



# Timing Analysis of LimeSDR

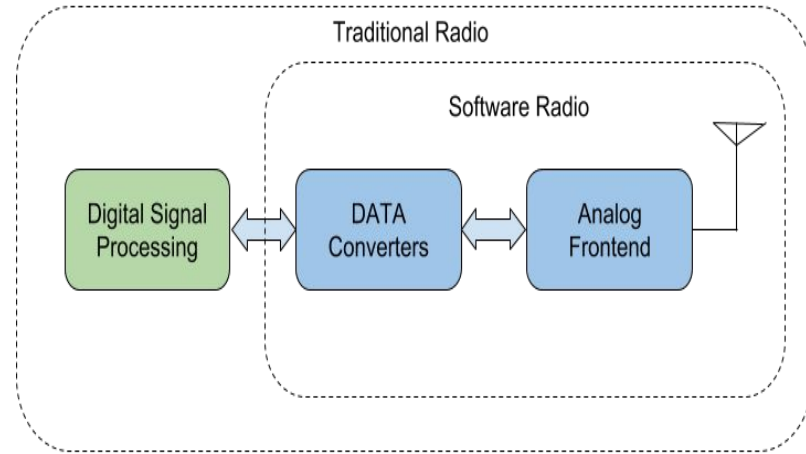
Saptarshi Hazra

# Software Defined Radio

- Flexible Radio Communication System.
- Flexibility provided by implementing signal processing tasks on General Purpose Hardware.

## Advantages:

- Possibility of future proof systems.
- Rapid evolvement of communication standards.



# Motivation

- Possibility of technology agnostic radio-head.
- Design of Cognitive Radios.

# Problem Area:

## **Challenges:**

- Need for computational horsepower.
- Introduction of additional communication delays.
- Non-deterministic behaviour.

## **Impact:**

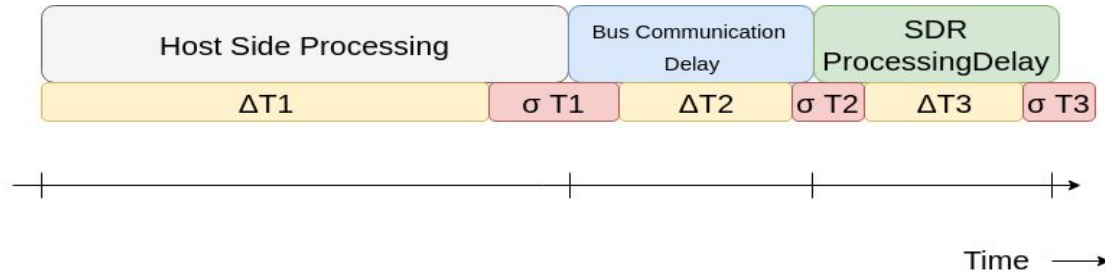
- Unable to implement time-sensitive operations of modern MAC.
- TDMA MAC protocols difficult to implement.

# Research Question:

**Q:** Feasibility study of TDMA protocols on LimeSDR.

**Q.1:** What are the communication bottlenecks in LimeSDR implementation?

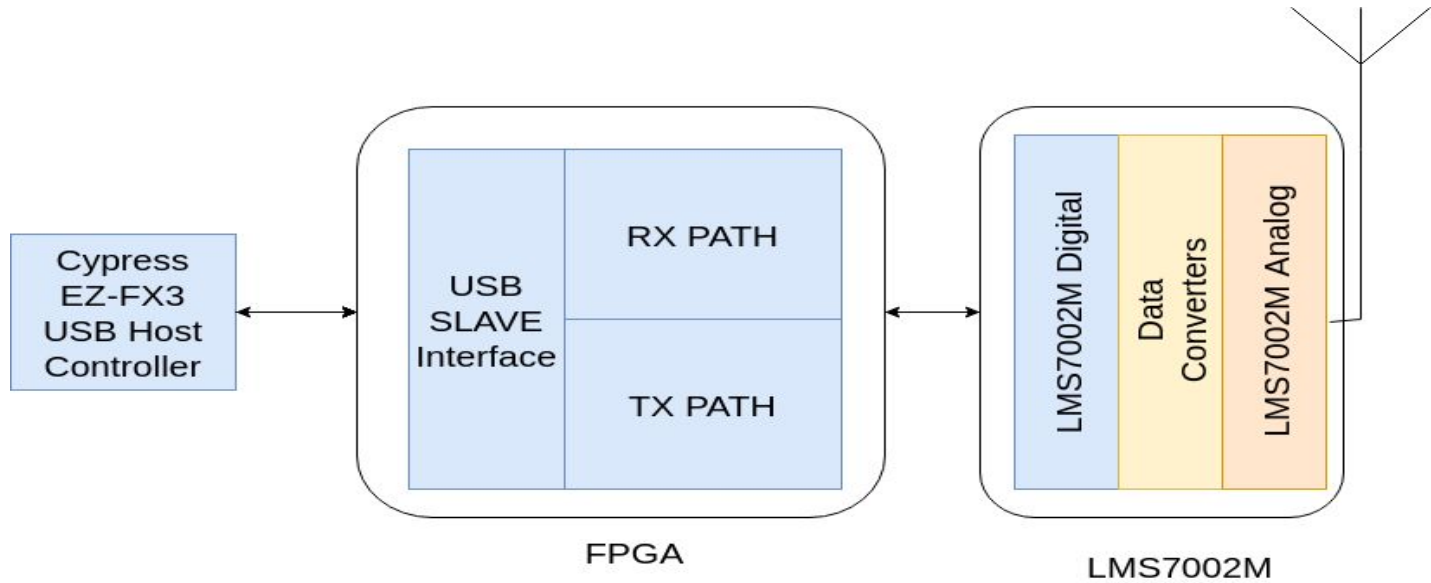
- **Primary Measurement Metric:** Jitter.
- **Secondary Measurement Metric:** Latency.



