

An Introduction to

Software Defined Radio

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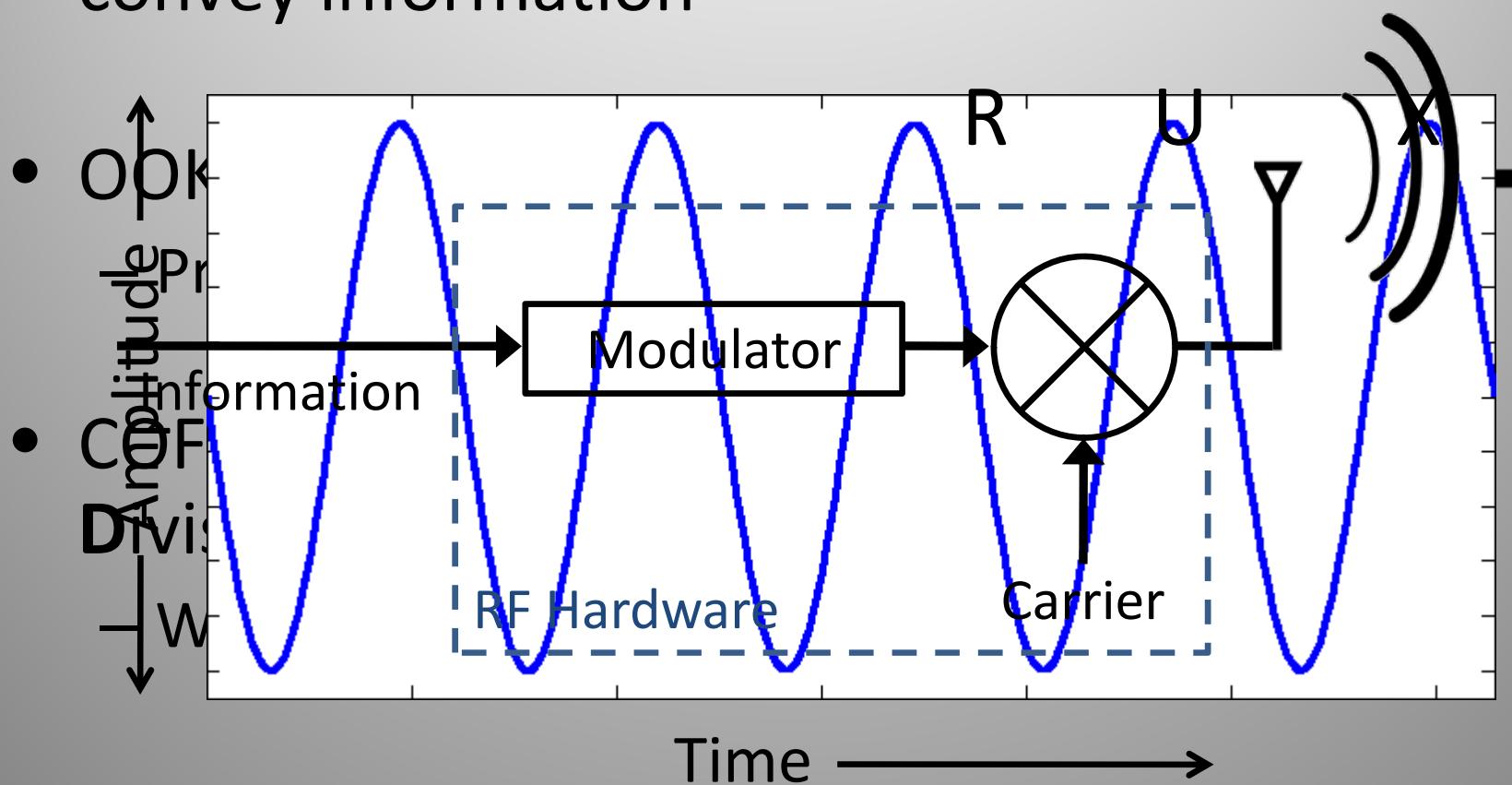
Overview

