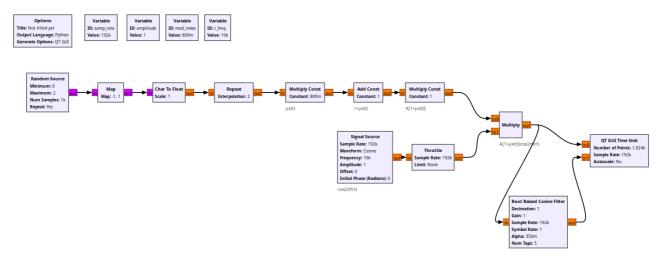
HY330 – Telecommunication Systems

Chris Papastamos | csd4569

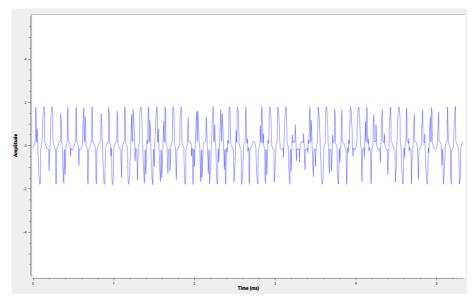
Assignment 5

Exercise 1

For the purpose of this exercise I created the following flowgraph:

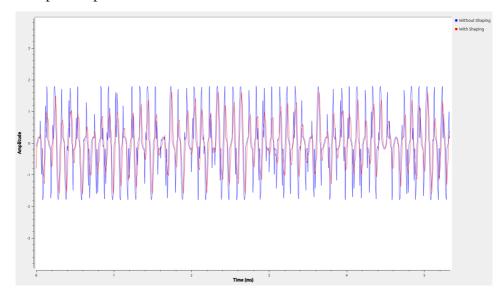


This flowgraph modulates the output of the random source (1,-1) with Amplitude Modulation. It uses the variable modulation index to distance the two amplitude modulation points. The output of the flowgraph looks like this:



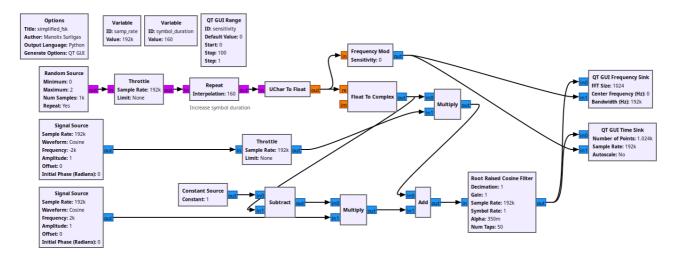
We can see that the signal has the two amplitude modulation points at 0.2 and at 1.8 (1 ± 0.8).

For the shaping of the signal, we can add a Root Raised Cosine Filter to shape our signal. The unshaped and shaped output can be seen below:

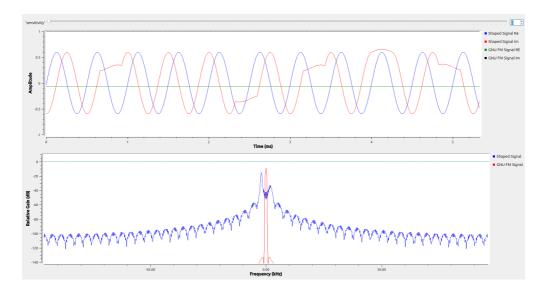


Exercise 2

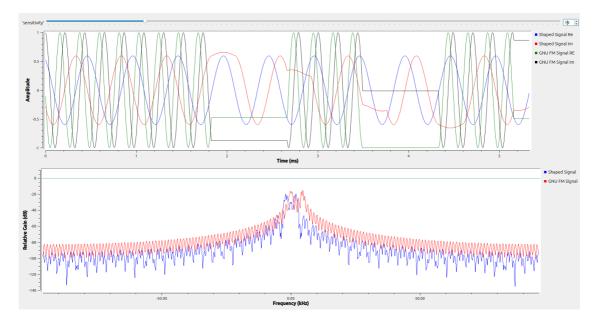
For the 2nd exercise I edited the simplified_fsk.grc by applying the following modifications: I altered the samp rate to 192kSPS and changed the symbol duration to 160 points in order to achieve a bitrate of 1200SPS. The final flowgraph is the following:



In order to shape the output of the signal I used the Root Raised Cosine Filter block. I also used the Frequency Mod block to apply FM to the signal. The output of the flowgraph is the following:



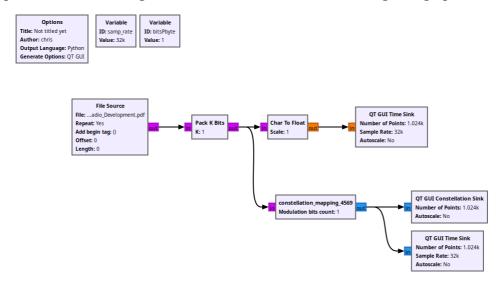
By raising the Frequency Mod sensitivity, we observe the following output:



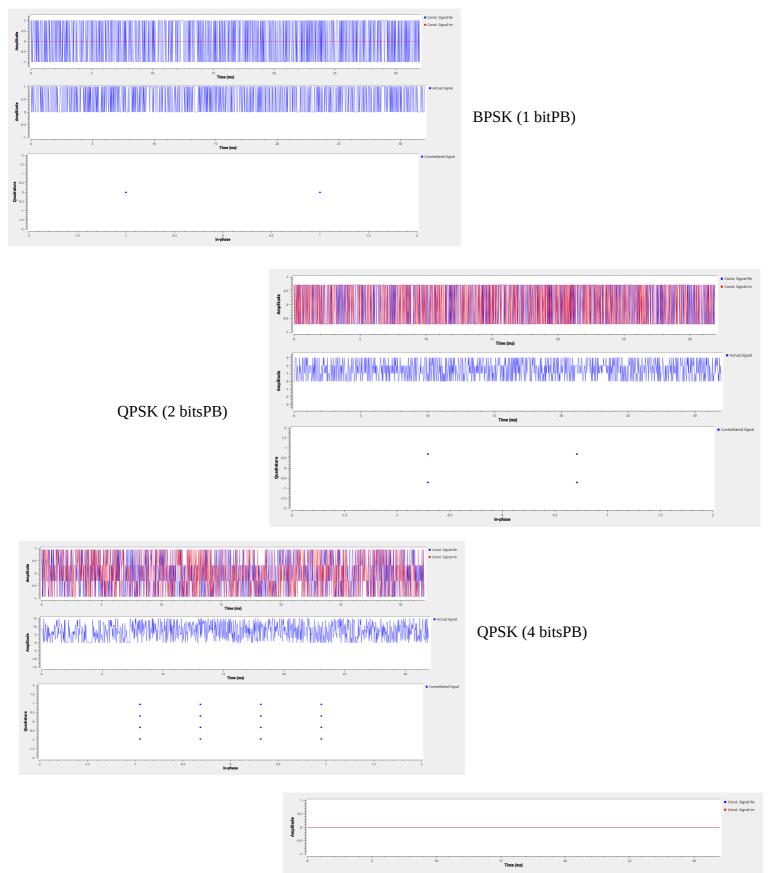
Exercise 2

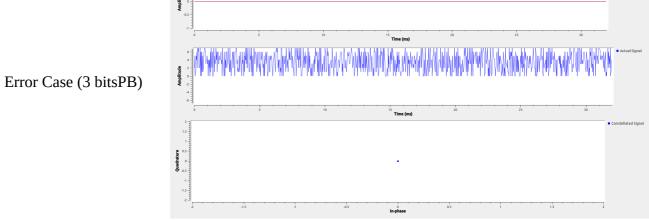
In this exercise I had to create a new block called constellation_mapping_4569. For this I used grmodtool to create a new module (called "chris_module") and then I created the constellation_mapping_4569 block.

For the purpose of demonstrating the new block I created the following flowgraph:



Next up we can see a screenshot of a run for each value of bitsPbyte [1, 2, 4, 3 (or any other value)]:





The block files are the following and the changes are highlighted:

```
y chris_module_constellation_mapping_4569.block.yml U 🗙
id: chris module constellation mapping 4569
label: constellation_mapping_4569
category: '[chris_module]'
templates:
  imports: from gnuradio import chris_module
  make: chris_module.constellation_mapping_4569(${mod_bits_cnt})
# Make one 'parameters' list entry for every parameter you want settable from the GUI.
# Keys include:
# * id (makes the value accessible as keyname, e.g. in the make entry)
# * label (label shown in the GUI)
# * dtype (e.g. int, float, complex, byte, short, xxx vector, ...)
parameters:
- id: mod_bits_cnt
 dtype: int
 default: 1
# Make one 'inputs' list entry per input and one 'outputs' list entry per output.
# Keys include:
# * label (an identifier for the GUI)
# * domain (optional - stream or message. Default is stream)
# * dtype (e.g. int, float, complex, byte, short, xxx_vector, ...)
# * vlen (optional - data stream vector length. Default is 1)
# * optional (optional - set to 1 for optional inputs. Default is 0)
inputs:
· label: in
 domain: stream
 dtype: byte
outputs:
label: out
# 'file_format' specifies the version of the GRC yml format used in the file
# and should usually not be changed.
file format: 1
```

```
C constellation mapping 4569 impl.h u X
/* -*- C++ -*- */
 Copyright 2023 gr-chris_module author.
 SPDX-License-Identifier: GPL-3.0-or-later
#ifndef INCLUDED_CHRIS_MODULE_CONSTELLATION_MAPPING_4569_IMPL_H
#define INCLUDED_CHRIS_MODULE_CONSTELLATION_MAPPING_4569_IMPL_H
#include <gnuradio/chris_module/constellation_mapping_4569.h>
namespace gr {
namespace chris_module {
  class constellation_mapping_4569_impl: public constellation_mapping_4569
   private:
    int _mod_bits_cnt;
   public:
    constellation_mapping_4569_impl(int mod_bits_cnt);
    ~constellation_mapping_4569_impl();
   // Where all the action really happens
   int work(
          int noutput_items,
          gr_vector_const_void_star &input_items,
          gr_vector_void_star &output_items
  );
 } // namespace chris_module
} // namespace gr
#endif /* INCLUDED_CHRIS_MODULE_CONSTELLATION_MAPPING_4569_IMPL_H */
```

```
c→ constellation_mapping_4569_impl.cc U X
 Copyright 2023 gr-chris_module author.
 SPDX-License-Identifier: GPL-3.0-or-later
#include <gnuradio/io_signature.h>
#include "constellation_mapping_4569_impl.h"
namespace gr {
namespace chris_module {
 using input_type = char;
 using output_type = gr_complex;
constellation_mapping_4569::sptr
 constellation_mapping_4569::make(int mod_bits_cnt)
 return gnuradio::make_block_sptr<constellation_mapping_4569_impl>(
  mod_bits_cnt);
 * The private constructor
 constellation_mapping_4569_impl::constellation_mapping_4569_impl(int mod_bits_cnt)
  : gr::sync_block("constellation_mapping_4569",
                gr::io_signature::make(1, 1, sizeof(input_type)),
                gr::io_signature::make(1, 1, sizeof(output_type)))
  mod bits cnt = mod bits cnt;
 gr_complex const_BPSK(char input_bit){
 if(input\_bit == 0){
   return gr_complex(1,0);
  }else if(input_bit == 1){
   return gr_complex(-1,0);
  }else{
   return gr\_complex(0,0);
 gr_complex const_QPSK(char input_bit){
  if(input\_bit == 0){
   return gr_complex(1,1);
  }else if(input_bit == 1){
   return gr_complex(-1,1);
  }else if(input_bit == 2){
   return gr_complex(1,-1);
  }else if(input_bit == 3){
   return gr_complex(-1,-1);
```

```
}else{
  return gr\_complex(0,0);
gr_complex const_16QAM(char input_bit){
 if(input\_bit == 0){
  return gr_complex(3,3);
 }else if(input_bit == 1){
  return gr_complex(1,3);
 }else if(input_bit == 2){
  return gr complex(-1,3);
 }else if(input_bit == 3){
  return gr_complex(-3,3);
 }else if(input_bit == 4){
  return gr_complex(3,1);
 }else if(input_bit == 5){
  return gr_complex(1,1);
 else if(input bit == 6){
  return gr_complex(-1,1);
 else if(input\_bit == 7){
  return gr_complex(-3,1);
 }else if(input_bit == 8){
  return gr complex(3,-1);
 }else if(input_bit == 9){
  return gr_complex(1,-1);
 else if(input bit == 10){
  return gr_complex(-1,-1);
 }else if(input_bit == 11){
  return gr_complex(-3,-1);
 }else if(input_bit == 12){
  return gr_complex(3,-3);
 else if(input_bit == 13){
  return gr_complex(1,-3);
 }else if(input_bit == 14){
  return gr_complex(-1,-3);
 }else if(input_bit == 15){
  return gr_complex(-3,-3);
 }else{
  return gr_complex(0,0);
* Our virtual destructor.
constellation_mapping_4569_impl::~constellation_mapping_4569_impl()
constellation_mapping_4569_impl::work(int noutput_items,
```

```
gr_vector_const_void_star &input_items,
          gr_vector_void_star &output_items)
   auto in = static_cast<const input_type*>(input_items[0]);
   auto out = static_cast<output_type*>(output_items[0]);
   // constellation function dispatcher
   gr_complex (*constellation_func[])(char) = {NULL, const_BPSK, const_QPSK, NULL,
const_16QAM};
   float normal_factor[] = {0, 1, 1/sqrt(2), 0, 1/sqrt(10)};
   for(int i = 0; i < noutput_items; i++){</pre>
    if(_mod_bits_cnt == 1 || _mod_bits_cnt == 2 || _mod_bits_cnt == 4){
     out[i] = normal_factor[_mod_bits_cnt] * constellation_func[_mod_bits_cnt](in[i]);
    }else{
     out[i] = gr\_complex(0,0);
    return noutput_items;
} /* namespace chris_module */
} /* namespace gr */
```