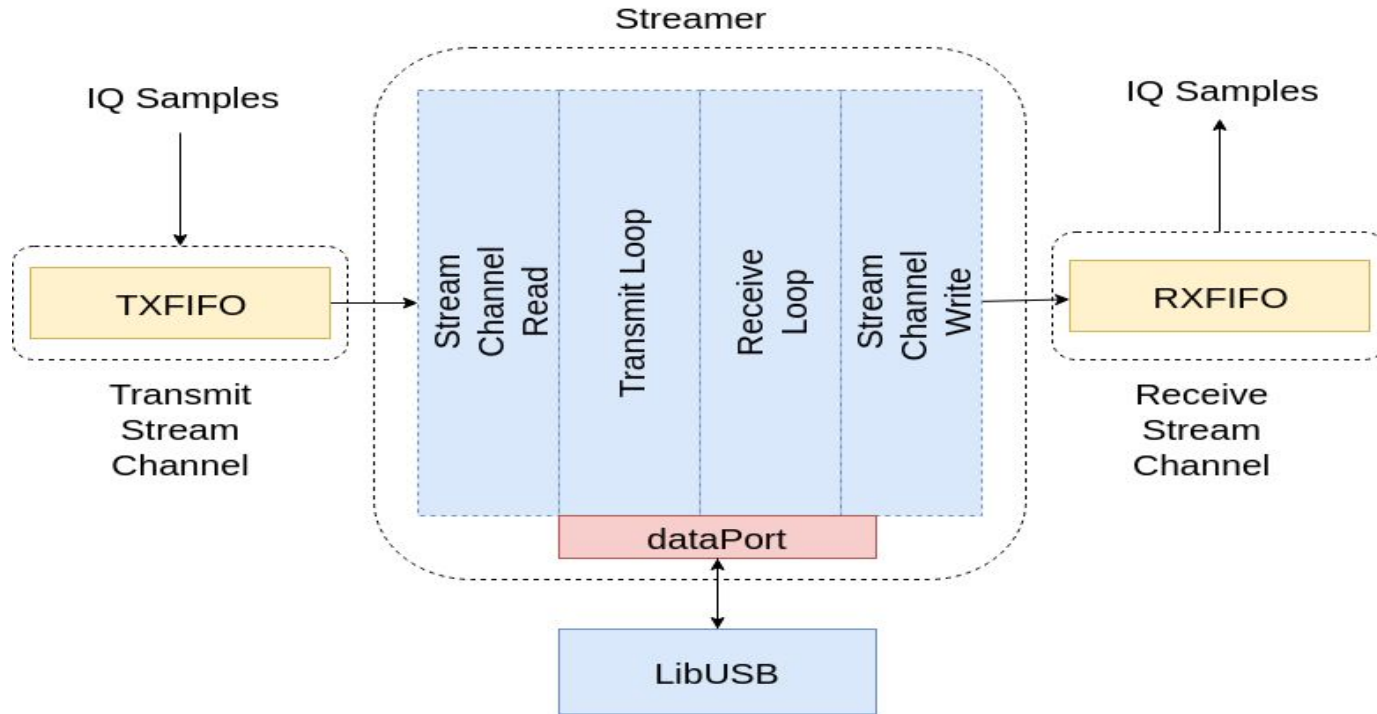
# Overview of the Presentation.

- ❖ Introduction to LimeSDR.
- ❖ Brief Introduction to GNURadio.
- ❖ Method Explanation.
- ❖ Results.
- ❖ Analysis.

