

**Wireless Connectivity:  
An Intuitive and Fundamental Guide**

**Chapter 10: Space in  
wireless communications**

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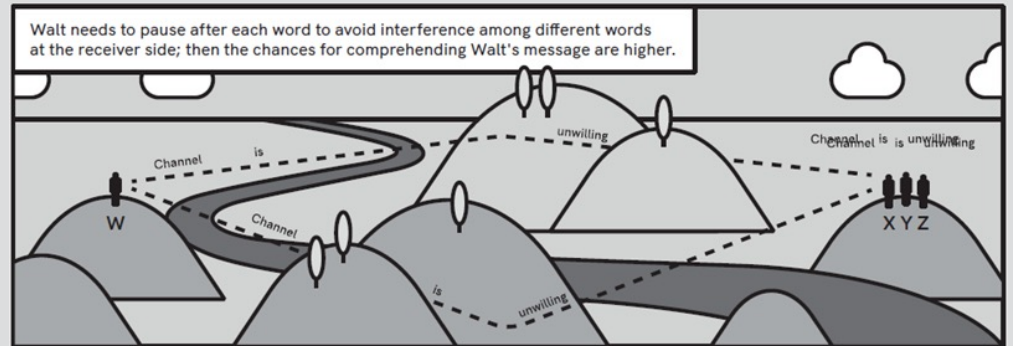
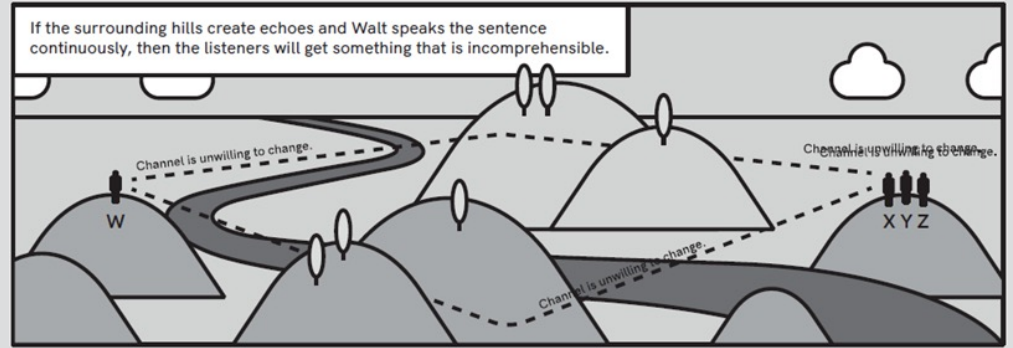
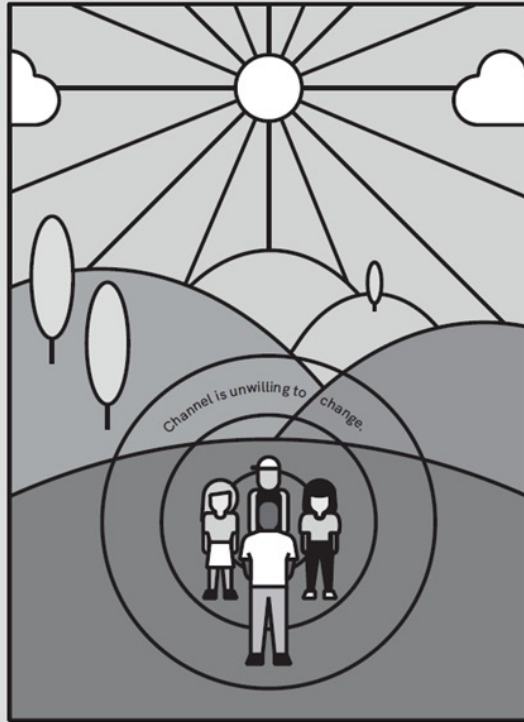
Robin J. Williams



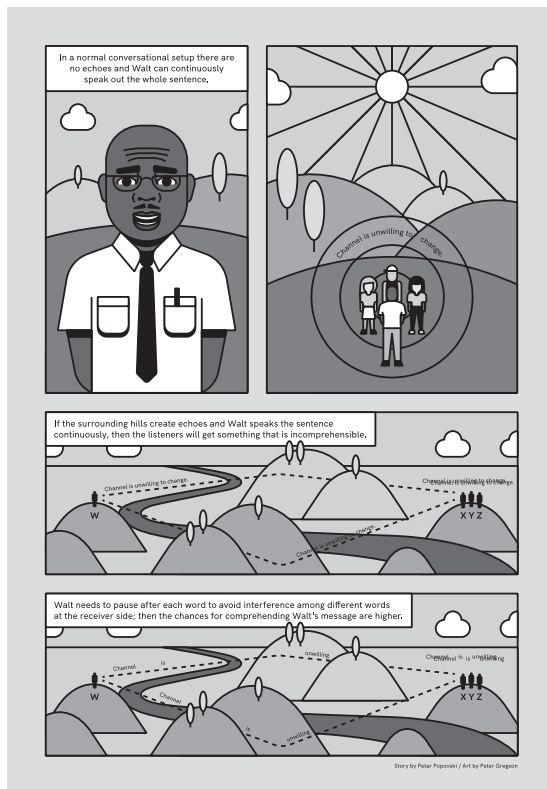
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# Modules

