



AMATEUR EXTRA



Extra License Course

Session 6 – Chapter 6 Radio Circuits & Systems

6.3 Digital Signal Processing (DSP) & Software Defined Radio (SDR)

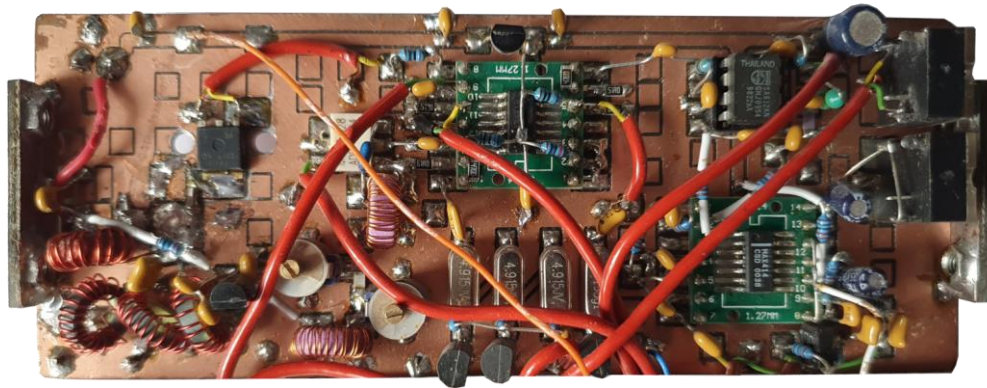


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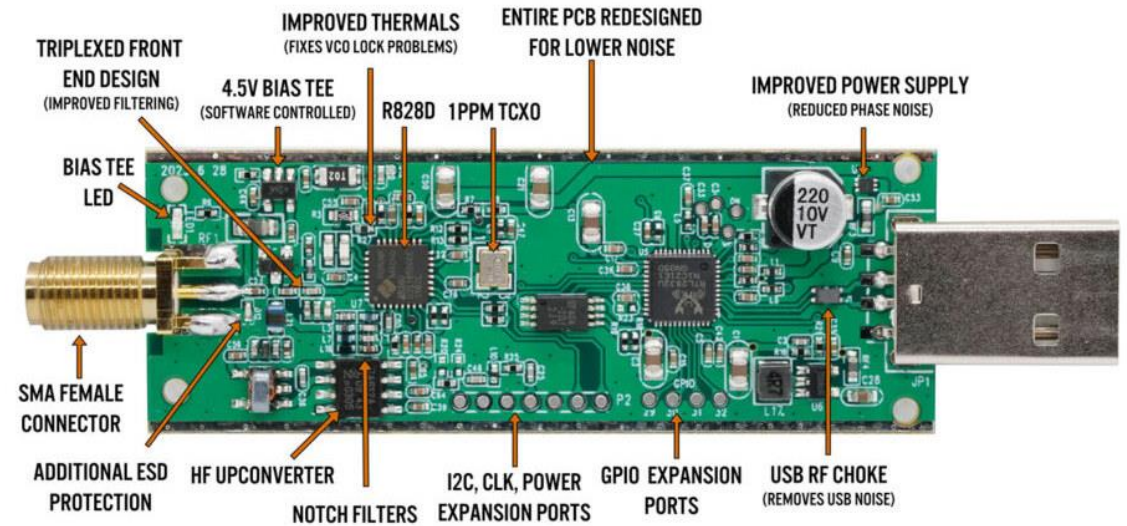


6.3 DSP & SDR

• WHY?

