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% A skeleton BER script for a wireless link simulation
clear all;clc; close all
% For the final version of this project, you must use these 3
% parameter. You will likely want to set numIter to 1 while you debug
your
% link, and then increase it to get an average BER.
numIter = 10000; % The number of iterations of the simulation
nSym = 1000; % The number of symbols per packet
SNR_Vec = 0:2:16;
lenSNR = length(SNR_Vec);
trainlen = 300;
m_ary = [2, 4, 16]; % The M-ary number, 2 corresponds to binary
modulation
%M = 4;
%chan = 1; % No channel
chan = [1, 0.2, 0.4];
%%chan = [0.227 0.460 0.688 0.460 0.227]'; % Not so invertible,
severe ISI

% Create a vector to store the BER computed during each iteration

displayStr = ["BER-2 with ISI","BER-4 No ISI", "BER-16 No ISI"];

parfor it=1:length(m_ary)
    M = m_ary(it);
    berVec = zeros(numIter, lenSNR);
    for ii = 1:numIter

        msg = randi([0, M-1], nSym*(log2(M)), 1); % Generate
random bits
        % New bits must be generated at every
        % iteration

        % If you increase the M-ary number, as you most likely will,
you'll need to
        % convert the bits to integers. See the BIN2DE function
        % For binary, our MSG signal is simply the bits

        % We reshape bits so that there are a proper number of bits
per row,
        % Then we convert each row to decimal and move on.
        %msg = reshape(bits,[nSym, log2(m_ary)]);
        %msg = bi2de(msg,'left-msb');
        %msg = bits;
        bits = de2bi(msg, 'left-msb').'; %transpose here
        bits = bits(:);

        for jj = 1:lenSNR % one iteration of the simulation at each
SNR Value
            tx = gammod(msg,M); % BPSK modulate the signal

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    %if m_ary == 4:

    if M == 2
        if isequal(chan,1)
            txChan = tx;
            txNoisy = txChan;
        else
            txChan = filter(chan,1,tx); % Apply the channel.
            txNoisy = awgn(txChan,SNR_Vec(jj)); % Add AWGN

            %equalizer
            %lineq = comm.LinearEqualizer('Algorithm','LMS',
'NumTaps',6,'StepSize',0.01);
            %p = lineq(txNoisy, tx(1:trainlen));
            eq1 = lineareq(6, lms(0.01));
            txNoisy = equalize(eq1,txNoisy,tx(1:trainlen)); %
Equalize.

            %txNoisy = filter(eq1.weights, 1, txNoisy);
            reset(eq1);
        end
    else
        txNoisy = awgn(tx + (eps*1j), SNR_Vec(jj) +
10*log10(log2(M)), 'measured');
        %channel = comm.AWGNChannel('NoiseMethod', ...
%     'Signal to noise ratio (SNR)', 'SNR',
SNR_Vec(jj));
        %txNoisy = channel(tx);
    end
    rx = gamdemod(txNoisy,M); %,'OutputType', 'integer'); %
Demodulate
    rxMSG = de2bi(rx, [], 2);

    % Again, if M was a larger number, I'd need to convert my
symbols
    % back to bits here - convert each row to its binary
sequence
    % the transpose and the rx(:) is housekeeping -
conceptually we are
    % taking each row, appending it after the previous row,
but we do
    % this transposed since we are working with columns
    rxTmp = de2bi(rx, 'left-msb').'; %transpose here
    rxMSG = rxTmp(:);

    % Compute and store the BER for this iteration
    % We're interested in the BER, which is the 2nd output of
BITERR
    [~, berVec(ii,jj)] = biterr(bits(trainlen+1:end),
rxMSG(trainlen+1:end));

    end % End SNR iteration
end % End numIter iteration

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% Compute and plot the mean BER
ber = mean(berVec,1);

figure;
semilogy(SNR_Vec, ber, 'DisplayName', displayStr(it))
hold on;

if M == 2
    berTheory2 = berawgn(SNR_Vec,'psk', 2,'nondiff');
    semilogy(SNR_Vec,berTheory2,'DisplayName', 'Theoretical BER
for M=2')
    legend('Location', 'southwest')
elseif M == 4
    berTheory4 = berawgn(SNR_Vec,'qam', 4,'nondiff');
    semilogy(SNR_Vec,berTheory4,'DisplayName', 'Theoretical BER
for M=4')
    legend('Location', 'southwest')
elseif M == 16
    berTheory16 = berawgn(SNR_Vec,'qam', 16,'nondiff');
    semilogy(SNR_Vec,berTheory16, 'DisplayName', 'Theoretical BER
for M=16');
    legend('Location', 'southwest')
end

end
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