

ESPTR
(English)

Signal Processing in Telecommunications and Radar

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ESPTR: General information

“Credits”	2h/week lecture + 2h/week project.																		
Lecture	Thursday, 08:15-10(Possible move to Tue, 08:15-10, probably room 122) Team: dr J. Misiurewicz, dr K. Kulpa, mgr M. Malanowski																		
Contact	J. Misiurewicz, (jmisiure@elka.pw.edu.pl) room 447. A web page is still expanding (http://staff.elka.pw.edu.pl/~jmisiure/esptra)																		
Projects	Simulation of a selected mechanism or technique. Two projects (“R” - Radar, due mid-term, “T” - Telecomm, due before end of term), each with two stages: 1. definition, 2. final. Environment: Matlab or Octave, C/C++ (selected projects), other (special projects).																		
Exam	A final exam during the session																		
Scoring:	<table><tr><td></td><td>5%</td><td>proj. R1: definition</td></tr><tr><td>+</td><td>20%</td><td>proj. R2: final</td></tr><tr><td>+</td><td>5%</td><td>proj. T1: definition</td></tr><tr><td>+</td><td>20%</td><td>proj. T2: final</td></tr><tr><td>=</td><td>50%</td><td>Project total</td></tr><tr><td>=</td><td>50%</td><td>exam</td></tr></table>		5%	proj. R1: definition	+	20%	proj. R2: final	+	5%	proj. T1: definition	+	20%	proj. T2: final	=	50%	Project total	=	50%	exam
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=	50%	Project total																	
=	50%	exam																	

Plan

- Some basics: frequency conversions, sampling&D/A, digital processing
 - Radio channel, propagation, software radio, directional reception
 - Radar basics, pulsed/CW radar, special radars
 - Digital broadcasting and reception: DAB, DVB
 - Cellular systems up to UMTS, structure, modulations, receivers
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Basics: sampling

- ideal sampling
 - non-ideal sampling: model as LP filter(conv)+sampling(mul), integrating AD converter case (multimeter)
 - Nyquist sampling
 - undersampling of narrowband signals (ideal and non-ideal case)
 - reconstruction (ideal and nonideal)
 - Oversampling to ease the antialiasing filter design
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The Sampling Theorem

Named also after:

- 1915 Edmund T. Whittaker (UK)
- 1928 Harry Nyquist [ny:kvist] (SE) → (US)
- 1928 Karl Küpfmüller (DE)
- 1933 Vladimir A. Kotelnikov (USSR)
- 1946 Gábor Dénes (HU) → Dennis Gabor (US)
- 1949 Claude E. Shannon (US)
- Cardinal Theorem of Interpolation Theory

Nyquist frequency, Nyquist rate

Sampling: bandlimited signal (aliasing problem)

Moiré pattern - as seen on TV, an example of too low sampling frequency.

