基于幅度加权的均匀线阵近场波束聚焦方法

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摘要:为了降低相控阵列相移器和控制器的复杂度与成本,基于对阵元辐射振幅加权,提出运用函数逼近方法来计算各阵元辐射振幅.针对一维线阵,将空间辐射振幅分布设为 $\delta(r-r_0)$,可计算出每个阵元辐射振幅的取值,实现阵列波束在近场 r_0 处会聚.举例说明了该方法的有效性.该方法容易推广到面阵和阵元辐射具有不同偏振方向的横波或纵波近场空间波束聚焦计算中.

关键词:相控阵列;幅度加权;波束聚焦;仿真实验

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Method for a linear array beam focusing in the near field based on amplitude weighting

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Abstract: Based on amplitude weighting, an approaching-to-function method for a linear array beam formed in the near field is proposed in order to reduce the complexity and cost of the phase shifter and controller in the phased array. By assuming that the amplitude distribution function in space to be $\delta(\mathbf{r}-\mathbf{r}_0)$, in which \mathbf{r}_0 is the vector of focus, the value of every element radiation amplitude can be calculated. The validity of the method is also illustrated with examples. Moreover, this method can be extended to the planar array or other array elements with different polarization directions.

Key Words: phased array; amplitude weighting; beam focusing; simulation experiment

相控阵列信号的产生与处理开始于 20 世纪 50 年代,随后被应用于卫星通信、军事雷达、智能天线^[14]、 医学诊断与非侵入式治疗^[5-6]以及工业无损检测^[7-8].近年来,随着人们对能源需求的增加和对生态环境的重 视,声波相控阵列又被应用于地下资源勘探、地质评价和测井中^[9-11].在上述这些应用中,空间波束形成或聚 焦都是基于对阵元辐射相位的控制^[12],以便产生特定的辐射振幅空间分布.无论是在卫星通信和扫描雷达, 还是在工业检测方面,人们追求大信息量和高分辨率的脚步一直没有停止,因此所用载波或辐射的频率不断 提高,这导致了相移器的时延间隔须不断减小,使得相移器和控制器的设计越来越复杂^[13-15].然而,就波动 来说,其相位和振幅是两个独立的可控制量,为什么在上述应用中只改变各阵元辐射间相位的延迟而不改变 辐射振幅呢?研究发现,仅对阵元辐射的振幅进行加权,也能实现阵列波束的空间会聚.从工程上讲,实现对 阵元辐射振幅大小的控制比对辐射相位控制要简单得多,这样可大幅度降低阵列波束形成控制器的复杂度 和成本.

就空间波束形成而言,简单的做法是将阵元辐射近似为平面波,使辐射相位仅与方位角有关,而无需考虑阵元到场点的距离和阵元辐射的偏振方向,使问题简化.严格来说,阵元辐射接近为球面波,空间波束形成与方位角、阵元到场点的距离和辐射的偏振都有关系,在近场情况下应全面考虑.

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1 阵元振幅计算方法

为简单又不失普遍性,以一维线阵为研究对象,并作 3 点假 设:(1)辐射为横波,且偏振方向垂直于线阵和场点构成的平 面;(2)阵元为理想点源,辐射角频率为 ω,初相为零;(3) 传输介 质为各向同性的均匀介质.选取坐标系如图 1 所示,其中 d 为阵 元间距.阵元 n 在近场 P 点引起的振动为



(2N+1)个阵元在 P 点产生的总振动为

$$p(\mathbf{r},t) = \sum_{n=-N}^{N} p_n(\mathbf{r},t) = \sum_{n=-N}^{N} \operatorname{Re}\left[\frac{A_n}{r_n} \exp(j(-\omega t + kr_n))\right] = \operatorname{Re}\left[\exp(-j\omega t) \sum_{n=-N}^{N} \frac{A_n}{r_n} \exp(jkr_n)\right] = \operatorname{Re}\left[\exp(-j\omega t) P_M(\mathbf{r}) \exp(j\phi(\mathbf{r}))\right] = P_M(\mathbf{r}) \cos[\omega t - \phi(\mathbf{r})] \quad ,$$
(2)

