

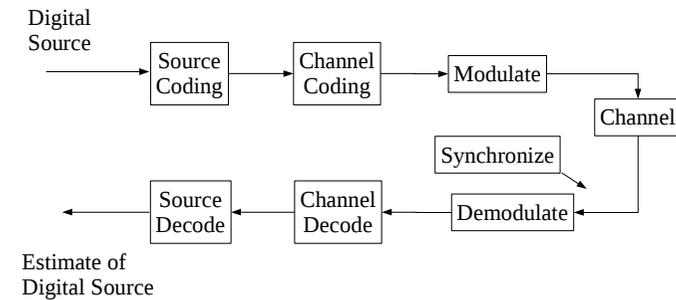
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## TSTE17 System Design, CDIO

- Introduction telecommunication
- OFDM principle
- How to combat ISI
- How to reduce out of band signaling

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## Components of a digital communication system

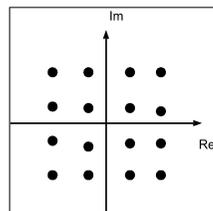


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## Quadrature Amplitude Modulation (QAM)

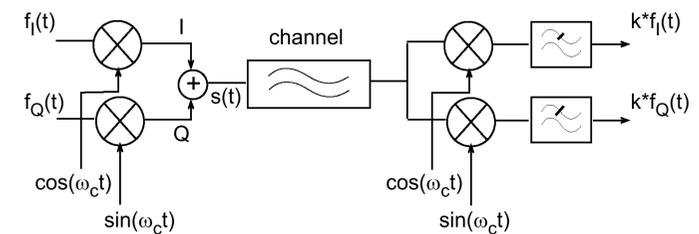
- Modulate both amplitude and phase
- Use equal distance between all points

16-QAM



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## Creating the modulated carrier



## Wireless communication, cont.

- High data rate => Large bandwidth (BW)
- $BW \gg$  Coherence bandwidth => frequency selective fading
  - Coherence bandwidth =  $1/T_m$  (multipath spread)
- Possible solutions
  - Use multiple narrow carriers
  - Use equalizer to even out effect (inverse of impulse response)

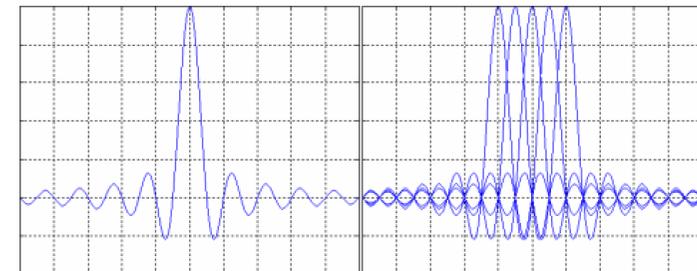
## Multi-carrier Multiplexing

- Reduce effects of frequency selective fading by use of multiple carriers
- Each carrier must be non-overlapping with the other carriers to enable detection of data
- Leads to inefficient use of bandwidth

## OFDM

- Use orthogonal carriers => better use of frequency spectrum
- Use integer number of periods for each carrier (carrier spacing  $1/T_{\text{symbol}}$ )
- Require that spectral peak of each carrier must coincide with the zero crossing of all other carriers

## OFDM cont.



Single carrier frequency respons

Overlapping orthogonal carriers

## Discrete Fourier Transform

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$$X(k) = \sum_{n=0}^{N-1} x(n) e^{-j2\pi kn/N}$$

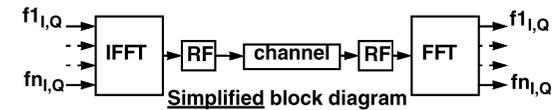
$$x(n) = \frac{1}{N} \sum_{k=0}^{N-1} X(k) e^{j2\pi kn/N}$$