1. An easy introduction to the shared wireless medium
2. Random Access: How to Talk in Crowded Dark Room
3. Access Beyond the Collision Model
4. The Networking Cake: Layering and Slicing
5. Packets Under the Looking Glass: Symbols and Noise
6. A Mathematical View on a Communication Channel
7. Coding for Reliable Communication
8. Information-Theoretic View on Wireless Channel Capacity
9. Time and Frequency in Wireless Communications
- 10. Space in Wireless Communications**
11. Using Two, More, or a Massive Number of Antennas
12. Wireless Beyond a Link: Connections and Networks



# Information carriers in space



- Information is modulated on a physical carrier and propagates in space
- We have a limited control over the paths through which information propagates
- Need for methods that will make use of multiple propagation paths for reliable data recovery

# What will be learned in this chapter

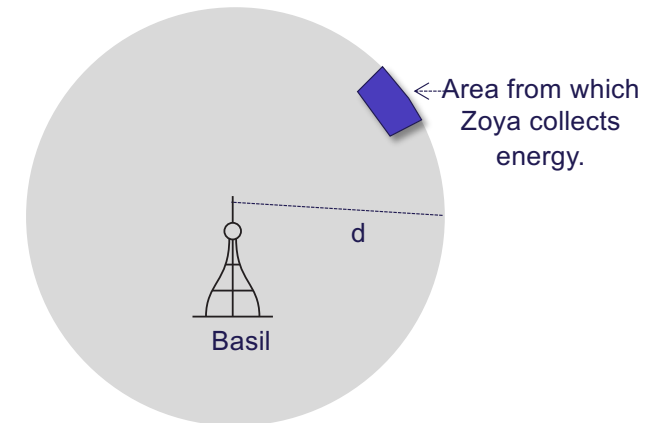
- Basic facts about antennas, propagation and dependence on frequency
- Radiation patterns and antenna directivity
- Multipath propagation, fading and shadowing
- Time-frequency dynamics of the radio channel
- Dealing with multipath: Wideband (CDMA) and narrowband (OFDM)
- Statistical models of wireless channels
- Reciprocity and its importance

# Communication range and coverage area

Model:

$$y = hz + n$$

$h$  depends on the **spatial placement** of the devices



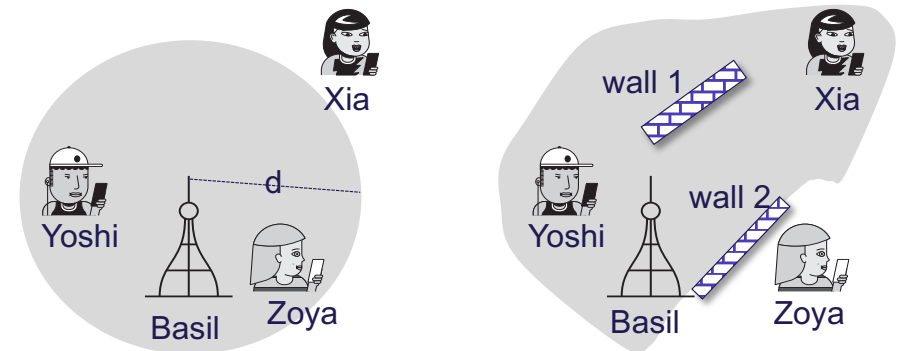
Free-space propagation:

$$P_Z = P_B \frac{A}{4\pi d^2}$$

Communication range: **largest distance**

where the SNR is larger than a threshold

Coverage area: positions where this occurs



# The myth about the frequencies that propagate badly

In free space far field: Friis equation:

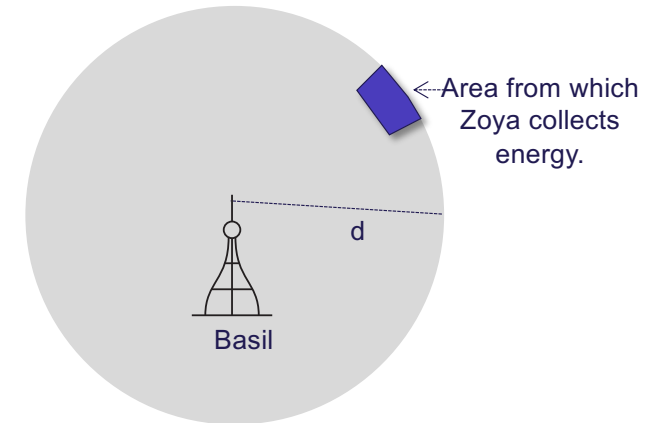
$$P_r = P_t \frac{G_r G_t}{(4\pi d)^2} \lambda^2 = P_t \frac{G_r G_t}{(4\pi d)^2} \frac{c^2}{f^2}$$

$$\text{Path loss: } L = 10 \log_{10} \left( \frac{(4\pi d f)^2}{c^2} \right) \text{ [dB]}$$

$$\text{The antenna gain is } G = \frac{4\pi A}{\lambda^2}$$

$$\text{Then } P_r = P_t \frac{A_r A_t}{d^2} \frac{1}{\lambda^2} = P_t \frac{A_r A_t}{d^2} \frac{f^2}{c^2} \text{ what if } A \text{ is independent of frequency?}$$

