

# Digital Communication System on Gaussian Noise using QPSK modulation and LDPC

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# Overview

## ① Communication Age

- SOTA Solution

## ② Methodology

- QPSK
- LDPC
- White Noise

## ③ Experiment

- Experimental Setup
- Experimental Result

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## ① Communication Age

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## Communication Age

- ▶ of businesses primarily use email to communicate with their clients, as opposed to online tools (16%) phone calls (9%) and face-to-face (5%). Co (2020)

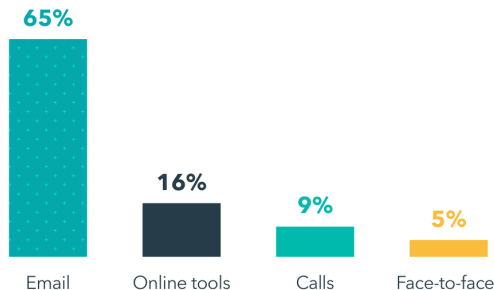


Figure 1: Ways of Communication Statistics

# SOTA Solution

- ▶ Analog modulation methods:
  - ▶ Amplitude Modulation (AM): DSB, SSB, VSB, etc
  - ▶ Angle Modulation (AM): FM, PM, etc
- ▶ Digital modulation methods:
  - ▶ Phase-shift keying: PSK
  - ▶ Frequency-shift keying: FSK
  - ▶ Amplitude-shift keying: ASK
  - ▶ Quadrature amplitude modulation: QAM

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# Methodology

Construct a simulated communication system working on white noise environment using:

- ▶ Quadrature Phase Shift Keying (QSPK) modulation
- ▶ Low Density Parity Check (LDPC) code
- ▶ BER

# QPSK



# LDPC

# White Noise

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# Experimental Result

# References I

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Ian Goodfellow, Jean Pouget-Abadie, Mehdi Mirza, Bing Xu, David Warde-Farley, Sherjil Ozair, Aaron Courville, and Yoshua Bengio. Generative adversarial nets. *Advances in neural information processing systems*, 27, 2014.