

# 4F5: Advanced Wireless Communications

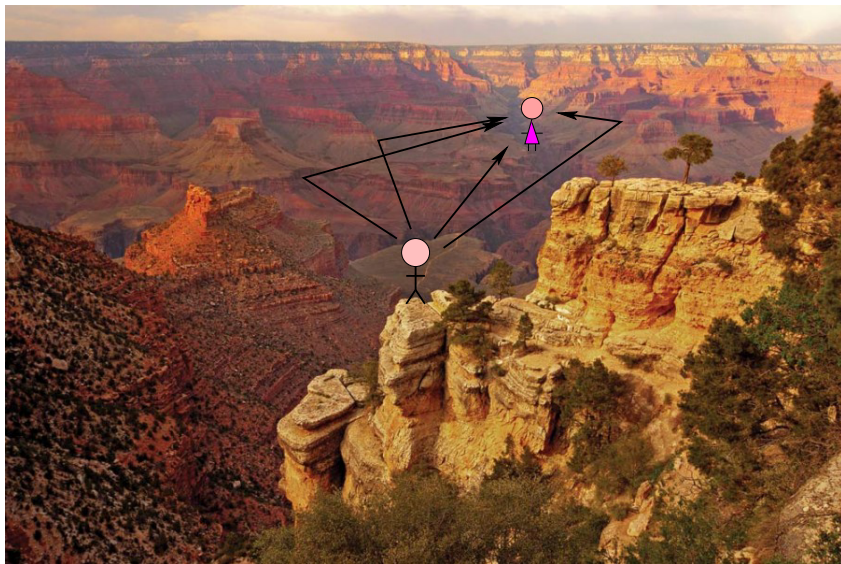
## Handout 7: Characterisation of Fading Channels

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Lent 2012

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## Multipath Fading Channels

- Let  $\alpha_n$  denote the attenuation of path  $n$ , and let  $\tau_n$  denote its delay.
- Transmitter, receiver, scatterers move:  $\alpha_n$  and  $\tau_n$  are time-varying.
- Let  $x_l(\cdot)$  be the baseband equivalent of  $x(\cdot)$ , i.e.,  $x(t) = \text{Re}\{x_l(t)e^{j2\pi f_c t}\}$ :

$$\begin{aligned}y(t) &= \sum_n \alpha_n(t)x(t - \tau_n(t)) + n(t) \\ &= \text{Re} \left\{ \left[ \sum_n \alpha_n(t)e^{-j2\pi f_c \tau_n(t)} x_l(t - \tau_n(t)) + n'(t) \right] e^{j2\pi f_c t} \right\}\end{aligned}$$

- Suppose that  $\tau_n(t)$  varies only little:

$$x(t - \tau_n(t)) \approx x(t - \tau_n) \quad \text{and} \quad 2\pi f_c \tau_n(t) = \theta_n(t) \quad (\text{since } f_c \text{ is large})$$

- Then, the baseband equivalent received signal is

$$y_l(t) = \sum_n \alpha_n(t)e^{-j\theta_n(t)} x_l(t - \tau_n) + n'(t) \quad \longrightarrow \quad y_l(t) = \int h(t; \tau)x_l(t - \tau)d\tau + n'(t)$$

as the number of paths tends to infinity.

- Channel is described by the time-varying impulse response  $h(t; \tau)$ .

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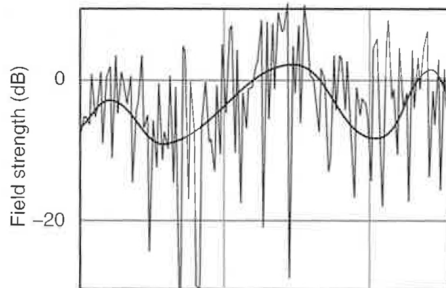
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## Multipath Fading Channels

- Paths may add constructively or destructively: large fluctuations possible.
- Path attenuations and delays are deterministic.
- It is very complicated to describe each path (there are too many!). We therefore model the path attenuations as random processes.



