Path Selection and Propagation Prediction for Millimeter Wave Operation



Mike Lavelle, K6ML April 2020 50 MHz & Up

Outline

- Review: Free Space Path Loss & the Link Budget
- Overview: Propagation at cm & mm waves
- Site Selection & Orientation to Target
- Predicting mm wave "Openings"

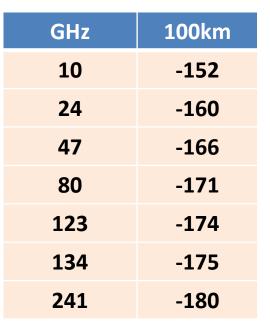
For the easier cm wave and shorter mm wave contacts, we don't need to use every last one of these techniques

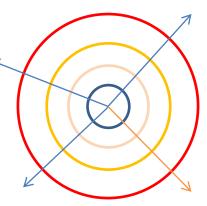
Free Space Path Loss

- Free space path loss is the spreading loss as a signal radiates outward in all directions from its source
 - no atmospheric effects
 - no blockage

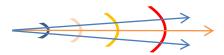
FSPL (in dB) = -92.5 - 20 log Range (in km) - 20 log Freq (in GHz)

- 1/R², 10x **distance** increase, FSPL increases **100x** (20 dB)
- 1/F², 10x frequency increase, FSPL increases 100x (20 dB)





Antenna Gain



• Gain antennas focus their Rx/Tx beam into a narrow fraction of the sphere

dBi gain = +18.2 + 20 log Diameter (in cm) + 20 log Freq (in GHz)

- **2x** frequency = **4x** more gain (+**6** dB)
- **2x** diameter = **4x** more gain (+**6** dB)
- **2x** diameter *or* **2x** frequency = **half** the beam width (**harder to point**)

Band	D = 60 cm (2')		D = 120) cm (4')
GHz	Gain (dBi)	Beam (deg)	Gain (dBi)	Beam (deg)
10	34	3	40	1.5
24	41	1.3	47	0.65
47	47	0.66	51	0.33
80	52	0.38	58	0.19
123	56	0.25	62	0.13
134	56	0.24	56	0.12
241	61	0.13	67	0.06

System Gain

• Credits

- Tx Power (dBM)
- Tx Antenna (dBi)
- Rx Antenna (dBi)

• Debits

- Thermal Noise Floor (-174 dBm in 1 Hz)
- Rx Noise Figure (dB)
- Rx Bandwidth (10 log BW) (eg, -34 dB for 2500 Hz SSB)

Gain dB = Tx dBm + Tx dBi + Rx dBi - NF dB - BW dB - 174 dBm

Typical System Gains

At higher bands, system gain drops & antenna pointing is harder

- Antenna Gain goes up @ higher bands If we keep size constant (but it does get harder to point) With an antenna at each end, we get double the dBs
- Tx Power, Rx NF get worse @ higher bands Higher band (80 GHz and up) numbers below are optimistic 2500 Hz SSB BW assumed; narrower modes (CW, digital) have better gain

GHz	60cm Dish	Tx dBm	Rx NF	Sys Gain
10	34	40	1	247
24	41	35	2	256
47	47	30	4	260
80	52	20	6	257
123	55	-3	10	236
134	56	-4	11	236
241	61	-12	20	222

Link Budget Signal/Noise = System Gain – Path Loss

- System Gain overcomes Path Loss to deliver Signal
- System Gain falls as we go to higher bands
- Path Loss increases as we go to higher bands (1/F²)
 - And I haven't talked about extra losses yet!
 - Above 20 GHz, moisture and weather hit us harder and harder
 - At 122 GHz, we also get hit by oxygen

• Result: SNR (or max range) falls as we go to higher bands

By the way, we can 'measure' Sys Gain = observed SNR + calculated Path Loss

- Use several paths on good WX days to find System Gain
- Then predict SNR for a new path using new calc PL and measured Sys Gain
- New SNR will decrease by the same amount that PL increases

• Our strategy:

Choose the path & forecast the weather so as to reduce path loss (and use low BW modes ... like CW & digital)

