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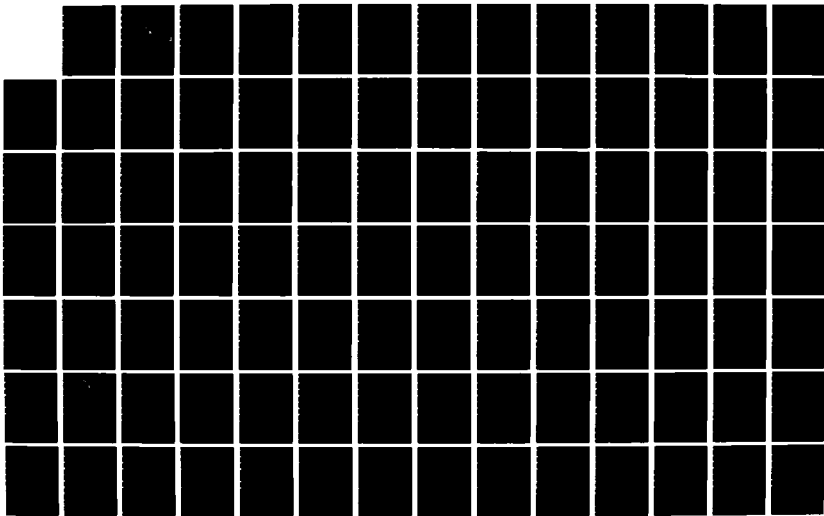
COMPUTER SIMULATION OF DIGITAL SIGNAL MODULATION
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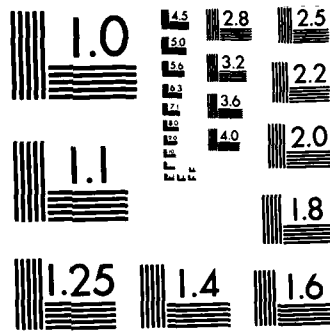
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THESIS

COMPUTER SIMULATION OF
DIGITAL SIGNAL MODULATION TECHNIQUES IN
SATELLITE COMMUNICATIONS

by

Craig Dean Carlson

September 1985

Thesis Advisor:

James L. Wayman

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of the FFT's was conducted to determine if there is any relationship between the components of the FFT of the different signals. The statistic used to investigate this possible relationship was the F-distribution. The computer simulation was written and conducted in the FORTRAN programming language. A copy of the program, results of the simulation and the statistical analysis conducted are included in the appendices.

A

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Computer Simulation of
Digital Signal Modulation Techniques in
Satellite Communications

by

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Lieutenant Commander, United States Navy
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Submitted in partial fulfillment of the
requirements for the degree of

MASTER OF SCIENCE IN SYSTEMS TECHNOLOGY
(SPACE SYSTEMS OPERATIONS)

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ABSTRACT

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I. INTRODUCTION

A. BACKGROUND

Since the introduction of the sampling theorem and the matched filter, digital communications techniques have developed into a highly proficient discipline. The marriage of this discipline with the rapidly expanding space program has resulted in communication satellites employing a multitude of digital signal modulation techniques. A modulation technique is a method of transmitting the information contained in a message by varying or modulating the characteristics of a carrier waveform. These methods offer a range of advantages and disadvantages depending on the specific characteristics of the modulation technique employed. The applications of the various signal modulation techniques likewise vary. In order to understand this exciting new field it is necessary to look at some of the aspects of satellite communications systems in general. Then an investigation will be made into the general attributes of digital communications and their relationship to the satellite system.

The ability to understand these digital signal modulation techniques is the first step in being able to intercept, identify and demodulate unknown digital signals. These digital signals, transmitted from unknown sources, are believed to display frequency characteristics peculiar to the modulation technique employed in the encoding process. The digital computer offers unique opportunities in simulating these modulation techniques, in signal processing and in decoding of an intercepted signal.

B. SPECIFIC GOALS

It is the specific goal of this thesis to investigate the open literature on the topic of digital signal modulation techniques in satellite communications. This includes a basic understanding of the communications satellite system as well as the specific techniques employed in signal modulation. Additionally, once a basic understanding of these digital signal modulation techniques is achieved, computer code in the FORTRAN programming language will be developed which simulates these modulated signals. The statistics of the time-varying Fast Fourier Transforms (FFT) of these simulated signals will be investigated. The purpose of this analysis will be to lead to follow-on research in the area of signal analysis of intercepted digital signals whereby they can be classified by their FFT as employing a specific digital signal modulation technique.

C. SCOPE OF THE PROJECT

Although an indepth analysis of all the digital signal modulation techniques which will be introduced involves considerable higher level mathematics, it is not within the scope of this project to delve heavily into the mathematics. It would be advantageous, however, for the reader to have had integral and differential calculus and an introduction to statistics. Also a course in electrical engineering may prove helpful but is not essential since in actuality it is the electrical engineering aspects of satellite communications that this tutorial is attempting to present. The computer programming will be accomplished utilizing the techniques of software engineering and top down modular design. Existing blocks of code will be used as modules whenever appropriate and available. Again it is the

ultimate purpose of this project to examine a variety of digital signal modulation techniques and develop computer code that simulates common signals used in satellite communications that have been produced by one of the many digital signal modulation techniques to be investigated.

II. UNDERSTANDING SATELLITE COMMUNICATIONS

A. HISTORY AND APPLICATIONS

Forty years ago, in 1945, Arthur Clarke first envisioned the use of space stations placed in geosynchronous orbit for communicating to different points on the earth [Ref. 1]. Nine years later in 1954, J.R. Pierce of Bell Laboratories performed a system analysis on such a communications system [Ref. 2]. In 1957, the launch of Sputnik demonstrated the feasibility of using a satellite for just such an application. However, by 1961 the only satellite communications technologies which had been demonstrated were the Courier 1B satellite, a short-life active retransmission teletype communications satellite in a 1000 km orbit, and the Echo I balloon in a 1600 km orbit which demonstrated passive reflection of powerful microwave signals from one earth station to another. Active microwave communications demonstrated in Projects Telstar and Relay were years away [Ref. 3]. The first geostationary orbit was achieved by Project Syncom in 1963 [Ref. 4].

In 1964, communication organizations from several countries joined together to form the international organization of INTELSAT (International Telecommunications Satellite Organization). INTELSAT's purpose was to develop a satellite network which would provide truly global communications capabilities. This resulted in the launch in 1965 of the world's first commercial communications satellite, INTELSAT I, also known as "Early Bird". With "Early Bird", telecommunications utilizing satellite relay were established between the United States and Europe. [Ref. 3]

The reliability of these satellite systems has improved dramatically since INTELSAT I in 1965. Reliability of individual links in the system approach 99.99 percent or higher. Total system reliability exceeding 99.9 percent is common [Ref. 5], making satellite communications more reliable than many other modes of communications. In this sense, reliability is a measure of the probability that no failure will occur in a respective channel or in the system during the design life of the satellite.

In order for the operability, capability and reliability of these systems to have developed at this pace, it was necessary for the technologies associated with them to develop as rapidly or even more rapidly than the systems themselves. Engineering sciences and specifically the fields of aerospace and electrical engineering historically have required between 7 and 10 years to take a concept from operational requirement to full scale operation. This was not the case with the concept of communications satellites which has seen four generations of INTELSAT satellites within a decade's time. [Ref. 3]

The "Early Bird" satellite weighed approximately 38 kilograms and possessed limited power and bandwidth capacity enabling it to carry only 240 two-way telephone conversations. Today's communications satellites represent order-of-magnitude improvements in many important operating parameters such as power and bandwidth. Additionally, increased effective radiated power from the techniques of stabilized earth pointing antennas have greatly increased the capacity of later generation communications satellites. INTELSAT V, the current generation of communications satellites, is a three-axis stabilized platform using not only the 6/4 GHz frequency band (6 GHz receive/4 GHz transmit) as in earlier generation satellites but also a 500 MHz bandwidth available in the 14/11 GHz band. The

separation in the receive and transmit frequencies is necessary to prevent interference during simultaneous operation of the receiver and transmitter. Another factor increasing the capacity of present generation satellites is the increase in primary power available in the satellite. [Ref. 3]

The technologies which have contributed to the evolution of communications satellites come from two primary sources, namely technology from the space program of the 1960's supported by NASA and DoD and communications technology due largely to commercial and private sector contributions. [Ref. 3]

Electronic devices and components have contributed significantly to the rapid development of satellite systems. These electronic devices range from something which is now considered basic, i.e., the transistor, to devices such as Traveling Wave Tube amplifiers, lightweight antennas and antenna feed systems. There have been major improvements in satellite power sources including more efficient solar cells and high storage capacity/lightweight batteries. Additionally, two significant developments in electrical engineering have made modern day digital signal processing a reality. They are the sampling theorem and the matched filter. [Ref. 3]

Communications satellites of the future are likely to utilize onboard signal processing. Signal processing functions such as signal reshaping, switching and/or multiplexing and compression could soon take place on the satellite due to the reduction in size and weight of the necessary hardware. Operation at over 100 megabits per second are envisioned. Onboard signal processing will greatly reduce the expense and complexity of earth stations thereby making services of a satellite available to a wider range of small and geographically disperse users. [Ref. 3]

Satellite communications hold great promise to provide service to a multitude of users over a wide area. Applications lie not solely in retransmission but also in data collection from that same large geographic area. Military users have definite applications in these areas when warning, intelligence and surveillance systems provide digital inputs to a central source. Although most of the present applications for satellite communications are still provided by the government, commercial applications have seen tremendous increases in the last several years. [Ref. 3]

B. ORBITS AND LIMITATIONS

Satellite orbits are generally categorized as either equatorial (0 degrees inclination), polar (90 degrees inclination) or inclined at some angle other than 0 or 90 degrees relative to the spin axis of the earth as illustrated in Figure 2.1 [Ref. 6]. Each satellite orbit has a characteristic velocity which is dependent on the height of the orbit and the orbit's eccentricity. Eccentricity is a measure of the degree to which the orbit approximates a circle. A circle has eccentricity equal to zero since the focus is located at the center. See equation 2.1 and Figure 2.2.

A communications satellite in elliptical orbit about the earth obeys Kepler's second law of planetary motion. That is, a satellite's constant angular momentum about the earth means that its areal velocity also remains constant. See Figure 2.3. Of particular interest is the satellite velocity at apogee (V_a) and perigee (V_p) given by equations 2.2 and 2.3.

Note that for a circle, $e = 0$ and $R_a = R_p$. Therefore a satellite in circular orbit about the earth has an orbital velocity as given in equation 2.4.

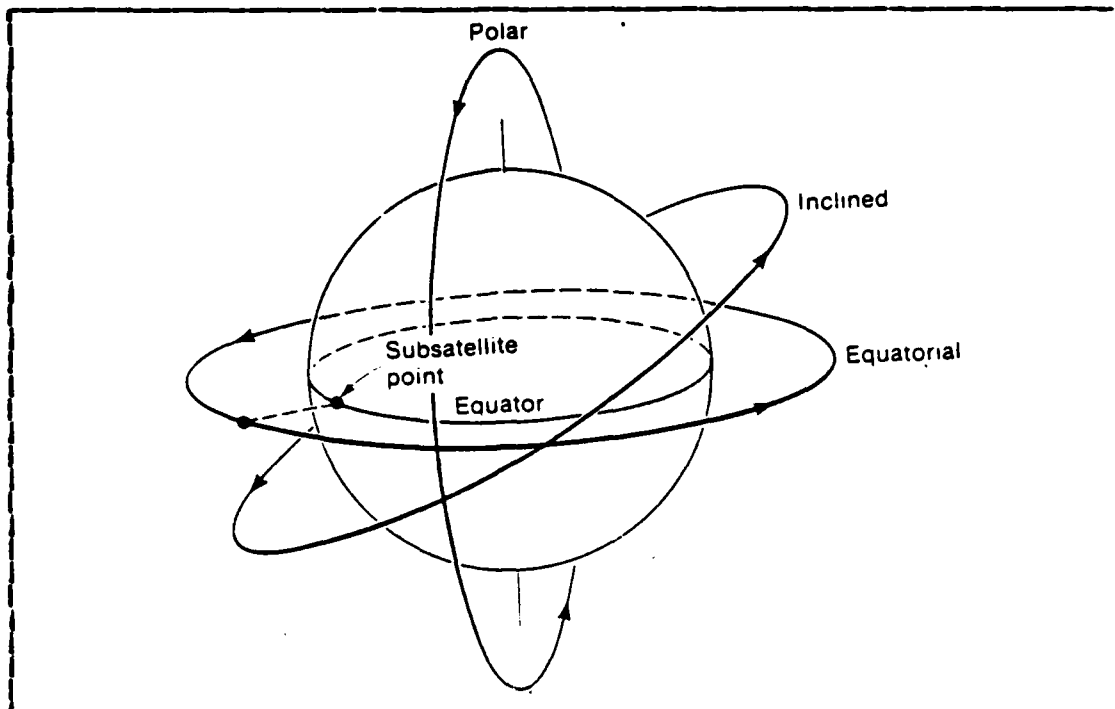


Figure 2.1 Satellite Orbits

Most communications satellites are placed in a circular equatorial orbit where the desire is to stabilize them over a fixed point on the surface of the earth called the subsatellite point. This type of orbit is called geostationary or stationary. Any satellite which has an orbital period equal to the period of rotation of the earth is called synchronous or geosynchronous. These terms are used almost interchangeably in most literature. As mentioned for a geosynchronous communications satellite, the orbital period of the satellite, T , must be equal to the period of rotation of the earth. Kepler's third law of planetary motion can be rewritten to yield equation 2.5.

The period of revolution of the earth for a sidereal day is 23 hr 56 min 4 sec. For that given period there is only one satellite altitude as expressed by Kepler's third law.

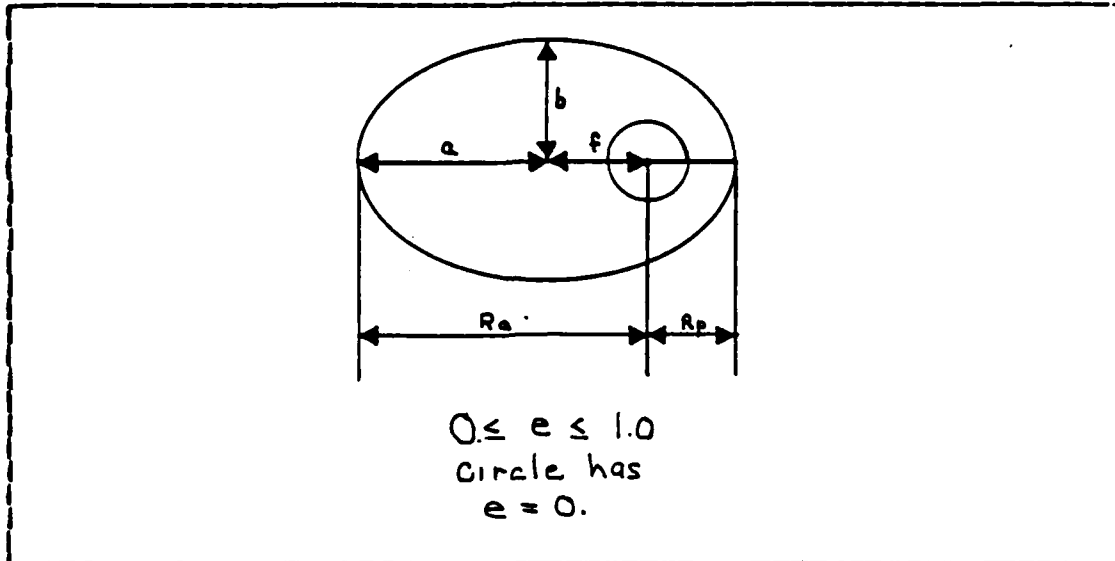


Figure 2.2 Eccentricity

eccentricity (e) = c/a

(eqn 2.1)

c = distance from focus

a = semi-major axis

b = semi-minor axis

Ra = radius of apogee

Rp = radius of perigee

By rearranging terms that altitude is given in equation 2.6. Since the orbit is circular, $a = R_a = R_p$ and the height of the orbit above the surface of the earth is $h = a - R_e$; or 35,804 km.

One disadvantage of a geosynchronous communications satellite is the lack of global coverage. These satellites provide excellent coverage of the subsatellite point and

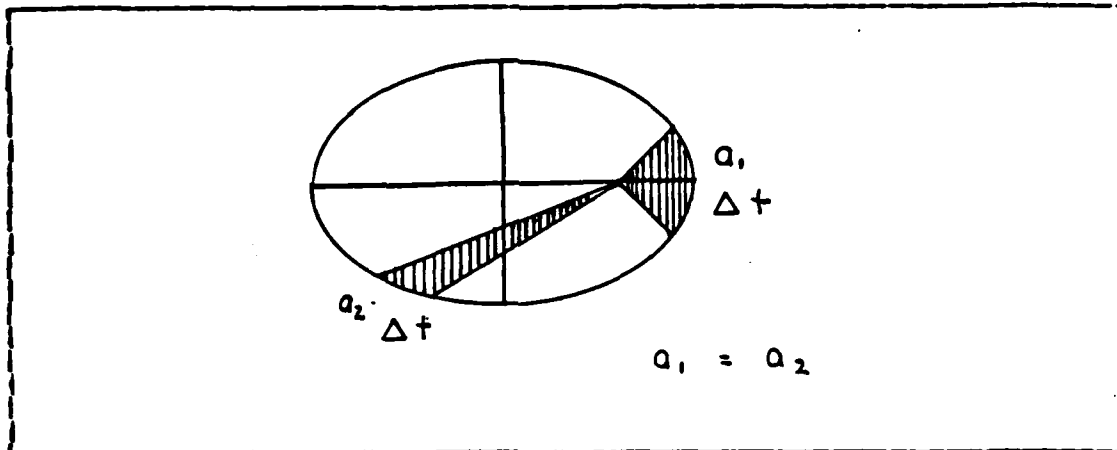


Figure 2.3 Kepler's Second Law of Planetary Motion

$$V_a = (k/R_a(1-e))^{.5} \quad (\text{eqn 2.2})$$

$$V_p = (k/R_p(1+e))^{.5} \quad (\text{eqn 2.3})$$

$$k = G M_e = 3.98866 \times 10^{-11} \text{ m}^3/\text{s}^2$$

G = universal gravitational constant

$$G = 6.67 \times 10^{-11} \text{ N m}^2/\text{kg}^2$$

N = newtons = m kg/s²

$$M_e = \text{mass of the earth} = 5.98 \times 10^{24} \text{ kg}$$

$$V_c = (k/R_c)^{.5} \quad (\text{eqn 2.4})$$

$$R_c = R_e + h$$

R_e = radius of the earth = 6.37 x 10⁶ m

h = satellite orbital altitude

$$T = 2 \pi a^{1.5} / k^{.5} \quad (\text{eqn 2.5})$$

T = period of rotation

a = semi-major axis

$$a = (T / 2 \pi)^{2/3} (k)^{1/3} \quad (\text{eqn 2.6})$$

$$a = 42,173 \text{ km}$$

laterally to a latitude of about $\pm 80^\circ$ [Ref. 6]. This is generally no problem for commercial applications since the polar regions do not require a significant degree of access. The military, on the other hand, does have an interest in communications in the polar region and therefore has several communications satellites that have orbits inclined at various angles. This type of orbit generally has disadvantages of lack of continuous coverage and a much more complicated system of ground tracking and receiving stations.

C. FREQUENCY BAND CONSIDERATIONS

Although there appears to be an infinite number of frequencies available for communications, restrictions do exist as to those which are practicable. Limitations on available frequency bands for satellite communications are due to the need to select segments of the electromagnetic spectrum which reduce noise and interference and are most favorable in terms of power efficiency and propagation distortions. Trade offs must be made to arrive at the optimum frequency for a particular application since single frequencies seldom offer the best performance for all variables. The problems arise when consideration is given to the number of users requiring the same frequency bands including terrestrial communications networks. Since the problem of interference is global, a worldwide organization has been established to assign frequency bands for various applications. This organization is called WARC, World Administrative Radio Conference [Ref. 6]. Illustrations of

the portions of the electromagnetic spectrum in question and current allocations of satellite frequency bands are shown in Figures 2.4 and 2.5 [Ref. 6].

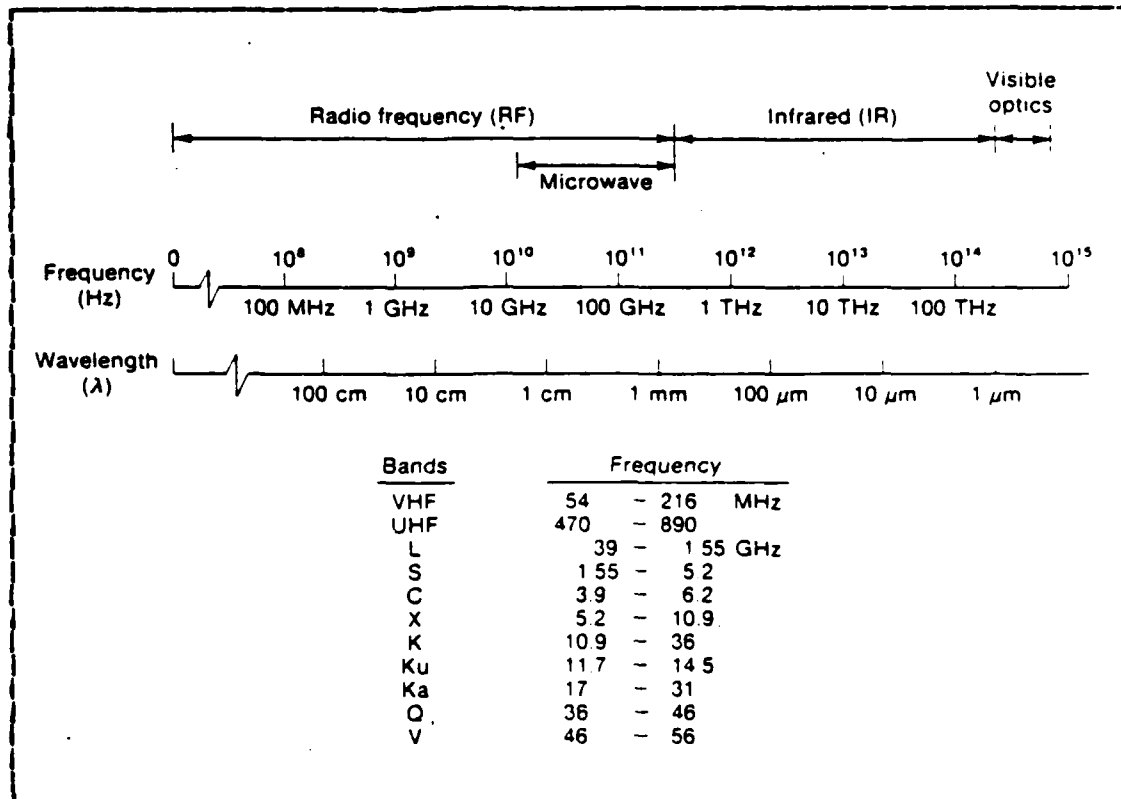


Figure 2.4 Electromagnetic Spectrum

In general, as long as the hardware and technology will support it, higher frequencies are more desirable and more in demand because they offer higher theoretical capacity. This is due to the fact that only a percentage of the carrier frequency is capable of actually transmitting a signal of a given bandwidth. Higher frequencies would also experience less interference with existing land and satellite systems. A further discussion of the bandwidths available as a function of frequency will be included at a

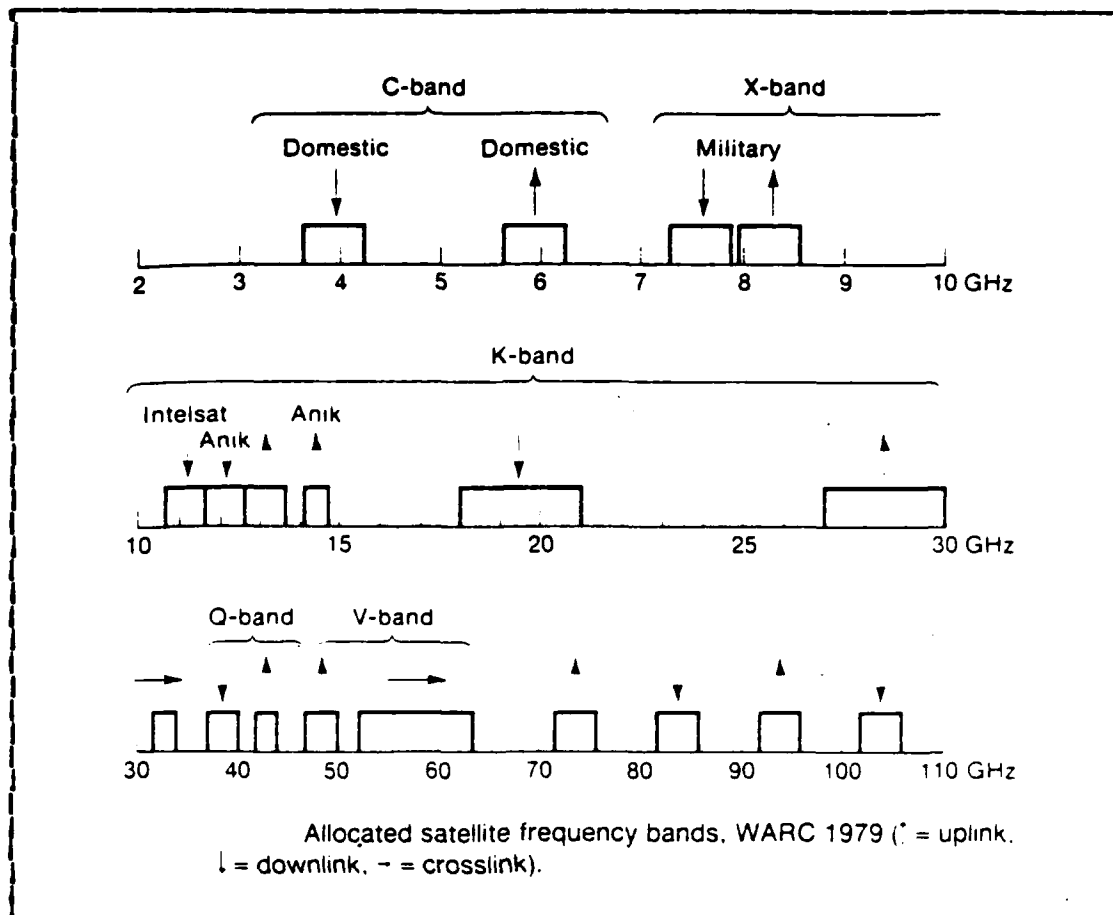


Figure 2.5 Satellite Frequencies

later point under the topic of actual digital signal techniques.

As an additional note, in order to assist in the ability to handle more signals in an obviously limited electromagnetic spectrum, several multiple access schemes have been developed. The most common techniques involve frequency-division multiple access (FDMA) where the allocated satellite frequency band is divided among the users into specific uplink and downlink frequencies. Next is time-division multiple access (TDMA) where the satellite frequency band is shared by all users by carefully dividing

the time any one user has access. Finally, there is code-division multiple access (CDMA) which involves modulating a specific address code which has been superimposed on the signal directly onto the carrier. In this manner all users share the satellite frequency band and only those receiving stations that can demodulate the address code can receive the specific signal. [Ref. 6]

D. WHY DIGITAL MODULATION

In general, digital signal modulation techniques are superior to analog signal modulation techniques used in satellite communications for the following reasons:

1. Compatibility with digital computers
2. Economic advantages
3. High degree of flexibility
4. Less susceptible to interference
5. Quality of signal independent of transmission distance and network makeup

1. Compatibility with Digital Computers

Clearly one of the most distinctive advantages of digital techniques over analog techniques involves computer applications. Properly formatted digital signals can be used to represent any analog signal (more on this under the discussion of the sampling theorem). Once in the digital format these signals can be easily manipulated within the digital computer. Arithmetic operations can be applied as well as logical operations. The signal can be stored without alteration or delayed and therefore can be used to "simulate" real physical situations.

The hardware associated with digital circuits is free from drift or aging and does not require calibration. Additionally digital circuitry is compatible with present day integrated circuit technology allowing a standardized

building block construction approach. The operating characteristics of these systems employing a digital computer can be changed by altering the software rather than the hardware as is the case for analog systems. Finally, the use of digital computer technology allows time multiplexing.

2. Flexibility and Economy

The flexibility and economy of digital satellite communications comes from the fact that more and more processing can be done onboard. This allows the uplink and downlink to be completely separated. This regenerative nature makes it possible for low error rates and high reliability through the use of digital techniques not available to analog systems. Because digital signal processing or multiplexing is less costly than for analog signals, simpler and cheaper interfaces between earth stations and terrestrial communications networks are possible. Additionally, there are reduced production costs and increased capacity associated with digital circuits. [Ref. 7]

3. Quality and Interference

The capability of digital systems to regenerate the signal and allow for multiple switching and signal processing without degradation in signal quality makes the digital signal basically independent of transmission distance. Multiple hops from satellite to earth station or satellite to satellite are possible without accumulation of the noise characteristic of analog systems. Additionally, digital systems are capable of operating at a signal to noise ratio of 20 dB to 30 dB as compared to analog systems requiring a much more powerful signal. [Ref. 8]

III. INTRODUCTION TO THE FOURIER TRANSFORM, SAMPLING **THEOREM,**

AUTOCORRELATION FUNCTION AND THE MATCHED FILTER

Essential to the understanding of digital signal modulation techniques are a few basic tools of the electrical engineer and the mathematician. These tools will be developed and elaborated on to the extent necessary to understand their applicability to the subject of digital communications. The description is not meant to be a detailed investigation of the respective topics. Where relevant, the application of the concept being described will be mentioned.

A. FOURIER TRANSFORM

In mathematical terms, voltages can be expressed as functions of time or of frequency. It is more common to see voltages represented as a function of time as in equation 3.1.

$$v(t) = A \cos(\omega t) \qquad \text{(eqn 3.1)}$$

A = amplitude

ω = angular frequency = $2 \pi f$

f = frequency = $1/T$

T = period

It is important to note that both the time and frequency functions are representations of voltage and as such may be used interchangeably. The Fourier representation $[v(t)] = V(f)$ is a voltage descriptor in the frequency domain (a

function of frequency) while $v(t)$ is a voltage descriptor in the time domain (a function of time). They are different but equivalent and either voltage descriptor may be used, depending on the concept being explored, to best represent the voltage within context.

The Fourier transform is of principle interest rather than the Fourier series since the latter is applicable only to periodic voltages. The Fourier transform is applicable to voltage pulses, random voltages and other non-periodic voltages.

DEFINITION:

$$\mathcal{F}[v(t)] = V(\omega) = \int_{-\infty}^{\infty} v(t) e^{** -j\omega t} dt \quad (\text{eqn 3.2})$$

$v(t)$ <-----> $V(\omega)$
 time domain frequency domain

Remembering Euler's formula

$$e^{** -j\omega t} = \cos(\omega t) - j \sin(\omega t) \quad (\text{eqn 3.3})$$

the Fourier transform becomes

$$\mathcal{F}[v(t)] = V(\omega) = \int_{-\infty}^{\infty} v(t) [\cos(\omega t) - j \sin(\omega t)] \quad (\text{eqn 3.4})$$

$$V(\omega) = \int_{-\infty}^{\infty} v(t) \cos(\omega t) - j \int_{-\infty}^{\infty} v(t) \sin(\omega t) \quad (\text{eqn 3.5})$$

Since it will be seen that digital communications deals primarily with pulses of finite duration (expressed as period, T), it is worthwhile to examine the Fourier transform of a pulse of amplitude A and duration T .

$$\text{let } v(t) = \begin{cases} A; & -T/2 < t < T/2 \\ 0; & \text{elsewhere} \end{cases}$$

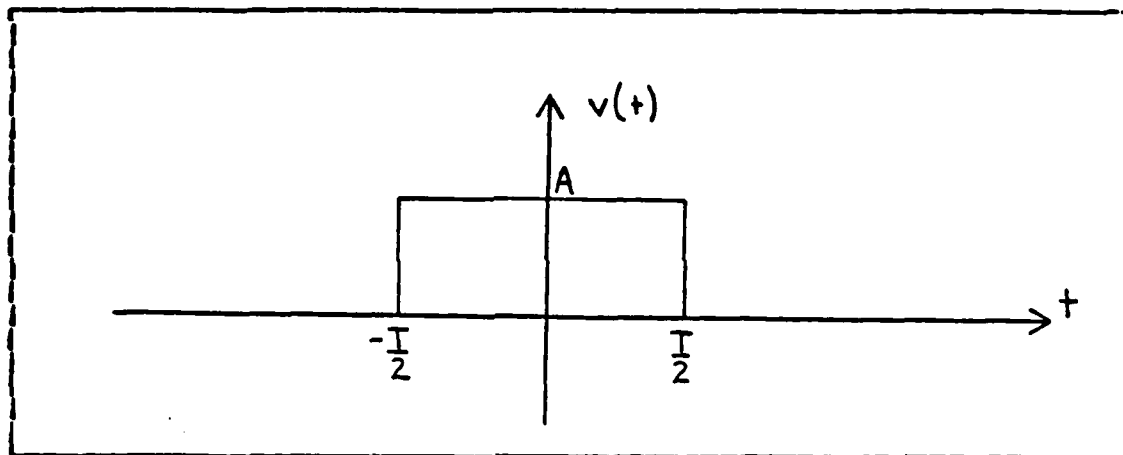


Figure 3.1 Square Pulse

Figure 3.1 is a representation of $v(t)$ or the voltage expressed in the time domain. The position of $v(t)$ on the t -axis was chosen for convenience of integration but could have been situated anywhere on the time line.

$$\mathcal{F}[v(t)] = V(\omega) = \int_{-\infty}^{\infty} v(t) e^{** -j\omega t} dt \quad (\text{eqn 3.6})$$

$$V(\omega) = \int_{-\infty}^{-T/2} 0 \cdot e^{** -j\omega t} dt + \int_{-T/2}^{T/2} A e^{** -j\omega t} dt + \int_{T/2}^{\infty} 0 \cdot e^{** -j\omega t} dt \quad (\text{eqn 3.7})$$

$$V(\omega) = \int_{-T/2}^{T/2} A e^{** -j\omega t} dt \quad (\text{eqn 3.8})$$

The integration above may be attacked either head on or by substituting $\cos(\omega t) - j \sin(\omega t)$ for $e^{** -j\omega t}$. The direct approach is illustrated due to the relative simplicity of the integrand.

$$V(\omega) = \int_{-T/2}^{T/2} A e^{** -j\omega t} dt \quad (\text{eqn 3.9})$$

$$V(\omega) = -A/j\omega [e^{** -j\omega t}] \Big|_{-T/2}^{T/2} \quad (\text{eqn 3.10})$$

$$V(\omega) = -A/j\omega[e^{-j\omega T/2} - e^{j\omega T/2}] \quad (\text{eqn 3.11})$$

$$V(\omega) = A/j\omega[e^{j\omega T/2} - e^{-j\omega T/2}] \quad (\text{eqn 3.12})$$

By substituting $2\pi f = \omega$, the following result is obtained:

$$V(f) = A/j2\pi f[e^{j2\pi fT/2} - e^{-j2\pi fT/2}] \quad (\text{eqn 3.13})$$

$$V(f) = A/j2\pi f[e^{j\pi fT} - e^{-j\pi fT}]$$

Using Euler's formula, i.e., $\sin \theta = (e^{j\theta} - e^{-j\theta})/2j$:

$$V(f) = 2jA/j2\pi f[(e^{j\pi fT} - e^{-j\pi fT})/2j] \quad (\text{eqn 3.14})$$

$$V(f) = A/\pi f[\sin(\pi fT)]$$

Knowing that $\sin x / x = \text{sinc } x$

$$V(f) = AT/\pi fT[\sin(\pi fT)] \quad (\text{eqn 3.15})$$

$$V(f) = AT \text{sinc}(\pi fT)$$

The sinc function is common in digital electronics and plots as the product of $\sin(\pi fT)$ and $1/(\pi fT)$ as in Figure 3.2. In Figure 3.2, $V(f)$ in the frequency domain is equivalent to $v(t)$ in the time domain. Note that as the pulse, T , gets longer, $1/T$ gets smaller or the first zero crossing of the sinc function occurs at a lower and lower frequency.

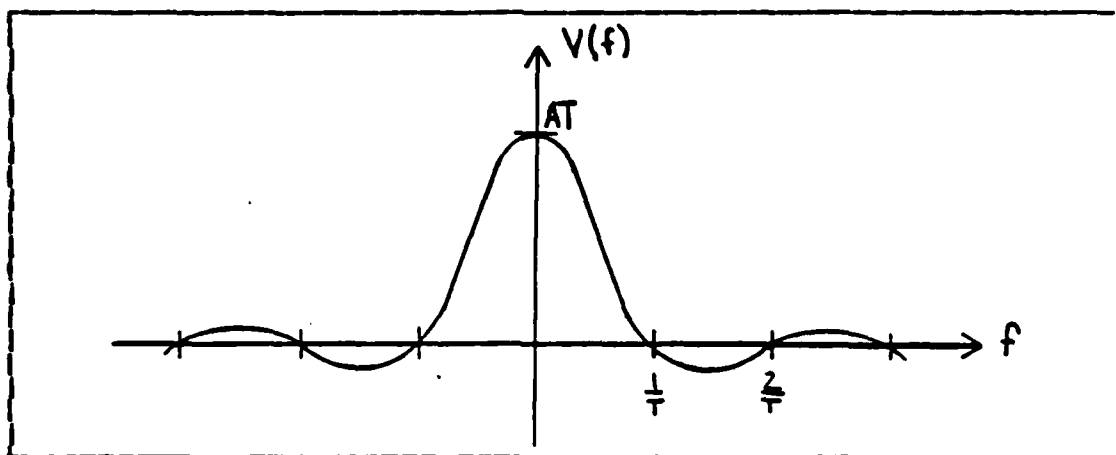


Figure 3.2 Plot of Sinc Function

1. Amplitude and Phase Spectrum

Recall that $V(\omega)$ can be represented as in equation 3.16. The cosine term is the real part while the sine term is the imaginary part. By referencing Figure 3.3, a brief review of the complex plane is accomplished and its relationship to the amplitude and phase spectrum of a given voltage is represented. See equations 3.17 through 3.20.

$$V(\omega) = \int_{-\infty}^{\infty} v(t) \cos(\omega t) - j \int_{-\infty}^{\infty} v(t) \sin(\omega t) \quad (\text{eqn 3.16})$$

real
imaginary

$|V(f)|$ is called the amplitude spectrum of the given voltage. The amplitude spectrum can also be calculated by using the complex conjugate of the Fourier transform and is always positive as shown in equation 3.21. The phase spectrum, θ , of the function in question is represented by the $\arctan[\text{imaginary}/\text{real}]$ and is illustrated in Figure 3.5.

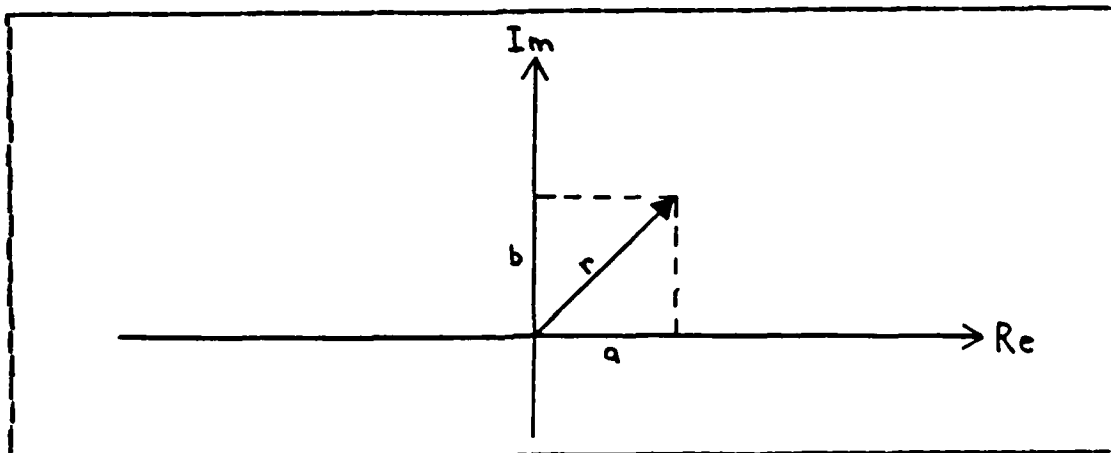


Figure 3.3 Phasor Diagram

$$r = [a^2 + b^2] \quad (\text{eqn 3.17})$$

$$a + jb = [a^2 + b^2]^{.5} e^{j\theta} \quad (\text{eqn 3.18})$$

$$V(f) = [\text{real}^2 + \text{imaginary}^2]^{.5} e^{j\theta} \quad (\text{eqn 3.19})$$

$$|V(f)| = [\text{real}^2 + \text{imaginary}^2]^{.5} \quad (\text{eqn 3.20})$$

$$\text{since } |e^{j\theta}| = 1$$

$$|V(f)| = [V(f) \cdot V^*(f)]^{.5} \quad (\text{eqn 3.21})$$

2. Properties of the Fourier Transform

Several properties of the Fourier transform are useful in the study of digital signals. They are represented here without proof and without a great deal of detail.

a. Linearity

if $v_1(t) \leftrightarrow V_1(f)$ and

if $v_2(t) \leftrightarrow V_2(f)$ then

$$\mathcal{F}[av_1(t) + bv_2(t)] = aV_1(f) + bV_2(f)$$

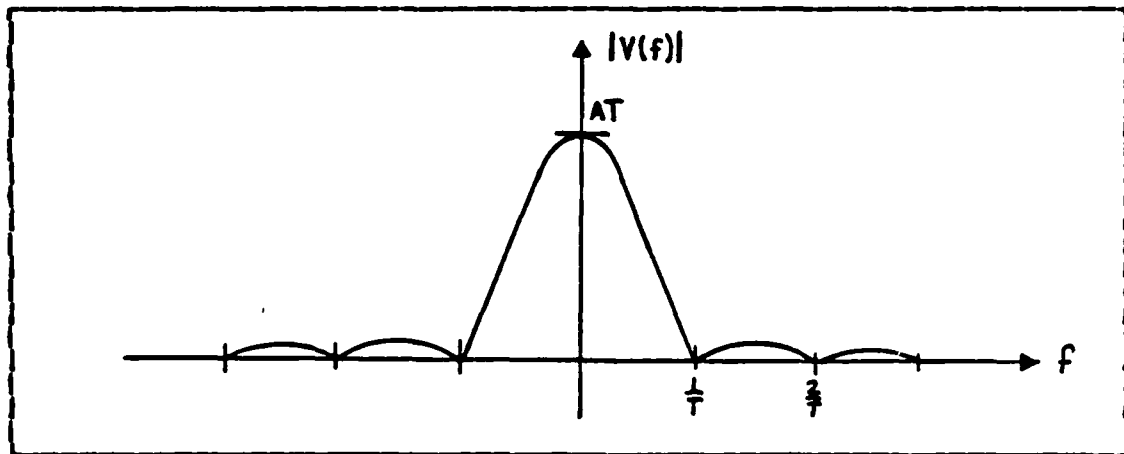


Figure 3.4 Amplitude Spectrum of Square Wave

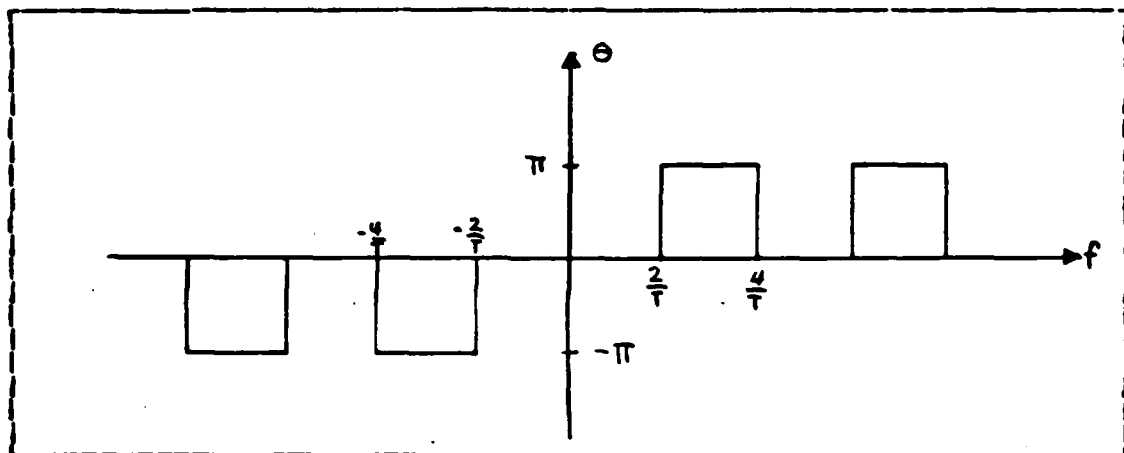


Figure 3.5 Phase Spectrum of Square Wave

b. Time-delay

$$\mathcal{F}[v(t-t_0)] = V(f) e^{-j\omega t_0}$$

Note that the amplitude spectrum of the delayed version is the same as the amplitude spectrum of the undelayed version. It is comforting to note that the Fourier transform of a pulse is the same tomorrow as it is today.

c. Scale change

$$\mathcal{F}[v(at)] = 1/|a| V(f/a)$$

d. Frequency translation

$$v(t)\cos(2\pi f_c t) \leftrightarrow \frac{1}{2}[V(f+f_c) + V(f-f_c)]$$

$v(t)$ is any voltage

$\cos(2\pi f_c t)$ is a carrier wave of frequency f_c

Since understanding of this very important property of the Fourier transform is essential to the understanding of digital signal modulation it is expanded slightly here.

As we have seen, the Fourier representation of a voltage pulse of amplitude A and duration T is the sinc function of amplitude AT as illustrated in Figure 3.6.

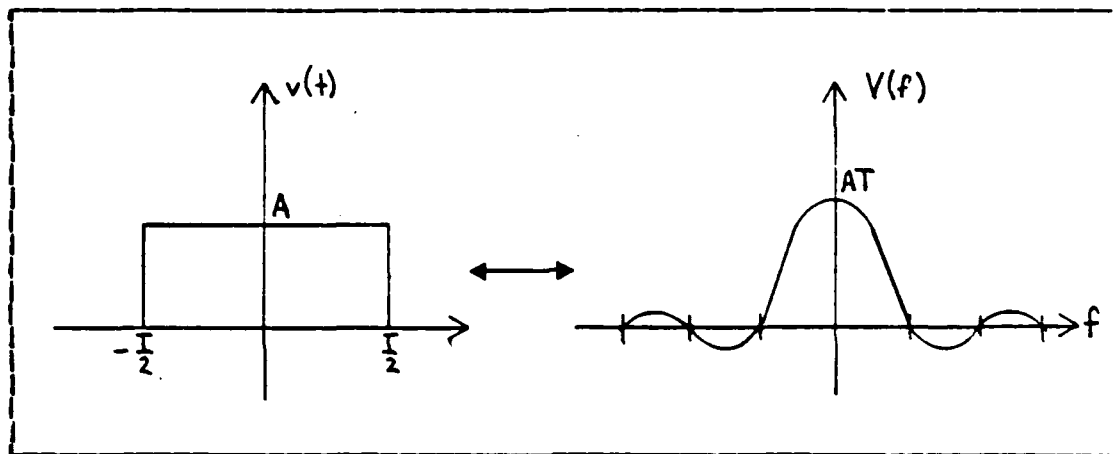


Figure 3.6 Square Wave in Time/Sinc Function in Frequency

The translation is the product of $v(t)$ and in this case $\cos(2\pi f_c t)$. In the time domain this product only exists in the interval between $-T/2$ and $T/2$ as in Figure 3.7. The significance of this translation and its relationship to the bandwidth of the voltage will be discussed further in the section dealing with bandwidth.

e. Differentiation

$$d v(t)/dt \leftrightarrow j\omega V(f)$$

A differentiator could be used as a clock for timing but would never be used in the presence of noise since the

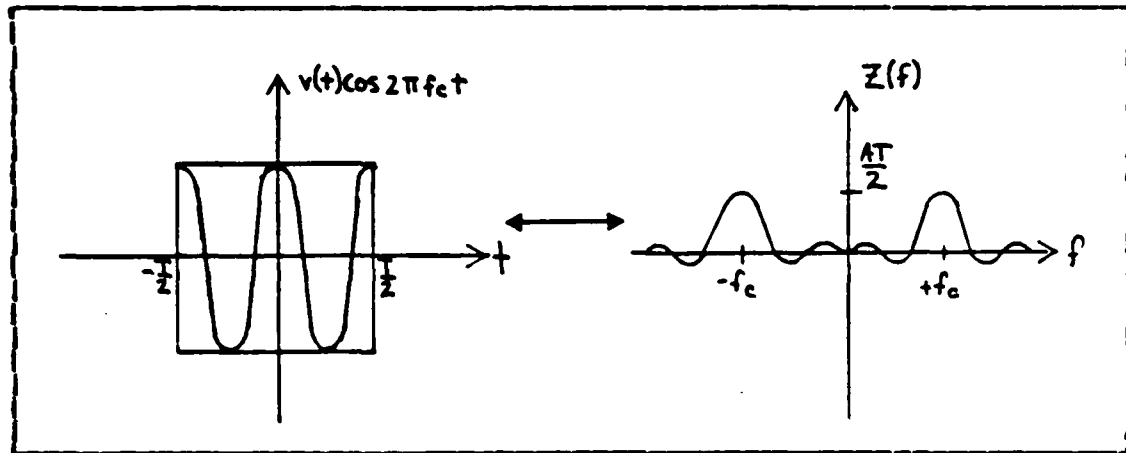


Figure 3.7 Multiplication and Translation Diagrams

result is exaggerated in the presence of high frequencies because $w = 2 \pi f$.

f. Integration

$$v(t) dt \leftrightarrow 1/w V(f)$$

An integrator could be used to reduce the effects of noise since $w = 2 \pi f$ is in the denominator tending to deemphasize the presence of high frequency noise.

B. THE SAMPLING THEOREM

Essential to the understanding of digital communications is the sampling theorem which was first introduced by Nyquist in 1928 [Ref. 9], and later by Shannon in 1948 [Ref. 10]. The sampling theorem states that any voltage can be uniquely represented by appropriately spaced sample values of the original voltage. More correctly stated, the sampling theorem places limits on the accuracy with which a signal can be represented.

The implication is that an analog signal can be represented digitally or by a set of numbers, i.e., samples. A description of the sampling theorem follows.

Given any analog voltage, $v(t)$ as in Figure 3.8, the sampling theorem says that the entire analog signal is not required to accurately represent the voltage but only samples of it, call them $v_s(t)$. Figure 3.9 shows samples of a representative analog voltage. Samples can be taken of $v(t)$ at every T seconds for a period of seconds. This can be accomplished by the use of a voltage clock, call it $v_c(t)$. The sampling can be viewed graphically as a block diagram representing an analog voltage multiplier as shown in Figure 3.10. To be of further use in the understanding of digital communications we are interested in a frequency description of the sample voltage, $v_s(t)$. Note that the system which describes the obtaining of $v_s(t)$ involves a voltage multiplication. It was demonstrated in the proceeding section that voltage multiplication amounted to frequency translation, a property of the Fourier transform.

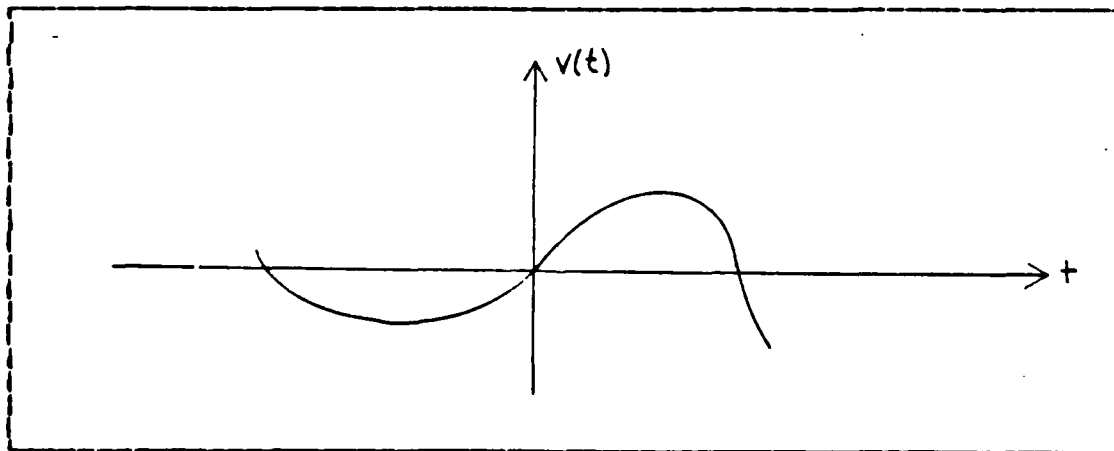


Figure 3.8 Representative Analog Voltage

First it is necessary to find the frequency description of the clock, $v_c(t)$. Let $v_c(t)$ be a periodic square wave of height 1 and duration d as in Figure 3.11. Since $v_c(t)$ is periodic, it can be shown that the Fourier series representing $v_c(t)$ is given by equation 3.22.

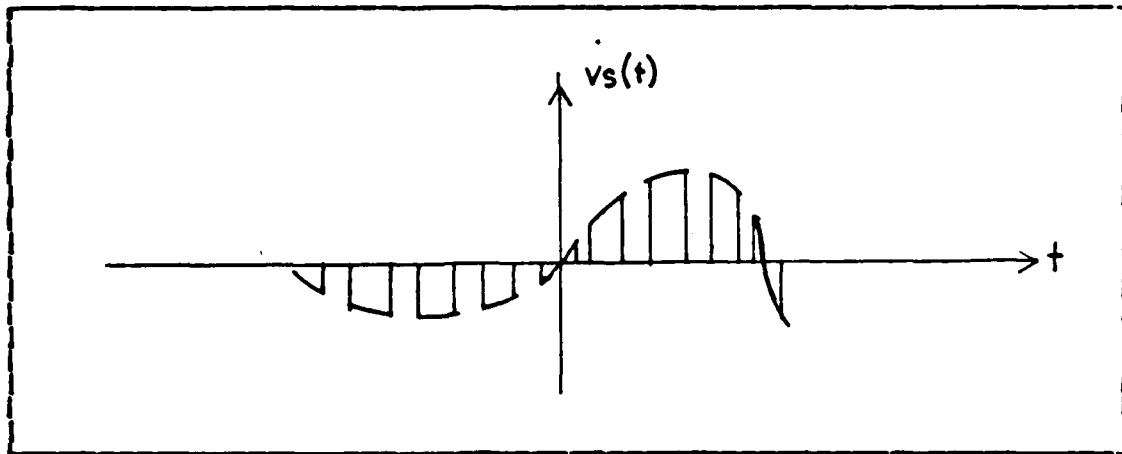


Figure 3.9 Samples of a Representative Voltage

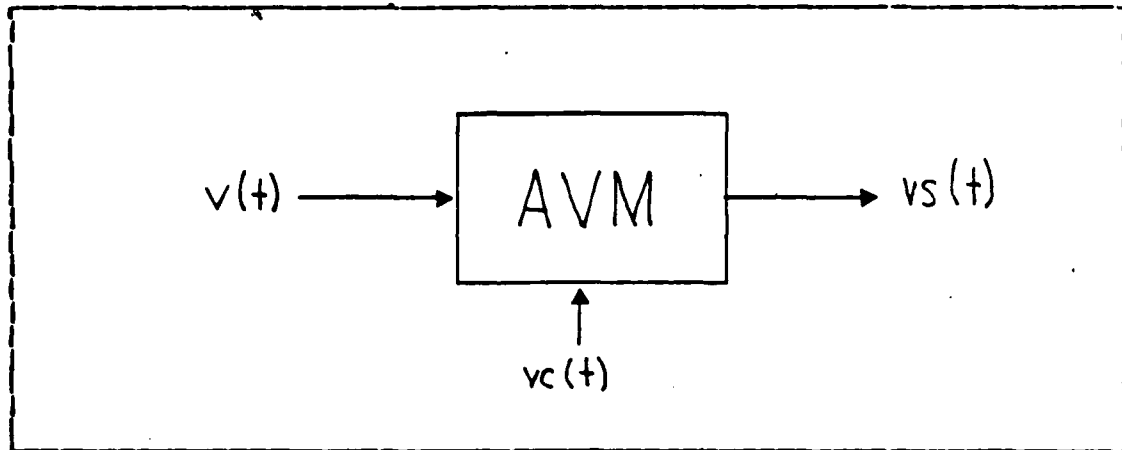


Figure 3.10 Analog Voltage Multiplier

Again it is noted that $vs(t)$, the sample voltage, is the product of $v(t)$, the original analog voltage, times $vc(t)$, the clock voltage. In other words $vs(t) = v(t)$ times a series of cosine terms.

$$vc(t) = a_0 + \sum_{n=1}^{\infty} a_n \cos(2 \pi n f_c t) \quad (\text{eqn 3.22})$$

a_0 and a_n are left unevaluated

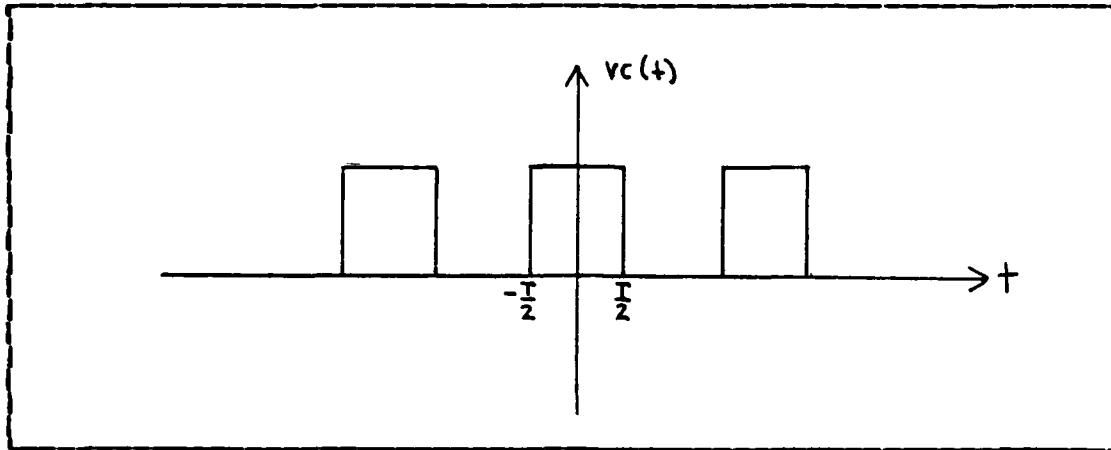


Figure 3.11 A Representative Voltage Clock

$$v_s(t) = v(t) \left[a_0 + \sum_{n=1}^{\infty} a_n \cos(2 \pi n f_c t) \right] \quad (\text{eqn 3.23})$$

Now, assuming any form of the Fourier transform of $v(t)$, as in Figure 3.12 and since $v_s(t)$ is a product and by utilizing the frequency translation property of the Fourier transform, the following is obtained as a representation of the frequency spectrum of $v_s(t)$. See Figure 3.13.

Remember that the curve highlighted in the box in Figure 3.13 is the Fourier representation of $v(t)$, the original signal. This original signal can now be recovered by filtering with an appropriate low pass filter of bandwidth equal to or greater than B . This low pass filter would only permit the reception of that portion of the signal which represents the original voltage.

The only question left to resolve is how often to take a sample. Again referring to the diagram in Figure 3.13, it is noted that in order to prevent any overlap of successive translations (aliasing)

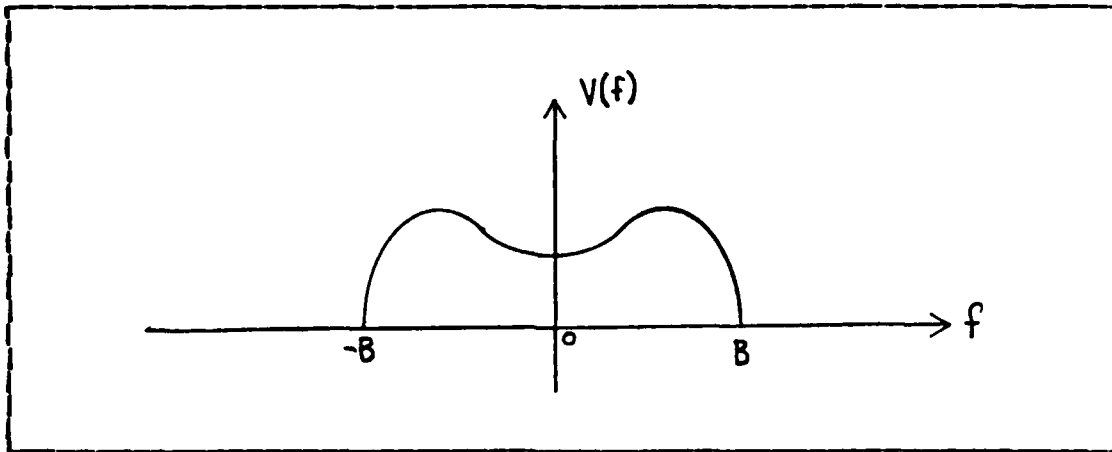


Figure 3.12 Fourier Transform of $v(t)$

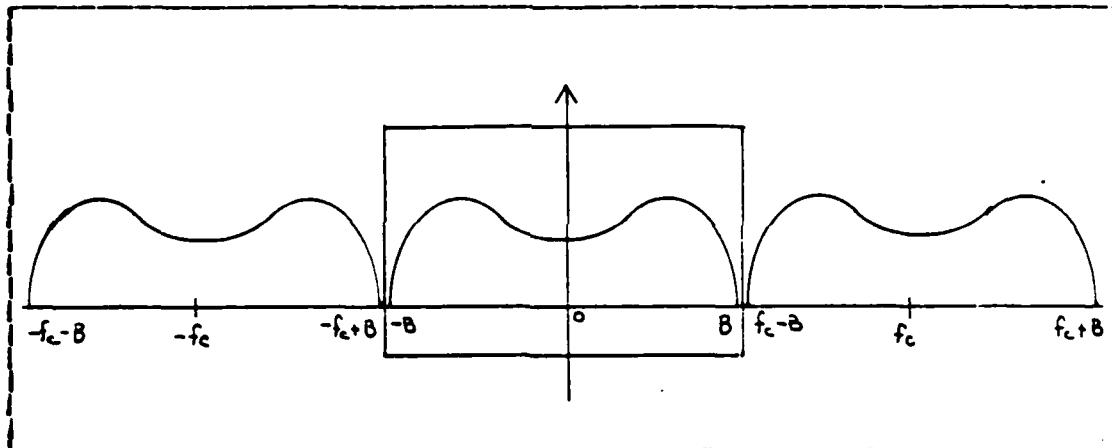


Figure 3.13 Fourier Transform of $v_s(t)$

$$f_0 - B \gg B$$

$$f_0 \gg 2B$$

or the frequency of the clock, f_c (the sampling rate = $1/T$) must be strictly greater than 2 times the largest significant Fourier frequency component present. Since B will vary with different $v(t)$, the sampling rate necessary to uniquely recover that $v(t)$ also varies.

In summary on the sampling theorem, it can be said that any analog signal can be represented as certain sample values spaced the appropriate distance apart. The sampling theorem places limits on the accuracy of this representation. These sample values can then be transmitted from one position to another using analog to digital conversion and any one of a variety of modulation techniques. It has been shown that the Fourier frequency representation of the sample is not equivalent to the Fourier frequency representation of the source voltage; however, the source voltage can be recovered at the receiving end by filtering. A block representation of the system is shown in Figure 3.14.

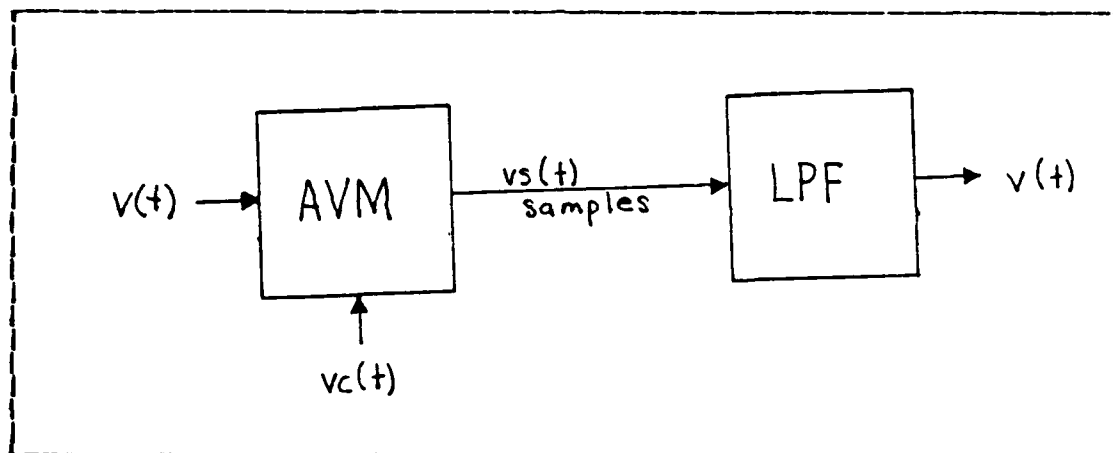


Figure 3.14 Analog Voltage Multiplier and Low Pass Filter

C. THE AUTOCORRELATION FUNCTION

The above concept certainly seems simple enough. If a signal is present and it is desired to transmit it from point A to point B, all that has to be done is to take appropriately spaced samples of the signal, encode them,

somehow transmit them to point B, filter the received signal and the uniqueness of the original voltage has been reproduced. Unfortunately it isn't quite that easy. The reason it is not, is due to the presence of noise. The sources of noise will not be discussed here, however, the effects of noise in general terms and how a faint signal can be recovered in the presence of noise will be discussed.

The time varying descriptor of voltage and the frequency varying descriptor of voltage have been introduced. Both are precise mathematical descriptions of something (voltage) that is deterministic. That is, it can be described in mathematical or graphical terms during any period of time. Such is not the case for noise corrupted voltages which are entirely random. Therefore other descriptors of voltages must be employed in the presence of noise. They are partial descriptors of voltage since a random signal cannot be described with precision. These partial descriptors are the

1. Autocorrelation function and the
2. Probability density function (p.d.f.)

It is important here to note the difference between the source voltage at the receiver and the sample voltage. The source voltage at the receiver, $v_{sr}(t)$, is the digitally converted sample voltage, $v_s(t)$, modulated onto a carrier by one of the digital modulation techniques yet to be discussed. Understanding the autocorrelation function is the basis for understanding how a decision is made that $v_{sr}(t)$ is present at the receiver in the presence of noise. It should be remembered that the exact form of the carrier is known at both the transmitter and receiver.

First of all, an additive noise model is assumed where the signal at the receiver, $v_r(t)$, is equal to the signal which is being transmitted, $v_{sr}(t)$, (i.e., the digital samples of $v(t)$ modulated onto the carrier), plus random noise, $v_n(t)$

$$v_r(t) = v_{sr}(t) + v_n(t) \quad (\text{eqn 3.24})$$

$v_r(t)$ = voltage at the receiver

$v_{sr}(t)$ = signal voltage at the receiver

$v_n(t)$ = noise voltage at the receiver

If it is realized that most receivers operate on the principal of detection of DC voltage, the problem becomes one of rectification of the received signal and determination if the DC voltage, characteristic of the transmitted signal is present.