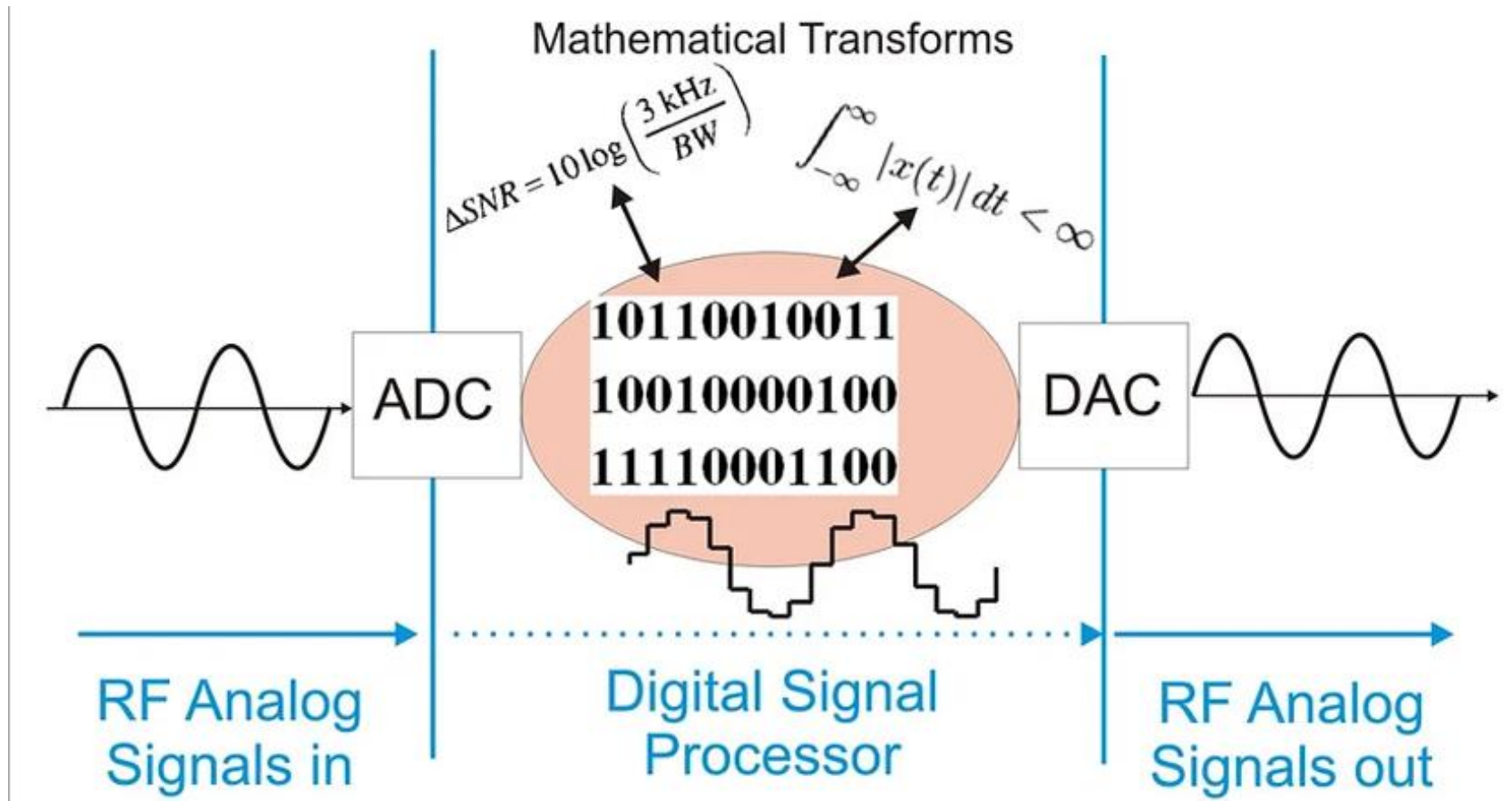


VS.





