



Sensor Array Signal Processing

Prof. Rodrigo C. de Lamare
CETUC, PUC-Rio, Brazil
and

Department of Electronic Engineering, University of York, UK
delamare@cetuc.puc-rio.br





Course material and assessment

- Lecture notes
- Textbook:
 - Detection, Estimation and Modulation, Part IV: Optimum Array Processing, Harry L. van Trees, Prentice Hall, 2001.
- Assessment:
 - 1 Exam paper (E).
 - 3 Lists of exercises (LE) on the topics covered.
 - Final grade (FG) = $0.25*LE+0.75*E$ (25% LE and 75% E)



Syllabus

I. Introduction

- Fundamentals
- Sensor arrays
- Discrete-time models

II. Beamforming

- Main principles
- Optimum beamforming
- Robust beamforming
- Adaptive algorithms

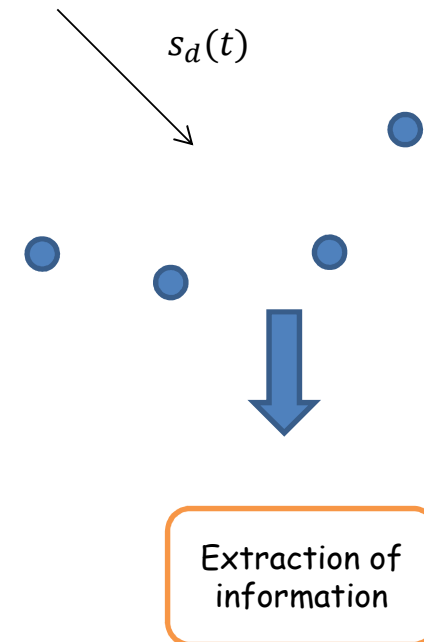
III. Direction finding

- Maximum likelihood estimation
- Cramèr-Rao lower bound
- Capon's technique
- MUSIC
- ESPRIT



I. Introduction

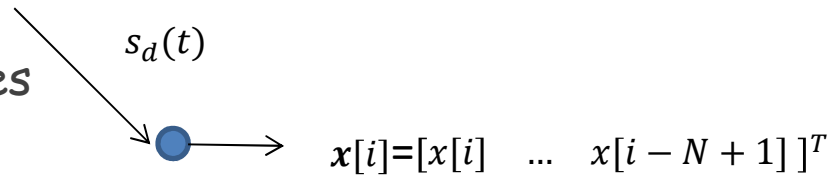
- Sensor array signal processing deals with the extraction of information from signals collected by a set of sensors.
- Types of information:
 - Signal content. Example: communications signals
 - Source location. Example: radar, sonar and localization algorithms.
- In this course, we focus on the following fundamental aspects:
 - Discrete-time signal models
 - Beamforming
 - Direction finding



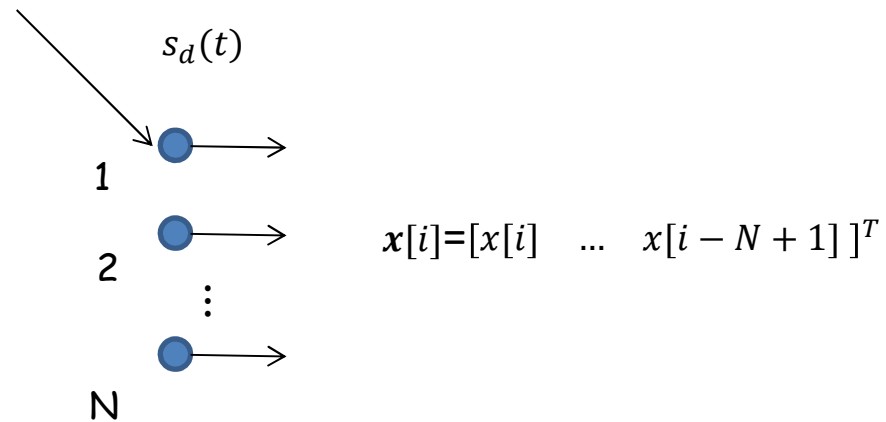


- Data model:

- Single sensor: time series



- Sensor array: samples collected at N sensors

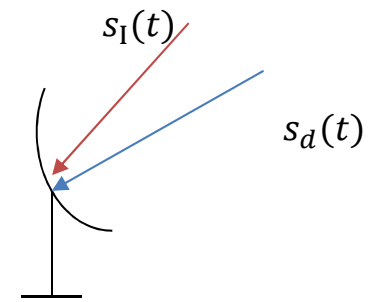




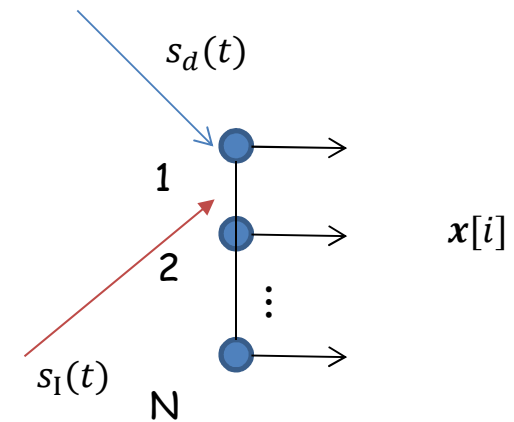
- Applications:
 - Electronic systems
 - Communications
 - Radar and sonar
 - Seismology
 - Astronomy

A. Fundamentals

- Problems in information extraction:
 - Interference.
 - Noise.
- Types of sensors:
 - Aperture:
 - Signals reflected in the direction of a (parabolic) disc are emphasized.
 - Spatial processing can be performed with the help of mechanical steering devices.
 - Sensor arrays:
 - Received signals can be combined and enhanced in a desired direction.
 - Signals can be combined with adjustable weights at the same time -> multiple signals can be extracted simultaneously.



Parabolic disc

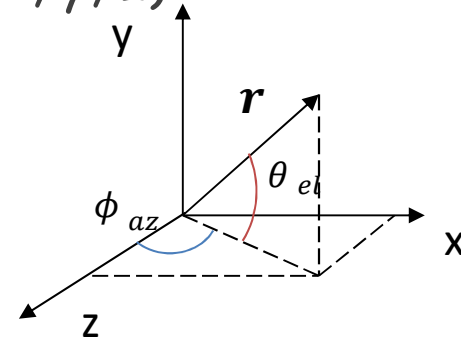


Sensor array



Description of spatial signals:

- Representation via Cartesian coordinates (x, y, z)



- Representation via spherical coordinates $(R, \phi_{az}, \theta_{el})$
 - $R = ||r||$ is the distance from origin
 - ϕ_{az} is the azimuth angle
 - θ_{el} is the elevation angle



Propagation of signals in space:

- Electromagnetic signals: governed by the solution of the wave equation.
- Acoustic signals: governed by the laws of acoustics.

