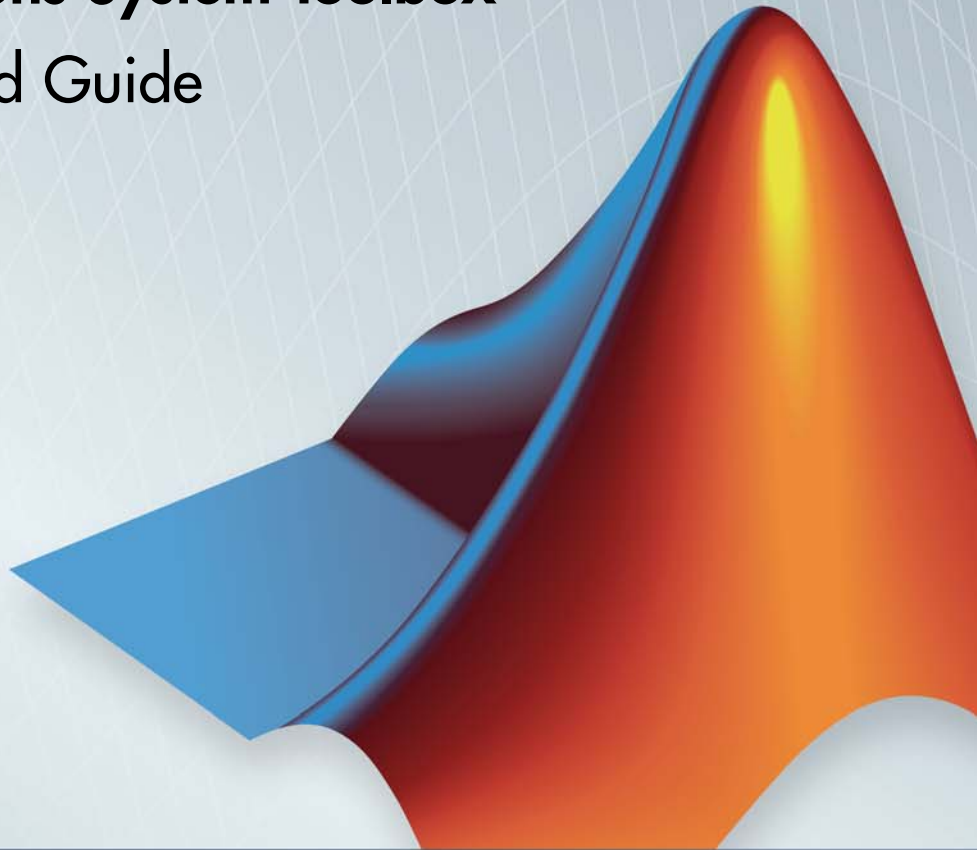


Communications System Toolbox™

Getting Started Guide

R2013a



MATLAB® & SIMULINK®



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Communications System Toolbox™ Getting Started Guide

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Revision History

April 2011	First printing	New for Version 5.0 (Release 2011a)
September 2011	Online only	Revised for Version 5.1 (Release 2011b)
March 2012	Online only	Revised for Version 5.2 (Release 2012a)
September 2012	Online only	Revised for Version 5.3 (Release 2012b)
March 2013	Online only	Revised for Version 5.4 (Release 2013a)

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Product Description

Design and simulate the physical layer of communication systems

Communications System Toolbox™ provides algorithms and tools for the design, simulation, and analysis of communications systems. These capabilities are provided as MATLAB® functions, MATLAB System objects, and Simulink® blocks. The system toolbox includes algorithms for source coding, channel coding, interleaving, modulation, equalization, synchronization, and channel modeling. Tools are provided for bit error rate analysis, generating eye and constellation diagrams, and visualizing channel characteristics. The system toolbox also provides adaptive algorithms that let you model dynamic communications systems that use OFDM, OFDMA, and MIMO techniques. Algorithms support fixed-point data arithmetic and C or HDL code generation.

Key Features

- Algorithms for designing the physical layer of communications systems, including source coding, channel coding, interleaving, modulation, channel models, MIMO, equalization, and synchronization
- GPU-enabled System objects for computationally intensive algorithms such as Turbo, LDPC, and Viterbi decoders
- Interactive visualization tools, including eye diagrams, constellations, and channel scattering functions
- Graphical tool for comparing the simulated bit error rate of a system with analytical results
- Channel models, including AWGN, Multipath Rayleigh Fading, Rician Fading, MIMO Multipath Fading, and LTE MIMO Multipath Fading
- Basic RF impairments, including nonlinearity, phase noise, thermal noise, and phase and frequency offsets
- Algorithms available as MATLAB functions, MATLAB System objects, and Simulink blocks
- Support for fixed-point modeling and C and HDL code generation

System Setup

In this section...

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“Configure the Simulink Environment for Communications Models” on page 1-3

Required Products

The Communications System Toolbox product is part of a family of MathWorks® products. You need to install several products to use this product. For more information about the required products, see the MathWorks website, at <http://www.mathworks.com/products/communications/requirements.html>.

Expected Background

This documentation assumes that you already have background knowledge in the subject of digital communications. If you do not yet have this background, then you can acquire it using a standard communications text or the books listed in the Selected Bibliography subsections that accompany many topics.

The discussion and examples in this section are aimed at new users. Continue reading and try the examples. Then, read the subsequent content that pertains to your specific areas of interest. As you learn which System object™, block, or function you want to use, refer to the online reference pages for more information.

Configure the Simulink Environment for Communications Models

Using commstartup.m

The Communications System Toolbox product provides a file, `commstartup.m`. This file changes the default Simulink model settings to values more appropriate for the simulation of communication systems. The changes apply

to new models that you create later in the MATLAB® session, but not to previously created models.


Note The DSP System Toolbox™ application includes a similar `dspstartup` script, which assigns different model settings. For modeling communication systems, you should use `commstartup` alone.

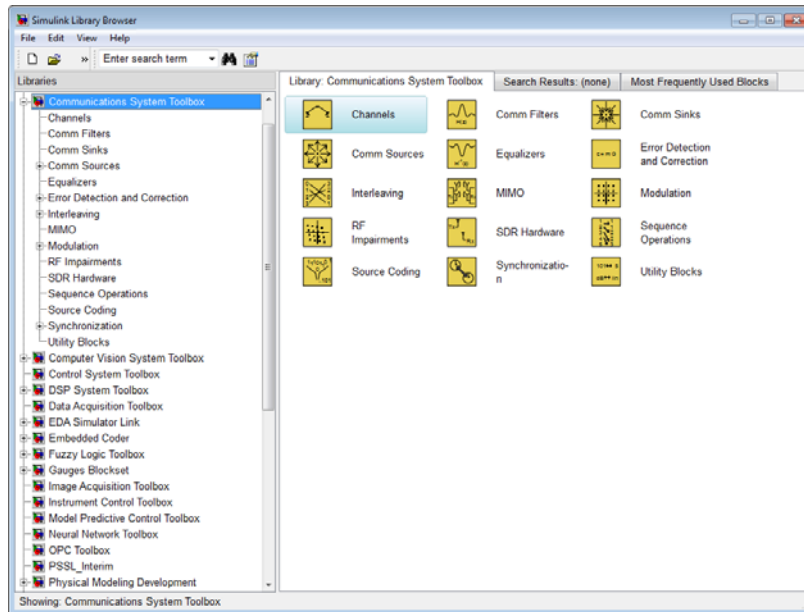
To install the communications-related model settings each time you start MATLAB, invoke `commstartup` from your `startup.m` file. The settings in `commstartup` cause models to:

- Use the variable-step discrete solver in single-tasking mode
- Use starting and ending times of 0 and `Inf`, respectively
- Avoid producing a warning or error message for inherited sample times in source blocks
- Set the Simulink Boolean logic signals parameter to `Off`
- Avoid saving output or time information to the workspace
- Produce an error upon detecting an algebraic loop
- Inline parameters if you use the Model Reference feature of Simulink

If your communications model does not work well with these default settings, you can change each of the individual settings as the model requires.

Access the Block Libraries

To view the block libraries for the products you have installed, type `simulink` at the MATLAB prompt (or click the Simulink button  on the MATLAB toolbar). The Simulink Library Browser appears.



Simulink Library Browser

The left pane displays the installed products, each of which has its own library of blocks. To open a library, click the **+** sign next to the product name in the left pane. This displays the contents of the library in the right pane.

You can find the blocks you need to build communications system models in the Communications System Toolbox, DSP System Toolbox, and Simulink libraries.

Alternatively, you can access the main Communications System Toolbox block library by entering `commlib` at the MATLAB command line.

System Simulation

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QAM System BER Computation Using Simulink

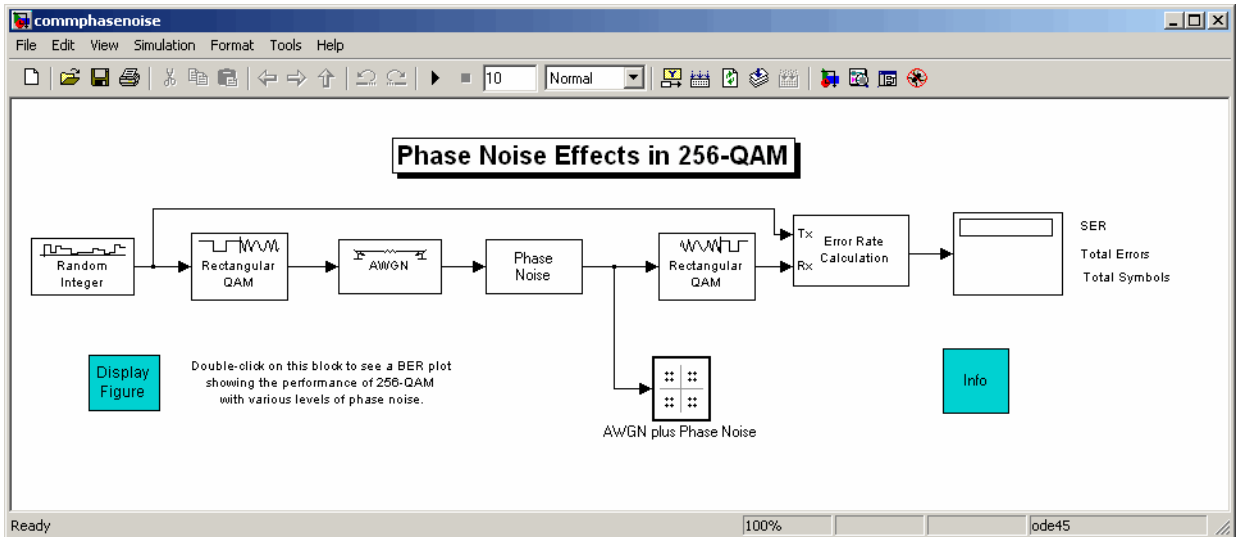
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Section Overview

This section describes an example model of a communications system. The model displays a scatter plot of a signal with added noise. The purpose of this section is to familiarize you with the basics of Simulink models and how they function.

Opening the Model

To open the model, first start MATLAB. In the MATLAB Command Window, enter `commphasenoise` at the prompt. This opens the model in a new window, as shown in the following figure.



Overview of the Model

The model shown in the preceding section, “Opening the Model” on page 2-2, simulates the effect of phase noise on quadrature amplitude modulation (QAM) of a signal. The Simulink model is a graphical representation of a mathematical model of a communication system that generates a random signal, modulates it using QAM, and adds noise to simulate a channel. The model also contains components for displaying the symbol error rate and a scatter plot of the modulated signal.

The blocks and lines in the Simulink model describe mathematical relationships among signals and states:

- The Random Integer Generator block, labeled Random Integer, generates a signal consisting of a sequence of random integers between zero and 255
- The Rectangular QAM Modulator Baseband block, to the right of the Random Integer Generator block, modulates the signal using baseband 256-ary QAM.
- The AWGN Channel block models a noisy channel by adding white Gaussian noise to the modulated signal.

- The Phase Noise block introduces noise in the angle of its complex input signal.
- The Rectangular QAM Demodulator Baseband block, to the right of the Phase Noise block, demodulates the signal.

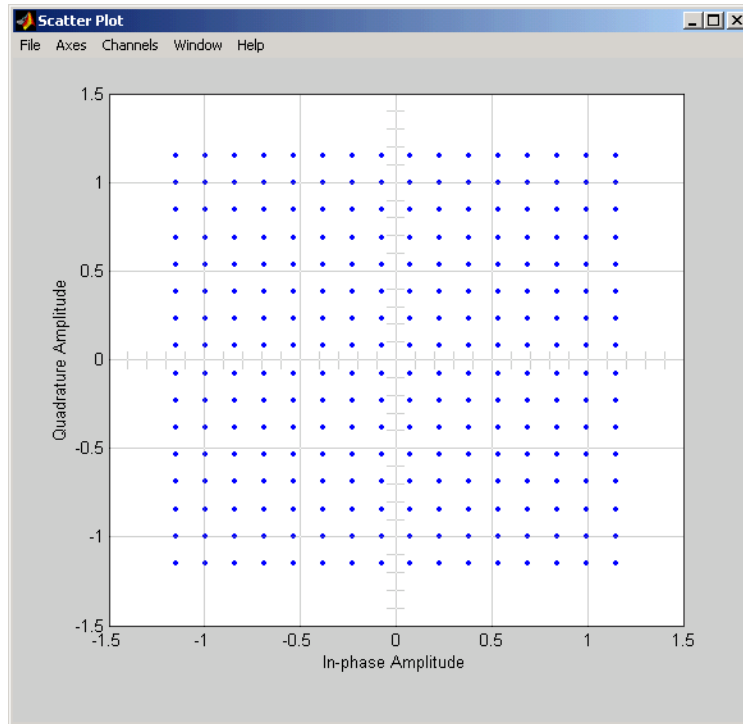
In addition, the following blocks in the model help you interpret the simulation:

- The Discrete-Time Scatter Plot Scope block, labeled AWGN plus Phase Noise, displays a scatter plot of the signal with added noise.
- The Error Rate Calculation block counts symbols that differ between the received signal and the transmitted signal.
- The Display block, at the far right of the model window, displays the symbol error rate (SER), the total number of errors, and the total number of symbols processed during the simulation.

All these blocks are included in Communications System Toolbox and Simulink applications. You can find more detailed information about these blocks by right-clicking the block and selecting **Help** from the context menu.

Quadrature Amplitude Modulation

This model simulates quadrature amplitude modulation (QAM), which is a method for converting a digital signal to a complex signal. The model modulates the signal onto a sequence of complex numbers that lie on a lattice of points in the complex plane, called the *constellation* of the signal. The constellation for baseband 256-ary QAM is shown in the following figure.

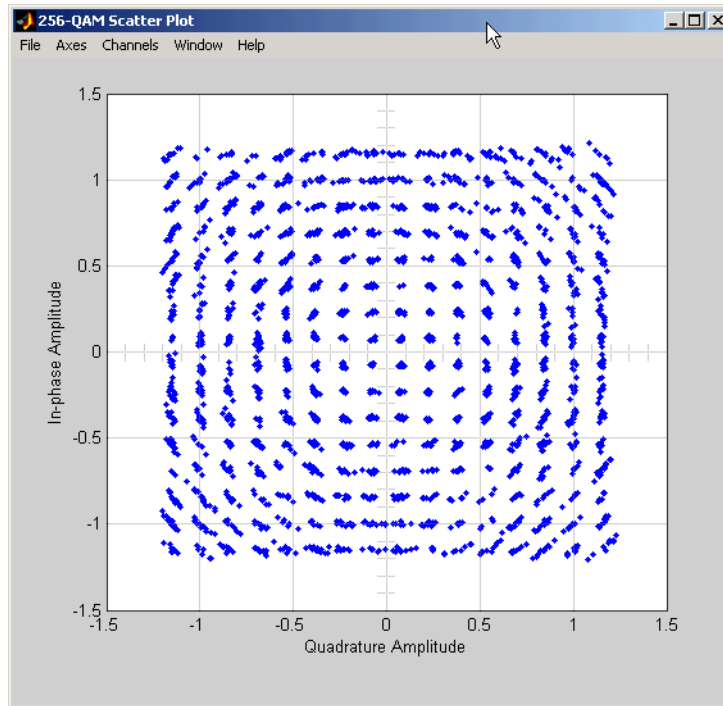


Constellation for 256-ary QAM

Run a Simulation

To run a simulation, select **Simulation > Run** from the top of the model window. The simulation stops automatically at the **Stop time**, which is specified in the **Configuration Parameters** dialog box. You can stop the simulation at any time by selecting **Stop** from the **Simulation** menu at the top of the model window (or, on Microsoft Windows, by clicking the **Stop** button on the toolbar).

When you run the model, a new window appears, displaying a scatter plot of the modulated signal with added noise, as shown in the following figure.

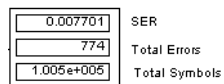


Scatter Plot of Signal Plus Noise

The points in the scatter plot do not lie exactly on the constellation shown in the figure because of the added noise. The radial pattern of points is due to the addition of phase noise, which alters the angle of the complex modulated signal.

Display the Error Rate

The Display block displays the number of errors introduced by the channel noise. When you run the simulation, three small boxes appear in the block, as shown in the following figure, displaying the vector output from the Error Rate Calculation block.



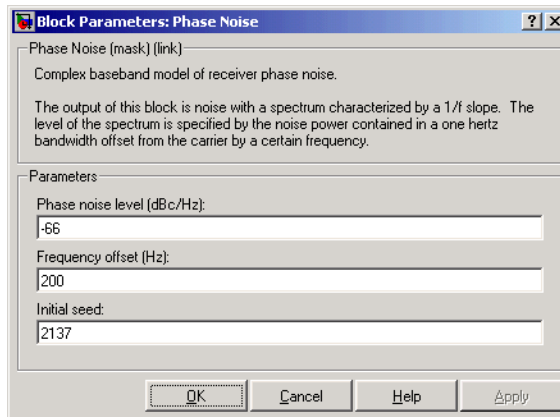
Error Rate Display

The block displays the output as follows:

- The first entry is the symbol error rate (SER).
- The second entry is the total number of errors.
- The third entry is the total number of comparisons made. The notation $1e+004$ is shorthand for 10^4 .

Set Block Parameters

You can control the way a Simulink block functions by setting its parameters. To view or change a block's parameters, double-click the block. This opens a dialog box, sometimes called the block's *mask*. For example, the dialog box for the Phase Noise block is shown in the following figure.



Dialog for the Phase Noise Block

To change the amount of phase noise, click in the **Phase noise level (dBc/Hz)** field and enter a new value. Then click **OK**.

Alternatively, you can enter a variable name, such as `phasenoise`, in the field. You can then set a value for that variable in the MATLAB Command Window, for example by entering `phasenoise = -60`. Setting parameters in the Command Window is convenient if you need to run multiple simulations with different parameter values.

