

# Software Defined Radio & Contesting

A new technology and its possibilities

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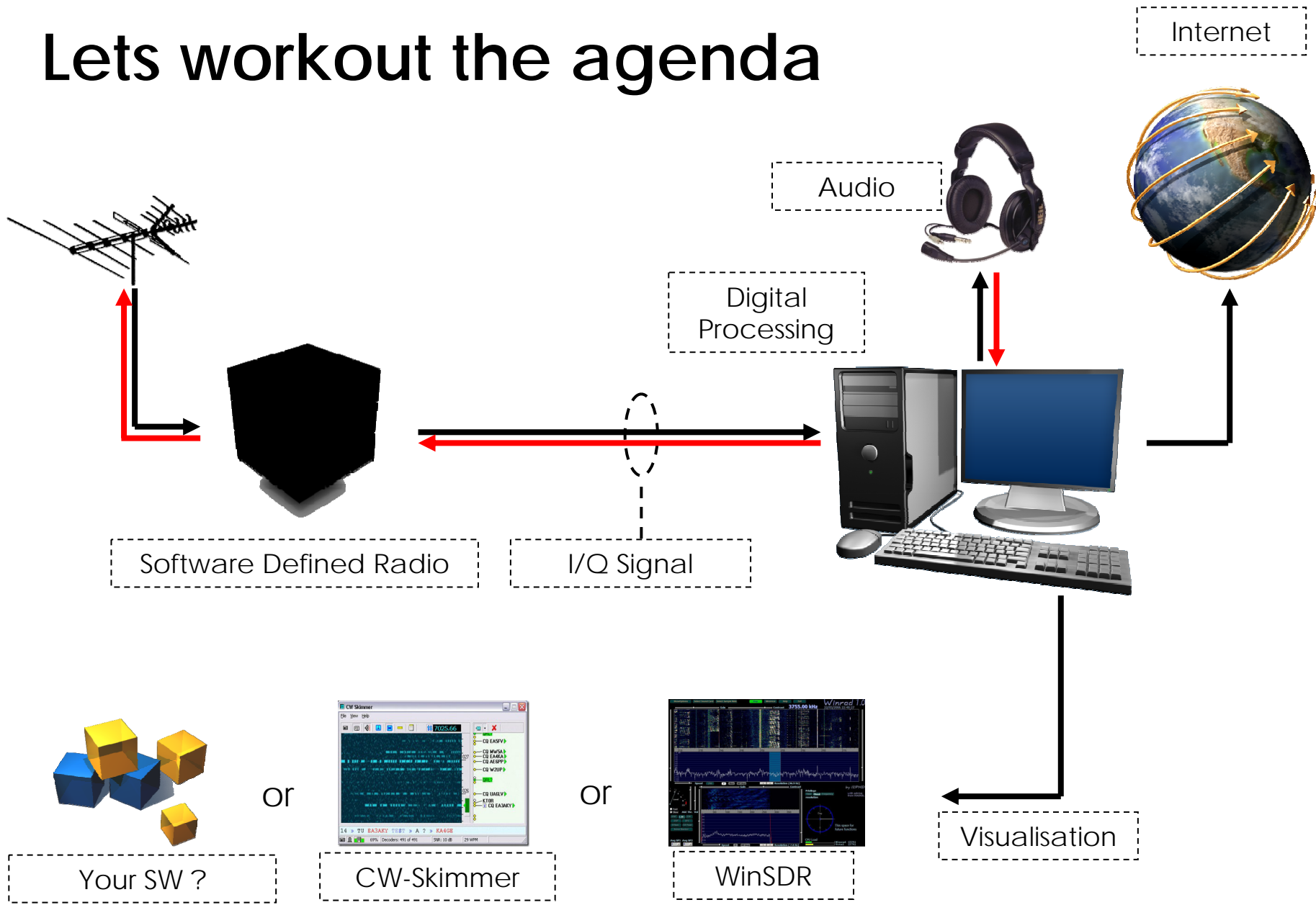
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Friedrichshafen

June 2008



# Lets workout the agenda



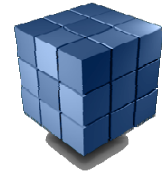
# Agenda

- ➔ Software Defined Radios
- ➔ Digital Processing (PC)
- ➔ Internet
- ➔ Contest Applications
- ➔ Conclusions

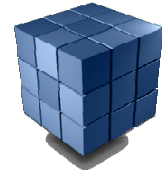


# Agenda

- ➔ **Software Defined Radios**
  - ➔ Top Level Drivers
  - ➔ Direct Down Down Converter (DDC)
  - ➔ Quadrature Sampling Detector (QSD)
  - ➔ Performance
- ➔ Digital Processing (PC)
- ➔ Internet
- ➔ Contest Applications
- ➔ Conclusions



