



SNS COLLEGE OF TECHNOLOGY

Coimbatore – 35

An Autonomous Institution

Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A++' Grade

Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai



DEPARTMENT OF ELECTRONICS AND COMMUNICATION ENGINEERING

19ECT311 / Wireless Communication

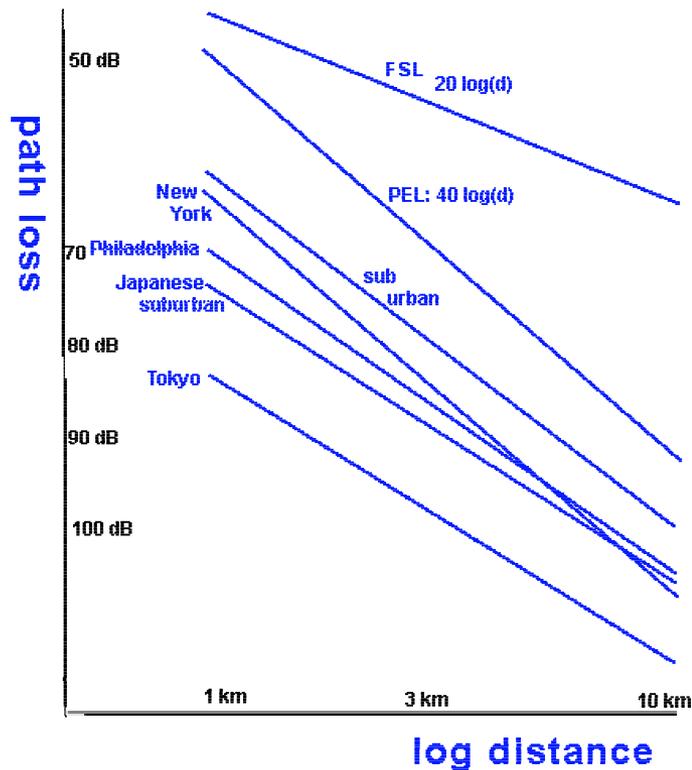
III ECE/ VI SEMESTER

Unit II - **MOBILE RADIO PROPAGATION**

Topic 4: Diffraction



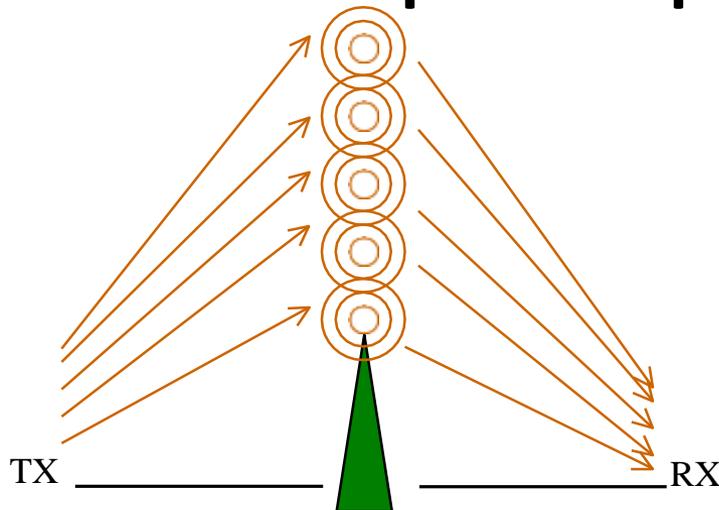
Path Loss versus Distance



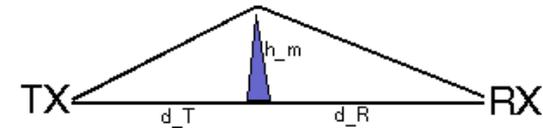
[Calculate](#)



Diffraction loss: Huygens principle



h_m is the height of the obstacle, and
 d_t is distance transmitter - obstacle
 d_r is distance receiver - obstacle





Diffraction loss

The diffraction parameter v is defined as

$$v = h_m \sqrt{\frac{2}{\lambda} \left(\frac{1}{d_t} + \frac{1}{d_r} \right)},$$