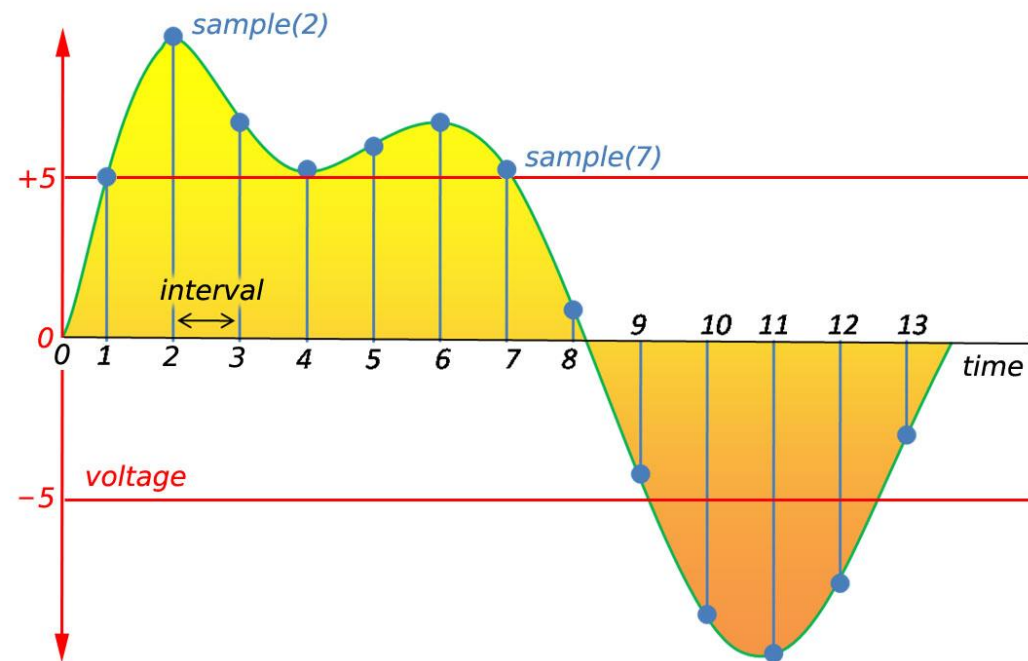
6.3 DSP & SDR





6.3 DSP & SDR

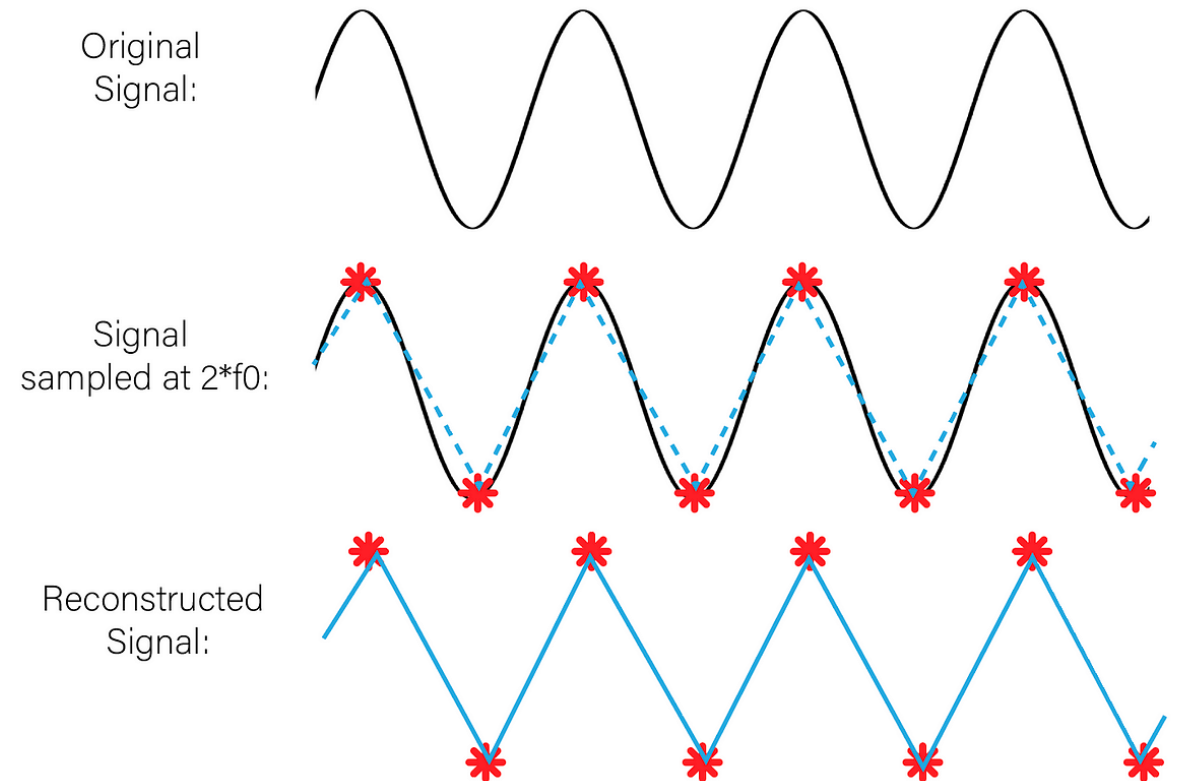
- DIGITAL SIGNAL PROCESSING (DSP)
 - Sequential Sampling
 - Signal sampled at regular intervals
 - The measured amplitude is converted to a digital number