You can also change the amount of noise in the AWGN Channel block. Double-click the block to open its dialog box, and change the value in the **Es/No** parameter field. This changes the signal to noise ratio, in dB. Decreasing the value of **Es/No** increases the noise level.

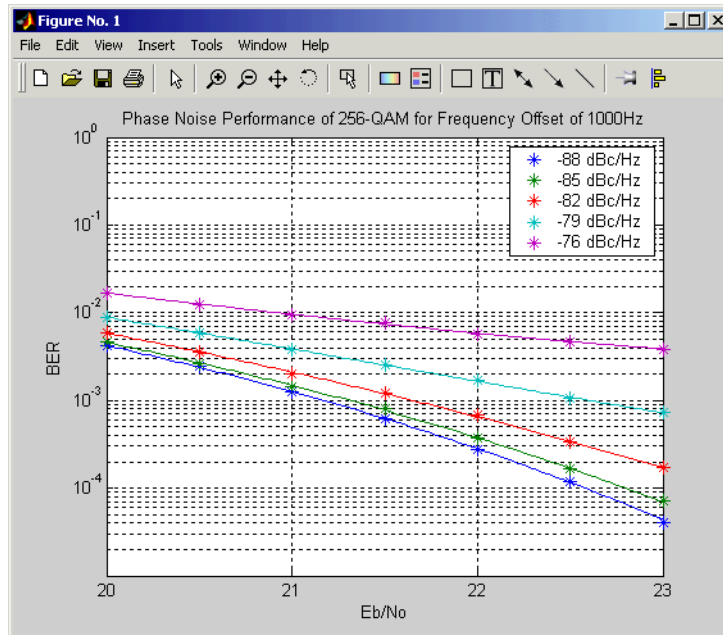
You can experiment with the model by changing these or other parameters and then running a simulation. For example,

- Change **Phase noise level (dBc/Hz)** to -150 in the dialog box for the Phase Noise block.
- Change **Es/No** to 100 in the dialog for the AWGN Channel block.

This removes nearly all noise from the model. When you now run a simulation, the scatter plot appears as in the figure Constellation for 256-ary QAM on page 2-5.

Display a Phase Noise Plot

Double-click the block labeled “Display Figure” at the bottom left of the model window. This displays a plot showing the results of multiple simulations.



BER Plot at Different Noise Levels

Each curve is a plot of bit error rate as a function of signal to noise ratio for a fixed amount of phase noise.

You can create plots like this by running multiple simulations with different values for the **Phase noise level (dBc/Hz)** and **Es/No** parameters.

QAM System BER Computation Using MATLAB

In this section...

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“Plot Signal Constellations” on page 2-17

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Section Overview

Communications System Toolbox software implements a variety of communications-related tasks. Many of the functions in the toolbox perform computations associated with a particular component of a communication system, such as a demodulator or equalizer. Other functions are designed for visualization or analysis.

While the later chapters of this document discuss various features in more depth, this section builds an example step-by-step to give you a first look at the Communications System Toolbox software. This section also shows how Communications System Toolbox functionalities build upon the computational and visualization tools in the underlying MATLAB environment.

Modulate a Random Signal

This first example addresses the following problem:

Problem Process a binary data stream using a communication system that consists of a baseband modulator, channel, and demodulator. Compute the system’s bit error rate (BER). Also, display the transmitted and received signals in a scatter plot.

The following table indicates the key tasks in solving the problem, along with relevant Communications System Toolbox functions. The solution arbitrarily chooses baseband 16-QAM (quadrature amplitude modulation) as

the modulation scheme and AWGN (additive white Gaussian noise) as the channel model.

Task	Function or Method
Generate a random binary data stream	<code>randi</code>
Modulate using 16-QAM	modulate method on <code>modem.qammod</code> object
Add white Gaussian noise	<code>awgn</code>
Create a scatter plot	<code>scatterplot</code>
Demodulate using 16-QAM	modulate method on <code>modem.qamdemod</code> object
Compute the system's BER	<code>biterr</code>

Solution of Problem

The discussion below describes each step in more detail, introducing MATLAB code along the way. To view all the code in one editor window, enter the following in the MATLAB Command Window.

```
edit commdoc_mod
```

1. Generate a Random Binary Data Stream. The conventional format for representing a signal in MATLAB is a vector or matrix. This example uses the `randi` function to create a column vector that lists the successive values of a binary data stream. The length of the binary data stream (that is, the number of rows in the column vector) is arbitrarily set to 30,000.

Note The sampling times associated with the bits do not appear explicitly, and MATLAB has no inherent notion of time. For the purpose of this example, knowing only the values in the data stream is enough to solve the problem.

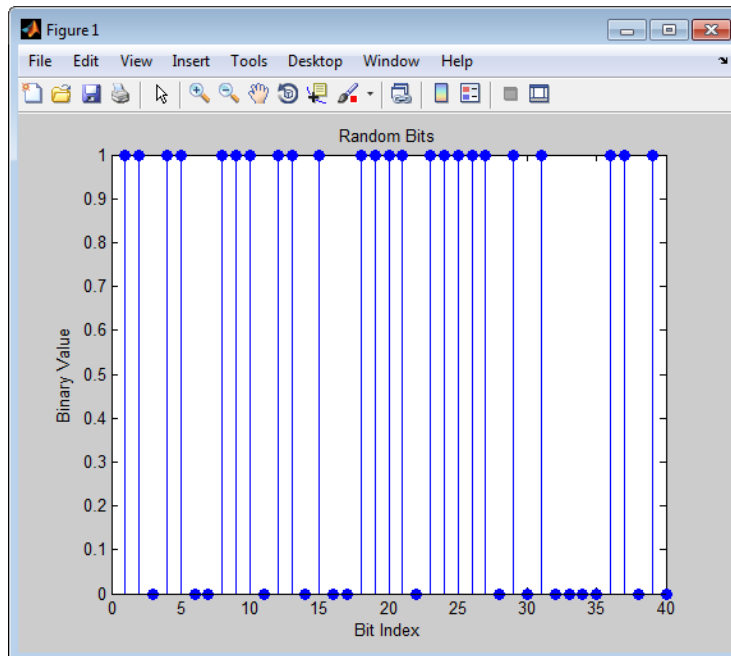
The code below also creates a stem plot of a portion of the data stream, showing the binary values. Your plot might look different because the

example uses random numbers. Notice the use of the colon (:) operator in MATLAB to select a portion of the vector.

```
%% Setup
% Define parameters.
M = 16; % Size of signal constellation
k = log2(M); % Number of bits per symbol
n = 3e4; % Number of bits to process
nsamp = 1; % Oversampling rate
hMod = comm.RectangularQAMModulator(M); % Create a 16-QAM modulator

%% Signal Source
% Create a binary data stream as a column vector.
x = randi([0 1],n,1); % Random binary data stream

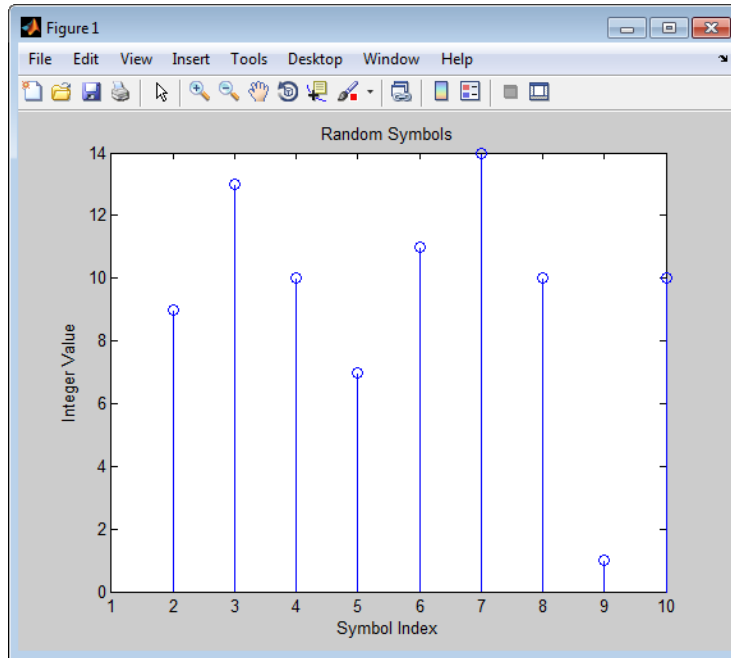
% Plot first 40 bits in a stem plot.
stem(x(1:40),'filled');
title('Random Bits');
xlabel('Bit Index'); ylabel('Binary Value');
```



2. Prepare to Modulate. The `modem.qammod` object implements an M-ary QAM modulator, M being 16 in this example. It is configured to receive integers between 0 and 15 rather than 4-tuples of bits. Therefore, you must preprocess the binary data stream `x` before using the `modulate` method of the object. In particular, you arrange each 4-tuple of values from `x` across a row of a matrix, using the `reshape` function in MATLAB, and then apply the `bi2de` function to convert each 4-tuple to a corresponding integer. (The `.'` characters after the `reshape` command form the unconjugated array transpose operator in MATLAB.

```
%% Bit-to-Symbol Mapping
% Convert the bits in x into k-bit symbols.
hBitToInt = comm.BitToInteger(k);
xsym = step(hBitToInt,x);

%% Stem Plot of Symbols
% Plot first 10 symbols in a stem plot.
figure; % Create new figure window.
stem(xsym(1:10));
title('Random Symbols');
xlabel('Symbol Index'); ylabel('Integer Value');
```



3. Modulate Using 16-QAM. Having defined `xsym` as a column vector containing integers between 0 and 15, you can use the `modulate` method of the `modem.qammod` object to modulate `xsym` using the baseband representation. Recall that `M` is 16, the alphabet size.

```
%% Modulation
y = modulate(modem.qammod(M),xsym); % Modulate using 16-QAM.
```

The result is a complex column vector whose values are in the 16-point QAM signal constellation. A later step in this example will show what the constellation looks like.

To learn more about modulation functions, see “Digital Modulation”. Also, note that the `modulate` method of the `modem.qammod` object does not apply any pulse shaping. To extend this example to use pulse shaping, see “Pulse Shaping Using a Raised Cosine Filter” on page 2-22. For an example that uses Gray coding with PSK modulation, see Gray Coded 8-PSK.

4. Add White Gaussian Noise. Applying the `awgn` function to the modulated signal adds white Gaussian noise to it. The ratio of bit energy to noise power spectral density, E_b/N_0 , is arbitrarily set at 10 dB.

The expression to convert this value to the corresponding signal-to-noise ratio (SNR) involves k , the number of bits per symbol (which is 4 for 16-QAM), and `nsamp`, the oversampling factor (which is 1 in this example). The factor k is used to convert E_b/N_0 to an equivalent E_s/N_0 , which is the ratio of *symbol* energy to noise power spectral density. The factor `nsamp` is used to convert E_s/N_0 in the symbol rate bandwidth to an SNR in the sampling bandwidth.

Note The definitions of `ytx` and `yrx` and the `nsamp` term in the definition of `snr` are not significant in this example so far, but will make it easier to extend the example later to use pulse shaping.

```
%% Transmitted Signal
ytx = y;

%% Channel
% Send signal over an AWGN channel.
EbNo = 10; % In dB
snr = EbNo + 10*log10(k) - 10*log10(nsamp);
hChan = comm.AWGNChannel('NoiseMethod', 'Signal to noise ratio (SNR)', ...
    'SNR', snr);
hChan.SignalPower = (ytx' * ytx) / length(ytx);
ynoisyy = step(hChan, ytx);

%% Received Signal
yry = ynoisyy;
```

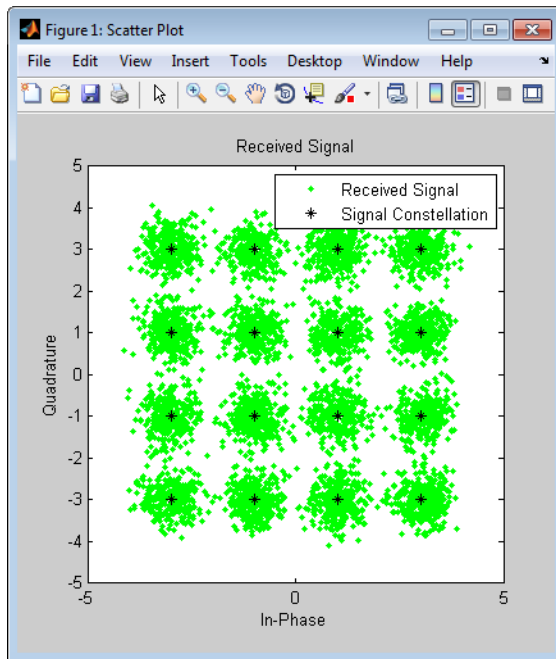
5. Create a Scatter Plot. Applying the `scatterplot` function to the transmitted and received signals shows what the signal constellation looks like and how the noise distorts the signal. In the plot, the horizontal axis is the in-phase component of the signal and the vertical axis is the quadrature component. The code below also uses the `title`, `legend`, and `axis` functions in MATLAB to customize the plot.

```
%% Scatter Plot
```

```

% Create scatter plot of noisy signal and transmitted
% signal on the same axes.
h = scatterplot(yrx(1:nsamp*5e3),nsamp,0,'g. ');
hold on;
scatterplot(ytx(1:5e3),1,0,'k*',h);
title('Received Signal');
legend('Received Signal','Signal Constellation');
axis([-5 5 -5 5]); % Set axis ranges.
hold off;

```



To learn more about scatterplot, see “Scatter Plots”.

6. Demodulate Using 16-QAM. Applying the demodulate method of the modem.qamdmod object to the received signal demodulates it. The result is a column vector containing integers between 0 and 15.

```

%% Demodulation
% Demodulate signal using 16-QAM.
zsym = demodulate(modem.qamdmod(M),yrx);

```

7. Convert the Integer-Valued Signal to a Binary Signal. The previous step produced `zsym`, a vector of integers. To obtain an equivalent binary signal, use the `de2bi` function to convert each integer to a corresponding binary 4-tuple along a row of a matrix. Then use the `reshape` function to arrange all the bits in a single column vector rather than a four-column matrix.

```
%% Symbol-to-Bit Mapping
% Undo the bit-to-symbol mapping performed earlier.
hIntToBit = comm.IntegerToBit(k);
z = step(hIntToBit,zsym);
```

8. Compute the System's BER. Applying the `biterr` function to the original binary vector and to the binary vector from the demodulation step above yields the number of bit errors and the bit error rate.

```
%% BER Computation
% Compare x and z to obtain the number of errors and
% the bit error rate.
hErrorCalc = comm.ErrorRate;
berVec = step(hErrorCalc,x,z);
bit_error_rate = berVec(1)
number_of_errors = berVec(2)
```

The statistics appear in the MATLAB Command Window. Your results might vary because the example uses random numbers.

```
number_of_errors =
```

```
    71
```

```
bit_error_rate =
```

```
    0.0024
```

Plot Signal Constellations

The example in the previous section created a scatter plot from the modulated signal. Although the plot showed the points in the QAM constellation, the plot

did not indicate which integers between 0 and 15 the modulator mapped to a given constellation point. This section addresses the following problem:

Problem Plot a 16-QAM signal constellation with annotations that indicate the mapping from integers to constellation points.

The solution uses the `scatterplot` function to create the plot and the `text` function in MATLAB to create the annotations.

Solution of Problem

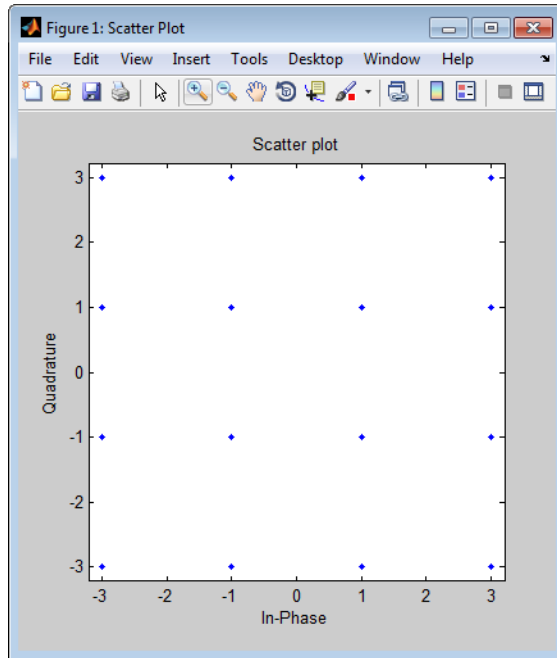
To view a completed MATLAB file for this example, enter `edit commdoc_const` in the MATLAB Command Window.

1. Find All Points in the 16-QAM Signal Constellation. The `Constellation` property of the `modem.qammod` object contains all points in the 16-QAM signal constellation.

```
M = 16; % Number of points in constellation
h=modem.qammod(M); % Modulator object
mapping=h.SymbolMapping; % Symbol mapping vector
pt = h.Constellation; % Vector of all points in constellation
```

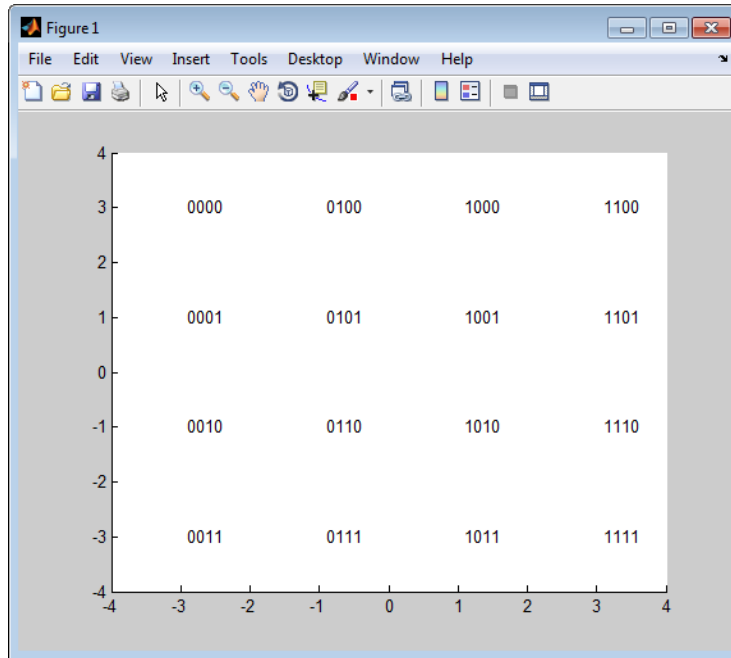
2. Plot the Signal Constellation. The `scatterplot` function plots the points in `pt`.

```
% Plot the constellation.
scatterplot(pt);
```



3. Annotate the Plot to Indicate the Mapping. To annotate the plot to show the relationship between mapping and `pt`, use the `text` function to place a number in the plot beside each constellation point. The coordinates of the annotation are near the real and imaginary parts of the constellation point, but slightly offset to avoid overlap. The text of the annotation comes from the binary representation of mapping. (The `dec2bin` function in MATLAB produces a string of digit characters, while the `de2bi` function used in the last section produces a vector of numbers.)

```
% Include text annotations that number the points.
text(real(pt)+0.1,imag(pt),dec2bin(mapping));
axis([-4 4 -4 4]); % Change axis so all labels fit in plot.
```

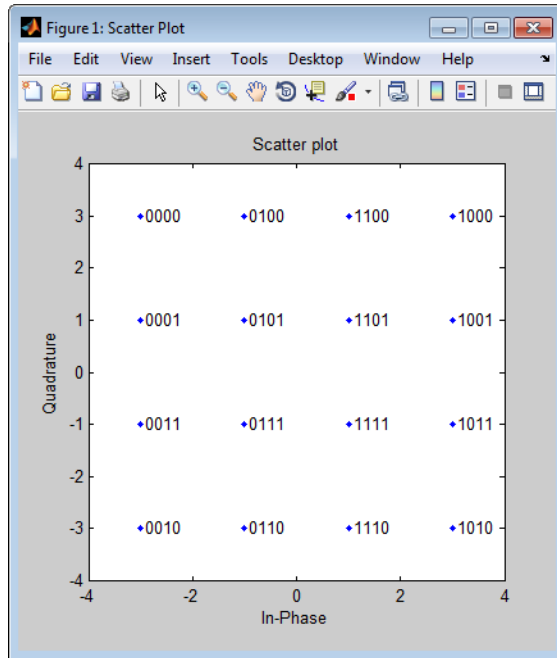


Binary-Coded 16-QAM Signal Constellation

Examine the Plot

In the plot above, notice that 0001 and 0010 correspond to adjacent constellation points on the left side of the diagram. Because these binary representations differ by two bits, the adjacency indicates that the modem `qammod` object did *not* use a Gray-coded signal constellation. (That is, if it were a Gray-coded signal constellation, then the annotations for each pair of adjacent points would differ by one bit.)

By contrast, the constellation below is one example of a Gray-coded 16-QAM signal constellation.



Gray-Coded 16-QAM Signal Constellation

The only difference, compared to the previous example, is that you configure `modem.qammod` object to use a Gray-coded constellation.

```

%% Modified Plot, With Gray Coding
M = 16; % Number of points in constellation
h = modem.qammod('M',M,'SymbolOrder','Gray'); % Modulator object
mapping = h.SymbolMapping; % Symbol mapping vector
pt = h.Constellation; % Vector of all points in constellation

scatterplot(pt); % Plot the constellation.

% Include text annotations that number the points.
text(real(pt)+0.1,imag(pt),dec2bin(mapping));
axis([-4 4 -4 4]); % Change axis so all labels fit in plot.

```

Pulse Shaping Using a Raised Cosine Filter

This section further extends the example by addressing the following problem:

Problem Modify the Gray-coded modulation example so that it uses a pair of square root raised cosine filters to perform pulse shaping and matched filtering at the transmitter and receiver, respectively.

The solution uses the `rcosine` function to design the square root raised cosine filter and the `rcosflt` function to filter the signals. Alternatively, you can use the `rcosflt` function to perform both tasks in one command; see “Design Raised Cosine Filters Using MATLAB” or the `rcosdemo` demonstration for more details.

Solution of Problem

This solution modifies the code from `commdoc_gray.m`. To view the original code in an editor window, enter the following command in the MATLAB Command Window.

```
edit commdoc_gray
```

To view a completed MATLAB file for this example, enter `edit commdoc_rrc` in the MATLAB Command Window.

1. Define Filter-Related Parameters. In the Setup section of the example, replace the definition of the oversampling rate, `nsamp`, with the following.

```
nsamp = 4; % Oversampling rate
```

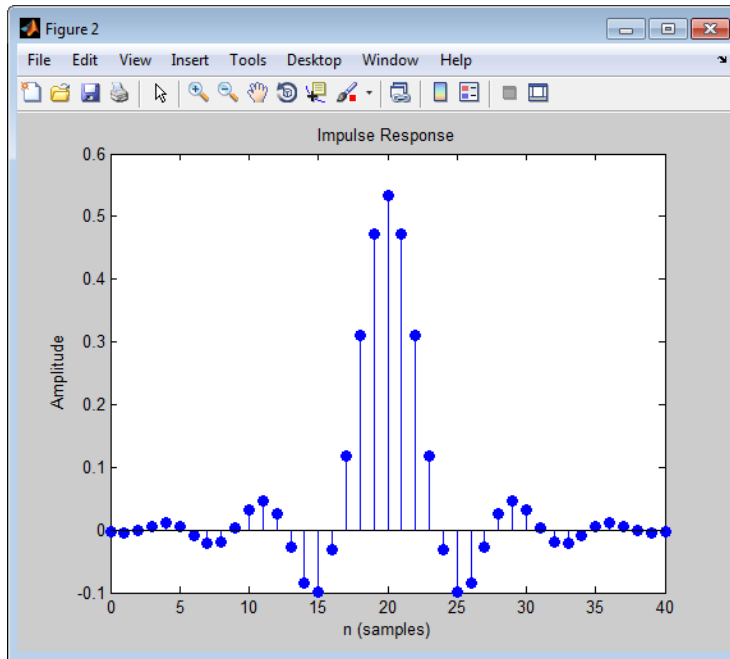
Also, define other key parameters related to the filter by inserting the following after the Modulation section of the example and before the Transmitted signal section.

```
%% Filter Definition
% Define filter-related parameters.
filtorder = 40; % Filter order
delay = filtorder/(nsamp*2); % Group delay (# of input samples)
rolloff = 0.25; % Rolloff factor of filter
```

2. Create a Square Root Raised Cosine Filter. To design the filter and plot its impulse response, insert the following commands after the commands you added in the previous step.

```
% Create a square root raised cosine filter.
rrcfilter = rcosine(1,nsamp,'fir/sqrt',rolloff,delay);

% Plot impulse response.
figure; impz(rrcfilter,1);
```



3. Filter the Modulated Signal. To filter the modulated signal, replace the Transmitted Signal section with following.

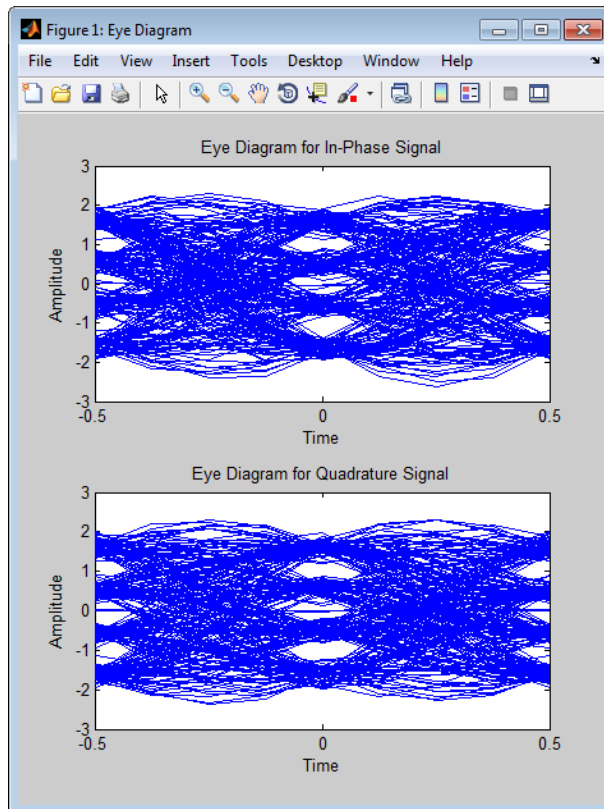
```
%% Transmitted Signal
% Upsample and apply square root raised cosine filter.
ytx = rcosflt(y,1,nsamp,'filter',rrcfilter);

% Create eye diagram for part of filtered signal.
```

```
eyediagram(ytx(1:2000),nsamp*2);
```

The `rcosflt` command internally upsamples the modulated signal, y , by a factor of `nsamp`, pads the upsampled signal with zeros at the end to flush the filter at the end of the filtering operation, and then applies the filter.

The `eyediagram` command creates an eye diagram for part of the filtered noiseless signal. This diagram illustrates the effect of the pulse shaping. Note that the signal shows significant intersymbol interference (ISI) because the filter is a square root raised cosine filter, not a full raised cosine filter.



To learn more about `eyediagram`, see “Eye Diagram Analysis”.

4. Filter the Received Signal. To filter the received signal, replace the Received Signal section with the following.

```
%% Received Signal
% Filter received signal using square root raised cosine filter.
yrx = rcosflt(ynoisy,1,nsamp,'Fs/filter',rrcfilter);
yrx = downsample(yrx,nsamp); % Downsample.
yrx = yrx(2*delay+1:end-2*delay); % Account for delay.
```

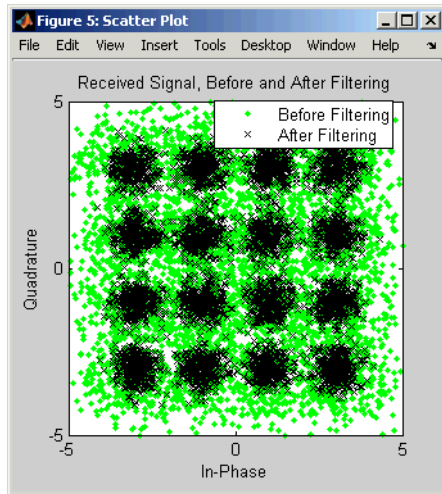
These commands apply the same square root raised cosine filter that the transmitter used earlier, and then downsample the result by a factor of `nsamp`.

The last command removes the first `2*delay` symbols and the last `2*delay` symbols in the downsampled signal because they represent the cumulative delay of the two filtering operations. Now `yrx`, which is the input to the demodulator, and `y`, which is the output from the modulator, have the same vector size. In the part of the example that computes the bit error rate, it is important to compare two vectors that have the same size.

5. Adjust the Scatter Plot. For variety in this example, make the scatter plot show the received signal before and after the filtering operation. To do this, replace the Scatter Plot section of the example with the following.

```
%% Scatter Plot
% Create scatter plot of received signal before and
% after filtering.
h = scatterplot(sqrt(nsamp)*ynoisy(1:nsamp*5e3),nsamp,0,'g. ');
hold on;
scatterplot(yrx(1:5e3),1,0,'kx',h);
title('Received Signal, Before and After Filtering');
legend('Before Filtering','After Filtering');
axis([-5 5 -5 5]); % Set axis ranges.
```

Notice that the first `scatterplot` command scales `ynoisy` by `sqrt(nsamp)` when plotting. This is because the filtering operation changes the signal's power.



Use a Convolutional Code

This section further extends the example by addressing the following problem:

Problem Modify the previous example so that it includes convolutional coding and decoding, given the constraint lengths and generator polynomials of the convolutional code.

The solution uses the `convenc` and `vitdec` functions to perform encoding and decoding, respectively. It also uses the `poly2trellis` function to define a trellis that represents a convolutional encoder. To learn more about these functions, see “Convolutional Codes”.

Enter `commConvolutionalCodingPunctures` at the MATLAB command line to access a Punctured Convolutional Coding example.

Solution of Problem

This solution modifies the code from “Pulse Shaping Using a Raised Cosine Filter” on page 2-22. To view the original code in an editor window, enter the following command in the MATLAB Command Window.

```
edit commdoc_rrc
```

To view a completed MATLAB file for this example, enter `edit commdoc_code` in the MATLAB Command Window.

1. Increase the Number of Symbols. Convolutional coding at this value of `EbNo` reduces the BER markedly. As a result, accumulating enough errors to compute a reliable BER requires you to process more symbols. In the `Setup` section, replace the definition of the number of bits, `n`, with the following.

```
n = 5e5; % Number of bits to process
```

Note The larger number of bits in this example causes it to take a noticeably longer time to run compared to the examples in previous sections.

2. Encode the Binary Data. To encode the binary data before mapping it to integers for modulation, insert the following after the `Signal Source` section of the example and before the `Bit-to-Symbol Mapping` section.

```
%% Encoder
% Define a convolutional coding trellis and use it
% to encode the binary data.
t = poly2trellis([5 4],[23 35 0; 0 5 13]); % Trellis
code = convenc(x,t); % Encode.
coderate = 2/3;
```

The `poly2trellis` command defines the trellis that represents the convolutional code that `convenc` uses for encoding the binary vector, `x`. The two input arguments in the `poly2trellis` command indicate the constraint length and generator polynomials, respectively, of the code. A diagram showing this encoder is in “Design a Rate-2/3 Feedforward Encoder Using MATLAB”.

3. Apply the Bit-to-Symbol Mapping to the Encoded Signal. The bit-to-symbol mapping must apply to the encoded signal, `code`, not the original uncoded data. Replace the first definition of `xsym` (within the `Bit-to-Symbol Mapping` section) with the following.

```
% B. Do ordinary binary-to-decimal mapping.
xsym = bi2de(reshape(code,k,length(code)/k).', 'left-msb');
```

Recall that `k` is 4, the number of bits per symbol in 16-QAM.

4. Account for Code Rate When Defining SNR. Converting from E_b/N_0 to the signal-to-noise ratio requires you to account for the number of information bits per symbol. Previously, each symbol corresponded to `k` bits. Now, each symbol corresponds to `k*coderate` information bits. More concretely, three symbols correspond to 12 coded bits in 16-QAM, which correspond to 8 uncoded (information) bits, so the ratio of symbols to information bits is $8/3 = 4*(2/3) = k*coderate$.

Therefore, change the definition of `snr` (within the `Channel` section) to the following.

```
snr = EbNo + 10*log10(k*coderate) - 10*log10(nsamp);
```


5. Decode the Convolutional Code. To decode the convolutional code before computing the error rate, insert the following after the entire Symbol-to-Bit Mapping section and just before the BER Computation section.

```
%% Decoder
% Decode the convolutional code.
tb = 16; % Traceback length for decoding
z = vitdec(z,t,tb,'cont','hard'); % Decode.
```

The syntax for the `vitdec` function instructs it to use hard decisions. The 'cont' argument instructs it to use a mode designed for maintaining continuity when you invoke the function repeatedly (as in a loop). Although this example does not use a loop, the 'cont' mode is used for the purpose of illustrating how to compensate for the delay in this decoding operation. The delay is discussed further in “More About Delays” on page 2-30.

6. Account for Delay When Computing BER. The continuous operation mode of the Viterbi decoder incurs a delay whose duration in bits equals the traceback length, `tb`, times the number of input streams to the *encoder*. For this rate 2/3 code, the encoder has two input streams, so the delay is $2*tb$ bits.

As a result, the first $2*tb$ bits in the decoded vector, `z`, are just zeros. When computing the bit error rate, you should ignore the first $2*tb$ bits in `z` and the last $2*tb$ bits in the original vector, `x`. If you do not compensate for the delay, then the BER computation is meaningless because it compares two vectors that do not truly correspond to each other.

Therefore, replace the BER Computation section with the following.

```
%% BER Computation
% Compare x and z to obtain the number of errors and
% the bit error rate. Take the decoding delay into account.
decdelay = 2*tb; % Decoder delay, in bits
[number_of_errors,bit_error_rate] = ...
    biterr(x(1:end-decdelay),z(decdelay+1:end))
```

More About Delays

The decoding operation in this example incurs a delay, which means that the output of the decoder lags the input. Timing information does not appear explicitly in the example, and the duration of the delay depends on the specific operations being performed. Delays occur in various communications-related operations, including convolutional decoding, convolutional interleaving/deinterleaving, equalization, and filtering. To find out the duration of the delay caused by specific functions or operations, refer to the specific documentation for those functions or operations. For example:

- The `vitdec` reference page
- “Delays of Convolutional Interleavers”
- “Fading Channels”

Iterative Design Workflow for Communications Systems

In this section...

“Simulate a basic communications system” on page 2-32

“Introduce convolutional coding and hard-decision Viterbi decoding” on page 2-37

“Improve results using soft-decision decoding” on page 2-42

“Use turbo coding to improve BER performance” on page 2-47

“Apply a Rayleigh channel model” on page 2-50

“Use OFDM-based equalization to correct multipath fading” on page 2-55

“Use multiple antennas to further improve system performance” on page 2-58

“Accelerate the simulation using MATLAB Coder” on page 2-62

This example illustrates a design workflow that represents the iterative steps for creating a wireless communications system with the Communications System Toolbox. Because Communications System Toolbox supports both MATLAB and Simulink, this example showcases design paths using MATLAB code and Simulink blocks. As you progress through the workflow, you may follow the design path for MATLAB, for Simulink, or for both products.

The workflow begins with a simple communications system and performs bit error rate (BER) simulations to gauge system performance. BER simulations are based on simulating a communications system with a given signal-to-noise ratio (E_n/N_0), and then calculating the corresponding bit error rate measurement to determine the number of errors in the transmitted signal. The lower the BER measurement at a given signal-to-noise ratio, the better the system performance.

This workflow starts with a simple communications system, and iteratively adds the algorithmic components necessary to build a more complicated system. These additional components include:

- Convolutional Encoding and Viterbi Decoding
- Turbo Coding

- Multipath Fading Channels
- OFDM-Based Transmission
- Multiple-Antenna Techniques

As you add components to the system, the workflow includes bit error calculations so that you can progressively examine system performance. For some components, theoretical or performance benchmarks are available. In these cases, the workflow shows both the theoretical and measured performance metric.

Simulate a basic communications system

This workflow starts with a simple QPSK modulator system that transmits a signal through an AWGN channel and calculates the bit error rate to evaluate system performance.

In MATLAB

- 1 CD to the following MATLAB folder:

```
matlab\help\toolbox\comm\examples
```

- 2 Type `edit doc_design_iteration_basic_m` at the MATLAB command line.

MATLAB opens a file you will use in this example. Notice that this code employs four System objects from Communications System Toolbox: `comm.PSKModulator`, `comm.AWGN`, `comm.PSKDemodulator`, and `comm.ErrorRate`. For each `EbNo` value, the code runs in a while loop until either the specified number of errors are observed or the maximum number of bits are processed. Notice that the code executes each System object by calling the `step` method. The code outputs BER, defined as the ratio of the observed number of errors per number of bits processed. The subsequent MATLAB functions that this example uses have a similar structure.

- 3 Type `bertool` at the MATLAB command line to open the Bit Error Rate Analysis Tool.
- 4 When the BERTool application appears, click the **Theoretical** tab.

The first plot that you will generate is a theoretical curve.

- 5** Enter 0:9 for the **EbNo range**.

EbNo is the ratio of noise power energy per bit. The higher the value, the better the system performance. This simulation will run using different values for the ratio, between 0 and 9.

- 6** Select 4 for **Modulation order**.