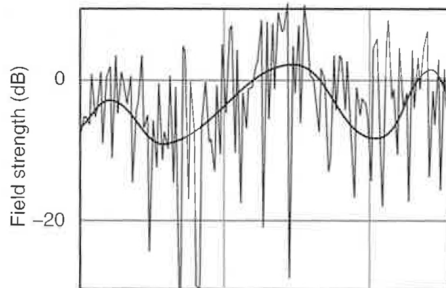
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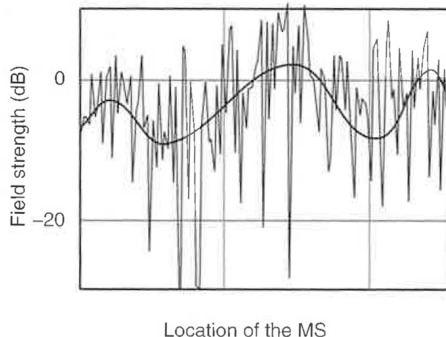
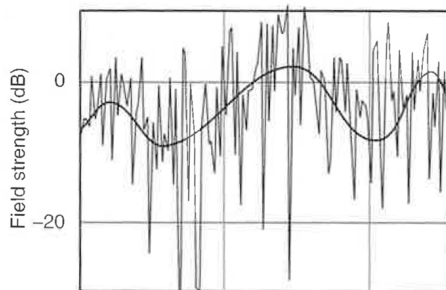


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# Multipath Fading Channels

## Channel Correlation Functions and Power Spectra

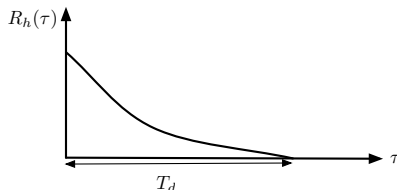
- Time-varying impulse response  $h(t; \tau)$  is modelled as complex random process.
- Let  $R_h(t_1, t_2; \tau_1, \tau_2) \triangleq \mathbb{E}[h(t_1; \tau_1)^* h(t_2; \tau_2)]$ . The WSSUS assumption is:
  - $(h(t; \tau), t \in \mathbb{R})$  is wide sense stationary, i.e.,  $\mathbb{E}[h(t; \tau)]$  does not depend on  $t$ ,

$$R_h(t_1, t_2; \tau_1, \tau_2) = R_h(t_1 - t_2, 0; \tau_1, \tau_2) \quad \text{and} \quad R_h(0, 0; \tau_1, \tau_2) < \infty$$

• Scatterers are uncorrelated, so

$$R_h(t_1, t_2; \tau_1, \tau_2) = R_h(t_1, t_2; \tau_1, \tau_1) \delta(\tau_2 - \tau_1)$$

- $R_h(\tau) \triangleq R_h(0, 0; \tau, \tau)$  is called the **delay power spectrum**. It describes the average power of the path attenuation as a function of  $\tau$ .
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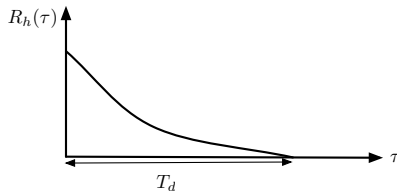
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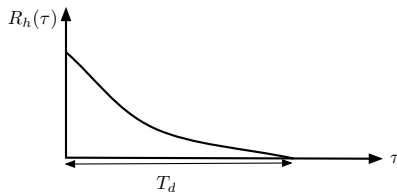
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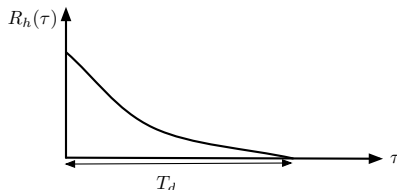
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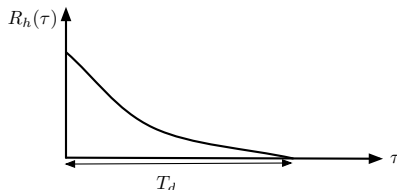
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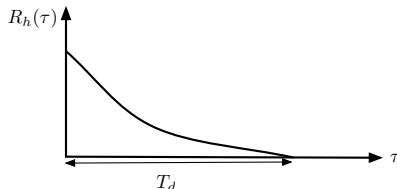
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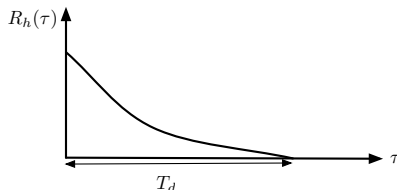
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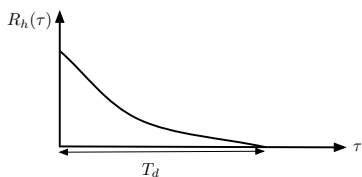
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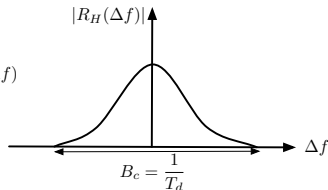
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$$R_h(\tau) \longleftrightarrow R_H(\Delta f)$$