# LimeSDR Hardware Architecture:

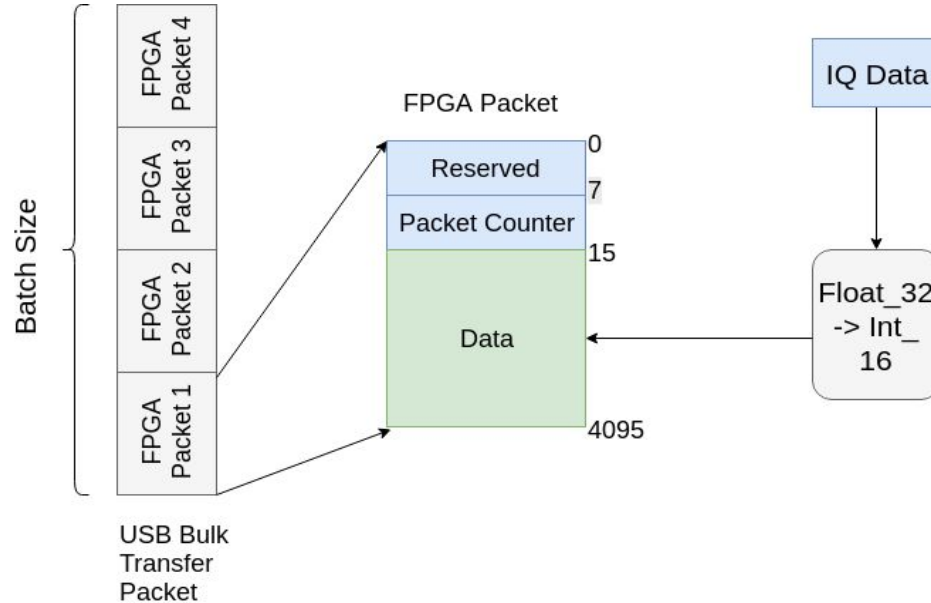


# LimeSDR Software Architecture:

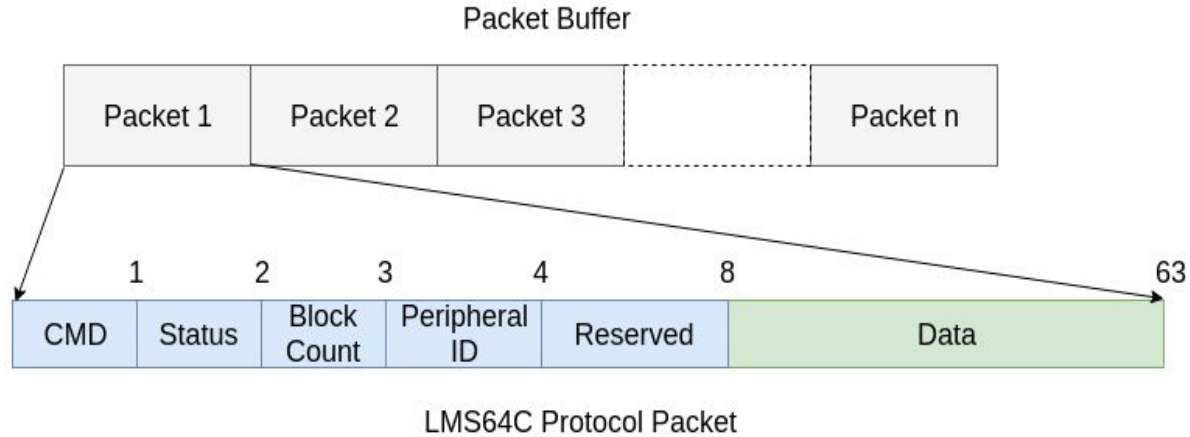




# LimeSDR- Transmit Loop (Data Packets)

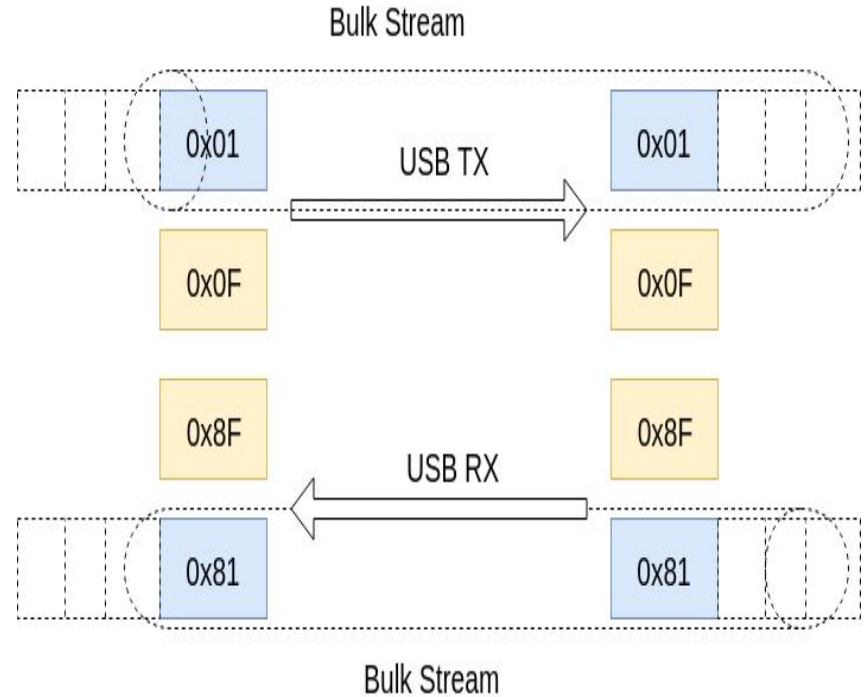


# LimeSDR- Control Packets



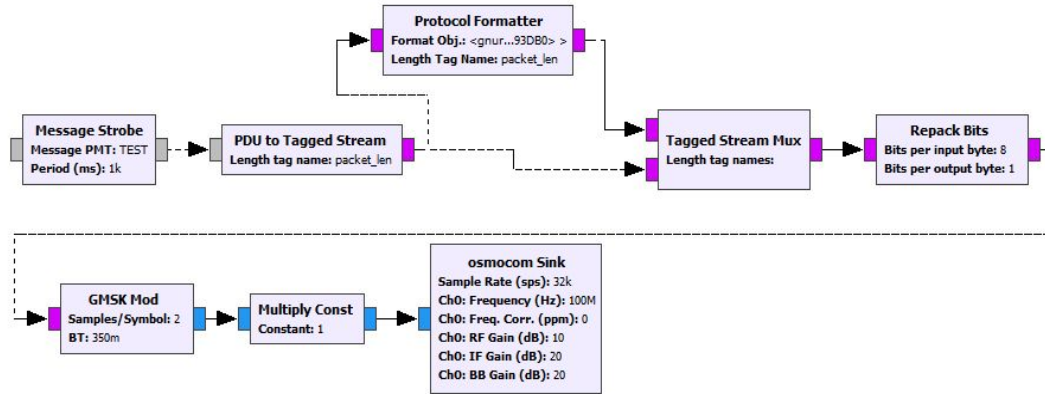
# LimeSDR-USB Configuration:

EndPoint	Function