One should interpret these with **caution**

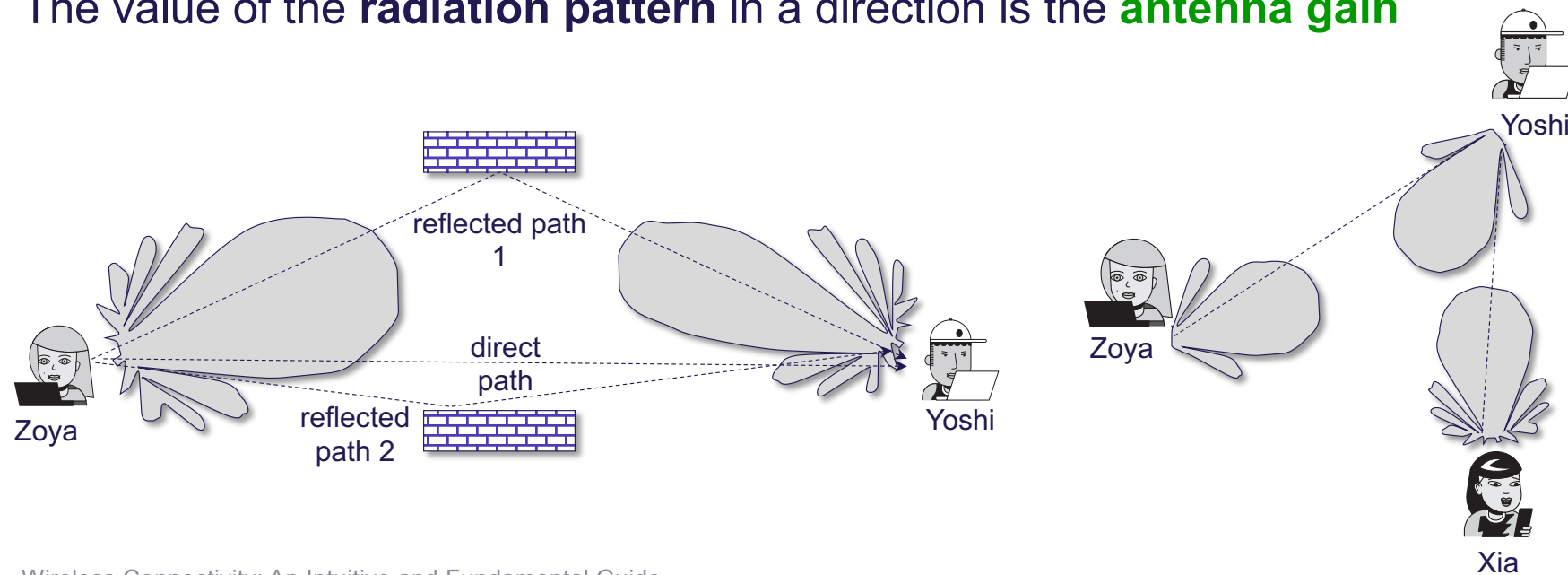


# The worldview of an antenna

Practical antennas are almost **never isotropic**

Rather, they exhibit **directivity** in the radiation pattern

The value of the **radiation pattern** in a direction is the **antenna gain**

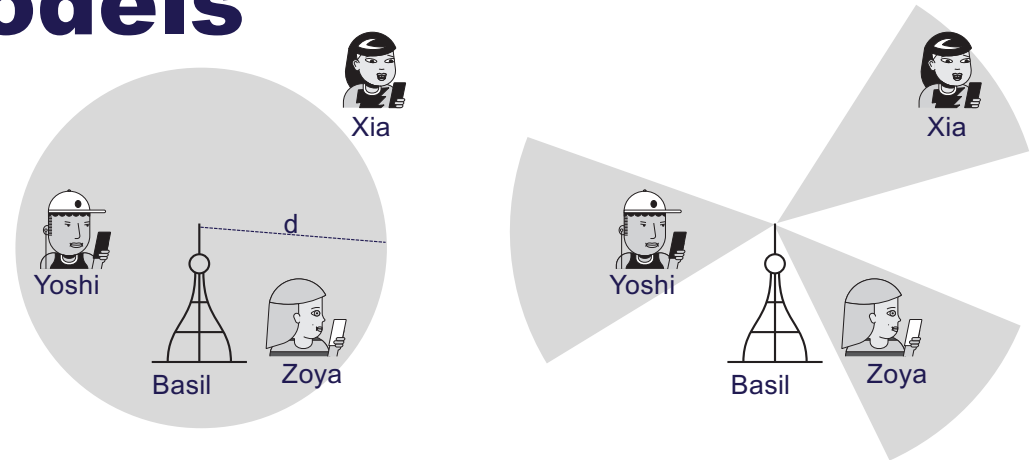




# Directivity changes communication models

When are omnidirectional useful?

- Broadcast
- Rendezvous protocols
- Random access



However, if the **position of users** and the environment are **known**, omnidirectional antennas **waste** a large fraction of energy

Using directional antennas is **challenging** when devices are **moving**

Common cellular comm. often assume sectorized cells (with directive antennas) and users with omnidirectional antennas

The idea of **hybrid operation**: omni+directive

# Multipath and shadowing: space is rarely free

Free space: **LoS** path loss

Shadowing: *large-scale* fading

**Reflection** + **Diffraction** + **Scattering**

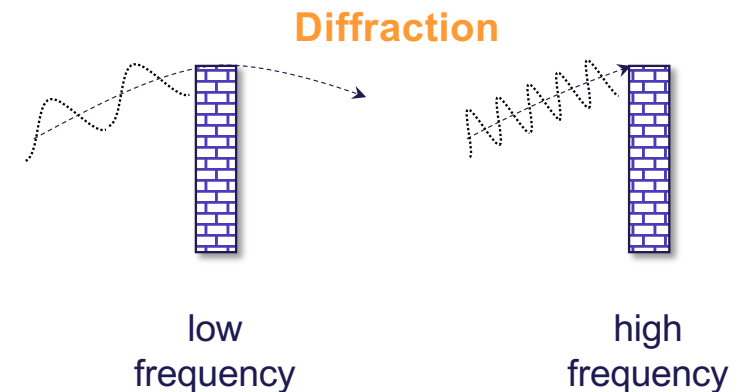
**Reflection:** with partial absorption of energy

