

# 부호율 $1/L$ 길쌈부호를 이용한 $L$ 레벨 공간 디버시티를 갖는 Space-Time Trellis Code의 성능분석

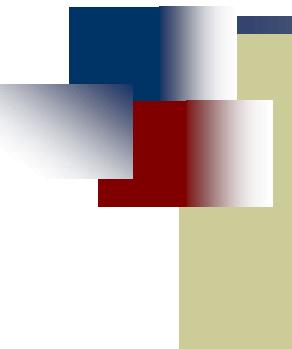


박성은, 신민호, 송홍엽

April. 26. 2001

---

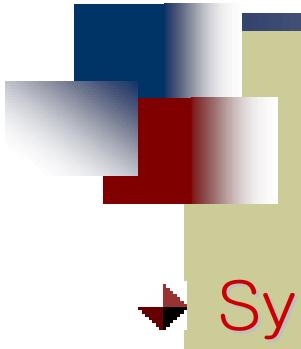
Coding & Information Theory Laboratory  
Dept. of Electrical and Electronic Engineering, Yonsei University



# Contents

---

- ▶ Introduction
- ▶ MIMO System
- ▶ Design Criteria
- ▶ Design Rules
  - Tarokh's Rule
  - Grimm's Rule
  - Hammons' Rule
- ▶ System Description
- ▶ Simulation Results
- ▶ Conclusion



# Introduction



## System beyond IMT-2000(4G)

- Information data transmission rate : 2M – 150Mbps
- BER: data  $10^{-6}$  , video  $10^{-9}$

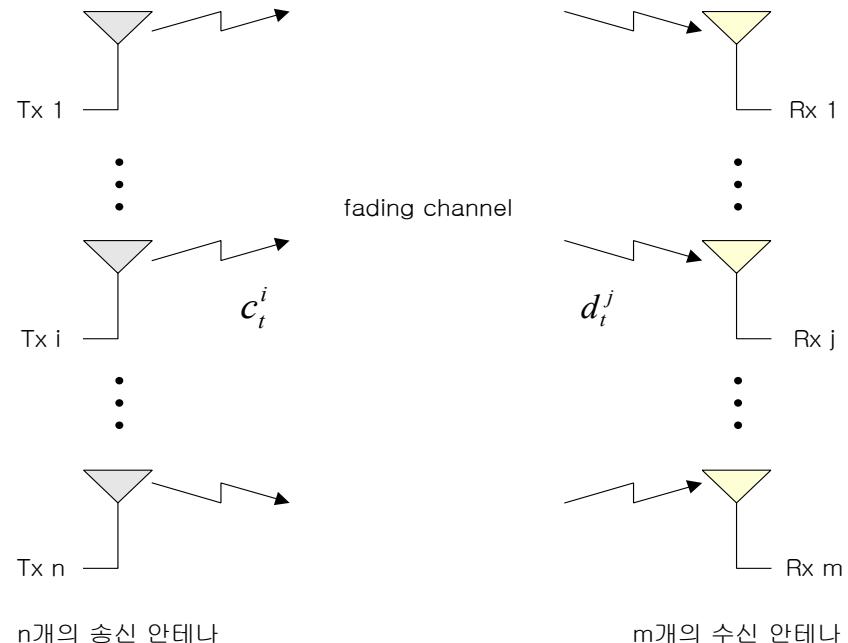
## Space-time Code is attractive for high data transmission.

- Jointly combining multiple antenna and channel coding without sacrificing the BW.
  - ⇒ improve data rate and reliability in wireless channel
  - ⇒ diversity gain using higher temporal and spatial dimensions
  - ⇒ achieve coding gain
  - ⇒ Increase channel capacity

# MIMO System

## MIMO System

$$\mathbf{c} = \begin{bmatrix} c_1^1 & c_2^1 & \cdots & c_l^1 \\ c_1^2 & c_2^2 & \cdots & c_l^2 \\ \vdots & \vdots & \ddots & \vdots \\ c_1^n & c_2^n & \cdots & c_l^n \end{bmatrix}$$