0x01	Stream Data Out
0x81	Stream Data In
0x0F	Control data Output
0x8F	Control Data Input



# GNURadio

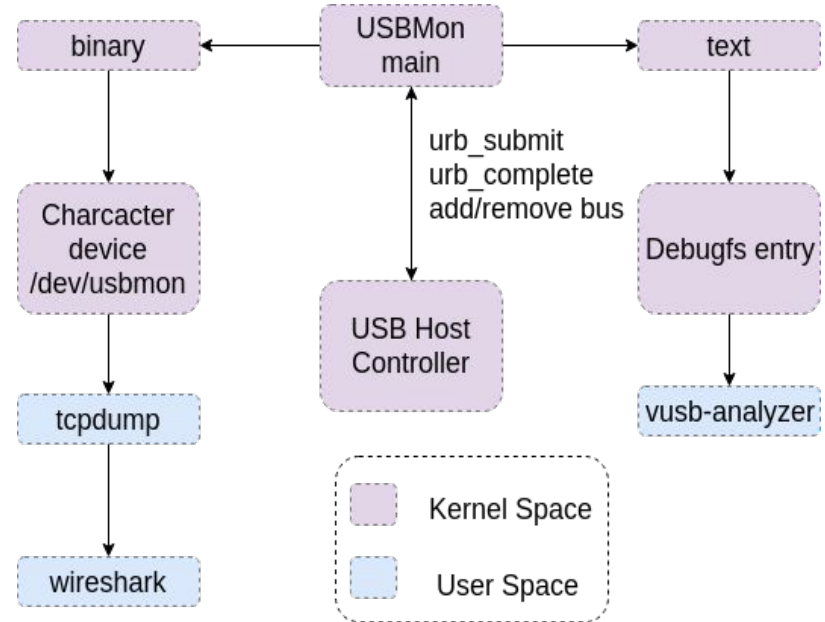
- Software development toolkit used to design processing blocks for Software Defined Radio.
- These blocks can then be combined together in the form of flowgraphs.