- RF 101
- Hardware → Software
- SDR Platforms
- Applications & Examples



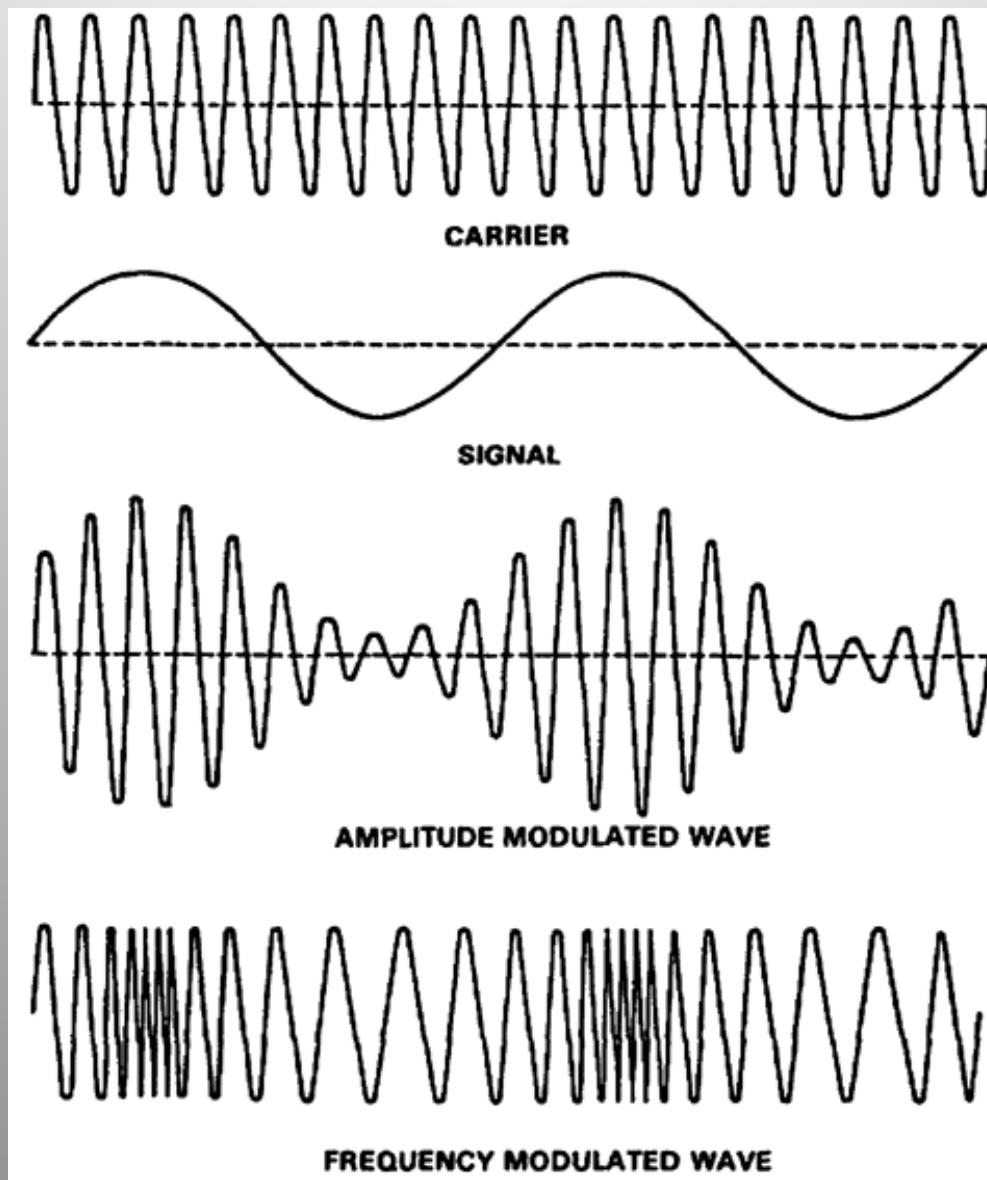
Transmitting Data

- Radio (carrier) wave must be modulated to convey information

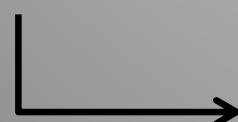




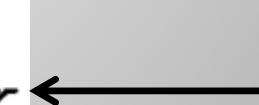
AM & FM: In the Time Domain



Constant
amplitude



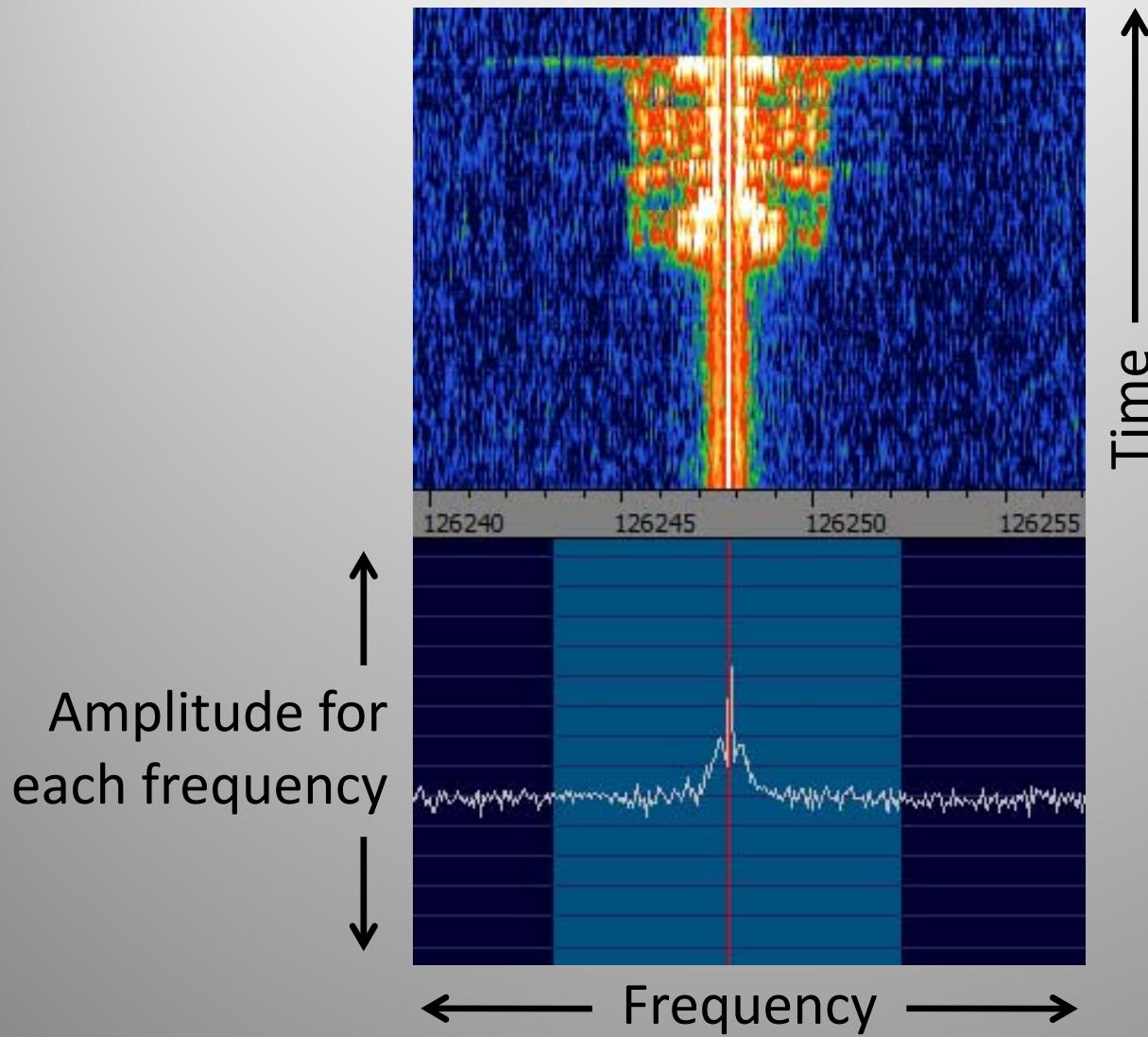
Analog or
digital
information



Constant
frequency

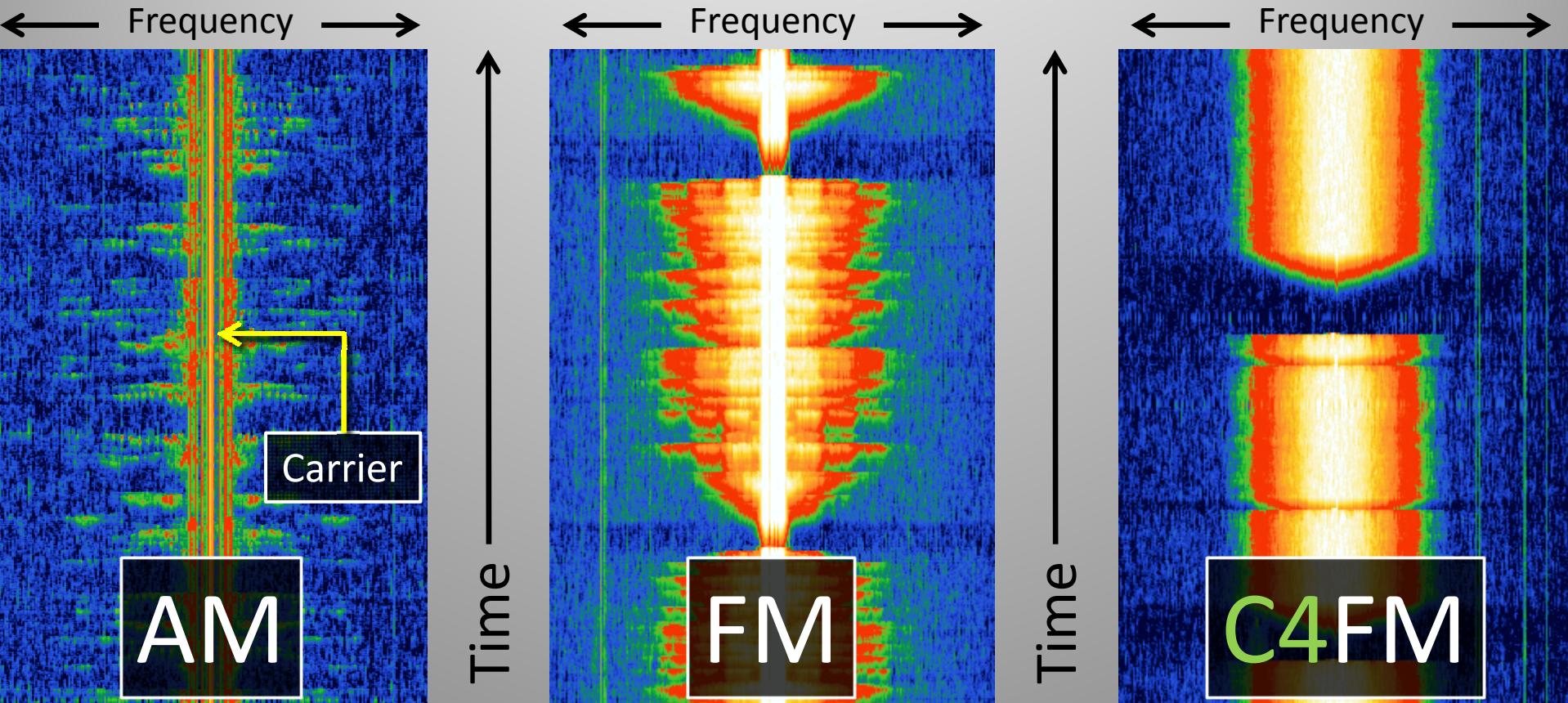
FREQUENCY MODULATED WAVE

In the Frequency Domain



Modulation

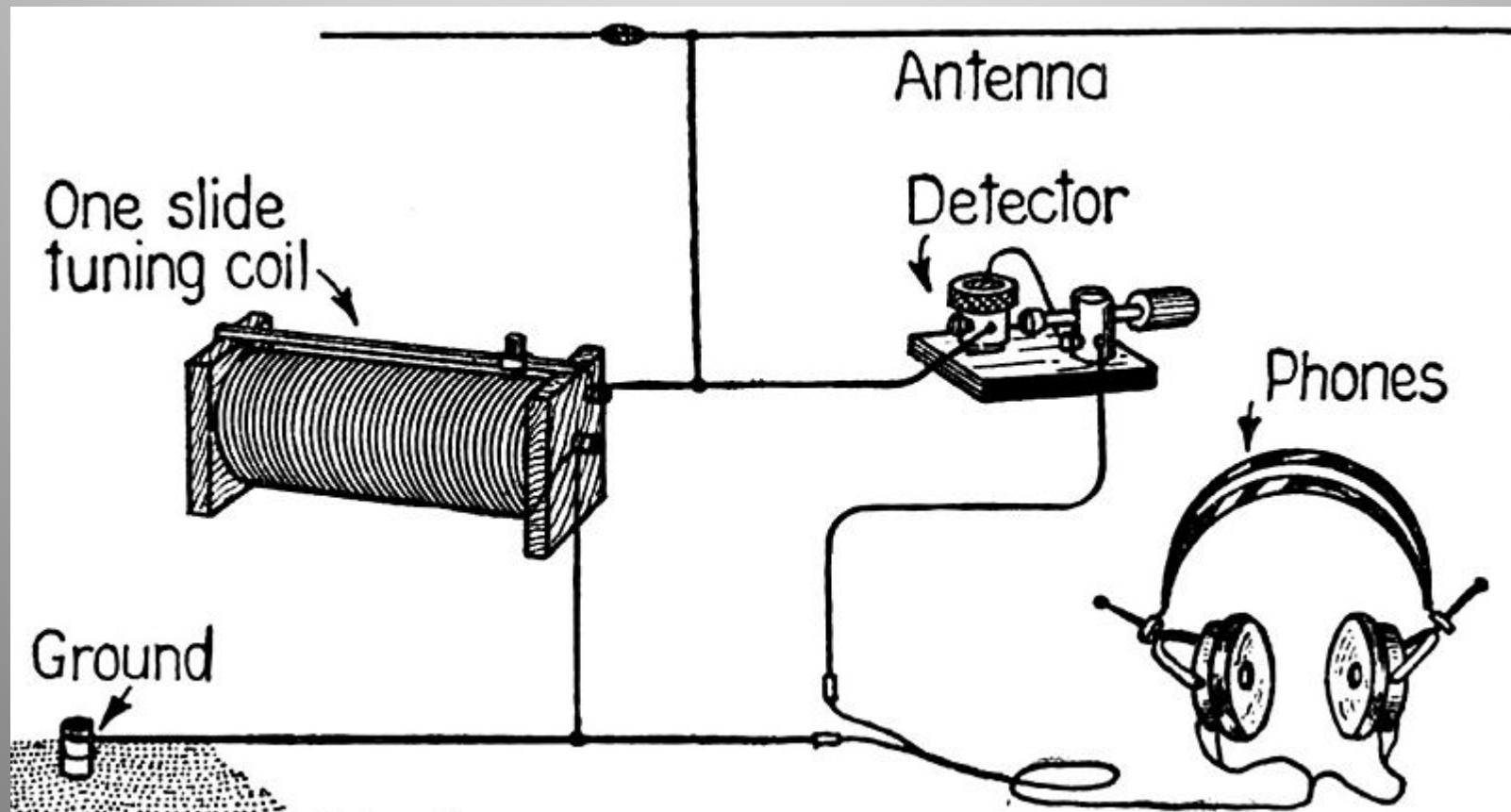
- Modulation technique defines how the signal will look on the spectrum





Hardware

- Crystal set receiver
 - Powerful AM transmissions





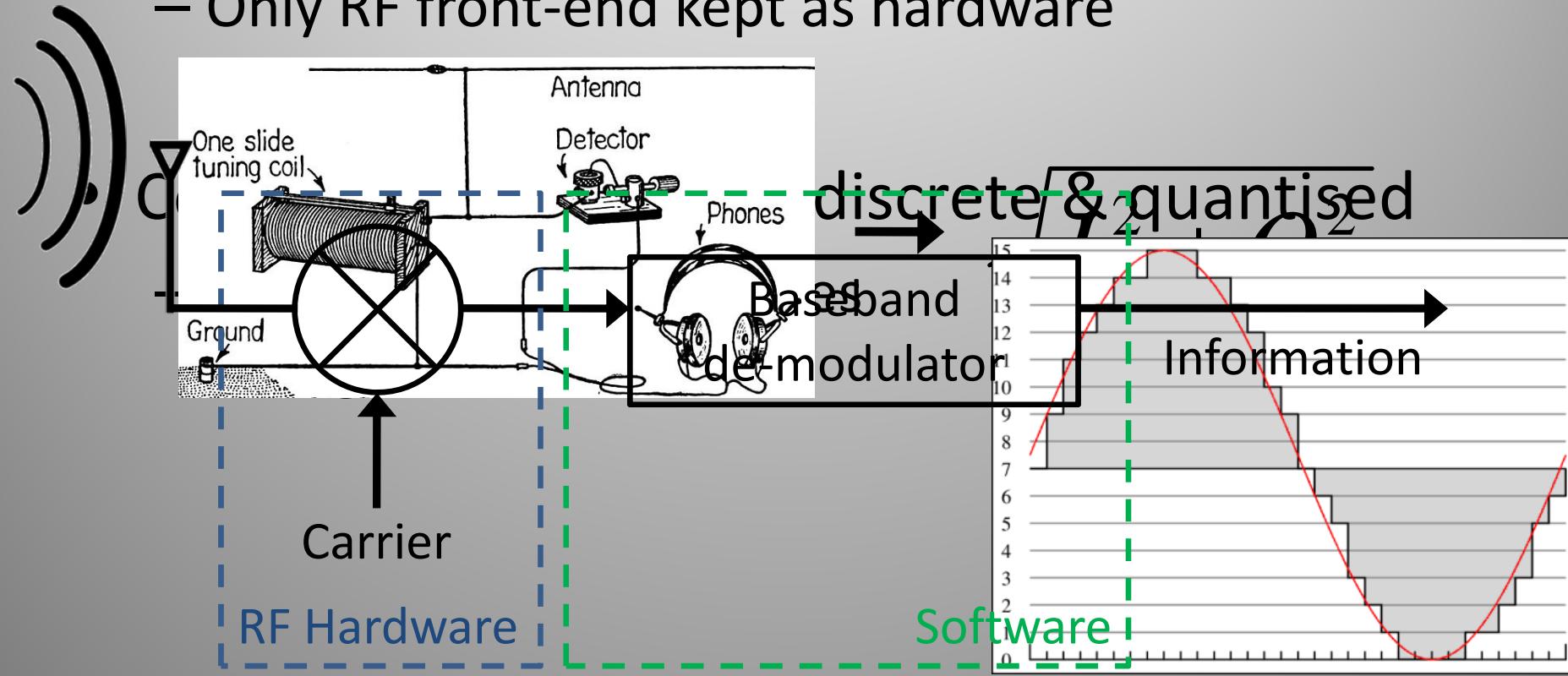
Modulation in Hardware

- **MO**dulation and **DE**-Modulation traditionally performed in hardware
- ‘Black box’ implementation
 - Not re-configurable
- Modern digital hardware allows more flexibility



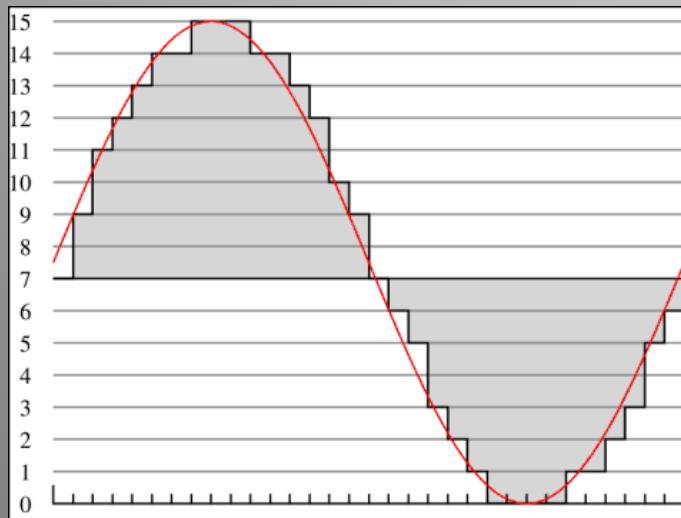
Software Defined Radio

- Hardware → software representation
 - Completely re-configurable
 - Only RF front-end kept as hardware

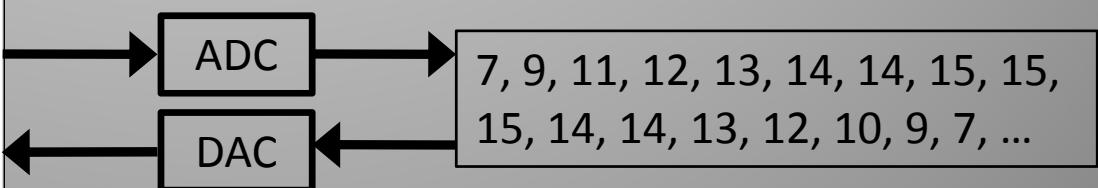
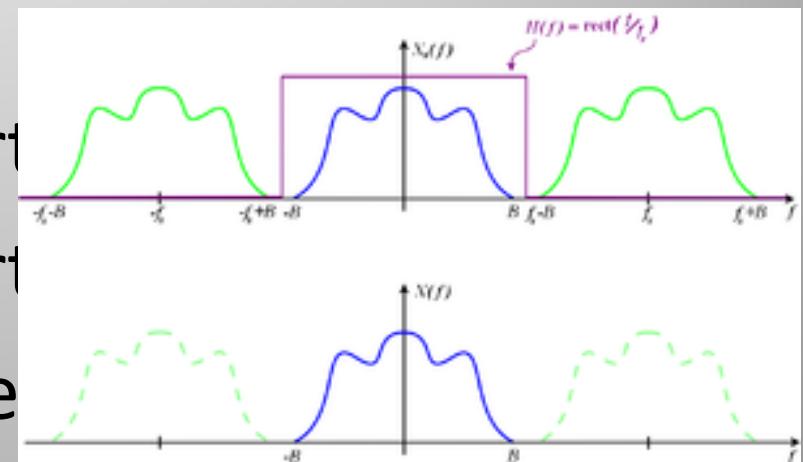


Sampling

- Nyquist-Shannon Sampling Theorem:
 - “Sample at twice the highest required frequency”
 - Avoid aliasing of signal
- Analog-to-Digital Converter
- Digital-to-Analog Converter



determine



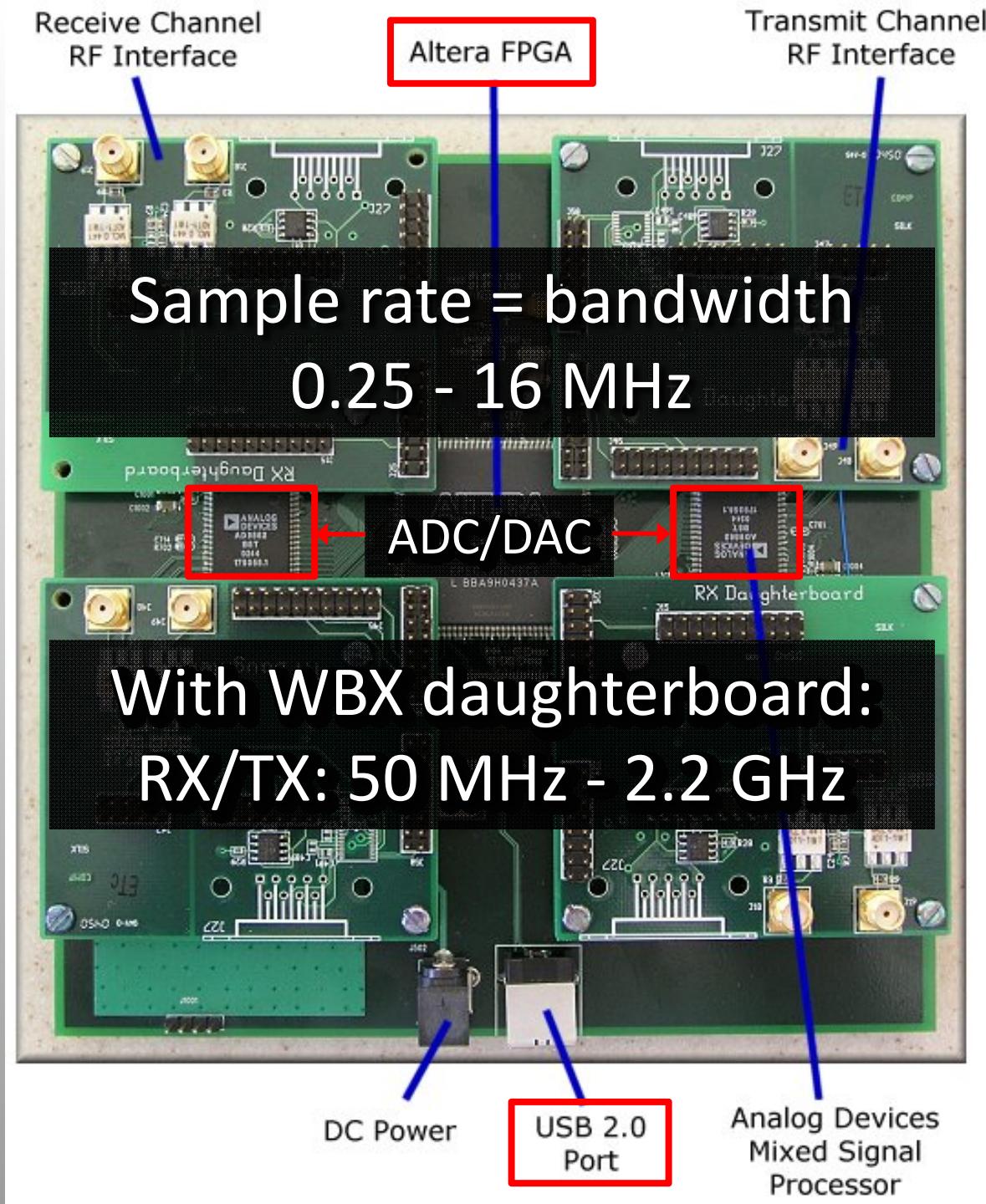


COTS SDRs



Open source? No.