A common type of rectification of an analog voltage involves squaring the input waveform. If the given signal at the receiver is $v_r(t)$ as in equation 3.24 above, squaring the waveform introduces the square of not only the desired signal but also the square of the noise term. If instead of squaring $v_r(t)$ and introducing or at least not eliminating the noise, $v_r(t)$ is multiplied by $v_{sr}(t)$, the results in equation 3.25 are obtained.

$$v_r(t) \cdot v_{sr}(t) = v_{sr}^2(t) + v_{sr}(t) v_n(t) \quad (\text{eqn 3.25})$$

By averaging, all that remains is $\overline{v_{sr}^2(t)}$ since the average of $v_{sr}(t) v_n(t)$ is zero because $\overline{v_n(t)}$ is random and the average of any random voltage is zero. The DC component of $v_r(t) \cdot v_{sr}(t)$ is $\overline{v_{sr}^2(t)}$. Any remaining AC component can be removed by a low pass filter. Graphically in block diagram form this receiver looks like Figure 3.15 illustrated below. If $v_{sr}^2(t) > 0$ then $v_{sr}(t)$ is present in the signal $v_r(t)$. If $v_r(t)$ is pure noise or some other signal is present exclusively, then the output of the receiver will be 0.

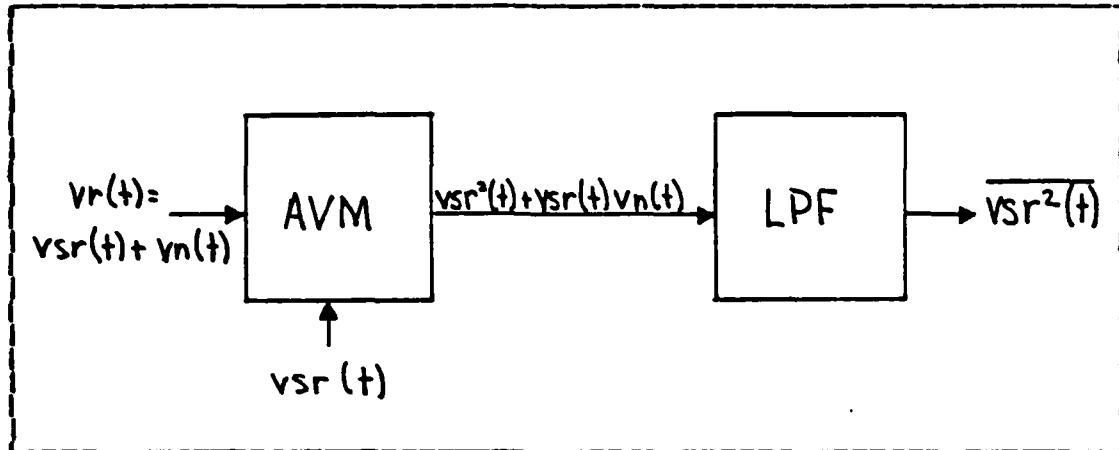


Figure 3.15 Rectification through an AVM and LPF

In practice, however, the exact waveform of $v_{sr}(t)$ may not be known or it may be a time delayed or distorted version of the original signal when it arrives at the receiver. If the distortion or delay is significant enough there will be little agreement or "correlation" in the receiver.

The solution is to multiply the received signal by a series of time delayed approximations of the transmitted signal. The signal is present whenever the output of the series of voltage multipliers or correlators exceeds a certain threshold approaching $v_{sr}^2(t)$. The concept is illustrated in Figure 3.16.

For the concept illustrated in Figure 3.16 to work, the average value of $v_r(t) \cdot v_{sr}(t-p)$ must have a DC component.

$$v_r(t) \cdot v_{sr}(t-p) = v_{sr}(t)v_{sr}(t-p) + v_n(t)v_{sr}(t-p) \quad (\text{eqn 3.26})$$

$$\overline{v_r(t) \cdot v_{sr}(t-p)} = \overline{v_{sr}(t)v_{sr}(t-p)} + \overline{v_n(t)v_{sr}(t-p)} \quad (\text{eqn 3.27})$$

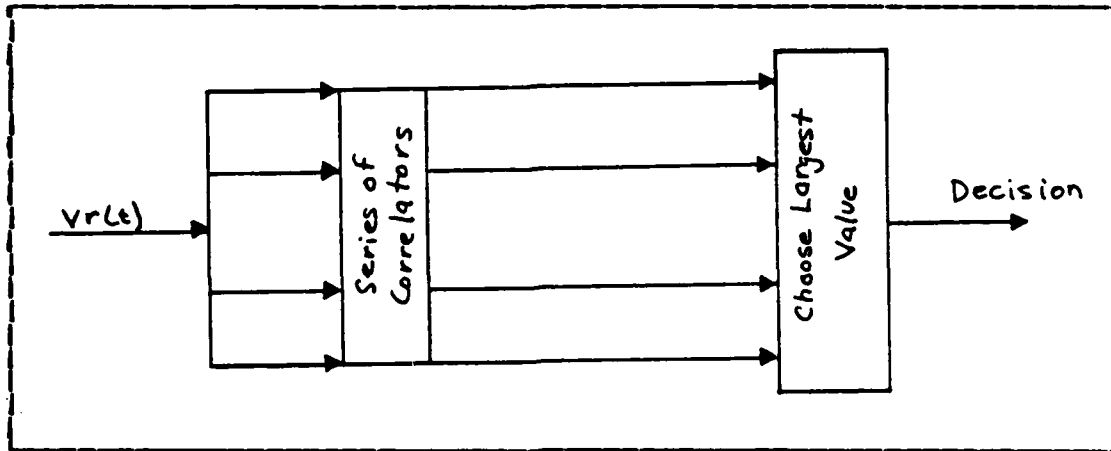


Figure 3.16 Correlation Device

But the average of $v_n(t)v_{sr}(t-p) = 0$ since $\overline{v_n(t)}$ is random and the results of equation 3.28 are obtained.

$$\overline{v_r(t) \cdot v_{sr}(t-p)} = \overline{v_{sr}(t)v_{sr}(t-p)} \quad (\text{eqn 3.28})$$

What is of interest is the average value of $v_{sr}(t)v_{sr}(t-p)$. The autocorrelation function (ACF) will be defined as that average value of $v_{sr}(t)v_{sr}(t-p)$. The mathematical representation of the autocorrelation function for a continuous voltage is represented in equation 3.29 while the autocorrelation function for a pulse voltage is presented as equation 3.30.

$$\text{ACF} = R_{vv}(p) = \frac{1}{2T} \int_{-T}^T v(t)v(t-p) dt \quad (\text{eqn 3.29})$$

$$\text{ACF} = C_{vv}(p) = \int_{-\infty}^{\infty} v(t)v(t-p) dt \quad (\text{eqn 3.30})$$

The autocorrelation function is a measure of the degree to which two identical signals which are corrupted in some manner are alike. The ACF of two signals which are identical, not distorted in any way and occurring at exactly

the same time, i.e., $p = 0$ has a maximum value. On the other hand there will be very little correlation between two identical time variant signals when the time difference between them is great. In this case the autocorrelation function is near zero.

A similar concept is used within the context of signal comparison. This concept is the crosscorrelation which is a measure of the degree to which 2 different signals are alike. When the crosscorrelation between voltage v_{sr} and random noise voltage v_n is 0 there is no relationship or correlation.

Again let us assume that the signal at the receiver is a noise disrupted version of the signal originally transmitted.

$$v_r(t) = v_{sr}(t) + v_n(t) \quad (\text{eqn 3.31})$$

In the receiver, the time delayed version of the signal is applied to the incoming signal and the average is formed as before and shown in Figure 3.17.

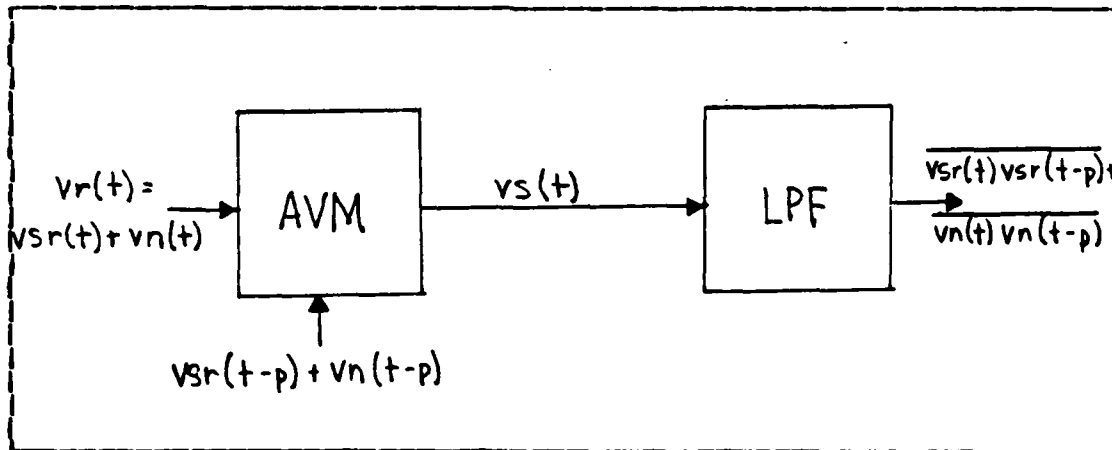


Figure 3.17 Voltage Correlator

$$\begin{aligned} \overline{[v_{sr}(t) + v_n(t)] \cdot [v_{sr}(t-p) + v_n(t-p)]} &= \quad \text{(eqn 3.32)} \\ \overline{v_{sr}(t)v_{sr}(t-p)} + \overline{v_n(t)v_{sr}(t-p)} + \\ \overline{v_{sr}(t)v_n(t-p)} + \overline{v_n(t)v_n(t-p)} &= \end{aligned}$$

$$R_{v_{sr} v_{sr}}(p) + R_{v_n v_{sr}}(p) + R_{v_{sr} v_n}(p) + R_{v_n v_n}(p)$$

$$R_{v_n v_{sr}}(p) = 0$$

$$R_{v_{sr} v_n}(p) = 0; \text{ because average } v_n = 0$$

Therefore the result is simply $R_{v_{sr}} = v_{sr}(p) + R_{v_n v_n}(p)$ or the autocorrelation function of the desired signal plus the autocorrelation function of the noise. Assuming the shape of the autocorrelation function of both components (both the original signal and the noise which vary with p , time) is known, what is done in practice is to vary the value of p until the ratio of $R_{v_{sr} v_{sr}}(p) / R_{v_n v_n}(p)$ is a maximum or the autocorrelation function of the signal is a maximum while the autocorrelation of the noise is minimum and the signal is recovered.

D. THE MATCHED FILTER

The matched filter is a linear filter which has the characteristic response desired for optimum reception of the desired signal. In other words, we desire the response of the system to the linear filter to be in some way proportional to the autocorrelation function of the desired signal and in no way related to the autocorrelation function of the noise. This system could be illustrated as in Figure 3.18.

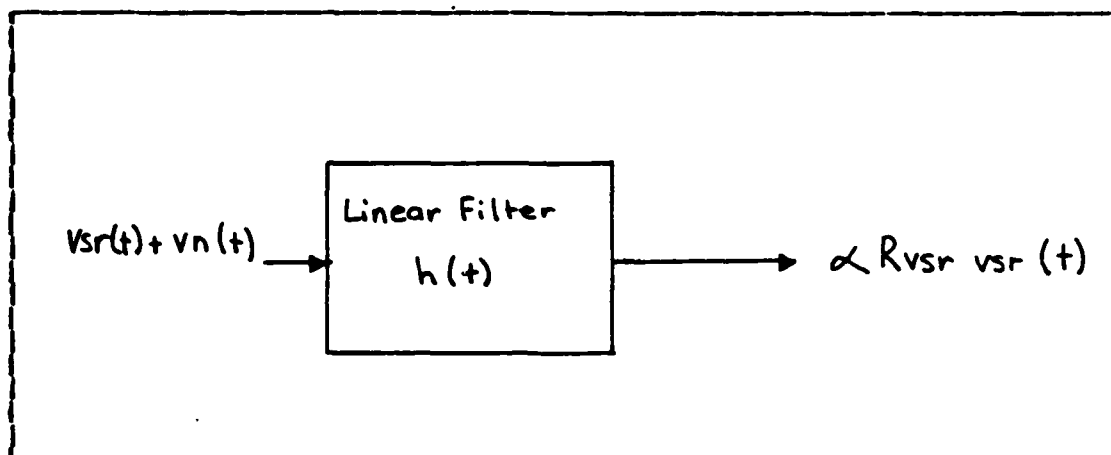


Figure 3.18 Matched Filter Block Representation

The question is what should the makeup or $h(t)$, (i.e., the response of the linear filter) be? The output of a linear system is a convolution so the output of the linear filter, $h(t)$ to an input $v_{sr}(t)$ would be $v_{sr}(t) * h(t)$, where $*$ denotes convolution.

In the previous section it was stated that the autocorrelation function, $R_{v_{sr} v_{sr}}(p)$, a function of p , is given by

$$R_{v_{sr} v_{sr}}(p) = \int_{-\infty}^{\infty} v_{sr}(t) v_{sr}(t-p) dt \quad (\text{eqn 3.33})$$

By simply changing variables, equation 3.33 can be rewritten as a function of time, t .

$$R_{v_{sr} v_{sr}}(t) = \int_{-\infty}^{\infty} v_{sr}(p) v_{sr}(p-t) dp \quad (\text{eqn 3.34})$$

From convolution theory it is known that the response of a linear filter as above, $v_{sr}(t) * h(t)$ can be expressed mathematically as in equation 3.35.

$$v_{sr}(t) * h(t) = \int_{-\infty}^{\infty} v_{sr}(p) h(t-p) dp \quad (\text{eqn 3.35})$$

As stated earlier, the desired output of the linear filter is the autocorrelation function $R_{v_{sr}} v_{sr}(t)$. Note the similarities between the last two equations. If in equation 3.35 a simple substitution of $h(t) = v_{sr}(-t)$ is performed, the desired results are obtained.

$$v_{sr}(t) * h(t) = \int_{-\infty}^{\infty} v_{sr}(p) v_{sr}(p-t) dp \quad (\text{eqn 3.36})$$

$$= R_{v_{sr}} v_{sr}(t)$$

Therefore, for every signal that is desired to be recovered, the matched filter will do the job very nicely if the response of that filter, $h(t)$ is equal to the inverse of the signal that is desired to be detected.

IV. ANALOG TO DIGITAL CONVERSION

Key to the understanding of digital communications is how the analog information is converted to digital information. As illustrated earlier, each analog voltage or signal can be represented by appropriately spaced sample values. These sample values are still analog in that they can take on any value in the range of the original analog signal. What is desired is to change this infinite set of decimal numbers to a finite set of decimal numbers. This is called analog to digital conversion. Common types of A to D conversion include Pulse Code Modulation (PCM), Differential Pulse Code Modulation (DPCM), Delta Modulation (DM), Pulse Amplitude Modulation (PAM), Pulse Duration Modulation (PDM), and Pulse Position Modulation (PPM). PCM, DPCM, and DM will be examined in this chapter because of their widespread usage and easy application to digital technology.

A. PULSE CODE MODULATION (PCM)

PCM is the most widely used A to D conversion technique. It involves assigning the sample value obtained in sampling to one of several quantization levels within the range of the voltage sampled and then representing those quantization levels by various binary code words.

For example, the highest significant frequency component in human speech is 3300 Hz. In order to capture accurately the signal produced in speech, one would require a sampling rate greater than or equal to $2B$ or $2(3300) = 6600$ samples/sec. The telephone company uses 8000 samples/sec.

$$B = 3300 \text{ Hz}$$

$$f \geq 2B = 6600 \text{ samples/sec}$$

use $f = 8000$ samples/sec to ensure no aliasing

If a signal is sampled at the rate of 8000 samples/sec, then in the transmission of those samples, assuming the samples are transmitted immediately and not delayed, the transmission rate must be

$$T_s = 1/f$$

$$T_s = 1/8000 \text{ samples/sec}$$

$$T_s = 125 \text{ microsec/sample}$$

The number of quantization levels employed to represent the various analog sample values is arbitrary. The greater the number of levels, the more accurate the reconstruction of the original signal but the more rapid the data transmission rate must be (in all cases there will be some error present after recovery). Consider again the example of voice as illustrated in Figure 4.1.

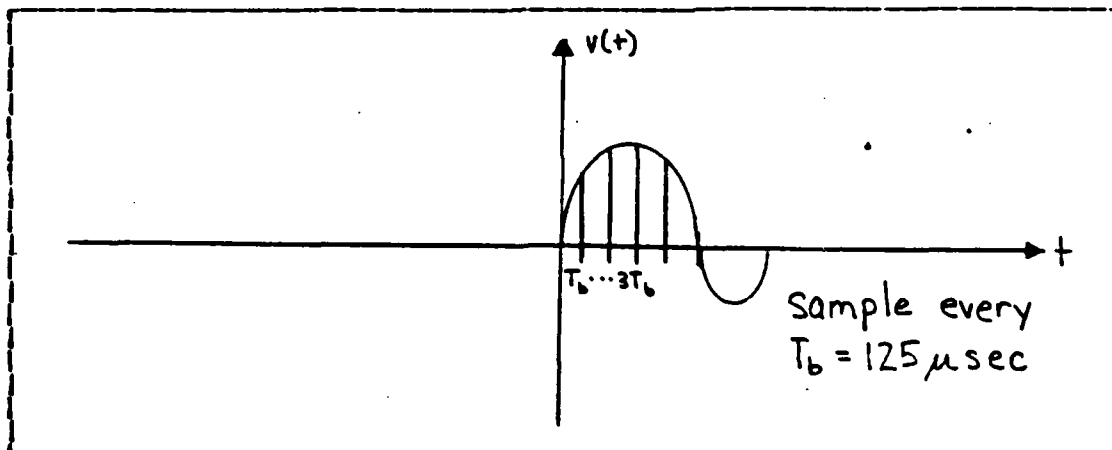


Figure 4.1 Samples of Voltage

Assume it is desired to represent each sample value (decimal number) with an 8 bit binary code word. Then the number of quantization levels is given by equation 4.1.

The spacing between quantization levels is the range of voltages to be represented divided by the number of quantization levels. The analog to digital conversion takes

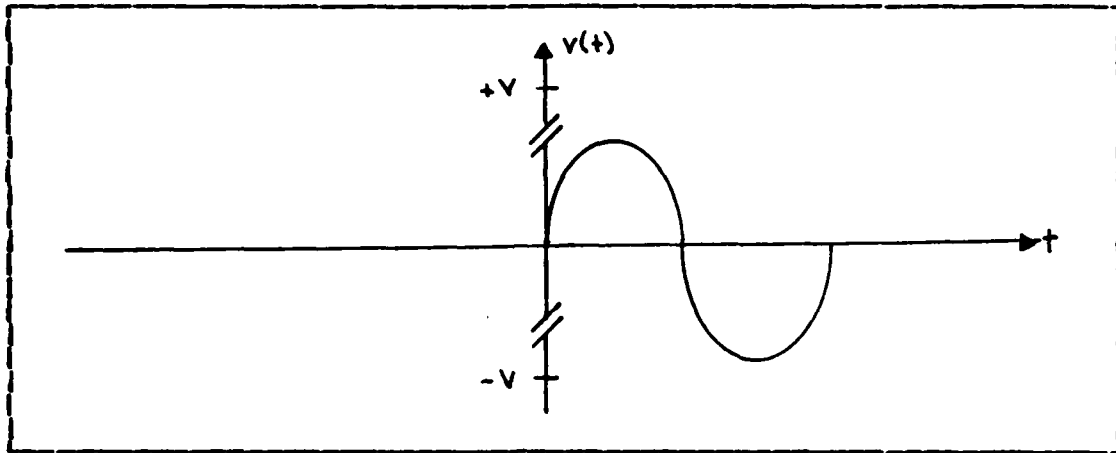


Figure 4.2 Analog Nature of Samples

$$\# \text{quantization levels} = 2^{*n} \quad (\text{eqn } 4.1)$$

for $n = 8$ bits/binary code word

$$\# \text{quantization levels} = 2^{*8}$$

$$= 256$$

place by determining into which quantization level the respective sample values fall and assigning that sample value the binary number associated with that quantization level.

Now each sample value is assigned to an eight bit binary code word. For voice transmission it has been shown that the minimum transmission rate was $T_s = 125$ microsec/sample. The bit rate is then simply equal to the number of bits per sample times the inverse of the transmission rate as illustrated in equations 4.2 and 4.3.

If voice was to be time multiplexed onto a single channel, the bit rate for that channel would be the number of signals per channel times the bit rate for the most time intensive signal as illustrated in equation 4.4.

$$\text{bit rate} = (n \text{ bits/sample}) (1 \text{ sample}/T \text{ sec}) \quad (\text{eqn 4.2})$$

$$\text{bit rate} = (8 \text{ bits/sample}) (1 \text{ sample}/125 \text{ microsec})$$

$$= 64 \text{ kbps}$$

$$\text{bit duration} = 1/\text{bit rate} \quad (\text{eqn 4.3})$$

$$= 1/64 \text{ kbps} = 15.6 \text{ microsec/bit}$$

$$(\# \text{signals/channel}) (\text{bit rate/signal}) = \quad (\text{eqn 4.4})$$

$$\text{bit rate/channel}$$

In other words, if 24 voice signals are to be multiplexed onto a single channel, the bit rate must be

$$\text{bit rate/channel} \geq \quad (\text{eqn 4.5})$$

$$(24 \text{ signals/channel}) (64 \text{ kbps/signal})$$

$$= 1536 \text{ Mbps}$$

As can be seen, the data transmission rate increases significantly, necessitating better and better hardware and a wider and wider bandwidth. Advantages should be readily apparent for A to D conversion techniques or modulation techniques that reduce the bit rate required.

Recovery of the analog signal is by a process called Digital to Analog Conversion. All that will be said about D to A conversion is that it is the inverse process of A to D conversion and that a slight error is always introduced during the process due to the discrete nature of the quantization process during A to D and D to A conversion.

B. DIFFERENTIAL PULSE CODE MODULATION (DPCM)

In DPCM, what is converted to binary numbers is not the quantization level (decimal number) which each sample value

is represented by but the successive differences between quantization levels. The idea is that the range of maximum difference values will be smaller than the range of actual sample values. It is therefore possible to represent that range of delta values with fewer bits/binary word and therefore fewer quantization levels and ultimately a lower bit rate. [Ref. 11]

In actual practice, in a DPCM conversion technique, it is a statistical estimate of each successive sample value which is subtracted from the actual value that is converted to binary code words. The result is the same in that the range of amplitudes is reduced and therefore fewer bits/word are required to represent the sample thereby lowering the data transmission rate required to transmit the signal. [Ref. 11]

C. DELTA MODULATION (DM)

Delta modulation is a form of DPCM where successive quantization levels of the output differ by only 1 bit. That is to say that any successive quantization level can be represented by varying only one bit of successive output binary code words. In other words a type of gray code is employed. This A to D technique is implemented through the use of a DM coder or linear delta modulator. This DM coder approximates a given input signal with a series of linear segments of uniform slope. A comparison is made between the value of this approximation and the input signal at each sample increment. The sign of this difference value is what is encoded and is used to increment the DM coder in the direction of the input signal. By using the differential sign value of the input signal and the incremented approximation from the DM coder the linear approximation from the linear delta modulator is said to "track" the input

signal. [Ref. 8] Slope overload of this type of modulation technique occurs when the slope of the incoming signal exceeds the ability of the DM system to follow the source at the sampling rate being utilized. [Ref. 11].

V. DIGITAL SIGNAL MODULATION TECHNIQUES

Digital signal modulation techniques are the methods of encoding information for transmission utilizing digital technology. Factors affecting digital modulation include, but are not limited to, the physics of the method, hardware requirements, bandwidth considerations, power requirements, data transmission rates and error probabilities. It is these aspects which will be explored in the following sections.

A. DIGITAL MODULATION FORMATS

Modulation is the technique by which the characteristics of one waveform (called the carrier) are varied or modified by the characteristics of another (called the source). The carrier waveform of interest is the sinusoid. It should be obvious that the attributes of a particular sinusoid that differentiate it from every other sinusoid are its amplitude, phase and frequency. It follows that the characteristics of the carrier waveform to be varied by the source are its amplitude, phase, frequency or any combination of the three. This gives rise to the broad general formats of Amplitude Shift Keying (ASK), Phase Shift Keying (PSK) and Frequency Shift Keying (FSK). All other digital modulation techniques are variations of or combinations of these basic formats. Other factors involved in the description of the digital modulation technique being employed include the number of bits being encoded at one time, the employment of error correction techniques and the baseband (source) waveform.

When each bit of the baseband waveform is individually encoded by any of the techniques previously mentioned (ASK, PSK, FSK), the technique being utilized is referred to as binary encoding. When more than 1 bit of the source code is modulated onto the carrier at one time it is called block encoding. Block encoding allows for one of $m = 2^k$ waveforms where $k =$ number of bits.

This paper will not go deeply into signal detection or demodulation techniques, however, a basic understanding of what is involved is necessary and again further defines the digital modulation format being employed. In general terms, signal detection is referred to as either coherent or noncoherent detection of the transmitted signal. Coherent detection, perhaps the easiest to understand, is when all possible waveforms of the modulated carrier waveform are available at the receiver and the waveform at the receiver is in phase with the transmitted carrier. Noncoherent detection is involved when the receiver does not have knowledge of the phase of the transmitted information and one of a number of phase estimation techniques must be employed for signal recovery.

B. HARDWARE

Although significant advances have been made in recent years to improve the quality of hardware associated with satellite communications, most components are not what would be considered "off the shelf items". The hardware components most commonly referred to with regard to digital communications include the sampler, encoder, modulator, multiplexer and transmitter. There are variations of the above hardware requirements necessary for certain types of digital formatting, however, those exceptions will be addressed separately when the individual modulation techniques are examined.

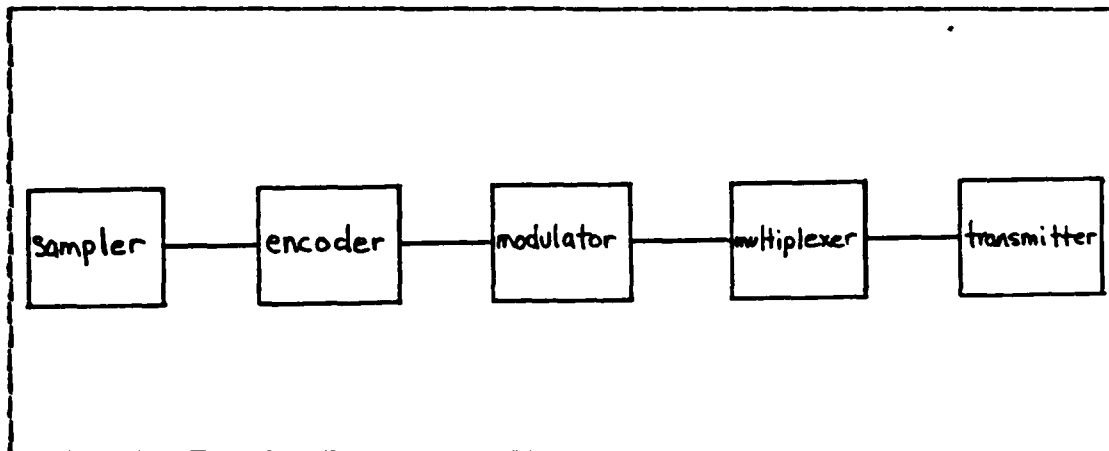


Figure 5.1 Basic Hardware Component Block Diagram

1. Sampler

The sampler is the device or component which samples or extracts those single characteristic values of a naturally occurring analog signal which are ultimately encoded into a digital word by the encoder. The frequency at which this sampler must operate was derived in the discussion of the Sampling Theorem. It was determined that the sampler must operate at a frequency greater than 2 times the highest significant Fourier frequency component of the source voltage. Modern solid state devices capable of taking thousands of samples/sec are available at modest costs.

2. Encoder

Often referred to as the A to D converter (analog to digital converter), the encoder transforms the samples of the analog signal derived from the sampler into a digital format through one of the analog to digital conversion techniques described in the chapter on A to D conversion. These digital bits can be stored for later use, coded,

delayed or used immediately either individually or in groups to modify one of the characteristic qualities of the carrier waveform. When sample values of the analog source signal are converted into digital bits of information, they are simply that, digital bits of information. The carrier can only be modified to represent the source information by interaction with another voltage. Therefore the value of the digital bit (binary), either 0 or 1, is used to generate a baseband waveform or voltage which does the actual modulation of the carrier waveform.

a. Common Baseband Waveforms

It should be obvious that since it is desired to represent binary code words with a representative baseband waveform what is required is two levels of voltage. There are two basic logic schemes for representation of the baseband waveform. They are bipolar or unipolar logic. Bipolar logic involves representing the 0's or 1's of the binary codeword as either $+V$ or $-V$ as illustrated in Figure 5.2.

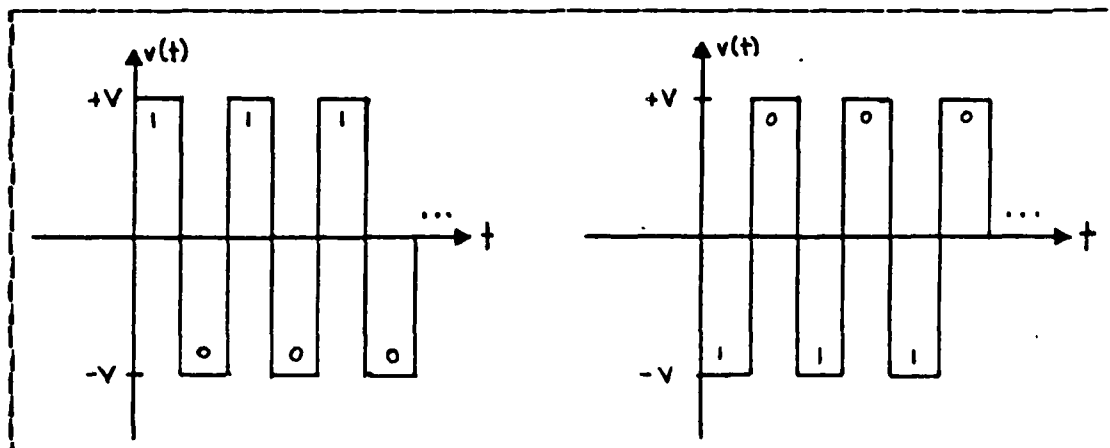


Figure 5.2 Bipolar Logic

The 0 or the 1 of the binary code word can be represented either as $+V$, $-V$ or $-V$, $+V$ respectively. This is a matter of convention but must be clearly understood in the various component designs in order to ensure compatibility between parts of the system.

Unipolar logic utilizes a voltage to represent either of the possible binary digits and the absence of voltage to represent the other. Two common conventions of unipolar logic are represented in Figures 5.3 and 5.4.

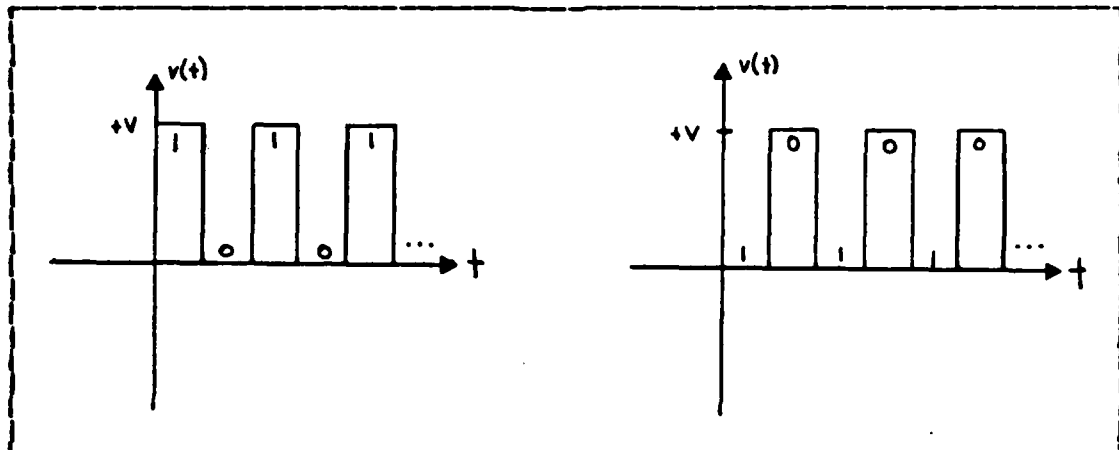


Figure 5.3 Unipolar Positive Logic

Again, which form of unipolar logic might be employed in the A to D converter is a matter of convention.

Variations of these two basic encoding formats have the advantages of ease of generation and improved decoding and clock recoverability. Two variations commonly used in satellite communications are the Non Return to Zero (NRZ) and the Manchester waveforms. The NRZ waveform is simply the voltage representation which corresponds to the stream of bits represented in the logic scheme chosen. There is no transition as long as the same bit is present. Choosing bipolar logic as an example, a NRZ waveform can be described schematically as in Figure 5.5.

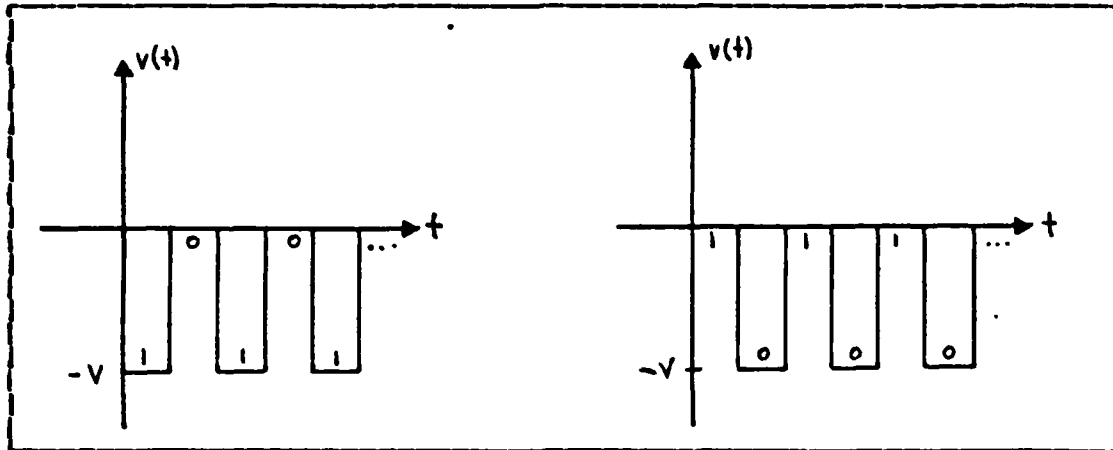


Figure 5.4 Unipolar Negative Logic

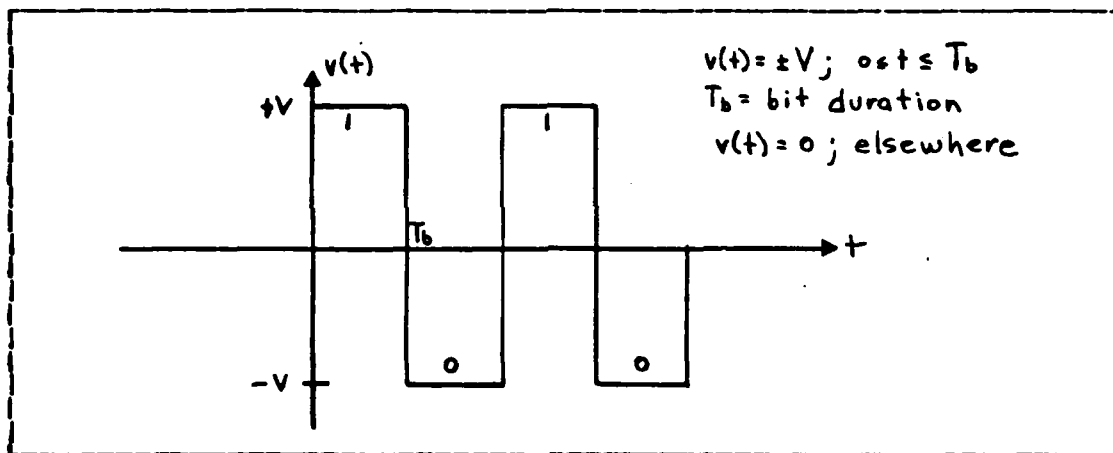


Figure 5.5 Non Return to Zero Waveform

The Manchester waveform of the same source voltage is represented with a transition at the midpoint of the bit duration from either $+V$ to $-V$ or $-V$ to $+V$. This form of coding has the advantage of clock synchronization in all cases of digital encoding. Schematically, the Manchester code can be represented as in Figure 5.6.

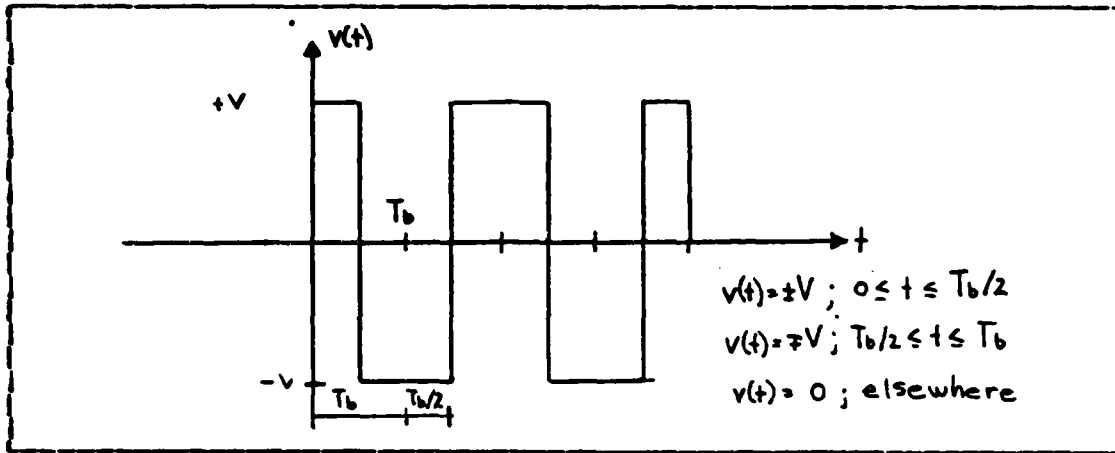


Figure 5.6 Manchester Waveform

3. Modulator

The modulator in a digital communications system is more commonly referred to as a modem (modulator/demodulator). This device does the actual transformation of the digital information into a waveform that can be transmitted from one point to another. The modulation as mentioned earlier can modify either the amplitude, phase or frequency of the carrier wave. In simple terms, the digital information derived from the analog source is mapped into the carrier wave. It is this mapping that determines the power and bandwidth characteristics of the modem.

4. Multiplexer

Multiplexing is a common method for increasing the utility of a given communications channel. Variations in multiplexing techniques give rise to the multiple access techniques employed in satellite communications.

a. Frequency-Division Multiplexing (FDM)

Frequency-Division Multiplexing is a technique whereby the capacity of a communications channel is increased by adding one signal to another. These signals occupy discrete nonoverlapping frequency bands. A specific signal is recovered by use of a band pass filter for the frequency band desired. [Ref. 7]

b. Time-Division Multiplexing (TDM)

Time-Division Multiplexing is a technique used to increase the capacity of a given communication channel by adding signals in time. That is, specific signals or portions of signals are allocated specific time slots or portions of the carrier wave. These time allocations cannot overlap and the signal is recovered through proper synchronization of the recovery hardware with the multiplexer. [Ref. 7]

c. Code-Division Multiplexing (CDM)

Code-Division Multiplexing is a technique for increasing the capacity of a given communications channel through the assignment of a characteristic code to the digital signal before it is multiplexed in the time or frequency domain. Since the code used in multiplexing is known at the demultiplexer, recovery of the digital source code could be accomplished through the use of a matched filter or correlator. [Ref. 7]

C. BANDWIDTH

For purposes of discussion and for uniformity, when examining the various digital signal modulation techniques of interest, the bandwidth will be defined as the highest significant Fourier frequency component of the signal in

question. For digital communications, it can be shown that by the above definition, the bandwidth of the baseband waveform is $1/T_b$, where T_b is the bit duration. For example:

1. Voice sampled at the rate of 8000 samples/sec
2. Each sample represented by an 8 bit code word
3. $R_b = \text{bit rate} = (8000 \text{ samples/sec}) (8 \text{ bits/sample})$
 $R_b = 64 \text{ kbps}$
4. $T_b = \text{bit duration} = 1/R_b$
 $T_b = 15.6 \text{ microsec}$

The Fourier transform of the baseband waveform of duration 15.6 microsec is represented in Figure 5.7.

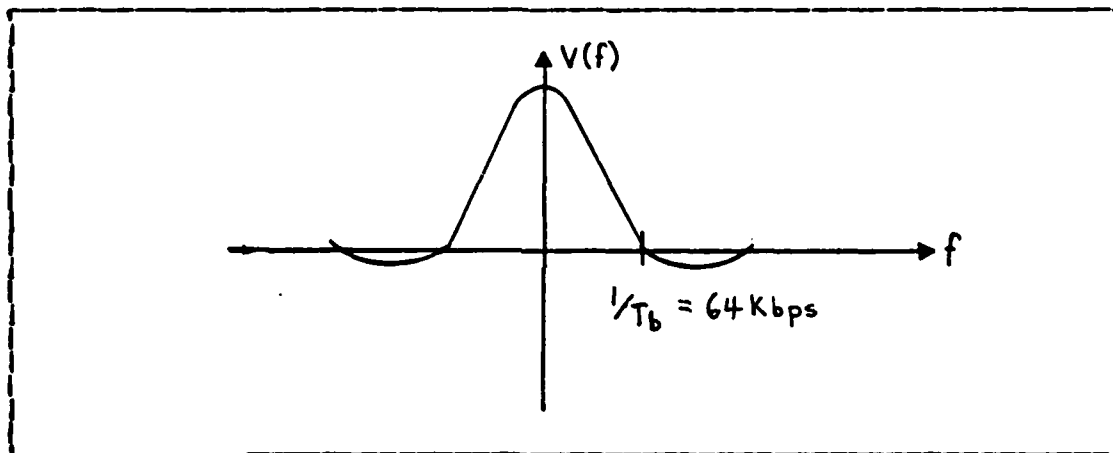


Figure 5.7 Fourier Transform of Baseband Waveform

It should be readily apparent that as the bit rate of the digital baseband waveform increases, so does the bandwidth. It is desirable to keep the bandwidth of the signal to a minimum due to limitations on availability of the electromagnetic spectrum. In addition, interference with signals which occupy adjacent frequency bands is reduced and propagation limitations of the medium and hardware limitations such as self-inductance and capacitance are minimized.

D. SPECIFIC TECHNIQUES

Now with some of the basics of digital signals already introduced it is possible to investigate some of the more significant modulation formats employed in digital satellite communications. The organization of this section will be around the three general types of modulation, i.e., phase, amplitude and frequency. Within each broad category, several techniques will be described under the subareas of binary encoding, where the information is modulated onto the carrier bit by bit, and block encoding, where groups of bits do the modulation. Variations of these areas will be pointed out. The characteristics of the modulation technique will be introduced including, where practical, an analytical description, phasor representation, error probability, spectral efficiency, advantages and disadvantages.

1. Phase Shift Keying (PSK)

Phase shift keying is a generic form of signal modulation where the baseband waveform is used to modify or change the phase of the carrier. Phase, as stated earlier is one of the characteristics which distinguish one sinusoid from another. In general, phase shift keying offers the advantages of power and bandwidth efficiency.

a. Binary Phase Shift Keying (BPSK)

As the name suggests, Binary Phase Shift Keying (BPSK) results in a modulated carrier waveform consisting of two phases of the same sinusoid. The baseband waveform is used to change the phase of the carrier bit by bit from one phase to the other. In the case of bipolar logic, the bit stream consists of ± 1 . The general waveform of the carrier can be represented as a cosine wave of amplitude A , angular

frequency ω and initial phase angle δ as in equation 5.1.

$$v_c(t) = A \cos(\omega t + \delta) \quad (\text{eqn 5.1})$$

Since two phases are represented in $v_c(t)$, it is customary to let them differ by π radians. This can be represented by the modification of equation 5.1 to account for a π phase shift depending on whether the bit, $v(t)$ to be modulated is either a $+1$ or -1 as shown in equation 5.2.

$$v_c(t) = A \cos(\omega t + \delta + \pi/2(1-v(t))) \quad (\text{eqn 5.2})$$

Equation 5.2 can be expanded to result in a simplified form showing that the modulated carrier waveform is simply a product of the baseband waveform and the carrier. See equation 5.3 where $v(t)$ represents the baseband waveform.

$$v_c(t) = A v(t) \cos(\omega t + \delta) \quad (\text{eqn 5.3})$$

A phasor diagram can be constructed to represent the modulated carrier waveform in BPSK and is shown in Figure 5.8. As can be seen by the phasor diagram in Figure 5.8, the phase of the modulated waveform depends on the value of the baseband waveform and differs by π depending on whether the value of the modulated bit is ± 1 .

Remembering the section on the properties of the Fourier transform, it is possible to analyze the spectral and power efficiency of BPSK. Recall BPSK can be created by multiplication. Multiplication of two voltages is covered by the frequency translation property of the Fourier transform. Frequency translation results in double the bandwidth or spectral requirement of the translated waveform and half the power. In the case of a NRZ baseband waveform,

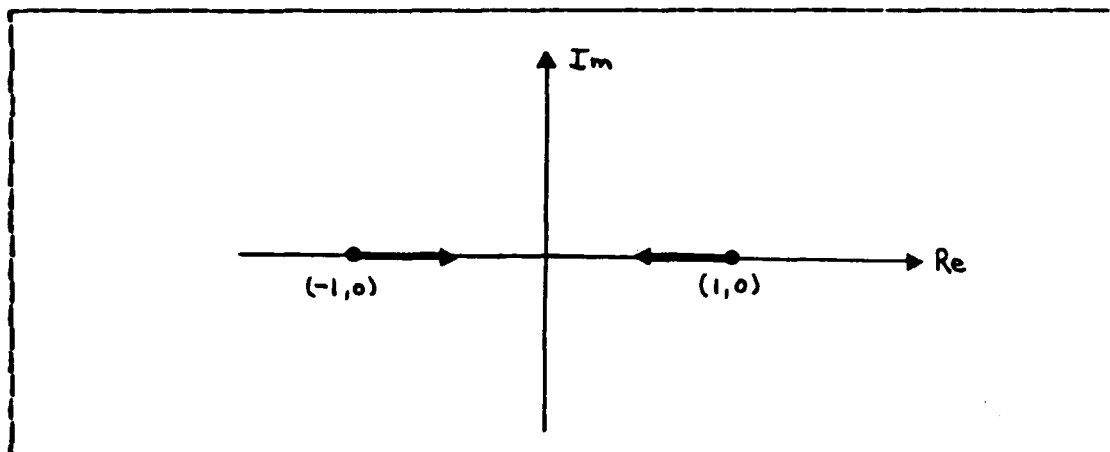


Figure 5.8 Phasor Diagram of BPSK

the bandwidth of the non-translated pulse, determined from the largest significant Fourier frequency component is $1/T_b$, where T_b is the bit duration. The bandwidth of the translated voltage (BPSK carrier) is $2/T_b$. The power in a sinusoid is $A^2/2$ and none of this power capacity is lost in BPSK since only the phase of the original sinusoid is changed. For a Manchester baseband waveform, the non-translated signal has bandwidth $2/T_b$ and the translated wave has bandwidth $4/T_b$.

The advantage of BPSK is that it is relatively efficient in bandwidth utilization and power capacity. It does have the disadvantage of fairly large sidelobe components which contribute to interference with adjacent frequencies. This usually necessitates some type of filtering before the signal can be transmitted.

b. Differential Binary Phase Shift Keying (DBPSK)

The recovery of a Binary Phase Shift Keyed signal requires the use of a phase coherent reference signal as described in the previous sections on autocorrelation and matched filters. This may not always be practical or

possible so a technique called Differential Binary Phase Shift Keying has been developed. DBPSK uses the same carrier type as BPSK and offers many of the same advantages and disadvantages. As stated, the primary difference is the lack of necessity for a phase coherent reference.

The baseband waveform, $v(t)$, for DBPSK is generated by comparing the phase of the next bit to be transmitted to that of the previously transmitted bit. For example, if a +1 is encoded onto the carrier as $v(t)$, it represents a particular phase of the carrier. If the next bit to be sent is also a +1, there is no phase change, i.e., the bit remains the same over two successive bit durations. If, however, the second bit to be sent is a -1, this represents a π phase change and is decoded as a bit change over successive bit durations. This can be expressed mathematically as in equation 5.4 where b_k represents the bit which will be encoded on the carrier and b_{k-1} represents the previous bit already encoded and a_k represents the present bit.

$$b_k = b_{k-1} \cdot a_k \quad (\text{eqn 5.4})$$

As can be seen when $b_k = -1$, there is a phase change and the bit changes from one bit to the next depending on the logic type being employed. If $b_k = +1$, this represents the phase remaining constant over two successive bit durations, i.e., no bit change. See Figure 5.9 [Ref. 8]. Recovery is effected by correlation of the received bit to the previously received bit.

Differential Binary Phase Shift Keying (DBPSK) differs from Differentially Encoded Binary Phase Shift Keying (DEBPSK) in the recovery step only. DBPSK takes advantage of the modulation of phase shift in the recovery process while DEBPSK still utilizes a phase coherent carrier

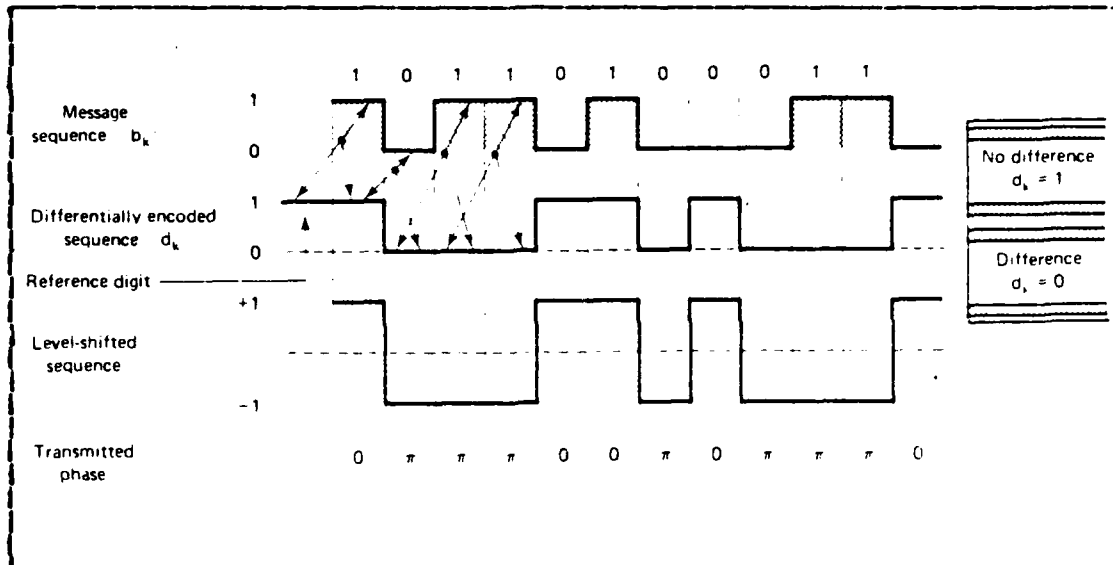


Figure 5.9 Differential Binary Phase Shift Keying

signal in demodulation. Both cases use the same scheme for differential encoding.

c. Orthogonal Binary Phase Shift Keying (Orthogonal BPSK)

In Binary Phase Shift Keying there is always a probability, with the interjection of noise on the transmitted signal that an individual bit will be decoded incorrectly from that which was actually transmitted. In some environments, this probability is so high that special encoding techniques must be employed in order to reduce the probability that a bit or a binary code word will be decoded in error. One such technique is Orthogonal BPSK. Orthogonal BPSK is a type of group encoding scheme where groups or blocks of bits from the original signal are assigned redundant bits according to a predetermined assignment routine. This new expanded sequence of bits is then transmitted as before in BPSK.

For example, assume that it has been determined that the respective values of the original signal will be represented by a k bit binary code word. It has been demonstrated that there exists 2^{**k} binary code words, k bits long in this type of arrangement. With Orthogonal BPSK there also exists 2^{**k} orthogonal sequences of bits (called channel symbols, bauds or chips) [Ref. 6], which represent the k binary code words. However, the number of bits or chips in the sequence is increased to $n = 2^{**k}$, thereby providing the desired redundancy. Each of the 2^{**k} sequences of n chips is constructed to be orthogonal to every other sequence in order to assure maximum separation. See Figure 5.10 [Ref. 6].

<u>$k = 2$ data word</u>	<u>Orthogonal chip sequence</u>	<u>Transmitted waveforms</u>				
		BPSK carriers with phase shifts below:				
1 1	1 1 1 1	$C_1(t)$ <table border="1" style="display: inline-table;"><tr><td>π</td><td>π</td><td>π</td><td>π</td></tr></table>	π	π	π	π
π	π	π	π			
1 0	1 1 -1 -1	$C_2(t)$ <table border="1" style="display: inline-table;"><tr><td>π</td><td>π</td><td>$-\pi$</td><td>$-\pi$</td></tr></table>	π	π	$-\pi$	$-\pi$
π	π	$-\pi$	$-\pi$			
0 1	1 -1 -1 1	$C_3(t)$ <table border="1" style="display: inline-table;"><tr><td>π</td><td>$-\pi$</td><td>$-\pi$</td><td>π</td></tr></table>	π	$-\pi$	$-\pi$	π
π	$-\pi$	$-\pi$	π			
0 0	1 -1 1 -1	$C_4(t)$ <table border="1" style="display: inline-table;"><tr><td>π</td><td>$-\pi$</td><td>π</td><td>$-\pi$</td></tr></table>	π	$-\pi$	π	$-\pi$
π	$-\pi$	π	$-\pi$			
		$\leftarrow T \rightarrow$ $\leftarrow T_w \rightarrow$				

Figure 5.10 Orthogonal Binary Phase Shift Keying

Decoding is also done by blocks through a bank or 2^{**k} correlators. Since the decoding is done in blocks, the probability that the entire transmitted code word will be incorrectly decoded is reduced even though individual bits are incorrectly decoded. This is the major advantage of Orthogonal BPSK. Figure 5.11 [Ref. 6], shows the reduction in error probability with Orthogonal BPSK

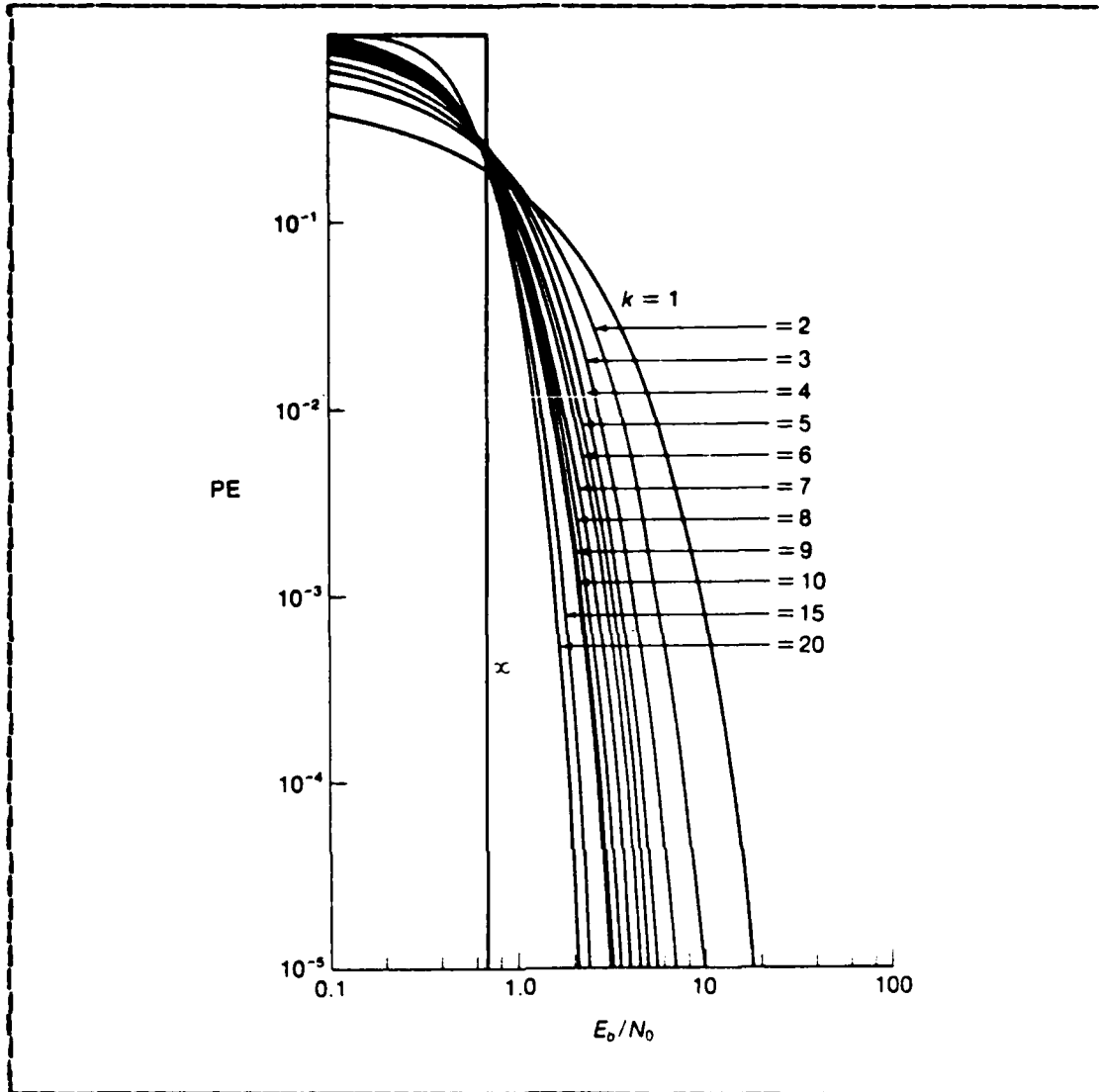


Figure 5.11 Probability of Error for Orthogonal BPSK

The major disadvantage to Orthogonal BPSK is that it results in a reduced data bit rate at a given transmission rate or the necessity for a higher transmission rate if the same bit rate is to be maintained. For example, suppose the bit rate of a PSK signal is R bits/sec. If each of the k bits in the PSK signal are represented by 2^k chips as is the case in Orthogonal BPSK modulation, then the

bit rate must be $(2^{k/k})R$ if the same data rate is to be maintained. Additionally, since the necessary bit rate increases, the bit duration decreases. It was shown in the section on bandwidth that as bit duration decreases as the result of a higher bit rate, an increase in bandwidth is the result. Therefore, the tradeoff in decreased transmission error comes at the expense of bandwidth and bit rate. [Ref. 6]

d. Quadrature Phase Shift Keying (QPSK)

Quadrature Phase Shift Keying derives its name from a four-phase modulation of the carrier waveform. These modulations are achieved by simultaneously modulating the inputs from two bit streams onto a single carrier. The two bit sequences could be from two separate sources or successive bits from a single source. To take advantage of the orthogonality of the sine and cosine functions, QPSK can be viewed as in equation 5.5 as the sum of a BPSK modulated sine and cosine.

$$v_c(t) = A v_1(t) \cos(\omega t + \delta) + A v_2(t) \sin(\omega t + \delta) \quad (\text{eqn 5.5})$$

The signal can also be represented as in equation 5.6 where the phase angle, θ , of the modulated carrier is shown in equation 5.7.

$$v_c(t) = 2^{.5} A \cos(\omega t + \theta + \delta) \quad (\text{eqn 5.6})$$

$$\theta = \arctan (v_1(t)/v_2(t)) \quad (\text{eqn 5.7})$$

The phases possible as a result of substitution of the possible bits in bipolar logic in equation 5.7 are ± 45 degrees and ± 135 degrees. See Figure 5.12.

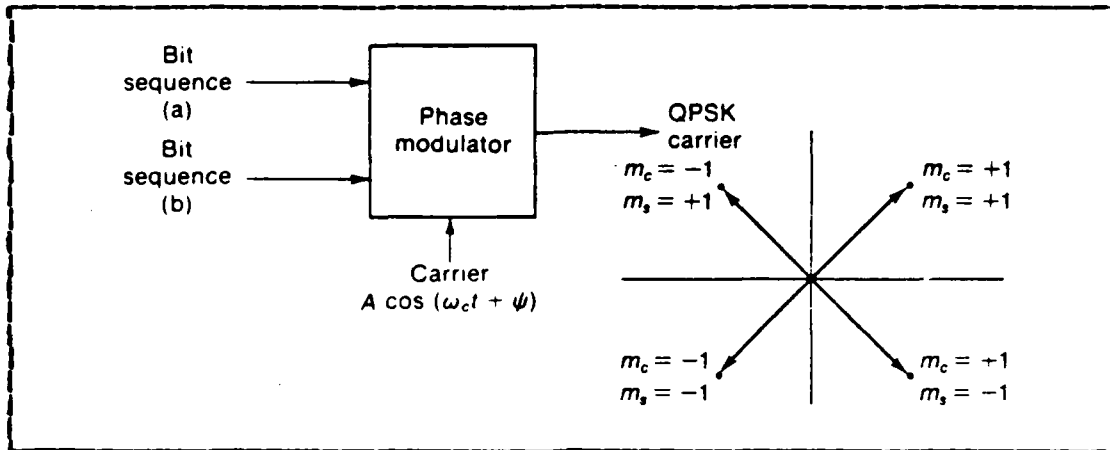


Figure 5.12 Modulation and Phases of QPSK

Since two bits are being encoded at one time for transmission, the bit rate in QPSK is twice that of BPSK. The BPSK bit rate is equal to the QPSK symbol rate, (symbol rate being the time the quadrature bits exist on the carrier). It is the symbol rate in QPSK which determines the bandwidth and since symbol rate is equal to bit rate in BPSK, the bandwidth of the two modulation techniques is identical. The great advantage of QPSK lies in the bandwidth utilization. Two bits of information are transmitted thereby effectively doubling the bit rate at no additional cost in bandwidth. A phasor representation of QPSK is illustrated in Figure 5.13. Each quadrature component of the modulated signal contains half the power of the total carrier or $(A^2/2)/2 = A^2/4$.

e. Offset Quadrature Phase Shift Keying (OQPSK)

In Quadrature Phase Shift Keying, both bits of the two baseband waveforms, which are to be modulated onto the carrier, change at the beginning of the respective symbol time. This allows the phase of the carrier to change up to 180 degrees for each symbol as illustrated in the

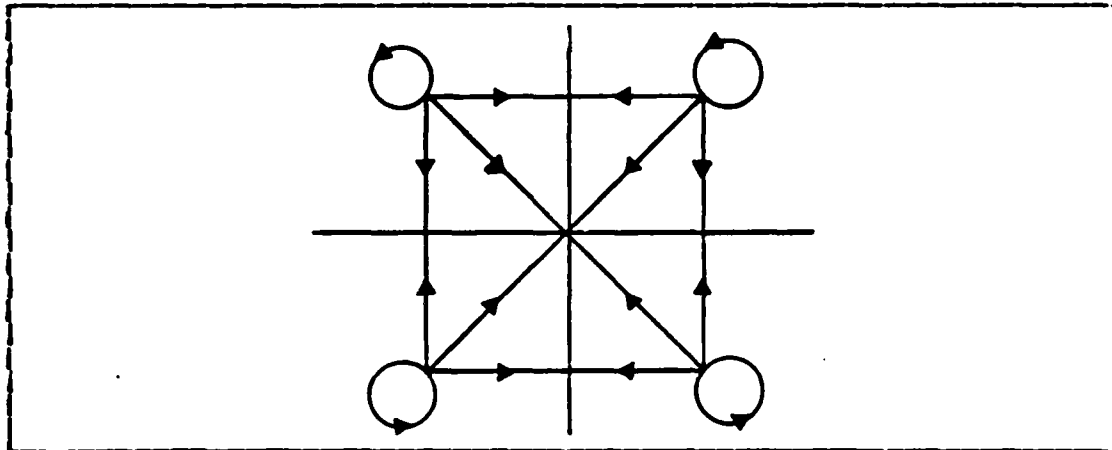


Figure 5.13 Phasor Diagram of QPSK

phasor diagram in Figure 5.13. The phase change of the modulated signal can be limited to 90 degrees through a modulation technique called Offset Quadrature Phase Shift Keying. This is accomplished by delaying the application of the second baseband channel for $T_s/2$ seconds, where T_s is symbol duration as illustrated in Figure 5.14. Modulation is then accomplished as before in QPSK.

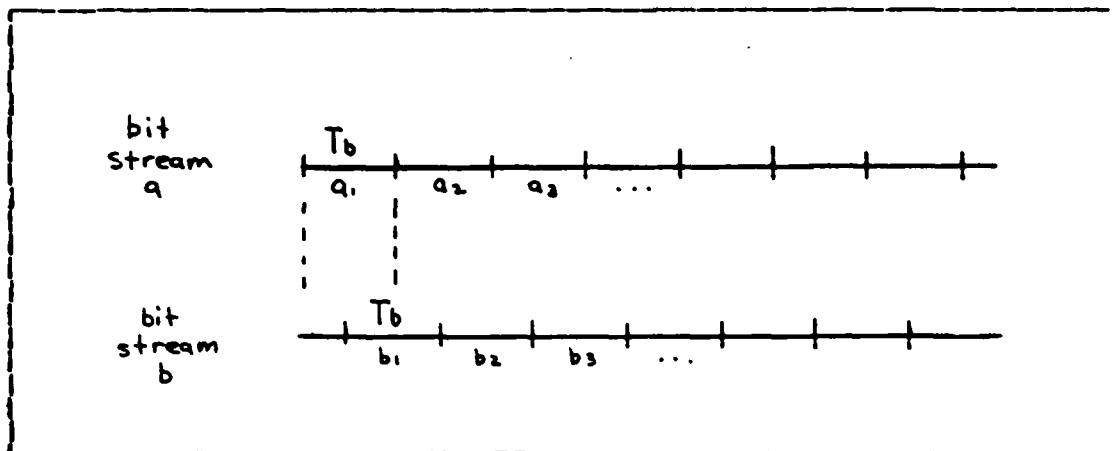


Figure 5.14 Offset Quadrature Phase Shift Keying

The result is a QPSK modulated signal in which the maximum phase shift between successive bits is 90 degrees. The bandwidth and power spectra of an OQPSK modulated signal are the same as that of a QPSK modulated signal. The advantage of OQPSK is in the limit which is placed on phase shift during encoding which simplifies the encoding hardware. Additionally OQPSK has spectral and interference advantages during decoding [Ref. 6].

