

# Software Engineering Aspects of Software Radio

**Research Review on Network and Operations  
Management Technologies  
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# Outline

- Short Tutorial
  - What is Digital Signal Processing?
  - What is a Software Radio?
  - Software Radio Architecture
  - What is a Software Defined Radio?
  - Software Defined Radio Architecture
- UML-Based Modeling Process
  - Characteristics of the modeling process
  - Our objectives
  - What is UML?
  - From design to implementation
- Current Projects/Collaborations

# Highlights of the wireless history

R. A. Fessenden, 1900

Radio-Telephone



M. Barbeau, 1962

Sending morse code



J. Mitola III, 1991

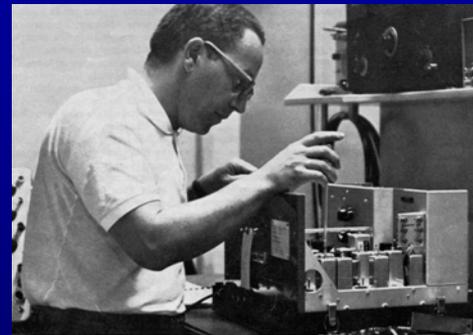
Software radio



G. Marconi, 1895  
wireless telegraphy



H. Lamarr and G. Antheil, 1942  
frequency-switching



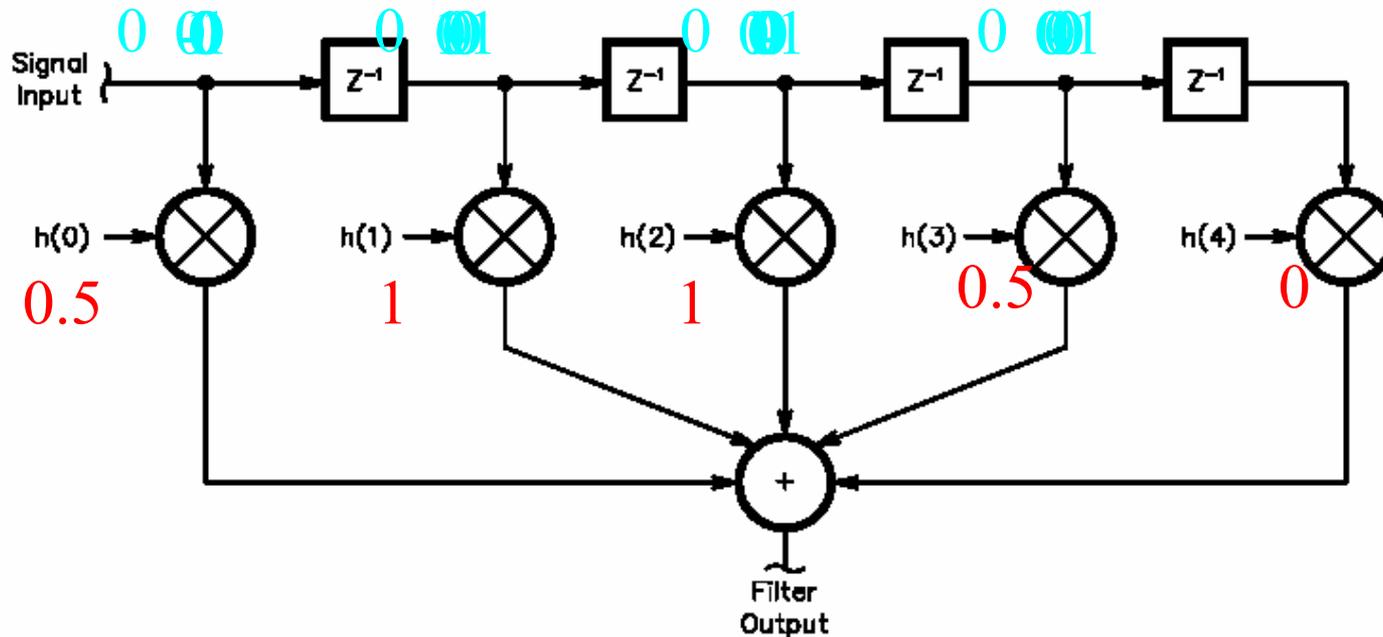
R. Barbeau, 1962  
Fixing a FM radio



# What is Digital Signal Processing?

- Measuring analog signals
- Recording measurements as series of numbers
- Processing the numbers
- Converting back to analog signals

