



Equalization algorithms in Millimeter wave Communication Systems

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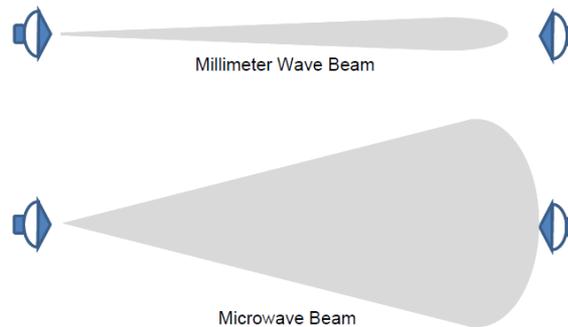
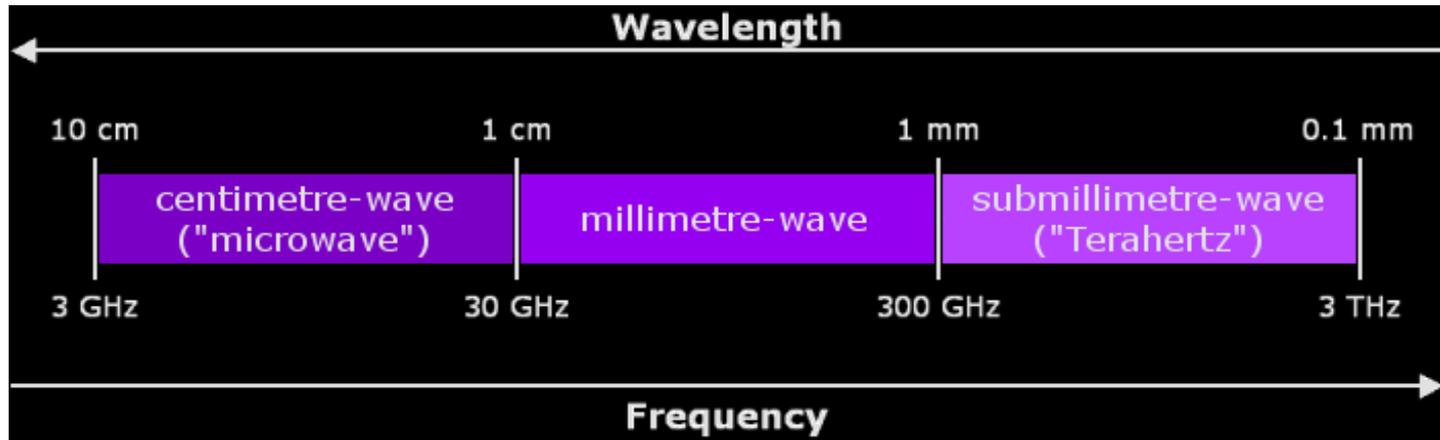
Equalization algorithms for Millimeter wave Communication Systems

AGENDA

- Millimeter wave Communication and 5G
- 802.11ad – A standard that operates in mm wave
- Equalization – Why is it required?
- Types of Equalizers
- Linear Equalizers
- Non Linear equalizers
- Golay Code based equalizers for 802.11 ad (and other equalizers)