Solution:

- Wave with unique frequency:

$$s(t, \mathbf{r}) = \frac{A}{\|\mathbf{r} - \mathbf{r}_0\|} e^{j2\pi f_c \left(t - \frac{\|\mathbf{r} - \mathbf{r}_0\|}{c} \right)}$$

- A is a complex amplitude
- f_c is the carrier frequency of the wave
- c is the speed of the propagation of the wave



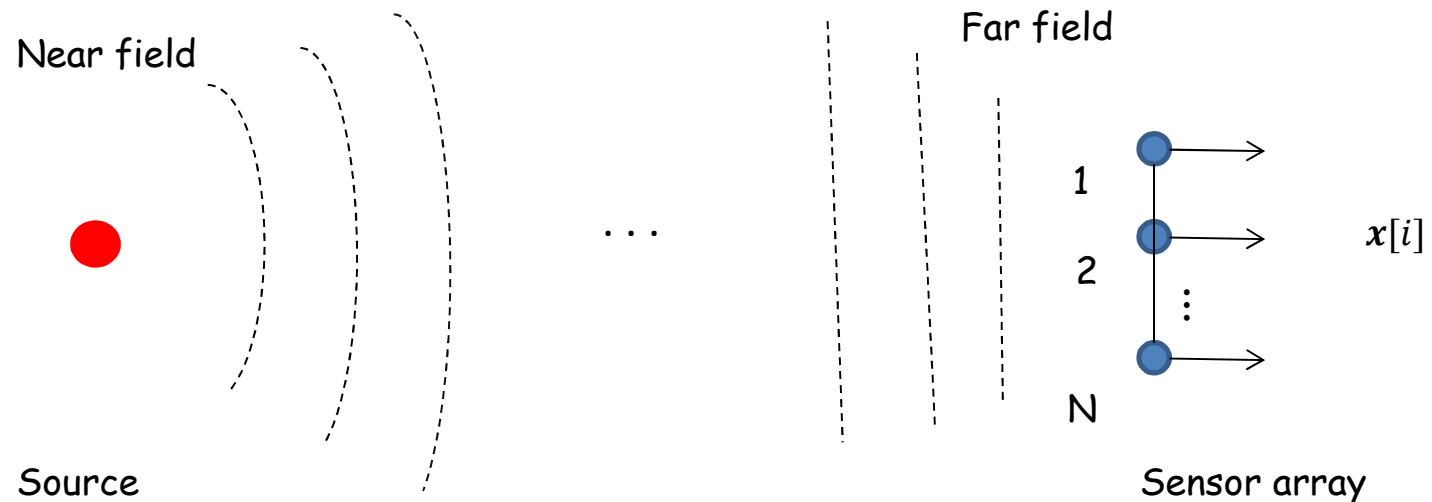
- The signals travel over time.
- The propagation in space is governed by the coupling between space and time according to the wave equation.
- The wavelength of the electromagnetic wave is given by

$$\lambda = \frac{c}{f_c},$$

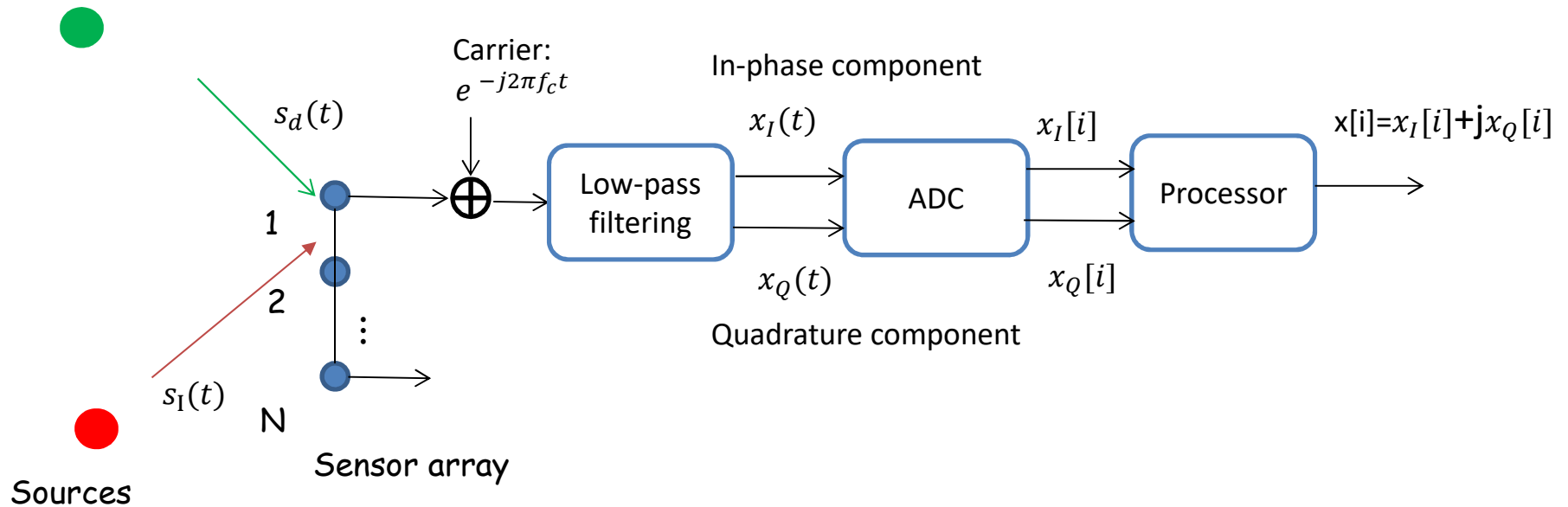
where c is the speed of light.

Assumptions:

- Signals are produced by a point source, whose size is much smaller than the distance between the source and the sensors.
- The source is in the far field, which means the source is located at a distance sufficiently large from the sensor array so the spherical wave can be approximated by a plane wave.