An Overview of Propagation

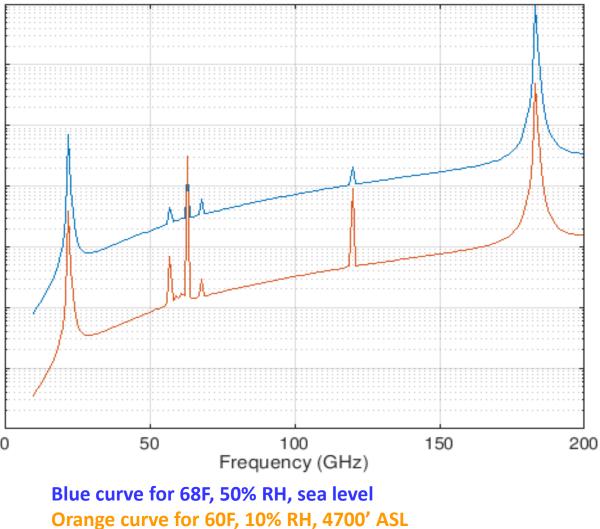
(at centimeter & millimeter waves)

• Line of Sight Path (FSPL) is the baseline

- Things mostly go downhill (extra losses) from there
- Obstacles Always Hurt
 - Foliage, Buildings, Hills, Earth's Curvature (loss or total blockage)
 - Bounces and Knife Edge Refraction can get us around blockages
 - But they have extra losses and generally take a longer path
- Atmospheric Refraction Helps
 - Air temp decreases with elevation: "4/3 earth radius" extends horizon blockage point
 - Ducting enhancements/temperature inversions can go even further
- Atmospheric Losses --- dominate at mm waves
 - Vary with altitude and weather along the path; increase with freq > 20 GHz
 - Atmospheric Gas attenuation (water vapor, oxygen)
 - Clouds, Rain, Fog, etc attenuation
- Scatter
 - Aircraft, Rain, Snow, Clouds, Tropo
- Multipath

Atmospheric Gas Loss

(an issue above 20 GHz; dominates above 50 GHz)



It tells us that for best mm wave DX, go to the mountains in extremely dry weather

Elevation	0′	4700'
Air Temp, RH	68F, 50%	59F, 10%
Band		
10	-1.5	-0.6
24	-19	-3
47	-14	-2
80	-36	-5
123	-103	-23
134	-106	-13
241	-363	-40

• Extra dB/100km above 20 GHz:

dB/R, not just $1/R^2$

Dominates beyond 25-40 km

Water Vapor (humidity)

Steady upward trend

Resonances at 22 & 183 GHz

Tends to be drier at higher elevation

Oxygen

Resonances at 60 & 119 GHz

Lower air pressure at higher elevation (less O₂)

Clouds, Rain, etc

- Rain loss >>> moisture loss
 - Drizzle 2-3x H_2O dB loss; moderate rain 10x H_2O dB loss
- Rain scatter best @ 10 GHz
 - Rain WX radars operate in S and X bands; good match to size of rain drops
 - Above 10G, rain scatter increases, but mainly as a focused forward scatter; over 100G, acts like a very focused lens
 - The useful scattering volume is likely surrounded by excess moisture, drizzle and clouds (very lossy at higher bands)
 - Except for in-line forward scatter, scatter lengthens the path
- Cloud loss >> moisture loss
 - Cloud WX radars run in the 35-95 GHz range
- Conclusion: avoid rain, fog & clouds

Other Scatter Modes

- Aircraft scatter: doppler increases, strong forward scatter focusing
- Tropo scatter: high scatter loss, great DX if you have excess system gain (cm waves)

References

(Microwave Propagation)

- <u>http://www.mike-willis.com/Tutorial/propagation.html</u>
- www.mike-willis.com/Tutorial/RT%20Propagation%20Lecture.pdf
- <u>http://www.wa1mba.org/papers/WA1MBA%20Super%20VHF%202019%2</u> <u>OScattering%20Talk.pdf</u> Rain Scatter
- <u>https://bobatkins.com/radio/troposcatter.html</u>
- <u>http://w3sz.com/PackRats.html</u>
 - aircraft scatter 9/2013
 - troposcatter 9/2014
- Google these ITU Recommendations:
 - P.676 (atmospheric gas loss)
 - P.453 (refractive index)
 - P.530 (terrestrial LOS)
 - P.834 (tropo refraction)
 - P.838 (rain attenuation)
 - P.840 (clouds and fog)