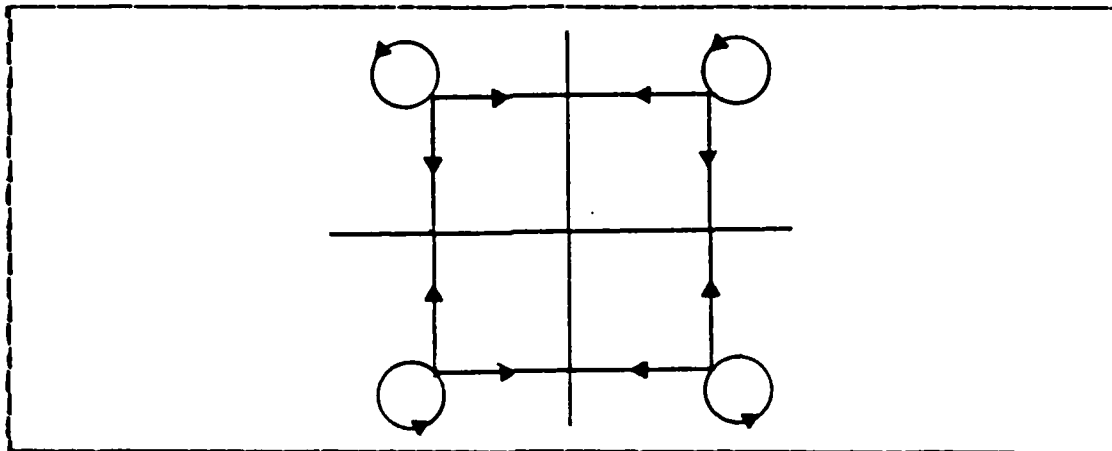


Figure 5.15 Phasor Diagram of OQPSK

f. Multiple Phase Shift Keying (MPSK)

Another form of digital modulation is known as Multiple or M-ary Phase Shift Keying (MPSK). Once again, as in Orthogonal Binary Phase Shift Keying, k data bits are transmitted. The k bits represent the word length and there are $m = 2^k$ different binary words, k bits long, for this type of modulation. In MPSK, the binary code word is used to vary the phase of the carrier. There are therefore $m = 2^k$ different phases in MPSK. These sequences of binary digits need not be orthogonal as in Orthogonal Binary Phase

Shift Keying. The length of the transmitted symbol is only k bits long as compared to 2^k bits for Orthogonal BPSK. The phases therefore are not all orthogonal leading to greater difficulty in decoding and a higher probability that an individual code word will be incorrectly decoded, especially as m becomes large.

As in other types of Phase Shift Keying, MPSK can be represented as in equation 5.8 where $\theta = \text{phase} = (2\pi/m) i; i=0, 1, \dots, m-1$.

$$v_c(t) = A \cos (\omega t + \theta + \delta) \quad (\text{eqn 5.8})$$

An advantage of MPSK is that as long as the symbol transmission rate does not increase, the carrier bandwidth does not increase even as the size of the binary code word increases. The disadvantage, as stated earlier, has to do with error rates in decoding. Decoding requires a phase coherent reference of considerable stability especially as m increases and respective phases become closer together. Practical limits for this type of modulation is $m = 8$ or a 3 bit binary code word due to the complexity of the encoding and decoding hardware.

2. Amplitude Shift Keying (ASK)

Amplitude Shift Keying, as the name implies is modulation of the carrier through variation of its amplitude due to variations in the baseband waveform. The information in the baseband waveform is thereby imparted to the carrier through this modulation. Since the amplitude of the carrier varies between successive symbols or binary code words, the power also varies. Recovery is by comparison of the transmitted power during each symbol to the possible $m = 2^k$ power levels.

a. Multiple Amplitude Shift Keying (MASK)

MASK is a type of group encoding where k bits are combined into a single waveform for transmission and subsequent recovery. Since each symbol or binary code word contains k bits, there are $m = 2^{**k}$ different symbols and consequently m different amplitudes of the carrier possible during the symbol duration time. An assignment scheme which maps the binary code words into the m different amplitudes would be to simply space them $A_i = A/m_i$ volts apart, where A is the maximum amplitude and m_i represents the decimal equivalent of the binary code word from $i = 1$ to 2^{**k} .

The analytic form of a MASK waveform is represented in equation 5.9 where all the variables are the same as presented earlier except for A_i which is equal to one of i different amplitudes depending on the bit sequence to be transmitted.

$$v_c(t) = A_i \cos(\omega t + \delta) \quad (\text{eqn 5.9})$$

MASK is not very popular in satellite communications since it depends on a carrier of very stable amplitude. This is not generally practical under actual conditions. However, MASK does have the spectral advantage of a constant bandwidth of $2/T_s$, T_s equal to symbol duration, even as the binary code word increases in length.

b. Quadrature Amplitude Shift Keying (QASK)

Quadrature Amplitude Shift Keying (QASK) is a hybrid digital signal modulation technique. It represents separate amplitude modulation of the quadrature components of a common carrier. In that sense it is both ASK and PSK. Implementation of QASK involves simultaneous application of M -ary Amplitude Shift Keying to the quadratures. See

equation 5.10, where A1 and A2 are derived according to an assignment scheme as in MASK.

$$vc(t) = A1 \cos(\omega t + \delta) + A2 \sin(\omega t + \delta) \quad (\text{eqn 5.10})$$

By this method, the effective bit rate is doubled over that of ordinary MASK. In other words, QASK results in the same data rate as modulating 2k bits onto the carrier at the same time or during the same symbol duration with MASK. The advantage to QASK lies in the fact that this increase in bit rate comes at no further increase in bandwidth. The disadvantages associated with MASK are still present with an additional increase in the complexity of the decoding equipment. Decoding of QASK must be done in two steps. First the signal is recovered in phase through a phase-coherent correlator and then each amplitude modulated signal is recovered as before in MASK by comparison of the power levels of the received signal.

3. Frequency Shift Keying (FSK)

Frequency Shift Keying (FSK), is the generic term used to describe a number of digital signal modulation techniques which cause variations in the carrier frequency by interaction with the baseband waveform. Decoding is generally through measurement of the frequency of the received signal.

a. Minimum Shift Keying or Fast Frequency Shift Keying

Power requirement for the transmission or retransmission of a satellite signal is extremely important. It is desirable to limit power required to accurately

transmit a piece of information to the minimum possible consistent with allowable error rates. For this reason, detection of FSK signals is limited to coherent methods as power required increases significantly for non-coherent methods.

MSK or FFSK are identical and represent a modulation technique known as continuous phase FSK. They get their names from the fact that "fast" indicates more bits per second can be transmitted in a given bandwidth than ordinary BPSK and "minimum" refers to the minimum modulation index for which orthogonal signalling occurs [Ref. 7].

Analytically, FFSK can be expressed as in equation 5.11 and equation 5.12.

$$v_c(t) = A \cos((\omega_c + \Delta\omega)t) \quad (\text{eqn 5.11})$$

$$v_c(t) = A \cos(\pm\Delta\omega t) \cos(\omega_c t) - A \sin(\pm\Delta\omega t) \sin(\omega_c t) \quad (\text{eqn 5.12})$$

As is noted, FFSK can be envisioned as the summation of separately modulated in-phase and quadrature components of the carrier by the baseband waveform. The technique is similar to that used in QPSK. The frequency variation in the carrier waveform is between $\omega_c + \Delta\omega$ and $\omega_c - \Delta\omega$. Maximum separation in phase of these two frequency components occurs at π as noted in equation 5.13, where T_b represents the bit or symbol duration.

$$(\omega_2 - \omega_1)T_b = \pi \quad (\text{eqn 5.13})$$

This can be converted to the modulation index mentioned above simply by converting to frequency as in equation 5.14.

$$h = (f_2 - f_1)T_b = .5 \quad (\text{eqn 5.14})$$

For FFSK, the frequency deviation or separation between frequencies of the transmitted carrier is exactly $1/2T_b$ and the deviation from the carrier frequency is $1/4T_b$. FFSK can therefore be rewritten from equation 5.12 as in equation 5.15 by substitution for $\Delta\omega = 2\pi(1/4T_b)$.

$$v_c(t) = A \cos(\pm\pi t/2T_b) \cos(2\pi f_c t) - \quad (\text{eqn 5.15}) \\ A \sin(\pm\pi t/2T_b) \sin(2\pi f_c t)$$

The error rate in this modulation technique is identical to that of BPSK. Frequency Shift Keying can be implemented to incorporate any given modulation index by simple calculation of the frequency separation with equation 5.14 and substitution into equation 5.15. For M-ary Frequency Shift Keying, the separation between frequencies must be at least $1/T_s$, where T_s is the symbol duration, in order to avoid carrier energy from one frequency being incorrectly interpreted as carrier energy from another frequency. This results in a modulation index of 1. Figure 5.16 represents the phasor diagram of an FFSK modulated signal.

4. Quadrature Partial Response Signalling (QPRS)

Quadrature Partial Response Signalling (QPRS) represents a specific type of the general class of digital signal modulation techniques called Partial Response Signalling. Partial Response Signalling is a method in which a controlled amount of intersymbol interference (ISI) is allowed during the encoding process. Previously any overlap in successive signals resulted in aliasing and an increased probability of error in decoding. The idea was

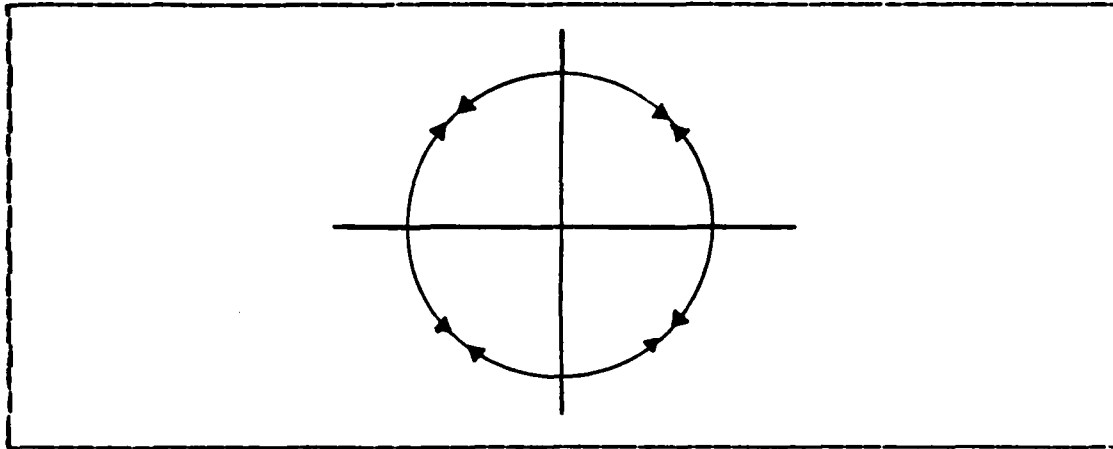


Figure 5.16 Phasor Diagram of FFSK or MSK

first introduced by Lender in 1963 [Ref. 12]. His concept was that in knowing and controlling the amount of interference allowed during the encoding process, compensations can then be made for the ISI at the receiver. Allowing for a limited amount of ISI makes it possible to transmit at rates equal to the Nyquist rate, something that is not possible with many other systems [Ref. 13].

QPRS is implemented, as with previous quadrature systems, through simultaneous modulation of the quadrature components of a common carrier. However, this time the modulation is accomplished with a PRS system. The modulation of the respective quadrature components represents the impulse response of one of a number of linear filters to the bits of the baseband waveform. The linear filter employed depends on the class of the Partial Response Signalling system being used. There are 5 classes of linear filters commonly used in PRS and they are illustrated analytically in Table 1 and graphically in Figure 5.17.

Output of a QPRS system can be represented as in equation 5.16, where a_n and b_n represent the n th bit to be modulated and $h(t - nTs)$ represents the contribution of the

TABLE 1
QPRS SYSTEM POLYNOMIALS

SYSTEM POLYNOMIAL $F(D)$	FREQUENCY RESPONSE $H(\omega)$ for $ \omega \leq \pi/T$	IMPULSE RESPONSE $h(t)$
$1 - D$	$2T \cos \frac{\omega}{2} T$	$\frac{4T}{\pi} \frac{\cos(\pi t/T)}{1 - 4t^2}$
$1 - 2D + D^2$	$4T \cos^2 \frac{\omega}{2} T$	$\frac{2T^2}{\pi^2} \frac{\sin(\pi t/T)}{1 - 4t^2}$
$2 - D - D^2$	$T - T \cos \omega T + j 2T \sin \omega T$	$\frac{T^2}{\pi^2} \sin(\pi t/T) \left(\frac{3t - T}{1 - 4t^2} \right)$
$1 - D^2$	$j 2T \sin \omega T$	$\frac{2T^2}{\pi^2} \frac{\sin(\pi t/T)}{1 - 4t^2}$
$1 - 2D^2 + D^4$	$-4T \sin^2 \omega T$	$\frac{8T^3}{\pi^2} \frac{\sin(\pi t/T)}{1 - 4t^2}$

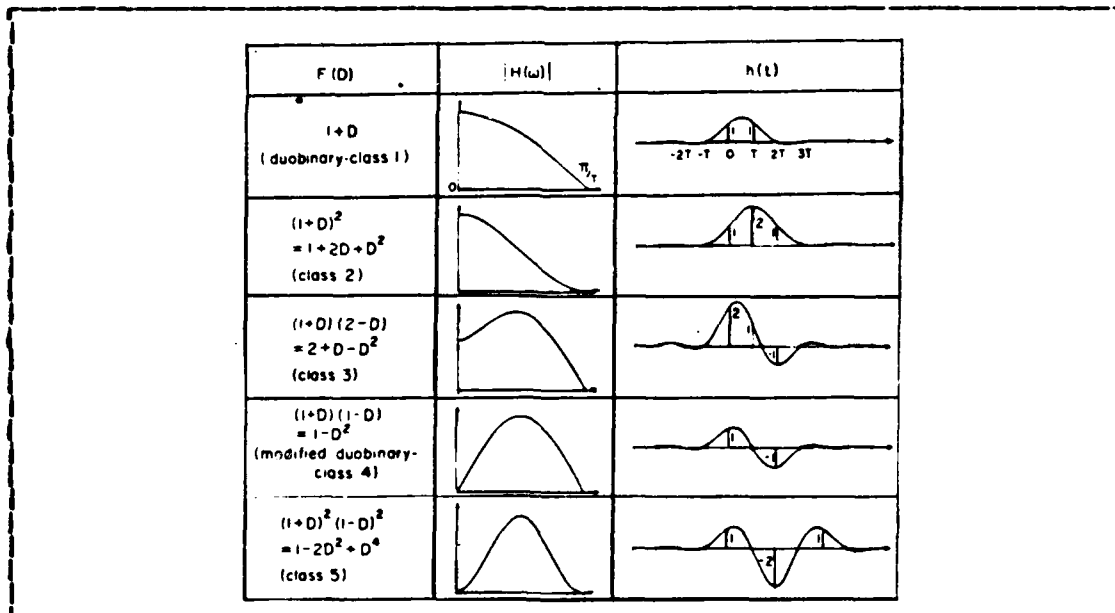


Figure 5.17 QPRS Linear Filter Impulse Responses

impulse response of the linear filter at time t for bit n .
[Ref. 14]

$$v_c(t) = \sum_{n=-\infty}^{\infty} a_n h(t - n T_s) \cos(\omega t + \delta) + \sum_{n=-\infty}^{\infty} b_n h(t - n T_s) \sin(\omega t + \delta) \quad (\text{eqn 5.16})$$

QPRS has the advantage of rapid transmission rates with no increase in bandwidth and excellent error handling performance. The cost of such performance improvement comes in the form of a higher required signal to noise (SNR) ratio when compared to other binary systems.

VI. COMPUTER SIMULATION OF DIGITAL SIGNAL MODULATION TECHNIQUES

Due to the nature of digital signal modulation, it is possible to simulate systems through the use of the digital computer. This chapter is a description of the computer simulation included in the Appendix of this thesis.

A. GENERAL DESCRIPTION OF THE PROGRAM

The program was constructed using top-down design and modular programming. FORTRAN was selected as the programming language due to its capabilities in the area of numerical operations and the availability of mathematical routines to be used as modules in the program. Testing was accomplished on each module as the program was developed. The program was designed to be used interactively in order to allow for instructional use. Although the program was made user friendly in that error checking is accomplished on user inputs, care must be taken to insure instructions are followed correctly.

The program consists of twenty modules, sixteen of which were written by the author, three which were taken from the Double Precision International Mathematics and Statistics Library (IMSLDP) and one which was taken from a NON-IMSL library which resides on the IBM 3033 located at the Naval Postgraduate School. The IBM 3033 was used exclusively for development and testing.

The development was accomplished using the WATFIV compiler; however, the program was written to operate with the VS FORTRAN compiler as well. Testing and operation was done using the VS FORTRAN compiler. Figure 6.1 is a block

diagram of the relationship of the modules for a representative modulation subroutine.

B. MAIN CONTROL MODULE

MAIN operates as the control module for the entire computer simulation and accomplishes limited output. It introduces the program and allows the user to input various parameters of the digital signal modulation technique to be simulated and various other control functions. These inputs include:

1. Modulation technique
2. Class of QPRS system (when appropriate)
3. Digital logic scheme
4. Baud or symbol rate
5. Bits/binary code word (when appropriate)
6. Carrier frequency
7. Number of samples to be generated
8. Carrier max amplitude
9. Initial phase angle
10. Use of random number generator or no
11. Seed for RNG (when appropriate)
12. Number of repetitions of the simulation

Once the user has input the desired characteristics of the modulation to be simulated, MAIN calls the appropriate module to begin the actual calculation. The values necessary to calculate the time series of the signal are passed to the subroutines as parameters. MAIN calls the required subroutine the number of times the user specifies as repetitions. Each call to a subroutine produces the Discrete Fourier Transform and amplitude spectrum of the signal. It is these respective amplitude spectrums which produce the statistics in the final output after MAIN calls the statistics subroutine the final time.

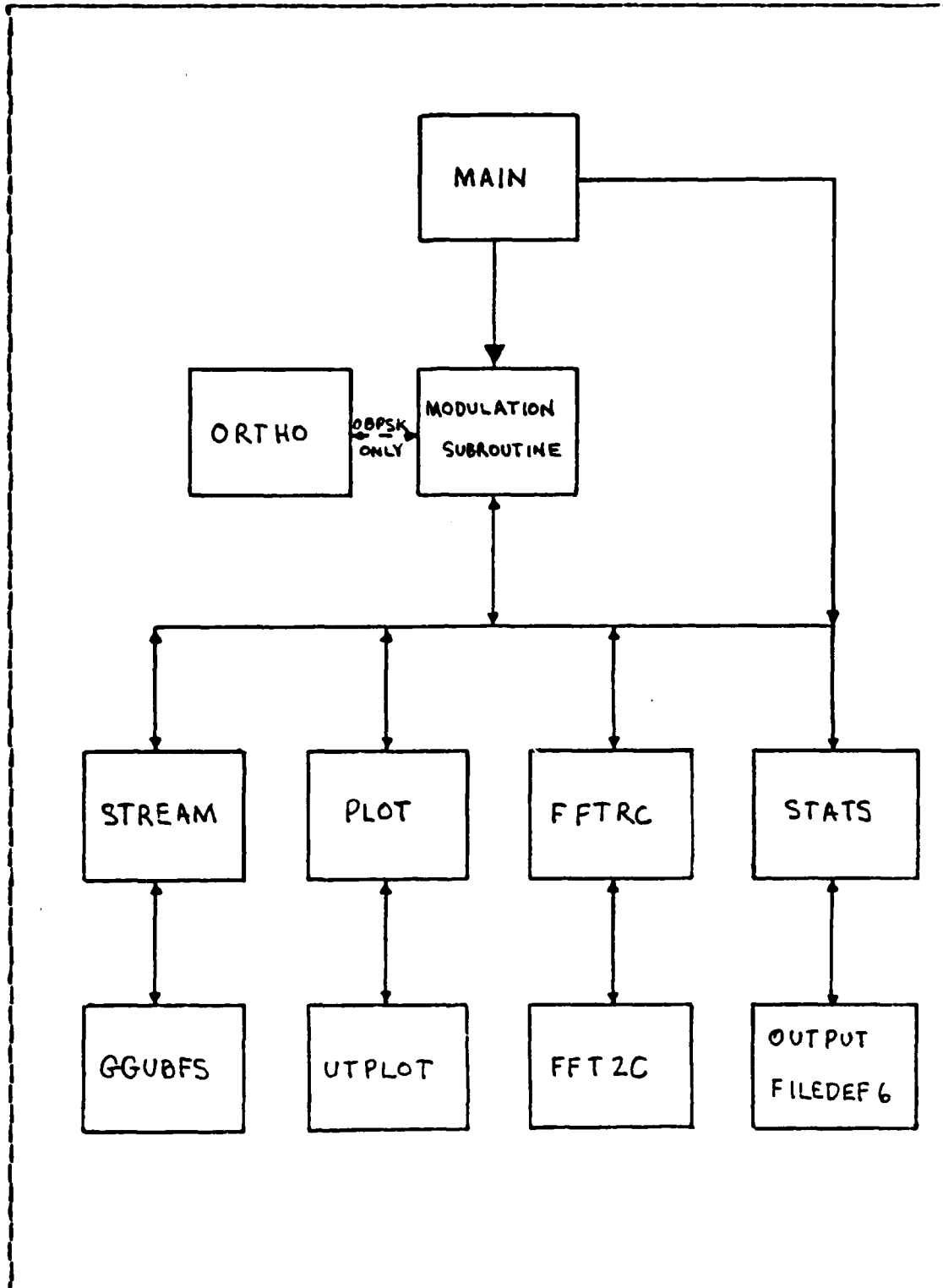


Figure 6.1 Representative Block Diagram

C. SUBROUTINE BPSK

This description of SUBROUTINE BPSK, a module that simulates Binary Phase Shift Keying, will serve as a guide on the construction and operation of subsequent modules involved in the actual signal modulation. A complete description including its interaction with other program subroutines will be included. Since other signal modulation subroutines interact in the same manner within the program, subsequent descriptions will concentrate on differences to this basic module.

SUBROUTINE BPSK begins with variable declarations as with all FORTRAN programs. All variables are declared to be either type integer or double precision. All calculations in the program are carried out in double precision accuracy.

Variable initialization is next. Significant variable initialized at this point are TIME, the time of the first sample which is set to 0. STEP, the delta time between samples is set to the normalized Nyquist sampling rate. OMEGA, the angular frequency and DELTA, the initial phase angle are computed in radians. NBAUD, a variable which keeps track of the number of symbols which have been modulated, is set to 1 or the first symbol is being modulated. NBAUD remains at its present value until total elapsed time exceed 1 symbol duration or BAUDD, the normalized baud rate.

Subsequently, an initial call is made to SUBROUTINE STREAM to receive the value of the first bit to be modulated. The modulation is then carried out according to equation 6.1.

The values of each sample are assigned to an array for storage along with the corresponding time increment. Modulation continues with the first drawn bit until 1 bit or symbol duration is exceeded when STREAM is called to draw

$$v_c(t) = A v(t) \cos(\omega t + \delta) \quad (\text{eqn 6.1})$$

A = amplitude
v(t) = bit to be modulated
w = angular frequency
t = time
delta = initial phase angle

another bit. This entire process is repeated until the number of samples specified by the user in MAIN is reached.

At this point, only on the first repetition of the simulation, SUBROUTINE PLOT is called which gives the user the opportunity to plot the time series of the simulated signal. Upon return from PLOT the subroutine calls the IMSL routine FFTRC to generate the Discrete Fourier Transform of the time series produced. This is accomplished on each repetition of the program.

Again on the first repetition only, information on the number of the principle harmonic of the FFT is displayed. Plot is called again to give the user the opportunity to plot the amplitude spectrum. The values of the FFT and the amplitude spectrum are computed on each successive repetition of the program and the amplitude spectrum is added to the statistics being accumulated by a call to SUBROUTINE STATS.

D. SUBROUTINE DBPSK

SUBROUTINE DBPSK simulated Differential Binary Phase Shift Keying and is essentially the same as SUBROUTINE BPSK. The difference lies in the fact that what is encoded during the modulation process is the product of the random bit drawn and the value of the bit previously modulated. A

reference bit equal to +1 is used to determine the first bit to be modulated. In this manner, modulation of +1 means no change occurs between successive bits and the phase of the carrier remains the same. Modulation of a -1 indicates a change of bits has occurred and is indicated by a change of phase of the carrier between successive bit durations. The rest of the module remains unchanged.

E. SUBROUTINE OBPSK

Orthogonal Binary Phase Shift Keying is accomplished in this module. Again SUBROUTINE OBPSK is constructed essentially the same as SUBROUTINE BPSK. In Orthogonal BPSK the only bit streams that are modulated are n bits long representing each binary code word, where $n = 2^{*k}$ ($k =$ number of bits per word is limited to 6 bits in MAIN). Each sequence of n bits is orthogonal to every other allowed sequence.

The way this is accomplished in this module is first to draw a series of k random bits from SUBROUTINE STREAM. This series of k 1's and 0's is then changed to its decimal equivalent from 0 to $2^{*k}-1$ and saved for later use.

The program continues with a call to SUBROUTINE ORTHO which generates an $n \times n$ orthogonal matrix of +1's and -1's through the use of the Hadamard matrix and the Kronecker product [Ref. 15]. The Hadamard matrix is a 2×2 orthogonal matrix of 1's and -1's. The Kronecker product is the matrix which is formed when a matrix is expanded to twice its original size by replacing each element of the Hadamard matrix by the product of the Hadamard matrix and the original matrix. The value of the decimal equivalent to the k random bits is used to identify the row of the matrix and the respective columns represent the value of the binary digit which is modulated onto the carrier by BPSK. This

sequence continues until either one bit duration is exceeded, when another orthogonal bit is received from ORTHO or when all the orthogonal bits in a row are modulated. Then another sequence of k random bits is converted to its decimal equivalent and a new row and column of the orthogonal matrix is identified. Execution continues in this manner until all required samples have been produced. It should be noted that the bit rate for Orthogonal BPSK is n times the baud rate. This significantly increases the signal bandwidth requirement and decreases the time increment between successive samples in the simulation. The rest of the module is the same as those previously presented.

F. SUBROUTINE QPSK

Quadrature Phase Shift Keying, simulated in SUBROUTINE QPSK, is accomplished through simultaneous BPSK modulation of the quadrature components of the carrier. Two random bits are drawn from successive calls of SUBROUTINE STREAM and each bit is in turn modulated onto the carrier components and the sum formed. This process is repeated at time intervals equal to the normalized Nyquist sampling rate until TIME exceeds one symbol duration, BAUDD. At this time two new random bits are drawn and the modulation continues until all required samples are produced. The rest of the modules is the same as those before. Equation 6.2 represents the analytical expression used to simulate

G. SUBROUTINE OQPSK

SUBROUTINE OQPSK is essentially the same as SUBROUTINE QPSK with these minor deviations. The time of the first sample is artificially initialized as $TIME = .5(BAUDD)$ or $1/2$ the symbol duration. In this manner, the two random

$$v_c(t) = A v_1(t) \cos(\omega t + \delta) + A v_2(t) \sin(\omega t + \delta) \quad (\text{eqn 6.2})$$

$v_1(t)$ = in-phase bit

$v_2(t)$ = quadrature bit

bits first being modulated are both known to have existed on the carrier for 1/2 the symbol duration. The first of these two bits only remains on the carrier until $\text{TIME} = 1(\text{BAUDD})$ when a third random bit is drawn and modulation begins with this bit. The second random bit is allowed to remain until $\text{TIME} = 1.5(\text{BAUDD})$ when a fourth random bit is drawn to replace it and so on. In this manner the two bits being modulated are offset in the time they change by 1/2 the symbol duration. This necessitates keeping track of the number of bits modulated on both the in-phase and quadrature component of the carrier. The remaining portion of the module is the same as SUBROUTINE QPSK.

H. SUBROUTINE MPSK

This module simulates M-ary Phase Shift Keying. This is accomplished by changing the phase of the carrier to any one of $n = 2^k$ phases where k is the number of bits in the binary code word. The max length of the binary code word is limited to 10 in the MAIN program. This modulation is accomplished by use of equation 6.3 to simulate the MPSK system.

The program first draws k random bits and converts them to the decimal equivalent. At this point modulation begins at $\text{TIME} = 0$ according to equation 6.3. Modulation continues until one symbol duration is exceeded when a new set of k random bits is drawn, conversion to decimal takes place and

$$vc(t) = A \cos[wt + (2\pi m)/n + \delta] \quad (\text{eqn 6.3})$$

m = decimal equivalent of binary code word

n = 2**k; k = bits in binary code word

modulation continues or until all desired samples have been produced. The program continues as in previous subroutines.

I. SUBROUTINE MASK

The principles of operation of SUBROUTINE MASK is similar to SUBROUTINE MPSK which also involves a group encoding system. SUBROUTINE MASK allows for M-ary Amplitude Shift Keying. The analytic expression used in the simulation is provided in equation 6.4. A_i is one of 2**k equally spaced amplitudes.

$$vc(t) = A_i \cos(wt + \delta) \quad (\text{eqn 6.4})$$

Once again a set of k random bits is drawn from SUBROUTINE STREAM. The decimal equivalent of the k bits is computed and used to adjust the amplitude A_i according to the assignment routine expressed in equation 6.5.

$$A_i = A/m \quad (\text{eqn 6.5})$$

A = max amplitude

m = 1 to n; n = 2**k

This process is repeated at each symbol duration until all desired samples have been produced. The rest of the module remains unchanged.

J. SUBROUTINE QASK

SUBROUTINE QASK combines the elements of the previously described amplitude modulation technique with the now familiar quadrature modulation technique. Two separate streams of random numbers are generated and converted to their decimal form. These numbers are used to produce two separate amplitudes with the same assignment scheme used in MASK. These amplitudes modulate the quadrature components of a common carrier and the output is formed by the sum of the quadratures. Modulation continues in the above manner until a symbol duration elapses when two new amplitudes are calculated. Processing terminates when all required samples are computed.

K. SUBROUTINE MSK

Minimum Shift Keying is frequency shift keying in which the modulation index is $1/2$. The modulation index is represented in equation 6.6

$$h = .5 = (\text{delta}f) T_b \quad (\text{eqn } 6.6)$$

$\text{delta}f$ = frequency separation

T_b = bit duration

The frequency deviation from the carrier is $.5(\text{delta}f) = 1/4T_b$. Converting this frequency deviation to radians yields $\pi/2T_b$. This angular frequency deviation from the central carrier is either $\pm\pi/1T_b$ depending on the value of the bit to be modulated.

The simulation in SUBROUTINE MSK is accomplished by drawing a random bit and generating the signal according to equation 6.7.

$$vc(t) = A \cos[(\omega \pm \pi/2T_b)t + \delta] \quad (\text{eqn 6.7})$$

Once again modulation continues until one bit duration is elapsed when another bit is drawn. Modulation stops when all required samples are produced. The rest of the subroutine remains unchanged.

L. SUBROUTINE MFSK

This subroutine modulates a signal simulating M-ary Frequency Shift Keying. The separation between adjacent frequencies is established as $1/T_s$, where T_s is the symbol duration. This amounts to a modulation index equal to 1. Initially the entire range of frequency deviation from the carrier is calculated as $(n-1)T_s$. The mean frequency deviation is then calculated. In other words the range of frequencies of the modulated signal is the frequency of the central carrier $\pm 1/2$ the magnitude of the entire range of frequency deviation. The minimum frequency is used as the base for computing the frequency to be used to modulate the signal during each respective symbol duration.

At this point in the subroutine a series of k random bits ($k \leq 10$) is drawn and converted to decimal. This decimal number is multiplied by the frequency separation and added to the minimum frequency and converted to radians. The analytical expression of the signal produced with this subroutine is illustrated in equation 6.8.

$$vc(t) = A \cos[(\omega + 2\pi mf)t + \delta] \quad (\text{eqn 6.8})$$

mf = modulation frequency

This modulation continues until a symbol duration elapses when a new frequency deviation or mf is calculated

or modulation stops do to completion of all required samples.

M. SUBROUTINE QPRS

This module simulates 5 different classes of Quadrature Partial Response Signalling systems. The technique employed involves the summation, at each time increment, of all responses to the linear filter representing the class. This is accomplished for all of the bits being modulated during the duration of the simulation.

Initially, two arrays of random bits are generated representing those bits which would be modulated onto the quadrature components of the carrier during the length of time the signal is to be simulated. The the impulse response to each of these n bits is calculated for the time of the respective sample. These impulse responses represent the modulation for the bit in question onto the respective portions of the carrier and the sum is formed according to equation 6.9.

$$v_c(t) = \sum_{n=-\infty}^{\infty} A h(t - nTs) \cos(\omega t + \delta) + \sum_{n=-\infty}^{\infty} A h(t - nTs) \sin(\omega t + \delta) \quad (\text{eqn 6.9})$$

$h(t - nTs) =$ impulse response of nth bit at time t

The time of the first sample is initialized at 6(BAUDD) in order to ensure that when the first sample is taken, contributions from bits modulated at time 0 are also summed do to the overlapping nature of the QPR signals. The value of the last sample is also formed by the sum of the quadrature components existing at 6(BAUDD) after it is produced. The rest of the program operation remains the same as previous modules.

N. SUBROUTINE STREAM

This subroutine interacts with the IMSL random number generator SUBROUTINE GGUBFS to produce a random number between 0 and 1 and make assignment on the basis of the value of this random number to random bits according to the digital logic scheme specified in the MAIN program. It also enables the user to manually insert binary digits if that option was specified previously in MAIN.

O. SUBROUTINE ORTHO

ORTHO produces an $n \times n$ orthogonal matrix from the Hadamard matrix by forming successive Kronecker products [Ref. 15]. It also selects the appropriate row and column of the orthogonal bit to be modulated and passes this bit back to SUBROUTINE OBPSK. Point of entry to SUBROUTINE ORTHO is controlled by a flag set in OBPSK.

P. SUBROUTINE PLOT

PLOT is an interactive module that allows the user to determine whether or not a graph of the output of program calculations is to be produced. The user is also able to selectively vary certain parameters associated with the plot. PLOT calls SUBROUTINE UTPLOT which actually produces the graph and performs the output. UTPLOT is a NON-IMSL library routine from the Naval Postgraduate School.

Q. SUBROUTINE STATS

The statistical calculations associated with the amplitude spectrums of the various functions generated on successive repetitions of the program are computed in SUBROUTINE STATS. Upon completion of each repetition, each module calls STATS where the sum, sum of the squares, sum of

the cubes and sum of the quartics of each element of the amplitude spectrum of the signal produced are computed and stored. When the last repetition of the program is complete, MAIN instructs STATS to compute and output the final statistics, i.e., mean, variance, skewness and kurtosis of each component of the amplitude spectrum according to the estimations contained in [Ref. 16]. Additionally the mean variance and variance of the variance is calculated and output. Point of entrance to this subroutine is controlled by flags set in the individual modulation subroutines or in MAIN.

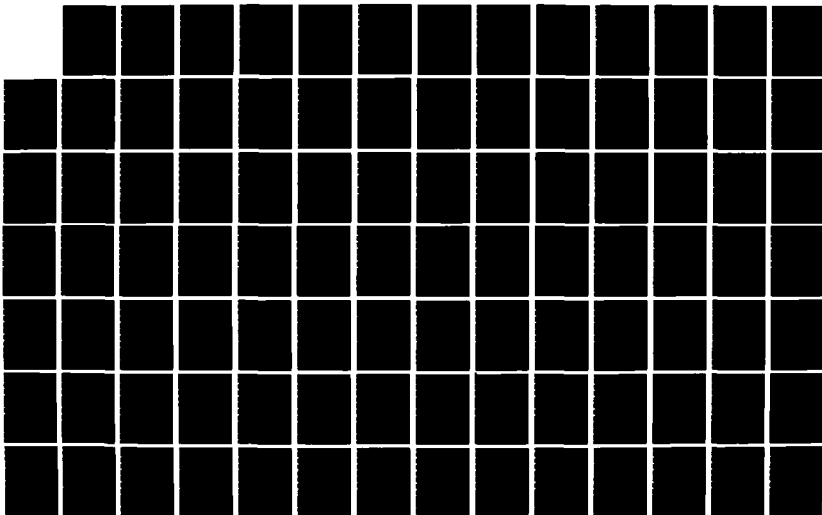
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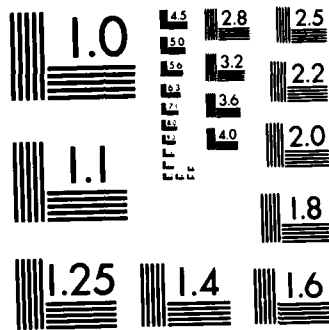
COMPUTER SIMULATION OF DIGITAL SIGNAL MODULATION
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VII. STATISTICS OF THE FAST FOURIER TRANSFORMS

A. DESCRIPTION OF THE PROBLEM

As stated in Chapter II, if it can be shown that the statistics of the FFT can be somehow linked to a particular digital signal modulation technique, then the modulation technique can be identified on the basis of those statistics alone. Although it is beyond the scope of this thesis to actually derive those relationships if they exist, it seems prudent to attempt to determine if there is statistical differences between the components of the FFT's as they are derived in the enclosed computer simulations.

The statistic chosen to do the hypothesis testing is the F-test since the true mean and variance of the distribution need not be known [Ref. 17]. In addition, the information necessary to calculate the F-statistic is readily accumulated in SUBROUTINE STATS. Calculation of the F-statistic necessitated the writing of a small computer program to be used for that purpose once the output from the main program was generated and reformatted.

B. ANALYSIS-OF-VARIANCE

If there were no differences attributable to the modulation technique, then it would be reasonable to assume that for a certain set of characteristics, the components of successive FFT's would be the same. In other words, if a signal was modulated by BPSK and a statistically significant number of FFT's were generated of the signal, then the statistics of those FFT's would be assumed to be related. On the other hand, if it can be shown that the statistics are not related (i.e., not from the same distribution), then

significance can be placed in the variation among modulation techniques.

1. The F-Distribution

The assumptions necessary to use the F-distribution are:

1. Normal distribution
2. Random samples
3. Independent samples

These assumptions are not too difficult to intuitively accept in the model that will be proposed. Once again it would be expected that the FFT's of successive identically modulated signals to be related. For the simulations conducted as part of this test, they were all generated using bits from a random number generator for which it can be shown that each sequence of bits passes statistical tests for randomness and independence. The assumption of normality could also be argued on the basis of the central limit theorem.

The value of the F-statistic with which comparison will be made is 1.51 for 14 degrees of freedom in the numerator, an infinite number of degrees of freedom in the denominator and a 90% confidence region. How these values were obtained will be detailed under the design of the experiment.

2. Design of the Experiment

The experimental data used in the computation of the statistics was chosen to minimize the random contributions of variables other than the modulation technique. The computer simulations included in this thesis were used to generate the statistics and a separate program also included in the appendix was used to calculate the F-statistic. The variables in the experiment include:

1. Modulation technique
2. Logic type
3. Baud rate
4. Bits per binary code word
5. Carrier frequency
6. Carrier amplitude
7. Initial phase angle
8. Number of samples generated
9. Time between samples
10. Seed for random number generator
11. Number of repetitions or trials

Fifteen different modulation techniques were compared. In all cases bipolar logic was simulated, the baud rate was held constant at 1200 baud and the maximum carrier amplitude was established at 1 volt. Additionally the phase angle of all simulations was 0 degrees and the seed for the random number generator was 1 thereby ensuring the same random sequence of bits. The number of bits per binary code word did vary among the modulation techniques. When the modulation technique was M-ary, the bits per code word was always 3 so it is possible to infer that bits per code word is a function of the modulation technique. The time between samples was the normalized Nyquist sampling rate. This did vary between modulation techniques but was necessary to derive an accurate FFT. Carrier frequency also varied between simulations but was always twice the lowest carrier frequency recommended in the computer simulation. In most cases this was 2400 Hz, or twice the baud rate. Finally each simulation was repeated 100 times and the statistics of the FFT's based on those 100 repetitions. The number of samples produced was always 64 so there are 33 components of the FFT.

What this amounts to can be illustrated through an Analysis-of-Variance table as shown in Table 2 [Ref. 17].

TABLE 2
ANALYSIS-OF-VARIANCE TABLE

n Observations in Each of *r* Groups

		Observations	Sum	Mean
Group	1	$Y_{11} \ Y_{12} \ Y_{13} \ \dots \ Y_{1n}$	$Y_{1.}$	$\bar{Y}_{1.}$
	2	$Y_{21} \ Y_{22} \ Y_{23} \ \dots \ Y_{2n}$	$Y_{2.}$	$\bar{Y}_{2.}$
	3	$Y_{31} \ Y_{32} \ Y_{33} \ \dots \ Y_{3n}$	$Y_{3.}$	$\bar{Y}_{3.}$
	<i>r</i>	$Y_{r1} \ Y_{r2} \ Y_{r3} \ \dots \ Y_{rn}$	$Y_{r.}$	$\bar{Y}_{r.}$

In the case of the simulation described above, this amounts to 100 observations (repetitions or trials) from each of 15 groups (modulation techniques) for each of the 33 components of the FFT. The degrees of freedom in the numerator is equal to (15-1) or 14 while the degrees of freedom in the denominator is equal to 15(100-1) or 1485. Table values for the F-distribution use infinity as the degree of freedom for values greater than 120.

An F-test was also performed to determine if there is a relationship among the mean variance, mean skewness or mean kurtosis of the 15 different modulation techniques. Again the assumption is made that these statistics would be normally distributed from modulation techniques which had the same or statistically similar components of their FFT's. In this case there were again 15 modulation techniques to compare (14 degrees of freedom) but only 33 observations (the variance, skewness or kurtosis of the respective elements of the FFT). This number of observations yields $15(33-1) = 480$ degrees of freedom in the denominator.

3. Hypothesis and Hypothesis Testing

The hypothesis posed for the model is that the means of the individual components of the FFT's from the 15 modulation techniques are from the same distribution. Therefore, the respective means must be equal. Also tested is that the mean variance, mean skewness and mean kurtosis of all components of the FFT's of each modulation technique are equal. These hypothesis are illustrated in equations 7.1 through equation 7.4. Each hypothesis is tested and compared to the F-distribution selecting a rejection region or level of significance of .9. This equates to an F-statistic of 1.51 for 14 degrees of freedom in the numerator and an infinite number of degrees of freedom in the denominator.

4. Results

The means of the 33 components of the FFT for each of the 15 modulation techniques were compared using the F-distribution. The results are shown in Table 3. Table 4 shows the F-statistics associated with the comparison of the mean of the variance, mean of the skewness and mean of the kurtosis for the respective groups. In addition a complete summation of the results of the F-test are included in the appendix.

C. CONCLUSION

The results of the F-test indicate that the null hypothesis must be rejected at the .9 significance level and the alternate hypothesis accepted that the means are not equal for FFT components 9-14. In addition the F-statistic for the comparison of mean variance, mean skewness and mean kurtosis all fall in the rejection area.

$$H_0: \bar{X}_{11} = \bar{X}_{21} = \dots = \bar{X}_{ij} \quad (\text{eqn 7.1})$$

$$H_1: \bar{X}_{11} \neq \bar{X}_{21} \neq \dots \neq \bar{X}_{ij}$$

i = i th modulation technique

j = j th component of the FFT

$$H_0: \text{MVAR}_1 = \text{MVAR}_2 = \dots = \text{MVAR}_{15} \quad (\text{eqn 7.2})$$

$$H_1: \text{MVAR}_1 \neq \text{MVAR}_2 \neq \dots \neq \text{MVAR}_{15}$$

$$H_0: \text{MSKEW}_1 = \text{MSKEW}_2 = \dots = \text{MSKEW}_{15} \quad (\text{eqn 7.3})$$

$$H_1: \text{MSKEW}_1 \neq \text{MSKEW}_2 \neq \dots \neq \text{MSKEW}_{15}$$

$$H_0: \text{MKUR}_1 = \text{MKUR}_2 = \dots = \text{MKUR}_{15} \quad (\text{eqn 7.4})$$

$$H_1: \text{MKUR}_1 \neq \text{MKUR}_2 \neq \dots \neq \text{MKUR}_{15}$$

This indicates that there is a difference between the statistics of the FFT's of the respective modulation technique. Since all the parameters used in the generation of these statistics were held essentially constant among the trials, it can be assumed that these differences are due to the modulation technique employed. It has not been established yet what those differences may be. This is an area where future research and study is warranted.

The results of this test would seem to point to those components of the FFT which offer the best opportunity to develop those relationships or differences. FFT components 9-14 have obvious differences; however, FFT components 20, 24 and 25 also have large F-statistics but do not fall in the rejection area. These components may also be

TABLE 3
F-STATISTICS OF FFT COMPONENTS

FFT CCMPONENT	AMONG GROUP SUM	WITHIN GROUP SUM	TOTAL OF SQUARES	F-STAT
1	0.121	17.69	17.81	0.727
2	0.112	18.48	18.59	0.642
3	0.108	20.65	20.76	0.557
4	0.135	25.40	25.54	0.562
5	0.172	32.74	32.91	0.558
6	0.254	41.72	41.98	0.647
7	0.422	50.10	50.52	0.893
8	0.962	82.83	83.79	1.231
9	7.591	390.2	397.8	2.063
10	49.09	1681.0	1730.1	3.097
11	53.01	1732.1	1785.1	3.246
12	61.56	2071.7	2133.3	3.152
13	45.73	1832.8	1878.6	2.646
14	3.864	250.5	254.4	1.636
15	0.539	98.13	98.67	0.582
16	0.366	110.1	110.5	0.353
17	0.504	151.0	151.5	0.354
18	0.943	140.3	141.2	0.713
19	1.299	158.5	159.8	0.870
20	2.671	200.7	203.4	1.412
21	1.853	226.3	228.2	0.868
22	2.277	232.1	234.3	1.041
23	1.712	197.6	199.3	0.919
24	2.512	181.9	184.4	1.476
25	2.144	171.3	173.5	1.327
26	1.257	143.7	145.0	0.928
27	1.233	113.9	115.1	1.149

TABLE 3
F-STATISTICS OF FFT COMPONENTS (con't)

28	0.858	115.8	116.7	0.785
29	0.547	63.72	64.27	0.911
30	0.356	55.77	56.13	0.677
31	0.183	41.41	51.59	0.469
32	0.051	13.79	13.84	0.389
33	0.031	10.92	10.96	0.304

TABLE 4
F-STATISTICS OF THE MEAN VARIANCES,
MEAN SKEWNESS AND MEAN KURTOSIS

	AMONG GROUP SUM	WITHIN GROUP SUM	TOTAL OF SQUARES	F-STAT
VARIANCE	3.144 E5	3.755 E6	4.070 E6	2.370
SKEWNESS	5.307 E10	7.031 E11	7.562 E11	2.588
KURTOSIS	8.280 E11	1.262 E13	1.344 E13	2.250

interesting to examine. In addition, it should be noted that the statistics of the FFT associated with each respective modulation technique also display some striking differences. These statistics may prove in some way to be a fingerprint of the modulation techniques themselves.

APPENDIX A
FORTRAN PROGRAM FOR DIGITAL SIGNAL MODULATION

```

*****
** TITLE: DIGITAL SIGNAL MODULATION TECHNIQUES
**
** PURPOSE: THIS PROGRAM GENERATES A SIMULATED WAVEFORM WHICH IS
** CHARACTERS ISTIC OF ONE OF A VARIETY OF DIGITAL SIGNAL MODULATION
** TECHNIQUES. THE PROGRAM IS INTERACTIVE AND DESIGNED TO BE AS
** USER FRIENDLY AS POSSIBLE. THE PROGRAM ALLOWS THE USER TO
** SPECIFY ANY ONE OF A NUMBER OF PARAMETERS OR VARIABLES WHICH
** MAKE CHARACTERISTIC OF THE INDIVIDUAL MODULATION TECHNIQUE.
** THE PROGRAM ALSO ALLOWS THE USER TO DEVELOP A PLOT OF THE
** SIMULATED WAVEFORM. GENERATE THE PAST FOURIER TRANSFORM,
** OR DO LIMITED STATISTICAL ANALYSIS.
**
** WRITTEN BY: CRAIG CARLSON, LCDR, USN
** IN PARTIAL FULFILLMENT OF MASTER, OF SCIENCE, SYSTEMS TECHNOLOGY
**
** THIS PROGRAM WAS WRITTEN FOR EXECUTION ON AN IBM 3033 COMPUTER
** UTILIZING THE VMS/CMS OPERATING SYSTEM. WITHIN THE CMS SYSTEM
** THERE IS A ROUTINE TO CLEAR THE SCREEN WHEN DESIRED. THIS
** FUNCTION IS CALLED THROUGH USE OF THE COMMAND *
** CALL FRTCMS(*CLRSCRN,). IF THE PROGRAM IS BEUSED ON THIS*
** OPERATING SYSTEM, REMOVAL OF THE COMMENT C BEFORE LINES OF
** CODE CONTAINING THIS COMMAND WILL IMPROVE THE INTERACTIVE
** PORTION OF THE PROGRAM.*
**
**
** ** MAIN CONTROL MODULE **
**
** ** PURPOSE **
**
** THIS PROGRAM IS THE MAIN BODY OF THE SIGNAL GENERATOR. IT
** CONTROLS INPUT AND OUTPUT AND CALLS VARIOUS SUBROUTINES DURING
** ITS OPERATION.
**
** ** VARIABLE DEFINITIONS **
**
** ANS= A INTEGER REPRESENTING THE RESPONSE TO AN INQUIRY
** TYPE1= AN INTEGER TO CONTROL INPUT
** TYPE2= AN INTEGER TO CONTROL INPUT
** TYPE3= AN INTEGER TO CONTROL INPUT
** ANS2= AN INTEGER USED TO SPECIFY HOW BIT STREAM IS TO BE

```

CC


```

C C C *** DETERMINE THE CLASS OF THE QUADRATURE PARTIAL RESPONSE SYSTEM *
C C C IF (TYPE1.EQ.11) THEN
C C C CALL FRTCMS ('CLRSCRN ')
C 41 WRITE(10,42)
C 42 FORMAT(' ENTER THE CLASS OF THE QUADRATURE PARTIAL RESPONSE',
C * /, ' SYSTEM TO BE SIMULATED FROM 1-5.://, :')
C C READ(5,*)TYPE3
C C IF (TYPE3.LT.1.OR.TYPE3.GT.5) THEN
C C CALL FRTCMS ('CLRSCRN ')
C C WRITE(10,43)
C 43 FORMAT(' ERROR',/)
C C GO TO 41
C C END IF
C C END IF
C C *** DETERMINE THE LOGIC SCHEME TO BE EMPLOYED DURING MODULATION **
C C C CALL FRTCMS ('CLRSCRN ')
C 49 WRITE(10,50)
C 50 FORMAT(' ENTER THE NUMBER (1-3) WHICH CORRESPONDS TO THE',//
C * DESIRED DIGITAL LOGIC SCHEME:',//,
C * 1. BIPOLAR',//,
C * 2. UNIPOLAR POSITIVE',//, :')
C C READ(5,51)TYPE2
C 51 FORMAT(1)
C C IF (TYPE2.LT.1.OR.TYPE2.GT.3) THEN
C C CALL FRTCMS ('CLRSCRN ')
C 60 WRITE(10,60)
C 60 FORMAT(' ERROR',//)
C C GO TO 49
C C END IF
C C *** HAVE THE USER ENTER THE BAUD OR SYMBOL RATE ***
C C C CALL FRTCMS ('CLRSCRN ')
C 69 WRITE(10,70)
C 70 FORMAT(' ENTER THE BAUD RATE OR SYMBOL RATE AT THIS TIME.',//,
C * :')
MAI 01450
MAI 01460
MAI 01470
MAI 01480
MAI 01490
MAI 01500
MAI 01510
MAI 01520
MAI 01530
MAI 01540
MAI 01550
MAI 01560
MAI 01570
MAI 01580
MAI 01590
MAI 01600
MAI 01610
MAI 01620
MAI 01630
MAI 01640
MAI 01650
MAI 01660
MAI 01670
MAI 01680
MAI 01690
MAI 01700
MAI 01710
MAI 01720
MAI 01730
MAI 01740
MAI 01750
MAI 01760
MAI 01770
MAI 01780
MAI 01790
MAI 01800
MAI 01810
MAI 01820
MAI 01830
MAI 01840
MAI 01850
MAI 01860
MAI 01870
MAI 01880
MAI 01890
MAI 01900
MAI 01910
MAI 01920
MAI 01930
MAI 01940

```

MAI 01950
 MAI 01960
 MAI 01970
 MAI 01980
 MAI 01990
 MAI 02000
 MAI 02010
 MAI 02020
 MAI 02030
 MAI 02040
 MAI 02050
 MAI 02060
 MAI 02070
 MAI 02080
 MAI 02090
 MAI 02100
 MAI 02110
 MAI 02120
 MAI 02130
 MAI 02140
 MAI 02150
 MAI 02160
 MAI 02170
 MAI 02180
 MAI 02190
 MAI 02200
 MAI 02210
 MAI 02220
 MAI 02230
 MAI 02240
 MAI 02250
 MAI 02260
 MAI 02270
 MAI 02280
 MAI 02290
 MAI 02300
 MAI 02310
 MAI 02320
 MAI 02330
 MAI 02340
 MAI 02350
 MAI 02360
 MAI 02370
 MAI 02380
 MAI 02390
 MAI 02400
 MAI 02410
 MAI 02420
 MAI 02430
 MAI 02440

```

C      READ (5,*) IBAUD
C      BAUD=IBAUD
C      BAUD=1. DO/BAUD
C      *** DETERMINE THE BITS EITHER BY THE TYPE OF DIGITAL
C      MODULATION SPECIFIED CR 9 BY USER INPUT ***
C      CALL FRTCMS ('CLRSCRN ')
C      IF (TYPE1.EQ. 1.OR.TYPE1.EQ. 2.OR.TYPE1.EQ. 9) THEN
C        IBITS=1
C        BITS=IBITS
C      ELSE IF (TYPE1.EQ. 3) THEN
C        WRITE(10,80)
C        FORMAT(10,80)
C        * CAUTION! THE NUMBER OF BITS IN EACH SYMBOL. ' / OR LESS'
C        * //, : '
C      READ (5,*) IBITS
C      IF (IBITS.LT. 1.OR. IBITS.GT. 6) THEN
C        CALL FRTCMS ('CLRSCRN ')
C        WRITE(10,90)
C        FORMAT(10,90)
C        * CAUTION! THE NUMBER OF BITS PER SYMBOL MUST BE 6 OR LESS'
C        * //, : '
C        ELSE
C          BITS=IBITS
C        END IF
C      ELSE IF (TYPE1.EQ. 4.OR.TYPE1.EQ. 5.OR.TYPE1.EQ. 11) THEN
C        IBITS=2
C        BITS=IBITS
C      ELSE IF (TYPE1.GE. 6.OR.TYPE1.LE. 8.OR.TYPE1.EQ. 10) THEN
C        WRITE(10,100)
C        FORMAT(10,100)
C        * CAUTION! THE NUMBER OF BITS IN EACH SYMBOL. ' / OR LESS'
C        * //, : '
C        READ (5,*) IBITS
C      IF (IBITS.LT. 1.OR. IBITS.GT. 11) THEN
C        CALL FRTCMS ('CLRSCRN ')
C        WRITE(10,110)
C        FORMAT(10,110)
C        * CAUTION! THE NUMBER OF BITS PER SYMBOL MUST BE 10 OR LESS'
C        * //, : '
C        GO TO 99
C      GO TO 99
  
```

```

C      ELSE      BITS=IBITS
C      END IF
C
C      END IF
C      *** DETERMINE AND DISPLAY THE BIT RATE ***
C      IF (TYPE1.EQ.3) THEN
C      BITR=(2.D0**IBITS)*BAUD
C      ELSE
C      BITR=BITS*BAUD
C      END IF
C      CALL FRTCMS ('CLRSCRN ')
C      WRITE (10,120) BITR
C      FORMAT (' THE BIT RATE FOR THE SPECIFIED SIGNAL IS',F9.0,' BITS/SEC
120      *')
C      *** HAVE THE USER ENTER THE CARRIER FREQUENCY ***
C      IF (TYPE1.EQ.3) THEN
C      FC=BITR
C      ELSE IF (TYPE1.EQ.9) THEN
C      FC={.25D0*BAUD
C      ELSE IF (TYPE1.EQ.10) THEN
C      FC=BAUD + ((2.D0**IBITS) - 1.D0) * (BAUD/2.D0))
C      ELSE
C      FC=BAUD
C      END IF
C      WRITE (10,130) FC
C      FORMAT (' ENTER THE CARRIER FREQUENCY AT THIS TIME.',F9.0,' // Hz.',//,
130      *' NOTE: CARRIER FREQ SHOULD BE GREATER THAN',F9.0,' // Hz.',//,
C      *' :')
C      READ (5,*) IFREQ
C      FREQ=IFREQ
C      IF (FREQ.LT.FC) THEN
C      CALL FRTCMS ('CLRSCRN ')
C      WRITE (10,140)
C      FORMAT (' THE CARRIER FREQUENCY IS LESS THAN RECOMMENDED.',//)
140      GO TO 149
C      END IF
C      *** HAVE THE USER ENTER THE NUMBER OF SAMPLES TO BE GENERATED ***
C      CALL FRTCMS ('CLRSCRN ')

```

```

MAI 02450
MAI 02460
MAI 02470
MAI 02480
MAI 02490
MAI 02500
MAI 02510
MAI 02520
MAI 02530
MAI 02540
MAI 02550
MAI 02560
MAI 02570
MAI 02580
MAI 02590
MAI 02600
MAI 02610
MAI 02620
MAI 02630
MAI 02640
MAI 02650
MAI 02660
MAI 02670
MAI 02680
MAI 02690
MAI 02700
MAI 02710
MAI 02720
MAI 02730
MAI 02740
MAI 02750
MAI 02760
MAI 02770
MAI 02780
MAI 02790
MAI 02800
MAI 02810
MAI 02820
MAI 02830
MAI 02840
MAI 02850
MAI 02860
MAI 02870
MAI 02880
MAI 02890
MAI 02900
MAI 02910
MAI 02920
MAI 02930
MAI 02940

```

```

C 149 WRITE(10,150)
C 150 FORMAT('ENTER THE NUMBER OF SAMPLES OF THE MODULATED SIGNAL',
* ' TO BE PRODUCED. THIS NUMBER MUST BE EQUAL TO 2**N',
* ' WHERE N IS A POSITIVE INTEGER EQUAL TO OR LESS THAN 10.',
* ' I.E., 2, 4, 8, ..., 1024', //, ':')
C READ(5,*) IN
C N=IN
C IF(IN.EQ.2.OR.IN.EQ.4.OR.IN.EQ.8.OR.IN.EQ.16.OR.IN.EQ.32.OR
*IN.EQ.64.OR.IN.EQ.128.OR.IN.EQ.256.OR.IN.EQ.512.OR.IN.EQ.1024) THEN
GO TO 170
ELSE
CALL FRTCMS('CLRSCRN ')
WRITE(10,160)
FORMAT('ERROR',/)
GO TO 149
END IF
C *** DETERMINE AND DISPLAY INFO ABOUT THE RECORD LENGTH ***
C IF (TYPE1.EQ.2) THEN
STEP=1.D0/(2.D0*(FREQ+BITR))
ELSE IF (TYPE1.EQ.9) THEN
STEP=1.D0/(2.D0*(FREQ+(1.25D0*BAUD)))
ELSE IF (TYPE1.EQ.10) THEN
STEP=1.D0/(2.D0*(FREQ+(((2.D0**IBITS)-1.)*(BAUD/2.D0))+BAUD))
ELSE IF (TYPE1.EQ.11) THEN
STEP=1.D0/(2.D0*(FREQ+((PI+1.D0)*BAUD)))
ELSE
STEP=1.D0/(2.D0*(FREQ+BAUD))
END IF
C IF (TYPE1.EQ.3.AND.((N-1.)*STEP).LE.1./BITR) THEN
CALL FRTCMS('CLRSCRN ')
WRITE(10,180)
* ' 1 BIT DURATION. IF YOU WISH TO CHANGE THIS BY',
* ' INCREASING THE NUMBER OF SAMPLES TO BE PRODUCED, BY',
* ' DECREASING CARRIER FREQUENCY, BY DECREASING THE BAUD',
* ' RATE OR BY DECREASING THE SIZE OF THE BINARY CODE WORD',
* ' ENTER A 1. ENTER ANY OTHER INTEGER VALUE TO CONTINUE',
* ' WITH THE SIMULATION AS SPECIFIED.', //, ':')
C READ(5,*) ANS
C IF (ANS.EQ.1) THEN
GO TO 29
END IF

```

```

MAI 02950
MAI 02960
MAI 02970
MAI 02980
MAI 02990
MAI 03000
MAI 03010
MAI 03020
MAI 03030
MAI 03040
MAI 03050
MAI 03060
MAI 03070
MAI 03080
MAI 03090
MAI 03100
MAI 03110
MAI 03120
MAI 03130
MAI 03140
MAI 03150
MAI 03160
MAI 03170
MAI 03180
MAI 03190
MAI 03200
MAI 03210
MAI 03220
MAI 03230
MAI 03240
MAI 03250
MAI 03260
MAI 03270
MAI 03280
MAI 03290
MAI 03300
MAI 03310
MAI 03320
MAI 03330
MAI 03340
MAI 03350
MAI 03360
MAI 03370
MAI 03380
MAI 03390
MAI 03400
MAI 03410
MAI 03420
MAI 03430
MAI 03440

```

```

C          ELSE IF ((N-1.D0)*STEP).LE.BAUDD) THEN
C          CALL FRTCMS('CLRS CRN ')
190        WRITE(10,190)
          FORMAT(10,190)
          *//, 1 SYMBOL ELAPSED TIME FOR SIGNAL GENERATION WILL BE LESS THAN
          *//, INCREASING THE NUMBER OF SAMPLES TO CHANGE THIS BY //
          *//, INCREASING CARRIER FREQUENCY, BY DECREASING THE BAUD
          *//, RATE OR BY DECREASING THE SIZE OF THE BINARY CODE WORD
          *//, ENTER A 1, ENTER ANY OTHER INTEGER VALUE TO CONTINUE
          *//, WITH THE SIMULATION AS SPECIFIED.//, : :)
C          READ(5,*)ANS
C          IF(ANS.EQ.1) THEN
          GO TO 29
          END IF
C          END IF
          *** HAVE THE USER ENTER THE AMPLITUDE OF THE CARRIER WAVE ***
          CALL FRTCMS('CLRS CRN ')
199        WRITE(10,200)
200        FORMAT(10,200)
          *//, ENTER THE AMPLITUDE OF THE CARRIER.//, : :)
C          READ(5,*)IAMP
          AMP=IAMP
          *** HAVE THE USER ENTER THE INITIAL PHASE ANGLE ***
          CALL FRTCMS('CLRS CRN ')
209        WRITE(10,210)
210        FORMAT(10,210)
          *//, ENTER THE INITIAL PHASE ANGLE FROM 0 TO 360 DEGREES.//, : :)
C          READ(5,*)IIPHAS
C          IF(IIPHAS.LT.0.OR.IIPHAS.GT.360) THEN
          CALL FRTCMS('CLRS CRN ')
          WRITE(10,220)
          FORMAT(10,220)
          *//, ERROR.//
          GO TO 209
          ELSE IPHAS=IIPHAS
          END IF
C

```

MAI 03450
MAI 03460
MAI 03470
MAI 03480
MAI 03490
MAI 03500
MAI 03510
MAI 03520
MAI 03530
MAI 03540
MAI 03550
MAI 03560
MAI 03570
MAI 03580
MAI 03590
MAI 03600
MAI 03610
MAI 03620
MAI 03630
MAI 03640
MAI 03650
MAI 03660
MAI 03670
MAI 03680
MAI 03690
MAI 03700
MAI 03710
MAI 03720
MAI 03730
MAI 03740
MAI 03750
MAI 03760
MAI 03770
MAI 03780
MAI 03790
MAI 03800
MAI 03810
MAI 03820
MAI 03830
MAI 03840
MAI 03850
MAI 03860
MAI 03870
MAI 03880
MAI 03890
MAI 03900
MAI 03910
MAI 03920
MAI 03930
MAI 03940

MAI 04450
 MAI 04460
 MAI 04470
 MAI 04480
 MAI 04490
 MAI 04500
 MAI 04510
 MAI 04520
 MAI 04530
 MAI 04540
 MAI 04550
 MAI 04560
 MAI 04570
 MAI 04580
 MAI 04590
 MAI 04600
 MAI 04610
 MAI 04620
 MAI 04630
 MAI 04640
 MAI 04650
 MAI 04660
 MAI 04670
 MAI 04680
 MAI 04690
 MAI 04700
 MAI 04710
 MAI 04720
 MAI 04730
 MAI 04740
 MAI 04750
 MAI 04760
 MAI 04770
 MAI 04780
 MAI 04790
 MAI 04800
 MAI 04810
 MAI 04820
 MAI 04830
 MAI 04840
 MAI 04850
 MAI 04860
 MAI 04870
 MAI 04880
 MAI 04890
 MAI 04900
 MAI 04910
 MAI 04920
 MAI 04930
 MAI 04940

```

C      ELSE IF (TYPE1.EQ.2) THEN
C      CALL DBPSK(TYPE2,BAUD,FREQ,IPHAS,AMP,ANS2,DSEED,IN,REP)
C
C      ELSE IF (TYPE1.EQ.3) THEN
C      CALL OBPSK(TYPE2,BAUD,BITS,FREQ,IPHAS,AMP,ANS2,DSEED,IN,REP)
C
C      ELSE IF (TYPE1.EQ.4) THEN
C      CALL QPSK(TYPE2,BAUD,BITS,FREQ,IPHAS,AMP,ANS2,DSEED,IN,REP)
C
C      ELSE IF (TYPE1.EQ.5) THEN
C      CALL OQPSK(TYPE2,BAUD,BITS,FREQ,IPHAS,AMP,ANS2,DSEED,IN,
C      *      REP)
C
C      ELSE IF (TYPE1.EQ.6) THEN
C      CALL MPSK(TYPE2,BAUD,BITS,FREQ,IPHAS,AMP,ANS2,DSEED,IN,
C      *      REP)
C
C      ELSE IF (TYPE1.EQ.7) THEN
C      CALL MASK(TYPE2,BAUD,BITS,FREQ,IPHAS,AMP,ANS2,DSEED,IN,
C      *      REP)
C
C      ELSE IF (TYPE1.EQ.8) THEN
C      CALL QASK(TYPE2,BAUD,BITS,FREQ,IPHAS,AMP,ANS2,DSEED,IN,
C      *      REP)
C
C      ELSE IF (TYPE1.EQ.9) THEN
C      CALL MSK(TYPE2,BAUD,FREQ,IPHAS,AMP,ANS2,DSEED,IN,REP)
C
C      ELSE IF (TYPE1.EQ.10) THEN
C      CALL MFSK(TYPE2,BAUD,BITS,FREQ,IPHAS,AMP,ANS2,DSEED,IN,REP)
C
C      ELSE IF (TYPE1.EQ.11) THEN
C      CALL QPRS(TYPE2,TYPE3,BAUD,BITS,FREQ,IPHAS,AMP,ANS2,DSEED,
C      *      IN,REP)
C
C      END IF
C
C      CONTINUE
C
C      ** OUTPUT A FINGERPRINT OF THE MODULATION ACCOMPLISHED ***
C
C      IF (TYPE1.EQ.1) THEN
C      WRITE(6,281)
C      FORMAT(1,MODULATION TECHNIQUE = BPSK')
C      ELSE IF (TYPE1.EQ.2) THEN
C      WRITE(6,282)
C      FORMAT(1,MODULATION TECHNIQUE = DBPSK')
C      ELSE IF (TYPE1.EQ.3) THEN
C      WRITE(6,283)
  
