

Satellite Link Design

Basic Transmission Theory

Link Budget parameters

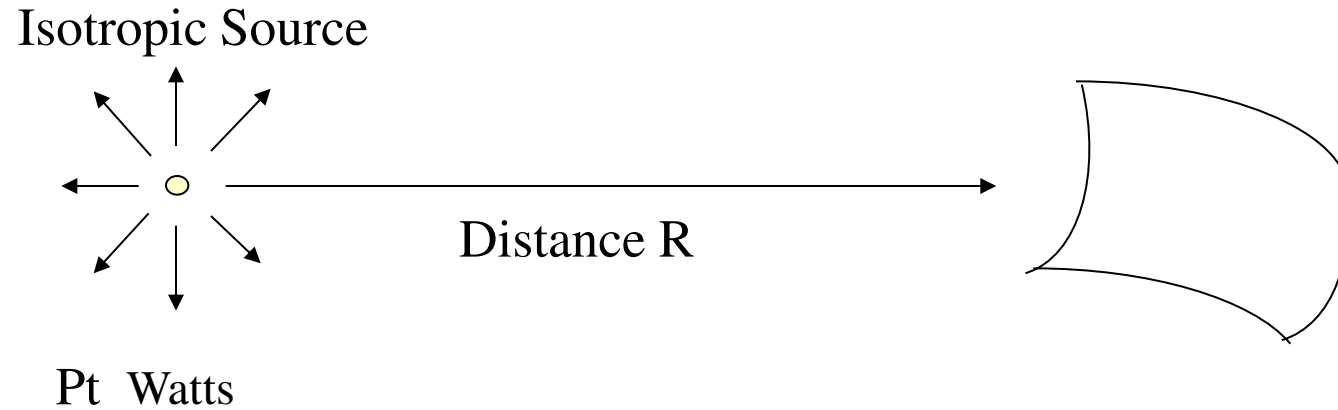
- ⊕ Transmitter power at the antenna
- ⊕ Antenna gain compared to isotropic radiator
- ⊕ EIRP
- ⊕ Flux density at receiver
- ⊕ Free space path loss
- ⊕ System noise temperature
- ⊕ Figure of merit for receiving system
- ⊕ Carrier to thermal noise ratio
- ⊕ Carrier to noise density ratio
- ⊕ Carrier to noise ratio

Isotropic Radiator

- ✚ Consider an Isotropic Source (punctual radiator) radiating P_t Watts uniformly into free space.
- ✚ At distance R , the area of the spherical shell with center at the source is $4\pi R^2$
- ✚ Flux density at distance R is given by Eq. 4.1

$$F = \frac{P_t}{4\pi R^2} \quad \text{W/m}^2$$

Isotropic Radiator 2



Surface Area of
sphere = $4\pi R^2$
encloses Pt.

Power Flux Density:

$$F = \frac{P_t}{4\pi R^2} \quad \text{W/m}^2$$

Antenna Gain

- ✚ We need directive antennas to get power to go in wanted direction.
- ✚ Define Gain of antenna as increase in power in a given direction compared to isotropic antenna.

$$G(\theta) = \frac{P(\theta)}{P_0 / 4\pi} \quad (\text{Eqn 4.2})$$

- $P(\theta)$ is variation of power with angle.
- $G(\theta)$ is gain at the direction θ .
- P_0 is total power transmitted.
- sphere = 4π solid radians

Antenna Gain 2

- ✚ Antenna has gain in every direction! Term gain may be confusing sometimes.
- ✚ Usually “Gain” denotes the maximum gain of the antenna.
- ✚ The direction of maximum gain is called “boresight”.

Antenna Gain 3

- ✚ Gain is a ratio:
- ✚ It is usually expressed in ***Decibels*** (dB)

$$G \text{ [dB]} = 10 \log_{10} (G \text{ ratio})$$



The world's most misused unit ??
(we will see more on dBs later)

EIRP - 1

- ⊕ An isotropic radiator is an antenna which radiates in all directions equally
- ⊕ Antenna gain is relative to this standard
- ⊕ Antennas are fundamentally passive
 - ⊞ No additional power is generated
 - ⊞ Gain is realized by focusing power
 - ⊞ Similar to the difference between a lantern and a flashlight
- ⊕ Effective Isotropic Radiated Power (EIRP) is the amount of power the transmitter would have to produce if it was radiating to all directions equally
- ⊕ Note that EIRP may vary as a function of direction because of changes in the antenna gain vs. angle

EIRP - 2

- ✚ The output power of a transmitter HPA is:

P_{out} watts

- ✚ Some power is lost before the antenna:

$P_t = P_{out} / L_t$ watts reaches the antenna

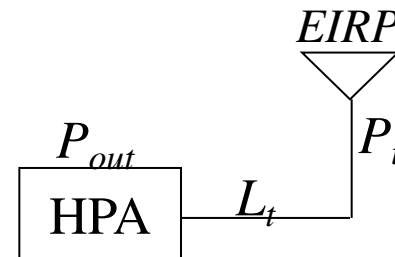
P_t = Power into antenna

- ✚ The antenna has a gain of:

G_t relative to an isotropic radiator

- ✚ This gives an effective isotropic radiated power of:

$EIRP = P_t G_t$ watts relative to a 1 watt
isotropic radiator



Power Flux Density - 1

- ✚ We now want to find the power density at the receiver
- ✚ We know that power is conserved in a lossless medium
- ✚ The power radiated from a transmitter must pass through a spherical shell on the surface of which is the receiver
- ✚ The area of this spherical shell is $4\pi R^2$
- ✚ Therefore spherical spreading loss is $1/4\pi R^2$

Power Flux Density - 2

- ✚ Power flux density (p.f.d.) is a measure of the power per unit area
- ✚ This is a regulated parameter of the system
 - ✚ CCIR regulations limit the p.f.d. of any satellite system
 - ✚ CCIR regulations are enforced by signatory nations
 - ✚ Allowable p.f.d. varies w.r.t. elevation angle
 - ✚ Allows control of interference
 - ✚ Increasing importance with proliferation of LEO systems

Received Power

- We can rewrite the power flux density now considering the transmit antenna gain:

$$F = \frac{EIRP}{4\pi R^2} = \frac{P_t G_t}{4\pi R^2} \text{ W/m}^2$$

- The power available to a receive antenna of area A_r m² we get:

$$P_r = F \times A_r = \frac{P_t G_t A_r}{4\pi R^2}$$

Effective Aperture

- Real antennas have effective flux collecting areas which are LESS than the physical aperture area.
- Define Effective Aperture Area A_e :

$$A_e = A_{phy} \times \eta$$

Where A_{phy} is actual (physical) aperture area.

$$\eta = \underline{\text{aperture efficiency}} \quad \left\{ \begin{array}{l} \text{Very good: 75\%} \\ \text{Typical: 55\%} \end{array} \right.$$

System Noise Power - 2

- ✚ System noise is caused by thermal noise sources
 - ✚ External to RX system
 - Transmitted noise on link
 - Scene noise observed by antenna
 - ✚ Internal to RX system
- ✚ The power available from thermal noise is:

$$N = kT_s B \text{ (dBW)}$$

where k = Boltzmann's constant
= 1.38×10^{-23} J/K (-228.6 dBW/HzK),
 T_s is the effective system noise temperature, and
 B is the effective system bandwidth