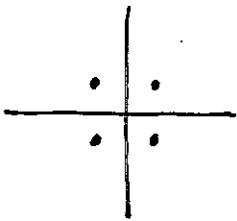
BER (Bit error rate analysis) is a way to analyze performance of different schemes (e.g. in the presence of noise such additive white Gaussian noise AWGN)



$$y(t) = x(t) + n(t)$$

$$\text{BER} \rightarrow P(\text{error})$$

$$P(\text{error}) = P(\text{received decoded symbol} \neq \text{transmitted symbol})$$



# Spread spectrum communication

Initially developed for military to overcome susceptibility to jamming.

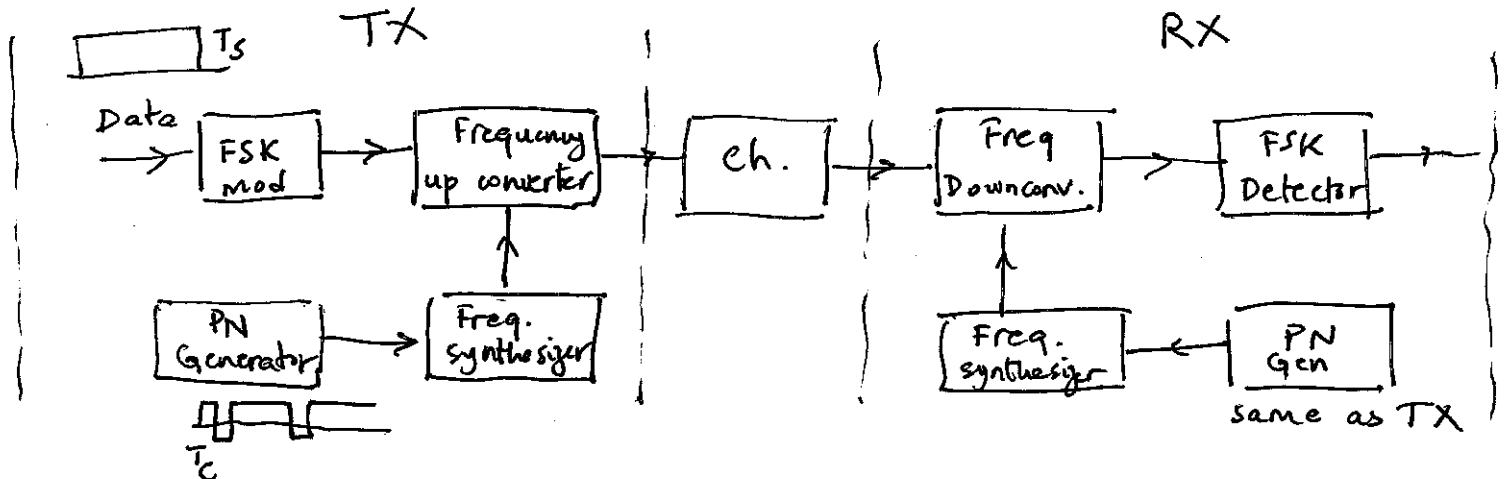
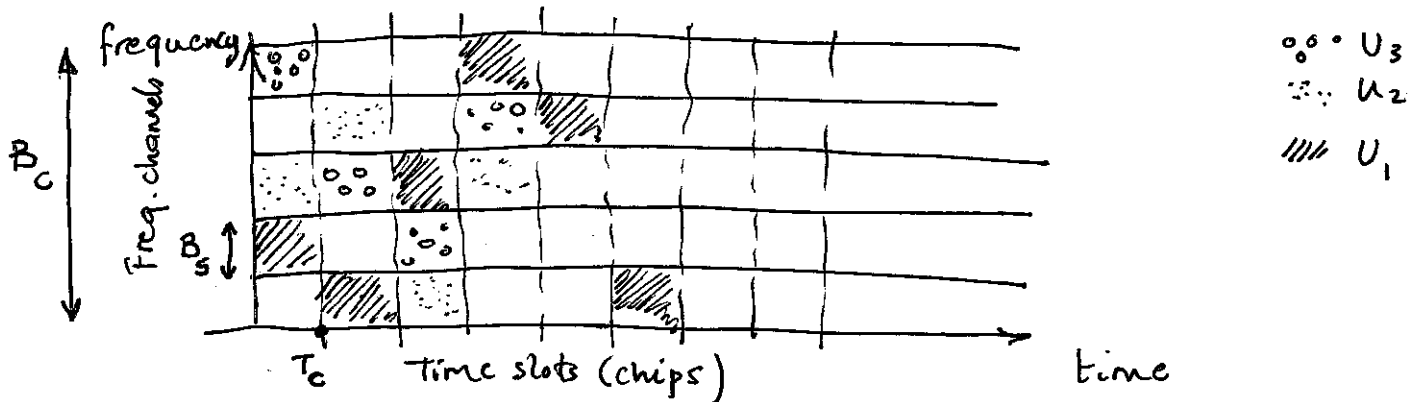
Basic idea : expand or spread the BW (broader spectrum)

By doing so, we make our signals more resistant to jamming.

There are two main types of SS comm :

- ① Frequency Hopping SS (FHSS)
- ② Direct Sequence SS (DSSS)

① FHSS change the carrier over time (for each user) according to a pseudorandom pattern. Effectively, the signal will occupy a broader spectrum and becomes harder to intercept.



