

## Linear Equalizers

Suboptimal but low complexity

techniques to recover the  
stream of symbols in ISI channels

Let  $g_c(t)$  be pulse shape for  
modulation

$g_c(t)$  be channel impulse response

$$p(t) = g_c(t) * g_c(t)$$

effective pulse shape

Recall, to implement MLSE, we

~~can~~ build matched filter  
with impulse response  $p^*(-t)$

Now, let  $p(t) \leftrightarrow P(f)$  <sup>(spectrum)</sup>

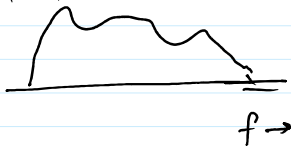
$$p^*(-t) \leftrightarrow P^*(f)$$

Matched filter should have  
frequency response  $P^*(f)$ .

Building

$$|P(f)| = |P^*(f)|$$

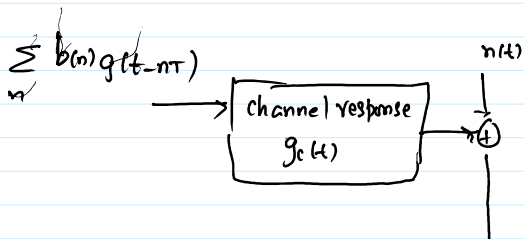
analog  
filter

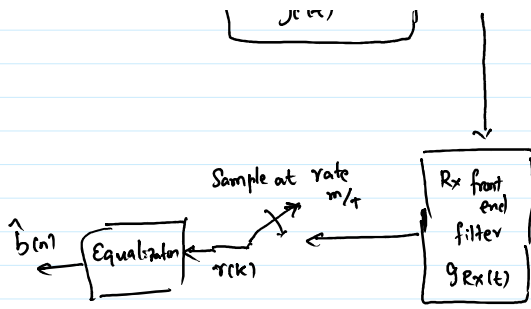


with given  
arbitrary response is not easy.

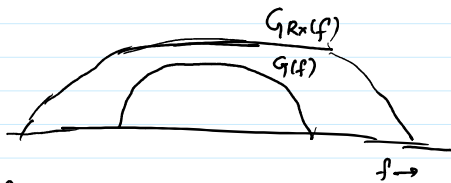
### Typical Receiver Implementation

use a generic/simple filter  
at the receiver front end.





- ① Since original pulse shape  $g(t)$  is typically bandlimited we can predesign  $g_{Rx}(t)$



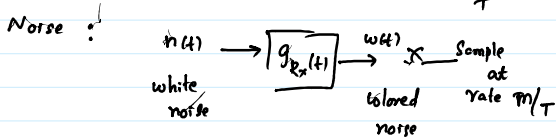
$G_{Rx}(f) \rightarrow$  allows the entire signal spectrum to pass through.  
 Also has long transition band for ease in implementation

- ② Sampling rate  $\frac{m}{T}$ ,  $m$  is positive integer
- $m=1$  symbol spaced sampling
  - $m>1$  fractional spaced sampling

Impact of  $g_{Rx}(t)$  on the signal and noise

Signal:  $\sum b_m g(t-mT) * g_c(t) * g_{Rx}(t)$

↓ Sample at rate  $\frac{m}{T}$



First, let us look at noise statistics

$n(t) \rightarrow$  complex WGN with variance  $2\sigma^2$

$$w(t) = n(t) * g_{Rx}(t)$$

$w(t)$  is colored Gaussian noise  
with auto correlation function

$$R_w(\tau) = E\{w(t) w^*(t-\tau)\}$$

$$= 2\sigma^2 \int_{-\infty}^{\infty} g_{Rx}(t) g_{Rx}^*(t-\tau) dt$$

Let  $w(k) = w(t)$  sampled at  
 $t = kT/m$   
↓  
discrete time noise sequence

Now, ACF of discrete time noise  
sequence

$$E\{w(k) w^*(k-l)\} = R_w(lT/m)$$

from CT ACF, we can get DT ACF.

