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Computation of $\frac{E_b}{N_0}$:

Our modulation is BPSK

i.e., signal power = 1

Rate of turbo code is $\frac{1}{3}$

i.e., for one bit transmission we use 3 signals ^{BPSK}

BPSK modulated signals have power 1

3 signals have power 3 $\rightarrow R$ is code rate

In general $E_s = R E_b \rightarrow E_b = \frac{E_s}{R}$

$E_b = 3$ in our case

$$\frac{E_b}{N_0} \text{ dB} = 10 \log_{10} \frac{E_s}{N_0} \rightarrow \frac{E_b}{N_0} = 10 \frac{E_s}{N_0} \text{ dB} \times \frac{1}{10}$$

$$\sigma^2 = \frac{N_0}{2} \rightarrow \frac{E_b}{N_0} = 10 \frac{E_s}{N_0} \text{ dB} \times \frac{1}{10}$$

$$E_b = \frac{1}{R} E_s \rightarrow \frac{\frac{1}{R} E_s}{2 \sigma^2} = 10 \frac{E_s}{N_0} \text{ dB} \times \frac{1}{10}$$

$E_s \rightarrow 1$ for BPSK

$$\Rightarrow \sigma^2 = \frac{1}{2R \frac{E_b}{N_0}}$$

$$\sigma^2 = \frac{1}{2R E_b/N_0}$$

(1)

Turbo Code Simulations

$$\frac{\overline{E_b}}{N_0} \text{ dB} = [0 \quad 0.1 \quad 0.2 \quad \dots \quad 4]$$

for (indx=0; indx < length($\frac{\overline{E_b}}{N_0} \text{ dB}$); indx++)

$$\frac{E_b}{N_0} \text{ dB} = \frac{\overline{E_b}}{N_0} \text{ dB}(\text{indx}), \quad \leftarrow \text{get a value of } \frac{E_b}{N_0} \text{ dB}$$

$$\frac{E_b}{N_0} = 10^{\frac{\frac{E_b}{N_0} \text{ dB}}{10}} \quad ; \quad \leftarrow \text{calculate real } \frac{E_b}{N_0}$$

$$\text{Code Rate} = 1/3 \quad \leftarrow \text{Turbo code rate without trellis termination}$$

$$\sigma^2 = \frac{1}{2 \text{ codeRate} \times \frac{E_b}{N_0}} \quad \rightarrow \text{noise variance (noise power)}$$

initialize variables here \leftarrow

do \leftarrow enter to a loop

data \leftarrow generate data bit frame

codeword \leftarrow turbo encode data

signal \leftarrow BPSK modulate codeword

noise \leftarrow generate noise with variance σ^2
(noise has zero mean, Gaussian)

$$\text{received signal} = \text{signal} + \text{noise}$$

resolved \leftarrow decode received signal
and decide on the transmitted bits

$$\text{difference} = \text{data} - \text{resolved};$$

$$\text{sm} = \text{sum}(\text{abs}(\text{difference}));$$

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if sm != 0 ← if sm not equal to zero

tot-bit-error = tot-bit-error + sm ← add it to total bit error

errFrame++; ← increment error frame number

frmNumber++

← increment data frame number

} else

frmNumber++

}

} while (errFrame < 50)

ber = tot-bit-error / frmNumber * 1024

logber = log ber;
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BER(indx) = logber;

} → end of the for loop

initialize variables include the following
tot-bit-error = 0; frmNumber = 0
errFrame = 0;

3) Trellis termination for Turbo Encoders:

