### BER of BPSK in AWGN Channels

Student: Pei-Jin Su

Advisor: Kuei-Chiang Lai

2022/08/31 (Wed.)

#### Outline

- Simulation Scenarios
- Error Rate Curves: Theoretical vs. Simulated vs. Approximation
  - How do I know if my theoretical curve is correct?
  - Equal probability of the transmitted bits
  - Non-equal probability of the transmitted bits
- Scatter Plot and Histogram @ SNR = 3dB & SNR = 10dB
- My MATLAB Codes

#### Simulation Scenarios

• data bit d = +1 or -1 is transmitted.

$$P(d = +1) = P_1$$
 and  $P(d = -1) = 1 - P_1$ 

transmitted symbol

$$s = d \cdot \sqrt{2E_bT} = \begin{cases} \sqrt{2E_bT} & \text{, if } d = +1 \text{ is transmitted} \\ -\sqrt{2E_bT} & \text{, if } d = -1 \text{ is transmitted} \end{cases}$$

where T: bit interval (Assume T = 1 sec in my MATLAB code to simulate the BPSK system)

 $E_b$ : bit energy (Assume  $E_b = 1$  J in my MATLAB code to simulate the BPSK system)

• additive Gaussian noise:  $w \sim N(0, \sigma^2) \Rightarrow f_w(w) = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{w^2}{2\sigma^2}}$ 

where 
$$E[w] = 0$$

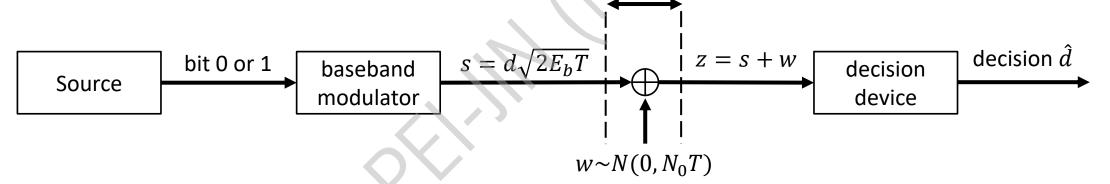
$$Var(w) = E[w^2] = \sigma^2 = N_0 T$$

#### Simulation Scenarios

discrete-time system model (Equivalent Baseband Model)

$$z = s + w = \begin{cases} N(\sqrt{2E_bT}, N_0T) & \text{, if } d = +1 \text{ is transmitted} \\ N(-\sqrt{2E_bT}, N_0T) & \text{, if } d = -1 \text{ is transmitted} \end{cases}$$

vector channel



definition of SNR

$$SNR_z \equiv \frac{E[|s|^2]}{E[|w|^2]} = \frac{2E_bT}{N_0T} = \frac{2E_b}{N_0}$$

#### Simulation Scenarios

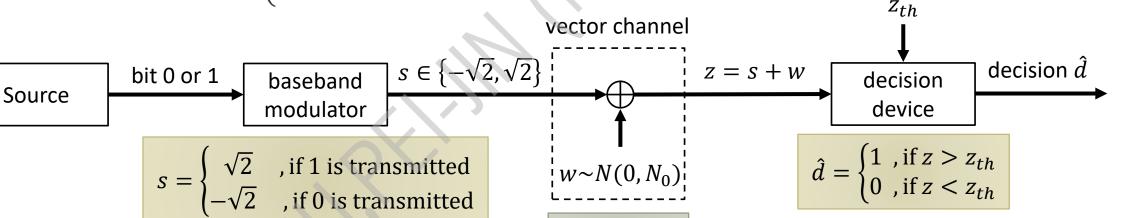
- system block diagram
  - Assume T = 1 sec and  $E_b = 1$  J

$$z = s + w = \begin{cases} N(\sqrt{2}, N_0) & \text{, if 1 is transmitted} \\ N(-\sqrt{2}, N_0) & \text{, if 0 is transmitted} \end{cases}$$

ML detector:  $z_{th} = 0$ 

MAP detector:  $z_{th} = \frac{N_0 T}{2\sqrt{2E_b T}} \cdot \ln\left(\frac{1-P_1}{P_1}\right)$ 

**Threshold** 



• # bits simulated:  $10^8$ 

MAP criterion: 
$$z_{th} = \frac{N_0}{2\sqrt{2}} \cdot \ln\left(\frac{1-P_1}{P_1}\right)$$

