

ords, we can construct M signal waveforms by mapping $g_T(t)$ of duration T/N and a code bit $c_{mj} = 0$ into the waveform s_m through Gaussian noise channel

$$\mathbf{c}_m = (c_{m1}, c_{m2}, \dots, c_{mN}), \quad m = 1, 2, \dots, M \quad (7.4.22)$$

where $c_{mj} = 0$ or 1 for all m and j . The M signal waveforms are of dimension N and are represented geometrically in vector form as

$$\mathbf{s}_m = (s_{m1}, s_{m2}, \dots, s_{mN}), \quad m = 1, 2, \dots, M \quad (7.4.23)$$

where $s_{mj} = \pm\sqrt{\mathcal{E}_s/N}$ for all m and j .

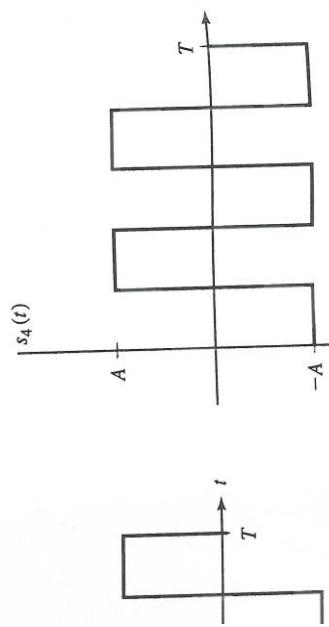
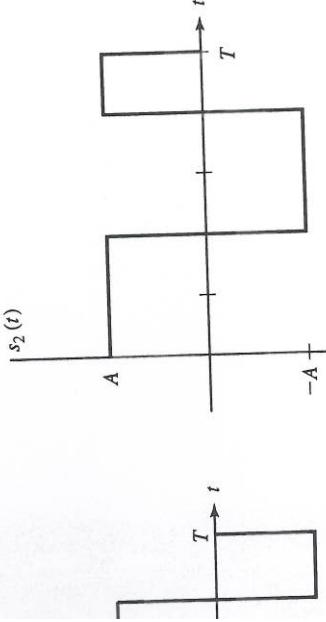
In general, there are 2^N possible signals that can be constructed from the 2^N possible binary code words. The M code words are a subset of the 2^N possible binary code words. We also observe that the 2^N possible signal points correspond to the vertices of an N -dimensional hypercube with its center at the origin. Figure 7.29 illustrates the signal points in $N = 2$ and $N = 3$ dimensions.

The M signals constructed in this manner have equal energy \mathcal{E}_s . The crosscorrelation coefficient between any pair of signals depends on how we select the M signals from the 2^N possible signals. This topic is treated in Chapter 9. It is apparent that any adjacent signal points have a crosscorrelation coefficient of (see Problem 7.2)

$$\gamma = \frac{N - 2}{N} \quad (7.4.24)$$

and a corresponding Euclidean distance

$$d = 2\sqrt{\mathcal{E}_s/N} \quad (7.4.25)$$



$M = 4$ signal waveforms of dimension $N = 5$ constructed in Example 7.4.1.

Figure 7.29 Signal-space diagrams for signals generated from binary codes.