



Final Project

Team Members

Num	Full Name in ARABIC	SEC	BN	Role in the project
1	احمد محمد قرني الشويمي	1	29	Part 1
2	محمد عادل جودة	3	49	Part 2
3	محمد عنتر جاد الكريم	3	56	Part 2
4	يحيى زكريا علي زكي	4	58	Part 3



Table of contents:

Table of contents:	2
1. PartOne	5
1.1 Bases Signals	5
1.2 Signal space representation	7
1.3 Noise effect	11
1.4 comment	16
2. Part Two	17
2.1 Calculations of the BER of the four modulation schemes	17
2.2 Decision regions	18
2.2.1 BPSK:	18
2.2.2 QPSK:	19
2.2.3 8QAM:	20
2.2.4 16PSK:	21
2.3 Theoretical BER proofs for BPSK, QPSK, QAM and a tight upper bound to the BER of the 16PSK	22
2.3.1 In a BPSK system the received signal is:	22
2.3.2 In a QPSK system the received signal can be written as:	23
2.3.3 In 8-QAM system:	24
2.3.4 In 16-PSK system:	25
2.4 Plot for the simulated BER Verses E_b/N_0	26
2.5 Requirement six	27
3 Part Three	28
3.1 Drawing the output of the transmitter	28
3.2 Drawing the output of the receiver	29
3.3 Drawing the bits after sampling	30
Appendix A: Codes for Part One:	31
A.1 Gm BASES function	31



<i>A.2 signal Space.....</i>	<i>31</i>
<i>A.3 noise function</i>	<i>31</i>
<i>A.4 Generating s1&s2</i>	<i>32</i>
<i>A.5 plotting output</i>	<i>32</i>
Appendix B: Codes for Part Two:	33
<i>B.1 Code for Binary psk:</i>	<i>33</i>
<i>B.2 Code for QPSK:</i>	<i>34</i>
<i>B.3 Code for 8QAM:.....</i>	<i>36</i>
<i>B.4 Code for 16QPSK:</i>	<i>38</i>
<i>B.5 Code for 'detectsymbol' function:</i>	<i>42</i>
Appendix C: Codes for Part Three:	44
<i>C.1 Code for generating 10 random bits of 1 and -1</i>	<i>44</i>
<i>C.2 Code for generating impulse train and pulse shaping function</i>	<i>44</i>
<i>C.3 Code for matched filter</i>	<i>44</i>
<i>C.4 Code for the receiver</i>	<i>44</i>
<i>C.5 Code for plotting the transmitter output.....</i>	<i>45</i>
<i>C.6 Code for plotting the filter output.....</i>	<i>45</i>
<i>C.7 Code for plotting the receiver output.....</i>	<i>45</i>
<i>C.8 The whole code.....</i>	<i>45</i>



List of Figures

Figure 1: ϕ_1	5
Figure 2 ϕ_2	6
Figure 3 s_1 representation on ϕ_1	7
Figure 4 s_1 representation on ϕ_2	8
Figure 5 : s_2 representation on ϕ_1	9
Figure 6 s_2 representation on ϕ_2	10
Figure 7 (s_1 +noise) at -5db	11
Figure 8 : (s_1 +noise) at 0db.....	12
Figure 9 (s_1 +noise) at 10db.....	13
Figure 10 : (s_2 +noise) at -5db	14
Figure 11 (s_2 +noise) at 0db.....	15
Figure 12 : (s_2 +noise) at 10db.....	16
Figure 13decision region for BPSK	18
Figure 14 decision region for QPSK.....	19
Figure 15 decision region for 8QAM.....	20
Figure 16decision region for 16 PSK.....	21
Figure 17 plot of the simulated BER.....	26
Figure 18output of transmitter.....	28
Figure 19output of receiver	29
Figure 20output of demodulated signal(bits)	30



