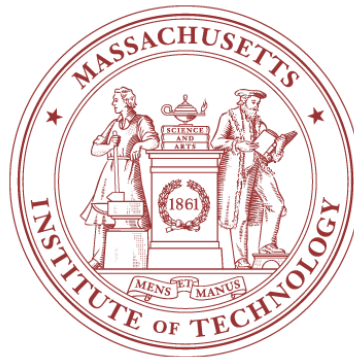


Practical multitone architectures

Lecture 4

Vladimir Stojanović



6.973 Communication System Design – Spring 2006
Massachusetts Institute of Technology

Loading with discrete information units

- ❑ Chow's algorithm (rounding of waterfilling results)
- ❑ Levin-Campello algorithm (greedy optimization)
 - Each additional bit placed on subchannel that requires the least incremental energy for its transport

- Incremental energy $e_n(b_n) \triangleq \varepsilon_n(b_n) - \varepsilon_n(b_n - \beta)$

$$\begin{aligned}
 b_n = \log_2 \left(1 + \frac{e_n(b_n) g_n}{\Gamma} \right) &\longrightarrow e_n(b_n) = \frac{\Gamma}{g_n} (2 \cdot 2^{b_n} - 2^{b_n}) \quad \text{bit increment} \\
 &= \frac{\Gamma}{g_n} \cdot 2^{b_n} (2 - 1) \\
 &= \frac{\Gamma}{g_n} 2^{b_n} \\
 &= 2 \cdot e_n(b_n - 1) \quad ,
 \end{aligned}$$

- Efficiency of bit distribution $\max_n [e_n(b_n)] \leq \min_m [e_m(b_m + \beta)]$
 - Can't move a bit from one channel to another and reduce the total energy

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Levin-Campello (LC) algorithm- components

□ Efficientizing (EF) – finding energy-efficient bit distribution

- Always replace a bit distribution with a more efficient – exhaustively search all single information unit changes at each step

1. $m \leftarrow \arg \{ \min_{1 \leq i \leq N} [e_i(b_i + \beta)] \}$; Smallest energy to add a new bit

2. $n \leftarrow \arg \{ \max_{1 \leq j \leq N} [e_j(b_j)] \}$; Largest energy to subtract the bit

3. While $e_m(b_m + \beta) < e_n(b_n)$ do Subtract bits from costly sub-channels and add to least costly sub-channels

(a) $b_m \leftarrow b_m + \beta$

(b) $b_n \leftarrow b_n - \beta$

(c) $m \leftarrow \arg \{ \min_{1 \leq i \leq N} [e_i(b_i + \beta)] \}$;

(d) $n \leftarrow \arg \{ \max_{1 \leq j \leq N} [e_j(b_j)] \}$;



Efficientizing example

□ $1+0.9D^{-1}$ channel ($P_e=10^{-6}$, gap=8.8dB, PAM/QAM)

■ PAM and single-sideband

■ QAM

$$\mathcal{E}_n(b_n) = \frac{10^{.88}}{g_n} (2^{2b_n} - 1)$$

$$\mathcal{E}_n(b_n) = 2 \cdot \frac{10^{.88}}{g_n} (2^{b_n} - 1)$$

b_n

n	0	1	2	3	4
$e_n(1)$	1.14	.891	1.50	5.112	412.3
$e_n(2)$	4.56	1.78	3.03	10.2	—
$e_n(3)$	18.3	3.56	6.07	20.4	—
$e_n(4)$	—	7.13	12.1	—	—
$e_n(5)$	—	14.2	24.3	—	—

1. $b = [0 \ 5 \ 0 \ 2 \ 1]$
2. $b = [1 \ 5 \ 0 \ 2 \ 0]$
3. $b = [1 \ 4 \ 1 \ 2 \ 0]$
4. $b = [1 \ 4 \ 2 \ 1 \ 0]$
5. $b = [2 \ 3 \ 2 \ 1 \ 0]$

$b_n + 1$

n	0	1	2	3	4
$e_n(1)$	1.14	.891	1.50	5.112	412.3
$e_n(2)$	4.56	1.78	3.03	10.2	—
$e_n(3)$	18.3	3.56	6.07	20.4	—
$e_n(4)$	—	7.13	12.1	—	—
$e_n(5)$	—	14.2	24.3	—	—

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Rate adaptive solution

□ Need also to satisfy the energy constraint

□ E-tightness (ET) $0 \leq N\bar{\mathcal{E}}_{\mathbf{x}} - \sum_{n=1}^N E_n(b_n) \leq \min_{1 \leq i \leq N} [e_i(b_i + \beta)]$

■ Can't add another bit without violating the E constraint

1. Set $S = \sum_{n=1}^N \mathcal{E}_n(b_n)$;

2. WHILE $(N\bar{\mathcal{E}}_{\mathbf{x}} - S < 0)$ or $(N\bar{\mathcal{E}}_{\mathbf{x}} - S \geq \min_{1 \leq i \leq N} [e_i(b_i + \beta)])$

IF $(N\bar{\mathcal{E}}_{\mathbf{x}} - S < 0)$ THEN

If energy constraint violated

(a) $n \leftarrow \arg \{ \max_{1 \leq i \leq N} [e_i(b_i)] \}$; subtract the most costly bit

(b) $S \leftarrow S - e_n(b_n)$

(c) $b_n \leftarrow b_n - \beta$

ELSE

If energy less than max add
the bit that costs the least to add

(a) $m \rightarrow \arg \{ \min_{1 \leq i \leq N} [e_i(b_i + \beta)] \}$;

(b) $S \leftarrow S + e_m(b_m + \beta)$

(c) $b_m \leftarrow b_m + \beta$

LC - Rate adaptive algorithm

□ ET example (continue from EF example)

- Start from efficient distribution that blows up the energy constraint
 $b = [2 \ 3 \ 2 \ 1 \ 0]$ $N\bar{\varepsilon}_x = 8 \cdot 1 = 8$

1. $b = [2 \ 3 \ 2 \ 0 \ 0]$ with $\mathcal{E} \rightarrow 16.49$
2. $b = [1 \ 3 \ 2 \ 0 \ 0]$ with $\mathcal{E} \rightarrow 11.92$
3. $b = [1 \ 2 \ 2 \ 0 \ 0]$ with $\mathcal{E} \rightarrow 8.36$
4. $b = [1 \ 2 \ 1 \ 0 \ 0]$ with $\mathcal{E} \rightarrow 5.32$

n	0	1	2	3	4
$e_n(1)$	1.14	.891	1.50	5.112	412.3
$e_n(2)$	4.56	1.78	3.03	10.2	–
$e_n(3)$	18.3	3.56	6.07	20.4	–
$e_n(4)$	–	7.13	12.1	–	–
$e_n(5)$	–	14.2	24.3	–	–

- Margin

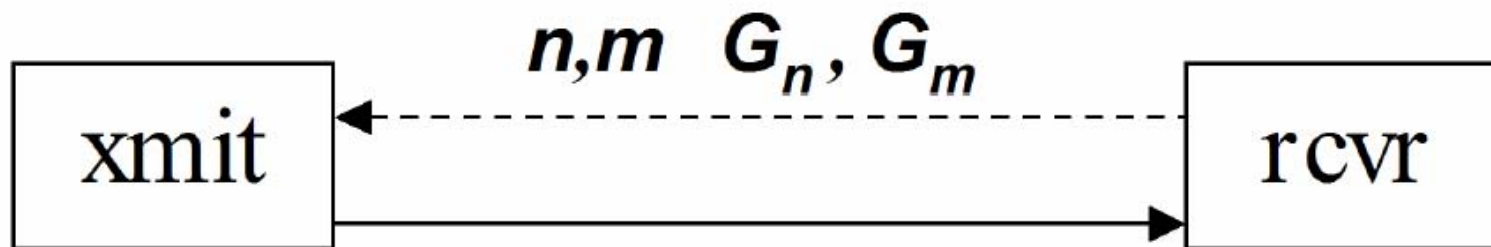
$$\frac{N\bar{\varepsilon}_x}{\varepsilon} = \frac{8}{5.32} = 1.8 \text{ dB}$$

□ Levin-Campello Rate Adaptive algorithm

- Choose any bit distribution
- Make it efficient using (EF algorithm)
- Make it energy tight using (ET algorithm)

Dynamic rate adaptation

- Change the loading when channel changes
- LC is a natural candidate
- Keep the ET bit distribution and perturb based on channel changes
 - Bit is moved from channel n to m



$$\mathcal{E}_i(new) = \frac{\hat{g}_{i,old}}{\hat{g}_{i,new}} \sum_{j=1}^{b_i} e_{i,old}(j) \quad G_i = \frac{\mathcal{E}_i(new)}{\mathcal{E}_i(old)} \text{ for } i = m, n$$

- Tightly coupled with channel and noise estimation
 - Will cover in later lectures

Channel partitioning

- Divide the channel into a set of parallel, independent channels

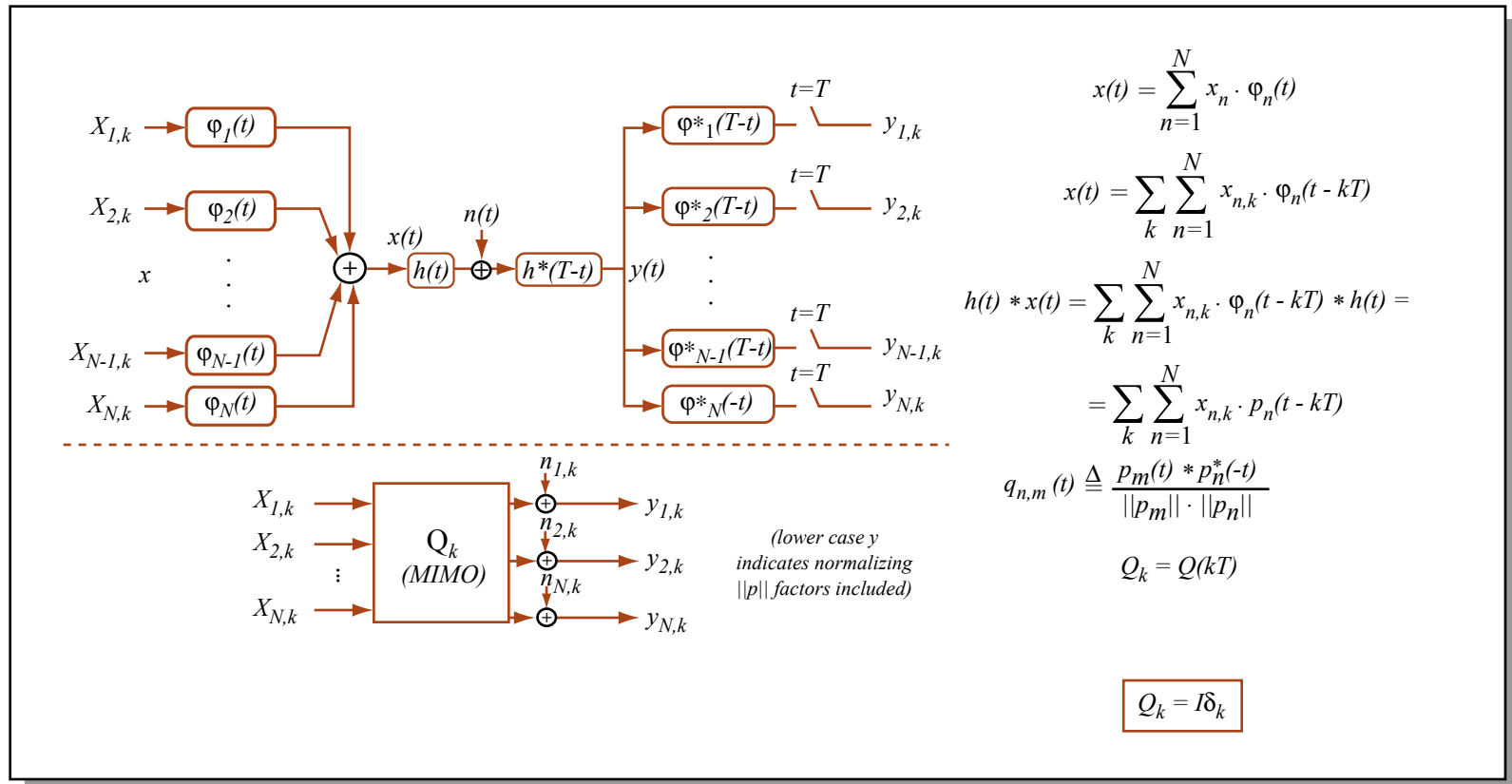


Figure by MIT OpenCourseWare.