```

MAI 04 950
 MAI 04 960
 MAI 04 970
 MAI 04 980
 MAI 04 990
 MAI 05 000
 MAI 05 010
 MAI 05 020
 MAI 05 030
 MAI 05 040
 MAI 05 050
 MAI 05 060
 MAI 05 070
 MAI 05 080
 MAI 05 090
 MAI 05 100
 MAI 05 110
 MAI 05 120
 MAI 05 130
 MAI 05 140
 MAI 05 150
 MAI 05 160
 MAI 05 170
 MAI 05 180
 MAI 05 190
 MAI 05 200
 MAI 05 210
 MAI 05 220
 MAI 05 230
 MAI 05 240
 MAI 05 250
 MAI 05 260
 MAI 05 270
 MAI 05 280
 MAI 05 290
 MAI 05 300
 MAI 05 310
 MAI 05 320
 MAI 05 330
 MAI 05 340
 MAI 05 350
 MAI 05 360
 MAI 05 370
 MAI 05 380
 MAI 05 390
 MAI 05 400
 MAI 05 410
 MAI 05 420
 MAI 05 430
 MAI 05 440

```

283      FORMAT('1', MODULATION TECHNIQUE = ORTHOGONAL BPSK')
      ELSE IF (TYPE1.EQ.4) THEN
        WRITE(6,'1', MODULATION TECHNIQUE = QPSK')
284      FORMAT('1', MODULATION TECHNIQUE = QPSK')
      ELSE IF (TYPE1.EQ.5) THEN
        WRITE(6,'1', MODULATION TECHNIQUE = QPSK')
285      FORMAT('1', MODULATION TECHNIQUE = QPSK')
      ELSE IF (TYPE1.EQ.6) THEN
        WRITE(6,'1', MODULATION TECHNIQUE = MPSK')
286      FORMAT('1', MODULATION TECHNIQUE = MPSK')
      ELSE IF (TYPE1.EQ.7) THEN
        WRITE(6,'1', MODULATION TECHNIQUE = MASK')
287      FORMAT('1', MODULATION TECHNIQUE = MASK')
      ELSE IF (TYPE1.EQ.8) THEN
        WRITE(6,'1', MODULATION TECHNIQUE = QASK')
288      FORMAT('1', MODULATION TECHNIQUE = QASK')
      ELSE IF (TYPE1.EQ.9) THEN
        WRITE(6,'1', MODULATION TECHNIQUE = MSK')
289      FORMAT('1', MODULATION TECHNIQUE = MSK')
      ELSE IF (TYPE1.EQ.10) THEN
        WRITE(6,'1', MODULATION TECHNIQUE = MFSK')
290      FORMAT('1', MODULATION TECHNIQUE = MFSK')
      ELSE IF (TYPE1.EQ.11) THEN
        WRITE(6,'1', MODULATION TECHNIQUE = QPRS')
291      FORMAT('1', MODULATION TECHNIQUE = QPRS')
      END IF
C
      IF (TYPE1.EQ.11.AND.TYPE3.EQ.1) THEN
        WRITE(6,'292')
        FORMAT('1', QPRS CLASS 1 FILTER')
292      ELSE IF (TYPE1.EQ.11.AND.TYPE3.EQ.2) THEN
        WRITE(6,'293')
        FORMAT('1', QPRS CLASS 2 FILTER')
293      ELSE IF (TYPE1.EQ.11.AND.TYPE3.EQ.3) THEN
        WRITE(6,'294')
        FORMAT('1', QPRS CLASS 3 FILTER')
294      ELSE IF (TYPE1.EQ.11.AND.TYPE3.EQ.4) THEN
        WRITE(6,'295')
        FORMAT('1', QPRS CLASS 4 FILTER')
295      ELSE IF (TYPE1.EQ.11.AND.TYPE3.EQ.5) THEN
        WRITE(6,'296')
        FORMAT('1', QPRS CLASS 5 FILTER')
296      END IF
C
      IF (TYPE2.EQ.1) THEN
        WRITE(6,'297')
        FORMAT('1', BIPOLAR LOGIC')
297      ELSE IF (TYPE2.EQ.2) THEN
        WRITE(6,'298')
        FORMAT('1', UNIPOLAR POSITIVE LOGIC')
298
  
```

```

299 ELSE IF (TYPE2.EQ.3) THEN
C   WRITE(6,299)
C   FORMAT(' UNIPOLAR NEGATIVE LOGIC')
C   END IF
300 WRITE(6,300) IBAUD
C   FORMAT(' BAUD OR SYMBOL RATE = ',I10,' HZ')
301 WRITE(6,301) IBITS
C   FOKMAT(' BITS PER BINARY CODE WORD = ',I10)
302 WRITE(6,302) BITR
C   FORMAT(' BIT RATE = ',E23.16)
303 WRITE(6,303) IFREQ
C   FORMAT(' CARRIER FREQUENCY = ',I10,' HZ')
304 WRITE(6,304) IAMP
C   FORMAT(' MAXIMUM CARRIER AMPLITUDE = ',I10,' VOLT(S)')
305 WRITE(6,305) IIPHAS
C   FORMAT(' INITIAL PHASE ANGLE = ',I10,' DEGREES')
306 WRITE(6,306) STEP
C   FORMAT(' TIME BETWEEN SAMPLES = ',E23.16,' SEC')
307 WRITE(6,307) IN
C   FORMAT(' NUMBER OF SAMPLES GENERATED = ',I10)
308 IF (ANS2.EQ.1) THEN
C   WRITE(6,308) ISEED
C   FORMAT(' SEED FOR RANDOM NUMBER GENERATOR = ',I10)
C   END IF
309 WRITE(6,309) REPS
C   FORMAT(' NUMBER OF TIMES SIMULATION REPEATS = ',I10)
C   *** CALL THE STATISTICS SUBROUTINE FOR FINAL CALCULATIONS ***
C   FLAG=1
C   CALL STATS(IN,REP,FLAG)
310 IF (TYPE1.EQ.3.AND.((N-1.00)*STEP).LE.1./BITR) THEN
C   WRITE(6,310)
C   FORMAT(' LESS THAN 1 BIT WAS MODULATED DURING EACH REPETITION
*   ELSE IF ((N-1.00)*STEP).LE.BAUDD) THEN
C   WRITE(6,320)
C   FORMAT(' LESS THAN 1 BAUD WAS MODULATED DURING EACH REPETITION
320 *

```

```

MAI 05450
MAI 05460
MAI 05470
MAI 05480
MAI 05490
MAI 05500
MAI 05510
MAI 05520
MAI 05530
MAI 05540
MAI 05550
MAI 05560
MAI 05570
MAI 05580
MAI 05590
MAI 05600
MAI 05610
MAI 05620
MAI 05630
MAI 05640
MAI 05650
MAI 05660
MAI 05670
MAI 05680
MAI 05690
MAI 05700
MAI 05710
MAI 05720
MAI 05730
MAI 05740
MAI 05750
MAI 05760
MAI 05770
MAI 05780
MAI 05790
MAI 05800
MAI 05810
MAI 05820
MAI 05830
MAI 05840
MAI 05850
MAI 05860
MAI 05870
MAI 05880
MAI 05890
MAI 05900
MAI 05910
MAI 05920
MAI 05930
MAI 05940

```

```

C C C
C 330
C C C C
END IF
*** DETERMINE IF ANOTHER SIMULATION IS TO BE RUN ***
WRITE(10,330)
FORMAT(' ENTER A 1 IF YOU DESIRE TO SIMULATE ANOTHER SIGNAL.'//,
*' ENTER ANY OTHER INTEGER IF YOU ARE READY TO QUIT.'//,':')
READ(5,*)ANS
IF (ANS.EQ.1) THEN
  CALL FRMCHS('CLRSCRN ')
  GC TO 29
END IF
STOP
END

```

```

MAI 05950
MAI 05960
MAI 05970
MAI 05980
MAI 05990
MAI 06000
MAI 06010
MAI 06020
MAI 06030
MAI 06040
MAI 06050
MAI 06060
MAI 06070
MAI 06080
MAI 06090
MAI 06100
MAI 06110

```

BPS00110
 BPS00120
 BPS00130
 BPS00140
 BPS00150
 BPS00160
 BPS00170
 BPS00180
 BPS00190
 BPS00200
 BPS00210
 BPS00220
 BPS00230
 BPS00240
 BPS00250
 BPS00260
 BPS00270
 BPS00280
 BPS00290
 BPS00300
 BPS00310
 BPS00320
 BPS00330
 BPS00340
 BPS00350
 BPS00360
 BPS00370
 BPS00380
 BPS00390
 BPS00400
 BPS00410
 BPS00420
 BPS00430
 BPS00440
 BPS00450
 BPS00460
 BPS00470
 BPS00480
 BPS00490
 BPS00500
 BPS00510
 BPS00520
 BPS00530
 BPS00540
 BPS00550
 BPS00560
 BPS00570
 BPS00580
 BPS00590
 BPS00600

```

SUBROUTINE BPSK (TYPE2,BAUD,FREQ,IPHAS,AMP,ANS2,
*DSEED,IN,REP)
*** PURPOSE ***
THIS SUBROUTINE MODULATES THE CARRIER USING BINARY PHASE SHIFT
KEYING AS THE MODULATION TECHNIQUE.
** PARAMETER DEFINITIONS **
TYPE2= INDICATES LOGIC TYPE TO BE EMPLOYED
BAUD= SYMBOL RATE OR BAUD RATE
FREQ= CARRIER FREQUENCY
IPHAS= INITIAL PHASE ANGLE IN DEGREES
AMP= AMPLITUDE
ANS2= INTEGER VARIABLE TO BE PASSED TO STREAM GENERATOR
DSEED= DOUBLE PRECISION SEED FOR RANDOM NUMBER GENERATOR
IN= NUMBER OF POSITIONS IN ARRAY TO BE UTILIZED
REP= AN INTEGER EQUAL TO THE NUMBER OF THE REPETITION OF
THE CALL THE THIS SUBROUTINE
*** VARIABLE DEFINITIONS ***
ARRAY= A DOUBLE PRECISION ARRAY FOR PASSING THE BINARY
DIGITS AND STORING THE VALUE OF THE TIME FUNCTION
AND THE FFT
R= AN INTEGER USED TO REPRESENT THE ROW OF ARRAY
TIME= TIME VARIABLE
MT= VALUE OF THE BINARY DIGIT
STEP= INTERVAL AT WHICH THE SIGNAL IS REPRODUCED
PI= NUMERICAL CONSTANT
OMEGA= CARRIER ANGULAR FREQUENCY
DELTA= INITIAL PHASE OFFSET IN RADIANS
NBAUD= A COUNT OF THE NUMBER OF BAUDS MODULATED
BAUDD= BAUD DURATION
X= COMPLEX ARRAY TO RECEIVE THE FFT OF THE TIME SERIES
IWK= INTEGER WORKING ARRAY USED BY FUNCTION FFTRC
MAY= MAXIMUM VALUE TO BE PLOTTED ON THE ABSCISSAE
MINY= MINIMUM VALUE TO BE PLOTTED ON THE ABSCISSAE
INT= INTERVAL BETWEEN POINTS ON THE ORDINATE
RMAY= VALUE OF THE PRINCIPLE HARMONIC
FLAG= AN INTEGER WHICH CONTROL ENTRANCE AND EXIT FROM
SUBPROGRAM STATS
IND2P1= ARRAY LENGTH DIVIDED BY 2 PLUS 1
*** VARIABLE DECLARATIONS ***
INTEGER R,ANS2,TYPE2,IN,KMAX,REP,FLAG,IND2P1
DOUBLE PRECISION BAUD,FREQ,IPHAS,AMP,TIME,MT,

```

CC

```

BPS00610
BPS00620
BPS00630
BPS00640
BPS00650
BPS00660
BPS00670
BPS00680
BPS00690
BPS00700
BPS00710
BPS00720
BPS00730
BPS00740
BPS00750
BPS00760
BPS00770
BPS00780
BPS00790
BPS00800
BPS00810
BPS00820
BPS00830
BPS00840
BPS00850
BPS00860
BPS00870
BPS00880
BPS00890
BPS00900
BPS00910
BPS00920
BPS00930
BPS00940
BPS00950
BPS00960
BPS00970
BPS00980
BPS00990
BPS01000
BPS01010
BPS01020
BPS01030
BPS01040
BPS01050
BPS01060
BPS01070
BPS01080
BPS01090
BPS01100

```

```

C      *STEP,PI,OMEGA,DELTA,NBAUD,BAUDD,
      *DSEED,MAXY,MINY,INT
C      DOUBLE PRECISION ARRAY(1024,2),SUMX(513),SUMXSQ(513),SUMX3(513),
      *SUMX4(513)
C      COMMON ARRAY,SUMX,SUMXSQ,SUMX3,SUMX4
C      COMPLEX*16 X(513)
C      INTEGER IWK(10)
C      *** VARIABLE INITIALIZATION ***
C      R=1
C      TIME=0.00
C      STEP=1.00/(2.00*(FREQ+BAUD))
C      PI=3.141592653589793D0
C      OMEGA=2.00*PI*FREQ
C      DELTA=IPHAS*PI/180.00
C      NBAUD=1.00
C      BAUDD=1.00/BAUD
C      MAXY=0.00
C      IND2P1=IN/2+1
C      *** DO THE MODULATION AND ASSIGN THE VALUES TO ARRAY ***
C      CALL STREAM(DSEED,ANS2,TYPE2,MT)
C      DO 10 I=1,IN
C          ARRAY(R,1)=AMP*MT*DCOS((OMEGA*TIME)+DELTA)
C          ARRAY(R,2)=TIME
C          IF(DABS(ARRAY(R,1))-GT.MAXY) THEN
C              MAXY=DABS(ARRAY(R,1))
C          END IF
C          R=R+1
C          TIME=TIME+STEP
C          IF(TIME.GT.NBAUD*BAUDD) THEN
C              CALL STREAM(DSEED,ANS2,TYPE2,MT)
C              NBAUD=NBAUD+1.00
C          END IF
C      CONTINUE
C      *** PLOT THE TIME SERIES IF DESIRED ***
C      IF(REP.EQ.1) THEN
C          MINY=-MAXY
C          CALL PLOT(MAXY,MINY,STEP,IN)
C      END IF

```

```

C C C C C
*** GENERATE THE FFT ***
CALL FFTFC(ARRAY(1,1),IN,X,INX)
*** CALCULATE THE AMPLITUDE SPECTRUM OF THE FUNCTION ***
*** FIND THE NUMBER AND VALUE OF THE PRINCIPLE HARMONIC ***
N=0.DO
R=1
MAXY=0.DO
DO 20 I=1,IND2P1
  ARRAY(R,1)=CDABS(X(R))
  ARRAY(R,2)=N/STEP
  IF(ARRAY(R,1).GT.MAXY) THEN
    RMAX=ARRAY(R,1)
    RMAX=R-1
  END IF
  R=R+1
  N=N+1.DO
CONTINUE
20
C C C
*** DISPLAY INFO IF THE FIRST TIME THROUGH SUBPROGRAM ***
IF(REP.EQ.1) THEN
  WRITE(10,30)RMAX
  FORMAT(' THE FFT HAS BEEN GENERATED! THE PRINCIPLE HARMONIC',//
    ' IS THE I5.1 HARMONIC. THE NEXT PLOT TO BE PRODUCED WILL',//
    ' BE THE AMPLITUDE SPECTRUM. ENTER A 1 IF YOU ARE READY TO',//
    ' CONTINUE WITH THE PROGRAM.',//,,' :')
  READ(5,*)L
  C C
  IF(L.NE.1) THEN
    CALL FRTCHS('CLRSCRN ')
    WRITE(10,40)
    FORMAT(' ERROR',/)
    GO TO 29
  END IF
  C C
  END IF
  C C C
  *** ALLOW FOR THE PLOT OF THE AMPLITUDE SPECTRUM OF THE FFT ***
  IF(REP.EQ.1) THEN
    MINY=0.DO
    INT=1.DO/STEP
    CALL PLOT(MAXY,MINY,INT,IND2P1)
    END IF
  C

```


BPS01610
BPS01620
BPS01630
BPS01640
BPS01650
BPS01660
BPS01670
BPS01680

*** ADD THE VALUES OF THE FFT TO THE ACCUMULATED STATISTICS ***

FLAG=0

CALL STATS(IN,MEP,FLAG)

RETURN

END

C
C
C

C

DBP001110
 DBP001120
 DBP001130
 DBP001140
 DBP001150
 DBP001160
 DBP001170
 DBP001180
 DBP001190
 DBP002000
 DBP002210
 DBP002220
 DBP002230
 DBP002240
 DBP002250
 DBP002260
 DBP002270
 DBP002280
 DBP002290
 DBP003000
 DBP003100
 DBP003200
 DBP003300
 DBP003340
 DBP003350
 DBP003360
 DBP003370
 DBP003380
 DBP003390
 DBP004000
 DBP004010
 DBP004020
 DBP004030
 DBP004040
 DBP004050
 DBP004060
 DBP004070
 DBP004080
 DBP004090
 DBP005000
 DBP005010
 DBP005020
 DBP005030
 DBP005040
 DBP005050
 DBP005060
 DBP005070
 DBP005080
 DBP005090
 DBP006000

```

SUBROUTINE DBPSK (TYPE2,BAUD,FREQ,IPHAS,AMP,ANS2,
*DSEED,IN,REP)
*** PURPOSE ***
THIS SUBROUTINE MODULATES THE CARRIER USING DIFFERENTIAL BINARY
SHIFT KEYING AS THE MODULATION TECHNIQUE.
*** PARAMETER DEFINITIONS ***
TYPE2= INDICATES LOGIC TYPE TO BE EMPLOYED
BAUD= SYMBOL RATE OR BAUD RATE
FREQ= CARRIER FREQUENCY
IPHAS= INITIAL PHASE ANGLE IN DEGREES
AMP= AMPLITUDE
ANS2= INTEGER VARIABLE TO BE PASSED TO STREAM
DSEED= DOUBLE PRECISION SEED FOR RANDOM NUMBER GENERATOR
IN= NUMBER OF POSITIONS OF ARRAY TO BE UTILIZED
FLAG= THE CALL THE THIS SUBROUTINE
      AN INTEGER WHICH CONTROL ENTRANCE AND EXIT FROM
*** VARIABLE DEFINITIONS ***
ARRAY= A DOUBLE PRECISION ARRAY FOR PASSING THE BINARY
      DIGITS AND STORING THE VALUE OF THE TIME FUNCTION
      AND THE FFT
R= AN INTEGER USED TO REPRESENT THE ROW OF ARRAY
TIME= TIME VARIABLE
MT= VALUE OF THE BINARY DIGIT
STEP= INTERVAL AT WHICH THE SIGNAL IS REPRODUCED
PI= NUMERICAL CONSTANT
OMEGA= CARRIER ANGULAR FREQUENCY
DELTA= INITIAL PHASE OFFSET IN RADIANS
NBAUD= A COUNT OF THE NUMBER OF BAUDS MODULATED
BAUDD= BAUD DURATION
REF= REFERENCE VOLTAGE
BK= VALUE OF DIFFERENTIAL BIT TO BE MODULATED
X= COMPLEX ARRAY TO RECEIVE THE FFT OF THE TIME SERIES
IWK= INTEGER ARRAY USED IN SUBROUTINE FFTRC
MAXY= MAXIMUM VALUE TO BE PLOTTED ON THE ABSCISSAE
MINY= MINIMUM VALUE TO BE PLOTTED ON THE ABSCISSAE
KMAX= PRINCIPLE HARMONIC
REP= AN INTEGER EQUAL TO THE NUMBER OF THE REPETITION OF
      SUBPROGRAM STATS
IND2P1= LENGTH OF ARRAY DIVIDED BY 2 + 1
*** VARIABLE DECLARATIONS ***
INTEGER R,ANS2,TYPE2,IN,EMAX,REP,FLAG,IND2P1
  
```

CC

```

C      DOUBLE PRECISION BAUD, FREQ, IPHAS, AMP, TIME, MT,
*STEP, PI, OMEGA, DELTA, NBAUD, BAUDD,
*DSEED, REF, BK, MAXY, MINY, INT
C      DOUBLE PRECISION ARRAY(1024,2), SUMX(513), SUMXSQ(513), SUMX3(513),
SUMX4(513)
C      COMMON ARRAY, SUMX, SUMXSQ, SUMX3, SUMX4
C      COMPLEX*16 X(513)
C      INTEGER IWK(10)
C      *** VARIABLE INITIALIZATION ***
R=1
TIME=0. DO
STEP=1. DO/(2. DO*(FREQ+BAUD))
PI=3. 141592653589793 DO
OMEGA=2. DO*PI*FREQ
DELTA=IPHAS*PI/180. DO
NBAUD=1. DO
BAUDD=1. DO/BAUD
REF=1. DO
MAXY=0. DO
IND2P1=IN/2+1
C      *** DO THE MODULATION AND ASSIGN THE VALUES TO ARRAY ***
CALL STREAM(DSEED, ANS2, TYPE2, MT)
BK=REF*MT
C      DO 10 I=1, IN
ARRAY(R, 1)=AMP*BK*DCOS((OMEGA*TIME)+DELTA)
ARRAY(R, 2)=TIME
IF(ARRAY(R, 1).GT. MAXY) THEN
END IF
R=R+1
TIME=TIME+STEP
IF(TIME.GT. NBAUD*BAUDD) THEN
CALL STREAM(DSEED, ANS2, TYPE2, MT)
BK=BK*MT
NBAUD=NBAUD+1. DO
END IF
CONTINUE
C      *** ALLOW FOR THE PLOT OF THE TIME SERIES ***
IF (REP.EQ.1) THEN

```

```

DBP 00610
DBP 00620
DBP 00630
DBP 00640
DBP 00650
DBP 00660
DBP 00670
DBP 00680
DBP 00690
DBP 00700
DBP 00710
DBP 00720
DBP 00730
DBP 00740
DBP 00750
DBP 00760
DBP 00770
DBP 00780
DBP 00790
DBP 00800
DBP 00810
DBP 00820
DBP 00830
DBP 00840
DBP 00850
DBP 00860
DBP 00870
DBP 00880
DBP 00890
DBP 00900
DBP 00910
DBP 00920
DBP 00930
DBP 00940
DBP 00950
DBP 00960
DBP 00970
DBP 00980
DBP 00990
DBP 01000
DBP 01010
DBP 01020
DBP 01030
DBP 01040
DBP 01050
DBP 01060
DBP 01070
DBP 01080
DBP 01090
DBP 01100

```

DBP 011110
 DBP 011120
 DBP 011130
 DBP 011140
 DBP 011150
 DBP 011160
 DBP 011170
 DBP 011180
 DBP 011190
 DBP 012000
 DBP 012100
 DBP 012200
 DBP 012300
 DBP 012400
 DBP 012500
 DBP 012600
 DBP 012700
 DBP 012800
 DBP 012900
 DBP 013000
 DBP 013100
 DBP 013200
 DBP 013300
 DBP 013400
 DBP 013500
 DBP 013600
 DBP 013700
 DBP 013800
 DBP 013900
 DBP 014000
 DBP 014100
 DBP 014200
 DBP 014300
 DBP 014400
 DBP 014500
 DBP 014600
 DBP 014700
 DBP 014800
 DBP 014900
 DBP 015000
 DBP 015100
 DBP 015200
 DBP 015300
 DBP 015400
 DBP 015500
 DBP 015600
 DBP 015700
 DBP 015800
 DBP 015900
 DBP 016000

```

MINY=-MAXY
CALL PLOT(MAXY,MINY,STEP,IN)
END IF
*** GENERATE THE FFT ***
CALL FFTRC(ARRAY(1,1),IN,X,INX)
*** PRODUCE THE AMPLITUDE SPECTRUM OF THE FUNCTION ***
*** FIND THE NUMBER AND MAGNITUDE OF THE PRINCIPLE HARMONIC ***
N=0.DO
R=1
MAXY=0.DO
DO 20 I=1,IND2P1
  ARRAY(R,1)=CDABS(X(R))
  ARRAY(R,2)=N/STEP
  IF(ARRAY(R,1).GT.MAXY) THEN
    MAXY=ARRAY(R,1)
    RMAX=R-1
  END IF
  R=R+1
  N=N+1.DO
CONTINUE
*** DISPLAY INFO IF THE FIRST TIME THROUGH THE SUBPROGRAM ***
IF(REF.EQ.1) THEN
WRITE(10,30)RMAX
FORMAT('THE FFT HAS BEEN GENERATED! THE PRINCIPLE HARMONIC',//
' IS THE',I5,' HARMONIC. THE NEXT PLOT TO BE PRODUCED WILL',//
' BE THE AMPLITUDE SPECTRUM. ENTER A 1 IF YOU ARE READY TO',//
' CONTINUE WITH THE PROGRAM.',//',',)
READ(5,*)L
IF(L.NE.1) THEN
CALL IRTCHS('CLASCRN ')
WRITE(10,40)
FORMAT(' ERROR ',/)
GO TO 29
END IF
END IF
*** ALLOW FOR THE PLOT OF THE AMPLITUDE SPECTRUM ***
IF(REF.EQ.1) THEN
  
```

C
 C C C
 C C C C

20
 C C C
 C
 29
 30

C
 C
 C
 40
 C
 C C C C

DBP01610
DBP01620
DBP01630
DBP01640
DBP01650
DBP01660
DBP01670
DBP01680
DBP01690
DBP01700
DBP01710
DBP01720
DBP01730

```
MINY=0. DO  
INT=1. DO/STEP  
CALL PLOT(MAXY, MINY, INT, IND2P1)  
END IF  
*** ADD THE VALUES OF THE FFT TO THE ACCUMULATED STATISTICS ***  
FLAG=0  
CALL STATS(IN, REP, FLAG)  
RETURN  
END
```

C
C
C
C

OBP001110
 OBP001120
 OBP001130
 OBP001140
 OBP001150
 OBP001160
 OBP001170
 OBP001180
 OBP001190
 OBP002000
 OBP002010
 OBP002020
 OBP002030
 OBP002040
 OBP002050
 OBP002060
 OBP002070
 OBP002080
 OBP002090
 OBP002100
 OBP003000
 OBP003010
 OBP003020
 OBP003030
 OBP003040
 OBP003050
 OBP003060
 OBP003070
 OBP003080
 OBP003090
 OBP004000
 OBP004010
 OBP004020
 OBP004030
 OBP004040
 OBP004050
 OBP004060
 OBP004070
 OBP004080
 OBP004090
 OBP005000
 OBP005010
 OBP005020
 OBP005030
 OBP005040
 OBP005050
 OBP005060
 OBP005070
 OBP005080
 OBP005090
 OBP006000

SUBROUTINE OBPSK (TYPE2, BAUD, BITS, FREQ, IPHAS, AMP, ANS2,
 *DSEED, IN, REP)
 *** PURPOSE ***
 THIS SUBROUTINE MODULATES THE CARRIER USING M-ARY PHASE SHIFT
 KEYING AS THE MODULATION TECHNIQUE.
 *** PARAMETER DEFINITIONS ***
 TYPE2= INDICATES LOGIC TYPE TO BE EMPLOYED
 BAUD= SYMBOL RATE OR BAUD RATE
 BITS= NUMBER OF BITS IN EACH BINARY CODE WORD
 FREQ= CARRIER FREQUENCY
 IPHAS= INITIAL PHASE ANGLE IN DEGREES
 AMP= AMPLITUDE
 ANS2= INTEGER VARIABLE TO BE PASSED TO STREAM
 DSEED= DOUBLE PRECISION SEED FOR RANDOM NUMBER GENERATOR
 IN= NUMBER OF POSITIONS IN ARRAY TO BE UTILIZED
 REP= AN INTEGER EQUAL TO THE NUMBER OF THE REPETITION OF
 THE CALL THE THIS SUBROUTINE
 *** VARIABLE DEFINITIONS ***
 ARRAY= A DOUBLE PRECISION ARRAY FOR PASSING THE BINARY
 DIGITS AND STORING THE VALUE OF THE TIME FUNCTION
 AND THE FFT
 R= AN INTEGER USED TO REPRESENT THE ROW OF ARRAY
 TIME= TIME VARIABLE
 HT= VALUE OF THE BINARY DIGIT
 STEP= INTERVAL AT WHICH THE SIGNAL IS REPRODUCED
 PI= NUMERICAL CONSTANT
 OMEGA= CARRIER ANGULAR FREQUENCY
 DELTA= INITIAL PHASE OFFSET IN RADIANS
 NBIT= A COUNT OF THE NUMBER OF BITS MODULATED
 BITR= BIT RATE
 BITD= BIT DURATION
 Y= COMPLEX ARRAY TO RECEIVE THE FFT OF THE TIME SERIES
 IWK= INTEGER WORKING ARRAY USED BY FUNCTION FFTC
 MAXY= MAXIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
 MINT= MINIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
 INT= INTERVAL BETWEEN POINTS ON THE ORDINATE
 RMAX= VALUE OF THE PRINCIPLE HARMONIC
 K= INTEGER VALUE OF THE NUMBER OF BITS IN A BINARY WORD
 KM1= INTEGER VALUE OF K MINUS 1
 N= NUMBER OF POSSIBLE BINARY CODE WORDS = 2**K
 NDF= DOUBLE PRECISION OF N
 ND2= DOUBLE PRECISION OF 2
 SUM1= VARIABLE USED TO HOLD THE DECIMAL EQUIVALENT TO A
 BINARY CODE WORD OF LENGTH K

CC

```

C C C C C C C C C C
SUM2=      VARIABLE USED TO HOLD THE DECIMAL CONVERSION OF SUM1
FLAG=      AN INTEGER WHICH CONTROL ENTRANCE AND EXIT FROM
            SUBPROGRAM STATS AND ORTHO
IND2P1=    LENGTH OF ARRAY DIVIDED BY 2 + 1
*** VARIABLE DECLARATIONS ***
INTEGER R,ANS2,TYPE2,IN,RMAX,K,KM1,REP,FLAG,IND2P1,N,C
DOUBLE PRECISION BAUD,BITS,FREQ,IPHAS,AMP,TIME,MT,
*STEP,PI,OMEGA,DELTA,NBIT,BITD,BITR
*DSEED,MXXY,MINY,INT,NDP,ND2,SUM1,SUM2
DOUBLE PRECISION ARRAY(1024,2),SUMX(513),SUMXSQ(513),SUMX3(513),
*SUMX4(513)
COMMON ARRAY,SUMX,SUMXSQ,SUMX3,SUMX4
COMPLEX*16 X(513)
INTEGER IWK(10)
*** VARIABLE INITIALIZATION ***
R=1
K=BITS
N=2**K
NDP=N
NBIT=N*BAUD
BITD=1.0/BITR
TIME=0.0
STEP=1.0/(2.0*(FREQ+BITR))
PI=3.141592653589793D0
OMEGA=2.0*PI*FREQ
DELTA=IPHAS*PI/180.0
MXXY=0.0
IND2P1=IN/2+1
*** CONVERT A STREAM OF K BITS TO A SINGLE REPRESENTATIVE BINARY
VARIABLE IN DECIMAL FORM ***
SUM1=0.0
KM1=K-1
DO 10 I=1,K
    CALL STREAM(DSEED,ANS2,TYPE2,MT)
    IF(TYPE2.EQ.1.AND.MT.EQ.-1.D0) THEN
        MT=0.0
    ELSE IF(TYPE2.EQ.3.AND.MT.EQ.-1.D0) THEN
        MT=1.0
    END IF

```

```

OBP006110
OBP00620
OBP00630
OBP00640
OBP00650
OBP00660
OBP00670
OBP00680
OBP00690
OBP00700
OBP00710
OBP00720
OBP00730
OBP00740
OBP00750
OBP00760
OBP00770
OBP00780
OBP00790
OBP00800
OBP00810
OBP00820
OBP00830
OBP00840
OBP00850
OBP00860
OBP00870
OBP00880
OBP00890
OBP00900
OBP00910
OBP00920
OBP00930
OBP00940
OBP00950
OBP00960
OBP00970
OBP00980
OBP00990
OBP01000
OBP01010
OBP01020
OBP01030
OBP01040
OBP01050
OBP01060
OBP01070
OBP01080
OBP01090
OBP01100

```

OBP011110
 OBP011120
 OBP011130
 OBP011140
 OBP011150
 OBP011160
 OBP011170
 OBP011180
 OBP011190
 OBP012000
 OBP012110
 OBP012200
 OBP012300
 OBP012400
 OBP012500
 OBP012600
 OBP012700
 OBP012800
 OBP012900
 OBP013000
 OBP013100
 OBP013200
 OBP013300
 OBP013400
 OBP013500
 OBP013600
 OBP013700
 OBP013800
 OBP013900
 OBP014000
 OBP014100
 OBP014200
 OBP014300
 OBP014400
 OBP014500
 OBP014600
 OBP014700
 OBP014800
 OBP014900
 OBP015000
 OBP015100
 OBP015200
 OBP015300
 OBP015400
 OBP015500
 OBP015600
 OBP015700
 OBP015800
 OBP015900
 OBP016000

```

SUM1=SUM1+(MT*(10.DO**KM1))
KM1=KM1-1
CONTINUE
*** CONVERT THE REPRESENTATIVE BINARY VARIABLE TO ITS DECIMAL
EQUIVALENT ***
SUM2=0.DO
KM1=K-1
ND2=NDP/2.DO
DO 20 I=1,K
  IF(SUM1/10.DO**KM1.GE.1.DO) THEN
    SUM2=SUM2+ND2
    SUM1=SUM1-10.DO**KM1
    ND2=ND2/2.DO
    KM1=KM1-1
  ELSE
    ND2=ND2/2.DO
    KM1=KM1-1
  END IF
CONTINUE
*** DO THE MODULATION AND ASSIGN TO ARRAY ***
C=1
FLAG=0
CALL ORTHO(K,MT,SUM2,C,FLAG)
FLAG=2
DO 30 I=1,I IN
  ARRAY(R,1)=AMP*MT*DCOS((OMEGA*TIME)+DELTA)
  ARRAY(R,2)=TIME
  IF(ARRAY(R,1).GT.MAXY) THEN
    MAXY=ARRAY(R,1)
  END IF
  R=R+1
  TIME=TIME+STEP
  IF(TIME.GT.NBIT*BITD) THEN
    IF(NBIT=NBIT+1.DO)
      IF(C.GT.N) THEN
        *** CONVERT A STREAM OF K BITS TO A SINGLE REPRESENTATIVE BINARY
        VARIABLE IN DECIMAL FORM ***
        SUM1=0.DO
        KM1=K-1
        DO 40 J=1,K
          CALL STREAM(DSEED,ANS2,TYPE2,MT)
          IF(TYPE2.EQ.1.AND.MT.EQ.-1.DO) THEN
            MT=0.DO
          ELSE IF(TYPE2.EQ.3.AND.MT.EQ.-1.DO) THEN

```

10
 C
 C
 C
 C

20
 C
 C
 C

C
 C
 C
 C


```

OBP01610
OBP01620
OBP01630
OBP01640
OBP01650
OBP01660
OBP01670
OBP01680
OBP01690
OBP01700
OBP01710
OBP01720
OBP01730
OBP01740
OBP01750
OBP01760
OBP01770
OBP01780
OBP01790
OBP01800
OBP01810
OBP01820
OBP01830
OBP01840
OBP01850
OBP01860
OBP01870
OBP01880
OBP01890
OBP01900
OBP01910
OBP01920
OBP01930
OBP01940
OBP01950
OBP01960
OBP01970
OBP01980
OBP01990
OBP02000
OBP02010
OBP02020
OBP02030
OBP02040
OBP02050
OBP02060
OBP02070
OBP02080
OBP02090
OBP02100

```

```

40      MT=1.D0
      END IF
      SUM1=SUM1+(MT*(10.D0**KM1))
      KM1=KM1-1
      CONTINUE

      *** CONVERT THE REPRESENTATIVE BINARY VARIABLE TO ITS DECIMAL
      EQUIVALENT ***
      SUM2=0.D0
      KM1=K-1
      ND2=NDP/2.D0
      DO 50 J=1,K
      IF (SUM1/10.D0**KM1.GE. 1.D0) THEN
      SUM2=SUM2+ND2
      SUM1=SUM1-10.D0**KM1
      ND2=ND2/2.D0
      KM1=KM1-1
      ELSE ND2=ND2/2.D0
      KM1=KM1-1
      END IF
      CONTINUE
      C=1
      FLAG=1
      END IF
      CALL ORTHO (K, MT, SUM2, C, FLAG)
      FLAG=2
      END IF
      CONTINUE

      *** PLOT THE TIME SERIES IF DESIRED ***
      IF (REP.EQ.1) THEN
      MINY=-MAXY
      CALL PLOT (MAXY, MINY, STEP, IN)
      END IF

      *** GENERATE THE FFT ***
      CALL FFTC (ARRAY (1, 1), IN, X, IWK)

      *** CALCULATE THE AMPLITUDE SPECTRUM OF THE FUNCTION ***
      *** FIND THE NUMBER AND VALUE OF THE PRINCIPLE HARMONIC ***
      N=0.D0
      R=1
      MAXY=0.D0
      DO 60 I=1,IND2P1

```

```

60      ARRAY(R, 1)=CDABS(X(R))
        ARRAY(R, 2)=N/STEP
        IF (ARRAY(R, 1).GT. MAXY) THEN
            MAXY=ARRAY(R, 1)
            RMAX=R-1
        END IF
        R=R+1
        N=N+1. DO
        CONTINUE
        *** DISPLAY INFO IF THE FIRST TIME THROUGH THE SUBPROGRAM ***
        IF (REP.EQ. 1) THEN
            WRITE(10, 70) RMAX
            FORMAT(10, 70) RMAX
            * IS THE FFT HAS BEEN GENERATED! THE PRINCIPLE HARMONIC' ,//
            * IS THE 15. HARMONIC. THE NEXT PLOT TO BE PRODUCED WILL. ,//
            * BE THE AMPLITUDE SPECTRUM. ENTER A 1 IF YOU ARE READY TO ,//
            * CONTINUE WITH THE PROGRAM. ,// ,// ,//
        READ(5, *) L
        IF (L.NE. 1) THEN
            CALL FRTCMS('CLRSCRN ')
            WRITE(10, 80)
            FORMAT(10, 80)
            GO TO 69
        END IF
        END IF
        *** ALLOW FOR THE PLOT OF THE AMPLITUDE SPECTRUM OF THE FFT ***
        IF (REP.EQ. 1) THEN
            MINY=0. DO
            INT=1. DO/STEP
            CALL PLOT(MAXY, MINY, INT, IND2P1)
        END IF
        *** ADD THE VALUES OF THE FFT TO THE ACCUMULATED STATISTICS ***
        FLAG=0
        CALL STATS(IN, REP, FLAG)
        RETURN
        END

```

```

OBP02110
OBP02120
OBP02130
OBP02140
OBP02150
OBP02160
OBP02170
OBP02180
OBP02190
OBP02200
OBP02210
OBP02220
OBP02230
OBP02240
OBP02250
OBP02260
OBP02270
OBP02280
OBP02290
OBP02300
OBP02310
OBP02320
OBP02330
OBP02340
OBP02350
OBP02360
OBP02370
OBP02380
OBP02390
OBP02400
OBP02410
OBP02420
OBP02430
OBP02440
OBP02450
OBP02460
OBP02470
OBP02480
OBP02490
OBP02500
OBP02510
OBP02520
OBP02530
OBP02540
OBP02550
OBP02560
OBP02570

```

```

SUBROUTINE QPSK(TYPE2,BAUD,BITS,FREQ,IPHAS,AMP,
*ANS2,DSEED,IN,REP)
** PURPOSE **
THIS SUBROUTINE MODULATES THE CARRIER USING QUADRATURE PHASE SHIFT
KEYING AS THE MODULATION TECHNIQUE.
** PARAMETER DEFINITIONS **
TYPE2= INDICATES LOGIC TYPE TO BE EMPLOYED
BAUD= SYMBOL RATE OR BAUD RATE
BITS= NUMBER OF BITS IN EACH BINARY CODE WORD
FREQ= CARRIER FREQUENCY
IPHAS= INITIAL PHASE ANGLE IN DEGREES
AMP= AMPLITUDE
ANS2= INTEGER VARIABLE TO BE PASSED TO STREAM GENERATOR
DSEED= DOUBLE PRECISION SEED FOR RANDOM NUMBER GENERATOR
IN= NUMBER OF POSITIONS IN ARRAY TO BE UTILIZED
REP= AN INTEGER EQUAL TO THE NUMBER OF THE REPETITION OF
THE CALL THE THIS SUBROUTINE
** VARIABLE DEFINITIONS **
ARRAY= A DOUBLE PRECISION ARRAY FOR PASSING THE BINARY
DIGITS AND STORING THE VALUE OF THE TIME FUNCTION
AND THE FFT USED TO REPRESENT THE ROW OF ARRAY
R= AN INTEGER USED TO REPRESENT THE ROW OF ARRAY
TIME= TIME VARIABLE
MT1= VALUE OF BINARY DIGIT PASSED FROM SUBPROGRAM STREAM
MT2= VALUE OF IN-PHASE BINARY DIGIT
STEP= VALUE OF QUADRATURE BINARY DIGIT
PI= INTERVAL AT WHICH THE SIGNAL IS REPRODUCED
OMEGA= NUMERICAL CONSTANT
DELTA= CARRIER ANGULAR FREQUENCY
NBAUD= INITIAL PHASE OFFSET IN RADIAN
BAUDD= A COUNT OF THE NUMBER OF BAUDS MODULATED
X= BAUD DURATION
IWK= COMPLEX ARRAY TO RECEIVE THE FFT OF THE TIME SERIES
IMXY= INTEGER WORKING ARRAY USED BY FUNCTION FFTRC
IMINY= MAXIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
IMINT= MINIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
IMMAX= INTERVAL BETWEEN POINTS ON THE ORDINATE
IFLAG= VALUE OF THE PRINCIPLE HARMONIC
IND2P1= AN INTEGER WHICH CONTROL ENTRANCE AND EXIT FROM
SUBPROGRAM STATS
LENGTH OF ARRAY DIVIDED BY 2 + 1
** VARIABLE DECLARATIONS **

```

```

QPS00110
QPS00120
QPS00130
QPS00140
QPS00150
QPS00160
QPS00170
QPS00180
QPS00190
QPS00200
QPS00210
QPS00220
QPS00230
QPS00240
QPS00250
QPS00260
QPS00270
QPS00280
QPS00290
QPS00300
QPS00310
QPS00320
QPS00330
QPS00340
QPS00350
QPS00360
QPS00370
QPS00380
QPS00390
QPS00400
QPS00410
QPS00420
QPS00430
QPS00440
QPS00450
QPS00460
QPS00470
QPS00480
QPS00490
QPS00500
QPS00510
QPS00520
QPS00530
QPS00540
QPS00550
QPS00560
QPS00570
QPS00580
QPS00590
QPS00600

```

```

CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC

```

```

C      INTEGER R,ANS2,TYPE2,IN,RMAX,REP,FLAG,IND2P1
C      DOUBLE PRECISION BAUD,BITS,FREQ,IPHAS,AMP,TIME,MT1,MT2,
C      *STEP,PI,OMEGA,DELTA,NBAUD,BAUDD,
C      *DSEED,MAXY,MINY,INT,MT
C      DOUBLE PRECISION ARRAY(1024,2),SUMX(513),SUMXSQ(513),SUMX3(513),
C      *SUMX4(513)
C      COMMON ARRAY,SUMX,SUMXSQ,SUMX3,SUMX4
C      COMPLEX*16 X(513)
C      INTEGER IWK(10)
C      *** VARIABLE INITIALIZATION ***
C      R=1
C      TIME=0. DO
C      STEP=1. DO/(2. DO*(FREQ+BAUD))
C      PI=3.141592653589793D0
C      OMEGA=2. DO*PI*FREQ
C      DELTA=IPHAS*PI/180. DO
C      NBAUD=1. DO
C      BAUD=1. DO/BAUD
C      MAXY=0. DO
C      IND2P1=IN/2+1
C      *** DO THE MODULATION AND ASSIGN THE VALUES TO ARRAY***
C      CALL STREAM (DSEED,ANS2,TYPE2,MT)
C      MT1=MT
C      CALL STREAM (DSEED,ANS2,TYPE2,MT)
C      MT2=MT
C      DO 10 I=1,IN
C      *      ARRAY(R,1)=AMP*MT1*DCOS((OMEGA*TIME)+DELTA)+
C      *      AMP*MT2*DSIN((OMEGA*TIME)+DELTA)
C      *      ARRAY(R,2)=TIME
C      *      IF (ARRAY(R,1).GT. MAXY) THEN
C      *      *      MAXY=ARRAY(R,1)
C      *      END IF
C      *      R=R+1
C      *      TIME=TIME+STEP
C      *      IF (TIME.GT. NBAUD*BAUDD) THEN
C      *      *      CALL STREAM (DSEED,ANS2,TYPE2,MT)
C      *      *      MT1=MT
C      *      *      CALL STREAM (DSEED,ANS2,TYPE2,MT)
C      *      *      MT2=MT
C      *      *      NBAUD=NBAUD+1. DO
OPS00610
OPS00620
OPS00630
OPS00640
OPS00650
OPS00660
OPS00670
OPS00680
OPS00690
OPS00700
OPS00710
OPS00720
OPS00730
OPS00740
OPS00750
OPS00760
OPS00770
OPS00780
OPS00790
OPS00800
OPS00810
OPS00820
OPS00830
OPS00840
OPS00850
OPS00860
OPS00870
OPS00880
OPS00890
OPS00900
OPS00910
OPS00920
OPS00930
OPS00940
OPS00950
OPS00960
OPS00970
OPS00980
OPS00990
OPS01000
OPS01010
OPS01020
OPS01030
OPS01040
OPS01050
OPS01060
OPS01070
OPS01080
OPS01090
OPS01100

```

OPS01110
 OPS01120
 OPS01130
 OPS01140
 OPS01150
 OPS01160
 OPS01170
 OPS01180
 OPS01190
 OPS01200
 OPS01210
 OPS01220
 OPS01230
 OPS01240
 OPS01250
 OPS01260
 OPS01270
 OPS01280
 OPS01290
 OPS01300
 OPS01310
 OPS01320
 OPS01330
 OPS01340
 OPS01350
 OPS01360
 OPS01370
 OPS01380
 OPS01390
 OPS01400
 OPS01410
 OPS01420
 OPS01430
 OPS01440
 OPS01450
 OPS01460
 OPS01470
 OPS01480
 OPS01490
 OPS01500
 OPS01510
 OPS01520
 OPS01530
 OPS01540
 OPS01550
 OPS01560
 OPS01570
 OPS01580
 OPS01590
 OPS01600

```

10      END IF
      CONTINUE
      *** PLOT THE TIME SERIES IF DESIRED ***
      IF (REP.EQ.1) THEN
        MINY=-MAXY
        CALL PLOT(MAXY,MINY,STEP,IN)
      END IF
      *** GENERATE THE FFT ***
      CALL FFTFC(ARRAY(1,1),IN,X,IWK)
      *** CALCULATE THE AMPLITUDE SPECTRUM OF THE FUNCTION ***
      *** FIND THE NUMBER AND VALUE OF THE PRINCIPLE HARMONIC ***
      N=0.DO
      K=1
      MAXY=0.DO
      DO 20 I=1,IND2P1
        ARRAY(R,1)=CDABS(Y(R))
        ARRAY(R,2)=N/STEP
        IF(ARRAY(R,1).GT.MAXY) THEN
          MAXY=ARRAY(R,1)
          RMAX=R-1
        END IF
        R=R+1
        N=N+1.DO
      CONTINUE
      *** DISPLAY INFO IF THE FIRST TIME THROUGH THE SUBPROGRAM ***
      IF (REP.EQ.1) THEN
        WRITE(10,30)RMAX
        FORMAT(15,' THE FFT HAS BEEN GENERATED! THE PRINCIPLE HARMONIC',
        *,' IS THE',I5,' HARMONIC. THE NEXT PLOT TO BE PRODUCED WILL',
        *,' BE THE AMPLITUDE SPECTRUM. ENTER A 1 IF YOU ARE READY TO',
        *,' CONTINUE WITH THE PROGRAM.'//',:')
        READ(5,*)L
      IF (L.NE.1) THEN
        CALL FRTCMS('CLRS CRN ')
        WRITE(10,40)
        FORMAT(10,'ERROR',/)
        GO TO 29
      END IF
20
30
40
  
```

QPS01610
QPS01620
QPS01630
QPS01640
QPS01650
QPS01660
QPS01670
QPS01680
QPS01690
QPS01700
QPS01710
QPS01720
QPS01730
QPS01740
QPS01750
QPS01760
QPS01770
QPS01780
QPS01790

```
C .  
C .  
C .  
C .  
C  
C  
C C  
C
```

```
END IF  
*** ALLOW FOR THE PLOT OF THE AMPLITUDE SPECTRUM OF THE FFT ***  
IF (REP.EQ.1) THEN  
  MINY=0. DO  
  INT=1. DO/STEP  
  CALL PLOT(MAXY,MINY,INT,IND2P1)  
END IF  
*** ADD THE VALUES OF THE FFT TO THE ACCUMULATED STATISTICS ***  
FLAG=0  
CALL STATS(IN,REP,FLAG)  
RETURN  
END
```

00P00110
 00P00120
 00P00130
 00P00140
 00P00150
 00P00160
 00P00170
 00P00180
 00P00190
 00P00200
 00P00210
 00P00220
 00P00230
 00P00240
 00P00250
 00P00260
 00P00270
 00P00280
 00P00290
 00P00300
 00P00310
 00P00320
 00P00330
 00P00340
 00P00350
 00P00360
 00P00370
 00P00380
 00P00390
 00P00400
 00P00410
 00P00420
 00P00430
 00P00440
 00P00450
 00P00460
 00P00470
 00P00480
 00P00490
 00P00500
 00P00510
 00P00520
 00P00530
 00P00540
 00P00550
 00P00560
 00P00570
 00P00580
 00P00590
 00P00600

```

SUBROUTINE OQPSK(TYPE2, BAUD, BITS, FREQ, IPHAS, AMP,
*ANS2, DSEED, IN, REP)
*** PURPOSE ***
THIS SUBROUTINE MODULATES THE CARRIER USING OFFSET QUADRATURE
PHASE SHIFT KEYING AS THE MODULATION TECHNIQUE.
*** PARAMETER DEFINITIONS ***
TYPE2= INDICATES LOGIC TYPE TO BE EMPLOYED
BAUD= SYMBOL RATE OR BAUD RATE
BITS= NUMBER OF BITS IN EACH BINARY CODE WORD
FREQ= CARRIER FREQUENCY
IPHAS= INITIAL PHASE ANGLE IN DEGREES
AMP= AMPLITUDE
ANS2= INTEGER VARIABLE TO BE PASSED TO STREAM
DSEED= DOUBLE PRECISION SEED FOR RANDOM NUMBER GENERATOR
IN= NUMBER OF POSITIONS IN ARRAY TO BE UTILIZED
REP= AN INTEGER EQUAL TO THE NUMBER OF THE REPETITION OF
THE CALL THE THIS SUBROUTINE
*** VARIABLE DEFINITIONS ***
AKRAY= A DOUBLE PRECISION ARRAY FOR PASSING THE BINARY
DIGITS AND STORING THE VALUE OF THE TIME FUNCTION
R= AN INTEGER USED TO REPRESENT THE ROW OF ARRAY
TIME= TIME VARIABLE
MT= VALUE OF BINARY DIGIT PASSED FROM SUBPROGRAM STREAM
MT1= VALUE OF IN-PHASE BINARY DIGIT
MT2= VALUE OF QUADRATURE BINARY DIGIT
STEP= INTERVAL AT WHICH THE SIGNAL IS REPRODUCED
PI= NUMERICAL CONSTANT
OMEGA= CARRIER ANGULAR FREQUENCY
DELTA= INITIAL PHASE OFFSET IN RADIAN
NBAUD1= A COUNT OF THE NUMBER OF BAUDS MODULATED IN-PHASE
NBAUD2= A COUNT OF THE NUMBER OF BAUDS MODULATED QUADRATURE
X= COMPLEX ARRAY TO RECEIVE THE FFT OF THE TIME SERIES
IWK= INTEGER WORKING ARRAY USED BY FUNCTION FFTRC
MXY= MAXIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
MINT= MINIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
KMAX= INTERVAL BETWEEN POINTS ON THE ORDINATE
FLAG= VALUE OF THE PRINCIPLE HARMONIC
INDP1= AN INTEGER WHICH CONTROL ENTRANCE AND EXIT FROM
SUBPROGRAM STAYS
LENGTH OF ARRAY DIVIDED BY 2 + 1
*** VARIABLE DECLARATIONS ***

```

CC

```

C      INTEGER R,ANS2,TYPE2,IN,EMAX,REP,FLAG,IND2P1
      DOUBLE PRECISION BAUD,BITS,FREQ,IPHAS,AMP,TIME,MT1,MT2,
      *STEP,PI,OMEGA,DELTA,BAUDD,NBAUD1,NBAUD2,
      *DSEED,MAXY,MINY,INT,MT
C      DOUBLE PRECISION ARRAY(1024,2),SUMX(513),SUMXSQ(513),SUMX3(513),
      *SUMX4(513)
C      COMMON ARRAY,SUMX,SUMXSQ,SUMX3,SUMX4
C      COMPLEX*16 X(513)
C      INTEGER INK(10)
C      ** VARIABLE INITIALIZATION ***
C      R=1
C      STEP=1.DO/12.DO*(FREQ+BAUD)
C      PI=3.141592653589793DO
C      OMEGA=2.DO*PI*FREQ
C      DELTA=IPHAS*PI/180.DO
C      NBAUD1=1.DO
C      NBAUD2=1.DO
C      BAUDD=1.DO/BAUD
C      TIME=.5DO*BAUDD
C      MAXY=0.DO
C      IND2P1=IN/2+1
C      ** DO THE MODULATION AND ASSIGN THE VALUES TO ARRAY ***
C      CALL STREAM(DSEED,ANS2,TYPE2,MT)
C      MT1=MT
C      CALL STREAM(DSEED,ANS2,TYPE2,MT)
C      MT2=MT
C      DO 10 I=1,IN
      *      ARRAY(R,1)=AMP*MT1*DCOS((OMEGA*TIME)+DELTA)+
      *      AMP*MT2*DSIN((OMEGA*TIME)+DELTA)
      *      ARRAY(R,2)=TIME
      *      IF(ARRAY(R,1).GT.MAXY) THEN
      *          END IF
      *          R=R+1
      *          TIME=TIME+STEP
      *          IF(TIME.GT.NBAUD1*BAUDD) THEN
      *              CALL STREAM(DSEED,ANS2,TYPE2,MT)
      *              MT1=MT
      *              NBAUD1=NBAUD1+1.DO
      *          END IF
C      END IF
      OQP00610
      OQP00620
      OQP00630
      OQP00640
      OQP00650
      OQP00660
      OQP00670
      OQP00680
      OQP00690
      OQP00700
      OQP00710
      OQP00720
      OQP00730
      OQP00740
      OQP00750
      OQP00760
      OQP00770
      OQP00780
      OQP00790
      OQP00800
      OQP00810
      OQP00820
      OQP00830
      OQP00840
      OQP00850
      OQP00860
      OQP00870
      OQP00880
      OQP00890
      OQP00900
      OQP00910
      OQP00920
      OQP00930
      OQP00940
      OQP00950
      OQP00960
      OQP00970
      OQP00980
      OQP00990
      OQP01000
      OQP01010
      OQP01020
      OQP01030
      OQP01040
      OQP01050
      OQP01060
      OQP01070
      OQP01080
      OQP01090
      OQP01100

```



```

C      10      IF (TIME.GT. (NBAUD2*BAUDD) + (BAUDD/2.DO)) THEN
C      11      CALL STREAM(DSEED,ANS2,TYPE2,MT)
C      12      MT2=MT
C      13      NBAUD2=NBAUD2+1.DO
C      14      END IF
C      15      CONTINUE
C      16      *** PLOT THE TIME SERIES IF DESIRED ***
C      17      IF (REP.EQ.1) THEN
C      18      MINY=-MAXY
C      19      CALL PLOT(MAXY,MINY,STEP,IN)
C      20      END IF
C      21      *** GENERATE THE FFT ***
C      22      CALL FFTRC (ARRAY(1,1),IN,X,IWK)
C      23      *** CALCULATE THE AMPLITUDE SPECTRUM OF THE FUNCTION ***
C      24      *** FIND THE NUMBER AND VALUE OF THE PRINCIPLE HARMONIC ***
C      25      N=0.DO
C      26      R=1
C      27      MAXY=0.DO
C      28      DO 20 I=1,IND2P1
C      29      ARRAY(R,1)=CDABS(X(R))
C      30      ARRAY(R,2)=N/STEP
C      31      IF (ARRAY(R,1).GT.MAXY) THEN
C      32      MAXY=ARRAY(R,1)
C      33      RMAX=X-R-1
C      34      END IF
C      35      R=R+1
C      36      N=N+1.DO
C      37      CONTINUE
C      38      *** DISPLAY INFO IF THE FIRST TIME THROUGH THE SUBPROGRAM ***
C      39      IF (REP.EQ.1) THEN
C      40      WRITE(10,30)RMAX
C      41      FORMAT(15,' THE FFT HAS BEEN GENERATED! THE PRINCIPLE HARMONIC',
C      42      *,' IS THE',15,' HARMONIC. THE NEXT PLOT TO BE PRODUCED WILL',
C      43      *,' BE THE AMPLITUDE SPECTRUM. ENTER A 1 IF YOU ARE READY TO',
C      44      *,' CONTINUE WITH THE PROGRAM.',//,' :')
C      45      READ(5,*)L
C      46      IF (L.NE.1) THEN
00P011110
00P011120
00P011130
00P011140
00P011150
00P011160
00P011170
00P011180
00P011190
00P011200
00P011210
00P011220
00P011230
00P011240
00P011250
00P011260
00P011270
00P011280
00P011290
00P011300
00P011310
00P011320
00P011330
00P011340
00P011350
00P011360
00P011370
00P011380
00P011390
00P011400
00P011410
00P011420
00P011430
00P011440
00P011450
00P011460
00P011470
00P011480
00P011490
00P011500
00P011510
00P011520
00P011530
00P011540
00P011550
00P011560
00P011570
00P011580
00P011590
00P011600

```

```

C      CALL FRICMS('CLRSCRN ')
+0     WRITE(10,40)
C      FORMAT(' ERROR ',/)
C      GO TO 29
C      END IF
C      END IF
C      *** ALLOW FOR THE PLOT OF THE AMPLITUDE SPECTRUM OF THE FFT ***
C      IF (REP.EQ.1) THEN
C          MINY=0.00
C          INT=1.00/STEP
C          CALL PLOT(MAXY,MINY,INT,IND2P1)
C      END IF
C      *** ADD THE VALUES OF THE FFT TO THE ACCUMULATED STATISTICS ***
C      FLAG=0
C      CALL STATS(IN,REP,FLAG)
C      RETURN
C      END

```

```

OOP 01610
OOP 01620
OOP 01630
OOP 01640
OOP 01650
OOP 01660
OOP 01670
OOP 01680
OOP 01690
OOP 01700
OOP 01710
OOP 01720
OOP 01730
OOP 01740
OOP 01750
OOP 01760
OOP 01770
OOP 01780
OOP 01790
OOP 01800
OOP 01810
OOP 01820
OOP 01830
OOP 01840

```

MPS00110
MPS00120
MPS00130
MPS00140
MPS00150
MPS00160
MPS00170
MPS00180
MPS00190
MPS00200
MPS00210
MPS00220
MPS00230
MPS00240
MPS00250
MPS00260
MPS00270
MPS00280
MPS00290
MPS00300
MPS00310
MPS00320
MPS00330
MPS00340
MPS00350
MPS00360
MPS00370
MPS00380
MPS00390
MPS00400
MPS00410
MPS00420
MPS00430
MPS00440
MPS00450
MPS00460
MPS00470
MPS00480
MPS00490
MPS00500
MPS00510
MPS00520
MPS00530
MPS00540
MPS00550
MPS00560
MPS00570
MPS00580
MPS00600

SUBROUTINE MFPSK (TYPE2, BAUD, BITS, FREQ, IPHAS, AMP, ANS2,
*DSEED, IN, REP)

*** PURPOSE ***
THIS SUBROUTINE MODULATES THE CARRIER USING M-ARY PHASE SHIFT
KEYING AS THE MODULATION TECHNIQUE.

*** PARAMETER DEFINITIONS ***
TYPE2= INDICATES LOGIC TYPE TO BE EMPLOYED
BAUD= SYMBOL RATE OR BAUD RATE
BITS= NUMBER OF BITS IN EACH BINARY CODE WORD
FREQ= CARRIER FREQUENCY
IPHAS= INITIAL PHASE ANGLE IN DEGREES
AMP= AMPLITUDE
ANS2= INTEGER VARIABLE TO BE PASSED TO STREAM GENERATOR
DSEED= DOUBLE PRECISION SEED FOR RANDOM NUMBER
IN= NUMBER OF POSITIONS IN ARRAY TO BE UTILIZED
REP= AN INTEGER EQUAL TO THE NUMBER OF THE REPETITION OF
THE CALL THE THIS SUBROUTINE

*** VARIABLE DEFINITIONS ***
ARRAY= A DOUBLE PRECISION ARRAY FOR PASSING THE BINARY
DIGITS AND STORING THE VALUE OF THE TIME FUNCTION
AND THE FFT USED TO REPRESENT THE ROW OF ARRAY
K= TIME VARIABLE
TIME= TIME VARIABLE
MT= VALUE OF THE BINARY DIGIT
STEP= INTERVAL AT WHICH THE SIGNAL IS REPRODUCED
PI= NUMERICAL CONSTANT
OMEGA= CARRIER ANGULAR FREQUENCY
DELTA= INITIAL PHASE OFFSET IN RADIANS
NBAUD= A COUNT OF THE NUMBER OF BAUDS MODULATED
BAUDD= BAUD DURATION
Y= COMPLEX ARRAY TO RECEIVE THE FFT OF THE TIME SERIES
IWK= INTEGER WORKING ARRAY USED BY FUNCTION FFTRC
MAY= MAXIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
MINT= MINIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
KMAX= INTERVAL BETWEEN POINTS ON THE ORDINATE
K= VALUE OF THE PRINCIPLE HARMONIC
KM1= INTEGER VALUE OF THE NUMBER OF BITS IN A BINARY WORD
NM= INTEGER OF POSSIBLE BINARY CODE WORDS = 2**K
ND2= N DIVIDED BY 2
SUM1= VARIABLE USED TO HOLD THE DECIMAL EQUIVALENT TO A
BINARY CODE WORD OF LENGTH K
SUM2= VARIABLE USED TO HOLD THE DECIMAL CONVERSION OF SUM1
J= INTEGER USED TO INDEY A LOOP

CC

```

C     FLAG=      AN INTEGER WHICH CONTROL ENTRANCE AND EXIT FROM
C     IND2P1=    SUBPROGRAM STATUS
C           LENGTH OF ARRAY DIVIDED BY 2 + 1
C
C     *** VARIABLE DECLARATIONS ***
C     INTEGER R,ANS2,TYPE2,IN,RMAX,K,KM1,J,REP,FLAG,IND2P1
C     DOUBLE PRECISION BAUD,BITS,FREQ,IPHAS,AMP,TIME,MT,
C     *STEP,PI,OMEGA,DELTA,NBAUD,BAUDD
C     *DSEED,MAXY,MINY,INT,N,ND2,SUM1,SUM2
C     DOUBLE PRECISION ARRAY(1024,2),SUMX(513),SUMXSQ(513),SUMX3(513),
C     *SUMX4(513)
C     COMMON ARRAY,SUMX,SUMXSQ,SUMX3,SUMX4
C
C     COMPLEX*16 X(513)
C
C     INTEGER IWK(10)
C
C     *** VARIABLE INITIALIZATION ***
C     R=1
C     TIME=0. DO
C     STEP=1. DO/(2. DO*(FREQ+BAUD))
C     PI=3.141592653589793 DO
C     OMEGA=2. DO*PI*FREQ
C     DELTA=IPHAS*PI/180. DO
C     NBAUD=1. DO
C     BAUDD=1. DO/BAUD
C     K=BITS
C     N=2. DO**K
C     MAXY=0. DO
C     IND2P1=IN/2+1
C
C     IF(R.LE.IN) THEN
C
C     *** CONVERT A STREAM OF K BITS TO A SINGLE REPRESENTATIVE BINARY
C     VARIABLE IN DECIMAL FORM ***
C
C     SUM1=0. DO
C     KM1=K-1
C     DO 10 I=1,K
C       STREAM(DSEED,ANS2,TYPE2,MT)
C       CALL TYPE2.EQ.1.AND.MT.EQ.-1.DO THEN
C         MT=0. DO
C       ELSE IF(TYPE2.EQ.3.AND.MT.EQ.-1.DO) THEN
C         MT=1. DO
C       END IF
C     SUM1=SUM M1+(MT*(10. DO**KM1))

```

```

MPS00610
MPS00620
MPS00630
MPS00640
MPS00650
MPS00660
MPS00670
MPS00680
MPS00690
MPS00700
MPS00710
MPS00720
MPS00730
MPS00740
MPS00750
MPS00760
MPS00770
MPS00780
MPS00790
MPS00800
MPS00810
MPS00820
MPS00830
MPS00840
MPS00850
MPS00860
MPS00870
MPS00880
MPS00890
MPS00900
MPS00910
MPS00920
MPS00930
MPS00940
MPS00950
MPS00960
MPS00970
MPS00980
MPS00990
MPS01000
MPS01010
MPS01020
MPS01030
MPS01040
MPS01050
MPS01060
MPS01070
MPS01080
MPS01090
MPS01100

```

MPS 01110
MPS 01120
MPS 01130
MPS 01140
MPS 01150
MPS 01160
MPS 01170
MPS 01180
MPS 01190
MPS 01200
MPS 01210
MPS 01220
MPS 01230
MPS 01240
MPS 01250
MPS 01260
MPS 01270
MPS 01280
MPS 01290
MPS 01300
MPS 01310
MPS 01320
MPS 01330
MPS 01340
MPS 01350
MPS 01360
MPS 01370
MPS 01380
MPS 01390
MPS 01400
MPS 01410
MPS 01420
MPS 01430
MPS 01440
MPS 01450
MPS 01460
MPS 01470
MPS 01480
MPS 01490
MPS 01500
MPS 01510
MPS 01520
MPS 01530
MPS 01540
MPS 01550
MPS 01560
MPS 01570
MPS 01580
MPS 01590
MPS 01600

```

10      KM1=KM1-1
      CONTINUE
      *** CONVERT THE REPRESENTATIVE BINARY VARIABLE TO ITS DECIMAL
      EQUIVALENT ***
      SUM2=0, DO
      KM1=K-1
      ND2=N/2, DO
      DO 20 I=1, K
      IF (SUM1/10, DO**KM1, GE, 1, DO) THEN
      SUM2=SUM2+ND2
      SUM1=SUM1-10, DO**KM1
      ND2=ND2/2, DO
      KM1=KM1-1
      ELSE
      ND2=ND2/2, DO
      KM1=KM1-1
      END IF
      CONTINUE
      *** DO THE MODULATION AND ASSIGN TO ARRAY ***
      J=R
      DO 30 I=J, IN
      ARRAY(R, 1) = AMP*DCOS((OMEGA*TIME)+
      ((SUM2*2, DO*PI)/N) + DELTA)
      ARRAY(R, 2) = TIME
      IF (ARRAY(R, 1) .GT. MAXY) THEN
      MAXY=ARRAY(R, 1)
      END IF
      R=R+1
      TIME=TIME+STEP
      IF (TIME.GT. N*BAUD*BAUDD) THEN
      NBAUD=N*BAUD+1, DO
      GO TO 9
      END IF
      CONTINUE
      END IF
      *** PLOT THE TIME SERIES IF DESIRED ***
      IF (REP.EQ.1) THEN
      MINY=-MAXY
      CALL PLOT(MAXY, MINY, STEP, IN)
      END IF
      *** GENERATE THE FFT ***

```

MPS01610
MPS01620
MPS01630
MPS01640
MPS01650
MPS01660
MPS01670
MPS01680
MPS01690
MPS01700
MPS01710
MPS01720
MPS01730
MPS01740
MPS01750
MPS01760
MPS01770
MPS01780
MPS01790
MPS01800
MPS01810
MPS01820
MPS01830
MPS01840
MPS01850
MPS01860
MPS01870
MPS01880
MPS01890
MPS01900
MPS01910
MPS01920
MPS01930
MPS01940
MPS01950
MPS01960
MPS01970
MPS01980
MPS01990
MPS02000
MPS02010
MPS02020
MPS02030
MPS02040
MPS02050
MPS02060
MPS02070
MPS02080
MPS02090
MPS02100

```

CALL FFTRC(ARRAY(1,1),IN,X,IWK)
*** CALCULATE THE AMPLITUDE SPECTRUM OF THE FUNCTION ***
*** FIND THE NUMBER AND VALUE OF THE PRINCIPLE HARMONIC ***
N=0.00
R=1
MAXY=0.00
DO 40 I=1,IND2P1
  ARRAY(R,1)=CDABS(X(R))
  IF(ARRAY(R,1).GT.MAXY) THEN
    MAXY=ARRAY(R,1)
    RMAX=R-1
  END IF
  R=R+1
  N=N+1.00
CONTINUE
*** DISPLAY INFO IF THE FIRST TIME THROUGH THE SUBPROGRAM ***
IF(REP.EQ.1) THEN
  WRITE(10,50) RMAX
  FORMAT(15,' HARMONIC. THE PRINCIPLE HARMONIC',
  * IS THE AMPLITUDE SPECTRUM. ENTER A 1 IF YOU ARE READY TO',
  * BE THE AMPLITUDE SPECTRUM. ENTER A 1 IF YOU ARE READY TO',
  * CONTINUE WITH THE PROGRAM.'//',:')
  READ(5,*) L
  IF(L.NE.1) THEN
    CALL FRTCMS('CLRSCRN ')
    WRITE(10,60)
    FORMAT(' ERROR',/)
    GO TO 49
  END IF
  END IF
  *** ALLOW FOR THE PLOT OF THE AMPLITUDE SPECTRUM OF THE FFT ***
  IF(REP.EQ.1) THEN
    MINY=0.00
    INT=1.00/STEP
    CALL PLOT(MAXY,MINY,INT,IND2P1)
  END IF
  *** ADD THE VALUES OF THE FFT TO THE ACCUMULATED STATISTICS ***

```

C
C
C
C

40
C
C
C

49
50

C
C
C
60

C
C
C
C

C
C
C

MPS02110
MPS02120
MPS02130
MPS02140
MPS02150
MPS02160

FLAG=0
CALL STATS(IN,REP,FLAG)
RETURN
END

C

C

SUBROUTINE MASK (TYPE2,BAUD,BITS,FREQ,IPHAS,AMP,ANS2,
*DSEED,IN,REP)

*** PURPOSE ***

THIS SUBROUTINE MODULATES THE CARRIER USING M-ARY AMPLITUDE SHIFT
KEYING AS THE MODULATION TECHNIQUE.

