

Úrkommunikáció  
Space Communication  
2023/12.

# Quaternary (Quadrature) Phase Shift Keying – QPSK

Waveforms:

$$s_i(t) = \sqrt{\frac{2 \cdot E_s}{T_s}} \cos\left(\omega_c \cdot t + i \cdot \frac{\pi}{2} + \varphi\right)$$

$$E_s = 2 \cdot E_b \text{ and } T_s = 2 \cdot T_b$$

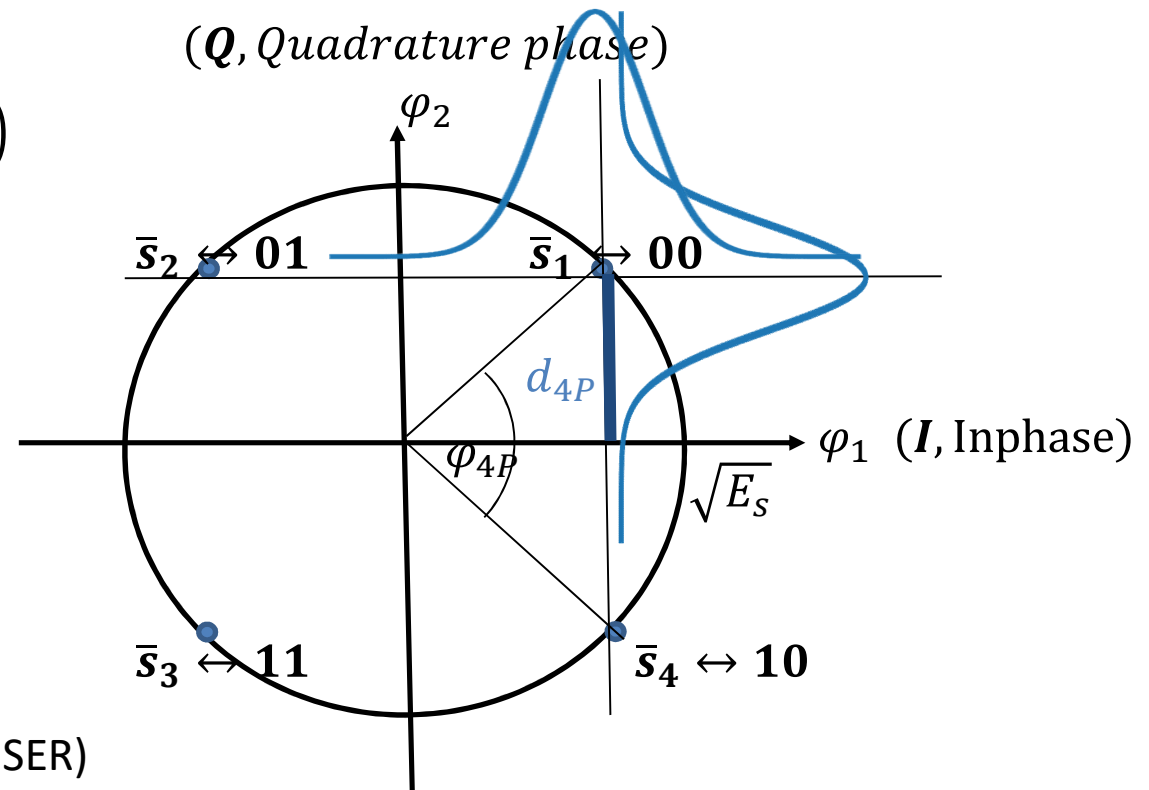
$\varphi$  could be any, here  $\frac{\pi}{4}$

$$\varphi_{4P} = \frac{\pi}{2} \quad d_{4P} = \sqrt{E_s} \sin \frac{\pi}{4} = \sqrt{\frac{E_s}{2}}$$

Gray mapping (coding)

Small Hamming distance

To Short Euclidean distance



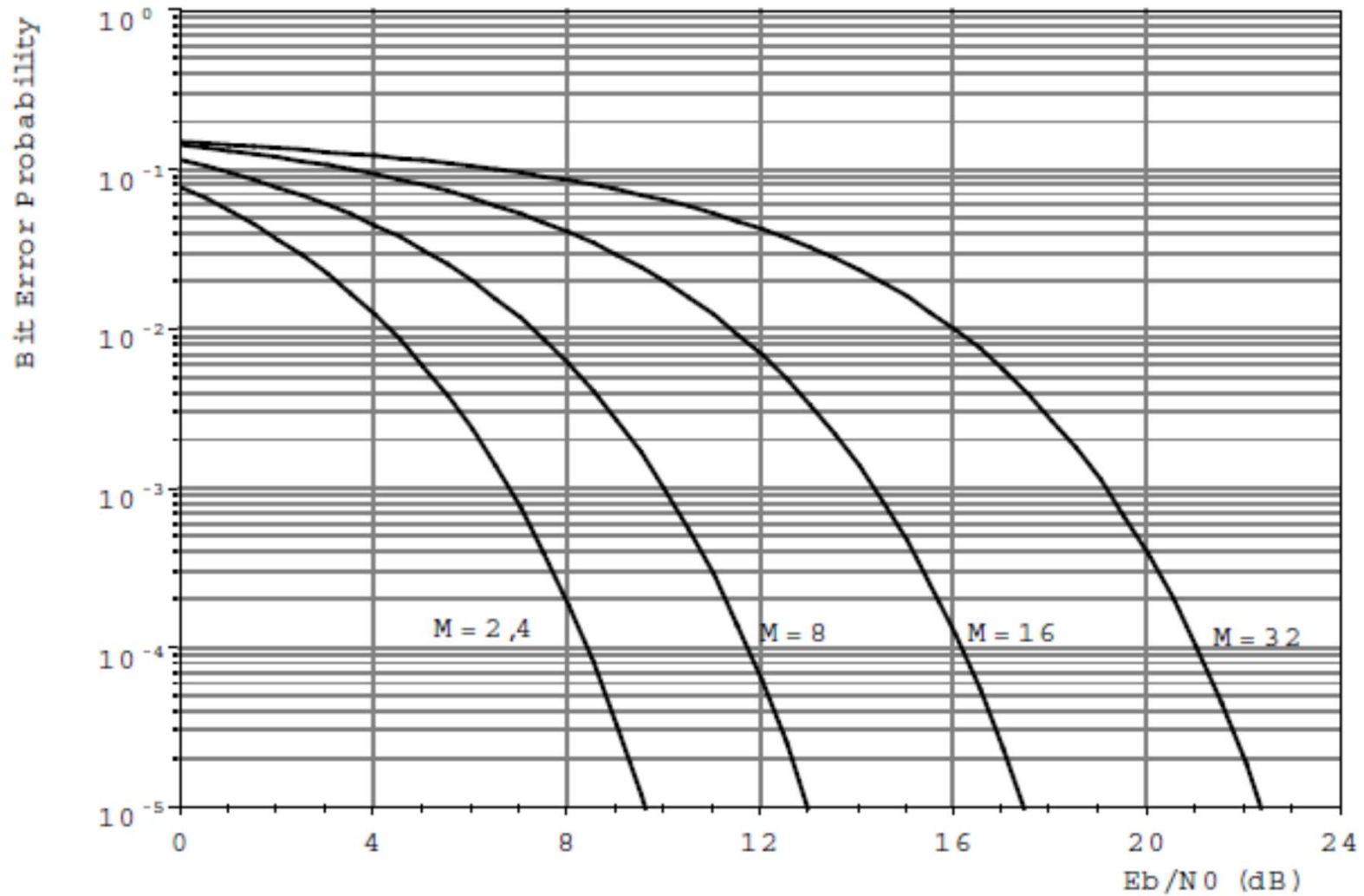
Symbol error probability  $P_{e,s,QPSK}$  (or SER)

$$P_{e,s,QPSK} = 1 - P_{c,I} \cdot P_{c,Q} = 1 - \left(1 - \frac{1}{2} \operatorname{erfc} \sqrt{\frac{E_s}{2 \cdot N_0}}\right)^2 = \operatorname{erfc} \sqrt{\frac{E_s}{2 \cdot N_0}} - \frac{1}{4} \left(\operatorname{erfc} \sqrt{\frac{E_s}{2 \cdot N_0}}\right)^2$$

Bit error probability (BER) at high SNR + Gray mapping (one symbol error  $\Rightarrow$  one bit error)

$$P_{e,b,QPSK} \cong \frac{1}{2} \operatorname{erfc} \sqrt{\frac{2 \cdot E_b}{2 \cdot N_0}} - \underbrace{\frac{1}{4} \left(\operatorname{erfc} \sqrt{\frac{E_s}{2 \cdot N_0}}\right)^2}_{\approx 0} = \frac{1}{2} \operatorname{erfc} \sqrt{\frac{E_b}{N_0}} = P_{e,BPSK}$$

# M-ary Phase Modulation



# M-ary Quadrature Amplitude Modulation – MQAM

Waveforms:

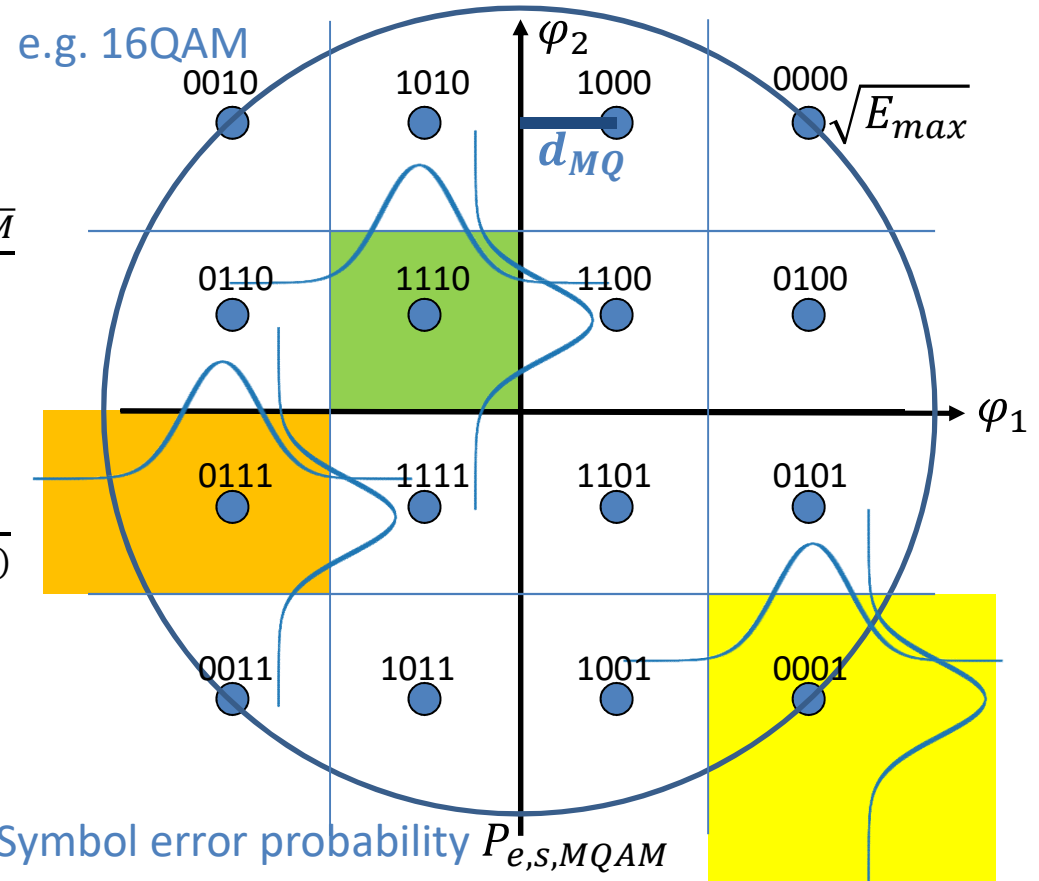
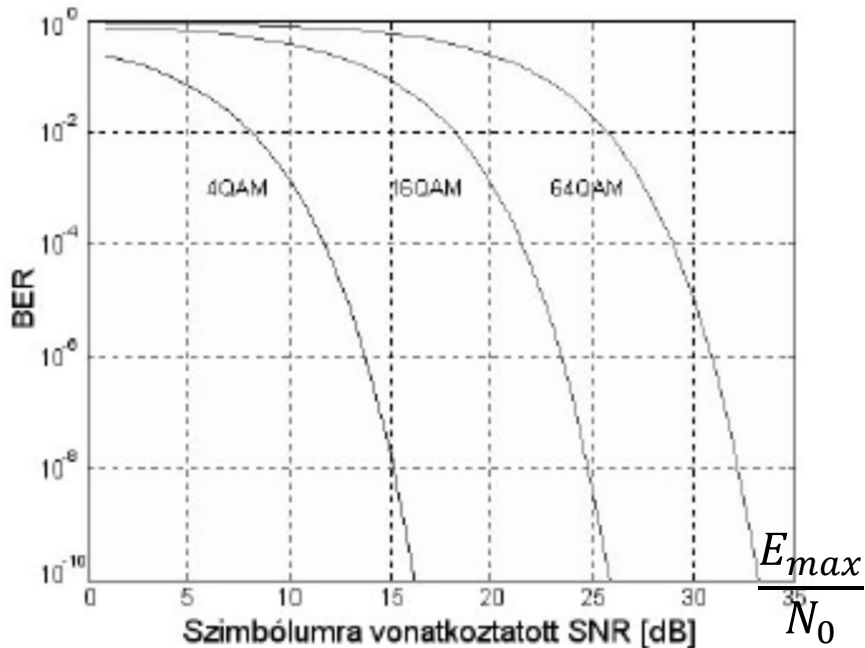
$$s_i(t) = a_k \cdot \varphi_1(t) + q_l \cdot \varphi_2(t)$$

$$a_i, q_i = \sqrt{\frac{E_{max}}{2}} \cdot \frac{2i-1}{\sqrt{M-1}} \quad i = \pm 1, \pm 2, \dots, \pm \frac{\sqrt{M}}{2}$$

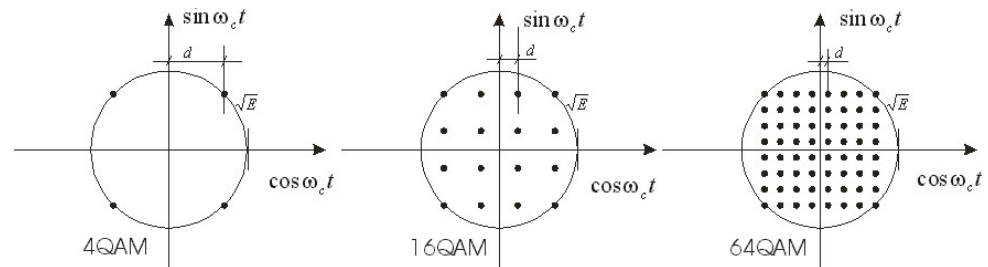
Different probability of error for symbols

$$E_i \leq E_{max}$$

Distance to decision border  $d_{MQ} = \frac{\sqrt{E_{max}}}{\sqrt{2}(\sqrt{M}-1)}$



$$P_{E_{QAM}} = 2 \left( 1 - \frac{1}{\sqrt{M}} \right) \frac{1}{2} \operatorname{erfc} \left( \frac{d}{\sqrt{N_0}} \right) - \left( 1 - \frac{1}{\sqrt{M}} \right)^2 \operatorname{erfc}^2 \left( \frac{d}{\sqrt{N_0}} \right)$$



# MPSK versus MQAM

BPSK

$$E_b = P_{BP} \cdot T_b$$

$$d_{BP} = \sqrt{E_b}$$

MPSK

Symbol energy:

$$E_s = P_{MP} \cdot T_b \cdot \log_2 M$$

$$d_{MP} = \sqrt{E_s} \sin \frac{\pi}{M}$$

MQAM

$$E_{max} = P_{MQ} \cdot T_b \cdot \log_2 M$$

$$d_{MQ} = \frac{\sqrt{E_{max}}}{\sqrt{2}(\sqrt{M}-1)}$$

Euclidean Distance to decision border:

Same Euclidean Distance to decision border  $\leftrightarrow$  Approximately the same probability of error

$$\frac{d_{MP}}{d_{BP}} = 1 = \frac{\sqrt{E_s} \sin \frac{\pi}{M}}{\sqrt{E_b}} = \frac{\sqrt{P_{MP} \cdot T_b \cdot \log_2 M} \sin \frac{\pi}{M}}{\sqrt{P_{BP} \cdot T_b}} \leftrightarrow \frac{P_{MP}}{P_{BP}} = \frac{1}{\left(\sin \frac{\pi}{M}\right)^2 \cdot \log_2 M}$$

$$\frac{d_{MQ}}{d_{BP}} = 1 = \frac{\frac{\sqrt{E_{max}}}{\sqrt{2}(\sqrt{M}-1)}}{\sqrt{E_b}} = \frac{\sqrt{P_{MQ} \cdot T_b \cdot \log_2 M}}{\sqrt{2}(\sqrt{M}-1)\sqrt{P_{BP} \cdot T_b}} \leftrightarrow \frac{P_{MQ}}{P_{BP}} = \frac{2 \cdot (\sqrt{M}-1)^2}{\log_2 M}$$

| n=log <sub>2</sub> M bit | M = 2 <sup>n</sup> | B <sub>n</sub> · T <sub>b</sub> | P <sub>MP</sub> /P <sub>BP</sub> [dB] | P <sub>MQ</sub> /P <sub>BP</sub> [dB] | Comments     |
|--------------------------|--------------------|---------------------------------|---------------------------------------|---------------------------------------|--------------|
| 1                        | 2                  | 1                               | 0                                     | 0                                     |              |
| 2                        | 4                  | 0,5                             | 0                                     | 0                                     | QPSK! B/2    |
| 3                        | 8                  | 0,33                            | 3,57                                  | x                                     |              |
| 4                        | 16                 | 0,25                            | 8,17                                  | 6,53                                  | QAM>PSK      |
| 5                        | 32                 | 0,2                             | 13,2                                  | x                                     |              |
| 6                        | 64                 | 0,17                            | 18,4                                  | 12,1                                  | 6 dB for QAM |