The Universal Software Radio Peripheral (USRP 1)



The FUNcube Dongle



Host Software

- Receive/transmit baseband samples
 - Analyse & display
 - (De-)modulate
 - Encode/decode (extract information)
- Well-known platforms/programs:
 - LabVIEW
 - MATLAB Simulink

Open source? No.

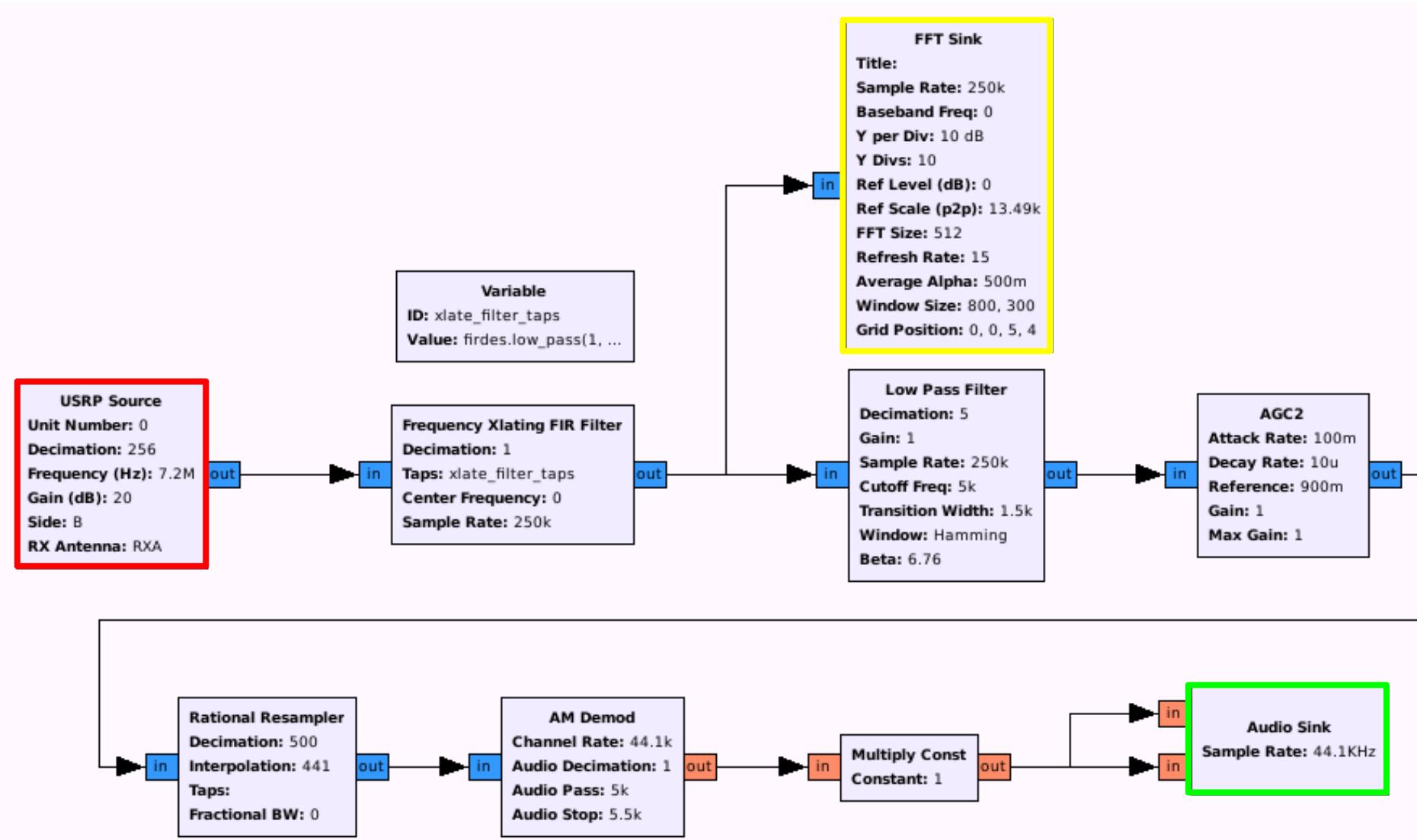


GNU Radio

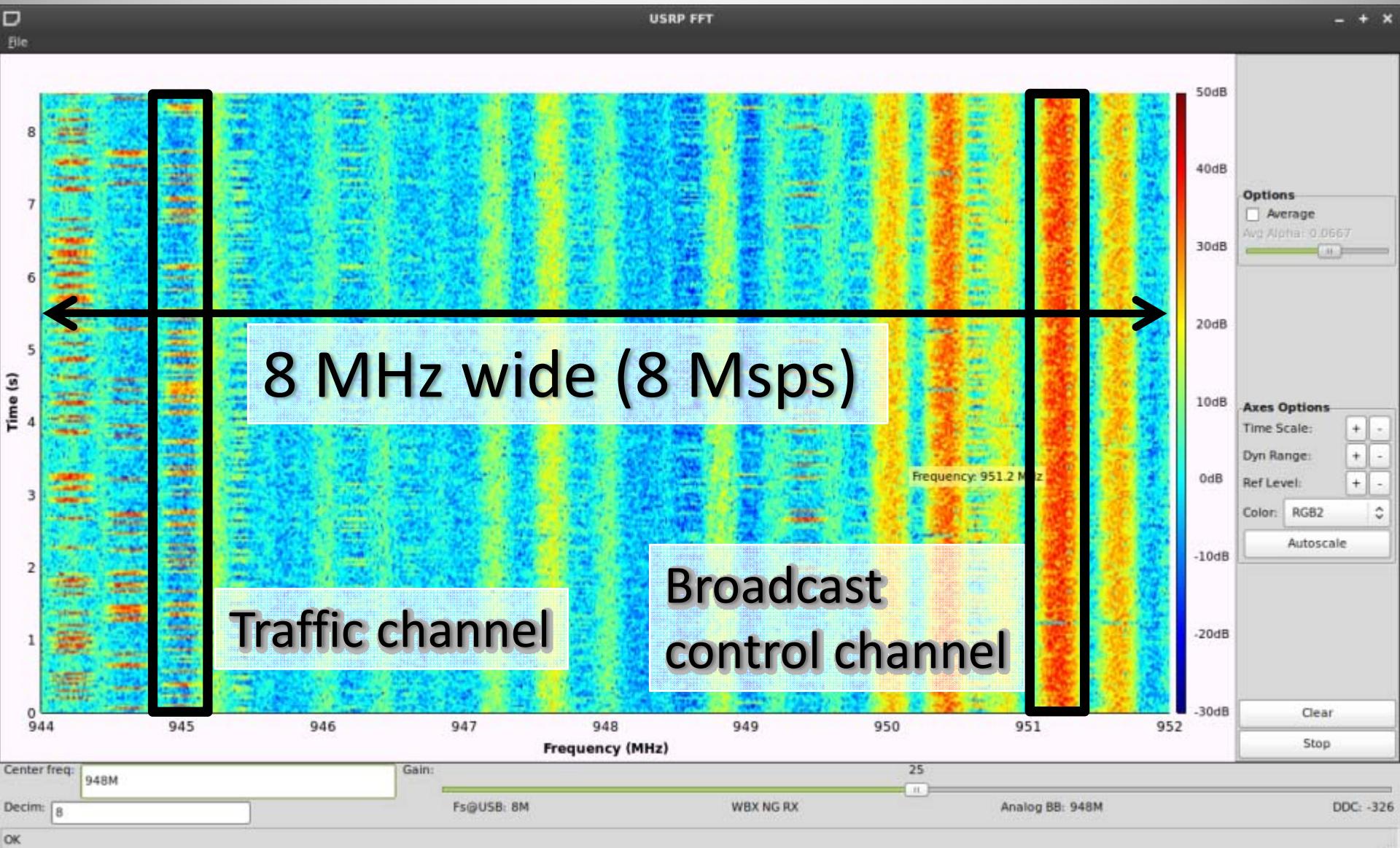
- Open source signal processing toolkit
- Data flow paradigm
 - Signals flow from sources to sinks
- Intermediary blocks operate on signals
 - Sources & sinks: USRP, sound card, file, network
 - Visualisation: FFT, waterfall, scope
 - Signal types: complex, float, integers
 - Filters: traditional building blocks used in analog and digital RF hardware
- Completely extensible (Python: high level, C++: grunt)



