

Lecture 27. Sep 2012

- Propagation 2h (EIRP ^{open} AB)
- Assignments 2mo Christine, Hige

NFC, RFID Ali 28.9.

Bluetooth, ZigBee, Wireless HART
Thomas 5.10 John 5.10.

WiFi Susana 12.10.

WiMAX, GSM, LTE
DPS due 12.10. handover Naji

- Block Spinning

Antennas → typical values

Speed in free space

$$\mu_0 = 4\pi \cdot 10^{-7} \frac{V \cdot s}{A \cdot m}$$

$$c = \frac{1}{\sqrt{\epsilon_0 \mu_0}}$$

$$\left[\frac{m}{s} \right]$$

$$\epsilon_0 = 8.854 \cdot 10^{-12} \frac{F}{m} \rightarrow F = \frac{Q}{V} = \frac{As}{V} \quad c = \sqrt{\frac{Am}{Vs} \cdot \frac{Vm}{As}}$$

$$c = \frac{1}{\sqrt{4\pi \cdot 8.854 \cdot 10^{-19}}} = 0.3 \cdot E9 \left[\frac{m}{s} \right]$$

$$\mu_0 = 8.854 \cdot 10^{-18} \frac{Vs}{Am} \approx 3.3$$

$$c = 3E8 \frac{m}{s}$$

$$3E10 \frac{cm}{s}$$

$$Z_0 = \sqrt{\frac{\mu_0}{\epsilon_0}}$$

$$\left[\frac{Vs}{Am} \cdot \frac{Vm}{As} \right] = \left[\frac{V}{A} \right]$$

PROPAGATION CONSTANT

- Maxwell's equations

- γ - Propagation constant (m)

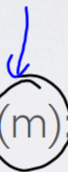
$$\gamma = \alpha + j\beta$$

~~$$[\gamma] = \left[\frac{Np}{m} \right] + \left[\frac{rad}{m} \right] \text{ wrong}$$~~

- α - Real part: attenuation constant (Np/m)

- β - Imaginary part: phase constant (rad/m)

unit = consistency



look want attenuation = $\alpha \cdot e^{-\alpha z}$ $j\beta$



phase velocity

$$\mu_0 = 4\pi \cdot 10^{-7} \frac{Vs}{Am}$$

$$\epsilon_0 = \frac{1}{c^2}$$

$$\vec{E} = \vec{E}_0 e^{j\varphi} \quad \text{Wave}$$

↑
Static

$$\vec{E} = \vec{E}_0 e^{j(\omega t - \vec{k} \cdot \vec{r})} \quad \left(\Omega \right)$$

↑
Ampl

$$\omega = 2\pi f \quad \left[\frac{1}{s} \right]$$

$$t = \text{time [s]}$$

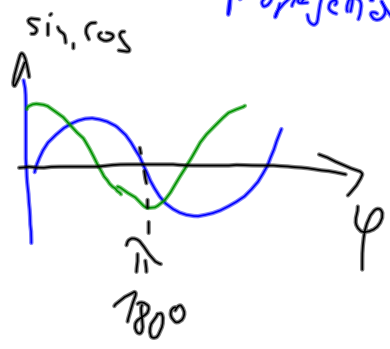
$$\lambda = \frac{c}{f}$$

$$\vec{k} = \frac{2\pi}{\lambda} \begin{pmatrix} k_x \\ k_y \\ k_z \end{pmatrix} \quad \left[\frac{1}{m} \right]$$

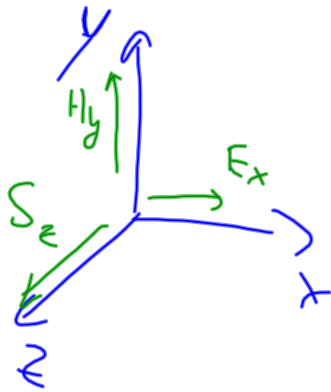
$\vec{n} =$ radiant vector
Wave propagation