1. PartOne

1.1 Bases Signals

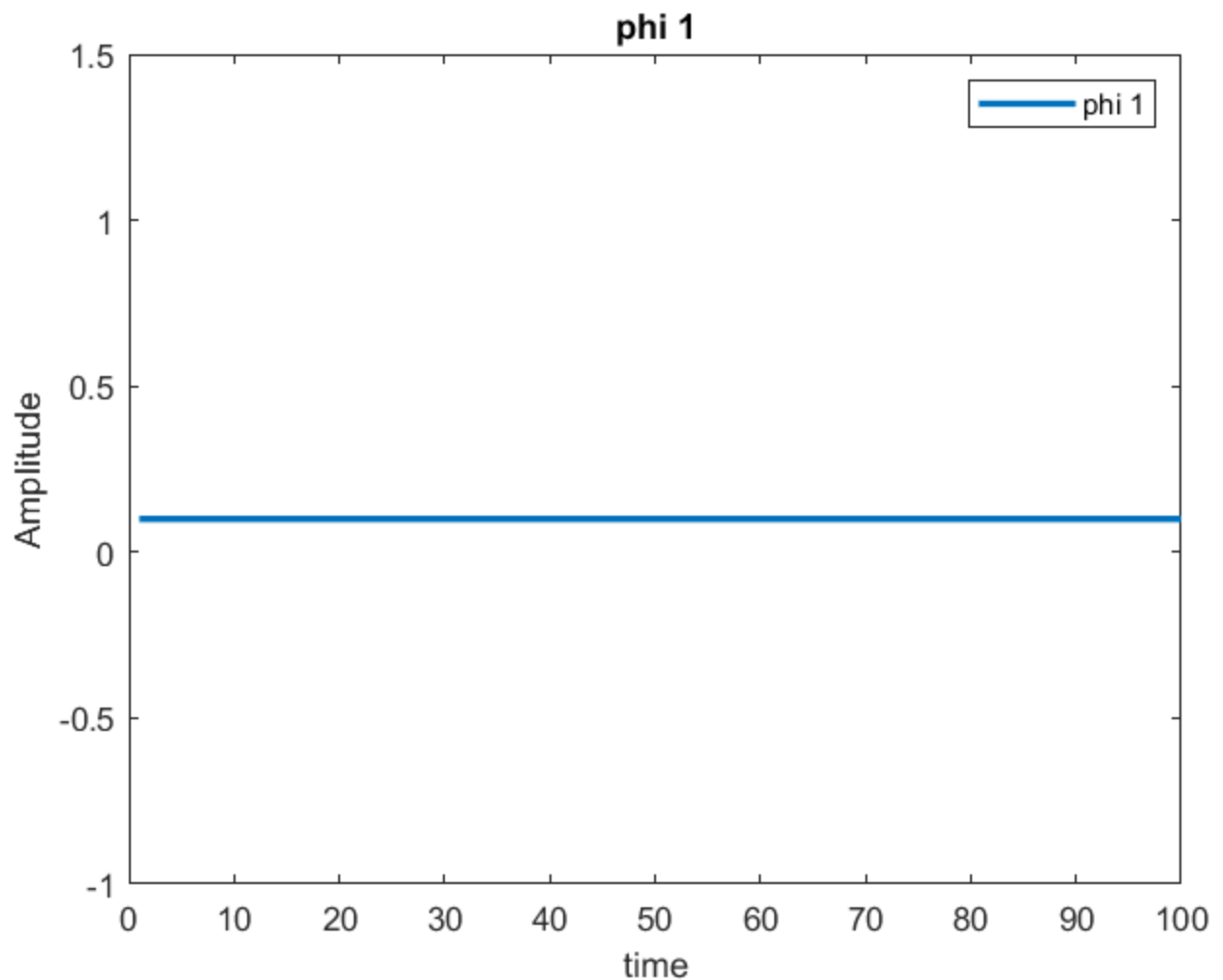


Figure 1: phi1

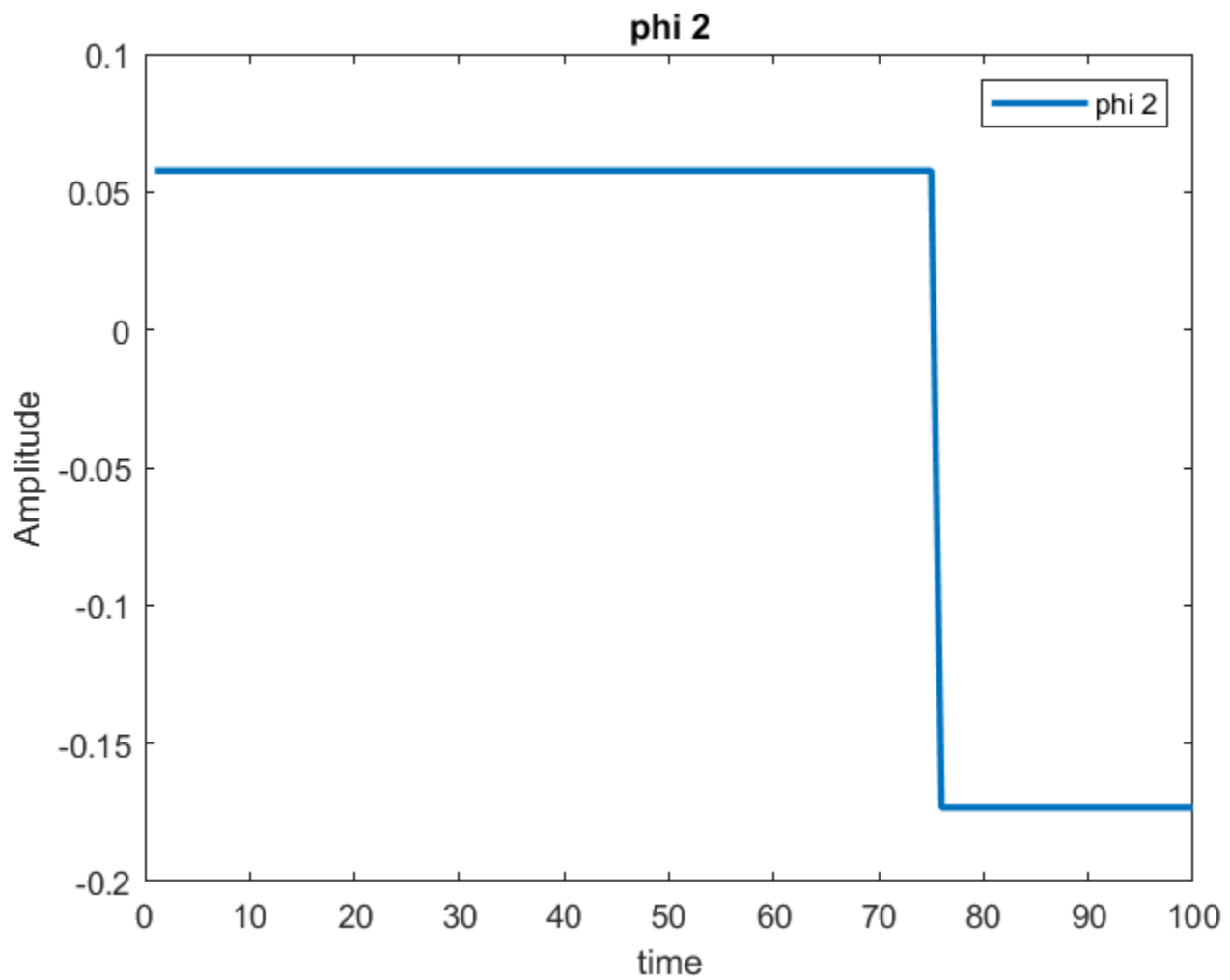


Figure 2 ϕ_2



1.2 Signal space representation

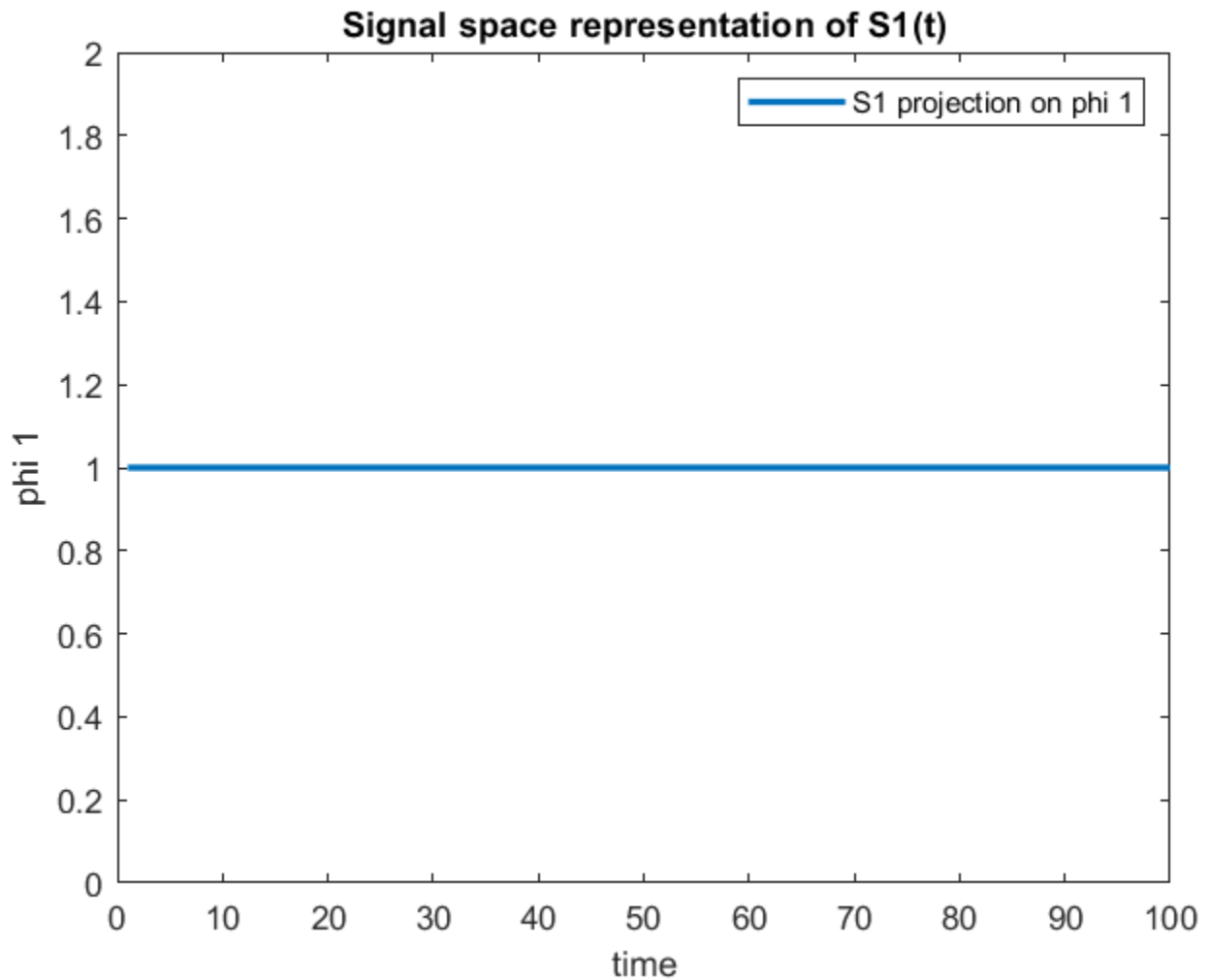


Figure 3 s1 representation on phi1

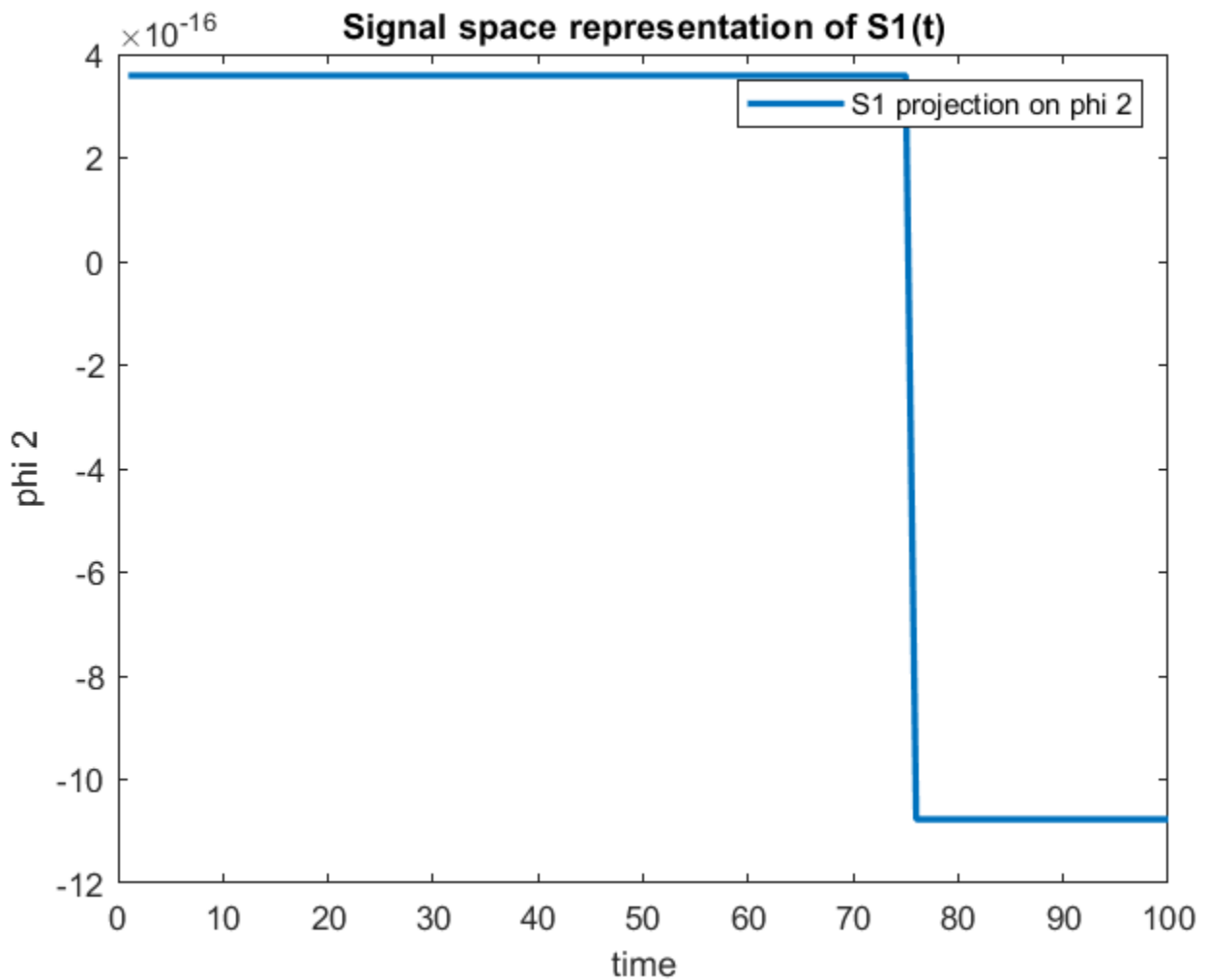


Figure 4 s1 representation on phi2

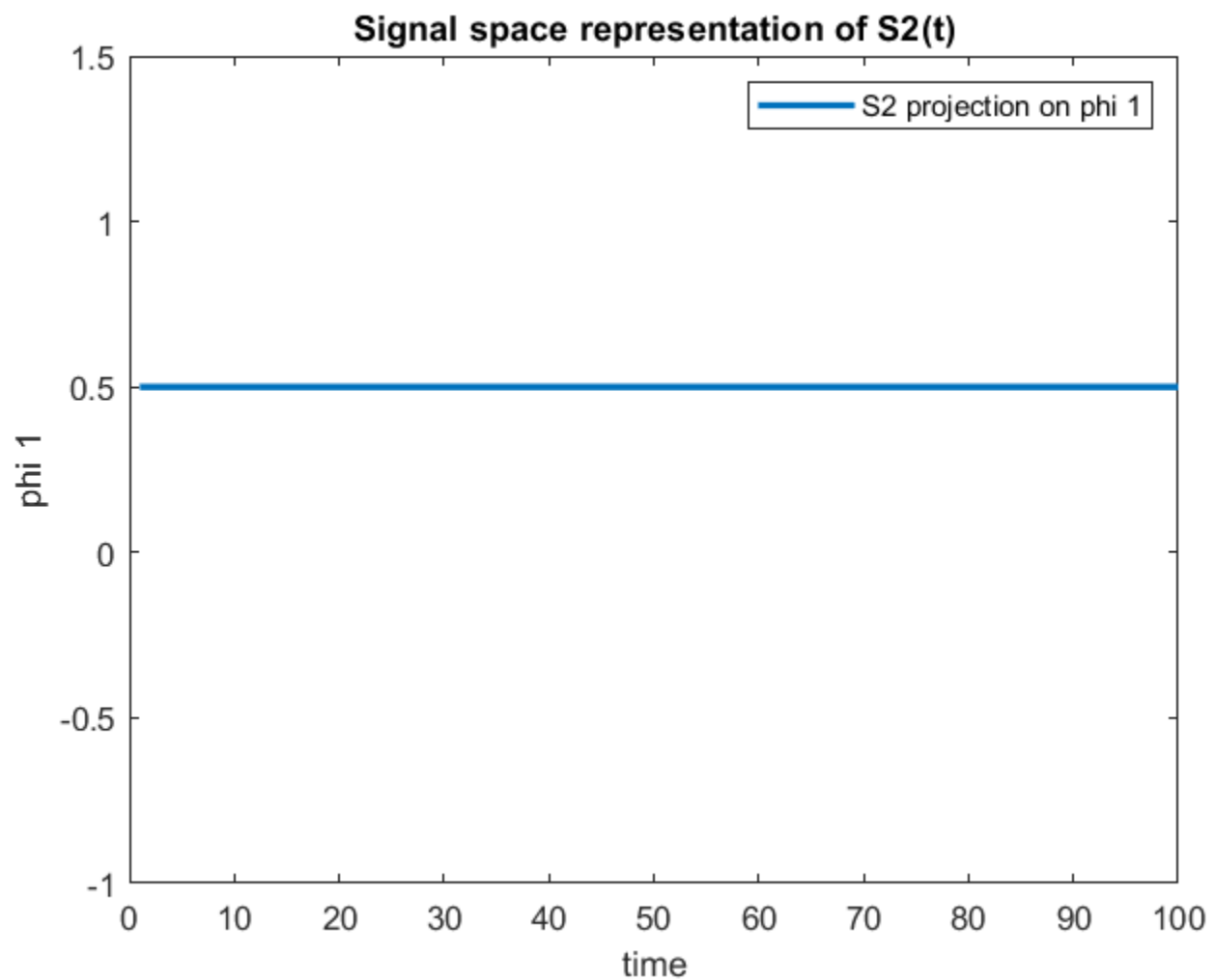


Figure 5 : s_2 representation on ϕ_1

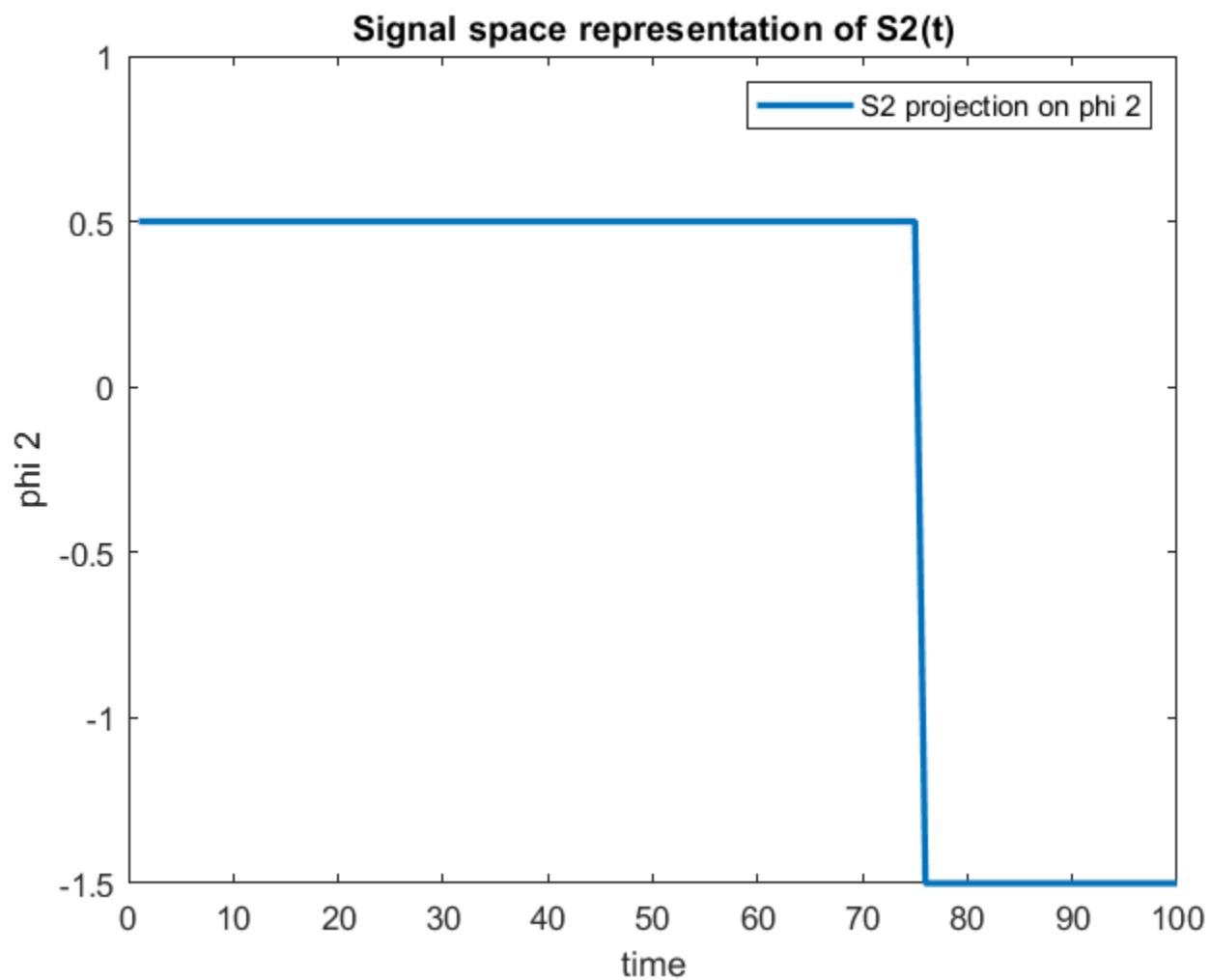


Figure 6 s_2 representation on ϕ_2



1.3 Noise effect