- Generalized Nyquist criterion
 - No interference between symbols
 - No interference between sub-channels

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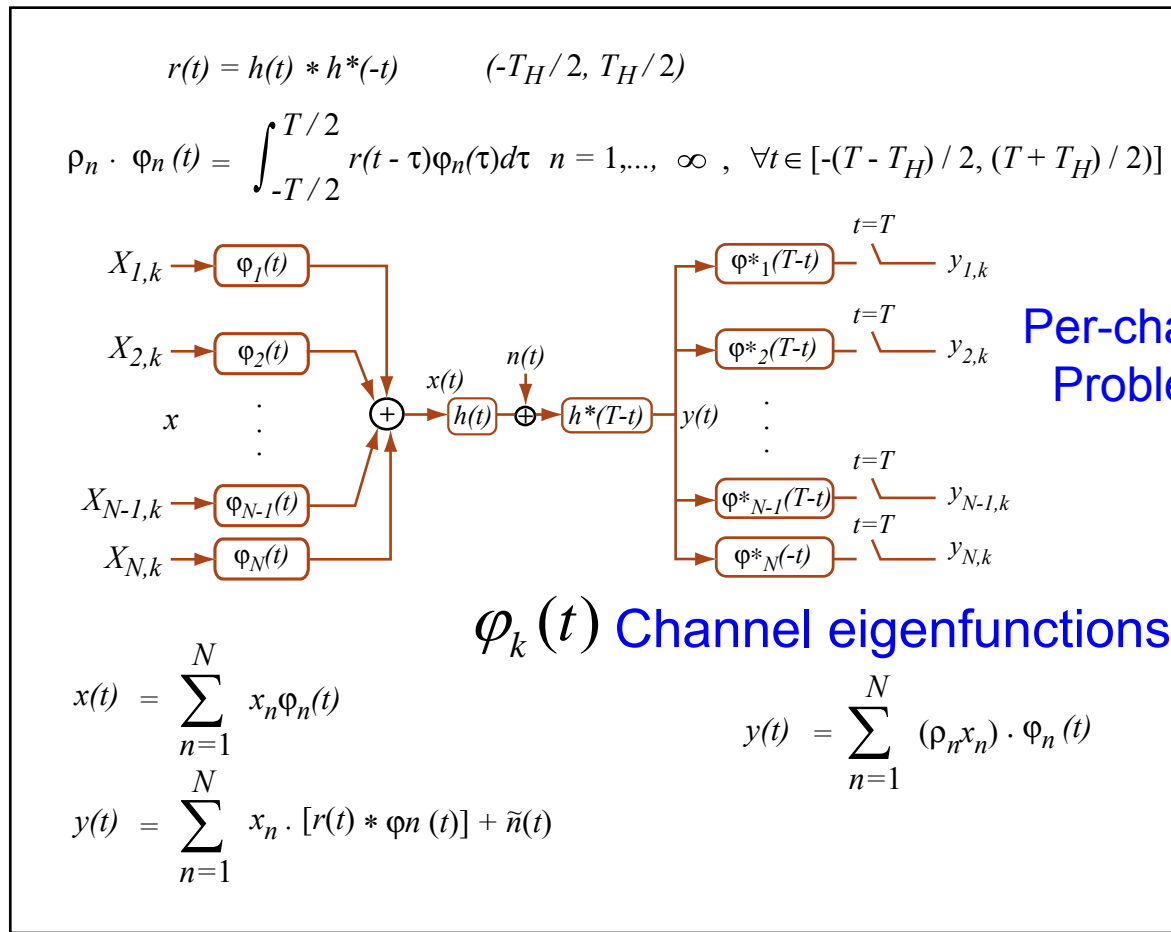
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Modal modulation

Transmission with eigen-functions



Per-channel MAP is optimal
Problem is vector AWGN

Figure by MIT OpenCourseWare.

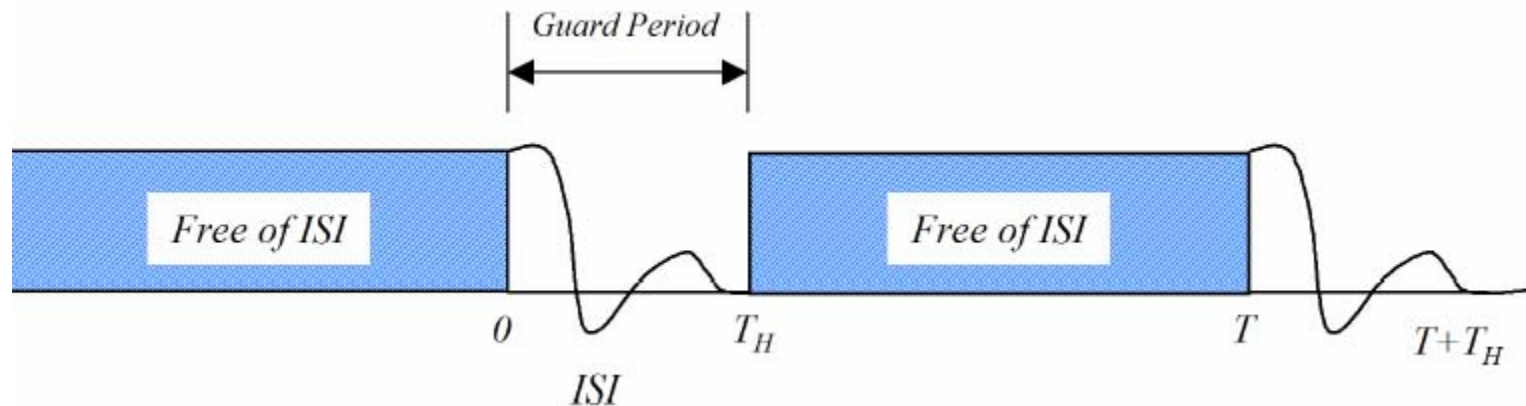


Convergence of multitone to modal modulation

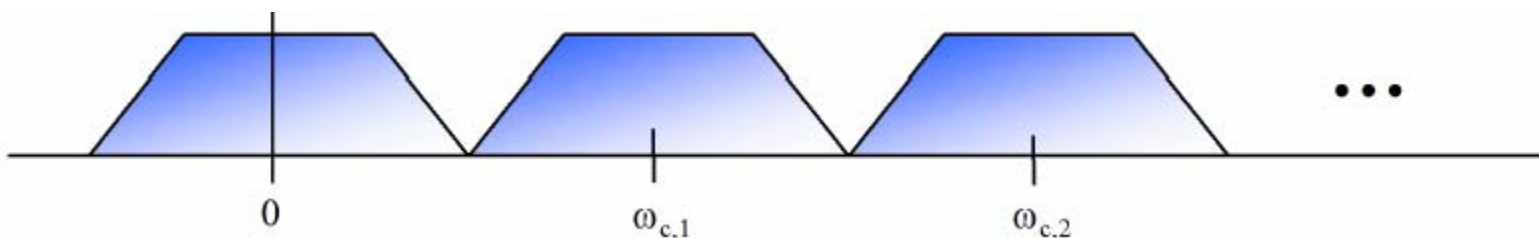
- ❑ Modal modulation is optimal for finite symbol time
 - Eigenfunctions hard to compute and channel dependent
- ❑ Multitone converges to Modal modulation
 - As both $N \rightarrow \text{inf}$ and $[-T/2, T/2] \rightarrow (-\text{inf}, +\text{inf})$
 - Set of eigenvalues of any autocorrelation function is unique
 - This set determines the performance of MM through SNR
 - Eigen-functions are not unique
 - $\varphi_n(t) = e^{-j\frac{2\pi n}{T}t}$ is also a valid eigen-function for *inf* symbol period
 - Corresponding eigenvalues are $R(2\pi n/T)$
 - No ISI on any tone since symbol period is infinite
 - Each tone is AWGN channel
 - SBS detector is MAP optimal
 - If channel is periodic (does not exist in practice)
 - $\varphi_n(t) = e^{-j\frac{2\pi n}{T}t}$ are then eigen-functions even on finite $[-T/2, T/2]$
 - Can use extra bandwidth in the design to make the channel “look” periodic

Finite symbol duration effects

- ISI corrupts the neighboring symbol
 - Need to leave the guardband



- Can try to create a more sinc-looking symbols in time by filtering the tones in frequency domain
 - Need excess bandwidth for filter roll-off



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Discrete time channel partitioning

