

# ECS455: Chapter 5

## OFDM

### 5.4 Cyclic Prefix (CP)



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#### Office Hours:

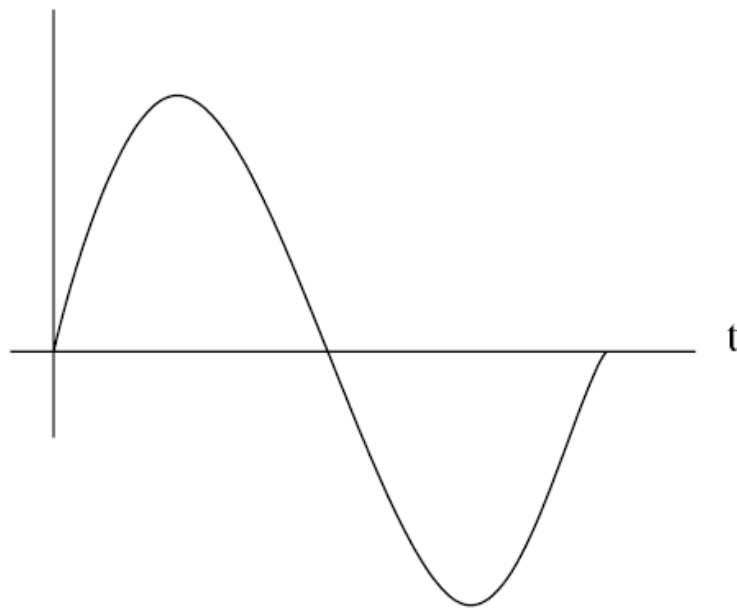
Library (Rangsit)	Mon	16:20-16:50
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# Three steps towards modern OFDM

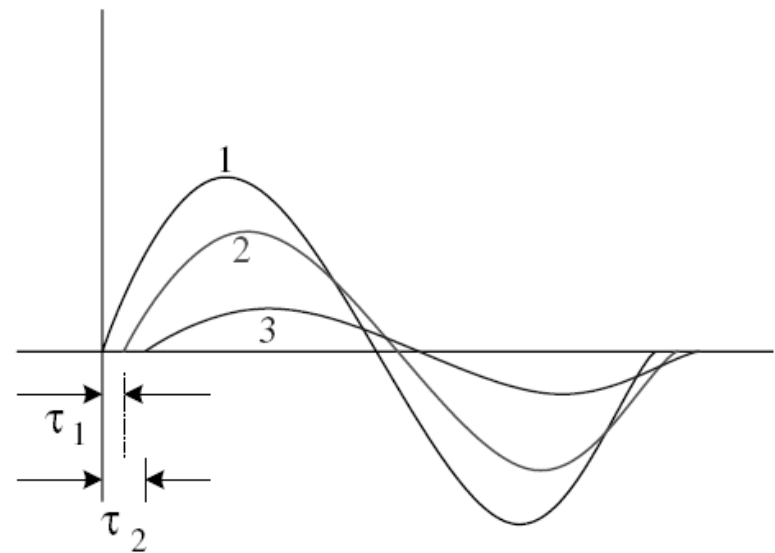
1. Mitigate Multipath (ISI): Decrease the rate of the original data stream via multicarrier modulation (FDM)
  2. Gain Spectral Efficiency: Utilize orthogonality
  3. Achieve Efficient Implementation: FFT and IFFT
- Extra step: Completely eliminate ISI and ICI
    - Cyclic prefix

