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Publication Date

2006

SDRCADE

SOFTWARE DEFINED RADIO FOR EFFICIENT CHANNEL ACCESS, FLEXIBLE SENSOR NETWORK GATEWAYS, AND A RAPID DEVELOPMENT ENVIRONMENT

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Introduction: Software Defined Radios

Software Defined Radios

- Software defined radios (SDRs) present an opportunity for unprecedented flexibility and adaptability
- Trade performance of hardware for flexibility of software
By performing communication processing in software applications, we can quickly *design* systems, easily *modify* them, and support a vast range of *communication modes* with a single device.

Cognitive Radios

- Bringing intelligence down to the physical layer
 - Physical layer *learns* from and *adapts* to its current environment to optimize performance
 - Software radio makes the high degree of complexity manageable
 - Nodes can opportunistically share spectrum with licensed users, while avoiding harmful interference

Efficient Channel Access: Exploiting physical layer information to increase efficiency

- Spatiotemporal channel information map
- Initial and ideal idea is *creating a Database* of $\langle \text{src_id, dst_id, src_xyz, dst_xyz, channel_information} \rangle$ pairs and make this centralized *global map* available to all nodes at zero cost. A more practical approach is keeping a local imperfect copy of the map at the nodes.
- Best candidates for Link layer knobs
 - *Antenna direction*
 - *Frequency band* selection
 - Channel equalizer coefficients
 - Transmit power
 Optimal choices are a function of obstacles, primary users, co-channel interferers, location, frequency, and antenna orientation of the peer node.

Sensor Network Gateways: Flexible, multi-mode, multi-channel gateways

- Decode multiple channels at once
The wideband nature of the USRP makes it feasible for a single SDR base station to simultaneously communicate on *multiple independent channels*, and provide network bridging across incompatible radio standards
- Possibilities for GNU Radio as a gateway:
 - Multiplex between incompatible radio standards (FSK → QPSK)
 - *Radio channel debugger* which allows inspection of the radio channel in a sensor network

Rapid Development Environment: Graphical system design and simulation

- Hierarchical graphical modeling in Ptolemy
Allow systems engineer to design configurable block diagrams, with efficient target system *synthesis*, which hides low-level implementation details and accelerates design time.
- Rapid design flow
 - Construct systems from a *rich library* of processing blocks
 - Simulate with Ptolemy and automatically generate efficient *target implementations* using GNU Radio and the Click modular router

Proposed Solution: Implementations for channel access, gateways, and design environment

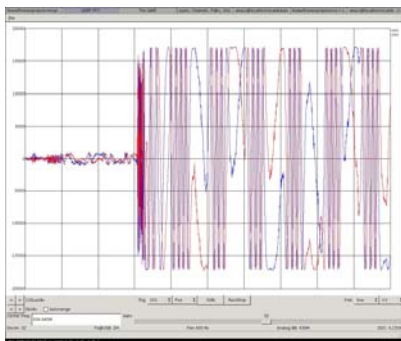


Figure 1: Mica2 FSK signal as seen from the GNU Radio Oscilloscope

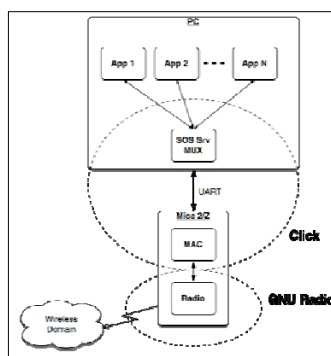


Figure 2: Click and GNU Radio emulate Mica2/Z base-stations

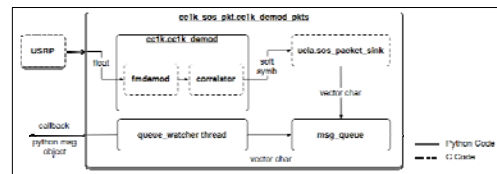


Figure 3: Mica2 FSK decoding block.

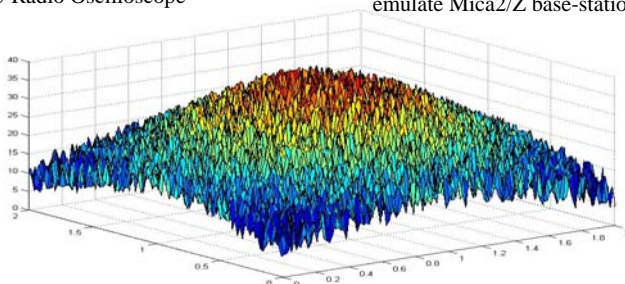


Figure 4: SNR map when omni-directional antenna is placed in the center an SNR ranging from 0 to 30 db

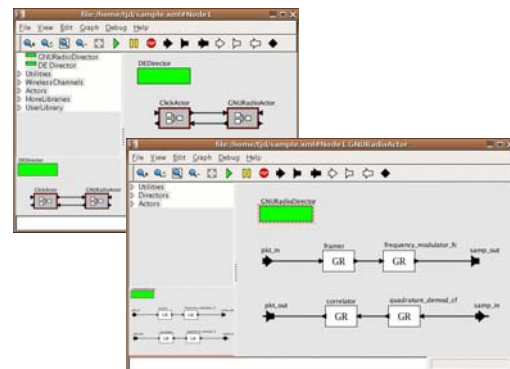


Figure 5: Hierarchical SDR model in Ptolemy-based design environment