#### Error Rate Curves: Theoretical vs. Simulated vs. Approximation

The theoretical bit error rate (BER) of the ML detector:

$$BER_{ML} = Q(\sqrt{SNR_z}) = Q\left(\sqrt{\frac{2E_b}{N_0}}\right) = Q\left(\sqrt{\frac{2}{N_0}}\right)$$

where T = 1 sec and  $E_b = 1$  J

Approximation of Q(x):

$$Q(x) \cong \frac{1}{2}e^{-\frac{x^2}{2}}$$
 (Approximation 1)

$$Q(x) \cong \frac{1}{\sqrt{2\pi}x} e^{-\frac{x^2}{2}}$$
 (Approximation 2)

### Error Rate Curves: Theoretical vs. Simulated vs. Approximation

The theoretical bit error rate (BER) of the MAP detector:

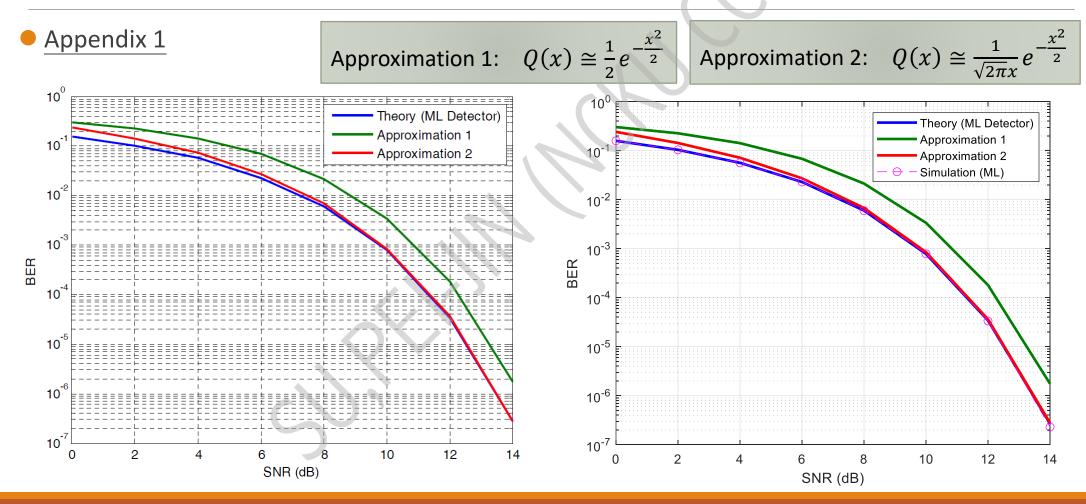
$$\begin{split} BER_{MAP} &= P_1 \cdot Q\left(\sqrt{SNR_Z} - \frac{z_{th}}{\sqrt{N_0T}}\right) + (1 - P_1) \cdot Q\left(\sqrt{SNR_Z} + \frac{z_{th}}{\sqrt{N_0T}}\right) \\ &= P_1 \cdot Q\left(\frac{\sqrt{2E_bT} - z_{th}}{\sqrt{N_0T}}\right) + (1 - P_1) \cdot Q\left(\frac{\sqrt{2E_bT} + z_{th}}{\sqrt{N_0T}}\right) \\ &= P_1 \cdot Q\left(\frac{\sqrt{2} - z_{th}}{\sqrt{N_0}}\right) + (1 - P_1) \cdot Q\left(\frac{\sqrt{2} + z_{th}}{\sqrt{N_0}}\right) \end{split}$$