The modulation order defines the number of symbols to transmit. Here, each symbol is made up of two bits.

- 7** Click **Plot**.

The BERTool application generates the theoretical BER curve.

- 8** Click the **Monte Carlo** tab.

Monte Carlo techniques use random sampling to compute data. Therefore, the plot for the second simulation uses random sampling.

- 9** Enter 0:9 for the **EbNo range**.

- 10** Enter ber for the **BER variable name**.

- 11** Enter 200 for the **Number of errors**.

The **Number of errors** is one of the stop criteria for the simulation.

- 12** Enter 1e7 for the **Number of bits**.

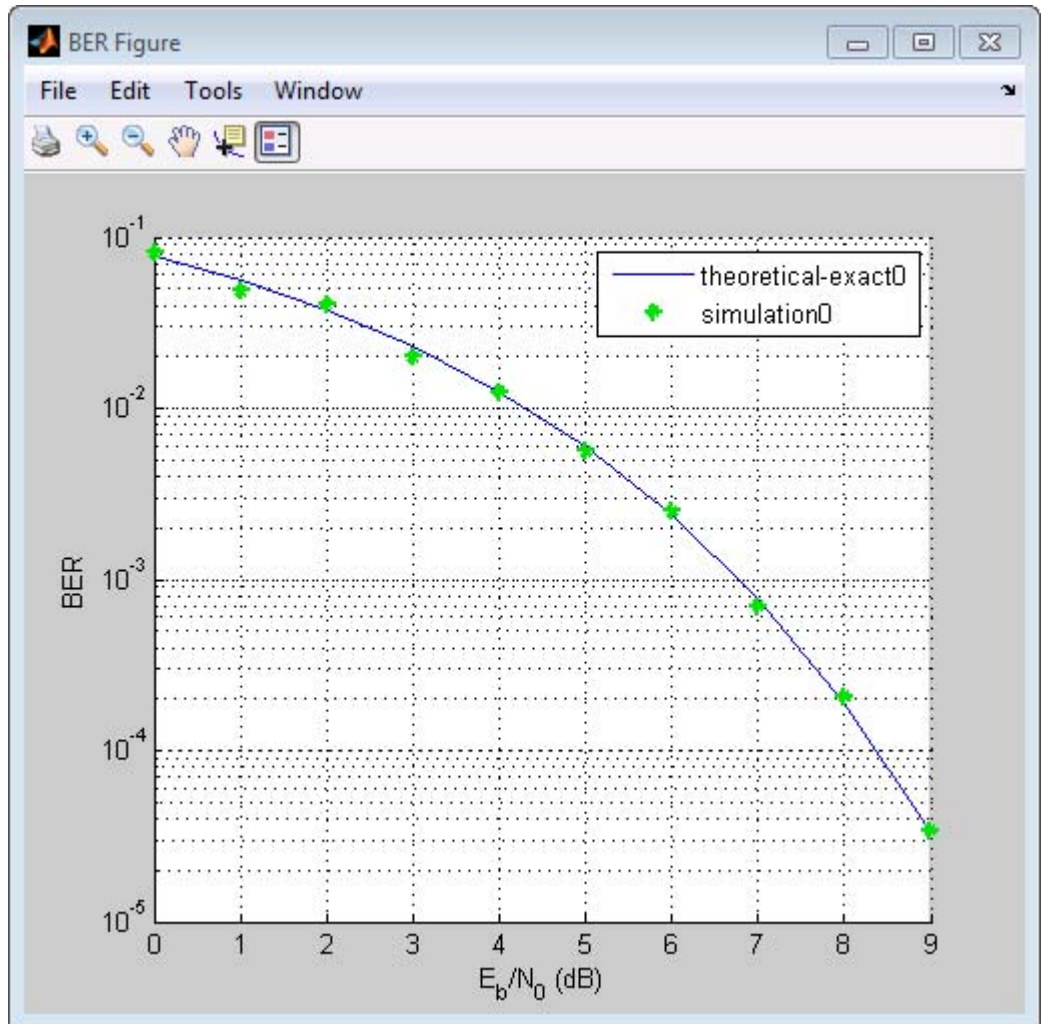
The **Number of bits** is also a stop criteria for the simulation. The simulation stops when it transmits the number of bits you specify for this parameter. In this example, the simulation either stops when it transmits 10 million bits or when it detects 200 errors.

- 13** Click the **Browse** button.

- 14** Navigate to `matlab/help/toolbox/comm/examples`, and select `doc_design_iteration_basic_m.m`.

- 15** Click **Run**.

BERTool runs the simulation and generates simulation points along the BER curve. Compare the simulation BER curve with the theoretical BER curve.



Every function with two output variables and three input variables can be called using BERTool. This is how you interpret the three input variables:

- The first variable is a scalar number that corresponds to E_b/N_0 .

- The second variable is the stopping criterion based on the maximum number of errors to observe before stopping the simulation.
- The third variable is the stop criterion based on the maximum number of bits to process before observe before stopping the simulation.

In Simulink

1 Type `bertool` at the MATLAB command line to open the Bit Error Rate Analysis Tool.

2 When the BERTool application appears, click the **Theoretical** tab.

3 Enter `0:9` for the **EbNo range**.

EbNo is the ratio of noise power energy per bit. The higher the value, the better the system performance. This simulation will run using different values for the ratio, between 0 and 9.

4 Select 4 for **Modulation order**.

The modulation order defines the number of symbols to transmit. Here, each symbol is made up of two bits.

5 Click **Plot**.

The BERTool application generates the theoretical BER curve.

6 Click the **Monte Carlo** tab.

7 Enter `0:9` or the **EbNo range**.

8 Enter `ber` for the **BER variable name**.

9 Enter 200 for the **Number of errors**.

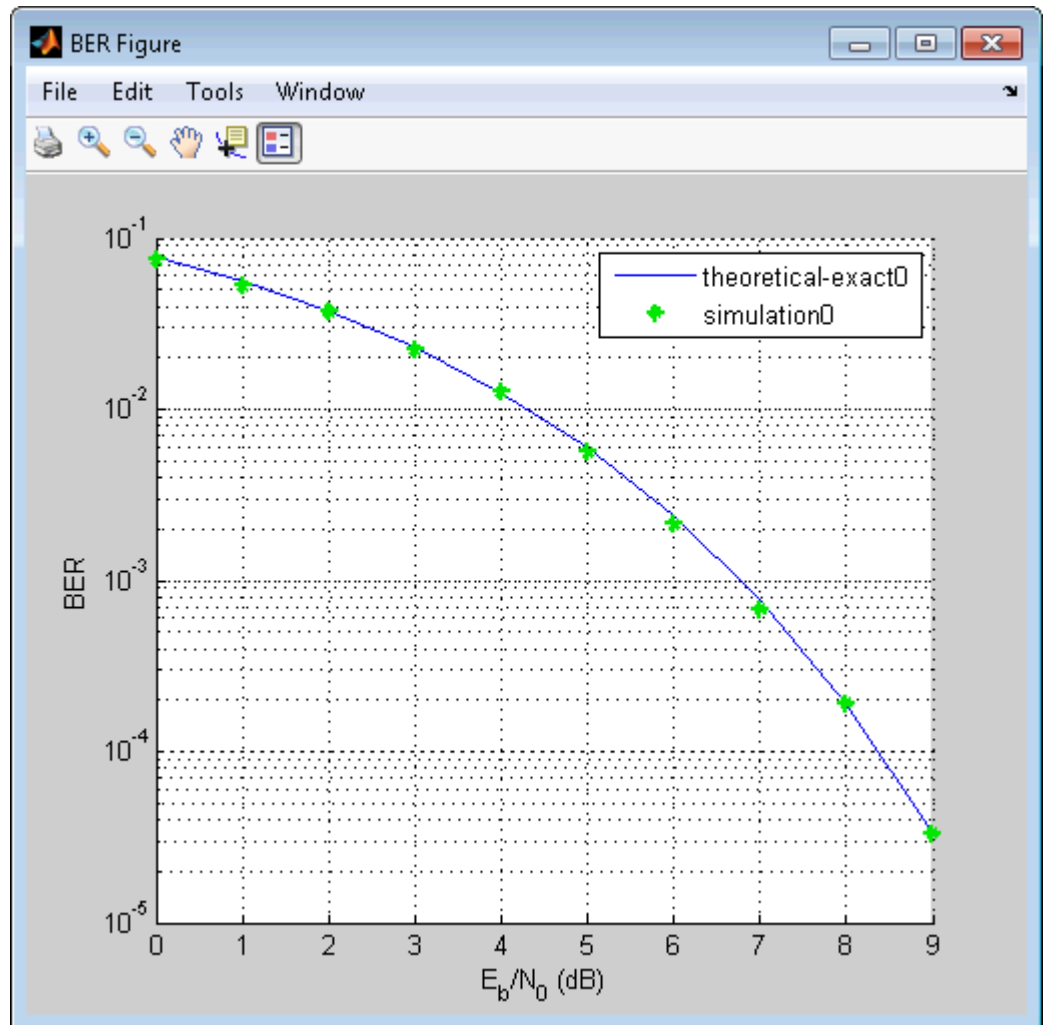
The **Number of errors** is one of the stop criteria for the simulation. The simulation stops when it reaches either the **Number of errors** or the **Number of bits**.

10 Enter `1e7` for the **Number of bits**.

The **Number of bits** is also a stop criteria for the simulation. The simulation stops when it transmits the number of bits you specify for this parameter or when it reaches the **Number of errors**. In this example, the simulation either stops when it transmits 10 million bits or when it detects 200 errors.

- 11** Click the **Browse** button, select **All Files** for the **Files of type** field.
- 12** Navigate to `matlab/help/toolbox/comm/examples`, select `doc_design_iteration_basic.slx` and click **Run**.

BERTool runs the simulation and generates simulated points along the BER curve. Compare the simulation BER curve with the theoretical BER curve.



Introduce convolutional coding and hard-decision Viterbi decoding

Modify the basic communications model to include forward error correction. Adding forward error correction to the basic communications model improves system performance. In forward error correction, the transmitter sends

redundant bits, along with the message bits, through a wireless channel. When the receiver accepts the transmitted signal, it uses the redundancy bits to detect and correct errors that the channel may have introduced.

This section of the design workflow adds a convolutional encoder and a Viterbi decoder to the communication system. This communications system uses hard-decision Viterbi decoding. In hard-decision Viterbi decoding, the demodulator maps the received signal to bits, and then passes the bits to the Viterbi decoder for error correction.

In MATLAB

In this iteration of the design workflow, the MATLAB file you use starts from where the one in the previous section ended. This file adds two additional System objects to the communications system, `comm.ConvolutionalEncoder` and `comm.ViterbiDecoder`. The overall structure of the code doesn't change; it simply contains additional functionality.

- 1 Access the BERTool application.
- 2 Clear the **Plot** check boxes for the two plots BERTool generated in the previous step.
- 3 Click **Theoretical**.
- 4 Enter 0:7 for the **EbNo range**.
- 5 Select **Convolutional** for the **Channel Coding**.
- 6 Select **Hard** for the **Decision method**.

This example uses hard-decision Viterbi decoding. The demodulator maps the received signal to bits, and then passes the bits to the Viterbi decoder for error correction.

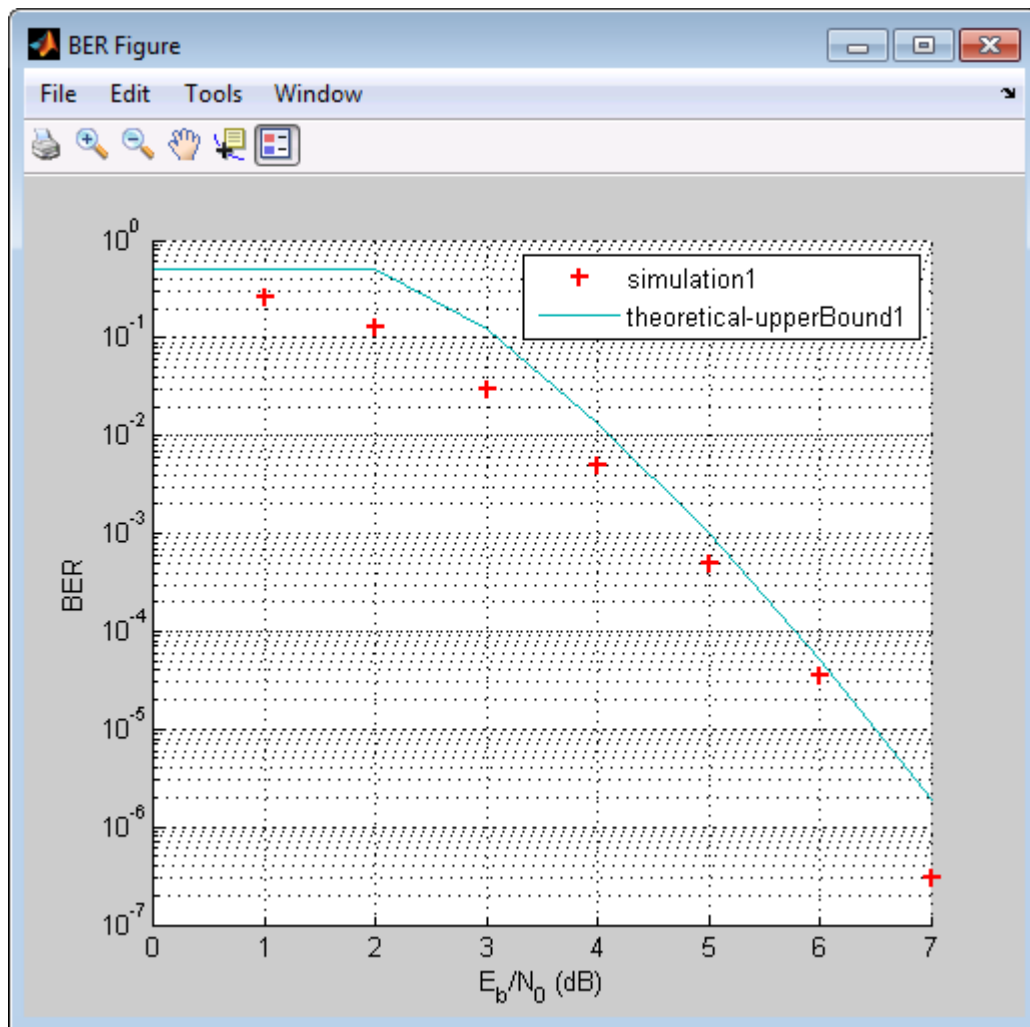
- 7 Click **Plot**.

The BERTool application generates the theoretical BER curve.

- 8 Click **Monte Carlo**.

- 9** Enter 0:7 for the **EbNo range**.
- 10** Enter 200 for the **Number of errors**.
- 11** Enter 1e7 for the **Number of bits**.
- 12** Click the **Browse** button.
- 13** Navigate to matlab/help/toolbox/comm/examples, select doc_design_iteration_viterbi_m.m and click **Open**.
- 14** Click **Run**.

BERTool runs the simulation and generates simulated points along the BER curve. Compare the simulation BER curve with the theoretical BER curve.



In Simulink

- 1 Access the BERTool application.
- 2 Click the **Theoretical** tab.
- 3 Enter 0:7 for the **EbNo range**.

4 Select **Convolutional** for the **Channel Coding**.

5 Select **Hard** for the **Decision method**.

This example uses hard-decision Viterbi decoding. The demodulator maps the received signal to bits, and then passes the bits to the Viterbi decoder for error correction.

6 Click **Plot**.

The BERTool application generates the theoretical BER curve.

7 Click the **Monte Carlo** tab.

8 Enter 0:7 for the **EbNo range**.

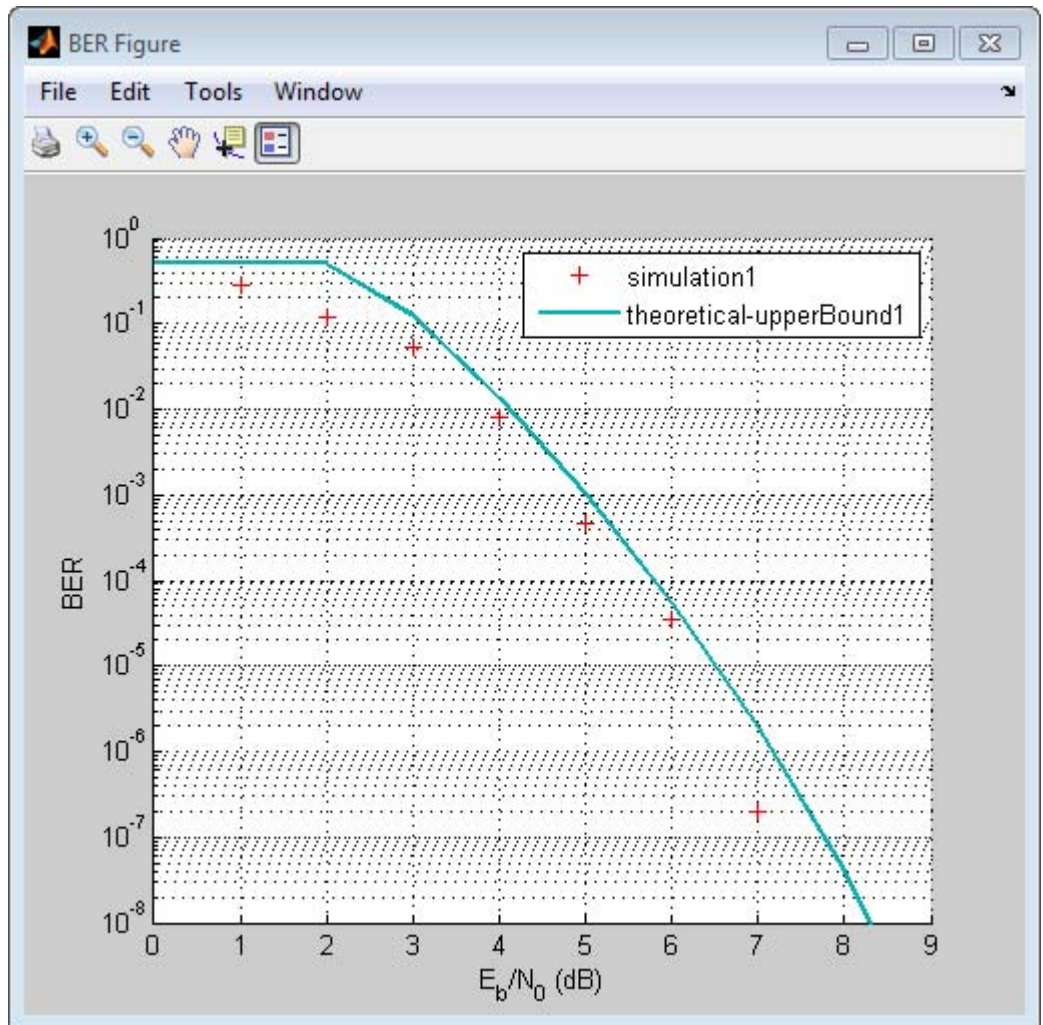
9 Enter 200 for the **Number of errors**.