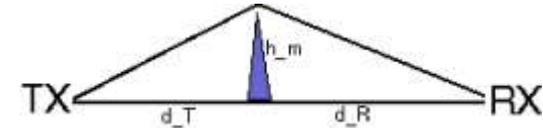
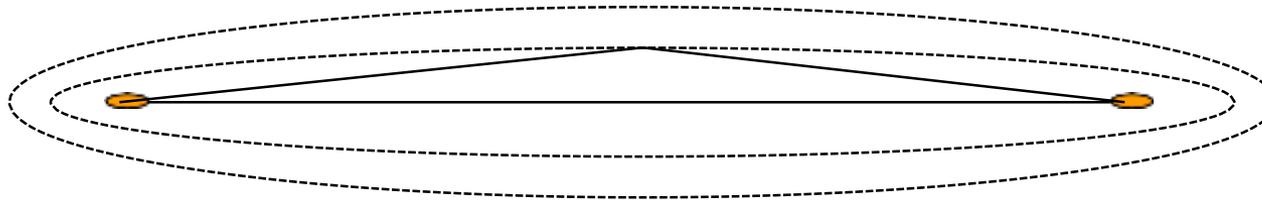
where

h_m is the height of the obstacle, and

d_t is distance transmitter - obstacle

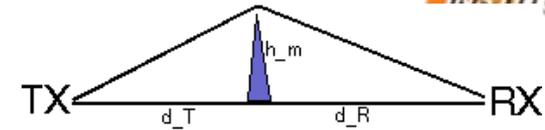
d_r is distance receiver - obstacle

Fresnel zone: ellipsoid at which the excess path length is constant (e.g. $\lambda/2$)





Diffraction loss



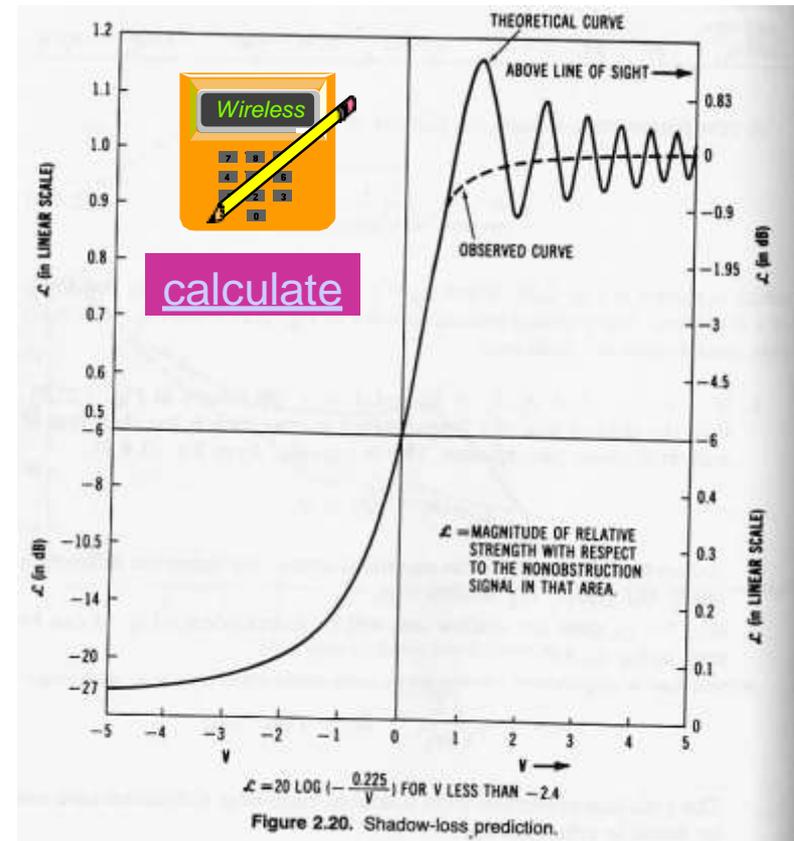
The diffraction parameter v

$$v = h_m \sqrt{\frac{2}{\lambda} \left(\frac{1}{d_t} + \frac{1}{d_r} \right)},$$