# SDR – Top level drivers

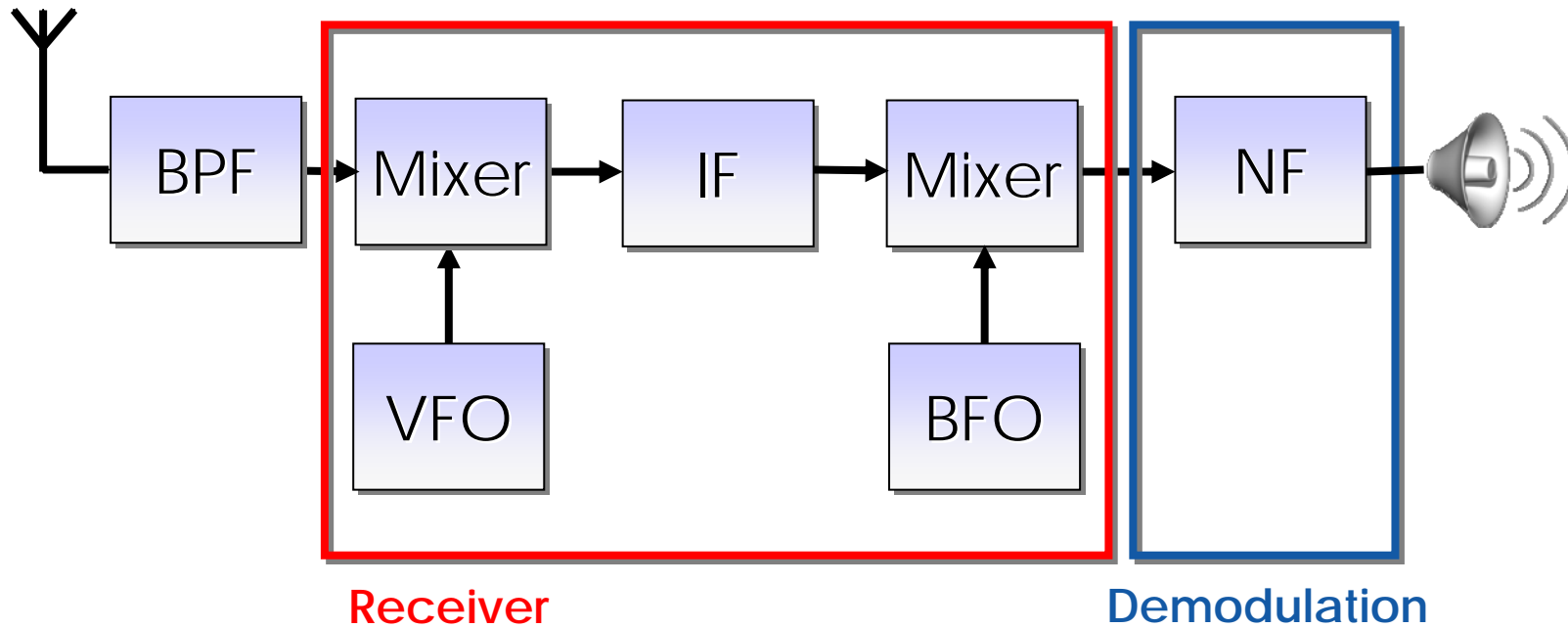
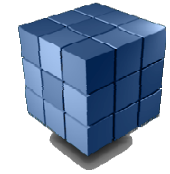
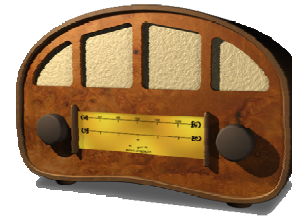


## Why are SDRs so interesting ?

- High Performance BDR / IP3
- 99% of signal path is in the digital domain
- Very big baseband bandwidth (today already up to 800kHz)
- Software is defining the receiver
  - Digital filtering
  - Arbitrary modes (SSB, PSK, CW, AM, DRM..)
- Attractive price

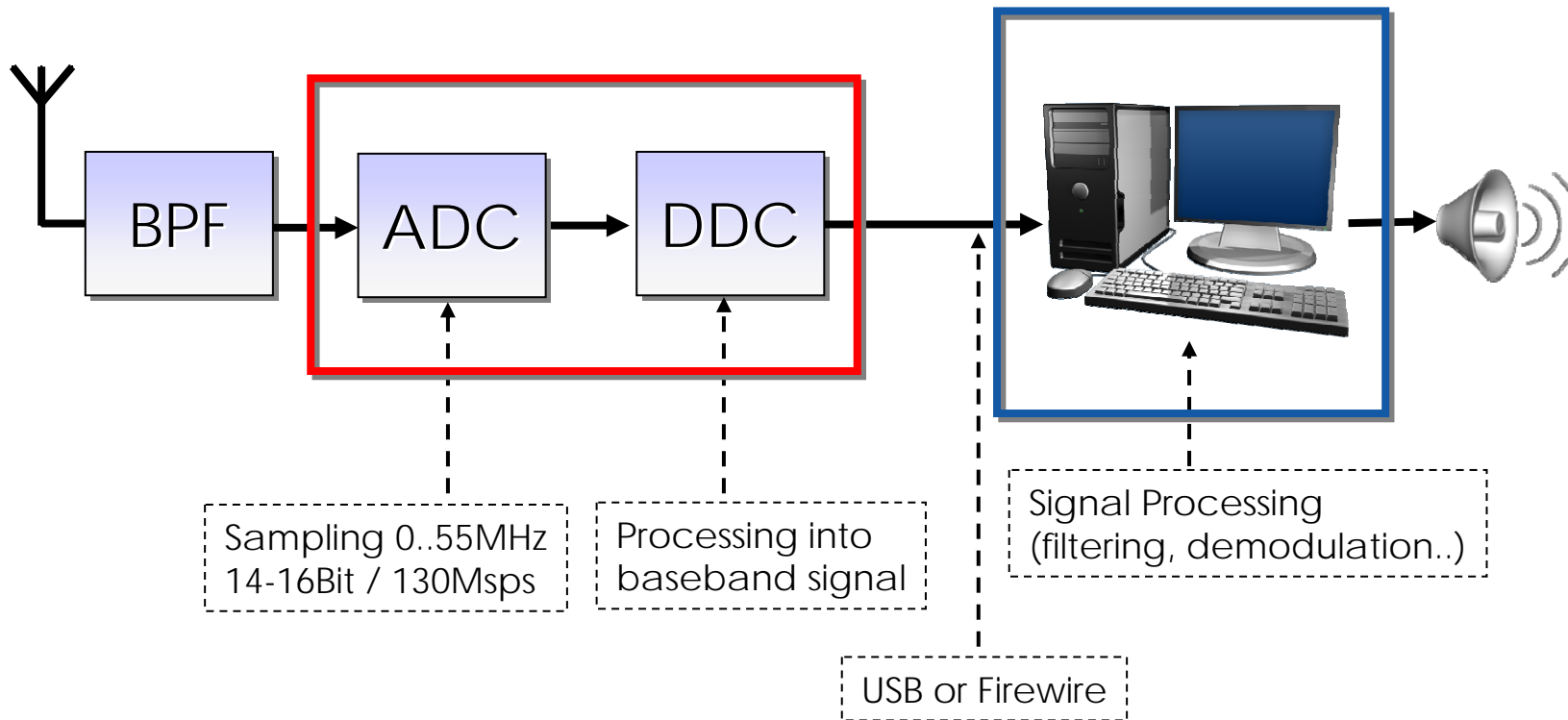
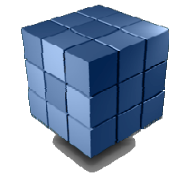
# Variety of SDR