where T=1 sec and  $E_b=1$  J

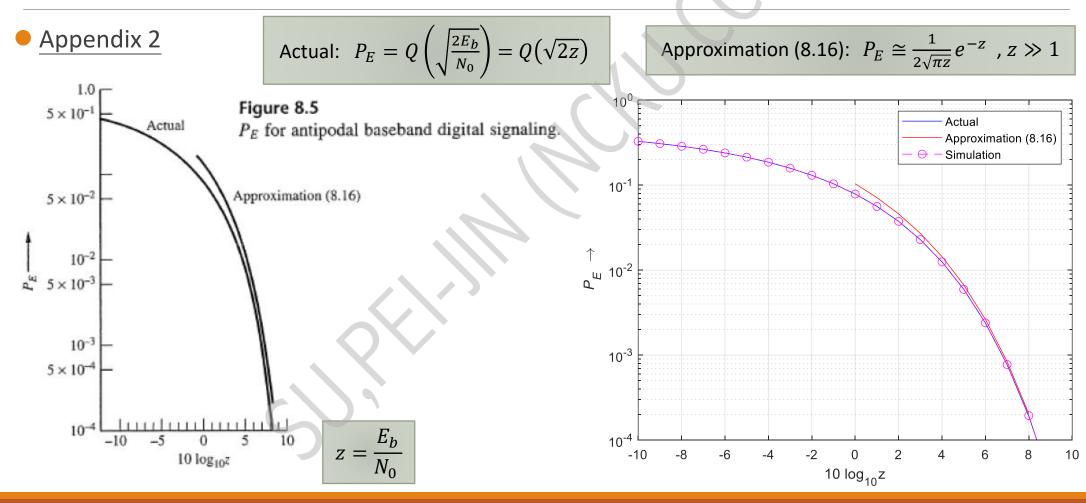
Why plotting theoretical curves?

Ans: Compare my simulation result with theoretical BER curves.

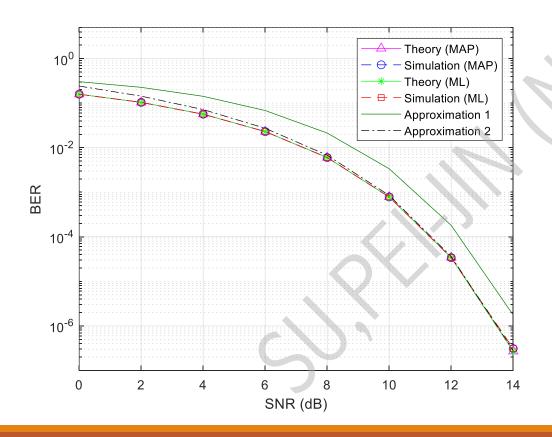
### How do I know if my theoretical curve is correct?

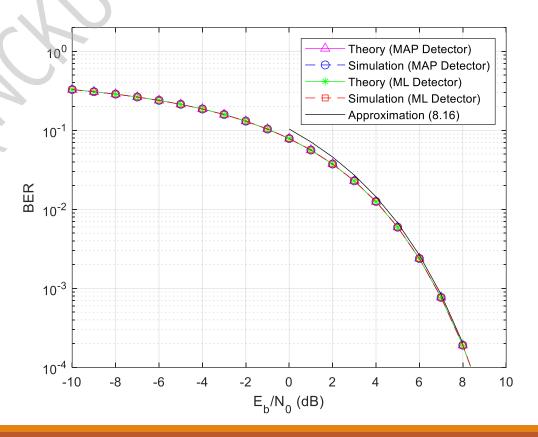


### How do I know if my theoretical curve is correct?

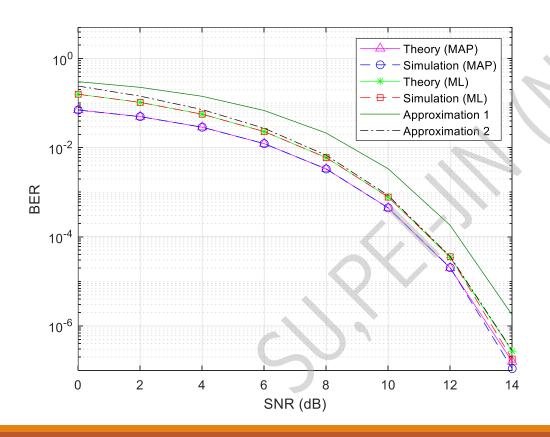


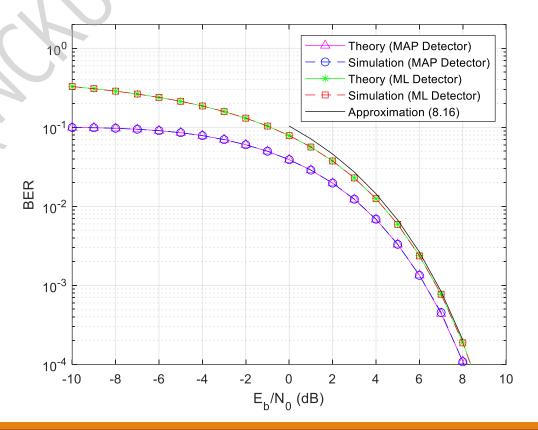
•  $P(1) = P(s = \sqrt{2}) = P_1 = 0.5$  and  $P(0) = P(s = -\sqrt{2}) = 1 - P_1 = 0.5$ 