Millimeter wave Communication

BANDS



Source: Loea Corporation

**KEY
ADVANTAGES**

Millimeter wave Communication-Applications

In-home/store/flight media distribution and miracast



Virtual reality



Kiosk to mobile file sync

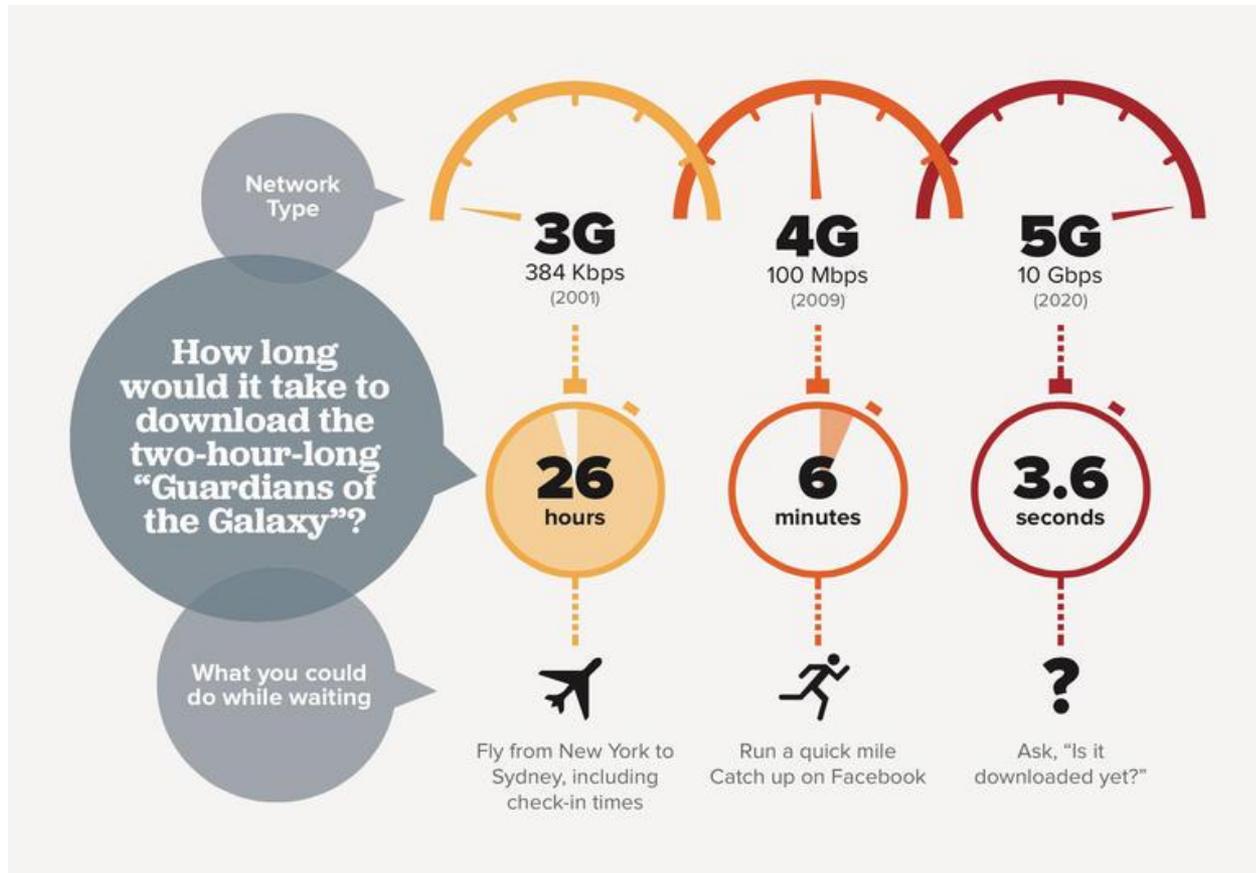


Source: Microsoft

5G



Source: RCR Wireless News

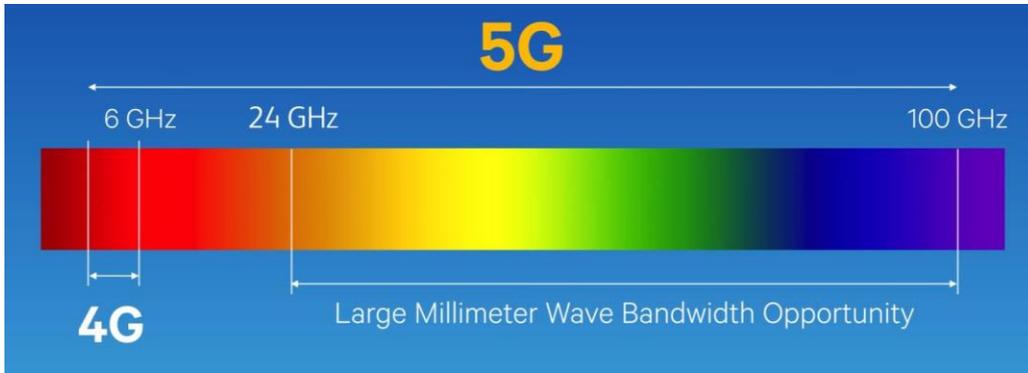


Source: CNET

5G

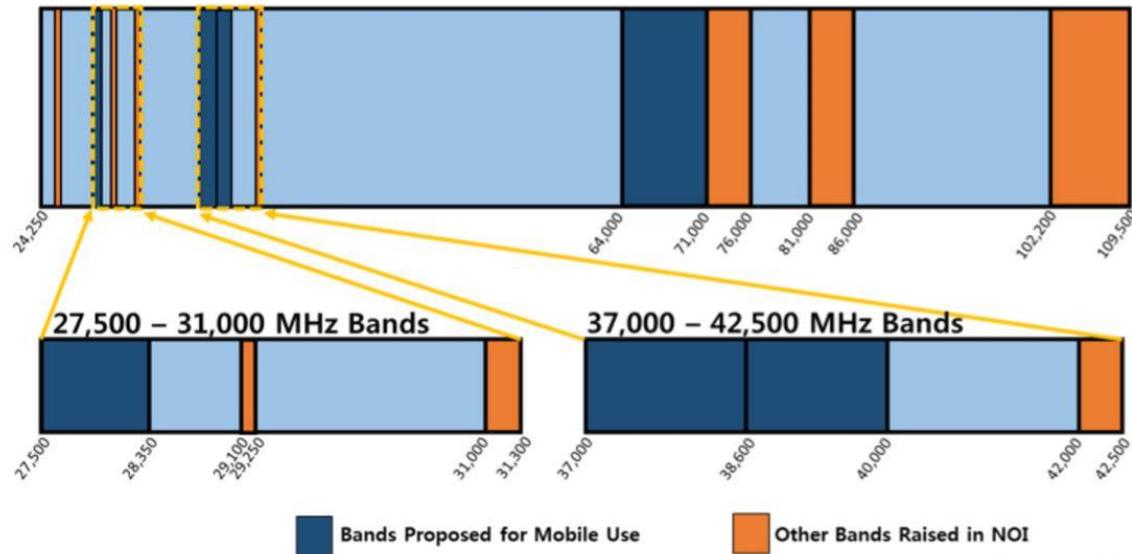


Source: RCR Wireless News



Source: National Instruments

Bands Above 24 GHz for Possible Mobile Use



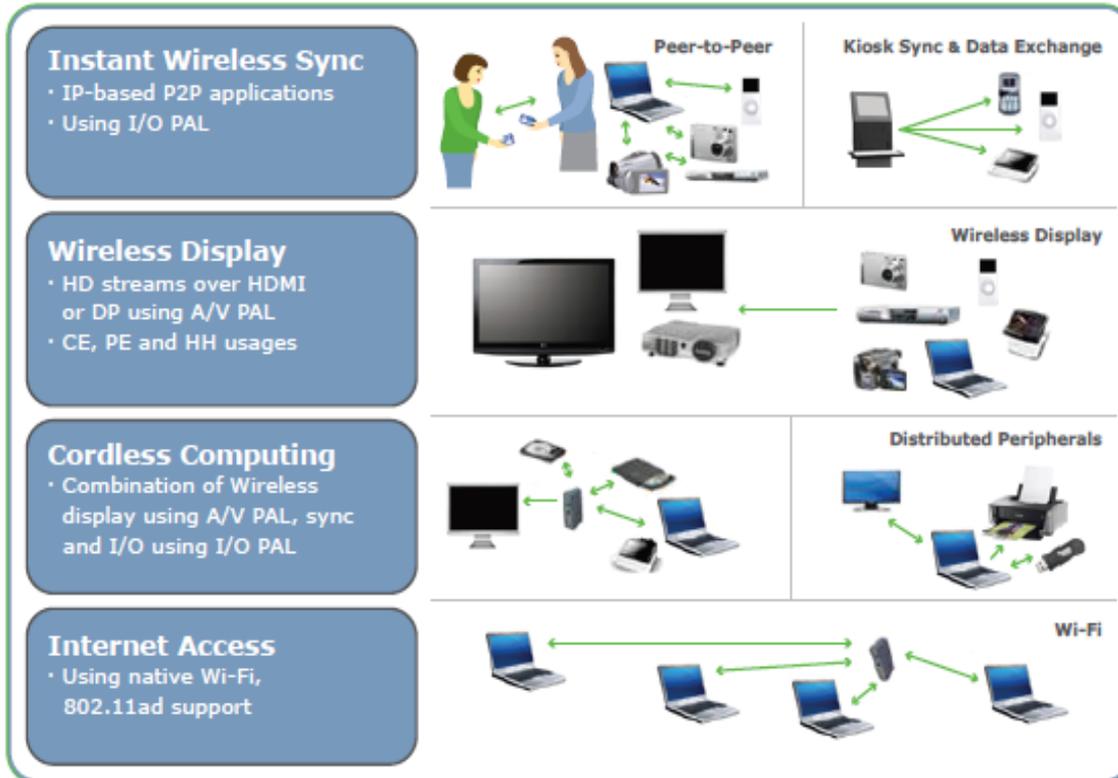
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IEEE 802.11ad Applications & Products



DELL Mobile PC Docking Stations



Letv
Le Max Pro will be the first phone with Snapdragon 820, ultrasonic sensor, and WiFi 802.11ad



TP-Link has unveiled the world's first 802.11ad (aka WiGig) router: the rather *unique* looking Talon AD7200.

The main purpose of WiGig is cable replacement for uncompressed video transmission and very fast data file transmission – within the same room

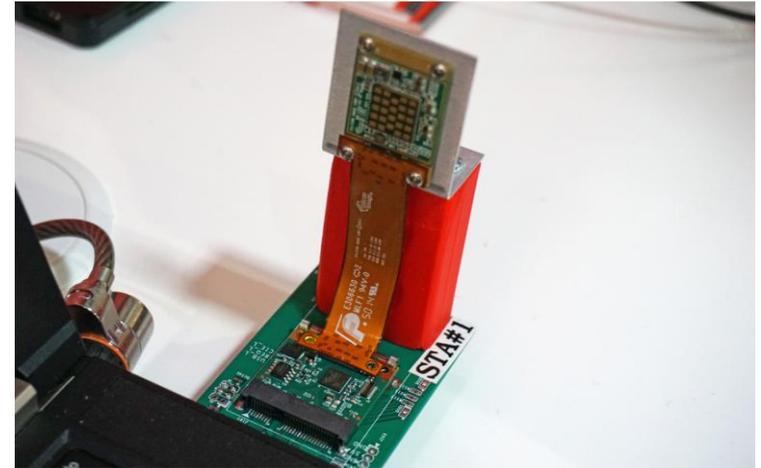
Augmented/ Virtual Reality

802.11ad PRODUCTS

IC, MODULES AND BOARDS



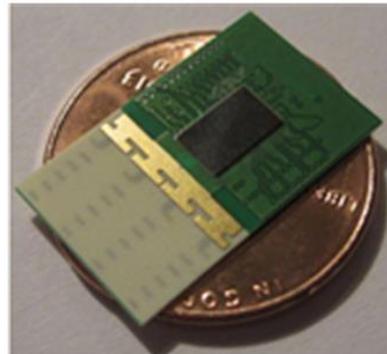
Qualcomm module integrated into DELL products



