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Review Paper on Design of Bit Error Rate Tool for Optical Communication

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Abstract: In this paper, the simulation tool for analyzing the bit error rate has been reviewed. The paper discussed the basic concepts and existing work that has been competed in this field. The BER tool in real-time is very much expansive need a lot of efforts to design it. This review paper will discussed all pros and cons of existing BER available in the research. Apart of that paper also discussed the roadmap to design the BER in more efficient manner comparison to existing work.

Keywords: Bit Error Rate; Q-factor, Optical Communication.

1. Introduction

The primary objective of optical fiber communication system is to transfer the signal containing information from the source to the destination [1]. The general block diagram of optical fiber communication system is shown in the Fig. 1. The source provides information in the form of electrical signal to the transmitter. The electrical stage of the transmitter drives an optical source to produce modulated light wave carrier. Semiconductor LASERs or LEDs are usually used as optical source here [2]. The information carrying light wave then passes through the transmission medium example optical fiber cables in this system. When the signal reaches the receiver stage where the optical detector demodulates the optical carrier and gives an electrical output signal to the electrical stage [3]. The common types of optical detectors used are photodiodes. Finally the electrical stage gets the real information back and distribute to the concerned destination [4]. It is notable that the optical carrier may be modulated by either analog or digital information signal. In digital optical fiber communication system the information is suitably encoded prior to the drive circuit stage of optical source. Similarly at the receiver end a decoder is used after amplifier and equalizer stage [5].

Fig. 1 - Basic Flows of Optical System Modulation [6]

In telecommunication, modulation is the process of conveying a message signal, for example a digital bit stream or an analog audio signal, inside another signal that can be physically transmitted. Modulation of a sine waveform is used in view to transform a baseband message signal to a passband signal, for example a radio-frequency signal (RF signal). In radio communications, cable TV systems or the PSTN (public switching telephone network) for instance, electrical signals can only be transferred over a limited passband frequency spectrum, with specific (non-zero) lower and upper cutoff frequencies. Modulating a sine wave carrier makes it possible to keep the frequency content of the transferred signal as close as possible to the centre frequency (typically the carrier frequency) of the passband [7].

2. Purpose of modulation

The purpose of modulation is to take a message bearing signal and superimpose it upon a carrier signal for transmission [8]n. For ease, the transmission carrier signals are generally high frequency for severable reasons:

- So that they may be simultaneously transmitted without interference from other signals
	- It easy (low loss, low dispersion) propagation as electromagnetic waves
	- So as to enable the construction of small antennas (a fraction, usually a quarter of the wavelength)
	- So as to be able to multiplex that is to combine multiple signals for transmission at the same time.

Modulation is the process of conveying a message signal, for example a digital bit stream or an analog audio signal, inside another signal that can be physically transmitted. Modulation of a sine waveform is used in view to transform a [baseband](http://en.wikipedia.org/wiki/Baseband) message signal to a [passband](http://en.wikipedia.org/wiki/Passband) signal [9].

2.1 Type of modulation

2.1.1 Baseband

A signal at baseband is often used to [modulate](http://en.wikipedia.org/wiki/Modulation) a higher frequency [carrier wave](http://en.wikipedia.org/wiki/Carrier_wave) in order that it may be transmitted via radio. Modulation results in shifting the signal up to much higher frequencies (radio frequencies, or RF) than it originally spanned [10]. A key consequence of the usual [double-sideband](http://en.wikipedia.org/wiki/Double_sideband) [amplitude modulation](http://en.wikipedia.org/wiki/Amplitude_modulation) (AM) is that, usually, the range of frequencies the signal spans (its spectral [bandwidth\)](http://en.wikipedia.org/wiki/Bandwidth_(signal_processing)) is doubled. Thus, the RF bandwidth of a signal (measured from the lowest frequency as opposed to 0 Hz) is usually twice its baseband bandwidth. Steps may be taken to reduce this effect, such as [single-sideband modulation;](http://en.wikipedia.org/wiki/Single-sideband_modulation) the highest frequency of such signals greatly exceeds the baseband bandwidth. Some signals can be treated as baseband or not, depending on the situation [2]. For example, a switched analog connection in the telephone network has energy below 300 Hz and above 3400 Hz removed by [bandpass filtering;](http://en.wikipedia.org/wiki/Bandpass_filter) since the signal has no energy very close to zero frequency, it may not be considered a baseband signal, but in the telephone systems [frequency-division multiplexing](http://en.wikipedia.org/wiki/Frequency-division_multiplexing) hierarchy, it is usually treated as a baseband signal, by comparison with the modulated signals used for long-distance transmission. The 300 Hz lower band edge in this case is treated as "near zero", being a small fraction of the upper band edge [3].