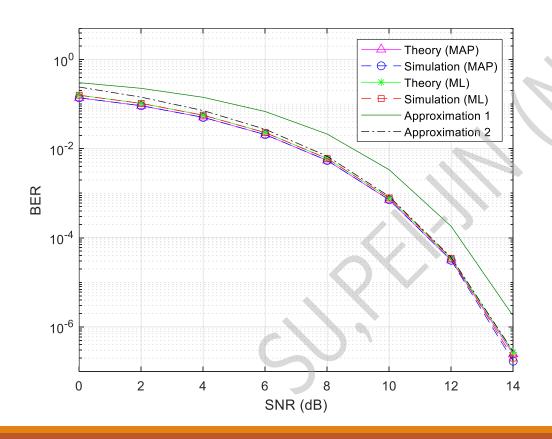


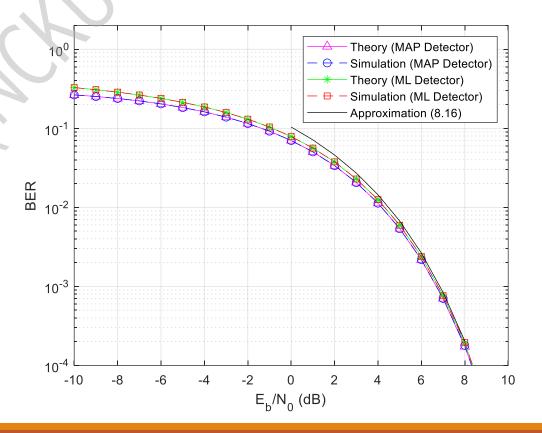
•  $P(1) = P(s = \sqrt{2}) = P_1 = 0.1$  and  $P(0) = P(s = -\sqrt{2}) = 1 - P_1 = 0.9$ 



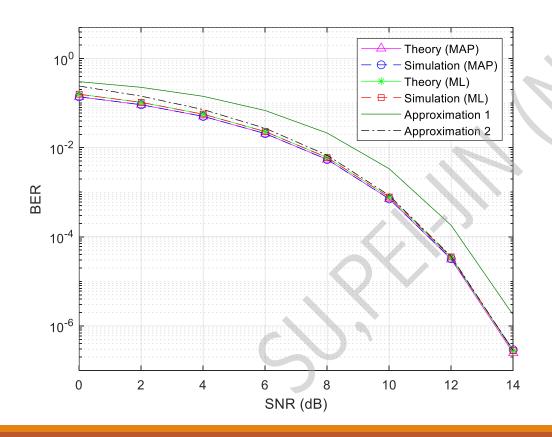


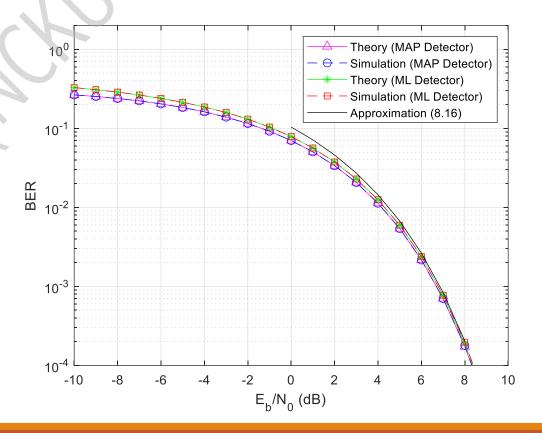
•  $P(1) = P(s = \sqrt{2}) = P_1 = 0.3$  and  $P(0) = P(s = -\sqrt{2}) = 1 - P_1 = 0.7$ 