*** PARAMETER DEFINITIONS ***

TYPE2= INDICATES LOGIC TYPE TO BE EMPLOYED
BAUD= SYMBOL RATE OR BAUD RATE
BITS= NUMBER OF BITS IN EACH BINARY CODE WORD
FREQ= CARRIER FREQUENCY
IPHAS= INITIAL PHASE ANGLE IN DEGREES
AMP= AMPLITUDE
ANS2= INTEGER VARIABLE TO BE PASSED TO STREAM GENERATOR
DSEED= DOUBLE PRECISION SEED FOR RANDOM NUMBER GENERATOR
IN= NUMBER OF POSITIONS IN ARRAY TO BE UTILIZED
FLAG= AN INTEGER WHICH CONTROL ENTRANCE AND EXIT FROM

*** VARIABLE DEFINITIONS ***

ARRAY= A DOUBLE PRECISION ARRAY FOR PASSING THE BINARY
DIGITS AND STORING THE VALUE OF THE TIME FUNCTION
AND THE FFT
R= AN INTEGER USED TO REPRESENT THE ROW OF ARRAY
TIME= TIME VARIABLE
NT= VALUE OF THE BINARY DIGIT
STEP= INTERVAL AT WHICH THE SIGNAL IS REPRODUCED
PI= NUMERICAL CONSTANT
OMEGA= CARRIER ANGULAR FREQUENCY
DELTA= INITIAL PHASE OFFSET IN RADIAN
NBAUD= A COUNT OF THE NUMBER OF BAUDS MODULATED
BAUDD= BAUD DURATION
X= COMPLEX ARRAY TO RECEIVE THE FFT OF THE TIME SERIES
IWK= INTEGER WORKING ARRAY USED BY FUNCTION FFTRC
MAY= MAXIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
MINY= MINIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
INT= INTERVAL BETWEEN POINTS ON THE ORDINATE
RMAX= VALUE OF THE PRINCIPLE HARMONIC
K= INTEGER VALUE OF THE NUMBER OF BITS IN A BINARY WORD
KM1= INTEGER VALUE OF K MINUS 1
N= NUMBER OF POSSIBLE BINARY CODE WORDS = 2**K
ND2= N DIVIDED BY 2
SUM1= VARIABLE USED TO HOLD THE DECIMAL EQUIVALENT TO A
BINARY CODE WORD OF LENGTH K
SUM2= VARIABLE USED TO HOLD THE DECIMAL CONVERSION OF SUM1
J= INTEGER USED TO INDEX A LOOP

MAS00110
MAS00120
MAS00130
MAS00140
MAS00150
MAS00160
MAS00170
MAS00180
MAS00190
MAS00200
MAS00210
MAS00220
MAS00230
MAS00240
MAS00250
MAS00260
MAS00270
MAS00280
MAS00290
MAS00300
MAS00310
MAS00320
MAS00330
MAS00340
MAS00350
MAS00360
MAS00370
MAS00380
MAS00390
MAS00400
MAS00410
MAS00420
MAS00430
MAS00440
MAS00450
MAS00460
MAS00470
MAS00480
MAS00490
MAS00500
MAS00510
MAS00520
MAS00530
MAS00540
MAS00550
MAS00560
MAS00570
MAS00580
MAS00590
MAS00600

CC

MAS00610
 MAS00620
 MAS00630
 MAS00640
 MAS00650
 MAS00660
 MAS00670
 MAS00680
 MAS00690
 MAS00700
 MAS00710
 MAS00720
 MAS00730
 MAS00740
 MAS00750
 MAS00760
 MAS00770
 MAS00780
 MAS00790
 MAS00800
 MAS00810
 MAS00820
 MAS00830
 MAS00840
 MAS00850
 MAS00860
 MAS00870
 MAS00880
 MAS00890
 MAS00900
 MAS00910
 MAS00920
 MAS00930
 MAS00940
 MAS00950
 MAS00960
 MAS00970
 MAS00980
 MAS00990
 MAS01000
 MAS01010
 MAS01020
 MAS01030
 MAS01040
 MAS01050
 MAS01060
 MAS01070
 MAS01080
 MAS01090
 MAS01100

```

AMP1=      PORTION OF AMP USED TO MODULATE THE CARRIER DURING
REP=      ANY RESPECTIVE BAUD DURATION
          AN INTEGER EQUAL TO THE NUMBER OF THE REPETITION OF
          SUBPROGRAM STATS
IND2P1=    LENGTH OF ARRAY DIVIDED BY 2 + 1

** VARIABLE DECLARATIONS ***
INTEGER R,ANS2,TYPE2,IN,RMAX,K,KM1,J,REP,FLAG,IND2P1
DOUBLE PRECISION BAUD,BITS,FREQ,IPHAS,AMP,TIME,MT,
*STEP,PI,OMEGA,DELTA,NBAUD,BAUDD,
*DSEED,MAXY,MINY,INT,N,ND2,SUM1,SUM2,AMP1
DCBLE PRECISION ARRAY(1024,2),SUMX(513),SUMXSQ(513),SUMX3(513),
*SUMX4(513)
COMMON ARRAY,SUMX,SUMXSQ,SUMX3,SUMX4
COMPLEX*16 X(513)
INTEGER INK(10)

** VARIABLE INITIALIZATION ***
R=1
TIME=0.00
STEP=1.00/(2.00*(FREQ+BAUD))
PI=3.1415926535897930
OMEGA=2.00*PI*FREQ
DELTA=IPHAS*PI/180.00
NBAUD=1.00
BAUDD=1.00/BAUD
K=BITS
N=2.00**K
MAXY=0.00
IND2P1=IN/2+1
IF (R.LE.IN) THEN
** CONVERT A STREAM OF K BITS TO A SINGLE REPRESENTATIVE BINARY
VARIABLE IN DECIMAL FORM ***
SUM1=0.00
KM1=K-1
DO 10 I=1,K
  CALL STREAM(DSEED,ANS2,TYPE2,MT)
  IF (TYPE2.EQ.1.AND.MT.EQ.-1.00) THEN
    MT=0.00
  ELSE IF (TYPE2.EQ.3.AND.MT.EQ.-1.00) THEN
    MT=1.00
  END IF
10 CONTINUE

```

MAS01110
 MAS01120
 MAS01130
 MAS01140
 MAS01150
 MAS01160
 MAS01170
 MAS01180
 MAS01190
 MAS01200
 MAS01210
 MAS01220
 MAS01230
 MAS01240
 MAS01250
 MAS01260
 MAS01270
 MAS01280
 MAS01290
 MAS01300
 MAS01310
 MAS01320
 MAS01330
 MAS01340
 MAS01350
 MAS01360
 MAS01370
 MAS01380
 MAS01390
 MAS01400
 MAS01410
 MAS01420
 MAS01430
 MAS01440
 MAS01450
 MAS01460
 MAS01470
 MAS01480
 MAS01490
 MAS01500
 MAS01510
 MAS01520
 MAS01530
 MAS01540
 MAS01550
 MAS01560
 MAS01570
 MAS01580
 MAS01590
 MAS01600

```

END IF
SUM1=SUM1+(MT*(10.DO**KM1))
KM1=KM1-1
CONTINUE

*** CONVERT THE REPRESENTATIVE BINARY VARIABLE TO ITS DECIMAL
EQUIVALENT ***
SUM2=0.DO
KM1=K-1
ND2=N/2.DO
DO 20 I=1,K
  IF(SUM1/10.DO**KM1-GE.-1.DO) THEN
    SUM2=SUM2+ND2
    SUM1=SUM1-10.DO**KM1
    ND2=ND2/2.DO
    KM1=KM1-1
  ELSE
    ND2=ND2/2.DO
    KM1=KM1-1
  END IF
END IF
CONTINUE

*** DO THE MODULATION AND ASSIGN TO ARRAY ***
SUM2=SUM2+1.DO
AMP1=AMP/SUM2
J=R
DO 30 I=J,IN
  ARRAY(R,1)=AMP1*DCOS((OMEGA*TIME)+DELTA)
  ARRAY(R,2)=TIME
  IF(ARRAY(R,1).GT.MAXY) THEN
    MAXY=ARRAY(R,1)
  END IF
  R=R+1
  TIME=TIME+STEP
  IF(TIME.GT.NBAUD*NBAUD) THEN
    NBAUD=NBAUD+1.DO
    GO TO 9
  END IF
END IF
CONTINUE

END IF

*** PLOT THE TIME SERIES IF DESIRED ***
IF(REP.EQ.1) THEN
  MINY=-MAXY
  CALL PLOT(MAXY,MINY,STEP,IN)
END IF

```

10
 C
 C
 C
 C

20
 C
 C
 C

30
 C
 C
 C
 C

```

MAS01610
MAS01620
MAS01630
MAS01640
MAS01650
MAS01660
MAS01670
MAS01680
MAS01690
MAS01700
MAS01710
MAS01720
MAS01730
MAS01740
MAS01750
MAS01760
MAS01770
MAS01780
MAS01790
MAS01800
MAS01810
MAS01820
MAS01830
MAS01840
MAS01850
MAS01860
MAS01870
MAS01880
MAS01890
MAS01900
MAS01910
MAS01920
MAS01930
MAS01940
MAS01950
MAS01960
MAS01970
MAS01980
MAS01990
MAS02000
MAS02010
MAS02020
MAS02030
MAS02040
MAS02050
MAS02060
MAS02070
MAS02080
MAS02090
MAS02100

```

```

C C C C C
*** GENERATE THE PFT ***
CALL FFTRC (ARRAY (1, 1), IN, X, IWK)
*** CALCULATE THE AMPLITUDE SPECTRUM OF THE FUNCTION ***
*** FIND THE NUMBER AND VALUE OF THE PRINCIPLE HARMONIC ***
N=0. DO
R=1
MAXY=0. DO
DO 40 I=1, IND2P1
ARRAY (R, 1) = CDABS (X (R))
ARRAY (R, 2) = N / STEP
IF (ARRAY (R, 1) - GT. MAXY) THEN
MAXY = ARRAY (R, 1)
RMAX = R - 1
END IF
R=R+1
N=N+1. DO
CONTINUE
40
C C C
*** DISPLAY INFO IF THE FIRST TIME THROUGH THE SUBPROGRAM ***
IF (REP.EQ.1) THEN
WRITE (10, 50) RMAX
FORMAT (' THE FFT HAS BEEN GENERATED! THE PRINCIPLE HARMONIC',
* ' IS THE', I5, ' HARMONIC. THE NEXT PLOT TO BE PRODUCED WILL',
* ' BE THE AMPLITUDE SPECTRUM. ENTER A 1 IF YOU ARE READY TO',
* ' CONTINUE WITH THE PROGRAM.', //, ':')
C C
READ (5, *) L
IF (L.NE. 1) THEN
CALL FRTCMS ('CLRSRN ')
WRITE (10, 60)
FORMAT (' ERROR', //)
GO TO 49
END IF
END IF
C C C
*** ALLOW FOR THE PLOT OF THE AMPLITUDE SPECTRUM OF THE FFT ***
IF (REP.EQ.1) THEN
MINY=0. DO
INT=1. DO / STEP
CALL PLCT (MAXY, MINY, INT, IND2P1)

```

MAS02110
MAS02120
MAS02130
MAS02140
MAS02150
MAS02160
MAS02170
MAS02180
MAS02190

END IF
*** ADD THE VALUES OF THE FFT TO THE ACCUMULATED STATISTICS ***
FLAG=0
CALL STATS(IN,REP,FLAG)
RETURN
END

C
C
C

QAS00110
QAS00120
QAS00130
QAS00140
QAS00150
QAS00160
QAS00170
QAS00180
QAS00190
QAS00200
QAS00210
QAS00220
QAS00230
QAS00240
QAS00250
QAS00260
QAS00270
QAS00280
QAS00290
QAS00300
QAS00310
QAS00320
QAS00330
QAS00340
QAS00350
QAS00360
QAS00370
QAS00380
QAS00390
QAS00400
QAS00410
QAS00420
QAS00430
QAS00440
QAS00450
QAS00460
QAS00470
QAS00480
QAS00490
QAS00500
QAS00510
QAS00520
QAS00530
QAS00540
QAS00550
QAS00560
QAS00570
QAS00580
QAS00590
QAS00600

SUBROUTINE QASK (TYPE2, BAUD, BITS, FREQ, IPHAS, AMP, ANS2,
*DSEED, IN, REP)

*** PURPOSE ***
THIS SUBROUTINE MODULATES THE CARRIER USING QUADRATURE AMPLITUDE
SHIFT KEYING AS THE MODULATION TECHNIQUE.

*** PARAMETER DEFINITIONS ***
INDICATES LOGIC TYPE TO BE EMPLOYED
SYMBOL RATE OR BAUD RATE
NUMBER OF BITS IN EACH BINARY CODE WORD
CARRIER FREQUENCY
INITIAL PHASE ANGLE IN DEGREES
AMPLITUDE
INTEGER VARIABLE TO BE PASSED TO STREAM
DOUBLE PRECISION SEED FOR RANDOM NUMBER GENERATOR
NUMBER OF POSITIONS IN ARRAY TO BE UTILIZED
THE CALL THE THIS SUBROUTINE
AN INTEGER WHICH CONTROL ENTRANCE AND EXIT FROM

*** VARIABLE DEFINITIONS ***
ARkAY= A DOUBLE PRECISION ARRAY FOR PASSING THE BINARY
DIGITS AND STORING THE VALUE OF THE TIME FUNCTION
AND THE FFT
AN INTEGER USED TO REPRESENT THE ROW OF ARRAY
TIME VARIABLE
VALUE OF THE BINARY DIGIT
INTERVAL AT WHICH THE SIGNAL IS REPRODUCED
NUMERICAL ANGLE CONSTANT
CARRIER ANGULAR FREQUENCY
INITIAL PHASE OFFSET IN RADIAN
A COUNT OF THE NUMBER OF BAUDS MODULATED
BAUD DURATION
COMPLETE ARRAY TO RECEIVE THE FFT OF THE TIME SERIES
INTEGER WORKING ARRAY USED BY FUNCTION FFTRC
MAXIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
MINIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
INTERVAL BETWEEN POINTS ON THE ORDINATE
VALUE OF THE PRINCIPLE HARMONIC
INTEGER VALUE OF K MINUS 1
INTEGER VALUE OF K
NUMBER OF POSSIBLE BINARY CODE WORDS = 2**K
N DIVIDED BY 2
VARIABLE USED TO HOLD THE DECIMAL EQUIVALENT TO A
BINARY CODE WORD OF LENGTH K
VARIABLE USED TO HOLD THE DECIMAL CONVERSION OF SUM1
INTEGER USED TO INDEX A LOOP

CC

```

C C C C C C C C C C C C C C C C C C C C C C C C
AMPA=          PORTION OF AMP USED TO MODULATE THE IN-PHASE
               COMPONENT OF THE CARRIER DURING ANY RESPECTIVE BAUD
AMPB=          PORTION OF AMP USED TO MODULATE THE QUADRATURE
               COMPONENT OF THE CARRIER DURING ANY RESPECTIVE BAUD
               MODULATION
SUM2A=         THE VALUE OF THE IN-PHASE CODE WORD
SUM2B=         THE VALUE OF THE QUADRATURE CODE WORD
REP=          AN INTEGER EQUAL TO THE NUMBER OF THE REPETITION OF
               SUBPROGRAM STATS
IND2P1=       LENGTH OF ARRAY DIVIDED BY 2 + 1

** VARIABLE DECLARATIONS ***
INTEGER R,ANS2,TYPE2,IN,RMAX,K,KM1,J,M,REP,FLAG,IND2P1
DOUBLE PRECISION BAUD,BITS,FREQ,IPHAS,AMP,TIME,MT,
*STEP,PI,OMEGA,DELTA,NBAUD,BAUDD
*DSEED,MXXY,MINY,INT,N,ND2,SUM1,SUM2,AMPA,AMPB,SUM2A,SUM2B
DOUBLE PRECISION ARRAY(1024,2),SUMX(513),SUMXSQ(513),SUMX3(513),
*SUMX4(513)
COMMON ARRAY,SUMX,SUMXSQ,SUMX3,SUMX4
COMPLEX*16 X(513)
INTEGER IWK(10)
** VARIABLE INITIALIZATION ***
R=1
TIME=0. DO
STEP=1. DO/2. DO*(FREQ+BAUD)
PI=3.141592653589793 DO
OMEGA=2. DO*PI*FREQ
DELTA=IPHAS*PI/180. DO
NBAUD=1. DO
BAUDD=1. DO/BAUD
K=BITS
M=2. DO**K
MXXY=0. DO
IND2P1=IN/2+1
IF (R.LE.IN) THEN
** CONVERT A STREAM OF K BITS TO A SINGLE REPRESENTATIVE BINARY
VARIABLE IN DECIMAL FORM-DO THIS TWICE, ONCE FOR THE IN-PHASE
CODE WORD AND ONCE FOR THE QUADRATURE CODE WORD ***
DO 10 M=1,2
OAS00610
OAS00620
OAS00630
OAS00640
OAS00650
OAS00660
OAS00670
OAS00680
OAS00690
OAS00700
OAS00710
OAS00720
OAS00730
OAS00740
OAS00750
OAS00760
OAS00770
OAS00780
OAS00790
OAS00800
OAS00810
OAS00820
OAS00830
OAS00840
OAS00850
OAS00860
OAS00870
OAS00880
OAS00890
OAS00900
OAS00910
OAS00920
OAS00930
OAS00940
OAS00950
OAS00960
OAS00970
OAS00980
OAS00990
OAS01000
OAS01010
OAS01020
OAS01030
OAS01040
OAS01050
OAS01060
OAS01070
OAS01080
OAS01090
OAS01100

```

QAS011110
 QAS011120
 QAS011130
 QAS011140
 QAS011150
 QAS011160
 QAS011170
 QAS011180
 QAS011190
 QAS011200
 QAS011210
 QAS011220
 QAS011230
 QAS011240
 QAS011250
 QAS011260
 QAS011270
 QAS011280
 QAS011290
 QAS011300
 QAS011310
 QAS011320
 QAS011330
 QAS011340
 QAS011350
 QAS011360
 QAS011370
 QAS011380
 QAS011390
 QAS011400
 QAS011410
 QAS011420
 QAS011430
 QAS011440
 QAS011450
 QAS011460
 QAS011470
 QAS011480
 QAS011490
 QAS011500
 QAS011510
 QAS011520
 QAS011530
 QAS011540
 QAS011550
 QAS011560
 QAS011570
 QAS011580
 QAS011590
 QAS011600

```

SUM1=0.D0
KM1=K-1
DO 10 I=1,K
  STREAM(DSEED,ANS2,TYPE2,MT)
  CALL TYPE2.EQ.-1.AND.MT.EQ.-1.D0) THEN
  MT=0.D0
  ELSE IF (TYPE2.EQ.3.AND.MT.EQ.-1.D0) THEN
  MT=1.D0
  END IF
  SUM1=SUM1+(MT*(10.D0**KM1))
  KM1=KM1-1
CONTINUE

*** CONVERT THE REPRESENTATIVE BINARY VARIABLE TO ITS DECIMAL
EQUIVALENT ***

SUM2=0.D0
KM1=K-1
ND2=N/2.D0
DO 20 I=1,K
  IF (SUM1/10.D0**KM1.GE.1.D0) THEN
  SUM2=SUM2+ND2
  SUM1=SUM1-10.D0**KM1
  ND2=ND2/2.D0
  KM1=KM1-1
  ELSE
  ND2=ND2/2.D0
  KM1=KM1-1
  END IF
CONTINUE

IF (M.EQ.1) THEN
  SUM2A=SUM2+1.D0
  ELSE IF (M.EQ.2) THEN
  SUM2B=SUM2+1.D0
  END IF
CONTINUE

*** DO THE MODULATION AND ASSIGN TO ARRAY ***

AMPA=AMP/SUM2A
AMPB=AMP/SUM2B
J=R
DO 30 I=J,IN
  ARRAY(R,1)=AMPA*DCOS((OMEGA*TIME)+DELTA)+
  AMPB*DSIN((OMEGA*TIME)+DELTA)
  ARRAY(R,2)=TIME
  IF (ARRAY(R,1).GT.MAXY) THEN
  *
  
```

C

10
C
C
C
C

20
C

16
C
C
C
C

QAS01610
 QAS01620
 QAS01630
 QAS01640
 QAS01650
 QAS01660
 QAS01670
 QAS01680
 QAS01690
 QAS01700
 QAS01710
 QAS01720
 QAS01730
 QAS01740
 QAS01750
 QAS01760
 QAS01770
 QAS01780
 QAS01790
 QAS01800
 QAS01810
 QAS01820
 QAS01830
 QAS01840
 QAS01850
 QAS01860
 QAS01870
 QAS01880
 QAS01890
 QAS01900
 QAS01910
 QAS01920
 QAS01930
 QAS01940
 QAS01950
 QAS01960
 QAS01970
 QAS01980
 QAS01990
 QAS02000
 QAS02010
 QAS02020
 QAS02030
 QAS02040
 QAS02050
 QAS02060
 QAS02070
 QAS02080
 QAS02090
 QAS02100

```

    MAXY=ARRAY(R,1)
    END IF
    R=R+1
    TIME=TIME+STEP
    IF (TIME.GT.NBAUD*NBAUD) THEN
      GO TO 9
    END IF
    CONTINUE
  30 END IF
    *** PLOT THE TIME SERIES IF DESIRED ***
    IF (REP.EQ.1) THEN
      MINY=-MAXY
      CALL PLOT(MAXY,MINY,STEP,IN)
    END IF
    *** GENERATE THE FFT ***
    CALL FFTRC(ARRAY(1,1),IN,X,IWK)
    *** CALCULATE THE AMPLITUDE SPECTRUM OF THE FUNCTION ***
    *** FIND THE NUMBER AND VALUE OF THE PRINCIPLE HARMONIC ***
    N=0.DO
    R=1
    MAXY=0.DO
    DO 40 I=1,IND2P1
      ARRAY(R,1)=CDABS(X(R))
      ARRAY(R,2)=N/STEP
      IF (ARRAY(R,1).GT.MAXY) THEN
        MAXY=ARRAY(R,1)
        RMAXX=R-1
      END IF
      R=R+1
      N=N+1.DO
    CONTINUE
    40 *** DISPLAY INFO IF THE FIRST TIME THROUGH THE SUBPROGRAM ***
    IF (REP.EQ.1) THEN
      WRITE(10,50) RMAX
      FORMAT(15,' HARMONIC. THE NEXT PLOT TO BE PRODUCED WILL',//
        *' BE THE AMPLITUDE SPECTRUM. ENTER A 1 IF YOU ARE READY TO',//
        *' CONTINUE WITH THE PROGRAM.',//,':')
    49
    50
    C
  
```



```

C      READ(5,*)L
C      IF(L.NE.1)THEN
C          CALL FRTCHS('CLRSCRN ')
C          WRITE(10,60)
C          FORMAT(' ERKOR',/)
C          GO TO 49
C      END IF
C      END IF
C      *** ALLOW FOR THE PLOT OF THE AMPLITUDE SPECTRUM OF THE FFT ***
C      IF (REP.EQ.1) THEN
C          MINY=0.D0
C          INT=1.D0/STEP
C          CALL PLOT(MAXY,MINY,INT,IND2P1)
C          END IF
C      *** ADD THE VALUES OF THE FFT TO THE ACCUMULATED STATISTICS ***
C      FLAG=0
C      CALL STATS(IN,REP,FLAG)
C      RETURN
C      END

```

```

OAS02110
OAS021120
OAS021130
OAS021140
OAS021150
OAS021160
OAS021170
OAS021180
OAS021190
OAS02200
OAS02210
OAS02220
OAS02230
OAS02240
OAS02250
OAS02260
OAS02270
OAS02280
OAS02290
OAS02300
OAS02310
OAS02320
OAS02330
OAS02340
OAS02350
OAS02360
OAS02370

```

MSK001110
 MSK001120
 MSK001130
 MSK001140
 MSK001150
 MSK001160
 MSK001170
 MSK001180
 MSK001190
 MSK002000
 MSK002100
 MSK002200
 MSK002300
 MSK002400
 MSK002500
 MSK002600
 MSK002700
 MSK002800
 MSK002900
 MSK003000
 MSK003100
 MSK003200
 MSK003300
 MSK003400
 MSK003500
 MSK003600
 MSK003700
 MSK003800
 MSK003900
 MSK004000
 MSK004100
 MSK004200
 MSK004300
 MSK004400
 MSK004500
 MSK004600
 MSK004700
 MSK004800
 MSK004900
 MSK005000
 MSK005100
 MSK005200
 MSK005300
 MSK005400
 MSK005500
 MSK005600
 MSK005700
 MSK005800
 MSK005900
 MSK006000

```

SUBROUTINE MSK(TYPE2, BAUD, FREQ, IPHAS, ANP, ANS2,
*DSEED, IN, REP)
  *** PURPOSE ***
  THIS SUBROUTINE MODULATES THE CARRIER USING MINIMUM SHIFT KEYING
  OR FAST FREQUENCY SHIFT KEYING AS THE MODULATION TECHNIQUE.
  *** PARAMETER DEFINITIONS ***
  TYPE2= INDICATES LOGIC TYPE TO BE EMPLOYED
  BAUD= SYMBOL RATE OR BAUD RATE
  FREQ= CARRIER FREQUENCY
  IPHAS= INITIAL PHASE ANGLE IN DEGREES
  ANP= AMPLITUDE
  ANS2= INTEGER VARIABLE TO BE PASSED TO STREAM
  DSEED= DOUBLE PRECISION SEED FOR RANDOM NUMBER GENERATOR
  IN= NUMBER OF POSITIONS IN ARRAY TO BE UTILIZED
  REP= AN INTEGER EQUAL TO THE NUMBER OF THE REPETITION OF
  THE CALL THE THIS SUBROUTINE
  *** VARIABLE DEFINITIONS ***
  ARRAY= A DOUBLE PRECISION ARRAY FOR PASSING THE BINARY
  DIGITS AND STORING THE VALUE OF THE TIME FUNCTION
  AND THE FFT
  K= AN INTEGER USED TO REPRESENT THE ROW OF ARRAY
  TIME= TIME VARIABLE
  NT= VALUE OF THE BINARY DIGIT
  STEP= INTERVAL AT WHICH THE SIGNAL IS REPRODUCED
  PI= NUMERICAL CONSTANT
  OMEGA= CARRIER ANGULAR FREQUENCY
  DELTA= INITIAL PHASE OFFSET IN RADIANS
  NBAUDD= A COUNT OF THE NUMBER OF BAUDS MODULATED
  BAUDD= BAUD DURATION
  X= COMPLEX ARRAY TO RECEIVE THE FFT OF THE TIME SERIES
  INWK= INTEGER WORKING ARRAY USED BY FUNCTION FFTC
  MAXY= MAXIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
  MINY= MINIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
  INT= INTERVAL BETWEEN POINTS ON THE ORDINATE
  KMAX= VALUE OF THE PRINCIPLE HARMONIC
  FLAG= AN INTEGER WHICH CONTROL ENTRANCE AND EXIT FROM
  SUBPROGRAM STATS
  IND2P1= LENGTH OF ARRAY DIVIDED BY 2 + 1
  *** VARIABLE DECLARATIONS ***
  INTEGER R,ANS2,TYPE2, IN, KMAX, REP, FLAG, IND2P1
  DOUBLE PRECISION BAUD, FREQ, IPHAS, ANP, TIME, MT,
  
```

CC

```

      *STEP, PI, OMEGA, DELTA, NBAUD, BAUDD,
      *DSEED, MAXI, MINY, INT
      C
      DOUBLE PRECISION ARRAY(1024, 2), SUMX(513), SUMXSQ(513), SUMX3(513),
      *SUMX4(513)
      COMMON ARRAY, SUMX, SUMXSQ, SUMX3, SUMX4
      C
      COMPLEX*16 X(513)
      C
      INTEGER IWK(10)
      C
      *** VARIABLE INITIALIZATION ***
      C
      R=1
      TIME=0. DO
      STEP=1. DO/(2. DO*(FREQ+(1. 25D0*BAUD)))
      PI=3. 141592653589793D0
      OMEGA=2. DO*PI*FREQ
      DELTA=IPHAS*PI/180. DO
      NBAUD=1. DO
      BAUDD=1. DO/BAUD
      MAXY=0. DO
      IND2P1=IN/2+1
      C
      CALL STREAM(DSEED, ANS2, TYPE2, MT)
      C
      DO 10 I=1, IN
      ARRAY(R, 1) =AMP*DCOS(((OMEGA+((MT*PI)/(2. DO*BAUDD)))*TIME)
      +DELTA)
      ARRAY(R, 2) =TIME
      IF(DABS(ARRAY(R, 1)) .GT. MAXY) THEN
      MAXY=DABS(ARRAY(R, 1))
      END IF
      R=R+1
      TIME=TIME+STEP
      IF(TIME .GT. NBAUD*BAUDD) THEN
      CALL STREAM(DSEED, ANS2, TYPE2, MT)
      NBAUD=NBAUD+1. DO
      END IF
      CONTINUE
      10
      *** PLOT THE TIME SERIES IF DESIRED ***
      C
      C
      IF(REP.EQ.1) THEN
      MINY=-MAXY
      C
      CALL PLOT(MAXY, MINY, STEP, IN)
      END IF
      C
      *** GENERATE THE FFT ***
      C
      C
      MSK00610
      MSK00620
      MSK00630
      MSK00640
      MSK00650
      MSK00660
      MSK00670
      MSK00680
      MSK00690
      MSK00700
      MSK00710
      MSK00720
      MSK00730
      MSK00740
      MSK00750
      MSK00760
      MSK00770
      MSK00780
      MSK00790
      MSK00800
      MSK00810
      MSK00820
      MSK00830
      MSK00840
      MSK00850
      MSK00860
      MSK00870
      MSK00880
      MSK00890
      MSK00900
      MSK00910
      MSK00920
      MSK00930
      MSK00940
      MSK00950
      MSK00960
      MSK00970
      MSK00980
      MSK00990
      MSK01000
      MSK01010
      MSK01020
      MSK01030
      MSK01040
      MSK01050
      MSK01060
      MSK01070
      MSK01080
      MSK01090
      MSK01100

```

MSK01110
 MSK01120
 MSK01130
 MSK01140
 MSK01150
 MSK01160
 MSK01170
 MSK01180
 MSK01190
 MSK01200
 MSK01210
 MSK01220
 MSK01230
 MSK01240
 MSK01250
 MSK01260
 MSK01270
 MSK01280
 MSK01290
 MSK01300
 MSK01310
 MSK01320
 MSK01330
 MSK01340
 MSK01350
 MSK01360
 MSK01370
 MSK01380
 MSK01390
 MSK01400
 MSK01410
 MSK01420
 MSK01430
 MSK01440
 MSK01450
 MSK01460
 MSK01470
 MSK01480
 MSK01490
 MSK01500
 MSK01510
 MSK01520
 MSK01530
 MSK01540
 MSK01550
 MSK01560
 MSK01570
 MSK01580
 MSK01600

```

C      CALL FETEC(ARRAY(1,1),IN,X,IWK)
C
C      *** CALCULATE THE AMPLITUDE SPECTRUM OF THE FUNCTION ***
C      *** FIND THE NUMBER AND VALUE OF THE PRINCIPLE HARMONIC ***
C
N=0. DO
R=1
MAXY=0. DO
DO 20 I=1,IND2P1
  ARRAY(R,1)=CDABS(X(R))
  ARRAY(R,2)=N/STEP
  IF(ARRAY(R,1).GT.MAXY) THEN
    MAXY=ARRAY(R,1)
    RMAX=R-1
  END IF
R=R+1
N=N+1. DO
CONTINUE
20
C
C      *** DISPLAY INFO IF THE FIRST TIME THROUGH SUBPROGRAM ***
C      IF(REP.EQ.1) THEN
C
C      WRITE(10,30)RMAX
C      FORMAT(15,' HARMONIC. THE NEXT PLOT TO BE PRODUCED WILL',/,
C      *' BE THE AMPLITUDE SPECTRUM. ENTER A 1 IF YOU ARE READY TO',/,
C      *' CONTINUE WITH THE PROGRAM.',/,',',)
C
C      READ(5,*)L
C
C      IF(L.NE.1) THEN
C      CALL FRTCMS('CLRSRN ')
C      WRITE(10,40)
C      FORMAT(10,' ERROR',/)
C      GO TO 29
C      END IF
C
C      END IF
C
C      *** ALLOW FOR THE PLOT OF THE AMPLITUDE SPECTRUM OF THE FFT ***
C      IF(REP.EQ.1) THEN
C      MINY=0. DO
C      INT=1. DO/STEP
C      CALL PLOT(MAXY,MINY,INT,IND2P1)
C      END IF
C

```

MSK01610
MSK01620
MSK01630
MSK01640
MSK01650
MSK01660
MSK01670

*** ADD THE VALUES OF THE FFT TO THE ACCUMULATED STATISTICS ***

FLAG=0

CALL STATS (IN,REP,FLAG)

RETURN

END

C

C

MFS00110
MFS00120
MFS00130
MFS00140
MFS00150
MFS00160
MFS00170
MFS00180
MFS00190
MFS00200
MFS00210
MFS00220
MFS00230
MFS00240
MFS00250
MFS00260
MFS00270
MFS00280
MFS00290
MFS00300
MFS00310
MFS00320
MFS00330
MFS00340
MFS00350
MFS00360
MFS00370
MFS00380
MFS00390
MFS00400
MFS00410
MFS00420
MFS00430
MFS00440
MFS00450
MFS00460
MFS00470
MFS00480
MFS00490
MFS00500
MFS00510
MFS00520
MFS00530
MFS00540
MFS00550
MFS00560
MFS00570
MFS00580
MFS00590
MFS00600

```

SUBROUTINE MFSK(TYPE2,BAUD,BITS,FREQ,IPHAS,AMP,ANS2,
*DSEED,IN,REP)
*** PURPOSE ***
THIS SUBROUTINE MODULATES THE CARRIER USING M-ARY FREQUENCY SHIFT
KEYING AS THE MODULATION TECHNIQUE.
*** PARAMETER DEFINITIONS ***
TYPE2= INDICATES LOGIC TYPE TO BE EMPLOYED
BAUD= SYMBOL RATE OR BAUD RATE
BITS= NUMBER OF BITS IN EACH BINARY CODE WORD
FREQ= CARRIER FREQUENCY
IPHAS= INITIAL PHASE ANGLE IN DEGREES
AMP= AMPLITUDE
ANS2= INTEGER VARIABLE TO BE PASSED TO STREAM GENERATOR
DSEED= DOUBLE PRECISION SEED FOR RANDOM NUMBER GENERATOR
IN= NUMBER OF POSITIONS IN ARRAY TO BE UTILIZED
REP= AN INTEGER EQUAL TO THE NUMBER OF THE REPETITION OF
THE CALL THE THIS SUBROUTINE
*** VARIABLE DEFINITIONS ***
ARRAY= A DOUBLE PRECISION ARRAY FOR PASSING THE BINARY
DIGITS AND STORING THE VALUE OF THE TIME FUNCTION
AND THE FFT
AN INTEGER USED TO REPRESENT THE ROW OF ARRAY
TIME= TIME VARIABLE
MT= VALUE OF THE BINARY DIGIT
STEP= INTERVAL AT WHICH THE SIGNAL IS REPRODUCED
PI= NUMERICAL CONSTANT
OMEGA= CARRIER ANGULAR FREQUENCY
DELTA= INITIAL PHASE OFFSET IN RADIANS
NBAUD= A COUNT OF THE NUMBER OF BAUDS MODULATED
BAUDD= BAUD DURATION
X= COMPLEX ARRAY TO RECEIVE THE FFT OF THE TIME SERIES
IWK= INTEGER WORKING ARRAY USED BY FUNCTION FFTC
MAXY= MAXIMUM VALUE TO BE PLOTTED ON THE ABSCISSAE
MINY= MINIMUM VALUE TO BE PLOTTED ON THE ABSCISSAE
INT= INTERVAL BETWEEN POINTS ON THE ORDINATE
RMAX= VALUE OF THE PRINCIPLE HARMONIC
K= INTEGER VALUE OF THE NUMBER OF BITS IN A BINARY WORD
KM1= INTEGER VALUE OF K MINUS 1
N= NUMBER OF POSSIBLE BINARY CODE WORDS = 2**K
ND2= N DIVIDED BY 2
SUM1= VARIABLE USED TO HOLD THE DECIMAL EQUIVALENT TO A
BINARY CODE WORD OF LENGTH K
SUM2= VARIABLE USED TO HOLD THE DECIMAL CONVERSION OF SUM1
J= INTEGER USED TO INDEX A LOOP

```

CC

MFS 01110
MFS 01120
MFS 01130
MFS 01140
MFS 01150
MFS 01160
MFS 01170
MFS 01180
MFS 01190
MFS 01200
MFS 01210
MFS 01220
MFS 01230
MFS 01240
MFS 01250
MFS 01260
MFS 01270
MFS 01280
MFS 01290
MFS 01300
MFS 01310
MFS 01320
MFS 01330
MFS 01340
MFS 01350
MFS 01360
MFS 01370
MFS 01380
MFS 01390
MFS 01400
MFS 01410
MFS 01420
MFS 01430
MFS 01440
MFS 01450
MFS 01460
MFS 01470
MFS 01480
MFS 01490
MFS 01500
MFS 01510
MFS 01520
MFS 01530
MFS 01540
MFS 01550
MFS 01560
MFS 01570
MFS 01580
MFS 01600

```

DO 10 I=1,K
CALL STREAM(DSEED,ANS2,TYPE2,MT)
IF (TYPE2.EQ.1.AND.MT.EQ.-1.D0) THEN
  MT=0.D0
ELSE IF (TYPE2.EQ.3.AND.MT.EQ.-1.D0) THEN
  MT=1.D0
END IF
SUM1=SUM1+(MT*(10.D0**KM1))
KM1=KM1-1
CONTINUE

*** CONVERT THE REPRESENTATIVE BINARY VARIABLE TO ITS DECIMAL
EQUIVALENT ***
SUM2=0.D0
KH1=K-1
ND2=N/2.D0
DO 20 I=1,K
IF (SUM1/10.D0**KM1.GE.1.D0) THEN
  SUM2=SUM2+ND2
  SUM1=SUM1-10.D0**KM1
  NL2=ND2/2.D0
  KM1=KM1-1
ELSE
  ND2=ND2/2.D0
  KH1=KH1-1
END IF
CONTINUE

*** DO THE MODULATION AND ASSIGN TO ARRAY ***
J=R
MFREQ=-FRNGD2+(SUM2*DELF)
DO 30 I=J,I,N
  ARRAY(R,1)=AMP*DCOS(((OMEGA+(2.D0*PI*MFREQ))*TIME)+
    DELTA)
  ARRAY(R,2)=TIME
  IF (ARRAY(R,1).GT.MAXY) THEN
    MAXY=ARRAY(R,1)
  END IF
  R=R+1
  TIME=TIME+STEP
  IF (TIME.GT.NBAUD*NBAUD) THEN
    NBAUD=NBAUD+1.D0
    GO TO 9
  END IF
CONTINUE
END IF

*** PLOT THE TIME SERIES IF DESIRED ***

```

10
C
C
C
C

20
C
C
C

30
C
C

MFS016110
MFS01620
MFS01630
MFS01640
MFS01650
MFS01660
MFS01670
MFS01680
MFS01690
MFS01700
MFS01710
MFS01720
MFS01730
MFS01740
MFS01750
MFS01760
MFS01770
MFS01780
MFS01790
MFS01800
MFS01810
MFS01820
MFS01830
MFS01840
MFS01850
MFS01860
MFS01870
MFS01880
MFS01890
MFS01900
MFS01910
MFS01920
MFS01930
MFS01940
MFS01950
MFS01960
MFS01970
MFS01980
MFS01990
MFS02000
MFS02010
MFS02020
MFS02030
MFS02040
MFS02050
MFS02060
MFS02070
MFS02080
MFS02090
MFS02100

```

C      IF (REP.EQ.1) THEN
C      MINY=-MAXY
C      CALL PLOT(MAXY,MINY,STEP,IN)
C      END IF
C      *** GENERATE THE FFT ***
C      CALL FFTRC(ARRAY(1,1),IN,X,INX)
C      *** CALCULATE THE AMPLITUDE SPECTRUM OF THE FUNCTION ***
C      *** FIND THE NUMBER AND VALUE OF THE PRINCIPLE HARMONIC ***
N=0.DO
R=1
MAXY=0.DO
DO 40 I=1,IND2P1
  ARRAY(R,1)=CDABS(X(R))
  ARRAY(R,2)=N/STEP
  IF (ARRAY(R,1).GT.MAXY) THEN
    MAXY=ARRAY(R,1)
    RMAX=R-1
  END IF
  R=R+1
  N=N+1.DO
CONTINUE
40
C      *** DISPLAY INFO IF THE FIRST TIME THROUGH THE SUBPROGRAM ***
C      IF (REP.EQ.1) THEN
C      WRITE(10,50)RMAX
C      FORMAT(' THE FFT HAS BEEN GENERATED! THE PRINCIPLE HARMONIC',//
C      ' IS THE ',I5,' HARMONIC. THE NEXT PLOT TO BE PRODUCED WILL',//
C      ' BE THE AMPLITUDE SPECTRUM. ENTER A 1 IF YOU ARE READY TO',//
C      ' CONTINUE WITH THE PROGRAM.',//,' :')
C      READ(5,*)L
C      IF (L.NE.1) THEN
C      CALL FRTCMS('CLRSCRN ')
C      WRITE(10,60)
C      FORMAT(' ERROR',//)
C      GO TO 49
60
C      END IF
C      END IF
C      *** ALLOW FOR THE PLOT OF THE AMPLITUDE SPECTRUM OF THE FFT ***

```

MFS02110
MFS02120
MFS02130
MFS02140
MFS02150
MFS02160
MFS02170
MFS02180
MFS02190
MFS02200
MFS02210
MFS02220
MFS02230

```
C      IF (REP.EQ.1) THEN  
C      MINY=0.00  
C      INT=1.00/STEP  
C      CALL PLOT(MAXY,MINY,INT,IND2P1)  
C      END IF  
C      FLAG=0  
C      CALL STATS(IN,REP,FLAG)  
C      RETURN  
C      END
```

OPR00110
OPR00120
OPR00130
OPR00140
OPR00150
OPR00160
OPR00170
OPR00180
OPR00190
OPR00200
OPR00210
OPR00220
OPR00230
OPR00240
OPR00250
OPR00260
OPR00270
OPR00280
OPR00290
OPR00300
OPR00310
OPR00320
OPR00330
OPR00340
OPR00350
OPR00360
OPR00370
OPR00380
OPR00390
OPR00400
OPR00410
OPR00420
OPR00430
OPR00440
OPR00450
OPR00460
OPR00470
OPR00480
OPR00490
OPR00500
OPR00510
OPR00520
OPR00530
OPR00540
OPR00550
OPR00560
OPR00570
OPR00580
OPR00590
OPR00600

SUBROUTINE QPRS(TYPE2,TYPE3,BAUD,BITS,FREQ,IPHAS,AMP,
*ANS2,LSSEED,IN,REP)

*** PURPOSE ***

THIS SUBROUTINE MODULATES THE CARRIER USING QUADRATURE PHASE SHIFT
KEYING AS THE MODULATION TECHNIQUE.

*** PARAMETER DEFINITIONS ***

TYPE2= INDICATES LOGIC TYPE TO BE EMPLOYED
TYPE3= INDICATES THE CLASS OF QPRS
BAUD= SYMBOL RATE OR BAUD RATE
BITS= NUMBER OF BITS IN EACH BINARY CODE WORD
FREQ= CARRIER FREQUENCY
IPHAS= INITIAL PHASE ANGLE IN DEGREES
AMP= AMPLITUDE
ANS2= INTEGER VARIABLE TO BE PASSED TO STREAM
DSEED= DOUBLE PRECISION SEED FOR RANDOM NUMBER GENERATOR
IN= NUMBER OF POSITIONS IN ARRAY TO BE UTILIZED
REP= AN INTEGER EQUAL TO THE NUMBER OF THE REPEITION OF
THE CALL THE THIS SUBROUTINE

*** VARIABLE DEFINITIONS ***

ARFAY= A DOUBLE PRECISION ARRAY FOR PASSING THE BINARY
DIGITS AND STORING THE VALUE OF THE TIME FUNCTION
AND THE FFT
ASUBN= A DOUBLE PRECISION ARRAY CONTAINING THE VALUES OF
THE IN PHASE BINARY DIGIT TO BE MODULATED
BSUBN= A DOUBLE PRECISION ARRAY CONTAINING THE VALUES OF THE
QUADRATURE BINARY DIGIT TO BE MODULATED
HOFT= THE IMPULSE RESPONSE FOR THE SPECIFIED CLASS FILTER
T= VARIABLE WHICH DETERMINES THE MAGNITUDE OF THE IMPULSE
RESPONSE AT A GIVEN TIME FOR A SPECIFIED BINARY DIGIT
NDP= VARIABLE USED IN THE COMPUTATION OF T
R= AN INTEGER USED TO REPRESENT THE ROW OF ARRAY
TIME= TIME VARIABLE
MT= VALUE OF BINARY DIGIT PASSED FROM SUBPROGRAM STREAM
STEP= INTERVAL AT WHICH THE SIGNAL IS REPRODUCED
PI= NUMERICAL CONSTANT
OMEGA= CARRIER ANGULAR FREQUENCY
DELTA= INITIAL PHASE OFFSET IN RADIAN
BAUDD= BAUD DURATION AND QPRS BIT DURATION
X= COMPLEX WORKING ARRAY USED BY FUNCTION FFTRC
IWK= INTEGER WORKING ARRAY USED ON THE ABCISSAE
MAXY= MAXIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
MINY= MINIMUM VALUE TO BE PLOTTED ON THE ABCISSAE
INT= INTERVAL BETWEEN POINTS ON THE ORDINATE
KMAX= VALUE OF THE PRINCIPLE HARMONIC

CC

```

OPR00610
OPR00620
OPR00630
OPR00640
OPR00650
OPR00660
OPR00670
OPR00680
OPR00690
OPR00700
OPR00710
OPR00720
OPR00730
OPR00740
OPR00750
OPR00760
OPR00770
OPR00780
OPR00790
OPR00800
OPR00810
OPR00820
OPR00830
OPR00840
OPR00850
OPR00860
OPR00870
OPR00880
OPR00890
OPR00900
OPR00910
OPR00920
OPR00930
OPR00940
OPR00950
OPR00960
OPR00970
OPR00980
OPR00990
OPR01000
OPR01010
OPR01020
OPR01030
OPR01040
OPR01050
OPR01060
OPR01070
OPR01080
OPR01090
OPR01100

```

```

CCCCCCCC C      AN INTEGER WHICH CONTROL ENTRANCE AND EXIT FROM
SUBPROGRAM STATS
IND2P1=    LENGTH OF ARRAY DIVIDED BY 2 + 1
MAX=      MAX NUMBER OF INCREMENTS IN 6 BAUD DURATIONS
INDEX=    INDEX OF A LOOP

*** VARIABLE DECLARATIONS ***
INTEGER R,ANS2,TYPE2,TYPE3,IN,RMAX,REP,FLAG,IND2P1,MAX,INDEX

DOUBLE PRECISION BAUD,BITS,FREQ,IPHAS,AMP,TIME,MT1,MT2,
*STEP,PI,OMEGA,DELTA,NBAUD,BAUDD,HOFT,T,NDP,
*DSEED,MXY,MINY,INT,MT

DOUBLE PRECISION ARRAY(1024,2),SUMX(513),SUMXSQ(513),SUMX3(513),
*SUMX4(513),ASUBN(2000),BSUBN(2000)
COMMON ARRAY,SUMX,SUMXSQ,SUMX3,SUMX4

COMPLEX*16 X(513)
INTEGER IWK(10)

*** VARIABLE INITIALIZATION ***
R=1
PI=3.141592653589793D0
BAUDD=1.D0/BAUD
TIME=6.D0/BAUD
STEP=1.D0/(2.D0*(FREQ+(PI+1.D0)*BAUD))
MAX=TIME/STEP+1.D0
INDEX=IN+MAX
OMEGA=2.D0*PI*FREQ
DELTA=IPHAS*PI/180.D0
MXY=0.D0
IND2P1=IN/2+1

DO 10 I=1,INDEX
CALL STREAM(DSEED,ANS2,TYPE2,MT)
ASUBN(I)=MT
CALL STREAM(DSEED,ANS2,TYPE2,MT)
BSUBN(I)=MT
CONTINUE
DO 20 I=1,1024
ARRAY(I,1)=0.D0
CONTINUE
*** DO THE MODULATION AND ASSIGN THE VALUES TO ARRAY***
DO 30 I=1,IN

```

QPR01110
 QPR01120
 QPR01130
 QPR01140
 QPR01150
 QPR01160
 QPR01170
 QPR01180
 QPR01190
 QPR01200
 QPR01210
 QPR01220
 QPR01230
 QPR01240
 QPR01250
 QPR01260
 QPR01270
 QPR01280
 QPR01290
 QPR01300
 QPR01310
 QPR01320
 QPR01330
 QPR01340
 QPR01350
 QPR01360
 QPR01370
 QPR01380
 QPR01390
 QPR01400
 QPR01410
 QPR01420
 QPR01430
 QPR01440
 QPR01450
 QPR01460
 QPR01470
 QPR01480
 QPR01490
 QPR01500
 QPR01510
 QPR01520
 QPR01530
 QPR01540
 QPR01550
 QPR01560
 QPR01570
 QPR01580
 QPR01590
 QPR01600

```

DO 40 J=1,INDEX
  NDP=J-1
  T=TIME-(NDP/BAUD)
  IF(TTYPE3.EQ.1) THEN
    IF(T.EQ.-BAUDD/2.D0.OR.T.EQ.BAUDD/2.D0) THEN
      HOFT=1.D0
    ELSE
      HOFT= (4.D0/(BAUD**2*PI)) * (DCOS(PI*T*BAUD) /
        ((1.D0/BAUD**2)-(4.D0*T**2)))
    END IF
  ELSE IF(TTYPE3.EQ.2) THEN
    IF(T.EQ.0.D0) THEN
      HOFT=2.D0
    ELSE IF(T.EQ.-BAUDD.OR.T.EQ.BAUDD) THEN
      HOFT=1.D0
    ELSE
      HOFT= (2.D0/(BAUD**3*PI*T)) * (DSIN(PI*T*BAUD) /
        ((1.D0/BAUD**2)-T**2))
    END IF
  ELSE IF(TTYPE3.EQ.3) THEN
    IF(T.EQ.0.D0) THEN
      HOFT=1.D0
    ELSE IF(T.EQ.-BAUDD) THEN
      HOFT=2.D0
    ELSE IF(T.EQ.BAUDD) THEN
      HOFT=-1.D0
    ELSE
      HOFT= (1.D0/(BAUD**2*PI*T)) * (DSIN(PI*T*BAUD)) *
        ((3.D0*T-BAUDD)/(T**2-(1.D0/BAUD**2)))
    END IF
  ELSE IF(TTYPE3.EQ.4) THEN
    IF(T.EQ.-BAUDD) THEN
      HOFT=1.D0
    ELSE IF(T.EQ.BAUDD) THEN
      HOFT=-1.D0
    ELSE
      HOFT= (2.D0/(BAUD**2*PI)) * (DSIN(PI*T*BAUD) /
        (T**2-(1.D0/BAUD**2)))
    END IF
  ELSE IF(TTYPE3.EQ.5) THEN
    IF(T.EQ.0.D0) THEN
      HOFT=-2.D0
    ELSE IF(T.EQ.-2.D0*BAUDD.OR.T.EQ.2.D0*BAUDD) THEN
      HOFT=1.D0
    ELSE
      HOFT= (8.D0/(BAUD**3*PI*T)) * (DSIN(PI*T*BAUD) /
        (T**2-(4.D0/BAUD**2)))
    END IF
  
```

C

C


```

59 WRITE(10,60) BMAX
60 FORMAT(15,60) BMAX
C *! IS THE AMPLITUDE SPECTRUM. THE NEXT PLOT TO BE PRODUCED WILL
C ** BE THE AMPLITUDE SPECTRUM. ENTER A 1 IF YOU ARE READY TO
C ** CONTINUE WITH THE PROGRAM.
C READ(5,*) L
C IF(L.NE.1) THEN
C CALL FKTCMS('CLRSRN ')
C WRITE(10,70)
C FORMAT(10,70)
C GO TO 59
C END IF
C END IF
C *** ALLOW FOR THE PLOT OF THE AMPLITUDE SPECTRUM OF THE FFT ***
C IF(REP.EQ.1) THEN
C MINY=0.00
C INT=1.00/STEP
C CALL PLOT(MAXY,MINY,INT,IND2P1)
C END IF
C *** ADD THE VALUES OF THE FFT TO THE ACCUMULATED STATISTICS ***
C FLAG=0
C CALL STATS(IN,REP,FLAG)
C RETURN
C END

```

```

OPR 02110
OPR 02120
OPR 02130
OPR 02140
OPR 02150
OPR 02160
OPR 02170
OPR 02180
OPR 02190
OPR 02200
OPR 02210
OPR 02220
OPR 02230
OPR 02240
OPR 02250
OPR 02260
OPR 02270
OPR 02280
OPR 02290
OPR 02300
OPR 02310
OPR 02320
OPR 02330
OPR 02340
OPR 02350
OPR 02360
OPR 02370
OPR 02380
OPR 02390
OPR 02400
OPR 02410
OPR 02420
OPR 02430

```

STR00110
 STR00120
 STR00130
 STR00140
 STR00150
 STR00160
 STR00170
 STR00180
 STR00190
 STR00200
 STR00210
 STR00220
 STR00230
 STR00240
 STR00250
 STR00260
 STR00270
 STR00280
 STR00290
 STR00300
 STR00310
 STR00320
 STR00330
 STR00340
 STR00350
 STR00360
 STR00370
 STR00380
 STR00390
 STR00400
 STR00410
 STR00420
 STR00430
 STR00440
 STR00450
 STR00460
 STR00470
 STR00480
 STR00490
 STR00500
 STR00510
 STR00520
 STR00530
 STR00540
 STR00550
 STR00560
 STR00570
 STR00580
 STR00590
 STR00600

```

SUBROUTINE STREAM(DSEED,ANS2,TYPE2,MT)
  *** PURPOSE ***
  THIS SUBPROGRAM ALLOWS THE INPUT OF SUCCESSIVE BITS DURING
  MODULATION
  *** PARAMETER DEFINITIONS ***
  DSEED=      DOUBLE PRECISION SEED FOR RANDOM NUMBER GENERATOR
  ANS2=      WHETHER OR NOT THE BIT STREAM IS TO BE GENERATED
             BY THE RANDOM NUMBER GENERATOR
  TYPE2=     THE TYPE OF BINARY LOGIC TO BE EMPLOYED
  MT=       VALUE OF THE BINARY DIGIT TO BE PASSED
  *** VARIABLE DEFINITIONS ***
  GGUBFS=    RANDOM NUMBER GENERATOR
  IMT=      INTEGER VALUE OF BINARY DIGIT TO BE MODULATED
  *** VARIABLE DECLARATIONS ***
  INTEGER ANS2,TYPE2,IMT
  DOUBLE PRECISION DSEED,MT
  IF(ANS2.EQ.1) THEN
  IF(TYPE2.EQ.1) THEN
  IF(GGUBFS(DSEED).LE..5D0) THEN
  MT=1.D0
  ELSE
  MT=-1.D0
  END IF
  ELSE IF(TYPE2.EQ.2) THEN
  ELSE IF(GGUBFS(DSEED).LE..5D0) THEN
  MT=1.D0
  ELSE
  MT=0.D0
  END IF
  ELSE IF(TYPE2.EQ.3) THEN
  ELSE IF(GGUBFS(DSEED).LE..5D0) THEN
  MT=-1.D0
  ELSE
  MT=0.D0
  END IF
  END IF
  ELSE IF(ANS2.EQ.2) THEN
  WRITE(10,10)
  FORMAT(' ENTER THE NEXT BIT IN THE DESIRED BIT STREAM.',/)
  READ(5,*)IMT
  
```

CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC

STR 00610
STR 00620
STR 00630
STR 00640

MT=INT
END IF
RETURN
END

```

SUBROUTINE ORTHO (K,MT,SUM2,C,FLAG)
*** PURPOSE ***
THIS SUBROUTINE GENERATES AN ORTHOGONAL SET OF N VECTORS OF LENGTH
N, WHERE N IS 2**K, WHERE K IS THE LENGTH OF THE BINARY CODE WORD.
AND DETERMINES THE VALUE, MT, OF A BINARY DIGIT TO BE RETURNED
*** PARAMETER DEFINITIONS ***
K= NUMBER OF BITS IN THE BINARY CODE WORD
MT= THE VALUE OF THE BINARY DIGIT TO BE MODULATED
SUM2= THE DECIMAL EQUIVALENT OF A SET OF RANDOMLY DRAWN
      BINARY DIGITS
C= THE COLUMN OF THE VECTOR WHERE THE BINARY DIGIT TO
   BE MODULATED IS LOCATED
FLAG= INTEGER WHICH CONTROLS POINT OF ENTRY TO SUBROUTINE
      CRTHO
*** VARIABLE DEFINITIONS ***
ROW= RCN OF ARRAY H2N WHICH MATCHES A BINARY CODE WORD
KM1= INTEGER VALUE OF K MINUS 1
N= NUMBER OF POSSIBLE BINARY CODE WORDS = 2**K
H2N= MATRIX OF N ORTHOGONAL VECTORS OF LENGTH N
RH2N= ROW OF MATRIX H2N
CH2N= COLUMN OF MATRIX H2N
H2NR= RANK OF MATRIX H2N
RH2NRP1= RANK OF MATRIX H2N EQUAL TO HALF THE RANK PLUS 1
CH2NRP1= COLUMN OF MATRIX H2N EQUAL TO HALF THE RANK PLUS 1
X= DOUBLE PRECISION EQUIVALENT ROW REPRESENTATION OF H2N
*** VARIABLE DECLARATIONS ***
INTEGER K,RH2N,CH2N,RH2NRP1,CH2NRP1,H2NR,N,KM1,H2N(65,65),
*FLAG,ROW,C
DOUBLE PRECISION X,MT,SUM2
*** VARIABLE INITIALIZATION ***
KM1=K-1
N=2**K
RH2N=1
CH2N=1
H2NR=2
RH2NRP1=H2NR+1
CH2NRP1=H2NR+1
H2N(1,1)=1
H2N(1,2)=1

```

```

ORT00110
ORT00120
ORT00130
ORT00140
ORT00150
ORT00160
ORT00170
ORT00180
ORT00190
ORT00200
ORT00210
ORT00220
ORT00230
ORT00240
ORT00250
ORT00260
ORT00270
ORT00280
ORT00290
ORT00300
ORT00310
ORT00320
ORT00330
ORT00340
ORT00350
ORT00360
ORT00370
ORT00380
ORT00390
ORT00400
ORT00410
ORT00420
ORT00430
ORT00440
ORT00450
ORT00460
ORT00470
ORT00480
ORT00490
ORT00500
ORT00510
ORT00520
ORT00530
ORT00540
ORT00550
ORT00560
ORT00570
ORT00580
ORT00590
ORT00600

```

CC

ORT 00610
 ORT 00620
 ORT 00630
 ORT 00640
 ORT 00650
 ORT 00660
 ORT 00670
 ORT 00680
 ORT 00690
 ORT 00700
 ORT 00710
 ORT 00720
 ORT 00730
 ORT 00740
 ORT 00750
 ORT 00760
 ORT 00770
 ORT 00780
 ORT 00790
 ORT 00800
 ORT 00810
 ORT 00820
 ORT 00830
 ORT 00840
 ORT 00850
 ORT 00860
 ORT 00870
 ORT 00880
 ORT 00890
 ORT 00900
 ORT 00910
 ORT 00920
 ORT 00930
 ORT 00940
 ORT 00950
 ORT 00960
 ORT 00970
 ORT 00980
 ORT 00990
 ORT 01000
 ORT 01010
 ORT 01020
 ORT 01030
 ORT 01040
 ORT 01050
 ORT 01060
 ORT 01070
 ORT 01080
 ORT 01090
 ORT 01100

```

H2N(2,1)=1
H2N(2,2)=-1
C C
*** GENERATE A MATRIX OF N ORTHOGONAL VECTORS OF LENGTH N ***
IF (FLAG.EQ.0) THEN
DO 10 I=1,KM1
DO 20 L=1,H2NR
DO 30 M=1,H2NR
H2N(RH2N,CH2NP1)=H2N(RH2N,CH2N)
H2N(RH2N,CH2NP1)=H2N(RH2N,CH2N)
H2N(RH2NP1,CH2N)=H2N(RH2N,CH2N)
H2N(RH2NP1,CH2NP1)=-H2N(RH2N,CH2N)
CH2N=CH2N+1
CH2NP1=CH2NP1+1
CONTINUE
RH2N=RH2N+1
RH2NP1=RH2NP1+1
CH2N=1
CH2NP1=H2NR+1
CONTINUE
H2NR=2*H2NR
RH2N=1
CH2N=1
RH2NP1=H2NR+1
CH2NP1=H2NR+1
CONTINUE
*** ASSIGN EACH ROW OF H2N A REPRESENTATIVE DECIMAL NUMBER ***
DO 40 I=1,N
H2N(I,65)=I-1
CONTINUE
C C C
*** DETERMINE WHICH ROW OR H2N MATCHES THE VALUE OF THE
REPRESENTATIVE DECIMAL EQUIVALENT TO THE BINARY CODE WORD ***
DO 50 I=1,N
X=H2N(I,65)
IF (SUM2.EQ.X) THEN
ROW=I
END IF
CONTINUE
END IF
C C
*** DETERMINE THE NEW ROW OF H2N ***
IF (FLAG.EQ.1) THEN
DO 60 I=1,N
  
```

```

60      X=H2N(I,65)
        IF (SUM2.EQ.X) THEN
            ROW=I
            END IF
            CONTINUE
        END IF
        *** DETERMINE THE VALUE OF MT TO BE RETURNED ***
        MT=H2N(ROW,C)
        C=C+1
        RETURN
        END

```

```

ORT01110
ORT01120
ORT01130
ORT01140
ORT01150
ORT01160
ORT01170
ORT01180
ORT01190
ORT01200
ORT01210
ORT01220
ORT01230
ORT01240

```



```

* * *
C      * WILL HAVE THE OPPORTUNITY TO PLOT MORE THAN ONE SECTION'
C      * OF THE TOTAL RECORD OF '15' POINTS. ENTER THE NUMBER'
C      * OF POINTS TO BE PLOTTED.'//.' :')
C      READ (5, *) NI
C      IF (NI.LE.IN) THEN
C          CONTINUE
C      ELSE CALL FRTCMS('CLRSCRN ')
C          WRITE(10,30)
C          FORMAT(' ERROR',/)
C          GO TO 19
C      END IF
C      CALL FRTCMS('CLRSCRN ')
C      WRITE(10,40) IN WHICH NUMBER OF THE '15' X,Y PAIRS DO YOU WISH'
C      FORMAT(' AT THE POINT'//
C          * CAUTION! THE POINT YOU SPECIFY TO START THE PLOT MUST BE'
C          * SMALL ENOUGH TO ALLOW THE ENTIRE RANGE OF POINTS YOU'
C          * DESIRED TO HAVE PLOTTED AS SPECIFIED BY YOUR PREVIOUS INPUT'
C          )
C      READ (5, *) R
C      IF (R.GT. ((IN+1)-NI)) THEN
C          CALL FRTCMS('CLRSCRN ')
C          WRITE(10,50)
C          FORMAT(' ERROR',/)
C          GO TO 39
C      END IF
C      ND=NI
C      RANGE(1) =(ARRAY(R,2) + (ND*INT))
C      RANGE(2) =ARRAY(R,2)
C      RANGE(3) =1.5D0*MAXY
C      RANGE(4) =1.5D0*MINY
C      WRITE(10,60)
C      FORMAT(' ')
C      CALL UTPLOT(ARRAY(R,2), ARRAY(R,1), NI, RANGE, 2, 0)
C      WRITE(10,70)
C      FORMAT(' IF YOU WOULD LIKE ANOTHER PLOT OF THE SAME GRAPH OR'
C          * A PLOT OVER A DIFFERENT RANGE OR FROM ANOTHER STARTING'
C          * POINT ENTER A 1. ENTER ANY OTHER INTEGER TO CONTINUE WITH'
C          * THE PROGRAM.'//.' :')
C      READ (5, *) ANS

```

```

P1000610
P1000620
P1000630
P1000640
P1000650
P1000660
P1000670
P1000680
P1000690
P1000700
P1000710
P1000720
P1000730
P1000740
P1000750
P1000760
P1000770
P1000780
P1000790
P1000800
P1000810
P1000820
P1000830
P1000840
P1000850
P1000860
P1000870
P1000880
P1000890
P1000900
P1000910
P1000920
P1000930
P1000940
P1000950
P1000960
P1000970
P1000980
P1000990
P1001000
P1001010
P1001020
P1001030
P1001040
P1001050
P1001060
P1001070
P1001080
P1001090
P1001100

```

PL001110
PL001120
PL001130
PL001140
PL001150
PL001160
PL001170
PL001180

C IF (ANS-EG-1) THEN
GO TO 19
END IF
C END IF
RETURN
END

STA00110
 STA00120
 STA00130
 STA00140
 STA00150
 STA00160
 STA00170
 STA00180
 STA00190
 STA00200
 STA00210
 STA00220
 STA00230
 STA00240
 STA00250
 STA00260
 STA00270
 STA00280
 STA00290
 STA00300
 STA00310
 STA00320
 STA00330
 STA00340
 STA00350
 STA00360
 STA00370
 STA00380
 STA00390
 STA00400
 STA00410
 STA00420
 STA00430
 STA00440
 STA00450
 STA00460
 STA00470
 STA00480
 STA00490
 STA00500
 STA00510
 STA00520
 STA00530
 STA00540
 STA00550
 STA00560
 STA00570
 STA00580
 STA00590
 STA00600

SUBROUTINE SIATS(IN,REP,FLAG)

*** PURPOSE ***

THIS SUBPROGRAM COMPILES THE ACCUMULATED STATISTICS OF THE ELEMENTS OF THE AMPLITUDE SPECTRUM OF THE FFTS.