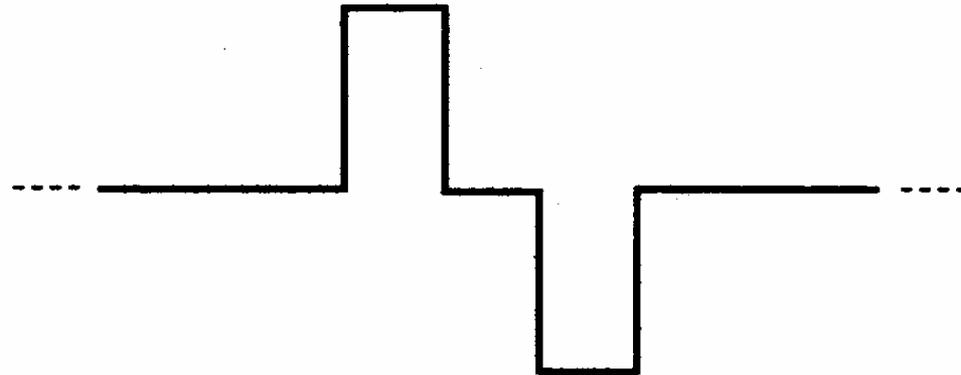
# Example: Low Pass Filter



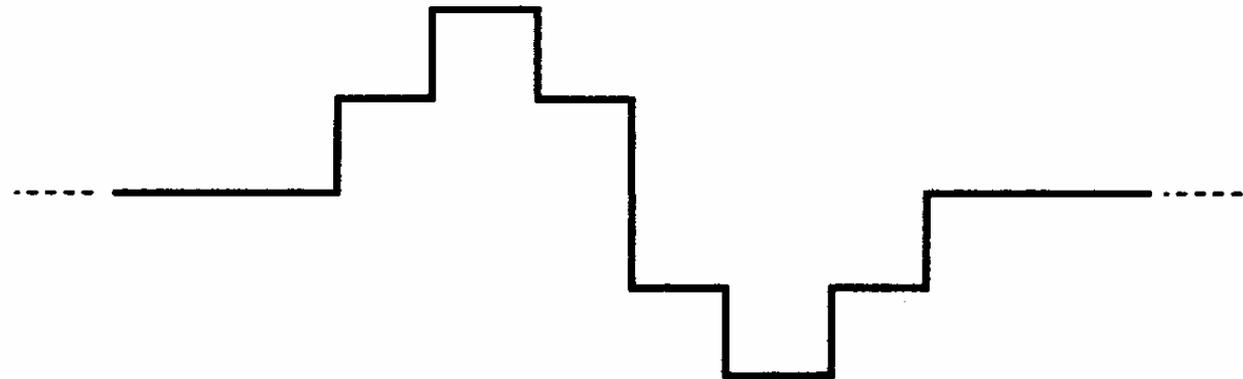
$0, 1, 1, 1, 1, 0$

$$y(k) = \sum_{n=0}^{L-1} h(n)x(k-n)$$

# Input-Output from the Filter



**Data Input to filter**



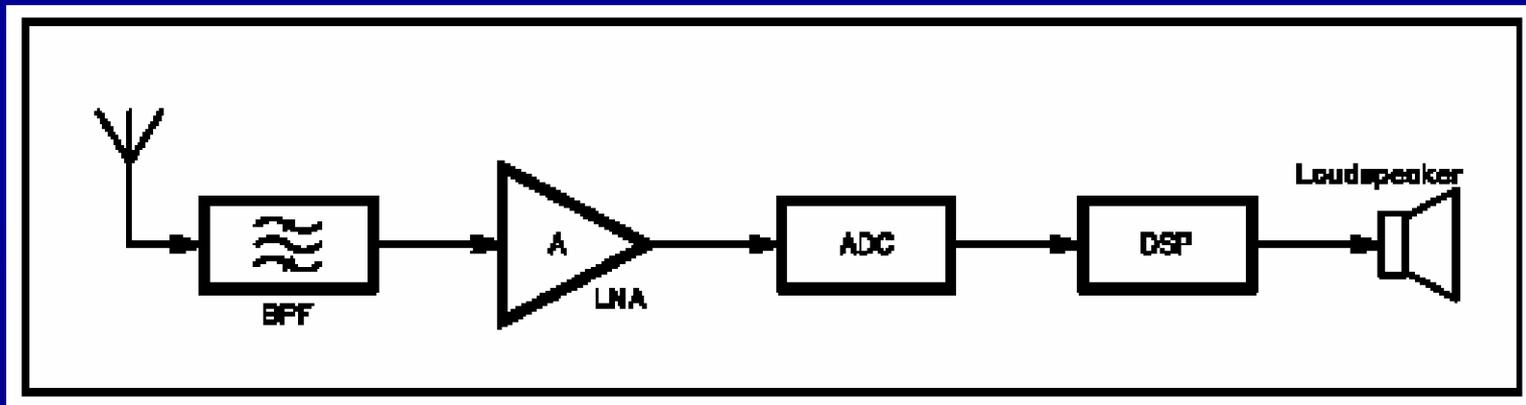
**Output from filter derived via convolution**