$$e^{j\varphi} = \cos(\varphi) + j \sin(\varphi)$$

[1] — rad ... π
— deg 45°



Coordinate system



$$\vec{E} = \vec{k}$$

$$\vec{r} = \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

$$\vec{k} \cdot \vec{r} =$$

$$\vec{S} = \vec{E} \times \vec{H} \quad \vec{E} = E_0 e^{i(k_x x + k_y y + k_z z)} e^{i(\omega t - k_z z)}$$

$$E_0 e^{i(k_x x + k_y y + k_z z)} \quad \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

$$t=0$$

Linear multiplication

$$\begin{pmatrix} k_1 \\ k_2 \\ k_3 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \end{pmatrix} = k_1 x + k_2 y + k_3 z$$

Example $\vec{E} = E_0 \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$
 $\vec{H} = H_0 \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$

$$\vec{S} = \vec{E} \times \vec{H} = E_0 H_0 \vec{s}_z$$

$$\vec{S} = E_0 \cdot H_0 \cdot \vec{s}_z$$

Vector multiplication

$$\begin{pmatrix} E_1 \\ E_2 \\ E_3 \end{pmatrix} \times \begin{pmatrix} H_1 \\ H_2 \\ H_3 \end{pmatrix} = \begin{pmatrix} E_2 H_3 - E_3 H_2 \\ E_3 H_1 - E_1 H_3 \\ E_1 H_2 - E_2 H_1 \end{pmatrix}$$

Line 1

$$= \begin{pmatrix} \cancel{E_2 H_3} - \cancel{E_3 H_2} \\ \dots \\ \dots \end{pmatrix} =$$

$$E_2 H_3 - E_3 H_2$$

Line 2

$$= \begin{pmatrix} \dots \\ \cancel{E_3 H_1} - \cancel{E_1 H_3} \\ \dots \end{pmatrix} =$$

$$= \left(- (E_3 H_1 - E_1 H_3) \right)$$

Line 3

$$= \begin{pmatrix} \dots \\ \dots \\ \cancel{E_1 H_2} - \cancel{E_2 H_1} \end{pmatrix} =$$

$$= \left(E_1 H_2 - E_2 H_1 \right)$$

free space

$$\epsilon_0 \mu_0$$

$$c = \frac{1}{\sqrt{\mu_0 \epsilon_0}}$$

$$z = \sqrt{\frac{\mu_0}{\epsilon_0}}$$

medium

$$\vec{\Sigma} = \epsilon_0 \vec{\epsilon}_r$$

$$\mu = \mu_0 \vec{\mu}_r$$

$$v \approx \frac{c}{\sqrt{\epsilon_r}} \quad (\mu_r = 1)$$

slower

patch antenna



$$t_0 = 0 \rightsquigarrow$$

$$e^{j(k_x x + k_y y + k_z z)}$$

$\alpha + j\beta$

attenuation

\rightarrow

$$\vec{\Sigma} = \epsilon'_r + j\epsilon''_r$$

$$j(\text{Real}; \text{Im})$$

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$$\gamma = \alpha + j\beta = e^{\gamma} = e^{\alpha + j\beta}$$

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attenuation
↓
phase
↓

$$\epsilon_r = \epsilon_r' + j\epsilon_r''$$

Video experience

output

"reduced quality"

- shakiness

- worst link ?

