

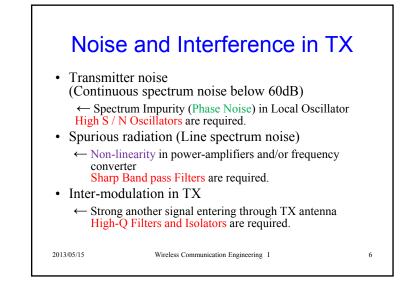
## Noise and Interference in **Radio Wave Channel**

External noise

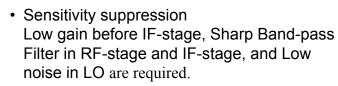
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- ← Lightning, Solar noise, Thermal noise, Artificial noise, ..., impulsive and continuous spectrum noise
- Co-channel interference
  - $\rightarrow$  Sensitivity suppression
- · Adjacent-channel interference
  - $\rightarrow$  Side-lobe spectrum of adjacent channel signal

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Nois	e and Interference in RX	
<ul> <li>Receive</li> </ul>	r noise	
Therm	al white noise power $= kTB$	
(k : Bol	tzmann constant = $1.38 \times 10^{-23}$ [J/K]	
<i>T</i> : Ter	nperature <i>B</i> : Bandwidth)	
(a, T) = 1	$300K \rightarrow -174[\text{dBm/Hz}]$	
Noise l	Figure : $(F = SN_{\rm in}/SN_{\rm out})$	
Noise 1	Measure : $(M = (F - 1)/(1 - 1/G))$	
G : Gai	'n	
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- Spurious reception Image frequency
- Inter-modulation in RX 3rd order and 5th order IMD are dominant.

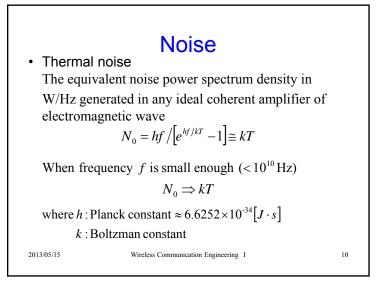
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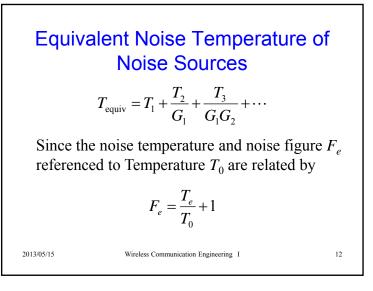
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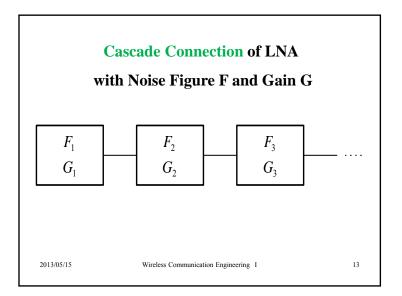
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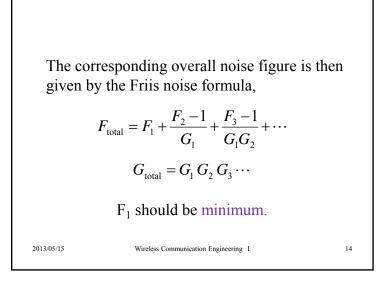
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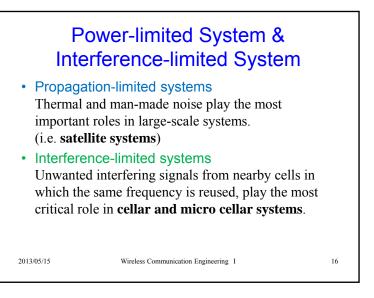






2-Stage Case $\rightarrow$ Noise Measure	
$F_{12} = F_1 + \frac{F_2 - 1}{G_1} \qquad F_{12} \ge F_{21}$	
$F_{21} = F_2 + \frac{F_1 - 1}{G_2}  M_1 = \frac{F_1 - 1}{1 - \frac{1}{G_1}} \ge \frac{F_2 - 1}{1 - \frac{1}{G_2}} = M_2$	
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### • Propagation delay

Severe inter-symbol interference is possible if the differential delay between two signals is too great and the received power levels are nearly equal.