6.3 DSP & SDR

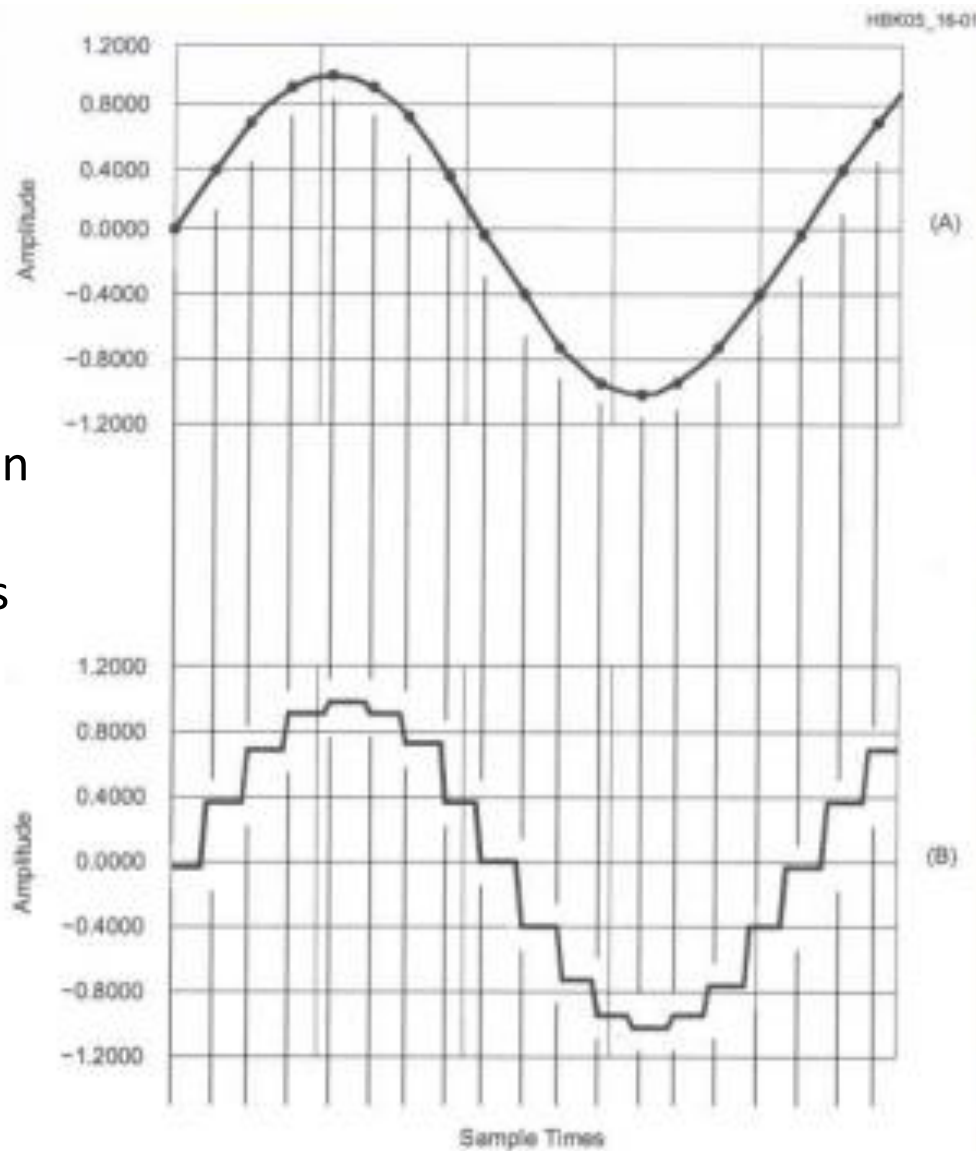
- DIGITAL SIGNAL PROCESSING (DSP)
 - Sequential Sampling
 - Sampling rate must be greater than the frequency being sampled
 - At least twice as many
 - Nyquist Sampling Theorem
 - Sampling Rate determines the TX and RX Bandwidth





