

## Correlation-Based Processing for Nearly Optimal Morse Code Reception

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Create sample stream of simulating on/off keying similar to Morse Code.

$N := 2048$

$kk := 0.. N-1$

$ds_{kk} := \text{if}(kk < 32, 0, 1)$

Assume 50 WPM, 5 char/word, 5 baud per char, and 64 samples per baud= 1333 Hz sampling rate. So, set to 44 kHz/32 = 1375 Hz

$ds_{kk} := \text{if}(kk > 64, 0, ds_{kk})$

$F_s := 1375$

$ds_{kk} := \text{if}(kk > 128, 1, ds_{kk})$

$ds_{kk} := \text{if}(kk > 160, 0, ds_{kk})$

$ds_{kk} := \text{if}(kk > 192, 1, ds_{kk})$

$ds_{kk} := \text{if}(kk > 256, 0, ds_{kk})$

$ds_{kk} := \text{if}(kk > 320, 1, ds_{kk})$

$F_o := 126$

$ds_{kk} := \text{if}(kk > 352, 0, ds_{kk})$

$dt := \frac{1}{1375}$

$A := 4.18$

$ds_{kk} := \text{if}(kk > 480, 1, ds_{kk})$

$ds_{kk} := \text{if}(kk > 512, 0, ds_{kk})$

$SNR := \frac{A^2}{2} \cdot \frac{1}{3 \cdot 0.25}$

$ds_{kk} := \text{if}(kk > 800, 1, ds_{kk})$

SNR=  $10 \cdot \log(SNR) = 10.663$  dB

Create random I & Q signal sample streams including simple uniformly distributed noise.

$$I_{kk} := (-1.5 + \text{rnd}(1) + \text{rnd}(1) + \text{rnd}(1)) + A \cdot ds_{kk} \cdot \cos(2 \cdot \pi \cdot F_o \cdot dt \cdot kk)$$

$$Q_{kk} := (-1.5 + \text{rnd}(1) + \text{rnd}(1) + \text{rnd}(1)) + A \cdot ds_{kk} \cdot \sin(2 \cdot \pi \cdot F_o \cdot dt \cdot kk)$$

lag := 4

Form complex autocorrelation function using a sample lag of "lag"

$$ii := 0 .. N - 1 - \text{lag} \quad jx := \sqrt{-1} \quad \alpha := 0.93$$

$$\rho_{kk} := 0$$

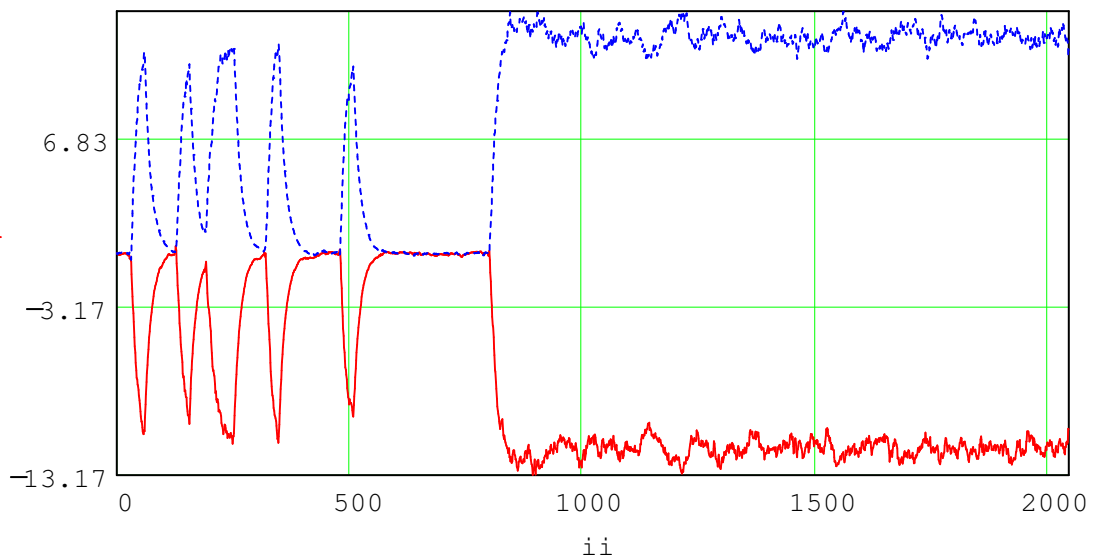
$$\rho_{ii} := (I_{ii} - jx \cdot Q_{ii}) \cdot (I_{ii+\text{lag}} + jx \cdot Q_{ii+\text{lag}})$$