# Cyclic Prefix: Motivation (1)

- Recall: Multipath Fading and Delay Spread



Transmitted  
Signal

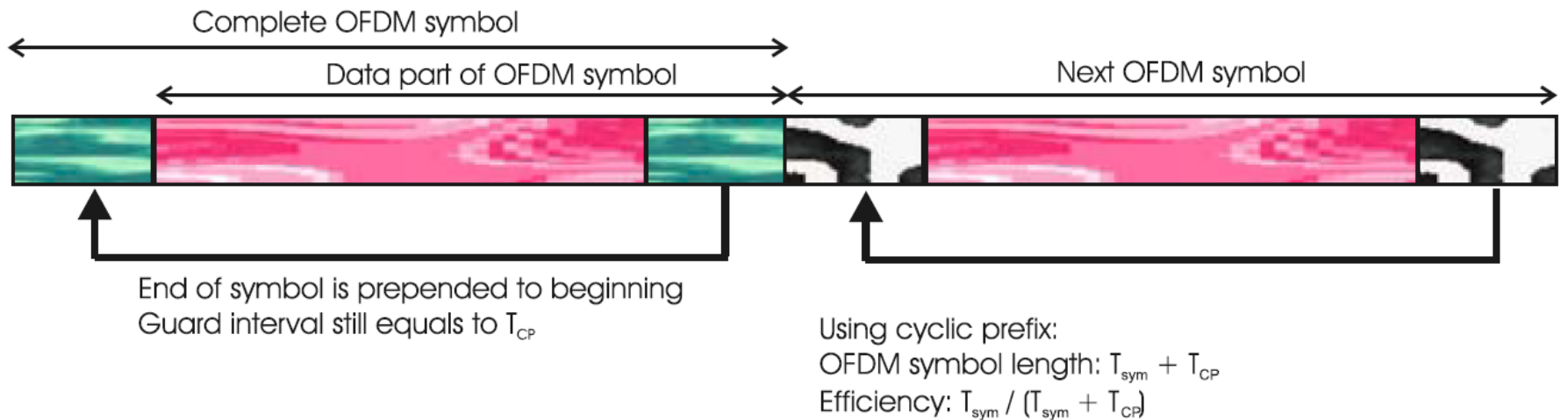
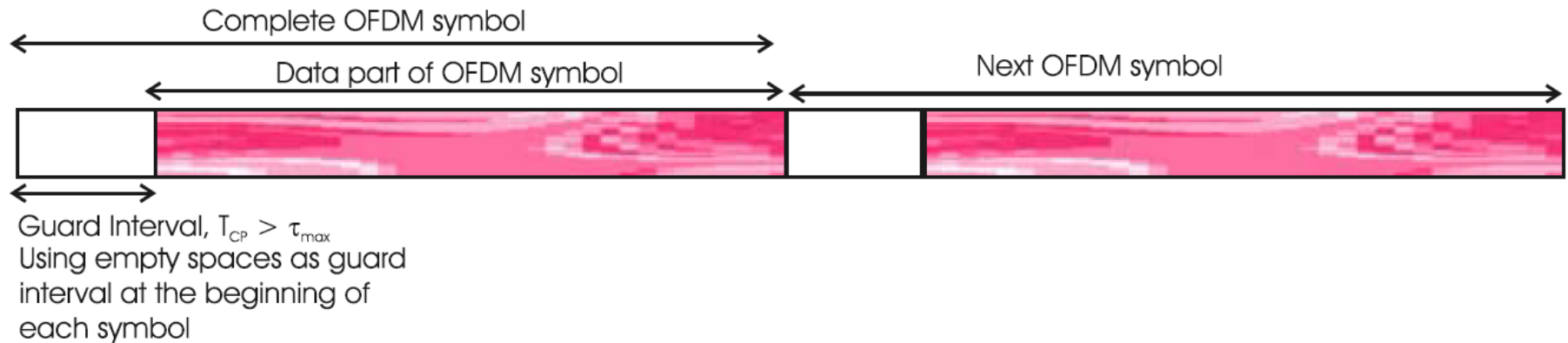


Received Signal

# Cyclic Prefix: Motivation (2)

- OFDM uses large symbol duration  $T_s$ 
  - compared to the duration of the impulse response  $\tau_{\max}$  of the channel
  - to reduce the amount of ISI
- **Q**: Can we “eliminate” the multipath (**ISI**) problem?
- **A**: To reduce the ISI, add **guard interval** larger than that of the estimated delay spread.
- If the guard interval is left empty, the orthogonality of the sub-carriers no longer holds, i.e., **ICI** (inter-channel interference) still exists.
- **Solution**: To prevent **both** the **ISI** as well as the **ICI**, OFDM symbol is **cyclically extended** into the guard interval.