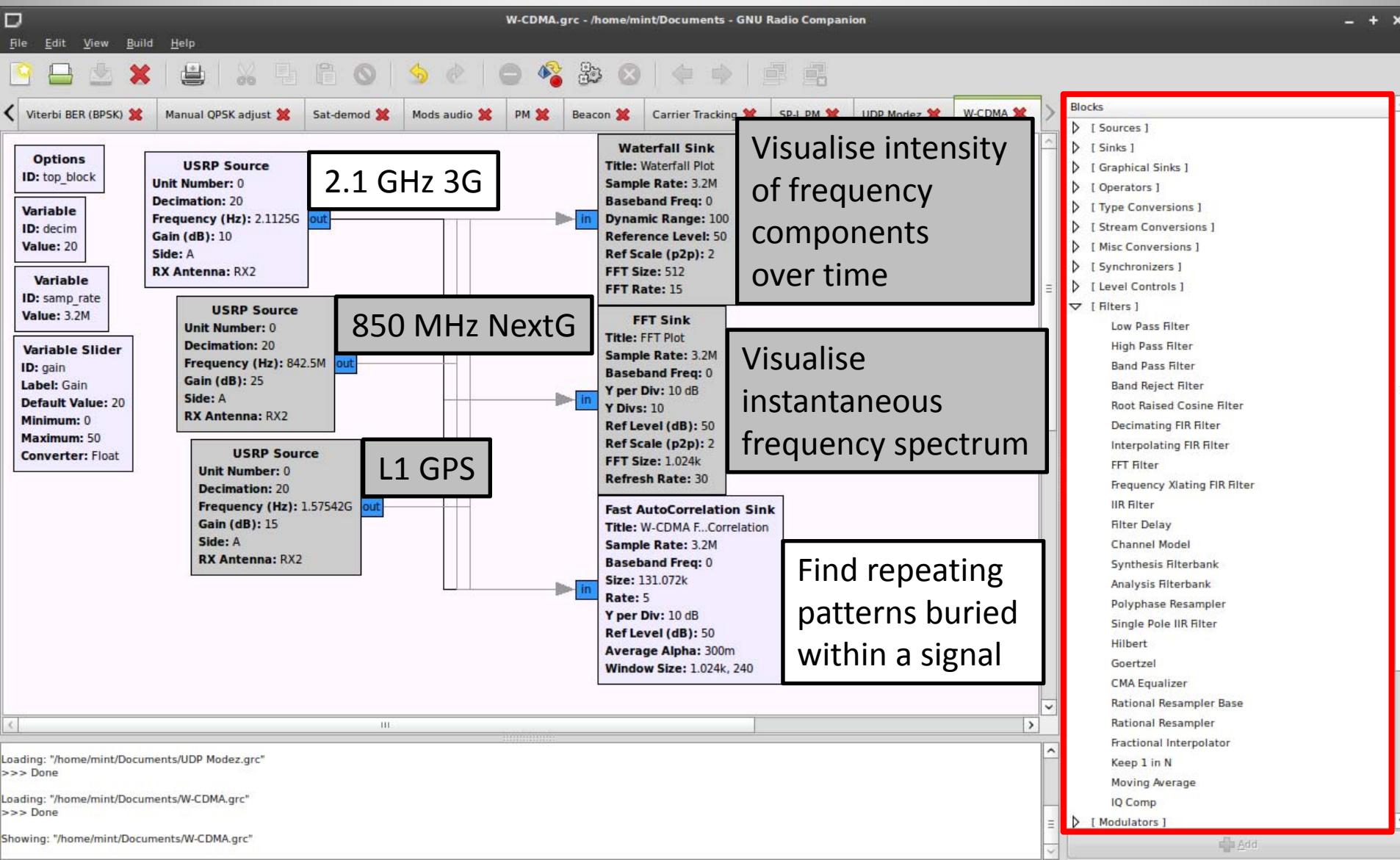
GNU Radio Companion



2G GSM Waterfall



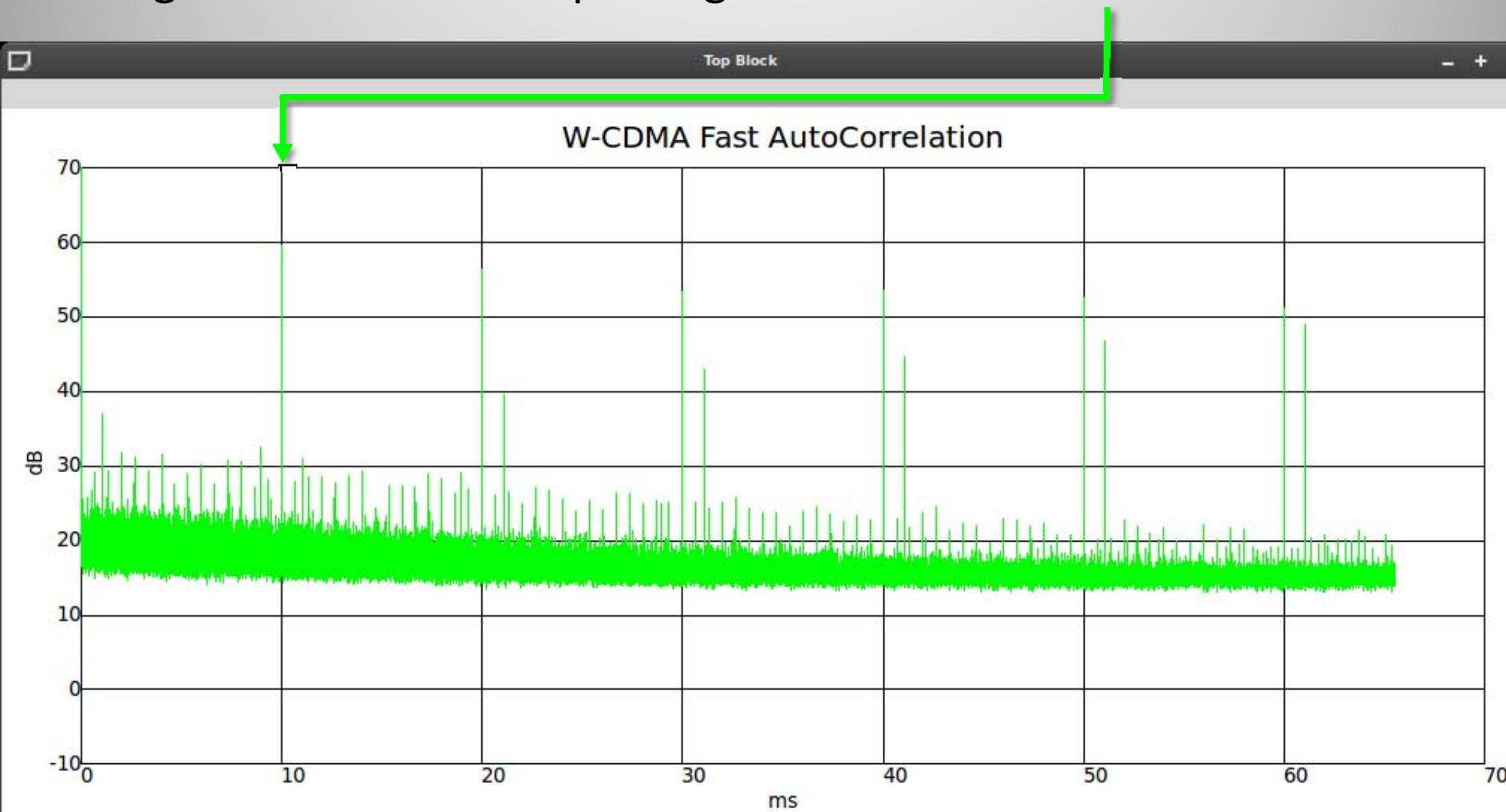
CDMA Detection with GRC



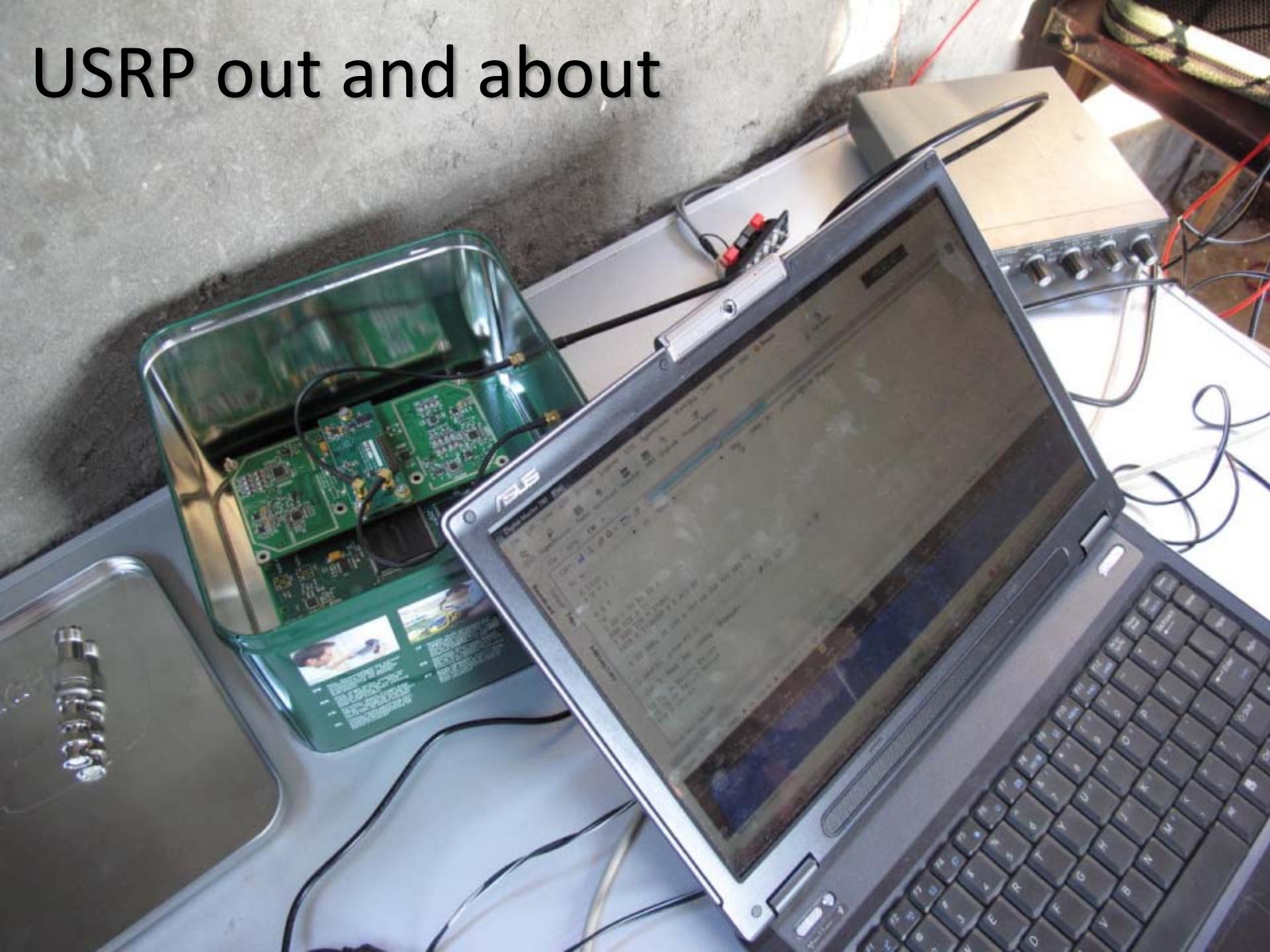


3G W-CDMA

Signature of UMTS: repeating data in CPICH at 10 ms intervals



USRP out and about

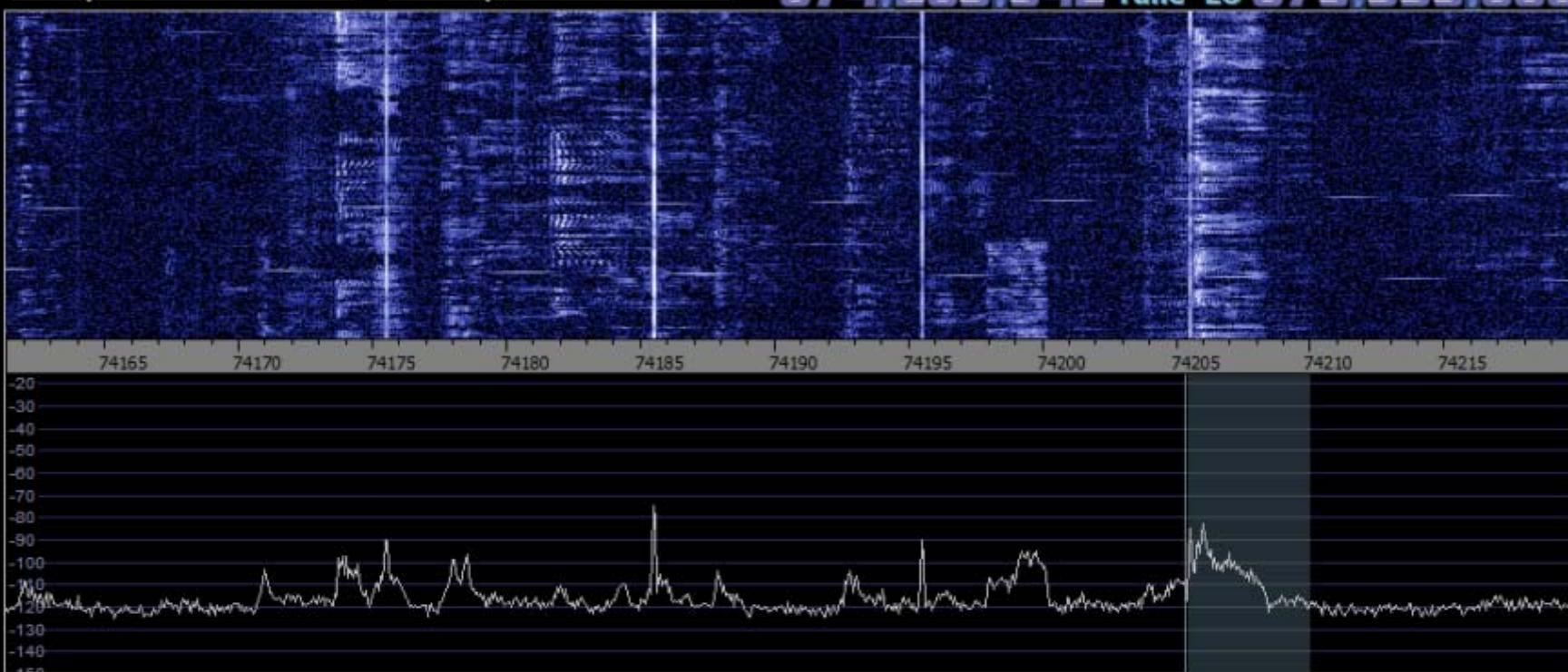




[Show Options](#)[Select Sound Card](#)[Select Sample Rate](#)[Stop](#)[Minimize](#)[About](#)[Exit](#)

Contrast

074.205.342 Tune LO 073.993.000



Speed

/10

F

Rev WF Avg

RBW 61.0 Hz

AM

ECSS

FM

LSB

USB

CW

DRM

Gain

Contrast

 AGC On Thr Vol Mute pk bs sql Squelch

Avg SP1

Avg SP2

6

2

3

4

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14

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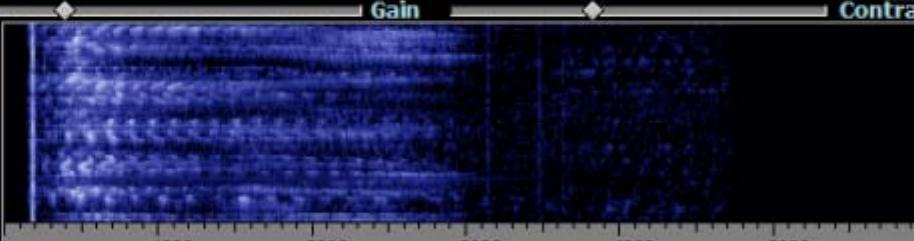
96

97

98

99

100



Privilege

Time

Mix

Freq.



ZAP

AFC

Nlock

N. Red.

CW Peak

NB

Notch1

Desp

Notch2

Notch

F1 1000.0 Hz

BW1 200 Hz

F2 1500.0 Hz

BW2 200 Hz

21/05/2011 4:09:36 PM

CPU Load

WRplus (35%)

Total (77%)

Applications of SDR

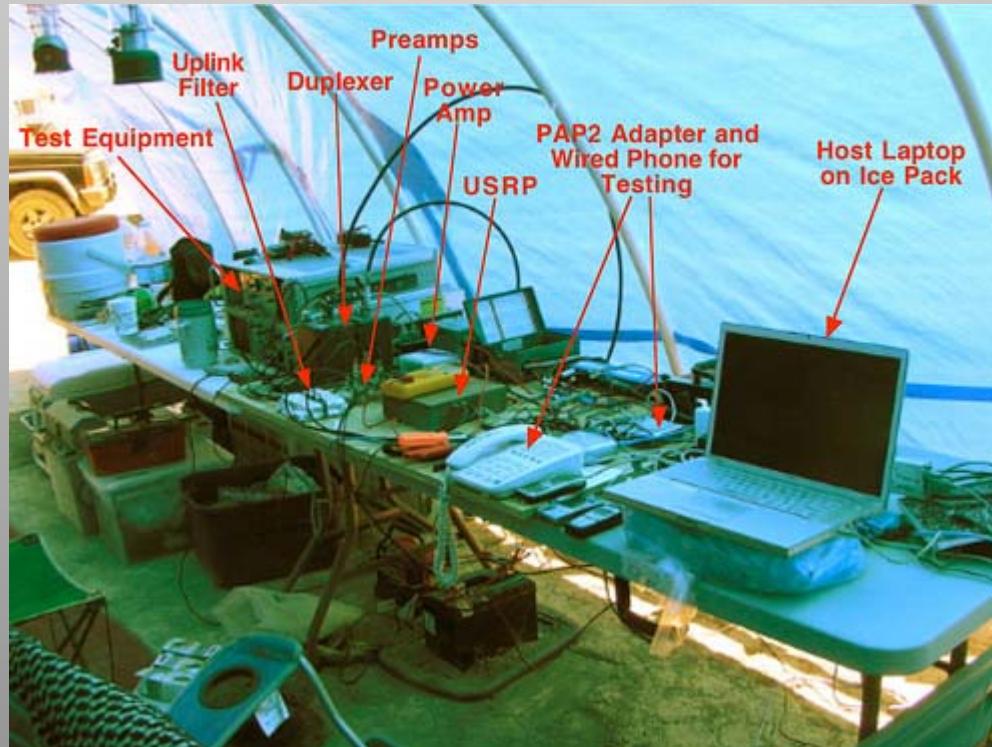
- Radio astronomy
- Passive radar
- DVB-S decoder
- Tracking pedestrian foot traffic in shopping malls
- Much more...