Tools for calculating path loss

- ITU P.676 atmospheric gas loss model has been coded up by:
- http://weather.vk5microwave.net/Calculate.aspx
- members.inode.at/576265/Linkbudget.zip at OE2IGL's website
- <u>https://www.mathworks.com/help/phased/ref/gaspl.html</u> (caveat emptor; I found a bug in their library code)

SPOILER ALERT:

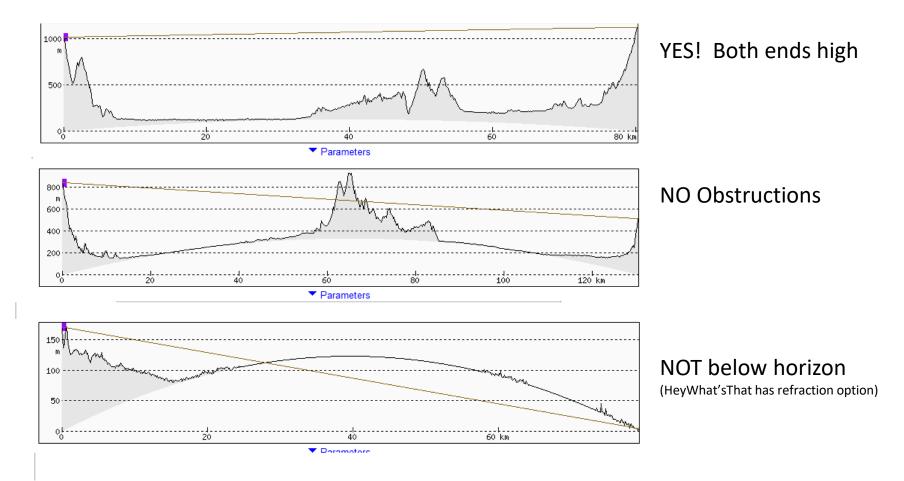
We will use this model plus weather forecasts to hunt for "openings" I wrote my own spreadsheet to plot SNR curves vs Td & Ta for P, R, F

Selecting the Path

- Find an LOS Path of desired length
 - High end points with drop offs & clear horizons are best
 - Beware mid-path obstructions and earth curvature
- Tools
 - <u>https://www.heywhatsthat.com/</u>
 - <u>https://k7fry.com/grid/</u>
 - Both mark paths as overlays on Google maps
 - Terrain & Roads view (orientation landmarks)
 - Satellite view
 - Street view (check for foliage, other obstuctions)
 - Both give path length, bearing
 - HeyWhatsThat adds elevation, LOS check, path profile, panorama view
- Visit the sites and vet them for foliage, obstructions, takeoff angles

Start with a Line Of Sight (LOS) Path

HeyWhat'sThat Elevation Profiles



On Site: Alignment to Target

We are talking fraction of a degree beam widths @ mm waves

- Binocs & Smartphone/Tablet
 - Compass, GPS in mobile device for rough orienatation
 - HeyWhat'sThat, k7fry plan views
 - Hunter Theodolite mobile app
 - <u>https://www.peakfinder.org/</u> horizon view (AR)
 - Precise orientation using foreground and horizon landmarks
- Rifle Scope pre-aligned to beam
- Lower band radio pre-aligned to higher band radio
 - Higher SNR at lower band (40-60 dB)
 - QSY and bingo!