□ Digital realization

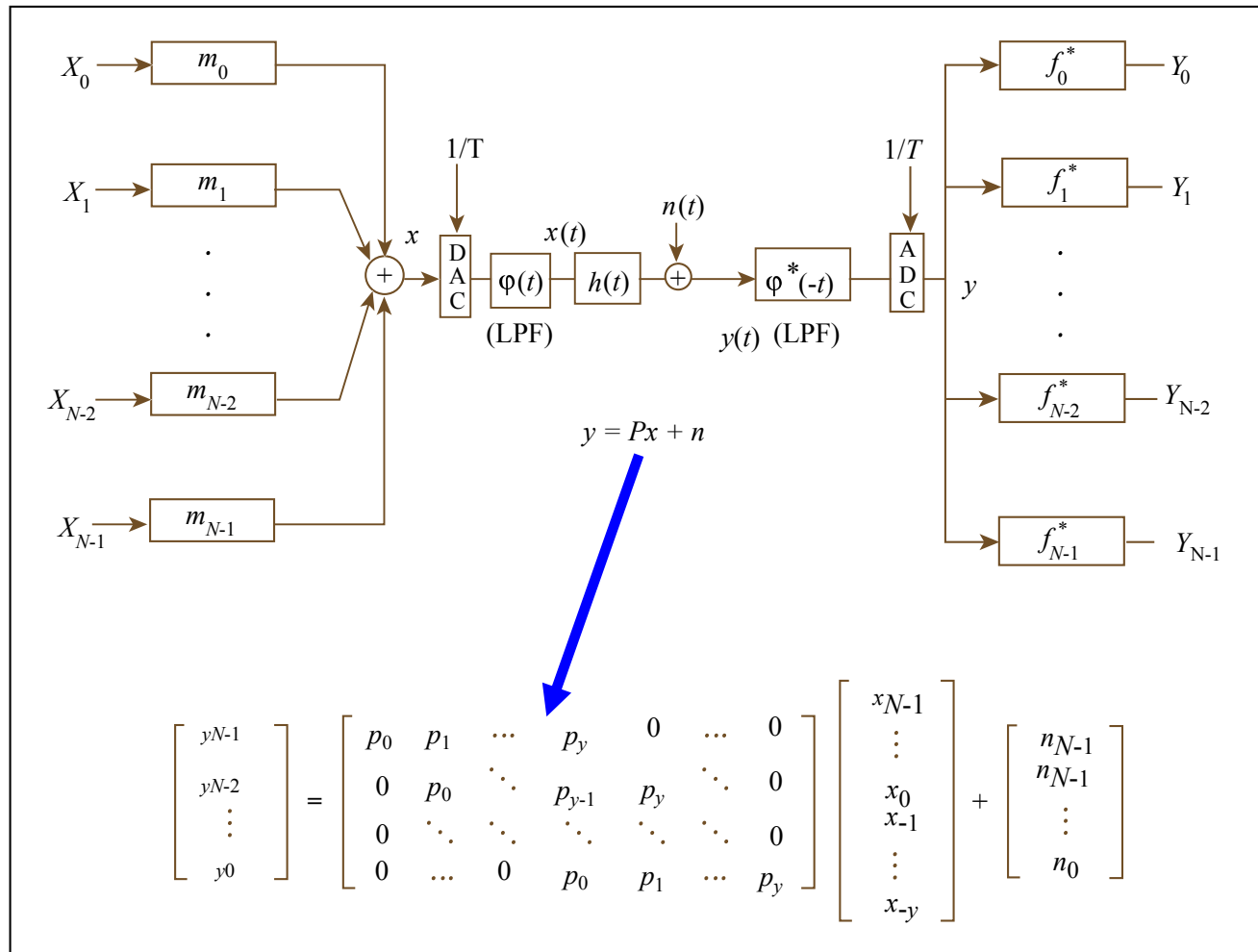


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Vector coding

- Creates a set of parallel channels by using SVD

$$y = Px + n$$

$$P = F \begin{bmatrix} \Lambda & \mathbf{0}_{N,\nu} \end{bmatrix} M^*$$

singular-value decomposition of P

discrete transmitter waveforms

discrete matched filters

$$Y = F^* y = \begin{bmatrix} f_{N-1}^* y \\ \vdots \\ f_0^* y \end{bmatrix}$$

$$x = M \begin{bmatrix} X \\ 0 \\ \vdots \\ 0 \end{bmatrix} = [m_{N-1} \ m_{N-2} \ \dots \ m_1 m_0 \ \dots \ m_{-\nu}] \begin{bmatrix} X_{N-1} \\ X_{N-2} \\ \vdots \\ X_0 \\ 0 \\ \vdots \\ 0 \end{bmatrix} = \sum_{n=0}^{N-1} X_n m_n$$

$$Y = \Lambda X + N$$

since F is unitary N is also AWGN

$$Y_n = \lambda_n \cdot X_n + N_n$$

VC example

□ $1+0.9D^{-1}$, $N=8$

- Need one sample guardband

- $E_{tot}=(N+1)*E_{dim}=(8+1)*1=9$

- SVD on $p = \begin{bmatrix} .9 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & .9 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & .9 & 1 & 0 & 0 & 0 & 0 & 0 \\ \vdots & \ddots & \ddots & \ddots & \ddots & \ddots & \ddots & \ddots & \vdots \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & .9 & 1 \end{bmatrix}$

- Gives singular values $[1.87 \ 1.78 \ 1.64 \ 1.45 \ 1.22 \ .95 \ .66 \ .34]$

- Sub-channel SNRs $g_n = \frac{\lambda_n^2}{\sigma^2} = [19.3 \ 17.6 \ 15.0 \ 11.7 \ 8.3 \ 5.0 \ 2.4 \ .66]$

- Waterfilling shows only 7 dimensions can be used

- Sub-channel energies $[1.38 \ 1.37 \ 1.36 \ 1.34 \ 1.30 \ 1.23 \ 1.01 \ 0]$ $K = \frac{1}{7} \left(9 + \sum_{n=0}^6 \frac{1}{g_n} \right) = 1.43$

- SNRs are then $[26.6 \ 24.2 \ 20.4 \ 15.8 \ 10.8 \ 6.2 \ 2.4 \ 0]$

- Total SNR $SNR_{VC} = \left[\prod_{n=0}^6 SNR_n + 1 \right]^{1/9} - 1 = 6.46 = 8.1 \text{ dB}$

- VC capacity $\bar{c} = \frac{1}{9} \sum_{n=0}^6 \frac{1}{2} \log_2(1 + SNR_n) = 1.45 \text{ bits/dim}$
 - Would get 1.55bits/dim if $N \rightarrow \infty$

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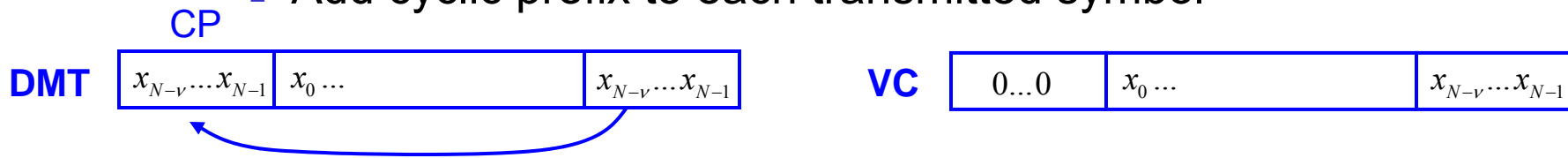
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DMT and OFDM

- ❑ Discrete multitone (DMT) and Orthogonal frequency Division Multiplexing (OFDM)
- ❑ DMT used on slowly time-varying channels
 - Optimize b_n and E_n per sub-channel
- ❑ OFDM uses same channel partitioning as DMT
 - But uses same b_n and E_n on all channels
 - Used on one-way broadcast channels
- ❑ Forms of vector coding with added restrictions
 - In vector coding, M, F channel dependent
 - Make the channel circular and make M, F channel independent - simplify hardware implementation

DMT/OFDM channel partitioning

- Make channel “look” circular
 - Repeat the tail of the symbol at its beginning
 - Add cyclic prefix to each transmitted symbol



$$\begin{bmatrix} y_{N-1} \\ y_{N-2} \\ \vdots \\ y_0 \end{bmatrix} = \begin{bmatrix} p_0 & p_1 & \dots & p_\nu & 0 & \dots & 0 \\ 0 & p_0 & \dots & p_{\nu-1} & p_\nu & \dots & 0 \\ 0 & \dots & \dots & \dots & \dots & \dots & 0 \\ 0 & \dots & 0 & p_0 & p_1 & \dots & p_\nu \\ p_\nu & 0 & \dots & 0 & p_0 & \dots & p_{\nu-1} \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ p_1 & \dots & p_\nu & \dots & \dots & 0 & p_0 \end{bmatrix} \begin{bmatrix} x_{N-1} \\ \vdots \\ x_0 \end{bmatrix} + \begin{bmatrix} n_{N-1} \\ n_{N-2} \\ \vdots \\ n_0 \end{bmatrix} \quad P = M\Lambda M^*$$

$y = \tilde{P}x + n$

- SVD can be replaced by eigen-decomposition (spectral factorization)
 - A discrete form of modal modulation
 - While SNRs are unique, many choices for M and F

IDFT and DFT as orthogonal transformations

- DMT and OFDM use IDFT and DFT as eigen-vectors

$$\begin{aligned}
 \mathbf{X} &\triangleq \begin{bmatrix} X_{N-1} \\ X_{N-2} \\ \vdots \\ X_0 \end{bmatrix} & X_n &= \frac{1}{\sqrt{N}} \sum_{k=0}^{N-1} x_k e^{-j\frac{2\pi}{N}kn} \quad \forall n \in [0, N-1] & \mathbf{x} &= \begin{bmatrix} x_{N-1} \\ x_{N-2} \\ \vdots \\ x_0 \end{bmatrix} \\
 & & x_k &= \frac{1}{\sqrt{N}} \sum_{n=0}^{N-1} X_n e^{j\frac{2\pi}{N}kn} \quad \forall k \in [0, N-1] & & \\
 \mathbf{X} &= \mathbf{Q}\mathbf{x} & \mathbf{Q} &= \frac{1}{\sqrt{N}} \begin{bmatrix} e^{-j\frac{2\pi}{N}(N-1)(N-1)} & \dots & e^{-j\frac{2\pi}{N}2(N-1)} & e^{-j\frac{2\pi}{N}(N-1)} & 1 \\ e^{-j\frac{2\pi}{N}(N-1)(N-2)} & \dots & e^{-j\frac{2\pi}{N}2(N-2)} & e^{-j\frac{2\pi}{N}(N-2)} & 1 \\ \vdots & \ddots & \vdots & \vdots & \vdots \\ e^{-j\frac{2\pi}{N}(N-1)} & \dots & e^{-j\frac{2\pi}{N}2} & e^{-j\frac{2\pi}{N}} & 1 \\ 1 & \dots & 1 & 1 & 1 \end{bmatrix} & \mathbf{Q}^* &= [\mathbf{q}_{N-1}, \dots, \mathbf{q}_0] \\
 \mathbf{x} &= \mathbf{Q}^*\mathbf{X} & \text{DFT} & & \text{IDFT} &
 \end{aligned}$$

- Proof $\lambda_n \mathbf{q}_n = \mathbf{P}\mathbf{q}_n \quad \mathbf{Q}^* \Lambda = \mathbf{P}\mathbf{Q}^*$ channel gain at tone n

$$\begin{aligned}
 \frac{1}{\sqrt{N}} \cdot \left(p_0 + p_1 \cdot e^{-j\frac{2\pi}{N}n} + \dots + p_{N-1} \cdot e^{-j\frac{2\pi(N-1)}{N}n} \right) &= P_n \\
 \frac{1}{\sqrt{N}} \cdot \left(p_0 \cdot e^{j\frac{2\pi}{N}n} + p_1 + \dots + p_{N-1} \cdot e^{-j\frac{2\pi(N-2)}{N}n} \right) &= P_n \cdot e^{+j\frac{2\pi}{N}n} \\
 &\vdots \\
 \mathbf{P}\mathbf{q}_n &= P_n \mathbf{q}_n \quad \longrightarrow \quad \mathbf{q}_n \text{ is eigen-vector of } \mathbf{P}
 \end{aligned}$$

