

Spread Spectrum

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Study: 9.1– 9.3

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Spread Spectrum: Basics

- Important encoding method for wireless communications
- Analog & digital data is encoded with analog signal
- Spreads data over wide bandwidth
- Makes jamming and interception harder
- Two approaches, both in use:
 - Frequency Hopping
 - Direct Sequence
- Advantages:
 - immunity from noise and multipath distortion
 - can hide / encrypt signals
 - several users can share same higher bandwidth with little interference, e.g. in CDMA mobile telephony

General Model of Spread Spectrum System

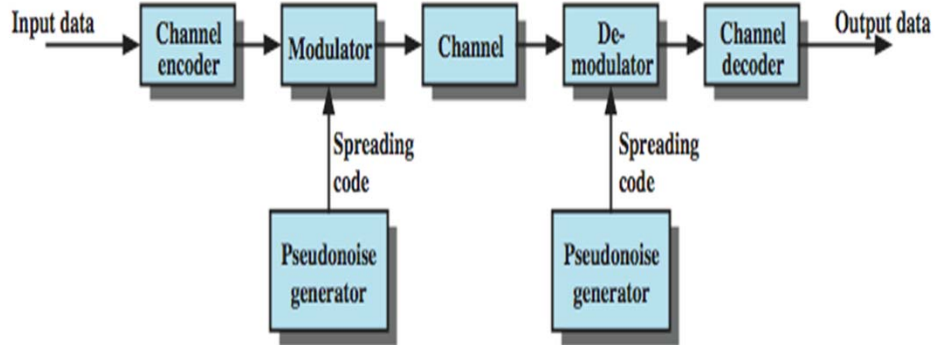


Figure 9.1

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Pseudorandom Numbers

- Pseudorandom numbers are generated by a deterministic algorithm
 - not actually random
 - but if algorithm good, results pass reasonable tests of randomness
- Starting from an initial seed
- Need to know algorithm and seed to predict sequence
- Hence only receiver can decode signal

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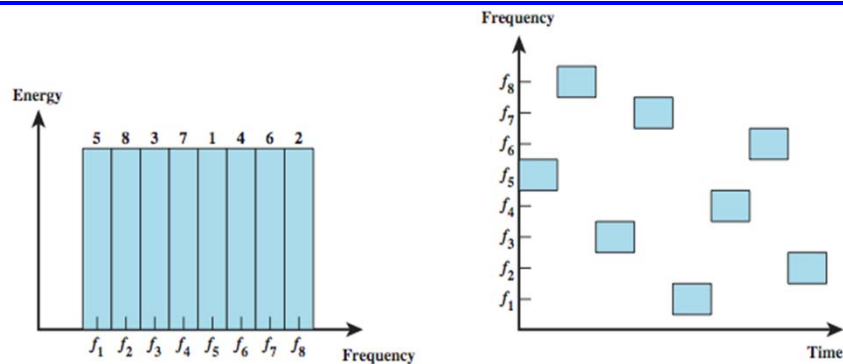
FHSS - Frequency Hopping Spread Spectrum

- Signal is broadcast over seemingly random series of frequencies
- Receiver hops between frequencies in sync with transmitter
- Eavesdroppers hear unintelligible blips
- Jamming on one frequency affects only a few bits
- FHSS is commonly use multiple FSK (MFSK)
- Have frequency shifted every T_c seconds
- Duration of signal element is T_s seconds
- Slow and Fast FHSS
 - Slow FHSS has $T_c \geq T_s$
 - Fast FHSS has $T_c < T_s$
- FHSS quite resistant to noise or jamming
 - with fast FHSS giving better performance

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Frequency Hopping Spread Example



(a) Channel assignment

(b) Channel use

Figure 9.2

- There are 2^k carrier frequencies forming 2^k channels. Here $k=3$.
- The spacing between carrier frequencies and the width of each channel usually corresponds to the bandwidth of the input signal.
- A spreading code dictates the sequence of channels used.

