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Simulation parameters

```
N_bits = 10000; % Total number of bits
p       = 0.2;   % Channel parameter (probability of bit flipping)
```

Part 1: BER for simple BSC channel

```
% Generate a bit sequence
bit_seq = GenerateBits(N_bits); %[DONE] IMPLEMENT THIS: Generate a sequence of bits equal
to the total number of bits

% Pass the bit sequence through the channel
rec_sample_seq = BSC(bit_seq,1,p); % Generate the received samples after passing through
the bit flipping channel

% Decode bits from received bit sequence
rec_bit_seq = DecodeBitsFromSamples(rec_sample_seq,'part_1'); % IMPLEMENT THIS: Decode th
e received bits

% Compute the BER
BER_case_1 = ComputeBER(bit_seq,rec_bit_seq); %[DONE] IMPLEMENT THIS: Calculate the bit er
ror rate
```

Part 1-a: Effect of bit flipping probability on BER

GOAL: Make a plot for the BER versus different values of the channel parameter p

```
p_vect      = 0:0.1:1; % Use this vector to extract different values of p
```

```
in your code
BER_case_1_vec = zeros(size(p_vect)); % Use this vector to store the resultant BER
```

WRITE YOUR CODE HERE

```
for p_ind = 1:length(p_vect)
    rec_sample_seq = BSC(bit_seq,1,p_vect(p_ind));
    rec_bit_seq = DecodeBitsFromSamples(rec_sample_seq,'part_1');
    BER_case_1_vec(p_ind) = ComputeBER(bit_seq,rec_bit_seq);
end
```

Part 2: BER for simple bit-flipping channel with multiple samples

```
% System parameters
fs = 5; % Number of samples per symbol (bit)

% Generate a bit sequence
bit_seq = GenerateBits(N_bits); % Generate a sequence of bits equal to the total number of
bits

% Generate samples from bits
sample_seq = GenerateSamples(bit_seq,fs); %[DONE] IMPLEMENT THIS: Generate a sequence of s
amples for each bit

% Pass the sample sequence through the channel
rec_sample_seq = BSC(sample_seq,fs,p); % Generate the received samples after passing thr
ough the bit flipping channel

% Decode bits from received bit sequence
rec_bit_seq = DecodeBitsFromSamples(rec_sample_seq,'part_2',fs); % [DONE] IMPLEMENT THIS
: Decode the received bits

% Compute the BER
BER_case_2 = ComputeBER(bit_seq,rec_bit_seq); % Calculate the bit error rate
```

Part 2-a: Effect of bit flipping probability on BER

GOAL: Make a plot for the BER versus different values of the channel parameter p

```
p_vect = 0:0.1:1; % Use this vector to extract different values of p
in your code
BER_case_2_vec = zeros(size(p_vect)); % Use this vector to store the resultant BER
```

WRITE YOUR CODE HERE

```
for p_ind = 1:length(p_vect)
    rec_sample_seq = BSC(sample_seq,fs,p_vect(p_ind));
    rec_bit_seq = DecodeBitsFromSamples(rec_sample_seq,'part_2',fs);
    BER_case_2_vec(p_ind) = ComputeBER(bit_seq,rec_bit_seq);
end
```

Part 3: BER for simple bit-flipping channel with multiple samples and correlated channel

```
fs=5;
```

```

% Generate a bit sequence
bit_seq = GenerateBits(N_bits); % Generate a sequence of bits equal to the total number of
bits

% Generate samples from bits
sample_seq = GenerateSamples(bit_seq,fs); % Generate a sequence of samples for each bit

% Pass the sample sequence through the channel
rec_sample_seq = BSC(sample_seq,fs,p,'correlated'); % Generate the received samples after
passing through the bit flipping channel

% Decode bits from received bit sequence
rec_bit_seq = DecodeBitsFromSamples(rec_sample_seq,'part_3',fs); % IMPLEMENT THIS: Deco
de the received bits

% Compute the BER
BER_case_3 = ComputeBER(bit_seq,rec_bit_seq); % Calculate the bit error rate

```

Part 3-a: Effect of bit flipping probability on BER

GOAL: Make a plot for the BER versus different values of the channel parameter p

```

p_vect          = 0:0.1:1; % Use this vector to extract different values of p
in your code
BER_case_3_vec  = zeros(size(p_vect)); % Use this vector to store the resultant BER

```

WRITE YOUR CODE HERE

```

for p_ind = 1:length(p_vect)
    rec_sample_seq = BSC(sample_seq,fs,p_vect(p_ind),'correlated');
    rec_bit_seq = DecodeBitsFromSamples(rec_sample_seq,'part_3',fs);
    BER_case_3_vec(p_ind) = ComputeBER(bit_seq,rec_bit_seq);
end