# Method: Quantitative Analysis

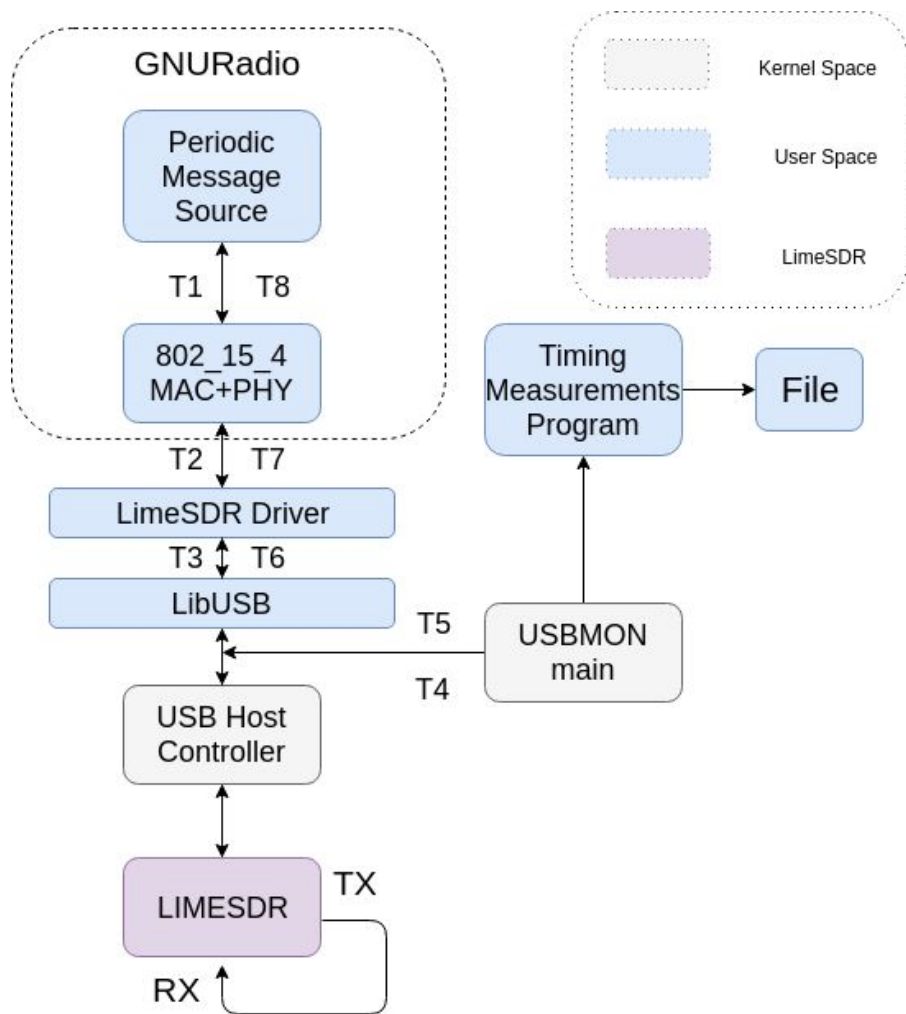
## USBMon:

- Kernel utility to collect I/O traces on the USB Bus.
- Reports the requests made to and by the USB Host Controller.