$$\rho_{r0} := 0 \quad \rho_{i0} := 0 \quad \rho_{N-2-\text{lag}} := 0$$

$$\rho_{r_{ii+1}} := \alpha \cdot \rho_{r_{ii}} + (1 - \alpha) \cdot \text{Re}(\rho_{ii+1})$$

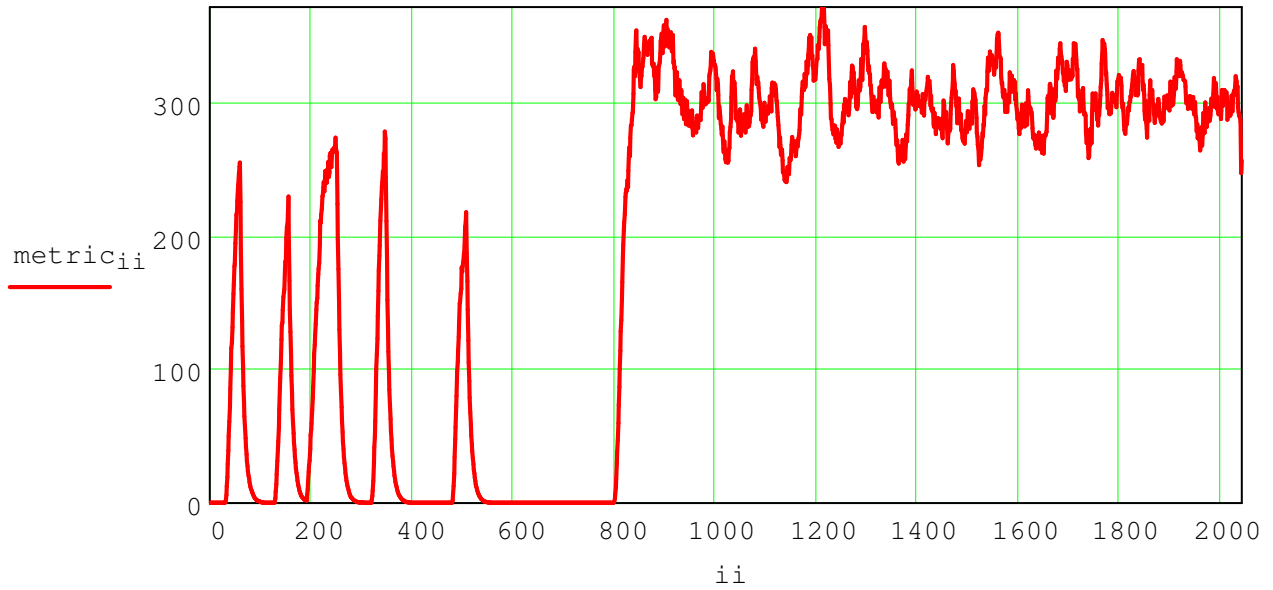
$$\rho_{i_{ii+1}} := \alpha \cdot \rho_{i_{ii}} + (1 - \alpha) \cdot \text{Im}(\rho_{ii+1})$$