Reception of signals:



Sufficient statistics:

- Essential information in the form of sensor data $x[i]$ to compute the desired parameters or obtain optimal performance

B. Sensor arrays

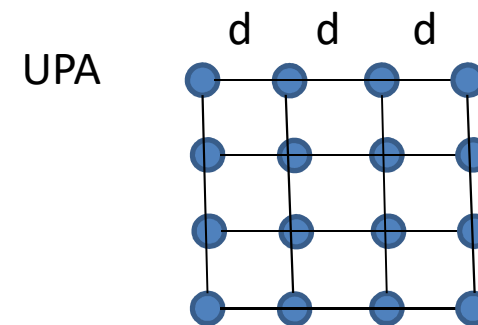
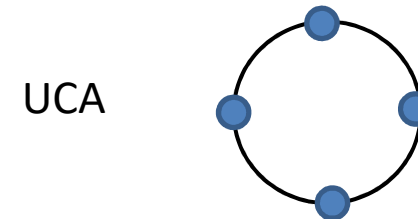
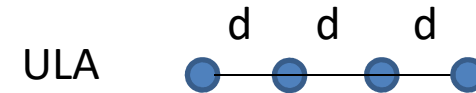
- Common geometries:

- Uniform linear array (ULA)
- Uniform circular array (UCA)
- Uniform planar array (UPA)

- Other geometries:

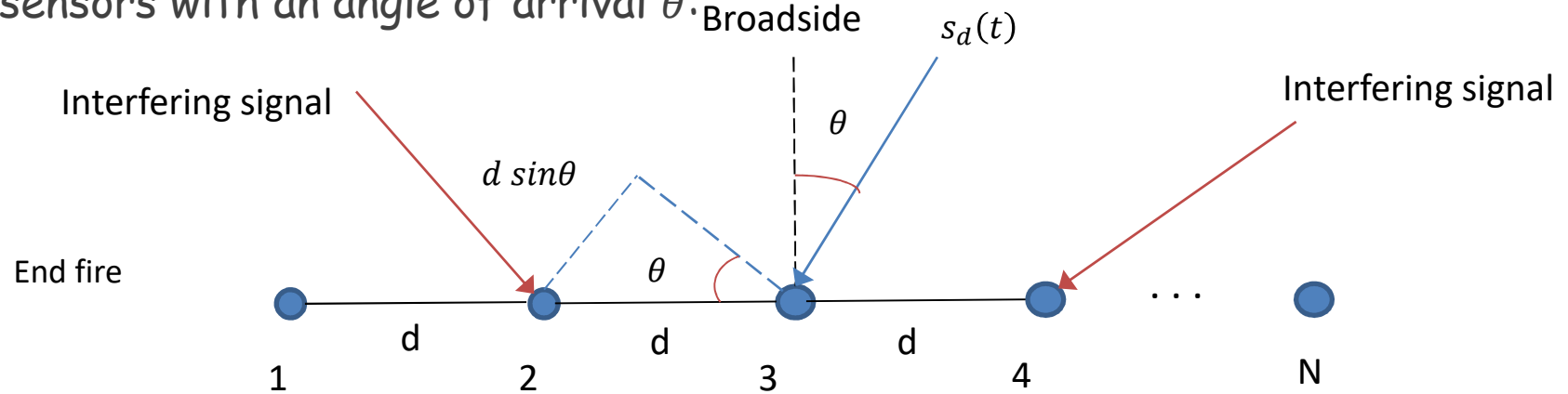
- Nested and co-prime arrays
- Distributed arrays

- Assumption in our exposure: arrays of N isotropic sensors whose geometry affects the radiation properties.



ULA:

- Consider a signal $s_d(t) = s(t)e^{j2\pi f_c t}$ that impinges on a ULA with N sensors with an angle of arrival θ :

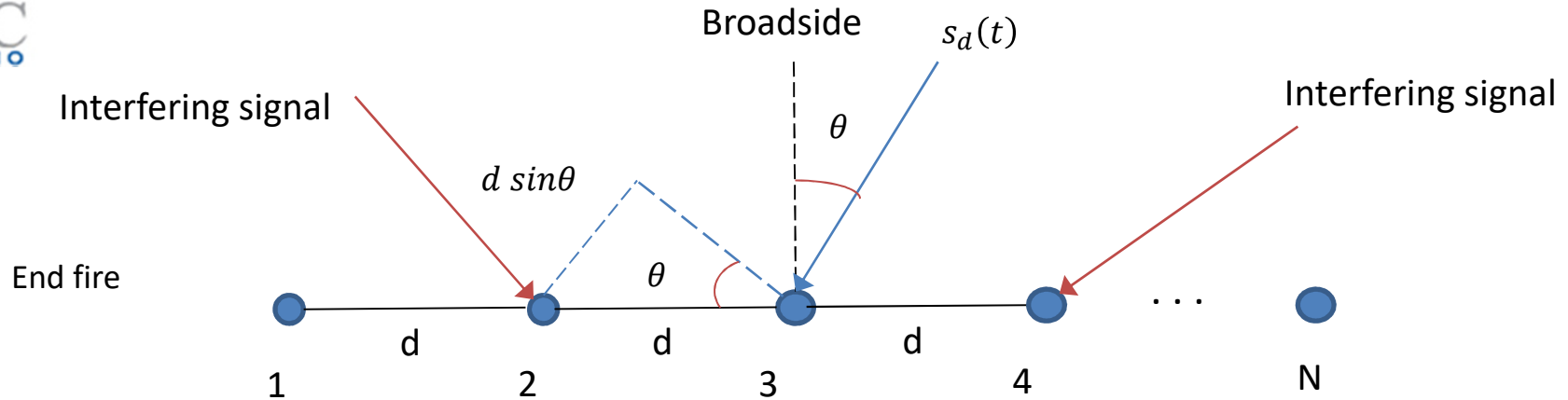


where θ is the direction of arrival

$\tau = \frac{d \sin \theta}{c}$ is the delay of $s_d(t)$ between two adjacent sensors

