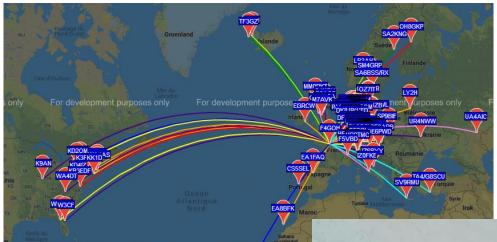
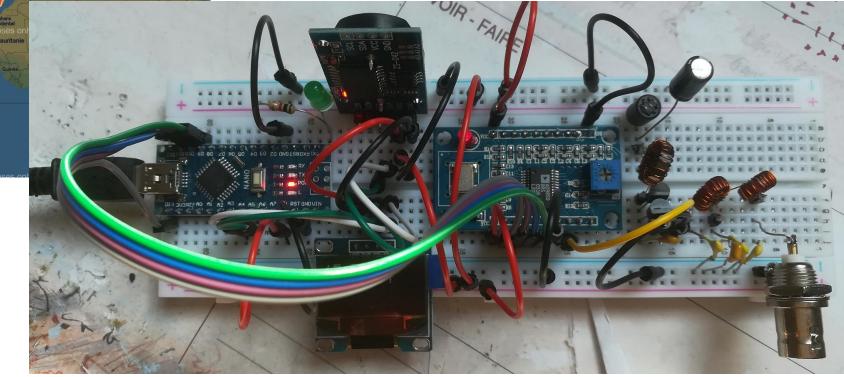
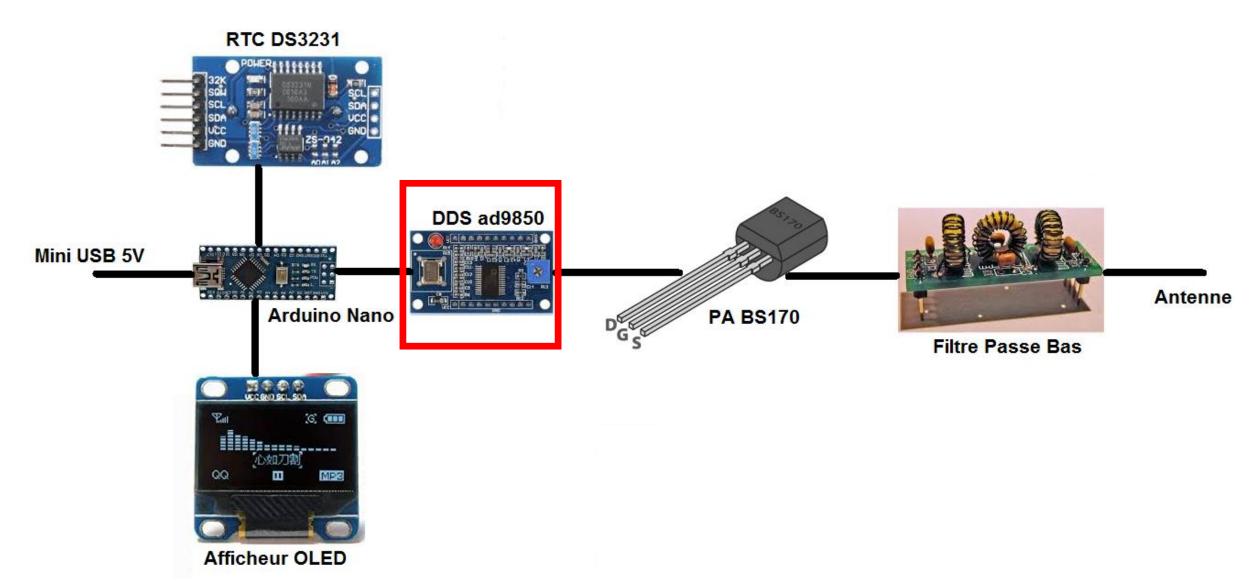
# WSPR whisper: Weak Signal Propagation Reporter