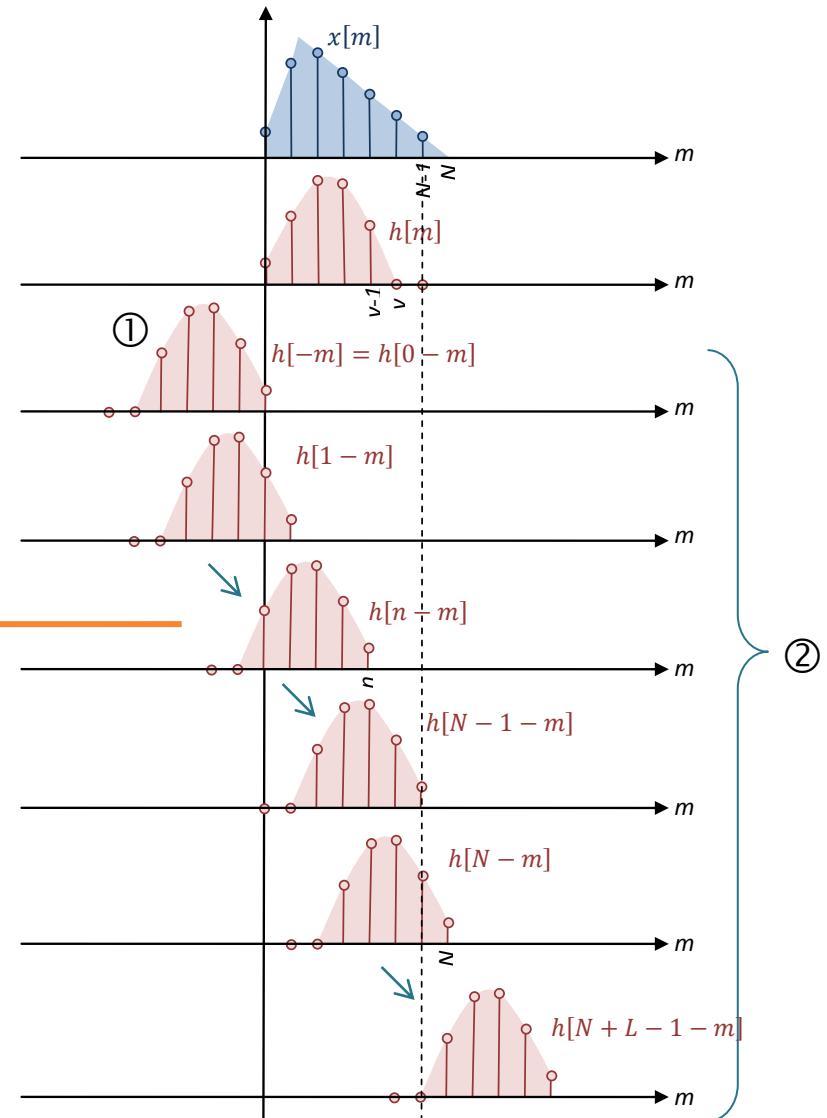
# Cyclic Prefix



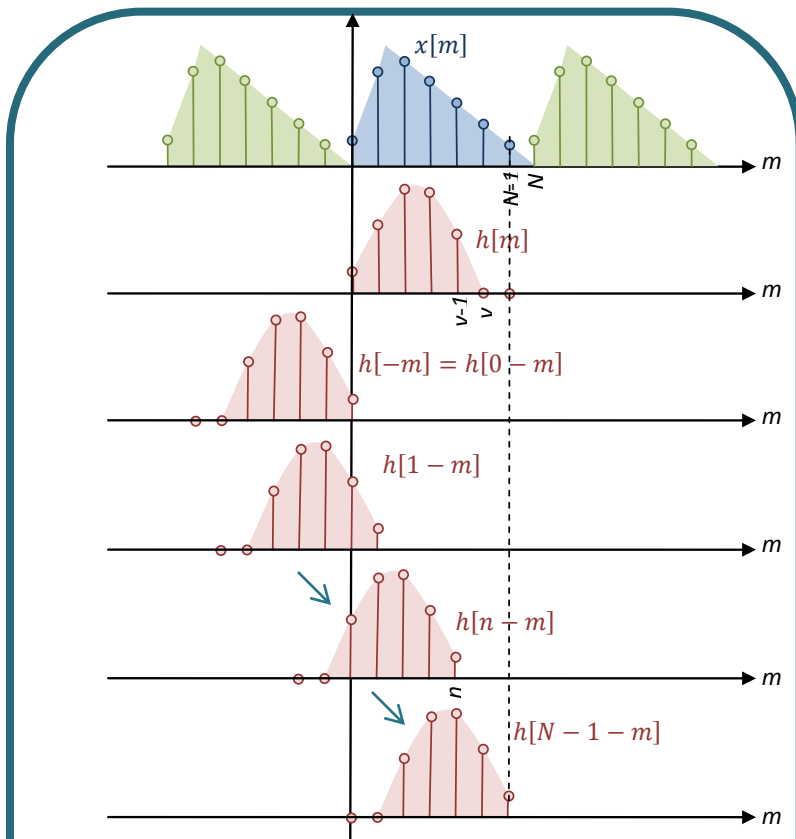
# Recall: Convolution

- ① Flip
- ② Shift
- ③ Multiply (pointwise)
- ④ Add

$$\{x * h\}[n] = \sum_m x[m] h[n - m]$$

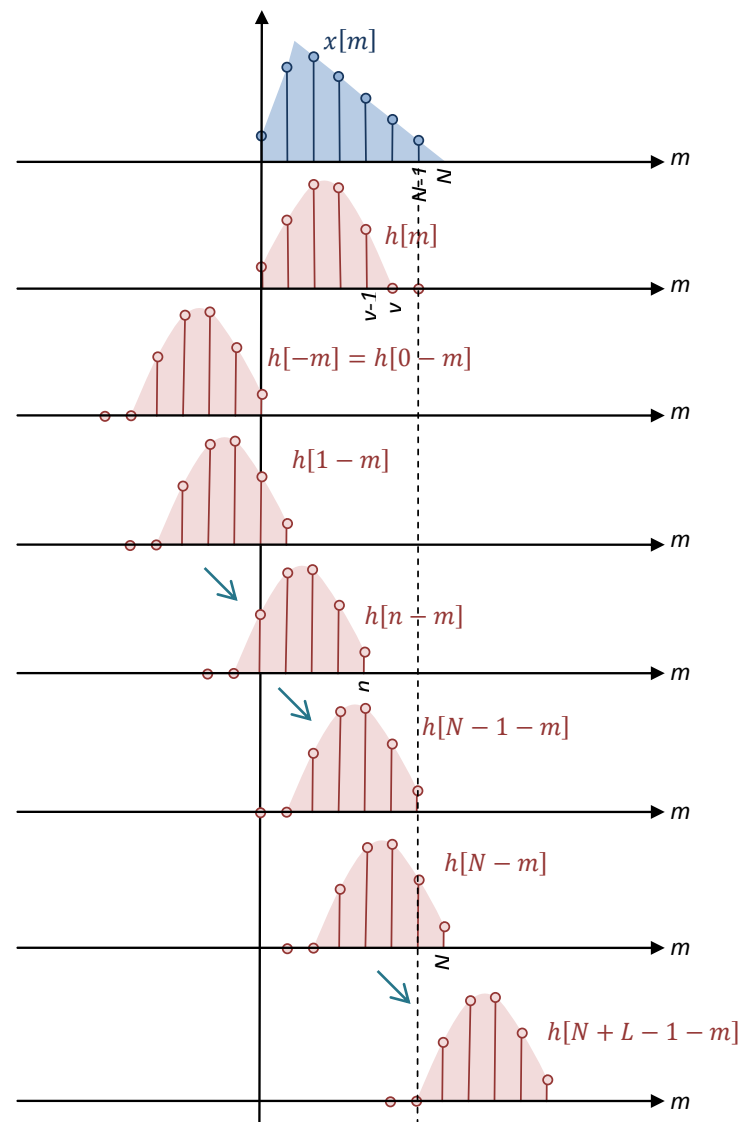


# Circular Convolution



Replicate  $x$  (now it looks periodic)  
Then, perform the usual convolution  
only on  $n = 0$  to  $N-1$

(Regular Convolution)



# Circular Convolution: Examples 1

Find

$$[1 \ 2 \ 3] * [4 \ 5 \ 6]$$

$$[1 \ 2 \ 3] \circledast [4 \ 5 \ 6]$$

$$[1 \ 2 \ 3 \ 0 \ 0] \circledast [4 \ 5 \ 6 \ 0 \ 0]$$



# Discussion

- *Regular convolution* of an  $N_1$ -point vector and an  $N_2$ -point vector gives  $(N_1+N_2-1)$ -point vector.
- *Circular convolution* is performed between two equal-length vectors. The results also has the same length.
- Circular convolution can be used to find the regular convolution by **zero-padding**.
  - Zero-pad the vectors so that their length is  $N_1+N_2-1$ .
  - Example:
$$[1 \ 2 \ 3 \ 0 \ 0] \circledast [4 \ 5 \ 6 \ 0 \ 0] = [1 \ 2 \ 3] * [4 \ 5 \ 6]$$
- In modern OFDM, we want to perform circular convolution via regular convolution.