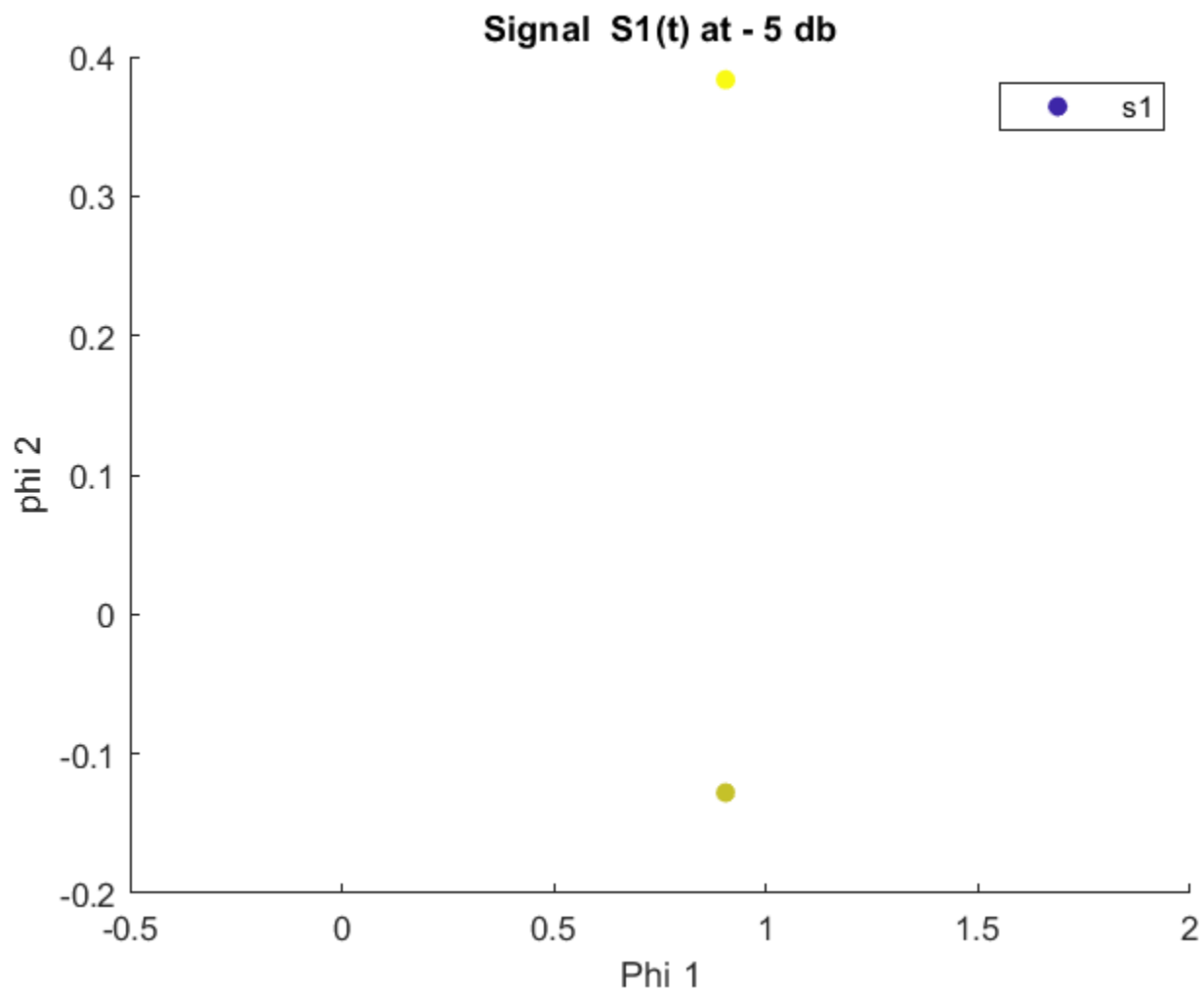


Figure 7 ($s1 + \text{noise}$) at -5db

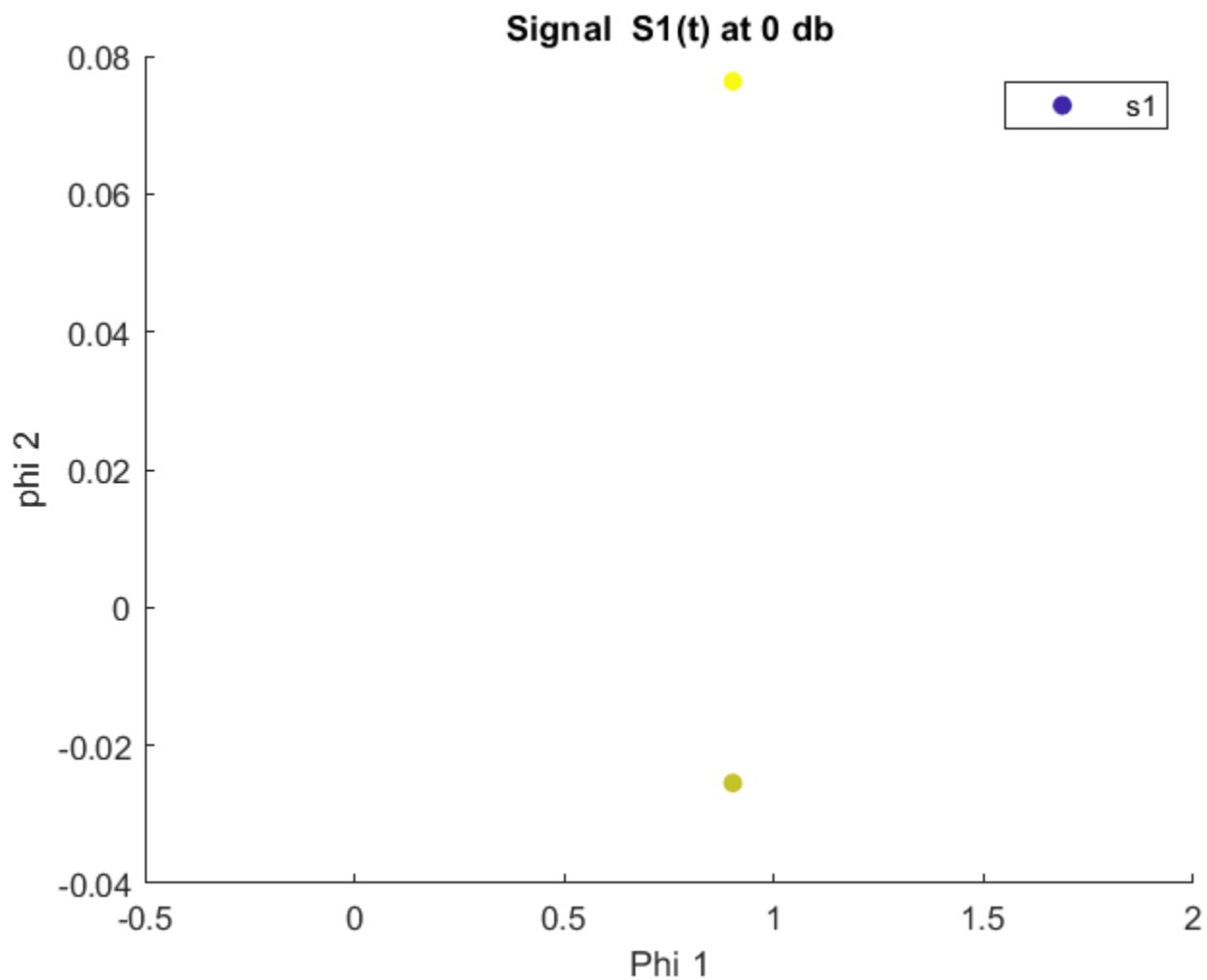


Figure 8 : (s1 +noise) at 0db

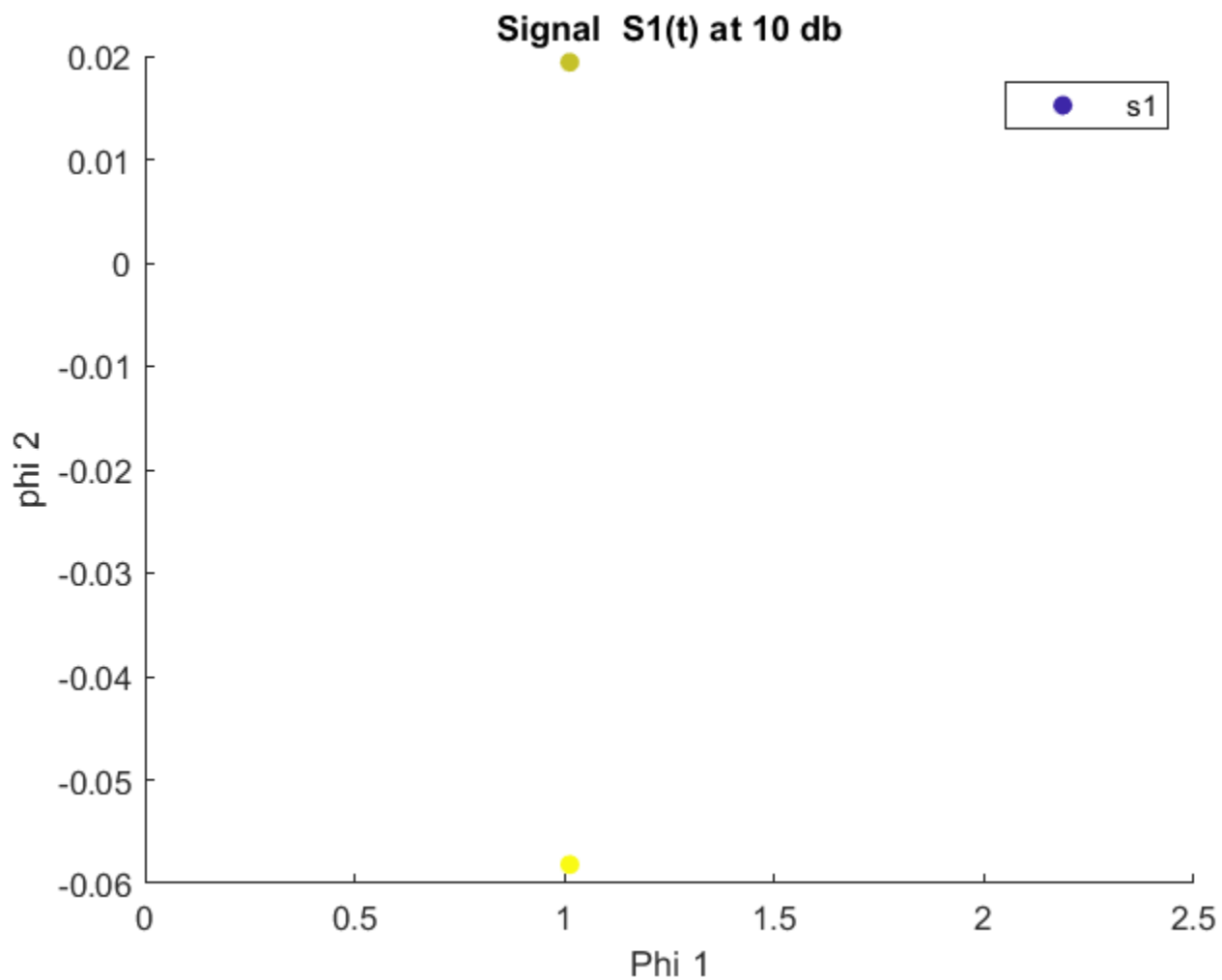


Figure 9 (s1 +noise) at 10db

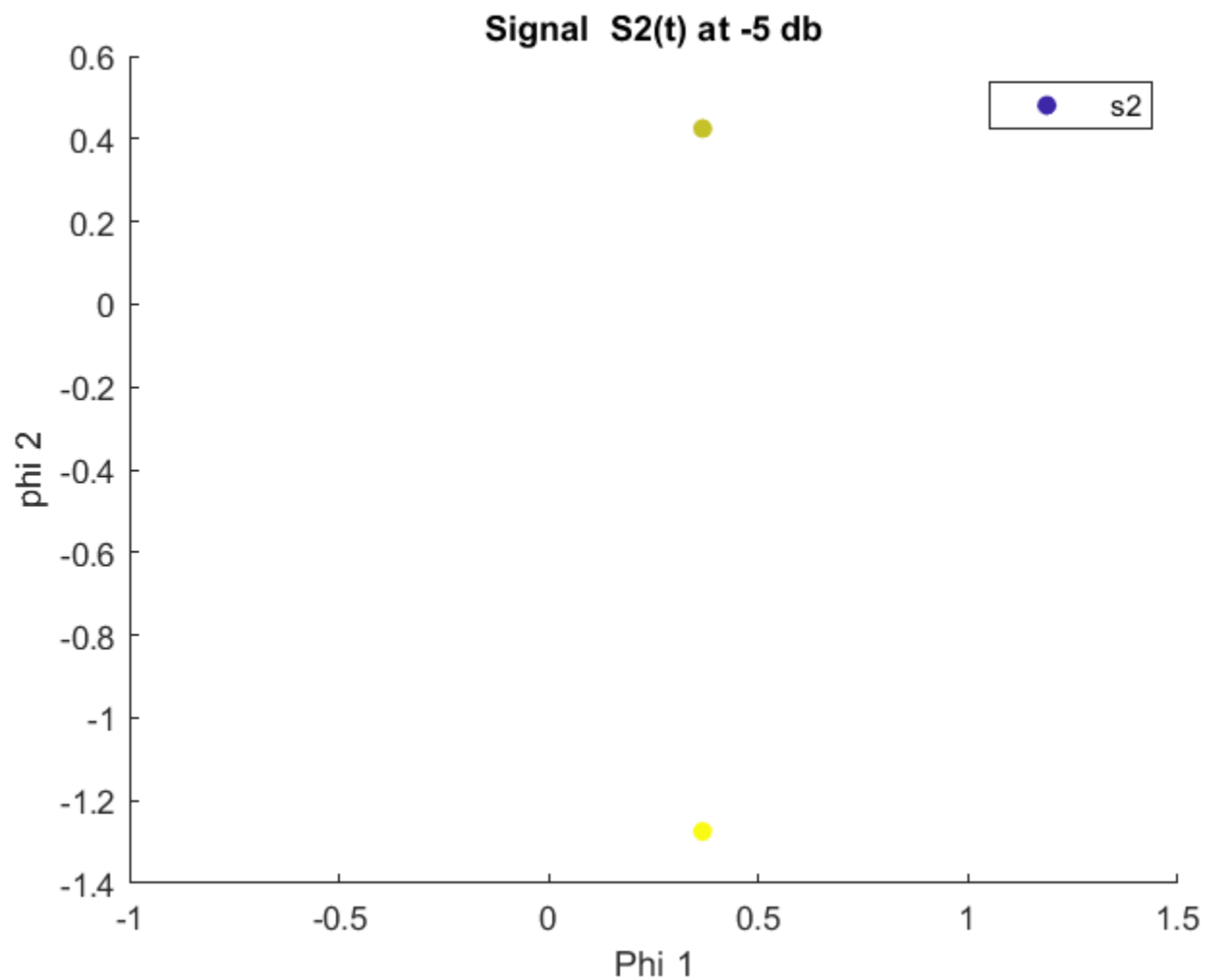


Figure 10 : (s_2 +noise) at -5db

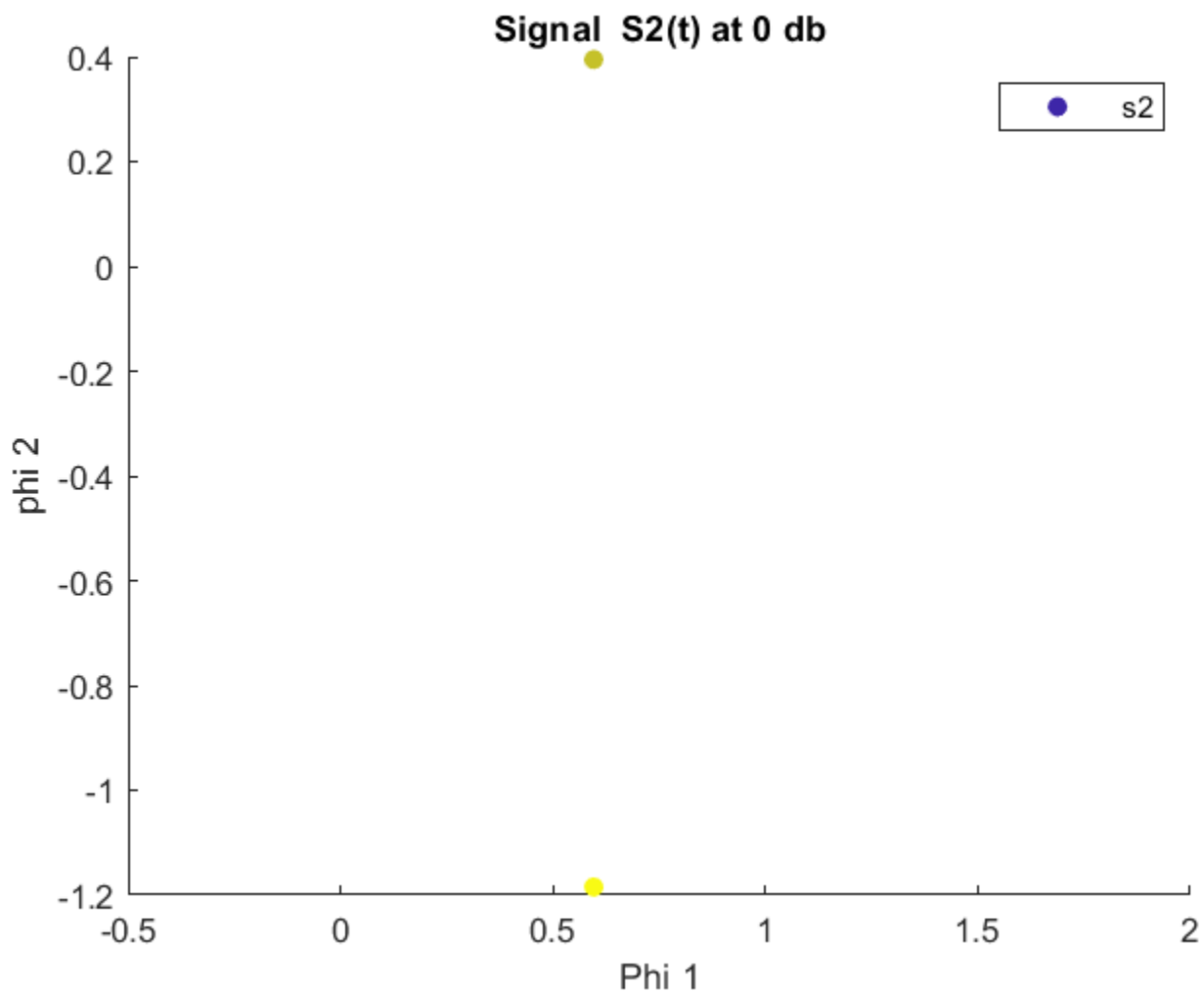


Figure 11 (s2 +noise) at 0db

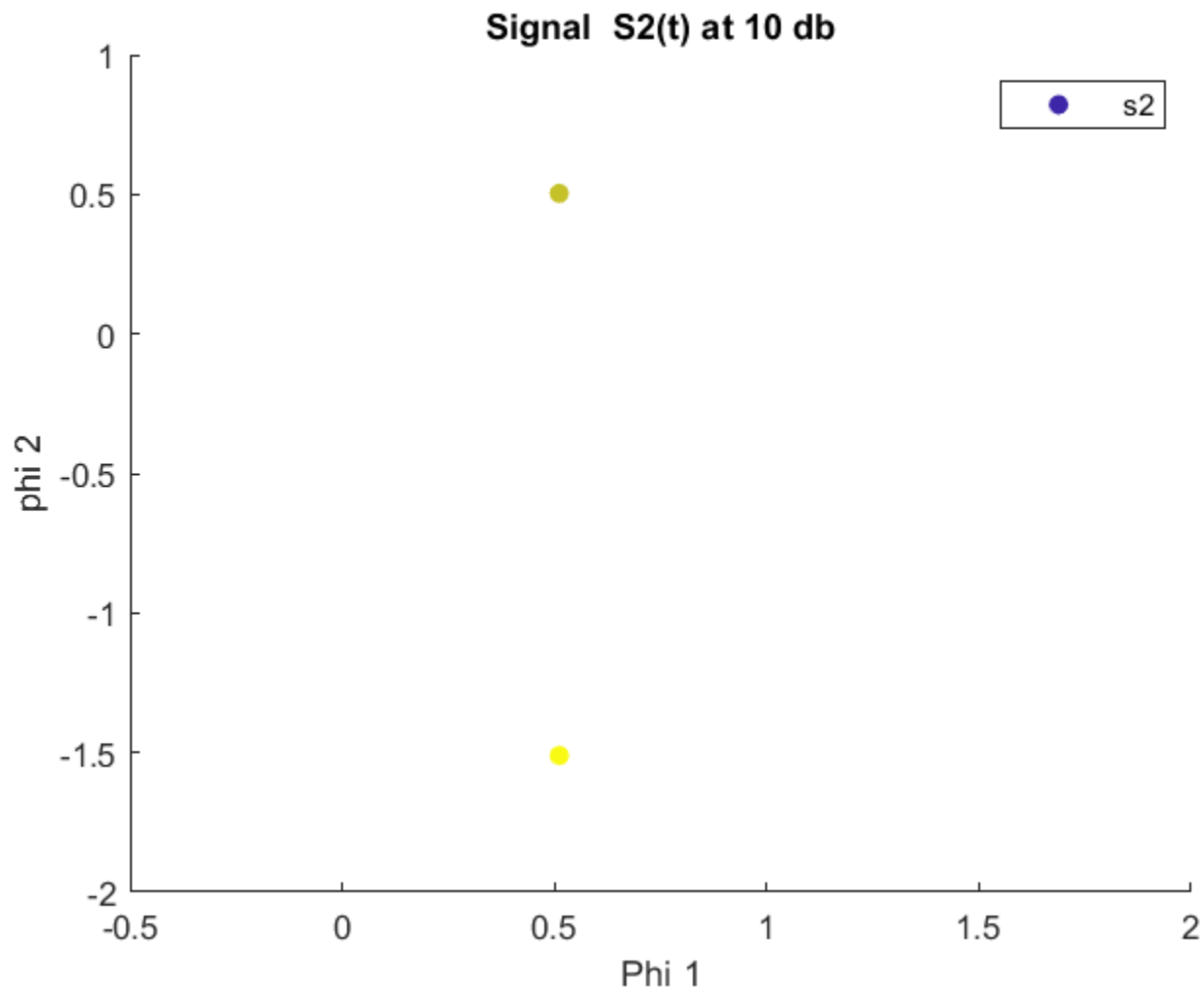


Figure 12 : (s_2 +noise) at 10db

1.4 comment

How does the noise affect the signal space? Does the noise effect increase or decrease with increasing sigma square?

Yes it has an effect on signal space representation it make points doesn't allocate correctly the effect of noise increase by increasing the power of the noise comparing to the power of the signal.



2. Part Two

2.1 Calculations of the BER of the four modulation schemes

The BER of the four modulation schemes at SNR=10 dB:

1. BPSK: $\text{BER} = e^{-5}$
2. QPSK: $\text{BER} = 0$
3. 8 QAM: $\text{BER} = 4.9 * e^{-4}$
4. 16-PSK: $\text{BER} = 0.0206$