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FHSS Transmitter

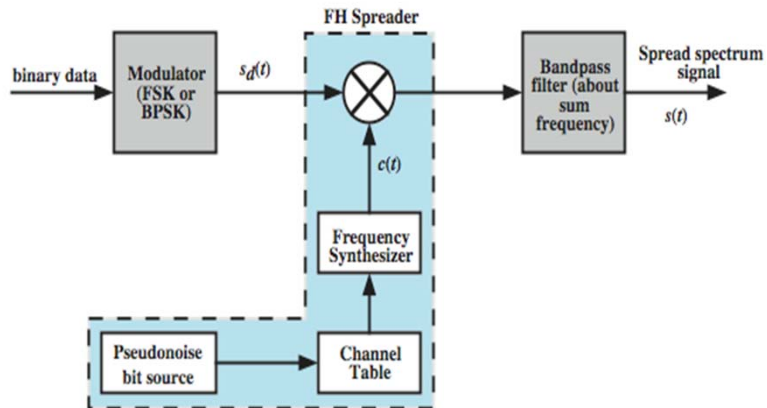


Figure 9.3a

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FHSS Receiver

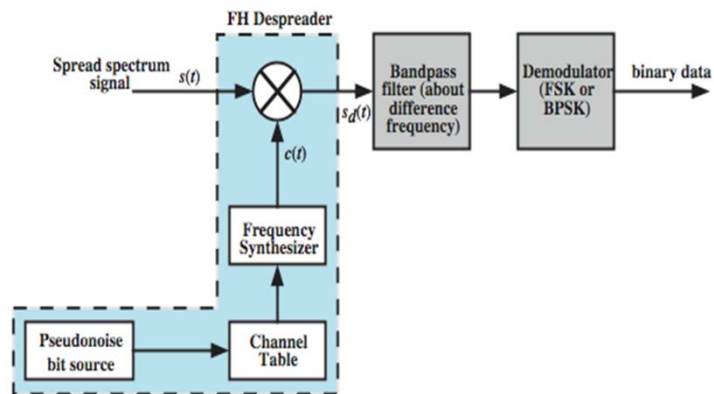
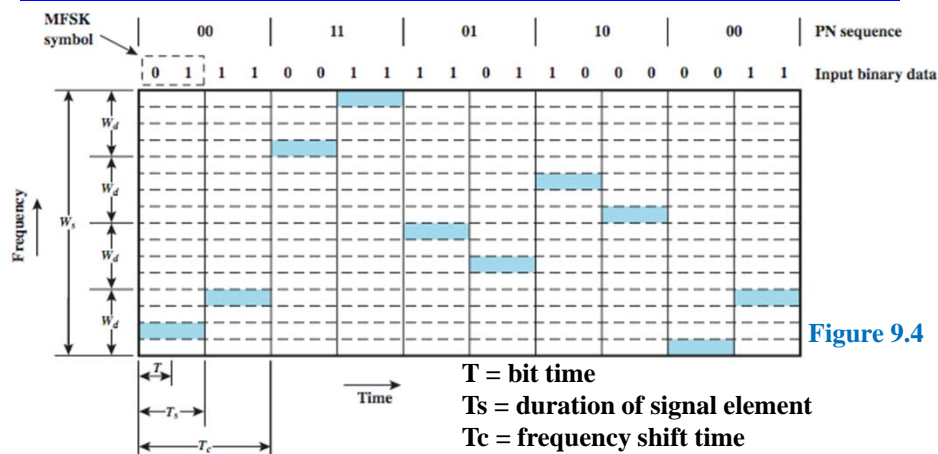


Figure 9.3b

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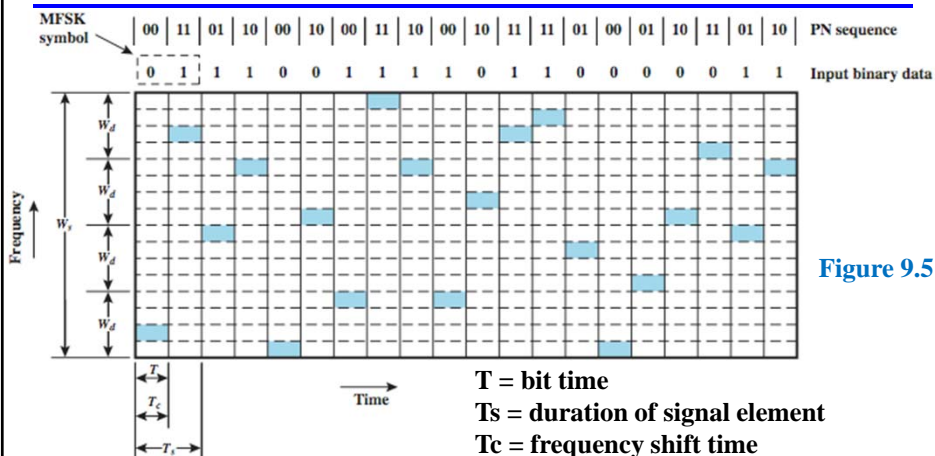
Slow MFSK FHSS ($T_c \geq T_s$)