2.1.2 Return-to-zero (RZ)

Return-to-zero (RZ) describes a [line code](http://en.wikipedia.org/wiki/Line_code) used in [telecommunications](http://en.wikipedia.org/wiki/Telecommunication) [signals](http://en.wikipedia.org/wiki/Signal_(information_theory)) in which the signal drops (returns) to zero between each [pulse](http://en.wikipedia.org/wiki/Pulse_(signal_processing)) [11]. This takes place even if a number of consecutive 0's or 1's occur in the signal. The signal is [self-clocking.](http://en.wikipedia.org/wiki/Self-clocking_signal) This means that a separate clock does not need to be sent alongside the signal, but suffers from using twice the bandwidth to achieve the same data-rate as compared to [non-return-to-zero](http://en.wikipedia.org/wiki/Non-return-to-zero) format. The "zero" between each bit is a neutral or rest condition, such as a zero amplitude in [pulse amplitude modulation](http://en.wikipedia.org/wiki/Pulse_amplitude_modulation) (PAM), zero [phase shift](http://en.wikipedia.org/wiki/Phase_(waves)) in [phase-shift keying](http://en.wikipedia.org/wiki/Phase-shift_keying) (PSK), or mid[-frequency](http://en.wikipedia.org/wiki/Frequency) in [frequency-shift keying](http://en.wikipedia.org/wiki/Frequency-shift_keying) (FSK). That "zero" condition is typically halfway between the [significant condition](http://en.wikipedia.org/wiki/Significant_condition) representing a 1 bit and the other significant condition representing a 0 bit.

Although return-to-zero (RZ) contains a provision for synchronization, it still has a DC component resulting in "baseline wander" during long strings of 0 or 1 bits, just like the line code [non-return-to-zero](http://en.wikipedia.org/wiki/Non-return-to-zero) [17].

Fig. 2 - RZ sequence signals [11].

Fig. 2 shows that, the binary signal is encoded using rectangular pulse amplitude modulation with polar return-tozero code.

2.1.3 Non-return-to-zero (NRZ)

In [telecommunication,](http://en.wikipedia.org/wiki/Telecommunication) a non-return-to-zero (NRZ) [line code](http://en.wikipedia.org/wiki/Line_code) is a [binary](http://en.wikipedia.org/wiki/Binary_coding) code in which 1's are represented by one [significant condition](http://en.wikipedia.org/wiki/Significant_condition) (usually a positive voltage) and 0's are represented by some other significant condition (usually a negative voltage), with no other neutral or rest condition [12]. The pulses have more energy than a [RZ](http://en.wikipedia.org/wiki/Return-to-zero) code. Unlike RZ, NRZ does not have a rest state. NRZ is not inherently a [self-synchronizing code,](http://en.wikipedia.org/wiki/Self-synchronizing_code) so some additional synchronization technique (for example a [run length limited](http://en.wikipedia.org/wiki/Run_length_limited) constraint or a parallel synchronization signal) must be used to avoid [bit slip.](http://en.wikipedia.org/wiki/Bit_slip) For a given [data signaling rate](http://en.wikipedia.org/wiki/Data_signaling_rate) [bit rate,](http://en.wikipedia.org/wiki/Bit_rate) the NRZ code requires only half the [bandwidth](http://en.wikipedia.org/wiki/Bandwidth_(signal_processing)) required by the [Manchester code.](http://en.wikipedia.org/wiki/Manchester_code) When used to represent data in an [asynchronous communication](http://en.wikipedia.org/wiki/Asynchronous_communication) scheme, the absence of a neutral state requires other mechanisms for data recovery, to replace methods used for error detection when using synchronization information when a separate clock signal is available [12].

NRZ-Level itself is not a synchronous system but rather an encoding that can be used in either a synchronous or asynchronous transmission environment, that is, with or without an explicit clock signal involved. Because of this, it is not strictly necessary to discuss how the NRZ-Level encoding acts "on a clock edge" or "during a clock cycle" since all transitions happen in the given amount of time representing the actual or implied integral clock cycle. The real question is that of sampling--the high or low state will be received correctly provided the transmission line has stabilized for that bit when the physical line level is sampled at the receiving end [12].