6.3 DSP & SDR

- DIGITAL SIGNAL PROCESSING (DSP)
 - Sequential Sampling
 - The more samples, the better reproduction of the original wave.
 - Sampled sine wave is represented as steps
 - Each step adds harmonics





6.3 DSP & SDR

- DATA CONVERTERS

- Definitions

- Analog-to-Digital Converter (ADC)
 - Digital-to-Analog Converter (DAC)

- Samples are measured and the data is converted to a binary number
 - ADC/DAC have limited steps
 - The resolution of the measurement depends on the number of bits
 - 8-bit ADC can record 2^8 values or 256 values
 - Closest value is chosen
 - The more bits, the better the resolution



6.3 DSP & SDR

- DATA CONVERTERS

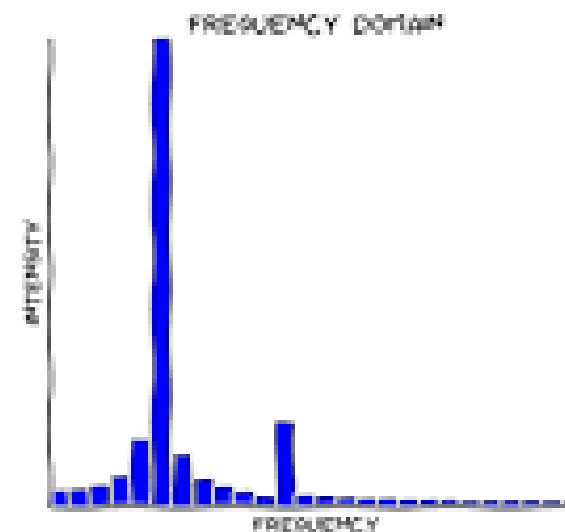
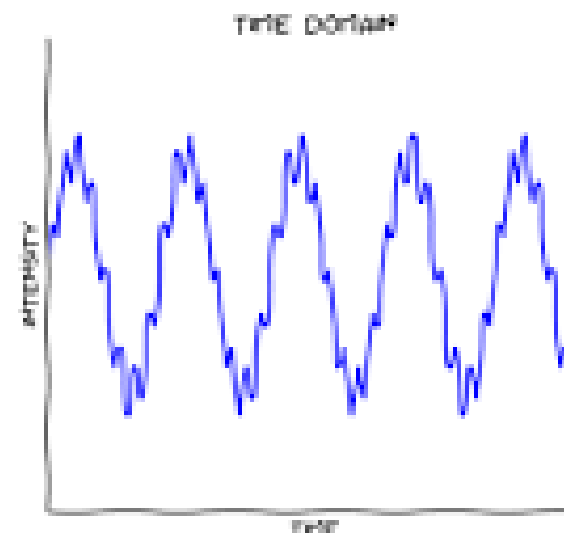
- “Dither” – Small amounts of added noise that causes the ADC average values to become more precise over time.
- ADC resolution determines minimum detectable SDR signal level
- Converting analog to digital is not exact
- Total Harmonic Distortion (THD) measures the quality of the conversion