# M-ary orthogonal Frequency Shift Keying – MFSK

Waveforms:

$$s_i(t) = \sqrt{\frac{2 \cdot E_s}{T_s}} \cos[(\omega_c + i \cdot \delta\omega) \cdot t + \varphi_i] \quad i = 0, \dots, M - 1$$

Frequency deviation:  $\delta\omega$

$\varphi_i$  could be any

Signal set is orthogonal if  $\delta\omega = 2\pi/T_s$

Symbol error probability

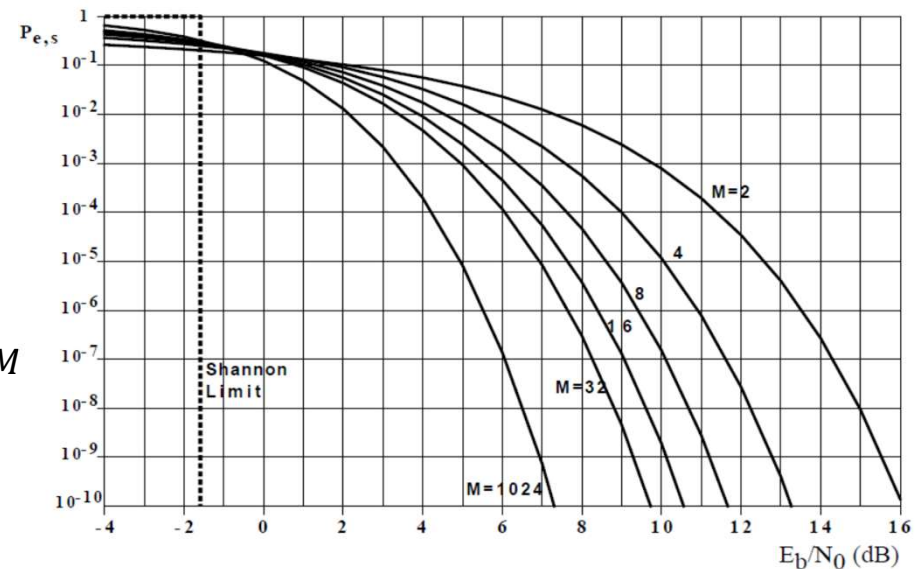
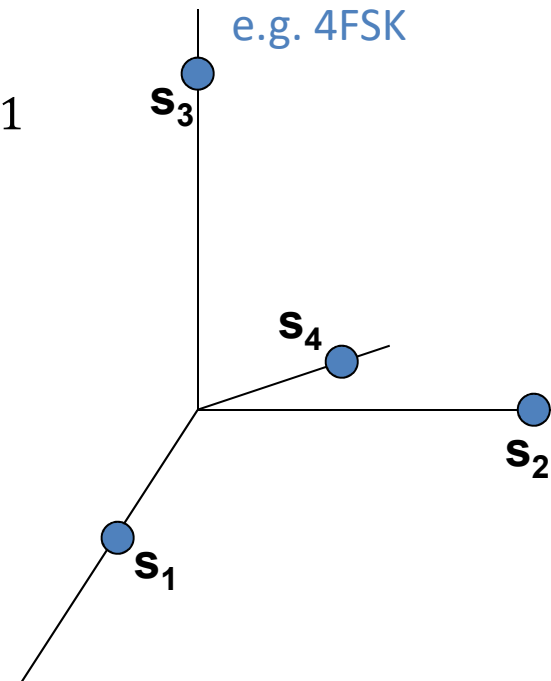
$$P_E = \frac{M-1}{\sqrt{2\pi}} \int_{-\infty}^{+\infty} \Phi\left(u - \sqrt{\frac{2E}{N_0}}\right) \Phi^{M-2}(u) e^{-u^2/2} du$$

where  $\Phi(u)$  is cumulative distribution of  $G(\mu = 0, \sigma = 1)$  standard Gaussian function

$$\Phi(u) = \frac{1}{2\pi} \int_{-\infty}^u e^{-x^2/2} dx$$

Upper bound at high SNR

$$P_E \leq \begin{cases} 1, & E/N_0 \leq \ln M \\ \exp\left\{-\left(\sqrt{E/N_0} - \sqrt{\ln M}\right)^2\right\}, & \ln M < E/N_0 \leq 4 \cdot \ln M \\ \exp\left\{-(E/2N_0 - \ln M)\right\}, & E/N_0 > 4 \cdot \ln M \end{cases}$$



# M-ary Biorthogonal Frequency Shift Keying

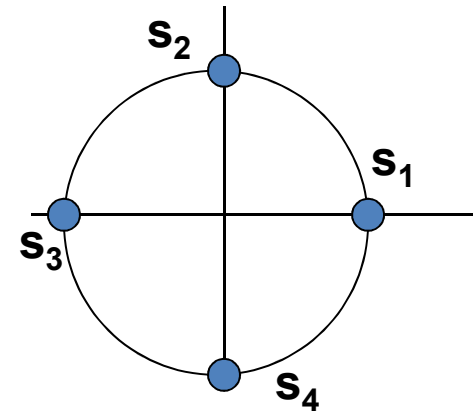
M -ary *biorthogonal* signal constellation is obtained from a set of  $M/2$  orthogonal signals (such as  $M/2$ -FSK)

Waveforms:

$$\pm s_i(t) \quad i = 0, \dots, M/2$$

e.g. biorthogonal 4FSK

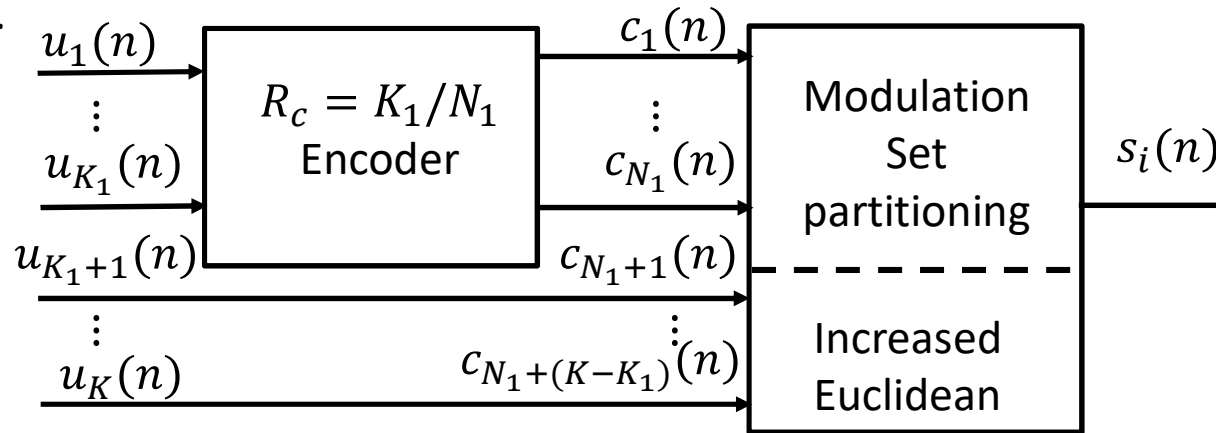
Symbol error performance is similar as by QPSK



# Coded Modulation

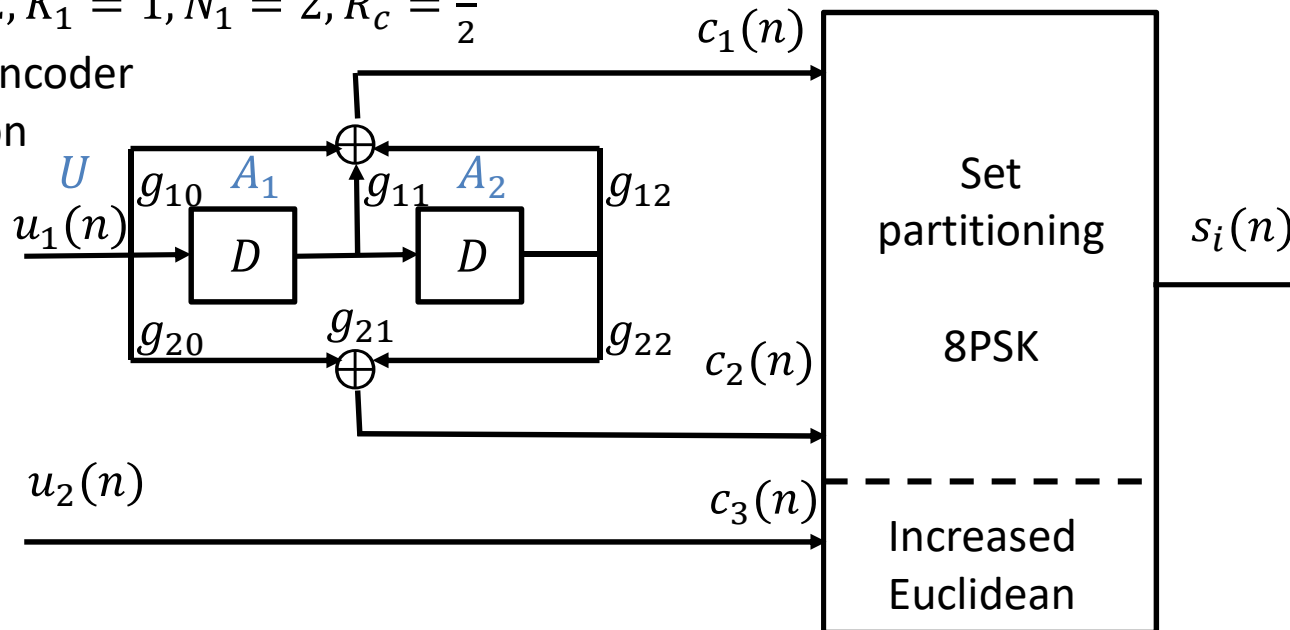
**Goal:** Increasing Euclidean distance using set partitioning. Redundant modulation symbols.