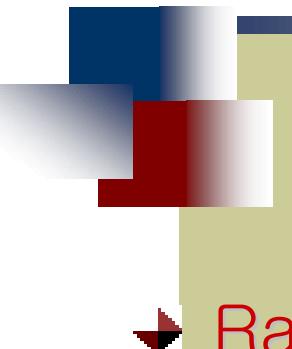


- ▶ Fundamental Bound (Tarokh et. al)
  - Quasi-static channel (frame:  $l$  symbols)

$$\Pr(\mathbf{c} \rightarrow \mathbf{e}) \leq \left( \frac{\eta E_s}{4N_0} \right)^{-rm}$$

$$r = \text{rank}(f(\mathbf{c}) - f(\mathbf{e}))$$

$$\eta = (\lambda_1 \lambda_2 \cdots \lambda_r)^{1/r}$$



# Design Criteria



## Rank Criterion

- ❑ Maximize the diversity advantage

$$r = \text{rank}(f(\mathbf{c}) - f(\mathbf{e}))$$

over all pairs of distinct codewords  $\mathbf{c}, \mathbf{e} \in \mathcal{C}$

## Determinant Criterion

- ❑ Maximize the coding advantage

$$\eta = (\lambda_1 \lambda_2 \cdots \lambda_r)^{1/r}$$

over all pairs of distinct codewords  $\mathbf{c}, \mathbf{e} \in \mathcal{C}$

Where  $\eta$  is the geometric mean of nonzero eigenvalues of

$$\mathbf{A} = (f(\mathbf{c}) - f(\mathbf{e}))(f(\mathbf{c}) - f(\mathbf{e}))^H$$

# Design Rules

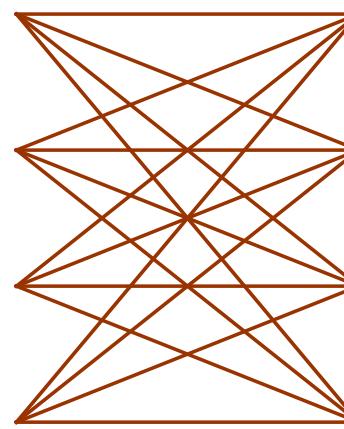
## → Tarokh's Simple Design Rule ( $n = 2$ )

- Rule1: Transitions departing from the same state differ in the second symbol
- Rule2: Transitions merging into the same state differ in the first symbol

⇒ Satisfying full rank for the case of  $n = 2$

→ Example : Delay Diversity

00	01	02	03
10	11	12	13
20	21	22	23
30	31	32	33



Input	0	1	3	2	1	0	3	1
Tx 1	0	0	1	3	2	1	0	3
Tx 2	0	1	3	2	1	0	3	1



## ► Grimm et.al : Zero Symmetry domain for full rank

- Extend the Tarokh's simple design rule to any n

$$\mathbf{G}_i = \begin{bmatrix} y_i(1) & x_i(2) & \cdots & x_i(5) & x_i(8) & 0 & 0 \\ 0 & y_i(2) & x_i(3) & \cdots & x_i(6) & y_i(3) & 0 \\ 0 & 0 & x_i(1) & x_i(4) & \cdots & x_i(7) & y_i(4) \end{bmatrix}$$

## ► Hammons' Design Rule

- Generally applicable to any number of transmit antenna
- BPSK criterion (for 1/L convolutional codes)
  - Example (3 transmit antenna, 8state)

$$\begin{bmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 \\ 1 & 1 & 1 & 1 \end{bmatrix}$$