d is the spacing between sensor elements

$d \sin \theta$ is the distance between adjacent sensors

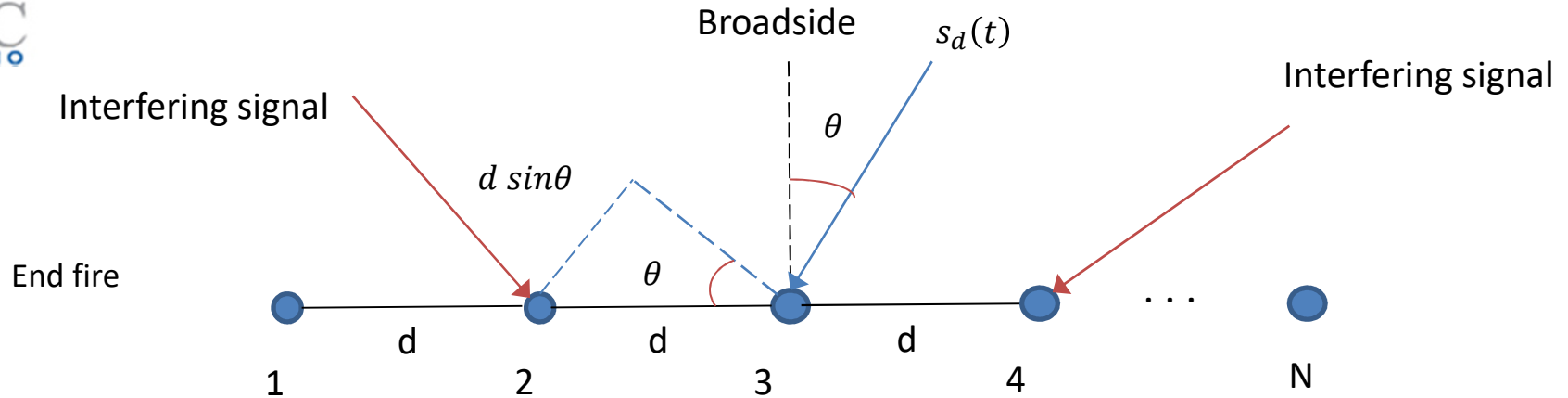


- The propagation delay of $s_d(t)$ between the first and the n th elements is

$$\tau_n = (n - 1) \frac{d \sin \theta}{c}$$

- Multiplying $s_d(t)$ by the carrier $e^{-j2\pi f_c t}$ and using the 1st sensor as the reference, we have

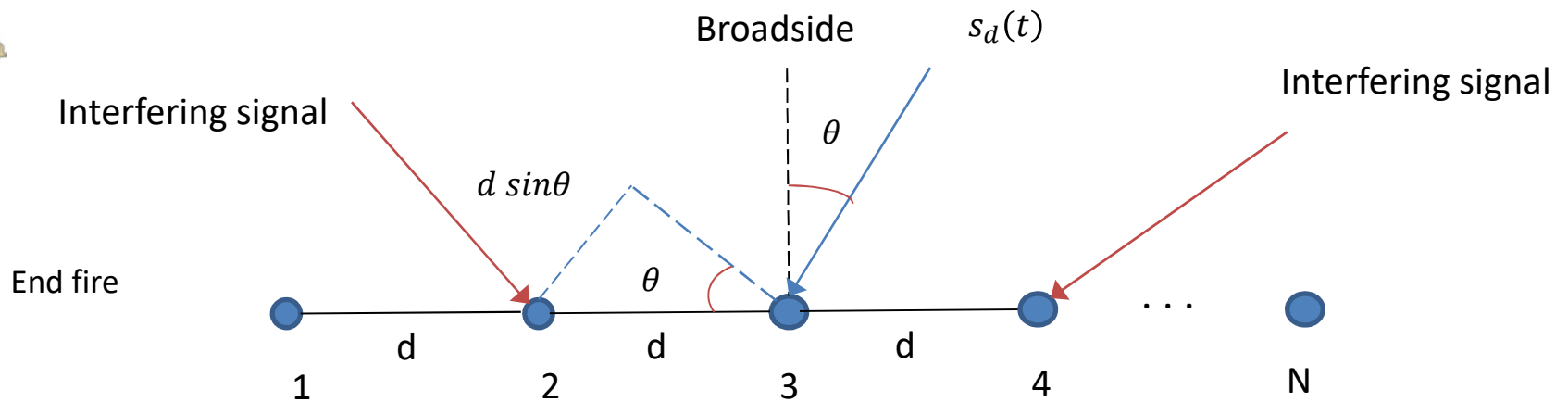
$$\begin{aligned} s_1(t) &= s_d(t) e^{-j2\pi f_c t} \\ &= s(t) e^{j2\pi f_c t} e^{-j2\pi f_c t} = s(t) \end{aligned}$$



- Generalizing the previous result to the n th sensor, we have

$$\begin{aligned}
 s_n(t) &= s_d(t) e^{-j2\pi f_c t \tau_n} = s(t) e^{-j2\pi f_c t} e^{j2\pi f_c t} e^{-j2\pi f_c \tau_n} \\
 &= s(t) e^{-j2\pi f_c (n-1) \frac{d \sin \theta}{c}} \\
 &= s(t) e^{-j2\pi (n-1) \frac{d \sin \theta}{\lambda}} =
 \end{aligned}$$

where $\lambda = \frac{c}{f_c}$ is the wavelength of the carrier.



- The discrete-time signal received by a ULA can be written as

$$\mathbf{x}[i] = \begin{bmatrix} 1 \\ e^{-j2\pi\frac{d \sin \theta}{\lambda}} \\ \vdots \\ e^{-j2\pi(N-1)\frac{d \sin \theta}{\lambda}} \end{bmatrix} s[i] + \mathbf{j}[i] + \mathbf{n}[i] \in \mathbb{C}^N$$

$$= \mathbf{a}(\theta)s[i] + \mathbf{n}[i],$$

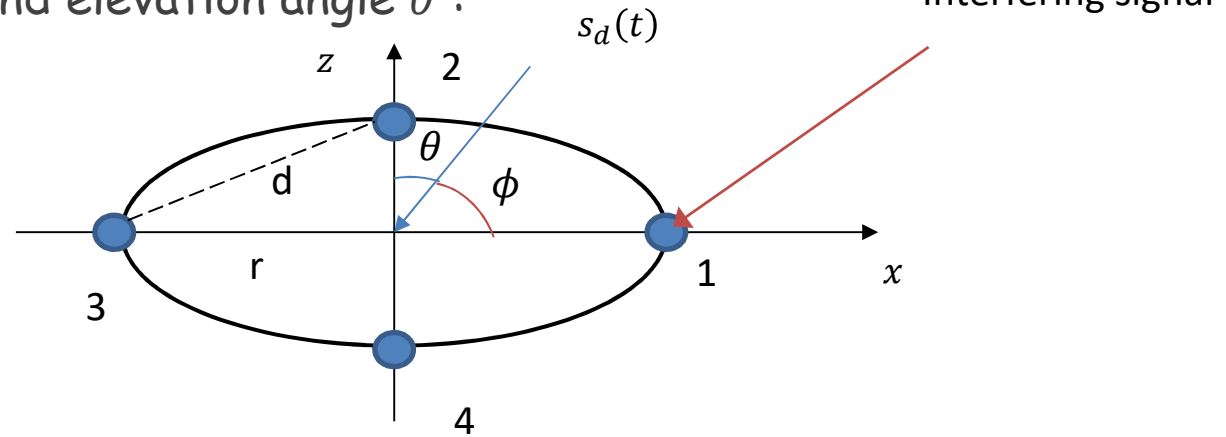
where $\mathbf{a}(\theta) = \begin{bmatrix} 1 \\ e^{-j2\pi\frac{d \sin \theta}{\lambda}} \\ \vdots \\ e^{-j2\pi(N-1)\frac{d \sin \theta}{\lambda}} \end{bmatrix}$ is the steering vector of a ULA,

$\mathbf{n}[i] \in \mathbb{C}^N$ is the noise vector and $\mathbf{j}[i] \in \mathbb{C}^N$ is the interference.