Fig. 3- NRZ sequence signals [16].

Fig. 3 shows that, the binary signal is encoded using rectangular pulse amplitude modulation with polar non-returnto-zero code.

2.1.4 Pulse-amplitude modulation (PAM)

Pulse-amplitude modulation, acronym PAM, is a form of signal [modulation](http://en.wikipedia.org/wiki/Modulation) where the message information is encoded in the [amplitude](http://en.wikipedia.org/wiki/Amplitude) of a series of signal pulses. Pulse-amplitude modulation is widely used in baseband transmission of digital data, with non-baseband applications having been largely superseded by [pulse-code modulation,](http://en.wikipedia.org/wiki/Pulse-code_modulation) and, more recently, by [pulse-position modulation.](http://en.wikipedia.org/wiki/Pulse-position_modulation) In particular, all telephone [modems](http://en.wikipedia.org/wiki/Modem) faster than 300 bit/s use [quadrature amplitude modulation](http://en.wikipedia.org/wiki/Quadrature_amplitude_modulation) (QAM). (QAM uses a two-dimensional [constellation\)](http://en.wikipedia.org/wiki/Constellation_diagram) [13].

2.1.5 On-off keying(OOK)

On-off keying (OOK) the simplest form of [amplitude-shift keying](http://en.wikipedia.org/wiki/Amplitude-shift_keying) (ASK) [modulation](http://en.wikipedia.org/wiki/Modulation) that represents [digital](http://en.wikipedia.org/wiki/Digital) [data](http://en.wikipedia.org/wiki/Data) as the presence or absence of a [carrier wave.](http://en.wikipedia.org/wiki/Carrier_wave) In its simplest form, the presence of a carrier for a specific duration represents a [binary](http://en.wikipedia.org/wiki/Binary_numeral_system) one, while its absence for the same duration represents a binary zero. Some more sophisticated schemes vary these durations to convey additional information. It is analogous to [unipolar encoding](http://en.wikipedia.org/wiki/Unipolar_encoding) [line code.](http://en.wikipedia.org/wiki/Line_code) On-off keying is most commonly used to transmit [Morse code](http://en.wikipedia.org/wiki/Morse_code) over [radio frequencies](http://en.wikipedia.org/wiki/Radio_frequency) (referred to as CW [\(continuous wave\)](http://en.wikipedia.org/wiki/Continuous_wave) operation), although in principle any digital encoding scheme may be used. OOK is more [spectrally efficient](http://en.wikipedia.org/wiki/Spectral_efficiency) than FSK, but more sensitive to noise. In addition to RF carrier waves, OOK is also used in [optical communication](http://en.wikipedia.org/wiki/Optical_communication) system [14].

2.1.6 Amplitude-shift keying (ASK)

Amplitude-shift keying (ASK) is a form of [modulation](http://en.wikipedia.org/wiki/Modulation) that represents [digital](http://en.wikipedia.org/wiki/Digital) [data](http://en.wikipedia.org/wiki/Data) as variations in the [amplitude](http://en.wikipedia.org/wiki/Amplitude) of a [carrier wave.](http://en.wikipedia.org/wiki/Carrier_wave) The amplitude of an analog carrier [signal](http://en.wikipedia.org/wiki/Signal_(electrical_engineering)) varies in accordance with the bit stream (modulating signal), keeping [frequency](http://en.wikipedia.org/wiki/Frequency) and [phase](http://en.wikipedia.org/wiki/Phase_(waves)) constant. The level of amplitude can be used to represent [binary](http://en.wikipedia.org/wiki/Binary_numeral_system) logic 0s and 1s. We can think of a carrier signal as an ON or OFF switch. In the modulated signal, logic 0 is represented by the absence of a carrier, thus giving OFF/ON keying operation and hence the name given [14]. [AM](http://en.wikipedia.org/wiki/Amplitude_modulation) and ASK is also linear and sensitive to atmospheric noise, distortions, propagation conditions on different routes in [PSTN,](http://en.wikipedia.org/wiki/PSTN) etc. Both ASK modulation and demodulation processes are relatively inexpensive. The ASK technique is also commonly used to transmit [digital data](http://en.wikipedia.org/wiki/Digital_data)

over optical fiber. For LED transmitters, binary 1 is represented by a short pulse of light and binary 0 by the absence of light. Laser transmitters normally have a fixed "bias" current that causes the device to emit a low light level. This low level represents binary 0, while a higher-amplitude lightwave represents binary 1.

