

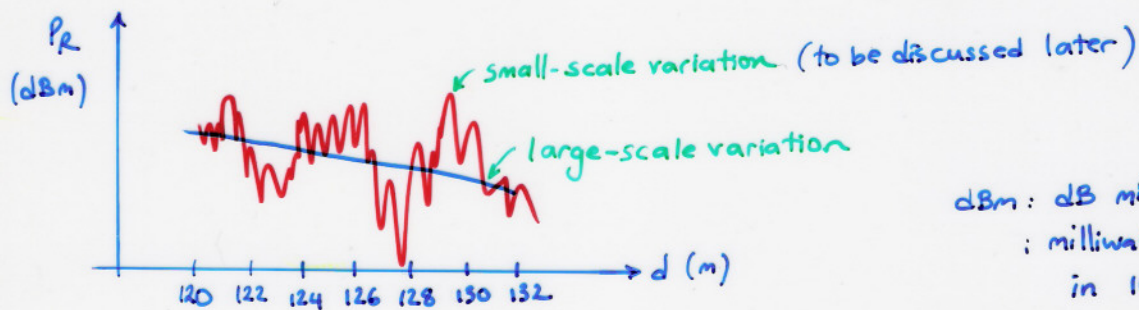
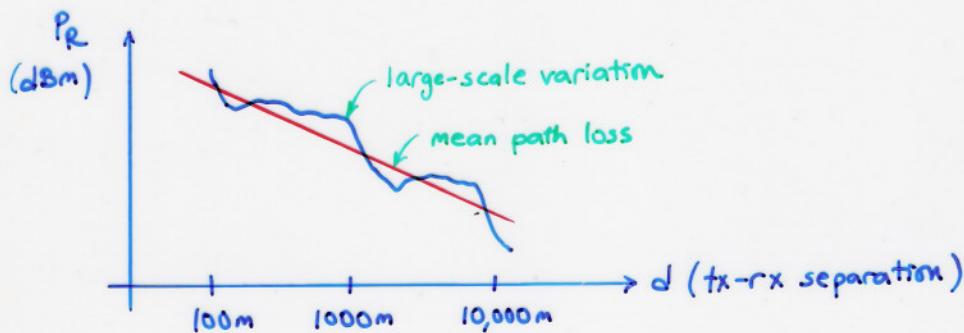
# MOBILE RADIO PROPAGATION

## Large-Scale Path Loss

\* Free-space propagation: discussed ✓

\* Terrestrial propagation: mean path loss + large-scale variation

→ shadowing  
+ small-scale variation  
↳ multipath fading



dBm: dB milliwatts  
: milliwatts represented in  $10 \log_{10}(\cdot)$  scale.

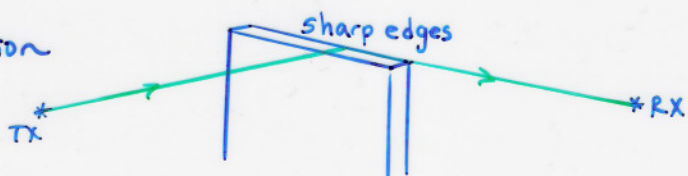
-13 dBm = 50  $\mu$ W  
0 dBm = 1 mW  
20 dBm = 100 mW

## Basic Propagation Mechanisms

1) Reflection

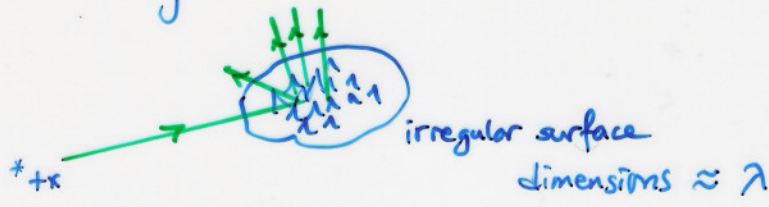


2) Diffraction



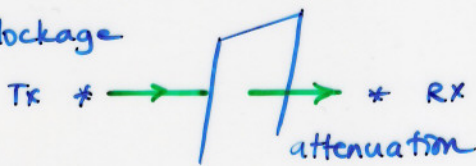
bending of waves around sharp edges

3) Scattering



mobile propagation environment: complex combination of reflection, diffraction, scattering, and blockage phenomena

4) Blockage



Free space propagation exponent:

$$P_R = \frac{P_T G_T G_R \lambda^2}{(4\pi)^2 d^2} \quad (\text{Note: notation changed: } d \leftarrow R)$$

$$P_R \Big|_{d=d_0} = P_R(d_0) = \frac{P_T G_T G_R \lambda^2}{(4\pi)^2 d_0^2} \rightarrow P_R(d) = P_R(d_0) \left(\frac{d_0}{d}\right)^2$$

↳ separates the "near-field" and the "far-field"

$$P_R \propto \frac{1}{d^2} \quad (\text{amplitude [voltage]} \propto \frac{1}{d})$$

\* How about mobile communications?