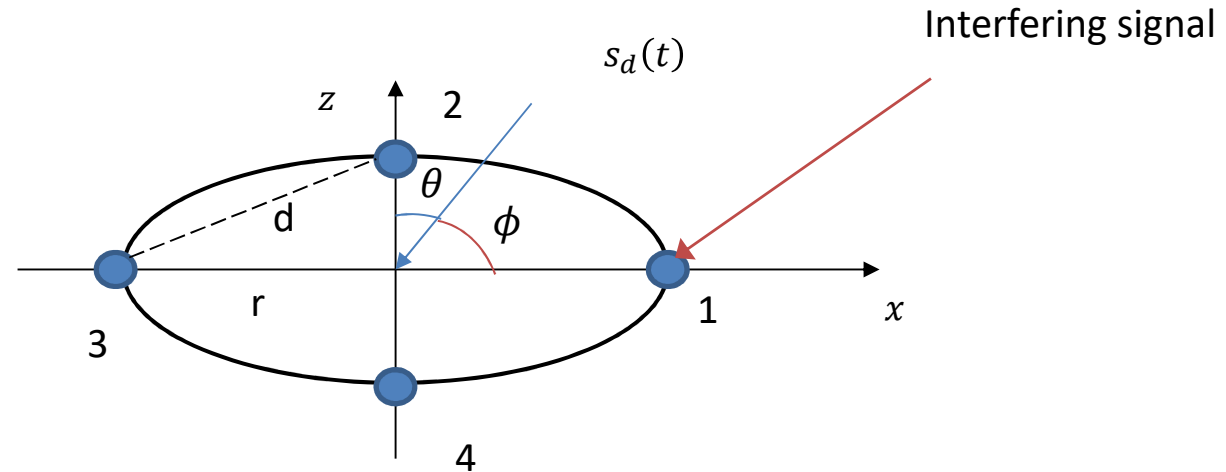


UCA:

- Consider a signal $s_d(t)$ that impinges on a UCA with N sensors with azimuth angle ϕ and elevation angle θ :



where d is the spacing between successive sensors on the circular structure
 r is the radius of the circular structure

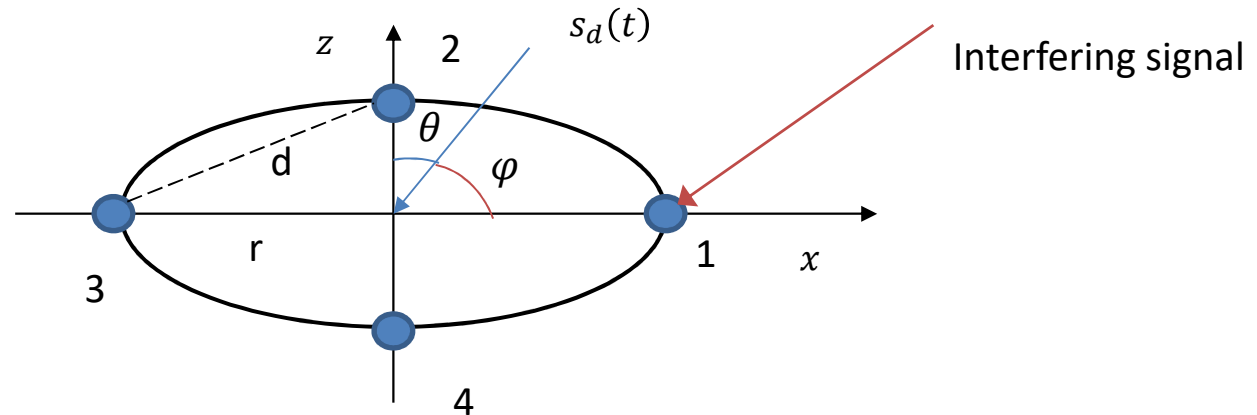


- The propagation delay of $s_d(t)$ between the first and the n th elements is

$$\tau_n = \frac{r}{c} \left(\sin \theta \cos \left(\frac{2\pi n}{N} - \phi \right) \right)$$

- Multiplying the signal $s_d(t)$ by the carrier $e^{-j2\pi f_c t}$ and using the n^{th} sensor as the reference, we have

$$\begin{aligned} s_n(t) &= s_d(t) e^{-j2\pi f_c \tau_n} e^{-j2\pi f_c t} \\ &= s(t) e^{j2\pi f_c t} e^{-j2\pi f_c t} e^{-j2\pi f_c \tau_n} \\ &= s(t) e^{-j2\pi f_c \frac{r}{c} \left(\sin \theta \cos \left(\frac{2\pi n}{N} - \phi \right) \right)} \\ &= s(t) e^{-j2\pi \frac{r}{\lambda} \left(\sin \theta \cos \left(\frac{2\pi n}{N} - \phi \right) \right)} \end{aligned}$$



- The discrete-time signal received by a UCA can be written as

$$\mathbf{x}[i] = \begin{bmatrix} e^{-j2\pi\frac{r}{\lambda}(\sin\theta\cos(\phi))} \\ e^{-j2\pi\frac{r}{\lambda}(\sin\theta\cos(\frac{2\pi}{N}-\phi))} \\ \vdots \\ e^{-j2\pi\frac{r}{\lambda}(\sin\theta\cos(\frac{2\pi(N-1)}{N}-\phi))} \end{bmatrix} s[i] + \mathbf{n}[i] \in \mathbb{C}^N$$