SiBeam WiGig Antenna Module



Peraso WiGig Chipset



Tensorcom Green SoC



Intel® Tri-Band Wireless Card delivers WiGig 802.11ad

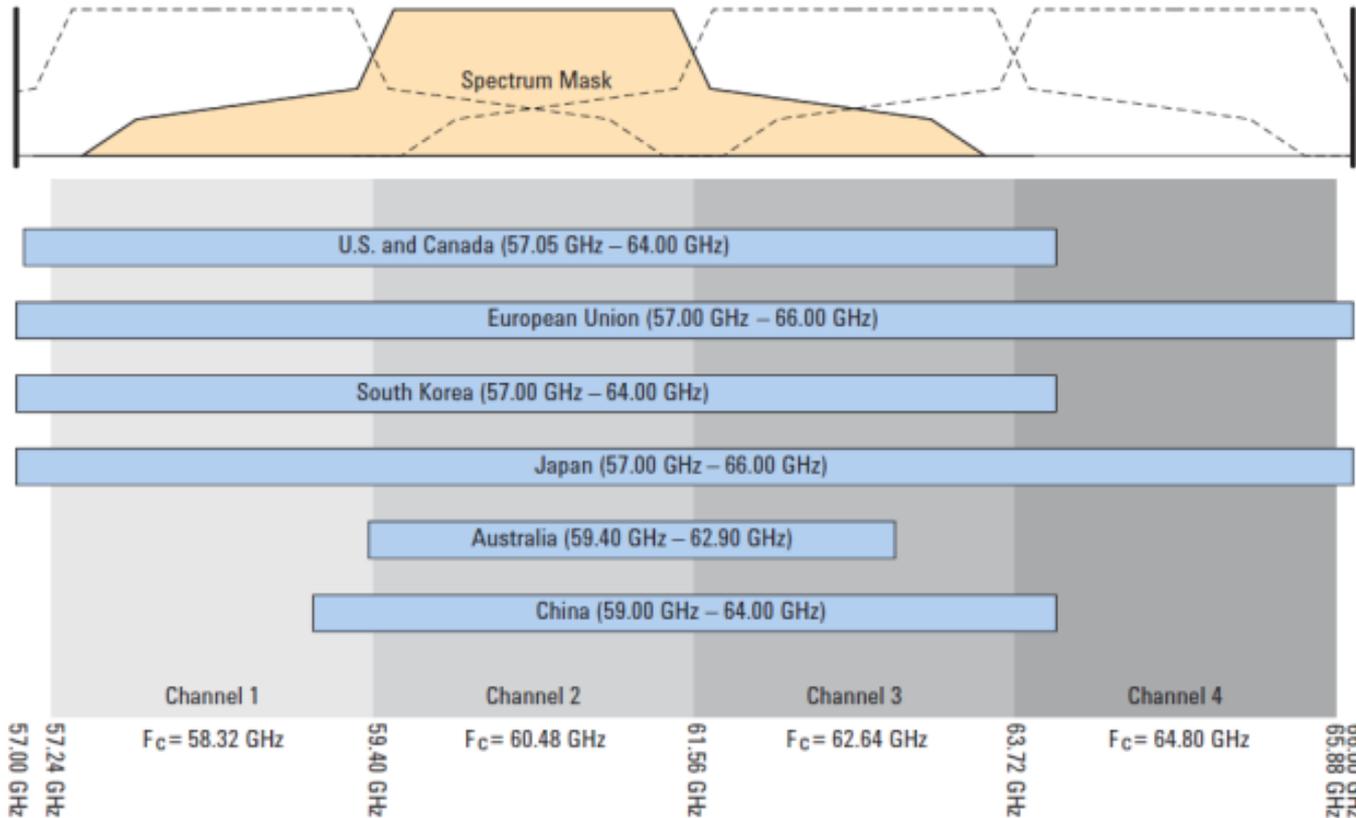
802.11ad

KEY FEATURES

- Support for data rates of up to 8.08 Gbit/s
 - Control PHY: (Mandatory) MCS0, BPSK
 - Single Carrier (SC): MCS (1 to 12.6) BPSK, QPSK, 16-QAM and 64 QAM
 - OFDM mode MCS 13-24
- Use of the 60 GHz unlicensed band (globally available)
 - avoids the overcrowded 2.4 GHz and 5 GHz bands
 - uses short wavelengths (5 mm) so compact, affordable antennas or arrays
- Next Generation is 802.11ay
 - 4GHz bandwidth- double **symbol rate** 3.52Gsymb/s

802.11ad

WORLDWIDE CHANNEL ALLOCATION

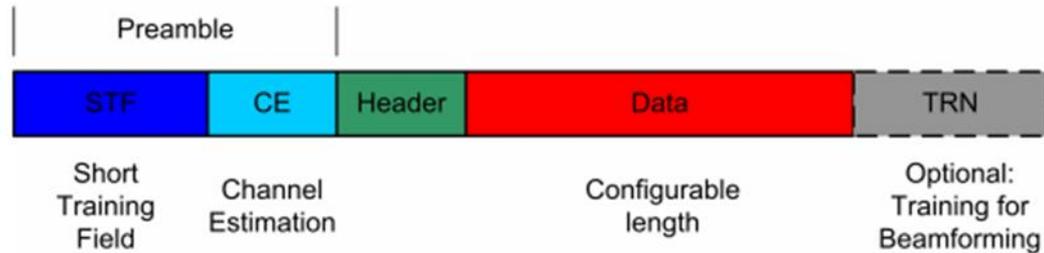


New FCC recommendation to extend the 802.11AD Band up to 72.6 GHz (early 2018) – adding 3 new channels:
Channel 5 centered at 66.96 GHz &
Channel 6 centered at 69.12 GHz
Channel 7 centered at 71.28 GHz

- 4 channels in the 57 GHz to 66 GHz ISM band
- Channel bandwidth is 2.16 GHz

802.11ad

STRUCTURE OF THE SINGLE CARRIER PACKET



- Training Field made of Golay Code
- The data are transmitted block wise at 448 symbols per block. Another 64 symbols are inserted between the individual blocks as guard intervals (GI) in order to provide a known reference signal to the receiver in the case of long data packets.