English

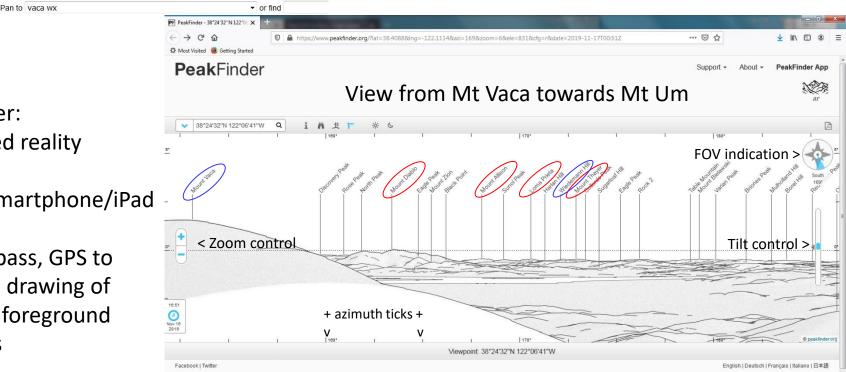
Metric decimal places (0-6) 0



DD.DDDDDD° OD° MM.MMMM' OD0° MM' SS.SS

Alignment Tools

Hey What's That – bearing, elevation, horizon Plan view of path to target relative to roads Structures & trees.



Peak Finder: Augmented reality

Runs on smartphone/iPad

Uses compass, GPS to orient line drawing of horizon & foreground landmarks

Forecasting an "Opening"

- In this case, "an opening" is "not a closing"
- We're looking for a reduction in moisture losses
- ITU P.676 Model tells us loss in dB/km = f (Td, Ta, F, P)
 - Td, dew point = absolute water vapor content
 - Ta, air temp (Relative Humidity = f (Ta, Td))
 - Frequency
 - P, air pressure, tracks elevation
- We predict S/N Ratio from Sys Gain, FSPL, Atmo Loss
- Or look for the WX we need to deliver desired S/N

Reducing path loss or Finding "Openings"

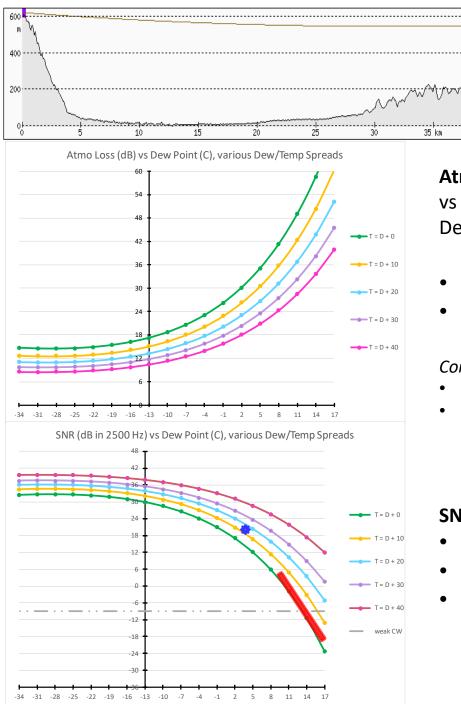
(122 GHz examples)

In descending order of importance (1 > 2 > 3 > 4)

- 1. Find two mountains with LOS ... the higher the better ...
 - More distant horizon
 - Lower water content
 - Lower (oxygen) pressure
- Look for a <u>very low dew point</u> day (T_{dew} < -20 °C)
 - <u>Dew point</u> is the air temp at which water saturation (dew, fog, mist, rain) occurs
 - Dew point is a *direct* (*absolute*) measure of how much water vapor is in the air
 - Looking for a **dry air duct** between the two mountains
 - Beware: path "sags" in middle (usually wetter)
- 3. Look for high dew spread ($T_{air} T_{dew}$) = low *relative* humidity (RH)
 - RH (or dew spread) measures how close we are to saturation at current air temp (*not* how much water)

$T_{air} - T_{dew}$	RH	Weather
0 °C	100%	Dew/frost/rain
10 °C	~45%	Everyday
20 °C	~22%	Pretty Dry
30 °C	~11%	Verrrrry Dry
40 °C	~6%	Bone Dry

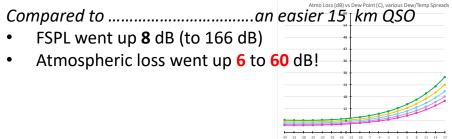
4. Use the top end of the band to get away from the 119 GHz O_2 absorption line.