Now, let us look at signal component

$$\sum_n b(n) g(t-n) * g_c(t) * g_{Rx}(t) \rightarrow \text{Sampled at}$$

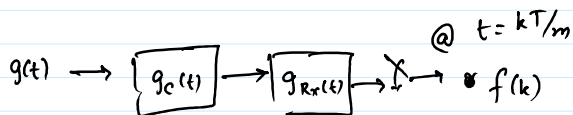
$$t = kT/m$$

$$\downarrow$$

$$r(k)$$

What is the relation between  $b(n)$  &  $r(k)$ ?

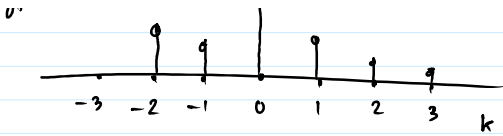
Say, we send a single pulse  $g(t)$



$$f(k) = g(t) * g_c(t) * g_{Rx}(t) \Big|_{t = kT/m}$$

Typical  $f(k)$





$f(k) \rightarrow$  usually a finite duration sequence

Input  $g(t) \xrightarrow{\text{Net Output}} f(k) \quad k \in \mathbb{Z}$

$b(n) g(t) \xrightarrow{\text{linearity}} b(n) f(k)$

$g(t-T) \xrightarrow{\text{Time invariance}} f(k-m)$   
 Shift by symbol duration  $\downarrow$  Shift by symbol duration  
 (m samples in each symbol duration)

$b(n) g(t-nT) \xrightarrow{\quad} b(n) f(k-mn)$

$\sum_n b(n) g(t-nT) \xrightarrow{\quad} \sum_n b(n) f(k-mn)$   
 $\parallel$   
 $r(k)$

In the presence of noise,

we have the following DT model

$$r(k) = \sum_n b(n) f(k-nm) + w(k)$$

$b(n) \rightarrow$  input symbols

$r(k) \rightarrow$  received samples  
 @ rate  $m/T$

$f(k) \Rightarrow$  DT response for single pulse  $g(t)$

$w(k) \rightarrow$  colored noise samples

As long as filter  $g_{rx}(t)$  and  
sampling rate  $m/T$  are  
chosen appropriately there is  
no loss / <sup>very</sup> little loss of information  
from  $z$  to above DF model

Also, since  $f(k)$  is usually of finite  
duration,

only few input samples around

$\{b(k/m)\}$  will have

contribution to  $r(k)$

Or, symbols around  $\{b(n)\}$  will have

contribution to  $r(nm)$

$x \text{ ————— } x$

We consider a specific symbol  $b(n)$

We want to estimate the value of  $b(n)$

using  $L$  observations which have

significant contribution from  $b(n)$

$L$  samples centered around  $k = nm$

Collect them as a vector  $\underline{y}(n)$

$\underline{y}(n) \rightarrow$  will have signal contributions  
from say

$$b(n-k_1), \dots, b(n), \dots, b(n+k_2)$$

We can write

$$\begin{aligned} \underline{y}(n) = & \underline{u}_0 b(n) + \underline{u}_{-1} b(n-1) + \dots + \underline{u}_{-k_1} b(n-k_1) \\ & + \underline{u}_1 b(n+1) + \dots + \underline{u}_{k_2} b(n+k_2) \\ & + \underline{w}(n) \end{aligned}$$

$\underline{u}_i$  vectors are constructed using

our DT model

( they contain entries from  $\{f(u)\}$  )

$\underline{w}(n) \rightarrow$  Colored noise vector with

covariance matrix  $C_w$

Now,

$$\underline{y}(n) = \underbrace{[\underline{u}_{-k_1} \dots \underline{u}_0 \dots \underline{u}_{k_2}]}_U \begin{bmatrix} b(n-k_1) \\ \vdots \\ b(n) \\ \vdots \\ b(n+k_2) \end{bmatrix} + \underline{w}(n)$$