**Advantage** at Demodulation: Protection of subset selection by encoding, increased distance inside the subset.

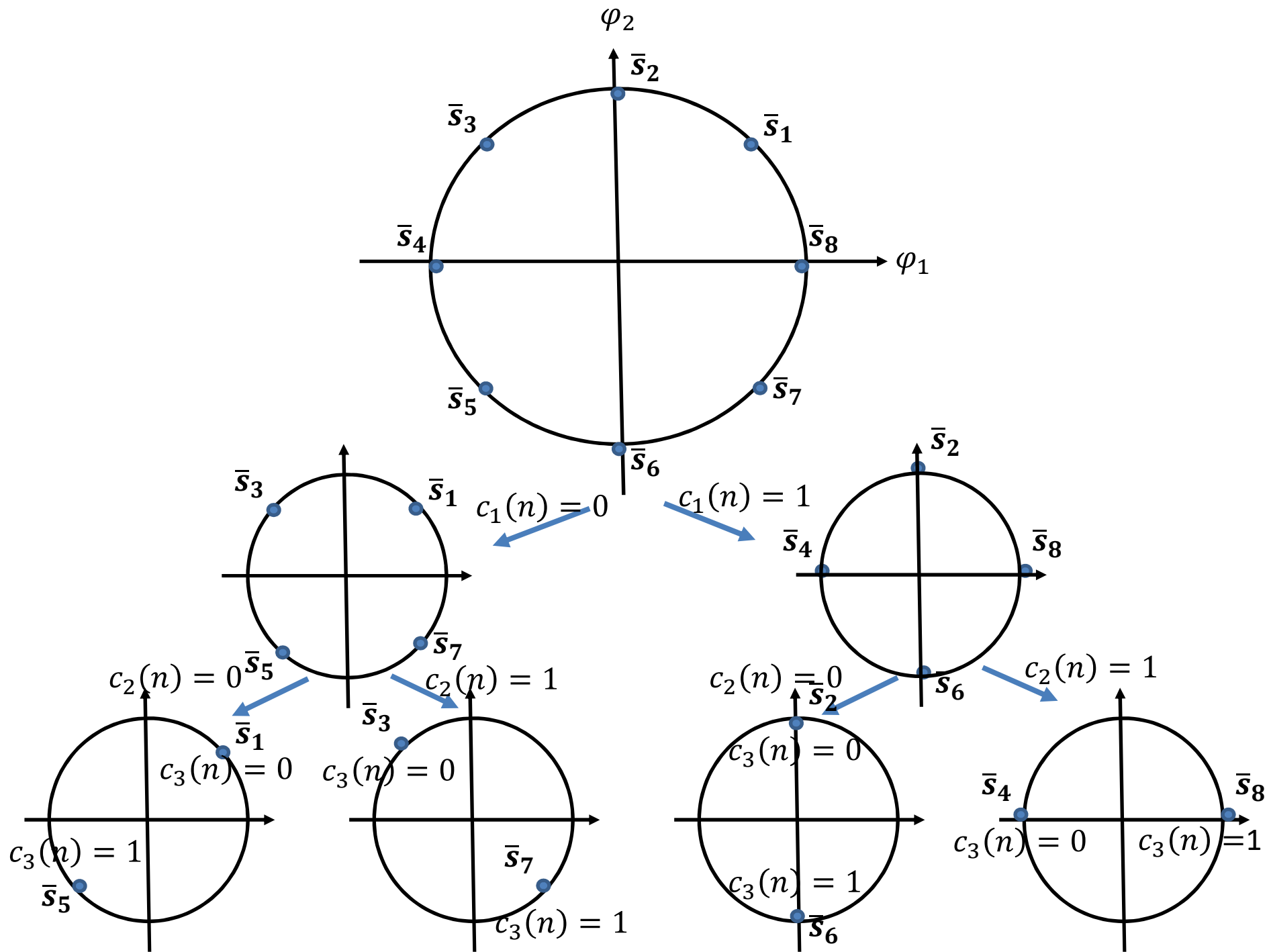


Example:  $K = 2, K_1 = 1, N_1 = 2, R_c = \frac{1}{2}$

Convolutional Encoder  
8PSK Modulation







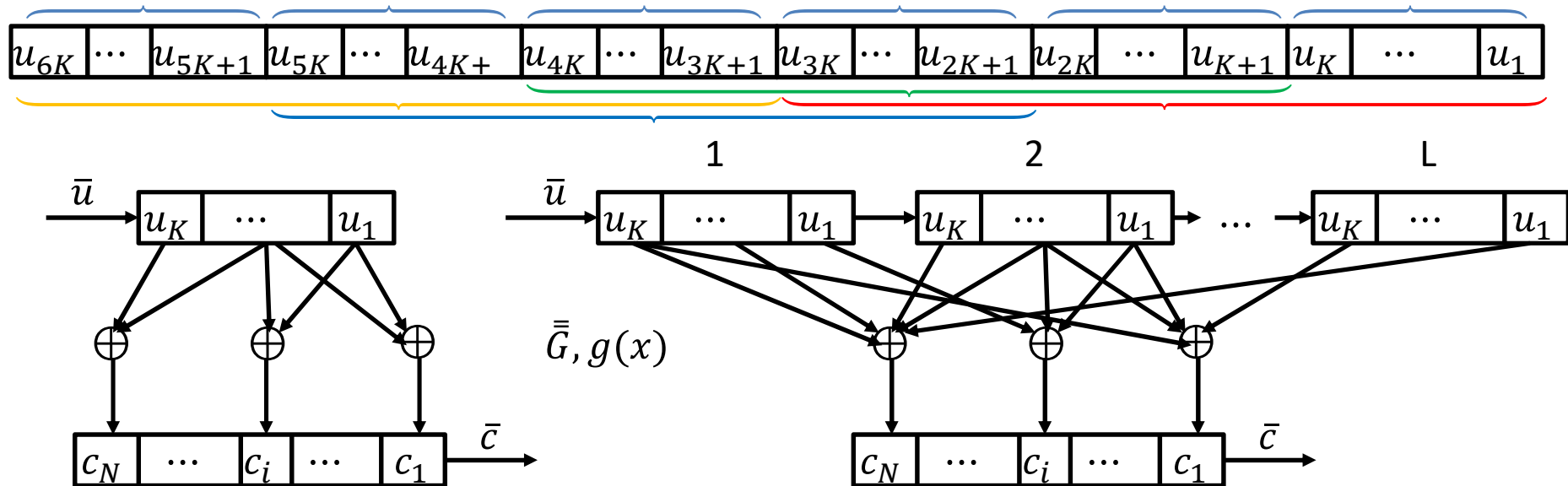
# Convolutional coding, trellis coding, Viterbi (de)coding

Block coding versus convolutional coding: both linear, but convolutional coding have memory

Block diagram of code generation with shift registers:

Block coding (fixed window)

Convolutional coding (moving window)



Parameters of convolutional codes:  $N, K, L, q, R_c = K/N$

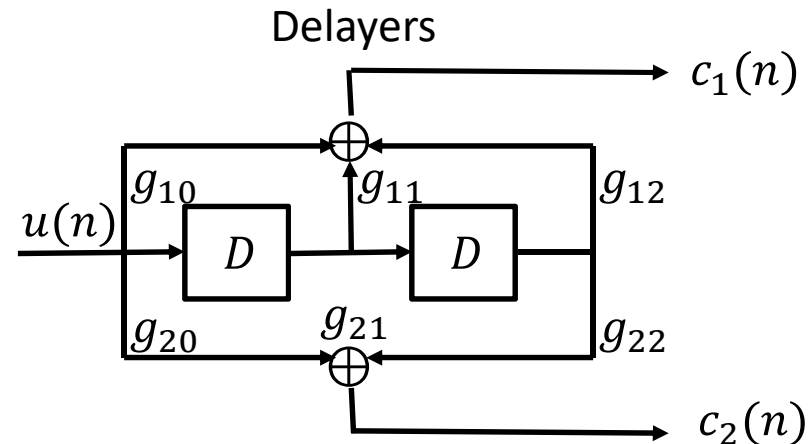
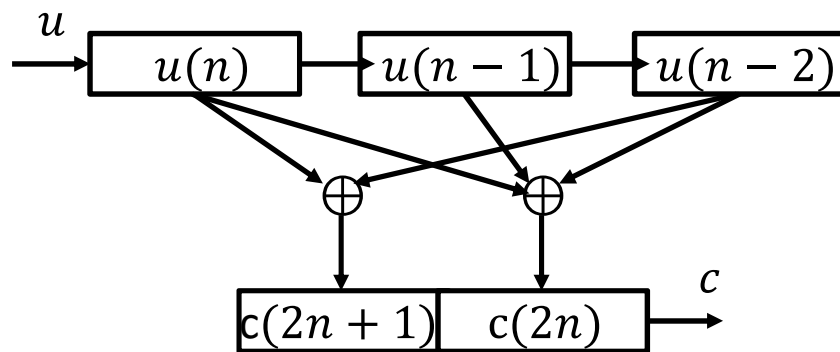
- $N$ : Length of the code vector
- $K$ : Length of the message vector
- $L$ : Constraint length
- $R_c$ : Coding rate
- $q$ : Size of  $GF(q)$ , mostly binary,  $q=2$