40 km QSO (Sierra Rd – Windy Hill) K6ML <-> KB6BA

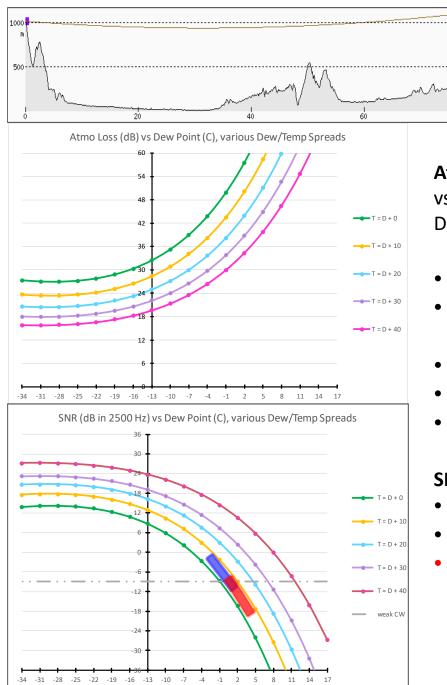
Atmospheric Loss (in 1 "S" unit steps) vs Dew Point (in 3 °C steps) for various Dew/Temp spreads (in 10 °C steps)

- 2 S units for < -13 °C T_d & 20 °C spread
- Over 10 S units when not dry



SNR (dB), assuming a 213 dB system gain

- Dashed grey line is weak CW copy
- Dry days are "S6-S7" copy
- A wet day can shut this path down
 - Our first attempt failed (eve. dew)
 - Next day was dry and strong signals



80 km QSO (Umunhum - Diablo) K6ML <-> KB6BA

Atmospheric Loss (in 1 "S" unit steps) vs Dew Point (in 3 °C steps) for various Dew/Temp spreads (in 10 °C steps)

80 km

- 4 S units for -13 $^{\circ}$ C T_d & 20 $^{\circ}$ C spread
- Well over 10 S units when not dry
- 2x distance, FSPL goes up **6** dB (172 dB)
- Atmospheric loss went up 12 to >100 dB
- The weather can easily shut us down

SNR (dB), again assuming a 213 dB system

- Dashed grey line is weak CW copy
- Dry days are "S3" copy...
- Even a bit of moisture drifting across any part(s) of the path shuts us down

Haze/moisture rising at mid path (Sunol Ridge, caused QSB and dropouts) **KB6BA on Mt Umunhum** K6ML on Mt Diablo 0:39 / 0:45

Searching for the perfect wave ... Searching in time & 2-D space



Fri 1300Sat 0400Sat 1000Sat 1300 (wow!)Sat 1600

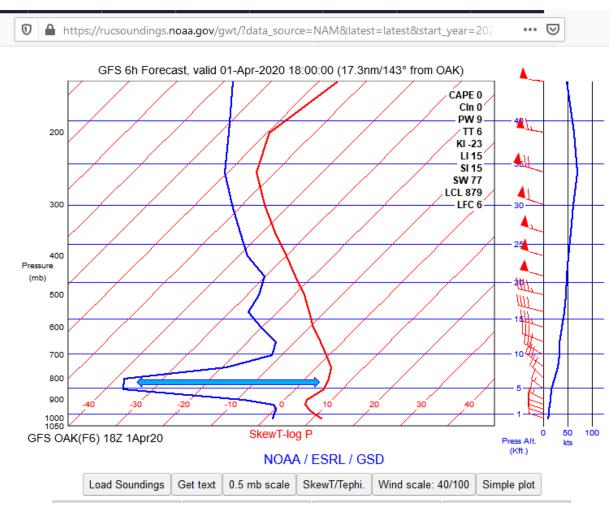
We want purple (close to -20C dew point) OVER THE ENTIRE PATH if possible... Doesn't happen very often or for very long

BTW: I use "custom colors" to set color scale to highlight the path's max. usable dew pt.