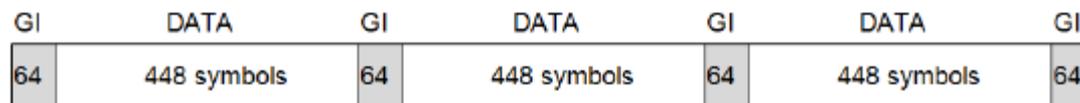


Figure 21-16—Block transmission

Equalization algorithms for Millimeter wave Communication Systems

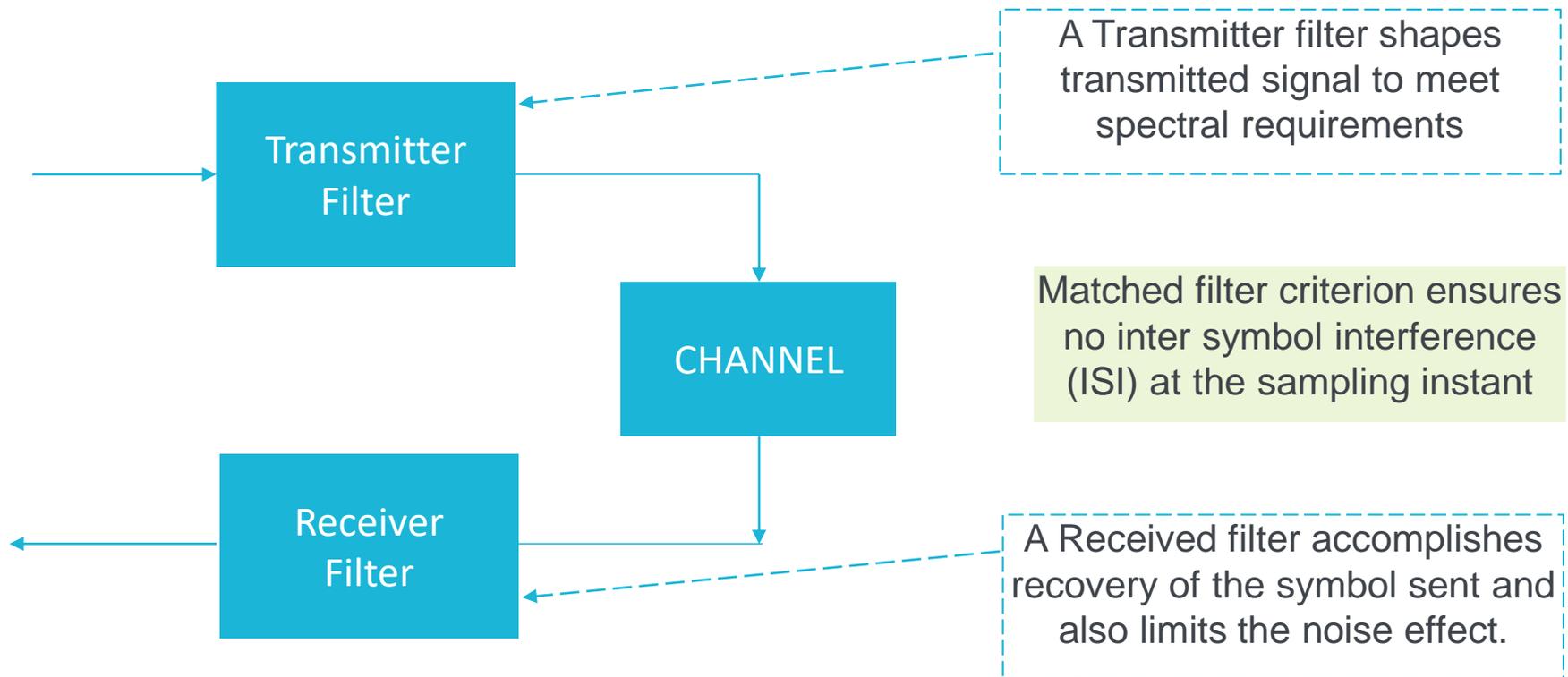
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Why is Equalization required?

INTER SYMBOL INTERFERENCE

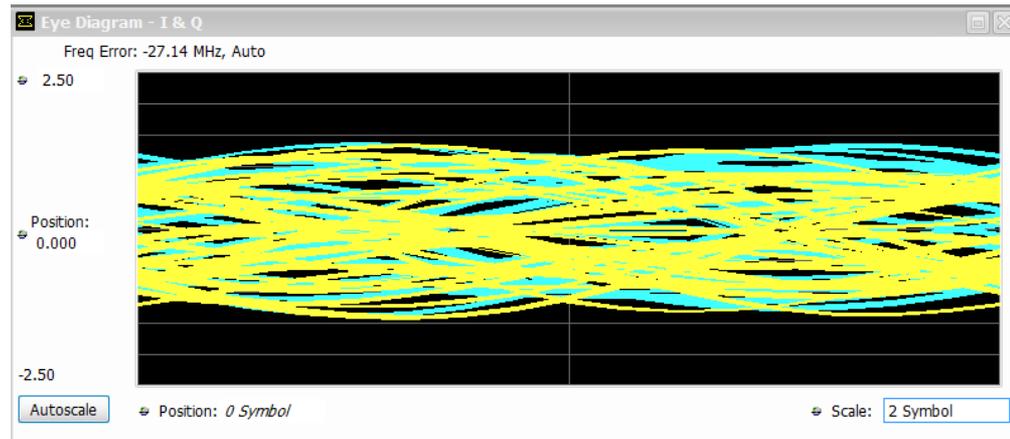
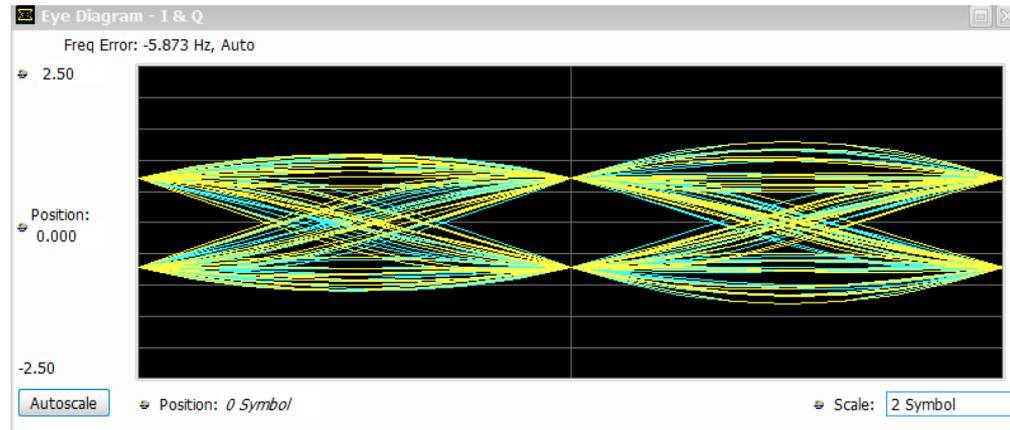
- A digital communication system requires transmit and receive filters (matched filter pair)



Why is Equalization required?

INTER SYMBOL INTERFERENCE (ISI)

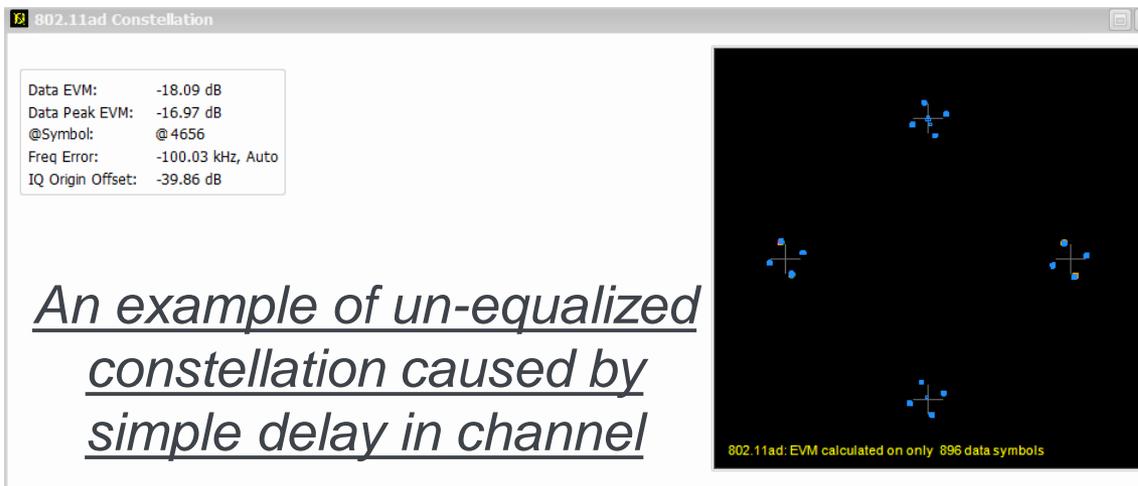
- Practical problems
 - The channel is band limited
 - Channel can be time varying too
- This could lead to ISI
 - Overlap at sampling intervals
 - Digital communication system requires transmit and receive filters (matched filter pair)
- Eye diagram gives an idea
 - Synchronization and
 - Noise resistance



Why is Equalization required?

