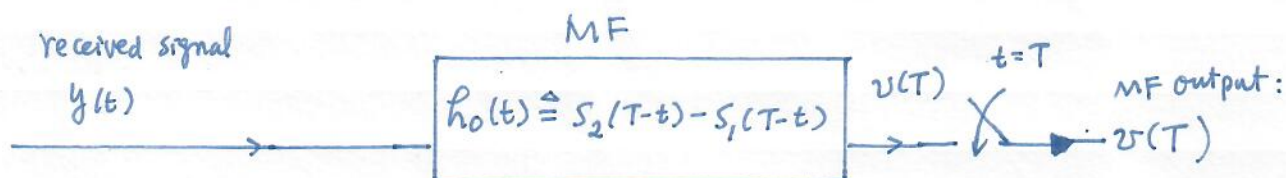




# 1. Theory (Summary from text)



$$y(t) = \begin{cases} S_1(t) + w(t) & \dots \text{bit 0} \\ S_2(t) + w(t) & \dots \text{bit 1} \end{cases}$$

$$v(T) = \begin{cases} S_{01}(T) + N \\ S_{02}(T) + N \end{cases}$$

where  $0 \leq t < T$

$T \hat{=}$  symbol period

$E_1 \hat{=}$  energy of  $S_1(t)$

$E_2 \hat{=}$  energy of  $S_2(t)$

$$E \hat{=} \frac{E_1 + E_2}{2} : \text{average signal energy per bit.}$$

where

$$S_{01}(T) \hat{=} \int_{-\infty}^{\infty} S_1(t) \cdot h_0(T-t) dt$$

$$S_{02}(T) \hat{=} \int_{-\infty}^{\infty} S_2(t) \cdot h_0(T-t) dt$$

$$N \hat{=} \int_{-\infty}^{\infty} w(t) \cdot h_0(T-t) dt$$

$$\Rightarrow \begin{cases} E[N] = 0 \\ \text{Var}[N] \hat{=} \sigma_0^2 \end{cases}$$

$$\xi \hat{=} \frac{S_{02}(T) - S_{01}(T)}{\sigma_0}$$

$$P_E = Q\left(\frac{\xi}{2}\right)$$

Goal: Simulate  $P_E$ .

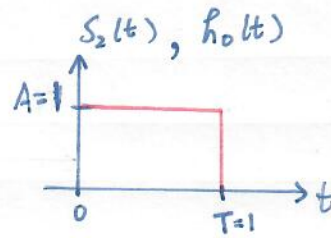


• Example: OOK

bit 0:  $s_1(t) = 0, \quad 0 \leq t < T$

bit 1:  $s_2(t) = \begin{cases} A, & 0 \leq t < T \\ 0, & \text{otherwise} \end{cases}$

where  $A=1$  and  $T=1 \text{ sec}$ .



$$\Rightarrow \begin{cases} E_1 = 0 \\ E_2 = 1 \\ E = \frac{0+1}{2} = \frac{1}{2} \end{cases}$$

$\Rightarrow S_{01}(T) = 0$

$\left\{ \begin{array}{l} S_{02}(T) = 1. \end{array} \right.$

(1)  $H_0(f) \triangleq \mathcal{F}[h_0(t)]$

(2) Parseval's theorem

$$\sigma_0^2 = \frac{N_0}{2} \cdot \left[ \int_{-\infty}^{\infty} |H_0(f)|^2 df \right] \downarrow = \frac{N_0}{2} \cdot \left( \int_{-\infty}^{\infty} |h_0(t)|^2 dt \right) = \frac{N_0}{2}$$

$$\xi = \frac{1}{\left( \sqrt{\frac{N_0}{2}} \right)}$$



## 2. Computer Simulation

- Received samples

$$\tilde{y}(n) \triangleq y(t) \Big|_{t=nT_s}$$

where

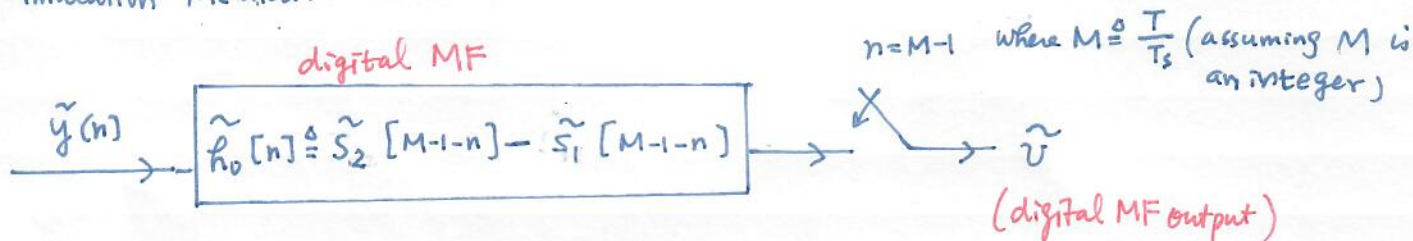
$T_s \triangleq$  sampling period

$F_s \triangleq$  sampling freq (Hz).