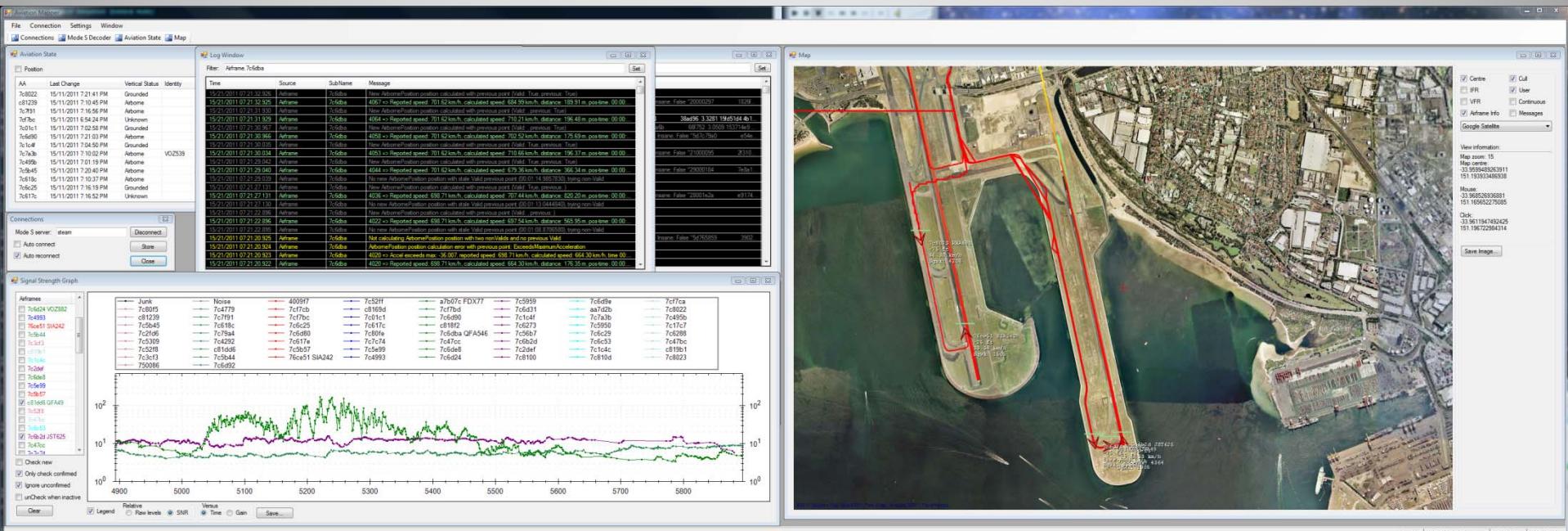
OpenBTS



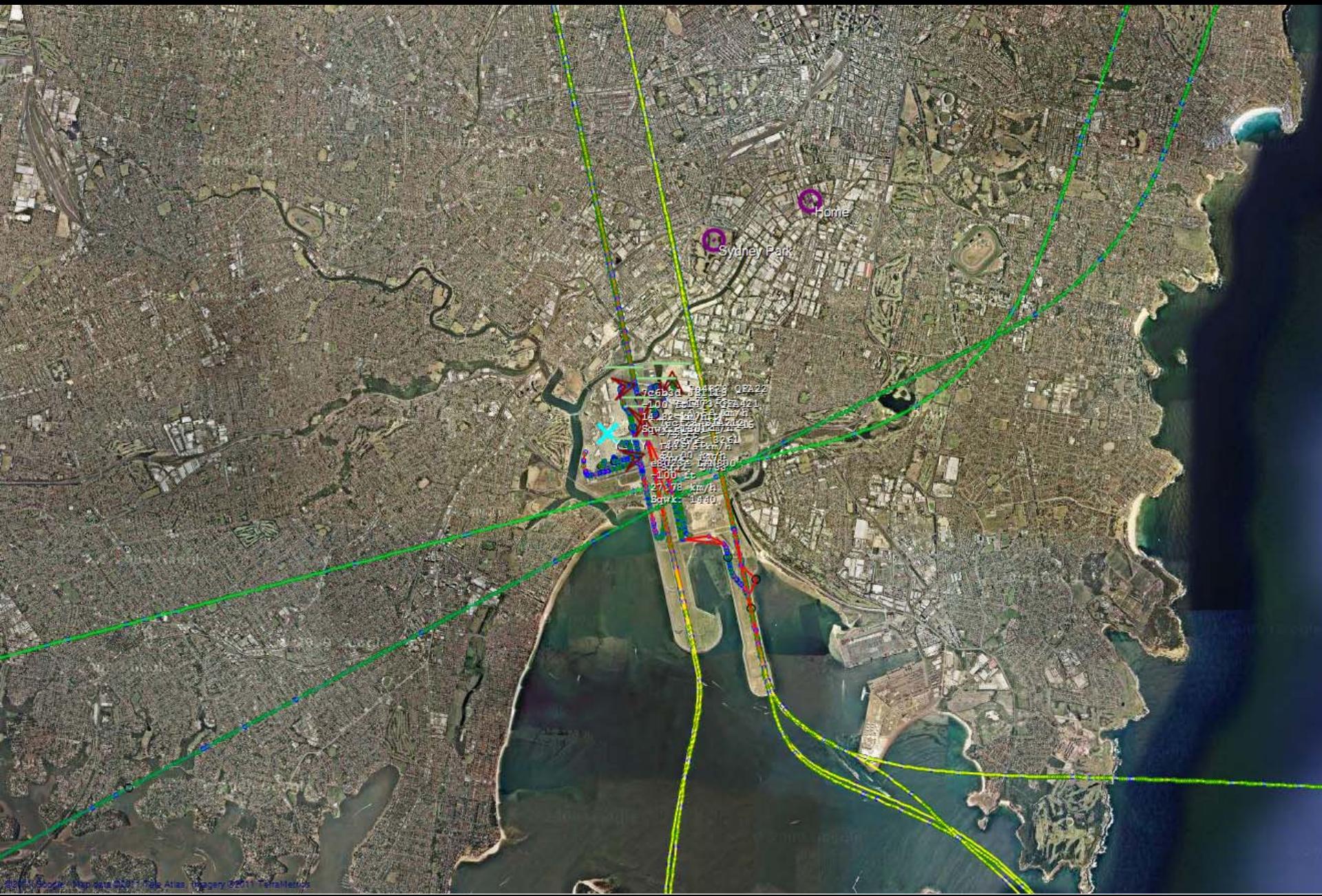
- Open-source 2G GSM stack
 - Asterix softswitch (PBX)
 - VoIP backhaul

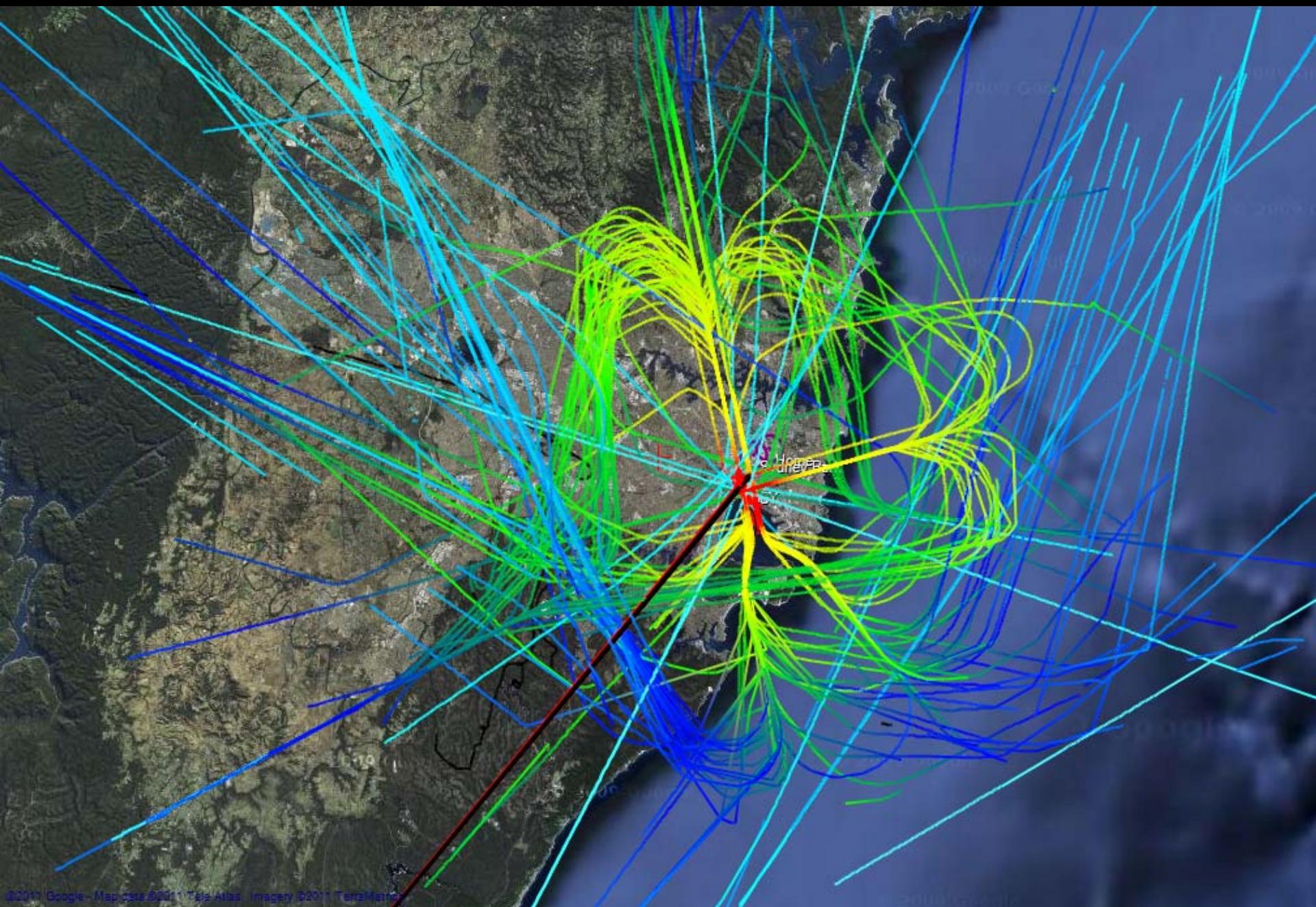


Tracking Aircraft: “Modez”

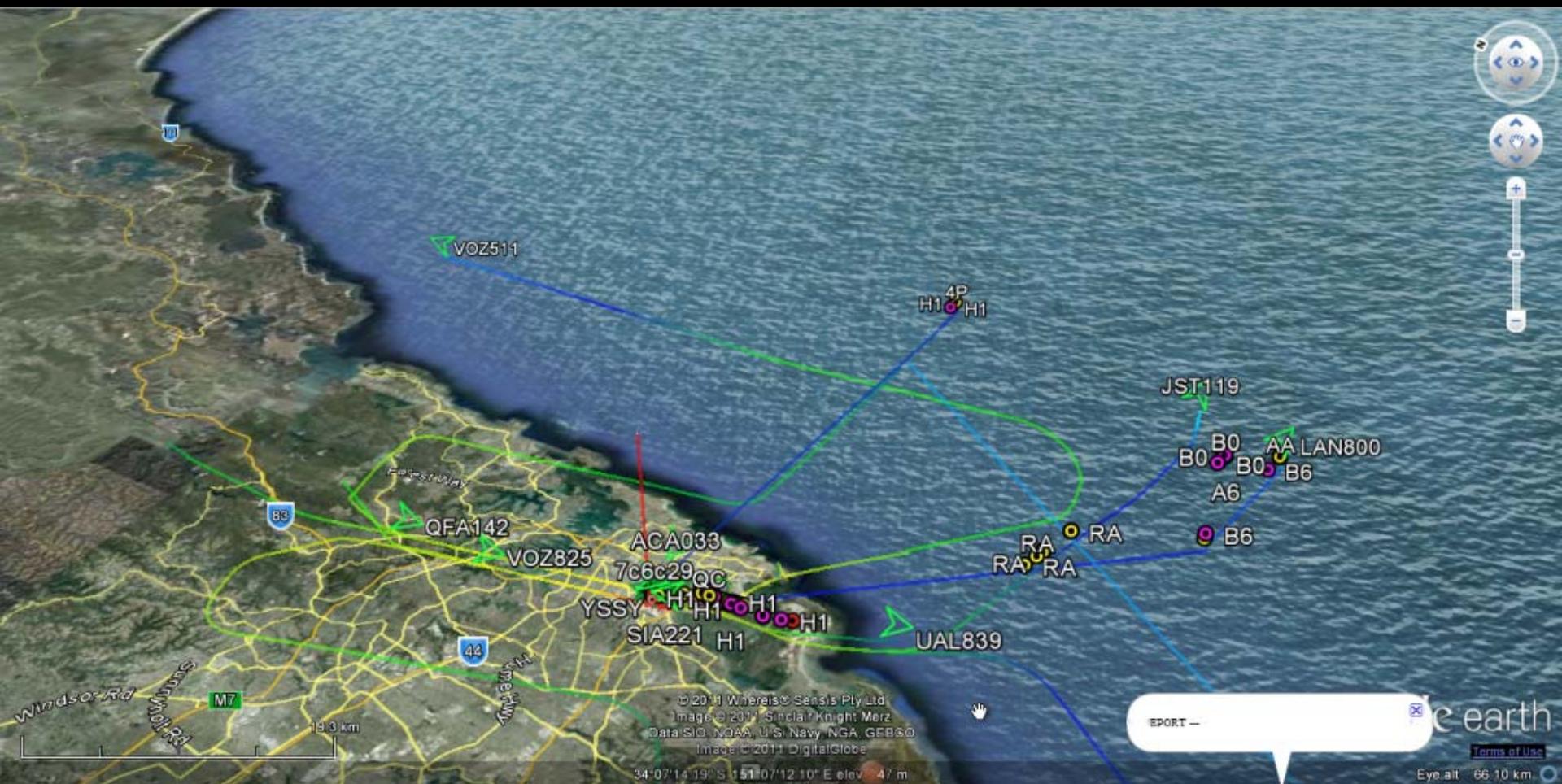


AviationMapper







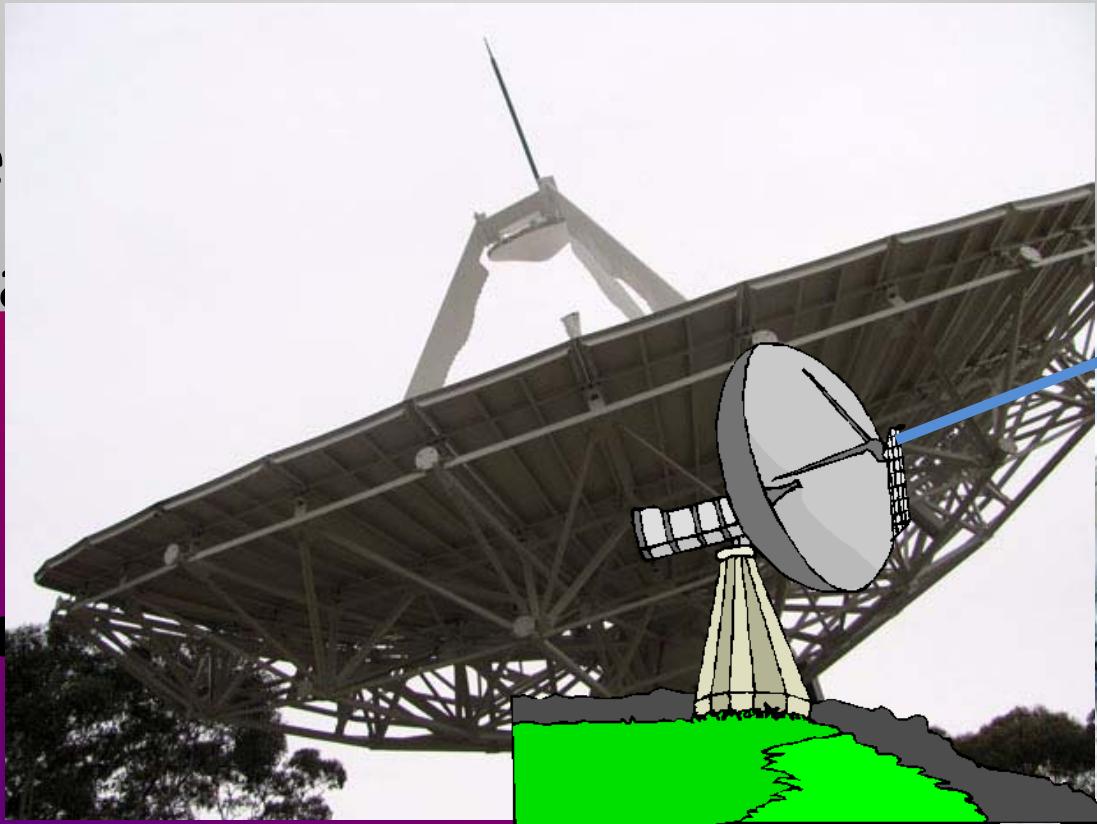


Satellite Communications

- Lots of different types of satellites
- Variables:
 - Purpose: comms, weather, MIL, amateur
 - Payload: transponders, cameras/sensors
 - Orbit: **Low Earth Orbit**, geostationary (**geosync**)
 - Frequencies: uplink, downlink, beacon, command
- Two categories:
 - **Intelligent**: communication with on-board systems
 - **Dumb**: relay information with linear transponders

