Details of Class Project \#2
Due date: To be announced

You (and/or your team; maximum of four students per team) are expected to produce a computer program to implement the Viterbi decoding algorithm for the Voyager code, i.e., the $(2,1,6,10)$ binary convolutional code with generator matrix

$$
\left(G_{1}(D), G_{2}(D)\right)=\left(1+D^{2}+D^{3}+D^{5}+D^{6}, 1+D+D^{2}+D^{3}+D^{6}\right)
$$

There will be two tests of your decoder, the "self-test," and the "demonstration" test. Both tests will require your decoder to perform on the BSC ("hard decisions") and the AWGN channel ("soft decisions").

- The Self Test. Here I want you to run experiments with your Viterbi decoder to produce a graph which shows the (approximate) relationship between $E_{b} / N_{0}$ and the decoded bit error probability for the given convolutional code, for $E_{b} / N_{0}$ ranging from 1 dB to 6 dB , in increments of 0.5 dB .
- The Demonstration. At the time of your demonstration, I will ask you to encode $N$ pseudorandom bits, then add Gaussian noise corresponding to a certain value of $E_{b} / N_{0}$, then decode the noisy bits using both "hard" and "soft" decisions, reporting in each case the number of decoded bit errors. I will not yet say how big $N$ will be, but as discussed in class, I want you to truncate your survivors at length 32, outputting the oldest bit on the survivor with the best metric.
- Important Fact: For a binary code of rate $R$ on the AWGN channel, the relationship between $E_{b} / N_{0}$, the bit signal-to-noise ratio and $\sigma^{2}$, the Gaussian noise variance, is given by

$$
\sigma^{2}=\left(2 R \frac{E_{b}}{N_{0}}\right)^{-1}
$$

so for example for a $R=1 / 2$ code like the Voyager code, the relationship is simply

$$
\sigma^{2}=\left(\frac{E_{b}}{N_{0}}\right)^{-1}
$$

Finally remember that $E_{b} / N_{0}$ is always quoted in "dBs," where a dimensionless quantity $x$ equals $10 \log _{10} x \mathrm{~dB}$ 's. Thus for example, a value of $E_{b} / N_{0}$ of 3.5 dB for the Voyager code corresponds to a value of $\sigma^{2}=0.4467$.

## Additional details on Class Project 2.

1. Use the recursion

$$
p_{n+6}=p_{n+1} \oplus p_{n} \quad \text { for } n \geq 0
$$

with the initial conditions

$$
p_{0}=1, p_{1}=p_{2}=p_{3}=p_{4}=p_{5}=0
$$

to generate the $N$ information bits. Ensure that the generated sequence is $100000100001 \ldots$ and is periodic with period 63 .
2. Encode the information sequence using the generator polynomials $G_{1}(D)$ and $G_{2}(D)$ given above.
3. The encoder outputs 0 's and 1 's. However, the input to the AWGN is $\pm 1$. Therefore, map 0 's to +1 's and 1 's to -1 's.
4. To simulate the AWGN, add the mean zero, variance $\sigma^{2}$ normal (Gaussian) random variables generated by the following segment of pseudo-code, to the $\pm 1^{\prime} s$ generated at the previous step. This program outputs two random variables, $n_{1}$ and $n_{2}$. Use $n_{1}$ (resp. $n_{2}$ ) for the encoder output corresponding to the generator polynomial $G_{1}(D)$ (resp. $G_{2}(D)$ ). SEED and $\sigma$ (i.e., $E_{b} / N_{0}$ ) will be specified at the time of testing your program. urand() is a function which generates a random variable uniformly distributed in the interval $[0,1]$.

```
main()
```

\{
global iurv;
iurv = SEED;
\}
normal $\left(n_{1}, n_{2}, \sigma\right) / *$ See "Donald E.Knuth, The Art of Computer Programming, Vol.2,
p. 104 */
\{
do \{

$$
\begin{aligned}
& x_{1}=\operatorname{urand}() ; \\
& x_{2}=\operatorname{urand}() ;
\end{aligned}
$$

```
        \(x_{1}=2 x_{1}-1 ;\)
        \(x_{2}=2 x_{2}-1 ;\)
            \(/^{*} x_{1}\) and \(x_{2}\) are now uniformly distributed in \([-1,+1] * /\)
        \(s=x_{1}^{2}+x_{2}^{2} ;\)
    \(\}\) while \((s \geq 1.0)\)
    \(n_{1}=\sigma x_{1} \sqrt{-2 \ln s / s} ;\)
    \(n_{2}=\sigma x_{2} \sqrt{-2 \ln s / s} ;\)
\}
urand()
\{
    iurv \(=(14157\) iurv +6925\()(\bmod 32768) ;\)
    return iurv/32767;
\}
```

5. To get the output of the BSC;
(a) Take the sign of the output of the AWGN (Define $\operatorname{Sign}(0)=+1$.)
(b) Map +1 's to 0 's and -1 's to 1 's.
6. Truncate your survivors to length 32 and output the oldest bit on the survivor with the least metric ("Best State Decoding"). The number of the bits to be decoded, $N$, will be specified at the time of testing your program. To decode $N$ bits, generate $N+32$ bits in (1).

Your program should output the fraction of decode bits in error (BER) in both cases.
The following table lists some typical values.

| $N$ | $\sigma$ | $E_{b} / N_{0}$ | SEED | BER (AWGN) | BER (BSC) |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1000 | 0.8 | 1.94 dB | 101 | 0.010 | 0.158 |
| 1000 | 0.9 | 0.92 dB | 111 | 0.107 | 0.225 |