**Diffraction:** bending of waves around obstacle edges  
(depends on ratio between wavelength and obstacle size)

**Scattering:** wave hits an object comparable to wavelength, energy spread over multiple waves

**Effects highly dependent on frequency!**

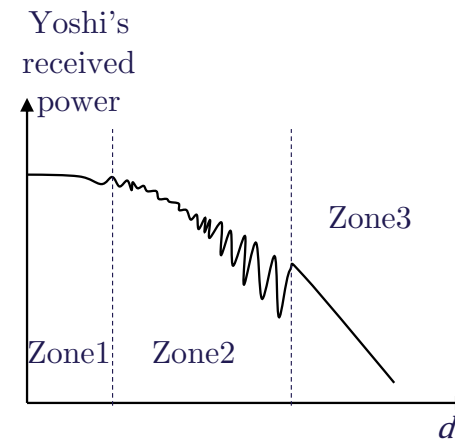
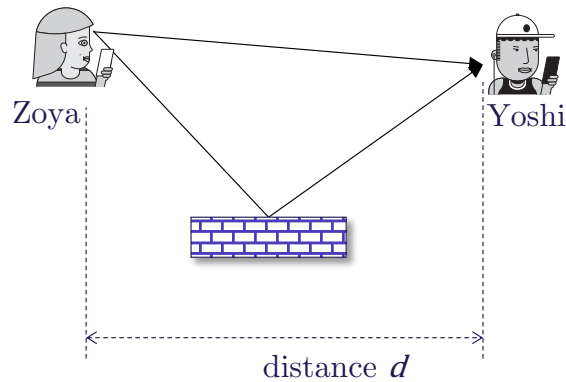
**Example:** mmWave vs. sub-6 GHz



# Two-ray propagation and fading

**Zone2:** oscillations within small distances comparable to the wavelength

Fading, more specifically, **small-scale fading**



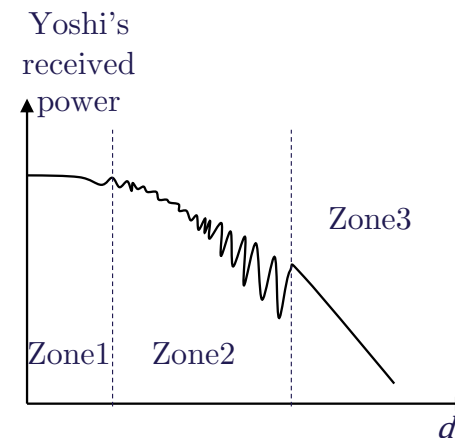
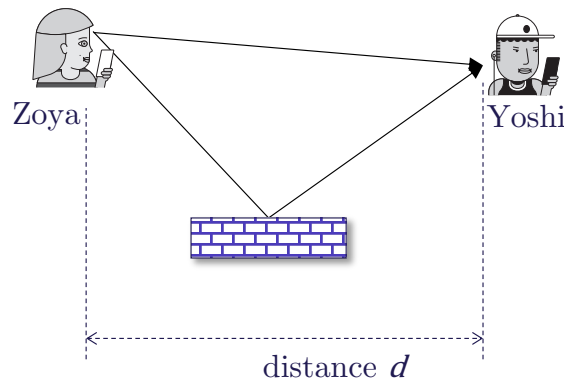
# Two-ray propagation and fading

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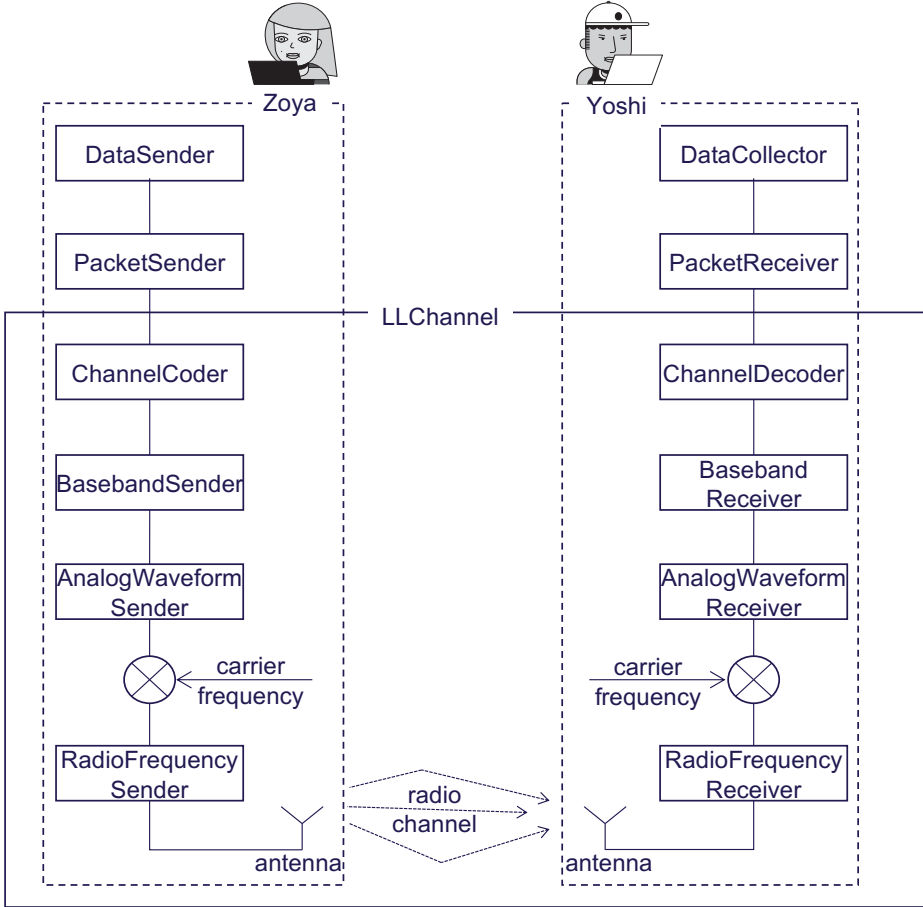
Fading, more specifically, **small-scale fading**

