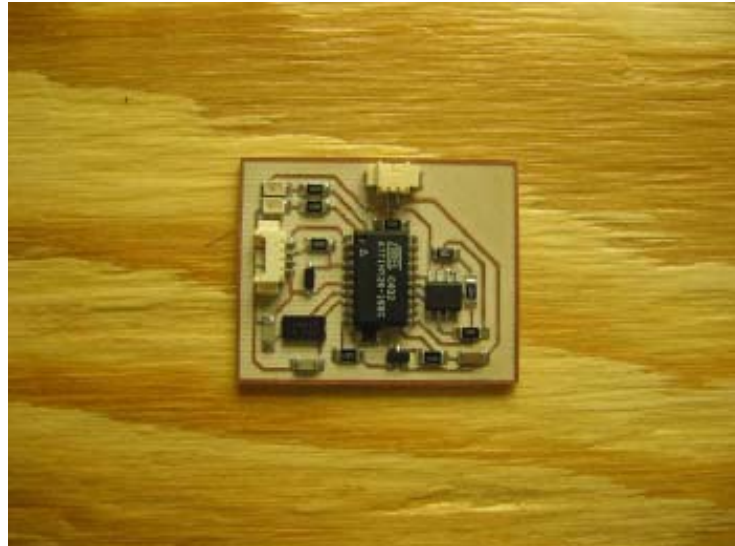


Internet 0 Demodulation using Mathematical Programming

Andy Sun
NMM Project Presentation



[1]



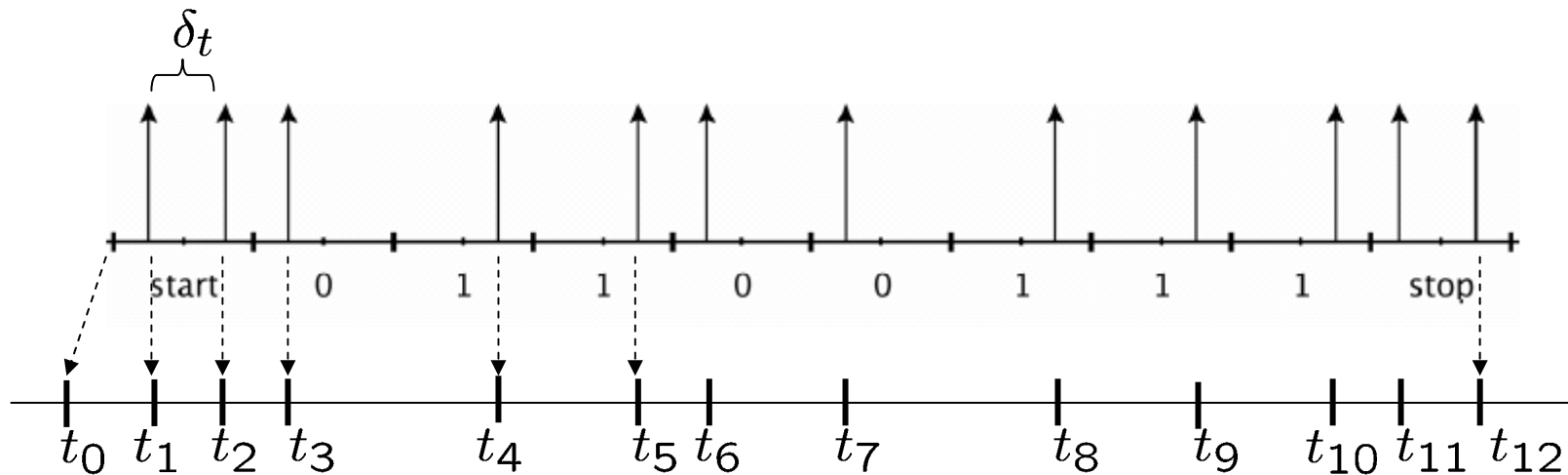
[2]

May 16, 2005

[1]Krikorian, R. Internet 0 Present, conference presentation

[2]Gershenfeld,N.,Krikorian R. and Cohen D. The Internet of Things,Scientific American, 291(Oct. 2004)

Impulse Sequence with Manchester Encoding



pulse position vector: $t = (t_0, t_1, t_2, \dots, t_{12})^T$

bit-sequence vector: $b = (b_1, b_2, \dots, b_8)^T$

A nice relation between $\vec{t}$ and $\vec{b}$:

$$t_3 - t_2 = (1 + b_1)\delta_t$$

$$t_4 - t_3 = (2 + b_2 - b_1)\delta_t$$

$$t_5 - t_4 = (2 + b_3 - b_2)\delta_t$$

...