- Implemented using IFFT
  - $O(n \log n)$  complexity

## OFDM cont.

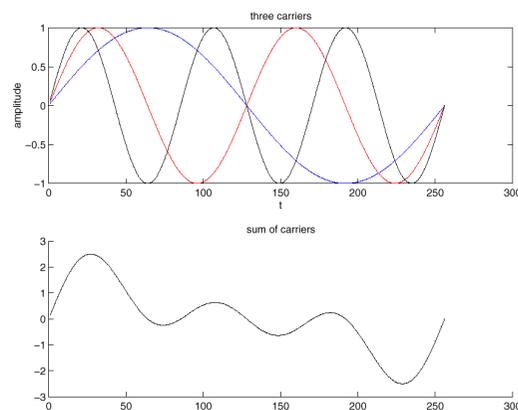
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- Let inputs to the IFFT be the constellation points
  - Each coefficient controls the phase and amplitude of the subcarrier
- Requires the IFFT and FFT to be synchronized



## IFFT subcarriers, example

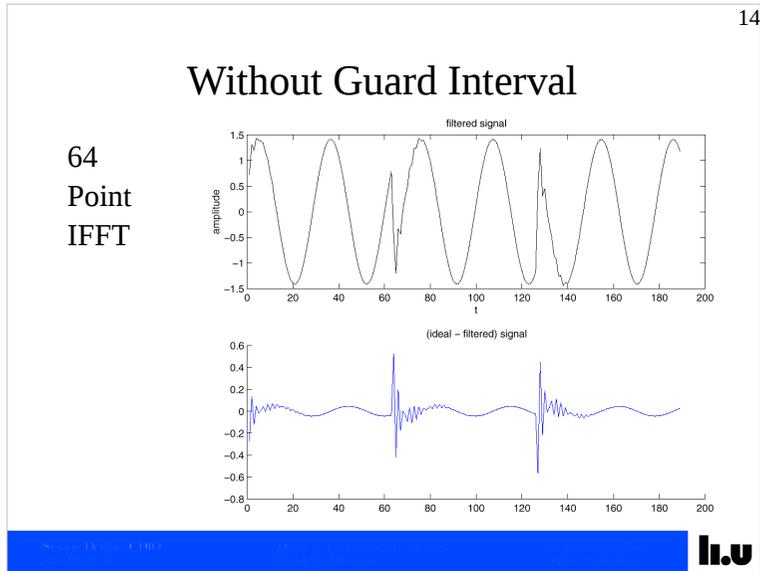
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## Avoiding Delay spread errors

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- Inter Symbol Interference (ISI) caused by delay spread
  - Must avoid receiving multiple symbols
- Solution: Guard Intervals, do not send a new symbol until all delayed versions of the previous symbol has reached the receiver.
  - Empty transmission leads to Inter Carrier Interference (ICI)
- Guard interval  $>$  channel impulse response length



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- ## Without guard interval
- Adding scaled delayed versions of sinusoids
  - Addition gives only a scaled and delayed signal
  - Only works if the symbol length is increased without changing contents (frequency components)
  - Remember the Discrete Fourier transform is cyclic!
- h.u**

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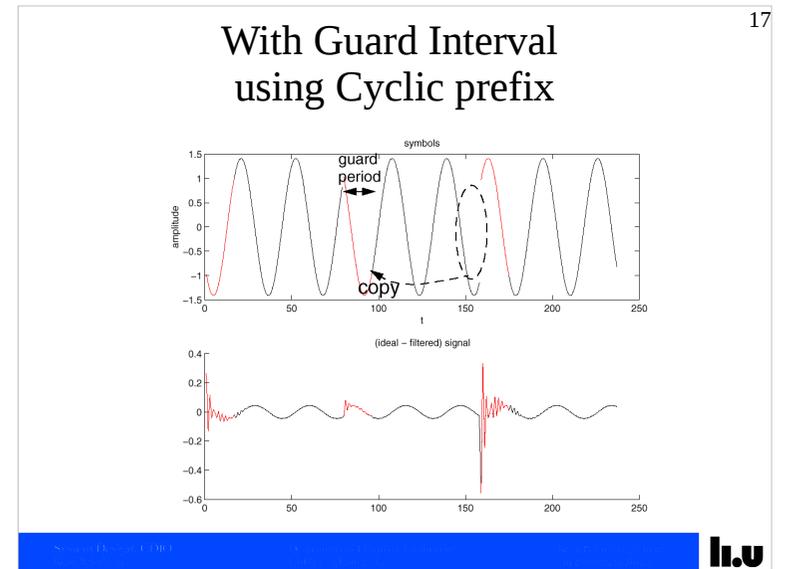
## Guard Time