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DMT/OFDM implementation

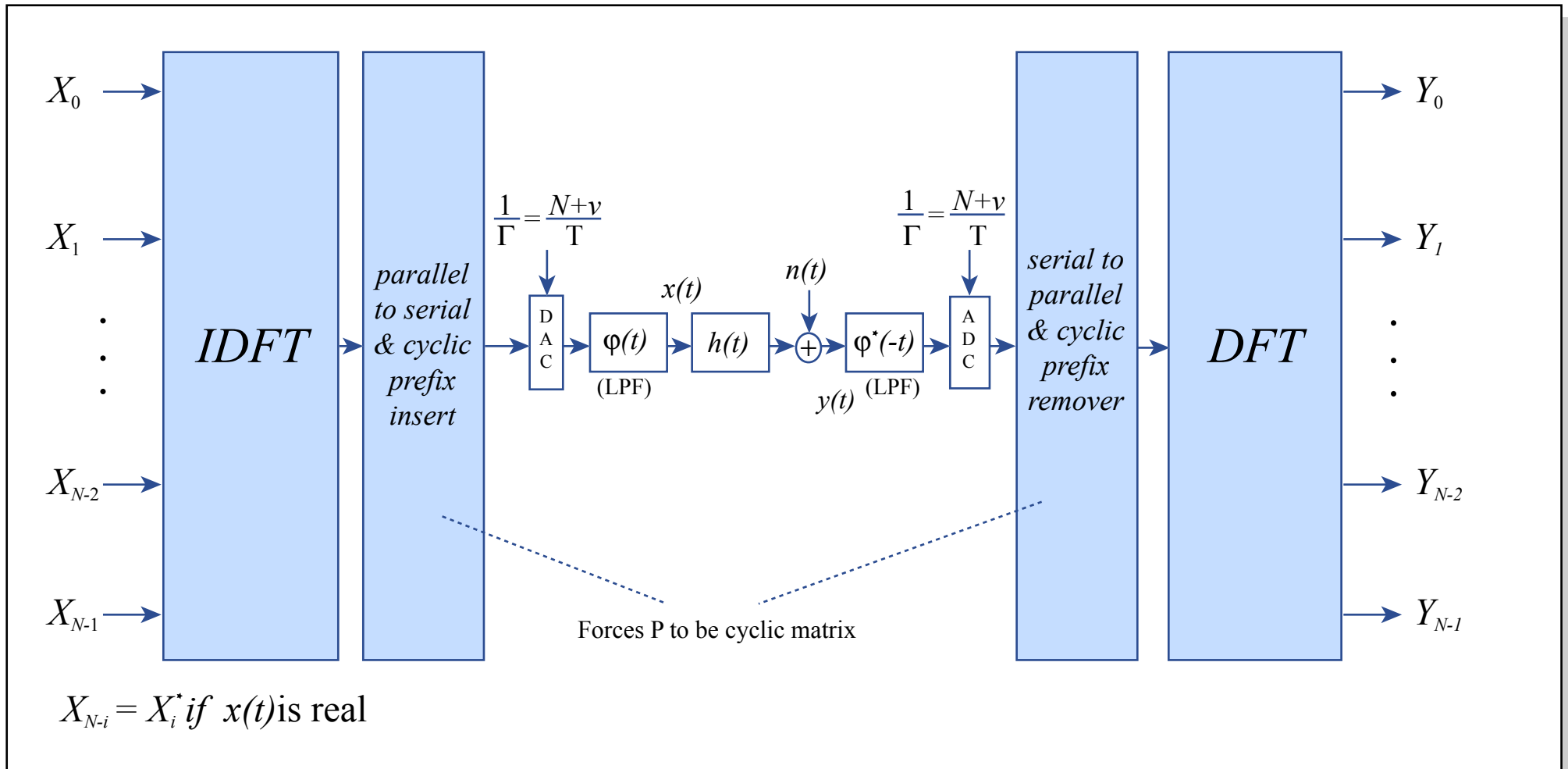


Figure by MIT OpenCourseWare.

□ Data rate penalty $N/(N+v)$

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One-tap frequency equalizer

- ❑ Need to compensate for channel attenuation
 - To recover the original constellation distance

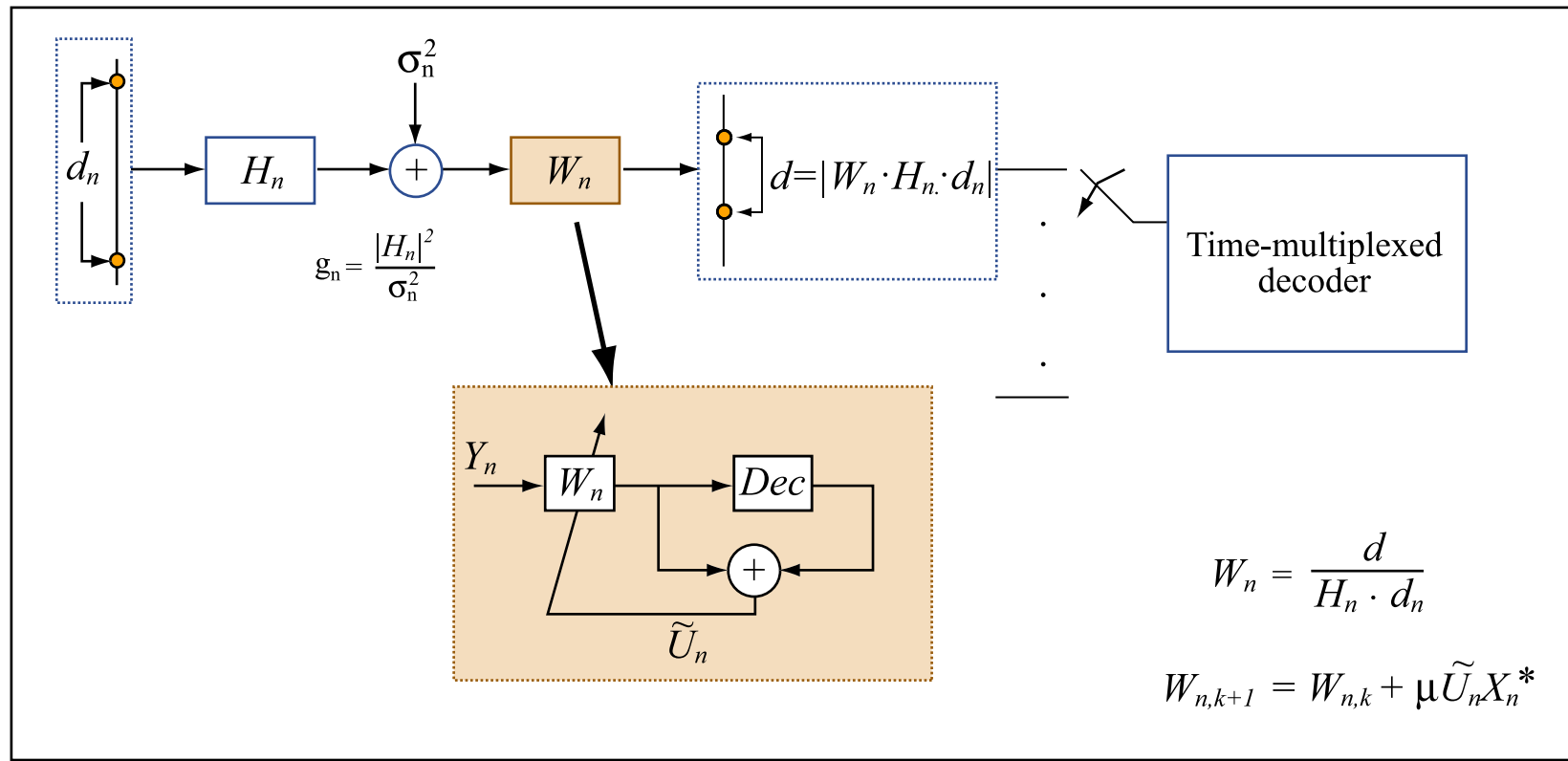
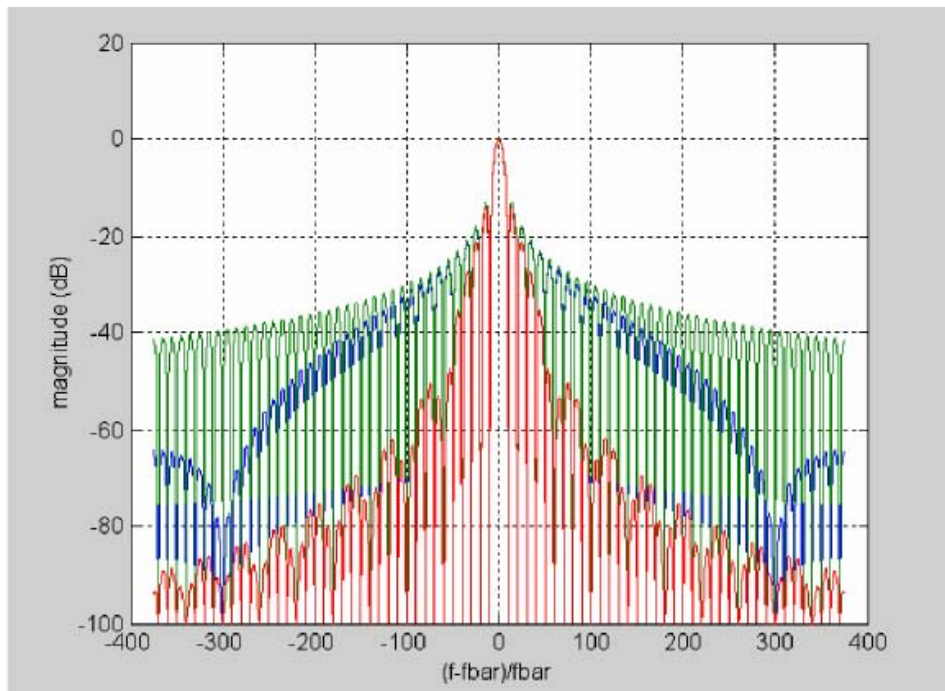


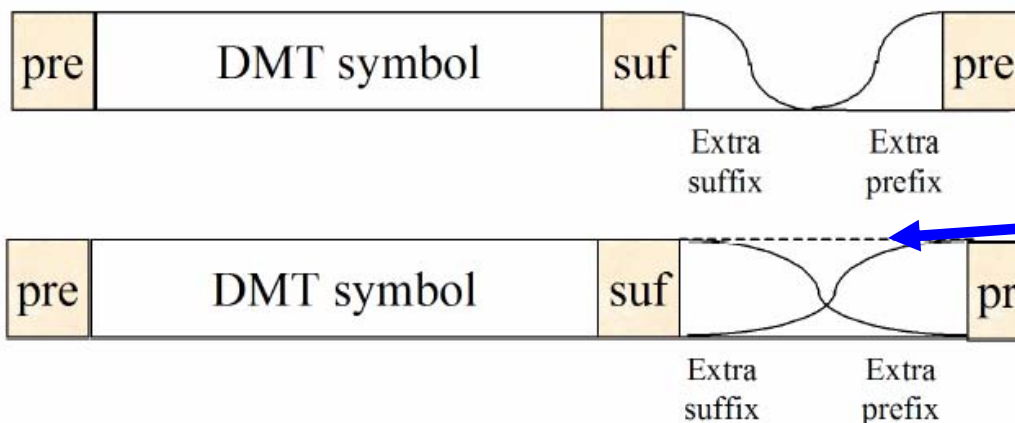
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Rx/Tx Windowing



Rectangular window
 Raised cosine 5%
 Raised cosine 25%



Can overlap as long as sum is constant

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1+0.9D⁻¹ DMT example

□ N=8

$$P = \begin{bmatrix} .9 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & .9 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & .9 & 1 & 0 & 0 & 0 & 0 \\ \vdots & \ddots & \ddots & \ddots & \ddots & \ddots & \ddots & \vdots \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & .9 \end{bmatrix}$$

- Waterfilling with E_{tot}=8
 - Waste one unit on CP

n	$\lambda_n = P_n $	$g_n = \frac{ P_n ^2}{.181}$	\mathcal{E}_n	SNR_n
0	1.90	20	1.24	24.8
1	1.76	17	1.23	20.9
2	1.76	17	1.23	20.9
3	1.35	9.8	1.19	11.7
4	1.35	9.8	1.19	11.7
5	.733	3	.96	2.9
6	.733	3	.96	2.9
7	.100	.05525	0	0

