

ECE 463: Digital Communications Lab.

Lecture 13: IoT III
Haitham Hassanieh

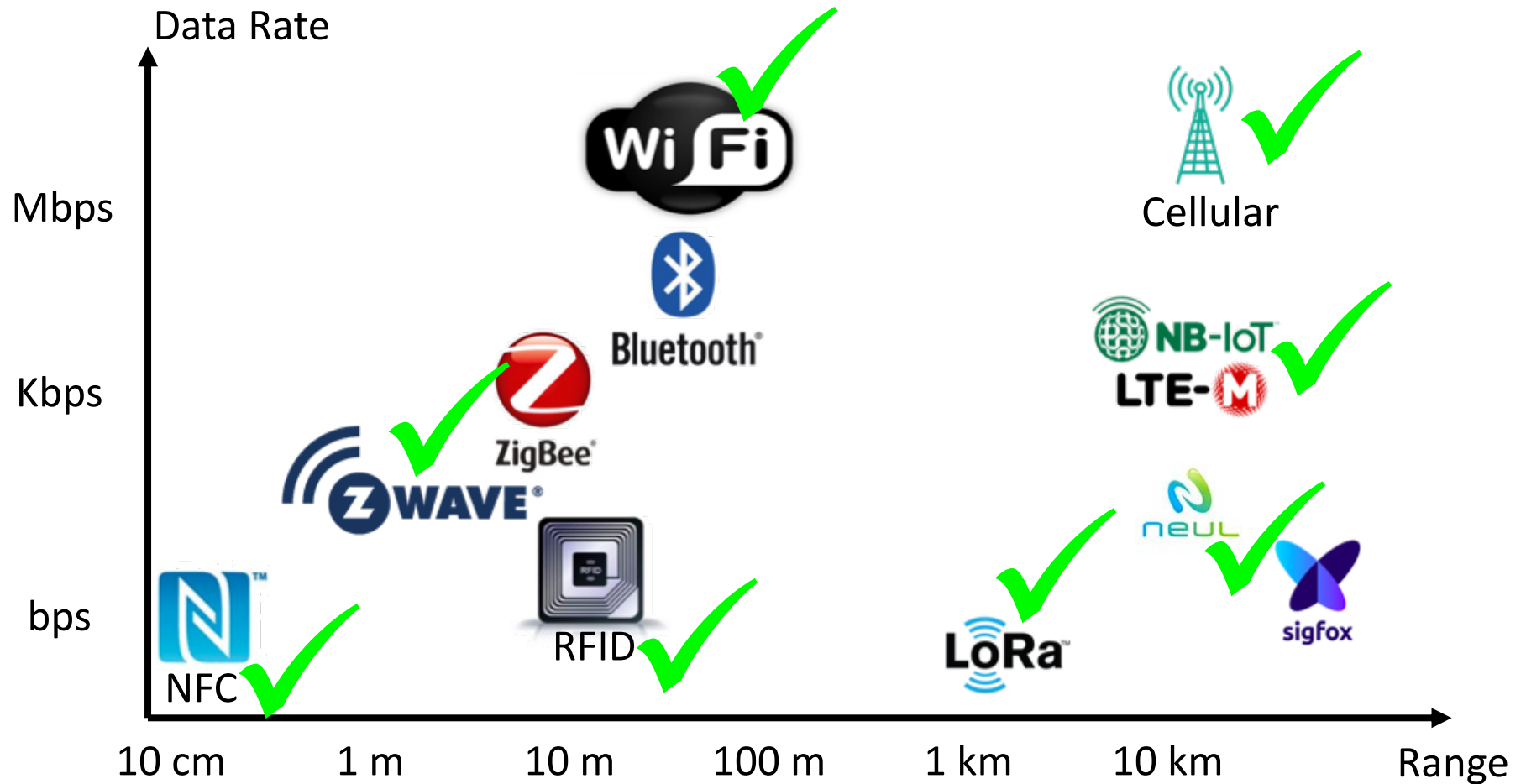
Previous Lecture:

- ✓ Backscatter Communication
- ✓ RFIDs

This Lecture:

- Bluetooth
- DSSS & FHSS
- Wrap Up

IoT Technologies



Bluetooth



Wearables

Smart Devices

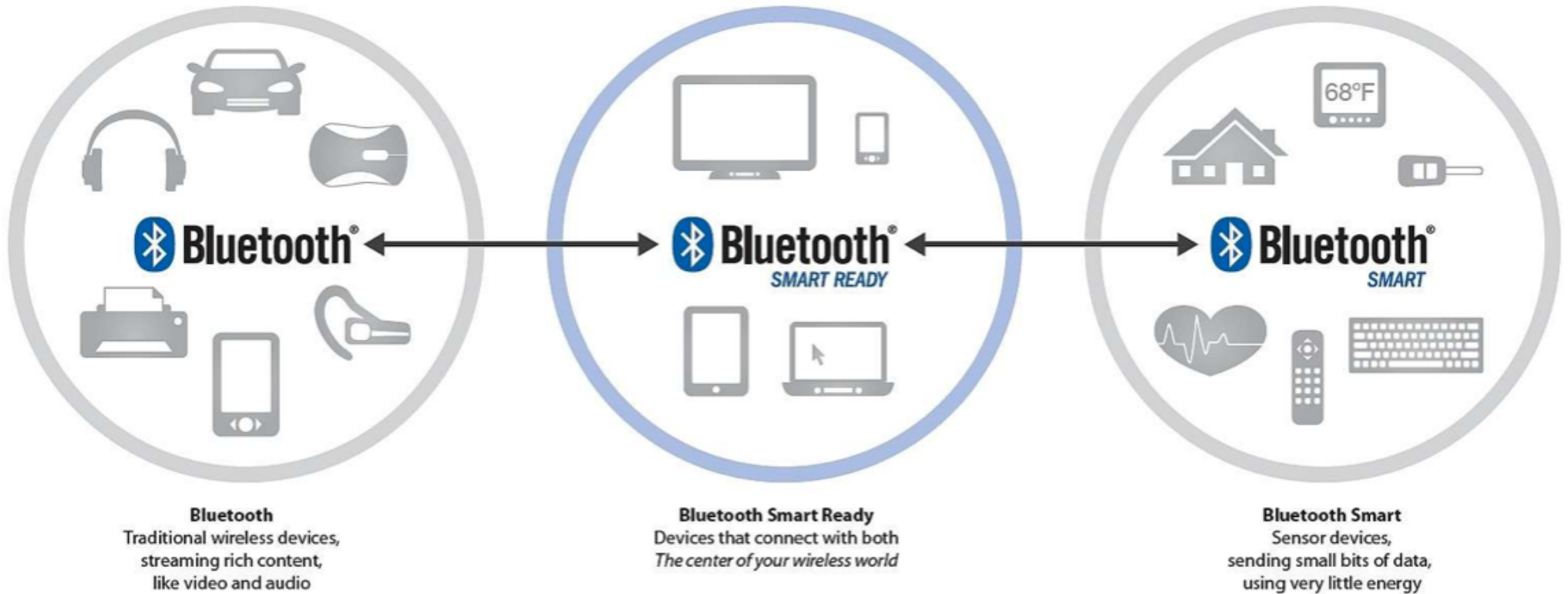
Tracking



Bluetooth

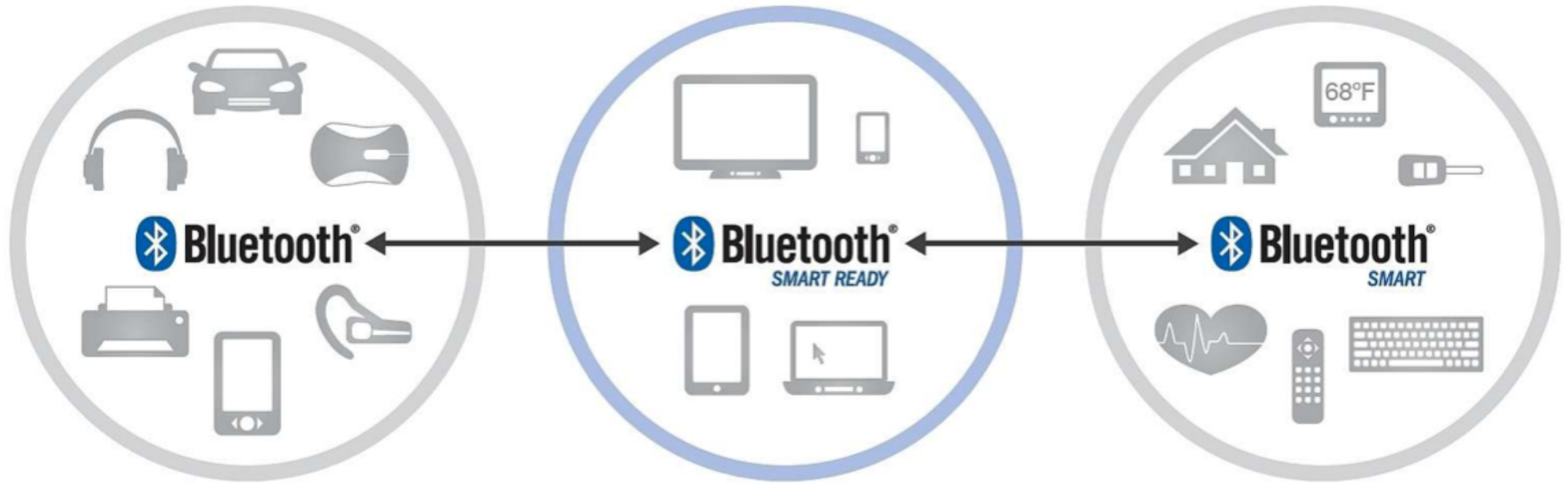


Bluetooth v4.0+: BLE
Bluetooth Low Energy



Bluetooth

Bluetooth v4.0+: BLE
Bluetooth Low Energy



Bluetooth
Traditional wireless devices,
streaming rich content,
like video and audio

Bluetooth Smart Ready
Devices that connect with both
The center of your wireless world

Bluetooth Smart
Sensor devices,
sending small bits of data,
using very little energy

If your product bears this logo...	It's compatible with products bearing any of these logos...

Bluetooth vs. Bluetooth Low Energy

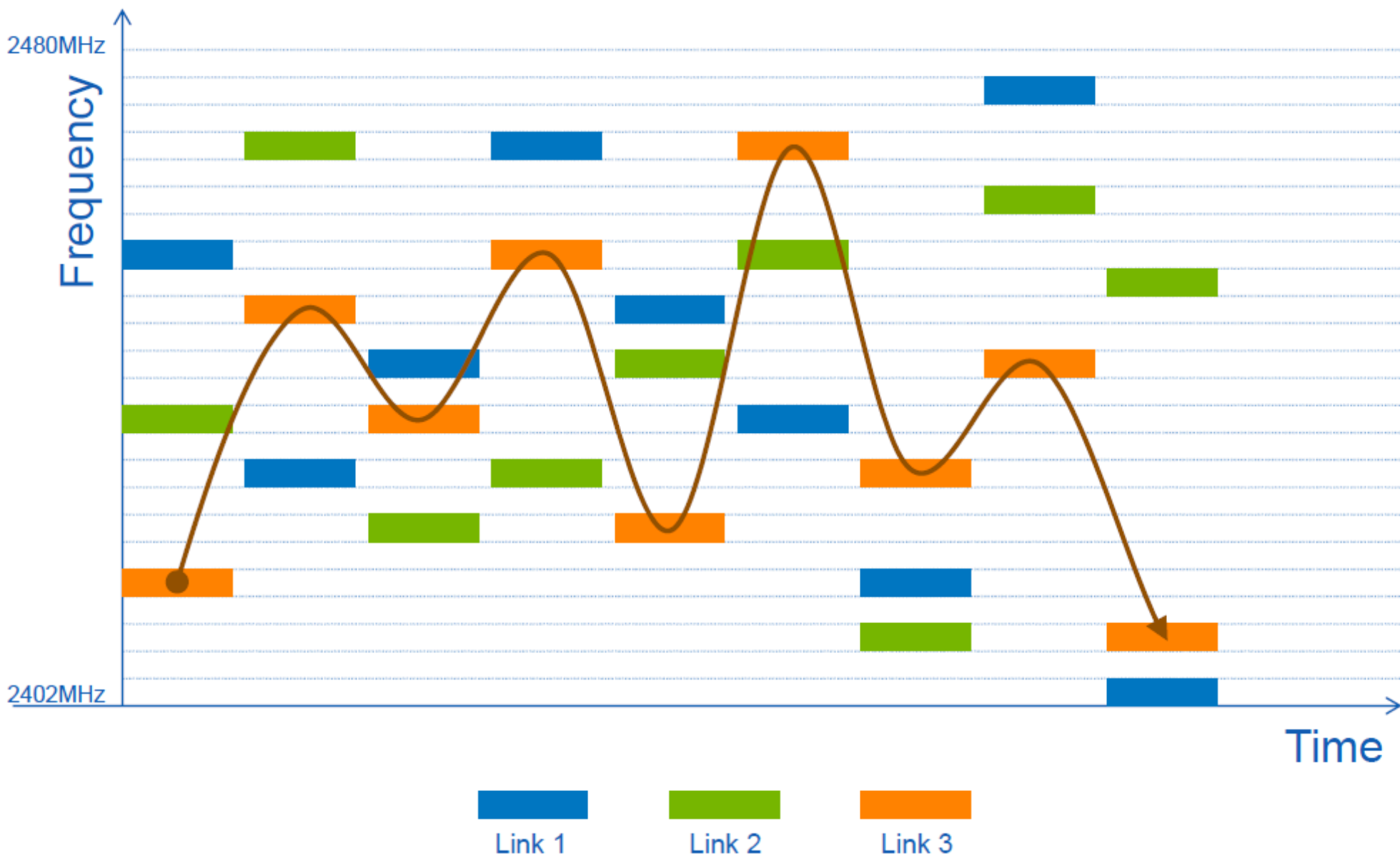
Classic Bluetooth

Bluetooth Low Energy

- | | | |
|----------------------------|---|--|
| • Frequency: | 2400 MHz – 2483.5 MHz | 2400 MHz – 2483.5 MHz |
| • Bands: | 79 channels (1 MHz sep.)
32 for device discovery | 40 channels (2 MHz sep.)
3 for device discovery |
| • Connection Setup: | 100 ms | ≈3ms |
| • Power: | 1 | 20 to 100x lower power |
| • Range: | up to 150m | up to 50m |
| • Data Rate: | 2-3 Mbps | 200 Kbps – 1Mbps |
| • Modulation: | GFSK | GFSK |
| • FHSS: | 1600 hops/sec
625μsec (dwell time)
Pseudo Random Seq. | Longer dwell time
max (400 msec) |