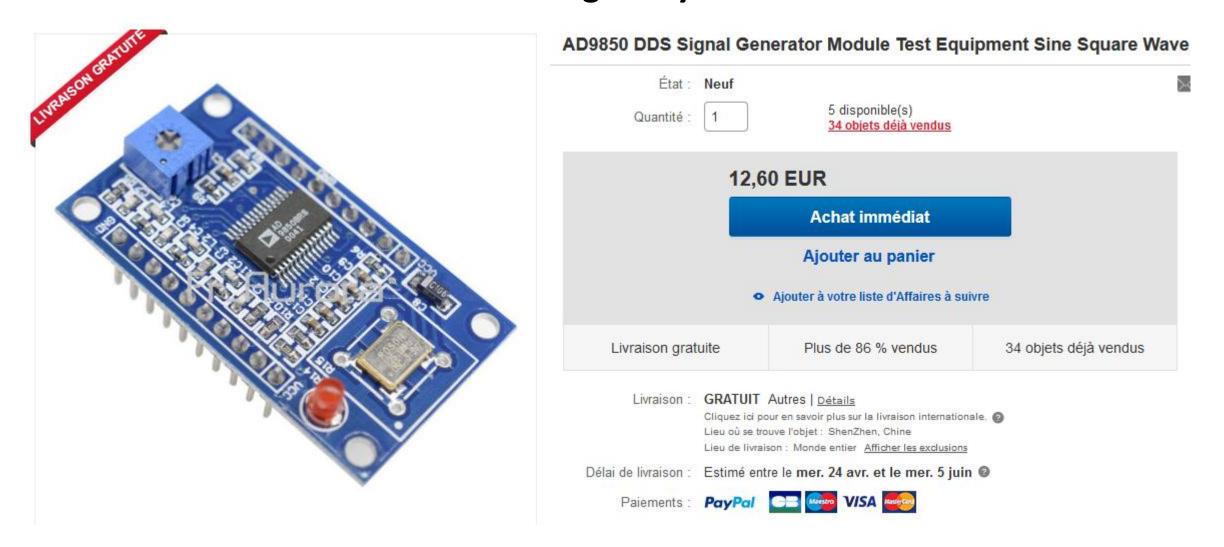
# Oscillateur programmable DDS Protocole WSPR



# $WSPR_{\, \text{Synoptique}}$



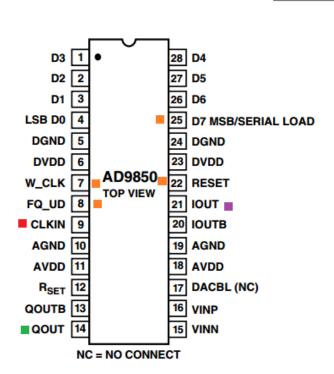
### **DDS = Direct Digital Synthesis**





## CMOS, 125 MHz Complete DDS Synthesizer

## AD9850



#### **FEATURES**

■125 MHz Clock Rate

On-Chip High Performance DAC and High Speed

Comparator

DAC SFDR > 50 dB @ 40 MHz A<sub>OUT</sub>

32-Bit Frequency Tuning Word

Simplified Control Interface: Parallel Byte or Serial

**Loading Format** 

**Phase Modulation Capability** 

3.3 V or 5 V Single-Supply Operation

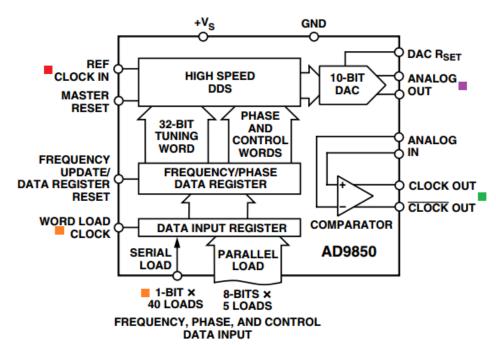
Low Power: 380 mW @ 125 MHz (5 V)