- Multipath => Mixing of two subsequent symbols in receiver
- Avoid mix by extending the symbol
  - Cyclic prefix

A diagram showing a horizontal bar representing a symbol. The bar is divided into two sections: a green section on the left and a blue section on the right. The blue section is labeled 'Symbol' and contains a vertical ellipsis. A curved arrow points from the end of the blue section back to the beginning of the green section, illustrating the cyclic nature of the prefix.

- Same information found independent where inside the symbol
  - Varies in phase only depending on start

**h.u**



## Cyclic prefix

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- Two ways to increase symbol length
  - Prefix: Add copy of the end of the symbol to the front
  - Postfix: Add copy of the start of the symbol at the end
- Always gives a loss in data rate
  - Can be viewed as a reduction of power for each sent symbol
- Prefix can be changed to postfix by input rotation

## Selection of parameters

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- Dependency between cyclic pre/postfix length, delay spread, and number of subcarriers
  - Pre/post fix length > delay spread
  - Pre/post fix length / Symbol length
  - Symbol Time = 1/subcarrier distance
  - Ncarriers \* Subcarrier frequency = BW
  - Datarate on subcarrier = Total datarate / Ncarrier

## Parameter example

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- $T_m = 300$  ns, Datarate = 50 Mbit/s, BW = 10 MHz, prefix/symbol length < 0.1
- Prefix at least 300 ns. Select guard interval =  $4 \cdot 300 = 1.2$  us (to be safe)
- Symbol time =  $6 \cdot$  guard time = 7.2 us  $\Rightarrow$  guard time loss < 1 db
- Subcarrier distance =  $1 / (\text{symbol time} - \text{guard interval}) = 1 / (7.2 - 1.2)$  us = 167 kHz
- Maximum number of subcarriers = BW / subcarrier distance =  $10 / 0.167 = 60$

## Parameter example, cont.

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- 50 Mbit/s, 7.2 us symbol time  $\Rightarrow$   $50 \cdot 10^6 \cdot 7.2 \cdot 10^{-6} = 360$  bits/symbol
- $360 / 60 = 6$  bits / subcarrier. The modulation required would be 64-QAM
- Final design: 64 QAM modulation, 64 point IFFT (60 subcarriers used for data),  $f_{\text{sample}} = 167 \cdot 10^3 \cdot 64 = 10.67$  MSamples/s, 5 samples cyclic prefix, 69 samples long symbol.
- The above example could be modified to use lower datarate on a larger number of subcarrier

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## OFDM System

- Serial data stream to parallel data frames
- Modulate  $N$  subcarriers with BPSK, QPSK or QAM using the data frame
  - Data is in frequency domain (phase and amplitude for each subcarrier)
- Use IFFT for modulation (orthogonal subcarriers)
- Send the time domain signal

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## IFFT Algorithm

- Application of Divide and Conquer on the DFT transform
- Two approaches
  - Division in time
  - Division in frequency
- Complexity  $O(n \log n)$

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## IFFT Algorithm

- Different ways to divide the input/output => different basic operation (butterfly)
  - Radix-2
  - Radix-4
  - Radix-8
- Tradeoff between number of operations and complexity of each operation

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## IFFT frequency map

- The input vector in frequency domain
 
$$[ DC, f_c, 2f_c, \dots, (N/2-1)f_c, (N/2)f_c, -(N/2-1)f_c, \dots, -2f_c, -f_c ]$$

$T$  : Symbol duration  
 $f_c = 1/T$  : Subcarrier distance
- DC and highest frequencies are usually not used
  - Requirements on A/D, D/A and mixers

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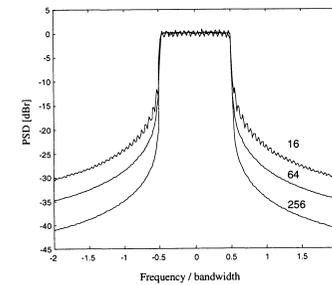
## Tricks with the IFFT

