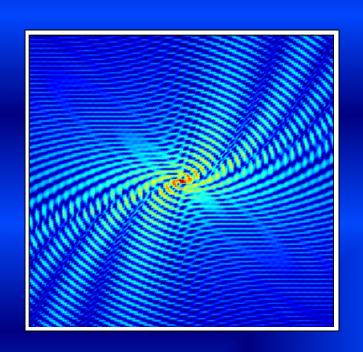
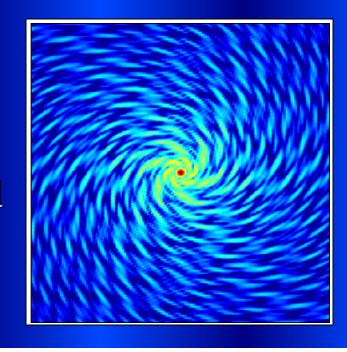
## Spiral Fractal Arrays



Héctor E. Dimas NSF/SUNFEST '00

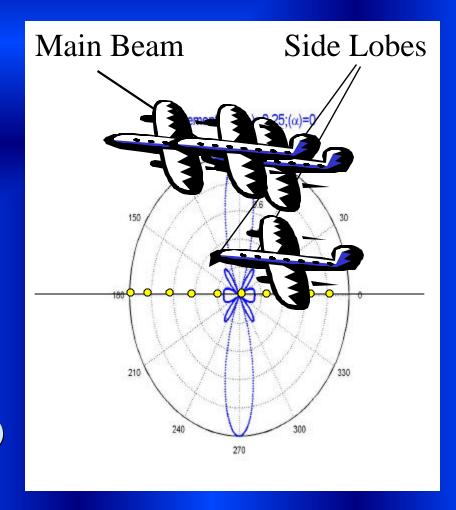
Advisors: Dr. Dwight L. Jaggard
Aaron Jaggard



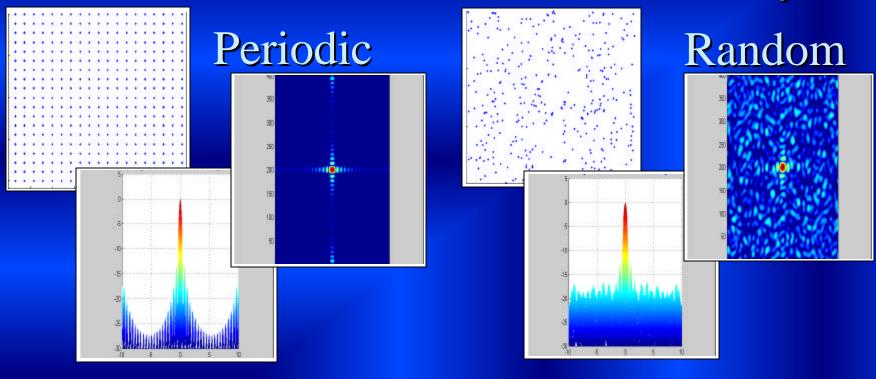
## Antenna Arrays

#### Radiation Pattern

- •Dependent on distance between elements in array
- •Characterized by constructive/destructive interference
- •Main two structures:
  - Main Beam (Directivity)
  - Side Lobe Level



# How Can We Combine the Properties of Two 2-Dimensional Planar Arrays?



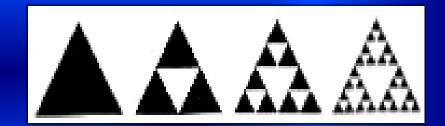
- •Better main beam
- Relatively low side-lobes