# Generator Matrix

<b><math>L</math></b>	<b><math>v</math></b>	<b>Grimm</b>	<b><math>v</math></b>	<b>Optimum <math>d_{free}</math></b>
	<b>1</b>	$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$	<b>2</b>	$\begin{bmatrix} 1 & 0 & 1 \\ 1 & 1 & 1 \end{bmatrix}$
<b>2</b>	<b>3</b>	$\begin{bmatrix} 1 & 1 & 1 & 0 \\ 0 & 1 & 0 & 1 \end{bmatrix}$	<b>3</b>	$\begin{bmatrix} 1 & 1 & 0 & 1 \\ 1 & 1 & 1 & 1 \end{bmatrix}$
	<b>6</b>	$\begin{bmatrix} 1 & 0 & 1 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 & 1 & 1 \end{bmatrix}$	<b>6</b>	$\begin{bmatrix} 1 & 0 & 1 & 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 0 & 0 & 1 \end{bmatrix}$
	<b>2</b>	$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$	<b>3</b>	$\begin{bmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 \\ 1 & 1 & 1 & 1 \end{bmatrix}$
<b>3</b>	<b>4</b>	$\begin{bmatrix} 1 & 1 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 1 & 1 \end{bmatrix}$	<b>4</b>	$\begin{bmatrix} 1 & 0 & 1 & 0 & 1 \\ 1 & 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \end{bmatrix}$
	<b>6</b>	$\begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 & 0 & 1 & 1 \end{bmatrix}$	<b>6</b>	$\begin{bmatrix} 1 & 0 & 1 & 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 0 & 1 & 0 & 1 \\ 1 & 1 & 1 & 1 & 1 & 0 & 1 \end{bmatrix}$

<b><math>L</math></b>	<b><math>v</math></b>	<b>Grimm</b>	<b><math>v</math></b>	<b>Optimum <math>d_{free}</math></b>
	<b>3</b>	$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$	<b>4</b>	$\begin{bmatrix} 1 & 0 & 1 & 0 & 1 \\ 1 & 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 & 1 \\ 1 & 1 & 1 & 1 & 1 \end{bmatrix}$
<b>4</b>	<b>6</b>	$\begin{bmatrix} 1 & 0 & 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix}$	<b>5</b>	$\begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 & 1 & 1 \\ 1 & 1 & 1 & 0 & 0 & 1 \\ 1 & 1 & 1 & 1 & 1 & 0 & 1 \end{bmatrix}$
	<b>4</b>	$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}$	<b>5</b>	$\begin{bmatrix} 1 & 1 & 1 & 1 & 0 & 1 \\ 1 & 1 & 1 & 0 & 0 & 1 \\ 1 & 1 & 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 & 0 & 1 \\ 1 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}$
<b>5</b>	<b>6</b>	$\begin{bmatrix} 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 1 \end{bmatrix}$	<b>7</b>	$\begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 1 & 1 & 1 \\ 1 & 0 & 0 & 1 & 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 1 & 1 & 1 & 0 & 0 & 1 \\ 1 & 1 & 1 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}$

# System Description

## Channel Model

- ❑ Quasi-static flat fading channel
- ❑ 1 frame = 130 symbols ( $l=130$ )
- ❑ No delay spread (No multipath)
- ❑ Complex multiplicative channel