6.3 DSP & SDR

• FOURIER TRANSFORMS

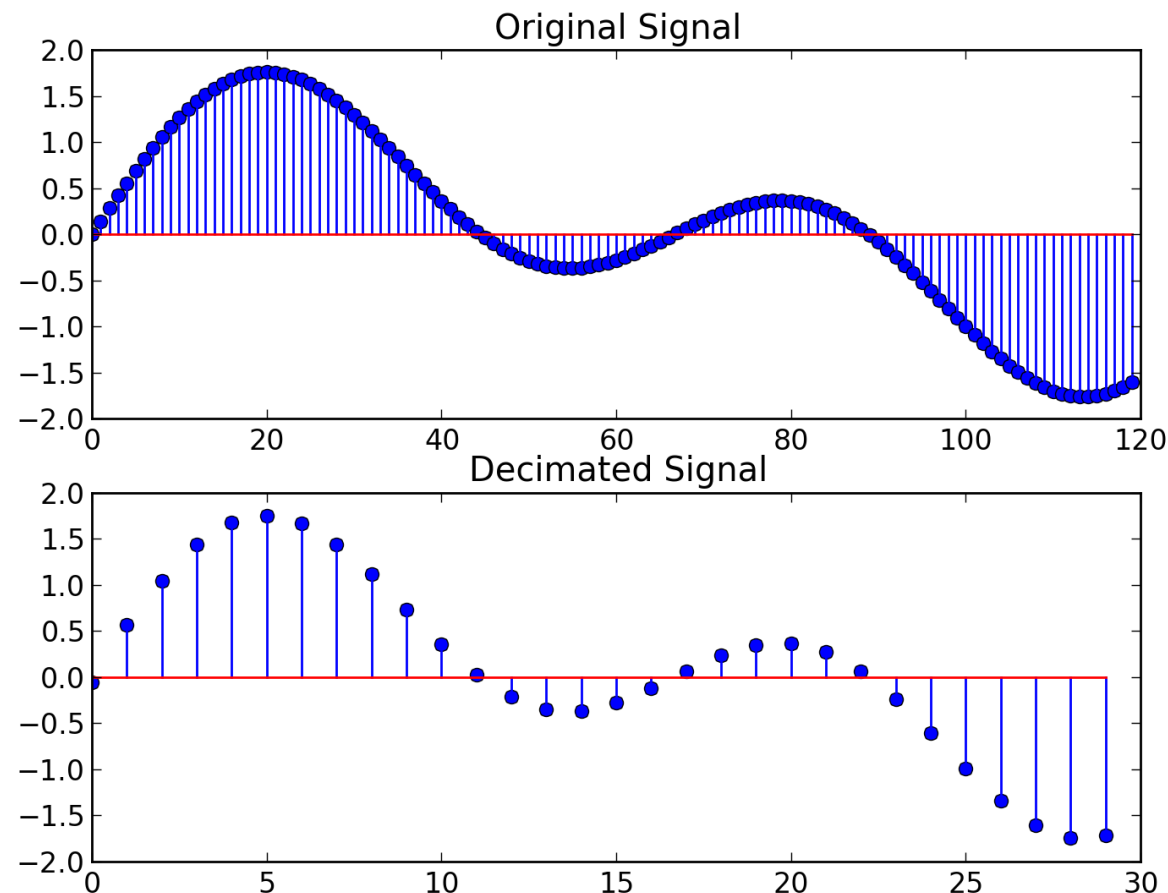
- Converts signals in the time domain to the frequency domain
- A signal is comprised of many sine waves combined together.
- Each frequency comprising the resultant signal gets a bar showing its amplitude
- Fast Fourier Transform (FFT) is a special algorithm that reduces the number of calculations by a factor of at least 100





6.3 DSP & SDR

- DECIMATION AND INTERPOLATION
 - DSP can do things that can't be done in analog
 - Decimation – removes every n th sample thus reduces the effective sample rate
 - A digital low-pass filter is required to prevent aliasing
 - Interpolation – adds samples in between samples to increase effective sample rate