# What is a Software Radio?

- Radio with functions implemented in software
- Multi-band antennas
- Transmitter
  - conversion of digital to analog (DAC), possibly to an IF and then to RF
- Receiver
  - wideband analog to digital conversion (ADC), down conversion, demodulation
- Increasing flexibility via increased programmability
- Require a multi-disciplinary approach

# Software Radio Architecture

## Direct Digital Conversion



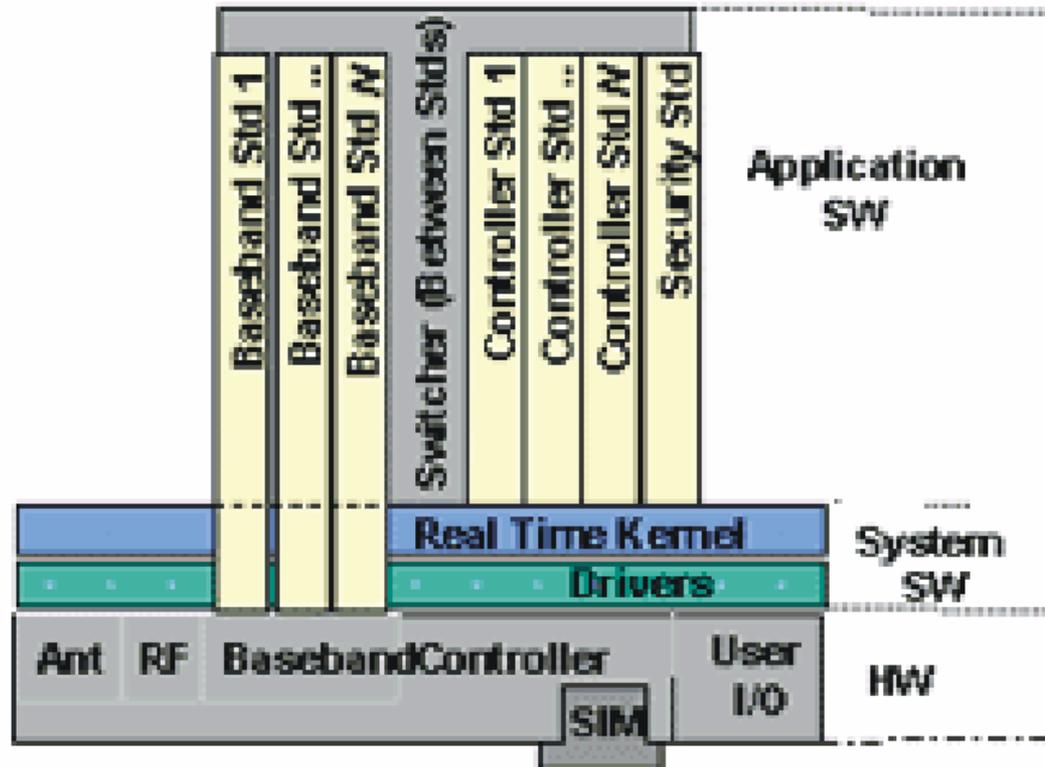
# What is a Software Defined Radios?