## Classic Analog Receiver (Simplified)



# Variety of SDR

## Digital Down Converter (DDC)



### Characteristics:

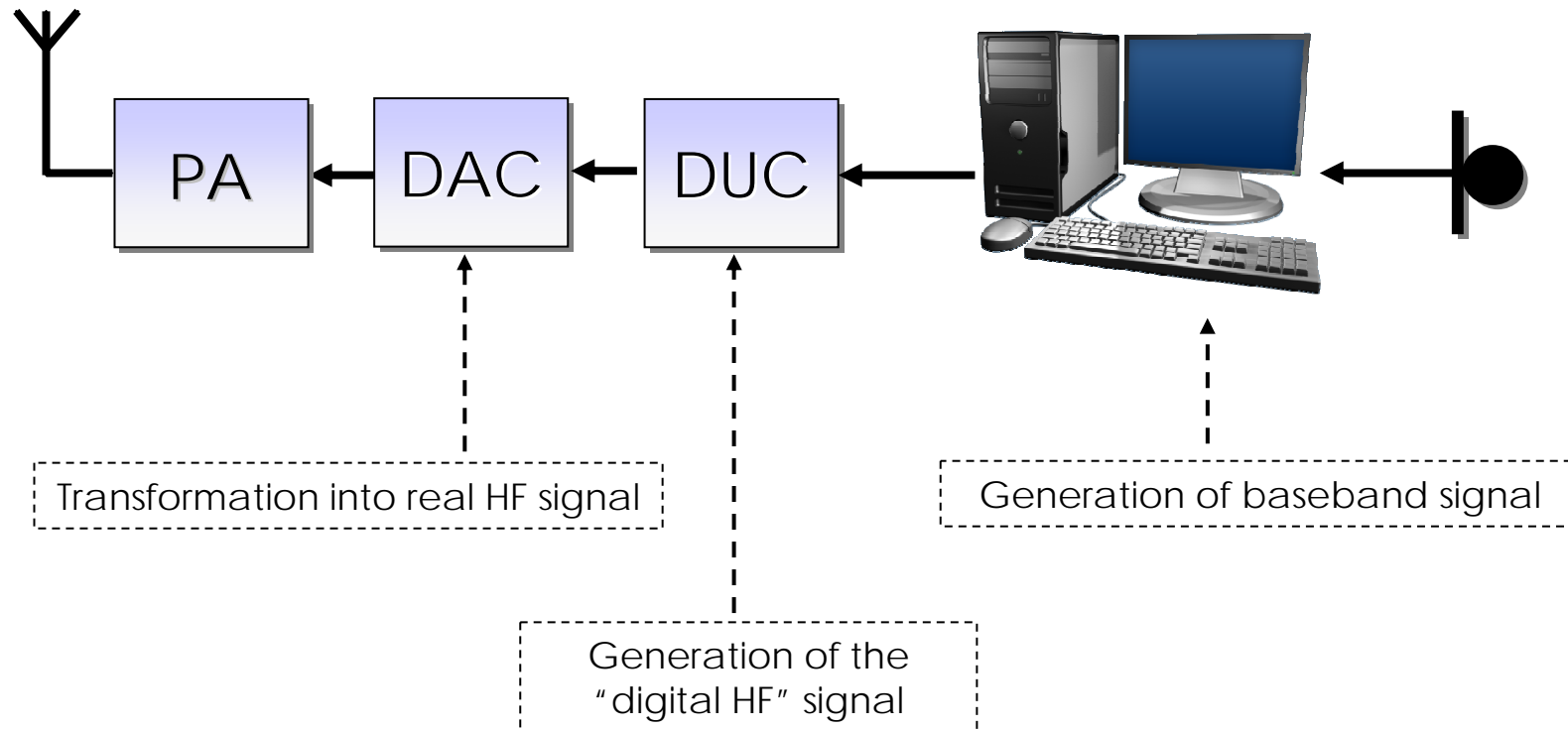
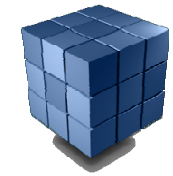
- About 100dB Dynamic Range
- Up to 800kHz Bandwidth



10 Minutes recording  
@400kHz = 1,76Gbyte

# Variety of SDR

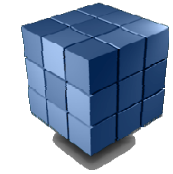
## Digital Up Converter (DUC)