N.T: these values were calculated from the MATLAB simulation



2.2 Decision regions

2.2.1 BPSK:

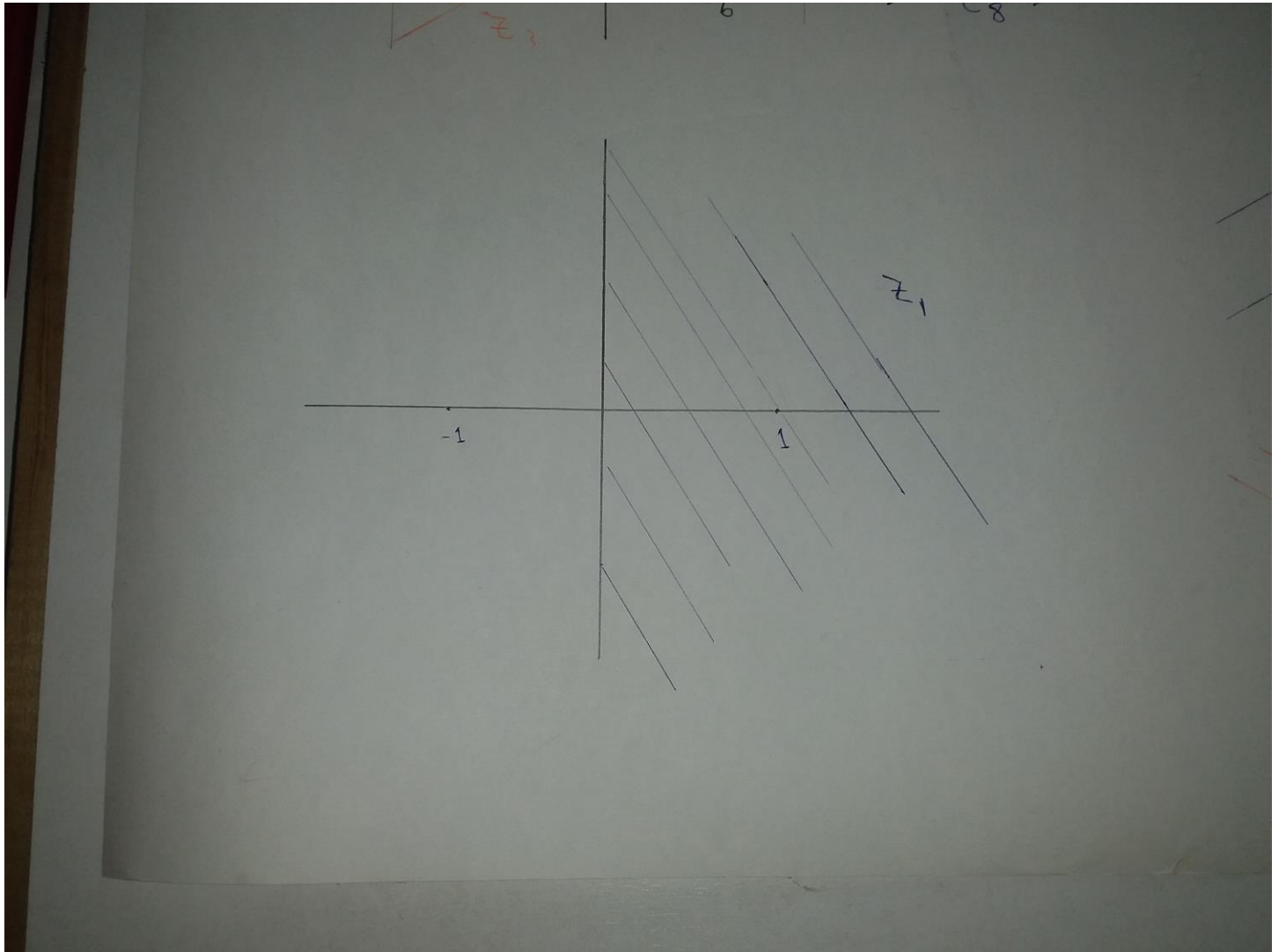


Figure 13 decision region for BPSK



2.2.2 QPSK:

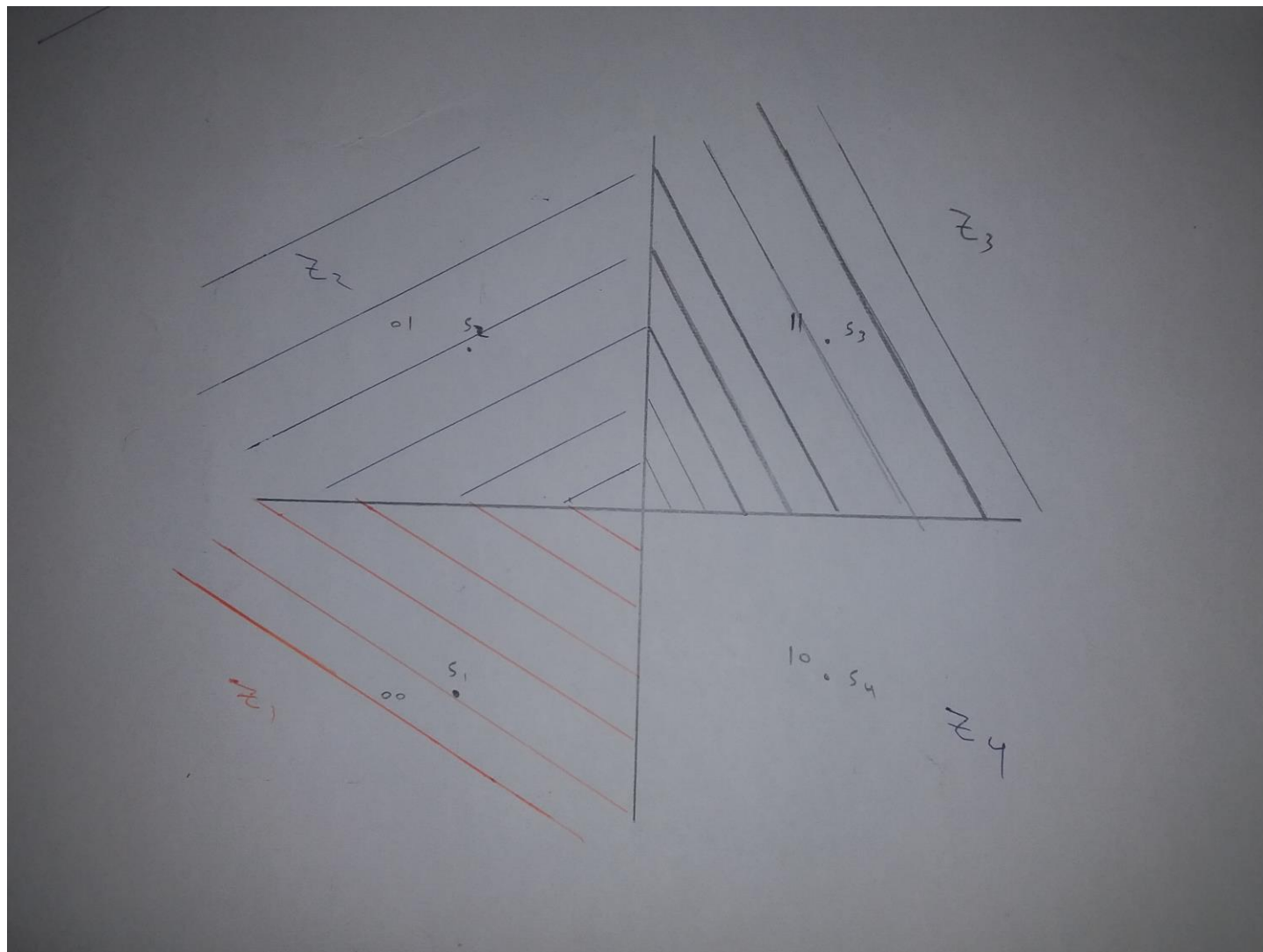


Figure 14 decision region for QPSK



2.2.3 8QAM:

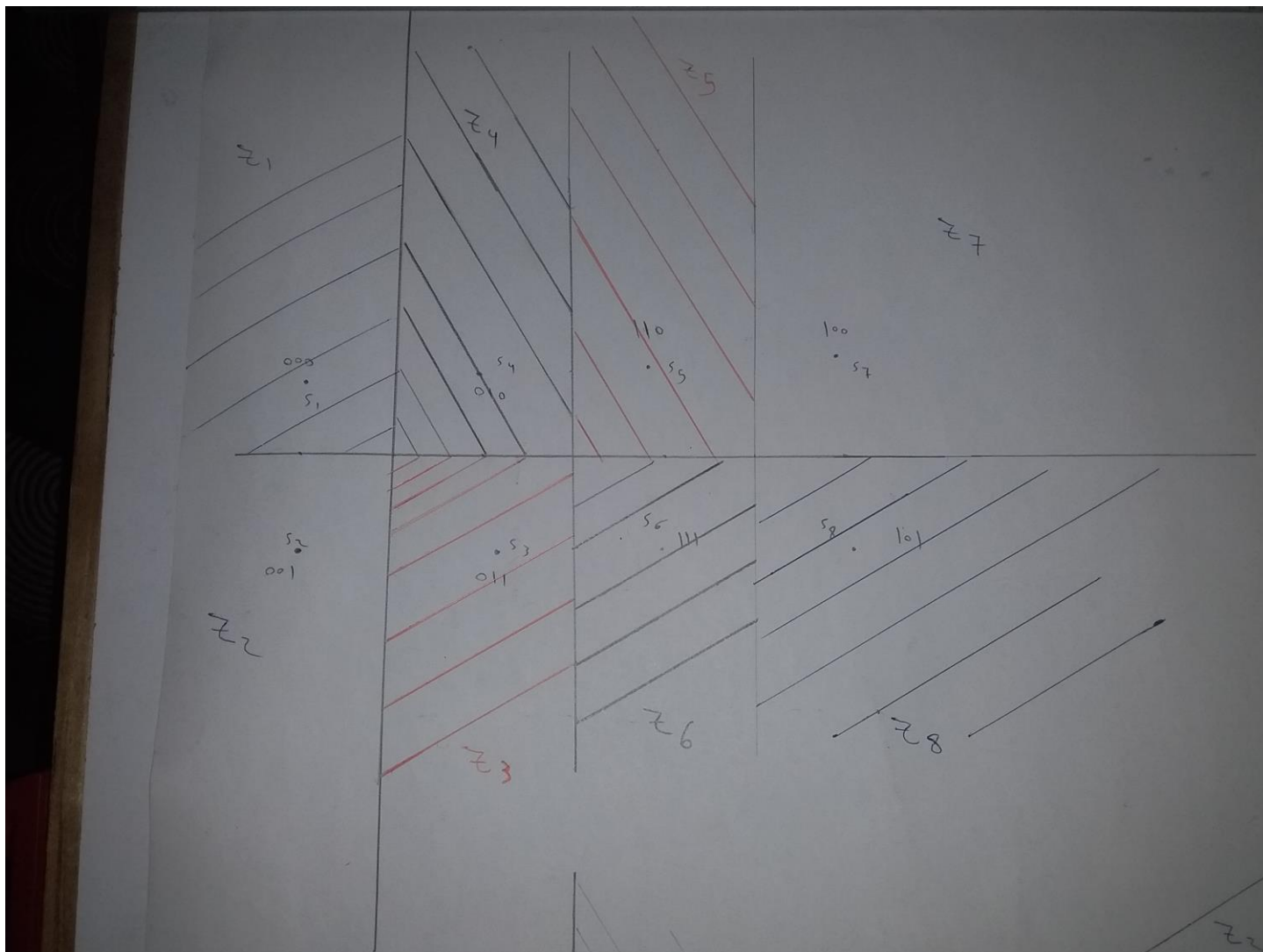


Figure 15 decision region for 8QAM



2.2.4 16PSK:

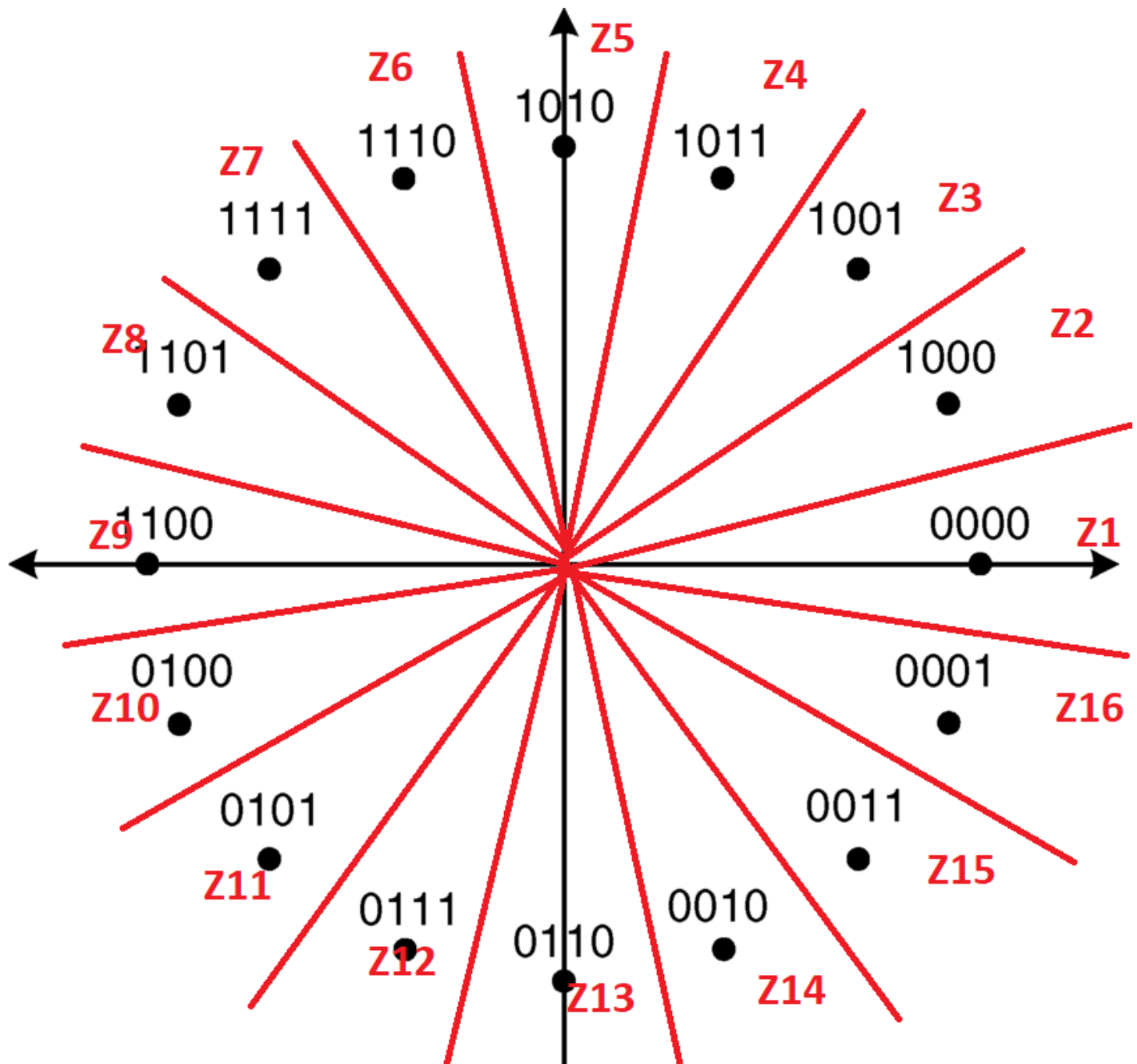


Figure 16 decision region for 16 PSK



2.3 Theoretical BER proofs for BPSK, QPSK, QAM and a tight upper bound to the BER of the 16PSK

2.3.1 In a BPSK system the received signal is:

$$x(t) = s_i(t) + w(t)$$

$$x_1 = \int_0^{T_b} x(t)\phi_1(t) dt = \int_0^{T_b} (s_i(t) + w(t))\phi_1(t) dt$$

