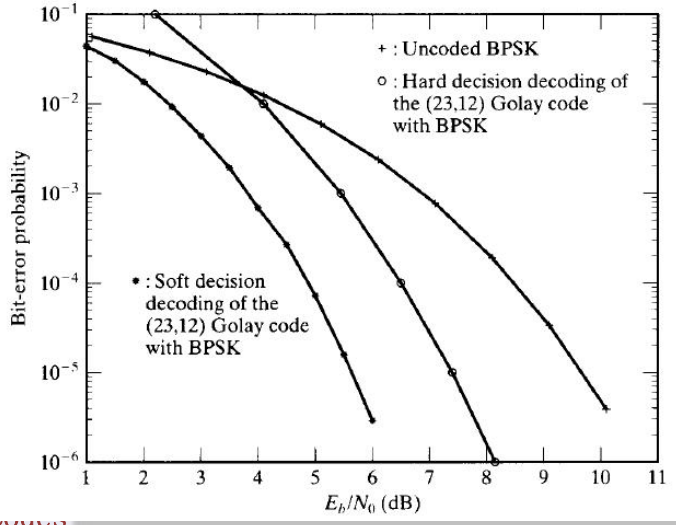
Project_1

Write a **Program with C++** to simulate BPSK + AWGN channel with minimum Euclidean distance decoding to re-produce the BPSK curve.

Consider the discrete-time channel model,

$$y_\ell = x_\ell + z_\ell,$$

where $x_\ell \in \{\pm 1\}$ and z_ℓ is a real-valued additive white Gaussian noise sample with variance σ^2, i.e., $z_\ell \sim \mathcal{N}(0, \sigma^2)$.



Due: Oct 27, 2015

Teamwork: at most 3/team