式中 A_n 是阵元n 的振幅, r_n 是阵元n 到 P 点的距离,k 为波数.式(2) 说明,辐射在近场任意点 P 的振动角频 率仍然是 ω ,但振幅 $P_{M}(\mathbf{r})$ 和初相 $\phi(\mathbf{r})$ 随位置 \mathbf{r} 而变化.由于

$$P_{M}(\mathbf{r})\exp(j\phi(\mathbf{r})) = \sum_{n=-N}^{N} \frac{A_{n}}{r_{n}} \exp(jkr_{n}) ,$$

$$P_{M}^{2}(\mathbf{r}) = \sum_{n=-N}^{N} \sum_{m=-N}^{N} \frac{A_{n}A_{m}}{r_{n}r_{m}} \exp(jk(r_{n}-r_{m})) = \sum_{n=-N}^{N} \sum_{m=-N}^{N} \frac{A_{n}A_{m}}{r_{n}r_{m}} \cos[k(r_{n}-r_{m})] .$$
(3)

由式(3)可见, $P_{M}(\mathbf{r})$ 随空间位置 \mathbf{r} 的变化与 A_{n} 的取值有关. 换句话说,选取一组特定的 A_{n} ,可使阵元辐射在 P点取极大值,即阵列波束在P点会聚. 考虑更一般的情况,即如果希望辐射振幅的空间分布为 $f(\mathbf{r})$,则为了 描述 $P_{M}(\mathbf{r})$ 与 $f(\mathbf{r})$ 的接近程度,定义偏差函数 φ 为

$$\varphi = \int [P_{\mathrm{M}}(\mathbf{r}) - f(\mathbf{r})]^2 \,\mathrm{d}\mathbf{r} \quad , \tag{4}$$

当 $A_n(n = -N, -N+1, ..., N)$ 的取值使 φ 取极小值时, $P_M(\mathbf{r})$ 最接近 $f(\mathbf{r})$. 为此, $\varphi \varphi$ 对 A_l 的偏导为零, 即 $\frac{\partial \varphi}{\partial A_l} = 2 \int [P_M(\mathbf{r}) - f(\mathbf{r})] \frac{\partial P_M(\mathbf{r})}{\partial A_l} d\mathbf{r} = 0, \quad l = -N, -N+1, ..., N \quad ,$ (5)

则可得到 (2N+1) 个以 A_i 为未知量的方程组. 求解此方程组, 可得到使 $P_M(\mathbf{r})$ 最接近 $f(\mathbf{r})$ 的一组解 A_i . 由 式(3) 可以得到 $P_M(\mathbf{r})$ 对 A_i 的偏导数表达式:

$$\frac{\partial P_{\rm M}(\boldsymbol{r})}{\partial A_l} = \frac{1}{P_{\rm M}(\boldsymbol{r})} \sum_{n=-N}^{N} \frac{A_n}{r_n r_l} \cos[k(r_n - r_l)] \quad . \tag{6}$$

将式(6)代入式(5),得到

$$\int \left[1 - \frac{f(\mathbf{r})}{P_{M}(\mathbf{r})}\right]_{n=-N}^{N} \frac{A_{n}}{r_{n}r_{l}} \cos[k(r_{n} - r_{l})] d\mathbf{r} = 0, \quad l = -N, -N+1, \cdots, N \quad .$$

$$(7)$$

由于 r_n 的表达式可写成

$$= [r^{2} + n^{2}d^{2} + 2rnd \sin\theta]^{1/2} = [(x - nd)^{2} + y^{2}]^{1/2} , \qquad (8)$$

因此,当采用极坐标时, d**r** = $\mathbf{r} \cdot d\mathbf{r} \cdot d\theta$, 积分限为 $r_1 \leq \mathbf{r} < r_2$, $\theta_1 < \theta < \theta_2$. 当采用直角坐标时, d**r** = dx dy, 积分限为 $x_1 < x < x_2$, $y_1 \leq y < y_2$.