- •Lower side-lobes
- •Robust with respect to:
  - position
  - •element failure

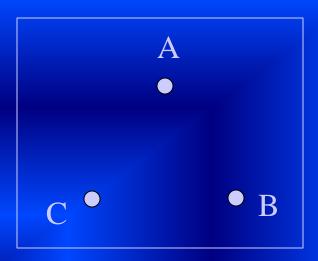
## Fractals

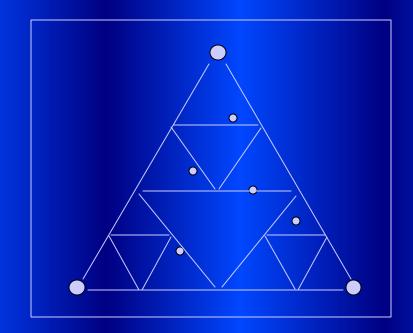
Generating Options

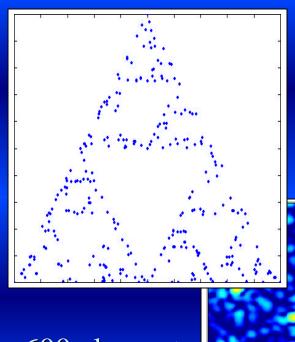
•Self Similar



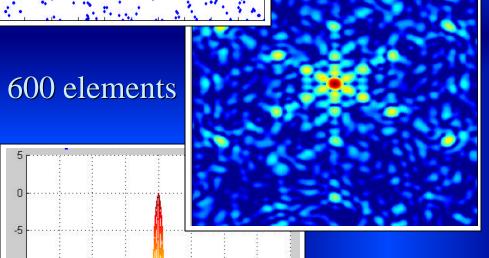
Chaos Game







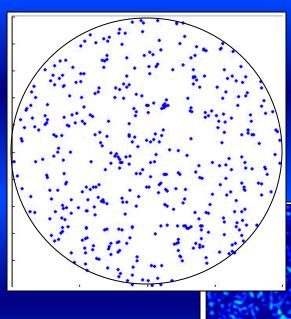
## Fractals Bridge the Gap Between Periodic and Random Arrays



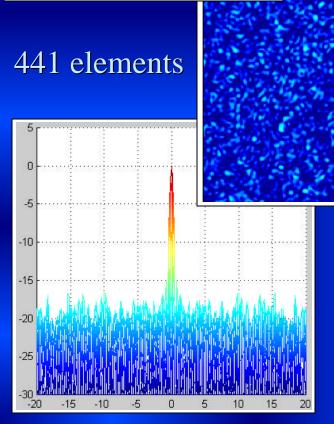
- •Provide for more characteristic lengths
- •Robust with respect to element failure and position

### Qualities of good fractal arrays

- No preferred sides
- •Many differences between points



### Random Circular Arrays

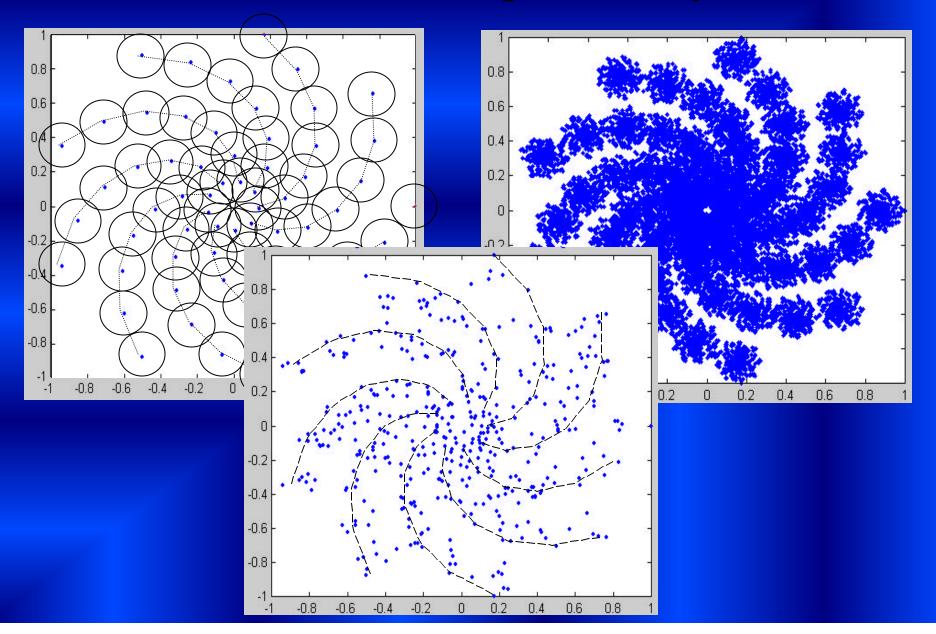


- •Reduce the number of preferred sides to zero
- •Relatively low side lobes
- Good directivity

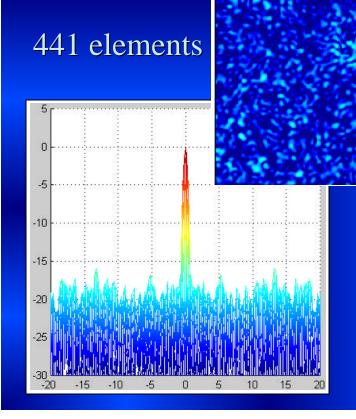
#### **Drawback**

- Main beam is slightly degraded
- •Non-uniform distribution of side lobes

## Construction of Spiral Arrays



## Fractal Spiral Arrays



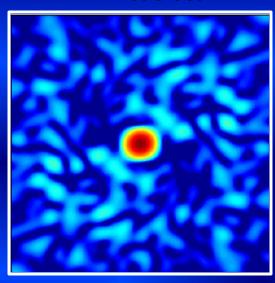
- •Relatively low number of antenna elements needed
- •Better performance than random Sierpinski arrays
- •More uniform and lower side lobes
- •Directivity is comparable to that of random arrays

