## **Synchronization in FT8**

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## **DISCLAIMERS:**

- I'm not an FT8 developer
- I didn't participate in the design FT8
- This presentation has not been endorsed or reviewed by the FT8 developers

## What I did:

- Worked through the FORTRAN opensource code
- Re-cast some of it in SciLab
- Ran some simulations
- Attempted to document the FT8 synchronization scheme

## FT8: Franke-Taylor Design, 8-tone FSK

**Sub-mode of WSJT-X** 

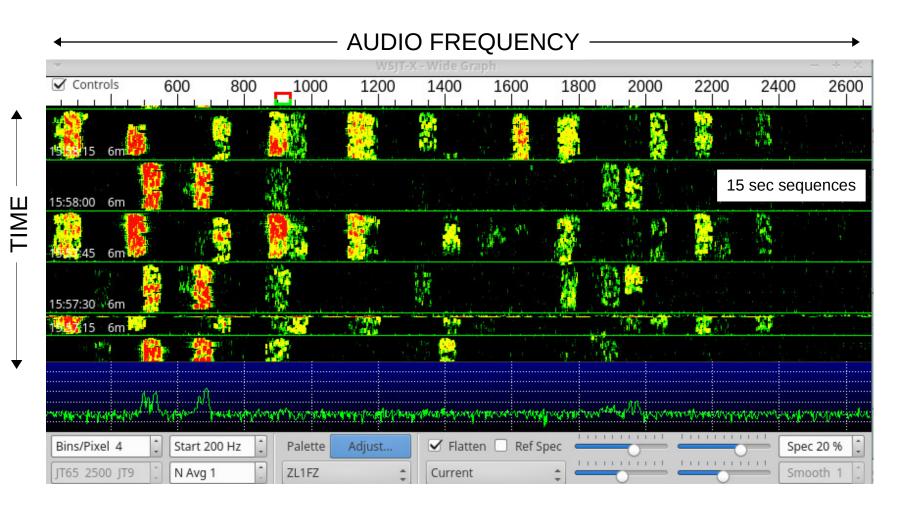
**Introduced for testing 30 June 2017** 

**Design motivated by 6m Es:** 

Short duration, weak but steady openings



## FT8 WATERFALL DISPLAY



**Upper sideband** 

50 Hz signals in ~2500 Hz receiver bandwidth

### **MULTIPLE, SIMULTANEOUS DECODED MESSAGES**



## FT8 SPECIFICATIONS

Signal-to-Noise in 2500 Hz bandwidth: -20 dB

Modulation: 8-tone Frequency Shift Keying

Transmit duration: 12.64 seconds

Baud rate: 6.25 bps

Modulation bandwidth: 50 Hz

Forward Error Correction: Low density parity check-code

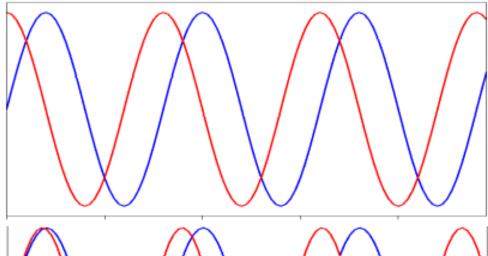
**Synchronization:** 7x7 Costas Array using 26.5% of TX energy

## What is meant by SYNCHRONIZATION?

f = 6.25 Hz

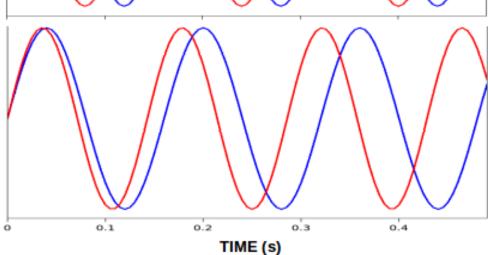
### **Time Offset:**

 $\Delta t = 40 \text{ ms}$ 



### **Frequency Offset:**

 $\Delta f = 0.75 \text{ Hz}$ 



## FT8 SYNCHRONIZATION

PSK31 and other digital modes can be sent and decoded randomly

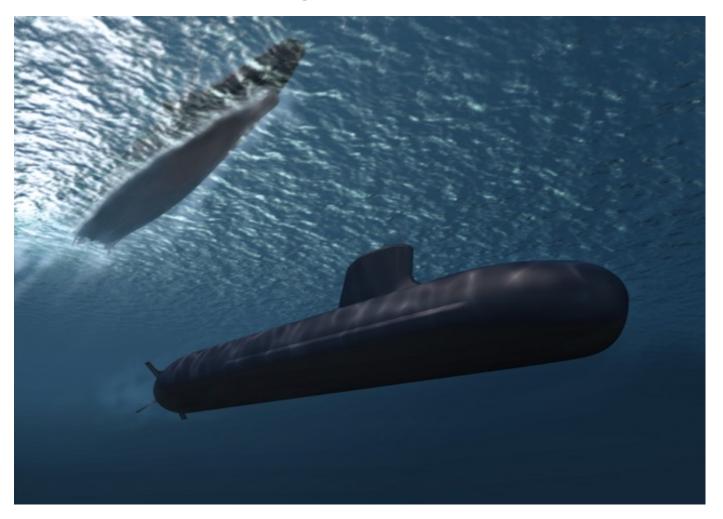
WSJT modes gain additional sensitivity by requiring tight synchronization of stations

