08: Signal Tracking

Taro Suzuki

Signal Tracking

- Doppler frequency and code phase changes due to satellite and receiver motion and clock variations
- The purpose of signal tracking is to estimate (track) Doppler frequency and code phase as they vary with time



Tracking is performed in the time domain

By using feedback control, these two values can be tracked

Feedback System

• Feedback system Input + Error K + Error K

- A Delay Lock Loop (DLL) tracks the code phase
- A Phase-Locked Loop (PLL) tracks the carrier phase
- A Frequency-Locked Loop (FLL) tracks the carrier frequency

GNSS Signal Processing



GNSS Signal Correlation

1 Replica PRN code generation

2 Correlation between replica code and incoming signal



Correlation in Time-Domain

- Remove carrier phase
- Correlation with local replicas



E-P-L Correlator (1)

How to estimate tracking error?

Early-Prompt-Late (E-P-L) correlator





E-P-L Correlator (2)



Exercise 1: E-P-L Correlator

MATLAB

- /08_Signal_Tracking/matlab/Ex1_run_EPL_correlation.m
- Using code phase and Doppler frequency estimated by signal acquisition



- Advanced challenge:
 - Try for different satellites
 - Add very-early and very late correlators

Effect of Multipath on Correlation (1)

LOS and NLOS multipath



Effect of Multipath on Correlation (2)



Correlator Type

Narrow correlator



Double-delta correlator
 strobe correlator



- Narrow the width of the Early and Late correlation points
- Requires wide bandwidth

BPSK vs. BOC (1)



BPSK vs. BOC (2)



-14-

DLL vs. PLL vs. FLL

Delay Lock Loop

- Purpose: Compute pseudorange for user position calculation
- **Operation**: Generates a replica of the PRN code transmitted by the satellite and maintains synchronization with the received code

Phase Lock Loop

- **Purpose**: Demodulation of navigation data
- Measurement of pseudorange change rate for user speed calculation
- Calculation of carrier phase for RTK, etc.
- **Operation**: Adjusts the frequency and phase of the replica sine wave to synchronize with the phase of the input carrier wave

Frequency Lock Loop

- **Purpose**: Frequency trapping between signal acquisition and PLL start
- Rough tracking in poor reception conditions
- **Operation**: The frequency difference between the replica signal and the received signal is detected by the discriminator, and the replica signal oscillator is controlled to set the frequency difference to zero

Delay Lock Loop (1)

Time domain



 $r[t; \theta(t)]$: received code $\hat{r}[t; \hat{\theta}(t)]$: local code

 $\delta\theta(t)$: code phase error $\dot{\theta}(t)$: code phase rate $\hat{\theta}(t)$: estimated code phase

Delay Lock Loop (2)

Error discriminator

$$rac{1}{2} \, rac{(E\!-\!L)}{E\!+\!L} \qquad egin{array}{c} ullet E = \sqrt{I_E^2+Q_E^2} & ext{is the Early correlation power.} \ ullet L = \sqrt{I_L^2+Q_L^2} & ext{is the Late correlation power.} \end{array}$$





Delay Lock Loop (3)

Typically modeled as first order system



- Large loop bandwidth tracks target value quickly
- Smaller loop bandwidth reduces noise

Phase Lock Loop (1)

Frequency domain



 $\varphi_r(s)$: received carrier phase $\hat{\varphi}(s)$: local carrier phase $\varphi_e(s)$: phase error $\delta \varphi(s)$: magnified phase error $f_{PLL}(s)$: frequency tracked by PLL K_d , K_o : the gain of PD and NCO

Phase Lock Loop (2)

Error discriminator Q Coherent $\Phi_e = ATAN2(Q_P, I_P)$ Navigation bit = +1Costas discriminators $Q_P = \operatorname{Im}\{Z_P\}$ Z_P $\sin(2\Phi_e) = Q_P \times I_P$ $\Delta \theta$ $I_P = \operatorname{Re}\{Z_P\}$ Z_P Navigation bit = -

Typically modeled as second order system



- Large loop bandwidth tracks target value quickly
- Smaller loop bandwidth reduces noise

-21-

Frequency Lock Loop

- If the frequency is shifted, the correlation value vector is rotated
- Error discriminator

$$S_{P,I,n-1} S_{P,Q,n} - S_{P,I,n} S_{P,Q,n-1}$$

Approximate frequency shift = angular velocity as an outer product



Simulink Implementation (1)



Simulink Implementation (2)

Tracking else {}



Exercise 2-1: Signal Tracking

Simulink

/08_Signal_Tracking/simulink/Ex2/tracking_lch.slx





-25-

Exercise 2-2: Signal Tracking

- Simulink
 - /08_Signal_Tracking/simulink/Ex2/tracking_lch.slx

Tracking [

1 data

2 dfreg

prn

Plot tracked code frequency/carrier frequency





Exercise 2-3: Signal Tracking

Simulink

/08_Signal_Tracking/simulink/Ex2/tracking_lch.slx

Change DLL/PLL bandwidth

Check signal tracking results

```
%% Tracking
33
34
35
         % ccorrelation space
         paramd.corrspace = 1; % sample
36
37
38
         % DLL noise bandwidth [Hz]
39
         paramd.trk.dllB = 2;
40
         % PLL noise bandwidth [Hz]
41
         paramd.trk.pllB = 30;
42
43
44
         % FLL noise bandwidth [Hz]
45
         paramd.trk.fllB = 250;
46
47
         paramd.trk.dllw2 = (paramd.trk.dllB/0.53)^2; % factor of DLL
         paramd.trk.dllaw = 1.414*(paramd.trk.dllB/0.53); % factor of DLL
48
         paramd.trk.pllw2 = (paramd.trk.pllB/0.53)^2; % factor of PLL
49
         paramd.trk.pllaw = 1.414*(paramd.trk.pllB/0.53); % factor of PLL
50
         paramd.trk.fllw = paramd.trk.fllB/0.25; % factor of FLL
51
52
         0/0/
```

Exercise 2-4 : Signal Tracking

PLL aided DLL

- The estimated frequency change of PLL is sufficiently accurate
- DLL measurements are intended to remove long-time bias in the estimated frequency of the carrier tracking loop
- The PLL assist reduces the noise bandwidth sufficiently to reduce noise



Exercise 3: Real-time Signal Tracking

Simulink

- /08_Signal_Tracking/simulink/Ex3/tracking_lch_realtime.slx
- Real-time Signal Tracking
 - Connect RTL-SDR
 - Turn of <u>Bias-T</u>
 - Use of <u>RTL-SDR Receiver</u>

🔁 วีบงก //ีรX-タ−: RTL-SDR Receiver 🛛 🗙
RTL-SDR Receiver (mask) (link)
Receive data from an RTL-SDR radio.
Radio Connection
Radio address: 0
Into
Radio Configuration
Source of center frequency: Dialog
Center frequency (Hz): 1575.42e6
Source of gain: AGC
Sampling rate (Hz): 2.048e6
requency correction (ppm): 0
Data Transfer Configuration
Lost samples output port
Latency output port
Output data type: int16
Samples per frame: 2048*10
Enable burst mode
OK(<u>O</u>) キャンセル(<u>C</u>) ヘルプ(<u>H</u>) 適用(<u>A</u>)