6.3 DSP & SDR

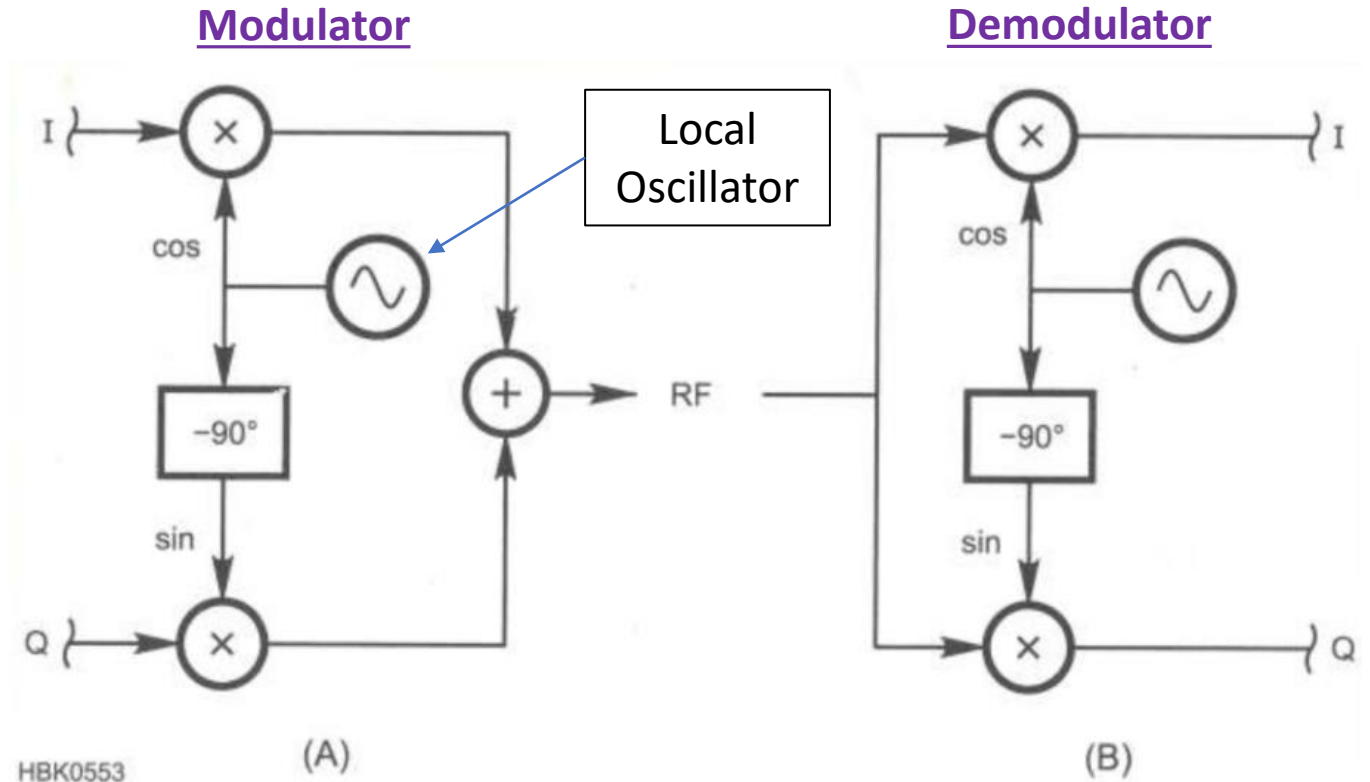
- SDR HARDWARE
 - The conversation from analog-to-digital and vice versa can occur at any point
 - Sound Card @ PC
 - IF stage of the transceiver
 - Direct Digital Conversion (DDC)
 - Very high sampling rates
 - Successive Approximation or Sigma-Delta ADC
 - Only limited by sample rate



6.3 DSP & SDR

• I/Q MODULATION AND DEMODULATION

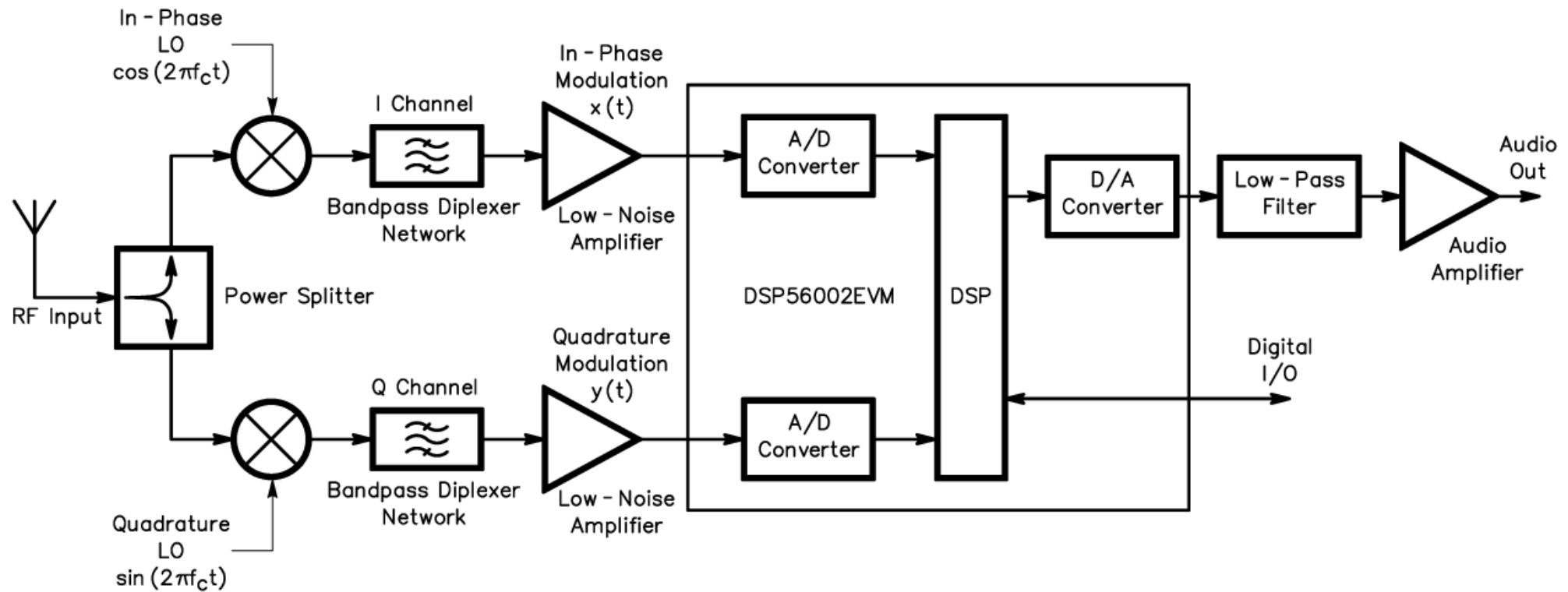
- I & Q define amplitude & phase
- $X = I + jQ$
- Local Oscillator (LO)
- 90 degrees out of phase
- Modulation & Demodulation are the same just in reverse