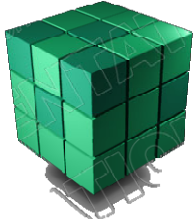




# Variety of SDR

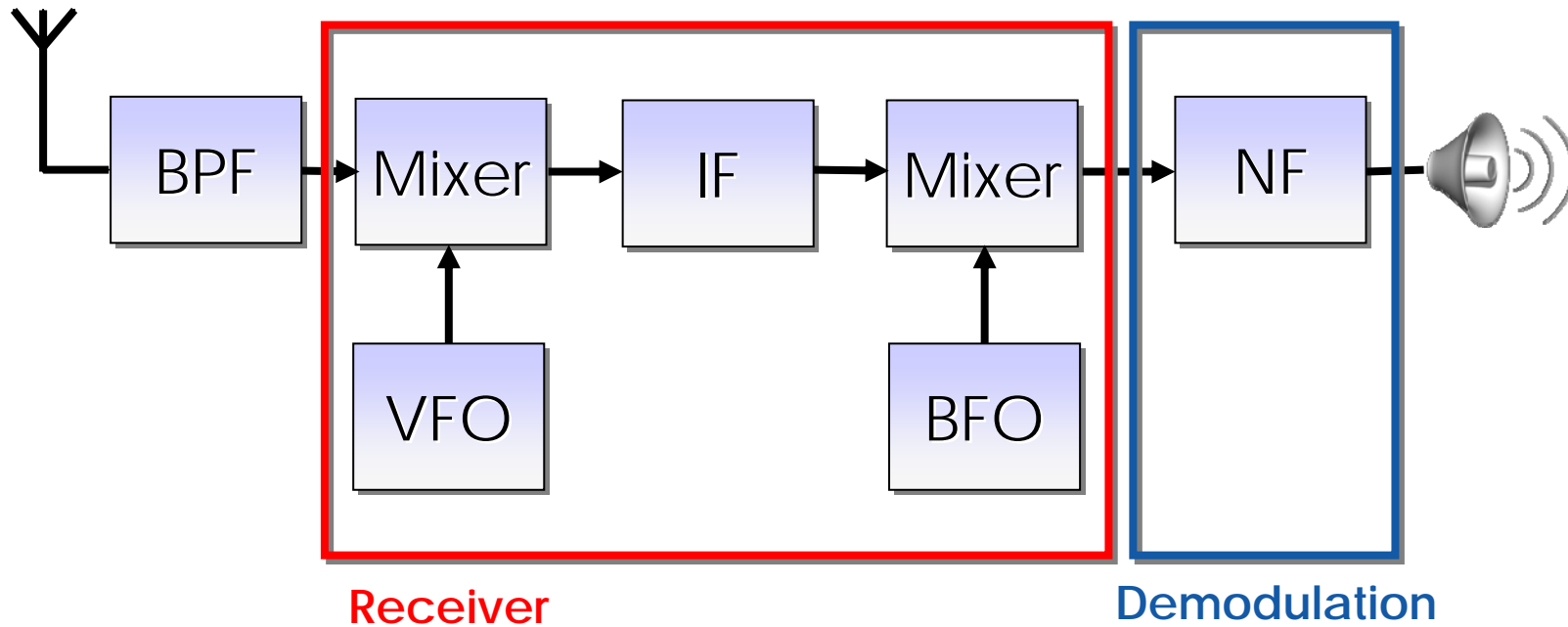
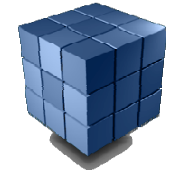
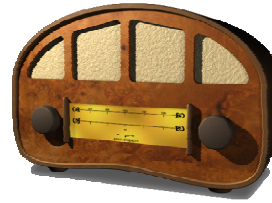
## DDC Receivers / DUC Transceiver



Product	Type
 A black rectangular device with yellow trim, labeled 'PERSEUS' and 'microedcom'. It is a Direct Sampling Receiver.	<b>Perseus</b> Receiver from 10kHz - 30MHz
 A black rectangular device with 'RF space' and 'SDR1Q' branding. It is a Receiver.	<b>SDR1Q / SDR14</b> Receiver from 500Hz - 30MHz
 A green cube icon representing the ADT-200A transceiver.	<b>ADT-200A</b> Full SDR transceiver RX: 10kHz - 30MHz TX: 1,8MHz – 29,7MHz

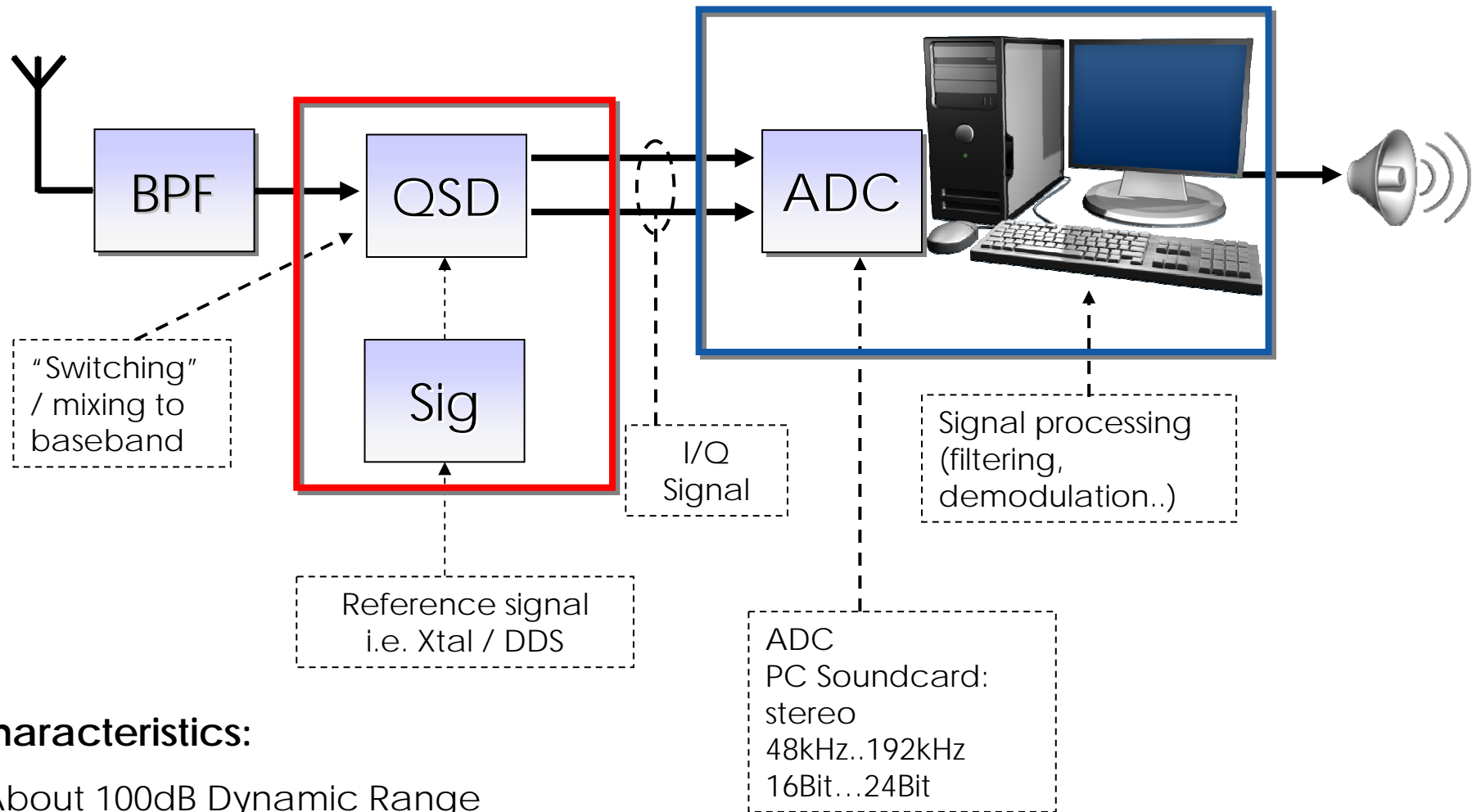
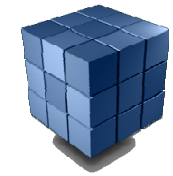
# Variety of SDR

