

Problem_A_7_1

October 1, 2021

1 A 7.2

1.0.1 Imports

```
[37]: include("channel_equalization_data.jl")
      using Plots
      Plots.pyplot()
```

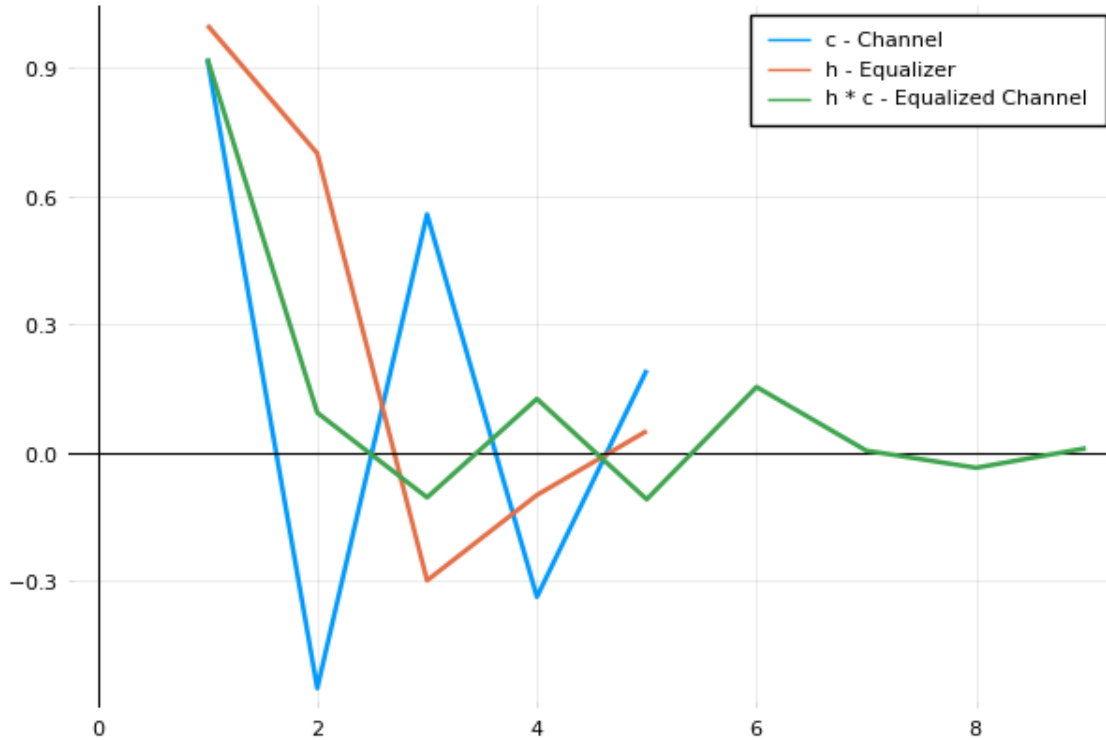
```
[37]: Plots.PyPlotBackend()
```

1.0.2 Plot h , c , $h * c$

```
[38]: using DSP
      println("h = ", h)
      println("c = ", c)
      println("h * c = ", conv(h, c))
      plot([h, c, conv(h, c)], framestyle = :zerolines, label = ["c - Channel" "h - □"
        ↳Equalizer" "h * c - Equalized Channel"], lw = 1.8)
      #plot(h, framestyle = :zerolines, label = "h")
```

```
h = [0.9214015838276353, -0.5521876169295151, 0.5573851982305564,
-0.33847254425948153, 0.19274372830178776]
c = [1.0, 0.7, -0.3, -0.1, 0.05]
h * c = [0.9214015838276352, 0.09279349174982951, -0.10556660876839458,
0.12521322119799888, -0.11011377126468291, 0.1531144724195644,
0.0038933958469396695, -0.03619800004315286, 0.009637186415089396]
```

```
[38]:
```



1.0.3 From the above graph it is clear that equalizer is used to equalize the frequency changes in the signal, thus resulting in a smoother Equalized Channel line $h * c$