## Simulcast transmitting frequency offsets In digital paging applications, frequencies are often offset from each other to mitigate the effects of standing wave interference patterns, which could otherwise cause localized areas of poor coverage. The offset frequency increments for digital messaging systems having symbol rates up to 3,200 symbols per second are 100-450Hz. The maximum offset of the carrier frequency is chosen to never exceed ± 600Hz. 2013/05/15 Wireless Communication Engineering 1 17

## Interference in Mobile Communication Systems

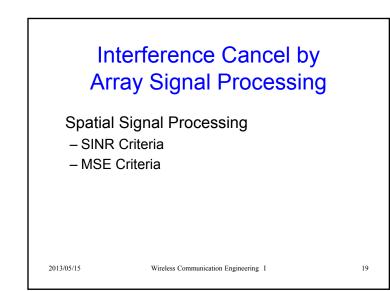
- Personal Radio (Simplex: Signal channel, non-simultaneous transmission) Maximum Interference Effect
   MCA
  - (Dusimplex: Two channels, non-simultaneous transmission) Medium Interference Effect

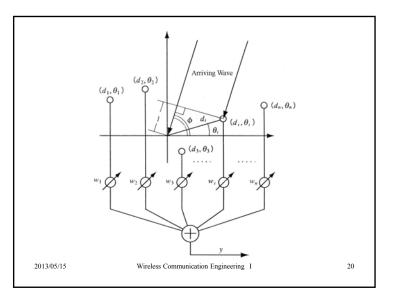
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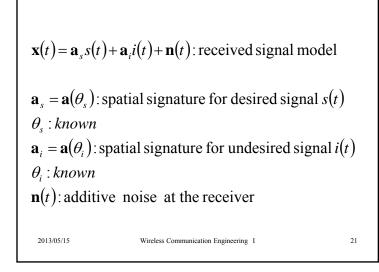
• Automotive Telephone (Duplex: Two channels, simultaneous transmission) Low Interference Effect

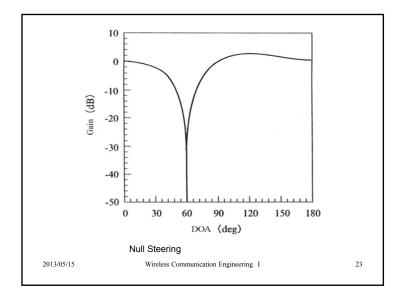
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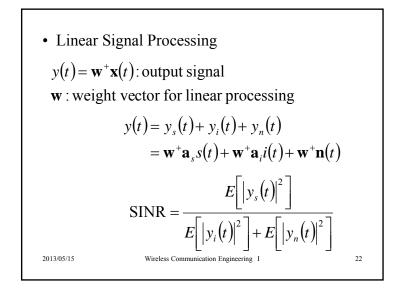
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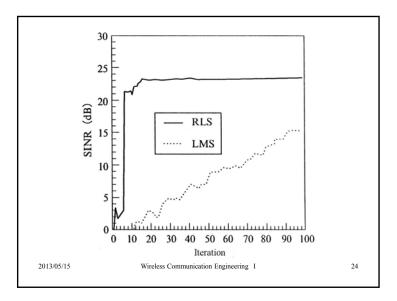


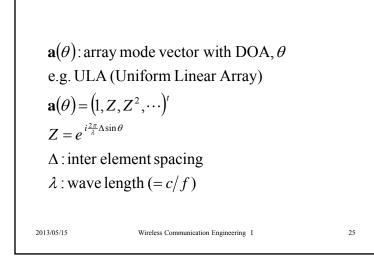












$$y_{s}(t) = \mathbf{w}^{+} \cdot \mathbf{a}_{s} s(t) = (\mathbf{e}_{s}^{+} - \theta^{*} \mathbf{e}_{i}^{+}) \mathbf{a}_{s} s(t)$$
$$= |\mathbf{e}_{s}| (1 - |\theta|^{2}) \mathbf{a}_{s} s(t)$$
$$S = E \Big[ |y_{s}(t)|^{2} \Big] = |\mathbf{a}_{s}|^{2} (1 - |\theta|^{2})^{2} E \Big[ |s(t)|^{2} \Big]$$
$$y_{i}(t) = \mathbf{w}^{+} \cdot \mathbf{a}_{i} i(t) = 0$$
$$I = E \Big[ |y_{i}(t)|^{2} \Big] = 0$$
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• Interference Canceling principle 
$$\rightarrow$$
  
ZF (Zero Forcing) Optimum Weight Vector  
 $\mathbf{w} = c[\mathbf{e}_s - \theta \mathbf{e}_i]$   
 $\mathbf{w}^+ \mathbf{e}_i = \mathbf{e}_s^+ \cdot \mathbf{e}_i - \theta^* = \theta^* - \theta^* = 0$   
 $\therefore \mathbf{w} \perp \mathbf{e}_i$   
*c* : some constant  
where  
 $\mathbf{e}_s = \mathbf{a}_s / |\mathbf{a}_s|, \mathbf{e}_i = \mathbf{a}_i / |\mathbf{a}_i|$   
 $\theta = \mathbf{a}_i^+ \cdot \mathbf{a}_s / |\mathbf{a}_i| |\mathbf{a}_s| = \mathbf{e}_i^+ \mathbf{e}_s$  : spatial correlation  $(0 \le |\theta| \le 1)$   
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$$y_{n}(t) = \mathbf{w}^{+}\mathbf{n}(t)$$