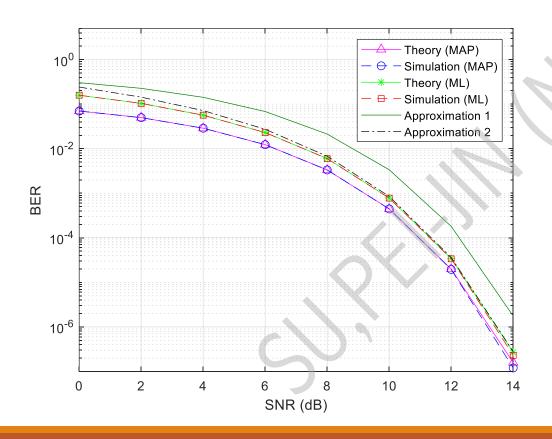


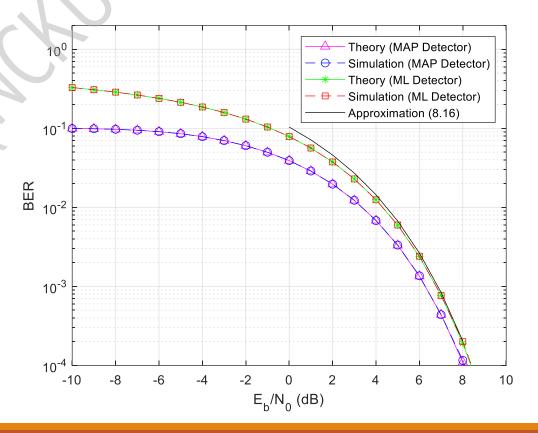
•  $P(1) = P(s = \sqrt{2}) = P_1 = 0.7$  and  $P(0) = P(s = -\sqrt{2}) = 1 - P_1 = 0.3$ 



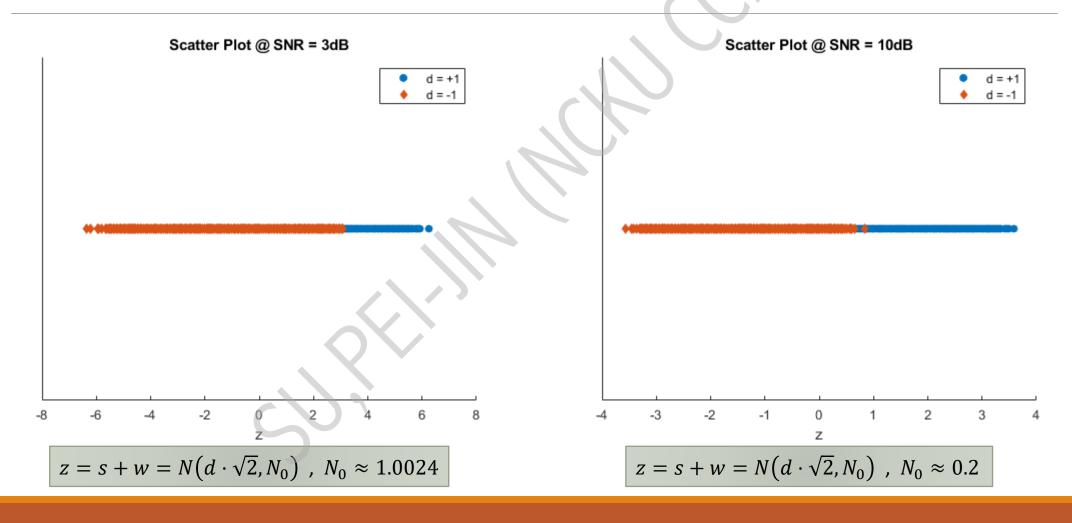


• 
$$P(1) = P(s = \sqrt{2}) = P_1 = 0.9$$
 and  $P(0) = P(s = -\sqrt{2}) = 1 - P_1 = 0.1$ 

