


# Radar

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# Radar

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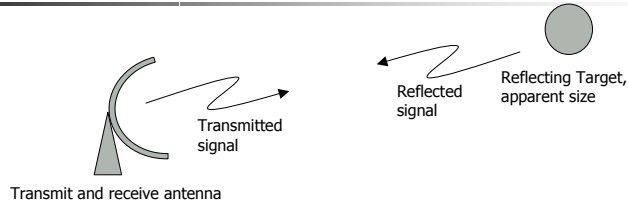
- Acronym for RAdio Detection And Ranging
- Radar can be thought of as a pair of one-way communication links, with the return link being the radar reflection.
- Consider the radar problem, where in general the transmitter and receiver are co-located and the received signal is a reflection
- The expression for power density at a distance  $d$  is,

$$W = \frac{P_T \cdot G_T}{4\pi d^2} \text{ watts/m}^2$$

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2

# Typical Radar Geometry



- A typical radar system consists of a co-located pulsed transmitter and a receiver, usually sharing an antenna
- A pulse is transmitted and then the receiver listens for the return, similar to sonar
- The strength of the return signal depends upon the distance to the target and its (electrical) size
- The radar determines the distance to the target from the time delay before receiving the reflected pulse

# Free Space Propagation

- The power density at a distance,  $d$ , is

$$W = \frac{EIRP}{4\pi d^2} \text{ watts/m}^2$$

- The power available at the output of a receive antenna would be the product of the power density at that point times the antenna's effective area

$$P_R = \frac{P_T \cdot G_T}{4\pi d^2} \cdot A_e$$

- Substituting the expression for antenna gain yields the Friis free space loss equation

$$P_R = \frac{P_T \cdot G_T \cdot G_R \cdot \lambda^2}{(4\pi)^2 d^2} \text{ watts} \quad \text{or} \quad L = \frac{P_R}{P_T} = \frac{G_T \cdot G_R \cdot \lambda^2}{(4\pi d)^2}$$



## Radar Cross-Section

- Instead of a receive antenna effective area, in radar, the signal is determined by the RCS
- The radar cross-section (RCS) is a measure of the electrical or reflective area of a target
- It may or may not correlate with the physical size of the object
- It is usually expressed in  $m^2$ , or dBsm
- The symbol for RCS is  $\sigma_t$



## The Radar Equation

- So, the reflected signal can be determined from the power density at the target times the RCS

$$P_{refl} = \frac{P_T \cdot G_T}{4\pi d^2} \cdot \sigma_t$$

- The power density at the receiver from the reflected signal is

$$W_R = \frac{P_T \cdot G_T \cdot \sigma_t}{4\pi d^2} \cdot \frac{1}{4\pi d^2}$$

- When multiplied by the effective area of the radar antenna, this becomes

$$P_R = \frac{P_T \cdot G_T \cdot \sigma_t \cdot A_e}{(4\pi)^2 d^4} = \frac{P_T \cdot G_T \cdot G_R \cdot \sigma_t \cdot \lambda^2}{(4\pi)^3 d^4}$$



## The Radar Range Equation

- For a required received signal level, we can solve the radar equation for  $d$  and find the maximum distance at which detection is possible

$$d_{\max} = \sqrt[4]{\frac{P_T \cdot G_T \cdot G_R \cdot \sigma_t \cdot \lambda^2}{P_{R\min} (4\pi)^3}}$$

- In radar, it is customary to use  $R$  for range instead of  $d$  for distance

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7



## Radar Example

- Consider a radar system with the following parameters:

$$f = 2 \text{ GHz}$$

$$\sigma_t = 1 \text{ m}^2$$

$$P_T = 1 \text{ W} = 0 \text{ dBW}$$

$$G_T = G_R = 18 \text{ dB}$$

$$R = 2 \text{ km}$$

$$B = 50 \text{ kHz}$$

$$F = 5 \text{ dB}$$

$$\lambda = 0.15 \text{ m}$$

- What is the SNR at the receiver?