# Circular Convolution in Communication

- We want the receiver to obtain the circular convolution of the signal (channel input) and the channel.
- Q: Why?
- A:
  - **CTFT**: **convolution** in time domain corresponds to **multiplication** in frequency domain.
    - This fact does not hold for DFT.
  - **DFT**: circular **convolution** in (discrete) time domain corresponds to **multiplication** in (discrete) frequency domain.
    - We want to have multiplication in frequency domain.
    - So, we want circular convolution and not the regular convolution.
- Problem: Real channel does regular convolution.
- Solution: With **cyclic prefix**, regular convolution can be used to create circular convolution.

## Example 2

$$[1 \ -2 \ 3 \ 1 \ 2] \circledast [3 \ 2 \ 1 \ 0 \ 0] = ?$$

Solution:

$$\begin{array}{cccccccccccccccc}
 1 & -2 & 3 & 1 & 2 & 1 & -2 & 3 & 1 & 2 & 1 & -2 & 3 & 1 & 2 \\
 0 & 0 & 1 & 2 & 3 & & & & & & & & & & \\
 0 & 0 & 1 & 2 & 3 & & & & & & & & & & \\
 0 & 0 & 1 & 2 & 3 & & & & & & & & & & \\
 0 & 0 & 1 & 2 & 3 & & & & & & & & & & \\
 0 & 0 & 1 & 2 & 3 & & & & & & & & & & 
 \end{array}$$

Let's look closer at how we carry out the circular convolution operation. Recall that we replicate the  $x$  and then perform the regular convolution (for  $N$  points)

$$1 \times 1 + 2 \times 2 + 1 \times 3 = 1 + 4 + 3 = 8$$

$$2 \times 1 + 1 \times 2 + (-2) \times 3 = 2 + 2 - 6 = -2$$

$$1 \times 1 + (-2) \times 2 + 3 \times 3 = 1 - 4 + 9 = 6$$

$$(-2) \times 1 + 3 \times 2 + 1 \times 3 = -2 + 6 + 3 = 7$$

$$3 \times 1 + 1 \times 2 + 2 \times 3 = 3 + 2 + 6 = 11$$

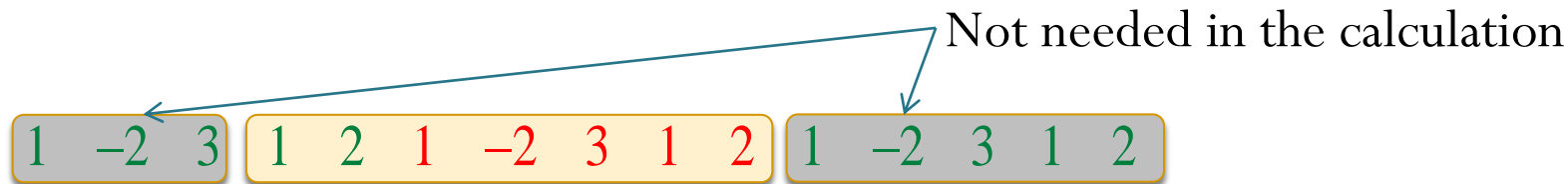
$$[1 \ -2 \ 3 \ 1 \ 2] \circledast [3 \ 2 \ 1 \ 0 \ 0] = [8 \ -2 \ 6 \ 7 \ 11]$$

Goal: Get these numbers using regular convolution

## Example 2

$$[1 \ -2 \ 3 \ 1 \ 2] \circledast [3 \ 2 \ 1 \ 0 \ 0] = ?$$

Observation: We don't need to replicate the  $x$  indefinitely. Furthermore, when  $h$  is shorter than  $x$ , we need only a part of one replica.



