RF Fundamentals

GNU Radio

Outline

- GNU Radio Introduction
- GNU Radio Hands-on Exercises
- Q&A

GNU Radio

- We will use GNU Radio to
 - o analyze & simulate signals
 - teach signal processing
- So let's learn how to use it first!

GNU Radio is...

- A signal processing library
- Designed for real-time



- The software part of an SDR
- Not a radio application
- The tool to build your own transceivers
- **FOSS**: Free and Open Source Software

GNU Radio

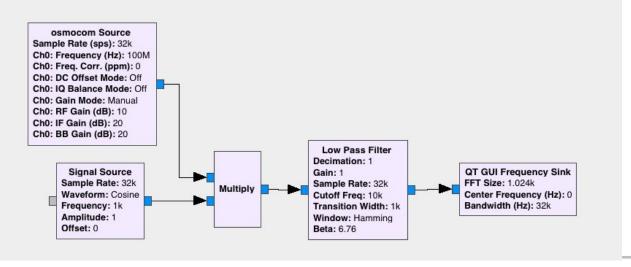
- GNU Radio is an open source framework to do DSP for radio (communications, RADAR, radio astronomy...).
- Also useful for applications that do similar computing (even particle accelerators!).
- It comes with:
 - A GUI application called "GNU Radio companion" where systems can be implemented by dragging and dropping blocks onto a canvas (making a "flowgraph")
 - A rich library of processing blocks accessible both through GNU Radio companion, and C++ and Python APIs
 - A "runtime", that moves data between these blocks and runs the code of each block
- In the GNU Radio ecosystem there are out-of-tree modules, which implement new blocks that don't fit into or exist in the in-tree library
- There are also full applications that use GNU Radio for their DSP (for instance, GQRX, or QRadioLink)

GNU Radio

- Open-source framework for SDR and signal processing
- Founded by Eric Blossom in 2001
- Block-based dataflow architecture
- Each block runs in its own thread
- Data flows through a graph called a Flowgraph
 Blocks are nodes in a Flowgraph, and perform operations and signal processing
 Signals normalized between -1.0 and +1.0
- Similar in concept to MathWorks SimulinkTM
- Running C++ and Python under-the-hood
 Can write code directly, or use the GNU Radio Companion (GRC) graphical tool

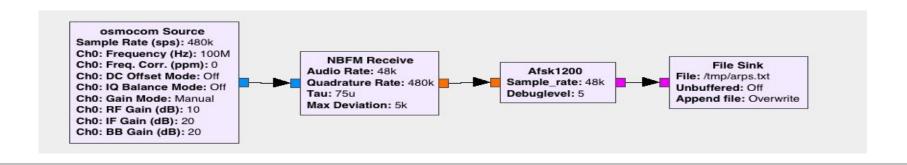
Basic Concept: Flow Graph

- Transceivers are implemented as flow graphs
- Similar to Simulink / schematics
- Define structure and parameters of blocks



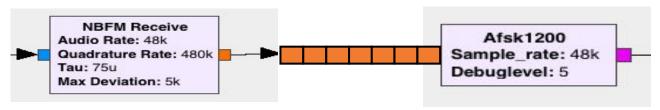
Basic Concept: Block

- Written in C++ or Python
- Implement one logical step
- Each block run in separate thread

