# Introduction to Software Defined Radio (SDR 101)

### **SAARS - 3/7/2023**

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### About me

- Born and raised in Italy
- Laurea degree (MSEE) and PhD in Electrical Engineering from University of Bologna
- Author of several IEEE papers and conference talks about Semiconductor Devices
- Married and living in St Johns (Jacksonville) since 1997
- Licensed in 2003
- Been playing, writing code for SDRs since 2017

# What is a Software Defined Radio (SDR)

- A Software Defined Radio is a radio where all (or some) of the 'radio' work (mixers, filters, demodulators, etc) is done in software instead of hardware
- The basic idea is to convert the signal (from the antenna for RX, from the microphone for TX) to 'numbers', and then let the software/computer work on those numbers

## Traditional RX (Superheterodyne) vs SDR



# **SDR Concepts**

# SDR Concepts – analog vs digital

# analogue signal digital signal





# digital representation of signal



15 29 30 2 -18 -26 -14 5 25 27 13 -7 -22 -20 -4

# SDR Concepts – Analog Digital Converter (ADC)



# **SDR Concepts – Sampling and Aliasing**

- The Wagon Wheel effect
- Aliasing



• Nyquist zones





Credit: Science Buddies YouTube channel

# SDR Concepts – I/Q (+ a tiny bit of complex numbers)

### I/Q (in phase and quadrature)



SSB demodulation



### Complex numbers – magnitude and phase



- AM demod = Magnitude (M)
- FM demod = Change in phase  $(\phi)$  over time

# SDR Concepts – Digital Signal Processing (DSP)

- Digital Signal Processing is the field of engineering and computer science that studies how to work with digital signals (i.e. streams of numbers)
- Using DSP we can create the digital equivalents of:
  - filters (<u>Finite Impulse Response</u>, <u>Infinite Impulse Response</u>)
  - mixers (frequency shifting)
  - demodulators
  - noise removers, noise blankers, equalizers, etc
- 99% of DSP operations is just add (+) and multiply (x)

# SDR Concepts – Fourier Transform (FT & FFT)

• Fourier Transform (FT) is the mathematical equation/method of transforming a signal from the time domain to the frequency domain



- In 1965 Cooley and Tukey (re)discovered a very efficient way to compute the FT, known as the Fast Fourier Transform (FFT)
- Without FFT we probably wouldn't have SDRs!

# Why SDR?

# Why SDR? - See signals with your eyes

#### Frequency spectrum and waterfall



# Why SDR? - Multiple receivers for free









# Why SDR? - 'brick-wall' filters

#### Flex SDR-5000 2.8kHz SSB filter



# Why SDR? - Flexibility and versatility

- In a SDR all the parts written in software can be easily changed and upgraded:
  - new and better filters
  - new modulation schemes (for instance with a traditional radio it is not possible to add SSB to a FM only radio)
  - radio controls (buttons, knobs) can be changed to better fit the usage
  - less obsolescence
  - greater scope for experimentation



# Why SDR? - record whole band(s) now; tune later

- With an SDR it is possible to write to a file the raw I/Q recording of a whole band (or multiple bands depending on the sample rate of the SDR)
- Days, months, years later one can 'play' that recording to tune and demodulate signals as if they were there at the time the recording was taken



# **Why SDR? - Diversity reception**

- Diversity reception combines the signals from two synchronized receivers (connected to two different antennas)
- Can be used for local noise cancellation



# Why SDR? - Other advantages

- No need for sound cards interfaces
- Very flexible using virtual audio cables (VACs)
- Remote operation out of the box
- Lighter and more portable than a traditional radio



# Why SDR? - Caveats

- Real ones:
  - Lack of physical controls (knobs, buttons, etc) but one can add them (e.g. Tmate 2)
  - Latency (both intrinsic and due to buffers) but see WDSP by Warren Pratt, NR0V
  - ADC overflow → heavy distortion (RF gain is important)
- Not really (or no longer) a problem:
  - Requires a computer (c'mon it's 2023!)
  - Cost (true perhaps 10 years ago; not any more)
  - Learning curve (but the same can be said of many radios)



# Why SDR? - They can help with TX too!

- According to Rob Sherwood NC0B: "Receivers today have vastly improved. Transmitters have gotten worse!"
- SDR "adaptive pre-distortion" systems like PureSignal can help clean up the TX signal (especially with PA)



Apache with Pure Signal

Kenwood

- Receive TV and Radio in areas where DVB and DAB are present.
- Receive amateur television transmissions.
- Listening to unencrypted Police/Ambulance/Fire/EMS conversations.
- Listening to aircraft traffic control conversations.
- Tracking aircraft positions like a radar with ADS-B decoding.
- Decoding aircraft ACARS short messages.
- Scanning trunking radio conversations.
- Decoding unencrypted digital voice transmissions.