6.3 DSP & SDR

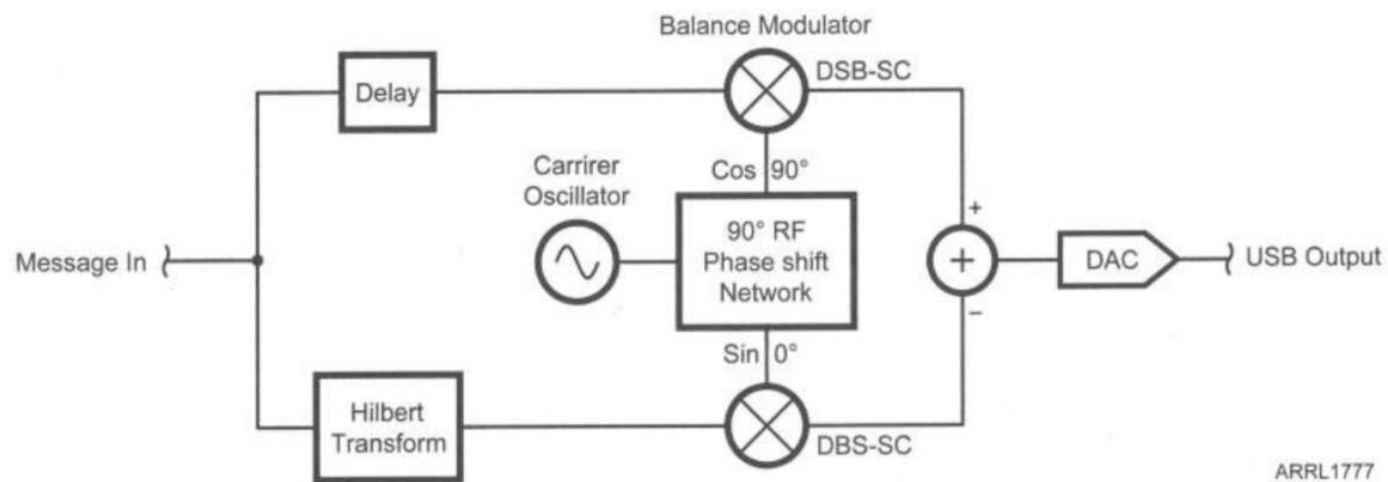
- Direct Digital Conversion





6.3 DSP & SDR

- I/Q MODULATION AND DEMODULATION
 - Common way to use SDR to generate SSB signals
 - Quadrature Phase relationship
 - Hilbert Transform filter
 - Needs corresponding delay





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6.3 DSP & SDR

- Any Questions?