1.0.4 Plot s , y and z

```
[48]: print(s)
      plot(s, xlim = (0,100), framestyle = :zerolines, st = :sticks, label = "s")
```

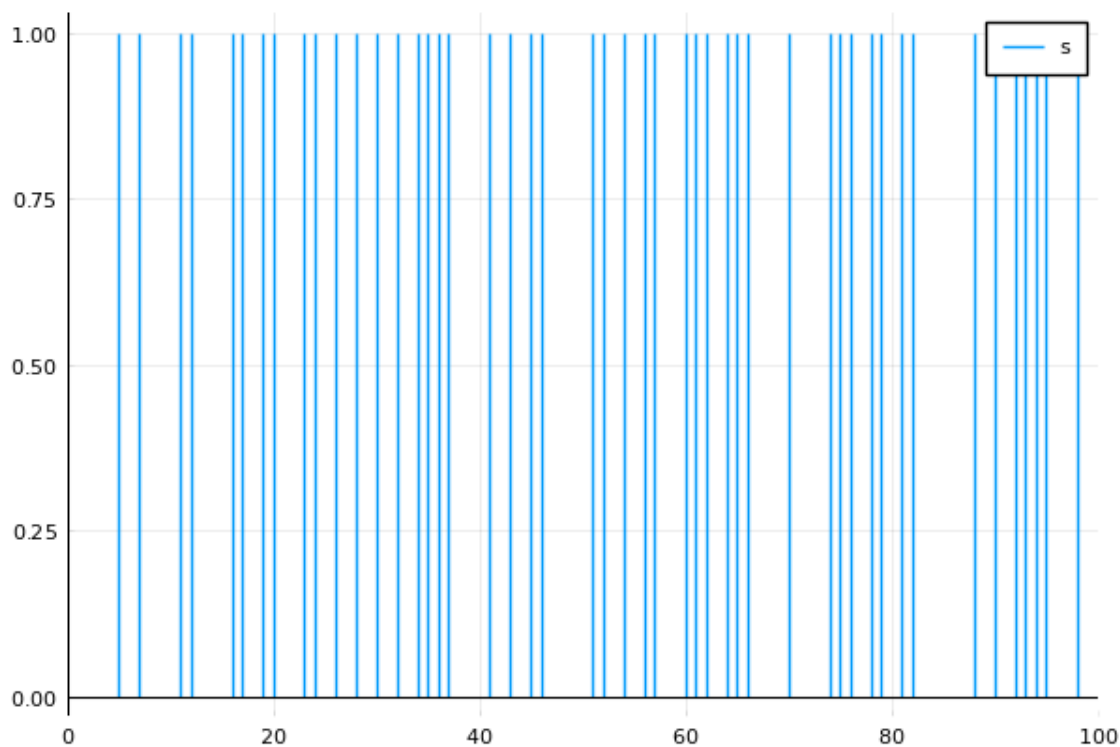
```
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1, 0, 0]