$$f(x_1|1) = N(\sqrt{E_b}, N_o/2)$$

$$f(x_1|0) = N(-\sqrt{E_b}, N_o/2)$$

$$P_{10} = \text{prob}(\text{dec } 1 | 0 \text{ sent}) = \int_0^{\infty} f(x_1 | 0) dx_1 = \frac{1}{\sqrt{\pi N_o}} \int_0^{\infty} e^{-(x_1 + \sqrt{E_b})^2 / N_o} dx_1$$

$$\text{let } \frac{x_1 + \sqrt{E_b}}{\sqrt{N_o}} = z$$

$$P_{10} = \frac{1}{\sqrt{\pi}} \int_{\frac{\sqrt{E_b}}{\sqrt{N_o}}}^{\infty} e^{-(z)^2} dz = 0.5 \text{erfc} \left(\sqrt{\frac{E_b}{N_o}} \right)$$

Where

$$\text{erfc}(x) = \frac{2}{\sqrt{\pi}} \int_x^{\infty} e^{-z^2} dz$$

Since the signal space is symmetric, therefore P_{01} , the conditional probability of the receiver deciding in favour of symbol 0, given that 1 was transmitted also has the same value as P_{10} .

$$P_{10} = P_{01} = \frac{1}{2} \text{erfc} \left(\sqrt{\frac{E_b}{N_o}} \right)$$

Therefore the average probability of symbol error P_e is

$$P_e = P_0 * P_{10} + P_1 * P_{01} = \frac{1}{2} \text{erfc} \left(\sqrt{\frac{E_b}{N_o}} \right)$$



Where $P_0 = P_1 = 0.5$

2.3.2 In a QPSK system the received signal can be written as:

$$x(t) = s_i(t) + w(t)$$

$$x_1 = \int_0^{T_b} x(t) \varphi_1(t) dt = \int_0^{T_b} (s_i(t) + w(t)) \varphi_1(t) dt = \pm \sqrt{\frac{E}{2}} + w_1$$

$$x_2 = \int_0^{T_b} x(t) \varphi_2(t) dt = \int_0^{T_b} (s_i(t) + w(t)) \varphi_2(t) dt = \pm \sqrt{\frac{E}{2}} + w_2$$

x_1 and x_2 are independent Gaussian random variables with means $(\mu) = \pm \sqrt{\frac{E}{2}}$ and variance $(\sigma^2) = \frac{N_0}{2}$

Coherent QPSK is equivalent to 2 coherent BPSK systems working in parallel & using 2 carriers that are in phase quadrature. x_1 and x_2 can be viewed as the individual O/Ps of the 2 coherent BPSK systems, but note that the signal energy is $E/2$.

$$P_e = 0.5 \operatorname{erfc} \left(\sqrt{\frac{E_b}{N_0}} \right)$$

$$E_b = E/2$$

$$P_e = 0.5 \operatorname{erfc} \left(\sqrt{\frac{E/2}{N_0}} \right)$$

Probability of symbol error $P_e = 2P_e - P_e^2$



2.3.3 In 8-QAM system:

probability of error for 4-ASK:

$$P_{e \text{ of } 4ASK} = \frac{3}{4} * \operatorname{erfc} \left(\sqrt{\frac{E_o}{2N_o}} \right)$$

The probability of symbol error $P_{e \text{ of } \text{BPSK}}$ = probability of **BPSK** = $\frac{1}{2} \operatorname{erfc} \left(\sqrt{\frac{E_b}{N_o}} \right)$

Probability of correct detection for **8QAM**:

$$P_c = (1 - P_e)(1 - P_{e \text{ of } \text{BPSK}})$$

$$P_c = \left(1 - \frac{3}{4} * \operatorname{erfc} \left(\sqrt{\frac{E_o}{2N_o}} \right) \right) \left(1 - \frac{1}{2} \operatorname{erfc} \left(\sqrt{\frac{E_b}{N_o}} \right) \right)$$

The probability of symbol error P'_e :

$$P'_e = 1 - P_c$$

$$P'_e = 1.25 * \operatorname{erfc} \left(\sqrt{\frac{E_o}{2N_o}} \right) - \frac{3}{8} \operatorname{erfc}^2 \left(\sqrt{\frac{1}{N_o}} \right)$$

$$\text{so we can consider } P'_e = 1.25 * \operatorname{erfc} \left(\sqrt{\frac{E_o}{2N_o}} \right) = 1.25 * \operatorname{erfc} \left(\sqrt{\frac{1}{N_o}} \right)$$



2.3.4 In 16-PSK system:

We can't get analytical expression, so we use union bounds.

The conditional probability of symbol error when m_i is sent $P_e(m_i)$ is equal to the probability of union of events $A_{i1}, A_{i2}, \dots, A_{iM}$.

The probability of finite union of events is upper bounded by the sum of the probability of constituent events.

$$P_e(m_i) \leq \sum_{k=1, k \neq i}^M P(A_{ik})$$

$$P(A_{ik}) = \int_{d/2}^{\infty} \frac{1}{\sqrt{\pi N_o}} e^{-v^2/N_o} dv = \frac{1}{2} \operatorname{erfc}\left(\frac{d_{ik}}{2\sqrt{N_o}}\right)$$

$$P_e(m_i) \leq \sum_{k=1, k \neq i}^M \frac{1}{2} \operatorname{erfc}\left(\frac{d_{ik}}{2\sqrt{N_o}}\right) \leq \frac{M-1}{2} \operatorname{erfc}\left(\frac{d_{\min}}{2\sqrt{N_o}}\right)$$

Where d_{\min} is the minimum distance between any 2 transmitted signal points

For $M=16$

$$E = (\log_2 M) * E_b$$

$$d_{\min} = 2\sqrt{E} \sin\left(\frac{\pi}{M}\right)$$

$$P_e \leq \frac{M-1}{2} \operatorname{erfc}\left(\sqrt{\frac{4}{N_o}} \sin\left(\frac{\pi}{M}\right)\right)$$

In MPSK, the 2 neighboring points cover the whole error area, thus the tight bound is:

$$P_e = \operatorname{erfc}\left(\sqrt{\frac{4}{N_o}} \sin\left(\frac{\pi}{M}\right)\right)$$

$$BER = \frac{P_e}{\log_2 M}$$

$$BER = \frac{1}{4} \operatorname{erfc}\left(\frac{2}{\sqrt{N_o}} \sin\left(\frac{\pi}{16}\right)\right)$$



2.4 Plot for the simulated BER Verses E_b/N_o

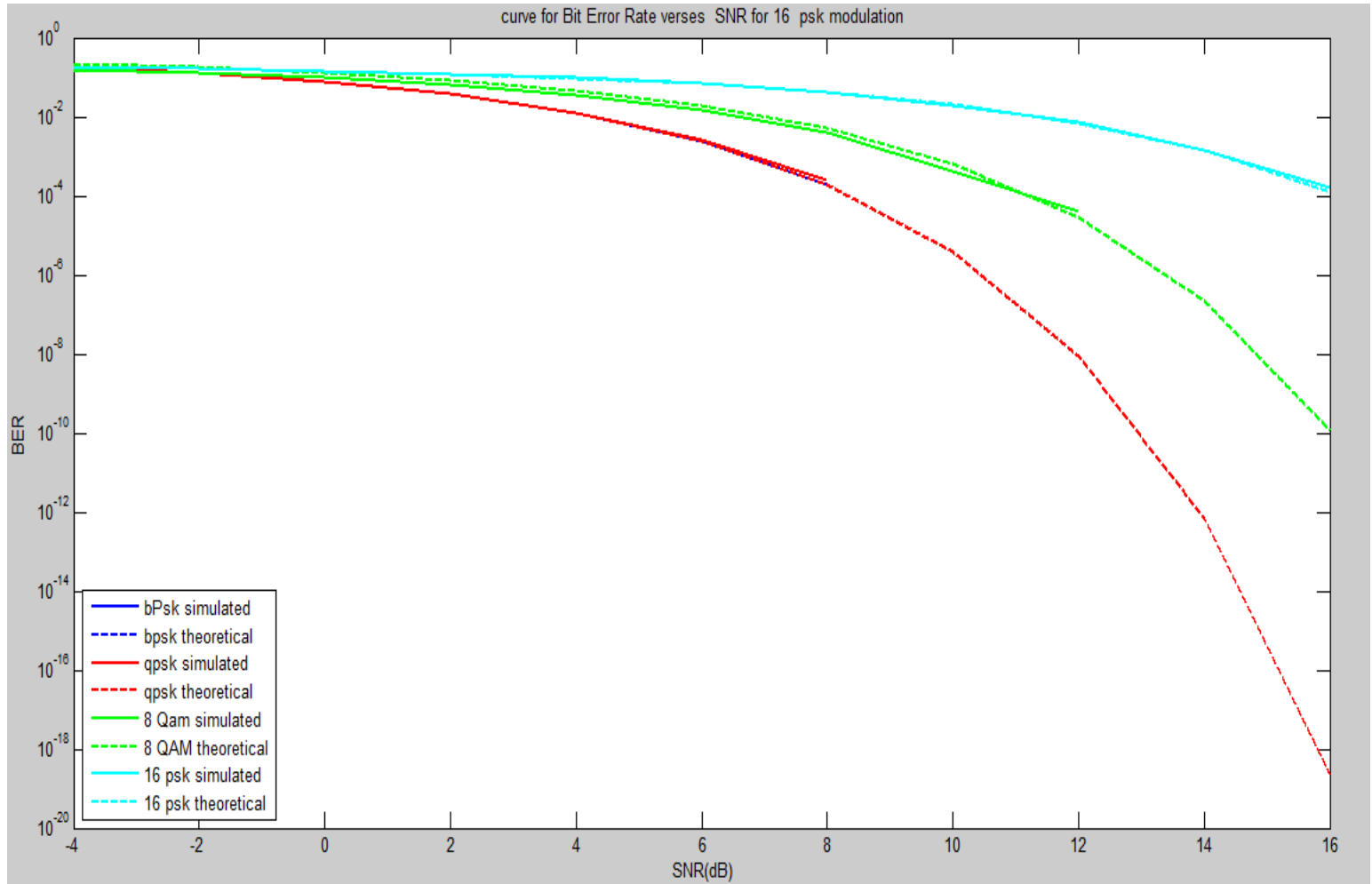


Figure 17 plot of the simulated BER



2.5 Requirement six

it is required to design a system that uses M-ary PSK so that SNR doesn't exceed 5dB and BER doesn't exceed 10^{-2} then 8-PSK can't be used as it doesn't meet the requirements,

And the bit rate required equals 0.5Mbps and the available bandwidth is 0.5MHz centered at carrier frequency 5 MHz.

$$Bw_{Max} = \frac{2 * r_b}{\log_2 M_{Min}}$$

Therefore

$$M_{Min} = 2^{\frac{2*0.5}{0.5}} = 4$$

So the only PSK modulation that can be used is QPSK as it has M equal 4



3 Part Three

3.1. Drawing the output of the transmitter

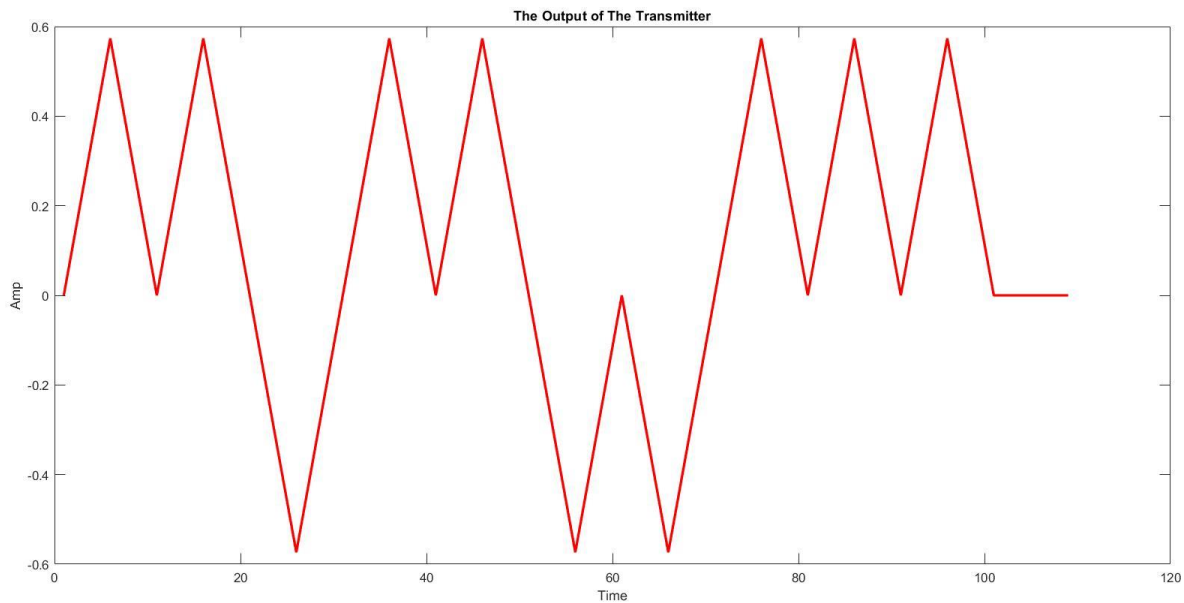


Figure 18output of transmitter

This plot is a result of generating 10 random bits and mapping them between 1 and -1 with bit rate (0.1 sec.).



