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# EC307: Mobile Communication and Networks

## Module 8: Radio Propagation Model

### Introduction

Radio propagation describes how electromagnetic waves travel from a transmitter (Tx) to a receiver (Rx). In wireless communication, three primary propagation mechanisms dominate:

- Free Space Propagation (Line-of-Sight)
- Reflection (Ground Reflection / Two-Ray Model)
- Diffraction (Knife-Edge Diffraction)

These mechanisms are the basis for all large-scale wireless channel models.

### 1. Free Space Propagation Model

This model applies when there is a clear **Line-of-Sight (LOS)** between Tx and Rx with no obstacles.

#### Friis Transmission Equation

$$P_r(d) = P_t G_t G_r \left( \frac{\lambda}{4\pi d} \right)^2$$

Path Loss:

$$L_p(d) = \left( \frac{4\pi d}{\lambda} \right)^2, \quad L_p(d)_{\text{dB}} = 20 \log_{10} \left( \frac{4\pi d}{\lambda} \right)$$



#### Numerical Examples (Free Space)

$$P_t = 1 \text{ W}, \quad f = 2 \text{ GHz} \Rightarrow \lambda = \frac{3 \times 10^8}{2 \times 10^9} = 0.15 \text{ m}, \quad d = 100 \text{ m}.$$

$$P_r = 1 \cdot \left( \frac{0.15}{4\pi \cdot 100} \right)^2 = \left( \frac{0.15}{1256.637} \right)^2 \approx (1.193 \times 10^{-4})^2 \approx 1.42 \times 10^{-8} \text{ W}.$$

$$P_r(\text{dBm}) = 10 \log_{10}(1.42 \times 10^{-8} \times 1000) \approx -48.5 \text{ dBm}.$$

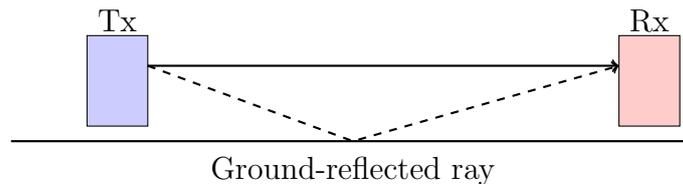
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## 2. Reflection Model (Two-Ray Ground Reflection)

When a signal encounters the ground or a large smooth surface, it reflects. The received signal is the vector sum of the direct (LOS) component and the ground-reflected component. For sufficiently large distance and typical heights, the two-ray approximation gives:

$$P_r(d) \approx P_t G_t G_r \frac{h_t^2 h_r^2}{d^4}$$

which implies a  $1/d^4$  dependence (for the envelope).



### Numerical Examples (Two-Ray)

$$P_t = 1 \text{ W}, \quad h_t = 30 \text{ m}, \quad h_r = 2 \text{ m}, \quad d = 1000 \text{ m}.$$

$$P_r = 1 \cdot \frac{30^2 \cdot 2^2}{1000^4} = \frac{(900)(4)}{10^{12}} = \frac{3600}{10^{12}} = 3.6 \times 10^{-9} \text{ W}.$$

$$P_r(\text{dBm}) = 10 \log_{10}(3.6 \times 10^{-9} \times 1000) = 10 \log_{10}(3.6 \times 10^{-6}) \approx -54.4 \text{ dBm}.$$

## 3. Diffraction Model (Knife-Edge)

Diffraction allows waves to reach shadowed regions by bending around sharp obstacles. The knife-edge model approximates an obstacle by a sharp edge and uses the diffraction parameter  $v$ .

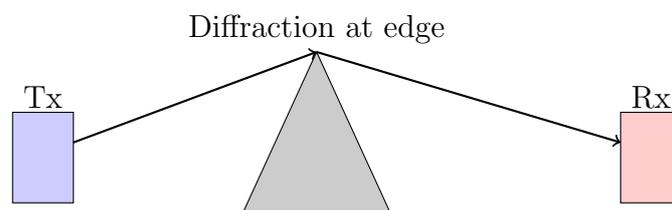
### Diffraction parameter

$$v = h \sqrt{\frac{2(d_1 + d_2)}{\lambda d_1 d_2}}$$

where  $h$  is the height of the obstacle above the LOS,  $d_1, d_2$  are distances from Tx and Rx to the obstacle, and  $\lambda$  is wavelength.

### Diffraction loss (approximation)

$$L_d(v) \approx 6.9 + 20 \log_{10} \left( \sqrt{(v - 0.1)^2 + 1} + v - 0.1 \right) \text{ dB}$$



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## Numerical Examples (Diffraction)

$$h = 10 \text{ m}, \quad d_1 = d_2 = 100 \text{ m}, \quad f = 1 \text{ GHz} \Rightarrow \lambda = 0.3 \text{ m}.$$

Compute  $v$ :

$$v = 10\sqrt{\frac{2(100 + 100)}{0.3 \cdot 100 \cdot 100}} = 10\sqrt{\frac{400}{3000}} = 10\sqrt{0.133333} \approx 10 \times 0.365 = 3.65.$$

Then diffraction loss:

$$L_d = 6.9 + 20 \log_{10} \left( \sqrt{(3.65 - 0.1)^2 + 1} + 3.65 - 0.1 \right).$$

Compute inner term:

$$3.65 - 0.1 = 3.55; \quad (3.55)^2 = 12.6025; \quad +1 = 13.6025; \quad \sqrt{13.6025} \approx 3.689.$$

So bracket =  $3.689 + 3.55 = 7.239$ . Then

$$L_d \approx 6.9 + 20 \log_{10}(7.239) \approx 6.9 + 20 \times 0.859 = 6.9 + 17.18 = 24.08 \text{ dB}.$$

## Summary

Model	Key Idea	Representative Formula	Decay
Free Space	Pure LOS, no reflections	$P_r = P_t G_t G_r \left( \frac{\lambda}{4\pi d} \right)^2$	$1/d^2$
Two-Ray Reflection	Direct + ground-reflected ray (interference possible)	$P_r \approx P_t G_t G_r \frac{h_t^2 h_r^2}{d^4}$	$1/d^4$
Knife-Edge Diffraction	Bending around sharp obstacles	$L_d(v) = 6.9 + 20 \log_{10}(\dots)$ with $v = h\sqrt{\frac{2(d_1 + d_2)}{\lambda d_1 d_2}}$	additional dB loss depending on $v$

## Notes

- Use free-space for unobstructed LOS (satellite, short microwave links). Use two-ray for terrestrial links where ground reflection is strong (base station to mobile); use diffraction where obstacles block LOS (urban streets, hills).
- Higher frequency (smaller  $\lambda$ ) increases free-space loss for same distance.