Moreover, multipath incurs a **delay spread**  $\tau = \frac{\Delta x}{c}$

**Delay spread** can give rise to **inter-symbol interference**



# The final missing link in the layering model



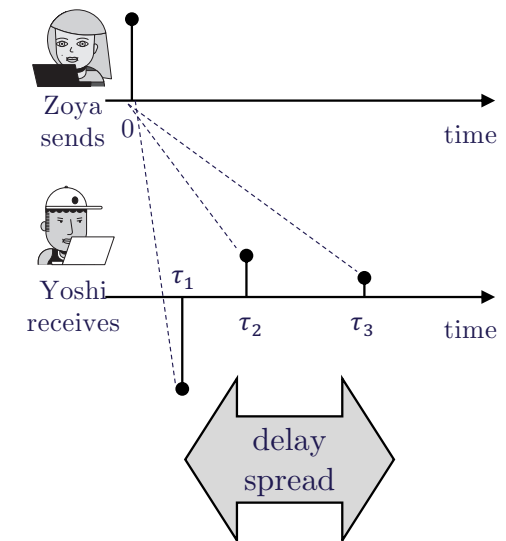
# Time-frequency dynamics of the radio channel

The part of the system which we are **least able to change**

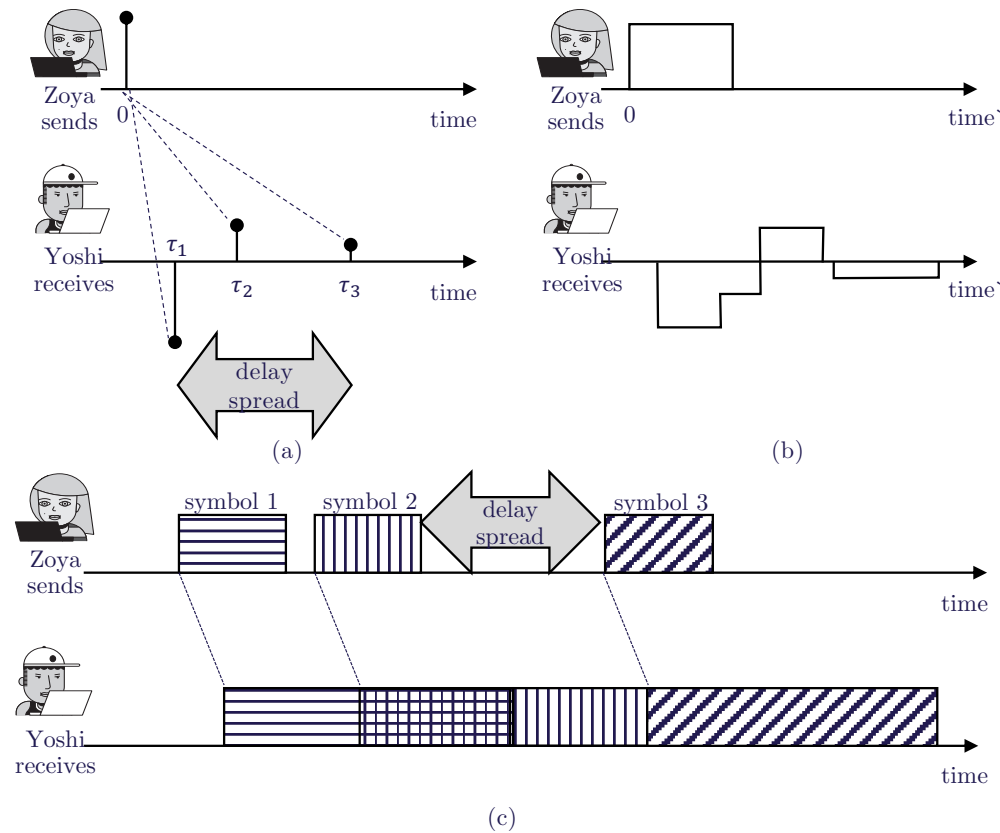
**Time-invariant channel**

**Assume:** 3 path propagation described by

$$y(t) = g_1\delta(t - \tau_1) + g_2\delta(t - \tau_2) + g_3\delta(t - \tau_3) + n(t)$$



# Time-frequency dynamics of the radio channel



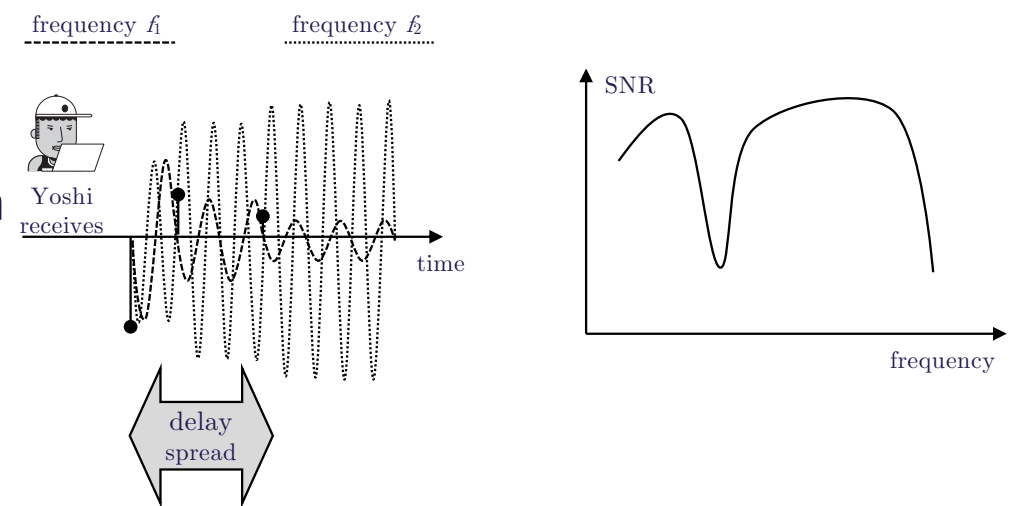
# Frequency selectivity, multiplexing, and diversity

**Note:** the superposition due to multipath is *always sinusoidal*

**Coherence bandwidth:** maximum separation of frequencies s.t. the correlation of their SNRs is above a threshold

**Coherence bandwidth is inversely proportional** to the *root mean square* of the **delay spread**

Depending on CSIT availability and coherence bandwidth size, TX can either **multiplex** data, or use all coherence frequencies for **diversity**





# Time-variant channel

**Assume** Victoria can control the reflector with the phase and amplitude of  $g(t)$

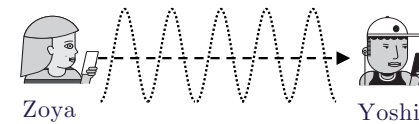
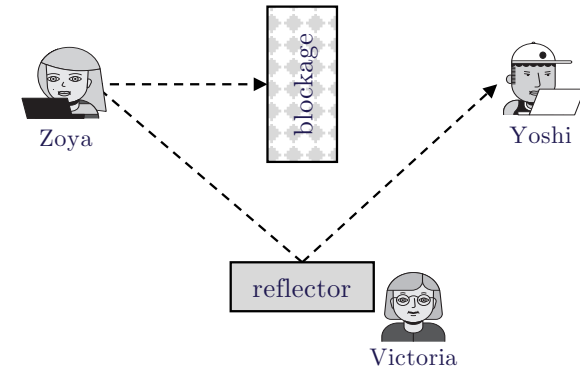
$$y(t) = g(t)z(t) + n(t)$$

$g(t)$  acts as a channel for  $z(t)$

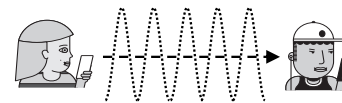
Now, assume Yoshi moves with speed  $v$ , then we have **Doppler effect**

$$f_Y = f_Z \pm f_Z \frac{v}{c}$$

**Time dynamics** is captured with the **coherence time**



(a)



(b)



(c)

# Combined time-frequency dynamics

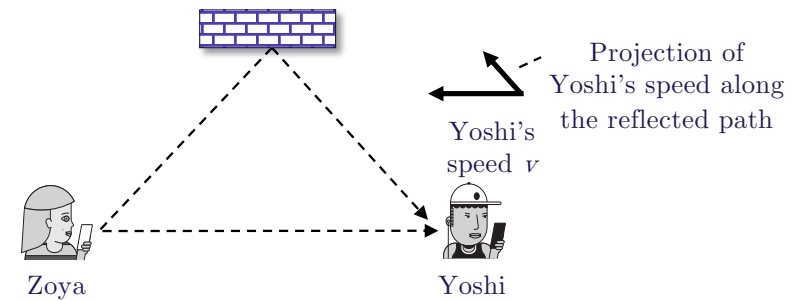
**Assume** two path channel and movement of Yoshi