```

```

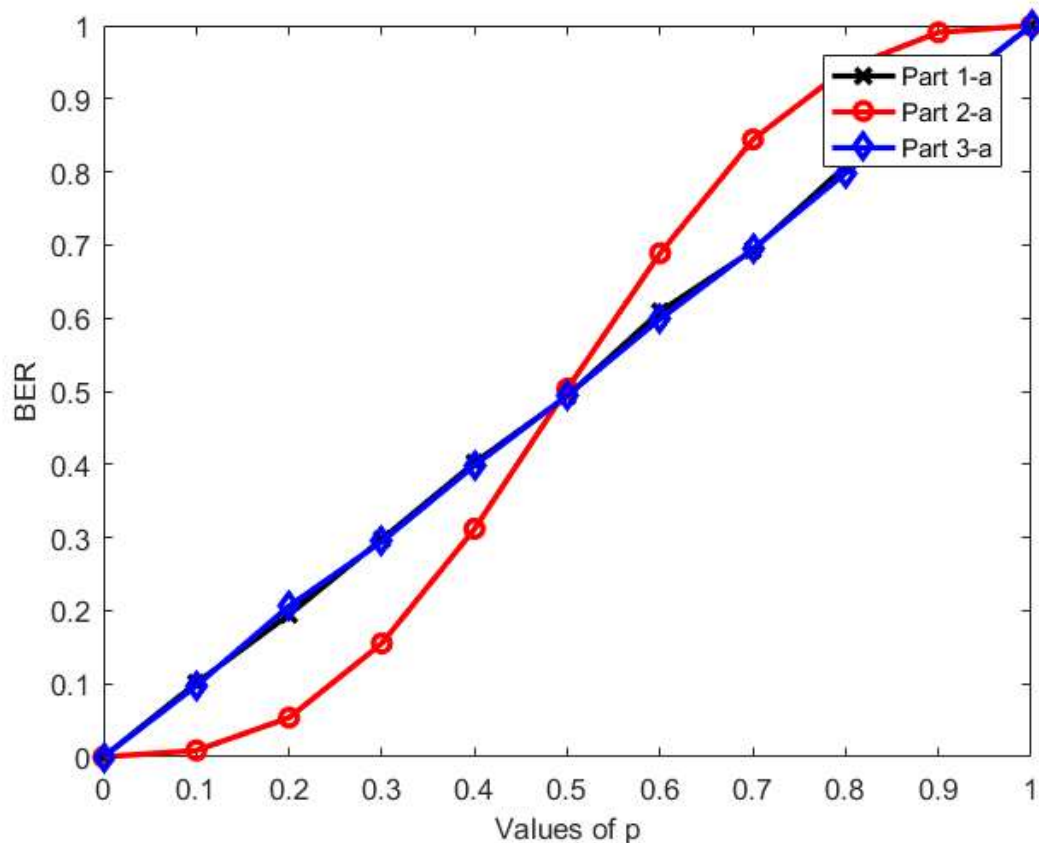
% Plotting results

figure
plot(p_vect,BER_case_1_vec,'x-k','linewidth',2); hold on;
plot(p_vect,BER_case_2_vec,'o-r','linewidth',2); hold on;
plot(p_vect,BER_case_3_vec,'d-b','linewidth',2); hold on;

xlabel('Values of p','fontsize',10)
ylabel('BER','fontsize',10)
legend('Part 1-a','Part 2-a','Part 3-a','fontsize',10)

```

Warning: Using an integer to specify the legend location is not supported.
Specify the legend location with respect to the axes using the 'Location'
parameter.
Warning: Ignoring extra legend entries.



Part 4: Effect of number of repetitions on BER

GOAL: Make a plot for the BER versus the number of repetitions used in the transmitter of part 2 There is no template code for this part. Please write your own complete code here. You can re-use any of the codes in the previous parts

```
% Generate a bit sequence
fs_vect      = 1:20;           % Use this vector to extract different values of p i
n your code
p=0.2;
BER_case_4_vec = zeros(size(fs_vect)); % Use this vector to store the resultant BER

bit_seq = GenerateBits(N_bits); % Generate a sequence of bits equal to the total number of
bits

for fs_ind = 1:length(fs_vect)
    % Generate samples from bits
    sample_seq = GenerateSamples(bit_seq,fs_vect(fs_ind)); %[DONE] IMPLEMENT THIS: Generat
e a sequence of samples for each bit

    rec_sample_seq = BSC(sample_seq,fs_vect(fs_ind),p);

    rec_bit_seq = DecodeBitsFromSamples(rec_sample_seq,'part_2',fs_vect(fs_ind));

    BER_case_4_vec(fs_ind) = ComputeBER(bit_seq,rec_bit_seq);
end

figure
plot(fs_vect,BER_case_4_vec,'linewidth',2); hold on;

xlabel('Values of fs','fontsize',10)
ylabel('BER','fontsize',10)
```

WRITE YOUR CODE HERE