2.1.7 Phase-shift keying (PSK)

Phase-shift keying (PSK) is a [digital](http://en.wikipedia.org/wiki/Digital) [modulation](http://en.wikipedia.org/wiki/Modulation) scheme that conveys [data](http://en.wikipedia.org/wiki/Data#Uses_of_data_in_computing) by changing, or modulating, the [phase](http://en.wikipedia.org/wiki/Phase_(waves)) of a reference [signal](http://en.wikipedia.org/wiki/Signal_(information_theory)) (the [carrier wave\)](http://en.wikipedia.org/wiki/Carrier_wave).Any digital modulation scheme uses a [finite](http://en.wiktionary.org/wiki/finite) number of distinct signals to represent digital data. PSK uses a finite number of phases, each assigned a unique pattern of [binary digits.](http://en.wikipedia.org/wiki/Bit) Usually, each phase encodes an equal number of bits. Each pattern of bits forms the [symbol](http://en.wikipedia.org/wiki/Symbol_(data)) that is represented by the particular phase. The [demodulator,](http://en.wikipedia.org/wiki/Demodulator) which is designed specifically for the symbol-set used by the modulator, determines the phase of the received signal and maps it back to the symbol it represents, thus recovering the original data. This requires the receiver to be able to compare the phase of the received signal to a reference signal [14].

Alternatively, instead of using the bit patterns to set the phase of the wave, it can instead be used to change it by a specified amount. The demodulator then determines the changes in the phase of the received signal rather than the phase itself. Since this scheme depends on the difference between successive phases, it is termed differential phaseshift keying (DPSK). DPSK can be significantly simpler to implement than ordinary PSK since there is no need for the demodulator to have a copy of the reference signal to determine the exact phase of the received signal (it is a noncoherent scheme). In exchange, it produces more erroneous demodulations. The exact requirements of the particular scenario under consideration determine which scheme is used [14].

2.1.8 Quadrature amplitude modulation (QAM)

QAM is both an analog and a digital [modulation](http://en.wikipedia.org/wiki/Modulation) scheme. It conveys two analog message signals, or two digital [bit](http://en.wikipedia.org/wiki/Bit_stream) [streams,](http://en.wikipedia.org/wiki/Bit_stream) by changing (modulating) the [amplitudes](http://en.wikipedia.org/wiki/Amplitude) of two [carrier waves,](http://en.wikipedia.org/wiki/Carrier_wave) using the [amplitude-shift keying](http://en.wikipedia.org/wiki/Amplitude-shift_keying) (ASK) digital modulation scheme or [amplitude modulation](http://en.wikipedia.org/wiki/Amplitude_modulation) (AM) analog modulation scheme. These two waves, usually [sinusoids,](http://en.wikipedia.org/wiki/Sinusoid) are [out of phase](http://en.wikipedia.org/wiki/Out_of_phase) with each other by 9[0°](http://en.wikipedia.org/wiki/Degree_(angle)) and are thus called [quadrature](http://en.wikipedia.org/wiki/Quadrature_phase) carriers or quadrature components. In the digital QAM case, a finite number of at least two phases and at least two amplitudes are used. PSK modulators are often designed using the QAM principle, but are not considered as QAM since the amplitude of the modulated carrier signal is constant [14].

3. Bit error rate (BER)

In [digital transmission,](http://en.wikipedia.org/wiki/Digital_transmission) the bit error rate or bit error ratio (BER) is the number of received binary [bits](http://en.wikipedia.org/wiki/Bit) that have been altered due to [noise](http://en.wikipedia.org/wiki/Noise_(telecommunications)) and [interference,](http://en.wikipedia.org/wiki/Interference_(communication)) divided by the total number of transferred bits during a studied time interval