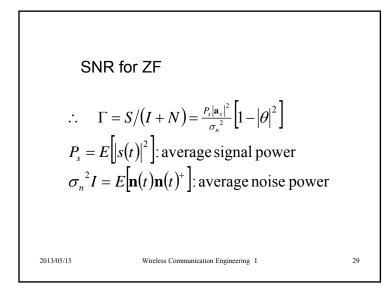
$$= (\mathbf{e}_{s}^{+} - \theta^{*}\mathbf{e}_{i}^{+}) \cdot \mathbf{n}(t)$$

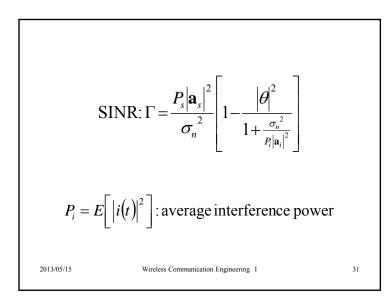
$$N = E\left[|y_{n}(t)|^{2}\right] = (\mathbf{e}_{s}^{+} - \theta^{*}\mathbf{e}_{i}^{+})E\left[\mathbf{n}(t)\mathbf{n}(t)^{+}\right](\mathbf{e}_{s} - \theta\mathbf{e}_{i})$$

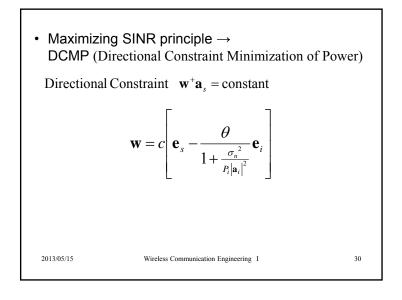
$$= (\mathbf{e}_{s}^{+} - \theta^{*}\mathbf{e}_{i}^{+})\sigma_{n}^{2}I(\mathbf{e}_{s} - \theta\mathbf{e}_{i})$$

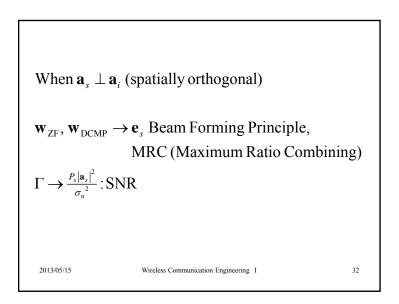
$$= \sigma_{n}^{2}(1 - \theta^{*}\theta - \theta^{*}\theta + \theta^{*}\theta)$$

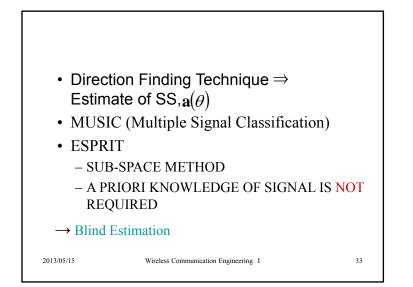
$$= \sigma_{n}^{2}(1 - |\theta|^{2})$$
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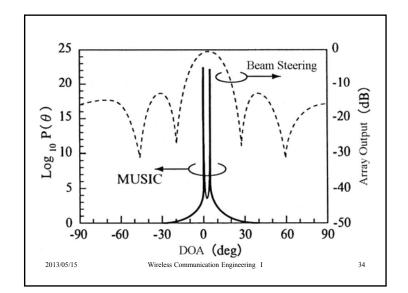