$$\mathbf{r} = \mathbf{H}\mathbf{c} + \mathbf{n}$$

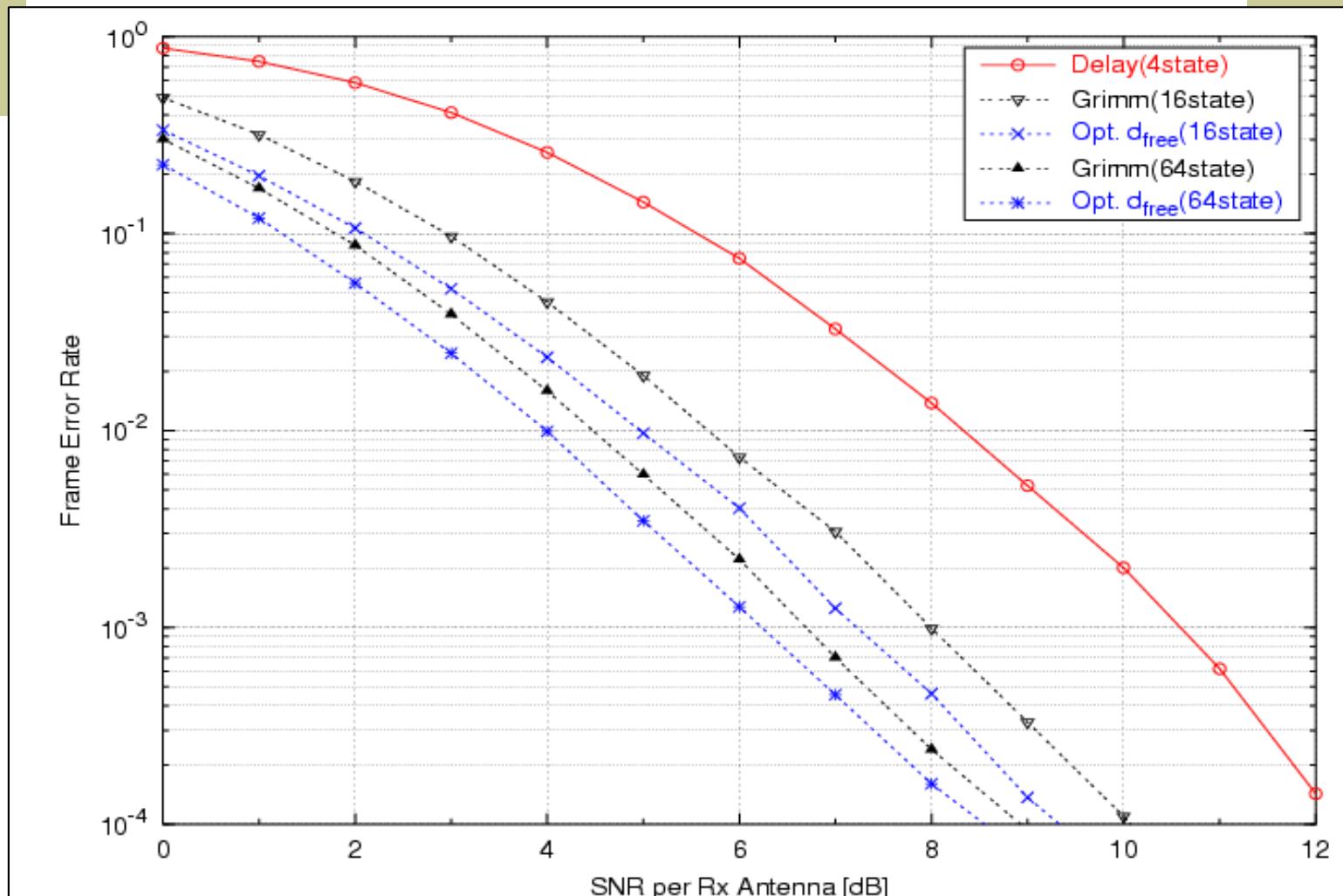
$$\mathbf{H} = [\alpha_{ij}] = \begin{bmatrix} \alpha_{11} & \alpha_{12} & \cdots & \alpha_{1n} \\ \alpha_{21} & \alpha_{22} & \cdots & \alpha_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ \alpha_{m1} & \alpha_{m2} & \cdots & \alpha_{mn} \end{bmatrix}$$

- ❑ Ideal channel estimation

## System model

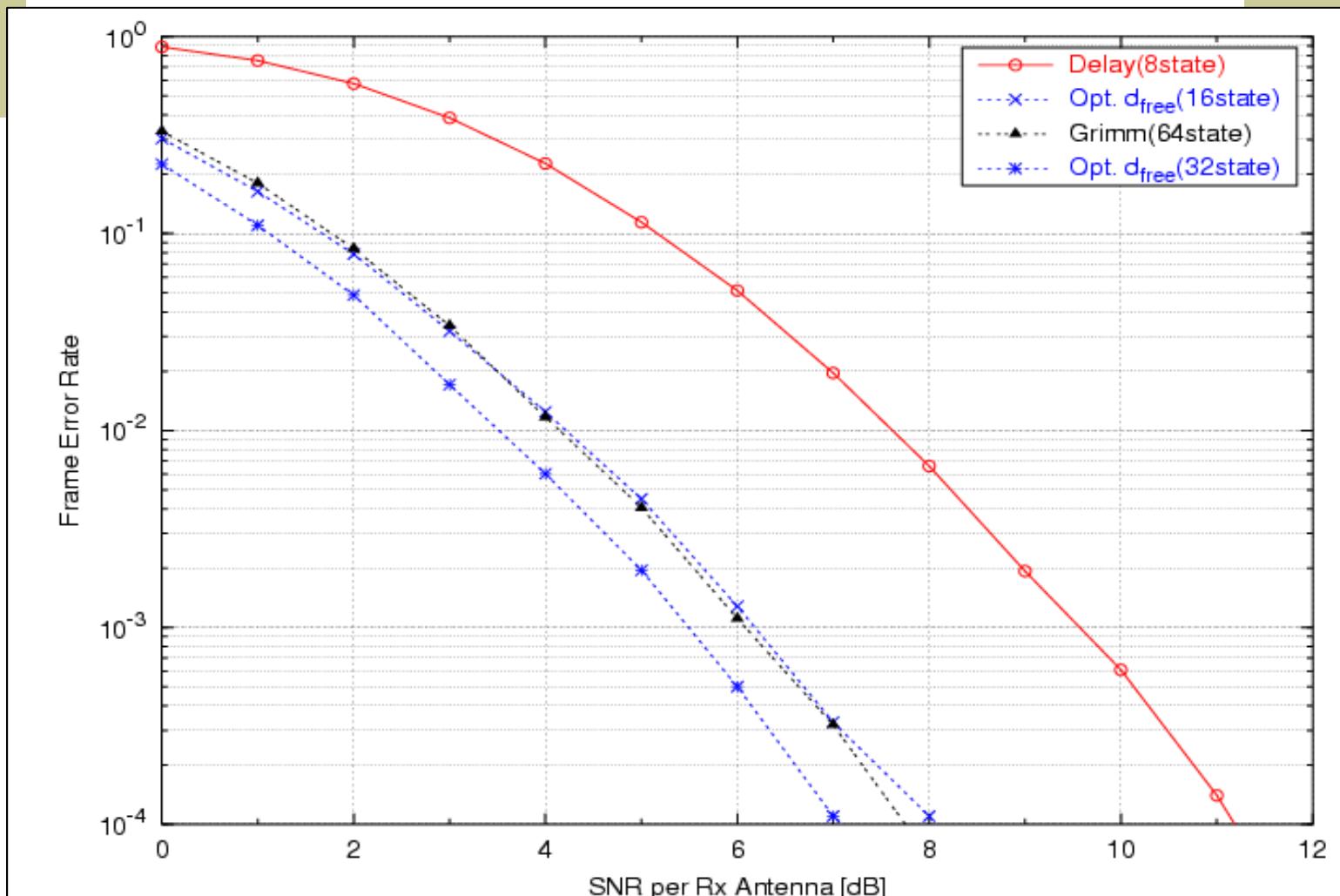
- ❑ BPSK modulation
- ❑ Tx=2–5, Rx=2
- ❑ Viterbi Decoder (ML)
- ❑ Unquantized Soft Decision

# Performance (Tx=3)



- ▶ 송신 안테나 3인 경우 송신 지연 디버시티, Grimm의 STTC, 최적의  $d_{free}$ 를 갖는 길쌈부호로부터 설계된 STTC의 성능비교

# Performance (Tx=4)



- ▶ 송신 안테나 4인 경우 송신 지연 디버시티, Grimm의 STTC, 최적의  $d_{free}$ 를 갖는 길쌈부호로부터 설계된 STTC의 성능비교

# Conclusion

## ► Tarokh et.al

- Geometrically Uniform Code
  - Reduced complexity in computing the coding gain
  - Generally not producing optimal codes
- 4PSK : 4,8,16,32 state, 8PSK : 8,16,32 state

## ► Grimm et.al

- Exhaustive Search for Zero Symmetry code
- BPSK : 2Tx, 3Tx, 4Tx, QPSK : 2Tx (4, 8 state)

## ► Hammons

- Use the Conventional Convolutional Codes of Rate 1/L
- Better Performance than Grimm's