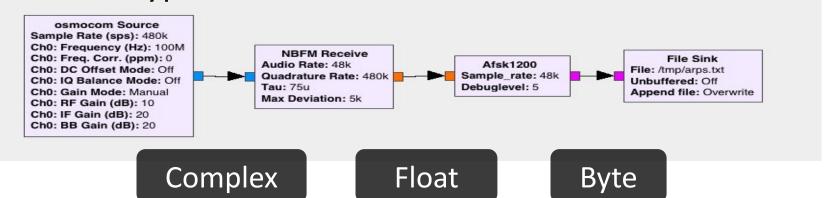


Data Streams

Samples are buffered

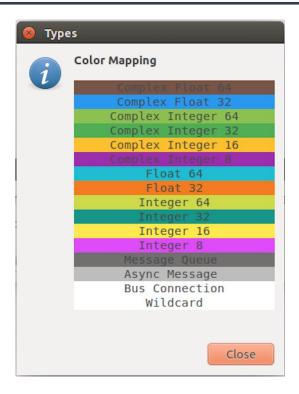


Data types are color-coded

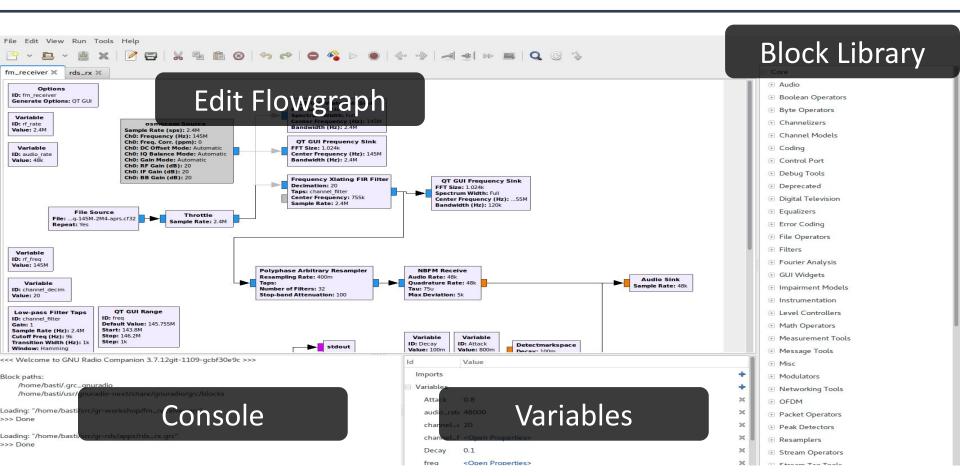


Color Types

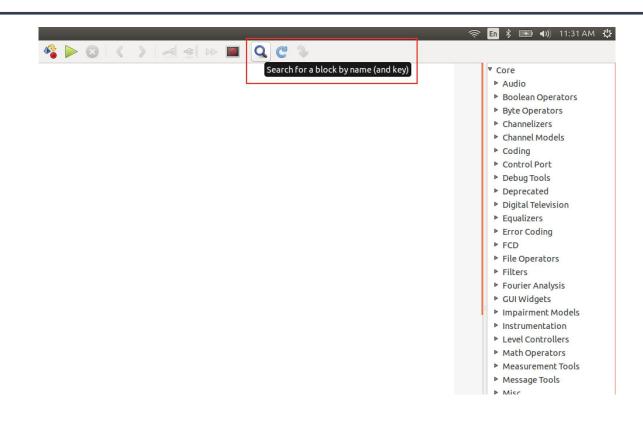
Click on menu item Help->Types



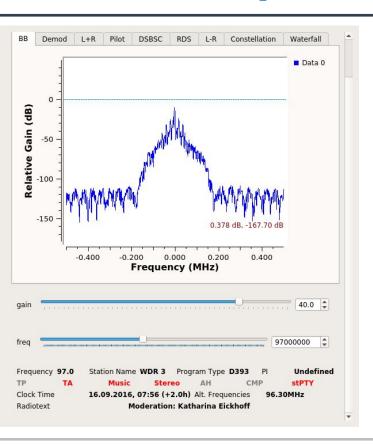
GNU Radio Companion

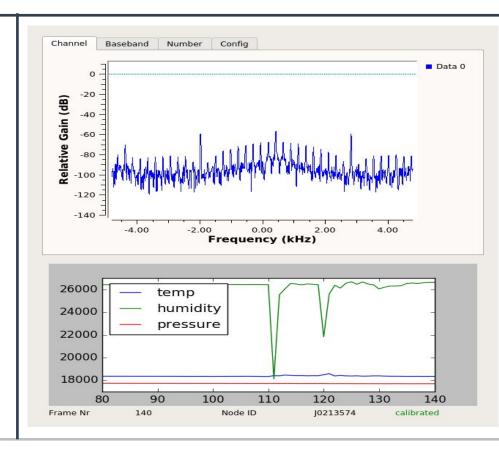


Search Blocks

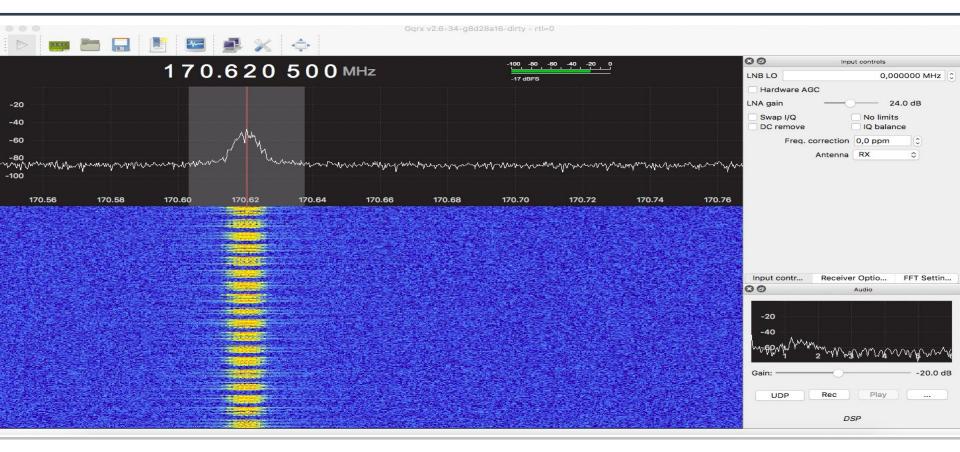


GUI Output and Instrumentation





GQRX - a **GNU** Radio Application

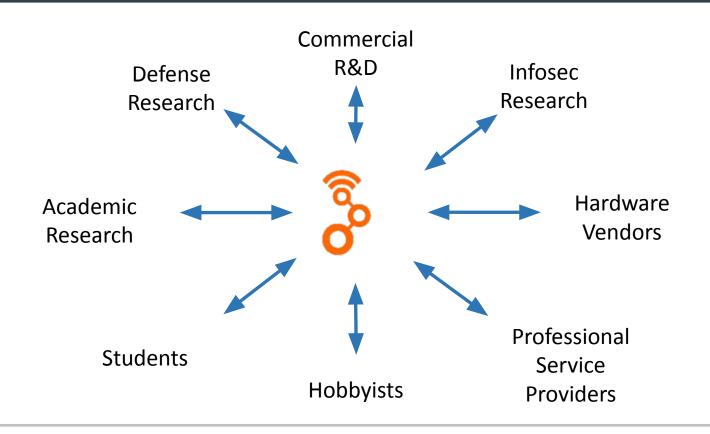


Out Of Tree Modules

- GNU Radio can be extended with OOTs
- OOTs cover more specific functionality
- There is a large number available
- CGRAN is our central database



GNU Radio is used by



GNU Radio is an Ecosystem

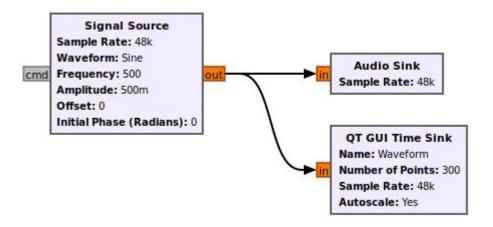
- Active Open Source community since 2001
- PyBombs, OOTs
- GRCon since 2011
- GNU Radio Foundation
- FOSDEM SDR DevRoom
- GSoC, SoCIS, R&S Competition, SDR Academy
- GNU Radio Europe



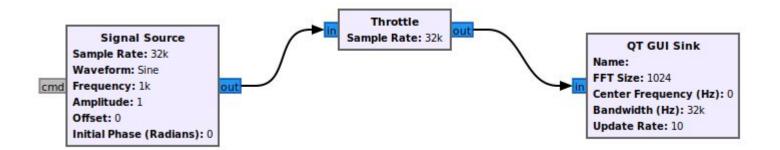
Learn // Discuss // Connect

- Website: www.gnuradio.org
- Development: github.com/gnuradio