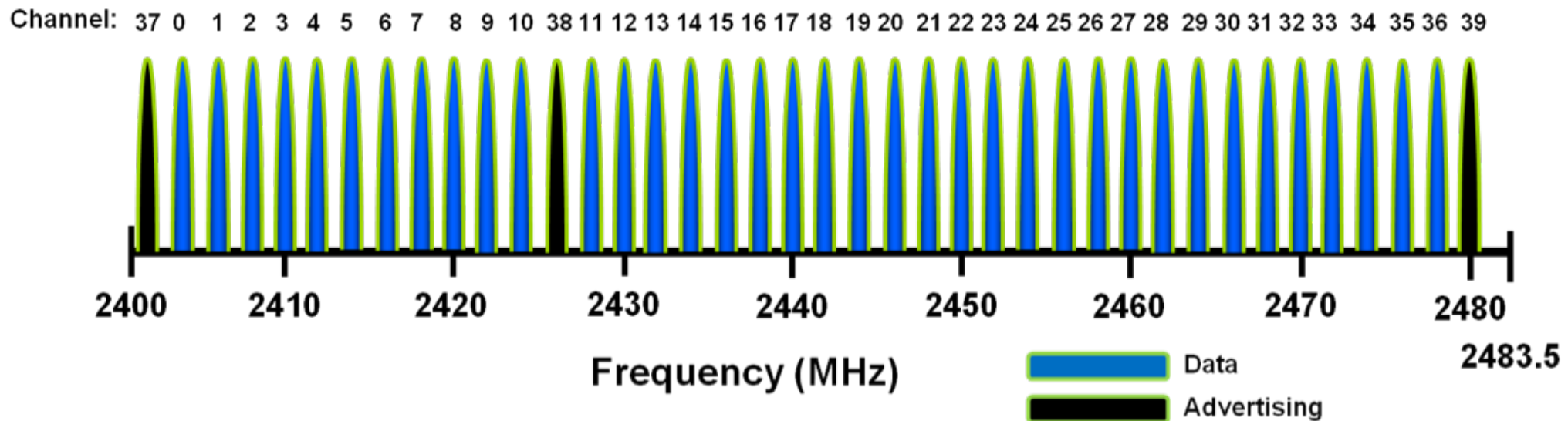
Bluetooth Low Energy Frequency Hopping

Frequency hopping: $f_{n+1} = (f_n + hop) \bmod 37$



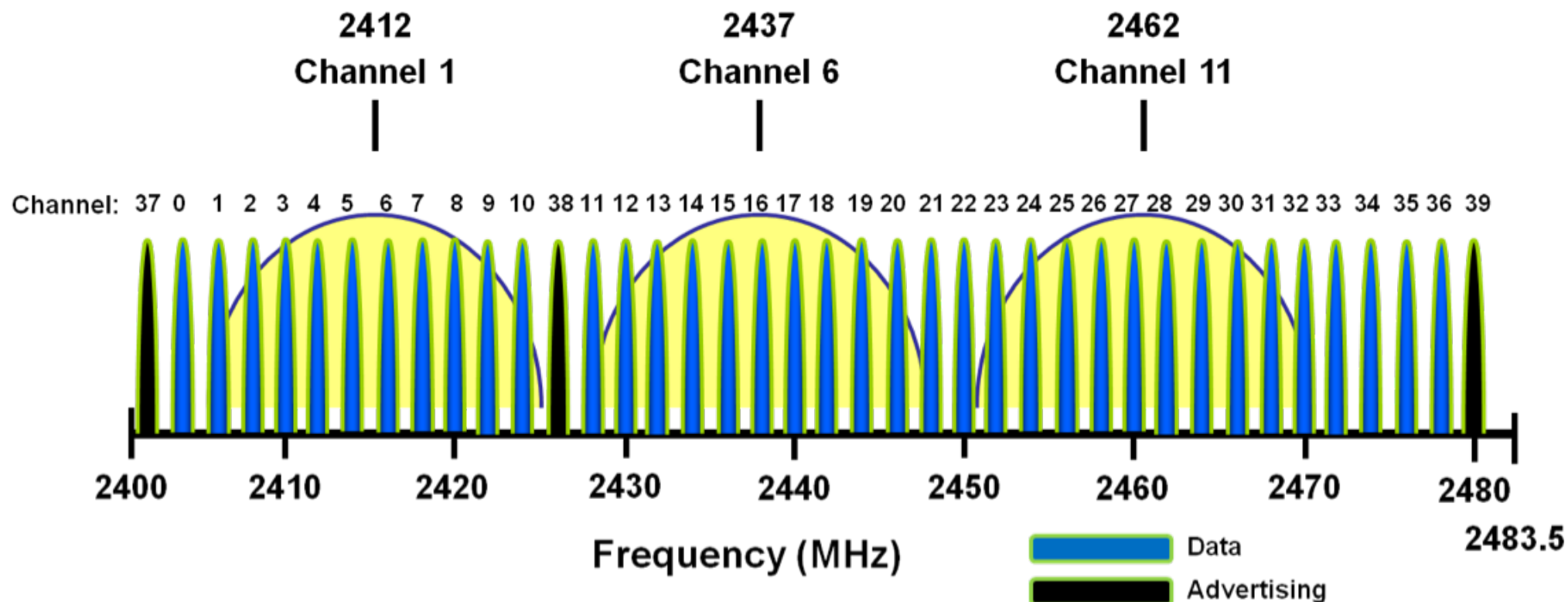
Bluetooth Low Energy Frequency Hopping

$$\text{Frequency hopping: } f_{n+1} = (f_n + \text{hop}) \bmod 37$$



Bluetooth Low Energy Frequency Hopping

Frequency hopping: $f_{n+1} = (f_n + hop) \text{ mod } 37$



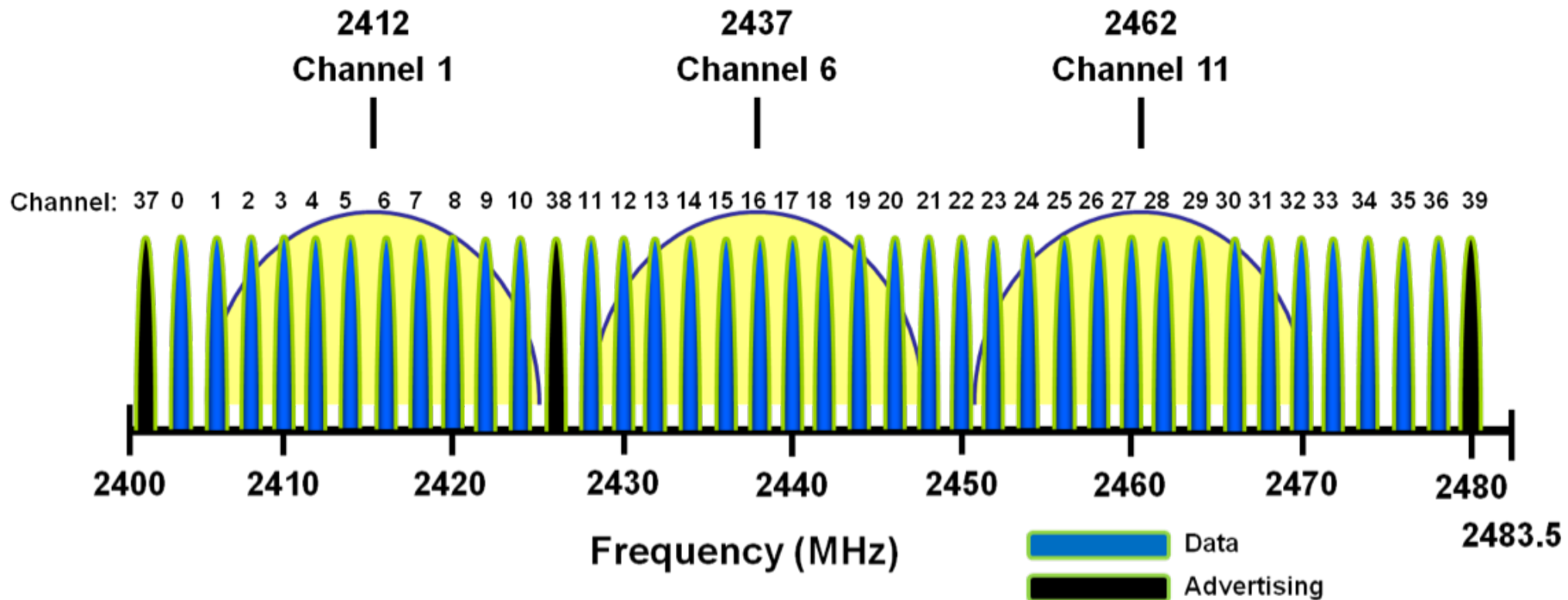
What about Interference from WiFi?

Use Adaptive Frequency Hopping!

Bluetooth Low Energy Frequency Hopping

Use Adaptive Frequency Hopping!