# Multipath Fading Channels

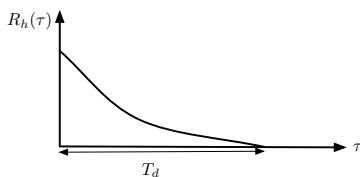
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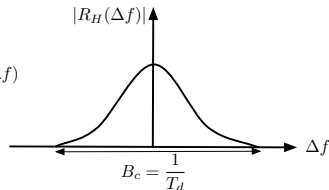
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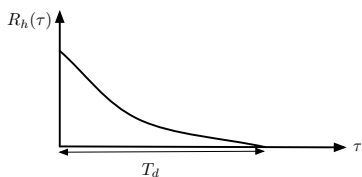
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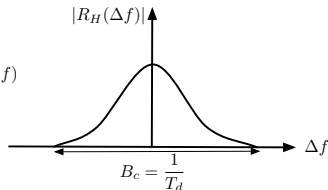
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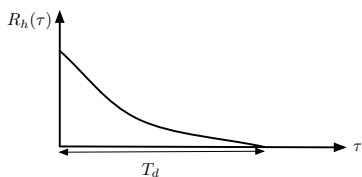
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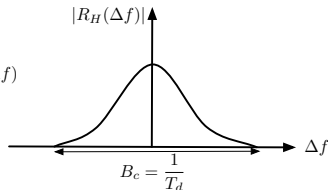
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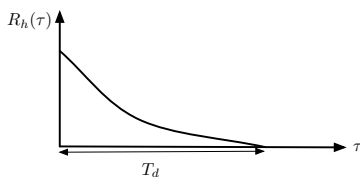
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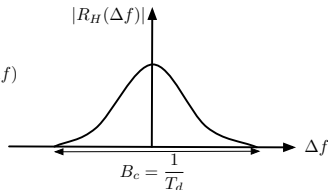
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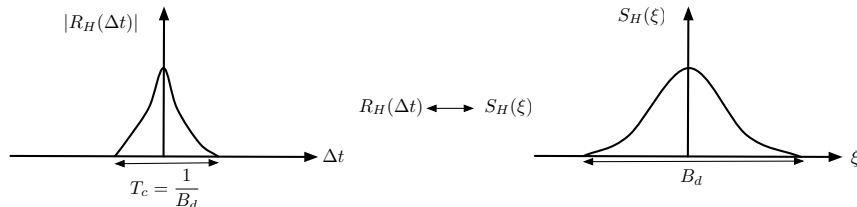
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## Channel Correlation Functions and Power Spectra