- Mailing List: discuss-gnuradio@gnu.org
- Wiki: wiki.gnuradio.org
- Slack: slack.gnuradio.org
- Facebook: gnuradioproject
- Twitter: @gnuradio

Signals in Time Domain



Exploration of Signals in Frequency Domain

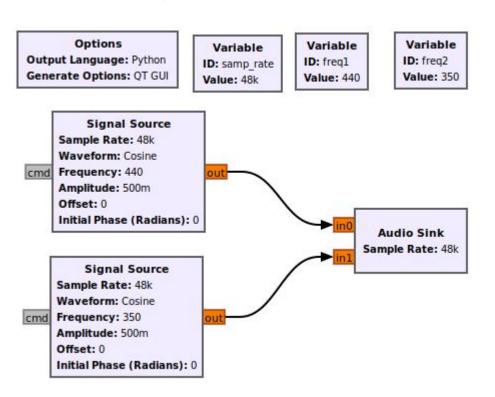


Producing Stereo Sound

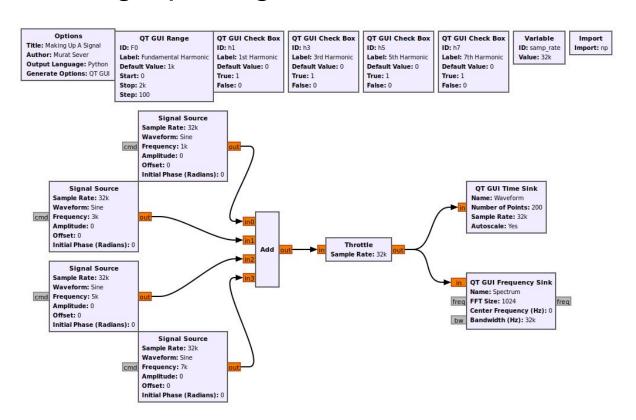
- GNU Radio provides access to sound card via "audio source" and "audio sink" blocks.
- Create the following flowgraph to produce a stereo sound
- Then modify it to produce # dial tone (DTMF tone)

Hint: Search for frequencies to make up # dial tone!

Producing Stereo Sound



Making Up a Signal



Using GNU Radio from Python

- Generate Python from GRC Flow graph
- Invoke directly from the Linux command line:
 - \$ python3 makingupasignal.py

Q&A

- What does throttle block do?
- 2. Can I add my own functionality to GNU Radio?

Answers

- 1. A Throttle Block will simply apply host-based timing (against the 'wall clock') to control the rate of the samples it produces (i.e. samples that it makes available on its outputs to downstream blocks)
- 2. Yes, you can write an "out of tree" module. It won't live inside the GNU Radio source code