$$t_{11} - t_{10} = (2 - b_8)\delta_t$$

$$\text{Define: } \Delta t_1 = (t_3 - t_2)/\delta_t - 1$$

$$\Delta t_i = (t_{i+2} - t_{i+1})/\delta_t - 2$$

$$i = 2, \dots, 8$$

$$\text{vector: } \Delta t = (\Delta t_1, \dots, \Delta t_8)^T$$

A nice relation between Δt and b :

$$Ab = \Delta t$$

$$A = \begin{bmatrix} 1 & & & & & & & \\ -1 & 1 & & & & & & \\ & -1 & 1 & & & & & \\ & & -1 & 1 & & & & \\ & & & -1 & 1 & & & \\ & & & & -1 & 1 & & \\ & & & & & -1 & 1 & \\ & & & & & & -1 & 1 \end{bmatrix} \quad A^{-1} = \begin{bmatrix} 1 & & & & & & & \\ 1 & 1 & & & & & & \\ 1 & 1 & 1 & & & & & \\ 1 & 1 & 1 & 1 & & & & \\ 1 & 1 & 1 & 1 & 1 & & & \\ 1 & 1 & 1 & 1 & 1 & 1 & & \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \end{bmatrix}$$

therefore, b_1 is Δt_1

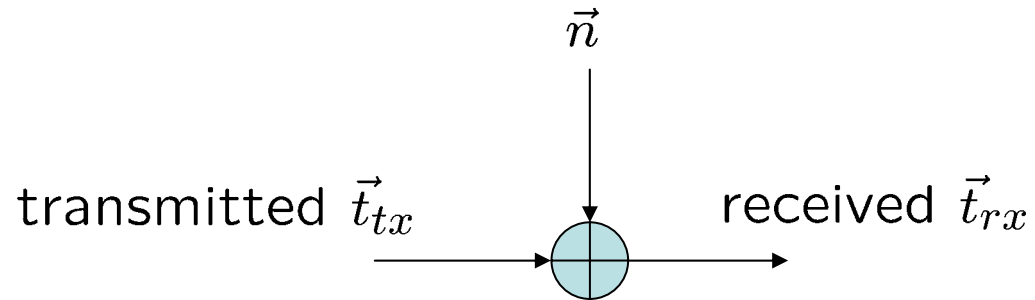
b_2 is the sum $\Delta t_1 + \Delta t_2$

b_3 is the sum $\Delta t_1 + \Delta t_2 + \Delta t_3$

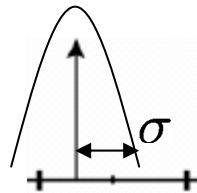
...

In another word, b is the first eight elements of the convolution sum of 1 and Δt

Channel Model:



Pulse position perturbed by Gaussian noise $\mathcal{N}(0, \sigma^2)$



Demodulation by Mathematical Programming

$$\min_{t_0, \delta_t} \sum_{i=1}^{12} \min(d_{i1}(t_0, \delta_t, t_i), d_{i2}(t_0, \delta_t, t_i)) \quad (1)$$

$$\text{where } d_{i1}(t_0, \delta_t, t_i) = |t_0 + (2i + 0.5)\delta_t - t_i|$$

$$d_{i2}(t_0, \delta_t, t_i) = |t_0 + (2i + 1.5)\delta_t - t_i|, i = 2, \dots, 10$$

