

MQAM transmitter

November 26, 2016

This block generates a MQAM optical signal. It can also output the binary sequence. A schematic representation of this block is shown in figure 1.

Functional description

This block generates an optical signal (output signal 1 in figure 1). The binary signal generated in the internal block Binary Source (block B1 in figure 1) can be used to perform a Bit Error Rate (BER) measurement and in that sense it works as an extra output signal (output signal 2 in figure 1).

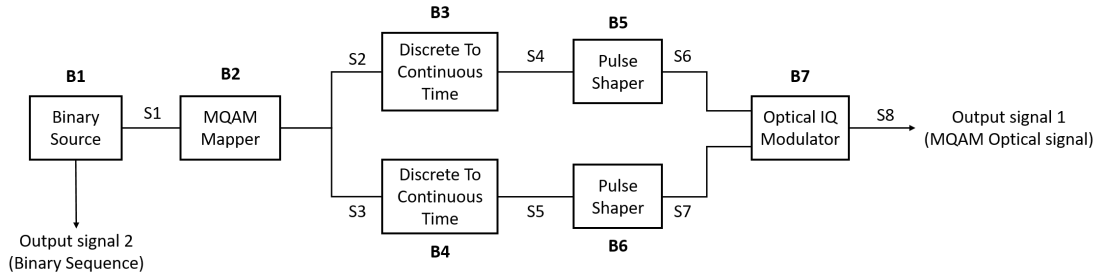


Figure 1: Schematic representation of the block MQAM transmitter.

Input parameters

This block has a special set of functions that allow the user to change the basic configuration of the transmitter. The list of input parameters, functions used to change them and the values that each one can take are summarized in table 1.

Input parameters	Function	Type	Accepted values
Mode	setMode()	string	PseudoRandom Random DeterministicAppendZeros DeterministicCyclic
Bit period	setBitPeriod()	double	?
Pattern length	setPatternLength()	int	?
Number of bits	setNumberOfBits()	long	?
Number of samples per symbol	setNumberOfSamplesPerSymbol()	int	?
Roll of factor	setRollOffFactor()	double	$\in [0,1]$
IQ amplitudes	setIqAmplitudes()	Vector of coordinate points in the I-Q plane	Example for a 4-qam mapping: $\{ \{ 1.0, 1.0 \}, \{ -1.0, 1.0 \}, \{ -1.0, -1.0 \}, \{ 1.0, -1.0 \} \}$
Output optical power	setOutputOpticalPower()	int	?
Save internal signals	setSaveInternalSignals()	True/False	?

Table 1: List of input parameters of the block MQAM transmitter

Methods

MQamTransmitter(vector<Signal*> &inputSignal, vector<Signal*> &outputSignal); (**constructor**)

void set(int opt);

void setMode(BinarySourceMode m)

BinarySourceMode const getMode(void)

void setProbabilityOfZero(double pZero)

double const getProbabilityOfZero(void)

void setBitStream(string bStream)

string const getBitStream(void)

void setNumberOfBits(long int nOfBits)

long int const getNumberOfBits(void)

void setPatternLength(int pLength)

int const getPatternLength(void)

void setBitPeriod(double bPeriod)

double const getBitPeriod(void)

void setM(int mValue) int const getM(void)

void setIqAmplitudes(vector<t_iqValues> iqAmplitudesValues)

vector<t_iqValues> const getIqAmplitudes(void)

void setNumberOfSamplesPerSymbol(int n)

int const getNumberOfSamplesPerSymbol(void)

void setRollOffFactor(double rOffFactor)

double const getRollOffFactor(void)

void setSeeBeginningOfImpulseResponse(bool sBeginningOfImpulseResponse)

double const getSeeBeginningOfImpulseResponse(void)

void setOutputOpticalPower(t_real outOpticalPower)

t_real const getOutputOpticalPower(void)

Output Signals

Number: 1 optical and 1 binary (optional)

Type: Optical signal

Example

Suggestions for future improvement

Add to the system another block similar to this one in order to generate two optical signals with perpendicular polarizations. This would allow to combine the two optical signals and generate an optical signal with any type of polarization.