- Radios that provides software control
- User devices and network equipment can be dynamically programmed
- Functional blocks connected via open interface standards
- Standard architecture

# Application Domains

- Military and Commercial
  - Air traffic control
  - Cellular phone
  - Computer networks
  - Pervasive computing
  - Satellite telecommunications

# Software Defined Radio Architecture



Handheld Multiple Service Model Using SDR

# Current Standardization Efforts

- SDR Forum

More than 138 members including Boeing, CRC, France Telecom, Harris, Mercury Computer Systems, Motorola, Nortel Networks, Raytheon Systems, Spectrum, Thales, etc.

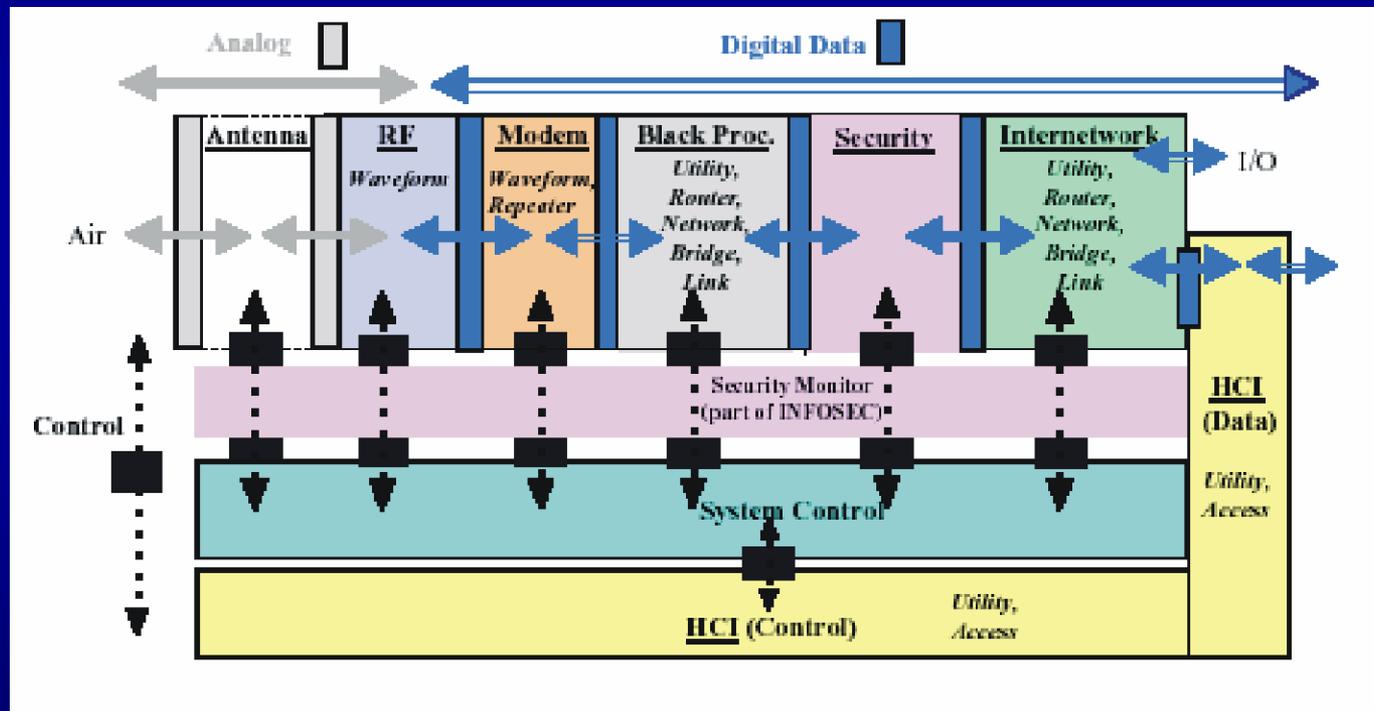
- Standard architecture (SCA)

Published by Joint Tactical Radio System (JTRS) Joint Program Office (JPO)

- OMG

- Metamodel
- PIM
- Platform Specific Implementations

# Software Reference Model (SCA)



# Proposed UML-RT Modeling Process

- Based on UML-RT
- Scenario driven
- Uses multiple views (diagrams)
- Strong requirements and inter-diagram traceability
- Automatic Code Generation from UML models

# Objectives

Improve the understandability of the Software Radio Architecture (SCA) by:

- Developing a UML reference model containing different views of the architecture
- Building a simulation (executable model) enabling the user to interact and run different scenarios of SCA
- Speed up the training of new users and incorporation of new companies to accelerate the Software Radio Standardization
- Speed up SDR product development