- Tracking ship movement with AIS decoding.
- Decoding POCSAG/FLEX pager traffic.
- Scanning for cordless phones and baby monitors.
- Tracking and receiving meteorological agency launched weather balloon data.
- Receiving HF weatherfax.
- Receiving NOAA weather satellite images.
- Monitor amateur frequencies
- APRS Rx Gateway

- Noise Sniffer
- Tracking your own self launched high altitude balloon for payload recovery.
- Receiving wireless temperature sensors and wireless power meter sensors.
- Listening to HF/VHF/UHF/Microwave amateur radio.
- Oh, and LF now too!
- Decoding APRS data.
- Watching Digital Amateur TV.
- Sniffing GSM signals.

- Using rtl-sdr on your Android device as a portable radio scanner.
- Receiving GPS signals and decoding them.
- Receiving Inmarsat transmissions
- Using rtl-sdr as a spectrum analyzer.
- Listening to satellites and the ISS.
- Receiving Outernet transmissions
- Radio astronomy.
- Monitoring meteor scatter.

- Decoding satellite message traffic
- Cross band repeater
- WSPR signal reception.
- FUNCube Satellite monitoring.
- Listening to FM radio, and decoding RDS information.
- Listening to and looking at DAB broadcast radio signals.
- Use rtl-sdr as a panadapter for your traditional hardware radio.
- Decoding taxi mobile data terminal signals.

- Use rtl-sdr as a high quality entropy source for random number generation.
- Use rtl-sdr as a noise figure indicator.
- Reverse engineering unknown protocols.
- Triangulating the source of a signal (RDF).
- Searching for RF noise sources.
- Characterizing RF filters and measuring antenna SWR.
- Decoding digital amateur radio ham communications such as CW/PSK/RTTY/SSTV.
- Receiving Digital Radio Mondial shortwave radio (DRM).

- Listening to international shortwave radio.
- Looking at RADAR signals
- Decoding telemetry
- Over the horizon (OTH) radar, HAARP
- Detecting Meteor 'echos'
- Monitoring the local RF environment
- Detecting and deciphering digital RF transmissions
- Decoding keyfob transmissions

- Examining DECT transmissions
  - Glider tracking as part of the Open Glider Network
  - Examining Rail Road data transmissions
  - Listening to smart meter transmissions
  - Detecting wireless doorbell transmissions
  - Monitoring 2.4GHz wireless video transmissions
  - ...just to start the list

# SDR Architectures

# **SDR Architectures – Direct Sampling**

### A Simple Digital SDR



- Why Not ?
  - Let's say ... DC ~ 6 meters.
  - Spurious Free Dynamic Range ~ 100 dB. LTC2208 ADC 16 bits.
  - Nyquist criteria: Fsample > 2 \* maximum frequency.
    - Fsample > 54 MHz \* 2 = 108 Ms/s.
    - Common sample rate: 122.88 Ms/s (harmonically related to 48K).
  - 16 bits \* 122.88 MHz = 1.966 Gigabits / second to the computer.
  - Add in IP & Ethernet overhead: 3 x Gigabit Ethernet, or 1 x 10GE.
  - It's a FIREHOSE !!
    - Whoa ! Gulp. Help. Open the pod bay doors, HAL.

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# **SDR Architecture – Direct conversion**

### 2. Homodyne Digital SDR Receiver



- Essentially a Direct-Conversion receiver.
- Down convert R.F. to Zero I.F. (Open HPSDR, Flex 6000, many others).
  - •SSB & CW don't require demodulation filter, decimate, and send to speaker.
    - •Need a way to reject opposite sideband (negative frequencies):
      - Weaver method, Complex Filter method, Phasing method (Hilbert).
  - FM requires demodulation, AM usually best when demodulated.
- Typical Passband: Minus 192 KHz to Plus 192 KHz. of the channel. Selectable via Decimation Ratio.
- Typical ADC: 14 or 16 bits. Baseband is ~24 bits (achieved via decimation).
- Very high opposite sideband rejection without adjustment.
- I/O to Computer: 384 Ksps  $\rightarrow$  about 19 Megabits/sec

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# **SDR Architectures: Hybrid conversion**