$\underbrace{\hspace{10em}}_{\underline{b}(n)}$

$$\underline{y}(n) = U \underline{b}(n) + \underline{w}(n)$$

$$L \times 1 \quad L \times k \quad k \times 1 \quad L \times 1$$

Vector model for recovering  
a specific symbol  
 $b(n)$

Note: Typically  $L > k$  when  $m > 1$

• To get vector model for  $b(n)$

we shift  $\underline{b}(n)$  by 1 unit

$\underline{y}(n)$  by  $m$  units

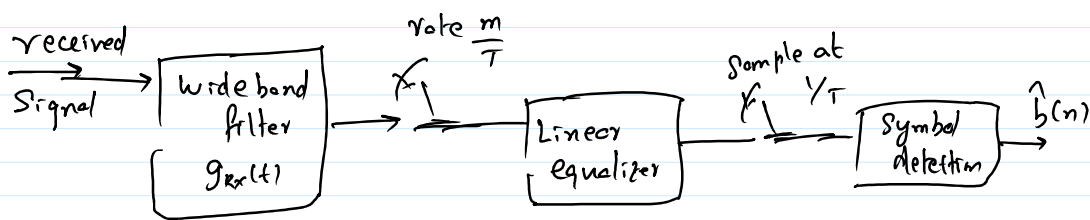
$U$  &  $C_w$  remain same

We consider two linear equalizers

① Zero forcing

② MMSE

Overall architecture



Linear Equalizer :

Using  $\underline{y}(n)$ , we want to recover

$\downarrow$   
 $L \times 1$  vector symbol  $b(n)$   
 $\uparrow$   
 Single Symbol

Let  $\underline{c}$  be a  $L \times 1$  vector

We compute decision statistic

$$z(n) = \langle \underline{y}(n), \underline{c} \rangle$$

$$= \underline{c}^* \underline{y}(n)$$

$$= \underline{c}^* \underline{y}_0 b(n) + \sum_{\substack{i \neq 0 \\ i = -k_1 \\ i = k_2}} \underline{c}^* \underline{y}_i b(n-i)$$

$$\begin{aligned}
 & i \neq 0 \\
 & i = -k_1 \\
 & + \sum_{i=-k_1}^{k_2} \underline{w}_i
 \end{aligned}$$

Signal component:  $\sum \underline{u}_0$

ISI components:  $\sum \underline{u}_i \quad i \neq 0$

noise component:  $\sum \underline{w}$

To make reliable decision on  $b(n)$

using  $z(n)$ , we need

Signal component to be high

ISI & noise component to be small

Goal: Design  $\underline{c}$  suitably.

### ① Zero Forcing Equalizer -

Criterion:

$$\left. \begin{aligned}
 \text{Want } \sum \underline{u}_0 &= 1 \\
 \sum \underline{u}_i &= 0 \text{ for } i \neq 0 \\
 & i = -k_1 \text{ to } k_2
 \end{aligned} \right\} (*)$$

or equivalently

$$\underline{c}^H \underline{U} = [0, \dots, 0, 1, 0, \dots, 0]$$

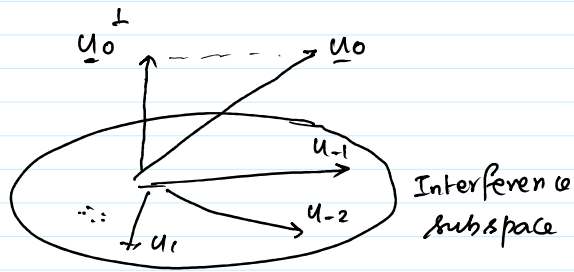
↓  
at location  $i_0$

$$\text{or } \underline{U}^H \underline{c} = \begin{bmatrix} 0 \\ \vdots \\ 0 \\ 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$

$$\underline{U}^H \underline{c} = \underline{e}$$

Geometric View





Solution for (\*) exist if & only if

$\underline{u}_0$  is linearly independent of  
 $\{ \underline{u}_i \quad i \neq 0, i = -k_1 \text{ to } -k_2 \}$

In this case, we have

$$\underline{\xi} = \underline{U} (\underline{U}^H \underline{U})^{-1} \underline{e}$$

pseudo inversion.