Internet synch only gets in the ballpark

FT8 decoder requires an accuracy ≤ 0.02 seconds

The message supplies its own synch signal: 7x7 Costas Array

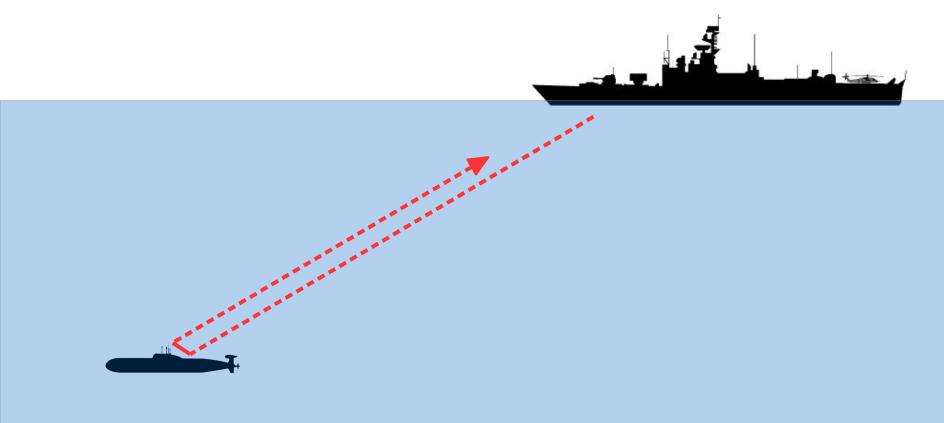
## **Costas Array:** Invented in 1965



**UNDERWATER SONAR:** Range and Relative Velocity

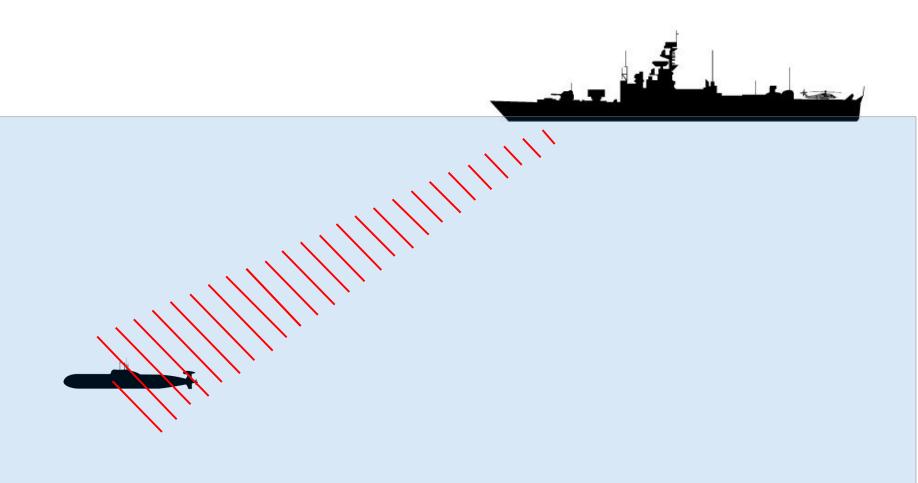
## **RANGE**

- Direct detection of reflected pulses
- Measure delay time
- Incoherent, only pulse energy needed



## **VELOCITY**

- Measure Doppler frequency shift
- Coherent, need phase of TX/RX signals



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Christian Doppler: 1803--1853

## **VELOCITY**

- Measure Doppler frequency shift
- Coherent, need phase of TX/RX signals



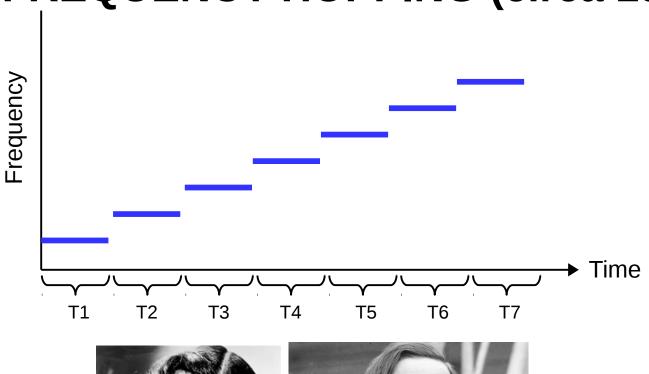
### **PROBLEM:**

- SEAWATER DISTORTS THE COHERENCE
- VELOCITY INFORMATION IS LOST

## **SOLUTION:**

- Do not use single frequency, coherent detection
- Frequency hopping
- Detect energy at frequency intervals
- Doppler shift of target is recovered INCOHERENTLY

## **FREQUENCY HOPPING (circa 1941)**



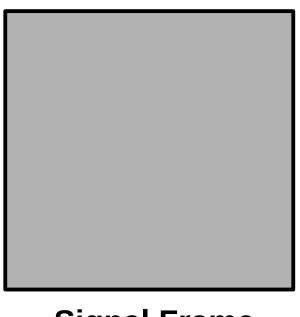






George Antheil

## **Detection with Frequency Hopping: Analogy**

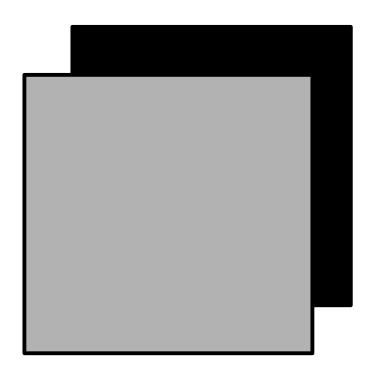


**Signal Frame** 

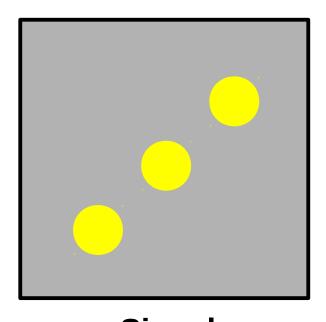


**Reference Frame** 

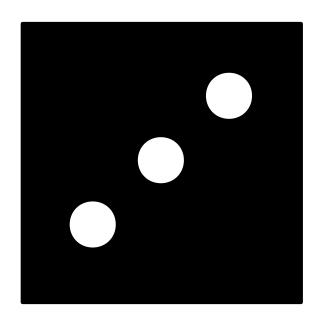
# How much is signal misaligned with respect to the reference?