### 3. Hybrid Conversion SDR Receiver



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Credit: Tom McDermott N5EG – SDR from DC to (almost) Daylight

# Let's do SDR!

# Let's do SDR! - \$0 - Web SDRs

- Web SDRs are a very easy way to get started with SDRs at no cost; just open your browser, click on the station and listen
- The mother of all Web SDRs: http://websdr.ewi.utwente.nl:8901/
- Northern Utah WebSDR: http://www.sdrutah.org/

Your name or callsign: K4VZ			
View: O others slow  o one band O blind Allow keyboard:	Waterfall: O Java	●HTML5 Sound: ○Java ●HTML5	Firefox/Mozilla audio start
000     7100     710     7200     7200       WSI (22) WIAW     720     7250     MISS     Do Nothing       US1 (22) WIAW     720     7250     MISS       0154 UTC 2054 Local (Your computer)     Want to listen on a different antenna?	TZSO		
Frequency:       7272.000       kHz       VFO: A (th: 7272.00 kHz USD)         Enter frequency:       above, or tune by clicking dragging/scrollwheel on the frequency scale.         Mode:       LSB         C2.5K (-500 - 50 - 10)       1       =kHz + 1 + 10 + 50 + 500 + 22.5K       VFO: A/B A=B B=A         Use the +ktb button to map to the nearest kHz.       •       •       •         •       200M       630M       160M       •       AM-160M-120M       •       80-75M       •       60M-49M       •       40M         The bands in bold use high-performance receivers.       Please use only gng server at a time?       •       Clicking a hand below will switch to the Green WebSDR (#2) with its Omnidirectional antennas:       30M       00H + 17M       15M       12M       10M + 10       0M + 10M       •       10M + 10M       1	Audio Duffering: + 250m + 140 + 140	Waterfall view: [zoom out] zoom in [max out] max in Or use scoll wheel & dragging on waterfall. Speed: [medium ~ Size: [medium ~ View: [waterfall ~ Hide labels Toggle "Hide labels" If labels are missing.	

# Let's do SDR! - \$0 – more WebSDRs

### OpenWebRX https://www.receiverbook.de/

#### KiwiSDR http://kiwisdr.com/public/





# Let's do SDR! - \$30-100 - RTL-SDR (USB dongle)

- very inexpensive (starts from about \$30)
- based on DVB-T/DAB receiver on a USB dongle
- 24MHz 1766MHz (HF with upconverter)
- 8bit resolution
- very popular
- lots of clones
- KrakenSDR uses 5 RTL-SDR 'phase coherent'



# Let's do SDR! - \$100-300 – SDRplay, Airspy, etc

- SDRplay RSPs:
  - 1kHz 2GHz
  - sample rate up to 10MHz
  - resolution up to 14bit
  - good RF filters (per band)
  - AM notch, FM notch
  - multiple antenna ports
  - good as a panadapter
  - RSPduo is dual tuner





- Also consider:
  - Airspy HF+ Discovery
  - Analog Devices Adalm Pluto
  - HackRF One
  - RX888 MkII

# Let's do SDR! - \$500-5000+ - bladeRF, Red Pitaya, Perseus, USRP, etc

- Direct sampling
- 16bit 125Msps ADC
- FPGA for Digital Down Conversion
- Multiple channels
- Can be very specialized
- Used in industry and academia
- Used by radio amateurs too!





### Let's do SDR! - SDR Transceivers - FlexRadio



#### FLEX-6400M (\$3450)



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FLEX-6700 (\$7500)

### Let's do SDR! - Transceivers – Apache Labs



#### ANAN-8000DLE (\$3800)



### ANDROMEDA (\$4400)



### Let's do SDR! - Icom



### IC-7300 (\$1100)



### IC-7610 (\$3250)



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IC-705 (\$1350)

### Let's do SDR! - Yaesu



FTDX101D (\$3700)





### Let's do SDR! - Elecraft



K4 (\$4500)

# Let's do SDR! - Hermes Lite 2

- Fully open source
- Reasonably priced (\$300)
- Direct up/down conversion
- AD9866 + FPGA
- 0-38MHz
- 5W out
- 4 slice receivers



Let's do SDR! Software

# **SDR Software - Windows**



HDSDR









#### SDR Console

#### SDRSharp

### SDR Software – Multiplatform (Windows, Mac, Linux)





CubicSDR







#### Linrad



## SDR Software – Build your own SDR!



#### **GNU** Radio

Live demo with SDRuno and RSPdx



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