$$d_{11} = d_{12} = |t_0 + \delta_t - t_1|$$

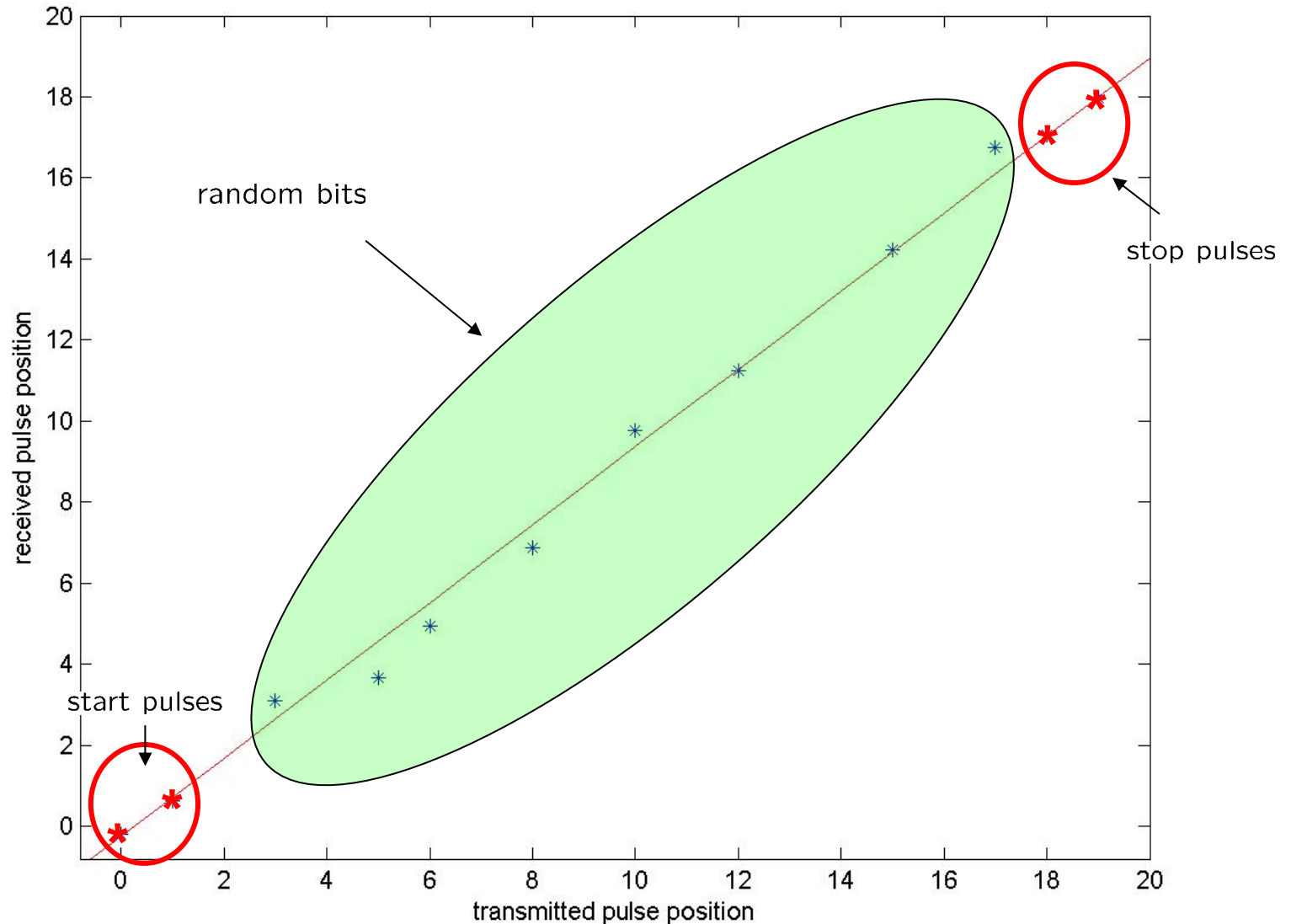
$$d_{21} = d_{22} = |t_0 + 1.5\delta_t - t_1|$$

$$d_{111} = d_{112} = |t_0 + 18.5\delta_t - t_1|$$

$$d_{121} = d_{122} = |t_0 + 19.5\delta_t - t_1|$$

Simple implementation: linear regression on t_0, δ_t

Observation:



Simple regression model:

$$y = t_0 + \delta_t \cdot k$$

where $k = [0.5, 1.5, 18.5, 19.5]^T$

$y = [t_1, t_2, t_{11}, t_{12}]^T$, i.e. start/stop pulses

Estimate pulse positions $\tilde{t} = [\tilde{t}_1, \dots, \tilde{t}_8]^T$ from t_0, δ_t :

