

A Path Shadowing Model focused on the Effects of Human Activities in Indoor Environments

Ippei Kashiwagi, Tokio Taga, and Tetsuro Imai

This paper presents a path-shadowing model in indoor populated environments based on computer simulations. The propagation paths between the transmitting and receiving points in an empty rectangular space are determined by a ray tracking method, moving quasi-human bodies modeled as a cylinder with finite height are generated in this space, and intersections of the paths with the bodies are counted. As a result, the shadowing probabilities, durations, and intervals are evaluated for each propagation path, and this shadowing process is characterized as a Markov process. This paper proposes a method for individually generating the shadowing effects on each propagation path. The results of 5.2 GHz propagation measurements in indoor populated space using a high resolution channel sounder is also presented, and the validity of this model is confirmed.