- Receiver FFT and IFFT can be designed simultaneously
  - Swap real and imaginary parts on input and swap real and imaginary parts on output
  - Rearrange order: 0, N-1, N-2, ... 2, 1
- Oversampling direct in the IFFT
  - Increase size of the IFFT, zero non-used channels
  - Increased computational load ( $n \log n$  complexity)

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## Out of band spectrum

- IFFT generates unfiltered QAM subcarriers
- Transition between symbols generates out of band spectrum
- Reduced using windowing



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## Windowing

- Smooth the symbol transitions
- Common type
  - Raised cosine window

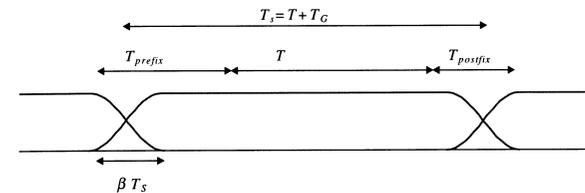
$$w(t) = \begin{cases} 0.5 + 0.5 \cos(\pi + t\pi / (\beta T_s)) & 0 \leq t \leq \beta T_s \\ 1, 0 & \beta T_s \leq t \leq T_s \\ 0.5 + 0.5 \cos((t - T_s)\pi / (\beta T_s)) & T_s \leq t \leq (1 + \beta) T_s \end{cases}$$

- $T_s$  Symbol interval < Total symbol duration

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## Windowing, cont.

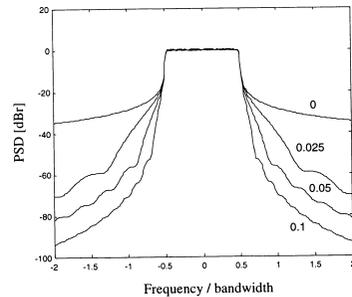
- Windowing algorithm
  - $T_{\text{prefix}}$  and/or  $T_{\text{postfix}}$  samples added
  - Multiply by raised cosine window  $w(t)$
  - Add to output of previous symbol



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## Windowing, cont.

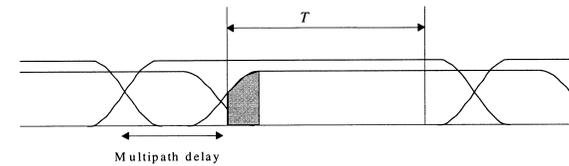
- Small rolloff factor  $\beta$  gives large improvement



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## Windowing, cont.

- Large rolloff factor  $\beta$  reduces delay spread tolerance



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## Windowing, alternative

- Conventional filtering also possible
  - Convolution in time domain
- Must avoid ripple
  - Long ripple reduces delay spread tolerance
- Complexity higher
  - Windowing: a few multiplications per symbol
  - Filtering: a few multiplications per sample

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## OFDM Parameter Selection

- Input parameters
  - Bandwidth, bit rate, delay spread
- $T_{\text{guard}} \approx [2,4] * T_{\text{delayspread}}$
- $T_s \approx 5 * T_{\text{guard}}$ 
  - 1 dB SNR loss due to guard time
  - Longer symbol time => more subcarriers => more complex design & more sensitive to noise and frequency offsets

## OFDM Parameter Selection, cont.

- Number of subcarriers
  - $3\text{dB bandwidth} / \text{subcarrier spacing} = 3\text{dB bandwidth} * (T_s - T_{\text{guard}})$
- Alternative
  - Bit rate / bit rate per subcarrier
- Both alternatives depends on the modulation used
  - Comparison of modulation and channel coding

## OFDM Parameter Selection, cont.

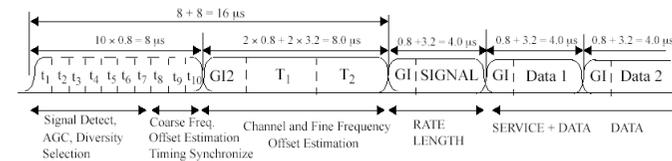
- Also important
  - Integer number of samples within the FFT/IFFT interval and symbol interval
  - Want the FFT/IFFT to be a power of 2
  - Need some of the subcarriers in the IFFT to be zero (oversampling)
  - May need to change some parameters slightly