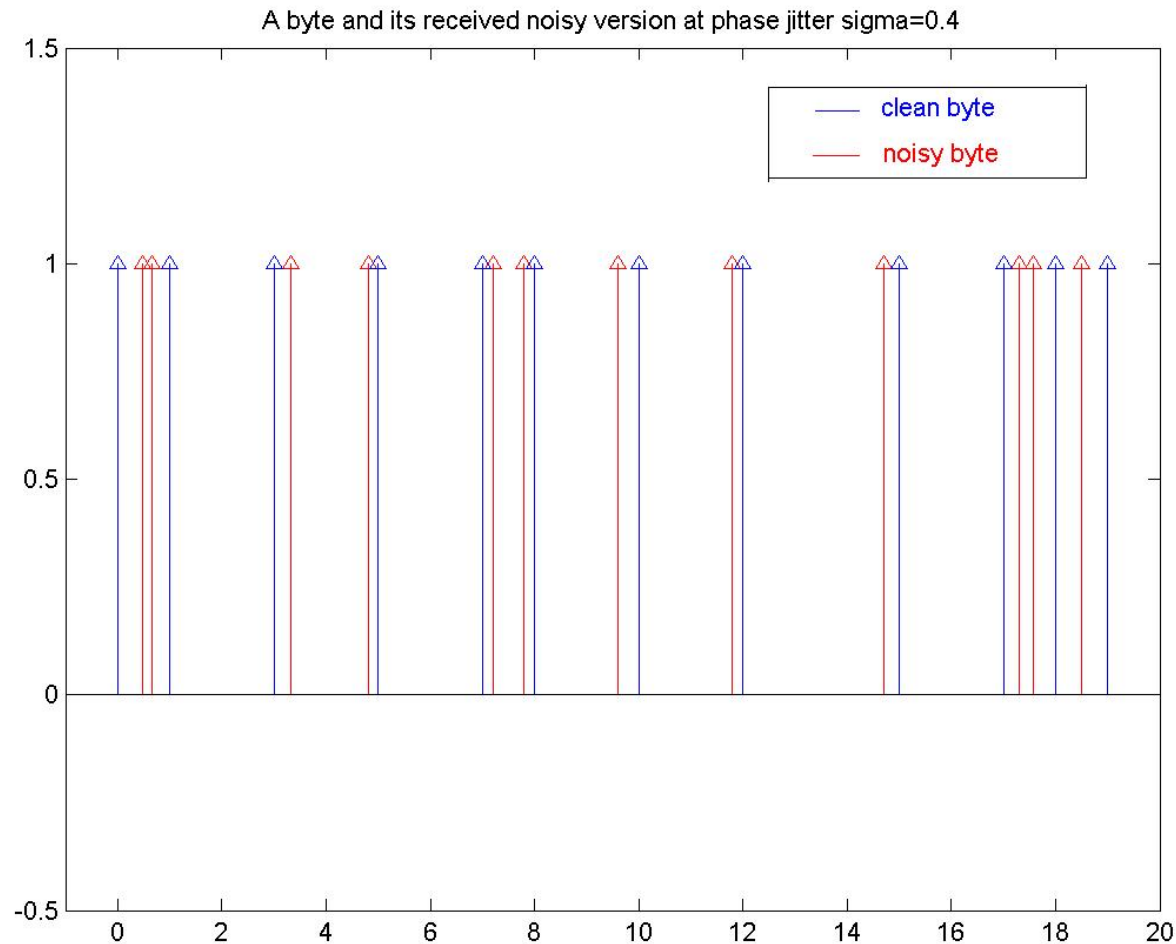
$$\min |\tilde{t}_i - t_i|$$

$$\text{s.t. } \tilde{t}_i = \{f_{i1}(t_0, \delta_t), f_{i2}(t_0, \delta_t)\}$$

where:

$$f_{i1}(t_0, \delta_t) = t_0 + (2i + 0.5)\delta_t$$

$$f_{i2}(t_0, \delta_t) = t_0 + (2i + 1.5)\delta_t$$

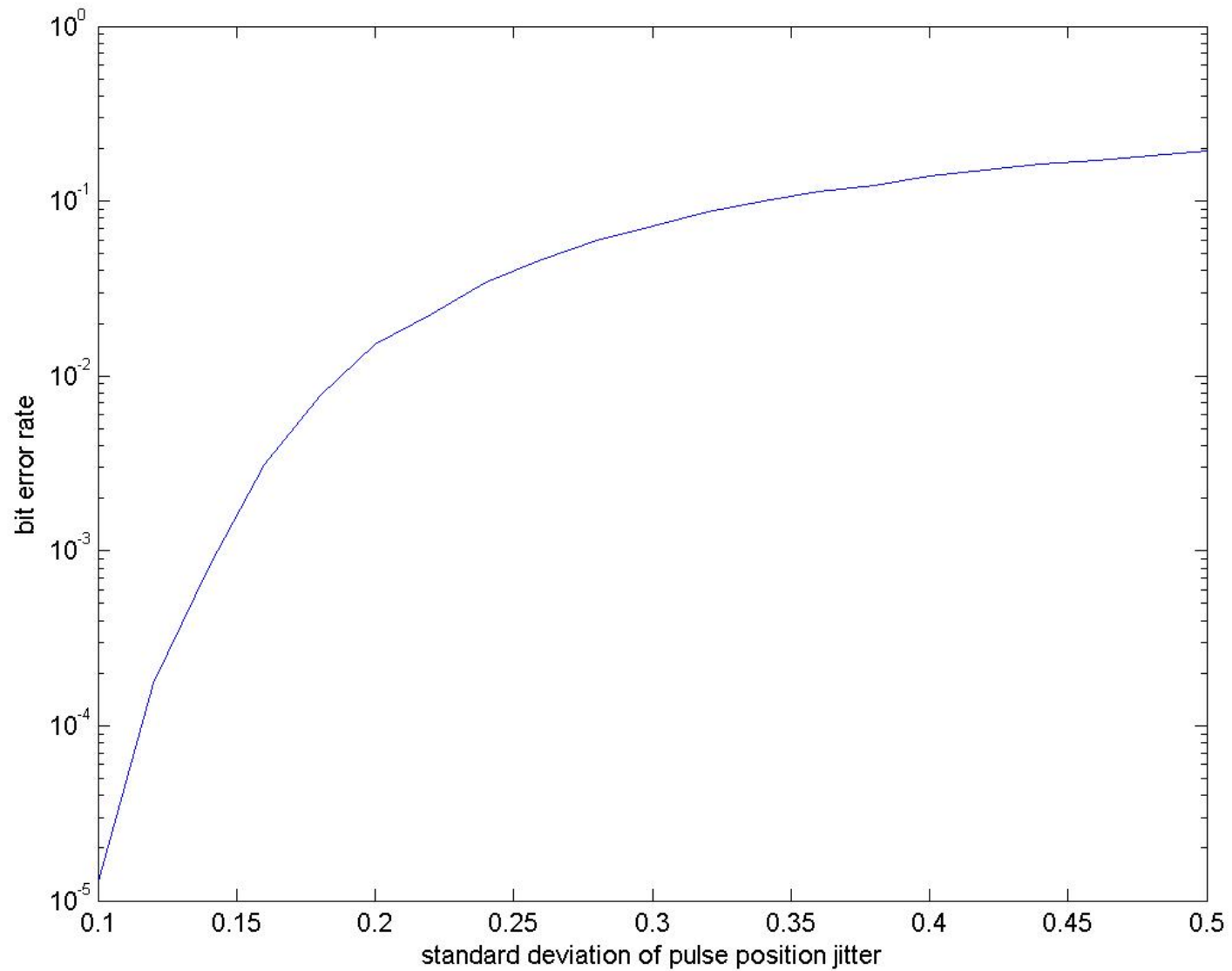


Clean byte [00011100] has $t_0 = -0.5, \delta_t = 1$

Estimated $t_0 = -0.3925, \delta_t = 0.9695$

and the byte is correctly demodulated

Simulation bit-error-rate v.s. phase noise:



Demodulation by Mathematical Programming

$$\min_{t_0, \delta_t} \sum_{i=1}^{12} \min(d_{i1}(t_0, \delta_t, t_i), d_{i2}(t_0, \delta_t, t_i)) \quad (1)$$

$$\text{where } d_{i1}(t_0, \delta_t, t_i) = |t_0 + (2i + 0.5)\delta_t - t_i|$$

$$d_{i2}(t_0, \delta_t, t_i) = |t_0 + (2i + 1.5)\delta_t - t_i|, i = 2, \dots, 10$$

$$d_{11} = d_{12} = |t_0 + \delta_t - t_1|$$

$$d_{21} = d_{22} = |t_0 + 1.5\delta_t - t_1|$$

$$d_{111} = d_{112} = |t_0 + 18.5\delta_t - t_1|$$

$$d_{121} = d_{122} = |t_0 + 19.5\delta_t - t_1|$$

(1) $\Rightarrow$

$$\min_{t_0, \delta_t} \sum_{i=1}^{12} \max(-d_{i1}, -d_{i2})$$

$\Rightarrow$

$$\begin{aligned} \min_{t_0, \delta_t, z} \sum_{i=1}^{12} z_i \\ \text{s.t. } z_i \geq -d_{i1}, \\ z_i \geq -d_{i2} \\ i = 1, 2, \dots, 12 \end{aligned}$$

$\Rightarrow$

$$\begin{aligned} \min_{t_0, \delta_t, z} \mathbf{1}^T z \\ \text{s.t. } z_i \geq -d_{i1}, \\ z_i \geq -d_{i2} \\ i = 1, 2, \dots, 12 \end{aligned}$$

linear cost, absolute-value(quadratic) constraints

Questions?

simulation of the optimization problem in (1)