10 Enter 1e7 for the **Number of bits**.

11 Click the **Browse** button, select **All Files** for the **Files of type** field.

12 Navigate to `matlab/help/toolbox/comm/examples`, select `doc_design_iteration_viterbi.slx` and click **Open**.

13 click **Run**.BERTool runs the simulation and generates simulated points along the BER curve. Compare the simulation BER curve with the theoretical BER curve.



Improve results using soft-decision decoding

Use soft-decision decoding to improve BER performance. The previous section of this workflow uses hard-decision demodulation and hard-decision Viterbi decoding – processes that map symbols to bits. This section of the workflow uses soft-decision demodulation and soft-decision Viterbi decoding. In soft-decision demodulation, the received symbols are not mapped to bits.

Instead, the symbols are mapped to log-likelihood ratios. When the Viterbi decoder processes log-likelihood ratios (LLR), the BER performance of the system improves.

In MATLAB

- 1** Access the BERTool application.
- 2** Clear the **Plot** check boxes for the two plots BERTool generated in the previous step.
- 3** Click **Theoretical**.
- 4** Enter 0:5 for the **EbNo range**.
- 5** Select **Soft** for the **Decision method**.

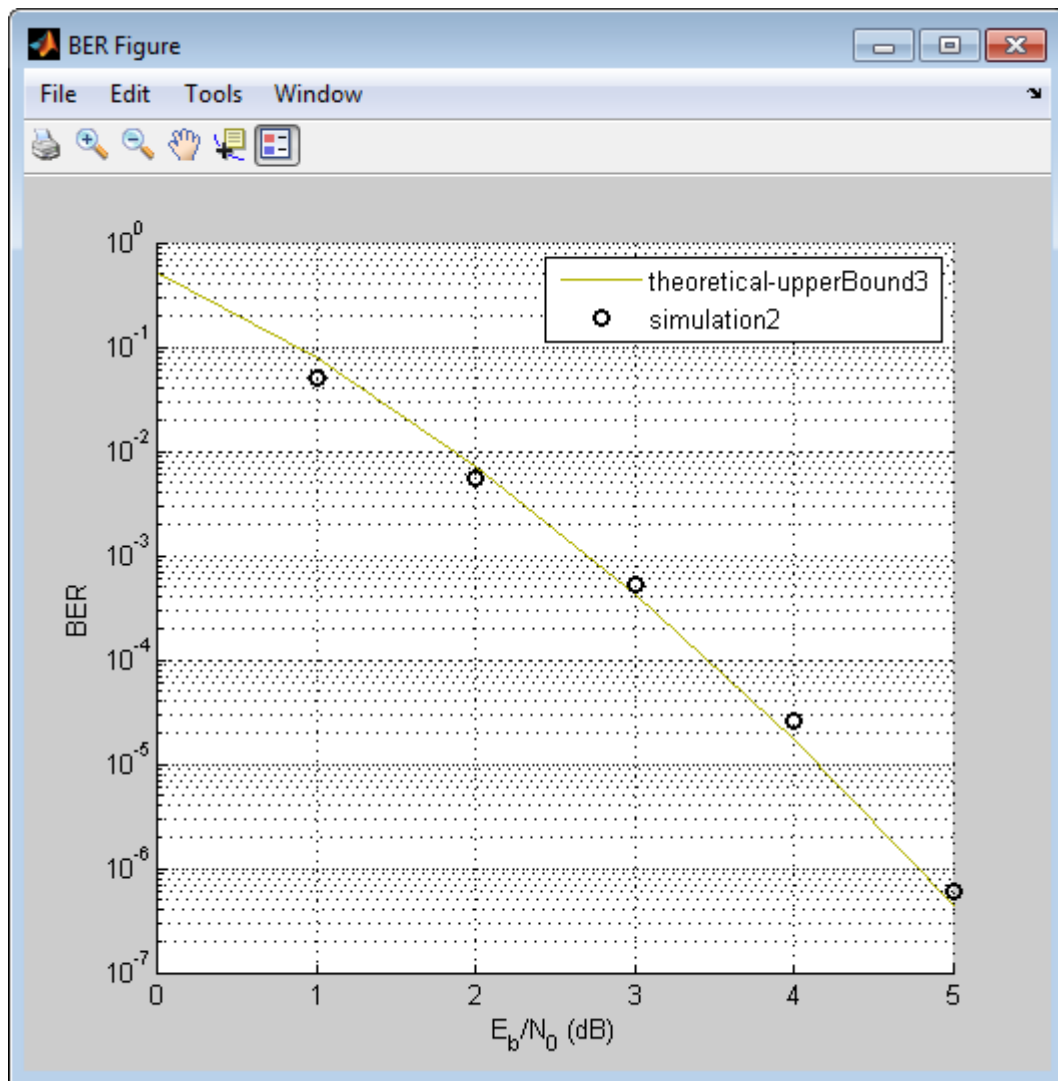
This example uses soft-decision Viterbi decoding. The demodulator maps the received signal to log likelihood ratios, improving BER performance results.

- 6** Click **Plot**.

The BERTool application generates the theoretical BER curve.

- 7** Click **Monte Carlo**.
- 8** Enter 0:5 for the **EbNo range**.
- 9** Enter 200 for the **Number of errors**.
- 10** Enter 1e7 for the **Number of bits**.
- 11** Click the **Browse** button.
- 12** Navigate to `matlab/help/toolbox/comm/examples`, select `doc_design_iteration_viterbi_soft_m.m` and click **Run**.

BERTool runs the simulation and generates the actual simulated points along the BER curve. Compare the simulation BER curve with the theoretical BER curve.



In Simulink

- 1 Access the BERTool application.

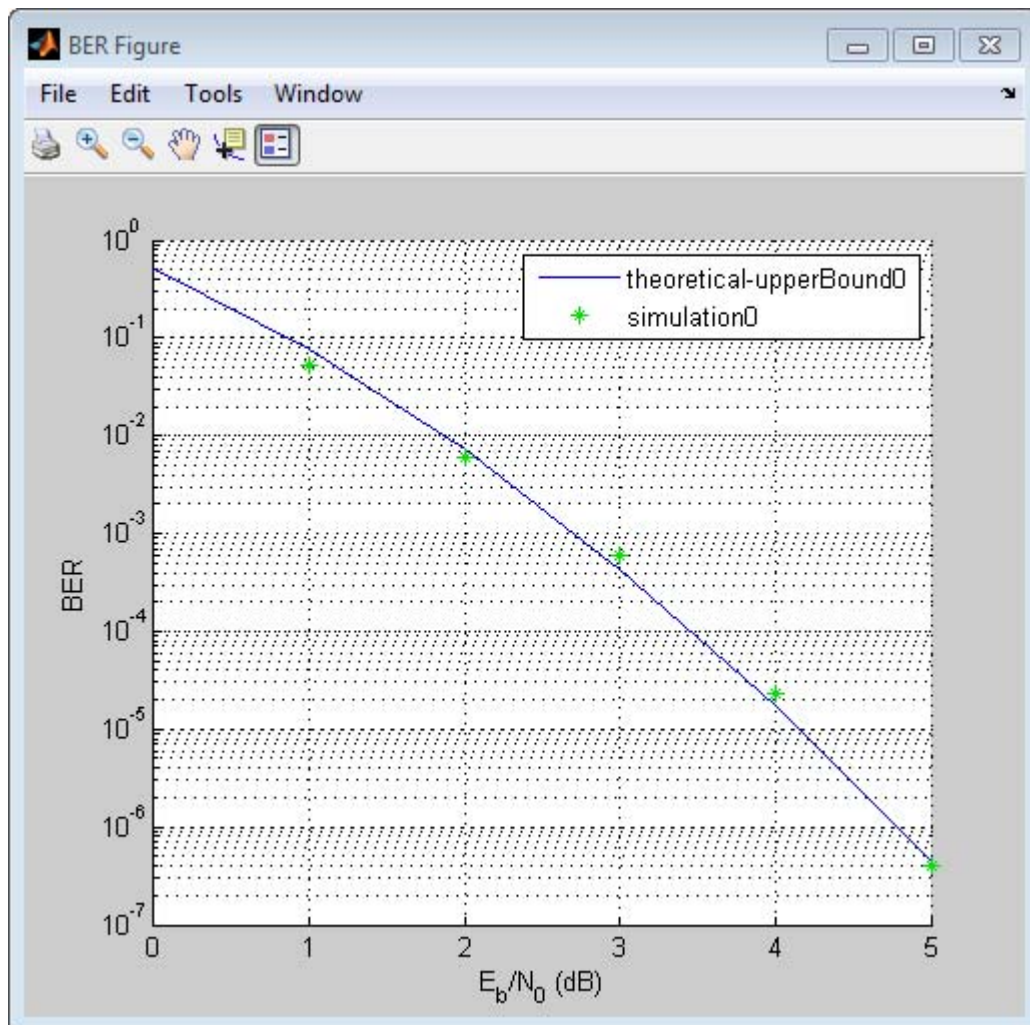
- 2** Clear the **Plot** check boxes for the two plots BERTool generated in the previous step.
- 3** Click **Theoretical**.
- 4** Enter 0:5 for the **EbNo range**.
- 5** Select **Soft** for the **Decision method**.

This example uses soft-decision Viterbi decoding. The demodulator maps the received signal to log likelihood ratios, improving BER performance results.

- 6** Click **Plot**.

The BERTool application generates the theoretical BER curve.

- 7** Click **Monte Carlo**.
- 8** Enter 0:5 for the **EbNo range**.
- 9** Enter 200 for the **Number of errors**.
- 10** Enter 1e7 for the **Number of bits**.
- 11** Click the **Browse** button, select **All Files** for the **Files of type** field.
- 12** Navigate to matlab/help/toolbox/comm/examples, select doc_design_iteration_viterbi_soft.slx and click **Run**.



When you plot the soft-decision theoretical curve, you will observe BER curve improvements of about 2 dB relative to the hard-decision decoding. Notice that the simulation results also reflects a similar BER improvement.

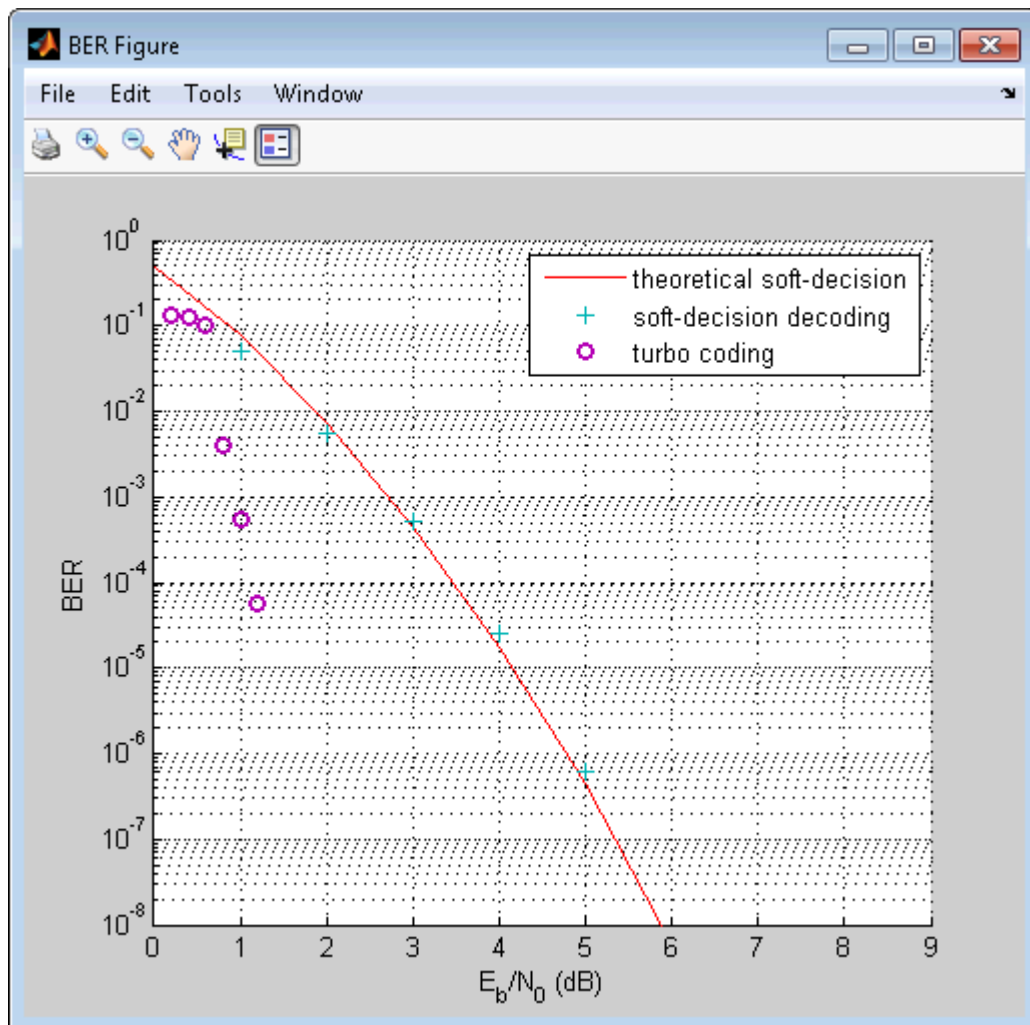
Use turbo coding to improve BER performance

Turbo codes substantially improve BER performance over soft-decision Viterbi decoding. Turbo coding uses two convolutional encoders in parallel at the transmitter and two a posteriori probability (APP) decoders in series at the receiver. This example uses a rate 1/3 turbo coder. For each input bit, the output has 1 systematic bit and 2 parity bits, for a total of three bits. Turbo coders achieve BER performances at much lower SNR values than convolutional encoders. As a result, this iteration uses a lower range of EbNo values than the previous section.

In MATLAB

- 1 Access the BERTool application.
- 2 Click the **Monte Carlo** tab.
- 3 Enter `0:0.2:1.2` for the **EbNo range**.
- 4 Enter 200 for the **Number of errors**.
- 5 Enter `1e7` for the **Number of bits**.
- 6 Click the **Browse** button.
- 7 Navigate to `matlab/help/toolbox/comm/examples`, select `doc_design_iteration_zTurbo_soft_m.m` and click **Run**.

BERTool runs the simulation and generates simulated points along the BER curve.

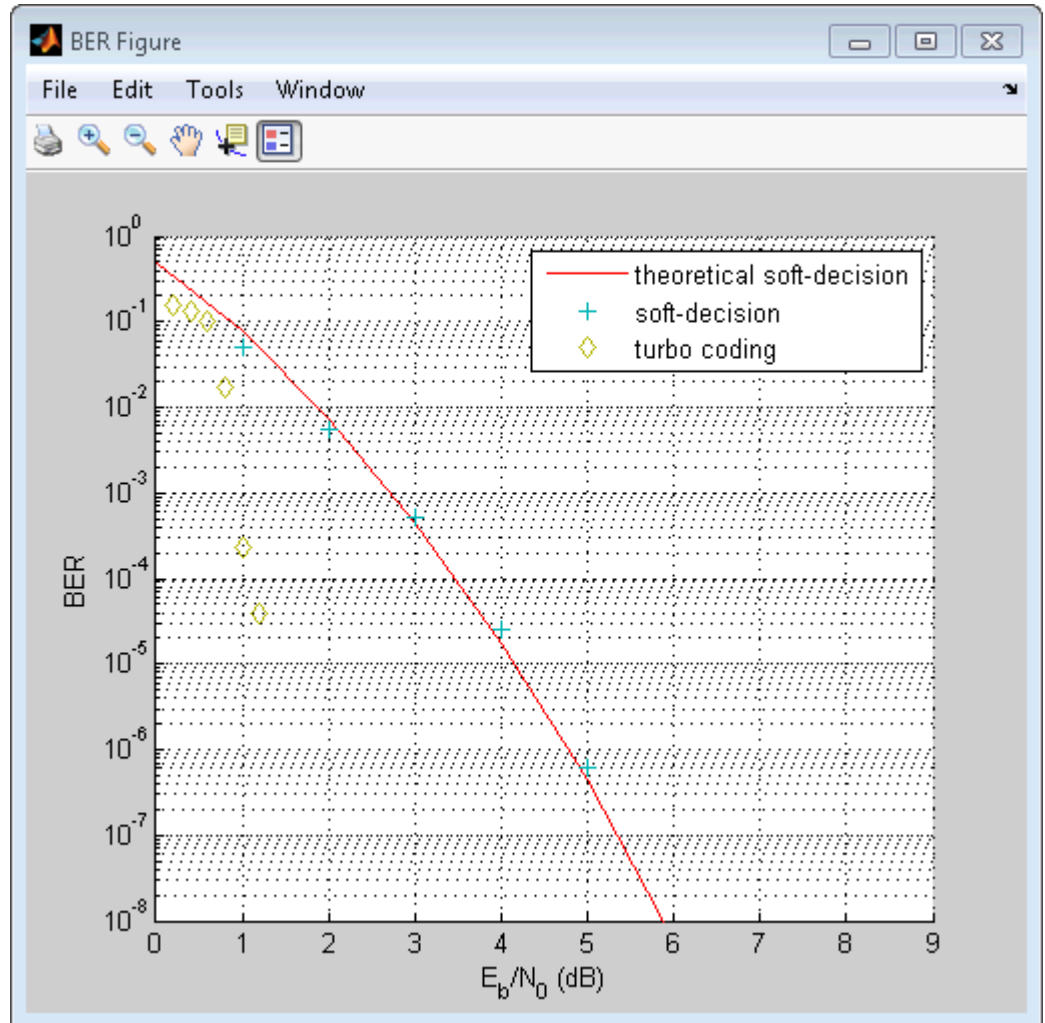


In Simulink

- 1 Access the BERTool application.
- 2 Clear the **Plot** check boxes for the last plot BERTool generated in the previous section.

- 3** Click the **Monte Carlo** tab.
- 4** Enter `0:0.2:1.2` for the **EbNo range**.
- 5** Enter 200 for the **Number of errors**.
- 6** Enter `1e7` for the **Number of bits**.
- 7** Click the **Browse** button, select **All Files** for the **Files of type** field.
- 8** Navigate to `matlab/help/toolbox/comm/examples`, select `doc_design_iteration_turbo.slx` and click **Run**.

BERTool runs the simulation and generates simulated points along the BER curve.