Movement induces **different Doppler shifts** for each of the paths

Multipath propagation is not all bad, and can be exploited

Assume Zoya chooses a symbol of duration  $T_S < \Delta\tau$

Because the symbol is **small**, this is called a **wideband system**



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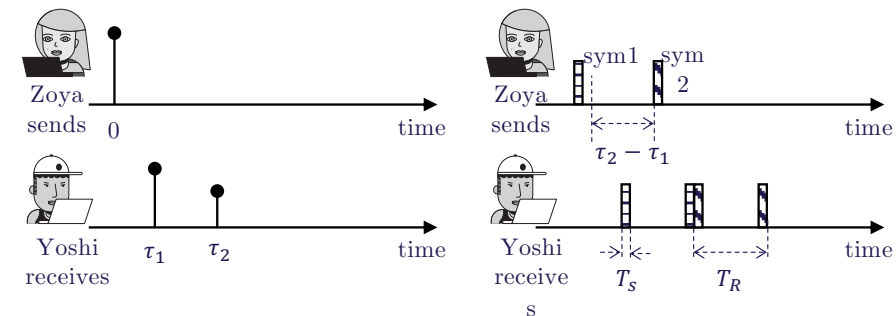
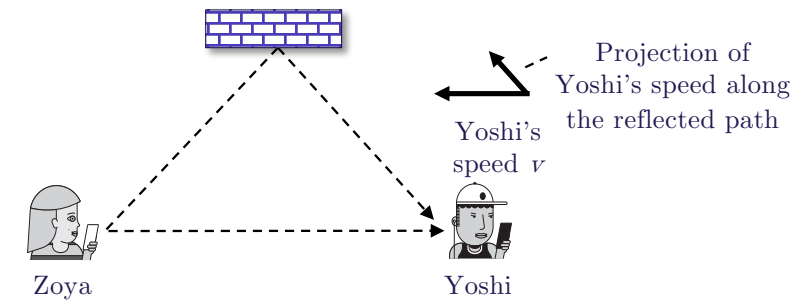
Because the symbol is **small**, this is called a **wideband system**

However, this means that  $T_R > T_S$  which limits the rate

$$R \leq \frac{\log_2 M}{T_R}$$

MRC is used  $\gamma = \gamma_1 + \gamma_2$

$$\gamma_i = \frac{|h_i|^2 P}{\sigma^2}$$



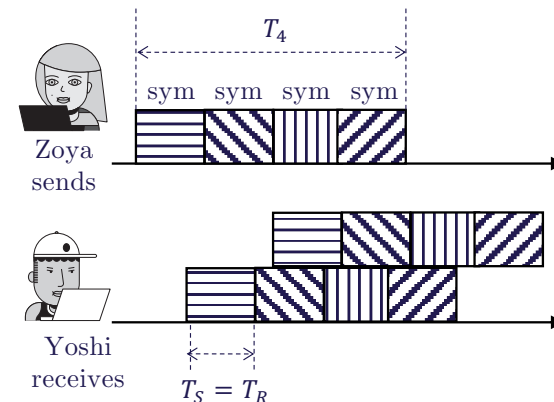
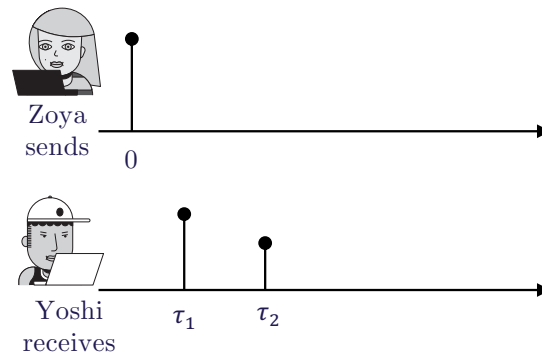
# Wideband: spread spectrum and RAKE receiver

Assume spread spectrum  $T_S = GT_c$

Yoshi uses a **pilot** to determine the **two paths**

Then, he uses the good **autocorrelation** properties of the spreading sequence and then **MRC**

**SINR slightly deteriorated**, but **rate is increased**



# Narrowband: OFDM and guard interval

Introducing a guard interval  $T_G \geq \tau$

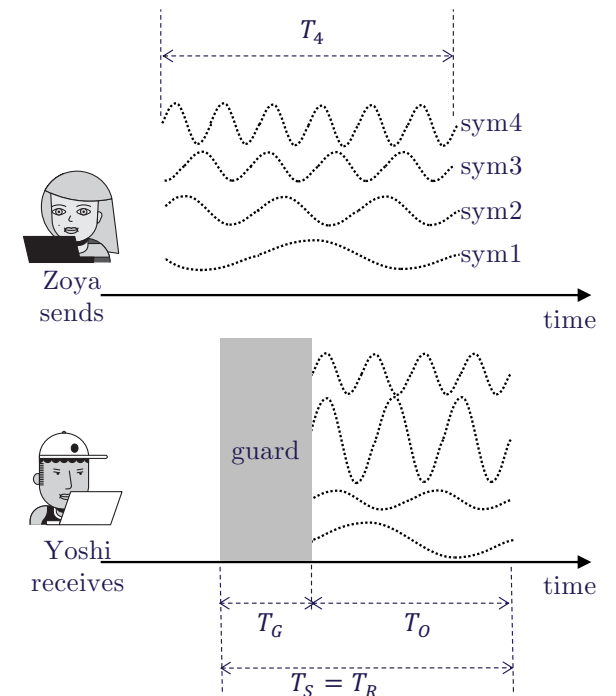
$$T_S = T_G + T_O \text{ and } \eta_T = \frac{T_O}{T_S} = \frac{T_O}{T_R} = \frac{T_O}{T_G + T_O}$$

The idea is to use **multiple narrowband signals**, modulated on **different subcarriers**, carrying **different symbols**

Subcarrier frequencies should be **integer multiples of  $\frac{1}{T_O}$**

Choice of  $T_G$

- Commonly: chosen to be likely equal to the maximum delay spread of an environment
- Practical implementation: **guard interval is replaced with a cyclic prefix**