$$0 \ 0 \ 1 \ 2 \ 3$$

$$0 \ 0 \ 1 \ 2 \ 3$$

$$0 \ 0 \ 1 \ 2 \ 3$$

$$0 \ 0 \ 1 \ 2 \ 3$$

$$0 \ 0 \ 1 \ 2 \ 3$$

$$1 \times 1 + 2 \times 2 + 1 \times 3 = 1 + 4 + 3 = 8$$

$$2 \times 1 + 1 \times 2 + (-2) \times 3 = 2 + 2 - 6 = -2$$

$$1 \times 1 + (-2) \times 2 + 3 \times 3 = 1 - 4 + 9 = 6$$

$$(-2) \times 1 + 3 \times 2 + 1 \times 3 = -2 + 6 + 3 = 7$$

$$3 \times 1 + 1 \times 2 + 2 \times 3 = 3 + 2 + 6 = 11$$

$$[1 \ -2 \ 3 \ 1 \ 2] \circledast [3 \ 2 \ 1 \ 0 \ 0] = [8 \ -2 \ 6 \ 7 \ 11]$$

# Example 2

Try this: use only the necessary part of the replica and then convolve (regular convolution) with the channel.

$$[1 \ 2 \ 1 \ -2 \ 3 \ 1 \ 2] * [3 \ 2 \ 1] = ?$$

Copy the last  $v$  samples of the symbols at the **beginning** of the symbol.

This partial replica is called the **cyclic prefix**.

1 2 1 -2 3 1 2

1 2 3

1 2 3

1 2 3

1 2 3

1 2 3

1 2 3

1 2 3

1 2 3

1 2 3

$$1 \times 3 = 3$$

$$1 \times 2 + 2 \times 3 = 2 + 6 = 8$$

$$1 \times 1 + 2 \times 2 + 1 \times 3 = 1 + 4 + 3 = 8$$

$$2 \times 1 + 1 \times 2 + (-2) \times 3 = 2 + 2 - 6 = -2$$

$$1 \times 1 + (-2) \times 2 + 3 \times 3 = 1 - 4 + 9 = 6$$

$$(-2) \times 1 + 3 \times 2 + 1 \times 3 = -2 + 6 + 3 = 7$$

$$3 \times 1 + 1 \times 2 + 2 \times 3 = 3 + 2 + 6 = 11$$

$$1 \times 1 + 2 \times 2 = 1 + 4 = 5$$

$$2 \times 1 = 2$$

Junk!

# Example 2

- We now know that

$$\underbrace{[1 \ 2 \ 1 \ -2 \ 3 \ 1 \ 2]}_{\text{Cyclic Prefix}} * [3 \ 2 \ 1] = [3 \ 8 \ 8 \ -2 \ 6 \ 7 \ 11 \ 5 \ 2]$$

$$[1 \ -2 \ 3 \ 1 \ 2] \circledast [3 \ 2 \ 1 \ 0 \ 0]$$

- Similarly, you may check that

$$\underbrace{[-2 \ 1 \ 2 \ 1 \ -3 \ -2 \ 1]}_{\text{Cyclic Prefix}} * [3 \ 2 \ 1] = [-6 \ -1 \ 6 \ 8 \ -5 \ -11 \ -4 \ 0 \ 1]$$

$$[2 \ 1 \ -3 \ -2 \ 1] \circledast [3 \ 2 \ 1 \ 0 \ 0]$$

# Example 3

- We know, from Example 2, that

$$\begin{bmatrix} 1 & 2 & 1 & -2 & 3 & 1 & 2 \end{bmatrix} * \begin{bmatrix} 3 & 2 & 1 \end{bmatrix} = \begin{bmatrix} 3 & 8 & 8 & -2 & 6 & 7 & 11 & 5 & 2 \end{bmatrix}$$

And that

$$\begin{bmatrix} -2 & 1 & 2 & 1 & -3 & -2 & 1 \end{bmatrix} * \begin{bmatrix} 3 & 2 & 1 \end{bmatrix} = \begin{bmatrix} -6 & -1 & 6 & 8 & -5 & -11 & -4 & 0 & 1 \end{bmatrix}$$