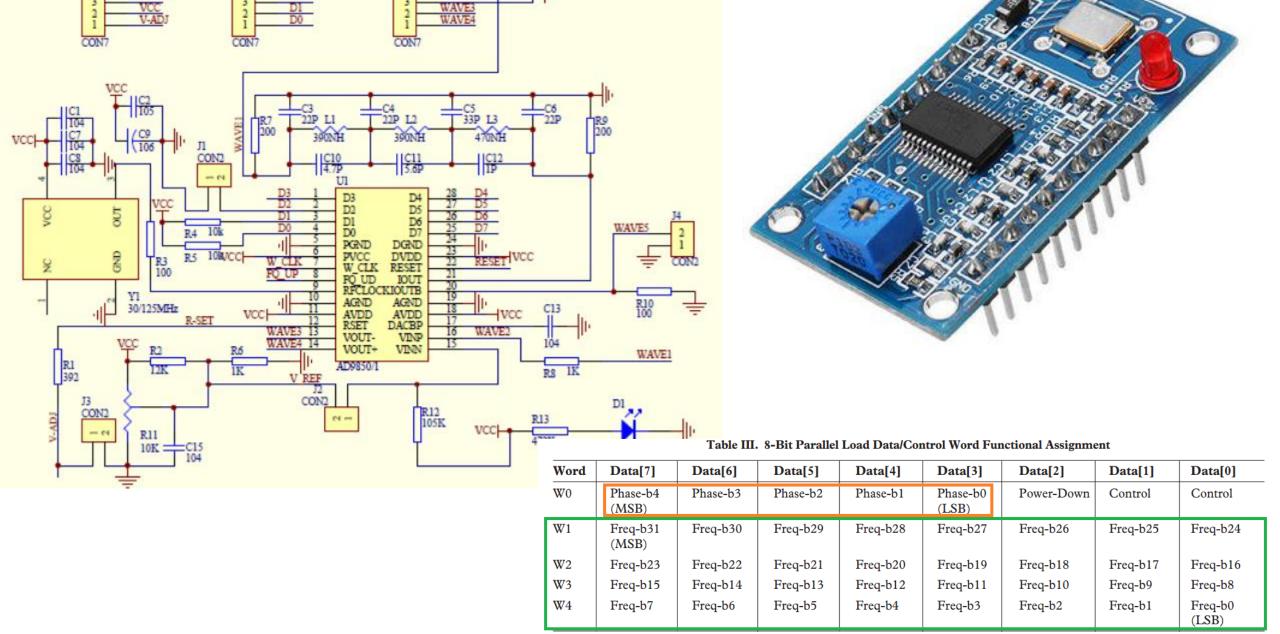
155 mW @ 110 MHz (3.3 V)

**Power-Down Function** 

**Ultrasmall 28-Lead SSOP Packaging** 

#### FUNCTIONAL BLOCK DIAGRAM





WAVE2

WAVEL

D7 GND W CLK

# $f_{OUT} = (\Delta \ Phase \times CLKIN)/2^{32}$

# Fréquence de sortie mot de 32 bits fréquence de référence(fixe) 125mhz

$$\Delta Phase = \frac{2^{32} \times f_{OUT}}{CLKIN}$$

```
void setfreq(double f, uint16_t p) {
  uint32_t deltaphase;

deltaphase = f * 4294967296.0 / (125000000 + factor);
  for (int i = 0; i < 4; i++, deltaphase >>= 8) {
    SPI.transfer(deltaphase & 0xFF);
  }
  SPI.transfer((p << 3) & 0xFF);
  pulse(FQ_UD);
}</pre>
```