Wide-area re-broadcast

- RF megaphone (e.g. satellite TV)
- Single dish sends beam on uplink to satellite
- Linear frequency modulated
- Coverage area
- Linear frequency modulated anything



wnlink
ms

What you need

Dish + LNB + power injector + USRP + GNU Radio
(set-top box with LNB-thru)



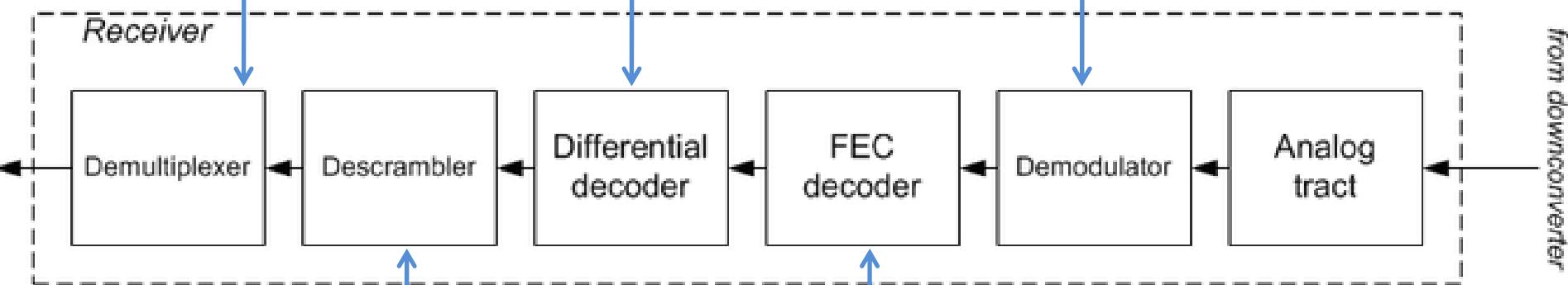
Demodulation: easy when you know



Are there multiple streams?
How are they multiplexed?

Is it differential, or
what defines a 0/1?

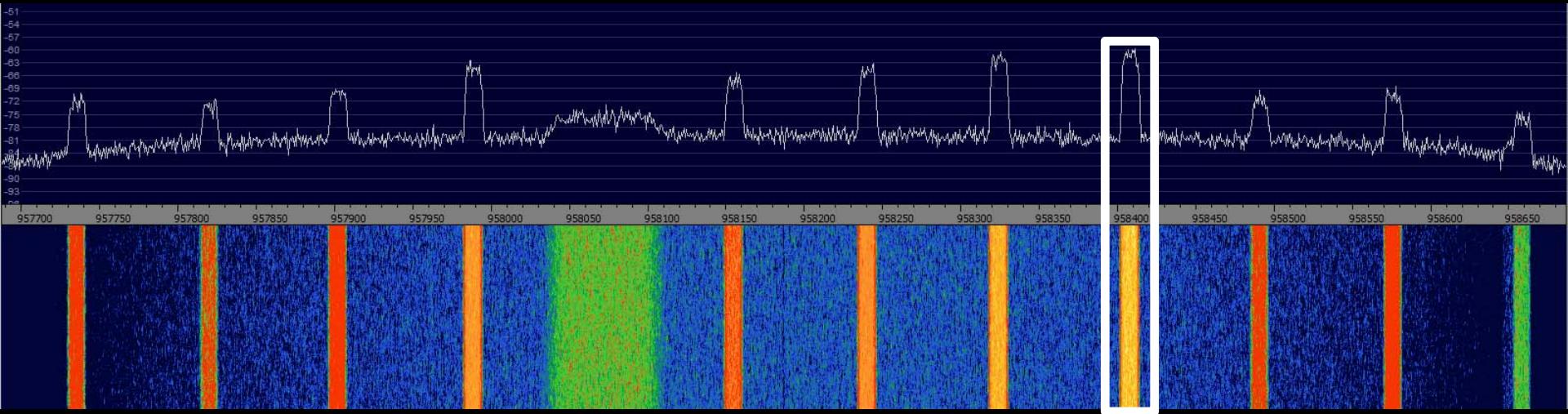
What is the modulation?
Symbol rate? Require coherence?
What is the phase difference?
Need to conjugate complex plane?



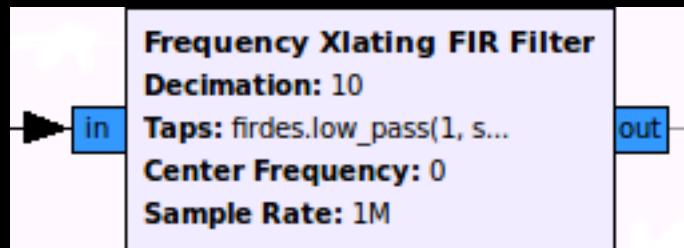
Possible to determine if it is scrambled
(calculate stats), but what is the scrambler?
Is it additive or multiplicative?
How is it synchronised?

Which FEC(s) is used?
Is it a concatenated code?
What is the code rate?
What is the block size?
How is it synchronised?

Let's try one...

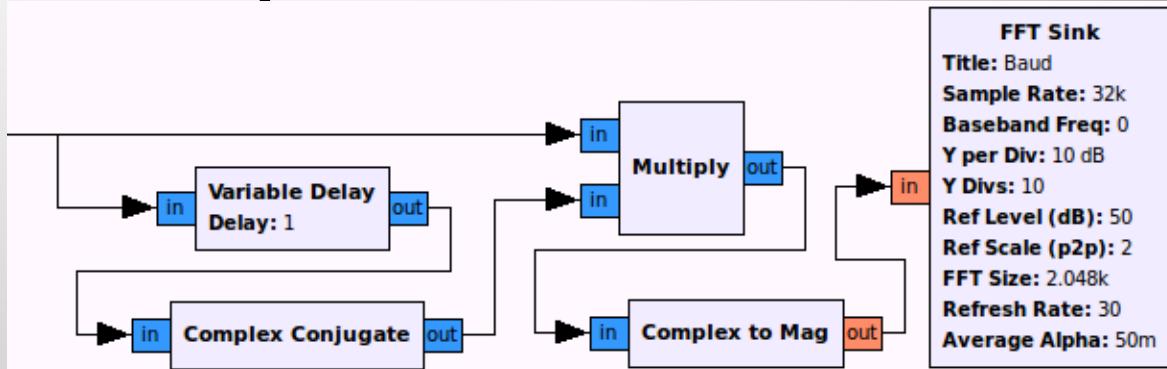


- Feed entire baseband spectrum into GR
- Perform 'channel selection' to isolate stream of interest (create new baseband centred on stream)