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- $S_H(\xi)$  is called the **Doppler power spectrum**. It indicates the amount of spectral broadening in the received signal due to Doppler shift.
- If the channel is time-invariant, then  $R_H(t_1, t_2; f_1, f_1) = 1$  and  $S_H(\xi) = \delta(\xi)$ .
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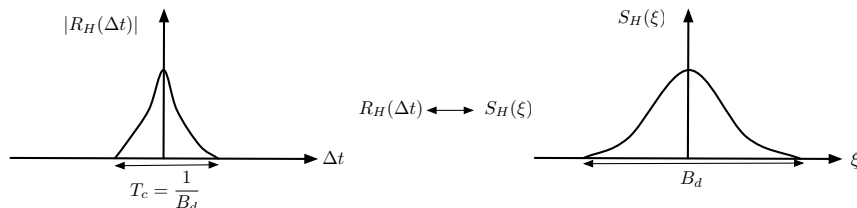
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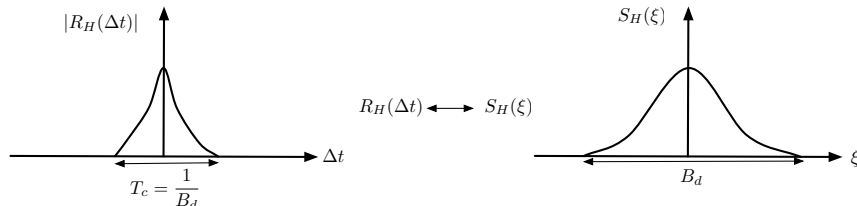
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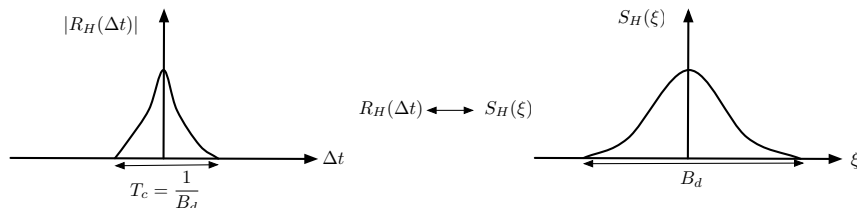
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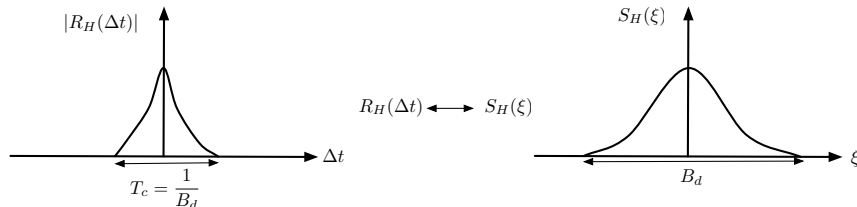
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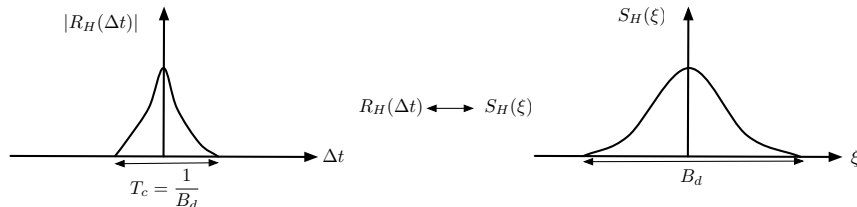
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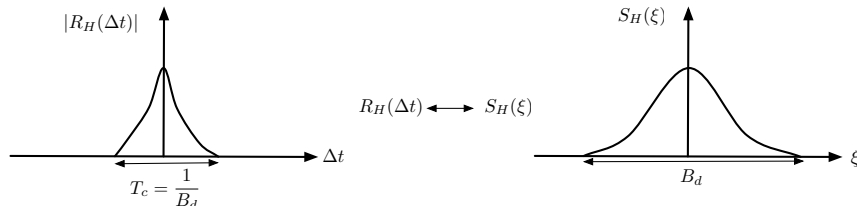
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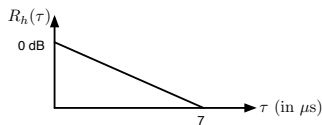
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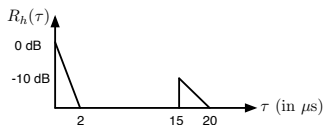
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- Urban and suburban areas:  $T_d \approx 1 - 10 \mu\text{s}$ .
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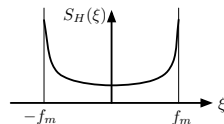
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Urban and suburban areas