# Convolutional coding

Some features:

- **Linear codes**, because remains in the code space
- **Generator polynomials** are **non-trivial**, computer search for appropriate polynomials are necessary; there are no algorithms for defining the polynomials
- There are systematic, but **usually non-systematic codes**
- Possibility for „**soft decoding**”

Example: (N=2, K=1, q=2, L=3); Realization with Registers



$$\bar{g}_1 = [1 \ 1 \ 1] = 7_{octal}$$

$$\bar{g}_2 = [1 \ 0 \ 1] = 5_{octal}$$

$$\bar{c}_1 = \bar{u} * \bar{g}_1, \bar{c}_2 = \bar{u} * \bar{g}_2$$

# Convolutional coding

Generates the code vectors as discrete convolution of the message vector with the generator vectors:

$$\bar{c}(n) = [c_1(n), c_2(n), \dots, c_N(n)],$$
$$c_i(n) = \left( \sum_{j=0}^{L-1} u(n-j) \cdot g_{ij} \right) \text{mod } q$$

Unilateral Z-transform: converts a discrete-time signal  $x(n)$ , which is a sequence of real or complex numbers, into a complex frequency-domain representation  $X(z)$ .

$$X(z) = \mathcal{Z}\{x(n)\} = \sum_{n=0}^{\infty} x_n \cdot z^{-n}$$

In our case discrete –time sequence (i.e.  $u(n)$ ,  $c(n)$ , etc.) of symbols (i.e. GF( $q$ ) elements) into frequency domain. Let use the notation:  $D = z^{-1}$

Transformation of message sequence  $u(n)$  into message polynomial  $U(D)$

$$U(D) = \mathcal{Z}\{u(n)\} = \sum_{j=0}^{\infty} u_j \cdot D^j$$

Transformation of generator sequence  $g_i(n)$  into generator polynomial  $G_i(D)$

$$G_i(D) = \sum_{j=0}^{L-1} g_{ij} \cdot D^j$$

# Convolutional coding

A code polynomial  $C_i(D) = U(D) \cdot G_i(D)$

The code vector polynomial is then the vector of code polynomials

$$\bar{C}(D) = [C_1(D), C_2(D), \dots, C_N(D)] = U(D) \cdot \bar{G}^T(D)$$

Where  $\bar{G}^T(D)$  is the transpose of the vector of generator polynomials

$$\bar{G}(D) = [G_1(D), G_2(D), \dots, G_N(D)]$$

Example: (N=2, K=1, q=2, L=3);

$$G_1(D) = g_{10} + g_{11} \cdot D^1 + g_{12} \cdot D^2 = 1 + D^1 + D^2$$

$$G_2(D) = g_{20} + g_{21} \cdot D^1 + g_{22} \cdot D^2 = 1 + D^2$$

Let the message:  $u(n) = 10011 \dots$

Z-transform:  $U(D) = 1 + D^3 + D^4 + \dots$

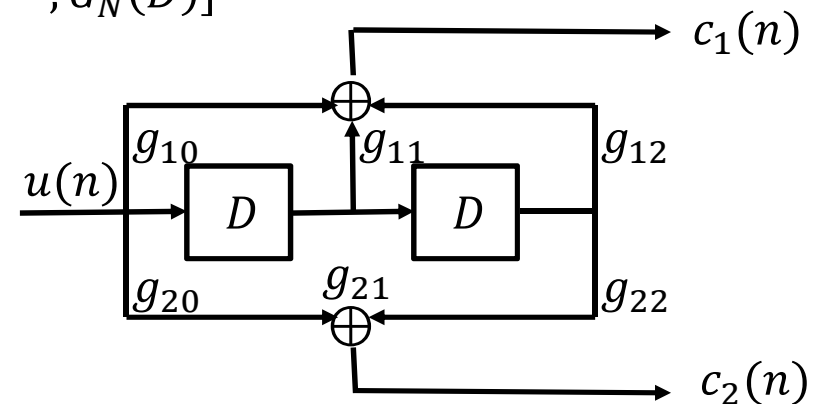
Code polynomials:

$$\begin{aligned} C_1(D) &= U(D) \cdot G_1(D) = 1 + D^3 + D^4 + D + D^4 + D^5 + D^2 + D^5 + D^6 + \dots \\ &= 1 + D + D^2 + D^3 + D^6 + \dots \end{aligned}$$

$$\begin{aligned} C_2(D) &= U(D) \cdot G_2(D) = 1 + D^3 + D^4 + D^2 + D^5 + D^6 + \dots \\ &= 1 + D^2 + D^3 + D^4 + D^5 + D^6 + \dots \end{aligned}$$

$$\bar{C}(D) = [C_1(D), C_2(D)]$$

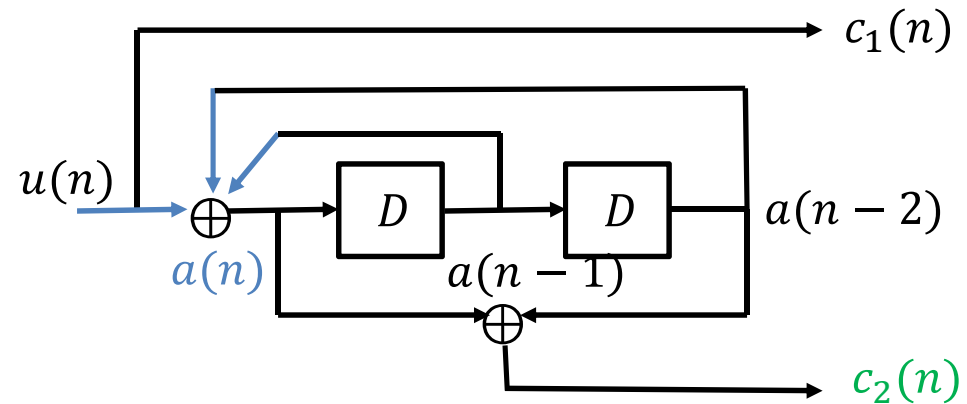
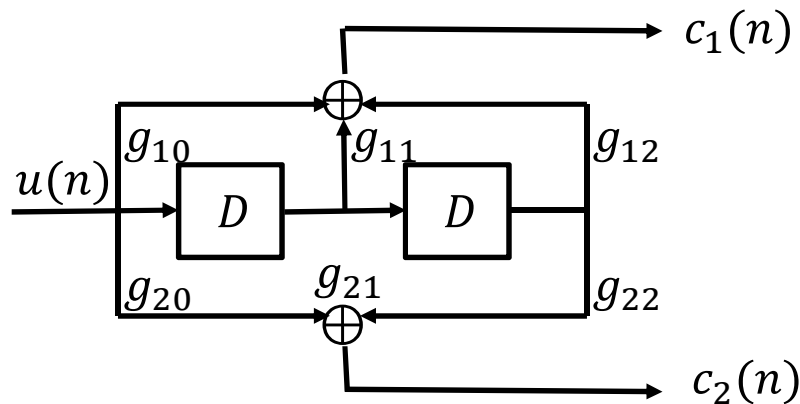
The code sequence:  $c(n) = \begin{matrix} D^0 & D^1 & D^2 & D^3 & D^4 & D^5 & D^6 \\ \widetilde{11} & \widetilde{10} & \widetilde{11} & \widetilde{11} & \widetilde{01} & \widetilde{01} & \widetilde{11} \dots \end{matrix}$



# Systematic versus non-systematic codes

- NSC: **N**on-recursive, non-**S**ystematic, **C**onvolutional codes  
 The current state of the coder is independent from the structure  
 Usual case except turbo coding, where RSC is applied
- RSC: **R**ecursive, **S**ystematic **C**onvolutional codes  
 The current state of the coder depends from the structure