3.2. Drawing the output of the receiver

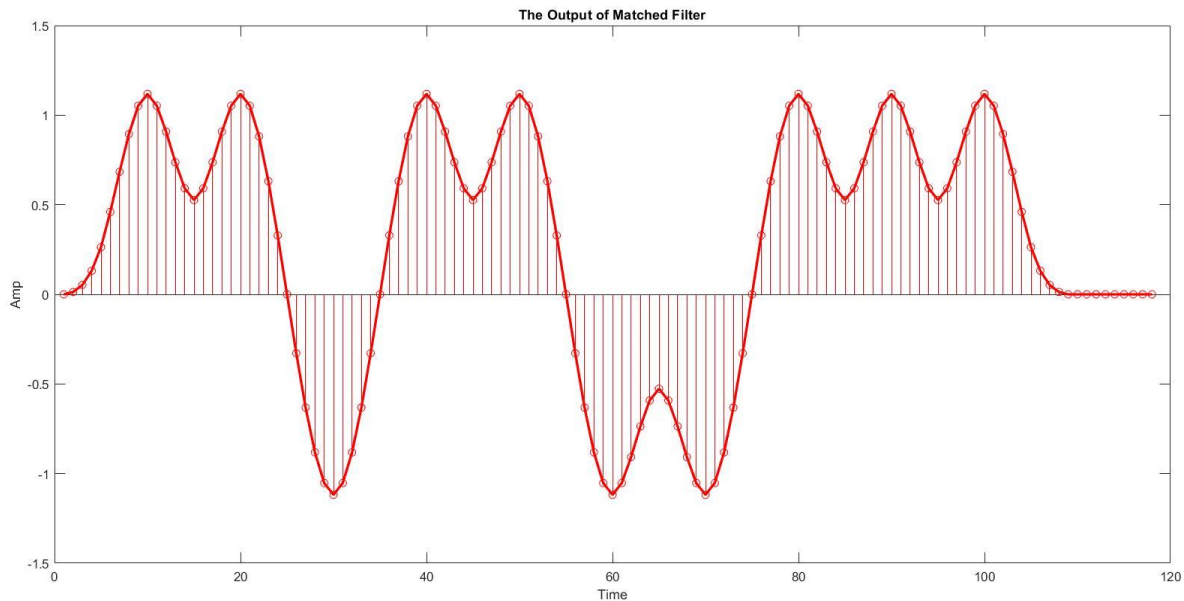


Figure 19output of receiver

After transmitting the bits and receive it in the receiver part, it passes throw a matched filter and after that returning into almost the transmitted bits values. All we need to do is to sample that curve to get the transmitted bits.



3.3. Drawing the bits after sampling

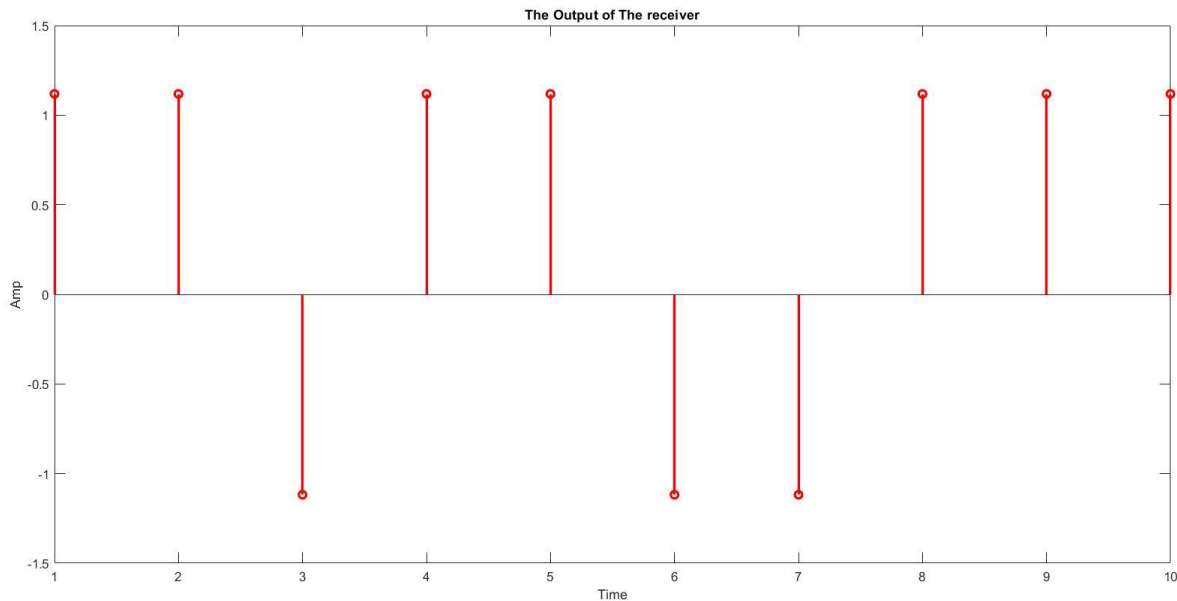


Figure 20 output of demodulated signal(bits)

After sampling we get exactly the transmitted bits.



Appendix A: Codes for Part One:

A.1 Gm BASES function

```
function [phi1,phi2]=GM_Bases(S1,S2)

phi1=S1/(sqrt(sum(S1.*S1)));
phi2=S2-((sum(phi1.*S2))*phi1)
phi2=phi2/(sqrt(sum(phi2.*phi2)))

end
```

A.2 signal Space

```
function [v1,v2]=signal_space(S1, phi1,phi2)
v1=[];
v2=[];
v1=(dot(S1,phi1)/norm(phi1)^2)*phi1;
v2=(dot(S1,phi2)/norm(phi2)^2).*phi2;
end
```

A.3 noise function

```
unction [noise_signal]=noise(SNRdB,Signal)
SNRdB=SNRdB; %Eb/No in dB
SNR=10.^(SNRdB/10); %Eb/No
N0=1./(SNR);

for i =1:length(Signal)
%generating AWGN
Noise(i) = sqrt(N0)*randn(1,1);
end
%Adding noise to the signal
noise_signal=Signal+Noise;
```



end

A.4 Generating s1&s2

```
S1 = ones(1,100);  
L = ones(1,75);  
c=zeros(1,25)  
S2=[L c]  
for i=1:length(S2)  
    S2(i)=S2(i)*2-1;  
end
```

A.5 plotting output

```
[phi1,phi2]=GM_Bases(S1,S2)  
plot(phi1,'LineWidth',2);  
xlabel('time');  
ylabel('Amplitude');  
title('phi 1');  
legend('phi 1');  
figure;  
plot(phi2,'LineWidth',2);  
xlabel('time');  
ylabel('Amplitude');  
title('phi 2');  
legend('phi 2');  
%axis([0 1 -.1 1.2])  
figure;  
[v1,v2]=signal_space(S1, phi1,phi2)  
plot(v1,'LineWidth',2);  
xlabel('time');  
ylabel('phi 1');  
title('Signal space representation of S1(t)');  
legend('S1 projection on phi 1');  
figure;  
plot(v2,'LineWidth',2);  
xlabel('time');
```




```
ylabel('phi 2');  
title('Signal space representation of S1(t)');  
legend('S1 projection on phi 2');  
figure;  
[v3,v4]=signal_space(S2, phi1,phi2)  
plot(v3,'LineWidth',2);  
xlabel('time');  
ylabel('phi 1');  
title('Signal space representation of S2(t)');  
legend('S2 projection on phi 1');  
figure;  
plot(v4,'LineWidth',2);  
xlabel('time');  
ylabel('phi 2');  
title('Signal space representation of S2(t)');  
legend('S2 projection on phi 2');  
noise_r1=noise(10,S1);  
noise_r2=noise(-5,S2);  
%=====   
[v1,v2]=signal_space(noise_r1, phi1,phi2)  
figure;  
c = linspace(1,10,length(v1));  
scatter(v1,v2,[],c,'filled')  
legend(' s2' );  
xlabel('Phi 1');  
ylabel('phi 2');  
title('Signal S2(t) at -5 db');
```

Appendix B: Codes for Part Two:

B.1 Code for Binary psk:

```
%XXXXXXX code of bpsk(binary phase shift keying)XXXXXXXXXXXXXXXXXXXX  
  
clc  
clear  
numberofbits=100000; %number of generated bits  
data= randint(1,numberofbits); % generating random bits(1 or 0)
```



```
s=2*data-1; % convertin 0 to -1 and 1 to 1
Eb=1; %Energy bit
SNRdB=-4:2:16; %Eb/No in dB
SNR=10.^(SNRdB/10); %Eb/No
N0=1./SNR;
for k=1:length(SNRdB)
%generating AWGN
noise = sqrt(N0(k)/2)*randn(1,length(s));
%Adding noise to the signal
x=s+noise;
error=0;
for i=1:numberofbits
if(x(i)>0 && data(i)==0 || x(i)<0 && data(i)==1) % if error occurs
error=error+1; %increment error counter
end
end
error=error/numberofbits; % calculating error/bit
BER(k)=error;
end

semilogy(SNRdB,BER,'b','linewidth',2);
holdon;
BER_theoretical=(1/2)*erfc(sqrt(SNR));
semilogy(SNRdB,BER_theoretical,'b--','linewidth',2);
holdon;

title(' curve for Bit Error Rate verses SNR for bpsk');
xlabel(' SNR(dB) ');
ylabel('BER');

%XXXXXXXXXXXXXXXXXXXX End of bPsk XXXXXXXXXXXXXXXXXXXXXXX
```

B.2 Code for QPSK:

```
%XXXXXXX code of qpsk(quadrature phase shift keying) XXXXXXXXXX

clc
clear
numberofbits=100000; %number of generated bits
data= randint(1,numberofbits); % generating random bits(1 or 0)
s=2*data-1; % convertin 0 to -1 and 1 to 1
Eb=1; %Energy bit
SNRdB=-4:2:16; %Eb/No in dB
```



```
SNR=10.^(SNRdB/10); %Eb/No
N0=1./SNR;
symbols=[11,01,00,10]; %array of symbols

%.....QPSK.....

k=1;
% looping on each two bits in the stream to get (x,y)
for i =1:2:100000-1
if(data(i)==1)
x(k)=1;
else
x(k)=-1;
end
if (data(i+1)==1)
y(k)=1;
else
y(k)=-1;
end
k=k+1;
end

%llopin on different SNRs
for k=1:length(SNRdB)
error=0;
fori=1:(numberofbits/2)
noise = sqrt(N0(k)/2)*randn(1); %generating noise for x component
noise2 = sqrt(N0(k)/2)*randn(1); %generating noise for y component
xn(i)=x(i)+noise;
yn(i)=y(i)+noise2;

if((xn(i)>0 && x(i)==-1) || (xn(i)<0 && x(i) ==1) )
error=error+1;
end
if( (yn(i)>0 && y(i)==-1) || (yn(i)<0 && y(i)==1))
error=error+1;
end
end
error=((error)/numberofbits); % calculating error/bit
BERqpsk(k)=error;
end

semilogy(SNRdB,BERqpsk,'r','linewidth',2);
holdon;
```



```
BER_theoretical_qpsk=(1/2)*erfc(sqrt(SNR));  
semilogy(SNRdB,BER_theoretical_qpsk,'r--','linewidth',2);  
title(' curve for Bit Error Rate verses SNR for Binary PSK modulation');  
xlabel(' SNR(dB) ');  
ylabel('BER');
```

```
%XXXXXXXXXXXXXXXXXXXX End of QPsk XXXXXXXXXXXXXXXXXXXXXXXX
```