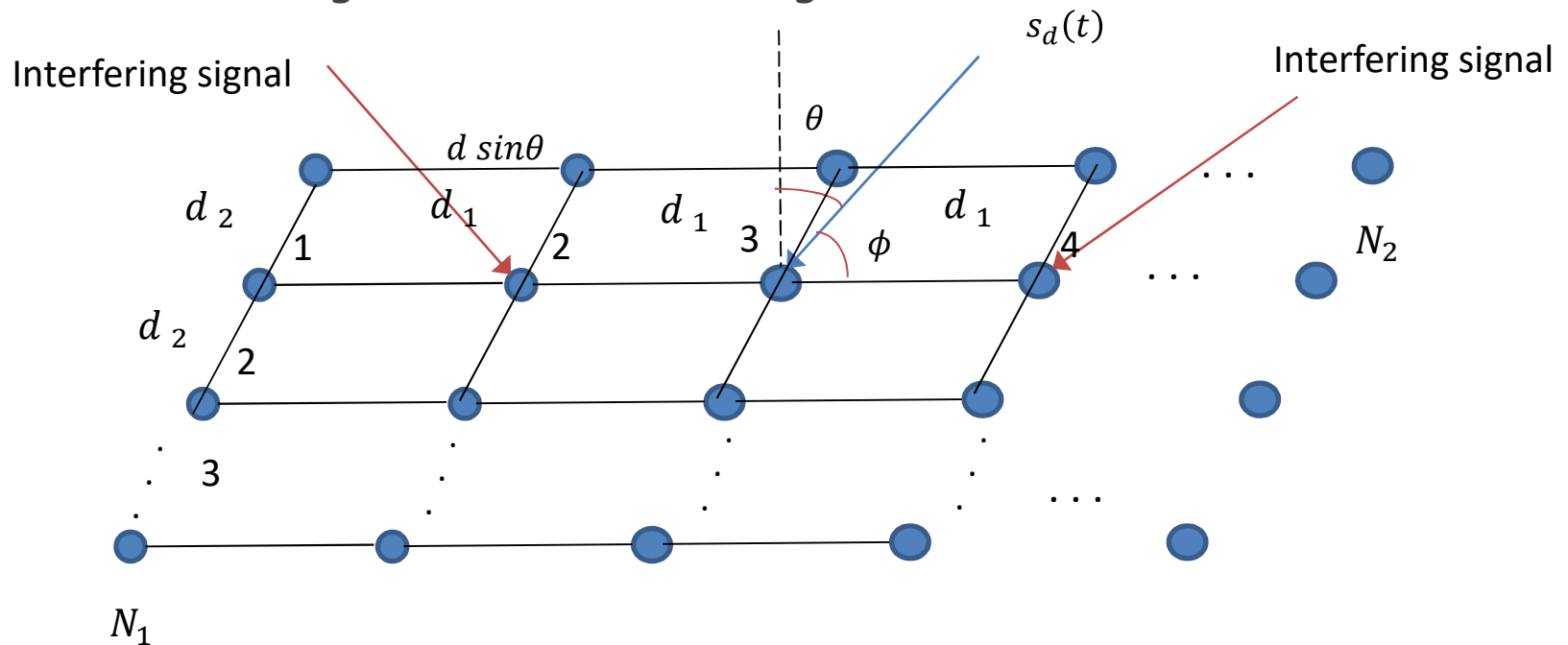
$$= \mathbf{a}(\theta, \phi)s[i] + \mathbf{n}[i],$$

where $\mathbf{a}(\theta, \phi) = \begin{bmatrix} e^{-j2\pi\frac{r}{\lambda}(\sin\theta\cos(\phi))} \\ e^{-j2\pi\frac{r}{\lambda}(\sin\theta\cos(\frac{2\pi}{N}-\phi))} \\ \vdots \\ e^{-j2\pi\frac{r}{\lambda}(\sin\theta\cos(\frac{2\pi(N-1)}{N}-\phi))} \end{bmatrix}$ is the steering vector of a UCA,

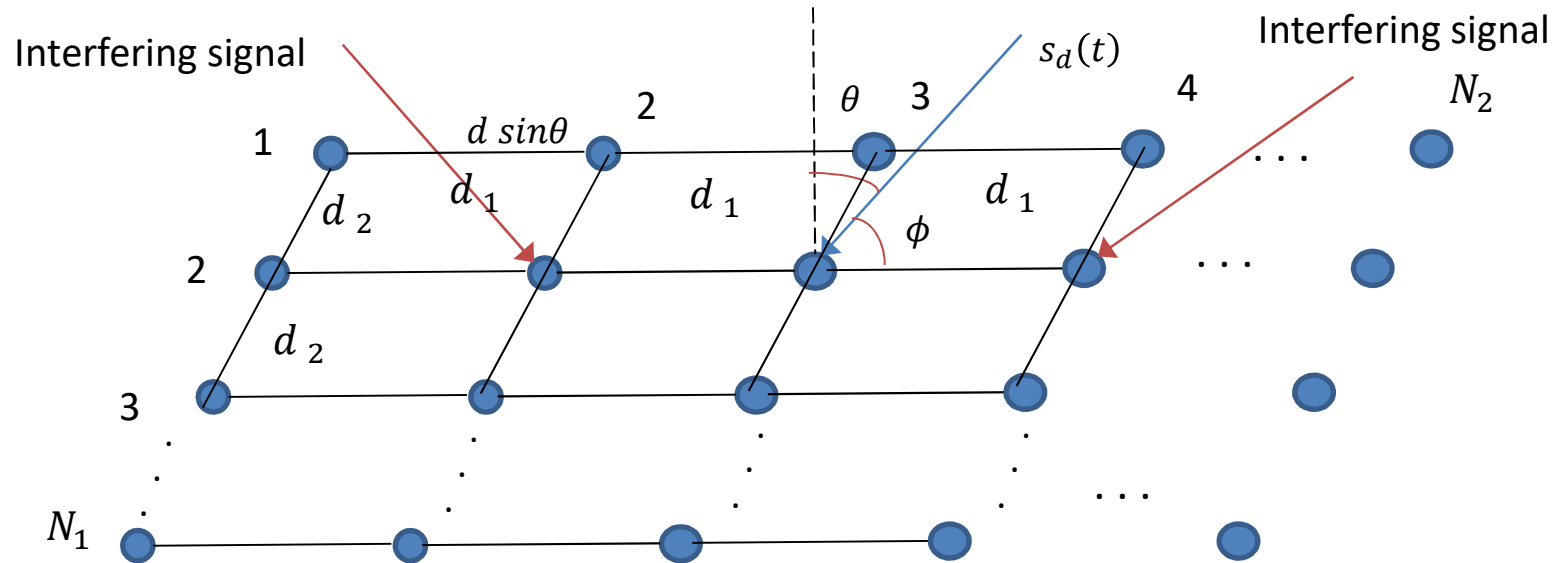
$\mathbf{n}[i] \in \mathbb{C}^N$ is the vector with the noise samples and $\mathbf{j}[i] \in \mathbb{C}^N$ is the interference.

UPA:

- Consider a signal $s_d(t)$ that impinges on a UPA with $N = N_1 N_2$ sensors with azimuth angle ϕ and elevation angle θ :



where d_1 and d_2 are the distances between adjacent sensors in the vertical and horizontal planes, respectively.