$$= \frac{1}{T_s}$$

Note: "tilde" notation: sampled version

- Simulation Method:



where

$$\tilde{v} \triangleq \begin{cases} \tilde{s}_{01}[M-1] + \tilde{N} \dots \text{bit 0} \\ \tilde{s}_{02}[M-1] + \tilde{N} \dots \text{bit 1} \end{cases}$$

$$\tilde{s}_{01}[M-1] = \sum_{n=0}^{M-1} \tilde{s}_1[n] \cdot \tilde{h}_0[M-1-n] \quad \dots \text{convolution sum!}$$

$$\tilde{s}_{02}[M-1] = \sum_{n=0}^{M-1} \tilde{s}_2[n] \cdot \tilde{h}_0[M-1-n]$$

$$\tilde{N} = \sum_{n=0}^{M-1} \omega[n] \cdot \tilde{h}_0[M-1-n] \quad \text{其中} \left\{ \begin{array}{l} \omega[n] \triangleq \omega(t) \Big|_{t=nT_s} \\ E[\tilde{N}] = 0 \\ \text{Var}[\tilde{N}] \triangleq \tilde{\sigma}_0^2 \end{array} \right.$$

$$\tilde{\xi} \triangleq \frac{\tilde{s}_{02}[M-1] - \tilde{s}_{01}[M-1]}{\tilde{\sigma}_0}$$

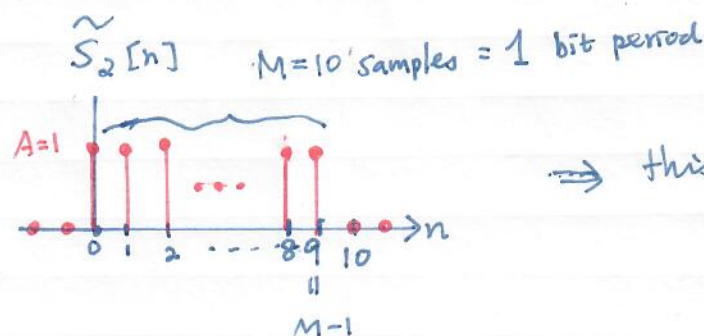
$$\tilde{P}_E \triangleq Q\left(\frac{\tilde{\xi}}{2}\right)$$





- Back to the OOK example with  $T_b = \frac{1}{10} \text{ sec}$  (i.e.,  $F_s = 10 \text{ Hz}$ )  $\Rightarrow M=10$

Then



$\Rightarrow$  this is also the plot of  $\tilde{h}_0[n]$ !

$\Rightarrow \tilde{S}_{01}[M-1] = 0$

$\tilde{S}_{02}[M-1] = 10$

\*  $\tilde{\sigma}_0^2 \triangleq \text{Var}[\tilde{N}] = \text{Var}\left[\sum_{n=0}^{M-1} w[n] \cdot \tilde{h}_0[M-1-n]\right]$

Q: How to compute  $\tilde{\sigma}_0^2$ ?

A: It's typical to assume  $w[n] \sim \mathcal{N}(0, \tilde{\sigma}_{\text{sample}}^2)$  and  $w[n]$ 's are i.i.d.

\*\*\*  
 $\tilde{\sigma}_{\text{sample}}^2$  代表每個 noise sample  $w[n]$  的 variance (即 power).  $\Rightarrow$  模擬時根據它來產生 noise samples  $w[n]$

Then,

$\tilde{\sigma}_0^2 = \tilde{\sigma}_{\text{sample}}^2 \cdot \left[ \sum_{n=0}^{M-1} \tilde{h}_0[n] \right] \dots \text{review 机统/随机程序}$

$\therefore$  For this OOK example,  $\tilde{\sigma}_0^2 = 10 \cdot \tilde{\sigma}_{\text{sample}}^2$  (see the plot of  $\tilde{h}_0[n]$  above.)



\*\*\* Key question: How to set  $\tilde{\sigma}_{\text{sample}}^2$  in computer simulation?

Hint:

$\therefore$  模擬的目的是使得  $\underbrace{\tilde{P}_E}_{\text{電腦模擬產生之 BER}} \approx \underbrace{P_E}_{\text{理論之 BER}}$

$\therefore$  應設定  $\tilde{\sigma} = \sigma$  (但  $\tilde{\sigma}$  又是由  $\tilde{\sigma}_{\text{sample}}^2$  決定)

$\rightarrow$  故可求出所需之  $\tilde{\sigma}_{\text{sample}}$