In a communication system, the receiver side BER may be affected by transmission channel [noise,](http://en.wikipedia.org/wiki/Noise_%28telecommunications%29) [interference,](http://en.wikipedia.org/wiki/Interference_%28communication%29) [distortion,](http://en.wikipedia.org/wiki/Distortion) [bit synchronization](http://en.wikipedia.org/wiki/Bit_synchronization) problems, [attenuation,](http://en.wikipedia.org/wiki/Attenuation) wireless [multipath](http://en.wikipedia.org/wiki/Multipath) [fading](http://en.wikipedia.org/wiki/Fading) and others. The BER may be improved by choosing a strong signal strength, by choosing a slow and robust [modulation](http://en.wikipedia.org/wiki/Modulation) scheme or [line coding](http://en.wikipedia.org/wiki/Line_coding) scheme, and by applying [channel coding](http://en.wikipedia.org/wiki/Channel_coding) schemes such as redundant [forward error correction](http://en.wikipedia.org/wiki/Forward_error_correction) codes. The transmission BER is the number of detected bits that are incorrect before error correction, divided by the total number of transferred bits. The information BER, approximately equal to the decoding error probability, is the number of decoded bits that remain incorrect after the error correction, divided by the total number of decoded bits. Normally the transmission BER is larger than the information BER. The information BER is affected by the strength of the forward error correction.

3.1 Noise

In [communication systems,](http://en.wikipedia.org/wiki/Communication_system) the noise is an error or undesired disturbance of a useful information signal, introduced before or after the detector and decoder. The noise is a summation of unwanted or disturbing energy from man-made and natural sources. Noise is, however, often distinguished from [interference.](http://en.wikipedia.org/wiki/Interference_%28communication%29)

3.2 Attenuation

Attenuation in [fiber optics,](http://en.wikipedia.org/wiki/Fiber_optics) also known as transmission loss, is the reduction in intensity of the light beam (or signal) with respect to distance traveled through a transmission medium. Attenuation coefficients in fiber optics usually use units of dB/km through the medium due to the relatively high quality of transparency of modern optical transmission media. The medium is typically a fiber of silica glass that confines the incident light beam to the inside. Attenuation is an important factor limiting the transmission of a digital signal across large distances. Thus, much research has gone into both limiting the attenuation and maximizing the amplification of the optical signal. Empirical research has shown that attenuation in optical fiber is caused primarily by both [scattering](http://en.wikipedia.org/wiki/Scattering) and [absorption.](http://en.wikipedia.org/wiki/Absorption)

3.3 Gaussian Noise (Gaussian Probability Density Function)

Gaussian noise is a [statistical noise](http://en.wikipedia.org/wiki/Statistical_noise) that has its [probability density function](http://en.wikipedia.org/wiki/Probability_density_function) equal to that of the [normal distribution,](http://en.wikipedia.org/wiki/Normal_distribution) which is also known as the Gaussian distribution. In other words, the values that the noise can take on are Gaussiandistributed. A special case is white Gaussian noise, in which the values at any pairs of times are [statistically](http://en.wikipedia.org/wiki/Statistically_independent) [independent](http://en.wikipedia.org/wiki/Statistically_independent) (and [uncorrelated\)](http://en.wikipedia.org/wiki/Uncorrelated). In applications, Gaussian noise is commonly used as additive [white noise](http://en.wikipedia.org/wiki/White_noise) to yield [additive white Gaussian noise.](http://en.wikipedia.org/wiki/Additive_white_Gaussian_noise) Gaussian noise is properly defined as the noise with a Gaussian amplitude distribution. Labeling Gaussian noise as 'white' describes the correlation of the noise. It is necessary to use the term "white Gaussian noise" to be precise. Gaussian noise is sometimes misunderstood to be white Gaussian noise, but this is not the case.

4. Existing Work related to Design of Bit error rate (BER)

In this section, the techniques related to design of BER are discussed in details as shown in Table 1

5. Road Map for Design of Better BER Tool

Currently BER estimation tool is developed using various methods such numerically, in simulation, real-time and etc. This educational software interface tool in the future can be developed using OPTISYSTEM. The MATLAB GUI system for measuring BER is design using Gaussian probability errors approximation method. The future BER estimation tool simulation, will be able to plot the eye diagram, BER diagram, Q-factor value, threshold value, and the most important function to analysis the BER value for two levels, four levels and eight levels of a PAM optical communication systems.

Conclusion

In this paper, the existing BER tool development design and techniques are discussed up to year 2018. After that road map of better BER system is discussed to provide better guidance to reader for future work.

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