Real and Imaginary Part of Complex Autocorrelation Function



$$\text{metric}_{ii} := (\rho_{r_{ii}})^2 + (\rho_{i_{ii}})^2$$

Detection Metric Versus Time Index

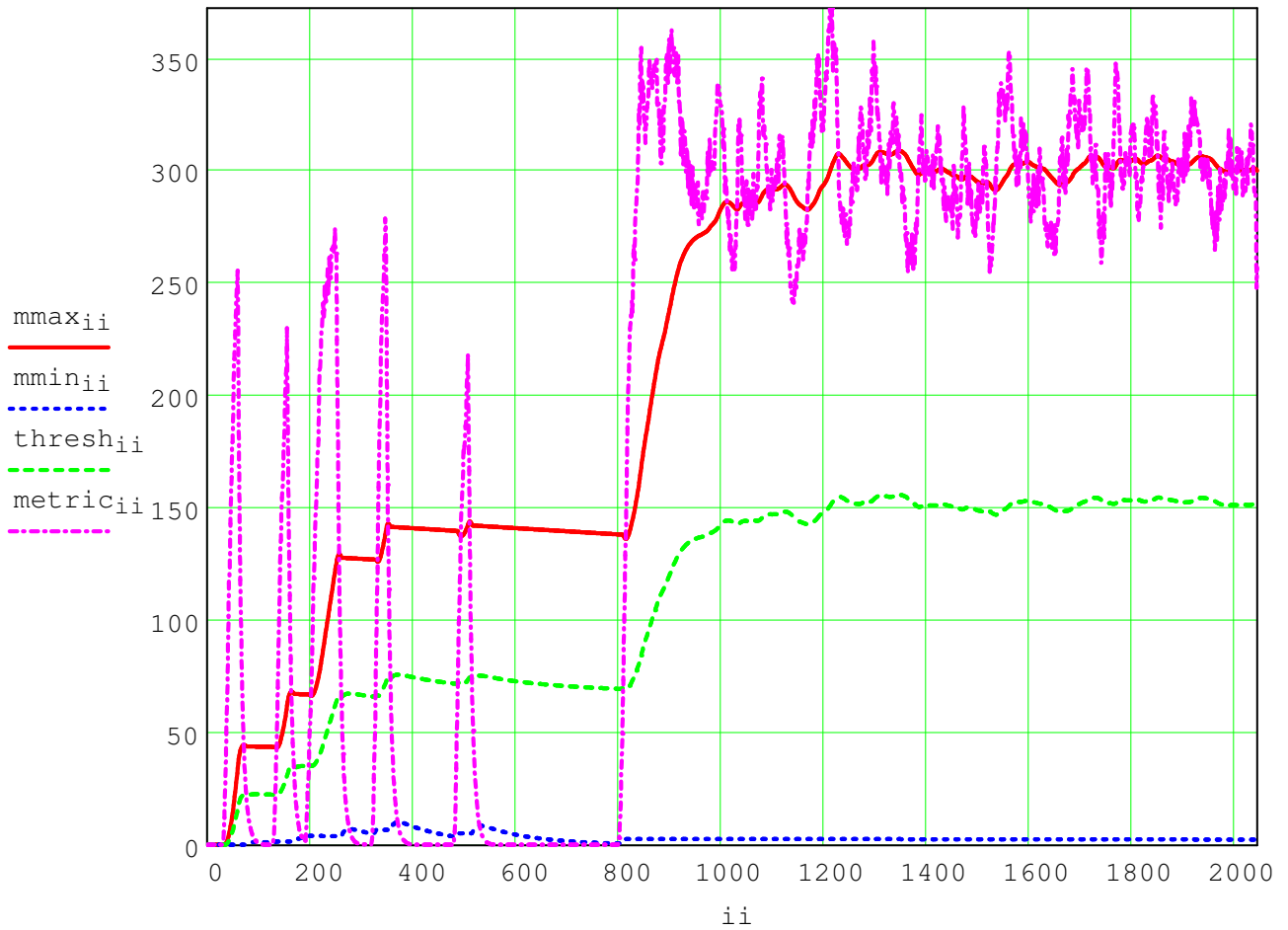


$$\text{thresh}_0 := 0 \quad \text{mmax}_0 := 0 \quad \text{mmin}_0 := 0$$

$$\beta := 0.99 \quad d := 0.9999 \quad \gamma := 1 - \beta$$

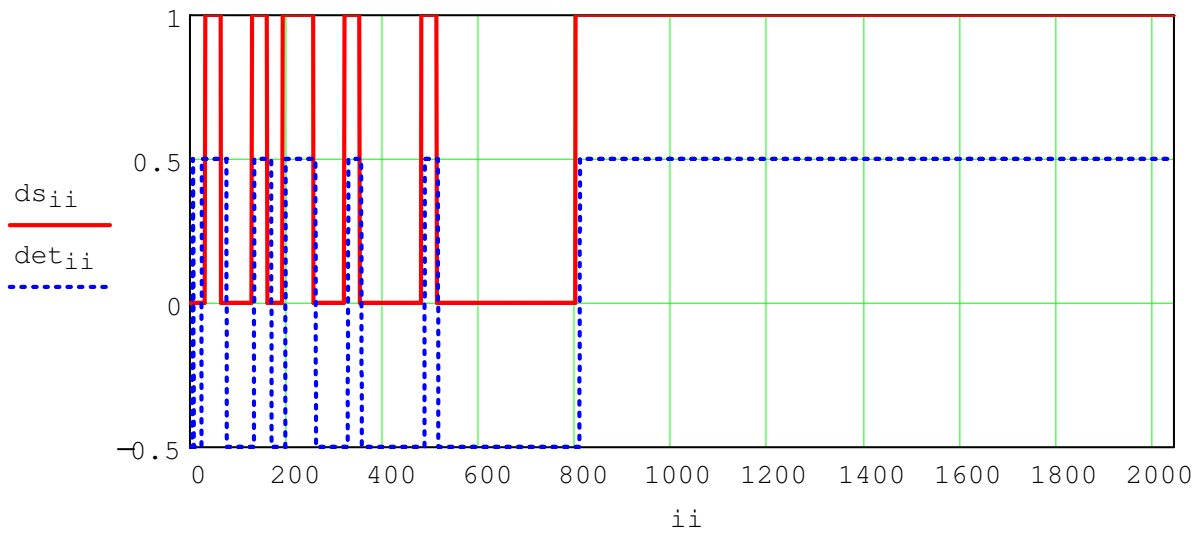
$$\begin{pmatrix} \text{mmax}_{ii+1} \\ \text{mmin}_{ii+1} \\ \text{thresh}_{ii+1} \end{pmatrix} := \begin{bmatrix} \text{if}(|\text{metric}_{ii}| > \text{thresh}_{ii}, \beta \cdot \text{mmax}_{ii} + \gamma \cdot \text{metric}_{ii}, \text{mmax}_{ii} \cdot d) \\ \text{if}(|\text{metric}_{ii}| < \text{thresh}_{ii}, \beta \cdot \text{mmin}_{ii} + \gamma \cdot \text{metric}_{ii}, \text{mmin}_{ii} \cdot d) \\ 0.5 \cdot (\text{mmax}_{ii} + \text{mmin}_{ii}) + 0.01 \end{bmatrix}$$