The diffraction loss L_d , expressed

in dB, is approximated by

$$L_d = \begin{cases} 6 + 9v - 1.27v^2 & 0 < v < 2.4 \\ 13 + 20 \log v & v > 2.4 \end{cases}$$





ACTIVITY



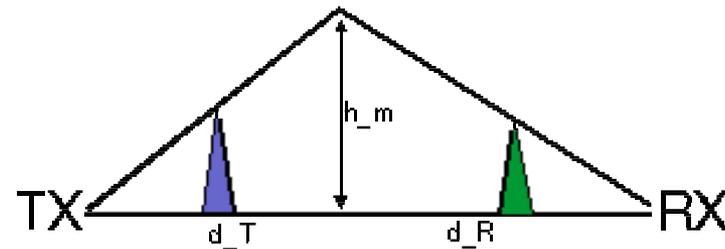
Activity: Draw a logo which may describe your character or things you like.



Multiple knife edges

How to model multiple hills?

Bullington



Deygout



Epstein





Typical terrain

Propagation models consider a full terrain profile

- multiple knife edges or rounded edges
- groundreflections





Micro-cellular models



Statistical Model

- At short range, R_c may not be close to -1. Therefore, nulls are less prominent than predicted by the simplified two-ray formula.
- UHF propagation for low antenna's ($h_t = 5 \dots 10$ m)

$$p = r^{-\beta_1} \left(1 + \frac{r}{r_g} \right)^{-\beta_2}$$

Deterministic Models:

- Ray-tracing (ground and building reflection, diffraction, scattering)



Indoor Models



[calculate](#)

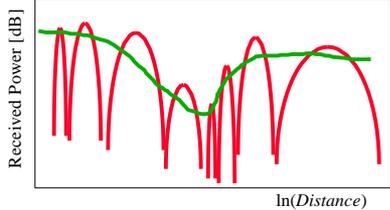
- Difficult to predict exactly
- Ray-tracing model prevail
- Some statistical Models, e.g. COST 231: 800 MHz and 1.9 GHz

Environment	Exponent n	Propagation
Mechanism	Corridors	1.4 - 1.9 Wave guidance
Furnished rooms	2	Free space + multipath
Large open rooms	3	Free space + multipath
Densely furnished rooms	4	Non-LOS, diffraction, scattering
Between different floors	5	Losses during floor / wall traverses



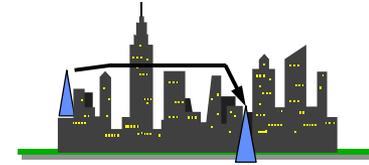
Statistical Fluctuations



- Area-mean power
 - is determined by path loss
 - is an average over 100 m - 5 km
 - Local-mean power
 - is caused by local 'shadowing' effects
 - has slow variations
 - is an average over 40λ (few meters)
 - Instantaneous power
 - fluctuations are caused by multipath reception
 - depends on location and frequency
 - depends on time if antenna is in motion
 - has fast variations (fades occur about every half a wave length)
- 
- Relevant to operator
- Relevant to manufacturer



Shadowing



- Local obstacles cause random shadow attenuation
- Model: Normal distribution of the received power
- P_{Log} in logarithmic units (such as dB or neper),
- Probability Density:

$$f_{\bar{p}}(\bar{p}) = \frac{1}{\sqrt{2\pi} \sigma \bar{p}} \exp\left\{-\frac{1}{2\sigma^2} \ln^2\left(\frac{\bar{p}}{\bar{p}}\right)\right\},$$

where

σ is 'log. standard deviation' in neper ($\sigma_{dB} = 4.34 \sigma$).

$P_{Log} = \ln$ [local-mean power / area-mean power]



Assessment



- Link budget consists of calculation of
 - a) Useful signal power
 - b) Interfering noise power
 - c) Useful signal & Interfering noise power**
 - d) Signal and Noise
- Link budget can help in predicting
 - a) Equipment weight and size
 - b) Technical risk
 - c) Prime power requirements
 - d) Equipment weight and size, Technical risk and Prime power requirements.**
- Space loss occurs due to decrease in
 - a) Electric field strength**
 - b) Efficiency
 - c) Phase
 - d) Signal power





Thank you