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8



## Radar Example

- The received signal level is

$$P_R = \frac{P_T \cdot G_T \cdot G_R \cdot \sigma_t \cdot \lambda^2}{(4\pi)^3 d^4}$$

- This can be computed in dBW as

$$P_R = 0 \text{ dBW} + 18 \text{ dB} + 18 \text{ dB} + 0 \text{ dBsm} + 20\log(0.15) \text{ dBsm} - 30 \log(4\pi) - 40\log(2000) \text{ dBm}^4$$

$$\quad \quad \quad (-16.5 \text{ dBsm}) \quad \quad (-33 \text{ dB}) \quad \quad (-132 \text{ dBm}^4)$$

$$P_R = -145.5 \text{ dBW} \text{ or } -115.5 \text{ dBm}$$



## Radar Example

- The receiver noise power is

$$N = kT_oBF$$

or,

$$N_{\text{dBm}} = -174 \text{ dBm/Hz} + 10\log(50,000) \text{ dB-Hz} + 5 \text{ dB}$$

$$\quad \quad \quad (47 \text{ dB-Hz})$$

$$N_{\text{dBm}} = -122 \text{ dBm}$$

- And the SNR is

$$P_R - N_{\text{dBm}} = -115.5 \text{ dBm} - (-122 \text{ dBm}) = 6.5 \text{ dB}$$



## Comments

- Note that the received power is inversely proportional to  $R^4$ , so doubling the distance reduces the signal level by 12 dB
- The round-trip path loss is **NOT** equal to 3 (or 6 dB) more than the one-way path loss.
- It is **double** the one-way loss in dB (i.e. loss is squared)



## Pulse Radar

- Conventional pulse radar works by transmitting a short RF pulse and measuring the time delay of the return
- The bandwidth of the matched filter receiver is  $\sim 1/\tau$  where  $\tau$  is the pulse width (this is used as the NEB in noise calculations)
- $\tau$  also determines the range resolution of the radar

$$\Delta r = \frac{c\tau}{2}$$



## Pulse Radar

- Shorter pulses require larger receive bandwidths (more noise), provide less average power (less signal) but provide better range resolution
- The matched filter has an impulse response that matches the transmitted pulse
- The range to the target is

$$R = \frac{c \cdot \Delta t}{2}$$

- Where  $\Delta t$  is the elapsed time between transmission and reception of the pulse

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13



## Pulse Radar

- The pulses are usually transmitted periodically. This period is called the PRI or the PRT
- The pulse repetition frequency is

$$\text{PRF} \equiv \frac{1}{\text{PRI}}$$

- The PRI defines the maximum unambiguous range of the system

$$R_{\text{unamb}} = \frac{c \cdot \text{PRI}}{2}$$

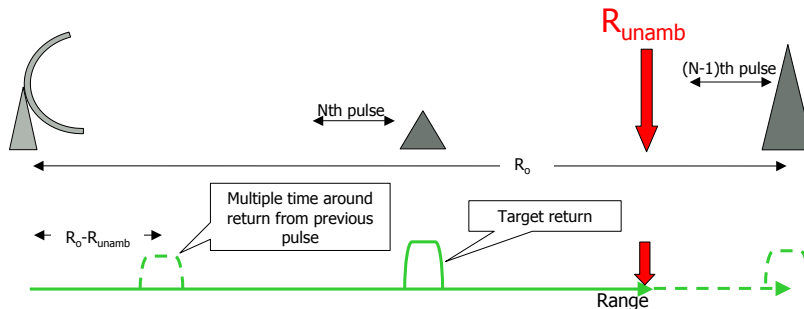
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14

## Pulse Radar

- A large target beyond the unambiguous range may be interpreted as a close target



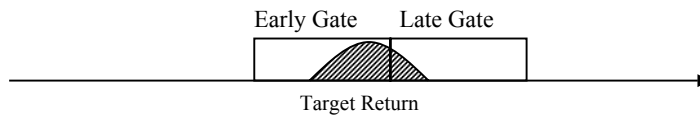
## Pulse Radar

- For multiple time around returns to be an issue, the RCS of the distant reflector must usually be large
- Ideally, we would like  $R_{unamb}$  to be well beyond the maximum detection range of the radar
- In practice there are ways to mitigate the effect of these returns.