Classic Analog Receiver (Simplified)



# Variety of SDR

## Quadrature Sampling Detector (QSD)



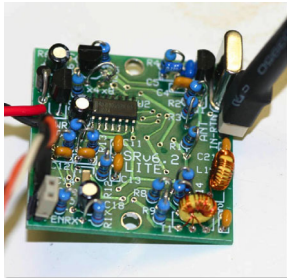
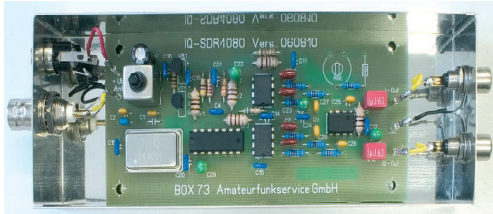

### Characteristics:

- About 100dB Dynamic Range
- Up to 192kHz Bandwidth

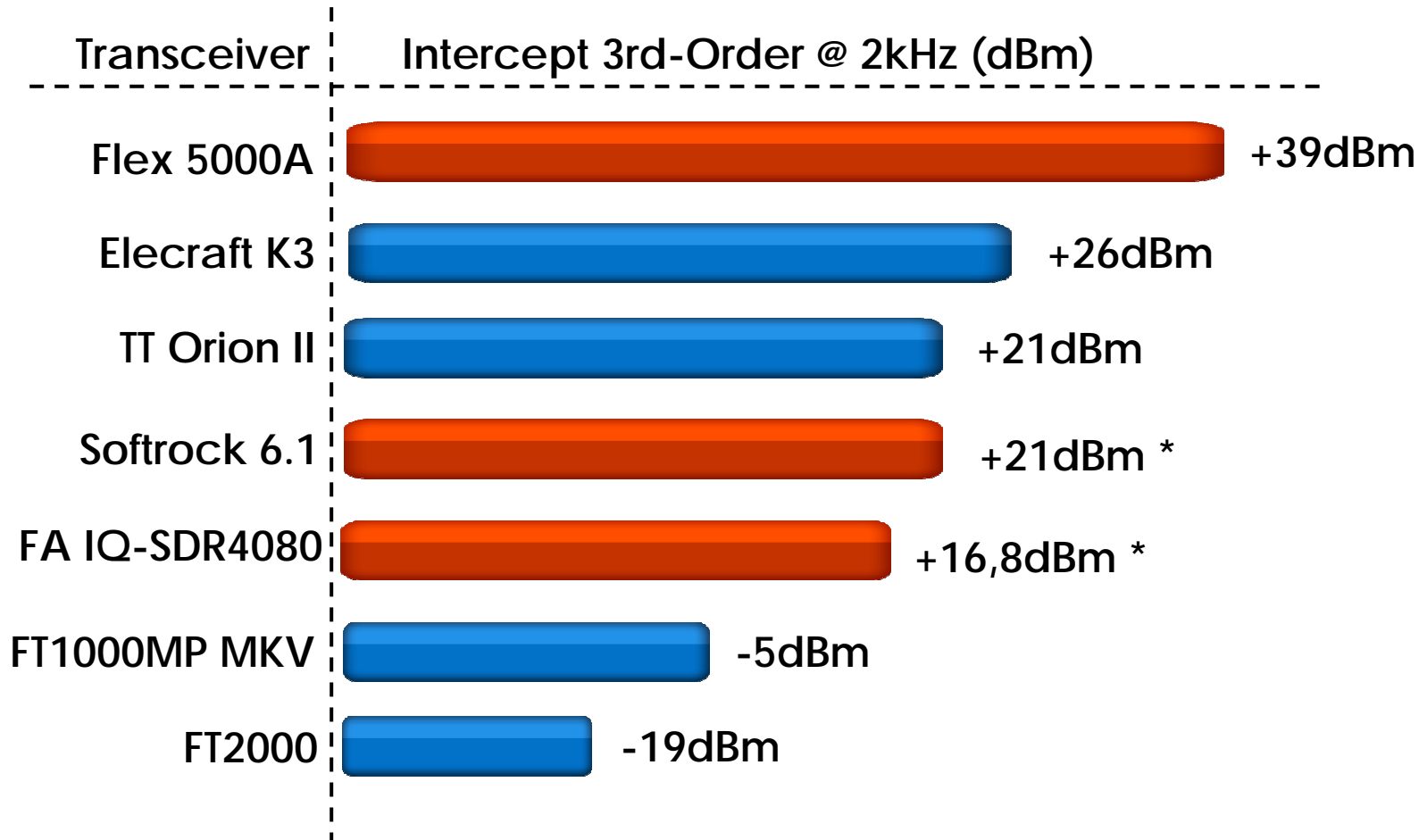
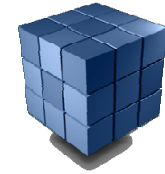
# Variety of SDR

## QSD Receivers / QSD Exciter



Product	Type
	<b>Softrock Kits</b> Receiver / transmitter mostly singleband 80m / 40m / 20m...
	<b>Funkamateur Kits</b> Receiver singleband 80m / 40m / 6m
	<b>Flex 5000A</b> Full SDR transceiver 160m – 6m

# Performance of SDR



Measurements made by ARRL Test Lab

\* Measurements made Dr. Bodo Scholz, DJ9CS

# Agenda

- ➔ Software Defined Radios
- ➔ **Digital Processing (PC)**
  - ➔ Hardware
  - ➔ Software
  - ➔ Human Machine Interface (HMI)
- ➔ Internet
- ➔ Contest Applications
- ➔ Conclusions



# Digital Processing - Hardware



## Soundcard

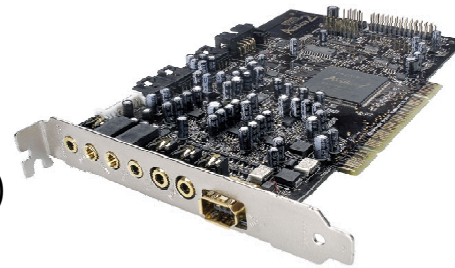
Soundcard defines the SDR's performance!