Found experimentally that  $P_R \propto \frac{1}{d^n}$  propagation exponent

$2 < n < 6$ , with  $n=4$  is a typical value.

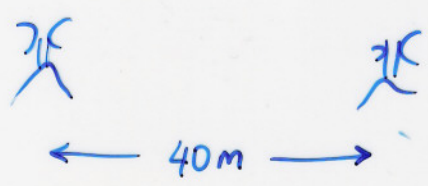
$$\bar{P}_R(d) = P_R(d_0) \left(\frac{d_0}{d}\right)^n$$

Some Insight

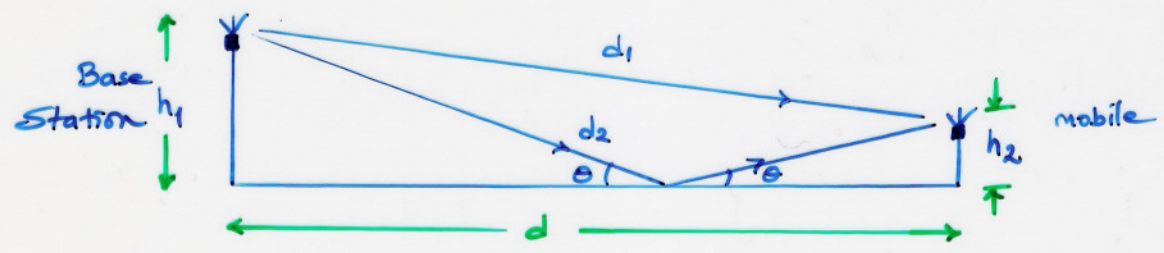
↳ an approximate "empirical" formula

\* LOS links: no reflection → almost like free space propagation

$$P_R \propto \frac{1}{d^2}$$



\* Two-path model (Sousa's derivation)



$$P_R = P_0 \left( \frac{\lambda}{4\pi d} \right)^2 \left| 1 + a e^{j\Delta\phi} \right|^2$$

$\downarrow$   
 $P_T G_T G_R$

$\hookrightarrow$  reflecting coefficient of ground

$$\Delta\phi = \beta \Delta d = \frac{2\pi}{\lambda} \Delta d$$

$$d_1 = \sqrt{(h_1 - h_2)^2 + d^2}$$

$$d_2 = \sqrt{(h_1 + h_2)^2 + d^2}$$

$$\Delta d = d_2 - d_1 = d \left( \sqrt{1 + \left( \frac{h_1 + h_2}{d} \right)^2} - \sqrt{1 + \left( \frac{h_1 - h_2}{d} \right)^2} \right)$$

Binomial expansion:

$$(1+x)^n = 1 + nx + \frac{n(n-1)}{2!} x^2 + \dots, \quad |nx| < 1$$

$$\frac{1}{2} \left( \frac{h_1 + h_2}{d} \right)^2 < 1 \quad \text{and} \quad \frac{1}{2} \left( \frac{h_1 - h_2}{d} \right)^2 < 1$$

$$\rightarrow \Delta d = d \left( \left[ 1 + \frac{(h_1 + h_2)^2}{2d^2} + \dots \right] - \left[ 1 + \frac{(h_1 - h_2)^2}{2d^2} + \dots \right] \right)$$

omit higher-order terms since  $\frac{h_1 + h_2}{d} \ll 1$

$$\Delta d \approx \frac{2h_1 h_2}{d}$$

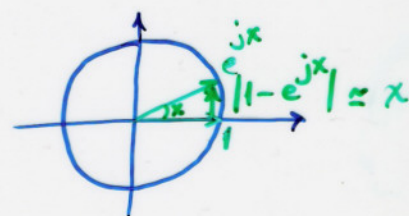
assume  $a = -1$  (perfect reflection)

$$P_r = P_0 \left( \frac{\lambda}{4\pi d} \right)^2 |1 - e^{j\Delta\phi}|^2 \approx P_0 \left( \frac{\lambda}{4\pi d} \right)^2 (\Delta\phi)^2, \quad \text{for } \Delta\phi \ll 1$$