CHANNEL IMPACT

- In channels where ISI cannot be avoided, the transmitter and receiver filters are matched pairs (usually root raised cosine filters)
- And yet the effect of the channel $c(t)$ effects have to be compensated and this is done by means of an Equalizer.
- Equalization is also about compensating other effects that distort the received data constellation

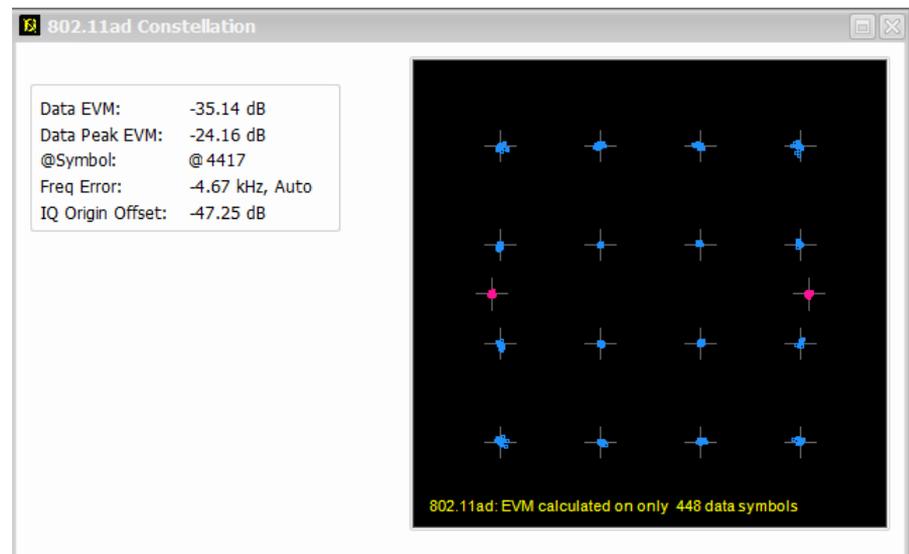
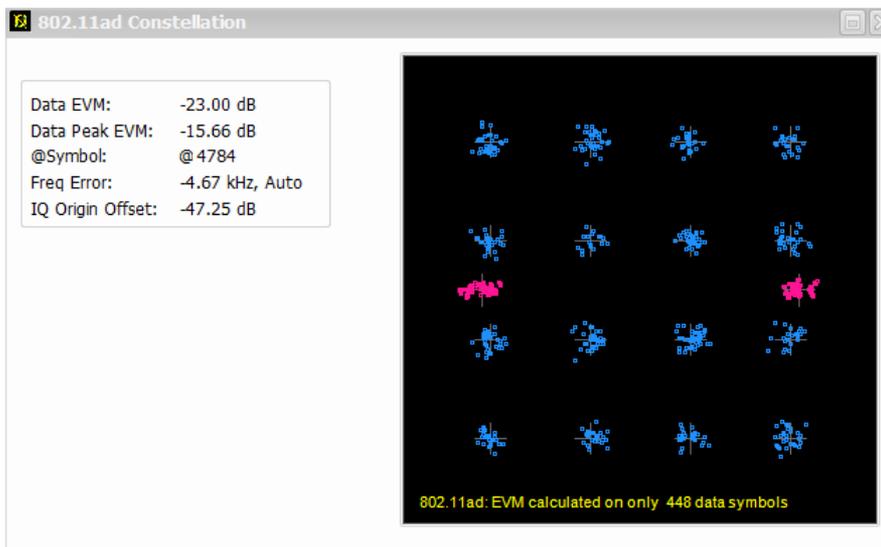


Why is Equalization required?

CHANNEL IMPACT

Compensating linear and non-linear effects with some knowledge about channel

Compensates other effects that distort received constellation



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Types of Equalizers

CLASSIFICATION

- **Blind vs Non Blind Equalizer**
 - Non- Blind - Estimating channel properties or Channel identification
 - Blind – Equalization without training sequence based on statistical properties.
- **Linear vs Non-Linear**
 - Linear (Zero forcing Equalizer (ZFE), Minimum Mean Square Error (MMSE))
 - Non-Linear (Decision Feedback (DFE), Max Likelihood Sequence estimation (MLSE))
- **Treatment of received symbols**
 - Symbol by Symbol (Linear, DFE)
 - Sequence estimator (MLSE)
- **Time Varying Characteristics**
 - Adaptive (Performs tracking) (DFE, Modified versions of Linear Equalizers)
 - Non Adaptive (very good when channel is static; does not follow previous acquisition)

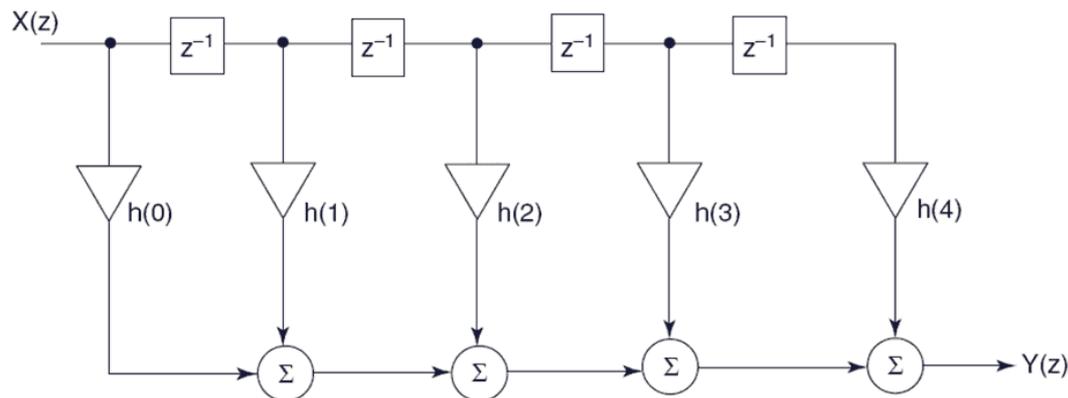
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Linear Equalizer

- Tries to invert $H(f)$ which is the channel response
- Cancels ISI at the cost of enhancing noise and yet provide a tradeoff between noise enhancement and ISI removal (MMSE)
- Equalizer implemented as FIR filter



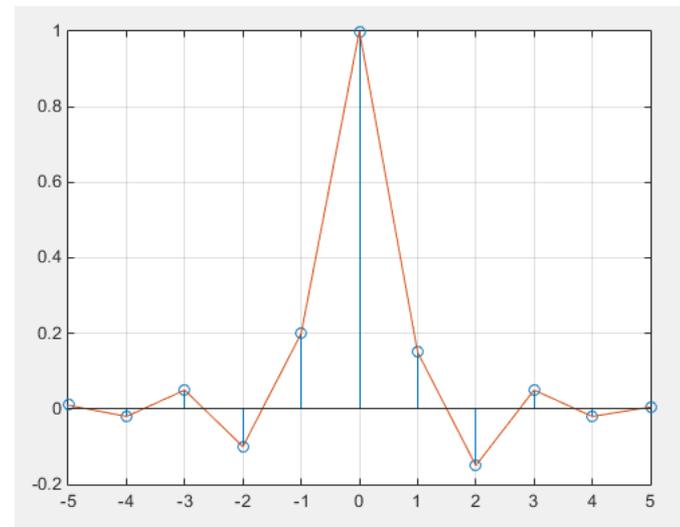
Zero Forcing equalizer

EXAMPLE

- An example of ZFE with 5 taps
- $h(n) = [0.01 \ -0.02 \ 0.05 \ -0.1 \ 0.2 \ 1 \ 0.15 \ -0.15 \ 0.05 \ -0.02 \ 0.005]$
- H^{-1} matrix \rightarrow Center column $h_{eq}(n)$

| | | | | |
|---------|---------|---------|---------|---------|
| 1.0774 | -0.2682 | 0.1932 | -0.1314 | 0.0806 |
| -0.2266 | 1.1272 | -0.2983 | 0.2034 | -0.1314 |
| 0.2326 | -0.2737 | 1.1517 | -0.2983 | 0.1932 |
| -0.1405 | 0.2516 | -0.2737 | 1.1272 | -0.2682 |
| 0.0888 | -0.1405 | 0.2326 | -0.2266 | 1.0774 |