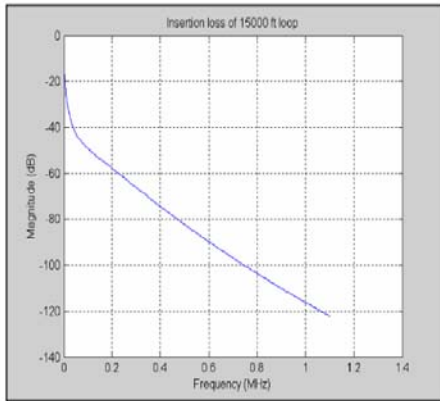
$$\text{SNR}_{DMT} = \left[\prod_{n=0}^6 (1 + \text{SNR}_n) \right]^{1/9} - 1 = 7.6 \text{ dB} \quad \text{lower than VC (8.1dB)}$$

- For N=16 quickly reaches max of 8.8dB

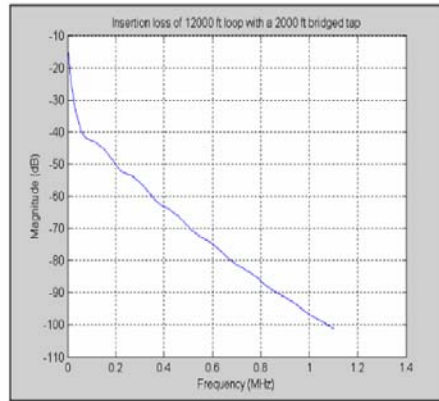
Complexity of DFE, VC, DMT

- ❑ Example $1+0.9D^{-1}$ channel
- ❑ MMSE-DFE, SNR=7.6 dB, 3ff, 1fb tap, 4 mac/sample
- ❑ VC, N=8, SNR=8.1 dB, $7*8/9=6.2$ MAC/sample
- ❑ DMT, N=8, SNR=7.6 dB, 8pt FFT/IFFT, 2.7MAC/sample
 - N=16, 3.8MAC/sample, SNR=8.8 dB
 - DFE needs 10FF taps, 1FB tap, SNR=8.4 dB, 11MAC/sample

Asymmetric digital subscriber line (ADSL)



5 km loop



4 km loop with bridged tap

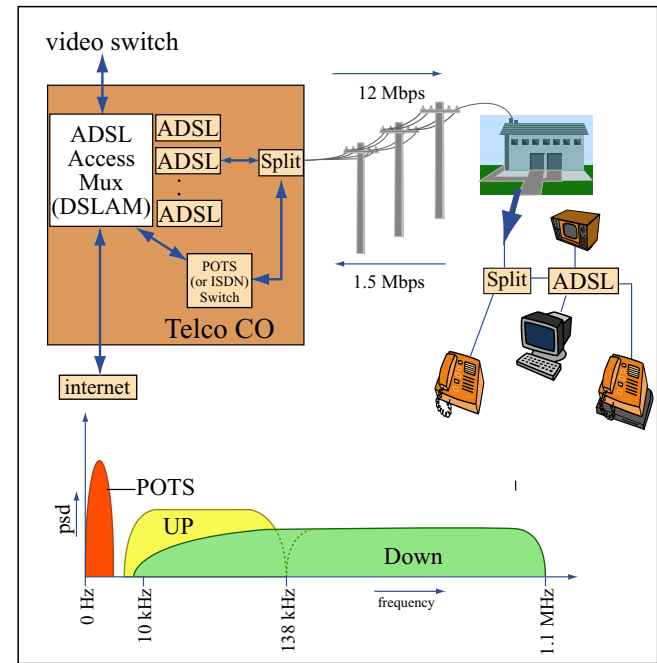


Figure by MIT OpenCourseWare.

- ❑ Symbol rate $T=250\mu s$
- ❑ $N_d=256$, 4.3125kHz wide
 - $1/T'=2.208$ MHz (CP = 40 samples)
 - Each time domain symbol $2*256+40=552$ samples
 - Hermitian symmetry creates real signal transmitted from 0-1.1MHz
 - First 2-3 tones near DC not used – avoid interference with voice
 - Tone 256 also not used, 64 reserved for pilot
- ❑ $N_{up}=32$, CP=5, each symbol $2*32+5=69$ samples
 - Exactly 1/8 of downstream

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802.11a Wireless LAN example

- ❑ Up to 54Mbps symmetrically (<100m)
- ❑ 1-3 Tx power levels
 - 40 mW
 - 200 mW
 - 800 mW
- ❑ Complex baseband
 - unlike ADSL which is real baseband
- ❑ N=64 (-31 ... 31) (so 128 dimensions)
 - Symbol length = 80 samples, CP=16
 - Symbol rate 250kHz (T=4uS, T'=50ns), CPguard=0.8us

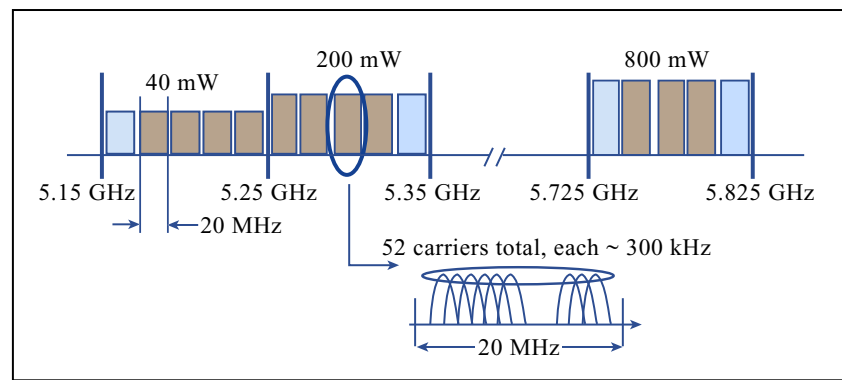
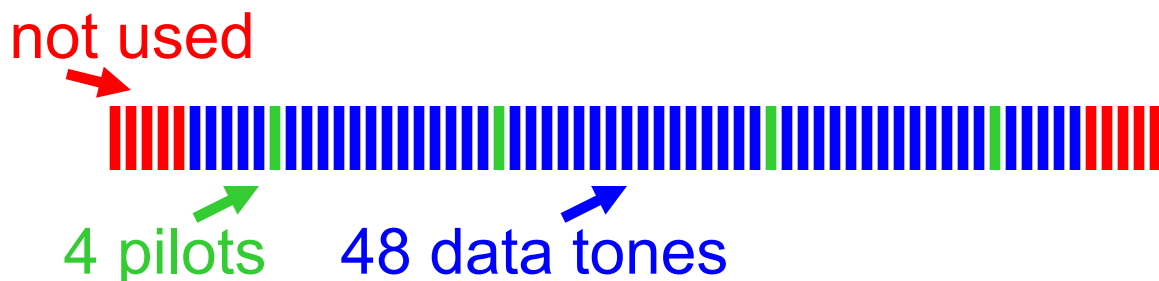


Figure by MIT OpenCourseWare.



R (Mbps)	constellation	code rate	b_n	b_n	b
6	BPSK	1/2	1/2	1/4	24
9	BPSK	3/4	3/4	3/8	36
12	4QAM	1/2	1	1/2	48
18	4QAM	3/4	3/2	3/4	72
24	16QAM	1/2	2	1	96
36	16QAM	3/4	3/2	3/4	144
48	64QAM	1/2	3	3/2	192
54	64QAM	3/4	9/2	9/4	216

Figure by MIT OpenCourseWare.

- ❑ Broadcast channel – can't optimize bit allocation
 - FCC demands flat spectrum so no energy-allocation
 - The only knob is data rate selection

$$R = k(1 \text{ bit} / 2 \text{ dimensions}) \cdot (48 \text{ tones}) \cdot 250 \text{ kHz} \text{ or } 6 \cdot k \text{ Mbps}$$

High-level system view

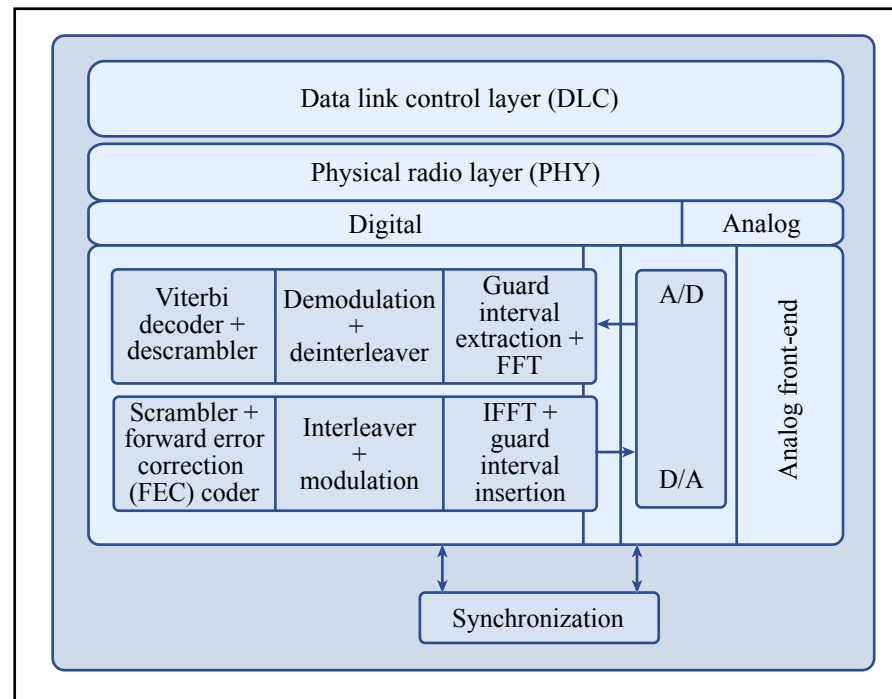
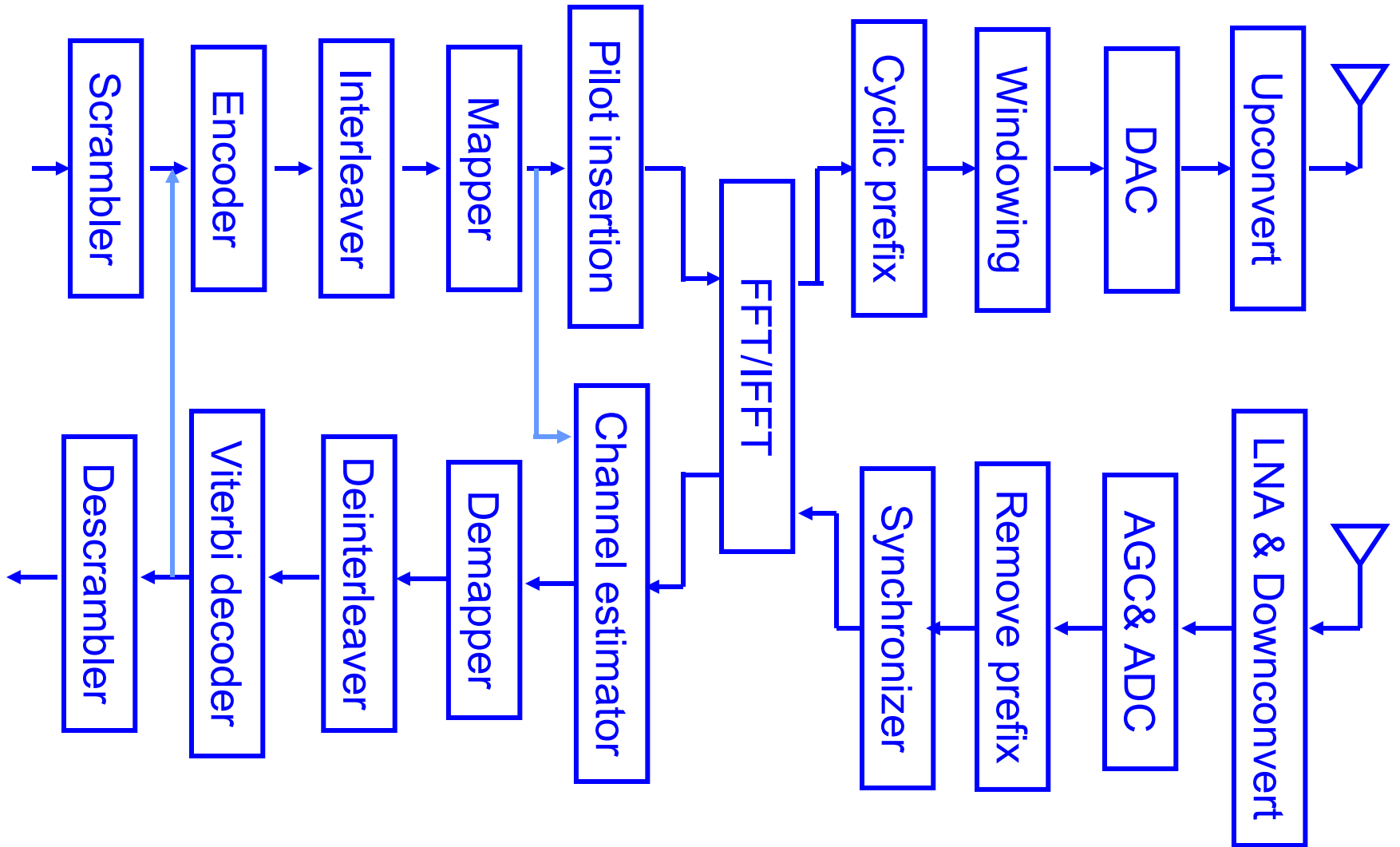


