

P(e) for a Rayleigh fading channel

$$r(t) = \sum_{i=1}^M c_i(t) s_i(t) + n(t)$$

AWGN

Circular Gaussian Random Process

$$c(t) = c_I(t) + j c_Q(t) \sim \mathcal{N}(0, \begin{bmatrix} \sigma^2 & 0 \\ 0 & \sigma^2 \end{bmatrix})$$

Rayleigh

Envelope

$$r(t) = \sqrt{c_I^2(t) + c_Q^2(t)} e^{j\phi(t)}$$



$$c(t) = \alpha(t) e^{j\phi(t)}$$

$s_1(t) = \cos(2\pi f_c t)$
 $s_2(t) = \sin(2\pi f_c t)$
 $c(t) = c_I(t) + j c_Q(t)$

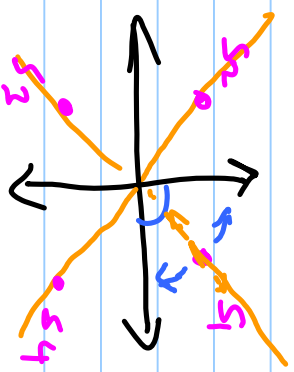
Assuming a slowly fading **frequency non-selective** model

$$m(t) = \sum_k I(k) g(t - kT)$$

symbol duration



How much does $a(t)$ & $\phi(t)$ change in T secs?



$\sqrt{E_s}$

$$c = a e^{j\phi}$$



$$\frac{BPSK}{T} \rightarrow s_m(t)$$

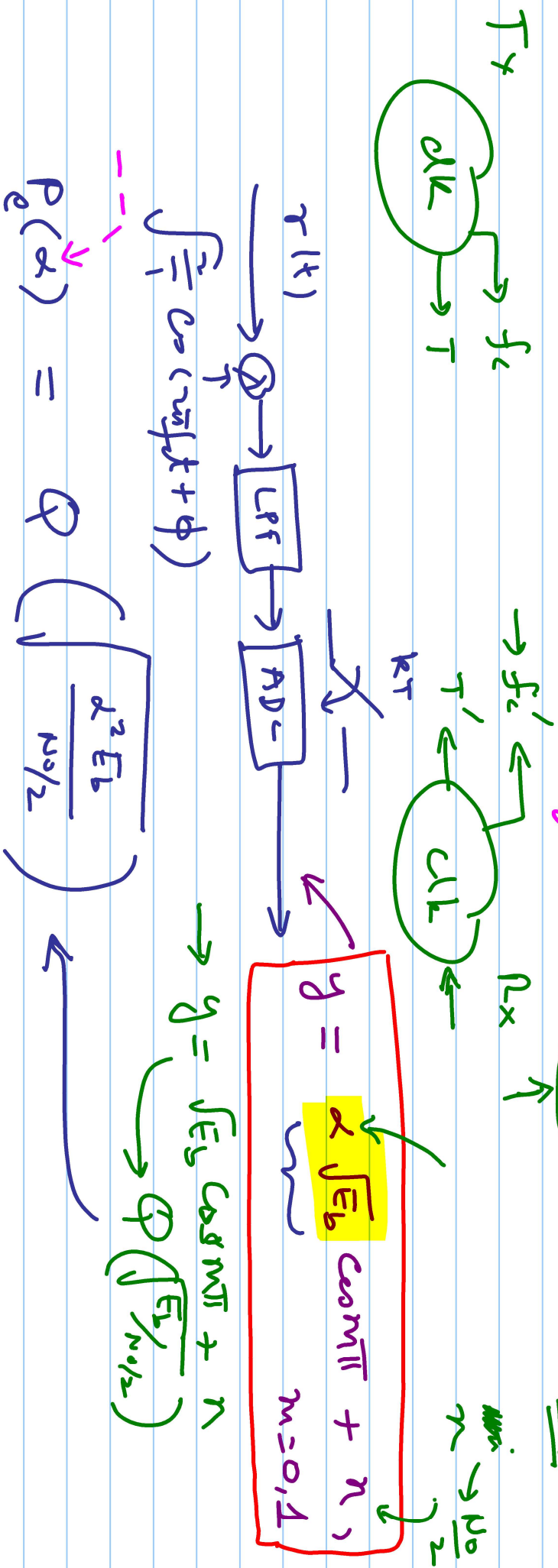
$$\sqrt{\frac{2E_s}{T}} \cos(2\pi f_c t + m\pi)$$

$$r_T \rightarrow r(t) = \sqrt{\frac{2E_s}{T}} \cos(2\pi f_c t + m\pi + \phi) + n(t)$$