NSC structure      Derive an RSC from an NSC      RSC structure



$$G_1(D) \Rightarrow \tilde{G}_1(D) = 1 \text{ Systematic}$$

$$G_2(D) \Rightarrow \tilde{G}_2(D) = \frac{G_2(D)}{G_1(D)} = \frac{1+D^2}{1+D^1+D^2}$$

$$A(D) = \frac{U(D)}{1+D^1+D^2} \Rightarrow U(D) = A(D) \cdot (1 + D^1 + D^2)$$

$$\tilde{C}_1(D) = U(D) \cdot \tilde{G}_1(D) = U(D)$$

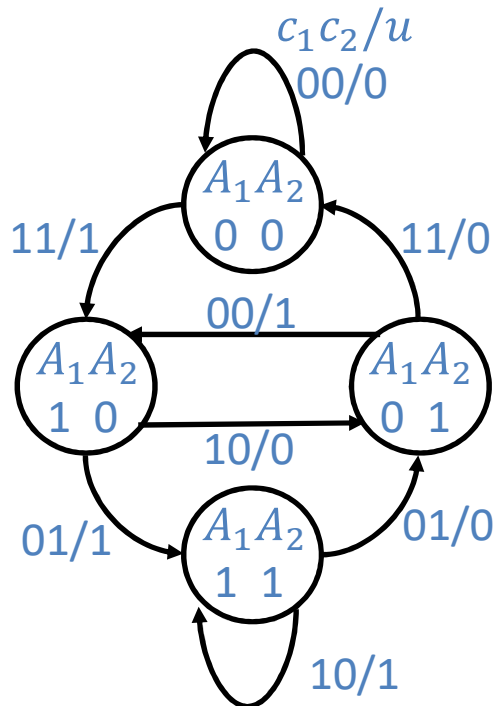
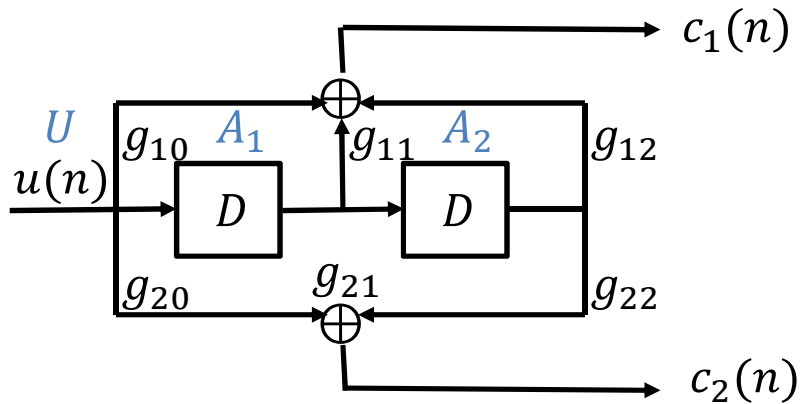
$$\Rightarrow u(n) = a(n) + a(n-1) + a(n-2)$$

$$\tilde{C}_2(D) = U(D) \cdot \tilde{G}_2(D) = \underbrace{\frac{U(D)}{G_1(D)}}_{A(D)} G_2(D)$$

$$\Rightarrow a(n) = u(n) + a(n-1) + a(n-2)$$

# Graphical representation

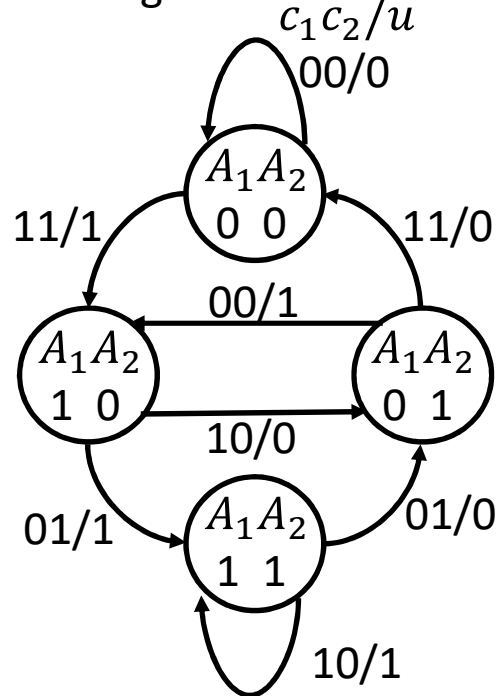
Describing the time behavior of the encoding process: [State diagram](#) versus trellis diagram



| $U$ | $A_1$ | $A_2$ | $c_1$ | $c_2$ |
|-----|-------|-------|-------|-------|
| 0   | 0     | 0     | 0     | 0     |
|     | 0     | 0     |       |       |
| 1   | 0     | 0     | 1     | 1     |
|     | 1     | 0     |       |       |
| 0   | 0     | 1     | 1     | 1     |
|     | 0     | 0     |       |       |
| 1   | 0     | 1     | 0     | 0     |
|     | 1     | 0     |       |       |
| 0   | 1     | 0     | 1     | 0     |
|     | 0     | 1     |       |       |
| 1   | 1     | 0     | 0     | 1     |
|     | 1     | 1     |       |       |
| 0   | 1     | 1     | 0     | 1     |
|     | 0     | 1     |       |       |
| 1   | 1     | 1     | 1     | 0     |
|     | 1     | 1     |       |       |

# Graphical representation

Describing the time behavior of the encoding process: State diagram versus trellis diagram



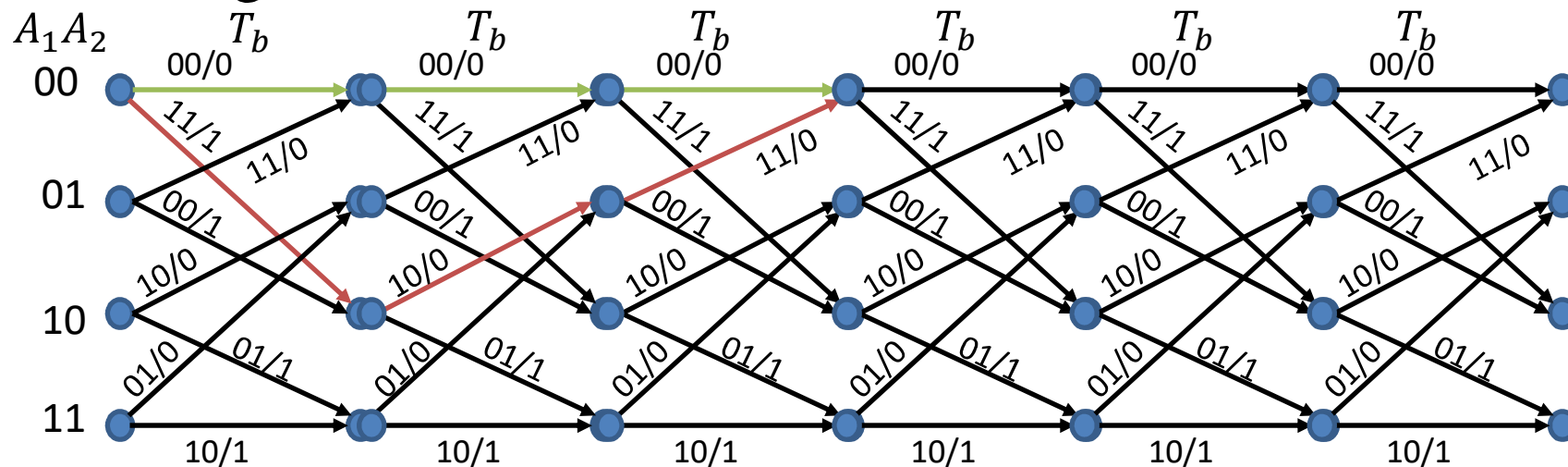
- Each path corresponds to a code symbol sequence
- Hamming distance separate paths

Minimum Hamming distance  $d_{free}$  (=5 in this case)

00 00 00

11 10 11  $d=5$

Decoding: Estimate the most probable path





# Decoding criteria

- MAP – Maximum A-posteriori Probability criteria

$$\hat{c}(n) = \arg \max_{c(n)} \{p(c(n) | v(n))\}; \text{ with a - posteriori } p(c(n) | v(n))$$

*Or equivalently*

$$p(\hat{c}(n) | v(n)) \geq p(c(n) | v(n)) \quad \forall c(n)$$

Multiplying with  $p(v(n))$

$$p(\hat{c}(n) | v(n)) \cdot p(v(n)) \geq p(c(n) | v(n)) \cdot p(v(n)) \quad \forall c(n)$$

According to Bayes criteria

$$p(\hat{c}(n), v(n)) \geq p(c(n), v(n)) \quad \forall c(n)$$

$$p(v(n) | \hat{c}(n)) \cdot p(\hat{c}(n)) \geq p(v(n) | c(n)) \cdot p(c(n)) \quad \forall c(n)$$

Therefore:

$$\hat{c}(n) = \arg \max_{c(n)} \{p(v(n) | c(n)) \cdot p(c(n))\}; \text{ with a - priori } p(c(n))$$

- ML – Maximum Likelihood criteria

$$\hat{c}(n) = \arg \max_{c(n)} \{p(v(n) | c(n))\}; \text{ without a - priori } p(c(n))$$

If  $p(c(n))$  uniform, then MAP  $\equiv$  ML

# Decoding criteria

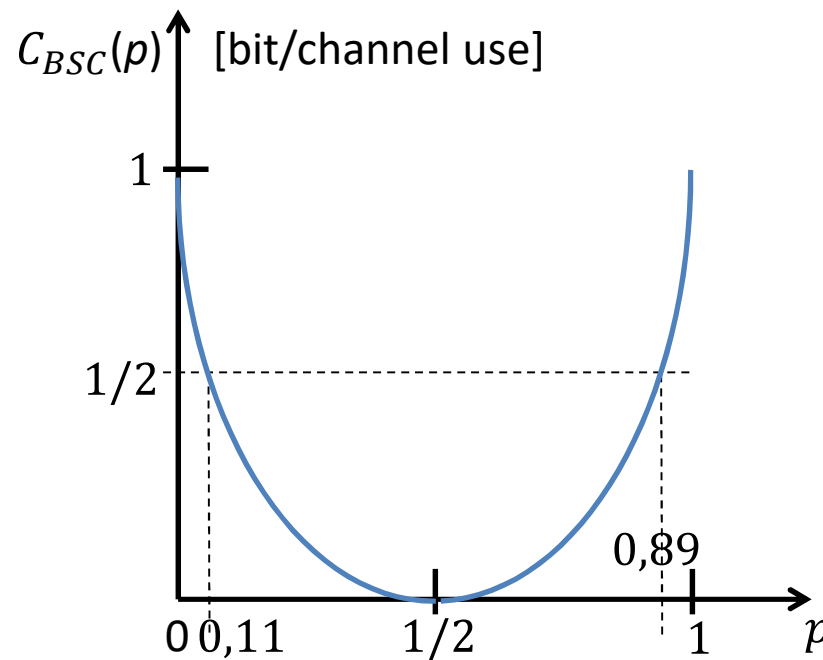
- Maximum Likelihood estimation over BSC with error probability  $p$

$$\hat{c}(n) = \arg \max_{c(n)} \{p(v(n) | c(n))\}$$

For vectors of length  $N$

$$p(\bar{v} | \bar{c}) = (1 - p)^{N-d(\bar{v}, \bar{c})} \cdot p^{d(\bar{v}, \bar{c})} = (1 - p)^N \cdot \left(\frac{p}{1 - p}\right)^{d(\bar{v}, \bar{c})}$$

$$\hat{\bar{c}} = \arg \max_{\bar{c}} \{p(\bar{v} | \bar{c})\} = \arg \min_{\bar{c}} \{d(\bar{v}, \bar{c})\}$$



# Decoding criteria

- Maximum Likelihood (ML) decision

In favor of the vector  $\bar{c}$  from all the possible  $2^N$  vectors (sequence) of length N according to

$$\hat{c} = \arg \max_{\bar{c}} \{p(\bar{v} | \bar{c})\} = \arg \min_{\bar{c}} \{d(\bar{v}, \bar{c})\}$$

Number of required distance calculations:  $2^N$  (exponentially increasing).

- Viterbi algorithm, Maximum Likelihood Sequence Estimation (MLSE)

At closing of alternative routes (starting from the same state and ending at the same state of the trellis) discarding path with higher Hamming distance to the received sequence of length N.

Number of required distance calculations:  $\sim N$  (Linear increasing).

Example: (N=2, K=1, L=3, q=2),  $G_1(D) = 1 + D^1 + D^2$ ,  $G_2(D) = 1 + D^2$

|     |     |     |     |
|-----|-----|-----|-----|
| 0 0 | 0 0 | 0 0 |     |
| 1 1 | 1 0 | 1 1 | d=5 |

Suppose 00 00 00, decision will be wrong, if we receive 3, 4, or 5 errors, e.g. 10 10 10 -> 11 10 11

|     |     |     |     |
|-----|-----|-----|-----|
| 1 1 | 1 1 | 0 1 |     |
| 0 0 | 0 1 | 1 0 | d=5 |

Probability of wrong decision at d=5 over BSC(p)

$$P_{d=5} = \sum_{i=3}^5 \binom{5}{i} \cdot p^i \cdot (1-p)^{5-i}$$

indifferent

# Resulting error probability

- Convolutional coding, Viterbi decoding, BSC(p)

Upper bound of wrong decision probability at  $d$

$$P_d = \begin{cases} \sum_{i=\frac{d+1}{2}}^d \binom{d}{i} \cdot p^i \cdot (1-p)^{d-i} & \text{for } d \text{ odd} \\ \frac{1}{2} \cdot \binom{d}{d/2} \cdot p^{d/2} \cdot (1-p)^{d/2} + \sum_{i=\frac{d}{2}+1}^d \binom{d}{i} \cdot p^i \cdot (1-p)^{d-i} & \text{for } d \text{ even} \end{cases}$$

Upper bound of resulting error probability at  $N \rightarrow \infty$  (at the end of transmission)

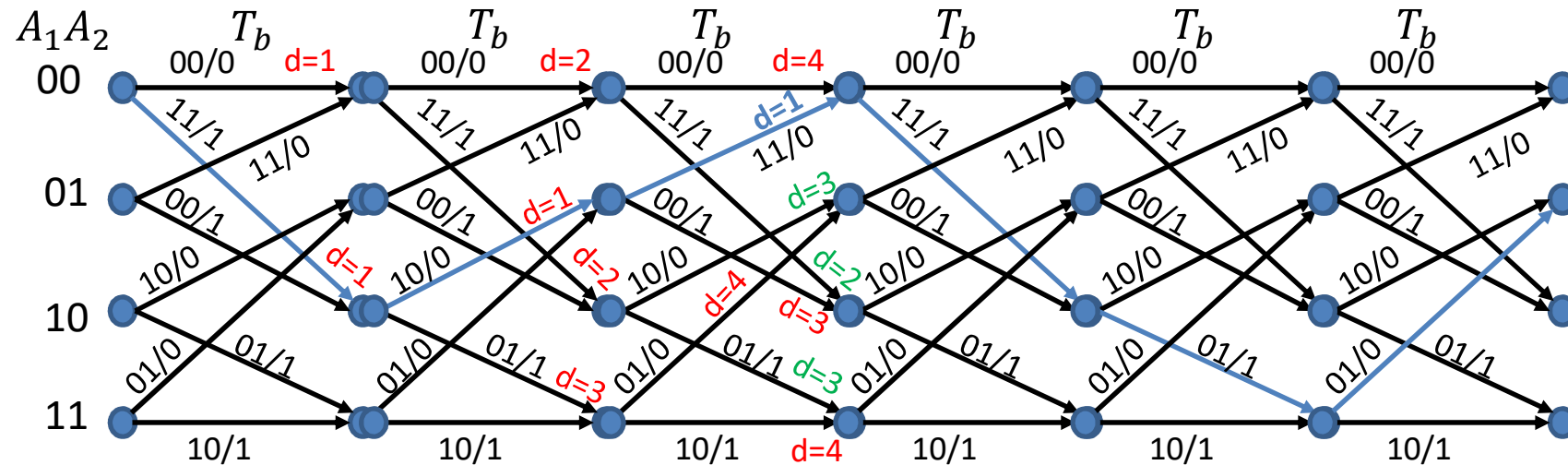
$$P_{e,BSC} < \sum_{d=\frac{d_{free}}{2}}^{\infty} a_d \cdot P_d$$

Where  $a_d$  is the number of closing of alternative routes (loops) with Hamming  $d$  of constructing paths.


For BPSK over AWGN with SNR  $P_e < \sum_{d=d_{free}}^{\infty} \text{erfc} \sqrt{SNR \cdot R_c \cdot d}$

# Example: Trellis diagram

- Example parameter of convolutional coding ( $N=2, K=1, L=3, q=2$ )
- Encoding the Message sequence  $u(n)$  into Code vector sequence  $\bar{c}(n)$
- Cumulate the Hamming distance from the Received vector sequence  $\bar{v}(n)$  along all possible path
- Estimate the most probable path