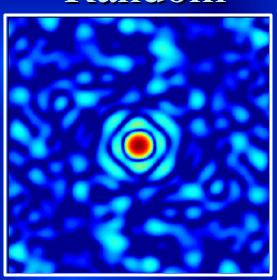
## Main Beam Comparisons

Fractal

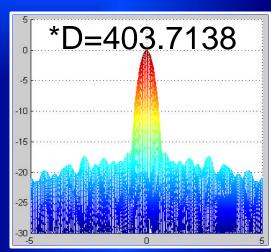
Random

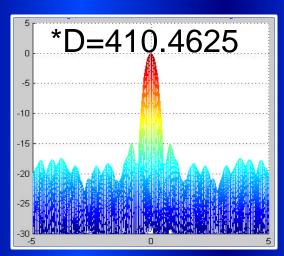
Top View





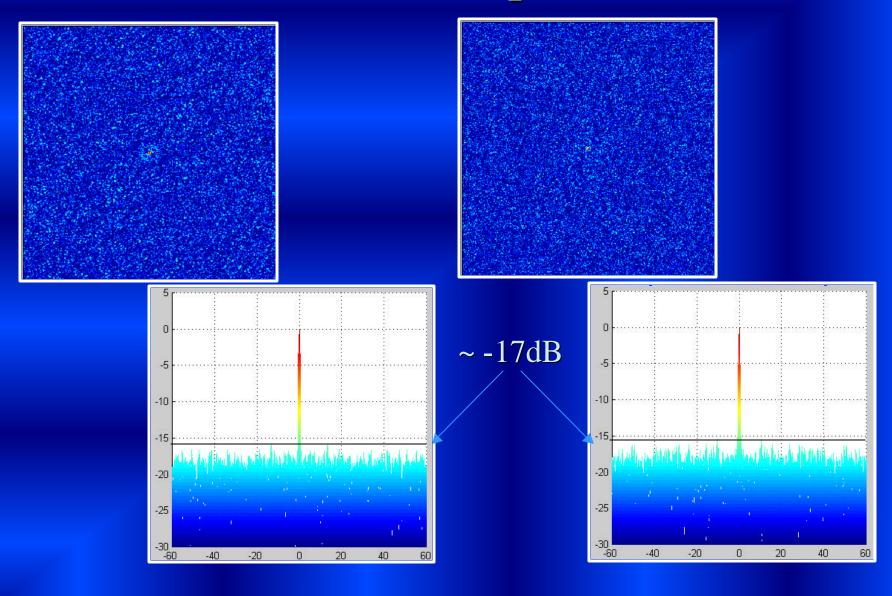
Side View



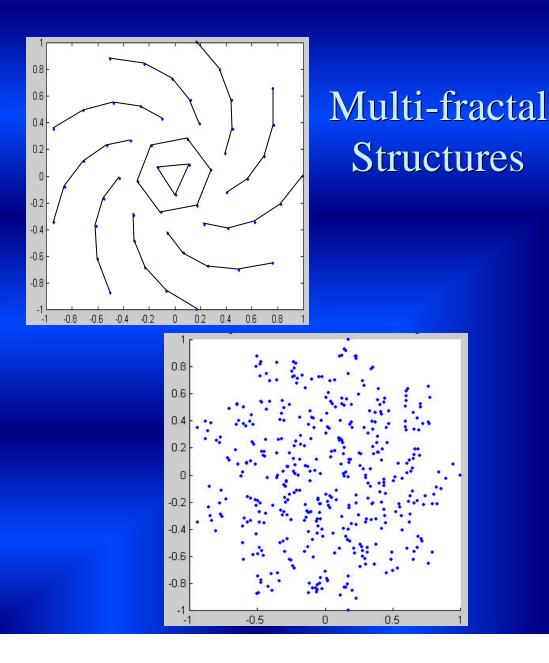


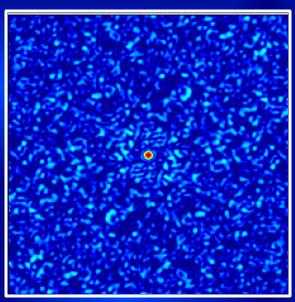
\*Directivity calculated at a viewing area of 20 units

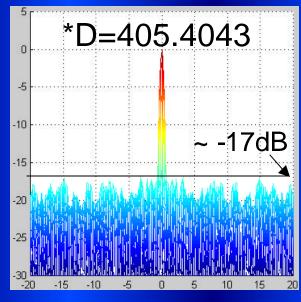
## Side Lobe Comparisons



## Where Do We Go From Here?







### Conclusions/Recommendations

- •Fractal arrays performed similarly to random arrays.
  - Directivity
  - Average sidelobe level
- •Further exploration:
  - •Testing more variations in number of arms and inner circles of spiral array
  - •Making fractal array less tapered
  - •Testing different circular structures