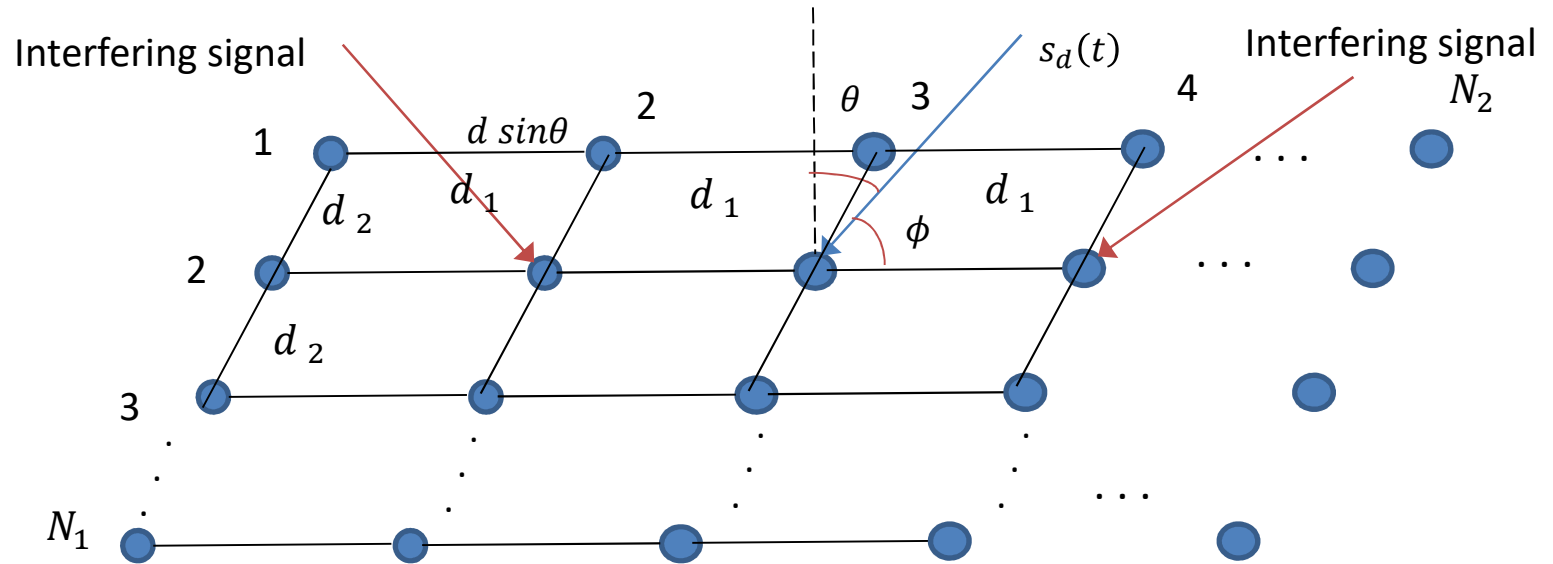


- The propagation delay of $s_d(t)$ introduced in the n_1, n_2 th sensor elements is

$$\tau_{n_1, n_2} = \frac{n_1 d_1}{c} (\sin \theta \cos \phi) + \frac{n_2 d_2}{c} (\sin \theta \sin \phi)$$

- Multiplying the signal $s_d(t)$ by the carrier $e^{-j2\pi f_c t}$ and using the n_1, n_2 th sensor as the reference, we have

$$\begin{aligned} s_{n_1, n_2}(t) &= s_d(t) e^{j2\pi f_c t} e^{-j2\pi f_c \tau_{n_1, n_2}} \\ &= s(t) e^{-j2\pi f_c \tau_{n_1, n_2}} \\ &= s(t) e^{-j2\pi f_c \left(\frac{n_1 d_1}{c} (\sin \theta \cos \phi) + \frac{n_2 d_2}{c} (\sin \theta \sin \phi) \right)} \\ &= s(t) e^{-j2\pi \left(\frac{n_1 d_1}{\lambda} \sin \theta \cos \phi + \frac{n_2 d_2}{\lambda} (\sin \theta \sin \phi) \right)} \end{aligned}$$



- The discrete-time signal received by a UPA can be written as

$$\mathbf{x}[i] = \begin{bmatrix} 1 \\ \vdots \\ e^{-j2\pi\left(\frac{n_1 d_1}{\lambda} \sin \theta \cos \phi + \frac{n_2 d_2}{\lambda} (\sin \theta \sin \phi)\right)} \\ \vdots \\ e^{-j2\pi\left(\frac{(N_1-1)d_1}{\lambda} \sin \theta \cos \phi + \frac{(N_2-1)d_2}{\lambda} (\sin \theta \sin \phi)\right)} \end{bmatrix} s[i] + \mathbf{n}[i] \in \mathbb{C}^N$$

$$= \mathbf{a}(\theta, \phi) s[i] + \mathbf{j}[i] + \mathbf{n}[i],$$

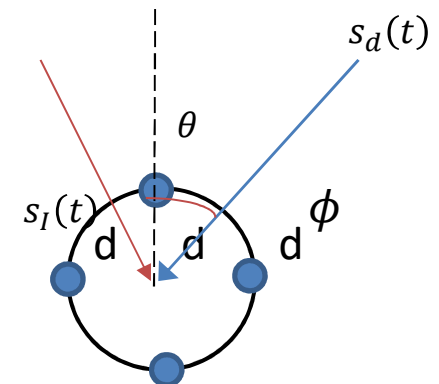
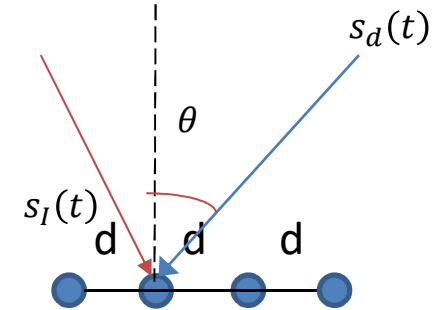
where $\mathbf{n}[i] \in \mathbb{C}^N$ is the noise vector, $\mathbf{j}[i] \in \mathbb{C}^N$ is the interference and

$$\mathbf{a}(\theta, \phi) = \begin{bmatrix} 1 \\ \vdots \\ e^{-j2\pi\left(\frac{n_1 d_1}{\lambda} \sin \theta \cos \phi + \frac{n_2 d_2}{\lambda} (\sin \theta \sin \phi)\right)} \\ \vdots \\ e^{-j2\pi\left(\frac{(N_1-1)d_1}{\lambda} \sin \theta \cos \phi + \frac{(N_2-1)d_2}{\lambda} (\sin \theta \sin \phi)\right)} \end{bmatrix} \text{ is the steering vector of a UPA.}$$