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Transceiver architecture



[2]

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Transmitter architecture detail

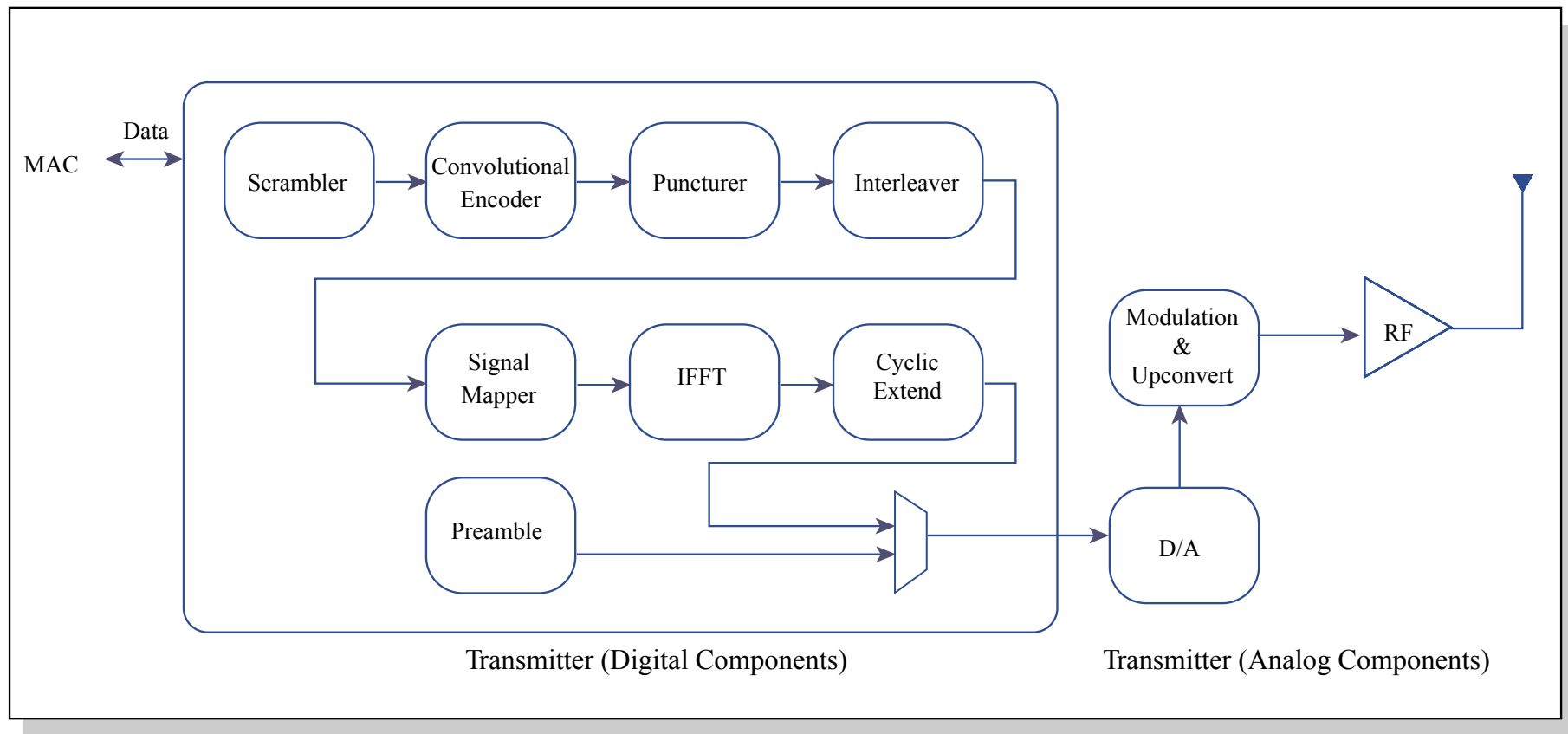
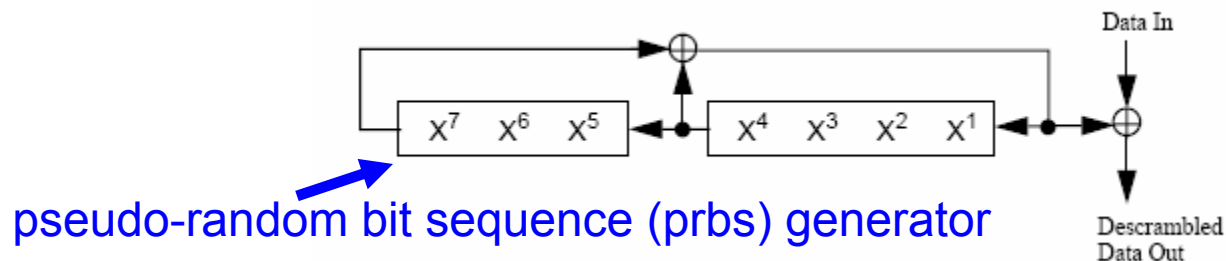


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Scrambling

- ❑ Need to randomize incoming data
- ❑ Enables a number of tracking algorithms in the receiver
- ❑ Provides flat spectrum in the given band



What is the period of this pseudo-random sequence?

Interleaver

- ❑ Protects the code from overload by burst errors
- ❑ Block interleaver
 - Block size is the #of coded bits in OFDM symbol (N_{CBPS})
 - Two-step permutation
 - Adjacent coded bits mapped
 - Onto nonadjacent sub-carriers

$$i = (N_{\text{CBPS}}/16) (k \bmod 16) + \text{floor}(k/16) \quad k = 0, 1, \dots, N_{\text{CBPS}} - 1$$

- Alternate between less and more significant bits in the constellation – avoid long runs of low reliability LSBs

$$j = s \times \text{floor}(i/s) + (i + N_{\text{CBPS}} - \text{floor}(16 \times i/N_{\text{CBPS}})) \bmod s \quad i = 0, 1, \dots, N_{\text{CBPS}} - 1$$
$$s = \max(N_{\text{BPS}}/2, 1)$$

Convolutional Encoder

- ❑ Rate 1/2 convolutional encoder
 - Punctured to obtain 2/3 and 3/4 rate

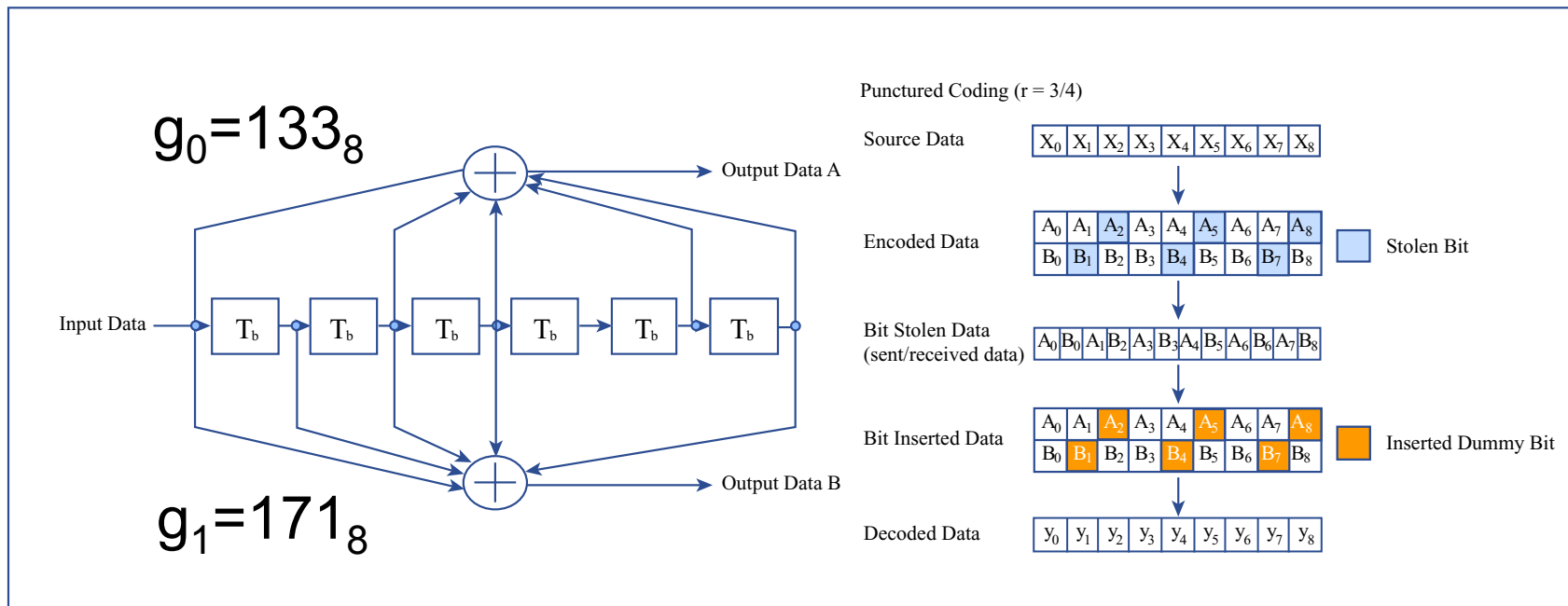


Figure by MIT OpenCourseWare.