- M ($M=4$) different frequencies are used to encode $\log_2(M) = 2$ data bits
- Each channel has total bandwidth $W_d = M \times f_d$, f_d = difference frequency
- FHSS uses 2^k different channels ($k = 2$), total bandwidth $W_s = 2^k \times W_d$
- Each 2 bits of PN sequence is used to select one of the four channels

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Fast MFSK FHSS ($T_c < T_s$)



- Again, $M=4$ frequencies are used to encode $\log_2(M)=2$ data bits at time
- Again, FHSS uses 2^k channels ($k = 2$), $W_s = 2^k \times W_d$, $W_d = M \times f_d$
- In this case, each signal element is represented by two frequency tones and $T_s = 2T_c = 2T$

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DSSS - Direct Sequence Spread Spectrum

- Each bit is represented by multiple bits using a spreading code
- This spreads signal across a wider frequency band
- DSSS has performance similar to FHSS
- One technique with direct sequence spread spectrum is to combine the digital information stream with the spreading code bit stream using an exclusive-OR
- The combination bit stream has the data rate of the original spreading code sequence, so it has a wider bandwidth than the information stream.
- In the example on the next slide, the spreading code bit stream is clocked at four times the information rate.

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Direct Sequence Spread Spectrum Example

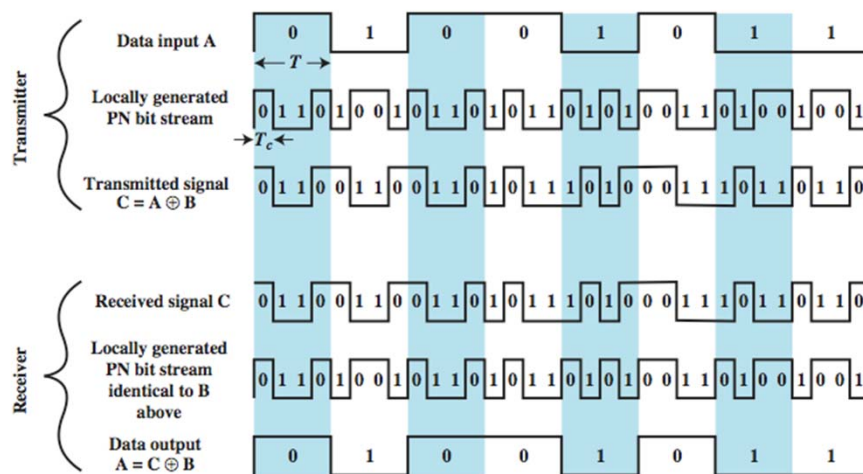


Figure 9.6

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DSSS System Using BPSK Modulation