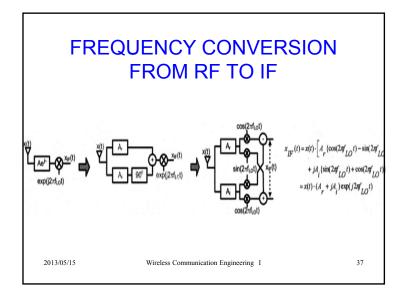


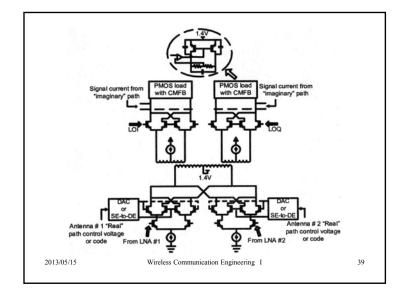


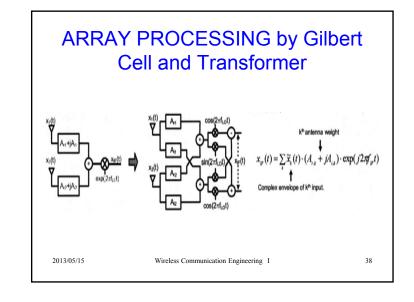


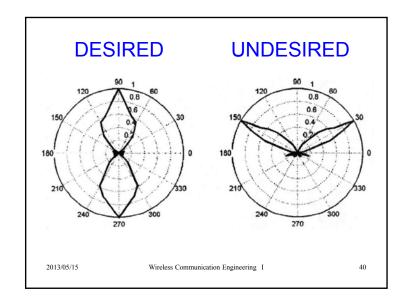
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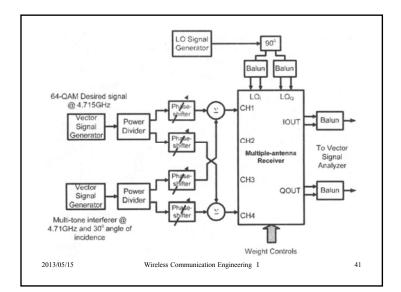
## RF FRONT-END FOR SPATIAL PROCESSING

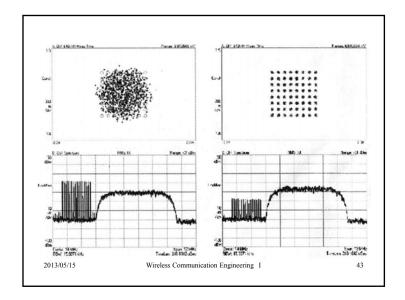


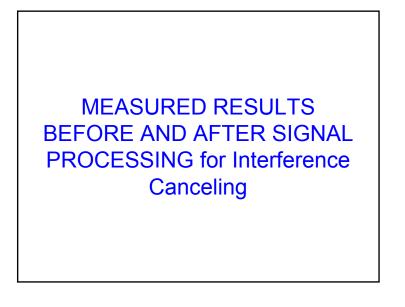












## Spatial Fading Emulator

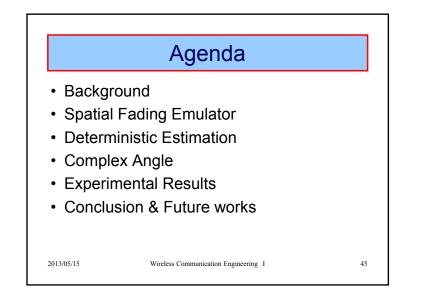
- The field testing of radio transmission techniques is often time-consuming.

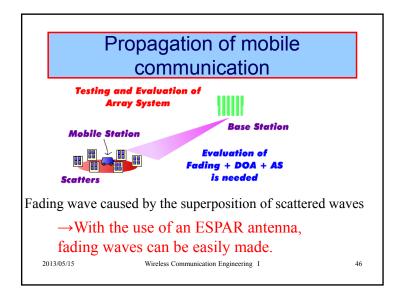
- The evaluation of cellular base station antenna arrays in an anechoic chamber is needed.

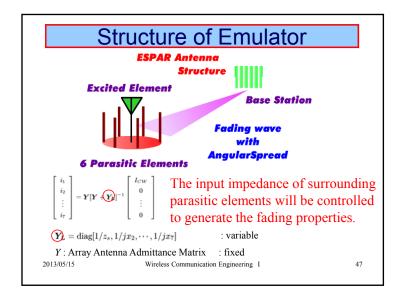
- With the use of an ESPAR antenna, the superposition of scattered waves can be made easily.

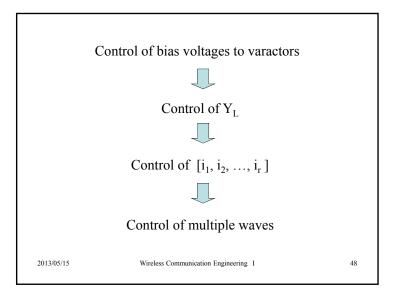
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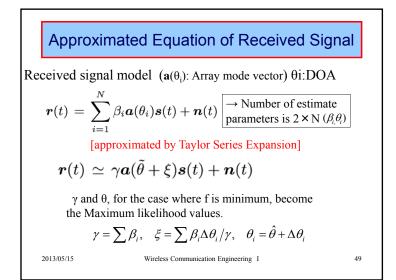
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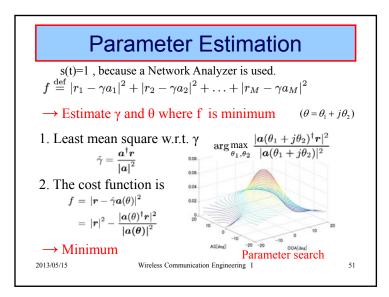