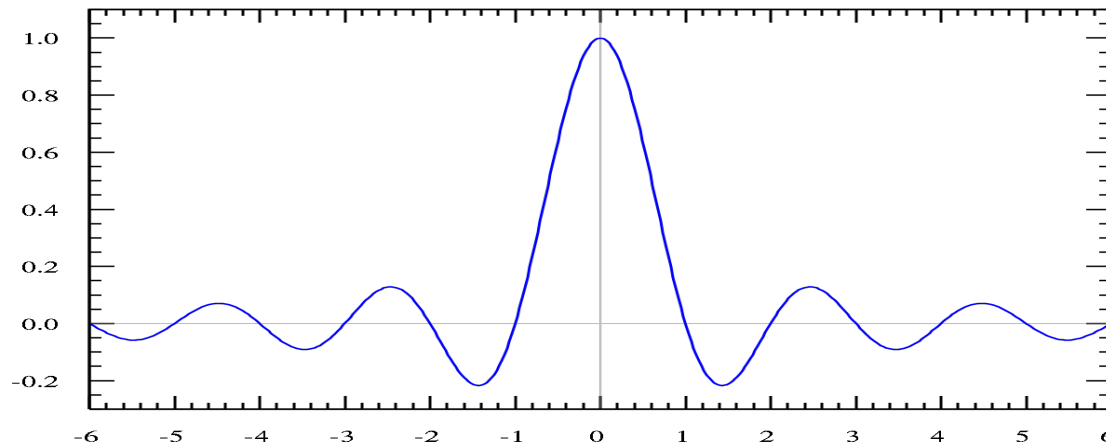
Reconstruction

Reconstruction: interpolation, (*sinus cardinalis* sinc = Sa = $\frac{\sin(\pi x)}{\pi x} = j_0(\pi x)$)

$$x(t) = \sum_{n=-\infty}^{\infty} x[n] \cdot \text{sinc}\left(\frac{t - nT}{T}\right)$$

lowpass filtering (Küpfmüller filter) (DE)

$$x(t) = \left(\sum_{n=-\infty}^{\infty} x[n] \cdot \delta(t - nT) \right) * \text{sinc}\left(\frac{t}{T}\right)$$



Bandpass sampling

(sometimes called “undersampling”)

Bandwidth less than f_s \longrightarrow e.g. a signal in the band $Nf_s \pm 0.5f_s$

Antialiasing filter: bandpass!

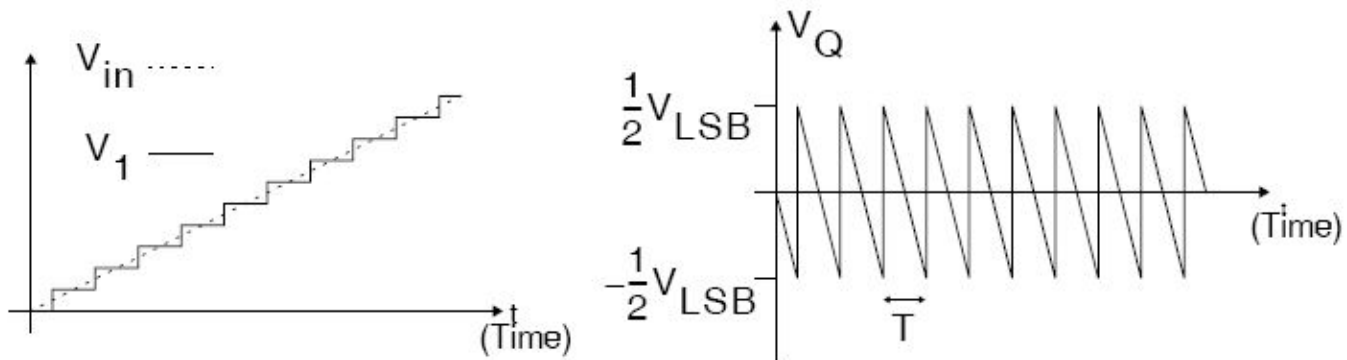
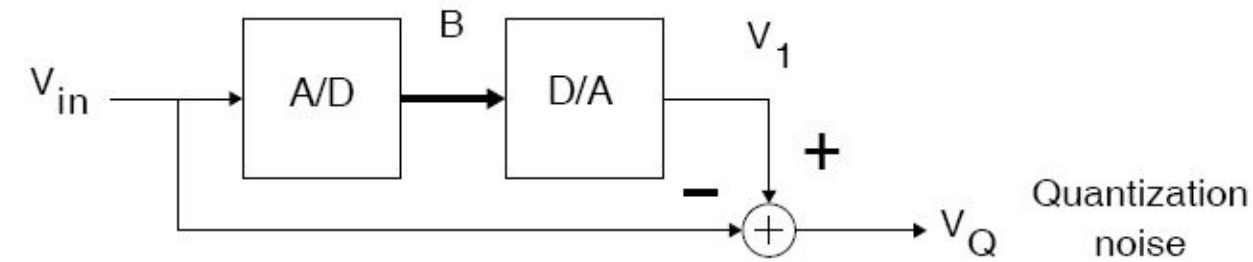
Reconstruction: with bandpass filter!