If BW was  $B_s$  Hz, then FHSS will use (occupy)

a BW  $B_c = LB$   $L$ : spreading factor

$T_s$ : symbol duration

$T_c$ : Chip duration

$$R_s = \frac{1}{T_s} \text{ symbol rate}$$

$$R_c = \frac{1}{T_c} \text{ Chip rate}$$

If  $T_c \gg T_s \rightarrow$  FH is slow hopping

If  $T_c < T_s \rightarrow$  FH is fast hopping (multiple ~~symbols (hops)~~ hops over the duration of a symbol)

\* Suppose a jamming source has level of jamming power  $P_J$

\* Narrow band <sup>(NB)</sup> signal BW =  $B_s$ , Jammer also has BW =  $B_s$

$$\text{Interference level} = \frac{P_J}{B_s} = I$$

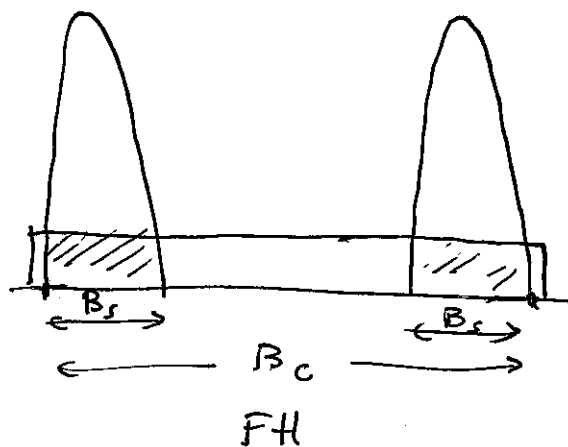
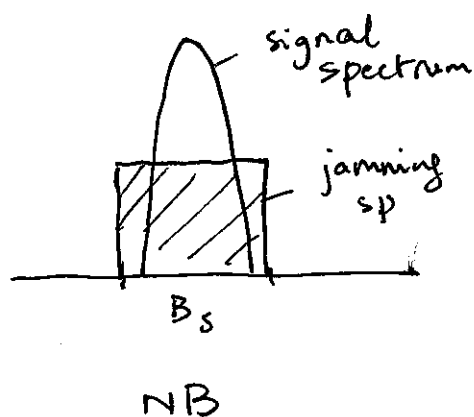
$$\text{Signal-to-interference ratio} = \left( \frac{E_b}{I} \right)_{NB} = \boxed{\frac{E_b B_s}{P_J}}$$

\* FHSS has BW =  $B_c = LB_s$ . Jamming source will

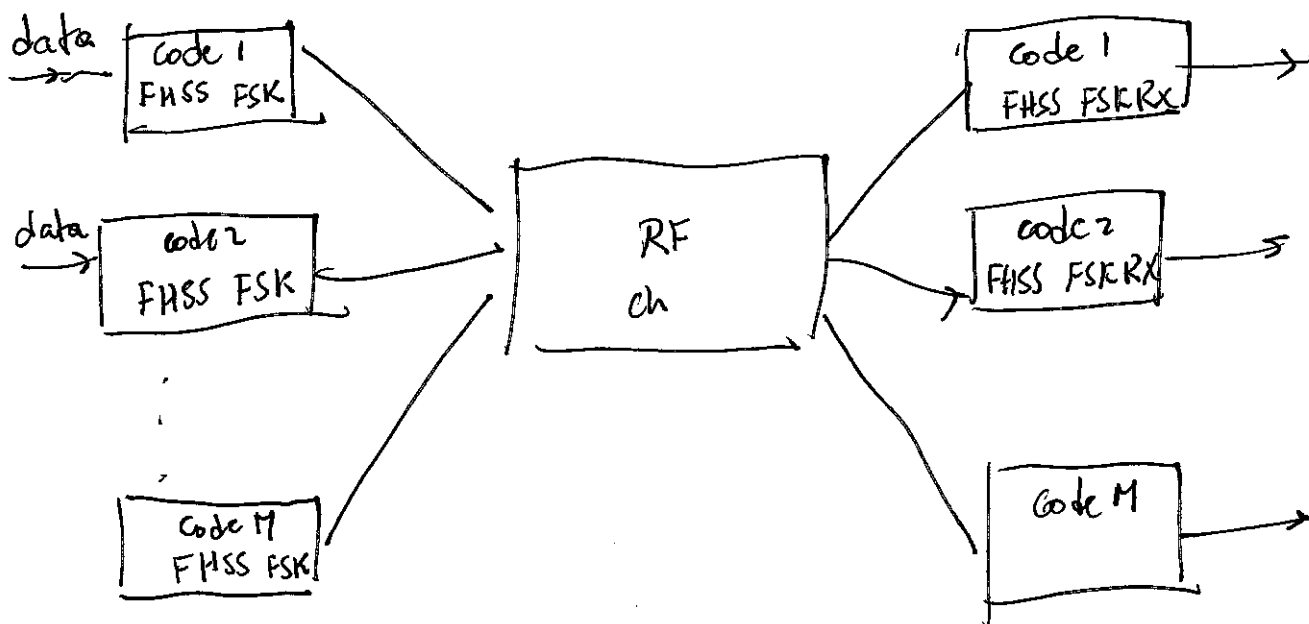
divide its power  $\Rightarrow I = \frac{P_J}{B_c} = \frac{P_J}{LB_s} \Rightarrow \boxed{SIR_{FH} = \frac{E_b LB_s}{P_J}}$

$$SIR_{FH} = L SIR_{NB}$$

Hence, with a spreading factor  $L$ , an FH signal is  $L$  time more resistant to a jamming source with finite power than a narrowband transmission.



If FHSS is used by 1 TX then it's too wasteful. Instead we can have multiple users.



Codes can be designed to avoid collision.

PN code controls the hopping pattern for each user.

⇒ CDMA (Code Division Multiple Access)