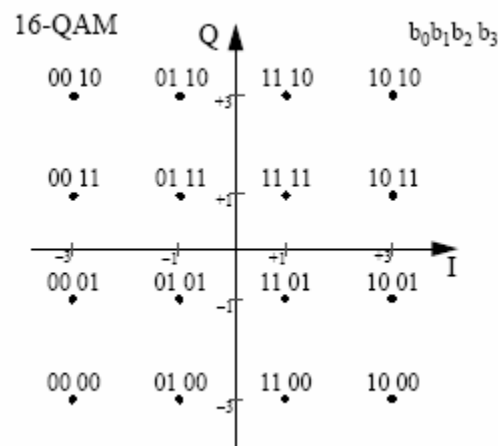
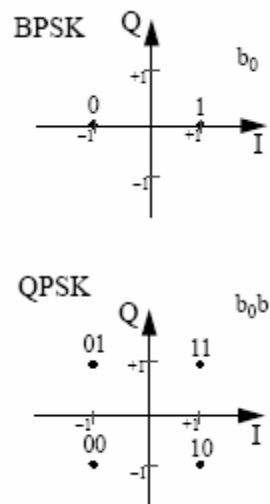
- ❑ 64-state (constraint length $K=7$) code
- ❑ Viterbi algorithm applied in the decoder

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Signal mapper

□ BPSK, QPSK, 16-QAM, 64-QAM

- Data divided into groups of (1,2,4,6) bits and mapped to a constellation point (i.e. a complex number)
- Gray-coded constellation mappings



$$d = (I + jQ) \times K_{MOD}$$

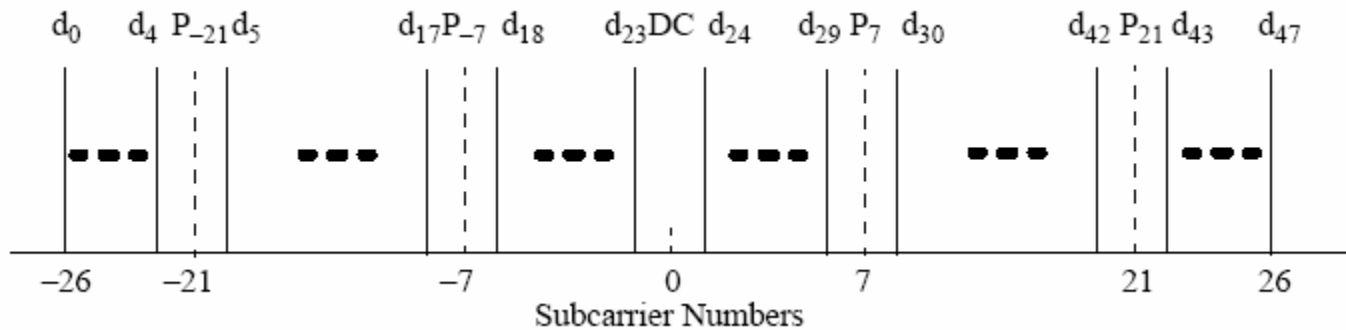
Modulation	K_{MOD}
BPSK	1
QPSK	1/2
16-QAM	1/10
64-QAM	1/42

- Need the same average power for all mappings
 - Scale the output by K_{MOD}

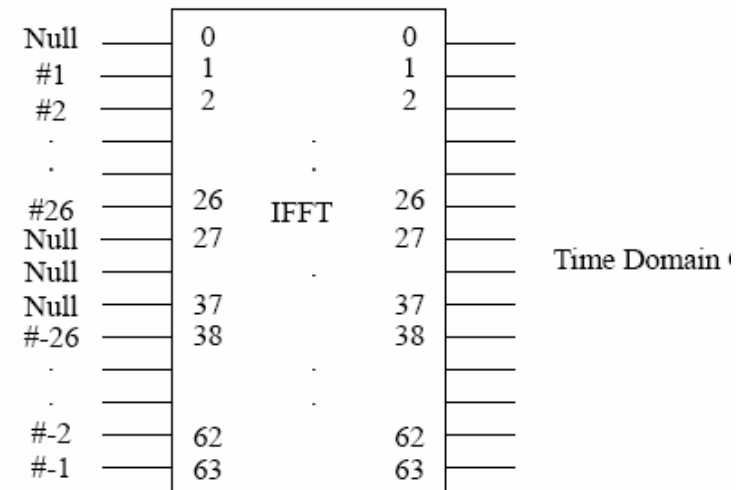
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Pilot insertion and FFT/IFFT

- Pilot insertion
 - Pilots BPSK, prbs modulated



- FFT and IFFT shared
 - Just flip the Re and Im inputs



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Spectral mask

- ❑ Cannot use last 5 tones on each side
- ❑ Does not use extra windowing

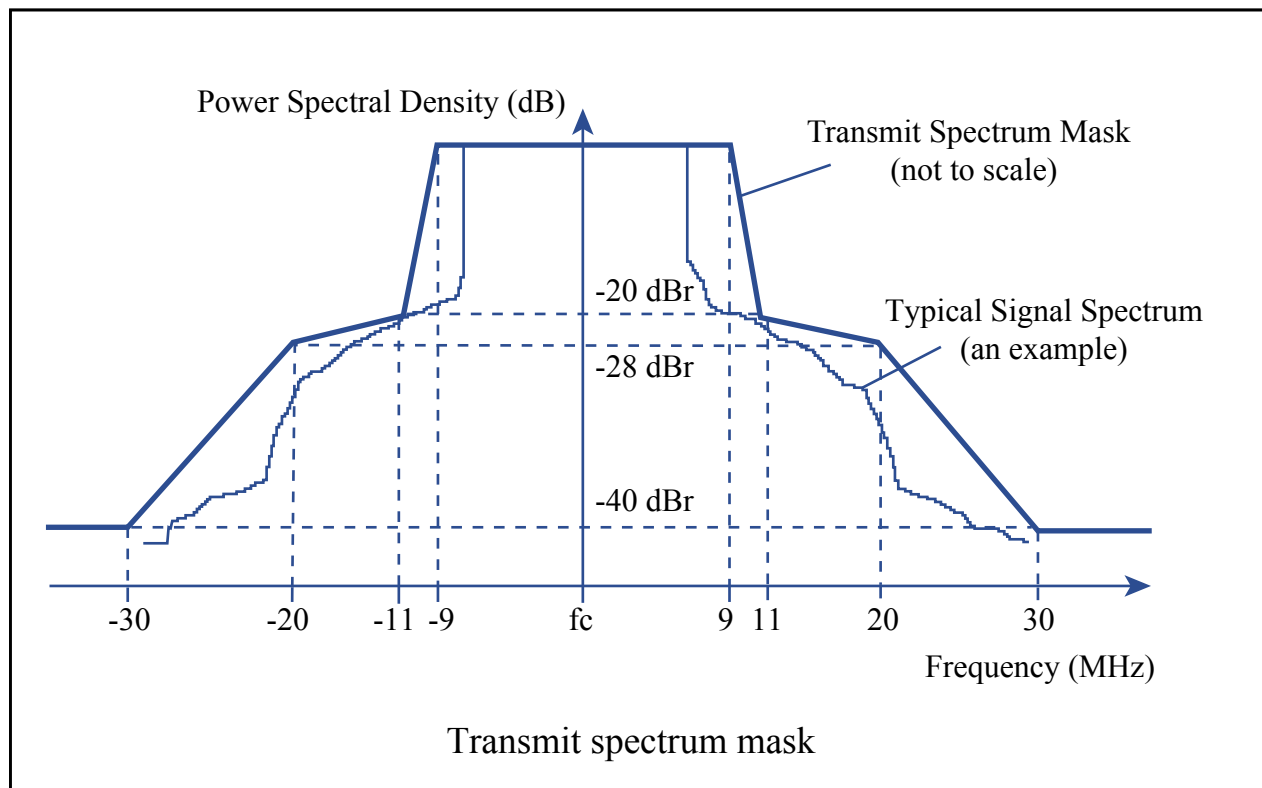


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Receiver architecture

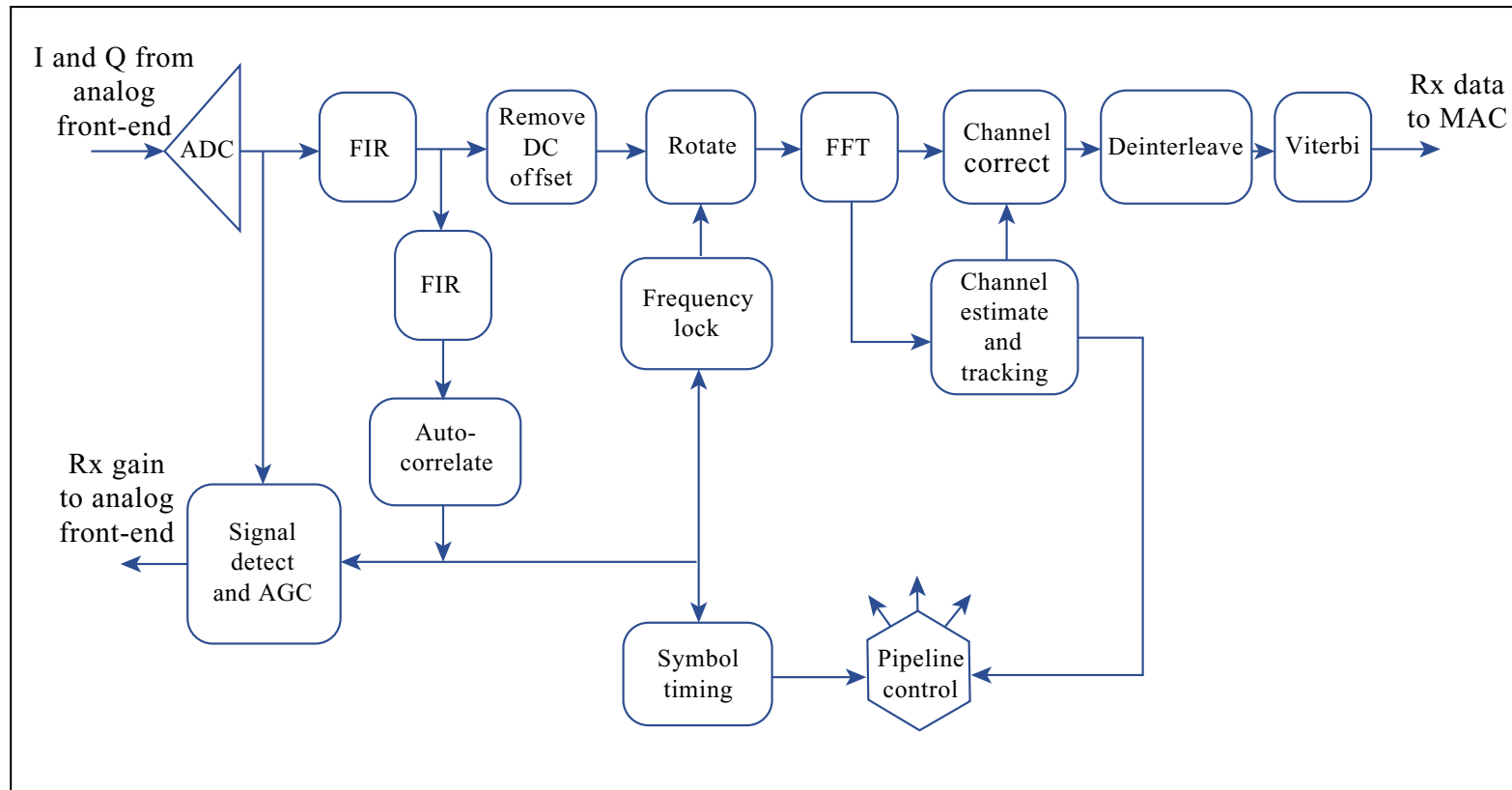


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Pilot tracking and channel correction