$kT \leq t < (k+1)T$
NT

Assuming that the R_x can generate \Rightarrow ideal freq. sync + phase-sync: $\sqrt{\frac{2}{T}} \cos(2\pi f_c t + \phi)$

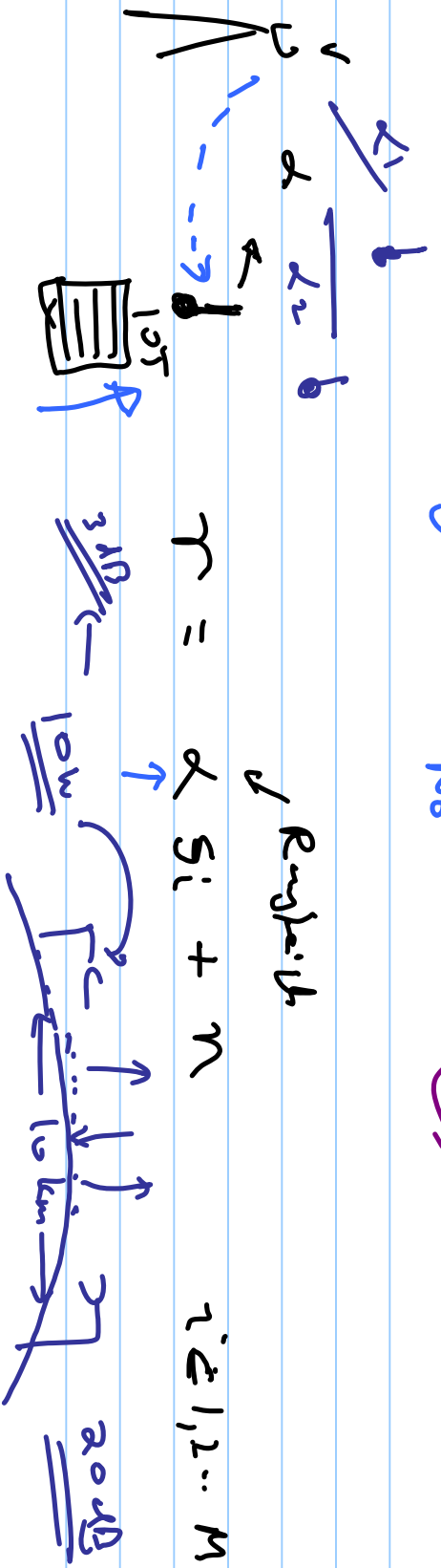
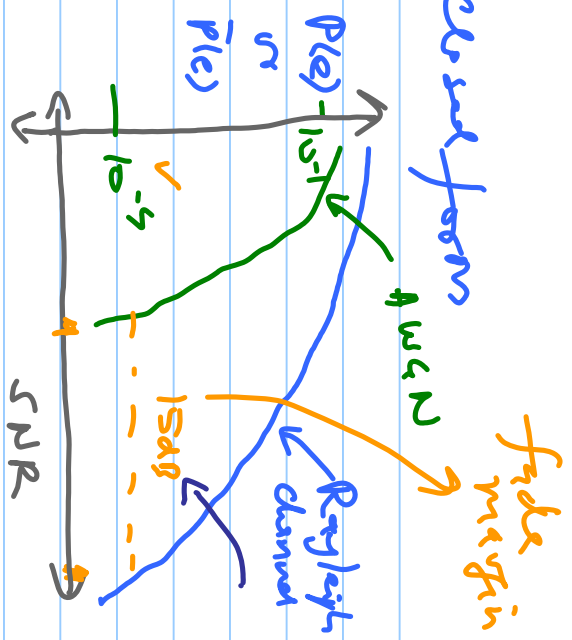
\Rightarrow (locally) \rightarrow PLL $\rightarrow \cos(2\pi f_c t)$