Now

$$\underline{u}_0 = \underbrace{\underline{u}_0^{\parallel}}_{\substack{\text{Component} \\ \text{of } \underline{u}_0 \\ \text{along} \\ \text{interference} \\ \text{subspace}}} + \underbrace{\underline{u}_0^{\perp}}_{\substack{\text{Component of } \underline{u}_0 \\ \text{orthogonal to} \\ \text{interference} \\ \text{subspace}}}$$

Note:  $\underline{\xi}^H \underline{u}_0^{\perp} = 0$

After ZF equalization,

Only orthogonal component  $\underline{u}_0^{\perp}$   
 contributes to signal

ZF output SNR  $\propto \|\underline{u}_0^{\perp}\|^2$

Noise Enhancement factor =  $\frac{1}{\dots}$

$$\text{noise enhancement factor} = \frac{1}{\|u_0^1\|^2}$$

Intuitively,

ZF nulls out ISI completely

but enhances noise

(by reduction of signal component)

$r$  —————

MMSE Equalization:

- Strikes a balance between removal of ISI & noise enhancement
- Allows for some residual ISI but overall SINR is better than ZF

• MMSE criterion

choose  $\underline{c}$  such that

$$E \{ |b(n) - \underline{c}^T \underline{r}(n)|^2 \} \text{ is minimum}$$

• optimal  $\underline{c}$  is given by

$$\underline{c}_{\text{MMSE}} = \underline{Q}^{-1} \underline{p}$$

where

$$\underline{Q} = E \{ \underline{y}(n) \underline{y}^*(n) \}$$

$$\underline{p} = E \{ \underline{y}(n) b^*(n) \}$$

- Suppose input symbols are uncorrelated (zero mean)

$$E \{ b(n) b^*(m) \} = \begin{cases} 0 & \text{if } m \neq n \\ \sigma_b^2 & \text{if } m = n \end{cases}$$

then  $\underline{Q} = \sigma_b^2 \underline{U} \underline{U}^* + \underline{C} \underline{w}$

$$\underline{p} = \sigma_b^2 \underline{u}_0$$

- SIR at output

$$= \frac{\sigma_b^2 | \underline{s}^* \underline{u}_0 |^2}{\sigma_b^2 \sum_{i \neq 0} | \underline{s}^* \underline{u}_i |^2 + \underline{s}^* \underline{C} \underline{w} \underline{s}}$$

- MMSE equalizer maximises

~~SIR~~ SIR among all  
linear equalizers

- when noise is small  $\sigma^2 \approx 0$

then MMSE & ZF coincide.

# Decision Feedback Equalization (DFE)

Recall

$$\begin{aligned} \underline{y}(n) = & \underline{y}_0 b(n) + \underline{w}(n) \\ & + \sum_{i=1}^{k_1} b(n-i) \underline{y}_{-i} \rightarrow \text{ISI from past symbols} \\ & + \sum_{i=1}^{k_2} b(n+i) \underline{y}_i \rightarrow \text{ISI from future symbols} \end{aligned}$$

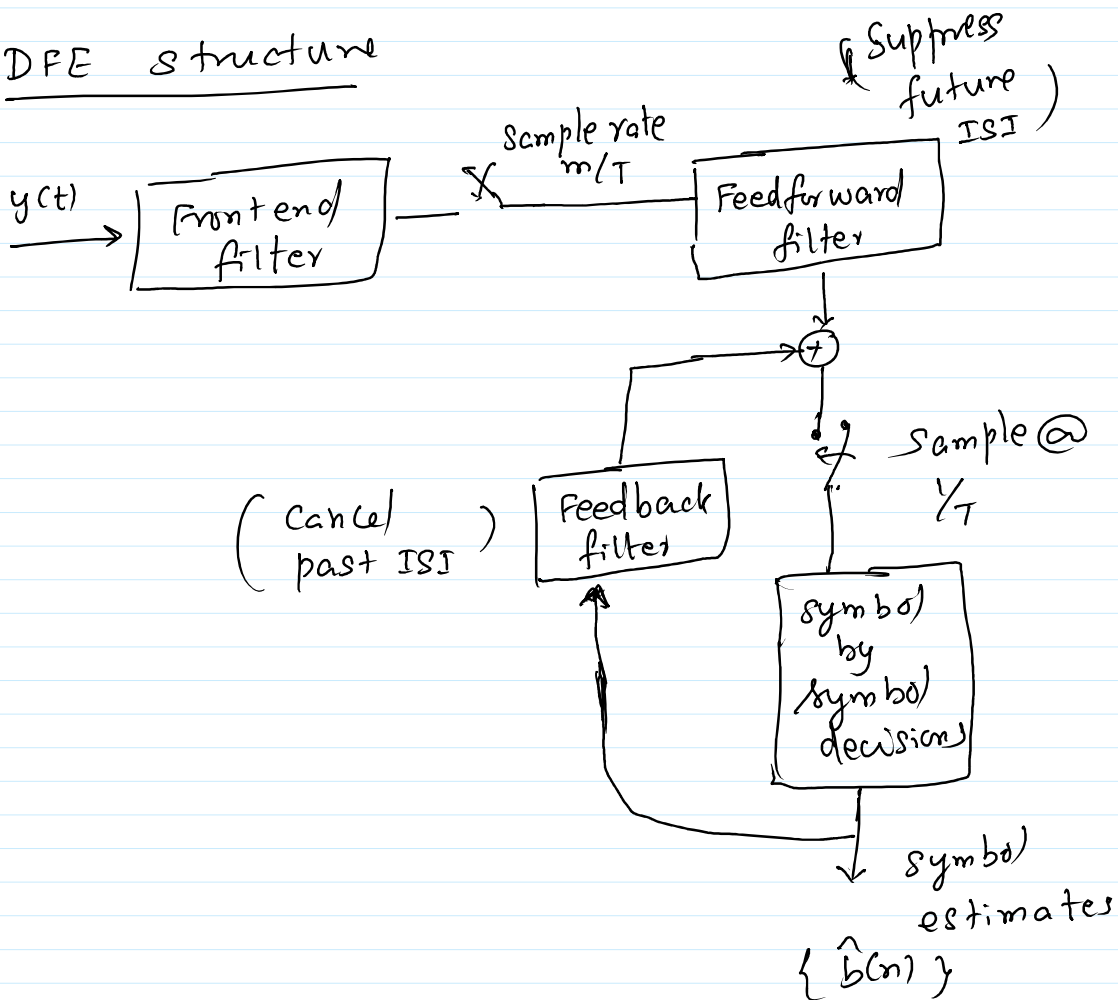
## DFE Concept

- Since past symbols  $b(n-i)$ ,  $i > 0$  have already been demodulated we can use those symbol estimates to cancel the ISI from past symbols
- Since past ISI is removed (under error free demodulation)

linear equalizer has to deal only with ISI from future symbols

- reduced dimension of ISI helps in improving the performance of linear equalizer
- ONE problem: Error propagation

### DFE structure



### Math details

$C_{FF}$  → feed forward equalizer

Consider

$$\begin{aligned} C_{FF}^* y(n) &= C_{FF}^* u_0 b(n) + C_{FF}^* w(n) \\ &+ \sum_{i=1}^{k_2} C_{FF}^* u_i b(n+i) \\ &+ \underbrace{\sum_{i=1}^{k_1} C_{FF}^* u_{-i} b(n-i)}_{\text{Past ISI after FF equalizer}} \end{aligned}$$

Feed back filter need to cancel this

let  $\hat{b}(n-i)$  denote estimate of past symbols  
 $i > 0$

set  $C_{FB}(i) = -C_{FF}^* u_{-i}$

Decision statistic of DFE

$$Z_{DFE}(n) = C_{FF}^* y(n) + \sum_{i=1}^{k_1} C_{FB}(i) \hat{b}(n-i)$$

$$\begin{aligned}
&= \vec{c}_{FF} u_0 b(n) + \vec{s}_{FF} w(n) \\
&\quad + \sum_{i=1}^{k_2} \vec{c}_{FF} u_i b(n+i) \\
&\quad + \sum_{i=1}^{k_1} \vec{c}_{FF} u_{-i} [b(n-i) - \hat{b}(n-i)]
\end{aligned}$$

• If feedback is perfect, contribution from past symbols is cancelled correctly

• Feed forward filter can be chosen based on ZF or MMSE criterion

We get ZF-DFE  
or MMSE-DFE

^ \_\_\_\_\_ ~