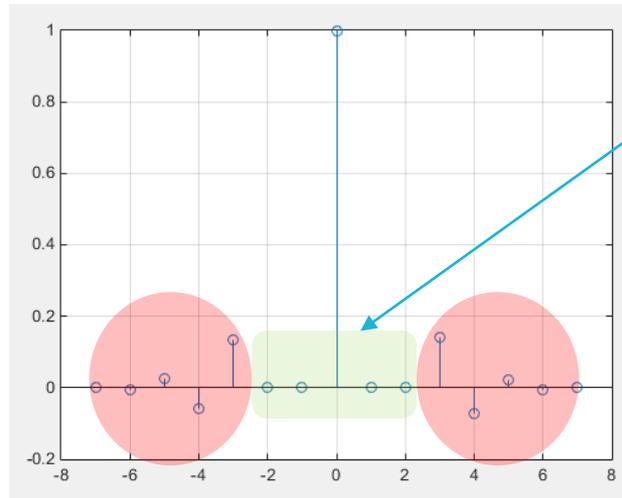
- Now if we convolve $h(n) * h_{eq}(n)$



Zero Forcing equalizer

EXAMPLE – IMPACT AFTER EQUALIZATION

- Now if we convolve $h(n) * h_{eq}(n)$



Impact of 5
tap equalizer

Linear Equalizer

MMSE CRITERION

- MMSE gives the filter coefficients to keep a minimum mean square error between the equalizer and the desired signal
 - Requires a training sequence $d(t)$
- Error sequence between the output and desired signal should be statistically orthogonal
- All random process are considered WSS (wide sense stationary) and jointly WSS
- Calculates coefficients from the autocorrelation of the input sequence and the cross correlation of the input sequence with the desired sequence

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Non Linear Equalizer

DECISION FEEDBACK

- Linear equalizers not good for compensating for the appearance of spectral zeros
- First estimates ISI directly and result is subtracted from the output of the feedforward part of the equalizer
- Estimated error is used to calculate the forward filter and the feedback filter coefficients(MMSE strategy can be used)
- Drawbacks
 - When a symbol is incorrectly decoded, the error could propagate.

Comparison of performance

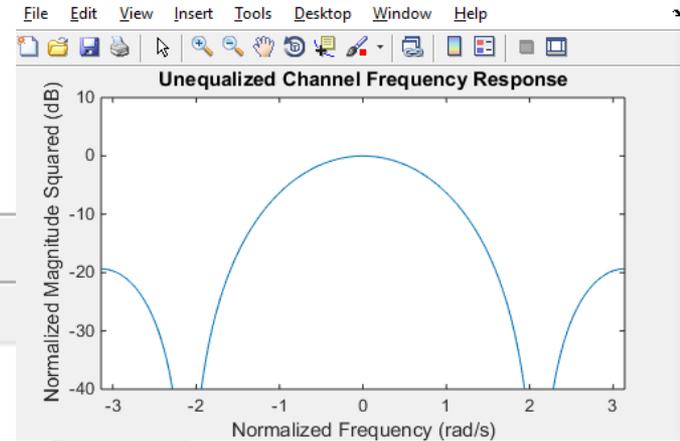
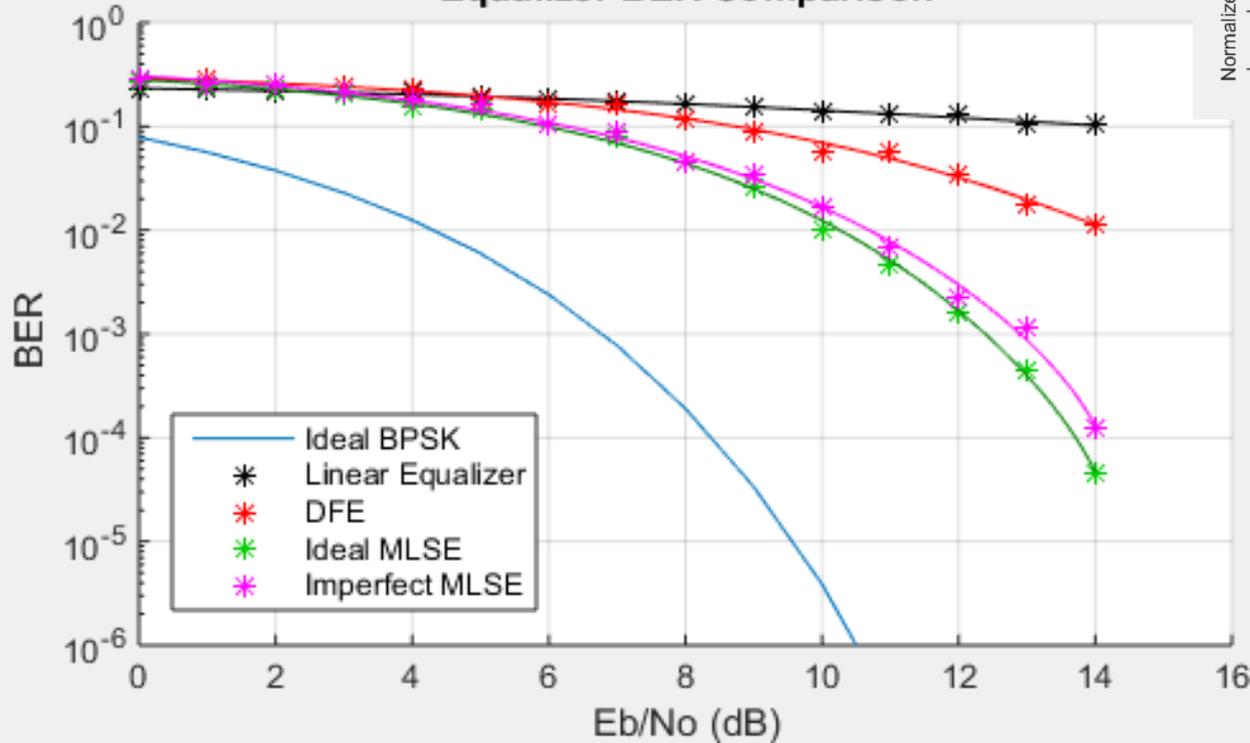
CHANNEL WITH SPECTRAL NULLS

FOR BPSK DATA

File Edit View Insert Tools Desktop Window Help



Equalizer BER Comparison



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GOLAY CODES

UNDERSTANDING COMPLIMENTARY GOLAY CODE

- As the simplest example we have sequences of length 2: (+1, +1) and (+1, -1). Autocorrelation results - (2, 1) and (2, -1), which add up to (4, 0).
- Sequences of length 4, we have (+1, +1, +1, -1) and (+1, +1, -1, +1). Autocorrelation results (4, 1, 0, -1) and (4, -1, 0, 1), which add up to (8, 0, 0, 0).
- Length 8 is (+1, +1, +1, -1, +1, +1, -1, +1) and (+1, +1, +1, -1, -1, -1, +1, -1). Autocorrelation- (8, -1, 0, 3, 0, 1, 0, 1) and (8, 1, 0, -3, 0, -1, 0, -1).