*** PARAMETER DEFINITIONS ***

IN= INTEGER OF THE NUMBER OF POSITIONS USED IN ARRAY
 REP= INTEGER OF THE NUMBER OF THE REPETITION OF THE GENERATION OF THE AMPLITUDE SPECTRUM OF THE FFT
 FLAG= AN INTEGER THAT CONTROLS THE POINT OF ENTRANCE OR EXIT FROM THE SUBROUTINE

*** VARIABLE DEFINITIONS ***

IND2P1= POSITIONS USED IN ARRAYS SUMX AND SUMXSQ
 ARRAY= AN ARRAY CONTAINING THE VALUES OF THE AMPLITUDE SPECTRUM OF THE FFT
 SUMX= AN ARRAY CONTAINING THE SUM OF THE VALUES OF THE AMPLITUDE SPECTRUM OF THE FFT
 SUMXSQ= AN ARRAY CONTAINING THE SQUARES OF THE VALUES OF THE AMPLITUDE SPECTRUM OF THE FFT
 SUMX3= AN ARRAY CONTAINING THE SUM OF THE SQUARES OF THE VALUES OF THE AMPLITUDE SPECTRUM OF THE FFT
 SUMX4= AN ARRAY CONTAINING THE SUM OF THE SQUARES OF THE SQUARES OF THE VALUES OF THE AMPLITUDE SPECTRUM OF THE FFT
 XBAR= AN ARRAY OF THE AMPLITUDE SPECTRUM OF THE FFT
 VAR= AN ARRAY OF THE AMPLITUDE SPECTRUM OF THE FFT
 SKEW= AN ARRAY OF THE AMPLITUDE SPECTRUM OF THE FFT
 KUR= AN ARRAY OF THE AMPLITUDE SPECTRUM OF THE FFT
 SUMVAR= AN ARRAY OF THE AMPLITUDE SPECTRUM OF THE FFT
 AVAR= AN ARRAY OF THE AMPLITUDE SPECTRUM OF THE FFT
 VARVAR= AN ARRAY OF THE AMPLITUDE SPECTRUM OF THE FFT
 SUMVSQ= AN ARRAY OF THE AMPLITUDE SPECTRUM OF THE FFT
 SUMSKW= AN ARRAY OF THE AMPLITUDE SPECTRUM OF THE FFT
 ASKEW= AN ARRAY OF THE AMPLITUDE SPECTRUM OF THE FFT
 VARSKW= AN ARRAY OF THE AMPLITUDE SPECTRUM OF THE FFT

CC


```

SUMSSQ=
SUMKUR=
AKUR=
VARKUR=
SUMKXSQ=
REPDP=
** VARIABLE DECLARATIONS **
INTEGER IN, REP, FLAG, IND2P1
DOUBLE PRECISION REPDPP, SUMVAR, SUMVSO, A VAR, VARVAR, SUMSKW, SUMSSQ,
* ASKEW, VARSKW, SUMKUR, SUMKXSQ, AKUR, VARKUR, NDP
DOUBLE PRECISION ARRAY(1024, 2), SUMX(513), SUMXSQ(513), SUMX3(513),
* SUMX4(513), XBAR(513), VAR(513), SKEW(513), KUR(513),
COMMON ARRAY, SUMX, SUMXSQ, SUMX3, SUMX4
** VARIABLE INITIALIZATION **
IND2P1= IN/2+1
IF (REP.EQ.1) THEN
DO 10 I=1, IND2P1
SUMX(I)=0.0D0
SUMKXSQ(I)=0.0D0
SUMX3(I)=0.0D0
SUMX4(I)=0.0D0
CONTINUE
END IF
** IF FINAL TIME THROUGH STATS, COMPUTE THE OUTPUT STATISTICS ***
IF (FLAG.EQ.1) THEN
GO TO 30
END IF
** ADD THE ELEMENTS OF ARRAY TO THE ELEMENTS OF SUMX, SUMKXSQ,
SUMX3, AND SUMX4 ***
DO 20 I=1, IND2P1
SUMX(I)=SUMX(I)+ARRAY(I,1)
SUMKXSQ(I)=SUMKXSQ(I)+ARRAY(I,1)**2
SUMX3(I)=SUMX3(I)+ARRAY(I,1)**3
SUMX4(I)=SUMX4(I)+ARRAY(I,1)**4

```

```

STA 00610
STA 00620
STA 00630
STA 00640
STA 00650
STA 00660
STA 00670
STA 00680
STA 00690
STA 00700
STA 00710
STA 00720
STA 00730
STA 00740
STA 00750
STA 00760
STA 00770
STA 00780
STA 00790
STA 00800
STA 00810
STA 00820
STA 00830
STA 00840
STA 00850
STA 00860
STA 00870
STA 00880
STA 00890
STA 00900
STA 00910
STA 00920
STA 00930
STA 00940
STA 00950
STA 00960
STA 00970
STA 00980
STA 00990
STA 01000
STA 01010
STA 01020
STA 01030
STA 01040
STA 01050
STA 01060
STA 01070
STA 01080
STA 01090
STA 01100

```

```

20 CONTINUE
C
C *** COMPUTE THE FINAL STATISTICS IF FLAG EQUALS 1 ***
C
30 IF (FLAG.EQ. 1) THEN
C
C *** COMPUTE STATISTICS ASSOCIATED WITH EACH ELEMENT OF FFT ***
C
    REP=REP-1
    REPP=REP
    DO 40 I=1,IND2P1
      XBAR(I)=SUMX(I)/REP
      IF (REP.EQ. 1) THEN
        VAR(I) = ((REPP*SUMXSQ(I) - SUMX(I)**2) / REPP**2)
      ELSE
        VAR(I) = ((REPP*SUMXSQ(I) - SUMX(I)**2) / (REPP*(REPP-1.DO)))
      END IF
      SKEW(I) = {SUMX3(I)/REPP} - {3.DO*(SUMXSQ(I)/REPP)*
                {SUMX(I)/REPP} + {2.DO*(SUMX(I)/REPP)**2}
      KUR(I) = {SUMX4(I)/REPP} - {4.DO*(SUMX3(I)/REPP)*
                {SUMX(I)/REPP} + {6.DO*(SUMX(I)/REPP)**2*
                {SUMXSQ(I)/REPP} - {3.DO*(SUMX(I)/REPP)**4}
    CONTINUE
40 CONTINUE
C
C *** OUTPUT SOME DATA ***
C
50 WRITE(6,50)
    FORMAT(1X,2X,11X,' MEAN',17X,' VARIANCE',17X,' SKEWNESS',
    ,16X,' KURTOSIS')
C
60 DO 60 I=1,IND2P1
    WRITE(6,70) I, XBAR(I), VAR(I), SKEW(I), KUR(I)
    FORMAT(1X,15,2X,E23.16,2X,E23.16,2X,E23.16,2X,E23.16)
    CONTINUE
61 WRITE(6,61)
    FORMAT(1,2X,10X,' SUM X',18X,' SUM X**2',16X,
    , SUM X**3,16X,' SUM X**4')
C
62 DO 62 I=1,IND2P1
    WRITE(6,63) I, SUMX(I), SUMXSQ(I), SUMX3(I), SUMX4(I)
    FORMAT(1X,15,2X,E23.16,2X,E23.16,2X,E23.16,2X,E23.16)
    CONTINUE
C
C *** COMPUTE STATISTICS ASSOCIATED WITH ALL ELEMENTS OF FFT ***
C
SUMVAR=0.DO
SUMVSQ=0.DO
VARVAR=0.DO
SUMSKW=0.DO

```

STA01110
 STA01120
 STA01130
 STA01140
 STA01150
 STA01160
 STA01170
 STA01180
 STA01190
 STA01200
 STA01210
 STA01220
 STA01230
 STA01240
 STA01250
 STA01260
 STA01270
 STA01280
 STA01290
 STA01300
 STA01310
 STA01320
 STA01330
 STA01340
 STA01350
 STA01360
 STA01370
 STA01380
 STA01390
 STA01400
 STA01410
 STA01420
 STA01430
 STA01440
 STA01450
 STA01460
 STA01470
 STA01480
 STA01490
 STA01500
 STA01510
 STA01520
 STA01530
 STA01540
 STA01550
 STA01560
 STA01570
 STA01580
 STA01590
 STA01600

```

SUMSSQ=0.D0
VARSIW=0.D0
SUMKUR=0.D0
SUMKUR=0.D0
VARKUR=0.D0
NDP=IND2P1
C
DO 80 I=1,IND2P1
  SUMVAR=SUMVAR+VAR(I)**2
  SUMVSO=SUMVSO+(VAR(I)**2)
  SUMSKW=SUMSKW+SKW(I)**2
  SUMSSO=SUMSSO+(SKW(I)**2)
  SUMKUR=SUMKUR+KUR(I)**2
  SUMKSO=SUMKSO+(KUR(I)**2)
CONTINUE
80 C
AVAR=SUMVAR/NDP
ASKW=SUMSKW/NDP
AKUR=SUMKUR/NDP
C
DO 90 I=1,IND2P1
  VARVAR=VARVAR+(VAR(I)-AVAR)**2
  VARSKW=VARSKW+(SKW(I)-ASKW)**2
  VAR KUR=VAR KUR+(KUR(I)-AKUR)**2
CONTINUE
90 C
VARVAR=VARVAR/(NDP-1.D0)
VARSKW=VARSKW/(NDP-1.D0)
VARKUR=VARKUR/(NDP-1.D0)
C
WRITE(6,91)
FORMAT(1,2X,'SUM OF VARIANCES',7X,'SUM OF VARIANCES**2')
91 C
WRITE(6,92)SUMVAR,SUMVSO
FORMAT(1X,E23.16,2X,E23.16)
92 C
WRITE(6,93)
FORMAT(1,2X,'SUM OF SKEWNESS',9X,'SUM OF SKEWNESS**2')
93 C
WRITE(6,94)SUMSKW,SUMSSQ
FORMAT(1X,E23.16,2X,E23.16)
94 C
WRITE(6,95)
FORMAT(1,2X,'SUM OF KURTOSIS',9X,'SUM OF KURTOSIS**2')
95 C
WRITE(6,96)SUMKUR,SUMKSO
FORMAT(1X,E23.16,2X,E23.16)
96 C
WRITE(6,100)
FORMAT(1,3X,'MEAN VARIANCE',7X,'VARIANCE OF THE VARIANCES',
100

```

```

C      *      )
101    WRITE(6,101)AVAR,VARVAR
C      FORMAT(1X,E23.16,2X,E23.16)
102    WRITE(6,102)
C      FORMAT(6,0,3X,MEAN SKEWNESS,7X,VARIANCE OF THE SKEWNESS')
103    WRITE(6,103)ASKER,VARSKW
C      FORMAT(1X,E23.16,2X,E23.16)
104    WRITE(6,104)
C      FORMAT(6,0,3X,MEAN KURTOSIS,7X,VARIANCE OF THE KURTOSIS')
105    WRITE(6,105)AKUR,VARKUR
C      FORMAT(1X,E23.16,2X,E23.16)
106    WRITE(6,106)
C      FORMAT(6,1)
C      END IF
C      RETURN
C      END
STA 02110
STA 02120
STA 02130
STA 02140
STA 02150
STA 02160
STA 02170
STA 02180
STA 02190
STA 02200
STA 02210
STA 02220
STA 02230
STA 02240
STA 02250
STA 02260
STA 02270
STA 02280
STA 02290
STA 02300
STA 02310
STA 02320
STA 02330
STA 02340

```

APPENDIX B
IMSL/NON-IMSL ROUTINES UTILIZED

IMSL ROUTINES

IMSL ROUTINE NAME	- GSUBS	GGU00110
COMPUTER	- IEM/SINGLE	GGU00120
LATEST REVISION	- JUNE 1, 1980	GGU00130
PURPOSE	- BASIC UNIFORM (0,1) RANDOM NUMBER GENERATOR - FUNCTION FORM OF GSUBS	GGU00140
USAGE	- FUNCTION GSUBS (DSEED)	GGU00150
ARGUMENTS	GGUBS - RESULTANT DEVIATE. DSEED - INPUT/OUTPUT DOUBLE PRECISION VARIABLE ASSIGNED AN INTEGER VALUE IN THE EXCLUSIVE RANGE (1.D0, 2147483647.D0). DSEED IS REPLACED BY A NEW VALUE TO BE USED IN A SUBSEQUENT CALL.	GGU00160
PRECISION/HARDWARE	- SINGLE/ALL	GGU00170
REQ. IMSL ROUTINES	- NCNE REQUIRED	GGU00180
NOTATION	- INFORMATION ON SPECIAL NOTATION AND CONVENTIONS IS AVAILABLE IN THE MANUAL INTRODUCTION OR THROUGH IMSL ROUTINE UHELP	GGU00190
COPYRIGHT	- 1978 BY IMSL, INC. ALL RIGHTS RESERVED.	GGU00200
WARRANTY	- IMSL WARRANTS ONLY THAT IMSL TESTING HAS BEEN APPLIED TO THIS CODE. NO OTHER WARRANTY, EXPRESSED OR IMPLIED, IS APPLICABLE.	GGU00210
REAL FUNCTION GSUBS (DSEED)	SPECIFICATIONS FOR ARGUMENTS	GGU00220
DOUBLE PRECISION DSEED	SPECIFICATIONS FOR LOCAL VARIABLES	GGU00230

```

C
DOUBLE PRECISION D2F31M, D2P31
D2P31M = (2**31) - 1
D2P31 = (2**31) (OR AN ADJUSTED VALUE)
DATA D2F31M/2147483647.D0/
DATA D2P31 /2147483648.D0/
FIRST EXECUTABLE STATEMENT
DSEED = DMOD(16807-D0*DSEED, D2P31M)
GGUBFS = DSEED / D2P31
RETURN
END
GGU00510
GGU00520
GGU00530
GGU00540
GGU00550
GGU00560
GGU00570
GGU00580
GGU00590
GGU00600

```

IMSL KOUTINE NAME - FFTRC

COMPUTER - IBM/DOUBLE

LATEST REVISION - JANUARY 1, 1978

PURPOSE - COMPUTE THE FAST FOURIER TRANSFORM OF A REAL VALUED SEQUENCE

USAGE - CALL FFTRC (A,N,X,IWK,WK)

ARGUMENTS A - INPUT REAL VECTOR OF LENGTH N WHICH CONTAINS THE DATA TO BE TRANSFORMED.
 N - INPUT NUMBER OF DATA POINTS TO BE TRANSFORMED.
 X - N MUST BE A POSITIVE EVEN INTEGER.
 - OUTPUT COMPLEX VECTOR OF LENGTH $N/2+1$ CONTAINING THE FIRST $N/2+1$ COEFFICIENTS OF THE FOURIER TRANSFORM. THE REMAINING COEFFICIENTS MAY BE DETERMINED BY $X(N+2-I) = \text{CONJG}(X(I))$, FOR $I=2, \dots, N/2$.
 IWK - INTEGER WORK VECTOR.
 IF N IS A POWER OF 2, THEN IWK SHOULD BE OF LENGTH N WHERE $N=2**I$.
 PRECISION/HARDWARE - SINGLE AND DOUBLE/H32
 - SINGLE/H36, H48, H60

REQD. IMSL ROUTINES - FFTCC, FFT2C

NOTATION - INFORMATION ON SPECIAL NOTATION AND CONVENTIONS IS AVAILABLE IN THE MANUAL INTRODUCTION OR THROUGH IMSL ROUTINE UHELP

REMARKS 1. FFTRC COMPUTES THE FOURIER TRANSFORM, X, ACCORDING TO THE FOLLOWING FORMULA;

$$X(K+1) = \text{SUM FROM } J = 0 \text{ TO } N-1 \text{ OF } A(J+1) * \text{CEXP}(0.0(2.0 * \text{PI} * J * K) / N)$$

FOR $K=0, 1, \dots, N/2$ AND $\text{PI}=3.1415\dots$

THE USER CAN COMPUTE THE REMAINING X VALUES BY PERFORMING THE FOLLOWING STEPS;

```

ND2 = N/2
DO 10 I=2, ND2
  X(N+2-I) = CONJG(X(I))
10 CONTINUE
2. FFTRC CAN BE USED TO COMPUTE

```

FFT00110
 FFT00120
 FFT00130
 FFT00140
 FFT00150
 FFT00160
 FFT00170
 FFT00180
 FFT00190
 FFT00200
 FFT00210
 FFT00220
 FFT00230
 FFT00240
 FFT00250
 FFT00260
 FFT00270
 FFT00280
 FFT00290
 FFT00300
 FFT00310
 FFT00320
 FFT00330
 FFT00340
 FFT00350
 FFT00430
 FFT00440
 FFT00450
 FFT00460
 FFT00470
 FFT00480
 FFT00490
 FFT00500
 FFT00510
 FFT00520
 FFT00530
 FFT00540
 FFT00550
 FFT00560
 FFT00570
 FFT00580
 FFT00590
 FFT00600
 FFT00610
 FFT00620
 FFT00630
 FFT00640
 FFT00650
 FFT00660
 FFT00670

```

FFT00680
FFT00690
FFT00700
FFT00710
FFT00720
FFT00730
FFT00740
FFT00750
FFT00760
FFT00770
FFT00780
FFT00790
FFT00800
FFT00810
FFT00820
FFT00830
FFT00840
FFT00850
FFT00860
FFT00870
FFT00880
FFT00890
FFT00900
FFT00910
FFT00920
FFT00930
FFT00940
FFT00950
FFT00960
FFT00970
FFT00980
FFT00990
FFT01000
FFT01010
FFT01020
FFT01030
FFT01040
FFT01050
FFT01060
FFT01070
FFT01080
FFT01090
FFT01100
FFT01110
FFT01120
FFT01130
FFT01140
FFT01150
FFT01160
FFT01170

```

```

X(K+1) = (1/N)*SUM FROM J = 0 TO N-1 OF
A(J+1)*CEXP(0.0 (-2.0*PI*J*K)/N)
FOR K=0, 1, ..., N/2 AND PI=3.1415...

```

BY PERFORMING THE FOLLOWING STEPS:

```

CALL FFTRC (A, N, X, IWK, WK)
ND2P1 = N/2+1
DO 10 I=1, ND2P1
X(I) = CONJG(X(I))/N
10 CONTINUE

```

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MODIFIED 5 AUGUST 1985 TO ALLOW THE GENERATION ONLY OF FFT CF VECTOR OF LENGTH EQUAL TO AN EVEN POWER OF 2 AND THE ENTIRE FFT.

```

SUBROUTINE FFTRC (A, N, X, IWK)
INTEGER N, IWK(1)
DOUBLE PRECISION A(N)
COMPLEX*16 X(1)

```

```

INTEGER ND2P1, ND2, I, M, TWO, H, IMAX, ND4, NP2, K, NMK, J
DOUBLE PRECISION RPI, ZERO, ONE, HALF, THETA, TP, G(2), B(2), Z(2), AI,
COMPLEX*16 XI, MAG, ALPHA, BETA, GAM, S1, ZD
EQUIVALENCE (GAM, Z(1)), (ALPHA, B(1)), (Z(1), AR), (Z(2), AI),
DATA ZERO/0.0D0/, HALF/0.5D0/, ONE/1.0D0/, IMAX/24/
DATA RPI/3.141592653589793D0/
FIRST EXECUTABLE STATEMENT

```

```

IF (N .NE. 2) GO TO 5
N EQUAL TO 2

```

```

ZD = DCMPLEX(A(1), A(2))
THETA = AR
TP = AI
X(2) = DCMPLEX(THETA-TP, ZERO)
X(1) = DCMPLEX(THETA+TP, ZERO)
GO TO 9005
5 CONTINUE

```

```

ND2 = N/2
ND2P1 = ND2+1
N GREATER THAN 2
MOVE A TO X

```



```

FFT01180
FFT01190
FFT01200
FFT01210
FFT01220
FFT01230
FFT01240
FFT01250
FFT01260
FFT01270
FFT01280
FFT01290
FFT01300
FFT01310
FFT01320
FFT01330
FFT01340
FFT01350
FFT01360
FFT01370
FFT01380
FFT01390
FFT01400
FFT01410
FFT01420
FFT01430
FFT01440
FFT01450
FFT01460
FFT01470
FFT01480
FFT01490
FFT01500
FFT01510
FFT01520
FFT01530
FFT01540
FFT01550
FFT01560
FFT01570
FFT01580
FFT01590
FFT01600
FFT01610
FFT01620
FFT01630
FFT01640
FFT01650
FFT01660
FFT01670

```

```

C
J = 1
DO 6 I=1,ND2
  X(I) = DCMPLEX(A(J),A(J+1))
  J = J+2
6 CONTINUE
C
GAM = DCMPLEX(ZERO,ZERO)
DO 10 I=1,ND2
  GAM = GAM + X(I)
10 CONTINUE
TP = G(1)-G(2)
GAM = DCMPLEX(TP,ZERO)
C
MTWO = 2
M = 1
DO 15 I=1,IMAX
  IF (ND2 .LE. MTWO) GO TO 20
  MTWO = MTWO+MTWO
  M = M+1
15 CONTINUE
20 IF (ND2 .EQ. MTWO) GO TO 25
C
25 CALL FFT2C (X,M,IMK)
30 ALPHA = X(1)
  X(1) = B(1) + B(2)
  ND4 = (ND2+1)/2
  IF (ND4 .LT. 2) GO TO 40
  NP2 = ND2 + 2
  THETA = RPI/ND2
  TP = THETA
  XIMAG = DCMPLEX(ZERO,CNE)
C
DO 35 K = 2,ND4
  NPK = NP2 - K
  S1 = DCONJG(X(NMK))
  ALPHA = X(K) + S1
  BETA = XIMAG*(S1-X(K))
  S1 = DCMPLEX(DCOS(THETA),DSIN(THETA))
  X(K) = (ALPHA+BETA*S1)*HALF
  X(NMK) = DCONJG(ALPHA-BETA*S1)*HALF
  THETA = THETA + TP
35 CONTINUE
40 X(ND2P1) = GAM
  ND2=N/2
  DO 90 I=2,ND2

```

COMPUTE THE CENTER COEFFICIENT

DETERMINE THE SMALLEST M SUCH THAT N IS LESS THAN OR EQUAL TO 2**M

N IS NOT A POWER OF TWO, CALL FFTCC
N IS A POWER OF TWO, CALL FFT2C

DECOMPOSE THE COMPLEX VECTOR X INTO THE COMPONENTS OF THE TRANSFORM OF THE INPUT DATA.

C 90 X(N+2-I) = DCONJG(X(I))
CONTINUE
9005 RETURN
END

FFT01680
FFT01690
FFT01700
FFT01710

INSL ROUTINE NAME - FFT2C

COMPUTER - IBM/DOUBLE

LATEST REVISION - NOVEMBER 1, 1984

PURPOSE - COMPUTE THE FAST FOURIER TRANSFORM OF A COMPLEX VALUED SEQUENCE OF LENGTH EQUAL TO A POWER OF TWO

USAGE - CALL FFT2C (A, M, IWK)

ARGUMENTS A - COMPLEX VECTOR OF LENGTH M, WHERE N=2**M. ON INPUT A CONTAINS THE COMPLEX VALUED SEQUENCE TO BE TRANSFORMED. ON OUTPUT A IS REPLACED BY THE FOURIER TRANSFORM.

M - INPUT EXPONENT TO WHICH 2 IS RAISED TO PRODUCE THE NUMBER OF DATA POINTS, N (I.E. N = 2**M).

IWK - WORK VECTOR OF LENGTH M+1.

PRECISION/HARDWARE - SINGLE AND DOUBLE/H32

- SINGLE/H36, H48, H60

REQD. IMSL ROUTINES - NCNE REQUIRED

NOTATION - INFORMATION ON SPECIAL NOTATION AND CONVENTIONS IS AVAILABLE IN THE MANUAL INTRODUCTION OR THROUGH IMSL ROUTINE UHEIP

REMARKS 1. FFT2C COMPUTES THE FOURIER TRANSFORM, X, ACCORDING TO THE FOLLOWING FORMULA;

$$X(K+1) = \sum_{J=0}^{N-1} A(J+1) * \text{CEXP}((0.0 + 2.0 * \text{PI} * J * K) / N)$$

FOR K=0, 1, ..., N-1 AND PI=3.1415....

2. NOTE THAT X OVERWRITES A ON OUTPUT. FFT2C CAN BE USED TO COMPUTE THE INVERSE FOURIER TRANSFORM, X, ACCORDING TO THE FOLLOWING FORMULA;

$$X(K+1) = \frac{1}{N} \sum_{J=0}^{N-1} A(J+1) * \text{CEXP}((0.0 - 2.0 * \text{PI} * J * K) / N)$$

FOR K=0, 1, ..., N-1 AND PI=3.1415....

BY PERFORMING THE FOLLOWING STEPS;

FFT00110
FFT00120
FFT00130
FFT00140
FFT00150
FFT00160
FFT00170
FFT00180
FFT00190
FFT00200
FFT00210
FFT00220
FFT00230
FFT00240
FFT00250
FFT00260
FFT00270
FFT00280
FFT00290
FFT00300
FFT00310
FFT00320
FFT00330
FFT00340
FFT00350
FFT00360
FFT00370
FFT00380
FFT00390
FFT00400
FFT00410
FFT00420
FFT00430
FFT00440
FFT00450
FFT00460
FFT00470
FFT00480
FFT00490
FFT00500
FFT00510
FFT00520
FFT00530
FFT00540
FFT00550
FFT00560
FFT00570
FFT00580
FFT00600

```

FFT00610
FFT00620
FFT00630
FFT00640
FFT00650
FFT00660
FFT00670
FFT00680
FFT00690
FFT00700
FFT00710
FFT00720
FFT00730
FFT00740
FFT00750
FFT00760
FFT00770
FFT00780
FFT00790
FFT00800
FFT00810
FFT00820
FFT00830
FFT00840
FFT00850
FFT00860
FFT00870
FFT00880
FFT00890
FFT00900
FFT00910
FFT00920
FFT00930
FFT00940
FFT00950
FFT00960
FFT00970
FFT00980
FFT00990
FFT01000
FFT01010
FFT01020
FFT01030
FFT01040
FFT01050
FFT01060
FFT01070
FFT01080
FFT01090
FFT01100

```

```

DO 10 I=1,N
  A(I) = CONJG (A(I))
10 CONTINUE
CALL FFT2C (A, M, IWK)
DO 20 I=1,N
  A(I) = CONJG (A(I)) / N
20 CONTINUE

```

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```

SUBROUTINE FFT2C (A, M, IWK)
  INTEGER M, IWK(1)
  COMPLEX*16 A(1)
  INTEGER I, ISP, J, JJ, JSP, K, K0, K1, K2, K3, KB, KN, MK, MM, MP, N,
  N4, N8, W2, LM, MN, JK
  DOUBLE PRECISION RAD, C1, C2, C3, S1, S2, S3, CK, SK, SQ, A0, A1, A2, A3,
  B0, B1, B2, B3, TWOPI, TEMP
  ZERO, ONE, Z0(2), Z1(2), Z2(2), Z3(2)
  ZA0, ZA1, ZA2, ZA3, A21(1), (ZA2, Z2(1)), (A1, Z1(1)),
  (ZA3, Z3(1)), (A0, Z0(1)), (B0, Z0(2)), (A1, Z1(1)),
  (B1, Z1(2)), (A2, Z2(1)), (B2, Z2(2)), (A3, Z3(1)),
  (B3, Z3(2))
  SO/.7071065475D0/, 7811865475D0/,
  SK/.3826834323650898D0/,
  CK/.9238795325112868D0/,
  TWOPI/6.283185307179586D0/
  ZERO/0.0D0/, ONE/1.0D0/
  SO=SQRT(2)/2, SK=SIN(PI/8), CK=COS(PI/8)
  TWOPI=2*PI
  FIRST EXECUTABLE STATEMENT

```

```

  MP = M+1
  N = 2**M
  IWK(1) = 1
  MM = (M/2)*2
  KN = N+1
  DC 5 I=2,MP
  IWK(I) = IWK(I-1) + IWK(I-1)
5 CONTINUE
  RAD = TWOPI/N
  MK = M - 4

```

INITIALIZE WORK VECTOR

```

KB = 1 (MM - EQ. M) GO TO 15
IF (MM - EQ. M) GO TO 15
K2 = IMK (MM+1) + KB
K0 = K2 - 1
10 K0 = K0 - 1
AK2 = A (K2) - AK2
A (K2) = A (K0) + AK2
A (K0) = A (K0) + AK2
15 IF (K0 - GI. KB) GO TO 10
C1 = ONE
S1 = ZERO
JJ = 0
K = MM - 1
J = 4
IF (K - GE. 1) GO TO 30
GO TO 70
20 IF (IMK(J) - GT. JJ) GO TO 25
JJ = JJ - IMK(J)
JJ = J - 1
IF (IMK(J) - GT. JJ) GO TO 25
JJ = JJ - IMK(J)
J = J - 1
K = K + 2
GO TO 20
25 JJ = IMK(J) + JJ
30 ISP = IMK(K)
IF (JJ - EQ. 0) GO TO 40
C2 = JJ * ISP * RAD
C1 = DCOS(C2)
35 C2 = C1 * C1 - S1 * S1
S2 = C1 * (S1 + S1)
S3 = C2 * C1 - S2 * S1
40 JSP = ISP + KB
DO 50 I = 1, ISP
K0 = JSP - I
K1 = K0 + ISP
K2 = K1 + ISP
K3 = K2 + ISP
ZA0 = A (K0)
ZA1 = A (K1)
ZA2 = A (K2)
ZA3 = A (K3)
IF (S1 - EQ. ZERO) GO TO 45

```

RESET TRIGONOMETRIC PARAMETERS

DETERMINE FOURIER COEFFICIENTS
IN GROUPS OF 4

```

FFT01110
FFT01120
FFT01130
FFT01140
FFT01150
FFT01160
FFT01170
FFT01180
FFT01190
FFT01200
FFT01210
FFT01220
FFT01230
FFT01240
FFT01250
FFT01260
FFT01270
FFT01280
FFT01290
FFT01300
FFT01310
FFT01320
FFT01330
FFT01340
FFT01350
FFT01360
FFT01370
FFT01380
FFT01390
FFT01400
FFT01410
FFT01420
FFT01430
FFT01440
FFT01450
FFT01460
FFT01470
FFT01480
FFT01490
FFT01500
FFT01510
FFT01520
FFT01530
FFT01540
FFT01550
FFT01560
FFT01570
FFT01580
FFT01600

```

```

FFT01610
FFT01620
FFT01630
FFT01640
FFT01650
FFT01660
FFT01670
FFT01680
FFT01690
FFT01700
FFT01710
FFT01720
FFT01730
FFT01740
FFT01750
FFT01760
FFT01770
FFT01780
FFT01790
FFT01800
FFT01810
FFT01820
FFT01830
FFT01840
FFT01850
FFT01860
FFT01870
FFT01880
FFT01890
FFT01900
FFT01910
FFT01920
FFT01930
FFT01940
FFT01950
FFT01960
FFT01970
FFT01980
FFT01990
FFT02000
FFT02010
FFT02020
FFT02030
FFT02040
FFT02050
FFT02060
FFT02070
FFT02080
FFT02090
FFT02100

```

```

= A1 * C1 - B1 * S1 * C1
A1 = TEMP * S1 + B1 * C1
B1 = TEMP * A2
= A2 * C2 - B2 * S2 * C2
A2 = TEMP * S2 + B2 * C2
B2 = TEMP * A3
= A3 * C3 - B3 * S3 * C3
A3 = TEMP * S3 + B3 * C3
B3 = TEMP * A0 - A2
A0 = TEMP + A2
B0 = TEMP + A3
A1 = TEMP + A3
B1 = TEMP + B2
A2 = TEMP + B2
B2 = TEMP + B3
A0 = TEMP + B3
B0 = TEMP + B3
B1 = TEMP + B3
B3 = TEMP + B3
A (K0) = DCMPLEX (A0+A1, B0+B1)
A (K1) = DCMPLEX (A0-A1, B0-B1)
A (K2) = DCMPLEX (A2+B3, B2+A3)
A (K3) = DCMPLEX (A2-B3, B2-A3)
50 CONTINUE
IF (K .LE. 1) GO TO 55
K = K - 2
GO TO 30
55 KB = K3 + ISE
C
C
IF (KN .LE. KB) GO TO 70
IF (J .NE. 1) GO TO 60
K = 3
J = MK
GO TO 20
J = J - 1
C2 = C1
IF (J .NE. 2) GO TO 65
C1 = C1 * CK + S1 * SK
S1 = S1 * CK - C2 * SK
GO TO 35
65 C1 = (C1 - S1) * SQ
S1 = (C2 + S1) * SQ
GO TO 35
70 CONTINUE
C
C

```

CHECK FOR COMPLETION OF FINAL ITERATION

PERMUTE THE COMPLEX VECTOR IN REVERSE BINARY ORDER TO NORMAL ORDER

FFT02110
 FFT02120
 FFT02130
 FFT02140
 FFT02150
 FFT02160
 FFT02170
 FFT02180
 FFT02190
 FFT02200
 FFT02210
 FFT02220
 FFT02230
 FFT02240
 FFT02250
 FFT02260
 FFT02270
 FFT02280
 FFT02290
 FFT02300
 FFT02310
 FFT02320
 FFT02330
 FFT02340
 FFT02350
 FFT02360
 FFT02370
 FFT02380
 FFT02390
 FFT02400
 FFT02410
 FFT02420
 FFT02430
 FFT02440
 FFT02450
 FFT02460
 FFT02470
 FFT02480
 FFT02490
 FFT02500
 FFT02510
 FFT02520
 FFT02530
 FFT02540
 FFT02550
 FFT02560
 FFT02570
 FFT02580
 FFT02590
 FFT02600

INITIALIZE WORK VECTOR

```

IF (M .LE. 1) GO TO 9005
MP = M+1
JJ = 1
IWK(J) = 1
DO 75 I = 2, MP
  IWK(I) = IWK(I-1) * 2
75 CONTINUE
N4 = IWK(MP-2)
N2 = (M .GT. 2) N8 = IWK(MP-3)
LM = N2
NN = N4
MP = MP-4
  
```

DETERMINE INDICES AND SWITCH A

```

C
J = 2
80 JK = JJ + N2
   AK2 = A(J)
   A(J) = A(JK)
   A(JK) = AK2
   J = J+1
   IF (JJ .GT. N4) GO TO 85
   JJ = JJ + N4
   GO TO 105
85 JF = JJ - N4
   JJ = JJ + N8
   GO TO 105
90 JJ = JJ - N8
   K = MP
95 IF (IWK(K) .GE. JJ) GO TO 100
   JJ = JJ - IWK(K)
   K = K - 1
   GO TO 95
100 JJ = IWK(K) + JJ
105 IF (JJ .LE. J) GO TO 110
   K = NN - J
   JK = NN - JJ
   AK2 = A(J)
   A(J) = A(JJ)
   A(JJ) = AK2
   AK2 = A(K)
   A(K) = A(JK)
   A(JK) = AK2
   J = J + 1
110
  
```

CYCLE REPEATED UNTIL LIMITING NUMBER OF CHANGES IS ACHIEVED

```

C
C IF (J .LE. LM) GO TO 80
C
C 9005 RETURN
  
```

FFT02610

END

AD-A160 823

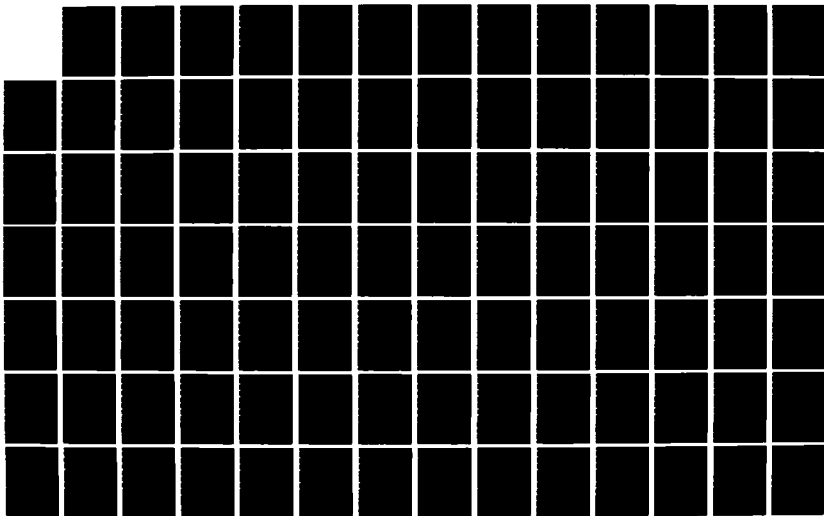
COMPUTER SIMULATION OF DIGITAL SIGNAL MODULATION
TECHNIQUES IN SATELLITE COMMUNICATIONS(U) NAVAL
POSTGRADUATE SCHOOL MONTEREY CA C D CARLSON SEP 85

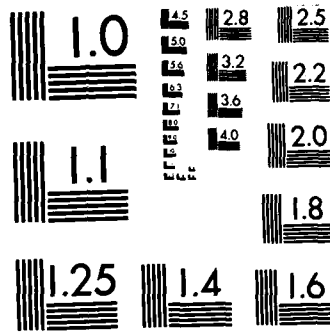
3/4

UNCLASSIFIED

F/G 9/2

NL





MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

NON-INSL ROUTINE

UTP00110
UTP00120
UTP00130
UTP00140
UTP00150
UTP00160
UTP00170
UTP00180
UTP00190
UTP00200
UTP00210
UTP00220
UTP00230
UTP00240
UTP00250
UTP00260
UTP00270
UTP00280
UTP00290
UTP00300
UTP00310
UTP00320
UTP00330
UTP00340
UTP00350
UTP00360
UTP00370
UTP00380
UTP00390
UTP00400
UTP00410
UTP00420
UTP00430
UTP00440
UTP00450
UTP00460
UTP00470
UTP00480
UTP00490
UTP00500
UTP00510
UTP00520
UTP00530
UTP00540
UTP00550
UTP00560
UTP00570

SUBROUTINE UTPLOT

PURPOSE

PRINTS GRAPHS ON THE STANDARD OUTPUT PRINTER

FEATURES

- 1) FULL CONTROL OVER SCALING
 - 2) ABILITY TO PLOT SINGLE OR DOUBLE PRECISION VECTORS
- CALLING SEQUENCE

CALL UTPLOT (X, Y, N, RANGE, K, MODCUR)

DESCRIPTION OF ARGUMENTS

X VECTOR OF ABSCISSAE

Y VECTOR OF ASSOCIATED ORDINATES

N NUMBER OF (X, Y) PAIRS

RANGE 4 WORD SCALING VECTOR WHERE
RANGE (1) = MAXIMUM X TO BE PLOTTED
RANGE (2) = MINIMUM X TO BE PLOTTED
RANGE (3) = MAXIMUM Y TO BE PLOTTED
RANGE (4) = MINIMUM Y TO BE PLOTTED

ALL (X, Y) POINTS OUTSIDE THE ABOVE RANGE WILL BE PLOTTED
IN THE BORDER OF THE GRAPH.

K EVERY KTH ELEMENT OF X & Y WILL BE PLOTTED, E.G.,
FOR REAL*4 DATA (SINGLE PRECISION) K=1
FOR REAL*8 DATA (DOUBLE PRECISION) K=2.

MODCUR CONTROLS THE NUMBER OF CURVES ON ONE GRAPH
= 0 THERE IS ONLY 1 CURVE ON THIS GRAPH
= 1 THIS IS THE FIRST OF TWO OR MORE CURVES ON THIS GRAPH
= 2 THIS IS AN INTERMEDIATE CURVE ON THIS GRAPH
= 3 THIS IS THE LAST CURVE ON THIS GRAPH

SCALING

SCALING IS PERFORMED ONLY ON THE FIRST SET OF POINTS (WHEN

MODCUR = 0 OR 1.) ARKAY RANGE IS USED TO SET UP THE SCALE FACTORS AND NEED ONLY BE DEFINED FOR THE FIRST CALL TO UTPLOT.

GRID LABELLING

THE DATA TO BE GRAPHED WILL BE FIT INTO AN 80 COLUMN BY 60 ROW GRID. THE GRID WILL BE LABELLED THUSLY:

IN THE X DIRECTION (COLUMN-WISE), THERE WILL BE 5 VALUES: THE MAXIMUM, THE MINIMUM, AND 3 INTERMEDIATE AT INCREMENTS OF (RANGE(2) - RANGE(1))/4. FROM THE MINIMUM.

IN THE Y DIRECTION (ROW-WISE), THERE WILL BE 7 VALUES: THE MAXIMUM, THE MINIMUM, AND 5 INTERMEDIATE AT INCREMENTS OF (RANGE(4) - RANGE(3))/6. FROM THE MINIMUM.

IF THE LABELS HAVE A VALUE BETWEEN 1. AND 10**8, THEY WILL BE PRINTED IN AN F11.2 FORMAT, OTHERWISE THEY WILL BE PRINTED IN A 1PE10.3 FORMAT.

PLOTTING

FOUR CHARACTERS ARE USED FOR PLOTTING CURVES, "X", "Y", "Z", AND "W". WHEN MORE THAN 4 CURVES ARE PLOTTED THE CHARACTERS ARE USED REPEATEDLY. IF A NEW CURVE IS TO BE PLACED IN THE PLOTTING GRID WHERE AN OLD CURVE EXISTS THE NEW CURVE REPLACES THE OLD ONE. THUS, IF 3 IDENTICAL CURVES ARE PLOTTED, THEY WILL APPEAR AS ONE CURVE COMPOSED OF "Z" 'S.

MESSAGES

UNDER CERTAIN CIRCUMSTANCES, A PLOT WILL NOT BE OUTPUT AND ONE OF THE FOLLOWING MESSAGES WILL BE PRINTED ON THE STANDARD OUTPUT IN PLACE OF THE PLOT.

"ALL Y-VALUES=0. CANNOT SETUP PLOT GRID. CHECK MAX & MIN Y WHEN MODCUR=0 OR 1."

"ALL X VALUES=0. CANNOT SETUP PLOT GRID. CHECK MAX AND MIN X WHEN MODCUR=0 OR 1."

"GRID NOT SETUP WHEN MODCUR LAST 0 OR 1. NO PLOT UNTIL GRID PROPERLY SETUP."

NOTE

THE USER IS EXPECTED TO PROVIDE THE NECESSARY CARRIAGE CONTROLS TO PLACE THE GRAPH PROPERLY ON THE PAGE. BEFORE CALLING UTPLOT THE USER SHOULD ISSUE A PRINT STATEMENT WHICH EJECTS A PAGE SO THAT THE GRAPH WILL BE PLOTTED AT THE TOP

UTP00580
UTP00590
UTP00600
UTP00610
UTP00620
UTP00630
UTP00640
UTP00650
UTP00660
UTP00670
UTP00680
UTP00690
UTP00700
UTP00710
UTP00720
UTP00730
UTP00740
UTP00750
UTP00760
UTP00770
UTP00780
UTP00790
UTP00800
UTP00810
UTP00820
UTP00830
UTP00840
UTP00850
UTP00860
UTP00870
UTP00880
UTP00890
UTP00900
UTP00910
UTP00920
UTP00930
UTP00940
UTP00950
UTP00960
UTP00970
UTP00980
UTP00990
UTP01000
UTP01010
UTP01020
UTP01030
UTP01040
UTP01050
UTP01060
UTP01070

CC

UTP01080
 UTP01090
 UTP01100
 UTP01110
 UTP01120
 UTP01130
 UTP01140
 UTP01150
 UTP01160
 UTP01170
 UTP01180
 UTP01190
 UTP01200
 UTP01210
 UTP01220
 UTP01230
 UTP01240
 UTP01250
 UTP01260
 UTP01270
 UTP01280
 UTP01290
 UTP01300
 UTP01310
 UTP01320
 UTP01330
 UTP01340
 UTP01350
 UTP01360
 UTP01370
 UTP01380
 UTP01390
 UTP01400
 UTP01410
 UTP01420
 UTP01430
 UTP01440
 UTP01450
 UTP01460
 UTP01470
 UTP01480
 UTP01490
 UTP01500
 UTP01510
 UTP01520
 UTP01530
 UTP01540
 UTP01550
 UTP01560
 UTP01570

OF THE NEXT PAGE. A TITLE CAN BE PRINTED AT THE BOTTOM OF
 THE GRAPH BY ISSUING A PRINT STATEMENT RIGHT AFTER CALLING
 THE SUBROUTINE.

MAINTENANCE
 ALTERED FOR WATFIV COMPILATION BY J. FOUST 5/81

SUBROUTINE UPLOT (X, Y, NDATA, RANGE, KKZ, MODCUR)
 DIMENSION GRID(61, 81), XSCALE(5), YSCALE(7)
 DIMENSION X(1), Y(1), RANGE(4)
 INTEGER*2 GRID, BLANK, DOT, XCHAR(4) / 1H., 1H*, 1H*, 1HX/
 DATA DOT, BLANK, Z4B40, Z4040 /
 KDATA=NDATA*KKZ
 IF (MODCUR.GT.1) GO TO 444

GRID IS THE MATRIX USED TO PLOT THE POINTS

IERR=0
 XMAX=RANGE(1)
 XMIN=RANGE(2)
 YMAX=RANGE(3)
 YMIN=RANGE(4)

CHECKING X AND Y POINTS AND PLOTTING THOSE OUT OF RANGE
 AT THE MARGIN

DO 30 I=1, KDATA, KKZ
 IF (X(I).GT.XMAX.OR.X(I).LT.XMIN.OR.Y(I).GT.YMAX.OR.Y(I).LT.YMIN)
 IERR=IERR+1
 IF (X(I).LE.XMAX) GO TO 205
 X(I)=XMAX
 GOTO 210
 IF (X(I).GE.XMIN) GO TO 210
 X(I)=XMIN
 IF (Y(I).LE.YMAX) GO TO 215
 Y(I)=YMAX
 GOTO 30
 IF (Y(I).GE.YMIN) GO TO 30
 Y(I)=YMIN

30 CONTINUE

PLOTTING X AND Y AXIS, IF NECESSARY

IERR=0
 X RANGE=XMAX-XMIN
 Y RANGE=YMAX-YMIN
 IF (YRANGE.NE.0.) GO TO 298

```

UTP 01580
UTP 01590
UTP 01600
UTP 01610
UTP 01620
UTP 01630
UTP 01640
UTP 01650
UTP 01660
UTP 01670
UTP 01680
UTP 01690
UTP 01700
UTP 01710
UTP 01720
UTP 01730
UTP 01740
UTP 01750
UTP 01760
UTP 01770
UTP 01780
UTP 01790
UTP 01800
UTP 01810
UTP 01820
UTP 01830
UTP 01840
UTP 01850
UTP 01860
UTP 01870
UTP 01880
UTP 01890
UTP 01900
UTP 01910
UTP 01920
UTP 01930
UTP 01940
UTP 01950
UTP 01960
UTP 01970
UTP 01980
UTP 01990
UTP 02000
UTP 02010
UTP 02020
UTP 02030
UTP 02040
UTP 02050
UTP 02060
UTP 02070

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```

IF(YMIN.EQ.0.) GO TO 889
YMIN=0.
YRANGE=YMAX
GO TO 299
298 IF (XRANGE.NE.0.) GO TO 299
IF(XMIN.EQ.0.) GO TO 887
XMIN=0.
XRANGE=XMAX
C BLANKING OUT MATRIX-(GRID)
C
C 299 DO 300 I=1,61
DO 301 JJ=1,81
GRID(I, JJ)=BLANK
301 CONTINUE
IF(XMAX*XMIN-GE.0.) GO TO 222
IYAXIS=80.*( -XMIN)/XRANGE+1.5
DO 40 I=1,61
40 GRID(I, IYAXIS)=DOT
222 IF(YMAX*YMIN-GE.0.) GC TO 333
IYAXIS=60.*(YMAX)/YRANGE+1.5
DO 60 I=1,81
60 GRID(IYAXIS, I)=DOT
C COMPUTE PROPER SCALE NUMBERS
C
C 333 XINCR=XRANGE/4.
XINCR=YRANGE/6.
XSCALE(1)=XMAX
XSCALE(5)=XMIN
DO 80 I=2,4
XSCALE(I)=XSCALE(I-1)-XINCR XSCALE(I)=0.
80 CONTINUE
YSCALE(1)=YMAX
YSCALE(7)=YMIN
DC 81 I=2,6
YSCALE(I)=YSCALE(I-1)-YINCR
IF(ABS(YSCALE(I))-LT.1.E-4) YSCALE(I)=0.
81 CONTINUE
DO 85 II=1,2
JJ=6-II
XT=XSCALE(JJ)
XSCALE(JJ)=XSCALE(II)
85 XSCALE(II)=XT
C PLACING POINTS IN THEIR PROPER GRID POSITIONS
C
C 444 IF(MODCUR.LT.2) JSET=0

```

```

IF (JERR.GT.0) GO TO 885
JSET=JSET+1
IF (JSET.GT.4) JSET=1
DO 700 I=1,KLATA,KKZ
IPTX=60.*(YMAX-Y(I))/YRANGE+1.5
IPTY=80.*(X(I)-XMIN)/XRANGE+1.5
IF (IPTX.GT.61.OR.IPTY.GT.81) GO TO 70
IF (IPTX.LE.0.OR.IPTY.LE.0) GO TO 70
GRID(IPTY,IPTX)=XCHAR(JSET)
GO TO 700
IERR=IERR+1
700 CONTINUE
OUTPUT SECTION WITH GRAPH
C
IF (MODCUR.EQ.1.OR.MODCUR.EQ.2) RETURN
AYR=ABS(XRANGE)
AYR=ABS(YRANGE)
IF (AYR.LT.1.E+8.AND.AYR.GE..95) GO TO 400
WRITE(6,17) XSCALE
17 FORMAT(12X,1PE10.3,4(10X,E10.3)/15X,'**',8('*****'),'+***)
GO TO 401
400 WRITE(6,117) XSCALE
117 FORMAT(8X,F11.2,4(9X,F11.2)/15X,'**',8('*****'),'+***)
II=1
DO 101 IK=1,61
IF (MOD(IK-1,10).NE.0) GO TO 92
IF (AYR.LT.1.E+8.AND.AYR.GE..95) GO TO 404
WRITE(6,18) YSCALE(II),GRID(IK,IX),IX=1,81,YSCALE(II)
18 FORMAT(3X,1PE10.3,2X,1H+,1X,81A1,1X,1H+,2X,E10.3)
GO TO 405
404 WRITE(6,118) YSCALE(II),GRID(IK,IX),IX=1,81,YSCALE(II)
118 FORMAT(2X,F11.2,1X,81A1,1X,1H+,2X,E10.3)
II=II+1
GO TO 101
92 WRITE(6,19) (GRID(IK,IX),IX=1,81)
19 FORMAT(15X,'*',81A1,*)
101 CONTINUE
IF (AYR.LT.1.E+8.AND.AYR.GE..95) GO TO 402
WRITE(6,22) XSCALE
22 FORMAT(15X,'**',8('*****'),'+***/12X,1PE10.3,4(10X,E10.3),//)
GO TO 403
402 WRITE(6,217) XSCALE
217 FORMAT(15X,'**',8('*****'),'+***/8X,F11.2,4(9X,F11.2),//)
403 IF (IERR.GT.0) WRITE(6,20) IERR
20 FORMAT(10X,'NUMBER OF POINTS OUT OF RANGE =',I4)
1000 RETURN
C
889 WRITE(6,888)
888 FORMAT(' ALL Y VALUES=0. CANNOT SETUP PLOT GRID. CHECK MAX & MIN Y')
1 WHEN MODCUR=0 OR 1.

```

```

UTP02080
UTP02090
UTP02100
UTP02110
UTP02120
UTP02130
UTP02140
UTP02150
UTP02160
UTP02170
UTP02180
UTP02190
UTP02200
UTP02210
UTP02220
UTP02230
UTP02240
UTP02250
UTP02260
UTP02270
UTP02280
UTP02290
UTP02300
UTP02310
UTP02320
UTP02330
UTP02340
UTP02350
UTP02360
UTP02370
UTP02380
UTP02390
UTP02400
UTP02410
UTP02420
UTP02430
UTP02440
UTP02450
UTP02460
UTP02470
UTP02480
UTP02490
UTP02500
UTP02510
UTP02520
UTP02530
UTP02540
UTP02550
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UTP02570

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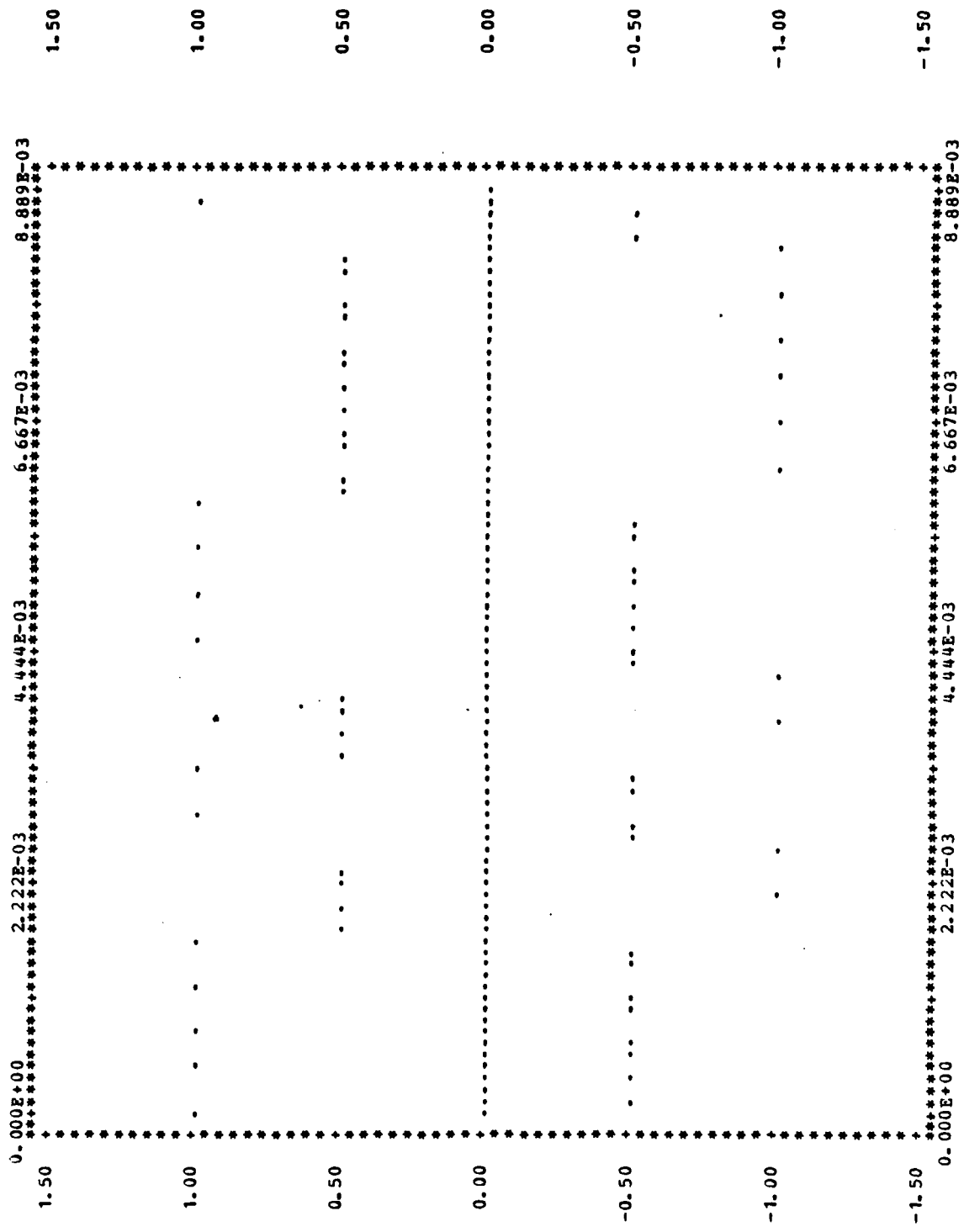
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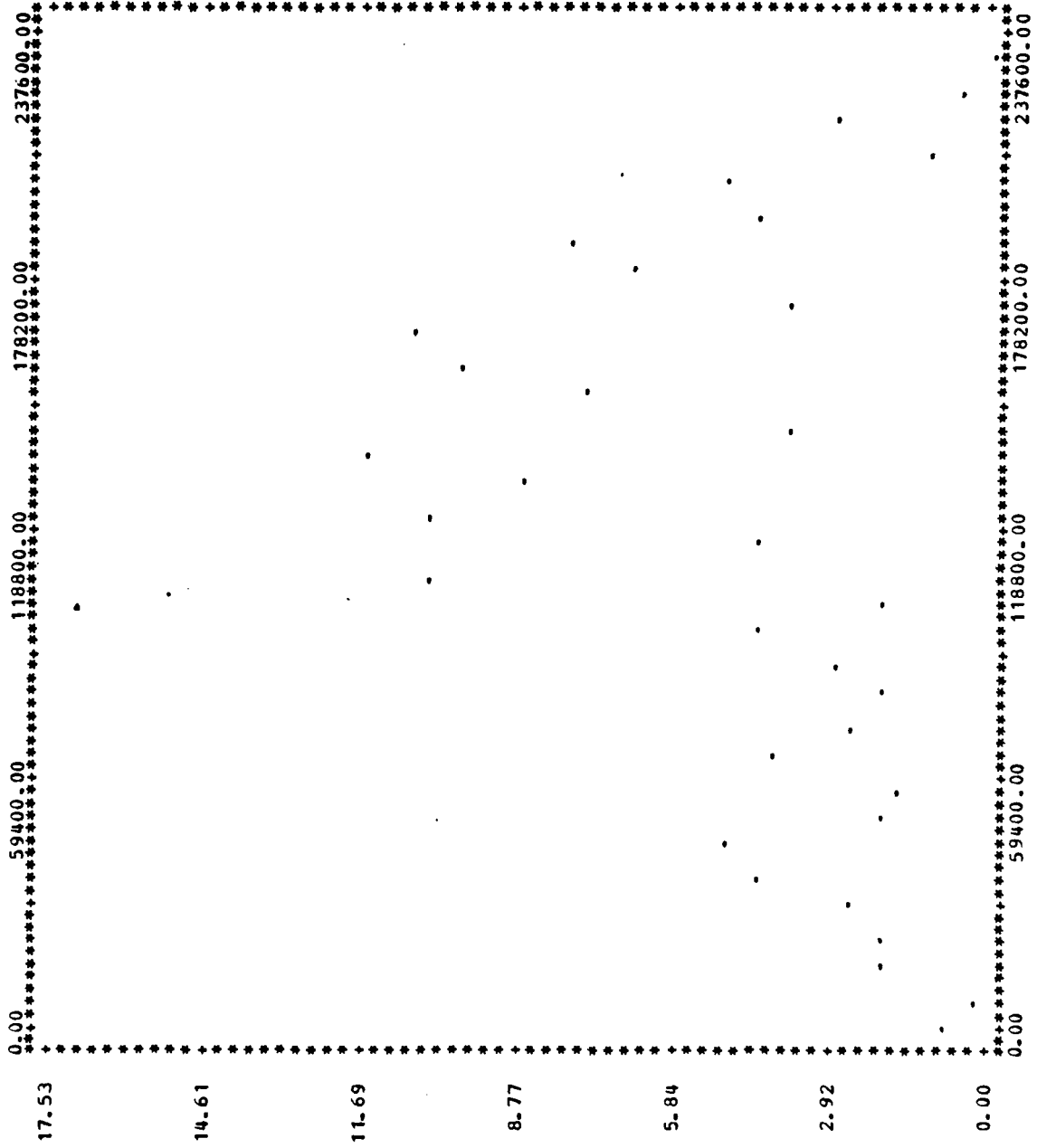
JERR=10
RETURN
887 WRITE(6, 886)
886 FORMAT(' ALL X VALUES=0. CANNOT SETUP PLOT GRID. CHECK MAX & MIN
1 WHEN MODCUR=0 OR 1.')
JERR=10
RETURN
885 WRITE(6, 884)
884 FORMAT(' GRID NOT SETUP WHEN MODCUR LAST 0 OR 1. NO PLOT UNTIL GRID
1D PROPERLY SETUP')
RETURN
END
UTP02580
UTP02590
UTP02600
UTP02610
UTP02620
UTP02630
UTP02640
UTP02650
UTP02660
UTP02670
UTP02680
UTP02690

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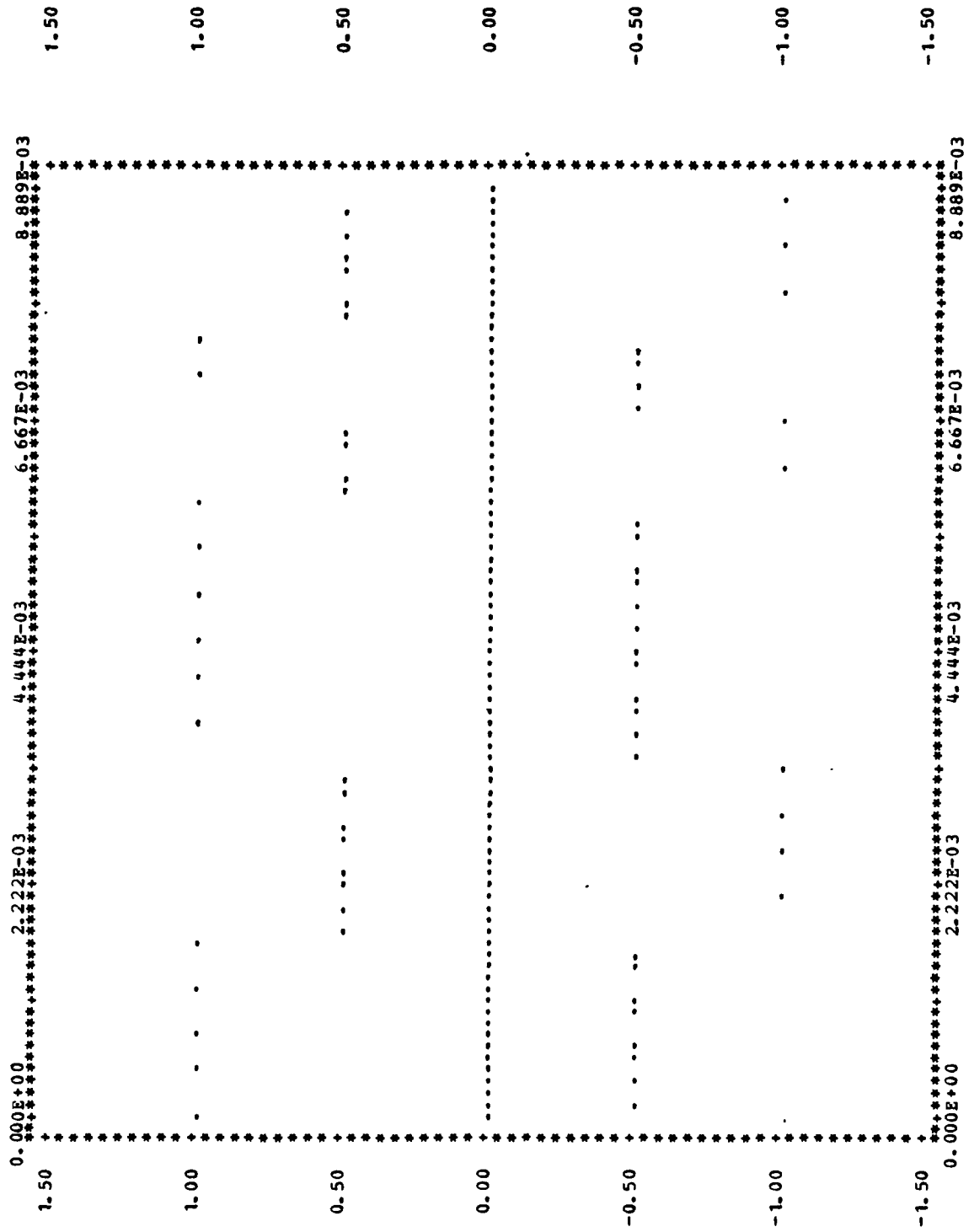