Microsoft Silverlight
parallel streams

4 Mbit/s

2

1

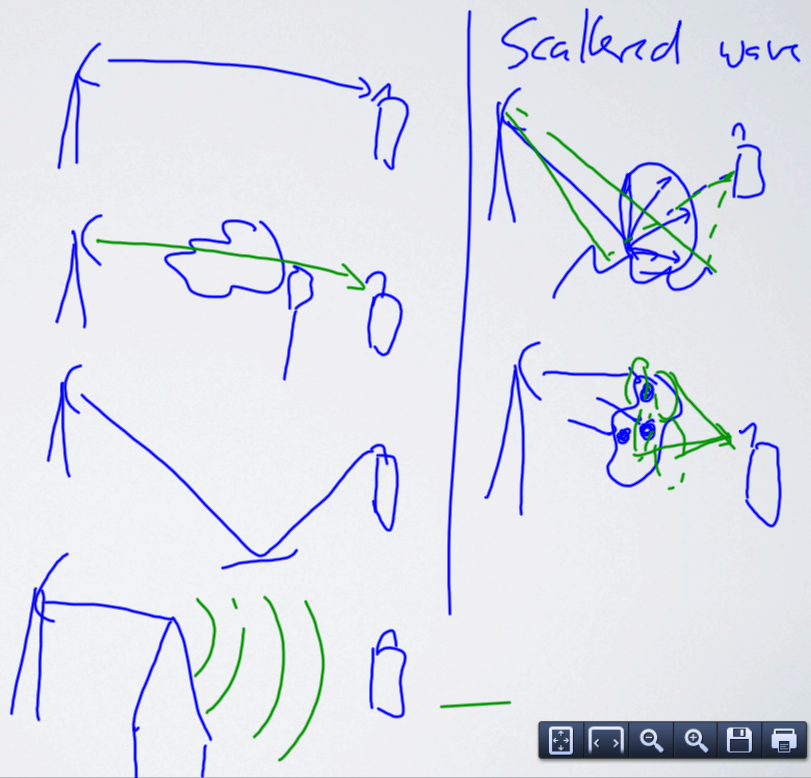
0.2 Mbit/s



h

PROPAGATION MECHANISMS

- Direct wave
- Attenuated wave
- Reflected wave
- Scattered wave
- Diffracted wave



Propagation equation

EIRP emitted isotropic radiated power

$$\left[\frac{W}{m^2} \right]$$



P_t transmitted Power

$$\left[W \right]$$

$$= [V \cdot A]$$

$$= \left[\frac{V}{m} \cdot Am \right]$$

$\vec{E} \times \vec{H}$

WLAN box = 20 dBm

dB = dB_w
dB_m logarithmic

Power = $\frac{E^2}{Z} = E \cdot H$

Field (E, H)

$P [dB] = 10 \cdot \log P [W]$

$E_{dB} = 20 \log (E [V/m])$

$P [dB_m] = 10 \cdot \log P [mW]$

[dB_A
Richter]

$P_{dB} = P_{dB_m} + 30$

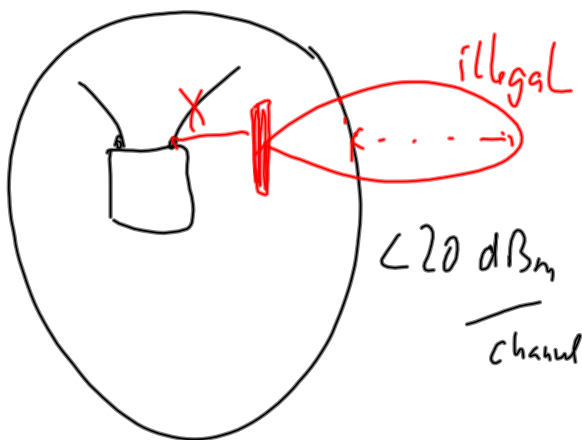
+ 3 dB = double power
- 3 dB = half power
10 dB = 10 times power

20 times power

+ 13 dB

$\log(a \cdot b) = \log a + \log b$
20 3 + 10

WLAN = 20 dBm (2.4 GHz) EIRP



Radiated energy

$$P_t \cdot G_{\text{ain}} < 20 \text{ dBm}$$

100 mW

T

$$20 \text{ dBm} + 0 \text{ dB}$$

$$10 \text{ dBm} + 10 \text{ dB}$$

Two simple antenna diagrams are shown to the right of the equations: a circle with a vertical line through its center, and a rectangle with a vertical line through its center.

$$P_R = P_t \cdot G_T \cdot G_R \cdot L_{fs}$$

$\left(\frac{c}{\lambda}\right)^2$ free space attenuation

$$L = \frac{\lambda^2}{4\pi R^2}$$

↪ convert to dB

↙ share

dB
dB_m

$$R = \begin{bmatrix} \text{km} \\ \text{m} \end{bmatrix}$$

f [MHz]
GHz

next week