Table 21-24—The sequence $G_{a128}(n)$

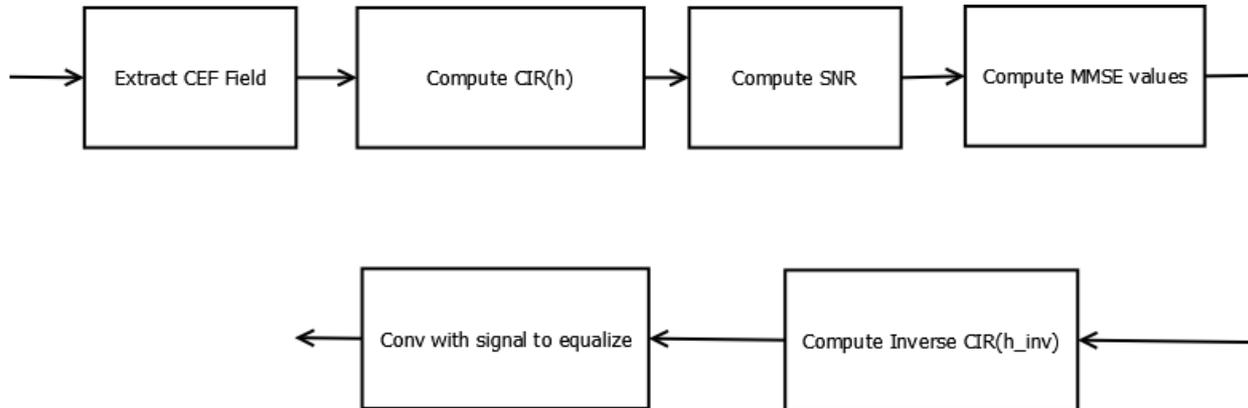
| The Sequence $G_{a128}(n)$, to be transmitted from left to right, up to down | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| +1 | +1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | +1 | -1 | +1 | +1 | -1 | -1 | +1 | +1 | +1 | +1 | -1 | +1 | -1 | +1 | -1 | +1 | +1 | -1 | |
| -1 | -1 | +1 | +1 | +1 | +1 | +1 | +1 | +1 | +1 | -1 | +1 | -1 | -1 | +1 | -1 | +1 | +1 | -1 | -1 | +1 | +1 | +1 | +1 | -1 | +1 | -1 | +1 | -1 |
| +1 | +1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | +1 | -1 | +1 | +1 | -1 | -1 | +1 | +1 | -1 | -1 | +1 | +1 | +1 | +1 | -1 | +1 | -1 | +1 | -1 |
| +1 | +1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | +1 | -1 | +1 | +1 | -1 | -1 | +1 | +1 | -1 | -1 | +1 | +1 | -1 | -1 | +1 | -1 | +1 | -1 | +1 |

Table 21-25—The sequence $G_{b128}(n)$

| The Sequence $G_{b128}(n)$, to be transmitted from left to right, up to down | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| -1 | -1 | +1 | +1 | +1 | +1 | +1 | +1 | +1 | +1 | -1 | +1 | -1 | -1 | +1 | +1 | -1 | -1 | -1 | -1 | +1 | -1 | +1 | -1 | +1 | -1 | +1 | -1 | +1 |
| +1 | +1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | +1 | -1 | +1 | +1 | -1 | -1 | +1 | -1 | -1 | -1 | +1 | -1 | +1 | -1 | +1 | -1 | +1 | -1 | +1 |
| +1 | +1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | +1 | -1 | +1 | +1 | -1 | -1 | +1 | +1 | -1 | -1 | +1 | +1 | +1 | +1 | -1 | +1 | -1 | +1 | -1 |
| +1 | +1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | +1 | -1 | +1 | +1 | -1 | -1 | +1 | +1 | -1 | -1 | +1 | +1 | -1 | -1 | +1 | -1 | +1 | -1 | +1 |

Equalizer for 802.11ad

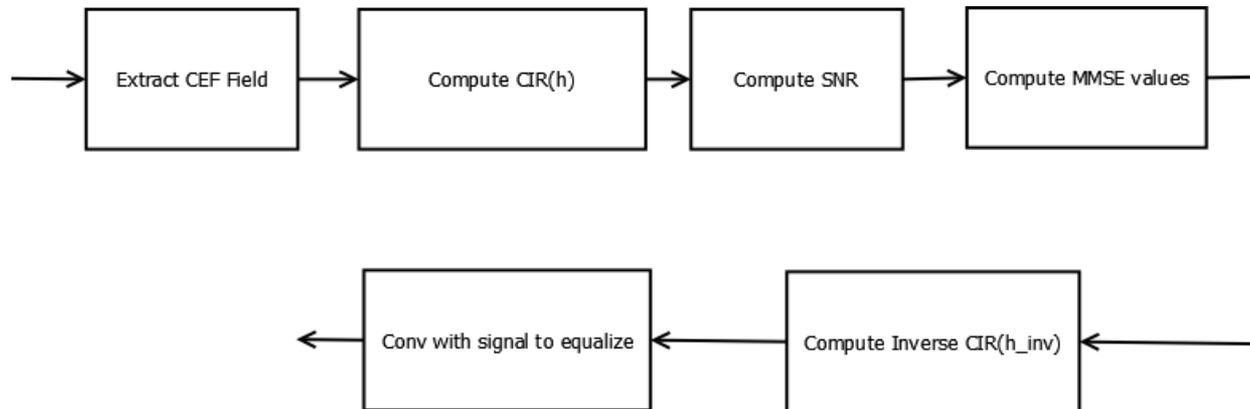
GOLAY CODE USED FOR CHANNEL ESTIMATION



- Channel estimation is done using the property of Golay Codes
- The channel will leave its footprint on the Sum of Auto-correlated Complimentary Golay Codes which otherwise would have given a perfect impulse.
- 8 correlations in CEF which is 1152 symbols (1024+128)
[-G_b₁₂₈ -G_a₁₂₈ G_b₁₂₈ -G_a₁₂₈ -G_b₁₂₈ G_a₁₂₈ -G_b₁₂₈ -G_a₁₂₈ - G_b₁₂₈]

802.11ad - Equalizer

MMSE METHOD



- SNR Estimation
- MMSE based equalizer coefficient calculation
- And final convolution to get Equalized signal

802.11ad Measurements

ESTIMATED SNR

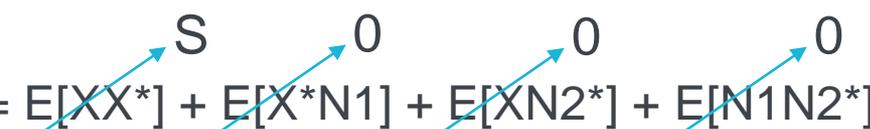
- Signal is $S=X+N$, where X is the data and N is the noise.
- STF divides into two equal halves having the same X .

$$S_1=X+N_1 \text{ and } S_2=X+N_2.$$

• $E[S_1 S_1^*] = E[(X+N_1)(X+N_1)^*] = E[XX^*] + E[X^*N_1] + E[XN_1^*] + E[N_1N_1^*]$



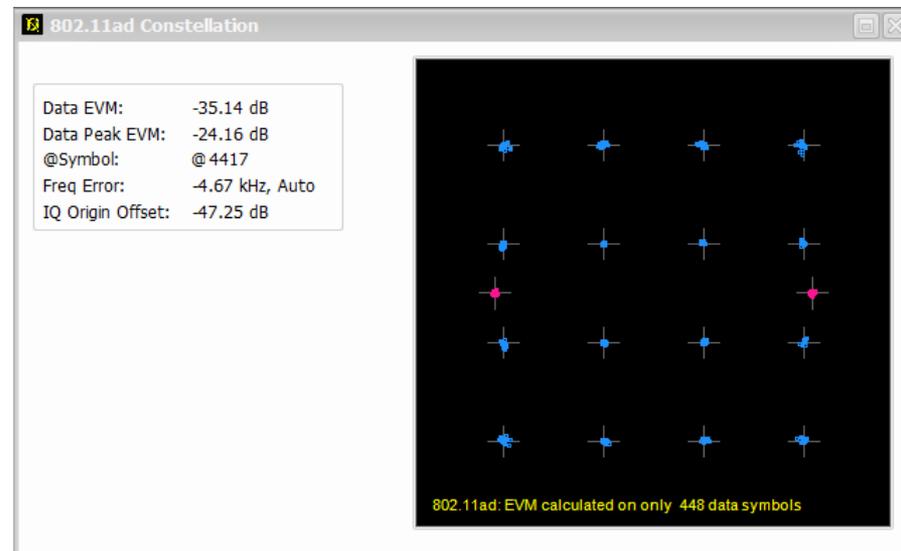
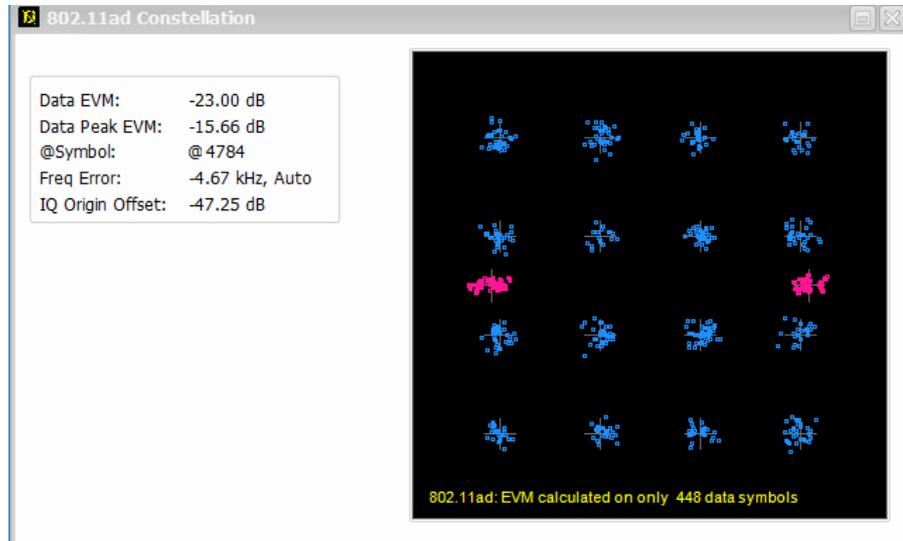
• $E[S_1 S_2^*] = E[(X+N_1)(X+N_2)^*] = E[XX^*] + E[X^*N_1] + E[XN_2^*] + E[N_1N_2^*]$