## Add some alignment information

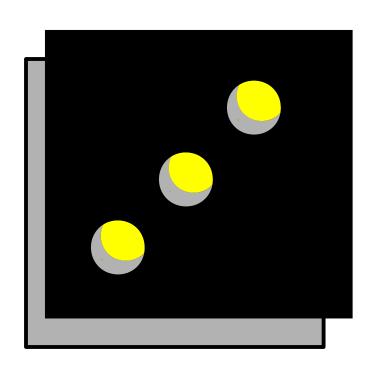


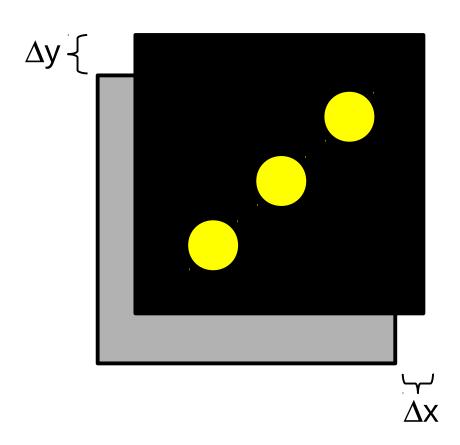
Signal: Array of 3 yellow LEDs



Reference: Mask of 3 holes

# **Systematically Change Mask Alignment** to Maximize the Transmitted Light

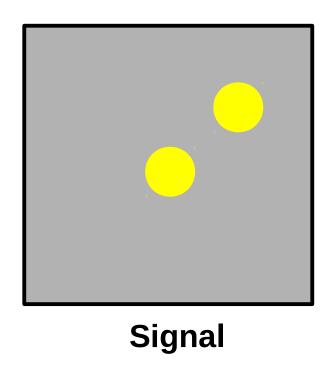


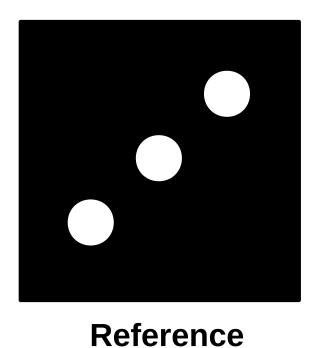


**Nearing maximum** 

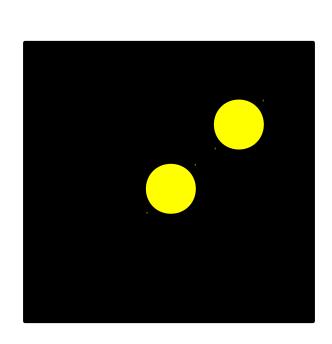
**Maximum found!** 

## What happens if one LED is not working?

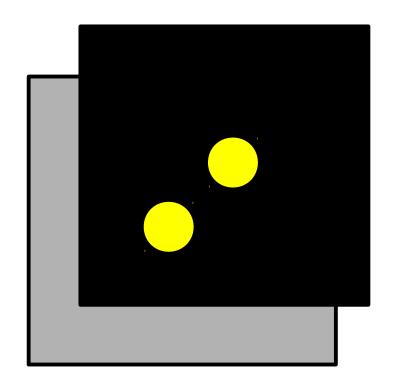




## **Maximize Transmitted Light**



Mask Alignment 1



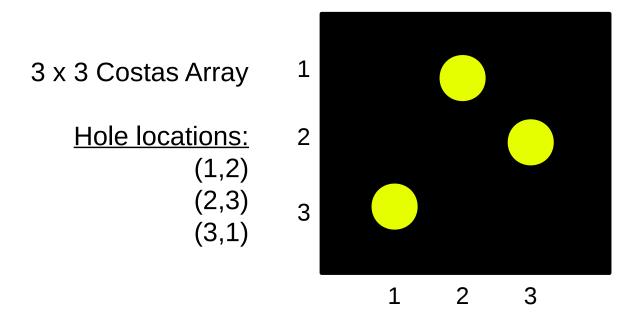
Mask Alignment 2

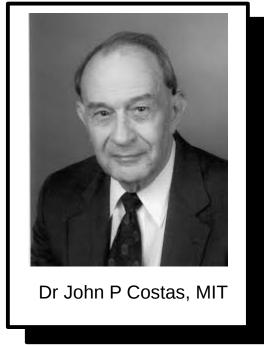
### Mask alignment ambiguity:

Two different mask positions give identical maximum brightness

### **Ambiguity Resolved with Costas Array**

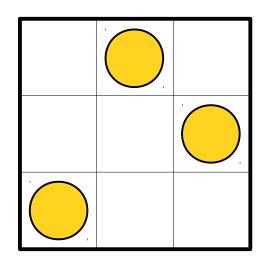
- Each row/column combination has only one hole
- Unique position vector between pairs of holes

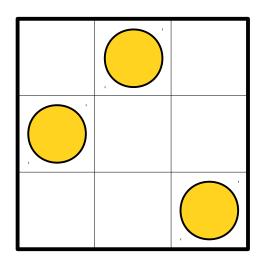


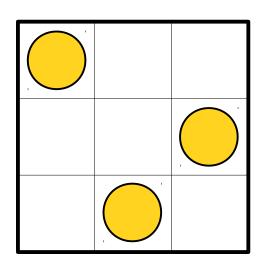


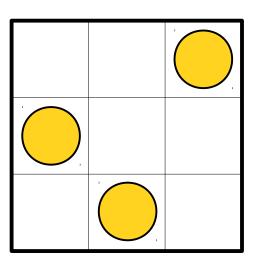
Correct mask alignment even if one LED not working

### There are 4 possible Costas Arrays for a 3 x 3 Matrix

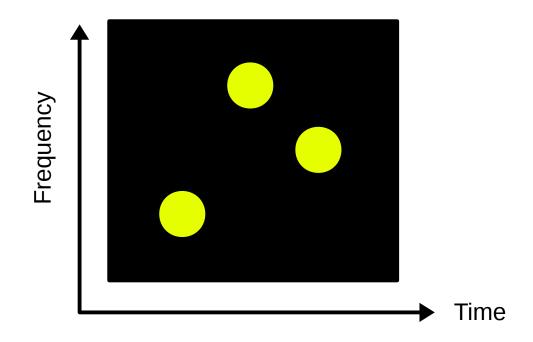




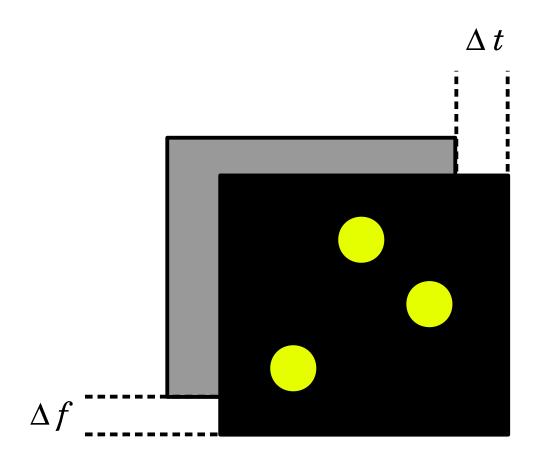




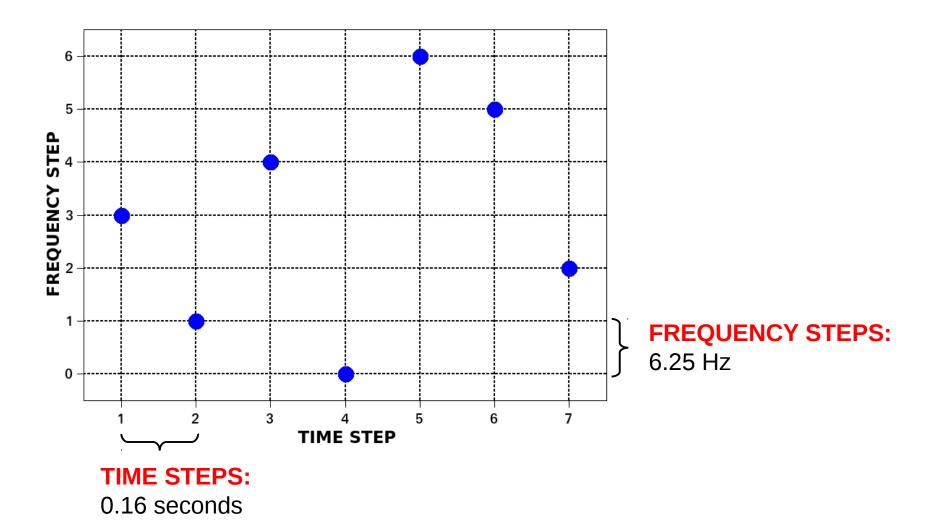
# On Communication Channel Costas Array is rendered as Frequency x Time