B.3 Code for 8QAM:

```
%XXXX code of 8-QAM(8 quadrature phase shift keying) XXXXXX
```

```
clc  
clear  
numberofbits=100000; %number of generated bits  
data= randint(1,numberofbits); % generating random bits(1 or 0)  
s=2*data-1; % convertin 0 to -1 and 1 to 1  
Eb=2; %Energy bit  
SNRdB=-4:2:16; %Eb/No in dB  
SNR=10.^(SNRdB/10); %Eb/No  
N0=2./SNR;  
  
%.....8-Qpsk.....  
symbols=[100,110,010,000,001,011,111,101];  
k=1;  
% looping on each 3 bits in the stream to get (x,y)  
for i =1:3:100000-2  
if(data(i)==1)  
x(k)=1;  
else  
x(k)=-1;  
end  
if (data(i+2)==1)  
y(k)=-1;  
else  
y(k)=1;  
end  
if(data(i+1)==0)  
x(k)=x(k)*3;  
y(k)=y(k)*3;  
end  
k=k+1;  
end
```



```
sent = detectsymbolnew(x,y);
%loopin on different SNRs
for k=1:length(SNRdB)
noise = sqrt(N0(k)/2)*randn(1,length(x)); %generating noise for x
component
    noise2 = sqrt(N0(k)/2)*randn(1,length(y)); %generating noise for y
component
xn=x+noise;
yn=y+noise2;
received2 = detectsymbolnew(xn,yn);

error=0;
for i =1:length(sent)
if(sent(i) ~= received2(i)) %if error detected
error=error+1; %increment error counter
end
end
BER(k)=error/(numberofbits); % calculating error/bit
r(k,:)=received2;
end

semilogy(SNRdB,BER,'g','linewidth',2);
hold on;
BER_theoritical_8qam =5/12*erfc(sqrt(Eb./(2*N0)));

semilogy(SNRdB,BER_theoritical_8qam,'g--','linewidth',2);
title(' curve for Bit Error Rate verses SNR for 8 QAM modulation');
xlabel(' SNR(dB) ');
ylabel('BER');

%XXXXXXXXXXXXXXXXXXXX End of 8-QPsk XXXXXXXXXXXXXXXXXXXXXXX
```



B.4 Code for 16QPSK:

%XXXXXXXXXX code of 16-Psk(16 phase shift keying) XXXXXXXXXXXXX

```
clc
clear
numberofbits=100000; %number of generated bits
data= randint(1,numberofbits); % generating random bits(1 or 0)
s=2*data-1; % convertin 0 to -1 and 1 to 1
Eb=1/4; %Energy bit
SNRdB=-4:2:16; %Eb/No in dB
SNR=10.^(SNRdB/10); %Eb/No
N0=1./(4*SNR);
symbols=[0000,1000,1001,1011,1010,1110,1111,1101,1100,0100,0101,0111,0110,
0010,0011,0001];

k=1;
% looping on each 4 bits in the stream to get theta (each symbol has
% specific theta)
for i =1:4:numberofbits
if (data(i)==1)
if (data(i+1)==1)
if (data(i+2)==1)
if (data(i+3)==1)
theta(k)=225;
else
theta(k)=247.5;
end
else
if (data(i+3)==1)
theta(k)=202.5;
else
theta(k)=180;
end
end
quad(k)=3;
else

if (data(i+2)==1)
if (data(i+3)==1)
theta(k)=292.5;
else
theta(k)=270;
end
end
```



```
else
if (data (i+3)==1)
theta (k)=315;
else
theta (k)=337.5;
end
end
quad (k)=4;
end
else
```

```
if (data (i+1)==1)
if (data (i+2)==1)
if (data (i+3)==1)
theta (k)=112.5;
else
theta (k)=90;
end
else
if (data (i+3)==1)
theta (k)=135;
else
theta (k)=157.5;
end
end
quad (k)=2;
else
```

```
if (data (i+2)==1)
if (data (i+3)==1)
theta (k)=45;
else
theta (k)=67.5;
end
else
if (data (i+3)==1)
theta (k)=22.5;
else
theta (k)=0;
end
end
quad (k)=1;
end
```



```
end
    k=k+1;

end

x= cosd(theta);
y=sind(theta);
%loopin on different SNRs
for k=1:length(SNRdB)
    noisex = sqrt(N0(k)/2)*randn(1,length(x));%generating noise for x
    component
    noisey = sqrt(N0(k)/2)*randn(1,length(y));%generating noise for y
    component
    xn=x+noisex;
    yn=y+noisey;

    fori=1:length(xn)
        phrecieved=atand(abs(yn(i)/xn(i))); %get theta recieved(first quad i.e
        range from 0 to 90)
        % get theta range (from 0 to 360)
        if(xn(i)<=0 &&yn(i)<0)
            quadr(i)=3;
            phrecieved=180+phrecieved;
        elseif (xn(i)>=0 &&yn(i)>0)
            quadr(i)=1;
        elseif (xn(i)>0 &&yn(i)<0)
            quadr(i)=4;
            phrecieved=360-phrecieved;
        elseif (xn(i)<0 &&yn(i)>0)
            quadr(i)=2;
            phrecieved=180-phrecieved;
        else
            % y(i)==0
            %theta(i)=90 or 270
            if(x(i)>0)
                thetarecieved(i)=90;
                if (theta(i)~=90)
                    error=error+1;
                continue;
            end
        else
            %x(i)=-1
            %theta =270
            thetarecieved(i)=270;
```




```
if (theta(i)~=270)
error=error+1;
```

```
end
continue;
end
end
```

```
%referring each theta recieved to the nearest symbol theta(multiples of
%(2*pi/16)
```

```
if((phrecieved>=348.75 &&phrecieved<=360 )||(phrecieved>=0
&&phrecieved<=11.25))
thetarecieved(i)=0;
elseif(phrecieved>11.25 &&phrecieved<=33.75)
thetarecieved(i)=22.5;
elseif(phrecieved>33.75 &&phrecieved<=56.25)
thetarecieved(i)=22.5*2;
elseif(phrecieved>56.25 &&phrecieved<=78.75)
thetarecieved(i)=22.5*3;
elseif(phrecieved>78.75 &&phrecieved<=101.25)
thetarecieved(i)=22.5*4;
elseif(phrecieved>101.25 &&phrecieved<=123.75)
thetarecieved(i)=22.5*5;
elseif(phrecieved>123.75 &&phrecieved<=146.25)
thetarecieved(i)=22.5*6;
elseif(phrecieved>146.25 &&phrecieved<=168.75)
thetarecieved(i)=22.5*7;
elseif(phrecieved>168.75 &&phrecieved<=191.25)
thetarecieved(i)=22.5*8;
elseif(phrecieved>191.25 &&phrecieved<=213.75)
thetarecieved(i)=22.5*9;
elseif(phrecieved>213.75 &&phrecieved<=236.25)
thetarecieved(i)=22.5*10;
elseif(phrecieved>235.25 &&phrecieved<=258.75)
thetarecieved(i)=22.5*11;
elseif(phrecieved>258.75 &&phrecieved<=281.25)
thetarecieved(i)=22.5*12;
elseif(phrecieved>281.25 &&phrecieved<=303.75)
thetarecieved(i)=22.5*13;
elseif(phrecieved>303.75 &&phrecieved<=326.25)
thetarecieved(i)=22.5*14;
elseif(phrecieved>326.25 &&phrecieved<=348.75)
thetarecieved(i)=22.5*15;
```



```
end
end

error=0;
fori =1:length(thetarecieved)
if(thetarecieved(i) ~= theta(i)) %detecting error
error=error+1;
end
end
BER(k)=error/(numberofbits);
end
semilogy(SNRdB,BER,'c','linewidth',2);
holdon;
BER_theoritcal_16psk =0.25*erfc(sqrt(1./N0)*sind(180/16));

semilogy(SNRdB,BER_theoritcal_16psk,'c--','linewidth',2);
title(' curve for Bit Error Rate verses SNR for different modulations');
xlabel(' SNR(dB) ');
ylabel('BER');
legend({'bPsk simulated','bpsk theoretical','qpsk simulated','qpsk
theoretical','8 Qam simulated','8 QAM theoretical','16 psk simulated','16
psk theoretical'},'Location','southwest')

%XXXXXXXXXXXXXXXXXXXX End of 16-Psk XXXXXXXXXXXXXXXXXXXXXXX
```

B.5 Code for ‘detectsymbol’ function:

```
%XXXXXXXXXXXXXXXXXXXX function to detect symbols
XXXXXXXXXXXXXXXXXXXX

function symbol = detectsymbolnew(xn,yn)
k=1;
%array of symbols
symbols=[100,110,010,000,001,011,111,101];
%loop on each 3 bits
for i =1:3:100000-2
if(xn(k) > 2)
if(yn(k) > 0)
%if x>2 and y>0 (decision region of symbol 1)
symbol(k)=symbols(1);
else
```



```
%if x>2 and y<0 (decision region of symbol 8)
symbol(k)=symbols(8);
end
elseif(xn(k) > 0 )
if(yn(k) > 0)
%if 0<x<2 and 0<y (decision region of symbol 2)
symbol(k)=symbols(2);
else
%if 0<x<2 and y<0 (decision region of symbol 7 )
symbol(k)=symbols(7);
end

elseif (xn(k)<-2)
if(yn(k)>0)
%if x<-2 and 0<y (decision region of symbol 4)
symbol(k)=symbols(4);
else
%if x<-2 and 0>y (decision region of symbol 5)
symbol(k)=symbols(5);
end
else
if(yn(k)>0)
%if 0>x>-2 and 0<y (decision region of symbol 3)
symbol(k)=symbols(3);
else
%if 0>x>-2 and 0>y (decision region of symbol 2)
symbol(k)=symbols(6);
end
end
    k=k+1;
end

%XXXXXXXXXXXXXXXXXXXX End of function XXXXXXXXXXXXXXXXXXXXXXX
```



Appendix C: Codes for Part Three:

C.1 Code for generating 10 random bits of 1 and -1

```
rand_bits = randi([0 1],1,10);  
rand_bits = ((2*rand_bits(1,:))-1);
```

C.2 Code for generating impulse train and pulse shaping function

```
% generating an impulse train  
imp_train = [1 1 1 1 1 1 1 1 1 1];  
imp_train = rand_bits.*imp_train;  
imp_train = upsample(imp_train,10);  
  
% generating the discrete pulse shaping function  
p = [0 2 4 6 8 10 8 6 4 2 ]/sqrt(304);
```

C.3 Code for matched filter

```
% convolving  
y = conv(p,imp_train);  
  
% Matching Filters  
MF1 = fliplr(p);  
  
% o/p of Matching Filters  
OP1 = conv(y,MF1);
```

C.4 Code for the receiver



```
%o/p of receiver  
srr=[];  
for i=10:10:length(OP1)-10  
sr=OP1(i);  
srr = [srrsr];  
end
```

C.5 Code for plotting the transmitter output

```
% plotting o/p of transmitter  
figure(1)  
plot(y, 'r');  
title('The Output of The Transmitter');ylabel('Amp');xlabel('Time');
```

C.6 Code for plotting the filter output

```
% plotting o/p of matched filter  
figure(2)  
plot(OP1, 'r');  
hold on  
stem(OP1, 'r');  
title('The Output of Matched Filter');ylabel('Amp');xlabel('Time');
```

C.7 Code for plotting the receiver output

```
% plotting o/p of receiver  
figure(3)  
stem(srr, 'r');  
title('The Output of The receiver');ylabel('Amp');xlabel('Time');
```

C.8 The whole code

```
closeall;  
clearall;  
clc;
```



```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% Matched Filters %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% generating 10 random bits of 1's & -1's
rand_bits = randi([0 1],1,10);
rand_bits = ((2*rand_bits(1,:))-1);

% generating an impulse train
imp_train = [1 1 1 1 1 1 1 1 1 1];
imp_train = rand_bits.*imp_train;
imp_train = upsample(imp_train,10);

% generating the discrete pulse shaping function
p = [0 2 4 6 8 10 8 6 4 2 ]/sqrt(304);

% convolving
y = conv(p,imp_train);

% Matching Filters
MF1 = fliplr(p);

% o/p of Matching Filters
OP1 = conv(y,MF1);

%o/p of receiver
srr=[];
for i=10:10:length(OP1)-10
sr=OP1(i);
srr = [srrsr];
end

% plotting o/p of transmitter
figure(1)
plot(y,'r');
title('The Output of The Transmitter');ylabel('Amp');xlabel('Time');

% plotting o/p of matched filter
figure(2)
plot(OP1,'r');
hold on
stem(OP1,'r');
title('The Output of Matched Filter');ylabel('Amp');xlabel('Time');
```



```
% plotting o/p of receiver  
figure(3)  
stem(srr, 'r');  
title('The Output of The receiver');ylabel('Amp');xlabel('Time');
```

%%