- Check that

$$\begin{bmatrix} 1 & 2 & 1 & -2 & 3 & 1 & 2 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} * \begin{bmatrix} 3 & 2 & 1 \end{bmatrix} \\ = \begin{bmatrix} 3 & 8 & 8 & -2 & 6 & 7 & 11 & 5 & 2 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

and

$$\begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & -2 & 1 & 2 & 1 & -3 & -2 & 1 \end{bmatrix} * \begin{bmatrix} 3 & 2 & 1 \end{bmatrix} \\ = \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & -6 & -1 & 6 & 8 & -5 & -11 & -4 & 0 & 1 \end{bmatrix}$$

# Example 4

- We know that

$$\begin{bmatrix} 1 & 2 & 1 & -2 & 3 & 1 & 2 \\ -2 & 1 & 2 & 1 & -3 & -2 & 1 \end{bmatrix} * \begin{bmatrix} 3 & 2 & 1 \end{bmatrix} = \begin{bmatrix} 3 & 8 & 8 & -2 & 6 & 7 & 11 & 5 & 2 \\ -6 & -1 & 6 & 8 & -5 & -11 & -4 & 0 & 1 \end{bmatrix}$$

- Using Example 3, we have

$$\begin{aligned} & \begin{bmatrix} 1 & 2 & 1 & -2 & 3 & 1 & 2 & -2 & 1 & 2 & 1 & -3 & -2 & 1 \end{bmatrix} * \begin{bmatrix} 3 & 2 & 1 \end{bmatrix} \\ = & \left( \begin{bmatrix} 1 & 2 & 1 & -2 & 3 & 1 & 2 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \right. \\ & \left. + \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & -2 & 1 & 2 & 1 & -3 & -2 & 1 \end{bmatrix} \right) * \begin{bmatrix} 3 & 2 & 1 \end{bmatrix} \\ = & \begin{bmatrix} 3 & 8 & 8 & -2 & 6 & 7 & 11 & 5 & 2 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \\ & + \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & -6 & -1 & 6 & 8 & -5 & -11 & -4 & 0 & 1 \end{bmatrix} \\ = & \begin{bmatrix} 3 & 8 & 8 & -2 & 6 & 7 & 11 & -1 & 1 & 6 & 8 & -5 & -11 & -4 & 0 & 1 \end{bmatrix} \end{aligned}$$



# Putting results together...

- Suppose  $\underline{x}^{(1)} = [1 \text{ } -2 \text{ } 3 \text{ } 1 \text{ } 2]$  and  $\underline{x}^{(2)} = [2 \text{ } 1 \text{ } -3 \text{ } -2 \text{ } 1]$
- Suppose  $\underline{h} = [3 \text{ } 2 \text{ } 1]$
- At the receiver, we want to get
  - $[1 \text{ } -2 \text{ } 3 \text{ } 1 \text{ } 2] \circledast [3 \text{ } 2 \text{ } 1 \text{ } 0 \text{ } 0] = [8 \text{ } -2 \text{ } 6 \text{ } 7 \text{ } 11]$
  - $[2 \text{ } 1 \text{ } -3 \text{ } -2 \text{ } 1] \circledast [3 \text{ } 2 \text{ } 1 \text{ } 0 \text{ } 0] = [6 \text{ } 8 \text{ } -5 \text{ } -11 \text{ } -4]$
- We transmit  $[\underbrace{1 \text{ } 2}_{\text{Cyclic prefix}} \text{ } 1 \text{ } -2 \text{ } 3 \text{ } 1 \text{ } 2 \text{ } \underbrace{-2 \text{ } 1}_{\text{Cyclic prefix}} \text{ } 2 \text{ } 1 \text{ } -3 \text{ } -2 \text{ } 1]$ .

- At the receiver, we get

$$[1 \text{ } 2 \text{ } 1 \text{ } -2 \text{ } 3 \text{ } 1 \text{ } 2 \text{ } -2 \text{ } 1 \text{ } 2 \text{ } 1 \text{ } -3 \text{ } -2 \text{ } 1] * [3 \text{ } 2 \text{ } 1]$$

$$= [3 \text{ } 8 \text{ } 8 \text{ } -2 \text{ } 6 \text{ } 7 \text{ } 11 \text{ } -1 \text{ } 1 \text{ } 6 \text{ } 8 \text{ } -5 \text{ } -11 \text{ } -4 \text{ } 0 \text{ } 1]$$

Junk! To be thrown away by the receiver.