The influence of non-ideal sampling (*system bandwidth*) \longrightarrow unwanted lowpass filter.

Sampling jitter problem: present with Nyquist sampling, much sharper with bandpass sampling. (steeper slope of the signal at the sampling point...)

A/D noise

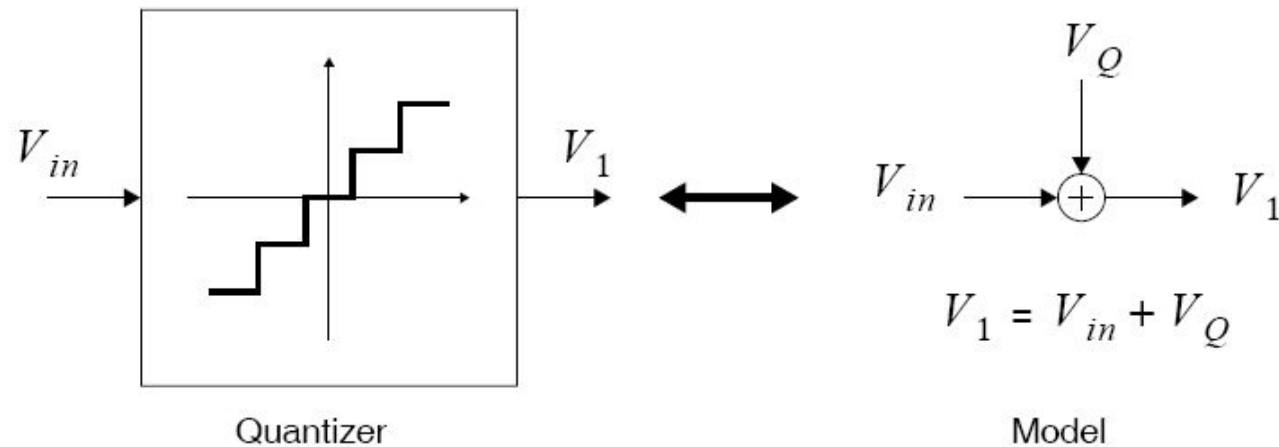
Quantization Noise



$$V_Q = V_1 - V_{in} \quad \text{or} \quad V_1 = V_{in} + V_Q \quad (8)$$

A/D noise

Quantization Noise



- Above model is exact
— approx made when assumptions made about V_Q
- Often assume V_Q is white, uniformly distributed
number between $\pm V_{\text{LSB}}/2$

A/D SNR

Noise amplitude: $q/2$, assumed uniformly distributed $\longrightarrow \sigma_n^2 = \frac{q^2}{12}$ (power).

Each extra bit gives 2x smaller q \longrightarrow 6.02 dB less noise.

SNR with assumption that “signal” is a maximum-amplitude ($V_{pp} = 2^N \cdot q$, and $power(\text{sinusoid}) = (V_{pp}/2)^2/2$) sinusoid:

$$\begin{aligned} SNR &= 10 \log_{10} \frac{\text{signal power}}{\text{noise power}} [dB] = 10 \log_{10} \frac{(2^N q)^2 / (2 \cdot 2^2)}{q^2 / 12} [dB] = \\ &= 10 \log_{10} (1.5 * 4^N) [dB] = 1.76 + 6.02 \cdot N [dB] \end{aligned}$$

Oversampling

- More space for transition band of antialiasing filter (A/D) or reconstruction filter (D/A)
 - (AD) later we may LP filter and downsample signal: we gain 1 bit of accuracy for a 4-sample average; more gain with *noise shaping* → sigma-delta converters (not discussed further at ESPTR)
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D/A

- speed
 - bits
 - nonidealities
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