Apply a Rayleigh channel model

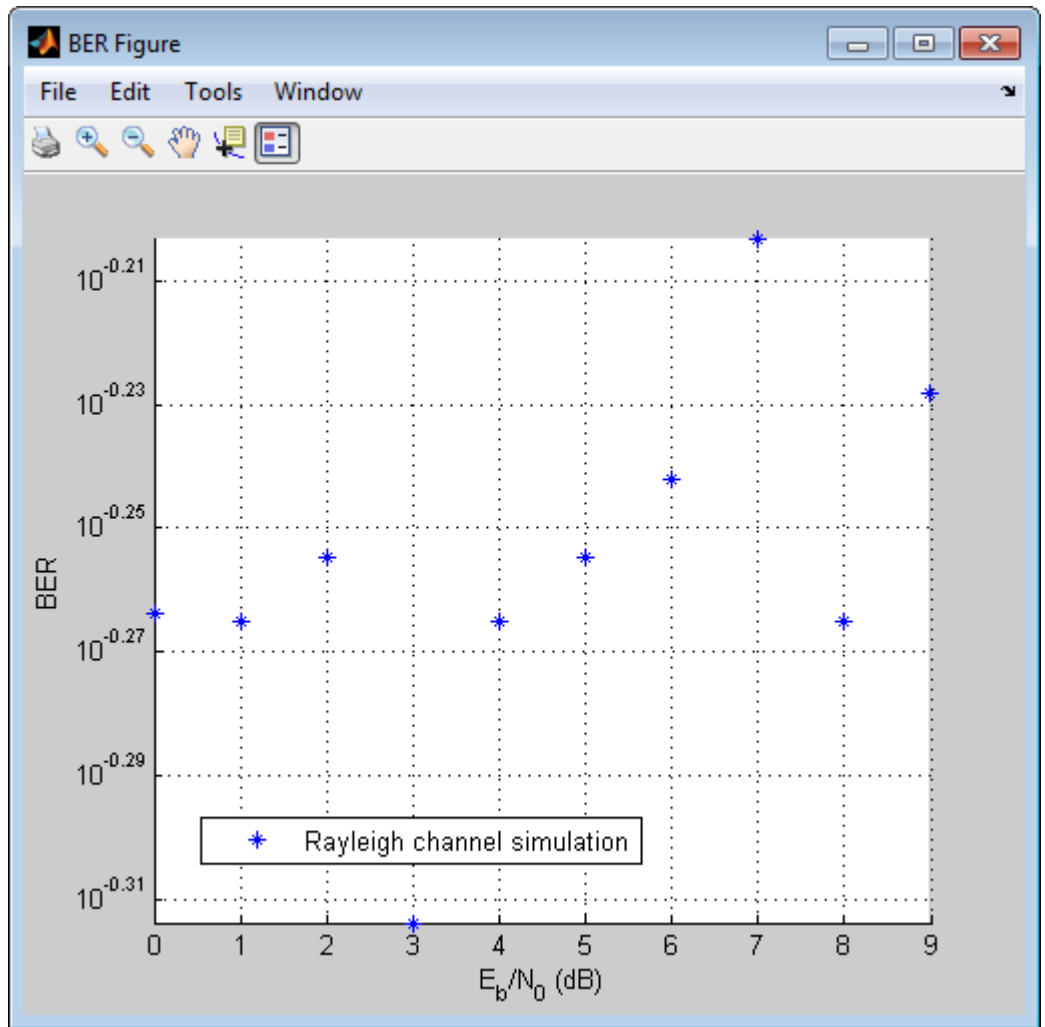
The previous design iterations model narrowband communications systems that can be adequately represented using an AWGN channel. However, high data rate communications systems require a wideband channel. Wideband communications channels are highly susceptible to the effects of multipath propagation, which introduces intersymbol interference (ISI). Therefore, you

must model wideband channels as multipath fading channels. This iteration of the design workflow uses a multipath fading Rayleigh channel, which assumes no direct line-of-sight between the transmitter and receiver.

In MATLAB

- 1** Access the BERTool application.
- 2** Clear the **Plot** check box for the plot BERTool generated in the previous step.
- 3** Click **Monte Carlo**.
- 4** Enter 0:9 for the **EbNo range**.
- 5** Enter 200 for the **Number of errors**.
- 6** Enter 1e7 for the **Number of bits**.
- 7** Click the **Browse** button.
- 8** Navigate to matlab/help/toolbox/comm/examples, select doc_design_iteration_viterbi_rayleigh_m.m and click **Run**.

BERTool runs the simulation and generates simulated points along the BER curve. Compare the simulation BER curve with the theoretical BER curve.



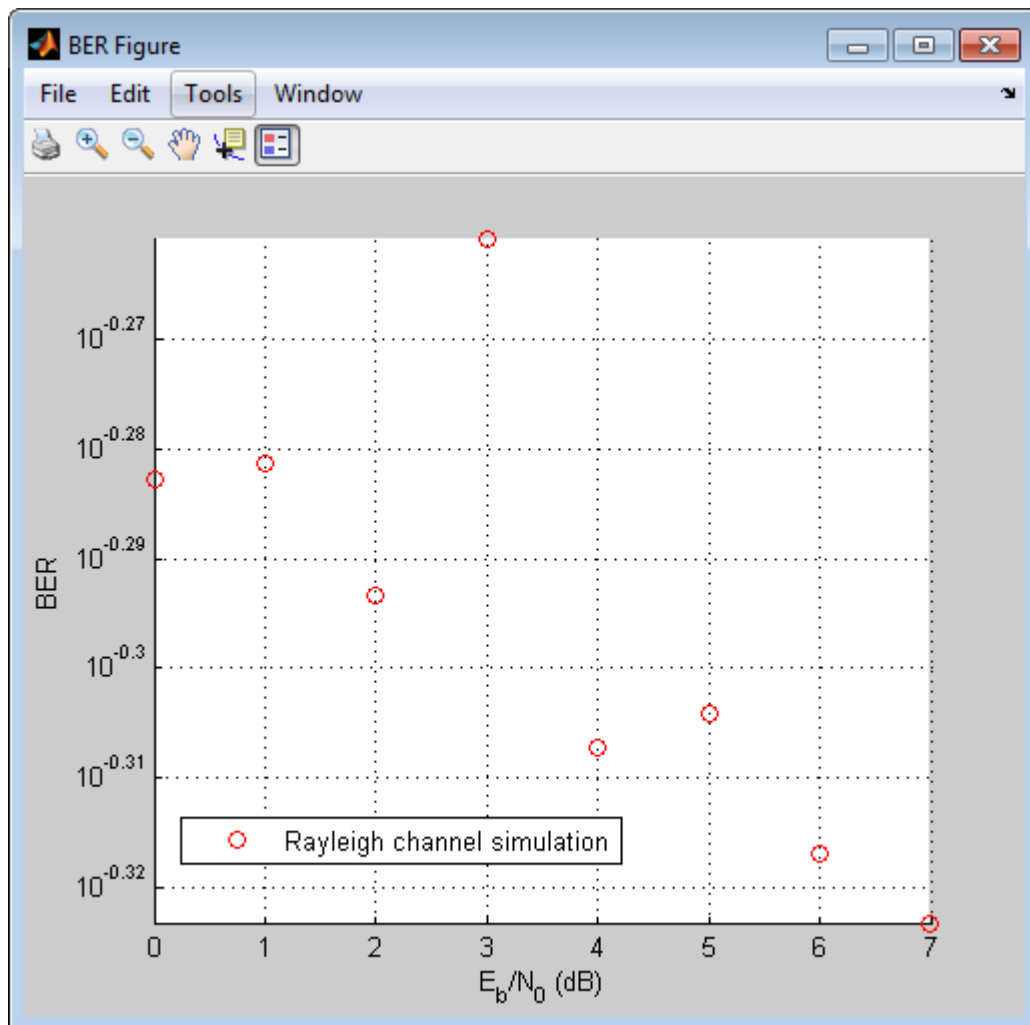
In the presence of multipath fading, the BER performance reduces to that of a binary channel with a consistent value of one-half. To correct the effect of multipath fading, you must add equalization to the communications system.

In Simulink

- 1 Access the BERTool application.

- 2** Clear the **Plot** check box to clear the plot BERTool generated in the previous step.
- 3** Click **Monte Carlo**.
- 4** Enter 0:7 for the **EbNo range**.
- 5** Enter 200 for the **Number of errors**.
- 6** Enter 1e7 for the **Number of bits**.
- 7** Click the **Browse** button, select **All Files** for the **Files of type** field.
- 8** Navigate to `matlab/help/toolbox/comm/examples`, select `doc_design_iteration_viterbi_rayleigh.slx` and click **Run**.

BERTool runs the simulation and generates simulated points along the BER curve. Compare the simulation BER curve with the theoretical BER curve.



In the presence of multipath fading, the BER performance reduces to that of a binary channel with a consistent value of one-half. To correct the effect of multipath fading, you must add equalization to the communications system.

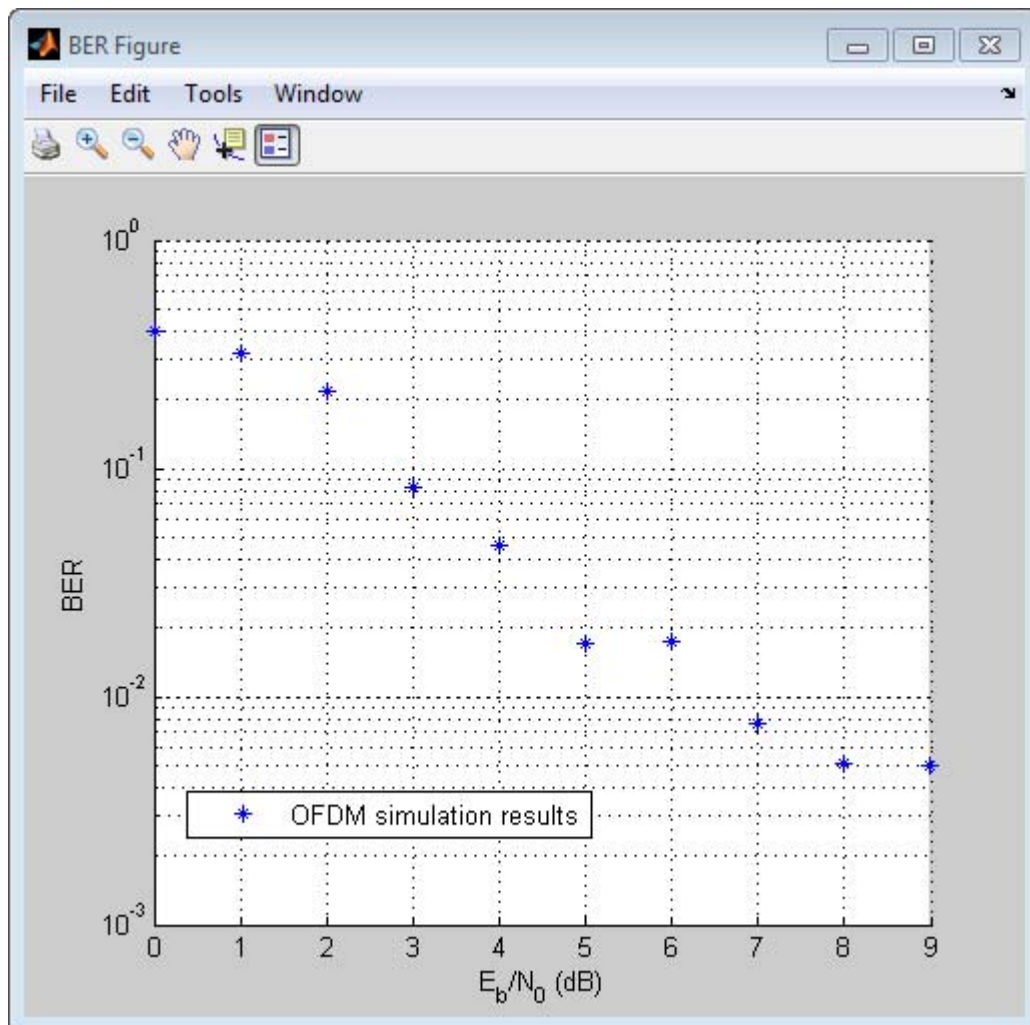
Use OFDM-based equalization to correct multipath fading

Use orthogonal frequency-division multiplexing (OFDM) to compensate for the multipath fading effect introduced by the Rayleigh fading channel. OFDM transmission schemes provides an effective way to perform frequency domain equalization. This design iteration introduces an OFDM transmitter, an OFDM receiver, and a frequency domain equalizer to the communications system.

In MATLAB

- 1 Access the BERTool application.
- 2 Clear the **Plot** check boxes for the simulation plot generated in the previous step.
- 3 Click the **Monte Carlo** tab.
- 4 Enter 0:9 for the **EbNo range**.
- 5 Enter 6000 for the **Number of errors**.
- 6 Enter 1e7 for the **Number of bits**.
- 7 Click the **Browse** button.
- 8 Navigate to `matlab/help/toolbox/comm/examples`, select `doc_design_iteration_viterbi_Rayleigh_OFDM_m.m` and click **Run**.

BERTool runs the simulation and generates simulated points along the BER curve.

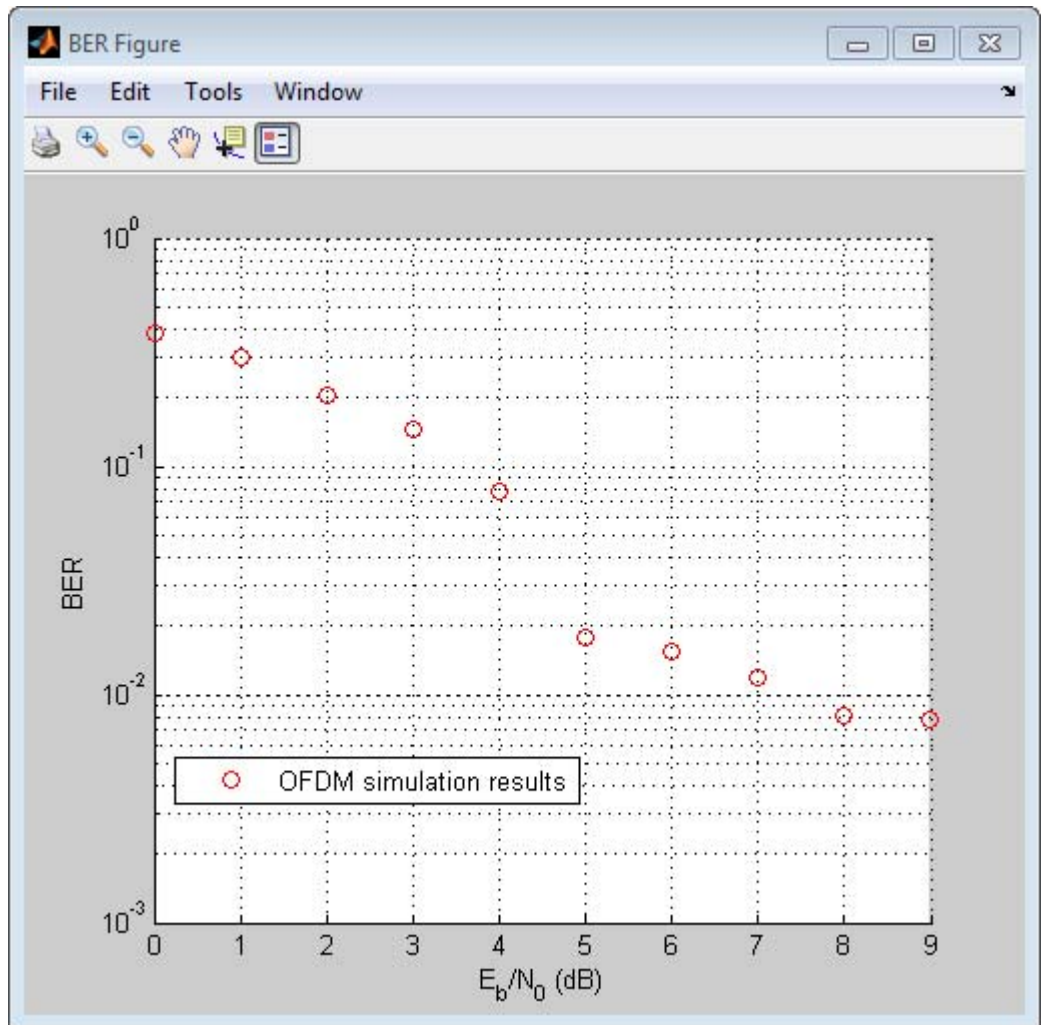


In Simulink

- 1 Access the BERTool application.
- 2 Clear the **Plot** check boxes for the plots BERTool generated in the previous step.

- 3** Click the **Monte Carlo** tab.
- 4** Enter 0:9 for the **EbNo range**.
- 5** Enter 6000 for the **Number of errors**.
- 6** Enter 5e7 for the **Number of bits**.
- 7** Click the **Browse** button, select **All Files** for the **Files of type** field.
- 8** Navigate to matlab/help/toolbox/comm/examples, select doc_design_iteration_viterbi_rayleigh_OFDM.slx and click **Run**.

BERTool runs the simulation and generates simulated points. Compare the simulation BER curve with the theoretical BER curve.



Use multiple antennas to further improve system performance

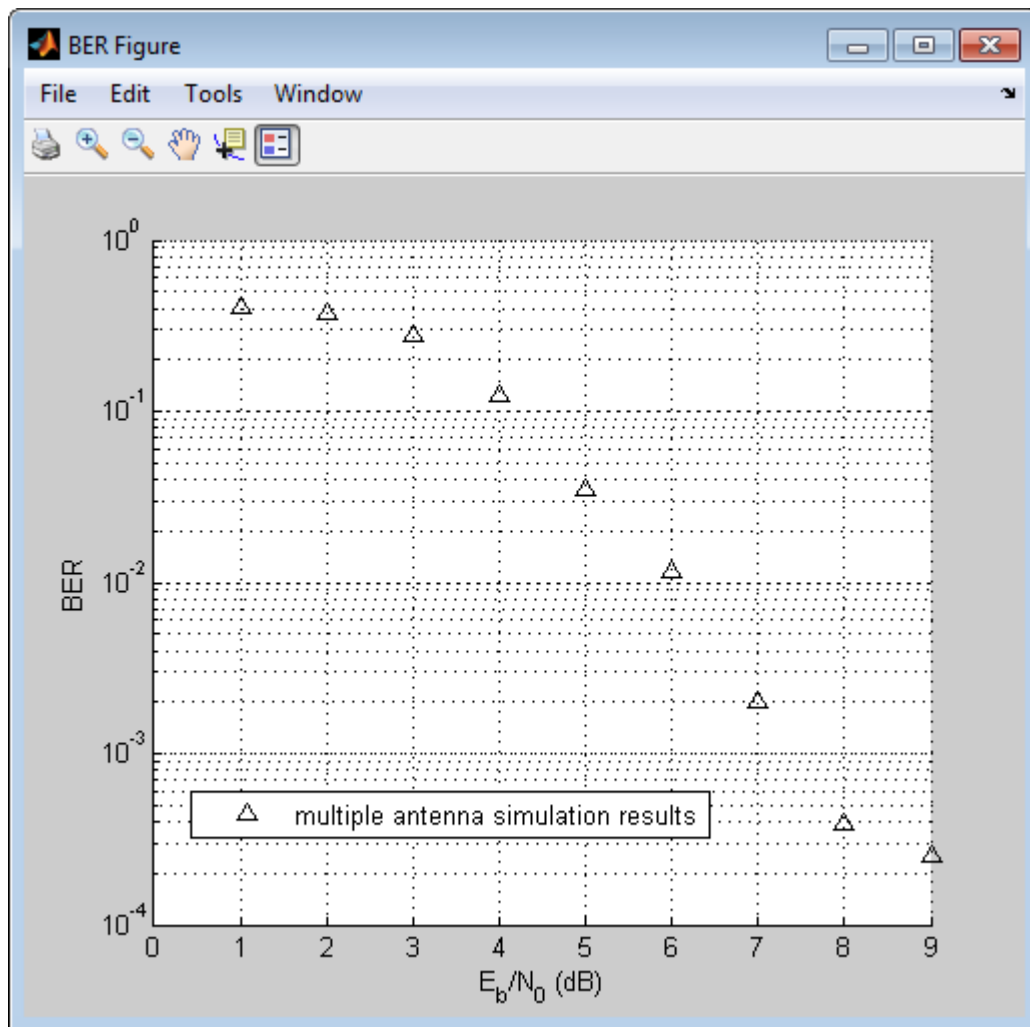
Simultaneously transmitting copies of a signal using multiple antennas can significantly increase the likelihood that the receiver correctly recovers the transmitted signal. This phenomenon is known as transmit diversity.