Recommended: 24Bit / 96kHz – 192kHz

Price Value: Soundblaster Live! 24 (external)

High End: M-Audio Delta 44 / Edirol FA-66

Stereo Linein for I/Q signal needed



## Personal Computer

Digital processing is task of the PC

**The more CPU and Ram the better**

Recommended: Dual Core CPU / 2GByte RAM

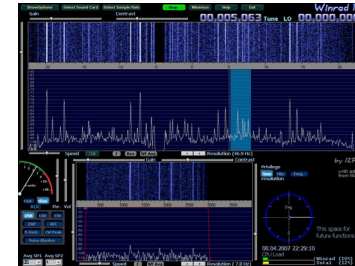


# Digital Processing - Software



## Audio

- Shape your own filters
- All modes are available
- Listen to various band segments in parallel

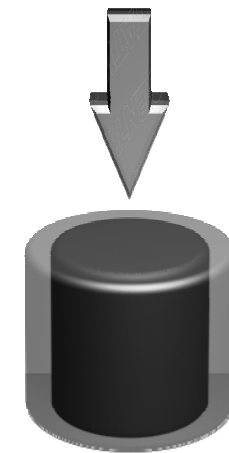


## Visualisation of the Bands

- “See” if there is any activity on the bands
- Find a free frequency
- Identify jammers and key-clickers

## Record whole Bandsections to disk

- Post Contest / DX analysis
- Evaluation of software / filters / algorithms
- Objective proof if someone is “clicking”



Harddisk



# Digital Processing – Radio Control



## Radio Control

Classic approach would be a 1:1 copy of the transceivers User Interface (UI)



..but, the mouse slows down everything so much...

**Contester need efficient controls**



# Digital Processing – HMI



SDRs give flexibility in the Design of the Human Machine Interface (HMI)



Griffin Powermate VFO



Shuttle Pro Rig Control



Herkules DJ Console  
USB API available!



Design your own  
Interface



# Agenda

- ➔ Software Defined Radios
- ➔ Digital Processing (PC)
- ➔ **Internet**
  - ➔ **WebSDR**
  - ➔ **Reverse Beacon Project**
- ➔ Contest Applications
- ➔ Conclusions



# Internet – Reverse Beacon Project



## DX Cluster based on heard Signals around the world

- Privately operated SDR receivers located around the world
- Signals automatically decoded by CW Skimmer
- Everybody is invited to participate!
- <http://skimmer.dxwatch.com>

The screenshot shows the website interface for SKIMMER.DXWATCH.COM. At the top, there is a navigation menu with links for 'main', 'dx spots', 'skimmers', 'dx tools', 'about', and 'contact us'. Below the menu is a map of the world with various colored lines representing signal paths between different locations. The map includes labels for countries like Canada, United States, Mexico, and others. To the right of the map, there is a 'news' section with several entries, including 'added "what is CW Skimmer" text' and 'added "getting started" tutorial'. Below the news, there are statistics: 'we have 4 skimmers online' and 'we have 3 visitors online'. A 'skimmers online:' section lists several call signs and their frequencies. At the bottom, there is a search bar and a table of detected DX spots.

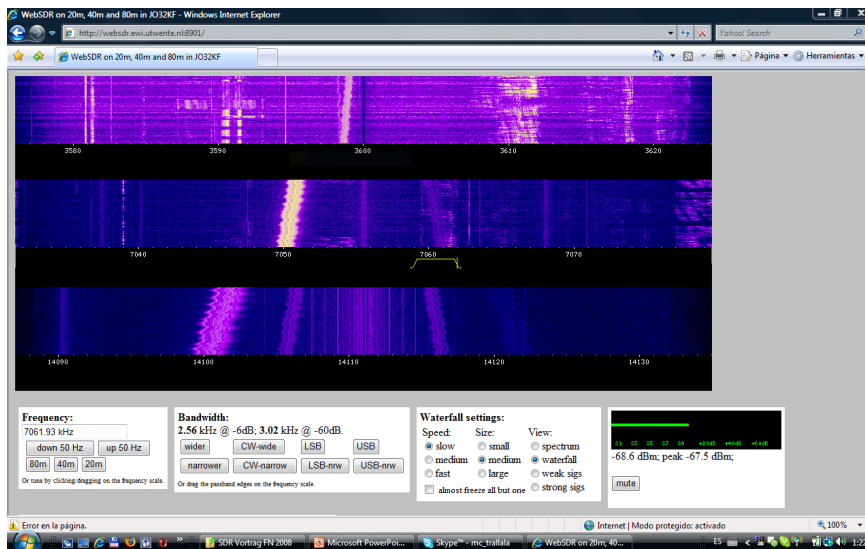
de	dx	freq	time
W1UE	NJ1TDX	14030.6	2340z 20 Jun
W1UE	ON6SAO	14022.1	2340z 20 Jun
NZ1U-2	N6SA	14021.9	2340z 20 Jun
W1UE	ON6S	14022.1	2339z 20 Jun
W1UE	NJ1T	14030.6	2339z 20 Jun
W1UE	NJ1T	14030.6	2339z 20 Jun

# Internet - WebSDR



## Web based Receiver for 80m, 40m and 20m

- Audio and visual (Waterfall) display
- Selectable modulation
- Individual adjustable bandwidth
- Latency of less than 0,5 sec
- <http://websdr.ewi.utwente.nl:8901/>



# Agenda

- ➔ Software Defined Radios
- ➔ Digital Processing (PC)
- ➔ Internet
- ➔ **Contest Applications**
  - ➔ **SDR Hybrid / IF Modification**
  - ➔ **Electrical Antenna Beam Stearing**
  - ➔ **IP Based Signal Distribution**
- ➔ Conclusions