OFDM packet structure

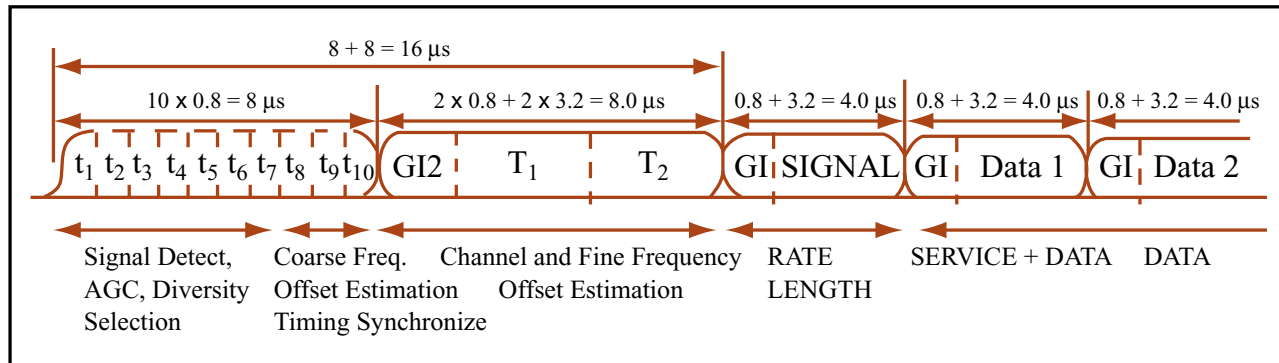


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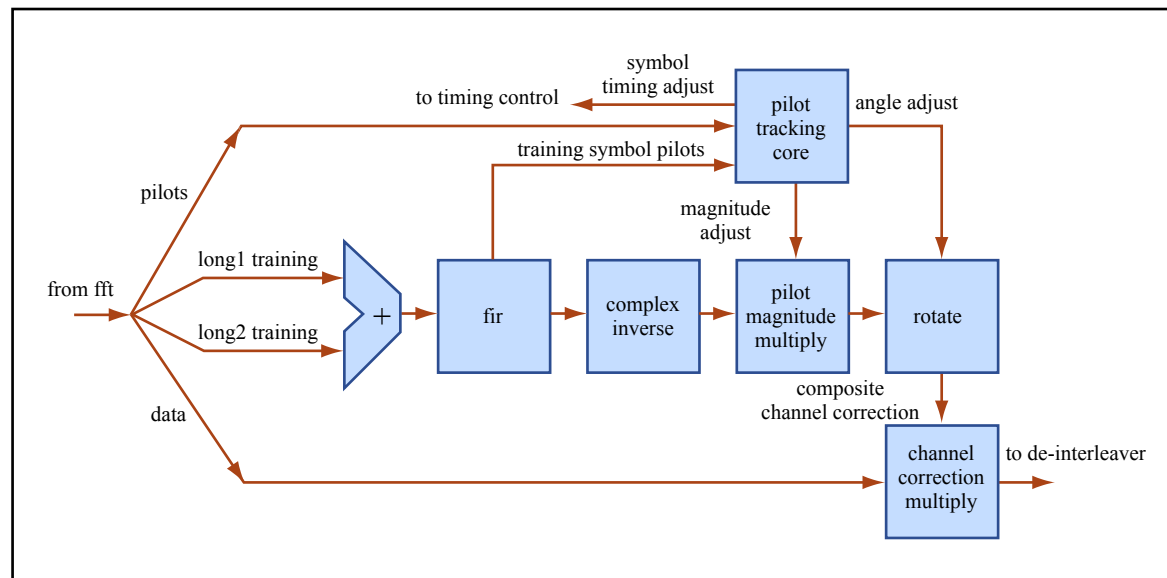


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Synchronizer

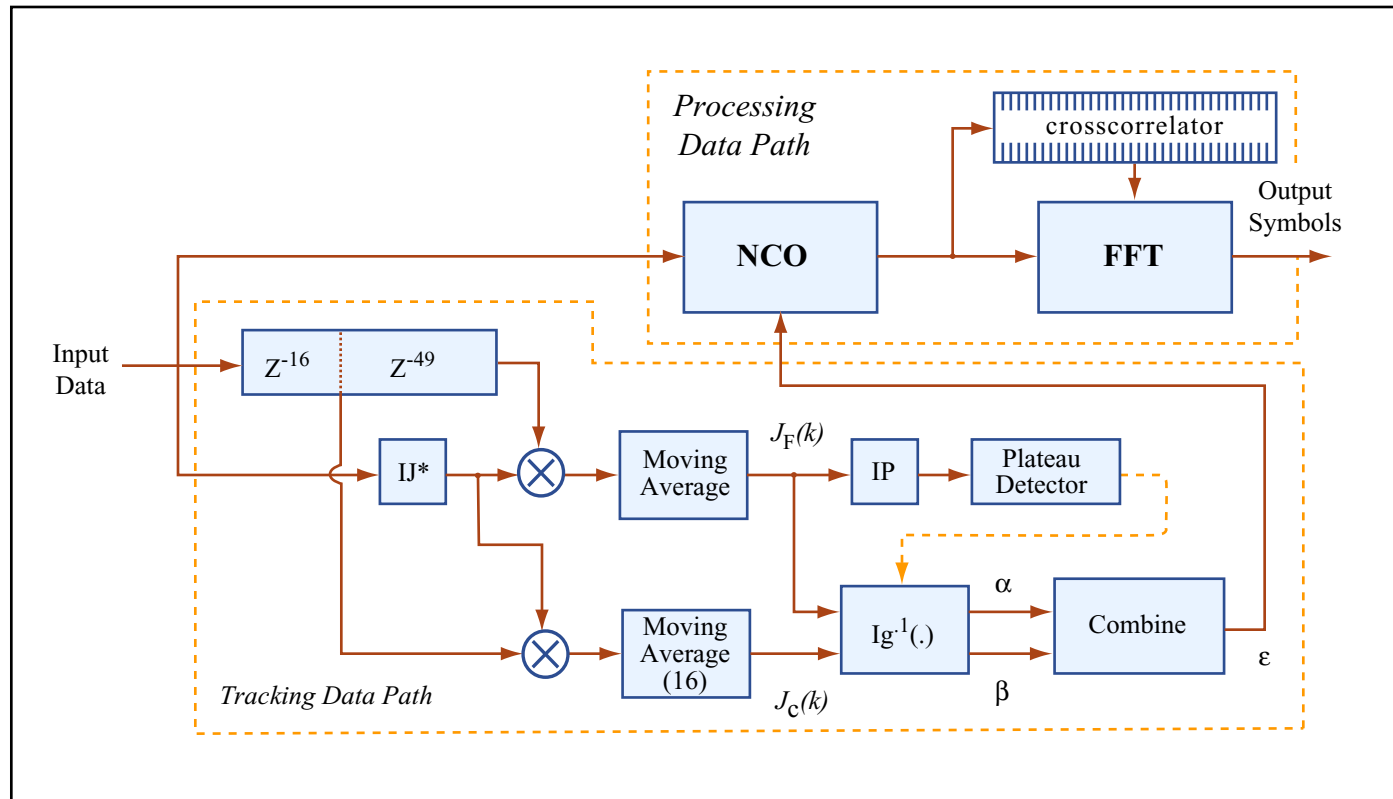


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Channel estimator

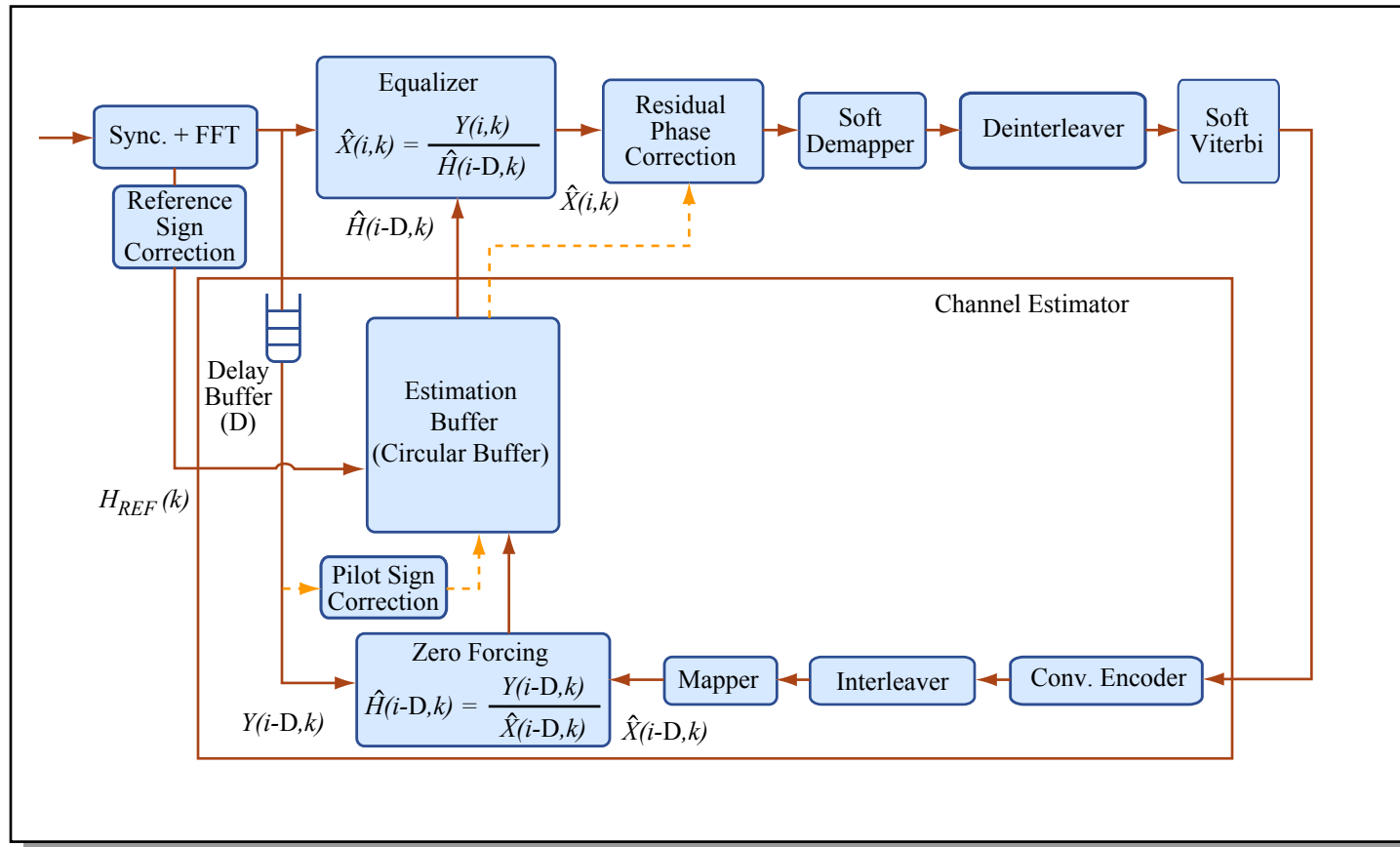


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First 802.11a chip

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