Hilly terrain



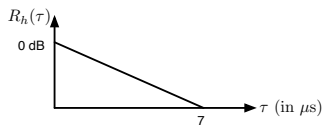
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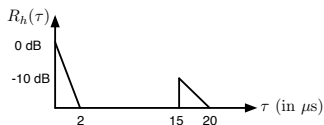
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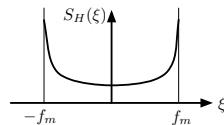
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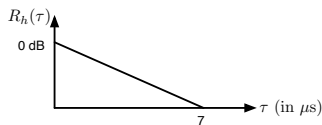
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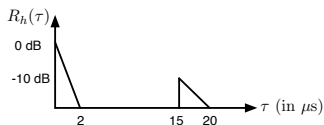
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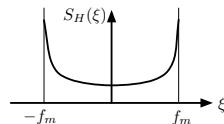
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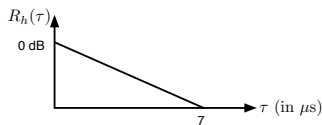
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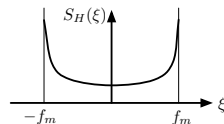
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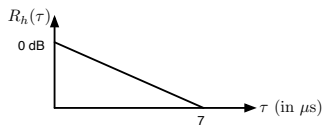
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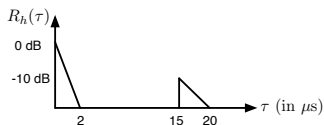
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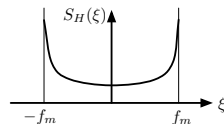
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Urban and suburban areas



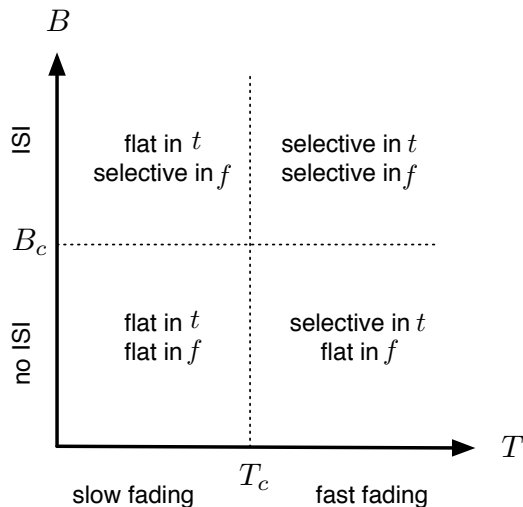
Hilly terrain



# Multipath Fading Channels

## Classification of Fading Channels

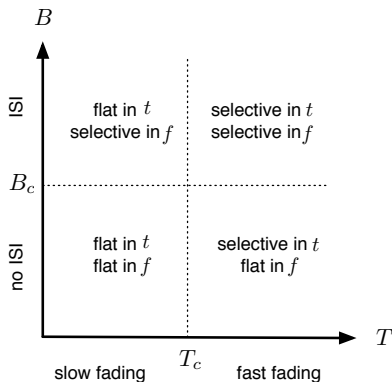
Let  $T$  be the codeword duration, and let  $B$  be the signal bandwidth:



# Multipath Fading Channels

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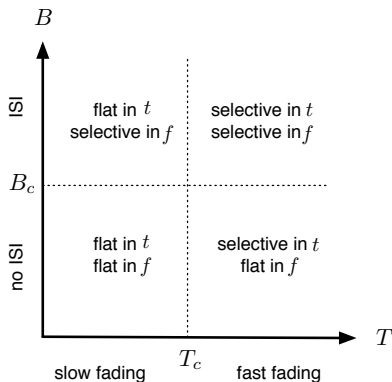
- Whether channel is selective in time/frequency depends on the statistics of the channel **and** the transmitted signal.
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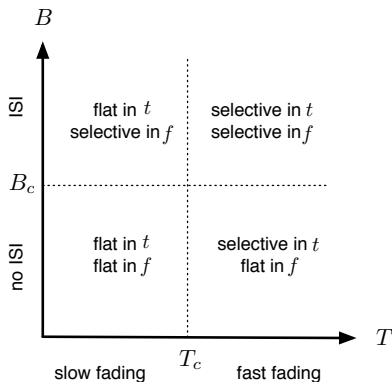




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# Statistical Fading Models

## From Continuous-Time to Discrete-Time

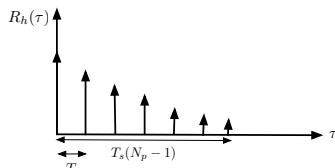
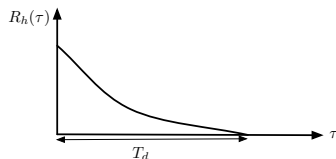
- Continuous-time fading model:

$$y_I(t) = \int h(t; \tau) x_I(t - \tau) d\tau + n'(t), \quad t \in \mathbb{R}$$

- Discrete-time fading model:

$$y_i = \sum_{\ell=0}^{N_p-1} h_{i,\ell} x_{i-\ell} + n_i, \quad i = 1, 2, \dots$$

- Each path  $h_{i,\ell}$  summarises the contribution of multiple scatterers within a symbol period  $T_s$ .
- Often paths are modelled as complex Gaussian random variables with variance  $\sigma_n^2 = |R_h(nT_s)|^2$ . This is "justified" by the central limit theorem.
- Other models can be used to better fit experimental data, e.g., Nakagami- $m$ .



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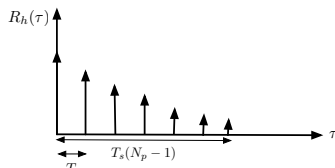
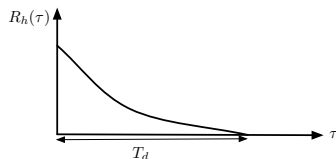
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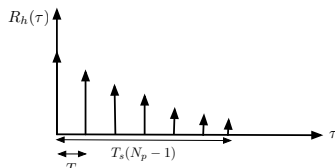
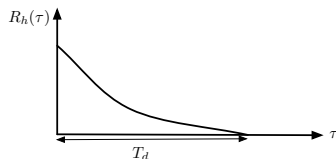
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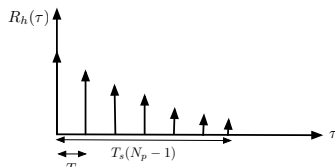
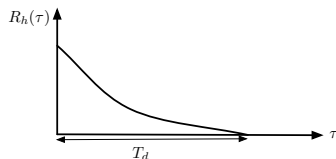
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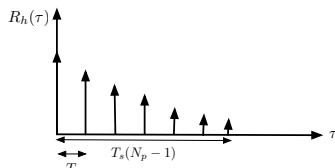
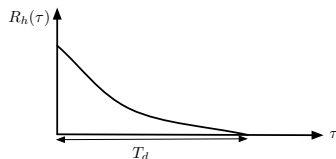
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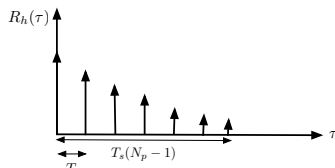
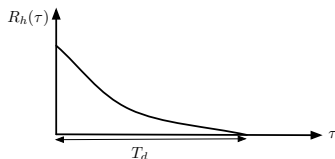
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## Flat Fading

Only one tap, i.e.,  $N_p = 1$ :

$$y_i = h_i x_i + n_i, \quad i = 1, 2, \dots$$

- No ISI.
- Slow fading:  $h_i$  does not depend on  $i$ .
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