# Misalignment relative to Reference Frame Measures the Time and Frequency Shifts

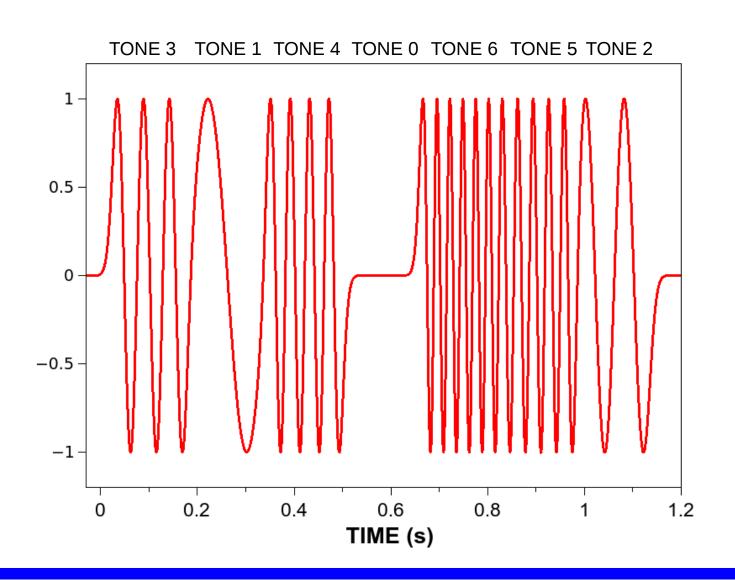


### FT8 uses this 7x7 Costas Array\*

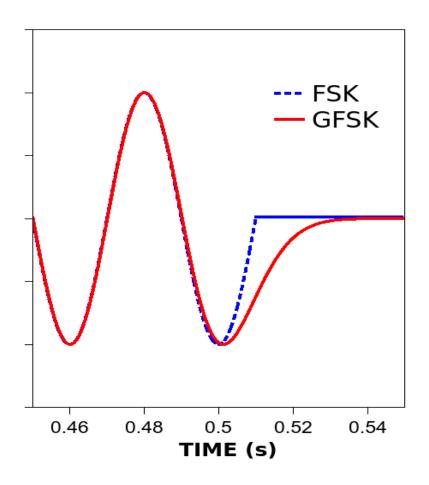


\*There are 200 different 7x7 Costas Arrays available

### FT8 Costas Array waveform without the audio carrier



## **GFSK replaced FSK** in WSJT-X release candidate 2.1



Transition between TONE 4 and TONE 0

### **GFSK** dramatically reduces bandwidth

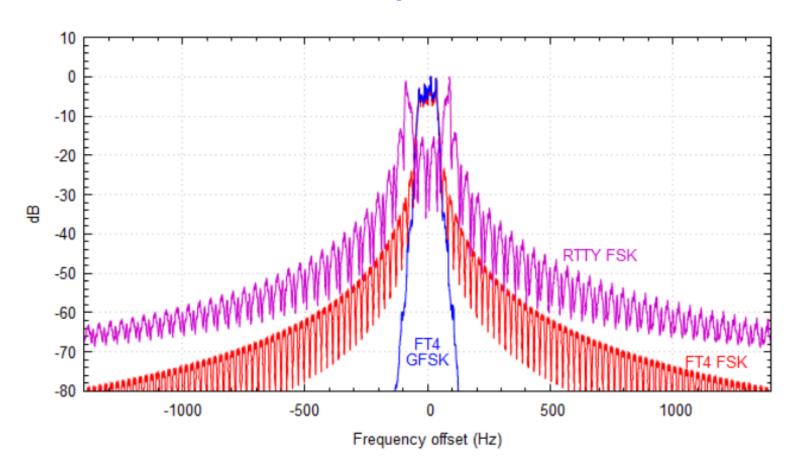


Figure reproduced from: "The FT4 Protocol for Digital Contesting", J. Taylor, S. Franke, B. Somerville, April 22, 2019

An FT8 message has 79 time intervals

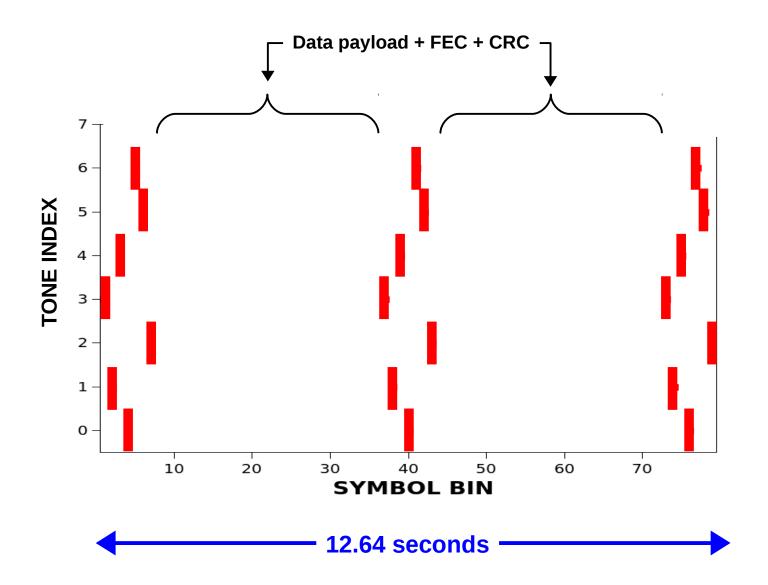
Each interval is 0.16 seconds (symbol duration)

**Total message duration: 12.64 seconds** 

58 intervals allotted for the message + FEC + CRC

21 intervals allotted for **SYNCH TONES** 

#### 7-tone Costas Array at start, middle, and end of transmission: 21 symbol bins



## FT8 DECODER

Search the received signal for all possible Costas Arrays

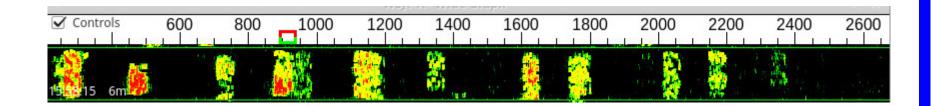
Coarse Search: Incoherent (energy) detection