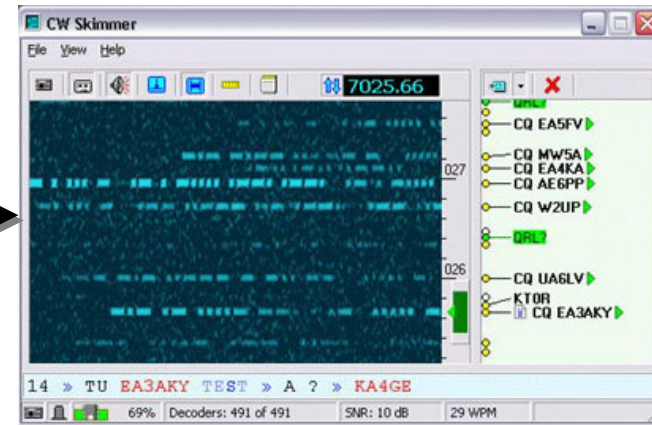


# Contest Appl. – SDR Hybrid



## Tap the IF Signal with an SDR

- Enjoy a 20 – 100kHz bandscope
- Softrock / “Funkamateur” IF-Kits available
- Various modifications available in the internet
- Modern transceivers already prepared  
(Orion, K3, FT2000, FT950..)

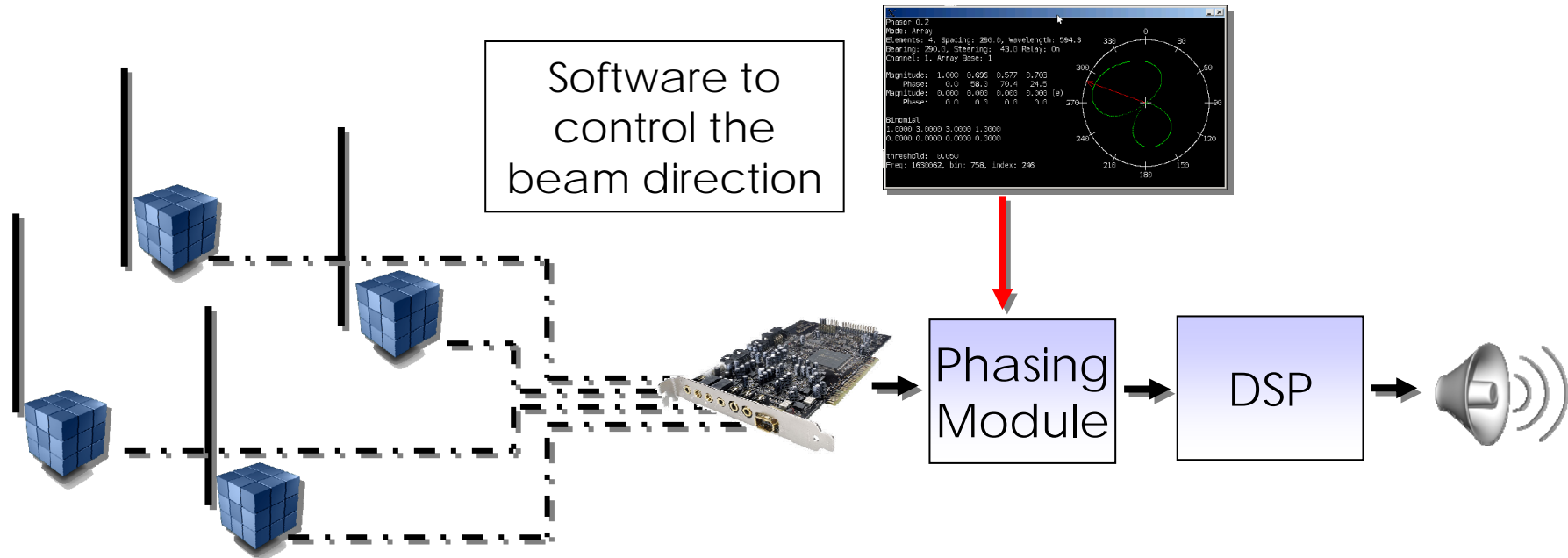


# Contest Appl. – Beam Steering



## Stear your Antennas Electrically

- Several receiving antennas (i.e short verticals) necessary
- Softrock receivers at the base of each antenna
- Shaping beam with digital baseband signals in phasing module
- K1LT – presentation at Dayton 2008