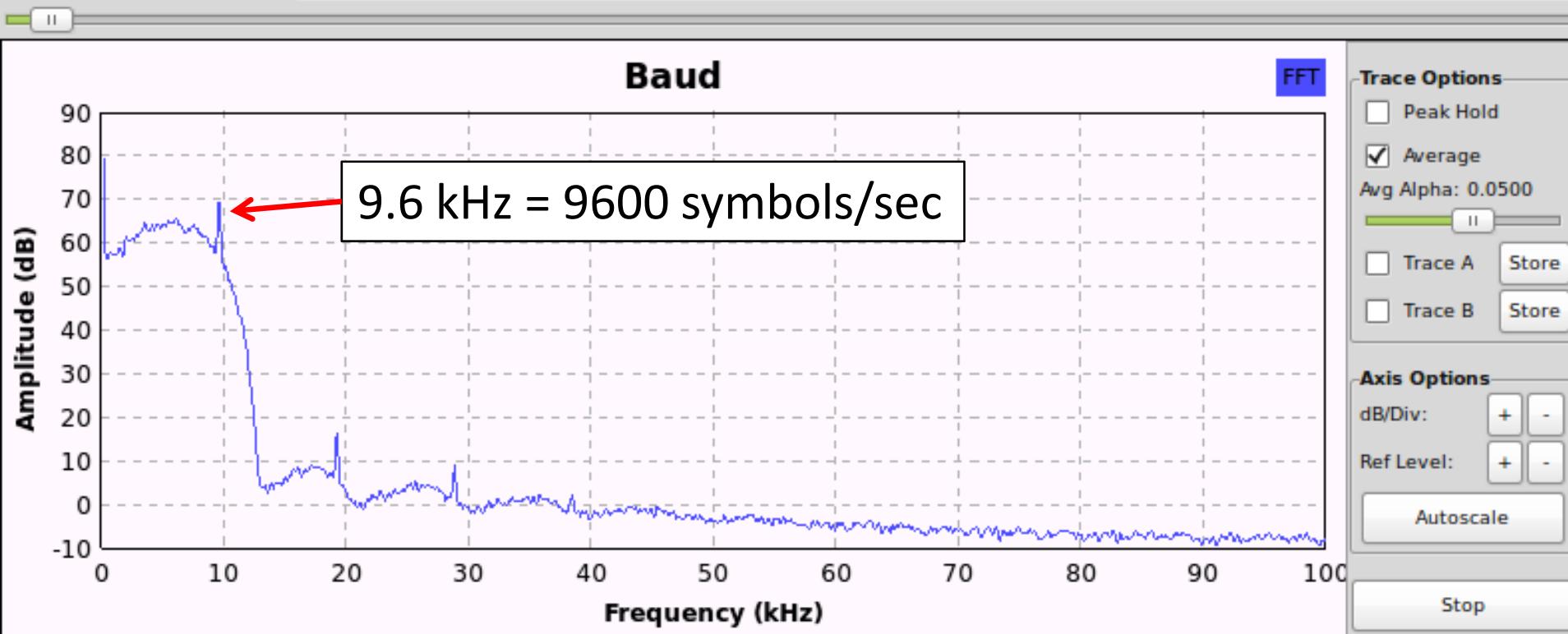


Determine Symbol Rate

- Find first peak

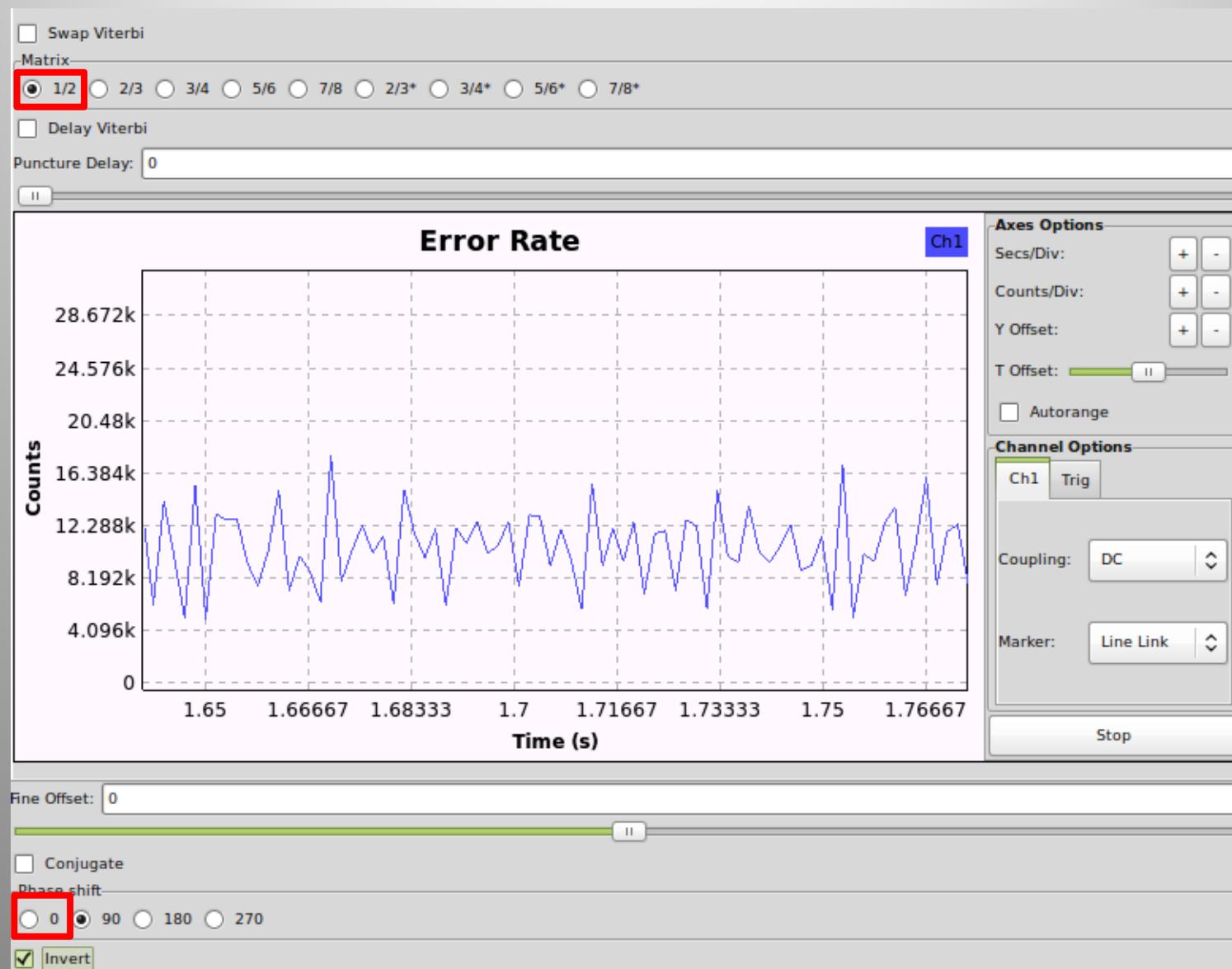


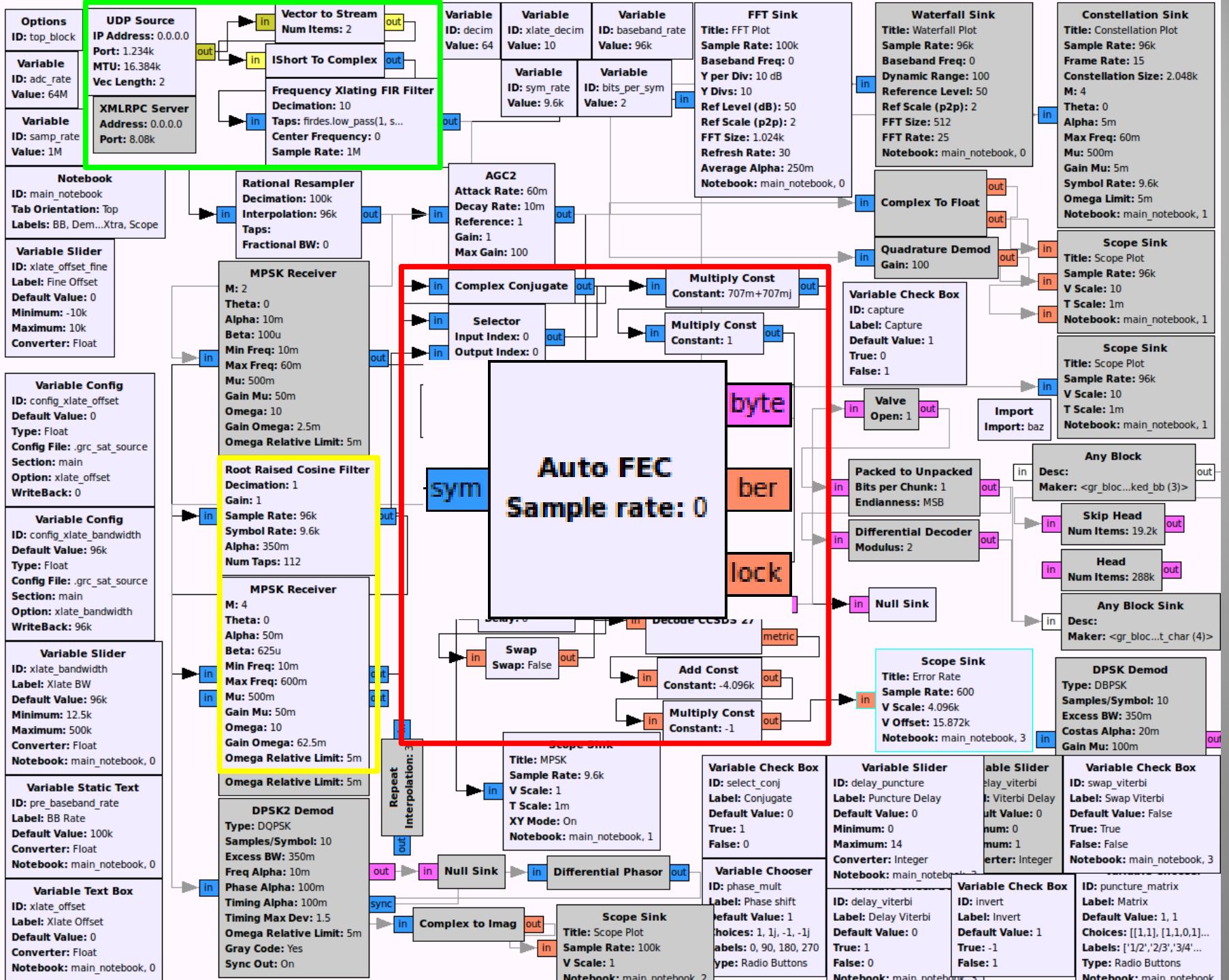
Nominal samples per symbol: 2





Try synchronisation & FEC





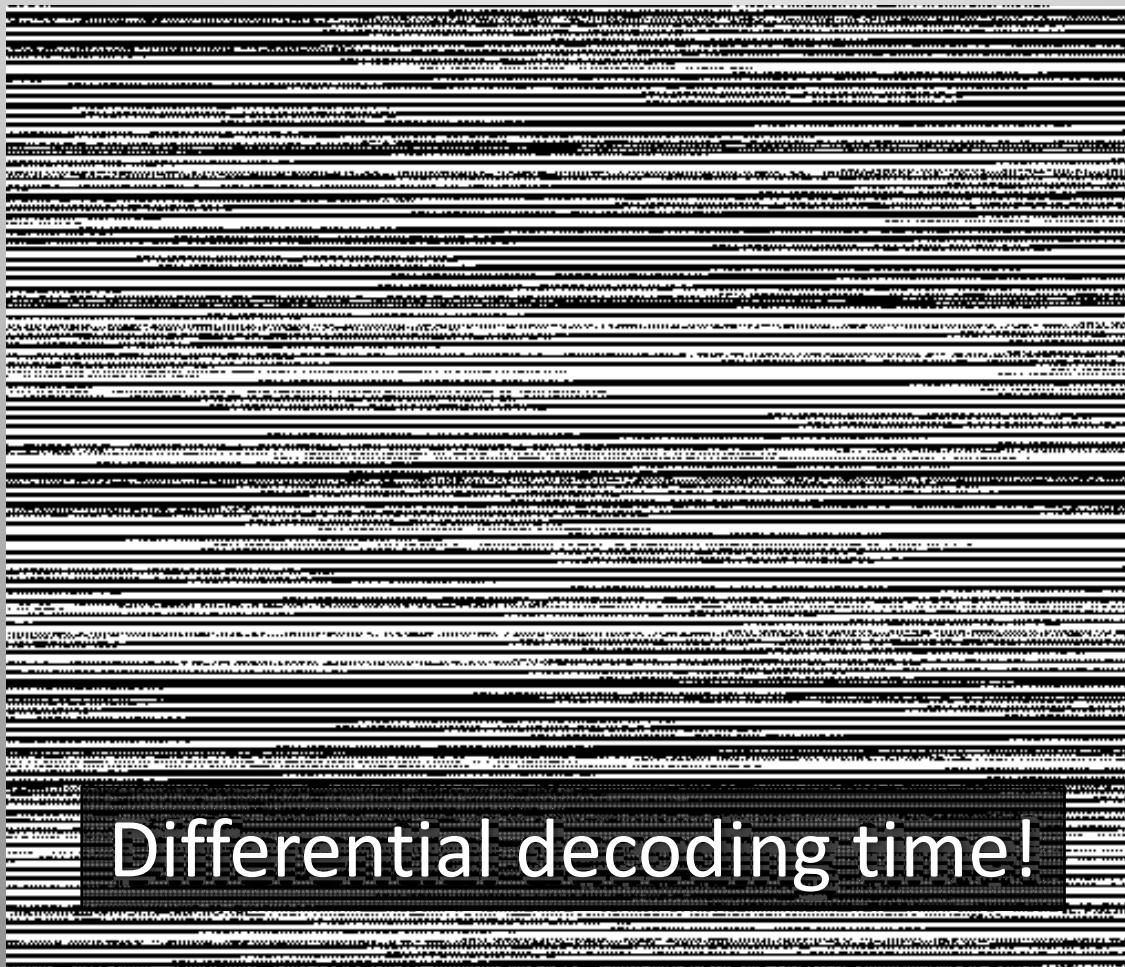
Visualisation

- Raw data (0: black, 1: white)



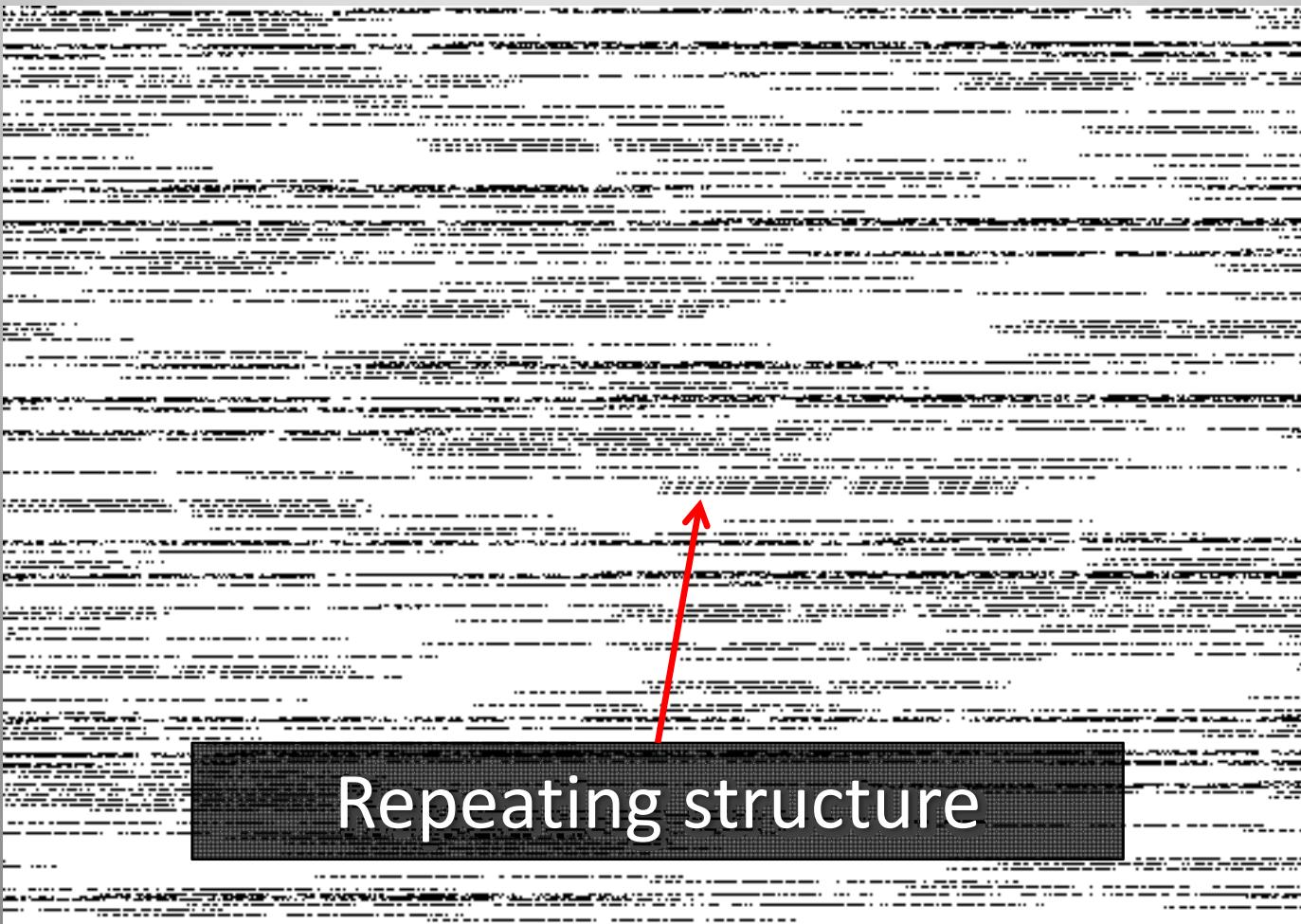
De-scrambled

- Better, but long runs of 0s and 1s (not ideal)



Diff. decoded & de-scrambled

- Structured, asynchronous packets of data!



Pattern Search

```

44 bits #0002-0002[+0000, /0000]: 000000010000111010000001000101110111111011 (dfdd1017080)
44 bits #0002-0002[+0000, /0000]: 000000011000001111100010111101010101111111 (feabd0f8180)
44 bits #0002-0002[+0000, /0000]: 0000000110000101111100010111101010101111111 (feabd0fa180)
44 bits #0004-0004[+0000, /0000]: 000000011000011000100010111101010101111111 (feabd10c180)

43 bits #0000-0005[+0001, /0000]: 011011110011000001001100110001000011000000 (1846640cf6)

42 bits #0002-0002[+0000, /0000]: 000000011001000111010011000011000100000000 (430cb8980)
42 bits #0002-0002[+0000, /0000]: 000000010000100001000001001101100000010 (10366042080)
42 bits #0002-0002[+0000, /0000]: 0000000110010001000110000001111100000000 (7cd88980)
42 bits #0001-0003[+0000, /0000]: 00000001100000110001000111111010 (1ffd1017080)
42 bits #0003-0003[+0000, /0000]: 0000000110001001110100011000010000000000 (430cb9180)
42 bits #0000-0004[+0002, /0000]: 00000001100001100010001011110101010111111 (3f55e8860c0)

41 bits #0002-0002[+0000, /0000]: 0000000100001100100111000100111110000000 (3e4393080)
41 bits #0003-0003[+0000, /0000]: 00000001000101001001110000101111100000000 (3f0392880)
41 bits #0001-0003[+0000, /0000]: 000000010000110010000001110110110000001 (1036f017080)
41 bits #0000-0003[+0001, /0000]: 000000010000110010000001000101101111110 (fee880b840)
41 bits #0000-0004[+0002, /0000]: 000000010000111010000001010000010101011111 (1f505017080)
41 bits #0006-0006[+0000, /0000]: 000000010000010000010000010111111000000 (3fa042080)

40 bits #0002-0002[+0000, /0000]: 1100000100010111110101000001000110000000 (18829f443)
40 bits #0002-0002[+0000, /0000]: 0110000010111110101000000100011000000011 (e0310afe86)
40 bits #0002-0002[+0000, /0000]: 00000001000011100000000100010100111111 (fcdd1017080)
40 bits #0002-0002[+0000, /0000]: 000111010010111100110000001000110000001 (81881674b8)
40 bits #0000-0003[+0001, /0000]: 000000010000111010000001110110100000001 (81b780b840)
40 bits #0000-0003[+0001, /0000]: 0000000100001001110100000100000000 (21865c8c0)
40 bits #0001-0004[+0000, /0000]: 00000001000011101000000100010110111111 (fdd1017080)
40 bits #0001-0004[+0000, /0000]: 000000010000111010000001110110110000000 (36f017080)
40 bits #0001-0005[+0000, /0000]: 000000010000111010000001010000010101011111 (f505017080)
40 bits #0006-0006[+0000, /0000]: 000000010000010000010000010111111000000 (1fa042080)

39 bits #0002-0002[+0000, /0000]: 111110100101110011110100001000110000000 (c42f3a5f)
39 bits #0002-0002[+0000, /0000]: 001000000011111101001110000101111111 (7f43a5fc04)
39 bits #0002-0002[+0000, /0000]: 0000000101010010001100000111100000001 (41e2c4aa80)
39 bits #0002-0002[+0000, /0000]: 011101001011100101000000010001100000010 (2062059d2e)
39 bits #0002-0002[+0000, /0000]: 0111101001010110011110100001000011000000 (1885e74be)
39 bits #0002-0002[+0000, /0000]: 0101010010111000011000000001000000000 (c4063a5a)
39 bits #0000-0003[+0001, /0000]: 00000001000010100111000000111110000000 (1f81c9440)
39 bits #0000-0004[+0001, /0000]: 00000001000011000000000100010110111111 (7ee880b)
39 bits #0000-0004[+0001, /0000]: 00000001000011101000000111101101000000 (1b780b8)
39 bits #0000-0005[+0002, /0000]: 000000010000111010000001010000010101111 (7a8280b)
39 bits #0000-0006[+0004, /0000]: 0000000100001000000000010111111000000 (1fd2010)
39 bits #0166-0172[+0000, /0000]: 1111110100110001001100100110010000000 (9919197)

38 bits #0000-0006[+0104, /0000]: 00000001000001000010000001011111000000 (fd021040)
38 bits #0000-0172[+0166, /0000]: 111111010011000100110010011001000000 (4c8c8cbf)

37 bits #0002-0002[+0000, /0000]: 111011000000001110101101100000010000000 (40dae037)
37 bits #0002-0002[+0000, /0000]: 101010010111101101000000100011000000 (6205bd2d)

37 bits #0002-0002[+0000, /0000]: 1110110000000111010110100000010000000 (40dae037)
37 bits #0002-0002[+0000, /0000]: 101010010111101101000000100011000000 (6205bd2d)
37 bits #0002-0002[+0000, /0000]: 00000001111010000101110101111111 (1fd7437d80)
37 bits #0000-0003[+0001, /0000]: 000000010101010011000000111110000000 (f1625540)
37 bits #0000-0010[+0008, /0000]: 000000010000010000001000000111111010 (bfa042080)
37 bits #0000-0010[+0008, /0000]: 000000010000010000001000000111111010 (dfa042080)
37 bits #0000-0010[+0008, /0000]: 0000000100000100000010000001111110001 (1ff042080)