Synch to ~40 ms and ~3 Hz

Fine Tuning: Coherent (phase) detection

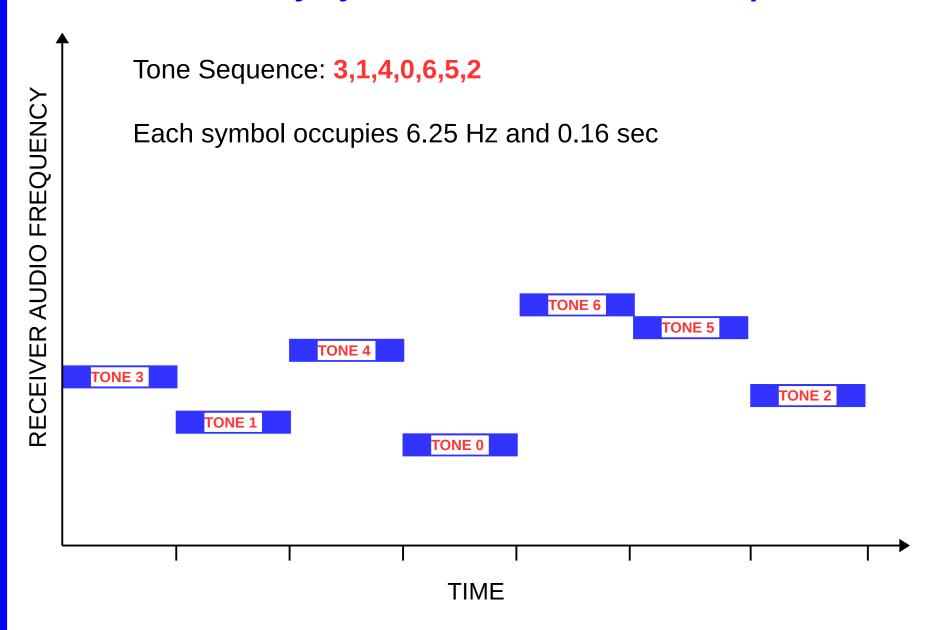
Synch to < 20 ms and < 1 Hz

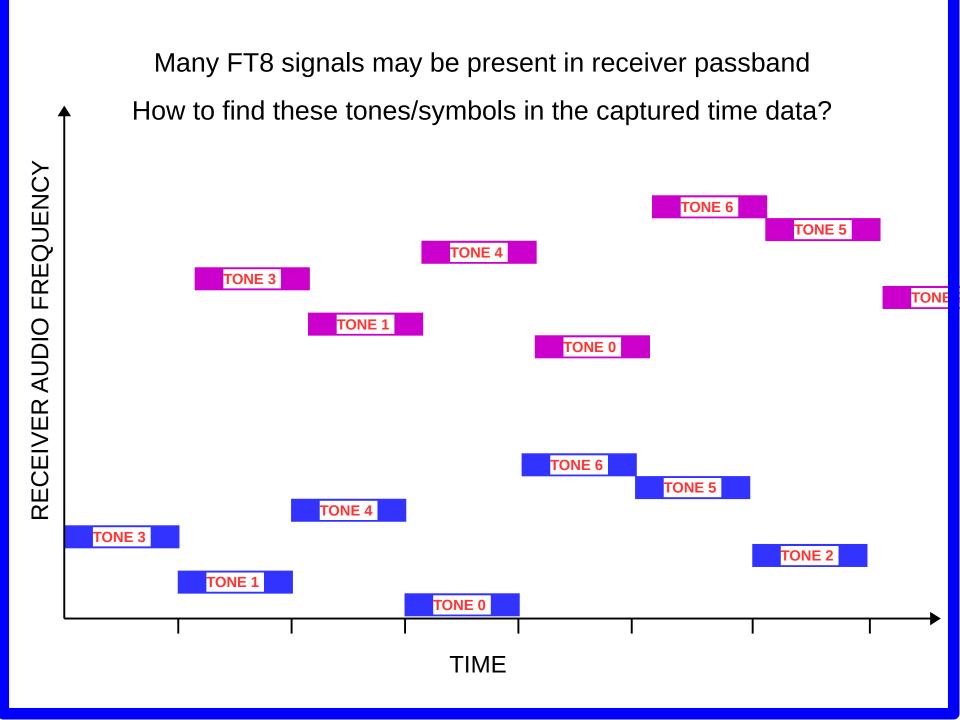
- Incoming audio stream sampled for 15 sec at 12,000 Samples/sec
- 16-bit sound card
- 15 x 12000 x 16 bits = 2.88 Mbits of audio data



### FT8 WATERFALL DISPLAY

### **Costas Array symbols are located in the spectrum**





### **THE FOURIER TRANSFORM**

**Time Signal** → **Spectrum** 

**Spectrum** → **Time Signal** 



Modern computers calculate
Fourier Transforms quickly and efficiently

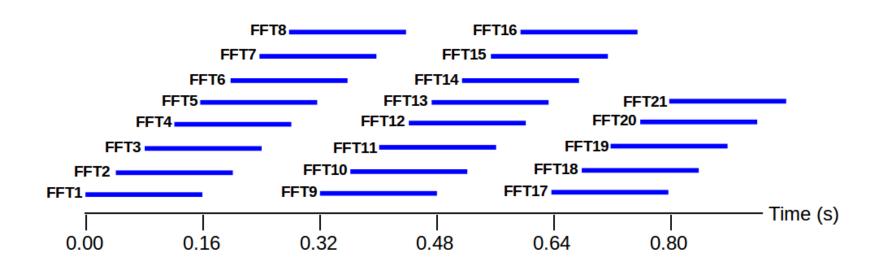
Fast Fourier Transform (FFT)

### **Searching for the Costas Array symbols in the time data**

Perform sequence of 372 FFTs, each covers receiver frequency passband

Time window of each FFT: 1 symbol = 0.16 sec

Interleaved by 1/4 symbol  $\Delta t = 0.04$  sec



Many synch signals may be located anywhere in the audio passband

Passband set by FT8 operator on waterfall GUI, eg. 200–2500 Hz

Passband is scanned in steps of  $\Delta f = 3.125 \text{ Hz}$ 

Start time  $t_0$  scanned from  $-2 \le t_0 \le +3$  sec in steps of  $\Delta t = 0.04$  sec

126 time steps x 737 frequency steps = **92,862 separate searches for the 3 Costas Arrays** 

### **How does the decoder find the Costas Arrays?**

Get the audio **ENERGY** at each possible symbol position RECEIVER AUDIO FREQUENCY Sum the energy at the *expected* symbol positions of Costas Array 8 of 92,862 energy search patterns are shown TIME

All 92,862 energy searches are saved and sorted from strongest to weakest

Midpoint establishes the baseline energy

Patterns > 50% above baseline energy are tagged as *candidates* 

As many as 200 candidate signals are possible

### **Coarse synchronization of candidates:**

Time Synch: 40 ms

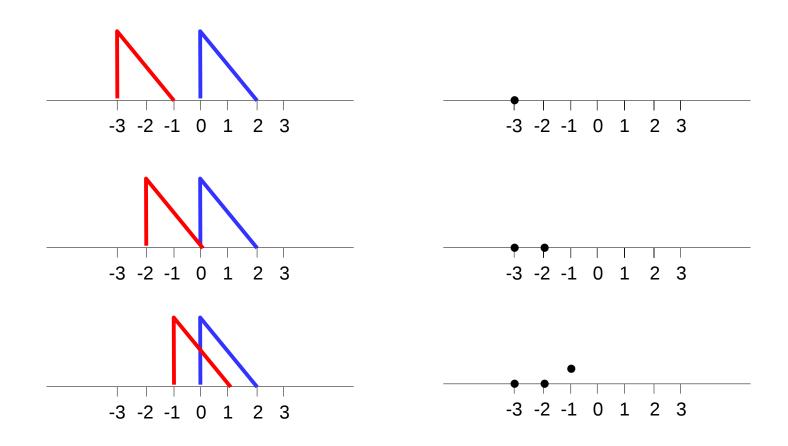
Frequency Synch: 3.125 Hz

### **NEXT STEP: Fine Synchronization**

Correlations using Coherence of candidate signals

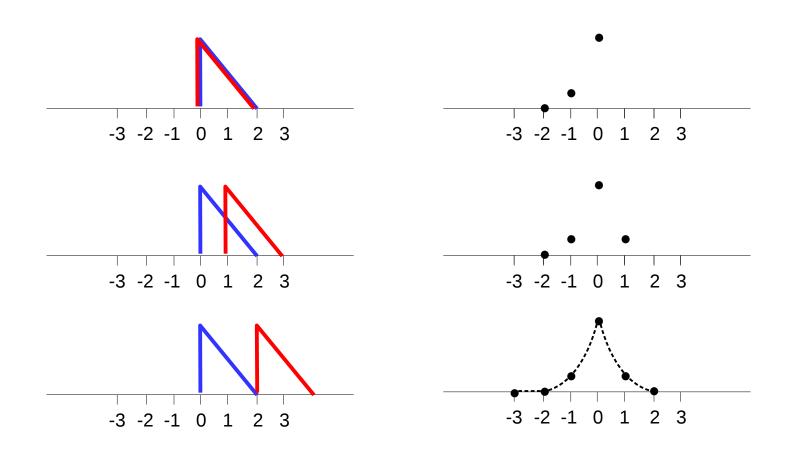
### What is a CORRELATION?