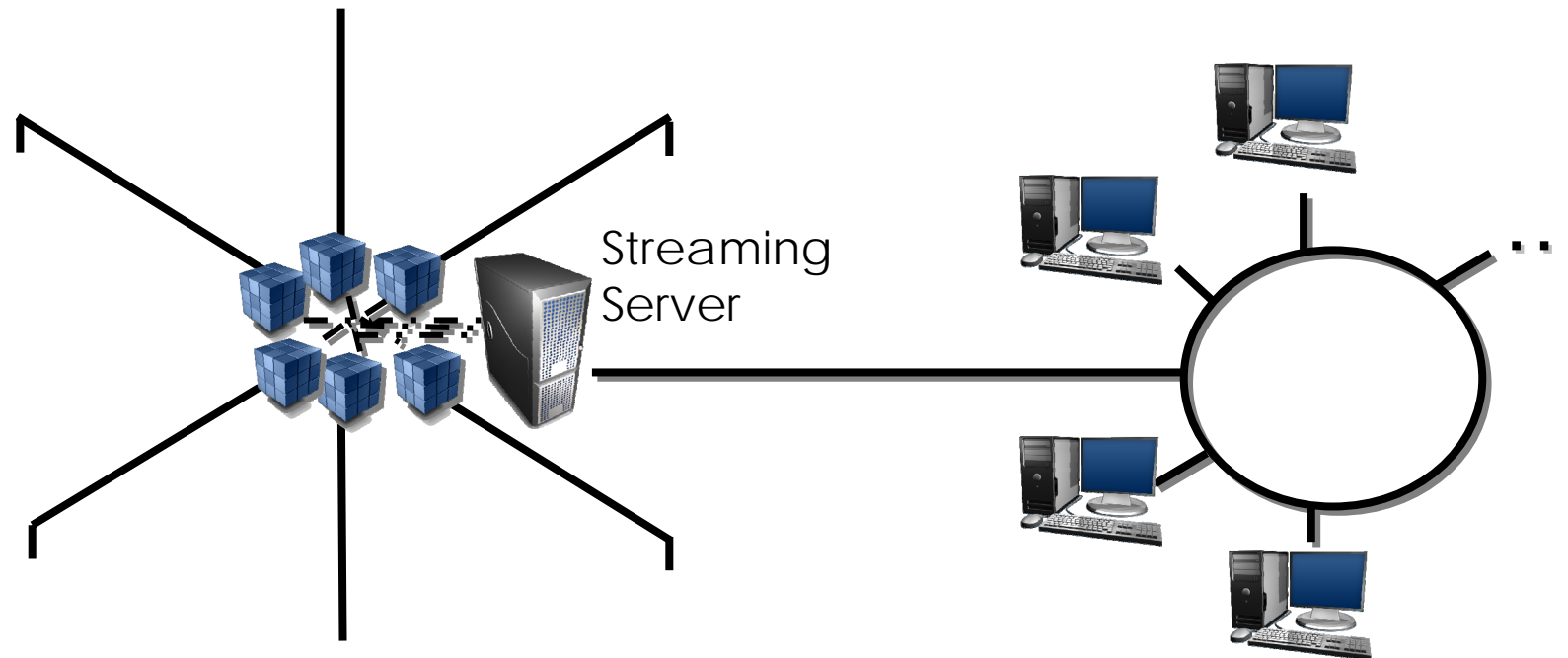


# Contest Appl. – Signal Distribution



## Distribute the Beverage signals via IP stream

- Dealing with NF instead of HF make things easier
- Independent number of clients / receivers
- “See” from which direction you are being called

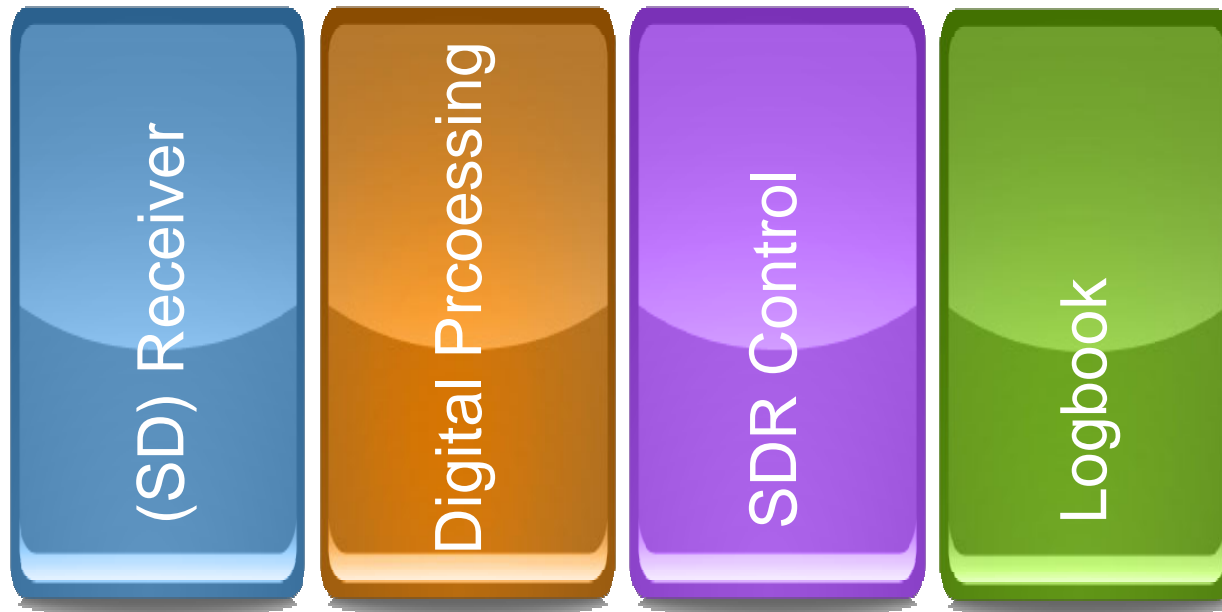


# Agenda

- Software Defined Radios
- Digital Processing (PC)
- Internet
- Contest Applications
- **Conclusions**

# Conclusions

Think in terms of **Service Oriented Architecture (SOA)**



- Modules work independent of each other
- Modules don't have to be at the same location
- **Definition of Standard Interfaces needed!**

# Conclusions

- SDR Receivers offer high performance
- SDR makes homebrewing RIGs again interesting
- SDR offer a whole new world of applications
- Everybody can start with SDRs for very little money



**Future has already started!**

# Abbreviations

<b>ADC</b>	Analog to digital converter	<b>IP3</b>	Intercept point 3rd order
<b>AM</b>	Amplitude modulation	<b>I/Q</b>	Inphase / Quadrature
<b>BDR</b>	Blocking dynamic range	<b>NF</b>	Low frequency
<b>BFO</b>	Beat frequency oscillator	<b>PA</b>	Power amplifier
<b>BPF</b>	Band pass filter	<b>PC</b>	Personal computer
<b>CPU</b>	Central processing unit	<b>PSK</b>	Phase shift keying
<b>CW</b>	Continuous wave	<b>QSD</b>	Quadrature sampling detector
<b>DAC</b>	Digital to analog converter	<b>RX</b>	Receiver
<b>DDC</b>	Direct down converter	<b>SDR</b>	Software defined radio
<b>DDS</b>	Direct digital synthesis	<b>Sig</b>	Signal generator
<b>DRM</b>	Digital radio mondiale	<b>SSB</b>	Single side band
<b>DSP</b>	Digital signal processor	<b>TX</b>	Transmitter
<b>DUC</b>	Direct up converter	<b>UI</b>	User interface
<b>HMI</b>	Human machine interface	<b>USB</b>	Universal serial bus
<b>IF</b>	Intermediate frequency	<b>VFO</b>	Variable frequency oscillator
<b>IP</b>	Internet protocol	<b>Xtal</b>	Crystal oscillator