If  $m_{min}$  is not close to zero, smoothing parameters need adjustment

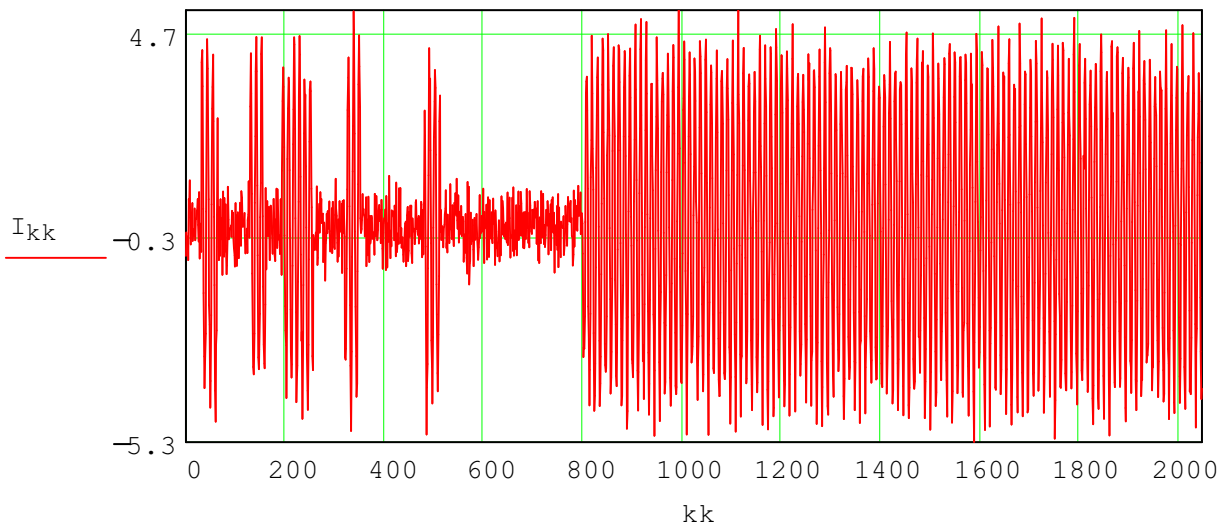


$$det_{ii} := \text{if}(\text{metric}_{ii} > \text{thresh}_{ii}, 0.5, -0.5)$$

Detector Output Overlaid with Noise-Free Input



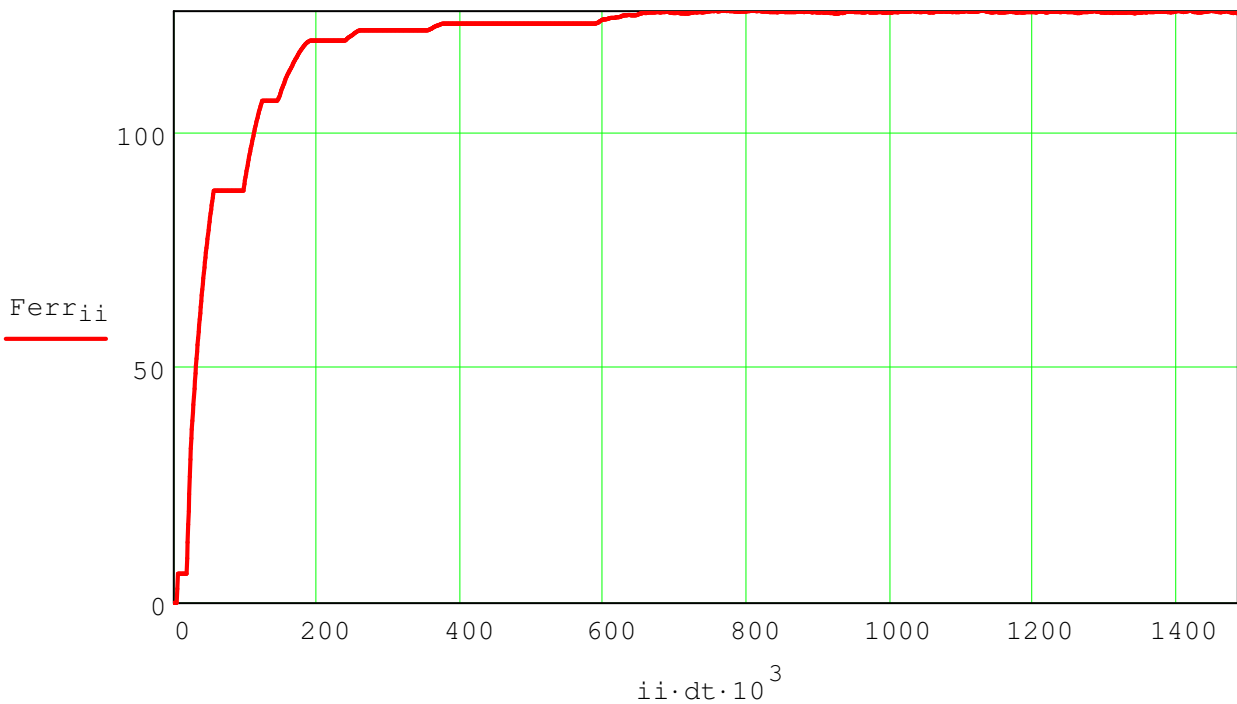
Use hysteresis in PC algorithm to drop out short spikes



$Ferr_0 := 0$

$Ferr_{ii+1} := \text{if} \left( \text{metric}_{ii} > \text{thresh}_{ii}, 0.98 \cdot Ferr_{ii} + \frac{0.02}{2 \cdot \pi \cdot dt \cdot \text{lag}} \cdot \text{angle}(\rho_{rii}, \rho_{i_{ii}}) \right)$

Frequency Error Estimate Versus Time



$Ferr_{1800} = 125.859$

Time, msec

), Ferr<sub>ii</sub> }