## Range Measurement

- Target range can be estimated with an accuracy better than the pulse width by using a split-gate tracker
- By comparing the energy in the early and late gates, an estimate of the target position is obtained



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17



## Radar Clutter

- Clutter is defined as any unwanted radar echo
- Ground target returns will include ground clutter (*area clutter*)
- Airborne target returns may include *volume clutter* from precipitation in the propagation path

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18



## Area Clutter

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- Area clutter is characterized by the average clutter cross-section per unit area,  $\sigma^0$  (sigma-zero)
- This is called the backscatter coefficient
- The units are  $\text{m}^2/\text{m}^2$
- The amount of clutter received depends upon how much ground area is illuminated



## Area Clutter

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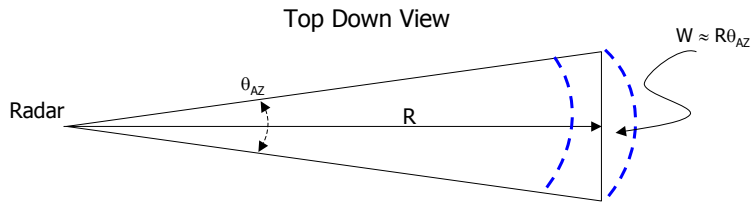
- The width of the clutter patch is defined by the antenna azimuth beamwidth and the range or distance to the clutter patch
- The length of the clutter patch is determined by either
  - the range gate size (shallow grazing angle)
  - or the elevation beamwidth for steeper grazing angles such as an airborne radar illuminating a ground target

# Area Clutter

- The width of the clutter cell is

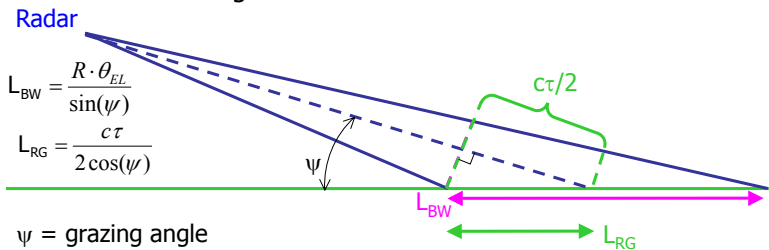
$$W \cong R \theta_{AZ}$$

- Where R is the range to the center of the clutter cell and  $\theta_{AZ}$  is the antenna azimuth beamwidth in radians



# Area Clutter

- The depth or length of the clutter cell is determined by the smaller of the
  - Range gate projected onto the ground
  - The elevation beamwidth times the total range projected onto the ground



$$L_{BW} = \frac{R \cdot \theta_{EL}}{\sin(\psi)}$$

$$L_{RG} = \frac{c\tau}{2 \cos(\psi)}$$

$\psi$  = grazing angle

## Area Clutter

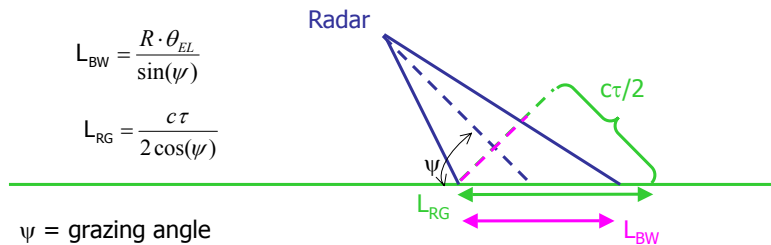
- Thus the length of the clutter cell can be expressed as

$$l \approx \min\left(\frac{c\tau}{2} \sec(\psi), R\theta_{EL} \csc(\psi)\right)$$

$$L_{BW} = \frac{R \cdot \theta_{EL}}{\sin(\psi)}$$

$$L_{RG} = \frac{c\tau}{2 \cos(\psi)}$$

$\psi$  = grazing angle



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23

## Area Clutter

- As seen from the preceding development, these values are approximate
- In addition, we know that the antenna beam has a roll-off, it does not drop off to zero gain at the edge of the 3 dB beamwidth