APPENDIX C
 REPRESENTATIVE RESULTS OF TRIAL SIMULATIONS

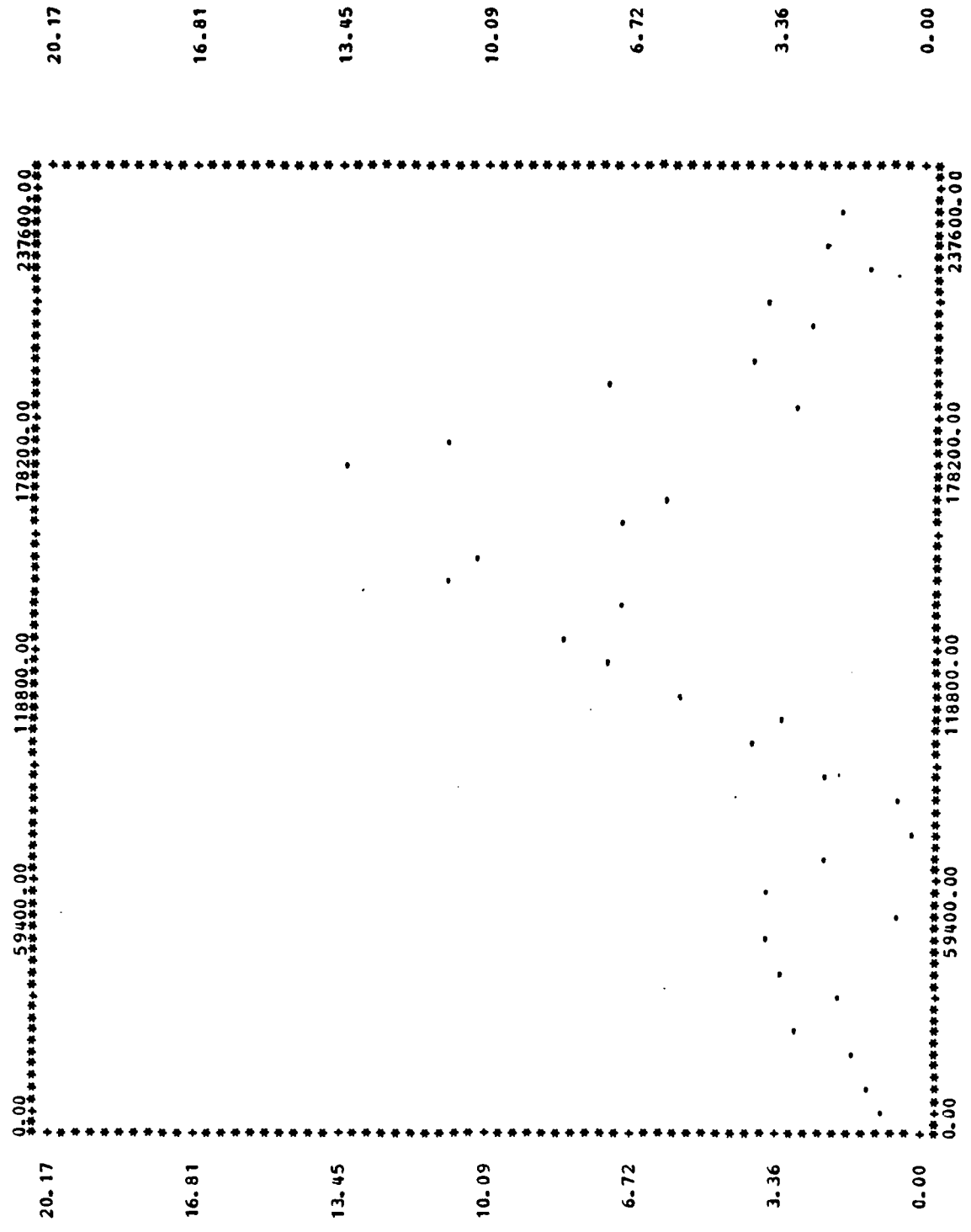
MODULATION TECHNIQUE = BPSK
 BIFOLAR LOGIC
 BAUD OR SYMBOL RATE = 1200 HZ
 BITS PER BINARY CODE WORD = 1
 BIT RATE = 0.1200000000000000E+04
 CARRIER FREQUENCY = 2400 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES
 TIME BETWEEN SAMPLES = 0.1388888888888889E-03 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDOM NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
 SUM OF VARIANCES SUM OF VARIANCES**2
 0.2015734723265312E+03 0.2783281622639908E+04
 SUM OF SKEWNESS SUM OF SKEWNESS**2
 -0.1039295264723739E+05 0.1054665065832765E+08
 SUM OF KURTOSIS SUM OF KURTOSIS**2
 0.7097901826525830E+04 0.5645466161770898E+07
 MEAN VARIANCE VARIANCE OF THE VARIANCES
 0.6108287040197914E+01 0.4850040606187702E+02
 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.3149379590071935E+03 0.2272973551108844E+06
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
 0.2150879341371464E+03 0.1287122850373493E+06



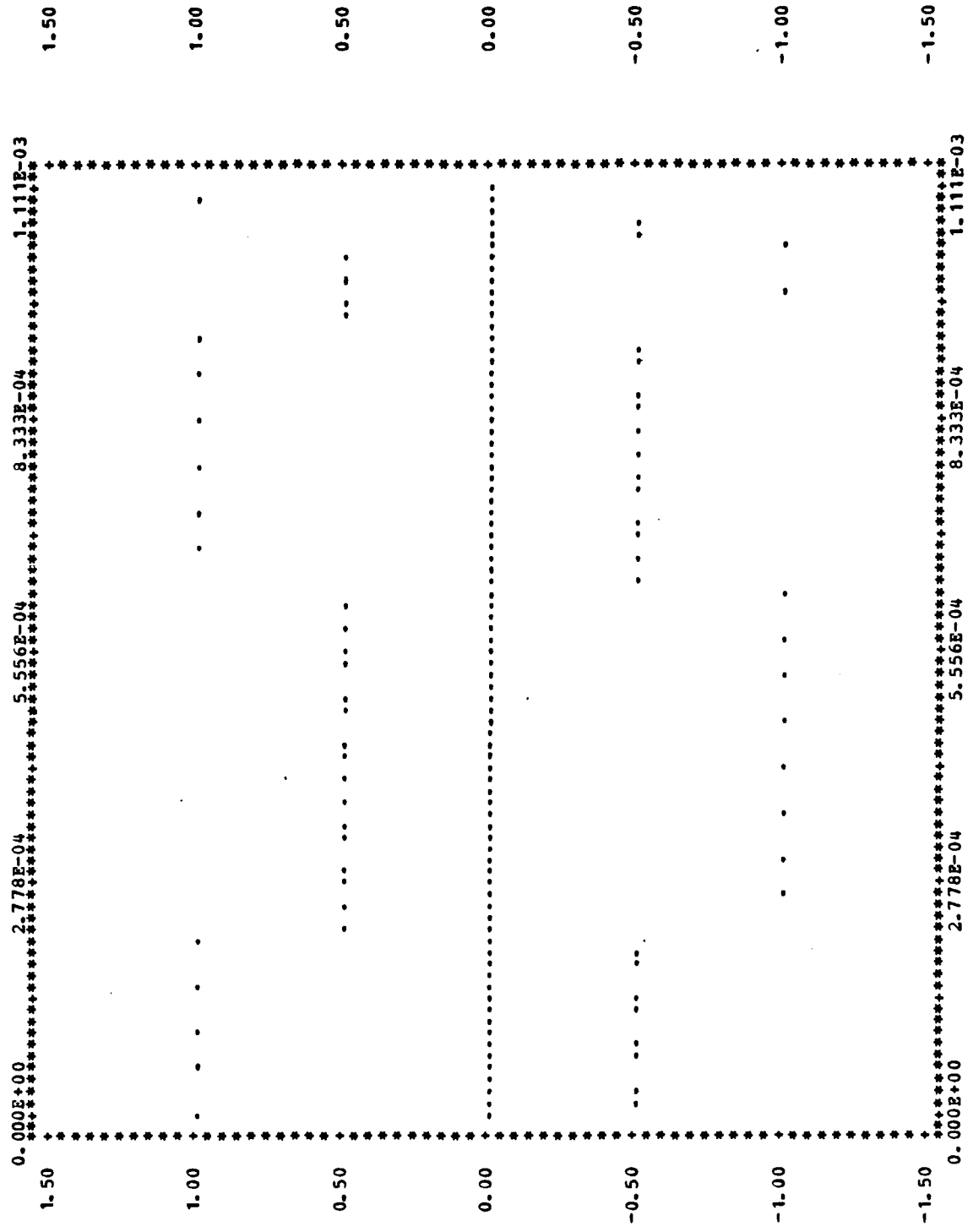


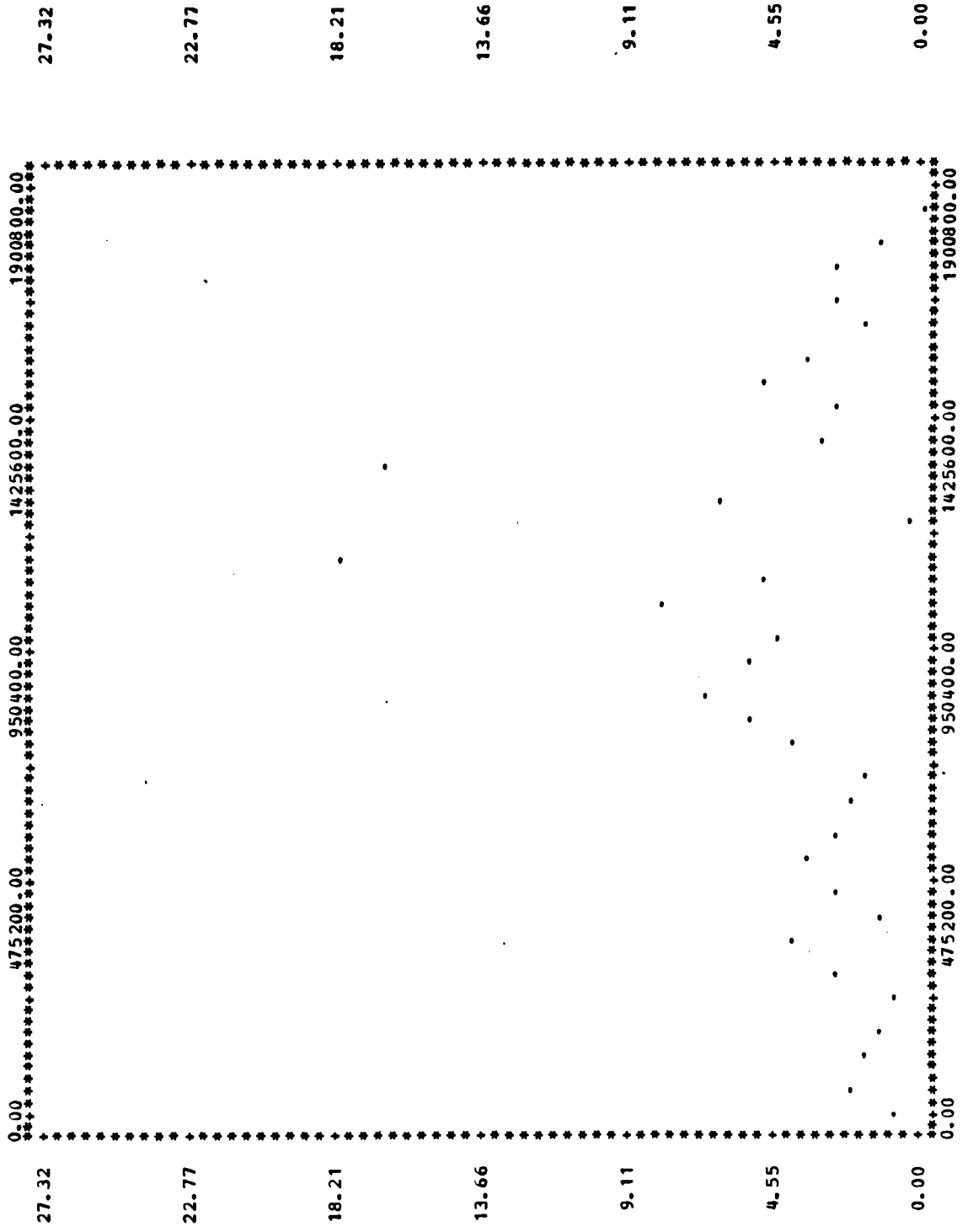
MODULATION TECHNIQUE = DBPSK
 BIFOIAR LOGIC
 BAUD OR SYMBOL RATE = 1200 HZ
 BITS PER BINARY CODE WORD = 1
 BIT RATE = 0.120000000000000E+04
 CARRIER FREQUENCY = 2400 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES
 TIME BETWEEN SAMPLES = 0.138888888888889E-03 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDOM NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
 SUM OF VARIANCES SUM OF VARIANCES**2
 0.2149282745632018E+03 0.3048987837599078E+04
 SUM OF SKEWNESS SUM OF SKEWNESS**2
 -0.9719603900974997E+04 0.8598103883304453E+07
 SUM OF KURTOSIS SUM OF KURTOSIS**2
 0.8665643426712650E+04 0.8293411900734219E+07
 MEAN VARIANCE VARIANCE OF THE VARIANCES
 0.6512978017066721E+01 0.5153639719133948E+02
 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.2945334515446968E+03 0.1792298502094682E+06
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
 0.2025952553549290E+03 0.1880579703838077E+06



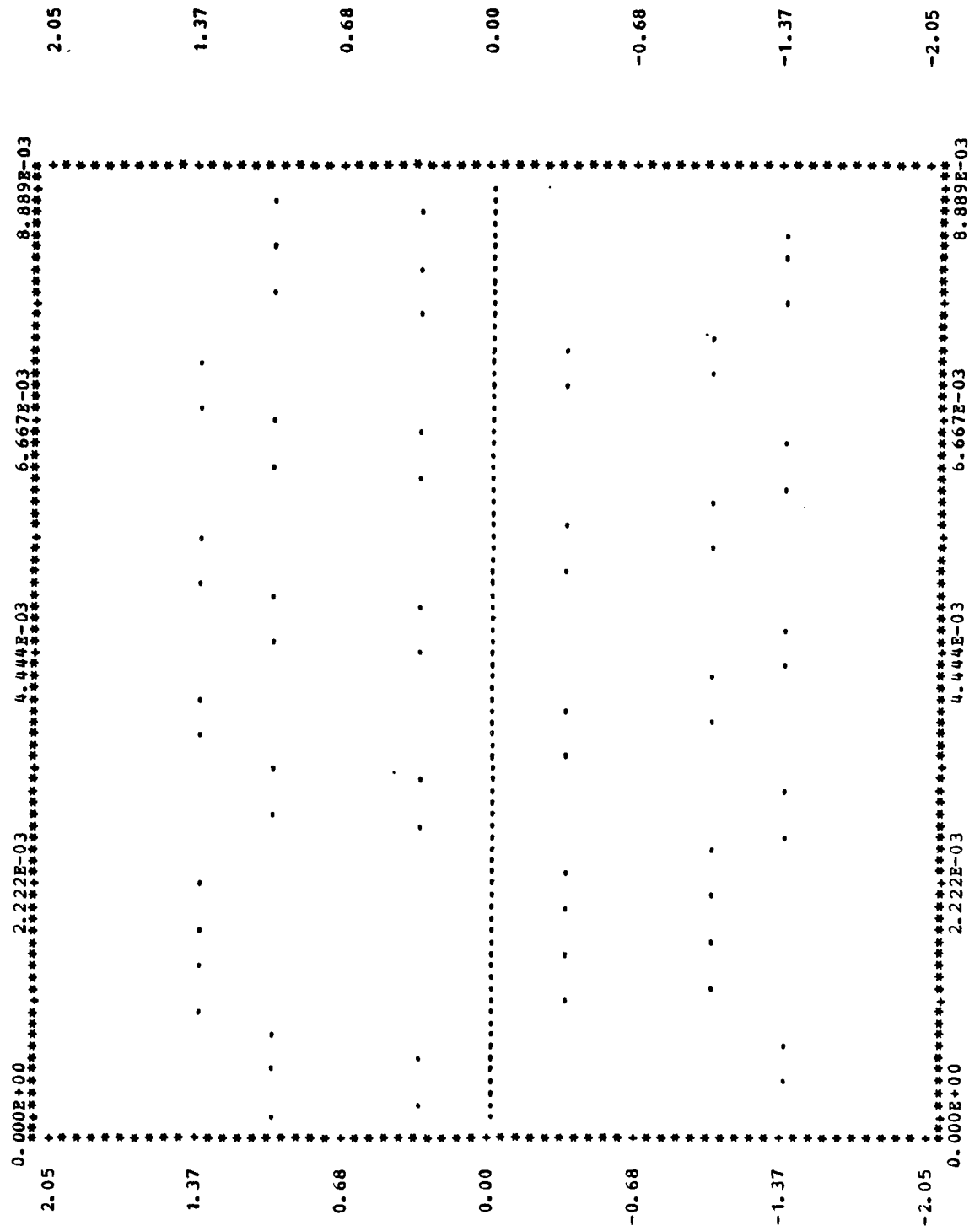


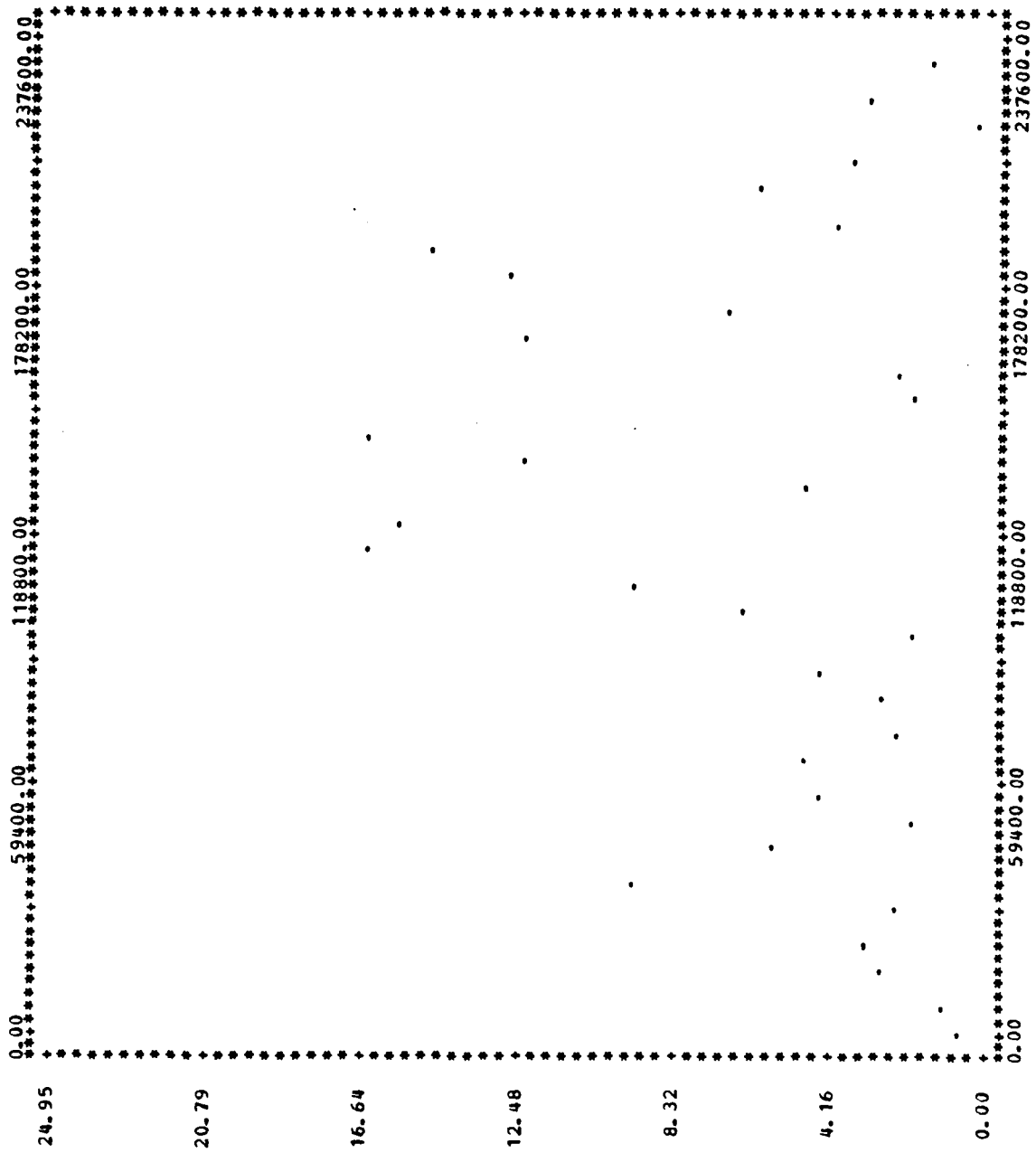
MODULATION TECHNIQUE = ORTHOGONAL BPSK
 BIFOLAR LOGIC
 BAUD OR SYMBOL RATE = 1200 HZ
 BITS PER BINARY CODE WORD = 3
 BIT RATE = 0.9600000000000000E+04
 CARRIER FREQUENCY = 19200 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES
 TIME BETWEEN SAMPLES = 0.2450980392156863E-04 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDOM NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
 SUM OF VARIANCES SUM OF VARIANCES**2
 0.3565282677437312E+03 0.1043543362358570E+05
 SUM OF SKEWNESS SUM OF SKEWNESS**2
 -0.5381895541377615E+04 0.3582631135045827E+07
 SUM OF KURTOSIS SUM OF KURTOSIS**2
 0.3658999158877697E+05 0.3330606974397919E+09
 MEAN VARIANCE VARIANCE OF THE VARIANCES
 0.1080388690132519E+02 0.2057357044299072E+03
 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.1630877436781095E+03 0.8452843545285224E+05
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
 0.1108787623902332E+04 0.9140317737733299E+07



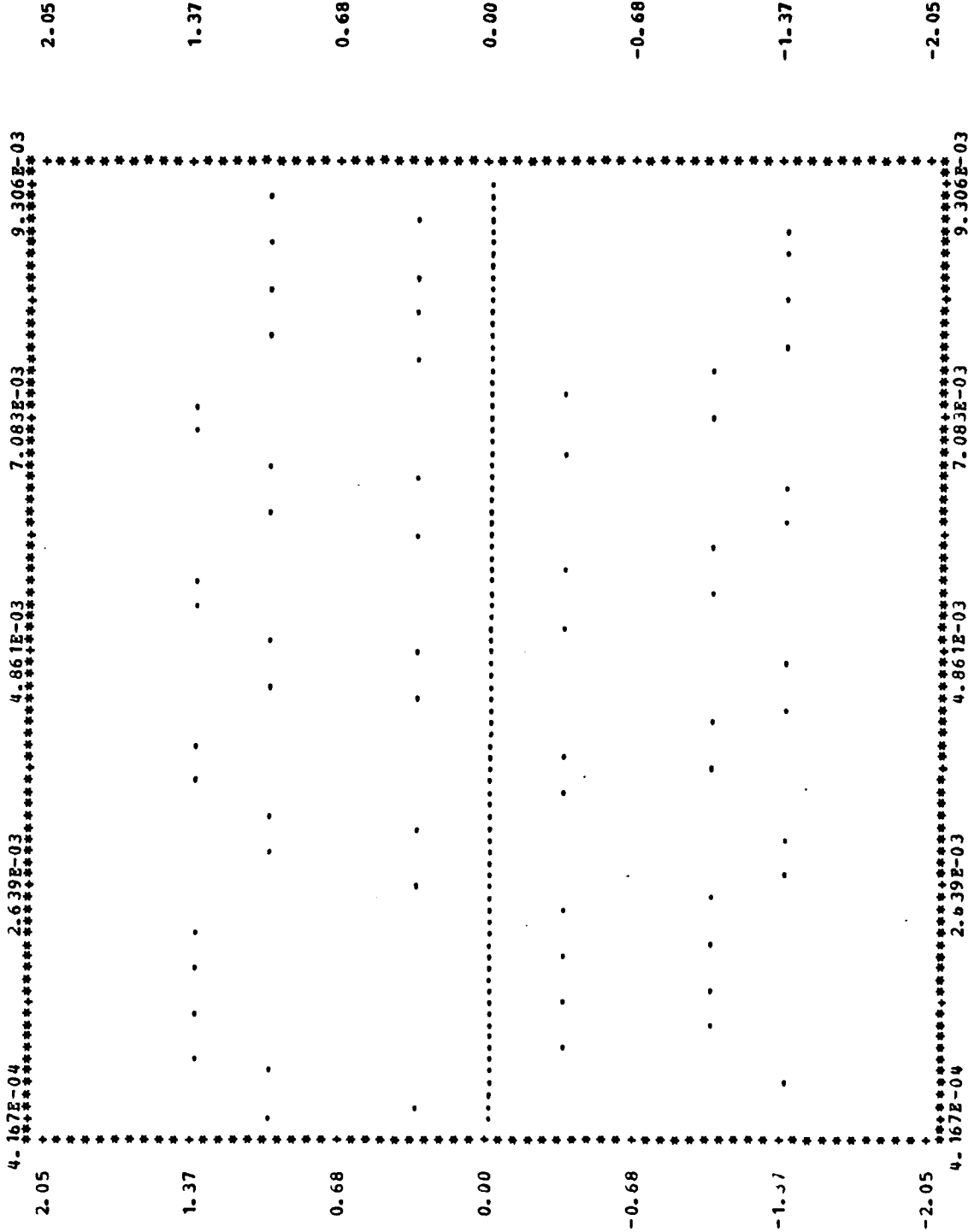


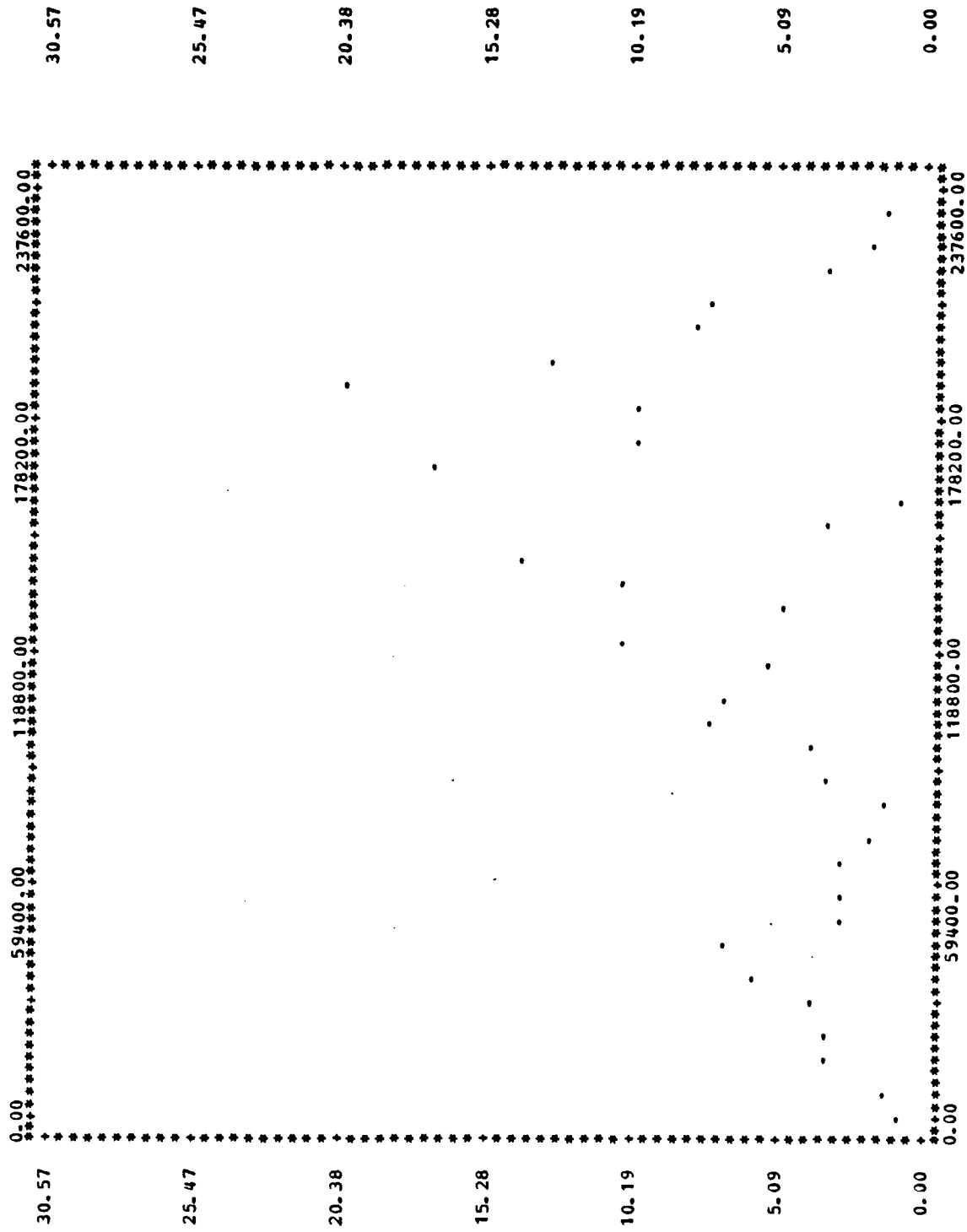
MODULATION TECHNIQUE = QPSK
 BIFOLAR LOGIC
 BAUD OR SYMBOL RATE = 1200 HZ
 BITS PER BINARY CODE WORD = 2
 BIT RATE = 0.2400000000000000E+04
 CARRIER FREQUENCY = 2400 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES
 TIME BETWEEN SAMPLES = 0.13888888888888889E-03 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDOM NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
 SUM OF VARIANCES SUM OF VARIANCES**2
 0.4090708290354776E+03 0.1062919801427033E+05
 SUM OF SKEWNESS SUM OF SKEWNESS**2
 -0.2867982085342969E+05 0.7352270919634266E+08
 SUM OF KURTOSIS SUM OF KURTOSIS**2
 0.3172130538617988E+05 0.9751577105721891E+08
 MEAN VARIANCE VARIANCE OF THE VARIANCES
 0.1239608572834781E+02 0.1736975296431322E+03
 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.8690854804069604E+03 0.1518671665998567E+07
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
 0.9612516783690871E+03 0.2094487906709223E+07



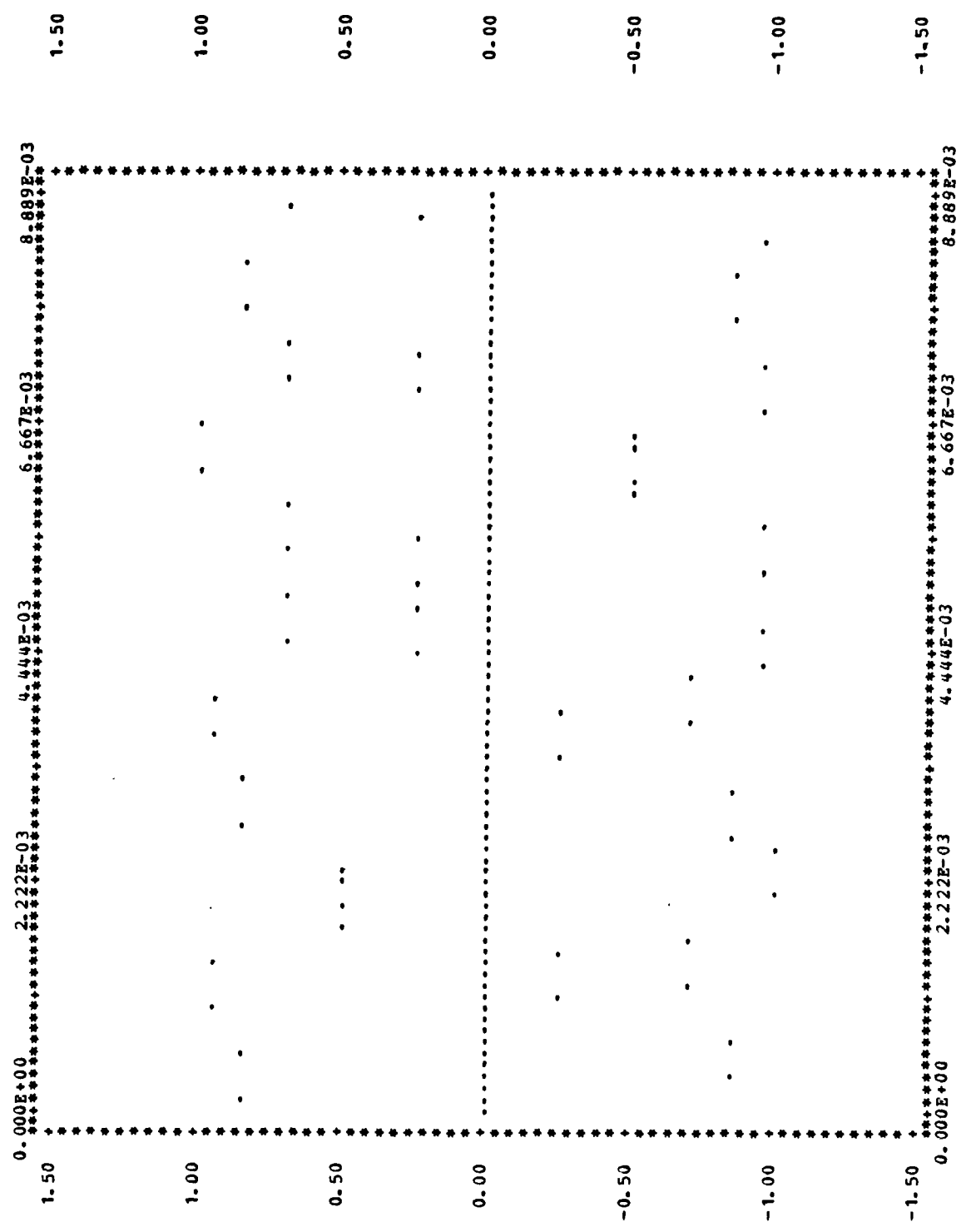


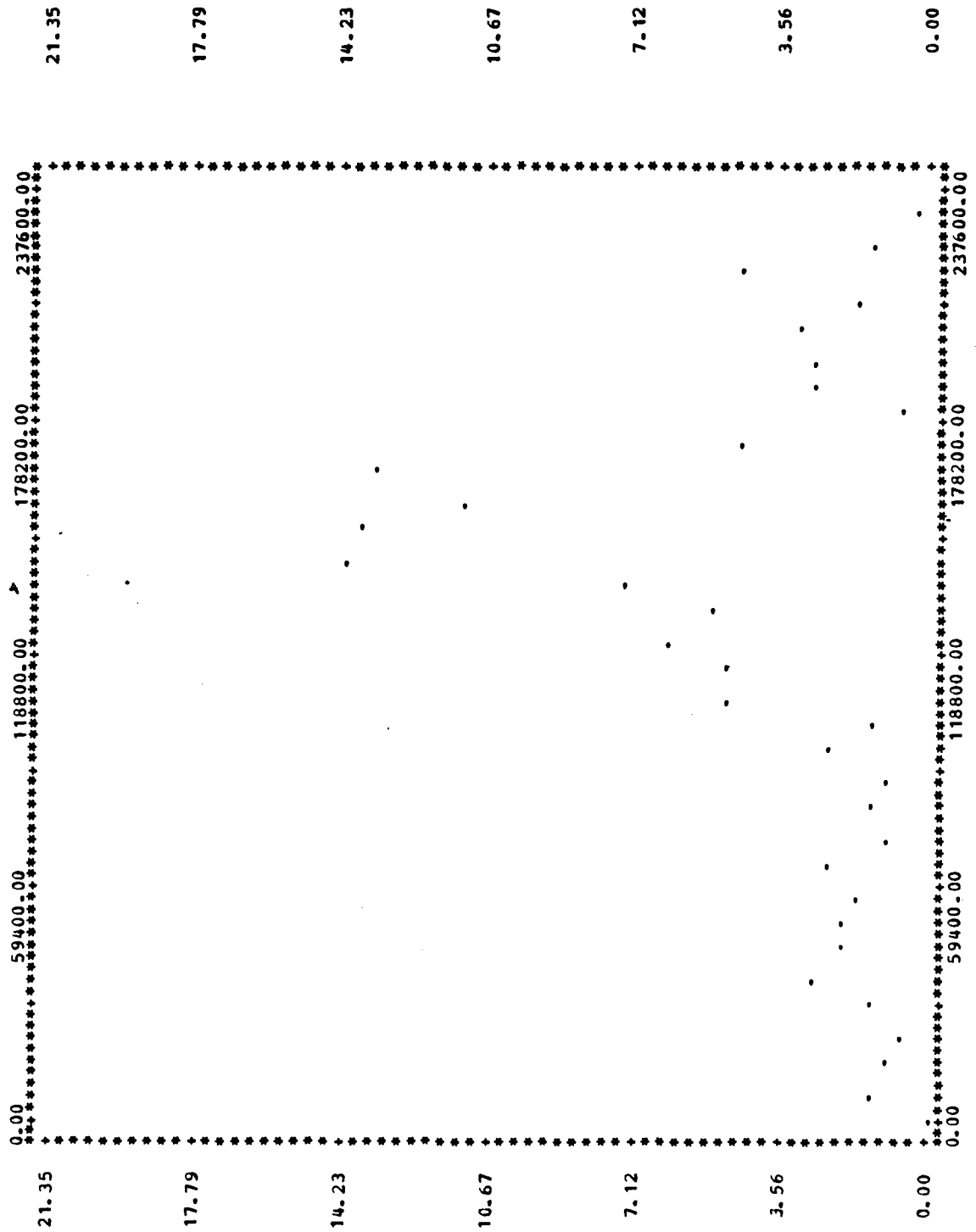
MODULATION TECHNIQUE = OQPSK
 BIFOLAR LOGIC
 BAUD OR SYMBOL RATE = 1200 HZ
 BITS PER BINARY CODE WORD = 2
 BIT RATE = 0.2400000000000000E+04
 CARRIER FREQUENCY = 2400 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES
 TIME BETWEEN SAMPLES = 0.13888888888888889E-03 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDOM NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
 SUM OF VARIANCES SUM OF VARIANCES**2
 0.4302799744926702E+03 0.1192673508267923E+05
 SUM OF SKEWNESS SUM OF SKEWNESS**2
 -0.2766466990808353E+05 0.6316161942013623E+08
 SUM OF KURTOSIS SUM OF KURTOSIS**2
 0.3332128031283272E+05 0.9992700833249297E+08
 MEAN VARIANCE VARIANCE OF THE VARIANCES
 0.1303878710583849E+02 0.1973876906051148E+03
 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.8383233305479857E+03 0.1249052537633781E+07
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
 0.1009735767055537E+04 0.2071291243641945E+07



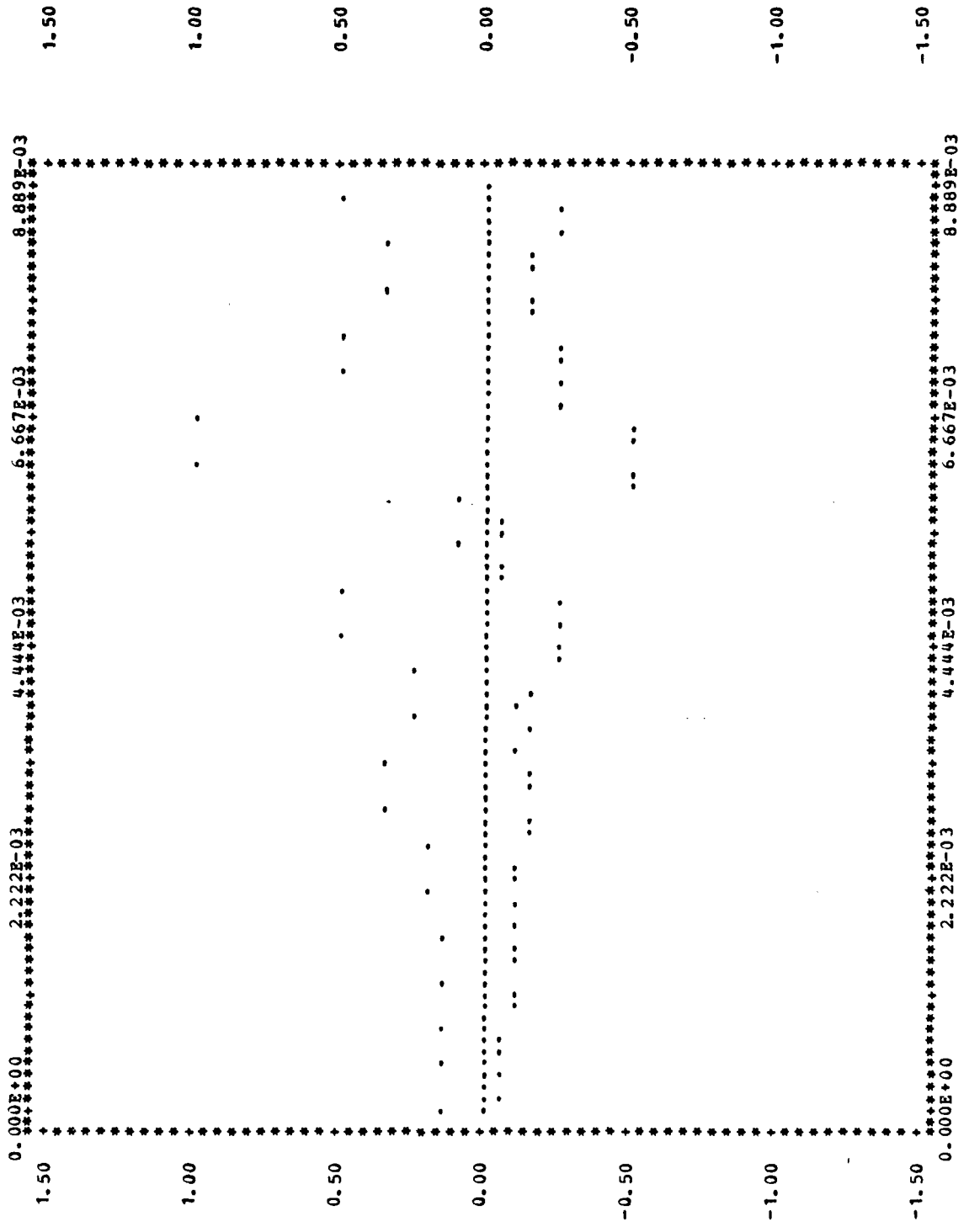


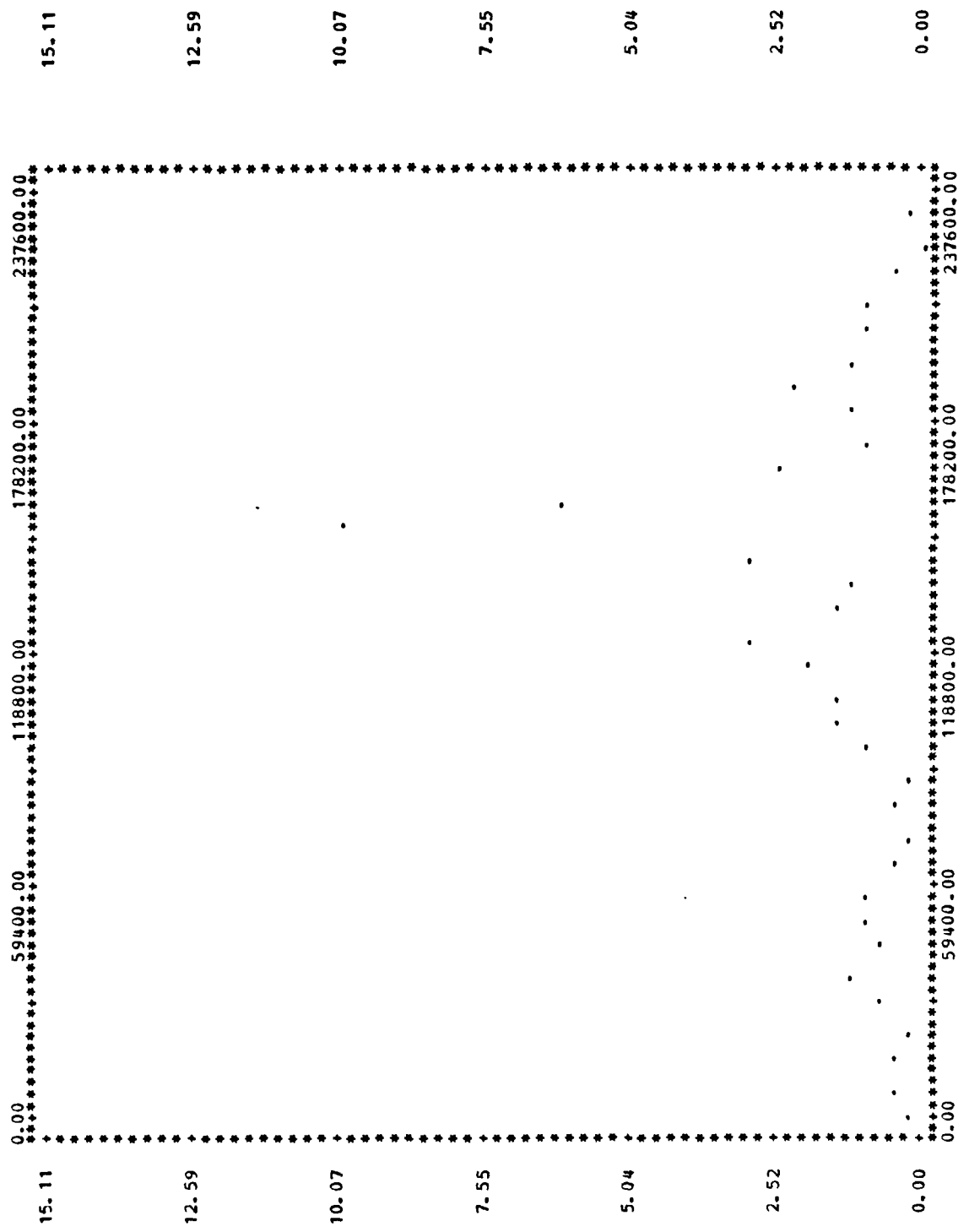
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 BIFOLAR LOGIC
 BAUD OR SYMBOL RATE = 1200 HZ
 BITS PER BINARY CODE WORD = 3
 BIT RATE = 0.3600000000000000E+04
 CARRIER FREQUENCY = 2400 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES
 TIME BETWEEN SAMPLES = 0.1388888888888889E-03 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDOM NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
 SUM OF VARIANCES SUM OF VARIANCES**2
 0.2100020931141337E+03 0.2899383925937582E+04
 SUM OF SKEWNESS SUM OF SKEWNESS**2
 -0.960095280888690E+04 0.8204154937490084E+07
 SUM OF KURTOSIS SUM OF KURTOSIS**2
 0.8272550682771584E+04 0.7152001918873632E+07
 MEAN VARIANCE VARIANCE OF THE VARIANCES
 0.6363699791337385E+01 0.48843551555646109E+02
 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.2909392509360209E+03 0.1690890175696266E+06
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
 0.2506833540233813E+03 0.1586940989808761E+06



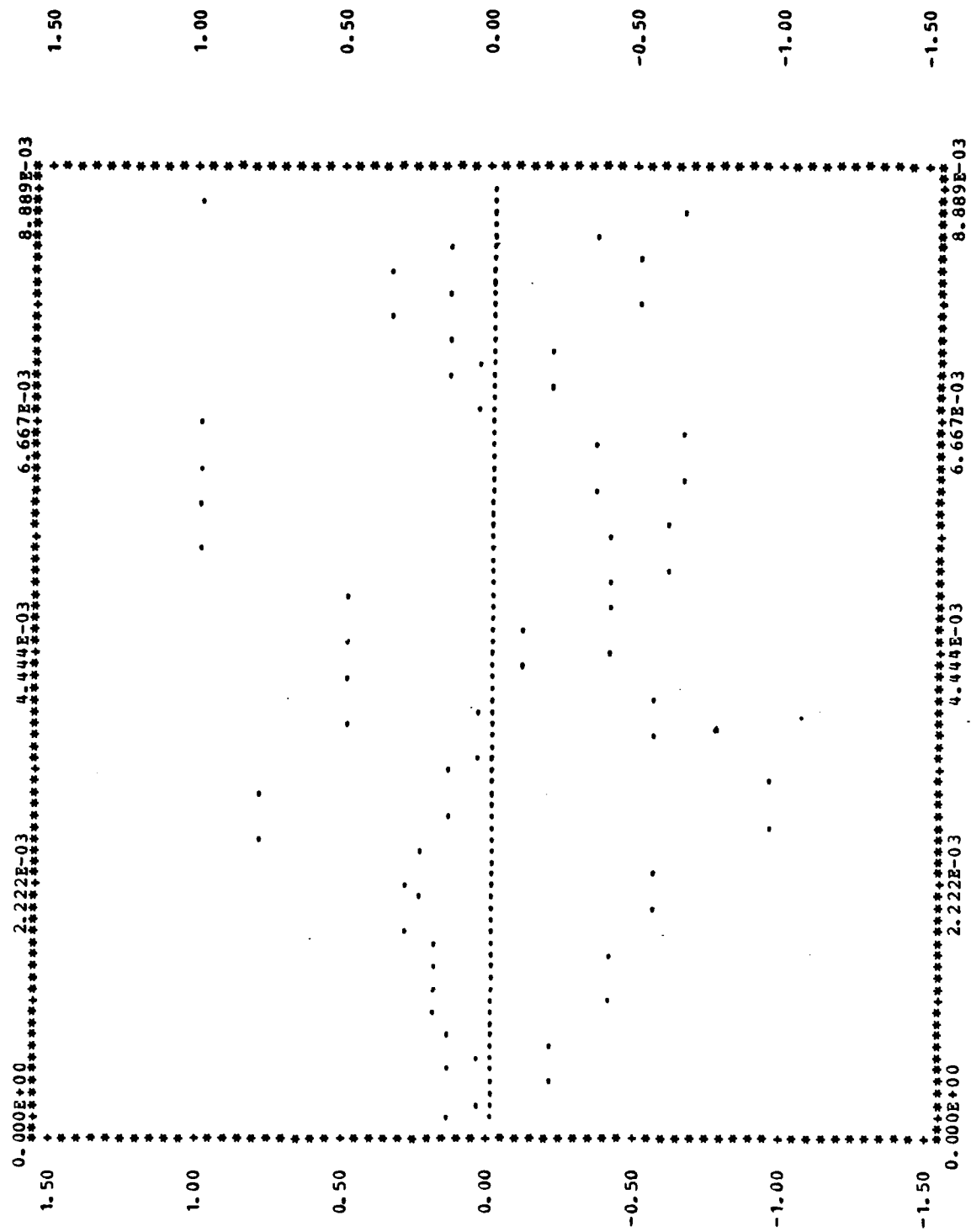


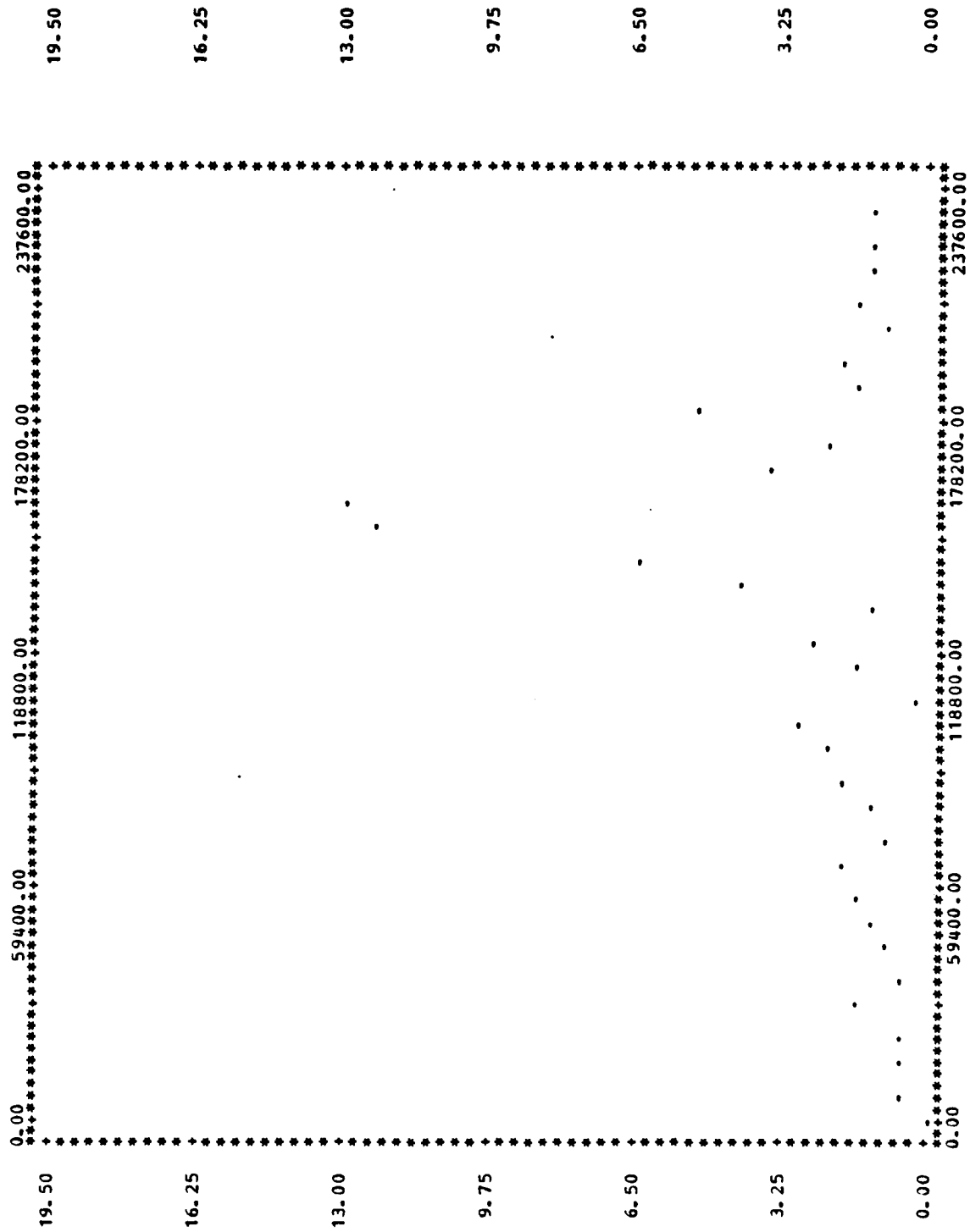
MODULATION TECHNIQUE = MASK
 BIFOLAR LOGIC
 BAUD OR SYMBOL RATE = 1200 HZ
 BITS PER BINARY CODE WORD = 3
 BIT RATE = 0.360000000000000E+04
 CARRIER FREQUENCY = 2400 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES
 TIME BETWEEN SAMPLES = 0.138888888888888E-03 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDOM NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
 SUM OF VARIANCES SUM OF VARIANCES**2
 0.2672011399771625E+02 0.6236464612091026E+02
 SUM OF SKEWNESS SUM OF SKEWNESS**2
 -0.1657760855944905E+04 0.1880354503890174E+07
 SUM OF KURTOSIS SUM OF KURTOSIS**2
 0.1906467874763258E+03 0.7184370776848387E+04
 MEAN VARIANCE VARIANCE OF THE VARIANCES
 0.8097004241732196E+00 0.1272792452593831E+01
 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.5023517745287592E+02 0.5615864353491720E+05
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
 0.5777175378070478E+01 0.1900928390728725E+03





MODULATION TECHNIQUE = QASK
 BIFOLAR LOGIC
 BAUD OR SYMBOL RATE = 1200 HZ
 BITS PER BINARY CODE WORD = 3
 BIT RATE = 0.3600000000000000E+04
 CARRIER FREQUENCY = 2400 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES
 TIME BETWEEN SAMPLES = 0.138888888888889E-03 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDOM NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
 SUM OF VARIANCES SUM OF VARIANCES**2
 0.4885105807865026E+02 0.1949104911522201E+03
 SUM OF SKEWNESS SUM OF SKEWNESS**2
 -0.5438333348597472E+04 0.1951490781083542E+08
 SUM OF KURTOSIS SUM OF KURTOSIS**2
 0.6866043785868234E+03 0.9002560164061202E+05
 MEAN VARIANCE VARIANCE OF THE VARIANCES
 0.1480335093292432E+01 0.3831079860435228E+01
 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.1647979802605294E+03 0.5818337955938460E+06
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
 0.2080619329050980E+02 0.23668743195550756E+04

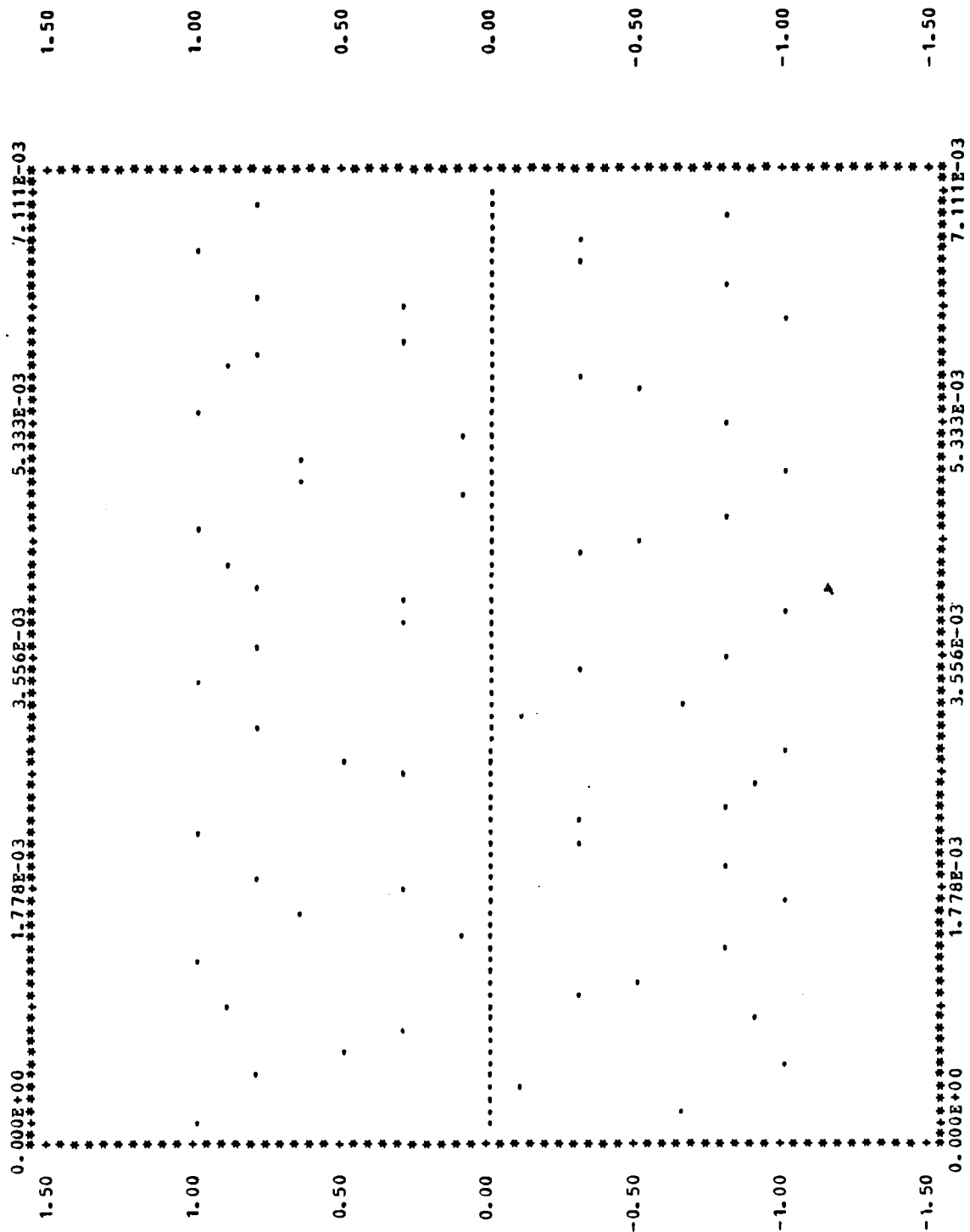


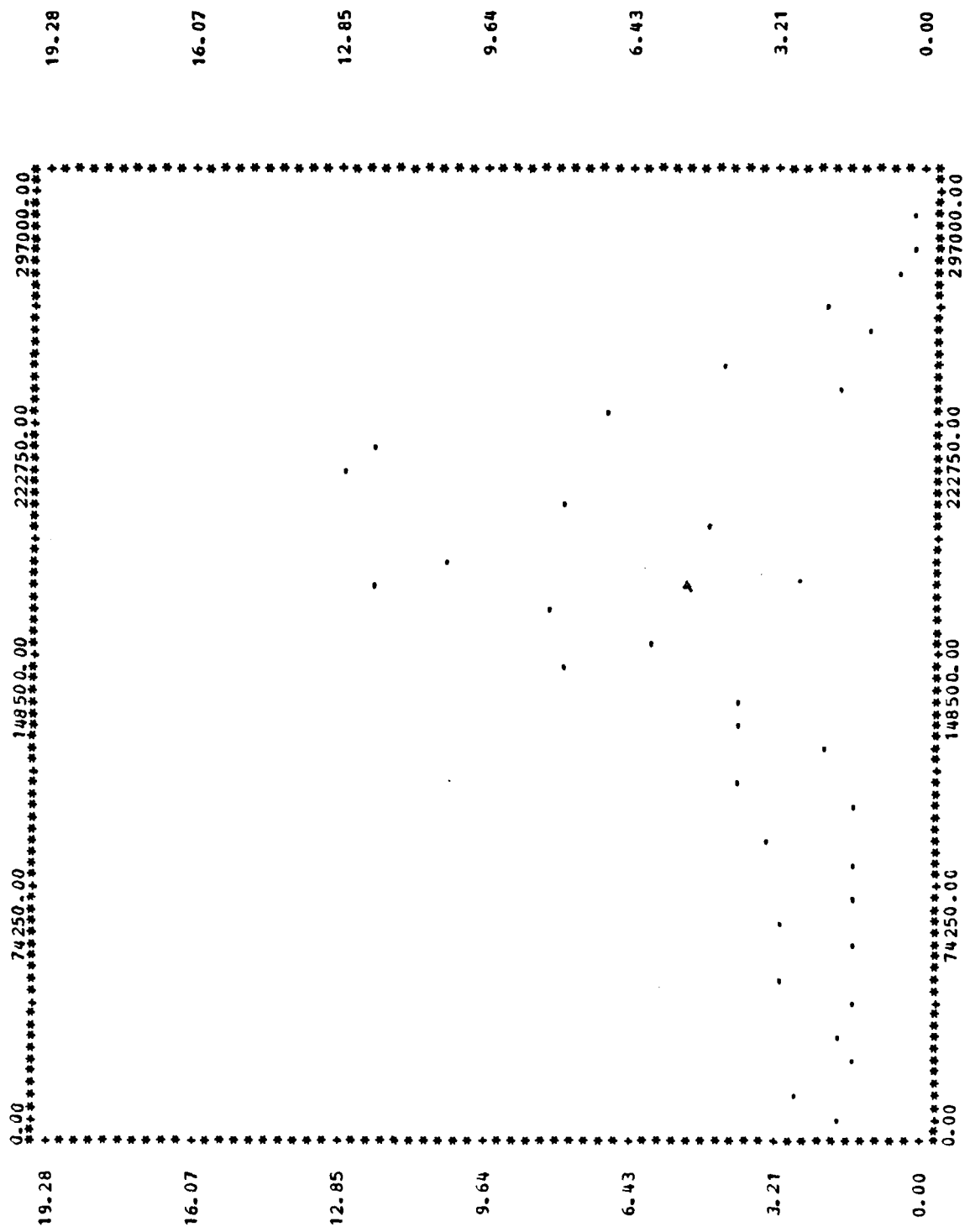


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2	4348	0989	3180	2221	5944	2221	2221	2221	5944	2221	2221	5944
3	6750	0989	3180	2221	5944	2221	2221	2221	5944	2221	2221	5944
4	9221	2924	5407	3941	10924	3941	3941	3941	10924	3941	3941	10924
5	9341	1924	4384	2924	10924	2924	2924	2924	10924	2924	2924	10924
6	1026	1035	3235	777	1709	777	777	777	1709	777	777	1709
7	8095	0873	2948	4921	11095	4921	4921	4921	11095	4921	4921	11095
8	6921	1603	3993	2166	10692	2166	2166	2166	10692	2166	2166	10692
9	6486	2603	5103	1921	10986	1921	1921	1921	10986	1921	1921	10986
10	8754	0973	3119	5921	11973	5921	5921	5921	11973	5921	5921	11973
11	1209	1073	3284	777	1709	777	777	777	1709	777	777	1709
12	1588	1073	3284	777	1709	777	777	777	1709	777	777	1709
13	1906	3468	5890	2333	4480	2333	2333	2333	4480	2333	2333	4480
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MODULATION TECHNIQUE = MSK
 BIFOLAR LOGIC
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 BITS PER BINARY CODE WORD = 1
 BIT RATE = 0.1200000000000000E+04
 CARRIER FREQUENCY = 3000 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES.
 TIME BETWEEN SAMPLES = 0.1111111111111111E-03 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDOM NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
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 SUM OF SKEWNESS SUM OF SKEWNESS**2
 -0.1665578258850635E+05 0.9704853819233804E+08
 SUM OF KURTOSIS SUM OF KURTOSIS**2
 0.5423666237610907E+04 0.6118691548293858E+07
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 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.5047206845001924E+03 0.2770063131355647E+07
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
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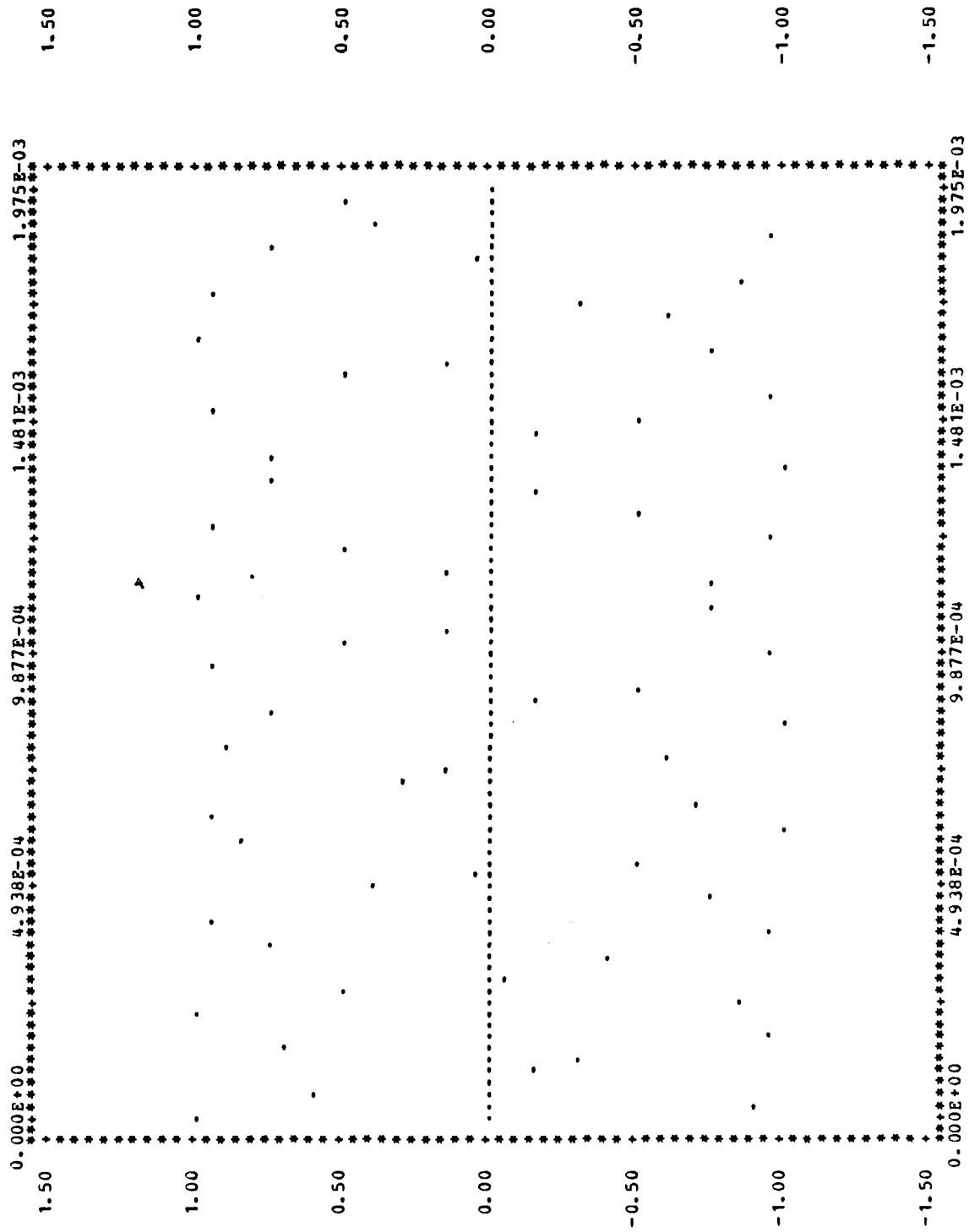