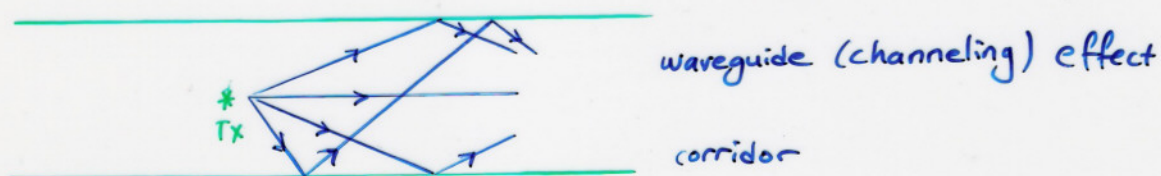
$$\Delta\phi = \frac{2\pi}{\lambda} \Delta d = \frac{4\pi h_1 h_2}{2d}$$

$$\therefore P_r = P_0 \left( \frac{h_1 h_2}{d^2} \right)^2$$

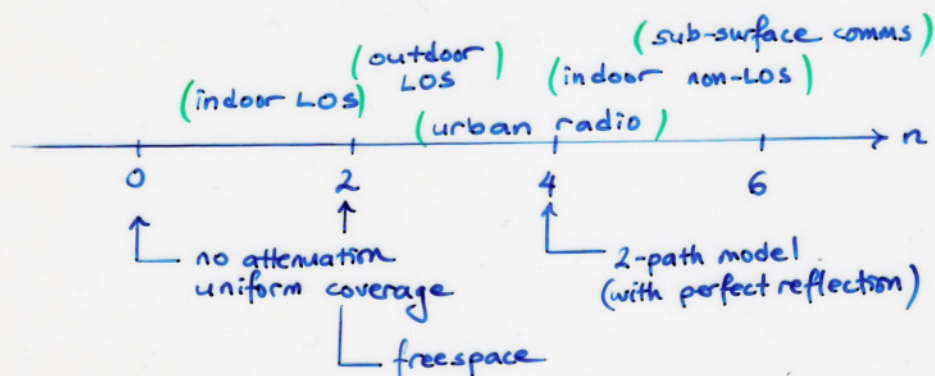
$$\rightarrow P_r \propto \frac{1}{d^4} \quad (n=4)$$



\* Can  $n$  be less than 2? Yes ( $n > 0$ )



$n$ : path loss exponent  
propagation exponent



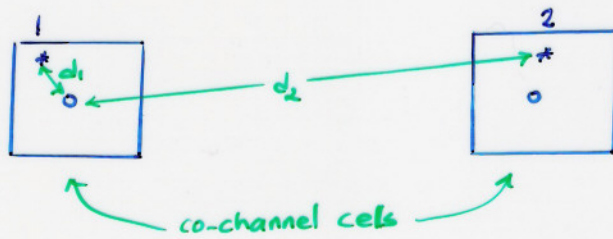
Note that  $P_r \propto \frac{1}{d^n}$ , so  $n \uparrow \Rightarrow P_r \downarrow$

outdoor mobile communications:  $n=4$  value is often used in simulations

In reality,  $n$  depends on many factors including operating frequency

\* Small "n" or large "n" is desirable?

(i) Capacity-limited systems (assume # cells is given & fixed)



reverse-link SIR (signal-to-interference ratio) for user 1:  $SIR_1 = \frac{P_{R1}}{P_{R2} + N_0W}$

$P_{R1} = \frac{P_0}{(d_1)^n}$ ,  $P_{R2} = \frac{P_0}{(d_2)^n} \rightarrow SIR_1 = \left(\frac{d_2}{d_1}\right)^n$

*negligible wrt  $P_{R2}$*

Since  $d_2 > d_1$ ,  $n \uparrow \Rightarrow SIR \uparrow$

$\therefore$  cluster size can be decreased  $\rightarrow$  Cap  $\uparrow$

(ii) Coverage-limited systems

capacity is not an issue, large area with not too many users

$$SINR = \frac{P_{R1}}{N_0W + P_{R2}} \approx \frac{P_{R1}}{N_0W} \propto \frac{1}{d^n}$$

dominated by background noise ( $N_0W \gg P_{R2}$ )

$\rightarrow$  small n desired.