```

- Search for repeating strings of bits
- Try to find frame header
- Clue: sudden increase in # of occurrences

38 bits #0000-0006[+0104, /0000]: 00000001000001000010000001011111000000 (fd021040)

38 bits #0000-0172[+0166, /0000]: 111111010011000100110010011001000000 (4c8c8cbf)

37 bits #0002-0002[+0000, /0000]: 11101100000001110101101100000010000000 (40dae037)

37 bits #0002-0002[+0000, /0000]: 101010010111101101000000100011000000 (6205bd2d)

Preceding 1s are just part of ‘idle’ stream when no data is being sent

Frame analysis

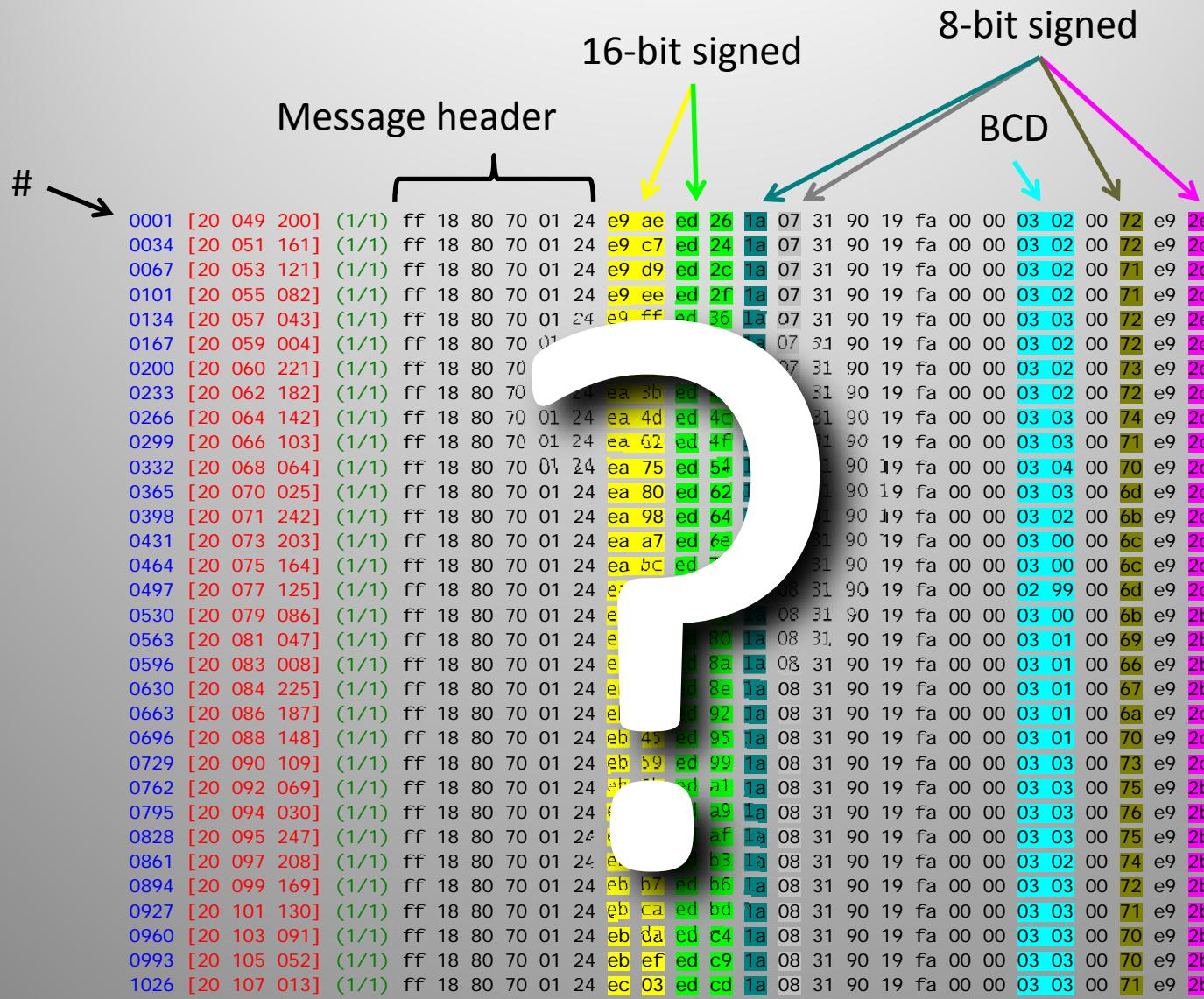
- Header
 - SYN SYN SYN (EBCDIC)
- Character-oriented encoding:
 - SOH
 - STX
 - ETX
 - CRC (CCITT-16)
- Numbers of fixed-length messages
 - Each contains an ID

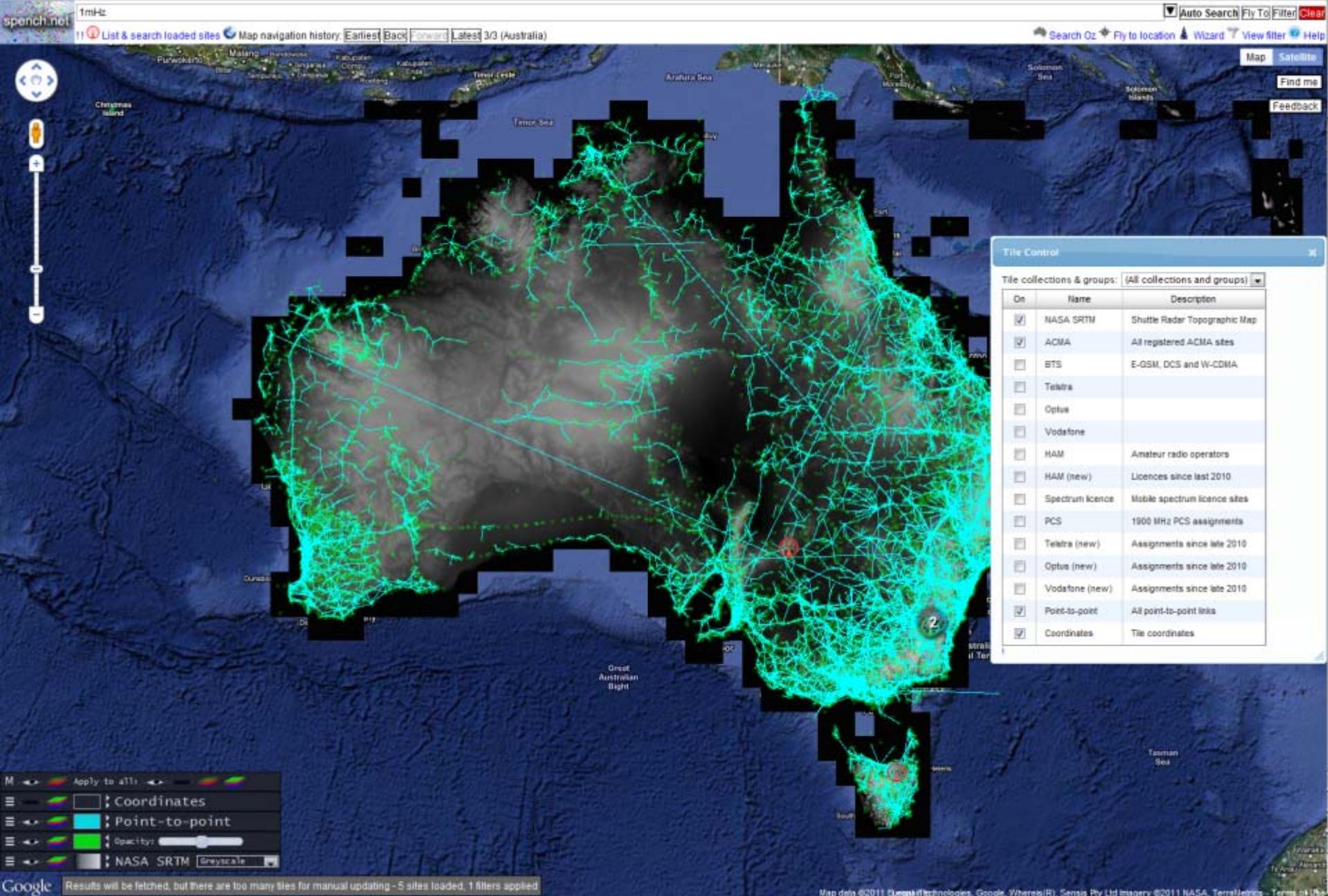
The diagram illustrates a frame structure with several fields highlighted by colored arrows:

- A green arrow points from the "Header" section to the first four bytes of the frame (32 32 32 01).
- A blue arrow points from the "Character-oriented encoding:" section to the next four bytes (0c 40 10 02).
- A red arrow points from the same section to the byte immediately following (fd 03).
- A yellow arrow points from the "Numbers of fixed-length messages" section to the byte after the previous one (32 32 32 32).
- A purple arrow points from the same section to the last two bytes of the frame (15 58).

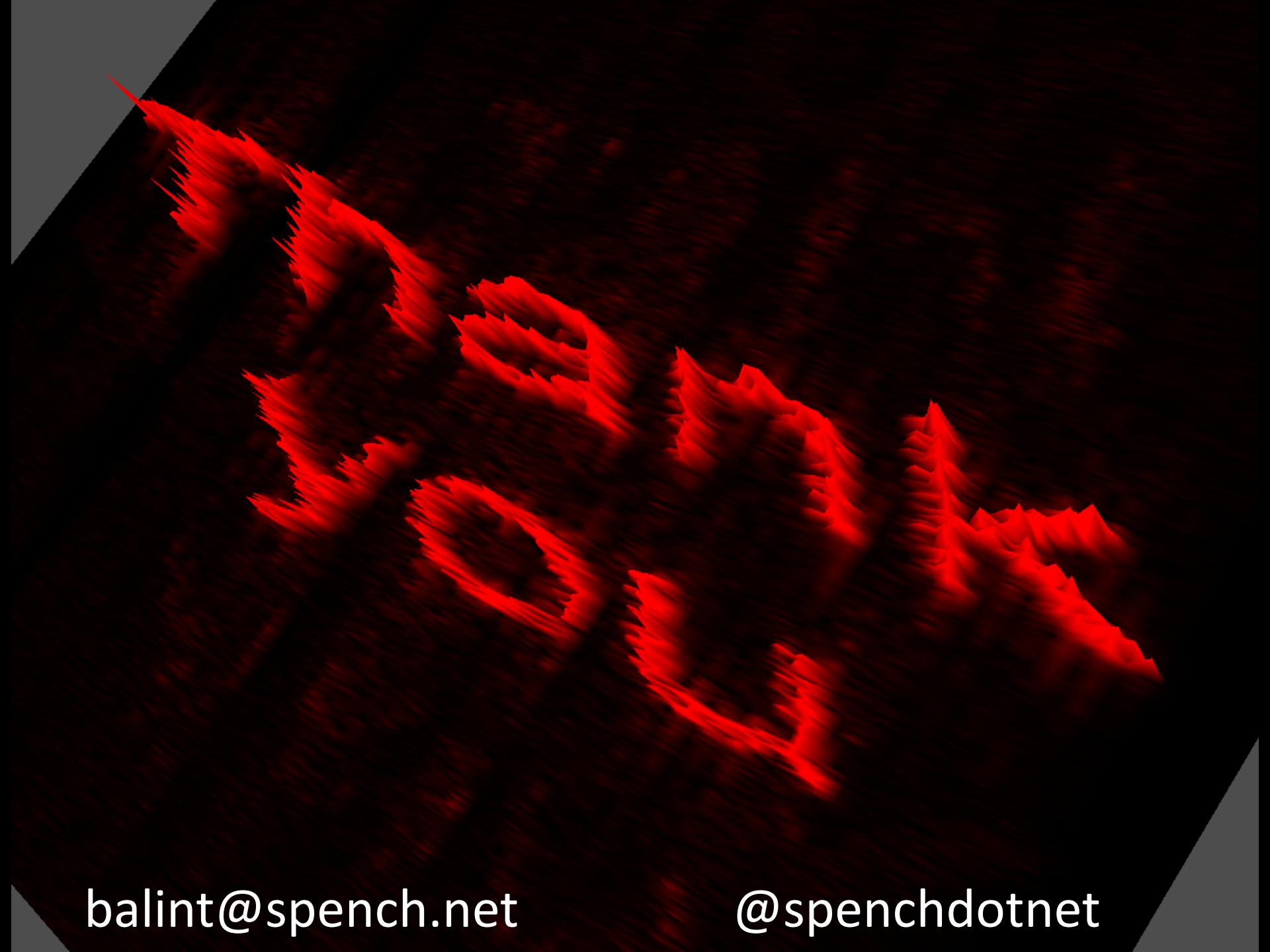
222.	32 32 32 01
.@..	0c 40 10 02
..22	fd 03 32 32
....	00 c3 ff 18
.p..	80 70 00 09
L..	20 4c 0 f9
....	00 00 1f d7
....	00 00 00 00
....	00 01 0c 86
U..	e8 55 ff 18
.p.P	80 70 00 50
,,.t	1f 2c 0e 74
....	00 00 1f cf
....	00 00 00 00
I	00 01 0c 7c
U..	e8 55 ff 18
p..	80 70 01 aa
....	12 8a 07 ce
....	00 00 1f ef
s	00 00 00 00
X..	00 01 0d 73
@.L	e8 58 ff 18
....	80 40 04 4c
O.	03 8b 01 c8
....	07 02 30 02
v..	19 8c 00 00
S..	00 76 00 88
X	88 53 10 03
	15 58 .x

Un-pack & find patterns





The RFMap web interface



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