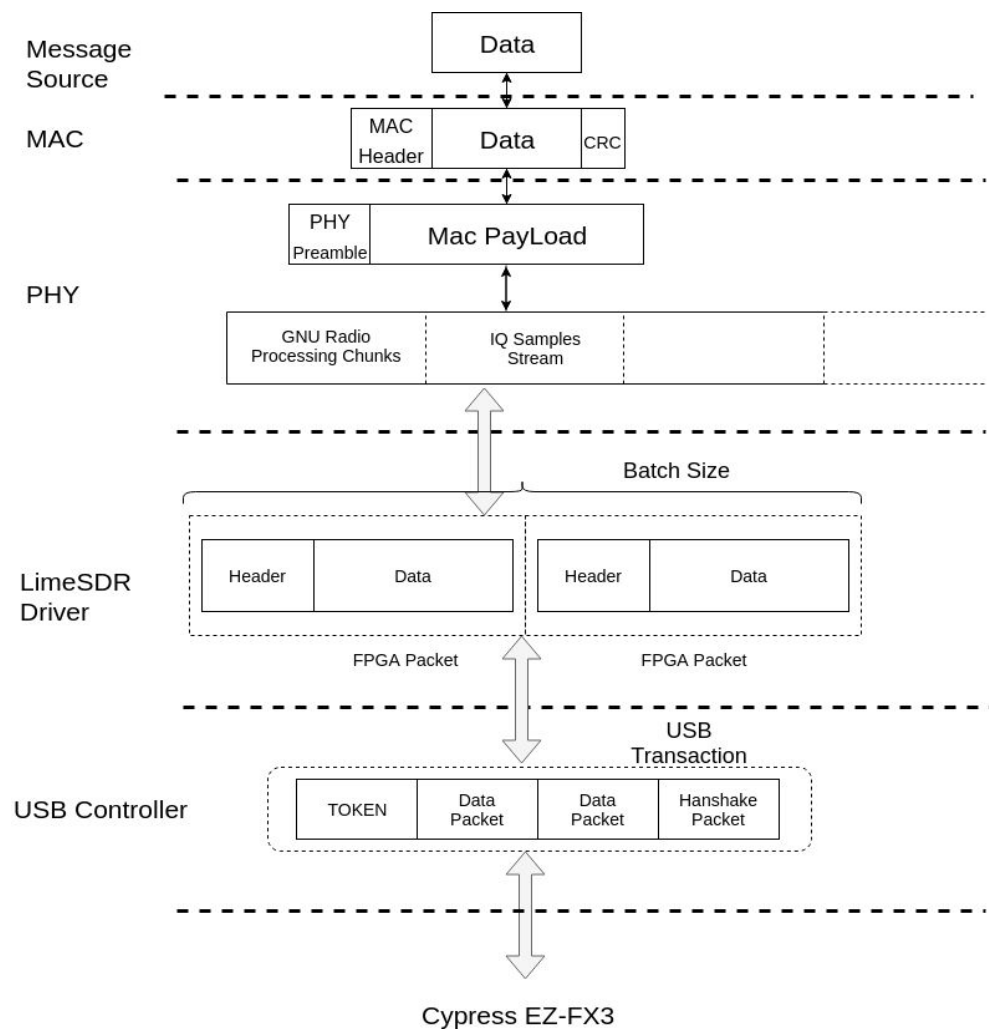


USBMon Architecture

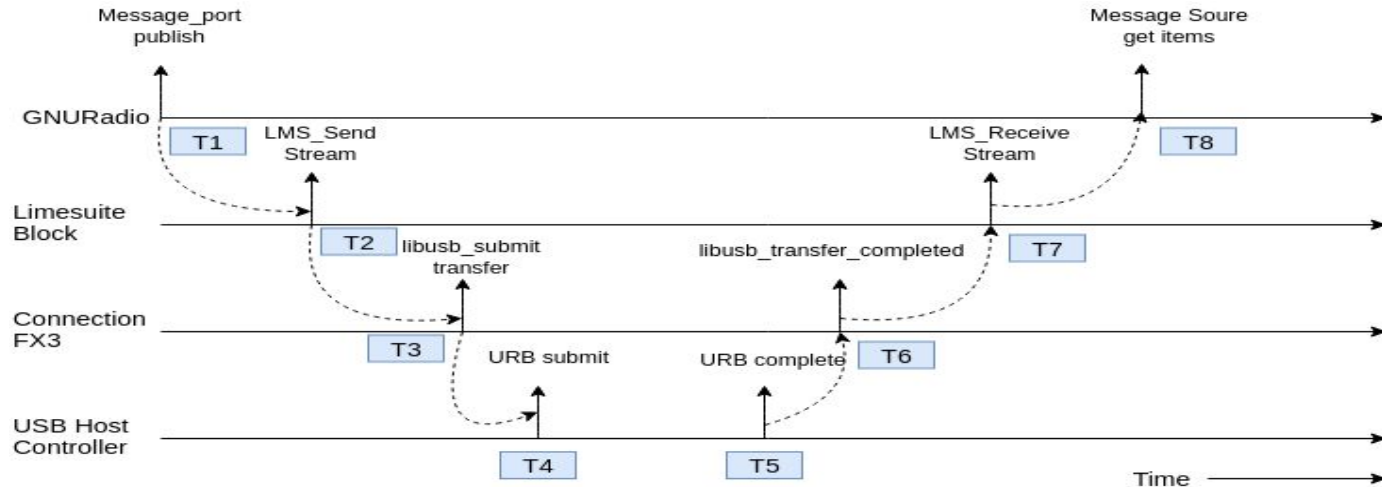
# Measurement Setup



# Dataflow

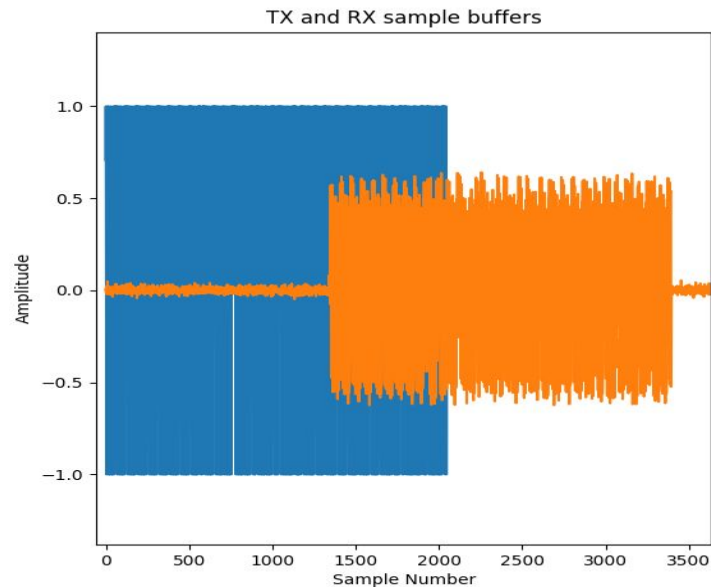
