The Q Function and Baseband Data Communication

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1 Eye Diagram for a Digital Communication Channel

1.1 Eye diagram

1.2 c5ce2.m: explanation

Here follows a thoroughly commented version of the provided c5ce2.m MAT-LAB script. The code below generates and plots the eye diagrams of four band-limited signals composed of random sequences of bits.

```
% clean figure and load signal package (only for Octave)
clf
pkg load signal
\% simulation parameters:
\% - nr of symbols (must be divisible by 4)
\% - nr of samples per symbol
\% - filter cutoff values (normalized values)
nsym = 100;
nsamp = 50;
bw = [0.4 \ 0.6 \ 1 \ 2];
% for each filter..
for k = 1: length(bw)
  % generate filter coefficients
  lambda = bw(k);
  [b,a] = butter(3,2*lambda/nsamp);
  l = nsym*nsamp;
  % Total sequence length
  y = zeros(1, l-nsamp+1);
  \% Initalize random output vector with +1 and -1
  x = 2*round(rand(1, nsym)) - 1;
  % for each overlap ...
  for i = 1:nsym
    % place symbols into vector y
    kk = (i-1)*nsamp+1;
```

```
y(kk) = x(i);
  end
  \% zero-order hold
  datavector = conv(y, ones(1, nsamp));
  % apply filter to complite sequence
  filtout = filter(b, a, datavector);
  % splice sequence into sub-sequences of 4 symbols
  datamatrix = reshape(filtout, 4*nsamp, nsym/4);
  % discart the first 6 sub-sequences
  datamatrix1 = datamatrix(:, 6:(nsym/4));
  % plot and format
  \mathbf{subplot}(\mathbf{length}(\mathbf{bw}), 1, \mathbf{k})
  plot(datamatrix1, 'k')
  ylabel('Amplitude')
  axis ([0 200 -1.4 1.4])
  legend(['Bn=', num2str(lambda)])
  if k == 4
    xlabel ('t/Tsamp')
  end
end
```

1.3 Channel model

1.4 c5ce2.m: different bandwidths

1.5 c5ce2.m: plots

This section will elaborate on the results and implications of the plots generated by the two scripts.

- 2 The Q function
- 2.1 Normal probability density function
- 2.2 Explanation
- 2.2.1 Inverse Q function
- 2.2.2 Complementary error function
- 2.3 Plots

- 3 The Matched Filter Base Band Receiver
- 3.1 Additive white gaussian noise model
- 3.2 c8cela.m: explanation
- 3.3