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Problem statement: Implement CDMAwith Walsh code

<u>Description:</u> In this assignment you have to implement CDMA for multiple access of a common channel by nstations. Each sender uses a unique code word, given by the Walsh set, to encode its data, send it across the channel, and then perfectly reconstruct the data at n stations.

<u>Design:</u> A station model, cdma model is implemented and the driver code acts as the channel here.

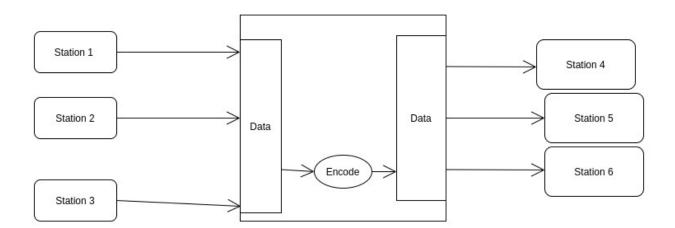
- *Station*: It can be both sender or reciever. If it's sender, it has a 8 bit data (generateed randomly). Otherwise, it listens to channel and generated the data as recieved from sender and then logs it.
- *Channel*: It's the main driver code. It first decides total number of stations and initialises CDMA (creates the walsh table). All stations are mentioned in a list. Codeword from walsh table is assigned according to their index number.
- *CDMA*: It generates and stores walsh table. It has support to encode channel data and decode for certain station.

N.B. To avoid synchronisation complexity, stations are not spawned as separate thread.

<u>Input/Output</u>: One bit data is sent at a time from all the station and a total of 8 bit data is sent. Sender and reciever source address are pre-determined by index.

Diagram:





Implementation:

driver.cpp:

It's the main driver code or that implements the channel:

```
int numberOfStations = RS_GAP*2;

CDMA_FLOW cdma(numberOfStations);
vector<Station> stations;
for(int i=0;i<numberOfStations;i++){
    if(i<RS_GAP-1){
        stations.push_back(Station(i,false));
    }
    else stations.push_back(Station(i, true));
}

for(int i=0;i<DATA_SIZE;i++){
    vector<int> channelRawData;
    for(int i=0;i<RS_GAP;i++)
        channelRawData.push_back(stations[i].getData());

vector<int> encodedData = cdma.encodeData(channelRawData);

for(int i=RS_GAP;i<numberOfStations;i++)
        stations[i].recieveData(cdma,encodedData);
}</pre>
```

CDMA class:

Following is the implementation of cdma class.

```
class CDMA_FLOW{
    vector<vector<int>> walshCalculationBoard;
    vector<vector<int>> walshTable;
    int stationCounts;

public:
    CDMA_FLOW(int stationCounts):walshCalculationBoard(stationCounts,
vector<int>(stationCounts, 0)),
```

```
walshTable(stationCounts, vector<int>(stationCounts, 0)),
stationCounts(stationCounts)
          generateWalshTable(stationCounts, 0, stationCounts - 1, 0,
               stationCounts - 1, false);
          showWalshTable(stationCounts);
     }
     vector<int> encodeData(vector<int> data){
          for (int i = 0; i < stationCounts; i++) {
   for (int j = 0; j < stationCounts; j++) {
      walshCalculationBoard[i][j] = walshTable[i][j] * data[i];
}</pre>
          }
          vector<int> channelData = vector<int>(stationCounts, 0);
          for (int i = 0; i < stationCounts; i++)</pre>
               for (int j = 0; j < stationCounts; j++)</pre>
                     channelData[i] += walshCalculationBoard[j][i];
          return channelData;
     int getDataOfStation(int sourceStationId, vector<int> channelData) {
          int innerProduct = 0;
          for (int i = 0; i < stationCounts; i++) {</pre>
               innerProduct += walshTable[sourceStationId][i] * channelData[i];
          return (innerProduct / stationCounts);
     int generateWalshTable(int len, int i1, int i2, int j1,
          int j2, bool isBar)
          if (len == 2) {
               if (!isBar) {
                     walshTable[i1][j1] = 1;
                     walshTable[i1][j2] = 1;
                     walshTable[i2][j1] = 1;
walshTable[i2][j2] = -1;
                else {
                     walshTable[i1][j1] = -1;
                     walshTable[i1][j2] = -1;
walshTable[i2][j1] = -1;
                     walshTable[i2][j2] = +1;
               return 0;
          }
          int midi = (i1 + i2) / 2;
          int midj = (j1 + j2) / 2;
          generateWalshTable(len / 2, i1, midi, j1, midj, isBar);
generateWalshTable(len / 2, i1, midi, midj + 1, j2, isBar);
generateWalshTable(len / 2, midi + 1, i2, j1, midj, isBar);
generateWalshTable(len / 2, midi + 1, i2, midj + 1, j2, !isBar);
          return 0;
     void showWalshTable(int stationCounts)
          cout << "\n";
          for (int i = 0; i < stationCounts; i++) {
   for (int j = 0; j < stationCounts; j++) {
      cout << walshTable[i][j] << " ";</pre>
                cout << endl;
```

```
cout<<"----\n";
cout<<endl;
};</pre>
```

Station:

Following is the implementation of Stations:

```
class Station{
    const int stationId;
    string data;
    Station(int index,bool willRecieve):stationId(index){
        if(willRecieve) data="";
        else{
            data = randomData();
        cout<<"Station Id: "<<index<<" Generated data to be sent: "<<data<<"\n";</pre>
    }
    int getData() {
        if (data.length() > 0){
            int r;
            if (data[0] == '0') r = -1;
            else r = 1;
            data = data.substr(1);
            return r;
        else return 0;
    void recieveData(CDMA_FLOW& cdma, vector<int> encodedData){
        int ch = cdma.getDataOfStation(stationId - RS_GAP, encodedData);
if(ch>0) data+='1';
        else if(ch<0) data += '0';
        else data+='N';
        cout<<"StationId: "<<stationId<<"\t recieved,total: "<<data<<"\n";</pre>
    }
};
```

Test cases:

Each sender nodes sends generates a 8 bit data randomly. That is sent bit by bit through the channel. First 4 nodes acts as a sender though 4 th nodes does'nt sends anything.

Reuslts and Analysis:

Results:

Following screenshot shows initial walsh table and sender side data.

Following screen shot shows the recieved data. If sender doesn't send any data, "N" is printed.

```
StationId: 4 recieved, total: 000000000
StationId: 5 recieved, total: 01000111
StationId: 6 recieved, total: 11101001
StationId: 7 recieved, total: NNNNNNNN
```