

















Sim	ulation Results	and Numerical	Experiments	
	ct of increasing incident signals	the angular se	paration betwee	n
	f _{Exact}	f _{ESPRIT}	Df	
	40° 60°	40.58 ° 60.47 °	0.58 ° 0.47°	
	20° 80°	19.99 ° 80.05 °	0.01° 0.05°	
				10

Simulation Results and Numerical Experiments (a)							
	50	1.06 1.03 0.92	0.06 0.03 0.08				
	500	1.01 1.01 0.98	0.01 0.01 0.02				







Conclusions



Different simulations showed that MUSIC algorithm takes more time to produce accurate results when fewer elements are used in the sensor array. However, as the number of array elements increases, the computational time of ESPRIT algorithm starts to increase drastically especially when a large number of samples of the incident signals is used.

Using element spacing for the sensor array up to 0.5λ allows the detection of all possible angles of incidence. However, using larger values for the element spacing will lead to the detection of signals arriving only at larger angles of incidence (i.e., approaching normal incidence).