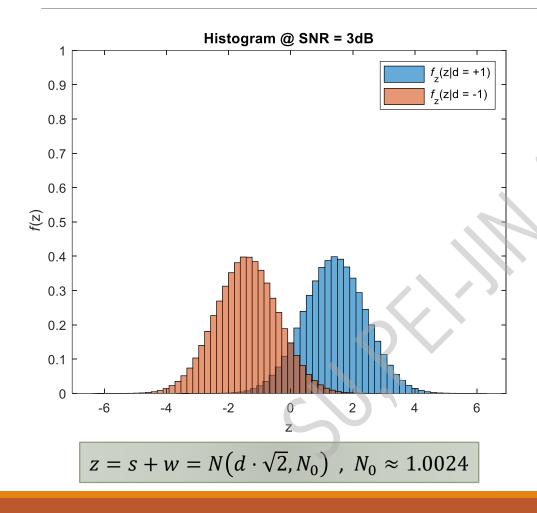


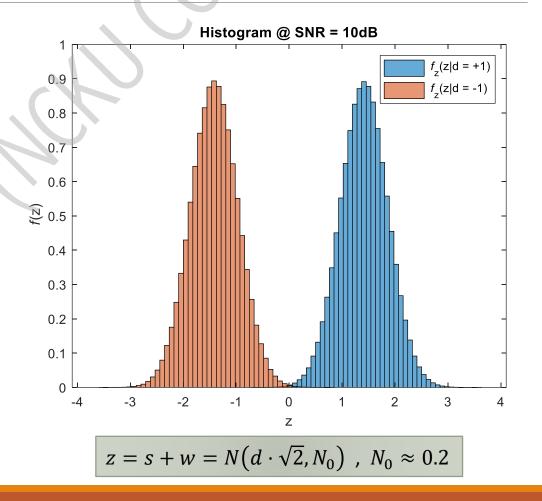


### Scatter Plot @ SNR = 3dB & SNR = 10dB



# Histogram @ SNR = 3dB & SNR = 10dB





**%%% BPSK Simulation Using MATLAB** 

```
%% Clear command window
clc;
clear;
       %% Remove items from workspace
                   %% SNR (= 2Eb/N0) in dB
SNR dB = 0:2:14;
EbOverN0 dB = SNR dB - 10*log10(2);
                                           %% Eb/N0 in dB
                                           %% Eb/N0
EbOverN0 = 10.^{(EbOverN0 dB/10)};
Eb = 1; %% Bit energy (J)
T = 1; %% Bit interval (s)
                   %% Number of data bit
num bits = 10^8;
N0 = Eb./EbOverN0;
sigma = sqrt(T*N0);
BPSK = [-sqrt(2*Eb*T), sqrt(2*Eb*T)];
                                           %% Baseband modulator
P1 = 0.5;
                   %% The a priori probability: P(1) = 0.5
r_{th} = 0.5*log((1 - P1)/P1)*(T*N0)/sqrt(2*Eb*T);
                                                       %% The threshold value
num_error_MAP = zeros(size(EbOverN0_dB)); %% Number of error bits (MAP)
num error ML = zeros(size(EbOverNO dB)); %% Number of error bits (ML)
```

```
% The theoretical BER of the MAP detector
MAP constant 1 = \operatorname{sqrt}(2*Eb*T) - r th;
MAP constant 2 = r + sqrt(2*Eb*T);
BER_theory_MAP = P1*qfunc(MAP_constant_1./sigma) + ...
                   (1-P1)*qfunc(MAP_constant_2./sigma);
% The theoretical BER of the ML detector
BER_theory_ML = qfunc(sqrt(2*EbOverN0))
% Approximation 1 of Q(x)
BER_approx_1 = 0.5*exp(-EbOverN0);
% Approximation 2 of Q(x)
BER_approx_2 = 0.5*exp(-EbOverN0)./sqrt(pi*EbOverN0);
```

```
for snrIdx = 1: length(EbOverNO dB)
  tx bit = rand(1, num bits) > (1-P1); %% Transmitted data bit
  tx sym = BPSK(tx bit(1:num bits) + 1);
                                                  %% Transmitted symbol
  % AWGN channel
  rx sym = tx sym + randn(1, length(tx sym))*sigma(snrldx);
  %%% MAP Detector %%%
                                    %% Reset rx MAP decisions
  rx bit MAP = zeros(size(tx bit));
  rx bit MAP(rx sym > r th(snrldx)) = 1;
                                                  %% MAP Decision of bit '1'
                                                  %% Compare tx and rx bits (MAP)
  err pat MAP = xor(tx bit, rx bit MAP);
  % Error counting (MAP criterion)
  num error MAP(snrldx) = num error MAP(snrldx) + sum(err pat MAP);
  %%% ML Detector %%%
                                    %% Reset rx ML decisions
  rx bit ML = zeros(size(tx bit));
                                     %% ML Decision of bit '1'
  rx bit ML(rx sym > 0) = 1;
  err_pat_ML = xor(tx_bit, rx_bit_ML);
                                                  %% Compare tx and rx bits (ML)
  % Error counting (ML criterion)
  num_error_ML(snrldx) = num_error_ML(snrldx) + sum(err_pat_ML);
end
```

```
% The simulated BER of the optimal detector (i.e., MAP)
BER_sim_MAP = num_error_MAP/num_bits;
% The simulated BER of the ML detector
BER_sim_ML = num_error_ML/num_bits;
% Plot the error rate curves
clf;
semilogy(SNR_dB, BER_theory_MAP, '-^
hold on;
semilogy(SNR_dB, BER_sim_MAP, '--ob'
hold on;
semilogy(SNR_dB, BER_theory_ML,
hold on;
semilogy(SNR_dB, BER_sim_ML, '--sr');
hold on;
```

```
semilogy(SNR_dB, BER_approx_1, 'Color', '#008000');
hold on;
semilogy(SNR_dB, BER_approx_2, '-.k');
axis([0,14,1e-7,5]);
legend('Theory (MAP)','Simulation (MAP)', ...
'Theory (ML)', 'Simulation (ML)', ...
'Approximation 1','Approximation 2');
xlabel('SNR (dB)');
ylabel('BER');
grid;
```