2 算法设计

无论阵元辐射的振幅随传播距离的增加呈现怎样的衰减,为了使(2N+1)个阵元在r。处聚焦,总可以

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设 $f(\mathbf{r}) = \delta(\mathbf{r} - \mathbf{r}_0)$, 使 $P_{\rm M}(\mathbf{r})$ 来逼近. 此时式(7)变成

$$\sum_{n=-N}^{N} A_{n} \int \frac{\cos[k(r_{n}-r_{l})]}{r_{n}r_{l}} d\mathbf{r} - \frac{1}{P_{M}(\mathbf{r}_{0})} \sum_{n=-N}^{N} \frac{A_{n}}{r_{n0}r_{l0}} \cos[k(r_{n0}-r_{l0})] = 0 \quad , \tag{9}$$

$$\Rightarrow c_{nl} = \int \frac{\cos[k(r_n - r_l)]}{r_n r_l} d\mathbf{r}, \quad c_{nl}^0 = \frac{\cos[k(r_{n0} - r_{l0})]}{r_{n0} r_{l0}} \quad , (10)$$

式(9) 简写成
$$P_{M}(\mathbf{r}_{0}) \sum_{n=-N}^{N} c_{nl} A_{n} = \sum_{n=-N}^{N} c_{nl}^{0} A_{n}, \quad l = -N, -N+1, \cdots, N$$
 (11)

对上式两边取平方,并将式(3)代入,得到

$$\sum_{n=-N}^{N} \sum_{m=-N}^{N} c_{mn}^{0} A_{n} A_{m} \left(\sum_{n=-N}^{N} c_{nl} A_{n} \right)^{2} - \left(\sum_{n=-N}^{N} c_{nl}^{0} A_{n} \right)^{2} = 0 \quad .$$
(12)

当 *l* 取遍(-N,-N+1, …, N)时,便得到(2N+1)个以 A_n(n=-N,-N+1, …, N)为未知量的齐次 非线性方程组,A_n的最高次幂为 4. 例如,当阵元总数为 3时,方程式(12)的形式为

$$\begin{bmatrix} c_{-1-1}^{0} A_{-1}^{2} + c_{-10}^{0} A_{-1} A_{0} + c_{-11}^{0} A_{-1} A_{1} \\ + c_{0-1}^{0} A_{0} A_{-1} + c_{00}^{0} A_{0}^{2} + c_{01}^{0} A_{0} A_{1} \\ + c_{0-1}^{0} A_{1} A_{-1} + c_{10}^{0} A_{1} A_{0} + c_{11}^{0} A_{1}^{2} \end{bmatrix} \begin{bmatrix} c_{-1l} c_{-1l} A_{-1}^{2} + c_{-1l} c_{0l} A_{-1} A_{0} + c_{-1l} c_{1l} A_{-1} A_{1} \\ + c_{0l} c_{-1l} A_{0} A_{-1} + c_{0l} c_{0l} A_{0}^{2} + c_{0l} c_{1l} A_{0} A_{1} \\ + c_{1l} c_{-1l} A_{0} A_{-1} + c_{1l} c_{0l} A_{1} A_{0} + c_{1l} c_{1l} A_{1}^{2} \end{bmatrix} -$$

$$\begin{bmatrix} c_{-1l}^{0} c_{-1l} A_{-1}^{2} + c_{-1l}^{0} c_{0l}^{0} A_{-1} A_{0} + c_{-1l}^{0} c_{0l}^{0} A_{-1} A_{1} \\ + c_{0l} c_{-1l} A_{0} A_{-1} + c_{1l} c_{0l} A_{0} A_{0} + c_{1l} c_{1l} A_{1}^{2} \end{bmatrix} = 0 \quad .$$