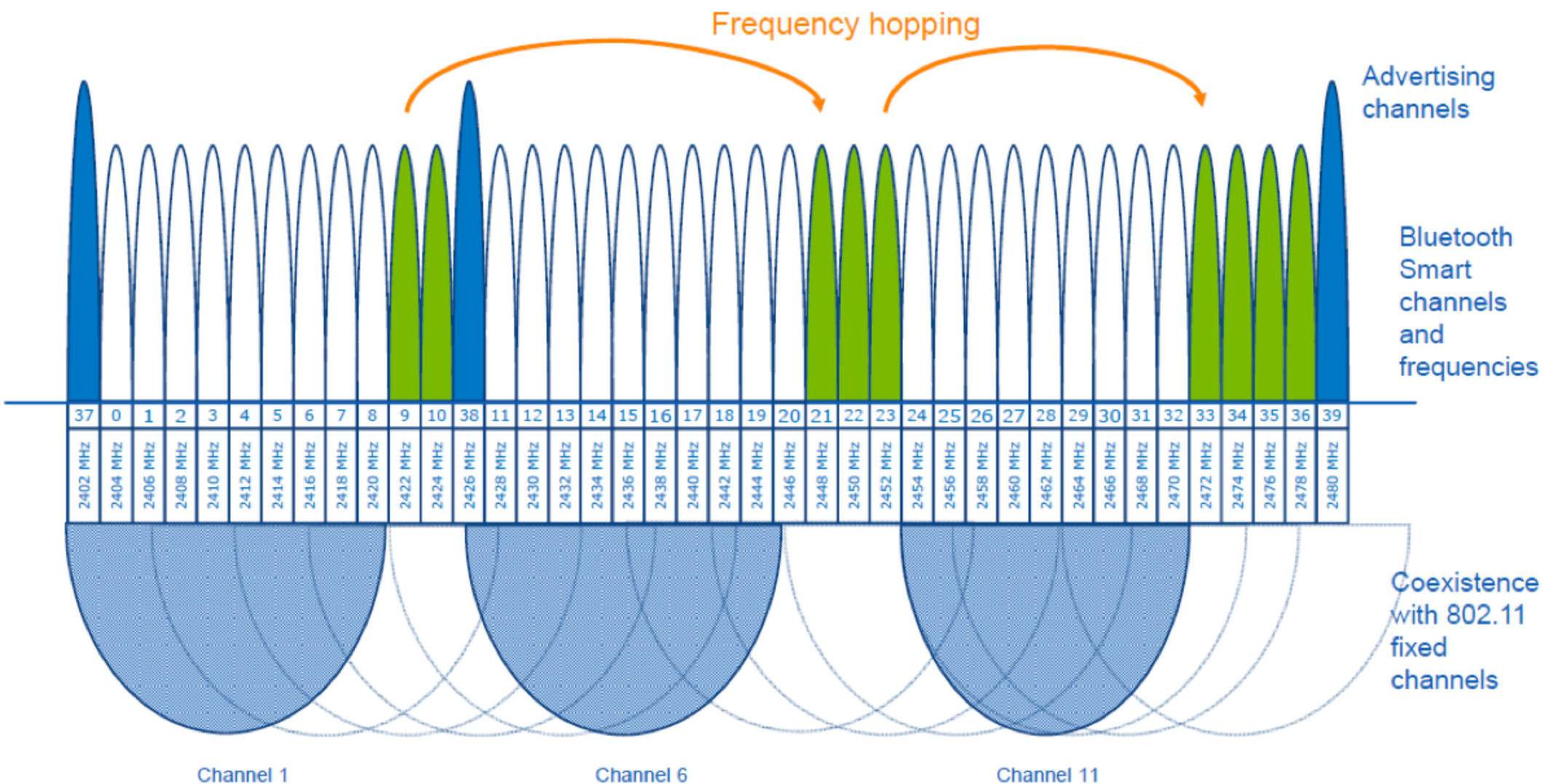
Avoid bad channels by remapping them to other channels.



Bluetooth Low Energy Frequency Hopping

Use Adaptive Frequency Hopping!

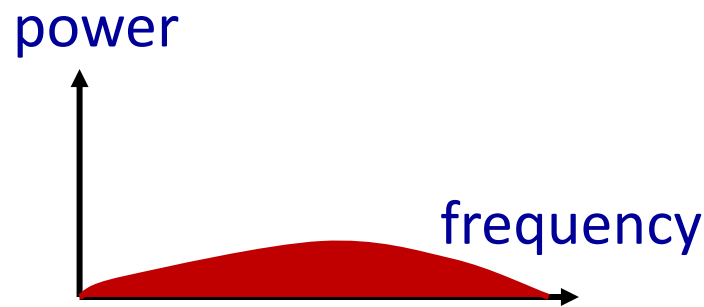
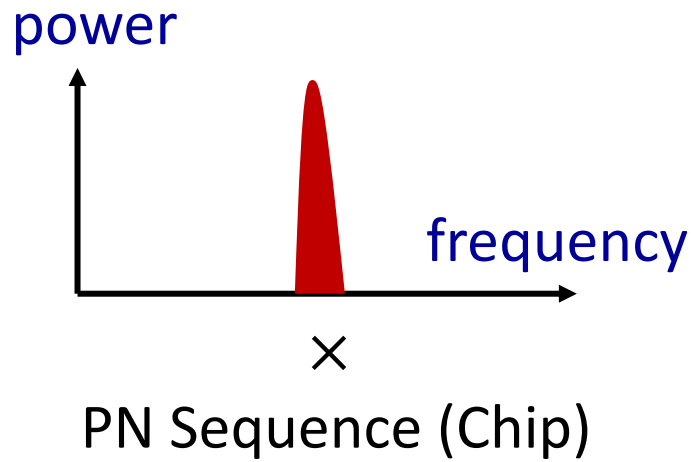
Avoid bad channels by remapping them to other channels.



Spread Spectrum Technology

DSSS:

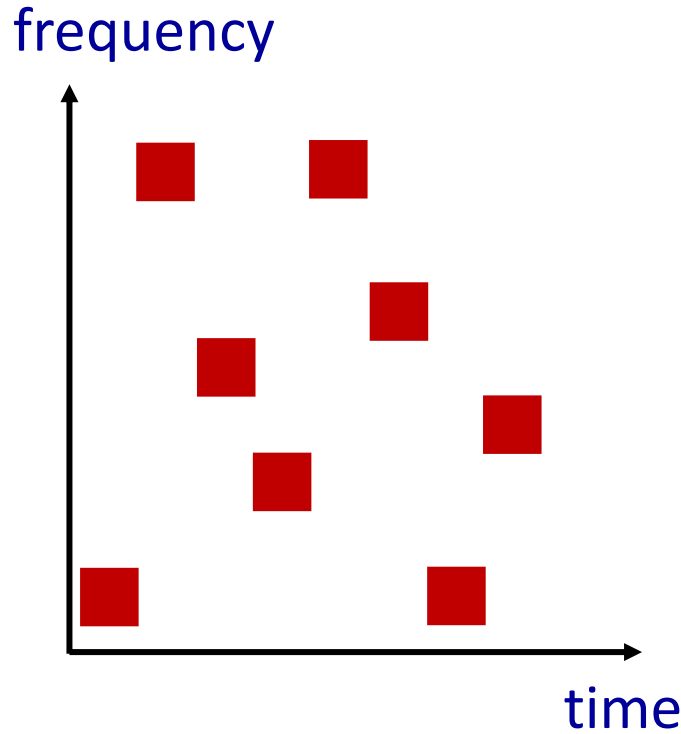
Direct Sequence Spread spectrum



3G, 802.11b,
GPS, Military

FHSS:

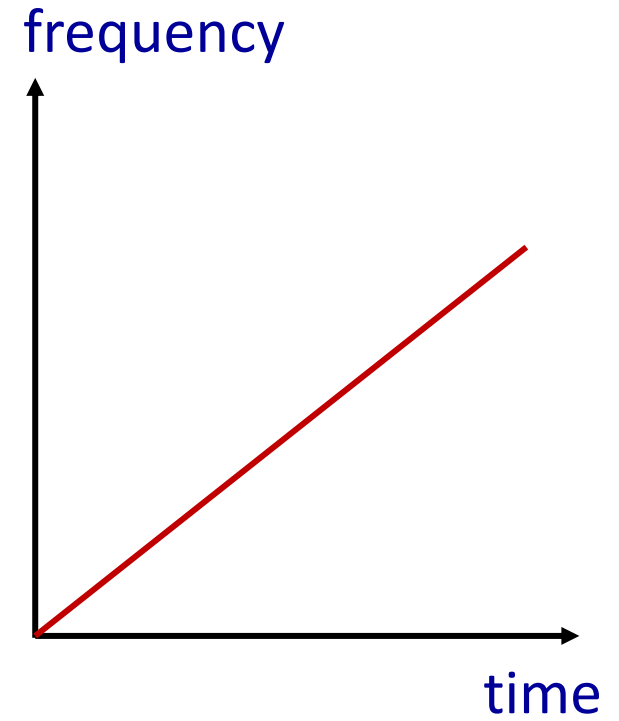
Frequency Hopping Spread spectrum



Bluetooth,
Military

CSS:

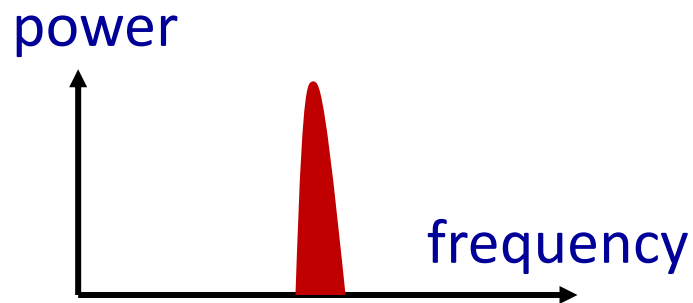
Chirp Spread Spectrum



LPWAN,
Radar

DSSS: Direct Sequence Spread Spectrum

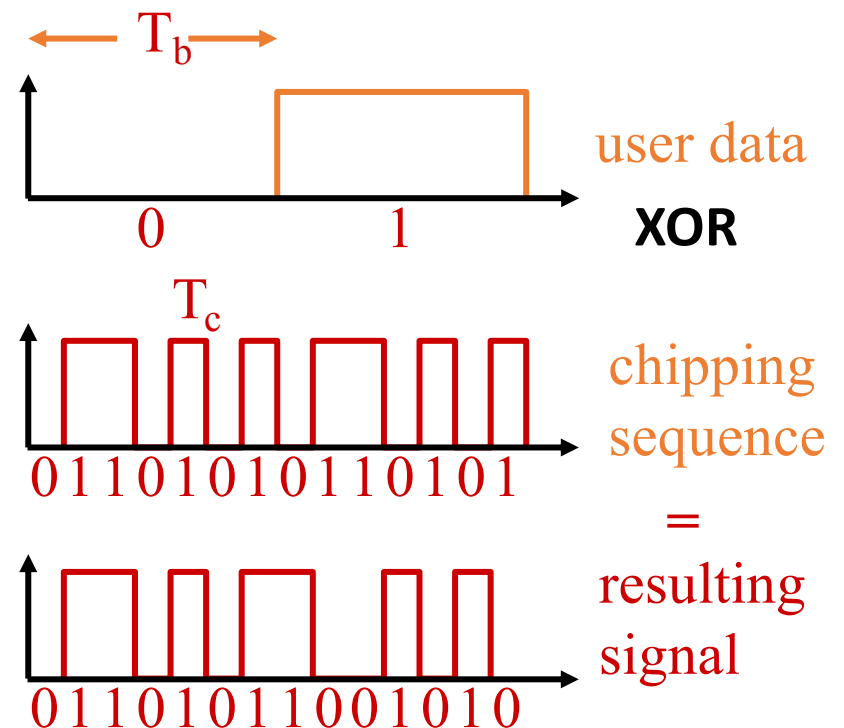
- **Problem:** frequency dependent fading & interference can wipe out narrow band signals for duration of the interference
- **Solution:** spread the narrow band signal into a broad band signal using a special code
- XOR the signal with PN sequence (chipping sequence)



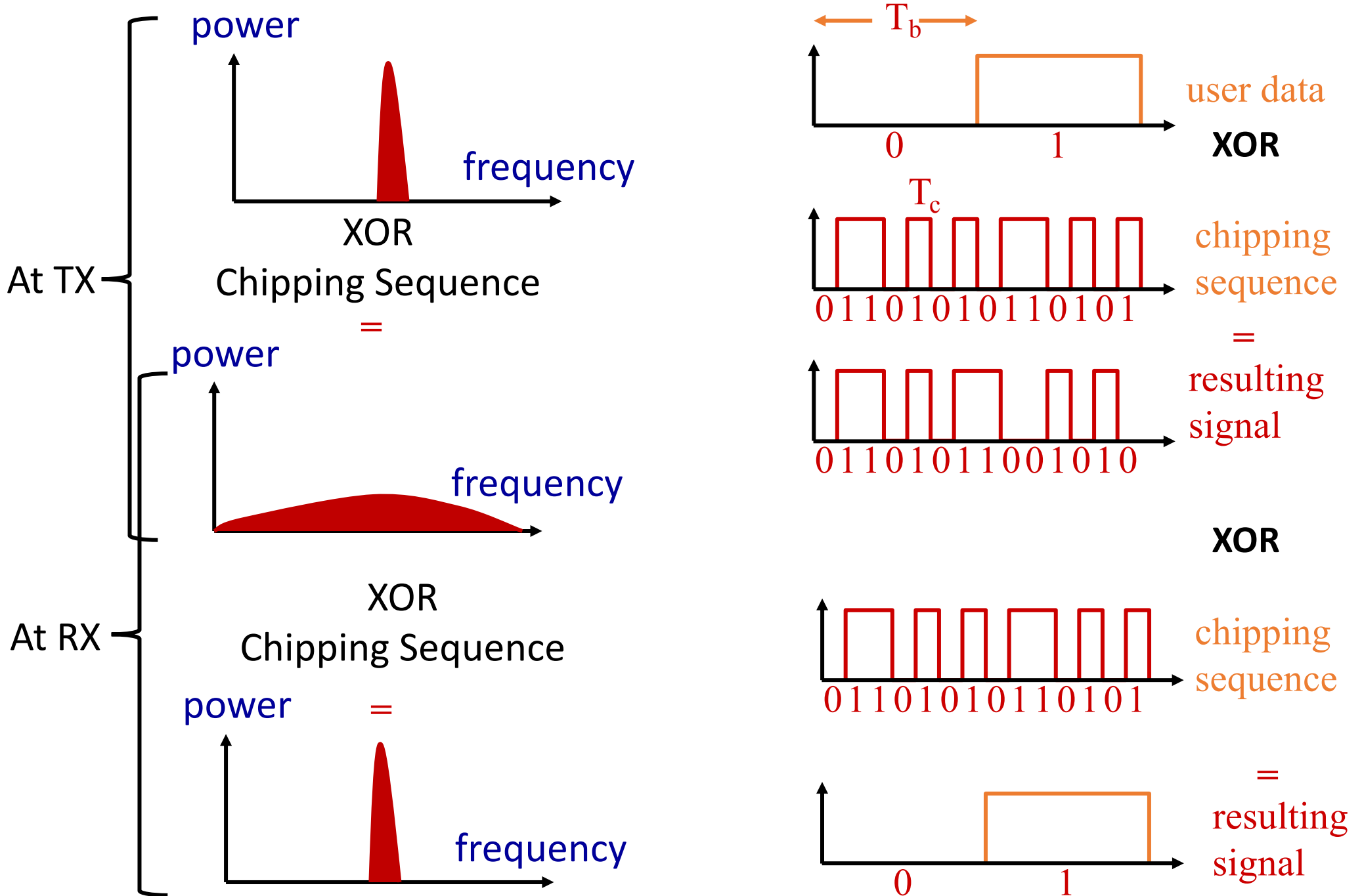
XOR

Chipping Sequence

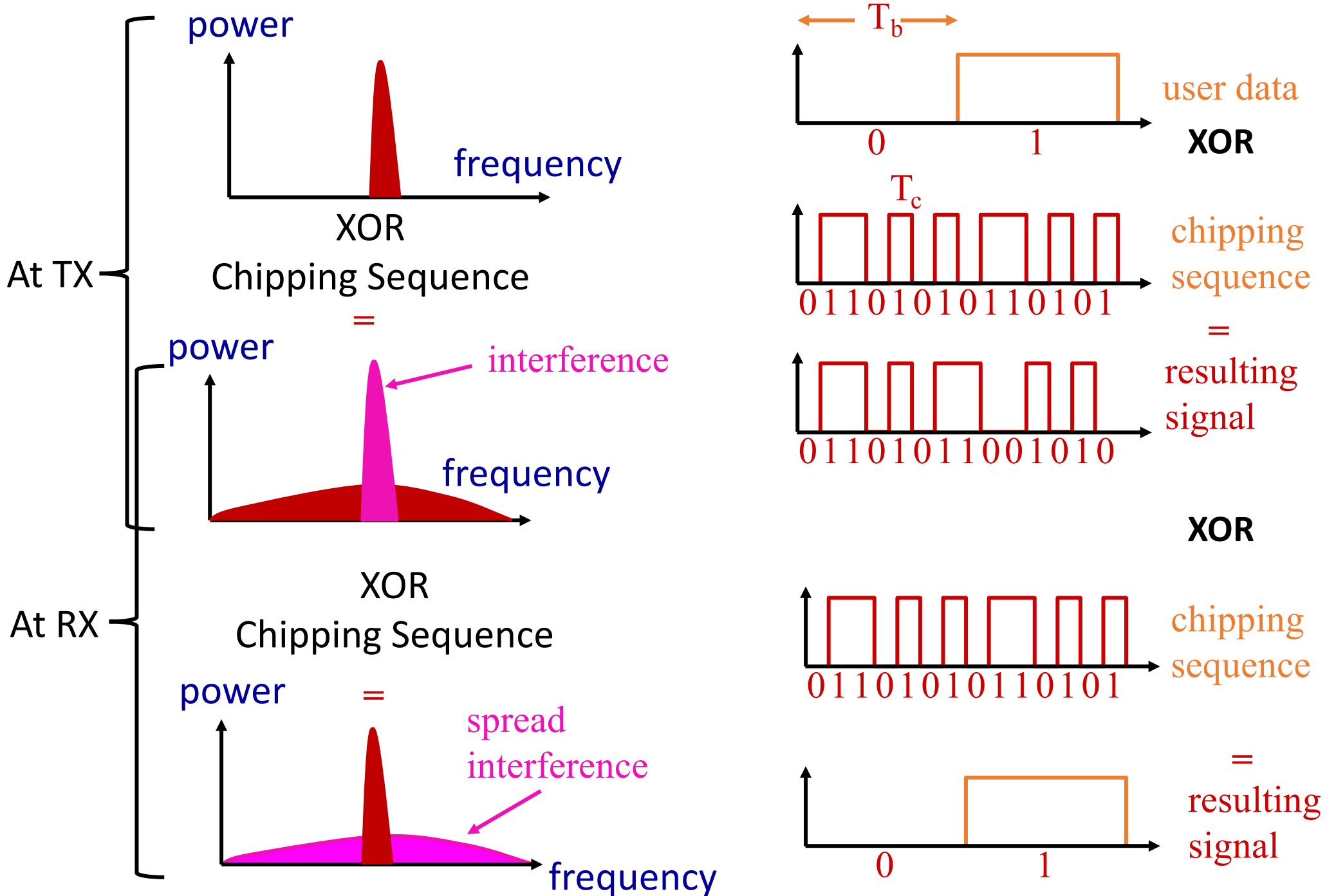
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DSSS: Direct Sequence Spread Spectrum