## Packet vs Continous

- Continous packet transmission
  - Digital Audio Broadcast (DAB)
  - Digital Video Broadcast (DVB)
  - No limit on synchronisation time
  - No multiaccess (sending data)
- Packet data transmission
  - Require fast synchronisation
  - Uses special training symbols (preamble)

## 802.11a Preamble

- Used to detect start of packet
- Used to synchronize receiver
- 10 short symbols + 2 long symbols



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## 802.11a OFDM Parameters

- Bit rate 6, 9, 12, 18, 24, 36, 48, and 54 Mbps
- Modulation BPSK, QPSK, 16-QAM, 64-QAM
- Coding rates 1/2, 2/3, 3/4
- Number of subcarriers 52 (4 pilots)
- OFDM symbol duration 4  $\mu$ s (800 ns guard interval)
- Signal bandwidth 16.66 Mhz
- Subcarrier spacing 312.5 kHz

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## 802.16 WirelessMAN-OFDM

- One of 5 different Air interface standards
  - WirelessMAN-SC
  - WirelessMAN-SCa
  - WirelessMAN-OFDM
  - WirelessMAN-OFDMA
  - WirelessHUMAN

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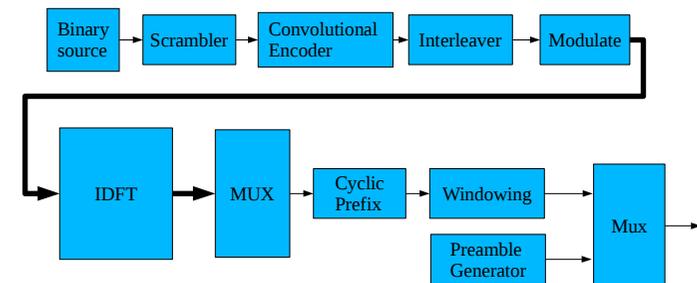
## 802.16 WirelessMAN-OFDM

- Different options in standard
- 200 subcarriers used out of 256 available

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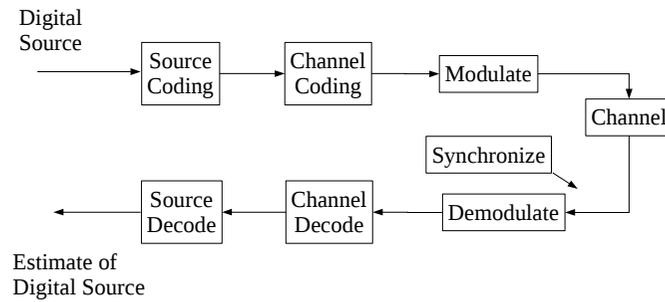
## 802.11a & HiperLAN/2 Transmitter Details

- Excluding interpolation, A/D, and RF circuits



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## Components of a digital communication system



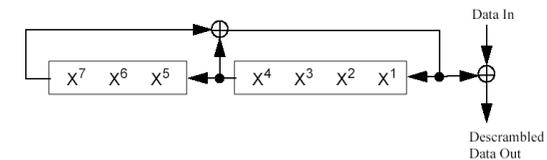
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## Scrambler

- Used to reduce probability of long sequences of 1 or 0.
- Pseudorandom sequences allows more efficient synchronisation at the receiver



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## 802.11a vs HiperLAN/2 Physical Layer

### HiperLAN/2

- Additional preamble
- Additional coding rate 9/16
- Possible to use 400 ns guard interval

### 802.11a

- Different initialization of the scrambler

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## Modulation details

- Three variables
  - Amplitude
  - Phase
  - Frequency
- Fixed subcarrier frequencies => Frequency modulation not possible
- Previously seen basic idea in BPSK, QAM etc.

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## Coherent and non-coherent modulation

- Coherent modulation
  - requires a phase lock between transmitter and receiver RF carrier waves.
  - Gives higher performance
  - Requires more complex receiver structure
- Non-coherent modulation
  - Simpler receiver structure
  - Can not use QAM, PSK, ASK