$$\begin{bmatrix} c_{-1l}^{0} c_{-1l} A_{0} A_{-1} + c_{0l}^{0} c_{0l}^{0} A_{0}^{2} + c_{0l}^{0} c_{0l}^{0} A_{0} A_{1} \\ + c_{0l}^{0} c_{-1l} A_{0} A_{-1} + c_{0l}^{0} c_{0l}^{0} A_{0}^{2} + c_{0l}^{0} c_{0l}^{0} A_{0} A_{1} \\ + c_{0l}^{0} c_{-1l}^{0} A_{0} A_{-1} + c_{0l}^{0} c_{0l}^{0} A_{0}^{2} + c_{0l}^{0} c_{0l}^{0} A_{0}^{2} \end{bmatrix} = 0 \quad .$$

在更一般的情况下,将上式写成矩阵的运算形式有利于计算机处理.为此,令 C^0 , C_1 , C_1^0 ,AA 分别为

$$\boldsymbol{C}^{0} = \begin{bmatrix} c_{-1l}^{0} & c_{-10}^{0} & c_{-11}^{0} \\ c_{0-1}^{0} & c_{00}^{0} & c_{01}^{0} \\ c_{1-1}^{0} & c_{10}^{0} & c_{11}^{0} \end{bmatrix} , \qquad \boldsymbol{C}^{0} = \begin{bmatrix} c_{-1l}c_{-1l} & c_{-1l}c_{0l} & c_{-1l}c_{1l} \\ c_{0l}c_{-1l} & c_{0l}c_{0l} & c_{0l}c_{1l} \\ c_{1l}c_{-1l} & c_{1l}c_{0l} & c_{1l}c_{1l} \end{bmatrix} , \qquad (14)$$

$$\boldsymbol{C}^{0} = \begin{bmatrix} c_{-1l}c_{-1l} & c_{0l}c_{0l} & c_{0l}^{0} & c_{0l}^{0} & c_{1l}^{0} \\ c_{0l}^{0} & c_{-1l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{1l}^{0} \\ c_{0l}^{0} & c_{-1l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{1l}^{0} \\ c_{0l}^{0} & c_{-1l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{1l}^{0} \\ c_{0l}^{0} & c_{-1l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{1l}^{0} \\ c_{0l}^{0} & c_{-1l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{1l}^{0} \\ c_{0l}^{0} & c_{-1l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{1l}^{0} \\ c_{0l}^{0} & c_{-1l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{1l}^{0} \\ c_{0l}^{0} & c_{-1l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} \\ c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} \\ c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} \\ c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} \\ c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} & c_{0l}^{0} \\ c_{0l}^{0} & c_{0l}^{0}$$

则式(13)可简写成

$$[\operatorname{trace}(\boldsymbol{C}^{\circ} \cdot \boldsymbol{A}\boldsymbol{A})] \cdot [\operatorname{trace}(\boldsymbol{C}\boldsymbol{C}_{l} \cdot \boldsymbol{A}\boldsymbol{A})] - [\operatorname{trace}(\boldsymbol{C}\boldsymbol{C}_{l}^{\circ} \cdot \boldsymbol{A}\boldsymbol{A})] = 0 \quad , \tag{15}$$

式中, trace(C°)表示求矩阵 C° 的迹. 定义矩阵 C_{l} , C_{l}

$$\mathbf{C}_{l} = \begin{bmatrix} c_{-1l} & c_{-1l} & c_{-1l} \\ c_{0l} & c_{0l} & c_{0l} \\ c_{1l} & c_{1l} & c_{1l} \end{bmatrix} , \quad \mathbf{C}_{ll} = \begin{bmatrix} c_{-1l} & 0 & 0 \\ 0 & c_{0l} & 0 \\ 0 & 0 & c_{1l} \end{bmatrix} , \quad l = -N, -N+1, \dots, N . \quad (16)$$