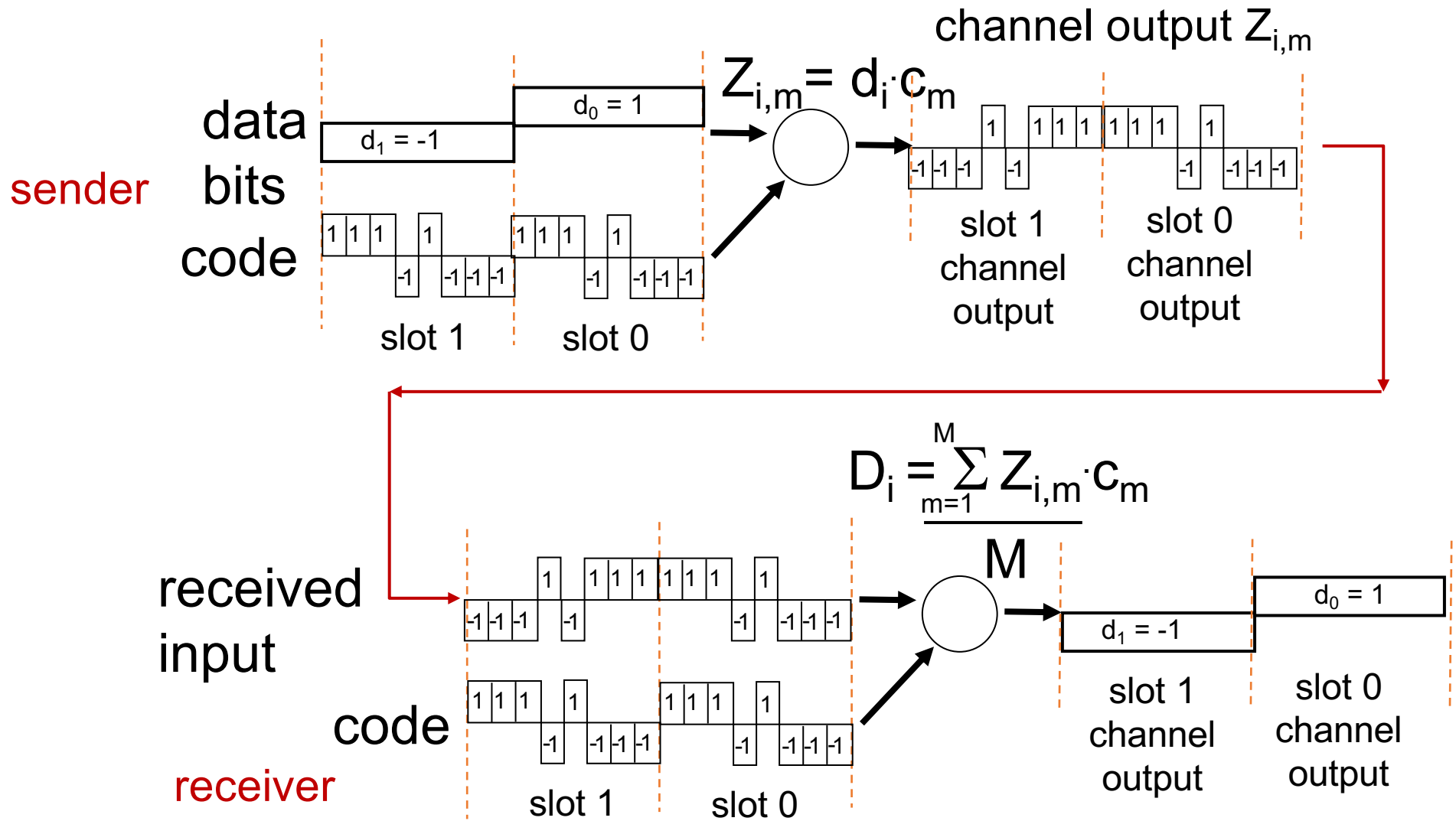
DSSS: Direct Sequence Spread Spectrum



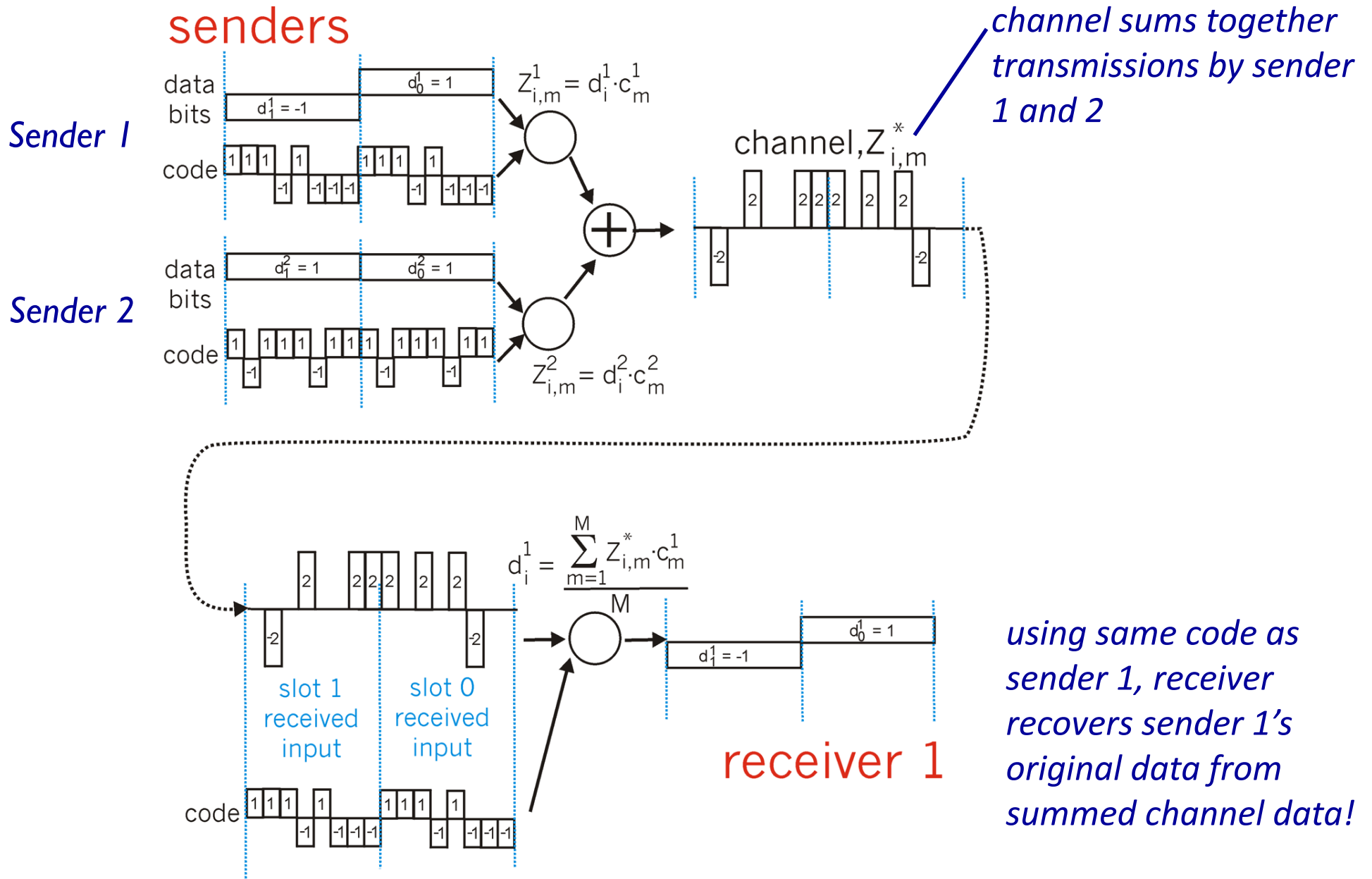
Code Division Multiple Access (CDMA)

- DSSS enables multiple users to transmit at the same time using CDMA
- unique “code” assigned to each user; i.e., code set partitioning
 - all users share same frequency, but each user has own “chipping” sequence (i.e., code) to encode data
 - allows multiple users to “coexist” and transmit simultaneously with minimal interference (if codes are “orthogonal”)
- *encoded signal* = (original data) X (chipping sequence)
- *decoding*: inner-product of encoded signal and chipping sequence

CDMA encode/decode



CDMA: two-sender interference



Code Division Multiple Access (CDMA)

- Ideally, need codes to have good:

Auto-correlation properties: $c_i(t) \cdot c_i(t) = 1$

Cross-correlation properties: $c_i(t) \cdot c_j(t) = 0$ for $j \neq i$

$$\left(\sum_i h_i d_i(t) c_i(t) \right) \cdot c_i(t) = h_i d_i(t)$$

- Need orthogonal codes:

For N users, length of code is exponential in N $\rightarrow 2^{N-1}$

- Example of good codes: Gold Codes, Walsh Codes

DSSS: Direct Sequence Spread Spectrum

DSSS enables decoding at very low SNR

• Transmit: $bit \times c(t)$

• Receiver: $h \times bit \times c(t) + n(t)$

• Decode: $\sum_{t=1}^M h \times bit \times c(t) \times c(t) + n(t) \times c(t)$

$$= M \times h \times bit + \sum_{t=1}^M n(t) \times c(t)$$

$$= M \times h \times bit + n'(t)$$

DSSS: Direct Sequence Spread Spectrum

DSSS enables decoding at very low SNR

- Transmit: $bit \times c(t)$
- Receiver: $h \times bit \times c(t) + n(t)$

$$n(t) \sim N(0, \sigma)$$

$$n'(t) \sim N(0, \sqrt{M}\sigma)$$

- Decode: $\sum_{t=1}^M h \times bit \times c(t) \times c(t) + n(t) \times c(t)$

$$= M \times h \times bit + \sum_{t=1}^M n(t) \times c(t)$$

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DSSS: Direct Sequence Spread Spectrum

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- Transmit: $bit \times c(t)$
- Receiver: $h \times bit \times c(t) + n(t)$
- Decode: $= M \times h \times bit + n'(t)$

$$n(t) \sim N(0, \sigma)$$

$$n'(t) \sim N(0, \sqrt{M}\sigma)$$

$$\text{SNR Before} = \frac{|h|^2}{\sigma^2}$$

$$\text{SNR After} = \frac{|Mh|^2}{M\sigma^2} = M \times \frac{|h|^2}{\sigma^2}$$

SNR Increased By M times

DSSS: Direct Sequence Spread Spectrum

DSSS enables decoding at very low SNR

- GPS uses DSSS with code length $M = 1023$
- GPS uses BPSK: Can be decode well at $SNR > 6$ dB
- GPS signals can be decoded if received at SNR:

$$6 \text{ dB} - 10 \log_{10} M = -24 \text{ dB}$$

- GPS signals come from satellites \rightarrow typically received below the noise floor.

DSSS enables decoding signals buried below the noise floor

DSSS: Direct Sequence Spread Spectrum

DSSS enables decoding at very low SNR

- GPS uses DSSS with code length $M = 1023$

GPS receivers sometimes use a single bit ADC to sample the signal and yet can still decode correctly. How come?

Quantization SNR:

Thermal SNR:

6 dB \times Quantization bits

= 6 dB

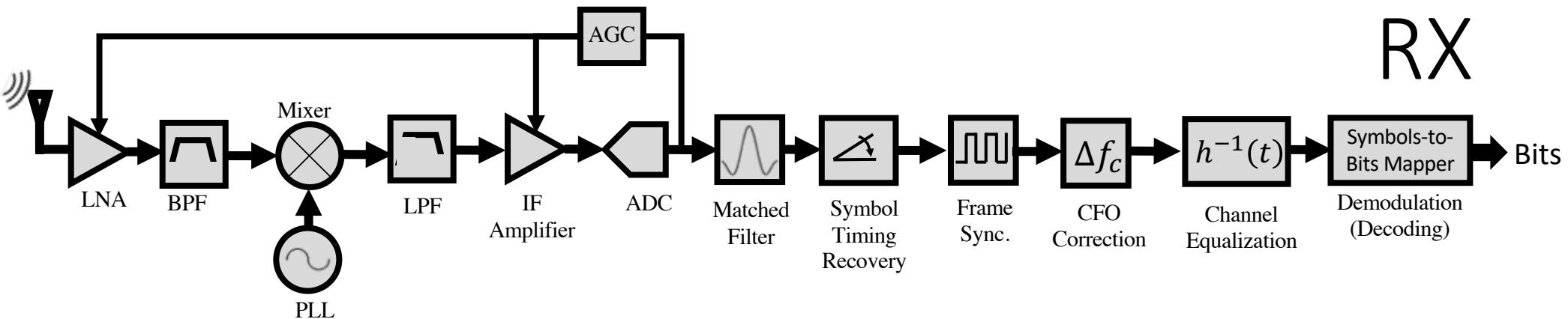
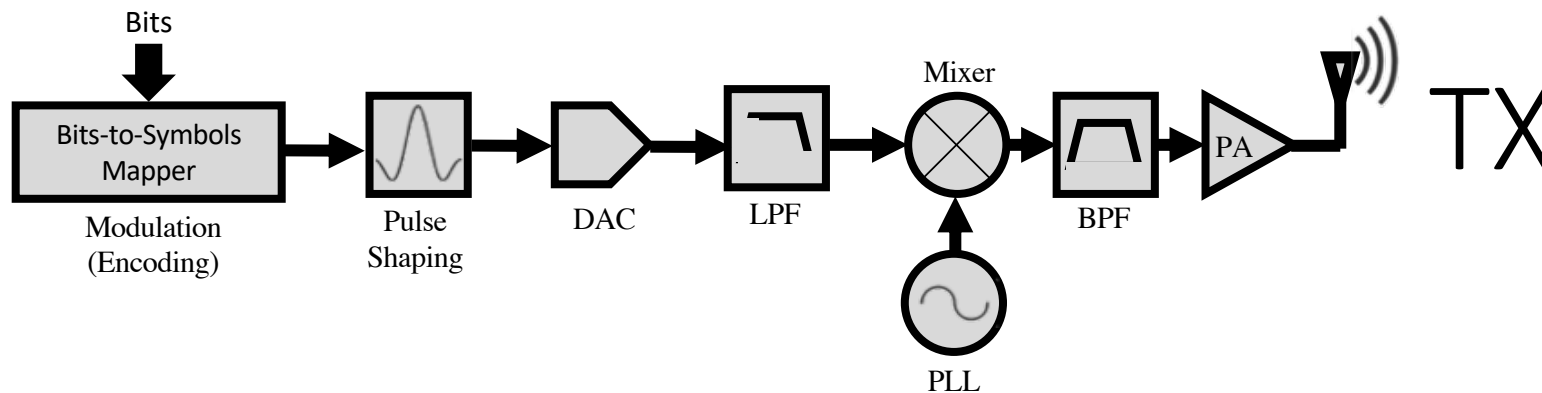
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-23 dB

Summary

Single Carrier TX/RX:

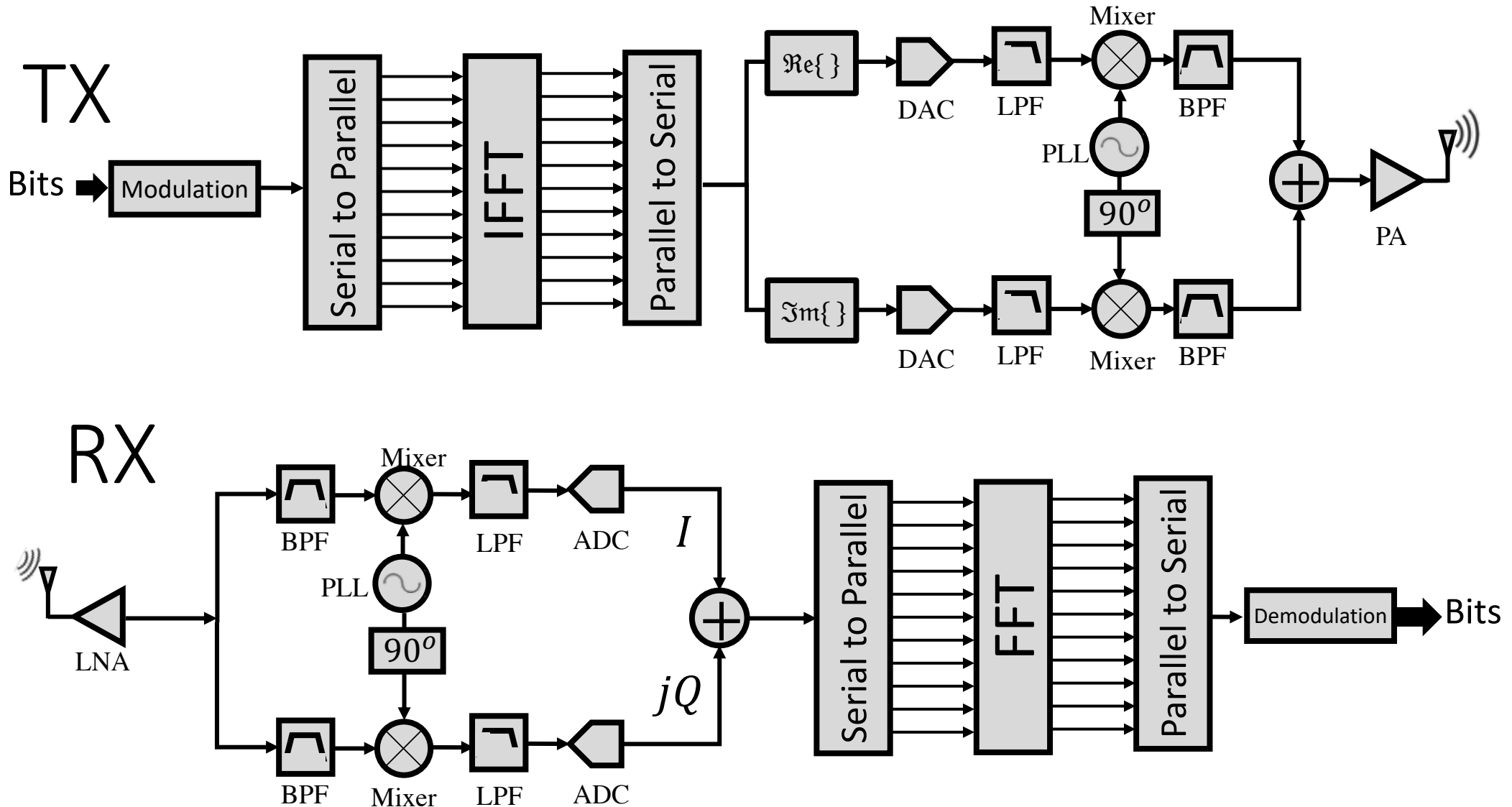
- Up/Down Conversion (Lec. 2)
- Pulse Shaping (Lec. 3)
- Modulation (Lec. 4, 5, 8)
- (DBPSK, BPSK, ASK, FSK, PSK, PAM, QAM,...)
- Frame Synchronization (Lec. 5)
- Channel Equalization (Lec. 6)
- Carrier Recovery & CFO (Lec. 7)
- AGCs (Lec. 8)



Summary

Multi-Carrier TX/RX:

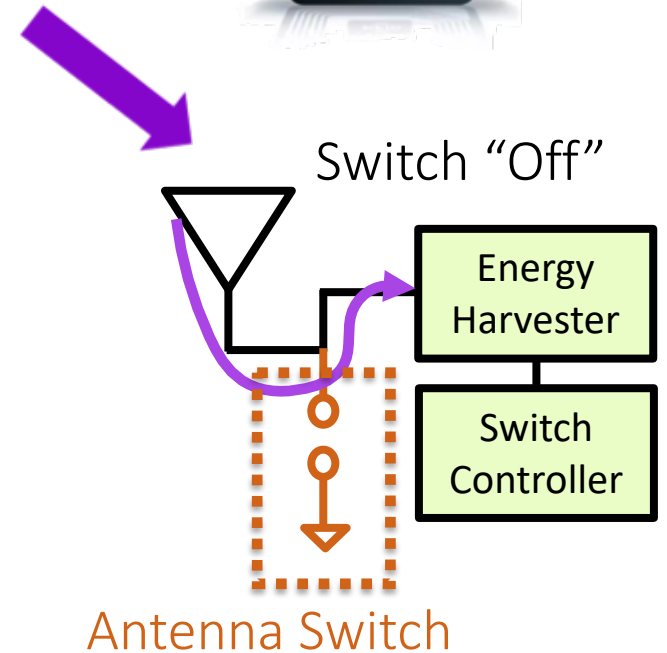
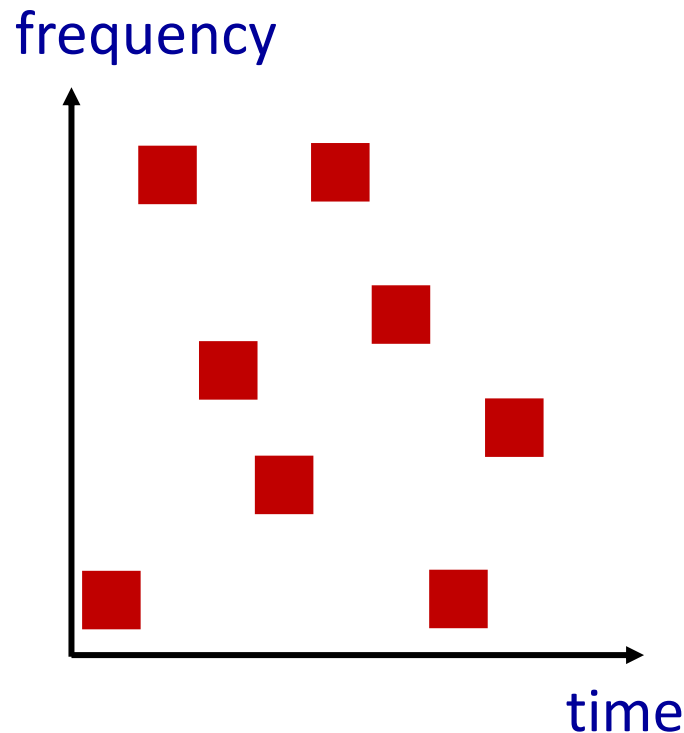
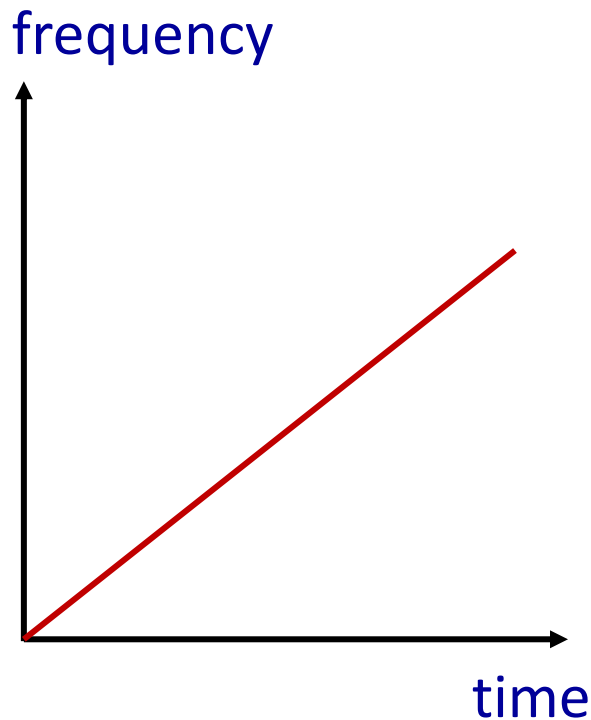
- OFDM (Lec. 9, 10)
- OFDM Synchronization (Lec. 10)



Summary

IoT:

- LPWAN: LoRa (Lec. 11)
- Backscatter Communication: RFIDs, Miller code, full duplex (Lec. 12)
- Bluetooth (Lec. 13)
- Spread Spectrum: DSSS, FHSS, CSS (Lec. 11, 12, 13)



Quiz 2

- Covers Lectures & Lab : 8-13
- Closed Book! Bring nothing except:
 - Pen or Pencil
 - Calculator (No Phones)
- Types of Questions to Expect:
 - 3 Problems (1 on modulation, 1 on OFDM, 1 on IoT)
- No Labs the week of the Quiz.