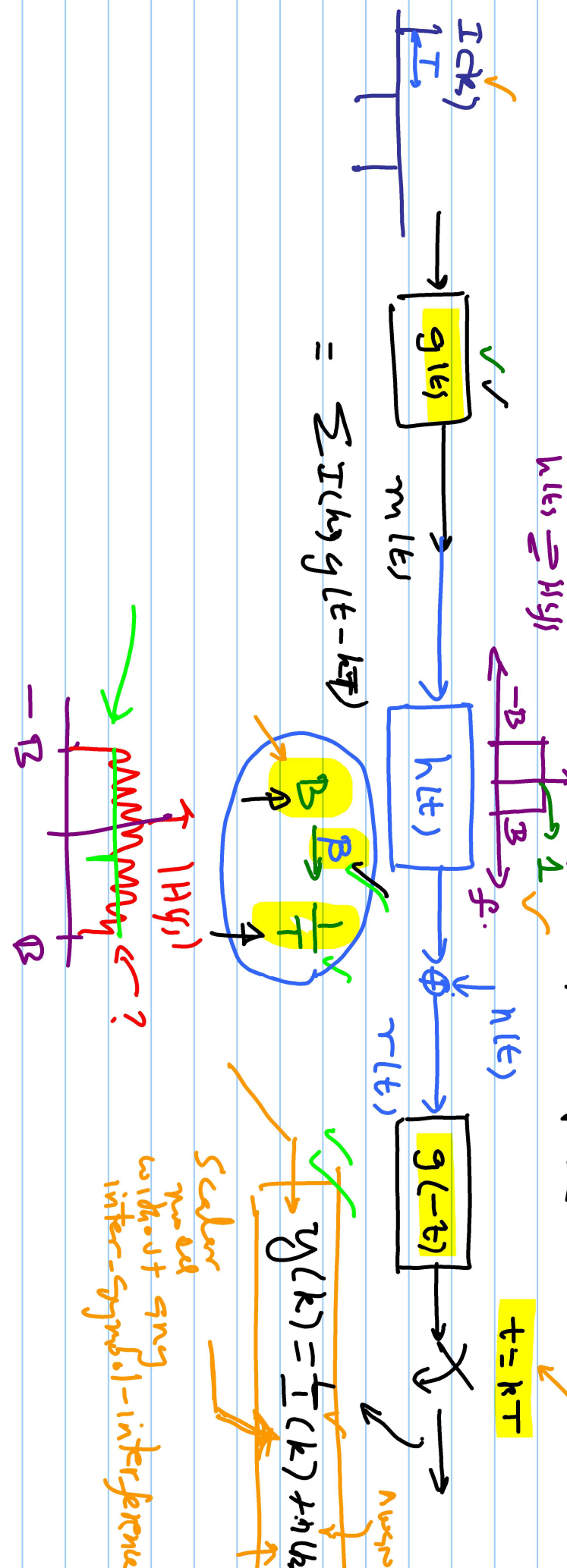
$$\bar{P}(e) = \int_0^{\infty} P_e(\alpha) f(\alpha) d\alpha$$

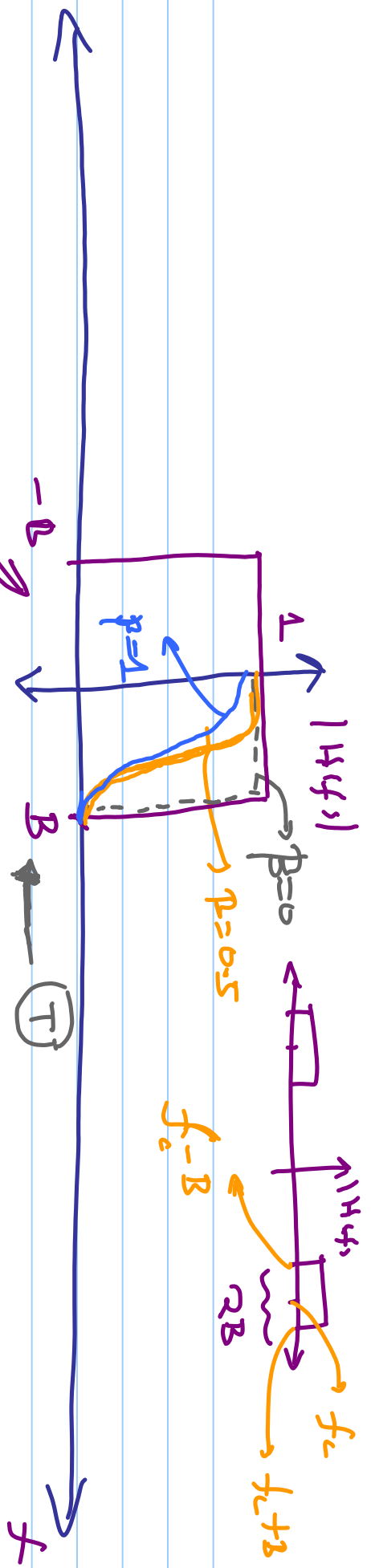
$$\bar{P}(e) = \frac{1}{2} \left[1 - \sqrt{\frac{\gamma_b}{1 + \gamma_b}} \right]$$

where $\gamma_b = \frac{E_b}{N_0} E(\alpha^2)$
 σ^2



2. Signalling Through Band-limited Channels





$g(t)$ ——— Low-pass
 $\left. \begin{array}{l} \rightarrow \text{sinc}(\cdot) \rightarrow \beta = 0 \\ \rightarrow \text{RC} \quad 0 < \beta \leq 1 \end{array} \right\} \rightarrow \frac{1}{2T} = B \rightarrow \frac{(1+\beta)}{2T}$