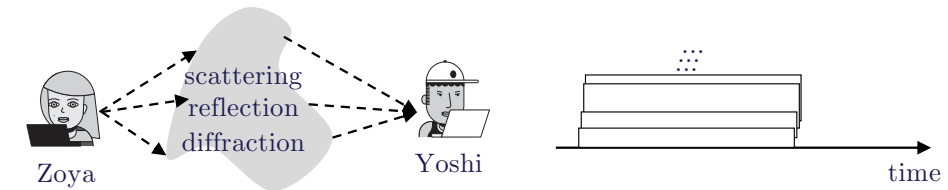


# Statistical modeling of wireless channels

Wideband channel characterization based on **the tapped delay model**

Narrowband channel characterization is also useful since  $y = hz + n$  is a **narrowband model**, where the **physical effects** are summed up in the **complex coefficient  $h$**

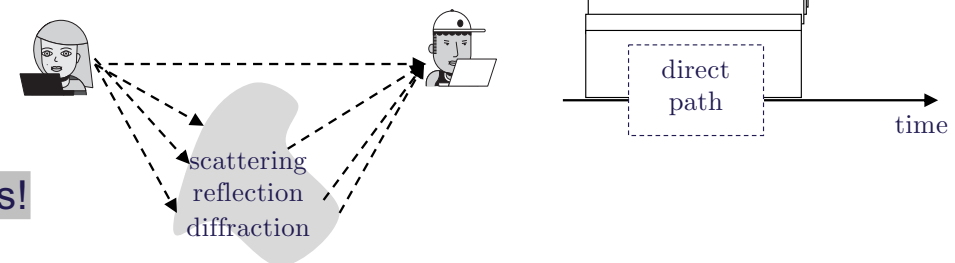
- Rayleigh:  $h = \sum_{k=1}^{\infty} a_k e^{j\phi_k}$
- **Amplitude distribution is Rayleigh**
- **Power distribution is exponential**



**Dominant path: Rician channel**

- Particular case: two path model  $h = a_1 + a_2 e^{j\phi_2}$

Note: correlation may need to be considered in some cases!



# Randomness in path loss

Recall:

**Shadowing: large-scale fading**

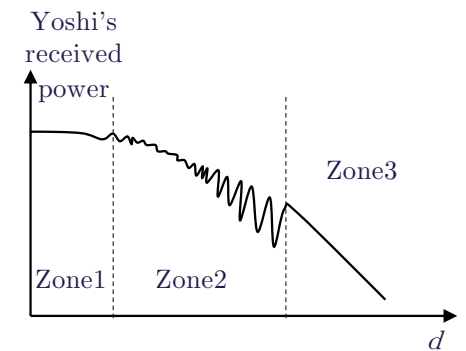
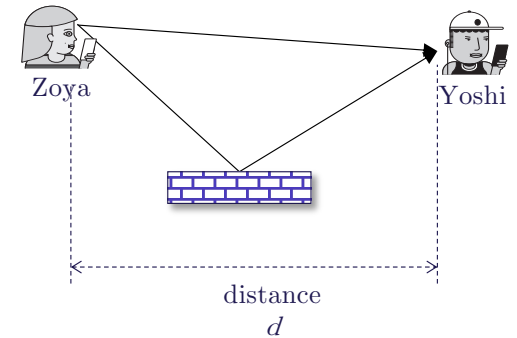
**Reflection + Diffraction + Scattering = multipath (*small-scale* fading)**

**Shadowing** commonly modeled statistically with a **lognormal distribution**

$L_{\text{total}} = L \prod_{i=1}^{I_D} L_i$ , due to each **diffraction** attenuating the signal

$$\log L_{\text{total}} = \log L + \sum_{i=1}^{I_D} \log L_i$$

Can be approximated as Gaussian



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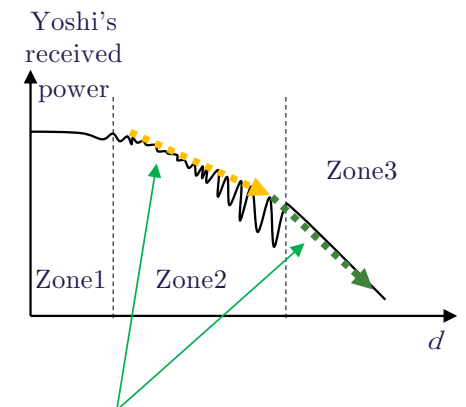
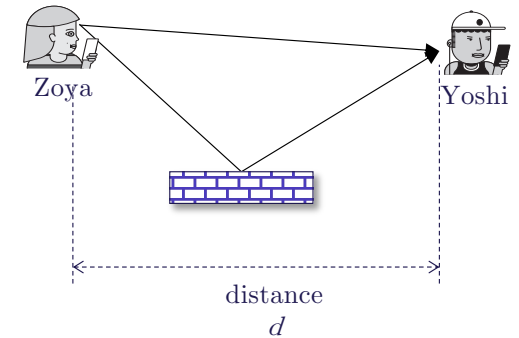
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Can be approx. as a Gaussian



Models with dual slope



# Reciprocity and how to use it

Assume: TDD to transmit and receive in the same frequency band

Then **identical devices** transmitting at **identical powers** using the **same frequency band** with TDD experience the **same SNR**

**Reciprocity** is preserved even in the case of **reflection, diffraction, scattering**

Extremely useful for **adaptive modulation and coding** and reducing the steps needed in a communication protocol

# Outlook and takeaways

- Antenna properties
- Free space vs. real propagation
- Why are lower frequencies more precious
- Time-frequency dynamics
- Multipath propagation and ways to deal with it
- Channel reciprocity