$$\mathbf{C}_{l}^{0} = \begin{bmatrix} c_{-1l}^{0} & c_{0l}^{0} \\ c_{0l}^{0} & c_{0l}^{0} \\ c_{1l}^{0} & c_{1l}^{0} \end{bmatrix} , \quad \mathbf{C}_{ll}^{0} = \begin{bmatrix} c_{-1l}^{0} & 0 & 0 \\ 0 & c_{0l}^{0} & 0 \\ 0 & c_{0l}^{0} & 0 \\ 0 & 0 & c_{1l}^{0} \end{bmatrix} , \quad \mathbf{C}_{ll}^{0} = \begin{bmatrix} c_{-1l}^{0} & 0 & 0 \\ 0 & c_{0l}^{0} & 0 \\ 0 & 0 & c_{1l}^{0} \end{bmatrix} ,$$

式(15)可写成

$$\left[\operatorname{trace}(\boldsymbol{C}^{\circ} \cdot \boldsymbol{A}\boldsymbol{A})\right] \cdot \left[\operatorname{trace}(\boldsymbol{C}_{l} \cdot \boldsymbol{C}_{ll} \cdot \boldsymbol{A}\boldsymbol{A})\right] - \left[\operatorname{trace}(\boldsymbol{C}_{l}^{\circ} \cdot \boldsymbol{C}_{ll}^{\circ} \cdot \boldsymbol{A}\boldsymbol{A})\right] = 0, \quad l = -N, -N+1, \cdots, N \quad .$$
(17)

这就是说,无论阵元数是多少,只要算出 5 个 3×3 矩阵 C° , C_{l} , C_{u} , C_{u}°

时,并不需要重新计算一遍 cnl, 而只需要计算增加的矩阵元部分,在仿真计算时无疑会大大减小计算量.

3 仿真实验

设 λ = 1.0 长度单位, d = $\lambda/2$, 焦点坐标 $x_0 = -\lambda$, $y_0 = 2.5\lambda$, 积分区间选取取 $-5\lambda \le x \le 5\lambda$, 0.5 $\lambda \le y \le 10\lambda$. 图 2(a)~(d)分别是阵元总数为 3,5,7,9 时 1 维阵列阵元辐射波束的会聚情况的 3 维图表示.可以 看出,即使只有 3 个阵元, 波束已偏向 (x_0 , y_0) 点所在的方位, 而且没有旁瓣, 但也没有会聚现象. 阵元总数 为 5 时, 主瓣开始会聚, 同时出现较低的旁瓣, $\alpha_{y_0} = 2.5\lambda$ 的直线上, P_M 的最大值出现在 $x_p = -0.3598\lambda$ Δ , 偏离 $x_0 = -\lambda$ 较远. 阵元总数为 7 时旁瓣增加, 会聚也明显加强, $\alpha_{y_0} = 2.5\lambda$ 时, P_M 的最大值出现在 $x_p = -0.8285\lambda \Delta$, 接近 x_0 . 阵元总数为 9 时, 波束会聚进一步加强, $y_0 = 2.5\lambda$ 时 P_M 的最大值出现在 $x_p = -0.9845\lambda \Delta$, 已到达预定位置.可见, 随着阵元总数的不断增加, 尽管旁瓣逐渐变得复杂, 但波束的聚焦能 力加强, 会聚点向预定的(x_0 , y_0) 逼近. 图 3 是在相同结构参数和辐射波长条件下采用相控方法的 1 维阵列 波束会聚 3 维图表示. 与图 2 相比, 从整体而言, 旁瓣比较明显, 其根本原因是相控阵列阵元辐射是等振幅辐 射. 定量地比较见表 1, 其中 Δx_0 为半高宽度, 表示在 $y = y_0$ 处主瓣幅度下降到最大值的 0.707 时对应的 x 轴 区间, 反映的是波束在期望点会聚的宽度. x_p 为会聚点位置, 表示在 $y = y_0$ 处主瓣最大值所对应的 x 值, 反映 的是聚焦位置的准确性. T 为会聚点能量份额, 定义为会聚点单位立体角内能量占阵列总辐射能的比例, 反 映的是波束会聚能力.可以看出, 在阵元总数等于 7 和 9 时, 采用幅度加权方法得到的半高宽度稍大于采用 相控阵方法得到的半高宽度, 除此之外, 其他情况下采用幅度加权的方法所得参数均占优势.