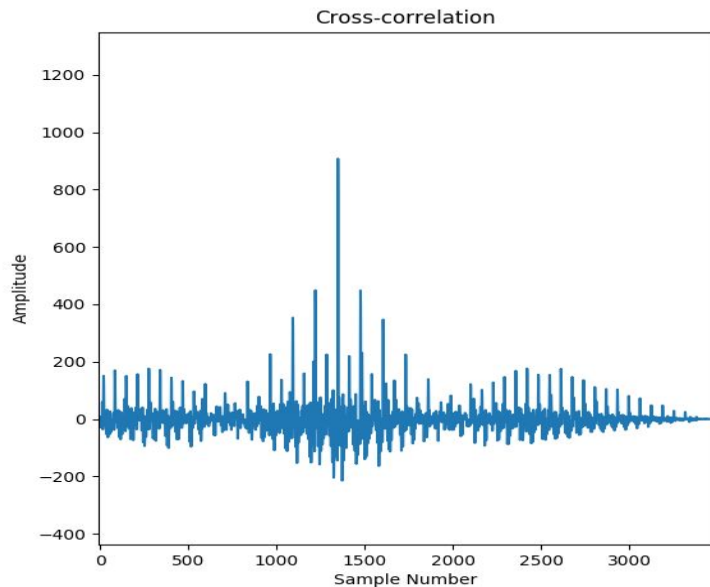


# Timing Measurements Data Points:

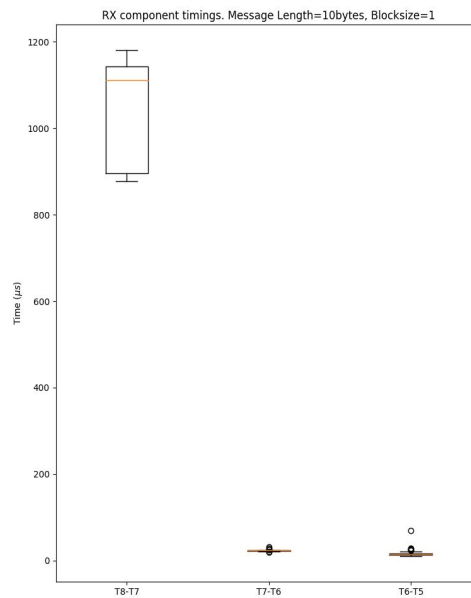
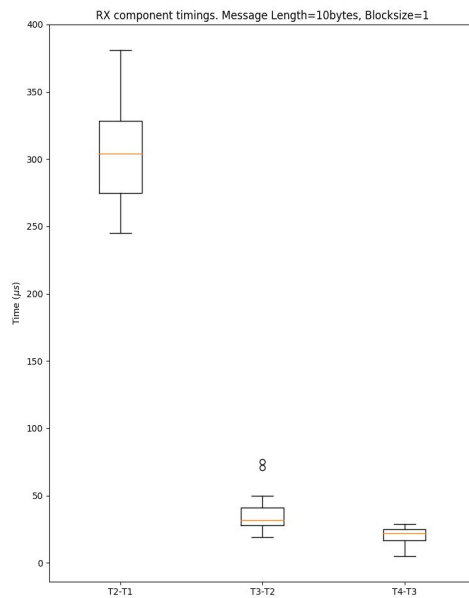