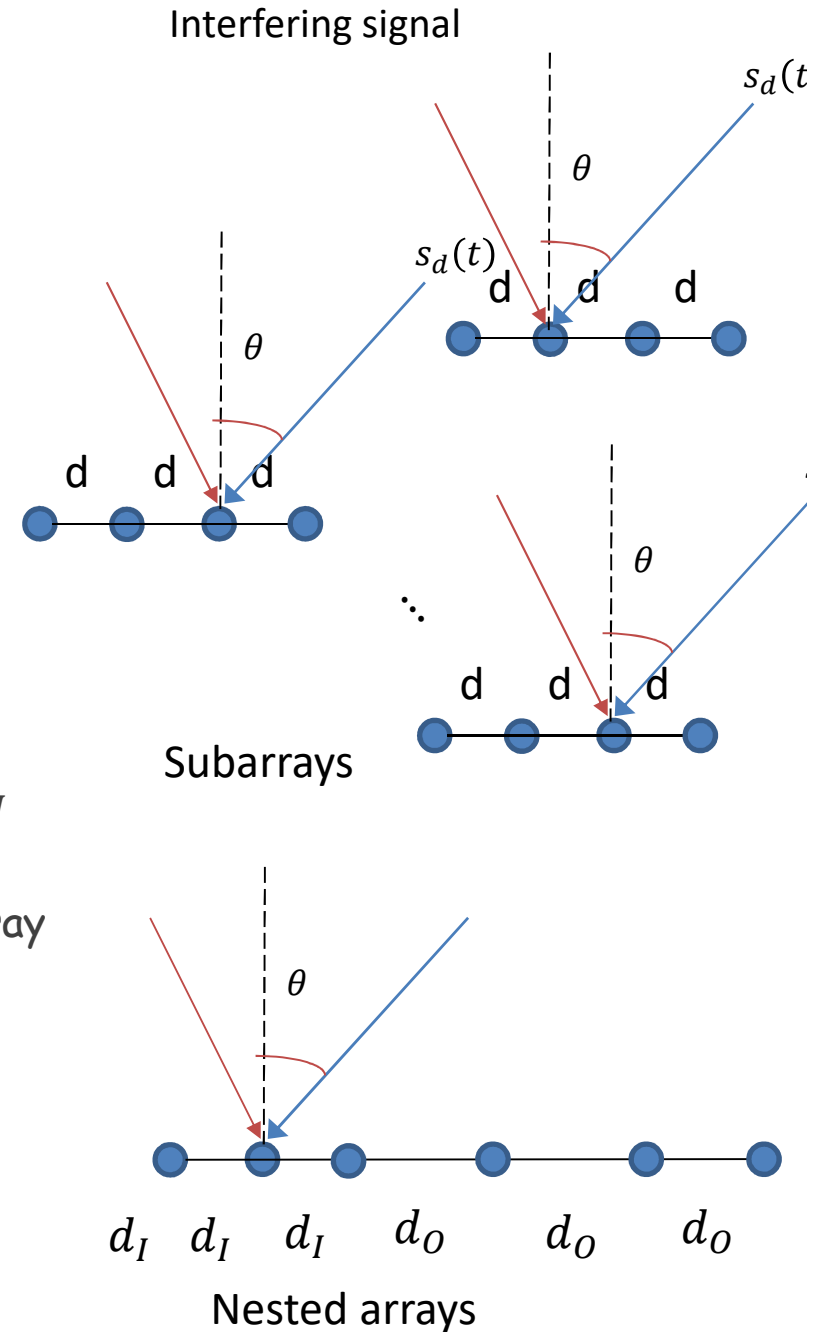
- Spacing d :
 - Grating/aliasing effects should be avoided by choosing $d \geq \lambda/2$.
 - Affects the performance and the coupling between sensors.
 - Compact antennas require $d \leq \lambda/2$.

- Choice of sensor arrays:
 - Heavily application dependent.
 - UCAs have the advantage over ULAs and UPAs of creating beams through 360° without much change in beamwidth or sidelobe level.

Interfering signal



- Subarrays:
 - Reduce the cost of hardware and algorithms.
 - Require coordination for processing.
- Sparse arrays:
 - Clever approach to distribute the sensors by altering their spacing: nested, minimum redundancy and co-prime arrays.
 - Can resolve N^2 source signals as opposed to N with conventional sensor arrays.
 - Require more costly processing: use of co-array processing, building of N^2 -dimensional covariance matrices and spatial smoothing.

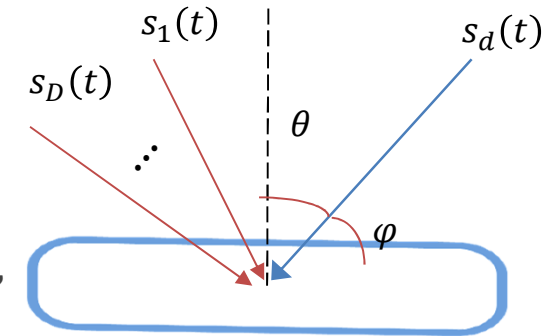


C. Discrete-time models

- The sensor array data model for arbitrary arrays can be expressed by

$$\begin{aligned}
 x[i] &= \mathbf{a}(\theta, \varphi) s_d[i] + \mathbf{j}[i] + \mathbf{n}[i] \in \mathbb{C}^N \\
 &= s_d[i] \mathbf{a}(\theta_d, \varphi_d) + \sum_{k=1, k \neq d}^D s_k[i] \mathbf{a}(\theta_k, \varphi_k) + \mathbf{n}[i], \\
 &= \mathbf{A}(\boldsymbol{\theta}, \boldsymbol{\varphi}) \mathbf{s}[i] + \mathbf{n}[i],
 \end{aligned}$$

Interfering
signals



where $\mathbf{a}(\theta_d, \varphi_d) \in \mathbb{C}^N$ is the steering vector of the d th signal

$\mathbf{A}(\boldsymbol{\theta}, \boldsymbol{\varphi}) \in \mathbb{C}^{N \times D}$ is the array manifold

$\mathbf{s}[i] \in \mathbb{C}^N$ is the vector with all the signals that impinge on the sensor array

$\mathbf{n}[i] \in \mathbb{C}^N$ is the noise vector



Example: writing a code to simulate a ULA

```
• function X = uladata(theta, P, L, sig2, N, d)
• %
• % Generates L snapshots of ULA sensor data
• %
• % theta <- arrival angles of the D sources in
degrees
• % P <- The D X D covariance matrix of the
source signals
• % L <- number of snapshots to generate
• % sig2 <- noise variance
• % N <- number of sensors
• % d <- sensor spacing in wavelengths
• % X -> N x L data matrix Y = [y(1),...,y(N)]
•
• % generate the array manifold A matrix
• A=exp(-2*pi*j*d*[0:N-1].'*sin([theta(:).']*pi/180));
•
• % generate the source signals
• D = max(size(P)); % dimensions of P matrix
• s=(sqrtm(P)')*randn(D,L); % s(t)
•
• % generate the noise component
• n = sqrt(sig2/2)*(randn(N,L)+j*randn(N,L));
•
• % generate the ULA data
• X = A*s+n;
```

Example:

```
D = 4;
N = 10;
theta = linspace(10,90,D);
P = eye(D); % same unit power
L = 20;
sig2 = 0.1; % noise power
d = 0.5;
X = uladata(theta, P, L, sig2, N, d);
```