Multiply two signals at a sequence of time steps

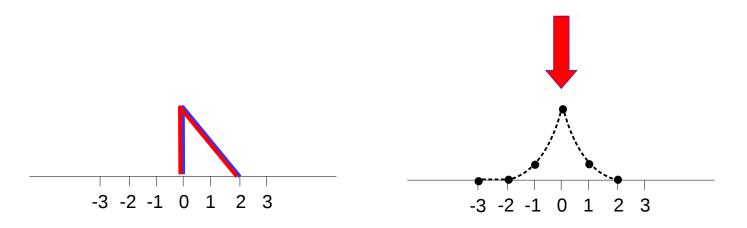


### What is a CORRELATION?

Multiply two signals at a sequence of time steps



## Correlation Maximum occurs at best signal overlap



- Correlation peak identifies TX/RX offset on time axis
- Allows precise alignment of TX and RX frames

### **How to do Time-Correlations in FT8?**

- Energy search: Candidate signals have been found in the received spectrum
- Remove audio carrier frequency from each candidate spectrum

• FFT back into time-domain

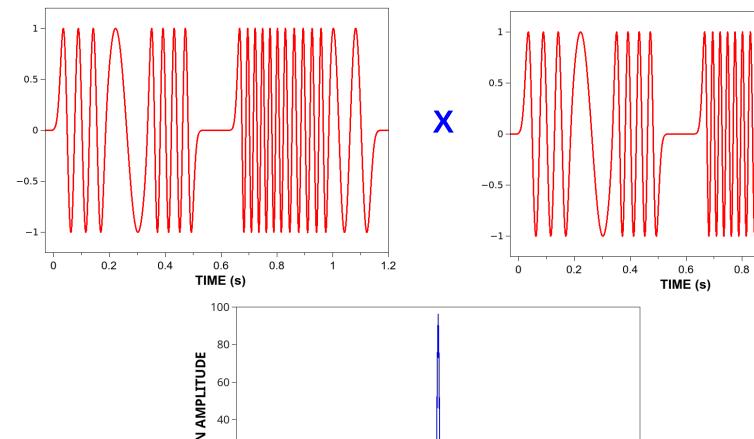


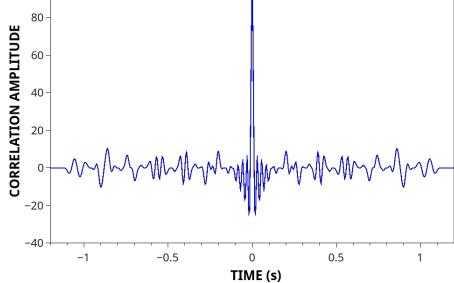
Locate expected positions of the 3 Costas Arrays (±40 ms) and cross-correlate

#### **NOISE FREE SIGNAL COSTAS ARRAY**

#### **REFERENCE COSTAS ARRAY**

1.2



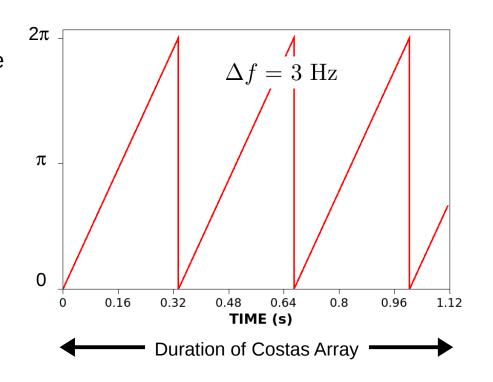


## Cross-correlation of a received signal with reference Costas Array can't work in practice

- Propagation-induced phase drift on a timescale of 1 second
- The starting phase of the received signal is unknown (0  $2\pi$ )
- Baseline audio carrier frequency *f* not known precisely:

 $\Delta f$  : Difference between signal and reference

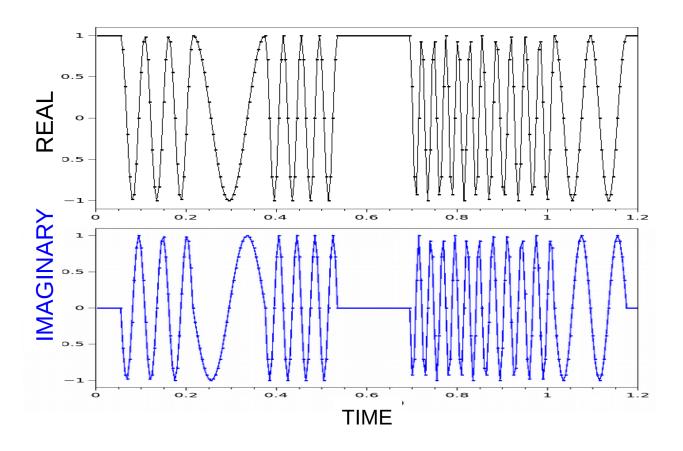
$$\Delta \phi = 2\pi \Delta f t$$

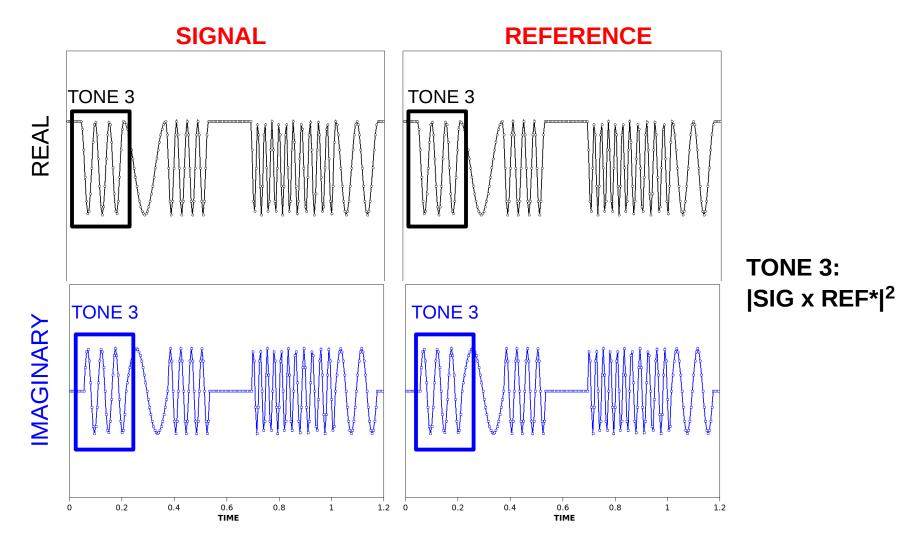


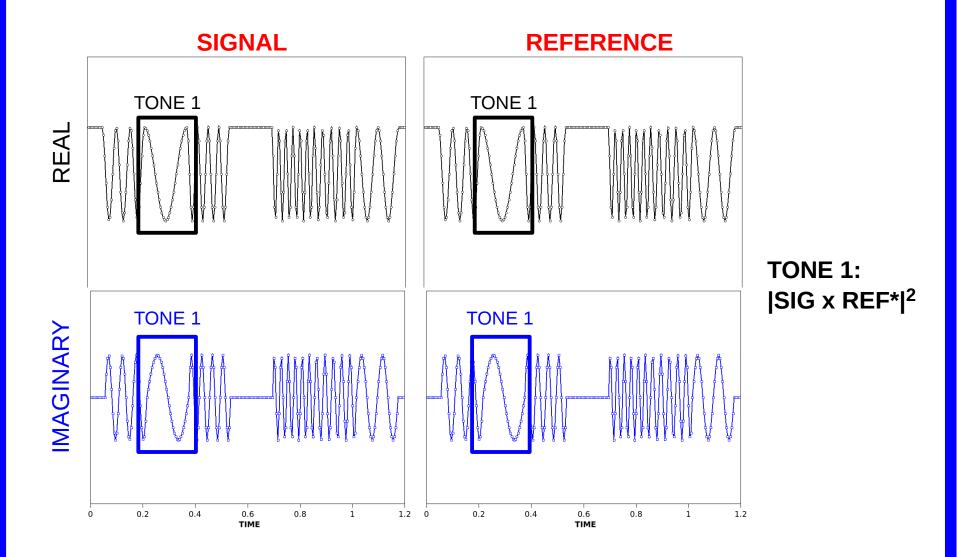
### SOLUTION: FT8 performs sequence of correlations using only individual symbols: 160 ms

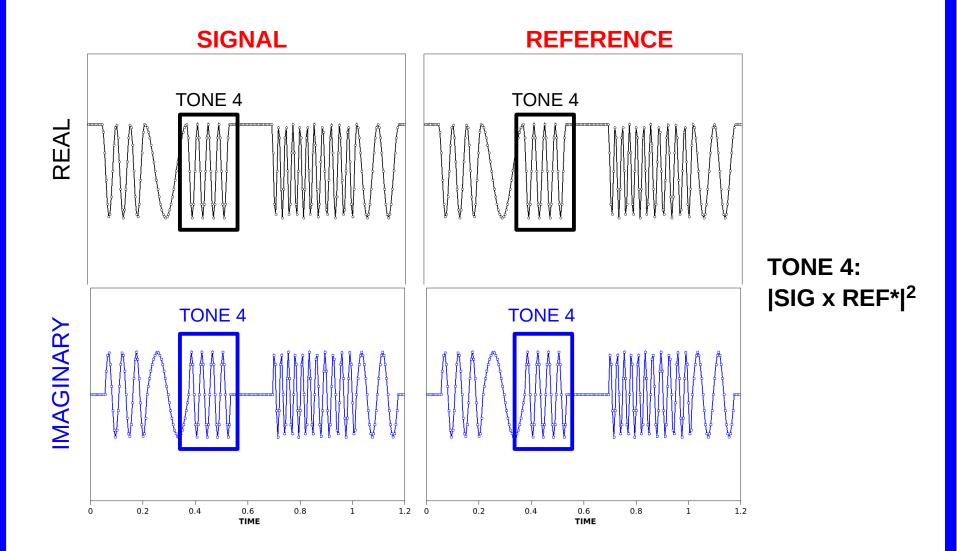
The time-domain Costas Array has **REAL** and **IMAGINARY** components

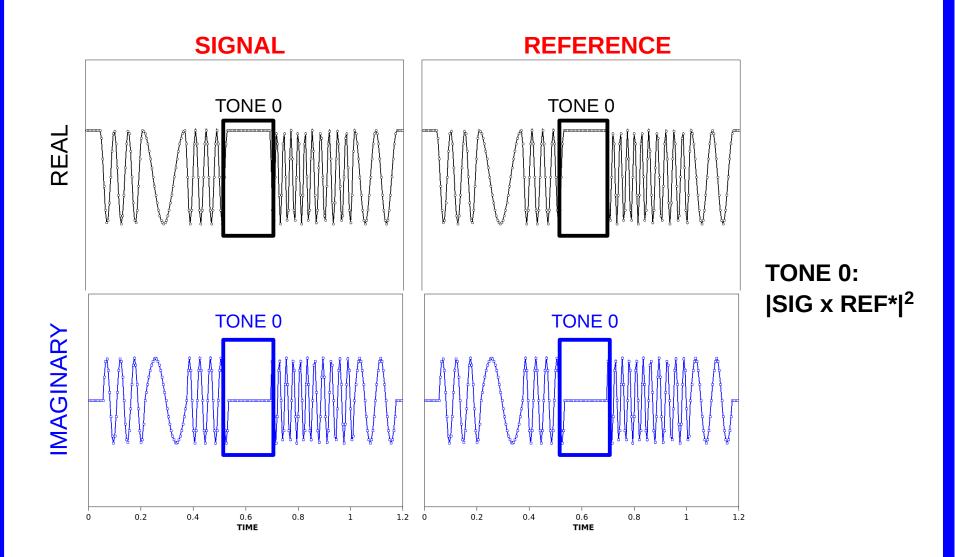
Constant energy envelope: | REAL |2 + | IMAGINARY |2





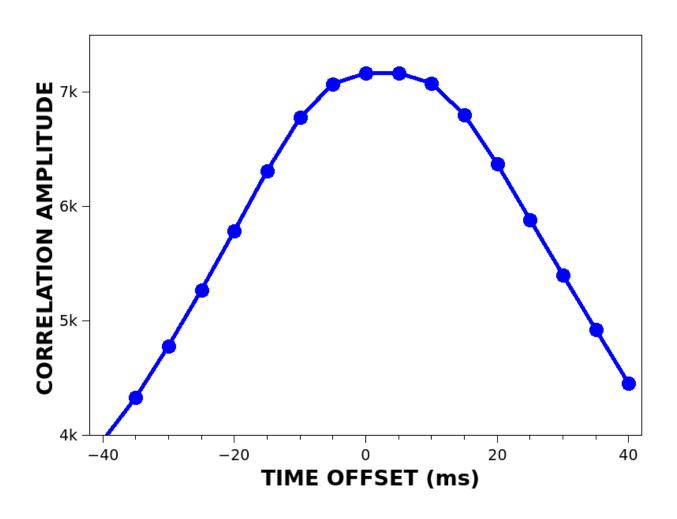






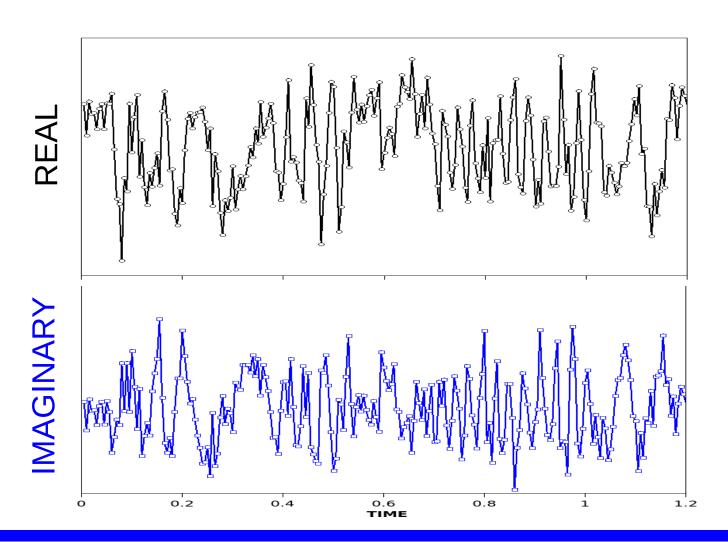
### **Sum the Symbol-by-Symbol Energy Correlations**

for 17 time steps: ± 40 ms



### Real received signals will have noise

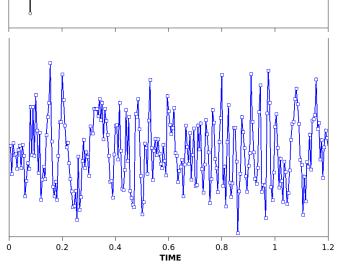
Additive Gaussian White Noise; Signal-to-Noise 2:1