| 表 1 | 不同阵元总数1 | 「两种控制方法波束 | 会聚性能参数(| Δx_0 , x_P , | T[阵元总数]) | 对照表 |
|-----|---------|-----------|---------|------------------------|----------|-----|
|-----|---------|-----------|---------|------------------------|----------|-----|

| 性能参数 | $\Delta x_{\scriptscriptstyle 0}$, $x_{\scriptscriptstyle P}$, T [3] | $\Delta x_{\scriptscriptstyle 0}$, $x_{\scriptscriptstyle P}$, T [5] |
|--------|--|--|
| 振幅加权方法 | 1.8166, -0.1032, 0.3835 | 1.1247, -0.3598, 0.2607 |
| 相控控制方法 | 2.2022, -1.3417, 0.3791 | 1.1501, -1.2479, 0.2445 |
| 性能参数 | $\Delta x_{\scriptscriptstyle 0}$, $x_{\scriptscriptstyle P}$, T [7] | $\Delta x_{\scriptscriptstyle 0}$, $x_{\scriptscriptstyle P}$, $T[9]$ |
| 振幅加权方法 | 0.8276, -0.8285, 0.4102 | 0.6706, -0.9845, 0.2618 |
| 相控控制方法 | 0.7971, -1.3462, 0.3013 | 0.5171, -1.1987, 0.1705 |

图 4 是阵元数为 9, y 分别为 λ ,1.5 λ ,2 λ 和 2.5 λ 时 P_{M} 随 x 的变化曲线.可以看出,随着 y 的增大,振幅 衰减,会聚效果却明显加强.如果将阵元间距减小为 $d = 0.45\lambda$,其它参数不变, $y_{0} = 2.5\lambda$ 时 P_{M} 的最大值出 现在 $x = -0.9907\lambda$ 处,其波束会聚效果如图 5 所示.容易看出,与图 4 相比,在 $y = \lambda$ 时会聚效果好(即曲线 变锐);在 $y = y_{0}$ 时旁瓣变小,但会聚变差(即曲线变平).因此,对于具体问题,例如特定的(x_{0} , y_{0}),在合适 的阵元数下,通过优化阵列结构参数可以取得更好的聚焦效果.





图 5 $d = 0.45\lambda$ 时 P_M 随 x 的变化曲线

4 结束语

提出仅对阵元辐射振幅进行加权,令辐射振幅的空间分布为 $\delta(\mathbf{r}-\mathbf{r}_0)$,采用函数逼近方法就可实现一维 均匀阵列波束的聚焦.该方法的优点:(1)不受阵元辐射相位时延间隔减小的限制,(2)令阵列辐射振幅的空 间分布为 $\delta(\mathbf{r}-\mathbf{r}_0)$,从理论上要求会聚点振幅为极大值,而其余点振幅为零.然而相控阵列波束聚焦仅保证 在会聚点极大,其余点没要求为零.不过,笔者提出的方法在算法复杂度和运算量上比采用相控阵列方法要 大一些.对于阵元辐射的偏振在 xoy 面内的横波(或者振动沿传播方向的纵波),要实现近场波束聚焦,可将 每个阵元辐射的偏振分解到 x 方向和 y 方向,再分别应用上述方法求解 x 方向和 y 方向的总振动,然后再合 成即得考察点 P 的最终总振动振幅.该方法可容易地推广到面阵,或阵元呈周期性分布的其他拓扑结构.

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