%% Clear command window clc; clear; %% Remove items from workspace Eb = 1; %% Bit energy (J) T = 1; %% Bit interval (s) num bits = 10<sup>6</sup>; %% Number of data bit %%% AWGN channel (SNR = 3dB) %%% SNR  $3dB = 10.^{(3/10)}$ ; NO 3dB = 2\*Eb/SNR 3dB; %% SNR = 2\*Eb/NCsigma\_3dB = sqrt(N0\_3dB\*T); % When data bit d = +1 is transmitted (Source bit: 1) z 1 3dB = sqrt(2\*Eb\*T) + randn(1, num bits)\*sigma 3dB;% When data bit d = -1 is transmitted (Source bit: 0)  $z_0_3dB = -sqrt(2*Eb*T) + randn(1, num_bits)*sigma_3dB;$ 

%%% Scatter Plot and Histogram @ SNR = 3dB and SNR = 10dB

```
%%% AWGN channel (SNR = 10dB) %%%
SNR 10dB = 10.^{(10/10)};
NO_10dB = 2*Eb/SNR 10dB; %% SNR = 2*Eb/N0
sigma 10dB = sqrt(N0 \ 10dB*T);
% When data bit d = +1 is transmitted (Source bit: 1)
z 1 10dB = sqrt(2*Eb*T) + randn(1, num bits)*sigma 10dB;
% When data bit d = -1 is transmitted (Source bit: 0)
z = 0.10dB = -sqrt(2*Eb*T) + randn(1, num bits)*sigma 10dB;
%%% Plot the scatter plot and histogram @ SNR = 3dB %%%
clf;
y_ldx = zeros(1, num_bits);
scatter(z 1 3dB,y Idx,'filled');
hold on;
scatter(z 0 3dB,y ldx, 'filled', 'd');
title('Scatter Plot @ SNR = 3dB');
yticks([]);
legend('d = +1','d = -1');
xlabel('z');
```

```
figure;
nbins = 50;
h1 = histogram(z 1 3dB,nbins,'Normalization','pdf');
hold on;
h2 = histogram(z 0 3dB,nbins,'Normalization','pdf');
ylim([0 1]);
title('Histogram @ SNR = 3dB');
legend('\it f\rm_z(z|d = +1)','\it f\rm_z(z|d = -1)');
xlabel('z');
ylabel('\it f\rm(z)');
%%% Plot the scatter plot and histogram @ SNR = 10dB %%%
figure;
scatter(z 1 10dB,y Idx,'filled');
hold on;
scatter(z 0 10dB,y ldx, 'filled', 'd');
title('Scatter Plot @ SNR = 10dB');
yticks([]);
legend('d = +1','d = -1');
xlabel('z');
```

```
figure;
h3 = histogram(z_1_10dB,nbins,'Normalization','pdf');
hold on;
h4 = histogram(z_0_10dB,nbins,'Normalization','pdf')
x_axis_max = sqrt(2*Eb*T) + 6*sigma_10dB;
x_axis_min = -sqrt(2*Eb*T) - 6*sigma_10dB;
axis([x_axis_min x_axis_max 0 1]);
title('Histogram @ SNR = 10dB');
legend('\it f\rm_z(z | d = +1)','\it f\rm_z(z | d = -1)');
xlabel('z');
ylabel('\it f\rm(z)');
```