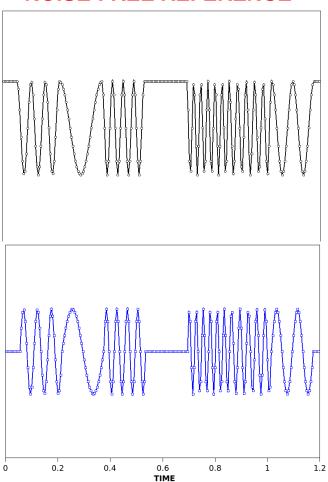
#### **NOISY SIGNAL**

REAL

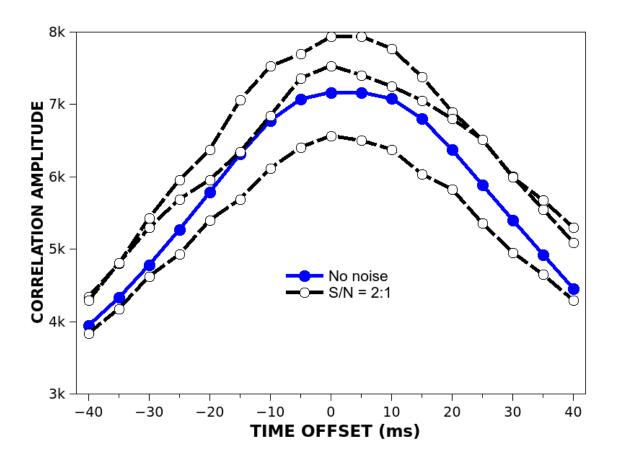




#### **NOISE-FREE REFERENCE**



### Time synch < 20 ms even with substantial noise

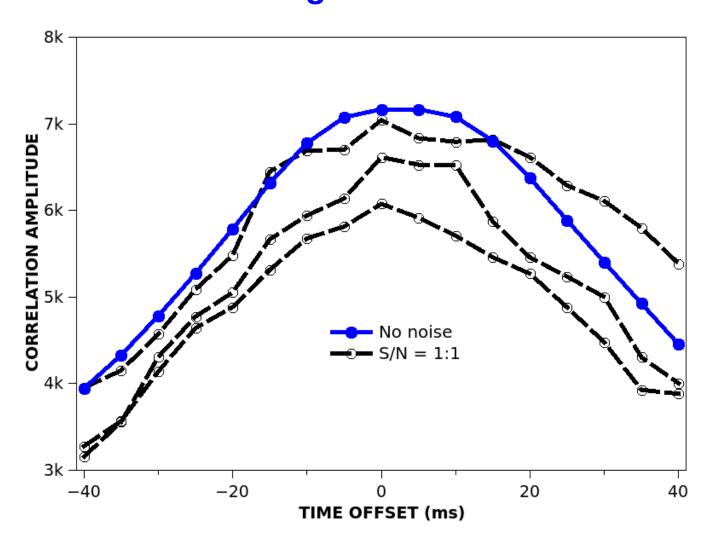


Additive Gaussian White Noise; S/N = 2:1

Random signal phase

FT8 decoder uses up to 3 Costas Arrays

# **More Simulated Correlations**with Signal/Noise 1:1



### Same Procedure to Fine-Tune Frequency Alignment

Set  $\Delta t$  = Optimum time offset

Adjust tone frequency:  $\pm$  2.5 Hz; 11 steps of  $\Delta f = 0.5$  Hz

Complex cross-correlation of Signal and Reference

Frequency Offset: ∆f producing maximum symbol-by-symbol energy S x R\*

Fine Synchronization of Candidate Signal complete!

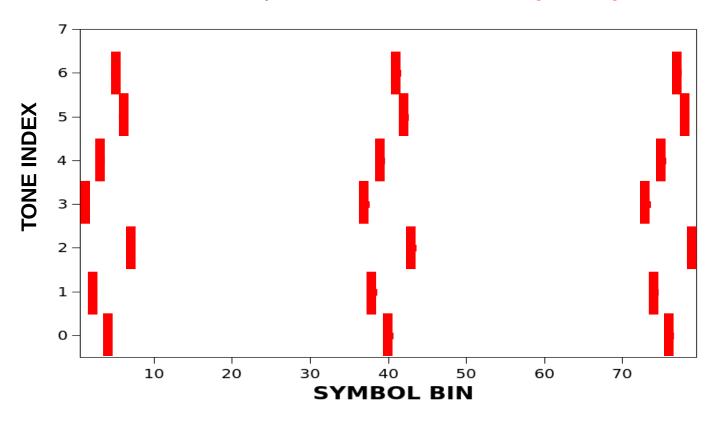
Time ~ 20 ms Frequency ~ 0.5 Hz

### **Final Check before Message Decoding**

Set decoder at optimum  $\Delta t$  and  $\Delta f$ 

79 time-windowed (0.16 s) FFTs at each expected symbol location

Check **ENERGY** in expected location of all **21 synch symbol bins** 

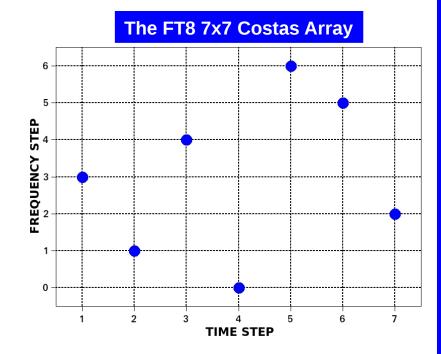


IF: At least 7 of 21 bins have the correct symbol GO TO Message Decoder ELSE: Move on to next candidate signal

### **SUMMARY**

### **Costas Array**

- Square Matrix
- Each pair of points separated by a unique distance and angle
- FT8: Frequency x Time



### FT8 Synchronization Scheme

- Three 7x7 Costas Arrays (start, middle, end)
- Coarse Search: Adjust time for max symbol energy (~ 40 ms, ~ 3 Hz)
- Fine Tuning: Correlation of complex, quasi-coherent waveforms (< 20 ms, < 1 Hz)

#### **ACKNOWLEDGEMENTS:**

Steve Franke K9AN

Joe Taylor K1JT

Phil Karn KA9Q

Jim Frazier KC5RUO



**WHITEPAPER:** "Synchronization in FT8" available as a .pdf download on WB2FKO website

**Thank You!**