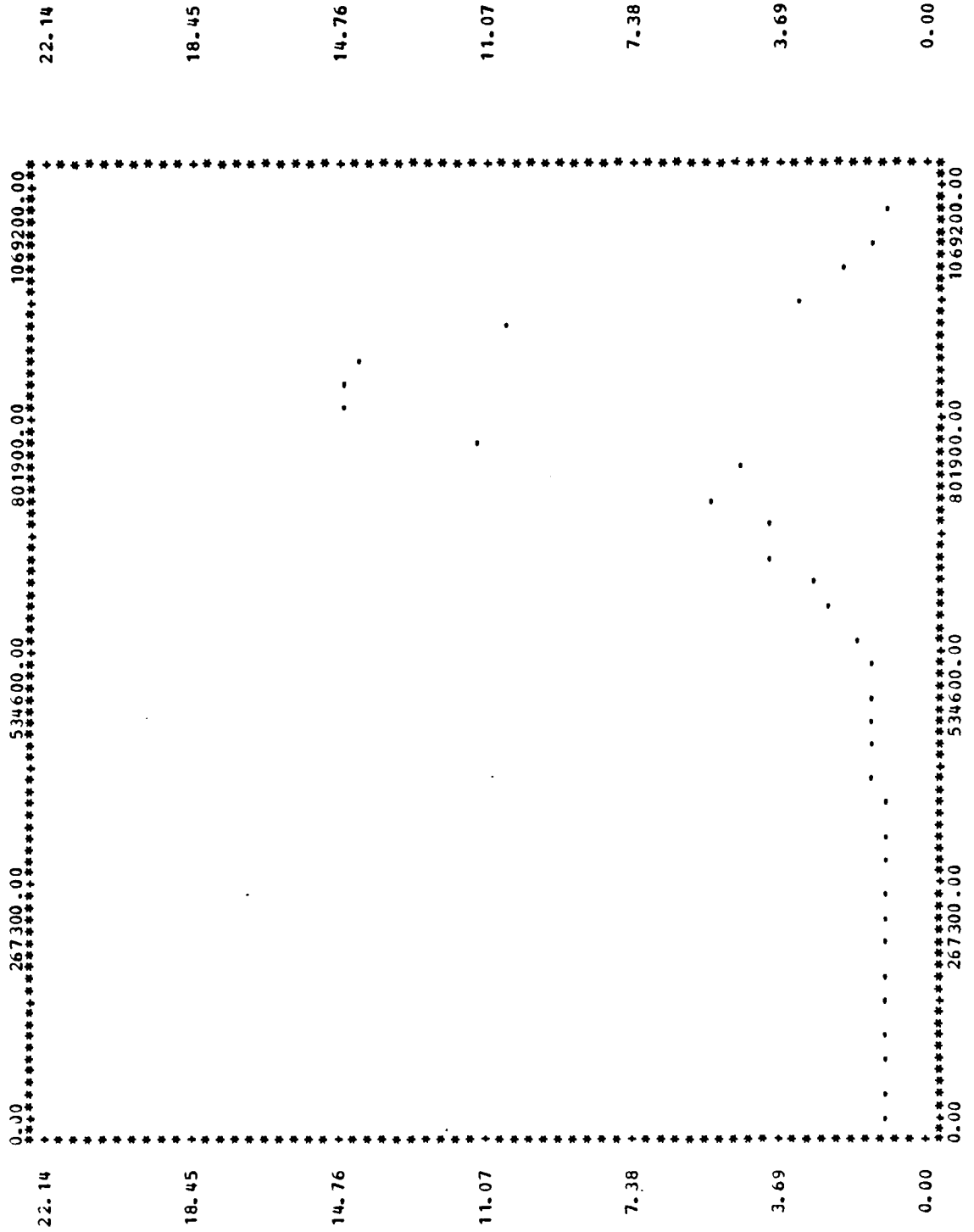


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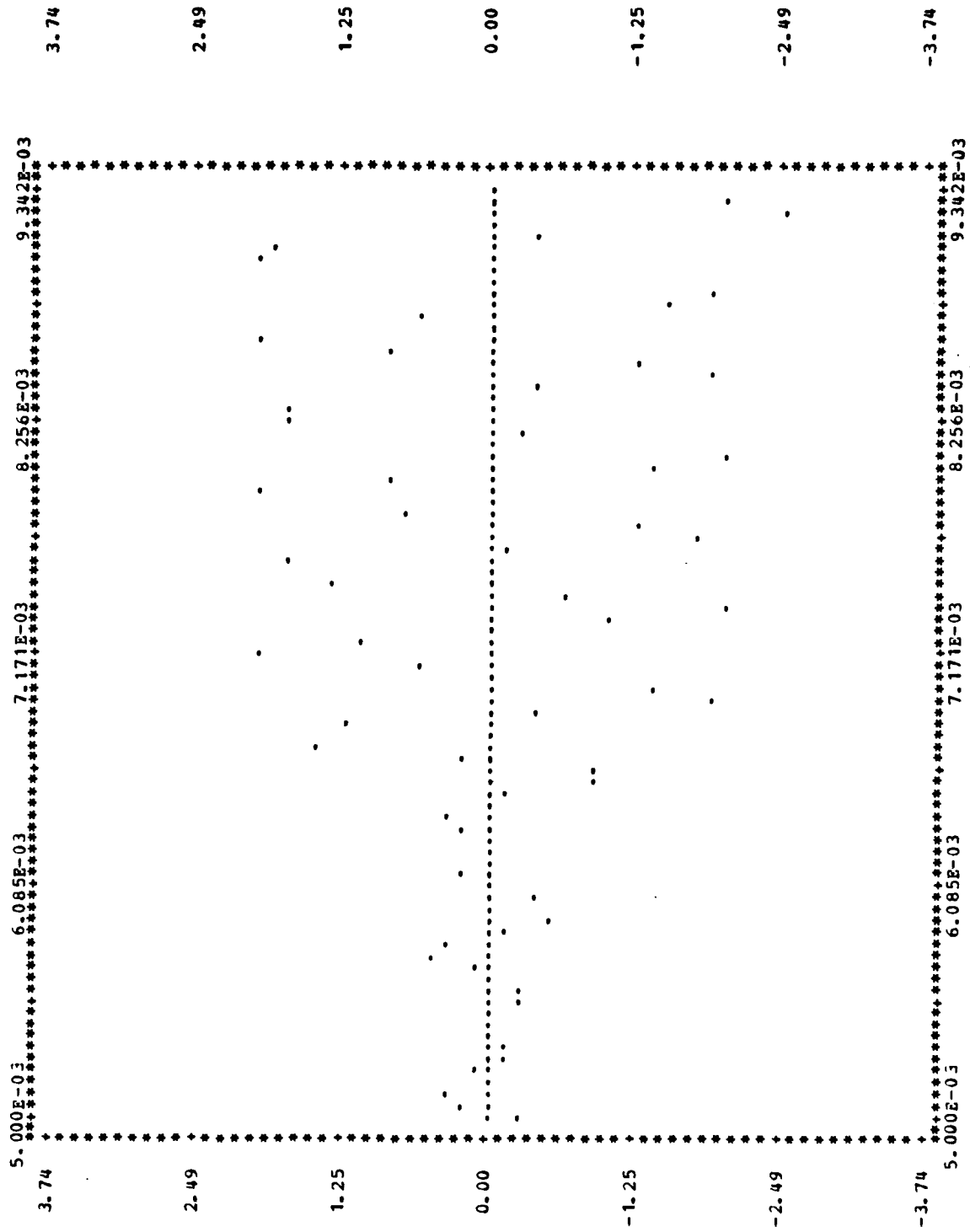
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97	1744380999	2253468	+03	
98	1549930999	2253468	+03	
99	1669198099	2253468	+03	
100	1793980999	2253468	+03	

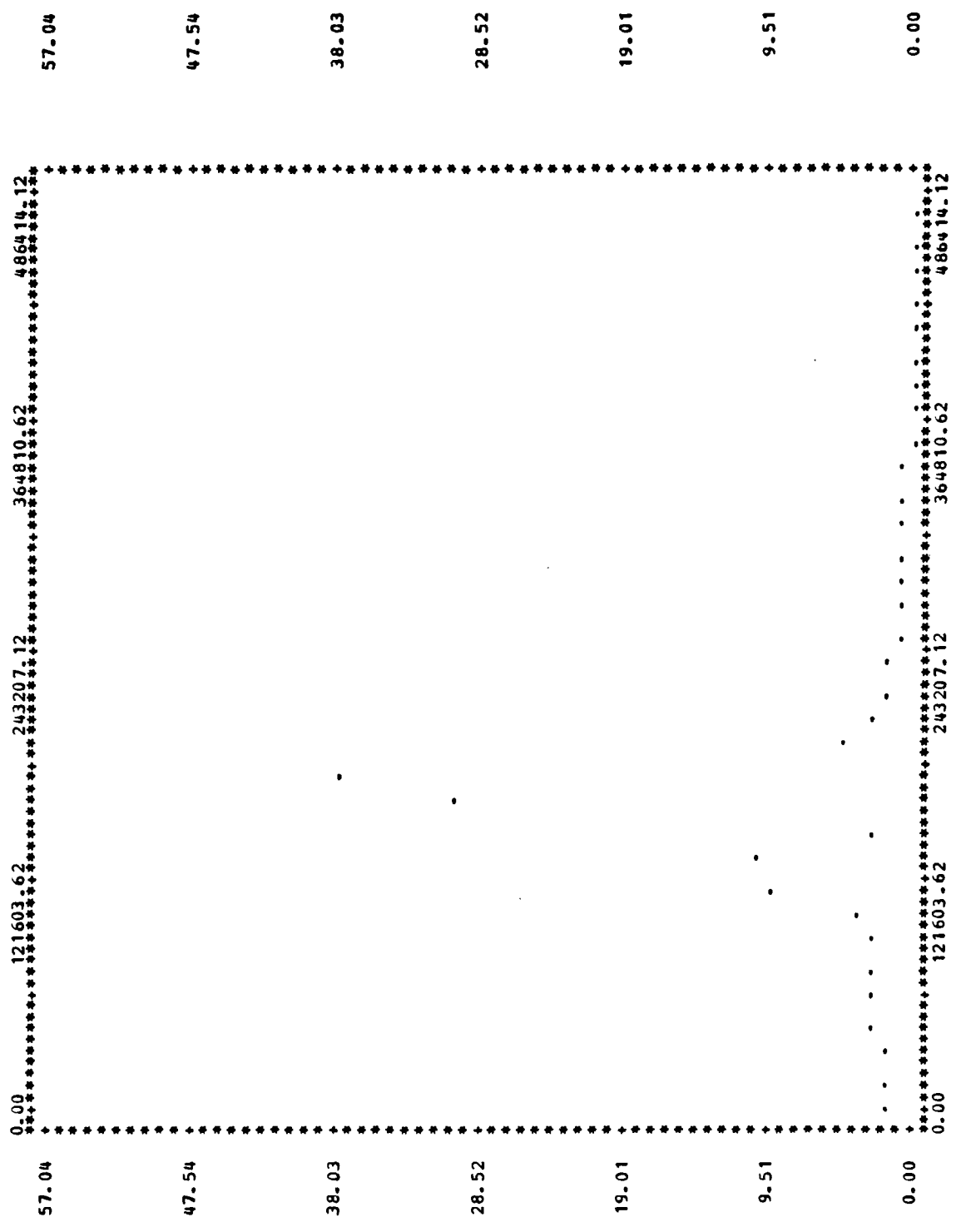
MODULATION TECHNIQUE = MFSK
 BIPOLAR LOGIC
 BAUD OR SYMBOL RATE = 1200 HZ
 BITS PER BINARY CODE WORD = 3
 BIT RATE = 0.3600000000000000E+04
 CARRIER FREQUENCY = 10800 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES
 TIME BETWEEN SAMPLES = 0.3086419753086419E-04 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDOM NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
 SUM OF VARIANCES SUM OF VARIANCES**2
 0.4806181141925261E+03 0.1352273679574422E+05
 SUM OF SKEWNESS SUM OF SKEWNESS**2
 -0.1654247621695240E+04 0.5890267815807785E+06
 SUM OF KURTOSIS SUM OF KURTOSIS**2
 0.5341287673934422E+05 0.2790612658473240E+09
 MEAN VARIANCE VARIANCE OF THE VARIANCES
 0.1456418527856140E+02 0.2038414228878589E+03
 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.5012871580894667E+02 0.1581567102109974E+05
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
 0.1618572022404370E+04 0.6019021185027759E+07



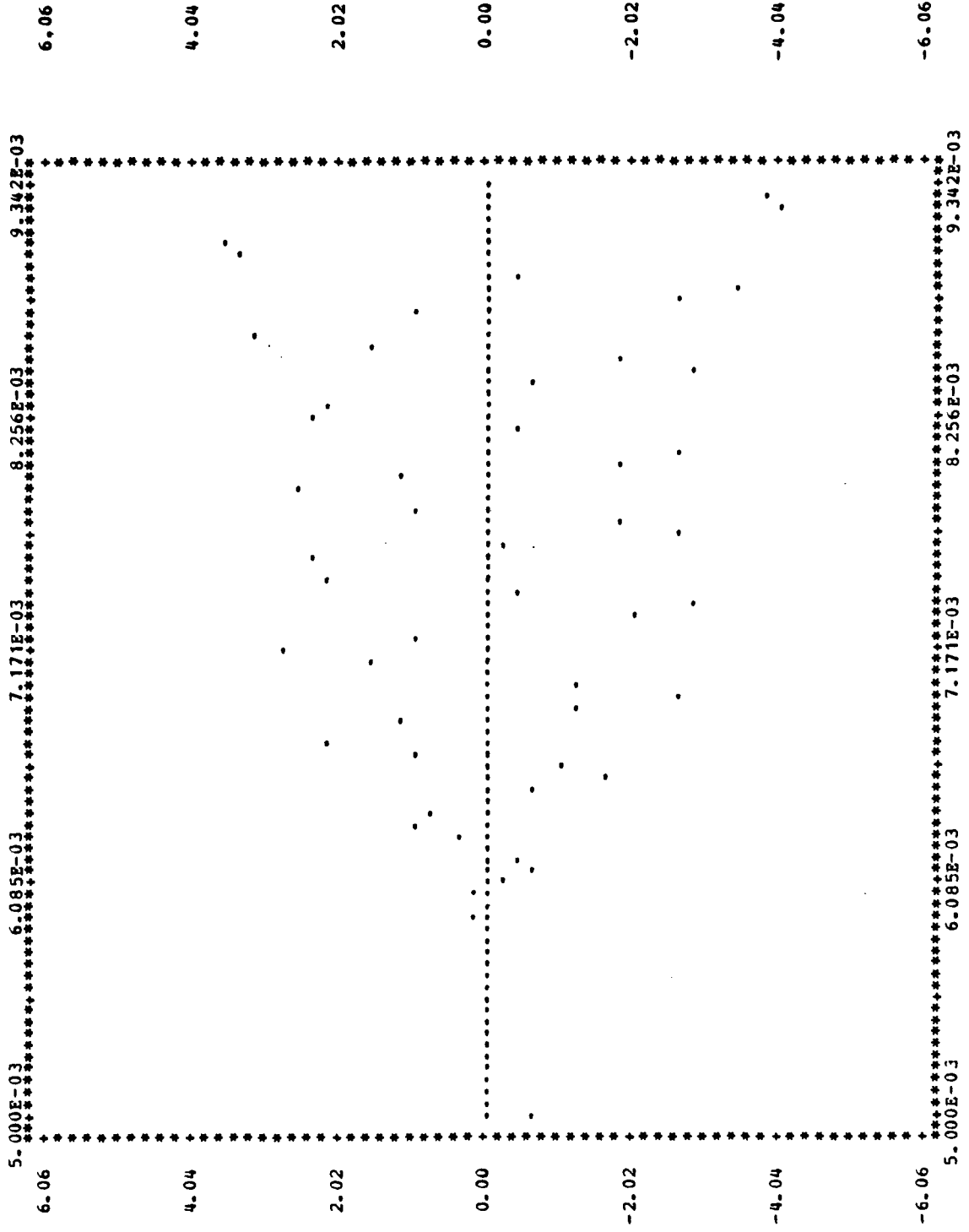


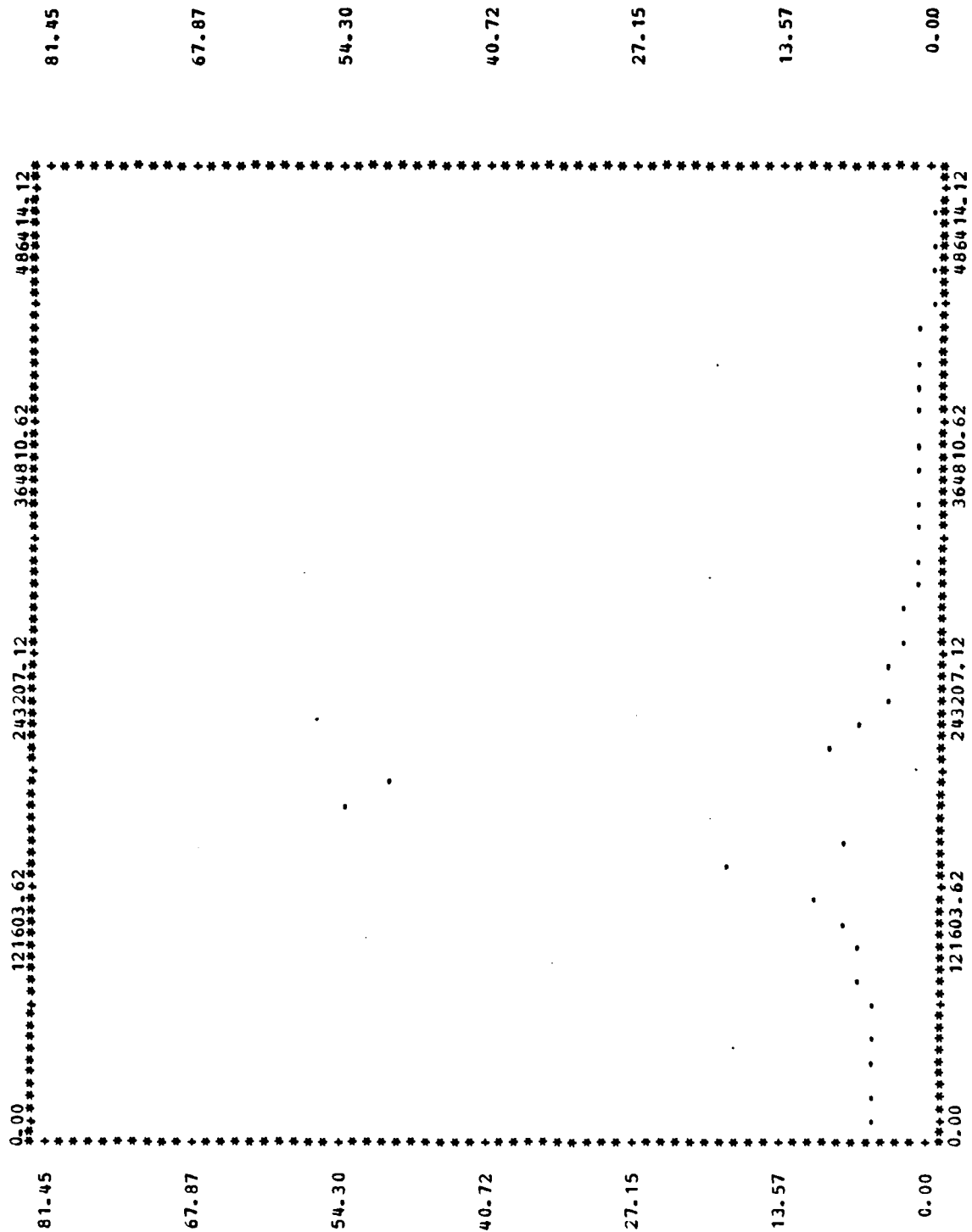
MODULATION TECHNIQUE = QPRS
 QPS CLASS 1 FILTER
 BIFOLAR LOGIC
 BAUD OR SYMBOL RATE = 1200 HZ
 BITS PER BINARY CODE WORD = 2
 BIT RATE = 0.2400000000000000E+04
 CARRIER FREQUENCY = 2400 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES
 TIME BETWEEN SAMPLES = 0.6784342273548912E-04 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDOM NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
 SUM OF VARIANCES SUM OF VARIANCES**2
 0.7925891201989905E+03 0.1512135267846902E+06
 SUM OF SKEWNESS SUM OF SKEWNESS**2
 -0.1732359062524069E+06 0.9850778236273860E+10
 SUM OF KURTOSIS SUM OF KURTOSIS**2
 0.3533192079165041E+06 0.4536060891356758E+11
 MEAN VARIANCE VARIANCE OF THE VARIANCES
 0.2401785212724214E+02 0.4130538703065308E+04
 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.5249572916739602E+04 0.2794176160813870E+09
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
 0.1070664266413649E+05 0.1299304575250932E+10



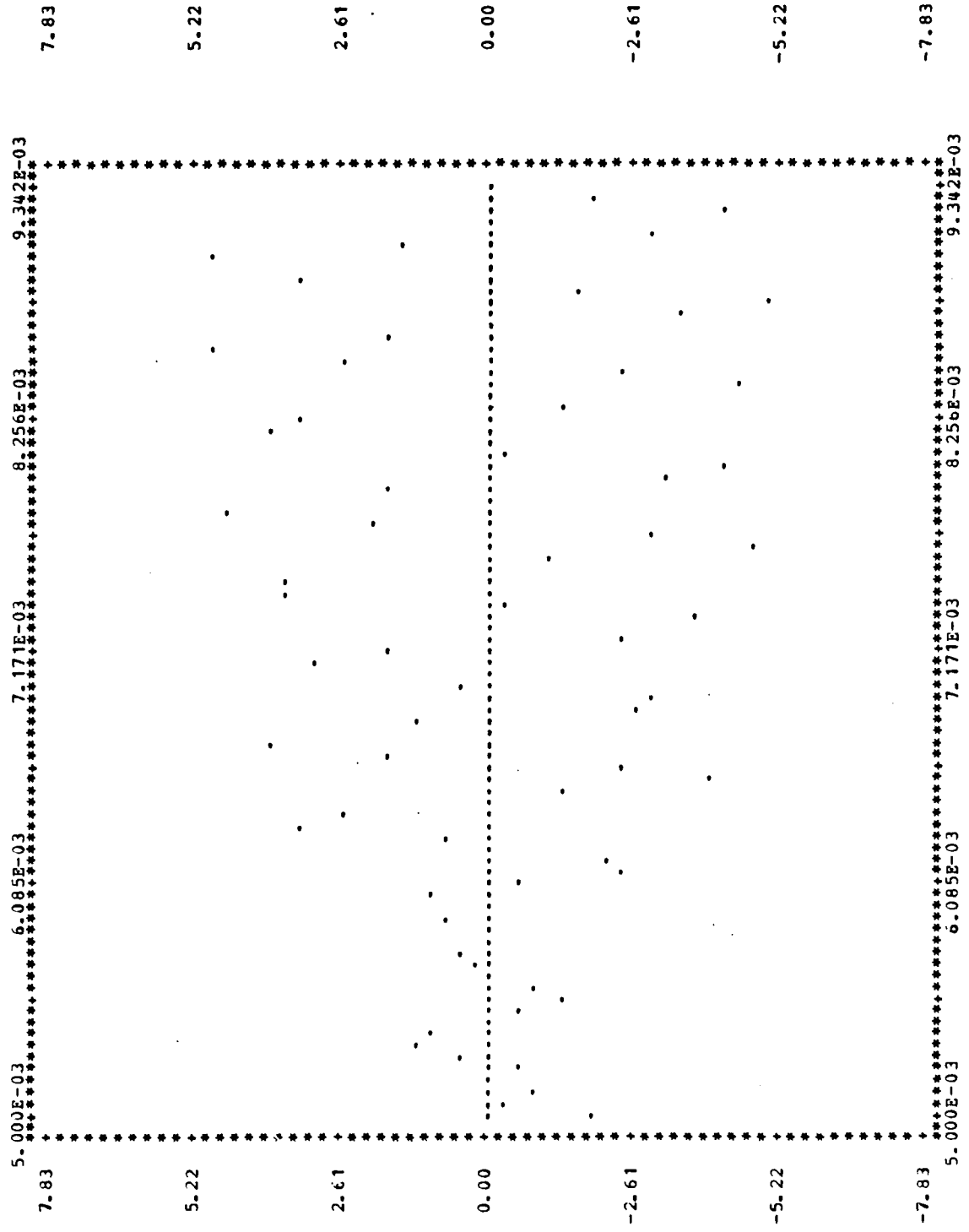


MODULATION TECHNIQUE = QPRS
 QPRS CLASS 2 FILTER
 BIFOLAR LOGIC
 BAUD OR SYMBOL RATE = 1200 HZ
 BITS PER BINARY CODE WORD = 2
 BIT RATE = 0.2400000000000000E+04
 CARRIER FREQUENCY = 2400 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES
 TIME BETWEEN SAMPLES = 0.6784342273548912E-04 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDON NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
 SUM OF VARIANCES SUM OF VARIANCES**2
 0.2406301297164022E+04 0.1712404031156036E+07
 SUM OF SKEWNESS SUM OF SKEWNESS**2
 -0.1014071770004887E+07 0.4097280851254902E+12
 SUM OF KURTOSIS SUM OF KURTOSIS**2
 0.4062278349001294E+07 0.7316406994491162E+13
 MEAN VARIANCE VARIANCE OF THE VARIANCES
 0.7291822112618248E+02 0.4802940065853782E+05
 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.3072944757590566E+05 0.1183019436971622E+11
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
 0.1230993439091301E+06 0.2130107248422762E+12



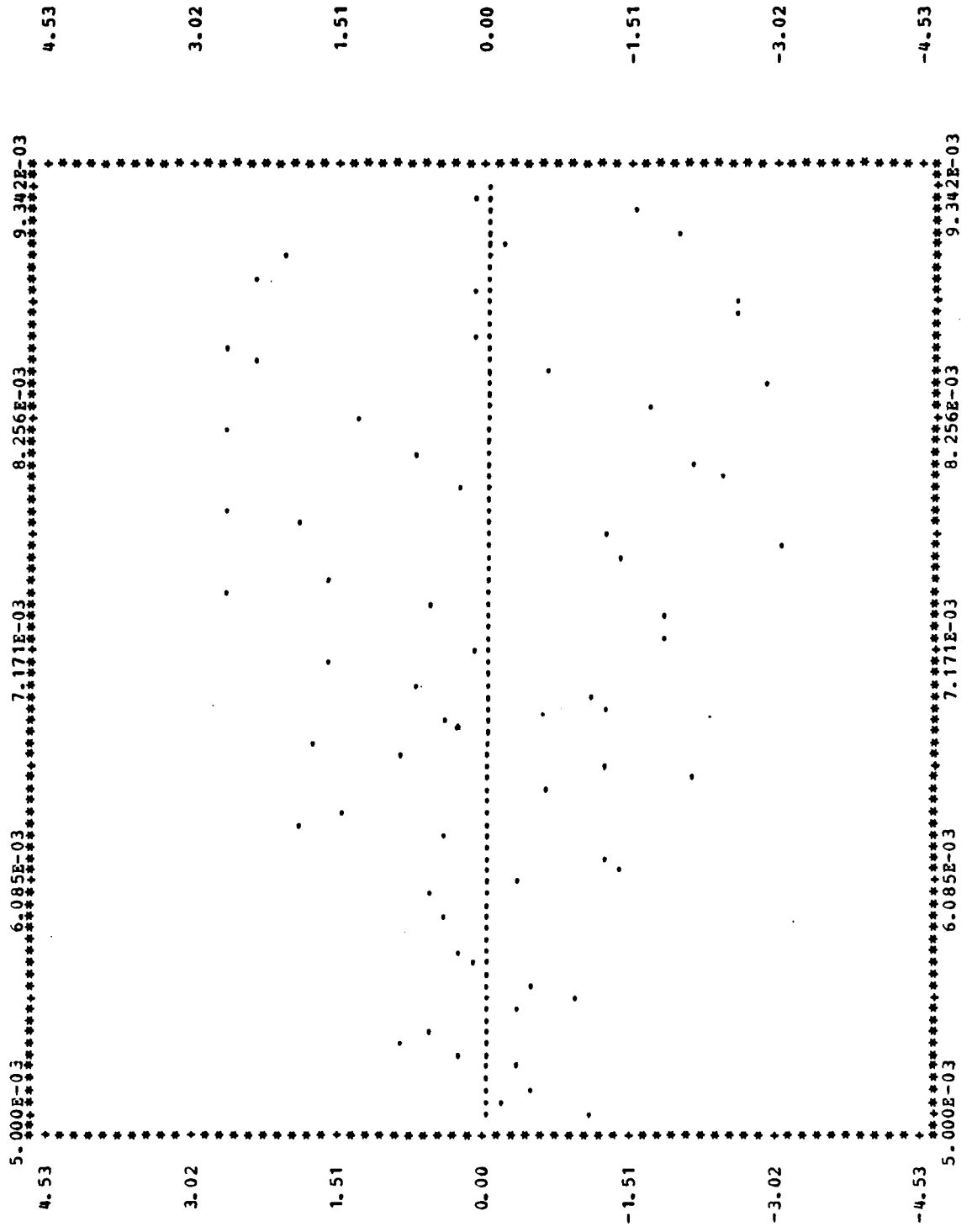


MODULATION TECHNIQUE = QPRS
 QPRS CLASS 3 FILTER
 BIFOLAR LOGIC
 BAUD OR SYMBOL RATE = 1200 HZ
 BITS PER BINARY CODE WORD = 2
 BIT RATE = 0.2400000000000000E+04
 CARRIER FREQUENCY = 2400 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES
 TIME BETWEEN SAMPLES = 0.6784342273548912E-04 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDOM NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
 SUM OF VARIANCES SUM OF VARIANCES**2
 0.2212313780321216E+04 0.9349388767869366E+06
 SUM OF SKEWNESS SUM OF SKEWNESS**2
 -0.7876831322230185E+06 0.1444178694786092E+12
 SUM OF KURTOSIS SUM OF KURTOSIS**2
 0.2375351460755018E+07 0.1504008831530188E+13
 MEAN VARIANCE VARIANCE OF THE VARIANCES
 0.6703981152488534E+02 0.2458205556000923E+05
 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.2386918582493996E+05 0.3925516075762725E+10
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
 0.7198034729560660E+05 0.4165719401362236E+11



0.00	121603.62	243207.12	364810.62	486414.12	134.35
111.96					111.96
89.57					89.57
67.18					67.18
44.78					44.78
22.39					22.39
0.00	121603.62	243207.12	364810.62	486414.12	0.00

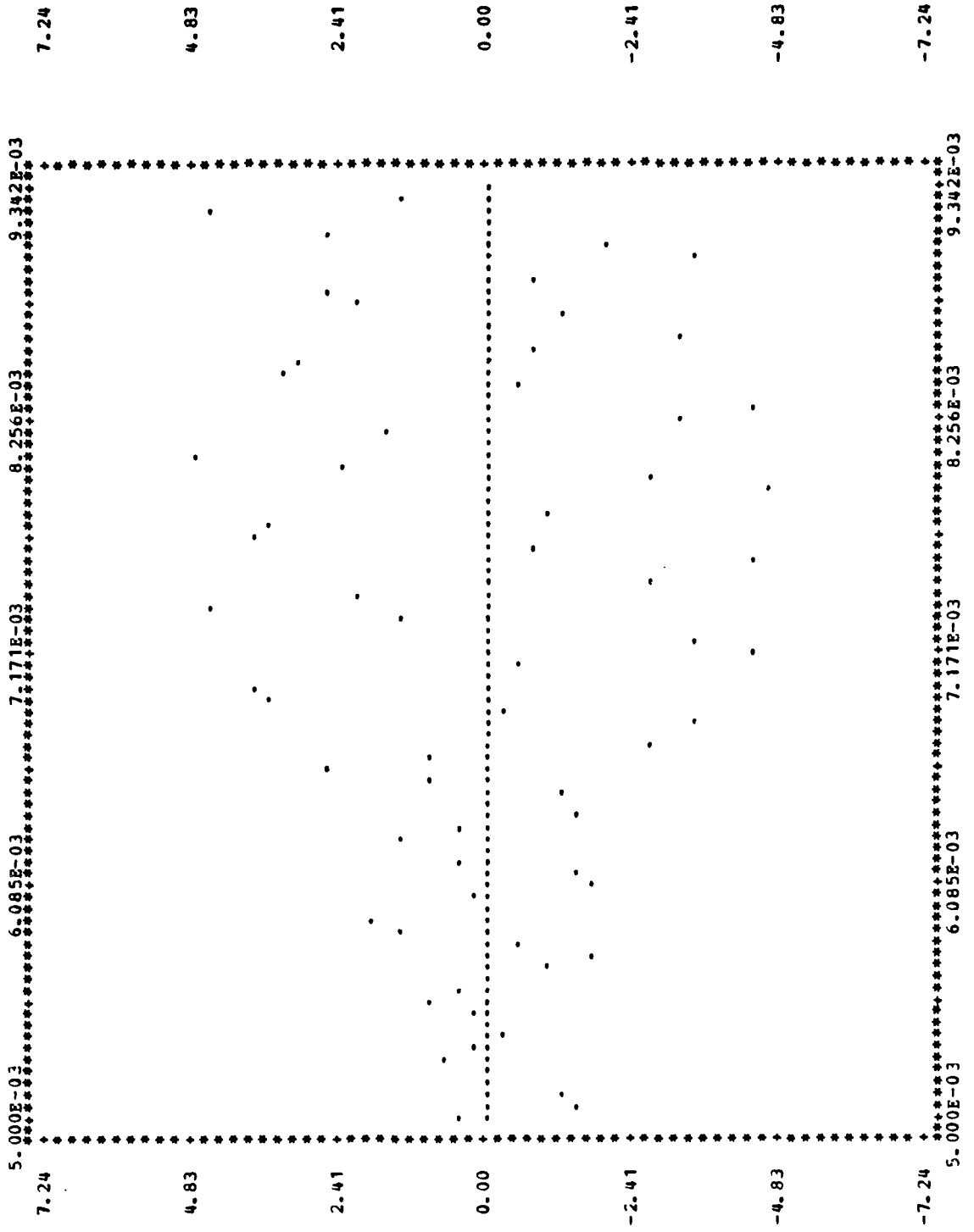
MODULATION TECHNIQUE = QPRS
 QPS CLASS 4 FILTER
 BIFOLAR LOGIC
 BAUD OR SYMBOL RATE = 1200 HZ
 BITS PER BINARY CODE WORD = 2
 BIT RATE = 0.2400000000000000E+04
 CARRIER FREQUENCY = 2400 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES
 TIME BETWEEN SAMPLES = 0.6784342273548912E-04 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDOM NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
 SUM OF VARIANCES 0.7516311188359808E+03 0.1147433777377834E+06
 SUM OF SKEWNESS -0.1502958760239533E+06 0.5926297375617011E+10
 SUM OF KURTOSIS 0.3178921864476514E+06 0.328529612617793E+11
 MEAN VARIANCE VARIANCE OF THE VARIANCES
 0.2277670057078729E+02 0.3050740650136574E+04
 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.4554420485574342E+04 0.1638058362173805E+09
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
 0.9633056559019739E+04 0.9309585979490561E+09



81.09	67.57	54.06	40.54	27.03	13.51	0.00
0.00	121603.62	243207.12	364810.62	486414.12		
81.09						0.00
67.57						121603.62
54.06						243207.12
40.54						364810.62
27.03						486414.12
13.51						
0.00						

N	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33			
BT	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111		
MA	163	162	161	160	159	158	157	156	155	154	153	152	151	150	149	148	147	146	145	144	143	142	141	140	139	138	137	136	135	134	133	132	131	130		
NC	170	169	168	167	166	165	164	163	162	161	160	159	158	157	156	155	154	153	152	151	150	149	148	147	146	145	144	143	142	141	140	139	138	137	136	
VAR	175	174	173	172	171	170	169	168	167	166	165	164	163	162	161	160	159	158	157	156	155	154	153	152	151	150	149	148	147	146	145	144	143	142	141	
MC	188	187	186	185	184	183	182	181	180	179	178	177	176	175	174	173	172	171	170	169	168	167	166	165	164	163	162	161	160	159	158	157	156	155	154	
ST	199	198	197	196	195	194	193	192	191	190	189	188	187	186	185	184	183	182	181	180	179	178	177	176	175	174	173	172	171	170	169	168	167	166	165	
SO	209	208	207	206	205	204	203	202	201	200	199	198	197	196	195	194	193	192	191	190	189	188	187	186	185	184	183	182	181	180	179	178	177	176	175	174
SI	219	218	217	216	215	214	213	212	211	210	209	208	207	206	205	204	203	202	201	200	199	198	197	196	195	194	193	192	191	190	189	188	187	186	185	184
TO	229	228	227	226	225	224	223	222	221	220	219	218	217	216	215	214	213	212	211	210	209	208	207	206	205	204	203	202	201	200	199	198	197	196	195	194
UR	239	238	237	236	235	234	233	232	231	230	229	228	227	226	225	224	223	222	221	220	219	218	217	216	215	214	213	212	211	210	209	208	207	206	205	204
ST	249	248	247	246	245	244	243	242	241	240	239	238	237	236	235	234	233	232	231	230	229	228	227	226	225	224	223	222	221	220	219	218	217	216	215	214
SO	259	258	257	256	255	254	253	252	251	250	249	248	247	246	245	244	243	242	241	240	239	238	237	236	235	234	233	232	231	230	229	228	227	226	225	224
SI	269	268	267	266	265	264	263	262	261	260	259	258	257	256	255	254	253	252	251	250	249	248	247	246	245	244	243	242	241	240	239	238	237	236	235	234
TO	279	278	277	276	275	274	273	272	271	270	269	268	267	266	265	264	263	262	261	260	259	258	257	256	255	254	253	252	251	250	249	248	247	246	245	244
UR	289	288	287	286	285	284	283	282	281	280	279	278	277	276	275	274	273	272	271	270	269	268	267	266	265	264	263	262	261	260	259	258	257	256	255	254
ST	299	298	297	296	295	294	293	292	291	290	289	288	287	286	285	284	283	282	281	280	279	278	277	276	275	274	273	272	271	270	269	268	267	266	265	264
SO	309	308	307	306	305	304	303	302	301	300	299	298	297	296	295	294	293	292	291	290	289	288	287	286	285	284	283	282	281	280	279	278	277	276	275	274
SI	319	318	317	316	315	314	313	312	311	310	309	308	307	306	305	304	303	302	301	300	299	298	297	296	295	294	293	292	291	290	289	288	287	286	285	284
TO	329	328	327	326	325	324	323	322	321	320	319	318	317	316	315	314	313	312	311	310	309	308	307	306	305	304	303	302	301	300	299	298	297	296	295	294
UR	339	338	337	336	335	334	333	332	331	330	329	328	327	326	325	324	323	322	321	320	319	318	317	316	315	314	313	312	311	310	309	308	307	306	305	304
ST	349	348	347	346	345	344	343	342	341	340	339	338	337	336	335	334	333	332	331	330	329	328	327	326	325	324	323	322	321	320	319	318	317	316	315	314
SO	359	358	357	356	355	354	353	352	351	350	349	348	347	346	345	344	343	342	341	340	339	338	337	336	335	334	333	332	331	330	329	328	327	326	325	324
SI	369	368	367	366	365	364	363	362	361	360	359	358	357	356	355	354	353	352	351	350	349	348	347	346	345	344	343	342	341	340	339	338	337	336	335	334
TO	379	378	377	376	375	374	373	372	371	370	369	368	367	366	365	364	363	362	361	360	359	358	357	356	355	354	353	352	351	350	349	348	347	346	345	344
UR	389	388	387	386	385	384	383	382	381	380	379	378	377	376	375	374	373	372	371	370	369	368	367	366	365	364	363	362	361	360	359	358	357	356	355	354
ST	399	398	397	396	395	394	393	392	391	390	389	388	387	386	385	384	383	382	381	380	379	378	377	376	375	374	373	372	371	370	369	368	367	366	365	364
SO	409	408	407	406	405	404	403	402	401	400	399	398	397	396	395	394	393	392	391	390	389	388	387	386	385	384	383	382	381	380	379	378	377	376	375	374
SI	419	418	417	416	415	414	413	412	411	410	409	408	407	406	405	404	403	402	401	400	399	398	397	396	395	394	393	392	391	390	389	388	387	386	385	384
TO	429	428	427	426	425	424	423	422	421	420	419	418	417	416	415	414	413	412	411	410	409	408	407	406	405	404	403	402	401	400	399	398	397	396	395	394
UR	439	438	437	436	435	434	433	432	431	430	429	428	427	426	425	424	423	422	421	420	419	418	417	416	415	414	413	412	411	410	409	408	407	406	405	404
ST	449	448	447	446	445	444	443	442	441	440	439	438	437	436	435	434	433	432	431	430	429	428	427	426	425	424	423	422	421	420	419	418	417	416	415	414
SO	459	458	457	456	455	454	453	452	451	450	449	448	447	446	445	444	443	442	441	440	439	438	437	436	435	434	433	432	431	430	429	428	427	426	425	424
SI	469	468	467	466	465	464	463	462	461	460	459	458	457	456	455	454	453	452	451	450	449	448	447	446	445	444	443	442	441	440	439	438	437	436	435	434
TO	479	478	477	476	475	474	473	472	471	470	469	468	467	466	465	464	463	462	461	460	459	458	457	456	455	454	453	452	451	450	449	448	447	446	445	444
UR	489	488	487	486	485	484	483	482	481	480	479	478	477	476	475	474	473	472	471	470	469	468	467	466	465	464	463	462	461	460	459	458	457	456	455	454
ST	499	498	497	496	495	494	493	492	491	490	489	488	487	486	485	484	483	482	481	480	479	478	477	476	475	474	473	472	471	470	469	468	467	466	465	464
SO	509	508	507	506	505	504	503	502	501	500	499	498	497	496	495	494	493	492	491	490	489	488	487	486	485	484	483	482	481	480	479	478	477	476	475	474
SI	519	518	517	516	515	514	513	512	511	510	509	508	507	506	505	504	503	502	501	500	499	498	497	496	495	494	493	492	491	490	489	488	487	486	485	484
TO	529	528	527	526	525	524	523	522	521	520	519	518	517	516	515	514	513	512	511	510	509	508	507	506	505	504	503	502	501	500	499	498	497	496	495	494
UR	539	538	537	536	535	534	533	532	531	530	529	528	527	526	525	524	523	522	521	520	519	518	517	516	515	514	513	512	511	510	509	508	507	506	505	504
ST	549	548	547	546	545	544	543	542	541	540	539	538	537	536	535	534	533	532	531	530	529	528	527	526	525	524	523	522	521							

MODULATION TECHNIQUE = QPRS
 QPFS CLASS 5 FILTER
 BIFOLAR LOGIC
 BAUD OR SYMBOL RATE = 1200 HZ
 BITS PER BINARY CODE WORD = 2
 BIT RATE = 0.240000000000000E+04
 CARRIER FREQUENCY = 2400 HZ
 MAXIMUM CARRIER AMPLITUDE = 1 VOLT(S)
 INITIAL PHASE ANGLE = 0 DEGREES
 TIME BETWEEN SAMPLES = 0.6784342273548912E-04 SEC
 NUMBER OF SAMPLES GENERATED = 64
 SEED FOR RANDON NUMBER GENERATOR = 1
 NUMBER OF TIMES SIMULATION REPEATS = 100
 SUM OF VARIANCES SUM OF VARIANCES**2
 0.2422177865073176E+04 0.1348538369218457E+07
 SUM OF SKEWNESS SUM OF SKEWNESS**2
 -0.8202160755049249E+06 0.2049138949944578E+12
 SUM OF KURTOSIS SUM OF KURTOSIS**2
 0.3582703927263425E+07 0.4782889442290025E+13
 MEAN VARIANCE VARIANCE OF THE VARIANCES
 0.7339932924464169E+02 0.3658600433158962E+05
 MEAN SKEWNESS VARIANCE OF THE SKEWNESS
 -0.2485503259105833E+05 0.5766481178314780E+10
 MEAN KURTOSIS VARIANCE OF THE KURTOSIS
 0.1085667856746492E+06 0.1373102122775966E+12



139.15	0.00	121603.62	243207.12	364810.62	486414.12
115.96	0.00				
92.77	0.00				
69.58	0.00				
46.38	0.00				
23.19	0.00				
0.00	0.00	121603.62	243207.12	364810.62	486414.12

FTE00450
 FTE00460
 FTE00470
 FTE00480
 FTE00490
 FTE00500
 FTE00510
 FTE00520
 FTE00530
 FTE00540
 FTE00550
 FTE00560
 FTE00570
 FTE00580
 FTE00590
 FTE00600
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 FTE00650
 FTE00660
 FTE00670
 FTE00680
 FTE00690
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 FTE00760
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 FTE00780
 FTE00790
 FTE00800
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 FTE00830
 FTE00840
 FTE00850
 FTE00860
 FTE00870
 FTE00880
 FTE00890
 FTE00900
 FTE00910
 FTE00920
 FTE00930
 FTE00940

```

C      X=0. DO
C      Y=0. DO
C      Z=0. DO
C      DO 30 I=1,15
C        X=X+SUM X(I)
C        Y=Y+SUM Y(I)
C        Z=Z+SUM Z(I)**2
C      CONTINUE
C
C      XA=(Z/N) -(X**2/(K*N))
C      XE=Y-(Z/N)
C      TOTAL=Y-(X**2/(R*N))
C
C      DF1=R-1. DO
C      DF2=R*(N-1. DO)
C
C      FSTAT=(XA/DF1)/(XE/DF2)
C
C      ** OUTPUT THE RESULTS-THE FORMATS REPRESENT VARIABLE DEFINITIONS
C
C      WRITE(6,31) J
C      FORMAT('1',I4,' F-STATISTICS FOR THE',I4,' COMPONENT')
C
C      WRITE(6,40) X
C      FORMAT('0',E23.16)
C
C      WRITE(6,41) Y
C      FORMAT('0',E23.16)
C
C      WRITE(6,42) Z
C      FORMAT('0',E23.16)
C
C      WRITE(6,50) XA
C      FORMAT('0',E23.16)
C
C      WRITE(6,51) XE
C      FORMAT('0',E23.16)
C
C      WRITE(6,60) TOTAL
C      FORMAT('0',E23.16)
C
C      WRITE(6,70) DF1
C      FORMAT('0',E23.16)
C
C      WRITE(6,71) DF2
C      FORMAT('0',E23.16)

```

```
WRITE(6,80) FSTAT  
FORMAT('0', ' F-STATISTIC = ', E23.16)  
CONTINUE  
WRITE(6,81)  
FORMAT('1')  
STOP  
END
```

```
FTE00950  
FTE00960  
FTE00970  
FTE00980  
FTE00990  
FTE01000  
FTE01010  
FTE01020  
FTE01030
```

```
80  
C  
100  
C  
81
```

APPENDIX E
RESULTS OF F-TEST

F-STATISTICS FOR THE 1 COMPONENT

SUM OF SUMS = 0.2091487882294994D 02
SUM OF SUMS**2 = 0.1810655469453404D 02
SUM OF SQUARE OF SUMS = 0.4128097510679048D 02
AMCNG GROUP SUM OF SQUARES = 0.1211883136154515D 00
WITHIN GROUP SUM OF SQUARES = 0.1769374494346614D 02
TOTAL SUM OF SQUARES = 0.1781493325708159D 02
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.7265063214387600D 00

F-STATISTICS FOR THE 2 COMPONENT

SUM OF SUMS = 0.2305792717805020D 02
SUM OF SUMS**2 = 0.1894701234015291D 02
SUM OF SQUARE OF SUMS = 0.4663825126655468D 02
AMCNG GROUP SUM OF SQUARES = 0.1119371755000360D 00
WITHIN GROUP SUM OF SQUARES = 0.1848062982748736D 02
TOTAL SUM OF SQUARES = 0.1859256700298739D 02
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.6424746465014737D 00

F-STATISTICS FOR THE 3 COMPONENT

SUM OF SUMS = 0.2693734535827635D 02
SUM OF SUMS**2 = 0.2124674921974186D 02
SUM OF SQUARE OF SUMS = 0.5921566381358867D 02
AMCNG GROUP SUM OF SQUARES = 0.1084095881685183D 00
WITHIN GROUP SUM OF SQUARES = 0.2065459258160598D 02
TOTAL SUM OF SQUARES = 0.2076300216977449D 02
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.5567362242775778D 00

F-STATISTICS FOR THE 4 COMPONENT

SUM OF SUMS = 0.3175688631627065D 02
SUM OF SUMS**2 = 0.2621104542300214D 02
SUM OF SQUARE OF SUMS = 0.8070513093726266D 02
AMONG GROUP SUM OF SQUARES = 0.1347180903696015D 00
WITHIN GROUP SUM OF SQUARES = 0.2540399411362951D 02
TOTAL SUM OF SQUARES = 0.2553871220399911D 02
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04

F-STATISTIC = 0.5624997485041869D 00

F-STATISTICS FOR THE 5 COMPONENT

SUM OF SUMS = 0.3669104349531116D 02
SUM OF SUMS**2 = 0.3380633740317695D 02
SUM OF SQUARE OF SUMS = 0.1069682473356158D 03
AMONG GROUP SUM OF SQUARES = 0.1721940248396148D 00
WITHIN GROUP SUM OF SQUARES = 0.3273665492982079D 02
TOTAL SUM OF SQUARES = 0.3290884895466041D 02
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04

F-STATISTIC = 0.5579331866788867D 00

F-STATISTICS FOR THE 6 COMPONENT

SUM OF SUMS = 0.4160097878948431D 02
SUM OF SUMS**2 = 0.4313236642020094D 02
SUM OF SQUARE OF SUMS = 0.1408215358007360D 03
AMONG GROUP SUM OF SQUARES = 0.2544544005119440D 00
WITHIN GROUP SUM OF SQUARES = 0.4172415106219358D 02
TOTAL SUM OF SQUARES = 0.4197860546270552D 02
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04

F-STATISTIC = 0.6468757561623442D 00

F-STATISTICS FOR THE 7 COMPONENT

SUM OF SUMS = 0.4810387092348111D 02
SUM OF SUMS**2 = 0.5206409381611744D 02
SUM OF SQUARE OF SUMS = 0.1964653659903027D 03
AMONG GROUP SUM OF SQUARES = 0.4219987280210724D 00
WITHIN GROUP SUM OF SQUARES = 0.5009944015621441D 02
TOTAL SUM OF SQUARES = 0.5052143888423548D 02
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.8934632362547178D 00

F-STATISTICS FOR THE 8 COMPONENT

SUM OF SUMS = 0.5623255941290002D 02
SUM OF SUMS**2 = 0.8590285622098203D 02
SUM OF SQUARE OF SUMS = 0.3070018365343552D 03
AMONG GROUP SUM OF SQUARES = 0.9619512065933320D 00
WITHIN GROUP SUM OF SQUARES = 0.8283283785563848D 02
TOTAL SUM OF SQUARES = 0.8379478906223181D 02
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.1231824736914027D 01

F-STATISTICS FOR THE 9 COMPONENT

SUM OF SUMS = 0.9931605295569187D 02
SUM OF SUMS**2 = 0.4043531056175881D 03
SUM OF SQUARE OF SUMS = 0.1416642417283150D 04
AMONG GROUP SUM OF SQUARES = 0.7590638589699638D 01
WITHIN GROUP SUM OF SQUARES = 0.3901866814447566D 03
TOTAL SUM OF SQUARES = 0.3977773200344562D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.2063499133280512D 01

F-STATISTICS FOR THE 10 COMPONENT

SUM OF SUMS = 0.2029942628781924D 03
SUM OF SUMS**2 = 0.1757564757819924D 04
SUM OF SQUARE OF SUMS = 0.7655692250451960D 04
AMCNG GROUP SUM OF SQUARES = 0.4908580866354581D 02
WITHIN GROUP SUM OF SQUARES = 0.1681007835315404D 04
TOTAL SUM OF SQUARES = 0.1730093643978950D 04
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.3097309684192641D 01

F-STATISTICS FOR THE 11 COMPONENT

SUM OF SUMS = 0.2004773302247246D 03
SUM OF SUMS**2 = 0.1811875077561617D 04
SUM OF SQUARE OF SUMS = 0.7980439863108266D 04
AMCNG GROUP SUM OF SQUARES = 0.5301029200839379D 02
WITHIN GROUP SUM OF SQUARES = 0.1732070678930534D 04
TOTAL SUM OF SQUARES = 0.1785080970938928D 04
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.3246332537532912D 01

F-STATISTICS FOR THE 12 COMPONENT

SUM OF SUMS = 0.2210834652773109D 03
SUM OF SUMS**2 = 0.2165859765218944D 04
SUM OF SQUARE OF SUMS = 0.9414279932820438D 04
AMCNG GROUP SUM OF SQUARES = 0.6155753358218842D 02
WITHIN GROUP SUM OF SQUARES = 0.2071716965890740D 04
TOTAL SUM OF SQUARES = 0.2133274499472928D 04
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.3151731454585565D 01

F-STATISTICS FOR THE 13 COMPONENT

SUM OF SUMS = 0.1979583434471791D 03
SUM OF SUMS**2 = 0.1904701075347160D 04
SUM OF SQUARE OF SUMS = 0.7185446672840862D 04
AMCNG GROUP SUM OF SQUARES = 0.4572946290150773D 02
WITHIN GROUP SUM OF SQUARES = 0.1832846608618751D 04
TOTAL SUM OF SQUARES = 0.1878576071520259D 04
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.2646478671459864D 01

F-STATISTICS FOR THE 14 COMPONENT

SUM OF SUMS = 0.9227736272614619D 02
SUM OF SUMS**2 = 0.2600827196886254D 03
SUM OF SQUARE OF SUMS = 0.9540726819081072D 03
AMCNG GROUP SUM OF SQUARES = 0.3863985704619236D 01
WITHIN GROUP SUM OF SQUARES = 0.2505419928695444D 03
TOTAL SUM OF SQUARES = 0.2544059785741636D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.1635887377498235D 01

F-STATISTICS FOR THE 15 COMPONENT

SUM OF SUMS = 0.6880926336210145D 02
SUM OF SUMS**2 = 0.1018300362534556D 03
SUM OF SQUARE OF SUMS = 0.3695062863415098D 03
AMCNG GROUP SUM OF SQUARES = 0.5385863804584070D 00
WITHIN GROUP SUM OF SQUARES = 0.9813497339004056D 02
TOTAL SUM OF SQUARES = 0.9867355977049896D 02
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.5821433971075596D 00

F-STATISTICS FOR THE 16 COMPONENT

SUM OF SUMS = 0.6961387326450431D 02
SUM OF SUMS**2 = 0.1137157033969463D 03
SUM OF SQUARE OF SUMS = 0.3597053597878584D 03
AMNG GROUP SUM OF SQUARES = 0.3663260306209388D 00
WITHIN GROUP SUM OF SQUARES = 0.1101186497990677D 03
TOTAL SUM OF SQUARES = 0.1104849758296886D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.3528623485827816D 00

F-STATISTICS FOR THE 17 COMPONENT

SUM OF SUMS = 0.7052854165691613D 02
SUM OF SUMS**2 = 0.1548042004914454D 03
SUM OF SQUARE OF SUMS = 0.3820324148469269D 03
AMNG GROUP SUM OF SQUARES = 0.5041406896350342D 00
WITHIN GROUP SUM OF SQUARES = 0.1509838763429761D 03
TOTAL SUM OF SQUARES = 0.1514880170326111D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.3541763825767676D 00

F-STATISTICS FOR THE 18 COMPONENT

SUM OF SUMS = 0.7950452893326030D 02
SUM OF SUMS**2 = 0.1454127656122291D 03
SUM OF SQUARE OF SUMS = 0.5157161626920556D 03
AMNG GROUP SUM OF SQUARES = 0.9431815463208067D 00
WITHIN GROUP SUM OF SQUARES = 0.1402556039853086D 03
TOTAL SUM OF SQUARES = 0.1411987855316294D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.7133020797581566D 00

F-STATISTICS FOR THE 19 COMPONENT

SUM OF SUMS = 0.8206200282896035D 02
SUM OF SUMS**2 = 0.1642503769158388D 03
SUM OF SQUARE OF SUMS = 0.5788746875066006D 03
AMCNG GROUP SUM OF SQUARES = 0.1299298669532475D 01
WITHIN GROUP SUM OF SQUARES = 0.1584616300407728D 03
TOTAL SUM OF SQUARES = 0.1597609287103052D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.8697276809711277D 00

F-STATISTICS FOR THE 20 COMPONENT

SUM OF SUMS = 0.9520048302882186D 02
SUM OF SUMS**2 = 0.2094086558414699D 03
SUM OF SQUARE OF SUMS = 0.8713219218815827D 03
AMCNG GROUP SUM OF SQUARES = 0.2671131239535162D 01
WITHIN GROUP SUM OF SQUARES = 0.2006954366226541D 03
TOTAL SUM OF SQUARES = 0.2033665678621893D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.1411744637781583D 01

F-STATISTICS FOR THE 21 COMPONENT

SUM OF SUMS = 0.8994139952150146D 02
SUM OF SUMS**2 = 0.2335862791765991D 03
SUM OF SQUARE OF SUMS = 0.7245755635510632D 03
AMCNG GROUP SUM OF SQUARES = 0.1852785403586404D 01
WITHIN GROUP SUM OF SQUARES = 0.2263405235410884D 03
TOTAL SUM OF SQUARES = 0.2281933089446748D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.8682828488687504D 00

F-STATISTICS FOR THE 22 COMPONENT

SUM OF SUMS = 0.1035648300735959D 03
SUM OF SUMS**2 = 0.2414810868436007D 03
SUM OF SQUARE OF SUMS = 0.9427341493765320D 03
AMCNG GROUP SUM OF SQUARES = 0.2276892141650119D 01
WITHIN GROUP SUM OF SQUARES = 0.2320537453498354D 03
TOTAL SUM OF SQUARES = 0.2343306374914855D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.1040764077320930D 01

F-STATISTICS FOR THE 23 COMPONENT

SUM OF SUMS = 0.9031234717154746D 02
SUM OF SUMS**2 = 0.2047768116906234D 03
SUM OF SQUARE OF SUMS = 0.7149379755971323D 03
AMCNG GROUP SUM OF SQUARES = 0.1711833054881912D 01
WITHIN GROUP SUM OF SQUARES = 0.1976274319346521D 03
TOTAL SUM OF SQUARES = 0.1993392649895340D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.9187822552243536D 00

F-STATISTICS FOR THE 24 COMPONENT

SUM OF SUMS = 0.9171706807335522D 02
SUM OF SUMS**2 = 0.1900438745495707D 03
SUM OF SQUARE OF SUMS = 0.8139562480340389D 03
AMCNG GROUP SUM OF SQUARES = 0.2531548763025405D 01
WITHIN GROUP SUM OF SQUARES = 0.1819043120692303D 03
TOTAL SUM OF SQUARES = 0.1844358608322557D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.1476188171339999D 01

F-STATISTICS FOR THE 25 COMPONENT

SUM OF SUMS = 0.8440126623444366D 02
SUM OF SUMS**2 = 0.1782254895437147D 03
SUM OF SQUARE OF SUMS = 0.6892901073945840D 03
AMCNG GROUP SUM OF SQUARES = 0.2143851912627546D 01
WITHIN GROUP SUM OF SQUARES = 0.1713325884697689D 03
TOTAL SUM OF SQUARES = 0.1734764403823964D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.1327251499840134D 01

F-STATISTICS FOR THE 26 COMPONENT

SUM OF SUMS = 0.6923579472492147D 02
SUM OF SUMS**2 = 0.1481985058366125D 03
SUM OF SQUARE OF SUMS = 0.4452980334185913D 03
AMCNG GROUP SUM OF SQUARES = 0.1257250153391605D 01
WITHIN GROUP SUM OF SQUARES = 0.1437455255024266D 03
TOTAL SUM OF SQUARES = 0.1450027756558182D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.9277389287476910D 00

F-STATISTICS FOR THE 27 COMPONENT

SUM OF SUMS = 0.6366092822129744D 02
SUM OF SUMS**2 = 0.1177906819912730D 03
SUM OF SQUARE OF SUMS = 0.3935159041535181D 03
AMCNG GROUP SUM OF SQUARES = 0.1233349853537058D 01
WITHIN GROUP SUM OF SQUARES = 0.1138555229497378D 03
TOTAL SUM OF SQUARES = 0.1150888728032749D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.1149027974258136D 01

F-STATISTICS FOR THE 28 COMPONENT

SUM OF SUMS = 0.5387592494868525D 02
SUM OF SUMS**2 = 0.1186133442790129D 03
SUM OF SQUARE OF SUMS = 0.2792595957915495D 03
AMCNG GROUP SUM OF SQUARES = 0.8575190985312517D 00
WITHIN GROUP SUM OF SQUARES = 0.1158207483210974D 03
TOTAL SUM OF SQUARES = 0.1166782674196286D 03
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.7853366268738306D 00

F-STATISTICS FOR THE 29 COMPONENT

SUM OF SUMS = 0.4536144151906700D 02
SUM OF SUMS**2 = 0.6564305139058856D 02
SUM OF SQUARE OF SUMS = 0.1919053830677748D 03
AMONG GROUP SUM OF SQUARES = 0.5472802462192574D 00
WITHIN GROUP SUM OF SQUARES = 0.6372399755991081D 02
TOTAL SUM OF SQUARES = 0.6427127780613007D 02
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.9109723144851782D 00

F-STATISTICS FOR THE 30 COMPONENT

SUM OF SUMS = 0.3732568029970994D 02
SUM OF SUMS**2 = 0.5705765228634419D 02
SUM OF SQUARE OF SUMS = 0.1284820507967475D 03
AMCNG GROUP SUM OF SQUARES = 0.3560162347433721D 00
WITHIN GROUP SUM OF SQUARES = 0.5577283177837672D 02
TOTAL SUM OF SQUARES = 0.5612884801312009D 02
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.6770886363437515D 00

F-STATISTICS FOR THE 31 COMPONENT

SUM OF SUMS = 0.2973876286269883D 02
SUM OF SUMS**2 = 0.4217833610659068D 02
SUM OF SQUARE OF SUMS = 0.7726205204918280D 02
AMONG GROUP SUM OF SQUARES = 0.1830245094226048D 00
WITHIN GROUP SUM OF SQUARES = 0.4140571558609885D 02
TOTAL SUM OF SQUARES = 0.4158874009552145D 02
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.4688645251806333D 00

F-STATISTICS FOR THE 32 COMPONENT

SUM OF SUMS = 0.2142367689889270D 02
SUM OF SUMS**2 = 0.1414820425416038D 02
SUM OF SQUARE OF SUMS = 0.3565723402182890D 02
AMONG GROUP SUM OF SQUARES = 0.5058971897285643D-01
WITHIN GROUP SUM OF SQUARES = 0.1379163191394209D 02
TOTAL SUM OF SQUARES = 0.1384222163291495D 02
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.3890854828465455D 00

F-STATISTICS FOR THE 33 COMPONENT

SUM OF SUMS = 0.1732004830070321D 02
SUM OF SUMS**2 = 0.1115582097066481D 02
SUM OF SQUARE OF SUMS = 0.2312899538600082D 02
AMONG GROUP SUM OF SQUARES = 0.3130057176754676D-01
WITHIN GROUP SUM OF SQUARES = 0.1092453101680480D 02
TOTAL SUM OF SQUARES = 0.1095583158857235D 02
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.1485000000000000D 04
F-STATISTIC = 0.3039120267386334D 00

F-STATISTICS OF MEAN VARIANCE, SKEWNESS AND KURTOSIS

F-STATISTICS FOR THE 1 COMPONENT

SUM OF SUMS = 0.1111617439422250D 05
SUM OF SUMS**2 = 0.4319425777749392D 07
SUM OF SQUARE OF SUMS = 0.1861260733960752D 08
AMONG GROUP SUM OF SQUARES = 0.3143833877400904D 06
WITHIN GROUP SUM OF SQUARES = 0.3755407373518861D 07
TOTAL SUM OF SQUARES = 0.4069790761258952D 07
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.4800000000000000D 03
F-STATISTIC = 0.2870223636519026D 01

F-STATISTICS FOR THE 2 COMPONENT

SUM OF SUMS = -0.3062348822555926D 07
SUM OF SUMS**2 = 0.7751235739069674D 12
SUM OF SQUARE OF SUMS = 0.2376364181020636D 13
AMONG GROUP SUM OF SQUARES = 0.5306562101878761D 11
WITHIN GROUP SUM OF SQUARES = 0.7031125381184634D 12
TOTAL SUM OF SQUARES = 0.7561781591372509D 12
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.4800000000000000D 03
F-STATISTIC = 0.2587626620217669D 01

F-STATISTICS FOR THE 3 COMPONENT

SUM OF SUMS = 0.1087692759375071D 08
SUM OF SUMS**2 = 0.1368235571001090D 14
SUM OF SQUARE OF SUMS = 0.3521258942662316D 14
AMONG GROUP SUM OF SQUARES = 0.8280430048704694D 12
WITHIN GROUP SUM OF SQUARES = 0.1261530754556778D 14
TOTAL SUM OF SQUARES = 0.1344335055043825D 14
DEGREES OF FREEDOM IN NUMERATOR = 0.1400000000000000D 02
DEGREES OF FREEDOM IN DENOMINATOR = 0.4800000000000000D 03
F-STATISTIC = 0.2250444214596077D 01

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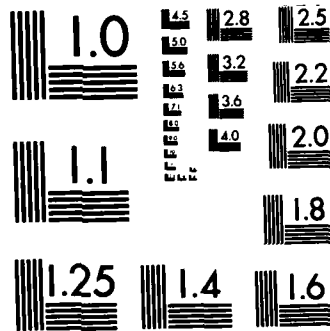
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