Founded by CITO

# Unified Modeling Language



• Graphical Language for { Visualizing  
Specifying  
Constructing  
Documenting } the artifacts of  
Software-based  
systems

- Standard for object oriented software modeling
- Allows modeling different aspects (different views)
- Allows modeling systems at different levels of abstraction
- Scenario driven process

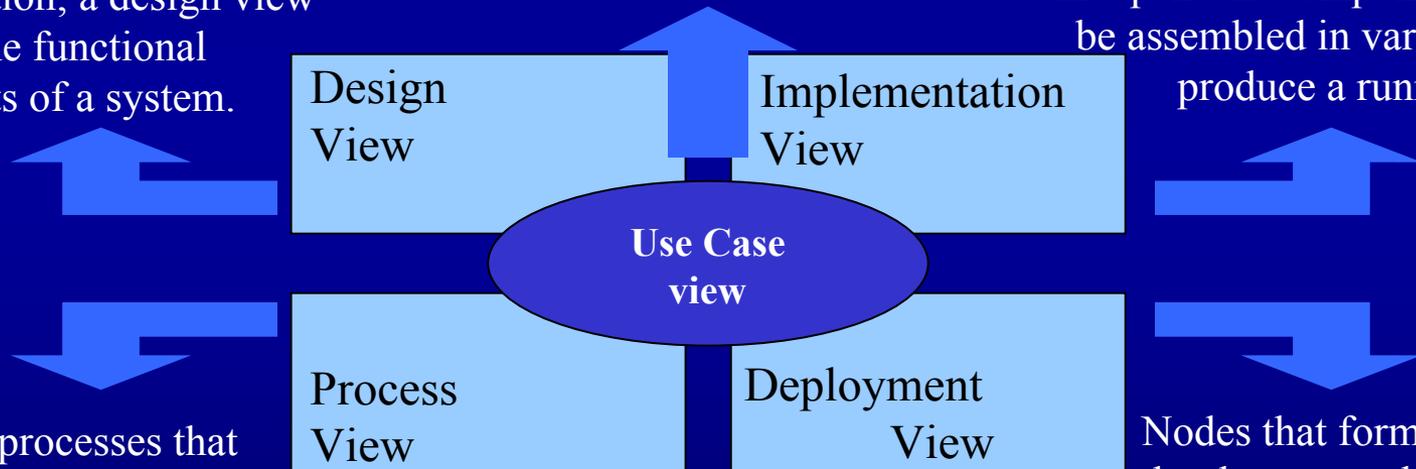
# Different Views



Classes, interfaces, and collaboration that form the vocabulary of the problem and its solution; a design view addresses the functional requirements of a system.

Uses cases that describe the behavior of the system as seen by its end users, analysts and testers.

Components used to assemble and release the physical system; an implementation view addresses the configuration management of the system's releases, made up of somewhat independent components that can be assembled in various ways to produce a running system.

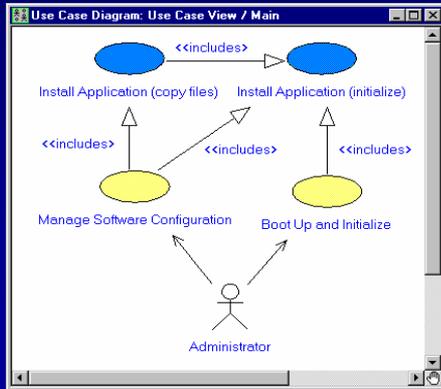
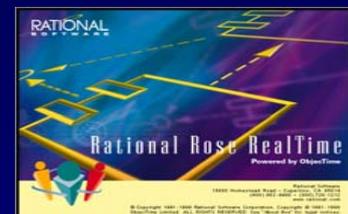


Threads and processes that form the system's concurrency and synchronization mechanisms; a process view addresses the performance, scalability, and throughput of the system.