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24

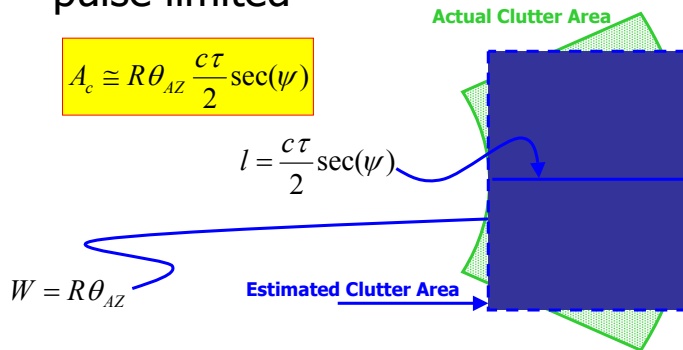
## Area Clutter

- So at shallow grazing angles, when pulse limited

$$A_c \cong R \theta_{AZ} \frac{c\tau}{2} \sec(\psi)$$

$$l = \frac{c\tau}{2} \sec(\psi)$$

$$W = R \theta_{AZ}$$



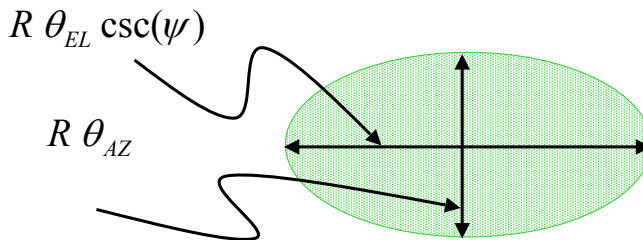
## Area Clutter

- At steeper angles, when beam limited the clutter area is simply the area of the elliptical footprint

$$A_c = \frac{\pi}{4} R^2 \theta_{EL} \theta_{AZ} \csc(\psi)$$

$$R \theta_{EL} \csc(\psi)$$

$$R \theta_{AZ}$$





## Clutter Cross-Section

- The actual radar cross-section of the clutter is the clutter patch area multiplied by the backscatter coefficient

$$\sigma_c = \sigma^0 \cdot A_c$$

- We will only consider the pulse-limited, low grazing angle case where:

$$A_c = R \theta_{AZ} \frac{c\tau}{2} \sec(\psi)$$

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27



## Return Clutter Power

- The clutter reflection power seen at the radar is

$$P_c = \frac{P_T G^2 \lambda^2 \sigma_c}{(4\pi)^3 R^4}$$

$$P_c = \frac{P_T G^2 \lambda^2 \sigma^0 R \theta_{AZ} \frac{c\tau}{2} \sec(\psi)}{(4\pi)^3 R^4}$$

$$P_c = \frac{P_T G^2 \lambda^2 \sigma^0 \theta_{AZ} \frac{c\tau}{2} \sec(\psi)}{(4\pi)^3 R^3}$$

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28



## Return Clutter Power

- Thus as  $R$  increases, the clutter power drops by  $1/R^3$ , whereas the target power drops as  $1/R^4$
- This is due to the beam spreading with distance increasing the amount of clutter that is seen
- For the beam-limited case, the clutter area is a function of  $R^2$  so the return clutter power is proportional to  $1/R^2$ , versus  $1/R^4$  for the target power



## Ways to Mitigate Clutter

- Narrow antenna beams
- Short pulses
- Averaging multiple “looks” when the clutter has a short correlation time such as vegetation
- Make use of Doppler
  - If the target is moving, it is possible to take multiple looks and then filter the sequence (FFT) to extract the moving target
  - If the radar is stationary, the clutter will be centered at the zero Doppler bin



## Ways to Mitigate Clutter

- If the radar is airborne, the ground clutter will have a non-zero Doppler shift, but it can be identified and ignored as long as the target has motion relative to the ground
- Doppler resolution is determined by the number of range samples used
- There can be Doppler ambiguities if the the Doppler is sufficiently large
- This is aliasing and is controlled by decreasing the time between samples, PRI, at the expense of the unambiguous range



## Radar Clutter Example

- Suppose we have a radar system with
  - $P_T = 1,000,000$  w
  - $G_{ANT} = 28$  dB
  - $\tau = 100$   $\mu$ s
  - $T_{eff} = 200$  K
  - $f = 10$  GHz
- What is the SNR of the return from a 1 m<sup>2</sup> target at 20 km?
- Wavelength  $\lambda = c/f = 0.03$  m
- Bandwidth  $B \approx 1/\tau = 10$  kHz



## Radar Clutter Example

- Noise floor

- $F = 10\log(1+T_{\text{eff}}/T_0) = 2.3 \text{ dB}$
- $N = -204 \text{ dBW/Hz} + 10\log(10 \text{ kHz}) + F$
- $N = -161.7 \text{ dBW}$

- Return signal

$$S = \frac{P_T G_T G_R \sigma \lambda^2}{(4\pi)^3 R^4}$$

- $P = 60 \text{ dBW} + 28 + 28 + 0 - 30.5 - 30\log(4\pi) - 40 \log(20,000)$
- $P = 60 + 56 - 30.5 - 33 - 172 = -119.5 \text{ dBW}$
- Signal-to-Noise ratio
  - $\text{SNR} = -119.5 \text{ dBW} + 161.7 \text{ dBW} = 42.2 \text{ dB}$