$$\text{SNR} = S/N$$

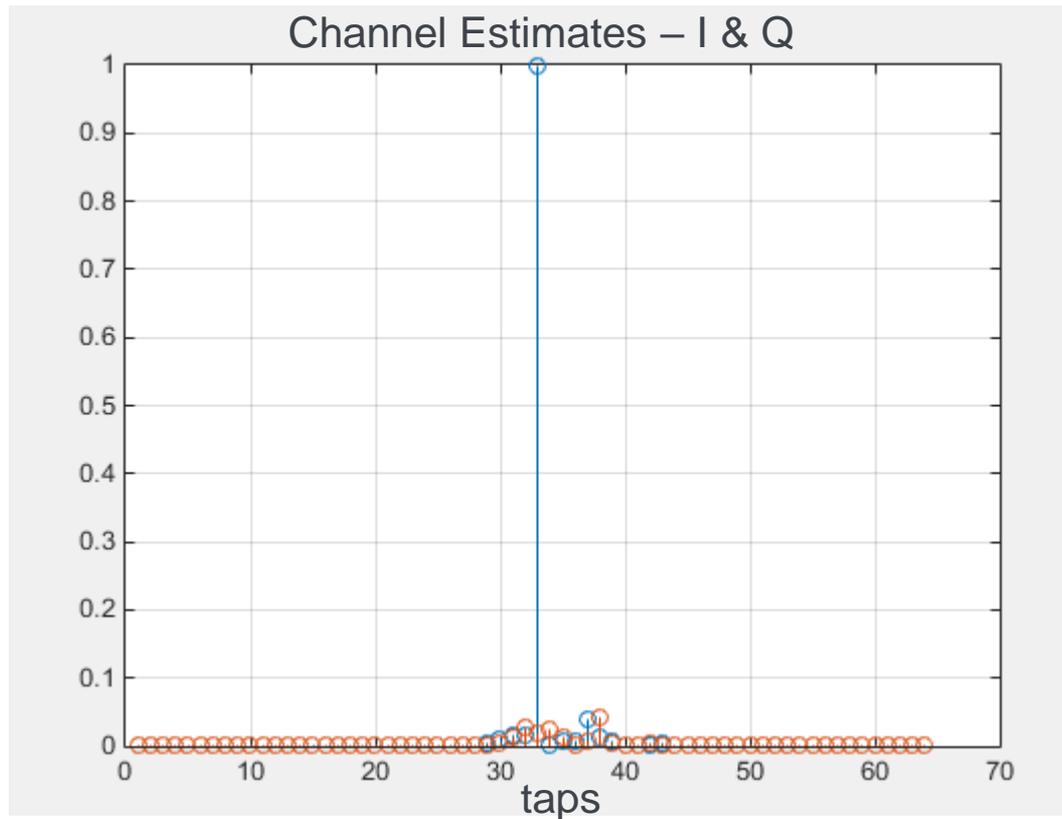
MMSE based Linear Equalizer

SAMPLE RESULT



MMSE based Linear Equalizer

CHANNEL RESPONSE



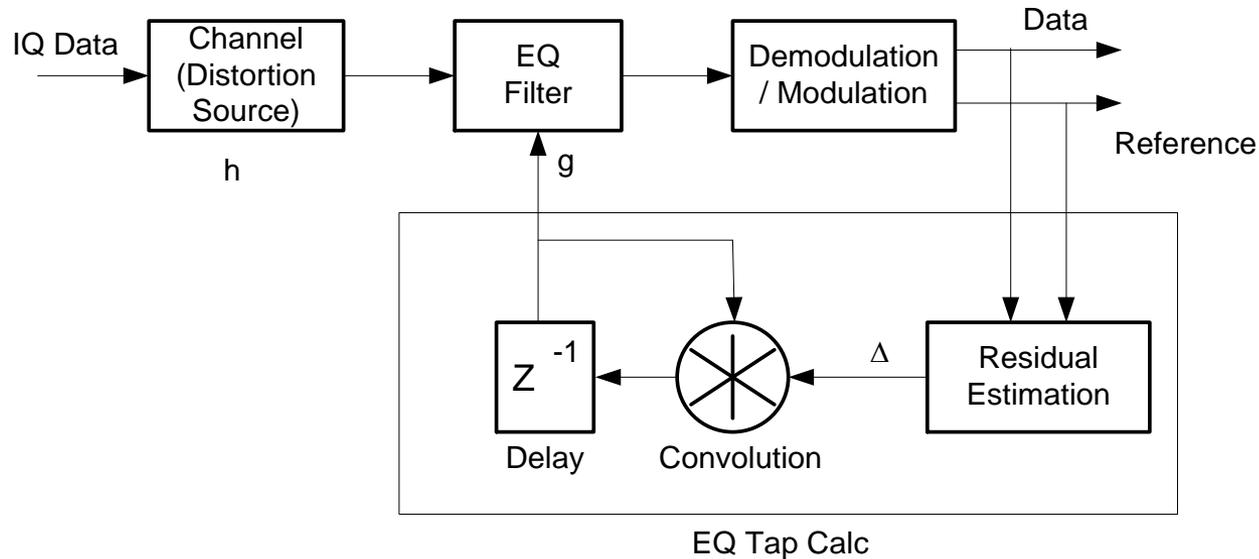
802.11ad - Equalizer

TRAINING EQUALIZER

- Decision Directed, Feed forward type
- FIR equalizing filter to correct only linear distortion
- Modes: Training and Hold
- Adjustable tap spacing (1, 2, 4, 8 points/symbol)
- Adjustable tap length
- Adjustable convergence speed (or update rate)
- Pre-defined impulse position

802.11ad - Equalizer

TRAINING EQUALIZER



Equalizer

OFF Mode: Taps/Symbol:

Non Adaptive (CEF) Convergence: Taps:

Adaptive (STF and CEF) Length:

CONCLUSION

TAKE - AWAY

- A quick look at mm wave communication and 802.11 ad standard
- A peek at need of Equalization and types of Equalizer (with comparative performance)
- Understanding Golay Codes used in 802.11 ad
- An idea about MMSE based Equalizer and a Decision directed equalizer for 802.11 ad

References

- <http://www.rcrwireless.com/20160815/fundamentals/mmwave-5g-tag31-tag99> - What is mm wave and how does it fit into 5G? – Phillip Tracy
- Equalization techniques – Francisco J Escribano
- Mathworks - Equalization