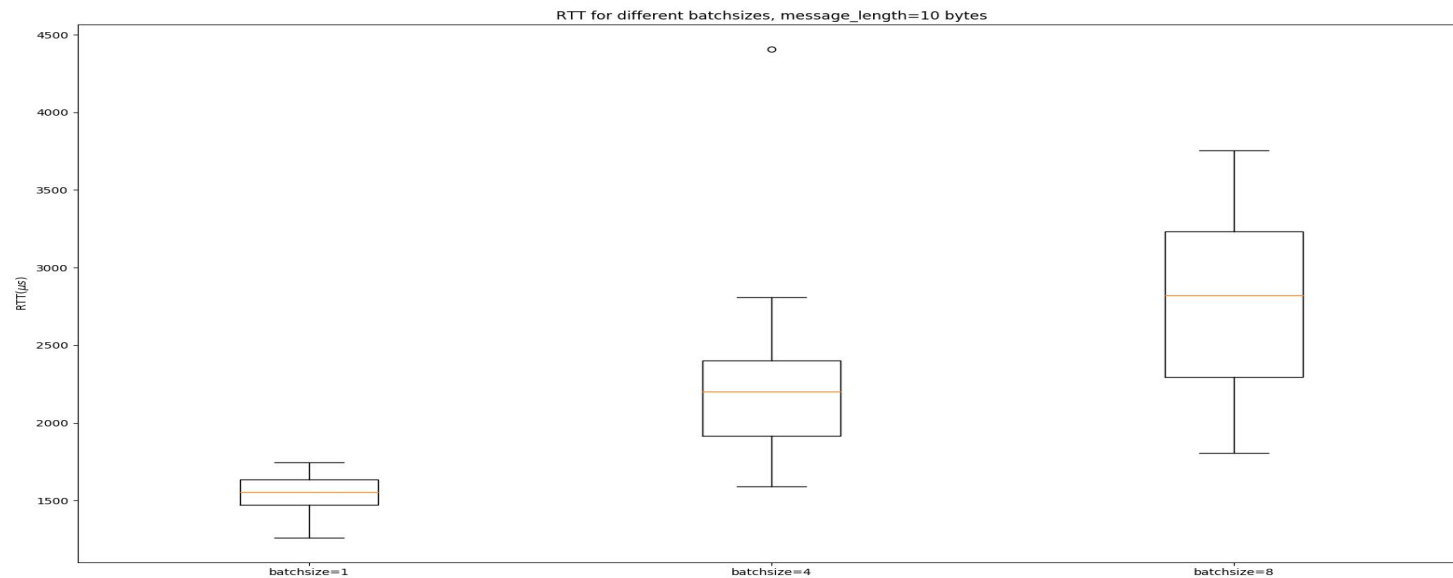
# USB Host Controller Data points:



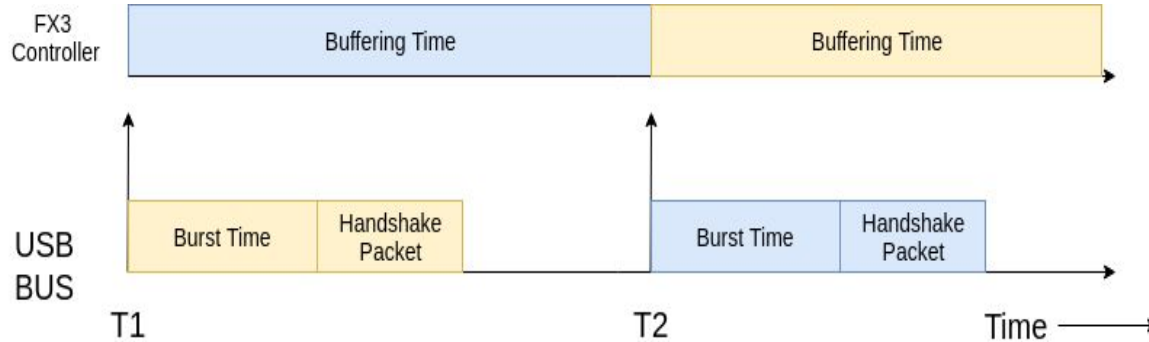
# Component Timing results:



# RTT vs Batchesizes:



# Closer look at buffering at the USB transaction:



**Buffering Time** =  $\text{Buffer\_Length} / \text{Sampling Rate} * 2 * \text{Bytes per sample}$   
 $\text{Buffer\_Length} = \text{Batchsize} * \text{FPGA\_Packet\_Length}$

**Burst Time** =  $\text{Buffer\_Length} / \text{Available Bandwidth}$  (Max: 4Gbits/sec)

# Timings, batchsize=1, samp\_rate= 4MSPS

$$\begin{aligned}\text{Buffering time(worst case)} &= 4096/4 * 10^6 * 2 * 2 \text{ [1 sample=2 Bytes]} \\ &= 256 \mu\text{s}\end{aligned}$$

$$\text{Burst Time(Best case)} = 4096/4 \text{ Gbits} \approx 8.192 \mu\text{s}$$

# Timed Transmission

- Start transmission at particular time instant of SDR time.
- Challenge:

SDR time  $\square$  System Time.