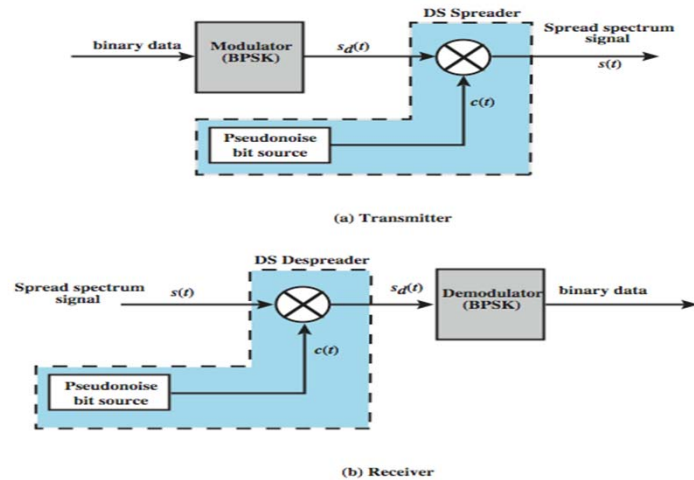


Figure 9.7

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DSSS Example Using BPSK

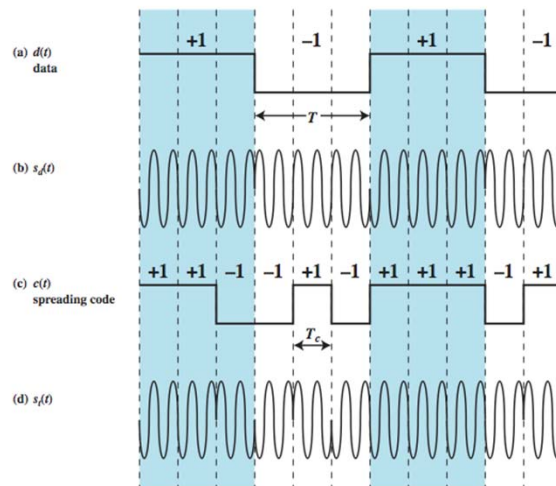
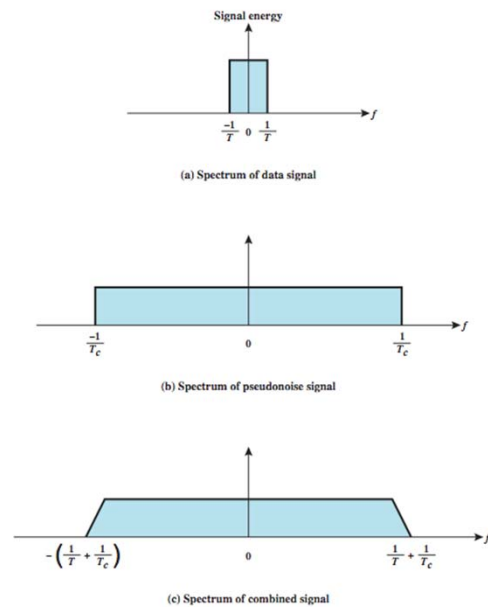


Figure 9.8

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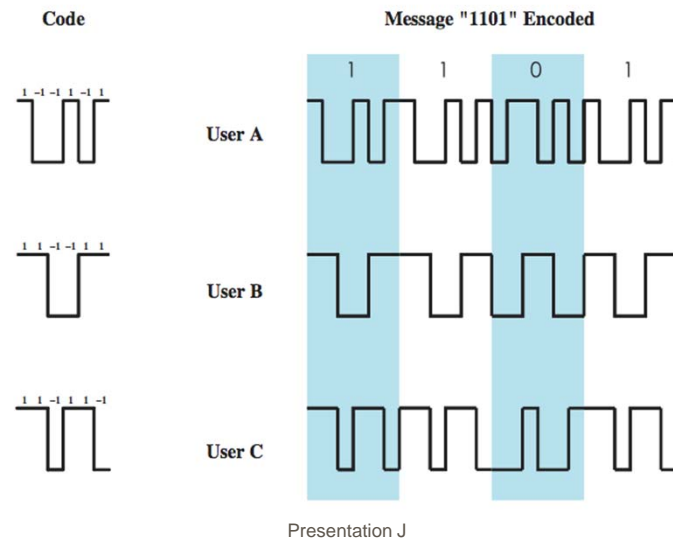
Approximate Spectrum of DSSS Signal



Code Division Multiple Access (CDMA)

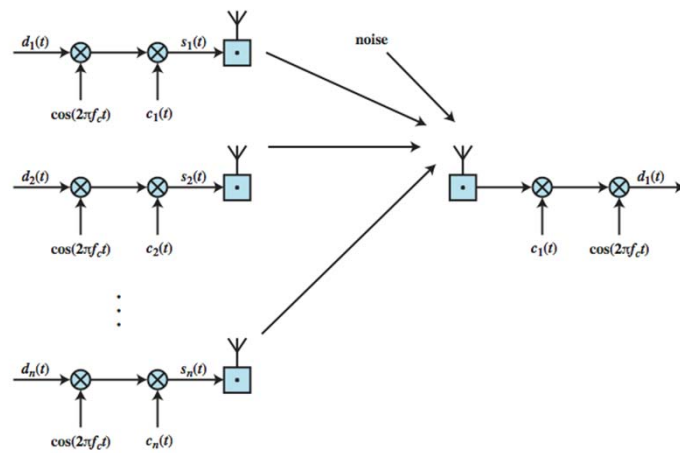
- a multiplexing technique used with spread spectrum
- given a data signal rate D
- break each bit into k chips according to a fixed chipping code specific to each user
- resulting new channel has chip data rate kD chips per second
- can have multiple channels superimposed

CDMA Example



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CDMA for DSSS



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