# Circular Convolution: Key Properties

- Consider an  $N$ -point signal  $x[n]$
- **Cyclic Prefix (CP) insertion:** If  $x[n]$  is extended by copying the last  $v$  samples of the symbols at the beginning of the symbol:

$$\hat{x}[n] = \begin{cases} x[n], & 0 \leq n \leq N-1 \\ x[n+N], & -v \leq n \leq -1 \end{cases}$$

- Key Property 1:

$$\{h \circledast x\}[n] = (h * \hat{x})[n] \text{ for } 0 \leq n \leq N-1$$

- Key Property 2:

$$\{h \circledast x\}[n] \xrightarrow{\text{FFT}} H_k X_k$$

# OFDM with CP for Channel w/ Memory

- We want to send  $N$  samples  $S_0, S_1, \dots, S_{N-1}$  across noisy channel with memory.

- First apply IFFT:  $S_k \xrightarrow{\text{IFFT}} s[n]$

- Then, add cyclic prefix

$$\hat{s} = [s[N-\nu], \dots, s[N-1], s[0], \dots, s[N-1]]$$

- This is inputted to the channel.

- The output is

$$y[n] = [p[N-\nu], \dots, p[N-1], r[0], \dots, r[N-1]]$$

- Remove cyclic prefix to get  $r[n] = h[n] \otimes s[n] + w[n]$

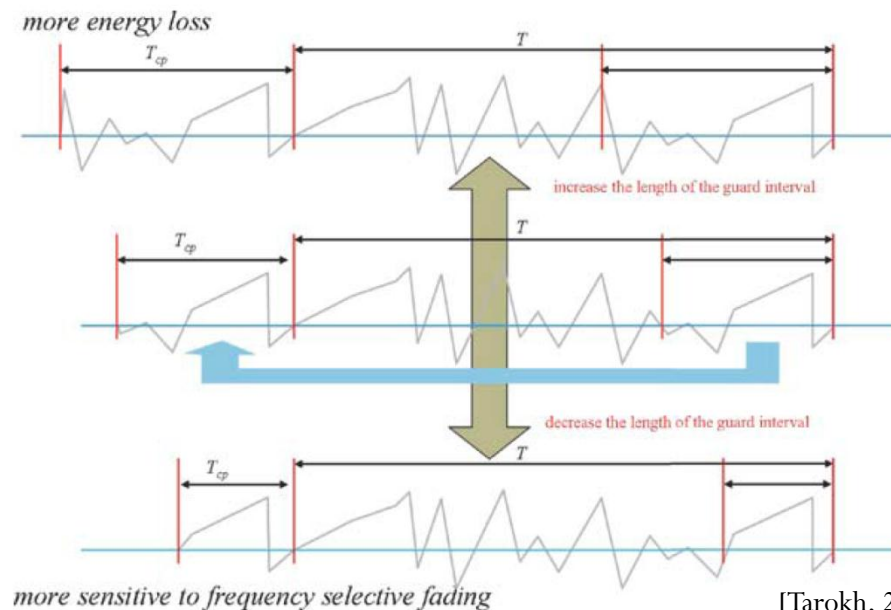
- Then apply FFT:  $r[n] \xrightarrow{\text{FFT}} R_k$

- By circular convolution property of DFT,  $R_k = H_k S_k + W_k$

No ICI!

# OFDM System Design: CP

- A good ratio between the CP interval and symbol duration should be found, so that all multipaths are resolved and not significant amount of energy is lost due to CP.
- As a thumb rule, the CP interval must be two to four times larger than the root mean square (RMS) delay spread.



[Tarokh, 2009, Fig 2.9]

# Summary

- The CP at the beginning of each block has two main functions.
- As guard interval, it prevents contamination of a block by ISI from the previous block.
- It makes the received block appear to be periodic of period  $N$ .
  - Turn regular convolution into circular convolution
  - Point-wise multiplication in the frequency domain

# Reference

- A. Bahai, B. R. Saltzberg, and M. Ergen, *Multi-Carrier Digital Communications: Theory and Applications of OFDM*, 2nd ed., New York: Springer Verlag, 2004.