## Radar Clutter Example

- If

- the azimuth beamwidth is  $\theta_{AZ} = 0.3^\circ$
- the grazing angle is  $\psi = 5^\circ$
- and  $\sigma^0 = 0.01$ ,
- What is the Signal-to-Clutter ratio (SCR)
- What is the Clutter-to-Noise ratio (CNR)



## Radar Clutter Example

- First we must compute the clutter return
  - Clutter Area

$$A_c = R\theta_{AZ} \frac{c\tau}{2} \sec(\psi)$$

- $A_c = 20,000 \text{ (m)} \cdot 0.00523 \text{ (rad)} \cdot 1.5 \cdot 10^8 \text{ (m/s)} \cdot 10^{-4} \text{ (s)} \cdot \sec(5^\circ) = 1,575,000 \text{ m}^2$
- Which can be expressed as 62 dB-m<sup>2</sup> or 62 dBsm



## Radar Clutter Example

- Next we compute the power received from clutter reflection

$$P_c = \frac{P_T G^2 \lambda^2 \sigma^0 A_c}{(4\pi)^3 R^4}$$

- $P_c = 60 \text{ dBW} + 56 - 30.5 \text{ dBm}^2 + 10\log(0.01) + 62 \text{ dB-m}^2 - 33 - 172$
- So the clutter return is  $P_c = -77.5 \text{ dBW}$



## Radar Clutter Example

- The signal-to-clutter ratio
  - $SCR = -119.5 + 77.5 = -42 \text{ dB}$
- The clutter-to-noise ratio
  - $CNR = -77.5 + 161.7 = 84.2 \text{ dB}$
- So for this system clutter is the limiting factor (80 dB over the noise) and the signal is buried in clutter.
- It would require a significant amount of processing to extract a meaningful signal from 42 dB below the clutter



## Volume Clutter

- When considering volume clutter, the overall volume of clutter that is illuminated depends upon
  - Range gate length
  - Range to the range gate of interest
  - Azimuth and elevation beamwidth of the antenna
- The volume of the clutter cell will be approximately

$$V = (\pi/4) \cdot (c\tau/2) \cdot R \cdot \theta_{EL} \cdot R \cdot \theta_{AZ} \text{ m}^3$$



## Volume Clutter

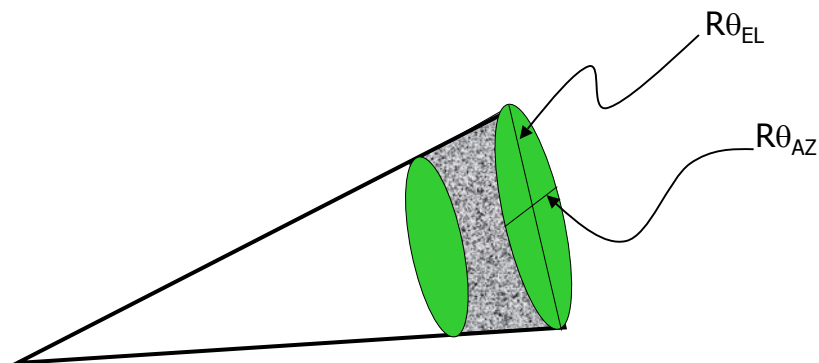
- Volume clutter is characterized by the backscatter cross-section per unit volume,  $\eta$ , which is in units of  $\text{m}^2/\text{m}^3$
- The total clutter cross section then becomes

$$\sigma = \eta \cdot \frac{\pi}{4} \cdot \frac{c\tau}{2} \cdot R^2 \theta_{AZ} \theta_{EL} \text{ m}^2$$

- So when the radar range equation is applied, we find that the clutter return only decreases as  $R^2$  because of the dependence of the clutter volume on  $R^2$



## Volume Clutter Cell





## References

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- *Radar Design Principles*, Fred E. Nathanson, 1969 McGraw-Hill
- *Millimeter-Wave Radar Clutter*, Currie, Hayes and Trebits, 1992 Artech House



## Conclusions

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- Radar systems suffer path loss that is proportional to  $R^4$  rather than the  $R^2$  for the one-way propagation of a communication system
- The radar range equation provides a power means of predicting return signal strength
- Clutter can be either area (ground) or volume (weather)
- Since the clutter area or volume grows with  $R$  or  $R^2$ , the clutter does not decrease with distance as quickly as the signal strength does
- The return signal strength is proportional to a parameter called the radar cross section which may be applied to clutter or to targets