```

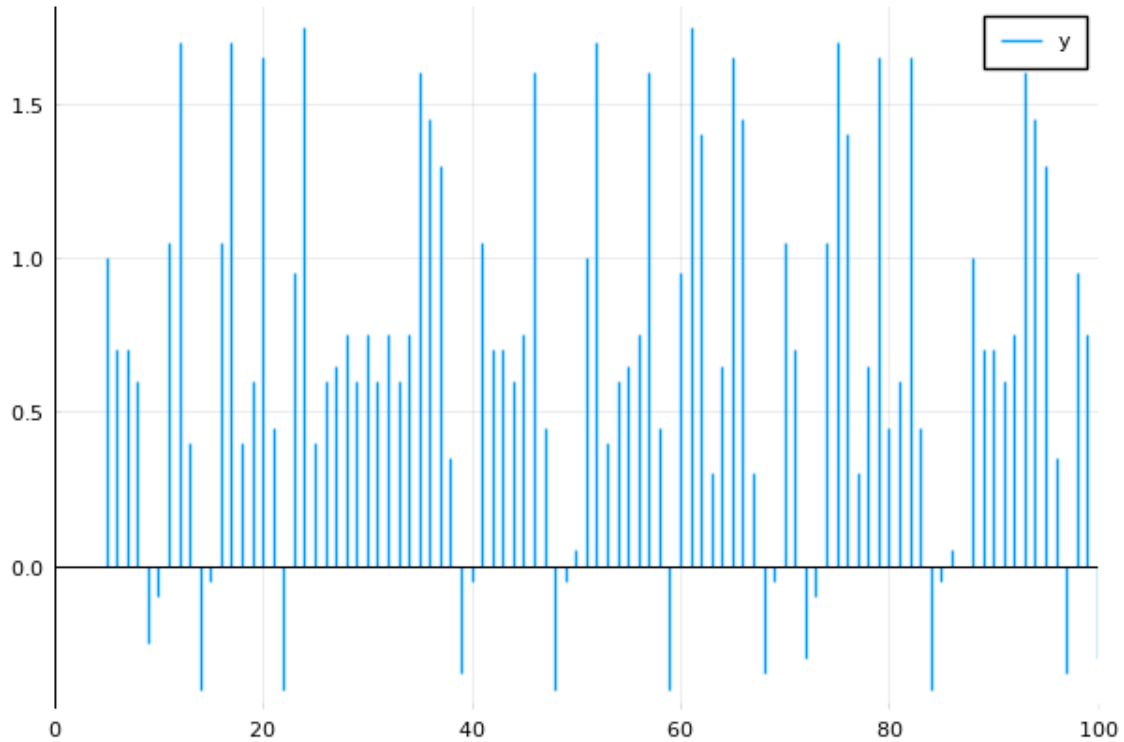
[48]:



1.0.5 Compute and plot $y = c * s$

```
[49]: y = conv(c, s)
      #print(y)
      plot(y, xlim = (0,100), framestyle = :zerolines, st = :sticks, label = "y")
```

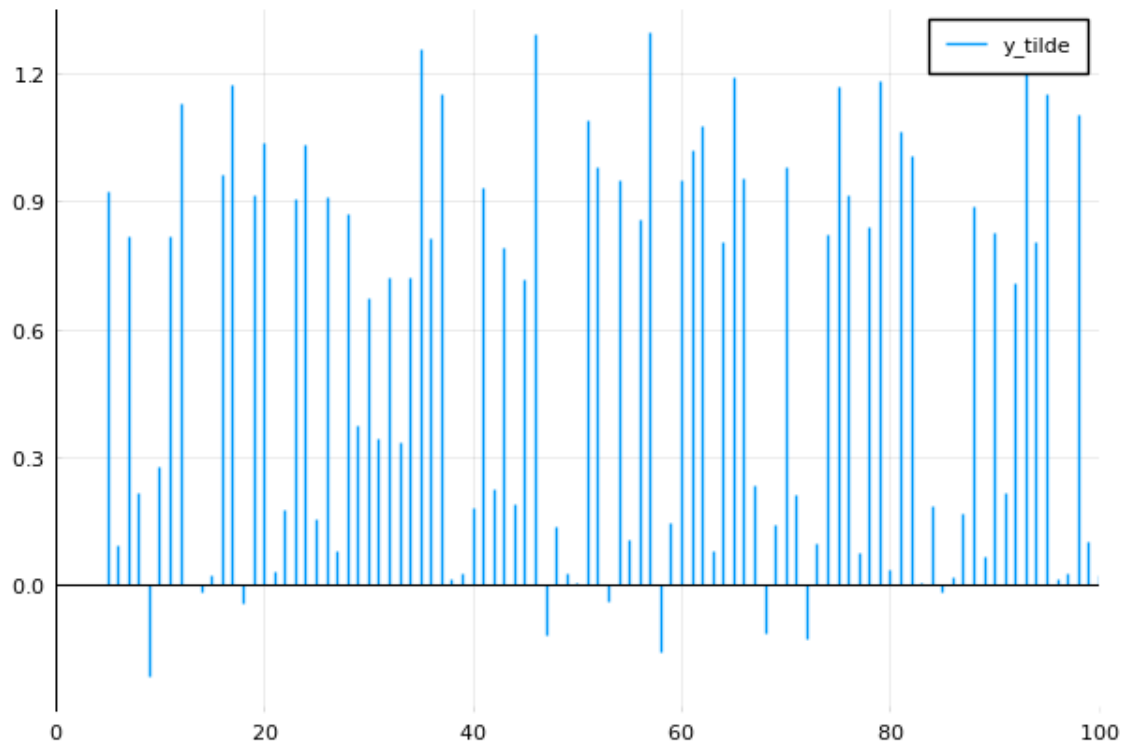
[49]:



1.0.6 Compute and plot $\tilde{y} = h * y$

```
[50]: y_tilde = conv(h, y)
      #print(y_tilde)
      plot(y_tilde, xlim = (0,100), framestyle = :zerolines, st = :sticks, label = "y_tilde")
```

[50]:



1.1 From the plots it looks like \hat{s} will be a worse estimate of s , than \hat{s}^{eq} since there are a lot of lines in the graph of y that seems to produce a different result from that of s . This can be more clearly seen after plotting the graphs of \hat{s} and \hat{s}^{eq}

1.1.1 Function to compute round(vector)

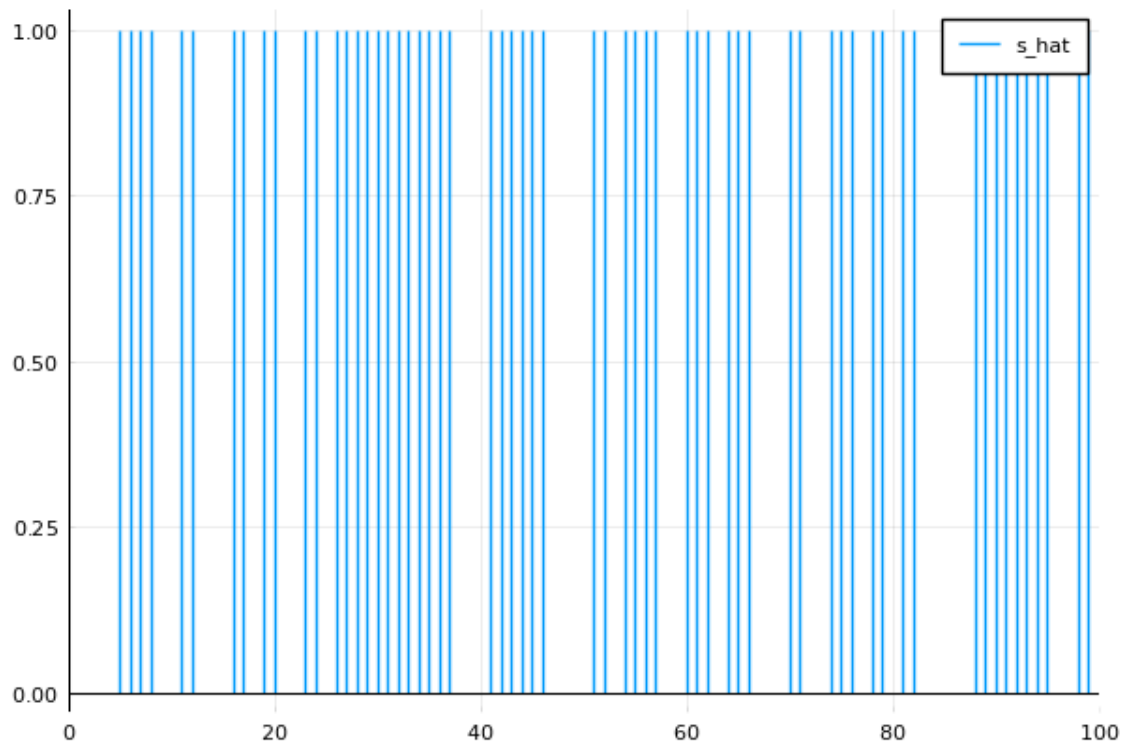
```
[42]: function round(x)
      return 1(x .> 0.5)
      end
```

```
[42]: round (generic function with 1 method)
```

1.1.2 Compute and plot $\hat{s} = \text{round}(y)$

```
[51]: s_hat = round(y)
      plot(s_hat, xlim = (0,100), framestyle = :zerolines, st = :sticks, label = "s_hat")
```

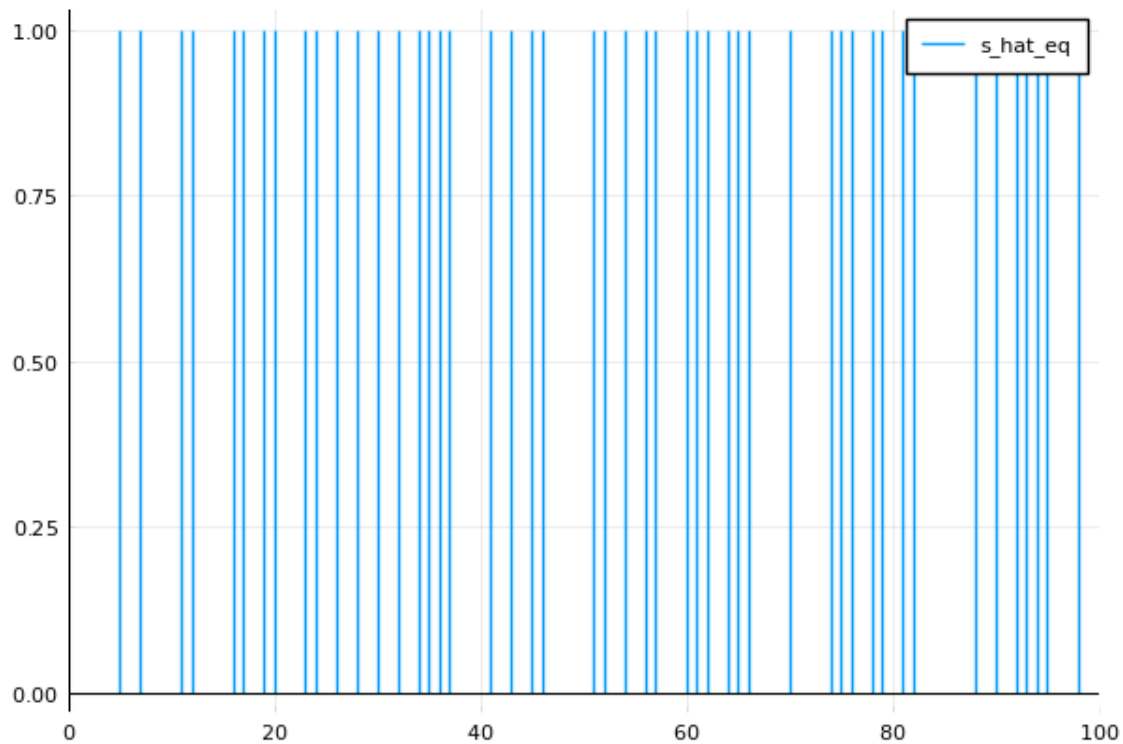
```
[51]:
```



1.1.3 Compute and plot $\hat{s}^{eq} = \text{round}(\tilde{y})$

```
[52]: s_hat_eq = round(y_tilde)
      plot(s_hat_eq, xlim = (0,100), framestyle = :zerolines, st = :sticks, label = "s_hat_eq")
```

[52]:



1.1.4 Computing BER for \hat{s} and \hat{s}^{eq}

```
[45]: ber_s_hat = count(i -> i == 0, s_hat[1:1000] .== s) / 1000
      print("BER in s_hat = ", ber_s_hat)
```

BER in s_hat = 0.132

```
[46]: ber_s_hat_eq = count(i -> i == 0, s_hat_eq[1:1000] .== s) / 1000
      print("BER in s_hat_eq = ", ber_s_hat_eq)
```

BER in s_hat_eq = 0.0

1.2 The BER values in \hat{s} and \hat{s}^{eq} , are printed as “BER in s_hat” and “BER in s_hat_eq” respectively above