Searching for the perfect wave in 4-D

moisture varies with elevation, too

Forecasts: <u>https://rucsoundings.noaa.gov/</u> Archives: http://weather.uwyo.edu/upperair/sounding.html



"Skew-T" plots of dew pt (blue) and air temp (red)

VS

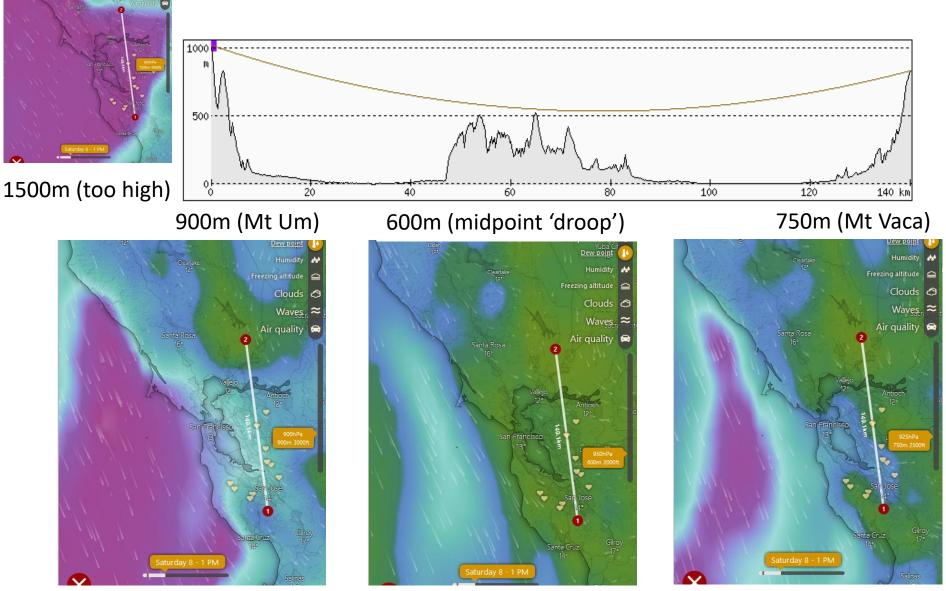
elevation (blue horiz lines, expressed in mbars of pressure)

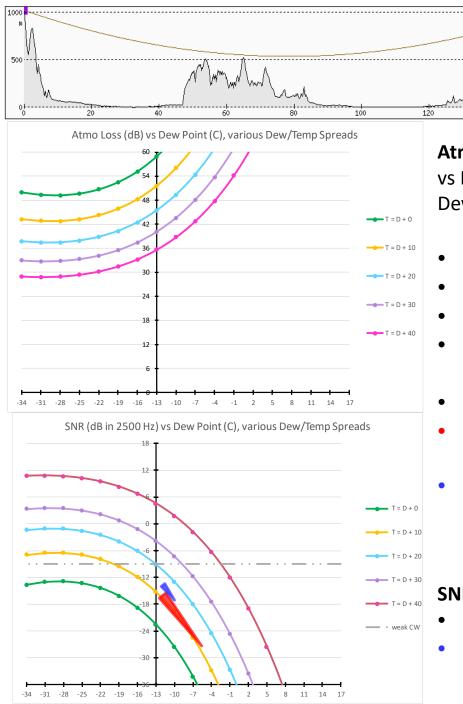
Skewed red lines are constant temp/dew pt lines

Wide gap between blue (dew pt) & red (air temp) lines shows a "dry duct" at 850-800 mbars (1500-2000m elevation) (-37C dew / +5C temp / ~ 5% RH)

Searching for the perfect wave...

Sat 1300 viewed at correct altitudes along the path





139 km QSO

(Umunhum - Vaca) New World Record K6ML <-> KB6BA & N9JIM

Atmospheric Loss (in 1 "S" unit steps) vs Dew Point (in 3 °C steps) for various Dew/Temp spreads (in 10 °C steps)

- 7.5 S units for -13 °C T_d & 20 °C spread
- Well over 10 S units when not dry
- FSPL goes up **5** dB (177 dB) from 80 km
- Atmospheric loss went up 21 to >100 dB
- The weather is **THE** critical factor...
- First attempt failed

140 km

- Midpoint much worse than end pts
- About 2 weeks later, better WX = success
 - ✓ Over 8 S units of atmos. Loss
 - ✓ Much better midpoint condx

SNR (dB), again assuming a 213 dB system

- Very dry days are "weak CW" copy...
- Even if we can get dry endpoints, Wet points along the path can sink us