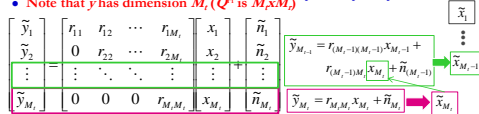


EE359 – Lecture 17 Outline

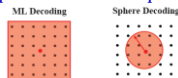
- **Announcements**
 - Nima's OH hour Thurs moved to Sun 10am, Packard 3rd floor
 - **HW due Sunday 5pm. No late HWs accepted**
 - Bonus lecture info and remainder of course
 - Final info (coverage, review, extra OHs, etc) given 12/5
- Review of Last Lecture
- MIMO Sphere Decoders
- Other MIMO Design Issues
- Introduction to ISI Countermeasures
- Multicarrier Modulation
- Overlapping Substreams
- Fading across subcarriers

MIMO Receiver Design

- **Decision-Feedback receiver: Clarification of last lecture**
 - QR decomposition: $H=QR$; Q unitary ($M \times M_r$), R triangular
 - For $M_r > M_p$, $Q^H Q = I_{M_r}$; R is $M \times M_r$ and upper triangular
 - Use linear transformation on output vector y : $\tilde{y} = Q^H y = Ry + Q^H n$
 - Note that \tilde{y} has dimension M_r (Q^H is $M \times M_r$)



- **Sphere Decoder:**
 - Only considers possibilities within a sphere of received symbol.



ISI Countermeasures

- **Equalization**
 - Signal processing at receiver to eliminate ISI, must balance ISI removal with noise enhancement
 - Can be very complex at high data rates, and performs poorly in fast-changing channels
 - Not that common in state-of-the-art wireless systems
- **Multicarrier Modulation**
 - Break data stream into lower-rate substreams modulated onto narrowband flat-fading subchannels
- **Spread spectrum**
 - Superimpose a fast (wideband) spreading sequence on top of data sequence, allows resolution for combining or attenuation of multipath components.

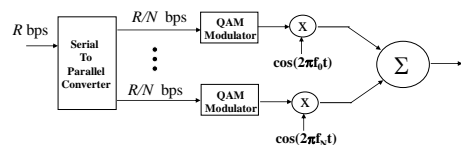
Remainder of Course

- Today: Sphere-Decoders, MIMO Design Issues, and Multicarrier modulation
- Wednesday: OFDM and Spread Spectrum
 - Lecture will end around 10:35am
- Dec. 5: Spread spectrum
- Bonus lecture: Dec. 5 6-8pm, Hewlett 103
 - Finish Spread Spectrum
 - Class summary
 - Advanced topics in wireless
- Class Ends (no lecture Dec. 7)

Other MIMO Design Issues

- **Space-time coding:**
 - Map symbols to both space and time via space-time block and convolutional codes.
 - For multicarrier/OFDM systems, codes are also mapped over frequency tones.
- **Adaptive techniques:**
 - Fast and accurate channel estimation
 - Adapt the use of transmit/receive antennas
 - Adapting modulation and coding.
- **Limited feedback:**
 - Partial CSI introduces interference in parallel decomp: can use interference cancellation at RX
 - TX codebook design for quantized channel

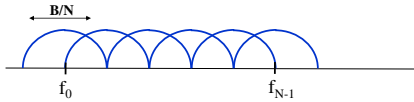
Multicarrier Modulation



- Breaks data into N substreams
- Substream modulated onto separate carriers
 - Substream bandwidth is B/N for B total bandwidth
 - $B/N < B_c$ implies flat fading on each subcarrier (no ISI)

Overlapping Substreams

- Can have completely separate subchannels
 - Required passband bandwidth is B .
- OFDM overlaps substreams
 - Substreams (symbol time T_N) separated in RX
 - Minimum substream separation is $B_N/(1+\beta)$.
 - Total required bandwidth is $B/2$ (for $T_N=1/B_N$)



Fading Across Subcarriers

- Leads to different BERS
- Compensation techniques
 - Frequency equalization (noise enhancement)
 - Precoding
 - Coding across subcarriers
 - Adaptive loading (power and rate)

Main Points

- MIMO RX design trades complexity for performance
 - Sphere decoders allow performance tradeoff via radius
 - Adaptation requires fast/accurate channel estimation
 - Limited feedback introduces interference between streams: requires codebook design
- ISI can be mitigated through equalization, multicarrier modulation (MCM) or spread spectrum
 - Today, equalizers often too complex or can't track channel.
- MCM splits channel into NB flat fading subchannels
 - Subcarrier fading degrades MCM performance
 - Compensate through precoding (channel inversion), coding across subcarriers, or adaptation