However, this performance improvement comes at the expense of introducing additional computational complexity in the receiver.

In MATLAB

- 1** Access the BERTool application.
- 2** Clear the **Plot** check box to clear the simulation plot generated in the previous step.
- 3** Click the **Monte Carlo** tab.
- 4** Enter 0:9 for the **EbNo range**.
- 5** Enter 1000 for the **Number of errors**.
- 6** Enter $1e7$ for the **Number of bits**.
- 7** Click the **Browse** button.
- 8** Navigate to `matlab/help/toolbox/comm/examples`, select `doc_design_iteration_viterbi_rayleigh_OFDM_MIMO_m.m` and click **Run**.

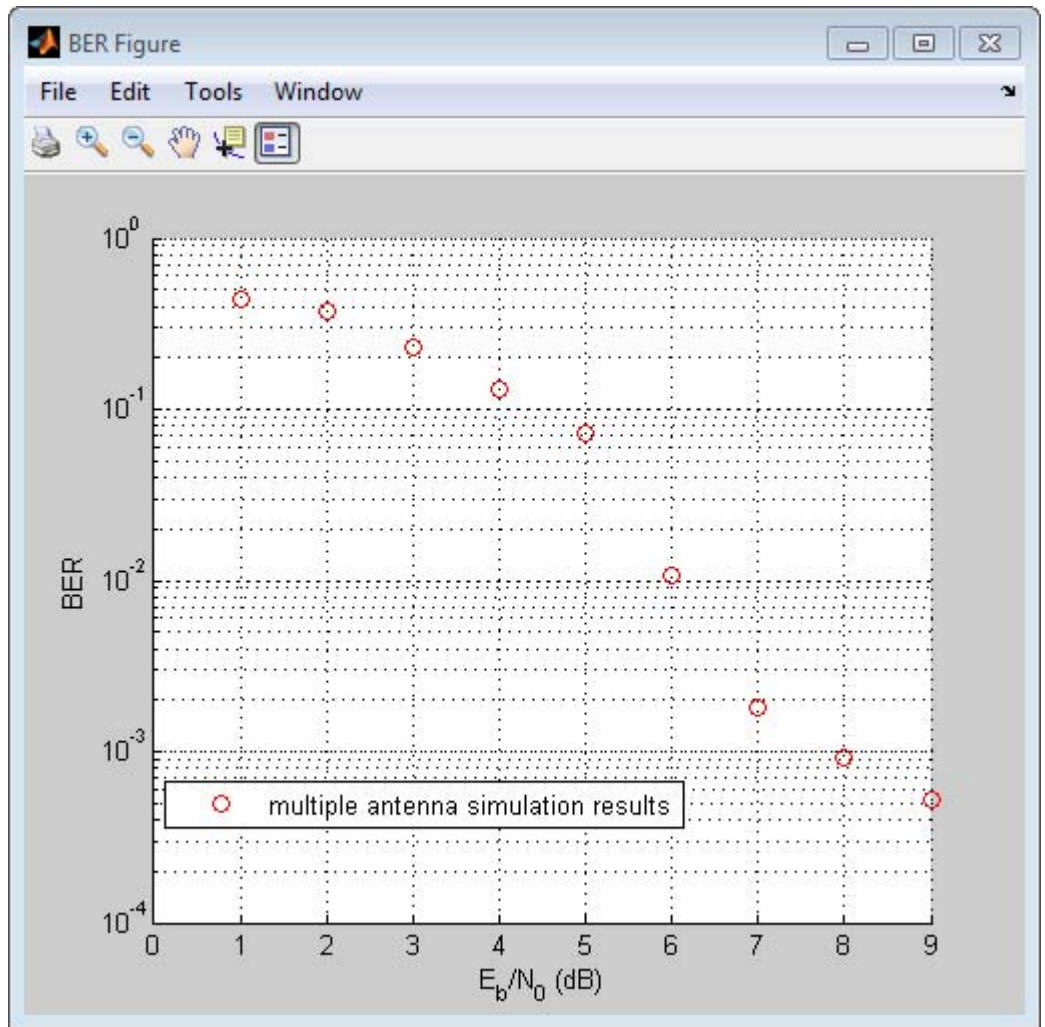
BERTool runs the simulation and generates simulated points along the BER curve. Compare the simulation BER curve with the theoretical BER curve.



In Simulink

- 1 Access the BERTool application.
- 2 Click the **Monte Carlo** tab.
- 3 Enter 0:9 for the **EbNo range**.

- 4** Enter 700 for the **Number of errors**.
- 5** Enter 1e7 for the **Number of bits**.
- 6** Click the **Browse** button, select **All Files** for the **Files of type** field.
- 7** Navigate to matlab/help/toolbox/comm/examples, select doc_design_iteration_viterbi_rayleigh_OFDM_MIMO.slx and click **Run**.



Accelerate the simulation using MATLAB Coder

All of the functions and System objects that this design iteration workflow uses support C code generation. If you have a MATLAB Coder™ license, you can accelerate simulation speed by generating a .mex file using the codegen command.

In MATLAB

- 1 Copy the `doc_design_iteration_viterbi_rayleigh_OFDM_MIMO_m.m` file to a folder that is not on the MATLAB path. For example, `C:\Temp`.
- 2 Change your working directory to the folder you just created.
- 3 Execute the following commands to set a numerical value for each of the input arguments in the `doc_design_iteration_viterbi_rayleigh_OFDM_MIMO_m` function. For example:

```
EbNo=1;  
MaxNumErrs=200;  
MaxNumBits=1e7;
```

- 4 Execute the `codegen` command to generate the executable MATLAB file.

```
codegen -args {EbNo,MaxNumErrs,MaxNumBits}  
doc_design_iteration_viterbi_rayleigh_OFDM_MIMO_m
```

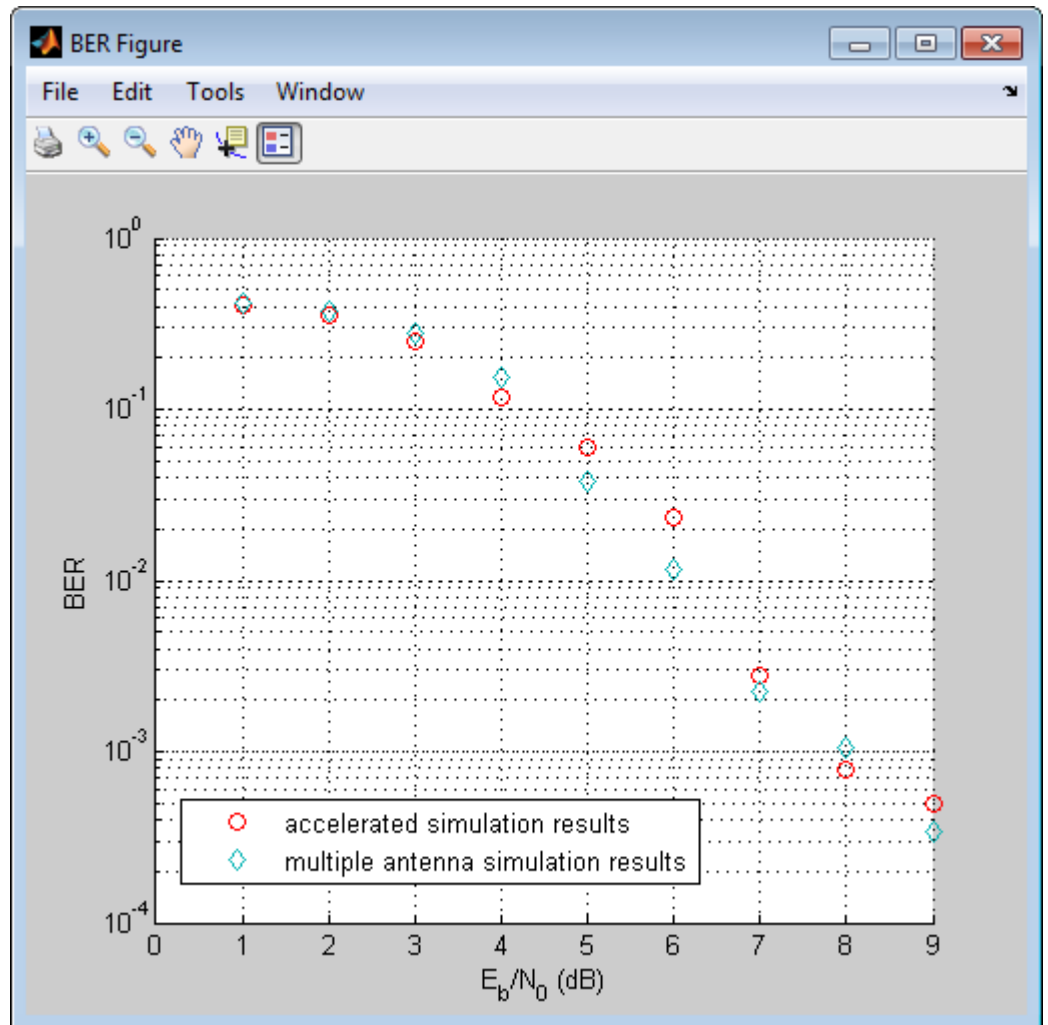
- 5 The file extension of the MATLAB executable file that gets generated depends upon your operating system. For example, on 64-bit Windows® the file extension will be `.mexw64`, and the full file name will be `doc_design_iteration_viterbi_rayleigh_OFDM_MIMO_m_mex.mexw64`.

If you run the mex file you just generated in BERTool, you will obtain the simulation results more quickly.

- 6 Access the BERTool application.
- 7 Click the **Monte Carlo** tab.
- 8 Enter `0:9` for the **EbNo range**.
- 9 Enter `700` for the **Number of errors**.
- 10 Enter `1e7` for the **Number of bits**.
- 11 Click the **Browse** button, and select **All Files**.

Navigate to folder you created in step 1 and click **Run**.

BERTool runs the simulation and generates simulated points along the BER curve. Compare the simulation BER curve with the previous curve. Any variation in the BER curve of the mex file and the MATLAB file from which it was generated is related to the seed of the random number generator and is statistically insignificant. In this example, BERTool generates the curve much more quickly when you use MATLAB Coder to generate C code. Notice that BERTool generates similar BER results in about 1/4 of the time that it took for the original simulation to complete.



System Objects

- “What Is a System Toolbox?” on page 3-2
- “What Are System Objects?” on page 3-3
- “When to Use System Objects Instead of MATLAB Functions” on page 3-5
- “System Design and Simulation in MATLAB” on page 3-8
- “System Objects in MATLAB Code Generation” on page 3-9
- “System Objects in Simulink” on page 3-16
- “System Object Methods” on page 3-17
- “System Design Using System Objects” on page 3-20

What Is a System Toolbox?

System Toolbox products provide algorithms and tools for designing, simulating, and deploying dynamic systems in MATLAB and Simulink. These toolboxes contain MATLAB functions, System objects, and Simulink blocks that deliver the same design and verification capabilities across MATLAB and Simulink, enabling more effective collaboration among system designers. Available System Toolbox products include:

- DSP System Toolbox
- Communications System Toolbox
- Computer Vision System Toolbox
- Phased Array System Toolbox

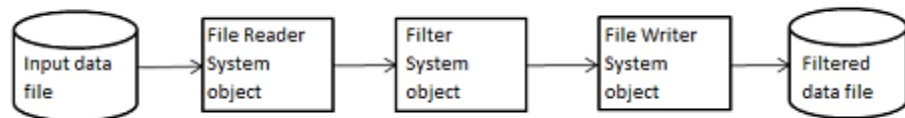
System Toolboxes support floating-point and fixed-point streaming data simulation for both sample- and frame-based data. They provide a programming environment for defining and executing code for various aspects of a system, such as initialization and reset. System Toolboxes also support code generation for a range of system development tasks and workflows, such as:

- Rapid development of reusable IP and test benches
- Sharing of component libraries and systems models across teams
- Large system simulation
- C-code generation for embedded processors
- Finite wordlength effects modeling and optimization
- Ability to prototype and test on real-time hardware

What Are System Objects?

A System object is a specialized kind of MATLAB object. System Toolboxes include System objects and most System Toolboxes also have MATLAB functions and Simulink blocks. System objects are designed specifically for implementing and simulating dynamic systems with inputs that change over time. Many signal processing, communications, and controls systems are dynamic. In a dynamic system, the values of the output signals depend on both the instantaneous values of the input signals and on the past behavior of the system. System objects use internal states to store that past behavior, which is used in the next computational step. As a result, System objects are optimized for iterative computations that process large streams of data, such as video and audio processing systems.

For example, you could use System objects in a system that reads data from a file, filters that data and then writes the filtered output to another file. Typically, a specified amount of data is passed to the filter in each loop iteration. The file reader object uses a state to keep track of where in the file to begin the next data read. Likewise, the file writer object keeps tracks of where it last wrote data to the output file so that data is not overwritten. The filter object maintains its own internal states to assure that the filtering is performed correctly. This diagram represents a single loop of the system.



Many System objects support:

- Fixed-point arithmetic (requires a Fixed-Point Designer™ license)
- C code generation (requires a MATLAB Coder or Simulink Coder license)
- HDL code generation (requires an HDL Coder™ license)
- Executable files or shared libraries generation (requires a MATLAB Compiler™ license)

Note Check your product documentation to confirm fixed-point, code generation, and MATLAB Compiler support for the specific System objects you want to use.

When to Use System Objects Instead of MATLAB Functions

In this section...

“System Objects vs. MATLAB Functions” on page 3-5

“Process Audio Data Using Only MATLAB Functions Code” on page 3-5

“Process Audio Data Using System Objects” on page 3-6

System Objects vs. MATLAB Functions

Many System objects have MATLAB function counterparts. For simple, one-time computations use MATLAB functions. However, if you need to design and simulate a system with many components, use System objects. Using System objects is also appropriate if your computations require managing internal states, have inputs that change over time or process large streams of data.

Building a dynamic system with different execution phases and internal states using only MATLAB functions would require complex programming. You would need code to initialize the system, validate data, manage internal states, and reset and terminate the system. System objects perform many of these managerial operations automatically during execution. By combining System objects in a program with other MATLAB functions, you can streamline your code and improve efficiency.

Process Audio Data Using Only MATLAB Functions Code

This example shows code using only MATLAB functions to read audio data from a file, filter it, and then play the filtered audio data. The audio data is read in frames. This code produces the same result as the System objects code in the next example, allowing you to compare approaches.

Locate source audio file.

```
fname = 'speech_dft_8kHz.wav';
```

Obtain the total number of samples and the sampling rate from the source file.

```
audioInfo = audioinfo(fname);  
maxSamples = audioInfo.TotalSamples;  
fs = audioInfo.SampleRate;
```

Define the filter to use.

```
b = fir1(160,.15);
```

Initialize the filter states.

```
z = zeros(1,numel(b)-1);
```

Define the amount of audio data to process at one time, and initialize the while loop index.

```
frameSize = 1024;  
nIdx = 1;
```

Define the while loop to process the audio data.

```
while nIdx <= maxSamples(1)-frameSize+1  
    audio = audioread(fname,[nIdx nIdx+frameSize-1]);  
    [y,z] = filter(b,1,audio,z);  
    sound(y,fs);  
    nIdx = nIdx+frameSize;  
end
```

The loop uses explicit indexing and state management, which can be a tedious and error-prone approach. You must have detailed knowledge of the states, such as, sizes and data types. Another issue with this MATLAB-only code is that the `sound` function is not designed to run in real time. The resulting audio is very choppy and barely audible.

Process Audio Data Using System Objects

This example shows code using System objects from the DSP System Toolbox software to read audio data from a file, filter it, and then play the filtered audio data. This code produces the same result as the MATLAB code shown previously, allowing you to compare approaches.

Locate source audio file.

```
fname = 'speech_dft_8kHz.wav';
```

Define the System object to read the file.

```
audioIn = dsp.AudioFileReader(fname, 'OutputDataType', 'single');
```

Define the System object to filter the data.

```
filtLP = dsp.FIRFilter('Numerator', fir1(160, .15));
```

Define the System object to play the filtered audio data.

```
audioOut = dsp.AudioPlayer('SampleRate', audioIn.SampleRate);
```

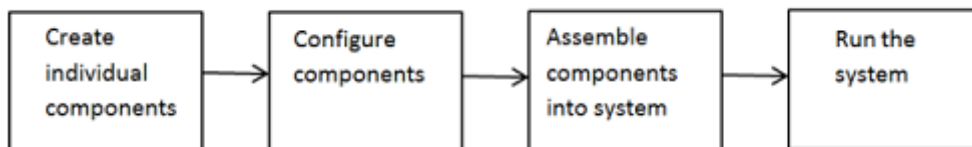
Define the while loop to process the audio data.

```
while ~isDone(audioIn)
    audio = step(audioIn);    % Read audio source file
    y = step(filtLP, audio);  % Filter the data
    step(audioOut, y);       % Play the filtered data
end
```

This System objects code avoids the issues present in the MATLAB-only code. Without requiring explicit indexing, the file reader object manages the data frame sizes while the filter manages the states. The audio player object plays each audio frame as it is processed.