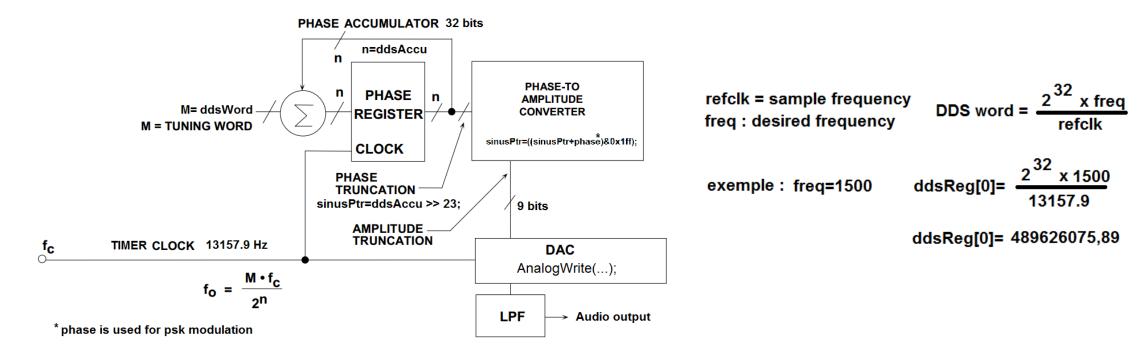
### Pour en savoir plus sur le DDS

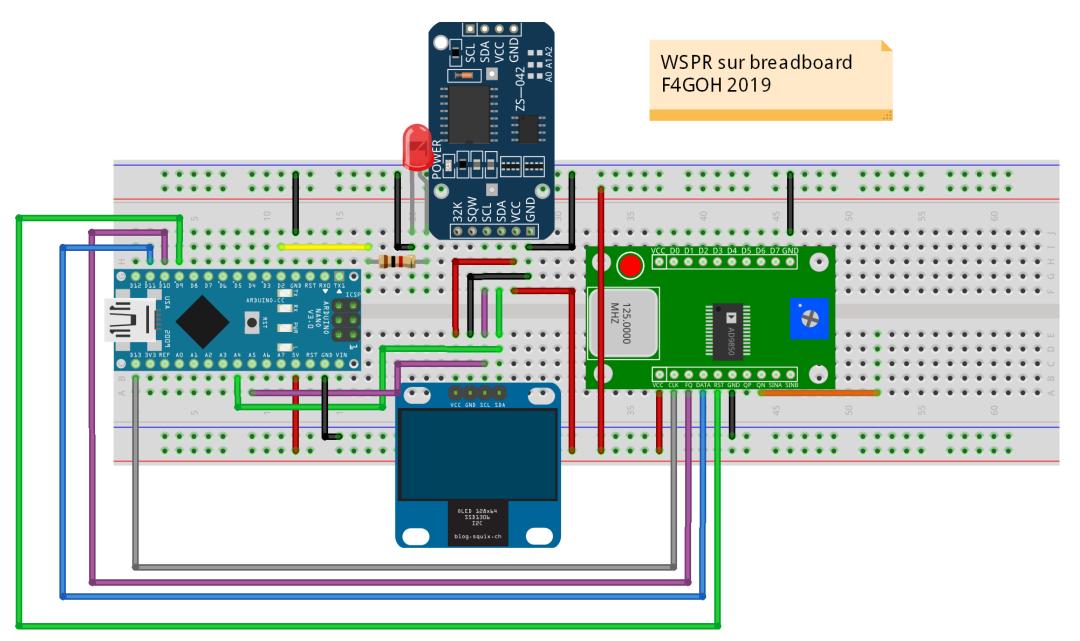
http://kudelsko.free.fr/generateur\_fonctions/principe\_dds.htm

https://www.arrow.com/fr-fr/research-and-events/videos/what-is-direct-digital-synthesis

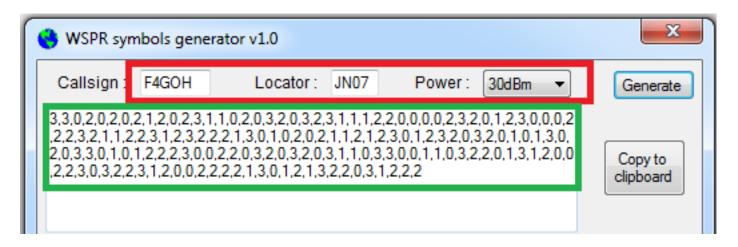
http://www.johnloomis.org/digitallab/audio/audio3/tut\_dds.pdf

Standalone HAM modulation generator (DDS : Structure interne) <a href="https://github.com/f4goh/WSPR">https://github.com/f4goh/WSPR</a>





## WSPR: L'encodeur



Resulting in 162 sequential symbols each with a value from 0 to 3

### **Modulation**

Each symbol represents a frequency shift of 12000 / 8192, or approximately 1.46Hz, per Symbol Value giving four-level Multi-FSK modulation. The transmitted symbol length is the reciprocal of the tone spacing, or approximately 0.683 seconds, so the complete message of 162 symbols takes around 110.6 seconds to send and occupies a bandwidth of approximately 6Hz,

```
void sendWspr(long freqWspr) {
  int a = 0;
  for (int element = 0; element < 162; element++) { // For each element in the message</pre>
    a = int(wsprSymb[element]); // get the numerical ASCII Code
    setfreq((double) freqWspr + (double) a * 1.4548, 0);
   delay(682);
    Serial.print(a);
    digitalWrite(LED, digitalRead(LED) ^1);
  setfreq(0, 0);
  Serial.println("EOT");
```

162 x 0,682 = 110,484 soit 1 minute et 50 secondes

## WSPR, la théorie

## Andy Talbot:

http://www.g4jnt.com/wspr coding process.pdf

### The parity generation process is:

Shift the next source bit into the LSB of both [Reg 0] and [Reg 1], moving the existing data in each one place left

Take the contents of [Reg 0]

AND with 0xF2D05351

Calculate the single bit parity (XOR) of the resulting sum.

Append to the output data stream

Take the contents of [Reg 1]

AND with 0xE4613C47

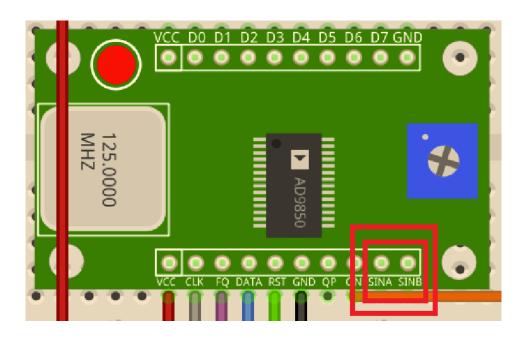
Calculate the single bit parity (XOR) of the resulting sum.

Append to the output data stream

### • Générer vos symboles avec WSPR encoder.exe <a href="https://github.com/f4goh/WSPR">https://github.com/f4goh/WSPR</a>

- Coller les symboles dans le code Arduino wsprSimple.ino
- Téléverser le programme dans l'arduino nano (Attention au port COM)
- Placer un bout de fil en l'air sur la sortie sinus du DDS, SinA ou SinB
- Décoder la trame avec WSJT-X

```
int wsprSymb[] = {3, 3, 0, 0, 0, 2, 0, 2, 1, 2, 0, 2, 3, 3, 1, 0, 2, 0, 3, 0, 0, 1, 2, 1, 1, 3, 1, 0, 2, 0, 0, 2, 0, 2, 3, 2, 0, 1, 2, 3, 0, 0, 0, 0, 0, 2, 2, 3, 0, 1, 3, 2, 0, 3, 3, 2, 3, 2, 2, 2, 1, 3, 0, 1, 0, 2, 0, 2, 1, 1, 2, 1, 0, 3, 2, 1, 2, 3, 0, 0, 1, 2, 0, 1, 0, 1, 3, 0, 0, 0, 1, 3, 2, 1, 2, 1, 2, 1, 2, 2, 2, 3, 0, 0, 2, 2, 2, 3, 2, 0, 1, 2, 0, 3, 3, 1, 2, 3, 3, 0, 2, 1, 3, 0, 3, 2, 2, 0, 3, 3, 1, 2, 0, 0, 0, 0, 2, 1, 0, 1, 2, 0, 3, 3, 2, 2, 0, 2, 2, 2, 2, 1, 3, 2, 1, 0, 1, 1, 2, 0, 0, 3, 1, 2, 2, 2
};
```



Mise en pratique