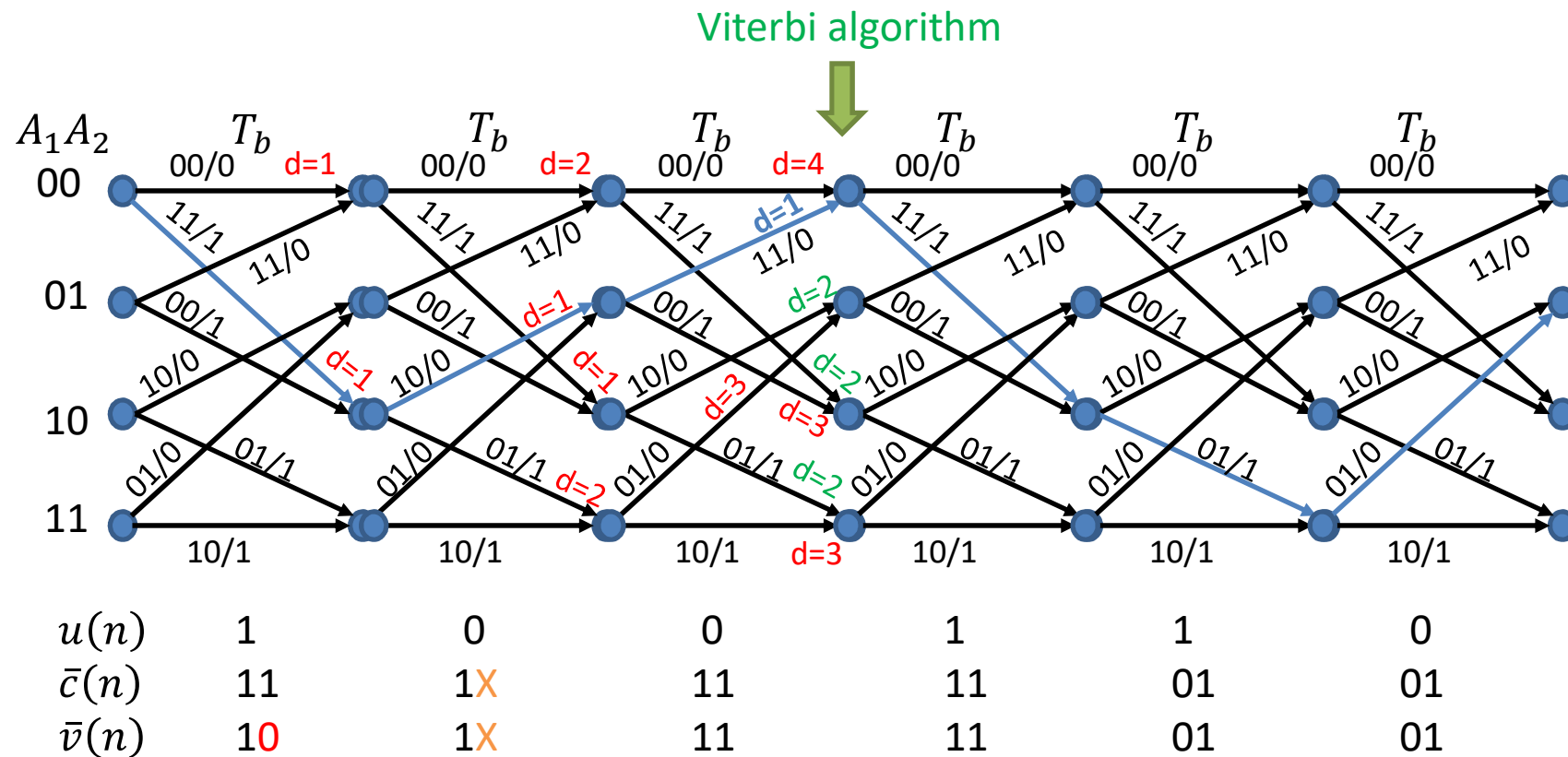


|              |    |    |    |    |    |    |
|--------------|----|----|----|----|----|----|
| $u(n)$       | 1  | 0  | 0  | 1  | 1  | 0  |
| $\bar{c}(n)$ | 11 | 10 | 11 | 11 | 01 | 01 |
| $\bar{v}(n)$ | 10 | 10 | 11 | 11 | 01 | 01 |


  
 Decision here

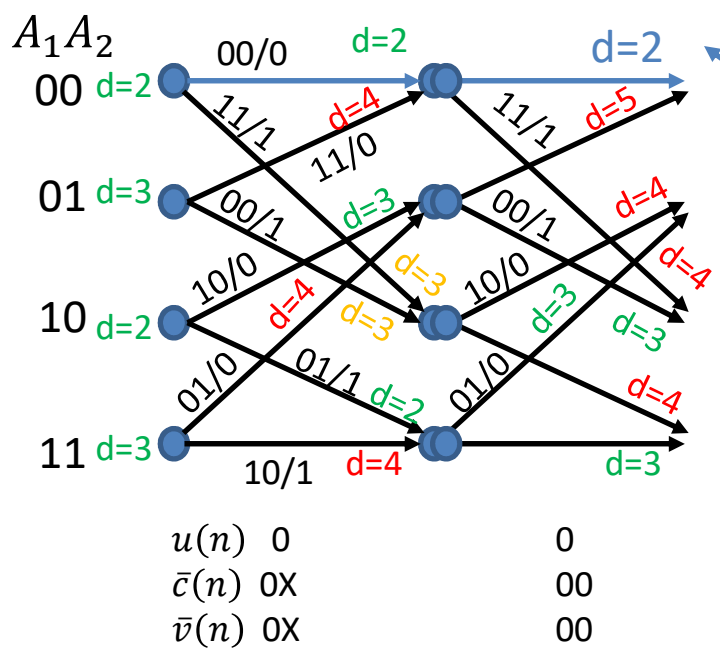
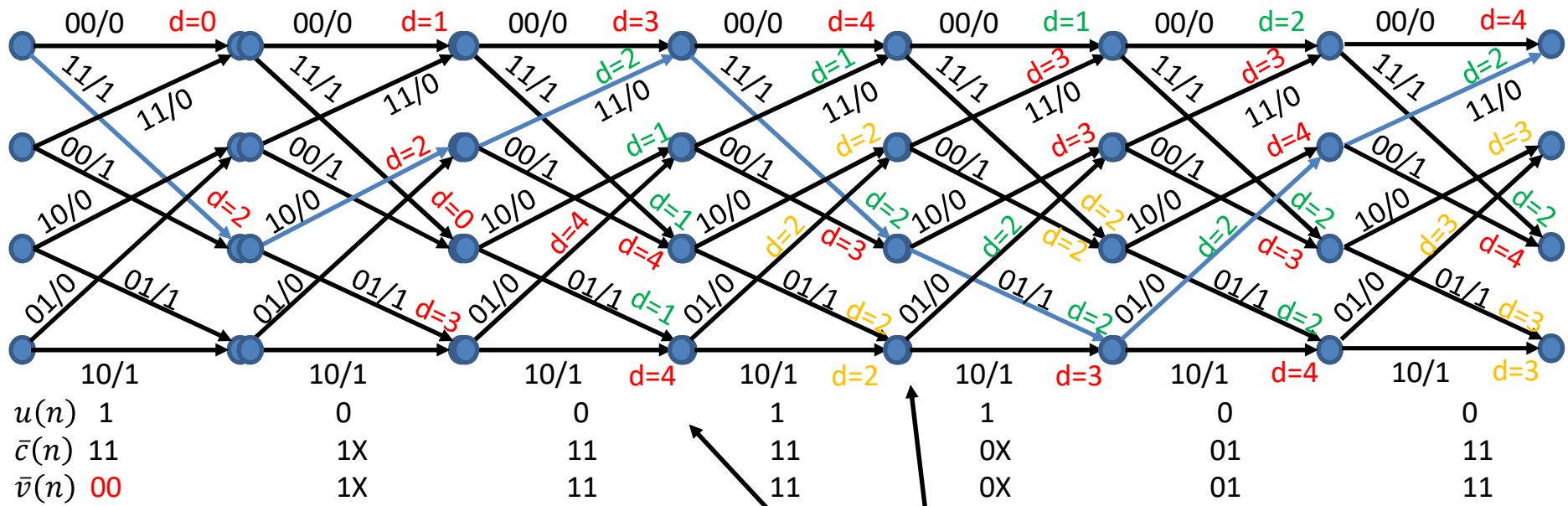
# Puncturing

- Indifferent code symbols could be avoided by transmission
- Even other code symbols could be avoided adapting the coding rate  $R_c$  to the channel quality



Hamming (N=7, K=4, q=2)  
 $R_c = 4/7 \cong 0,6$

versus Punctured convolutional coding (N=2, K=1, L=3, q=2)  
 $R_c = 3/5 = 0,6$



Decision when?

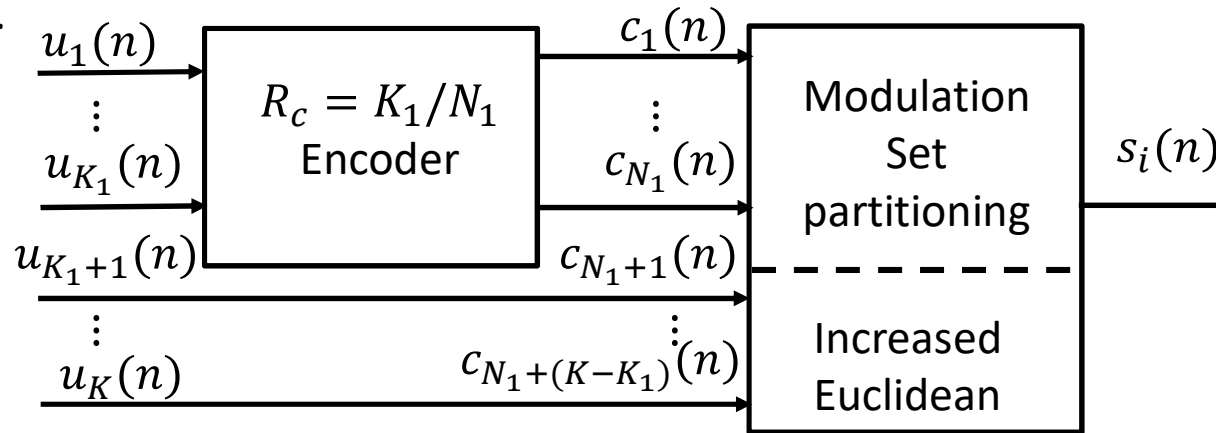
Optimally at the end of transmission

Corrected 2 errors at approximately the same  $R_c$

# Coded Modulation

**Goal:** Increasing Euclidean distance using set partitioning. Redundant modulation symbols.

**Advantage** at Demodulation: Protection of subset selection by encoding, increased distance inside the subset.



Example:  $K = 2, K_1 = 1, N_1 = 2, R_c = \frac{1}{2}$

Convolutional Encoder  
8PSK Modulation