System Design and Simulation in MATLAB

System objects allow you to design and simulate your system in MATLAB. You use System objects as shown in this diagram.



- 1** Create individual components — Create the System objects to use in your system. See “Create Components for Your System” on page 3-20 for information.
- 2** Configure components — If necessary, change the objects’ property values to model your particular system. All System object properties have default values that you may be able to use without changing them. See “Configure Components for Your System” on page 3-21 for information.
- 3** Assemble components into system — Write a MATLAB program that includes those System objects, connecting them using MATLAB variable as inputs and outputs to simulate your system. See “Assemble Components to Create Your System” on page 3-22 for information.
- 4** Run the system — Run your program, which uses the `step` method to run your system’s System objects. You can change tunable properties while your system is running. See “Run Your System” on page 3-24 and “Reconfigure Your System During Runtime” on page 3-24 for information.

System Objects in MATLAB Code Generation

In this section...

“System Objects in Generated Code” on page 3-9

“System Objects in codegen” on page 3-14

“System Objects in the MATLAB Function Block” on page 3-15

“System Objects and MATLAB® Compiler™ Software” on page 3-15

System Objects in Generated Code

You can generate C/C++ code from your system that contains System objects by using the MATLAB Coder product. Using this product, you can generate efficient and compact code for deployment in desktop and embedded systems and accelerate fixed-point algorithms.

Note Most, but not all, System objects support code generation. Refer to the particular object’s reference page for information.

System Objects Code with Persistent Objects for Code Generation

This example shows how to use System objects to make MATLAB code suitable for code generation. The example highlights key factors to consider, such as passing property values and using extrinsic functions. It also shows that by using persistent objects, the object states are maintained between calls.

```
function w = lmssystem(x, d)
% LMSSYSTEMIDENTIFICATION System identification using
% LMS adaptive filter
%#codegen

    % Declare System objects as persistent.
    persistent hlms;

    % Initialize persistent System objects only once
    % Do this with 'if isempty(persistent variable).'
```

```
% This condition will be false after the first time.

if isempty(hlms)
    % Create LMS adaptive filter used for system
    % identification. Pass property value arguments
    % as constructor arguments. Property values must
    % be constants during compile time.

    hlms = dsp.LMSFilter(11,'StepSize',0.01);
end

[~,~,w] = step(hlms,x,d);      % Filter weights
end
```

This example shows how to compile the `lmssystem` function and produce a MEX file with the same name in the current directory.

```
% LMSSYSTEMIDENTIFICATION System identification using
% LMS adaptive filter

coefs = fir1(10,.25);
hfilt = dsp.FIRFilter('Numerator', coefs);

x = randn(1000,1);           % Input signal
hSrc = dsp.SignalSource(x,100); % Use x as input-signal with
                                % 100 samples per frame

% Generate code for lmssystem
codegen lmssystem -args {ones(100,1),ones(100,1)}

while ~isDone(hSrc)
    in = step(hSrc);
    d = step(hfilt,in) + 0.01*randn(100,1); % Desired signal
    w = lmssystem_mex(in,d);                % Call generated mex file
    stem([coefs.',w]);
end
```

For another detailed code generation example, see “Generate Code for MATLAB Handle Classes and System Objects” in the MATLAB Coder product documentation.

System Objects Code Without Persistent Objects for Code Generation

The following example, using System objects, does not use the `persistent` keyword because calling a persistent object with different data types causes a data type mismatch error. This example filters the input and then performs a discrete cosine transform on the filtered output.

```
function [out] = FilterAndDCTLib(in)
    hFIR = dsp.FIRFilter('Numerator',fir1(10,0.5));
    DCT = dsp.DCT;

    % Run the objects to get the filtered spectrum
    firOut = hFIR.step(in);
    out = hDCT.step(firOut);

function [out1, out2] = CompareRealInt(in1)
    % Call the library function, FilterAndDCTLib, which can
    % generate code for multiple calls each with a different data type.

    % Convert input data from double to int16
    in2 = int16(in1);

    % Call the library function for both data types, double and int16
    out1 = FilterAndDCTLib(in1);
    out2 = FilterAndDCTLib(in2);

function RunDCTExample
    % Execute everything needed at the command line to run the example

    warnState = warning('off','SimulinkFixedPoint:util:fxpParameterUnderflow');

    % Create vector, length 256, of data containing noise and sinusoids
    dataLength = 256;
    sampleData = rand(dataLength,1) + 3*sin(2*pi*[1:dataLength]*.085)' ...
        + 2*cos(2*pi*[1:dataLength]*.02)';

    % Generate code and run generated file
    codegen CompareRealInt -args {sampleData}
```

```
[out1,out2] = CompareRealInt_mex(sampleData);

% Compare the the floating point results, in blue
% with the int16 results, in red
plot(out1,'b');
hold on;
plot(out2,'r');
hold off

warning(warnState.state,warnState.identifier);
end
```

Usage Rules and Limitations for System Objects in Generated MATLAB Code

The following usage rules and limitations apply to using System objects in code generated from MATLAB.

Object Construction and Initialization

- If objects are stored in persistent variables, initialize System objects once by embedding the object handles in an if statement with a call to `isempty()`.
- Create child System objects only in the parent constructor or in the `setup` method. Calls to the child constructor cannot be in a function called from the parent constructor or the `setup` method.
- Set arguments to System object constructors as compile-time constants.

Inputs and Outputs

- The data type of the inputs should not change.
- If you want the size of inputs to change, verify that variable-size is enabled. Code generation support for variable-size data also requires that the `Enable variable sizing` option is enabled, which is the default in MATLAB.

Note Variable-size properties in MATLAB Function block in Simulink are not supported. System objects predefined in the software do not support variable-size if their data exceeds the `DynamicMemoryAllocationThreshold` value.

- Do not set System objects to become outputs from the MATLAB Function block.
- Do not use the Save and Restore Simulation State as `SimState` option for any System object in a MATLAB Function block.
- Do not pass a System object as an example input argument to a function being compiled with `codegen`.
- Do not pass a System object to functions declared as extrinsic (functions called in interpreted mode) using the `coder.extrinsic` function. System objects returned from extrinsic functions and scope System objects that automatically become extrinsic can be used as inputs to another extrinsic function, but do not generate code.

Tunable and Nontunable Properties

- The value assigned to a nontunable property must be a constant and there can be at most one assignment to that property (including the assignment in the constructor).
- For most System objects, the only time you can set their nontunable properties during code generation is when you construct the objects.
 - For System objects that are predefined in the software, you can set their tunable properties at construction time or using dot notation after the object is locked.
 - For System objects that you define, you can change their tunable properties at construction time or using dot notation during code generation.
- Default values of tunable properties determine the dimension, data type, and complexity of those properties. Objects cannot be used as default values for properties.

Cell Arrays and Global Variables

- Do not use cell arrays.
- Global variables are not supported. To avoid syncing global variables between a MEX file and the workspace, use a coder configuration object. For example:

```
f = coder.MEXConfig;  
f.GlobalSyncMethod='NoSync'
```

Then, include `'-config f'` in your `codegen` command.

Methods Supported for Code Generation

- Code generation support is available only for these System object methods:
 - `get`
 - `getNumInputs`
 - `getNumOutputs`
 - `isDone` (for sources only)
 - `release`
 - `reset`
 - `set` (for tunable properties)
 - `step`

System Objects in codegen

You can include System objects in MATLAB code in the same way you include any other elements. You can then compile a MEX file from your MATLAB code by using the `codegen` command, which is available if you have a MATLAB Coder license. This compilation process, which involves a number of optimizations, is useful for accelerating simulations. See “Getting Started with MATLAB Coder” and “MATLAB Classes” for more information.

Note Most, but not all, System objects support code generation. Refer to the particular object's reference page for information.

System Objects in the MATLAB Function Block

Using the MATLAB Function block, you can include any System object and any MATLAB language function in a Simulink model. This model can then generate embeddable code. System objects provide higher-level algorithms for code generation than do most associated blocks. For more information, see “What Is a MATLAB Function Block?” in the Simulink documentation.

System Objects and MATLAB Compiler Software

MATLAB Compiler software supports System objects for use inside MATLAB functions. The compiler product does not support System objects for use in MATLAB scripts.

System Objects in Simulink

You can also include System object code in Simulink models using the MATLAB Function block. This ability to include MATLAB code in Simulink. However, portions of the system are easier to implement in the MATLAB environment. Many System objects have Simulink block counterparts with equivalent functionality. Before writing MATLAB code to include in a Simulink model, check for existing blocks that perform the desired operation.

System Object Methods

In this section...
“What Are System Object Methods?” on page 3-17
“The Step Method” on page 3-17
“Common Methods” on page 3-18

What Are System Object Methods?

After you create a System object, you use various object methods to process data or obtain information from or about the object. All methods that are applicable to an object are described in the reference pages for that object. System object method names begin with a lowercase letter and class and property names begin with an uppercase letter. The syntax for using methods is `<method>(<handle>)`, such as `step(H)`, plus possible extra input arguments.

System objects use a minimum of two commands to process data—a constructor to create the object and the step method to run data through the object. This separation of declaration from execution lets you create multiple, persistent, reusable objects, each with different settings. Using this approach avoids repeated input validation and verification, allows for easy use within a programming loop, and improves overall performance. In contrast, MATLAB functions must validate parameters every time you call the function.

These advantages make System objects particularly well suited for processing streaming data, where segments of a continuous data stream are processed iteratively. This ability to process streaming data provides the advantage of not having to hold large amounts of data in memory. Use of streaming data also allows you to use simplified programs that use loops efficiently.

The Step Method

The step method is the key System object method. You use `step` to process data using the algorithm defined by that object. The `step` method performs other important tasks related to data processing, such as initialization and handling object states. Every System object has its own customized `step` method, which is described in detail on the `step` reference page for that object.

For more information about the `step` method and other available methods, see the descriptions in “Common Methods” on page 3-18.

Common Methods

All System objects support the following methods, each of which is described in a method reference page associated with the particular object. In cases where a method is not applicable to a particular object, calling that method has no effect on the object.

Method	Description
<code>step</code>	Processes data using the algorithm defined by the object. As part of this processing, it initializes needed resources, returns outputs, and updates the object states. After you call the <code>step</code> method, you cannot change any input specifications (i.e., dimensions, data type, complexity). During execution, you can change only tunable properties. The <code>step</code> method returns regular MATLAB variables. Example: <code>Y = step(H,X)</code>
<code>release</code>	Releases any special resources allocated by the object, such as file handles and device drivers, and unlocks the object. For System objects, use the <code>release</code> method instead of a destructor.
<code>reset</code>	Resets the internal states of the object to the initial values for that object
<code>getNumInputs</code>	Returns the number of inputs (excluding the object itself) expected by the <code>step</code> method. This number varies for an object depending on whether any properties enable additional inputs.
<code>getNumOutputs</code>	Returns the number of outputs expected from the <code>step</code> method. This number varies for an object depending on whether any properties enable additional outputs.

Method	Description
<code>getDiscreteState</code>	Returns the discrete states of the object in a structure. If the object is unlocked (when the object is first created and before you have run the <code>step</code> method on it or after you have released the object), the states are empty. If the object has no discrete states, <code>getDiscreteState</code> returns an empty structure.
<code>clone</code>	Creates another object of the same type with the same property values
<code>isLocked</code>	Returns a logical value indicating whether the object is locked.
<code>isDone</code>	Applies to source objects only. Returns a logical value indicating whether the step method has reached the end of the data file. If a particular object does not have end-of-data capability, this method value returns <code>false</code> .
<code>info</code>	Returns a structure containing characteristic information about the object. The fields of this structure vary depending on the object. If a particular object does not have characteristic information, the structure is empty.

System Design Using System Objects

In this section...

- “Create Components for Your System” on page 3-20
- “Configure Components for Your System” on page 3-21
- “Assemble Components to Create Your System” on page 3-22
- “Run Your System” on page 3-24
- “Reconfigure Your System During Runtime” on page 3-24

Create Components for Your System

A System object is a component you can use to create your system in MATLAB. System objects support fixed- or variable-size data. *Variable-size data* is data whose size can change at run time. By contrast, fixed-size data is data whose size is known and locked at initialization time, and therefore, cannot change at run time.

Many System objects are predefined in the software. You can also define your own System objects (see “Define New System Objects”).

This example shows the first step in designing a system that processes a long stream of audio data. The data is read from a file, filtered, and then played. The particular predefined components you need are:

- `dsp.AudioFileReader` — Read the file of audio data
- `dsp.FIRFilter` — Filter the audio data
- `dsp.AudioPlayer` — Play the filtered audio data

First, you create the component objects, using default property settings:

```
audioIn = dsp.AudioFileReader;  
filtLP = dsp.FIRFilter;  
audioOut = dsp.AudioPlayer;
```

Next, you configure each System object for your system. See “Configure Components for Your System” on page 3-21.

Note Alternately, if desired, you can “Create and Configure Components at the Same Time” on page 3-22.

Configure Components for Your System

When to Configure Components

If you did not set an object’s properties when you created it and do not want to use default values, you must explicitly set those properties. Some properties allow you to change their values while your system is running. See “Reconfigure Your System During Runtime” on page 3-24 for information.

Most properties are independent of each other. However, some System object properties enable or disable another property or limit the values of another property. To avoid errors or warnings, you should set the controlling property before setting the dependent property.

Display Component Property Values

To display the current property values for an object, type that object’s handle name at the command line (such as `audioIn`). To display the value of a specific property, type `objecthandle.propertyname` (such as `audioIn.FileName`).

Configure Component Property Values

This example shows how to configure the components for your system by setting the component objects’ properties. Use this procedure if you have created your components as described in “Create Components for Your System” on page 3-20.

Note If you have not yet created your components, use the procedure in “Create and Configure Components at the Same Time” on page 3-22.

For the file reader object, specify the file to read and set the output data type.

```
audioIn.FileName = 'speech_dft_8kHz.wav';  
audioIn.OutputDataType = 'single';
```

For the filter object, specify the filter numerator coefficients using the `fir1` function, which specifies the lowpass filter order and the cutoff frequency.

```
filtLP.Numerator = fir1(160,.15);
```

For the audio player object, specify the sample rate. In this case, use the same sample rate as the input data.

```
audioOut.SampleRate = audioIn.SampleRate;
```

Create and Configure Components at the Same Time

This example shows how to create your System object components and configure the desired properties at the same time. To avoid errors or warnings for dependent properties, you should set the controlling property before setting the dependent property. Use this procedure if you have not already created your components.

Create the file reader object, specify the file to read, and set the output data type.

```
audioIn = dsp.AudioFileReader('speech_dft_8kHz.wav',...  
    'OutputDataType','single')
```

Create the filter object and specify the filter numerator using the `fir1` function. Specify the lowpass filter order and the cutoff frequency of the `fir1` function.

```
filtLP = dsp.FIRFilter('Numerator',fir1(160,.15));
```

Create the audio player object and specify the sample rate. In this case, use the same sample rate as the input data.

```
audioOut = dsp.AudioPlayer('SampleRate',audioIn.SampleRate);
```

After you create the components, you can assemble them in your system. See “Assemble Components to Create Your System” on page 3-22.

Assemble Components to Create Your System

- “Connect Inputs and Outputs” on page 3-23

- “Code for the Whole System” on page 3-23

Connect Inputs and Outputs

After you have determined the components you need and have created and configured your System objects, assemble your system. You use the System objects like other MATLAB variables and include them in MATLAB code. You can pass MATLAB variables into and out of System objects.

The main difference between using System objects and using functions is the `step` method. The `step` method is the processing command for each System object and is customized for that specific System object. This method initializes your objects and controls data flow and state management of your system. You typically use `step` within a loop.

You use the output from an object’s `step` method as the input to another object’s `step` method. For some System objects, you can use properties of those objects to change the number of inputs or outputs. To verify that the appropriate number of input and outputs are being used, you can use `getNumInputs` and `getNumOutputs` on any System object. For information on all available System object methods, see “System Object Methods” on page 3-17.

Code for the Whole System

This example shows the full code for reading, filtering, and playing a file of audio data.

You can type this code on the command line or put it into a program file.

```
audioIn = dsp.AudioFileReader('speech_dft_8kHz.wav',...
    'OutputDataType','single');
filtLP = dsp.FIRFilter('Numerator',fir1(160,.15));
audioOut = dsp.AudioPlayer('SampleRate',audioIn.SampleRate);

while ~isDone(audioIn)
    audio = step(audioIn);    % Read audio source file
    y = step(filtLP,audio);  % Filter the data
    step(audioOut,y);       % Play the filtered data
end
```

The while loop uses the `isDone` method to read through the entire file. The `step` method is used on each object inside the loop.

Now, you are ready to run your system. See “Run Your System” on page 3-24.

Run Your System

- “How to Run Your System” on page 3-24
- “What You Cannot Change While Your System Is Running” on page 3-24

How to Run Your System

Run your code either by typing directly at the command line or running a file containing your program. When you run the code for your system, the `step` method instructs each object to process data through that object.

What You Cannot Change While Your System Is Running

The first call to the `step` method initializes and then locks your object. When a System object has started processing data, it is locked to prevent changes that would disrupt its processing. Use the `isLocked` method to verify whether an object is locked. When the object is locked, you cannot change:

- Number of inputs or outputs
- Data type of inputs or outputs
- Data type of any tunable property
- Dimensions of inputs or tunable properties, except for System objects that support variable-size data
- Value of any nontunable property

To make changes to your system while it is running, see “Reconfigure Your System During Runtime” on page 3-24.

Reconfigure Your System During Runtime

- “When Can You Change Component Properties?” on page 3-25

- “Change a Tunable Property in Your System” on page 3-25
- “Change Input Complexity or Dimensions” on page 3-25

When Can You Change Component Properties?

When a System object has started processing data, it is locked to prevent changes that would disrupt its processing. You can use `isLocked` on any System object to verify whether it is locked or not. When processing is complete, you can use the `release` method to unlock a System object.

Some object properties are *tunable*, which enables you to change them even if the object is locked. Unless otherwise specified, System objects properties are nontunable. Refer to the object’s reference page to determine whether an individual property is tunable. Typically, tunable properties are not critical to how the System object processes data.

Change a Tunable Property in Your System

You can change the filter type to a high-pass filter as your code is running by replacing the while loop with the following while loop. The change takes effect the next time the `step` method is called (such as at the next iteration of the while loop).

```
reset(audioIn);                % Reset audio file
filtLP.Numerator = fir1(160,0.15,'high');
while ~isDone(audioIn)
    audio = step(audioIn);      % Read audio source file
    y = step(filtLP,audio);     % Filter the data
    step(audioOut,y);          % Play the filtered data
end
```

Change Input Complexity or Dimensions

During simulation, some System objects do not allow complex data if the object was initialized with real data. You cannot change any input complexity during code generation.

You can change the value of a tunable property without a warning or error being produced. For all other changes at run time, an error occurs.

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