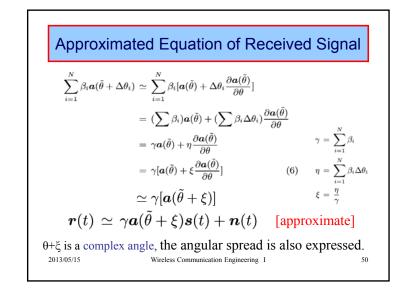


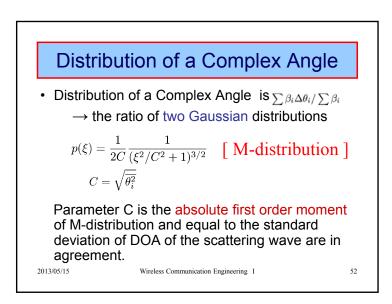


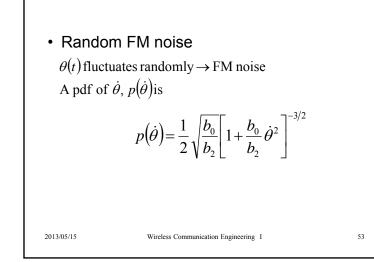


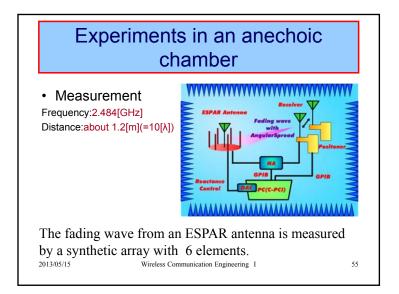












## Error of parameter estimation

• Additive noise including system error is  $|\boldsymbol{n}|^2 = |\boldsymbol{r}(t) - \gamma \boldsymbol{a}(\theta)|^2$ 

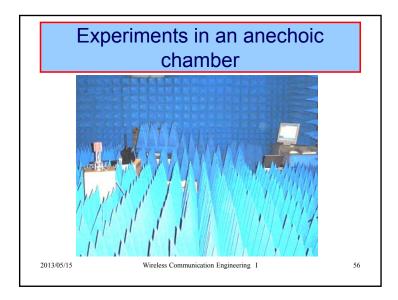
Since approximation error is large when  $\gamma$  is small, the noise n becomes large.

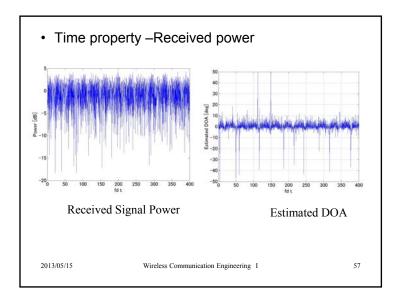
 $|\gamma| < \sigma$ 

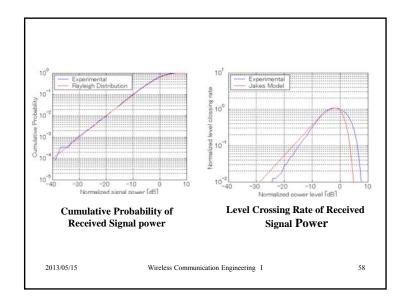
When  $\gamma$  is smaller than the standard deviation of noise  $\sigma$ , estimation is not appropriate.

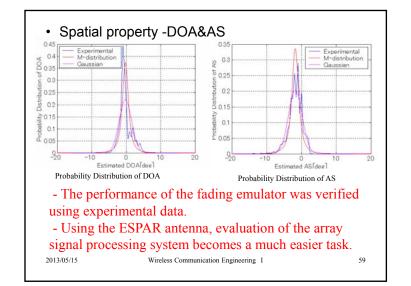
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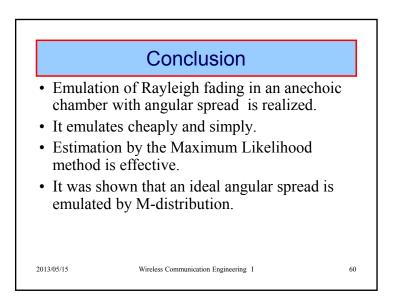
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## Future works

- Concurrent emulation of the multiple user
- Control of the phase distribution
- Spatial correlation

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