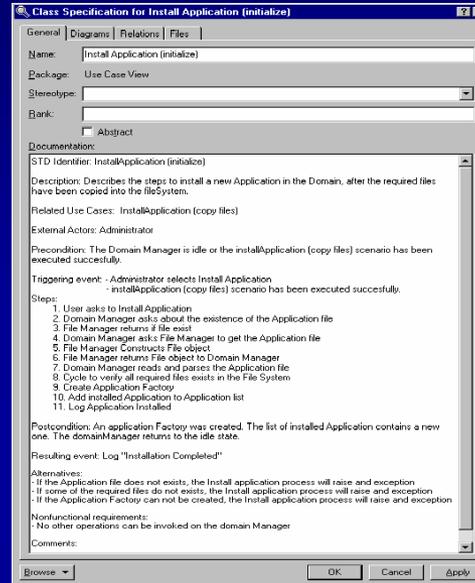
Nodes that form the system's hardware topology on which the system executes; a deployment view addresses the distribution, delivery, and installation of the parts that make up the physical system.



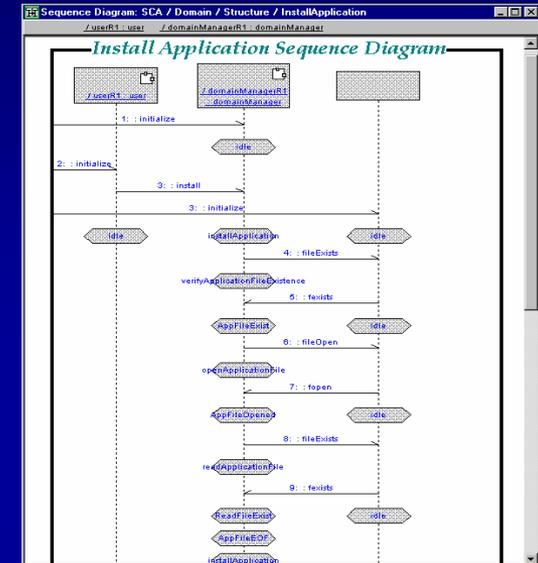
# Different Diagrams



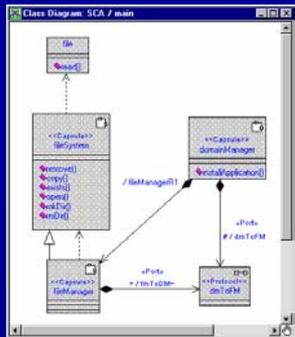
Use Case



Use Case Description

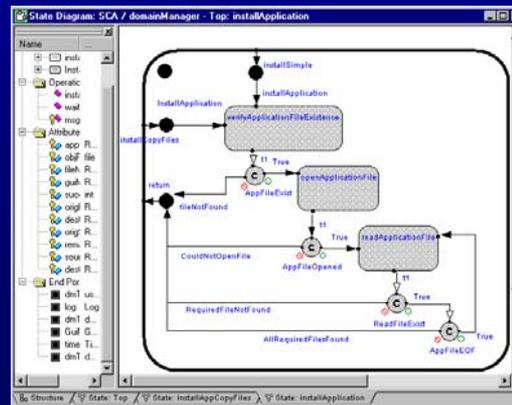


Sequence

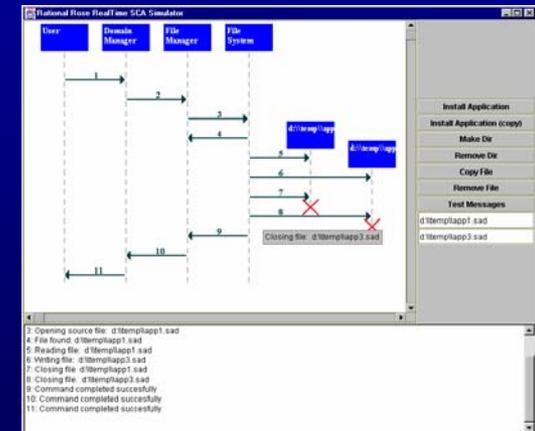
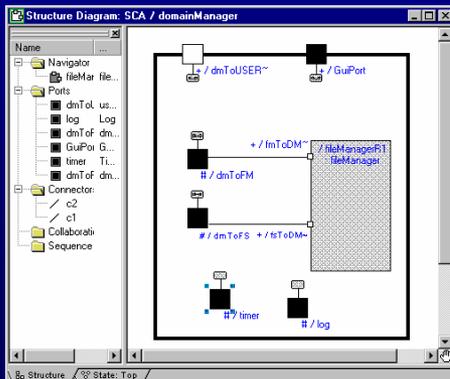


Class

Statecharts



Capsule structure

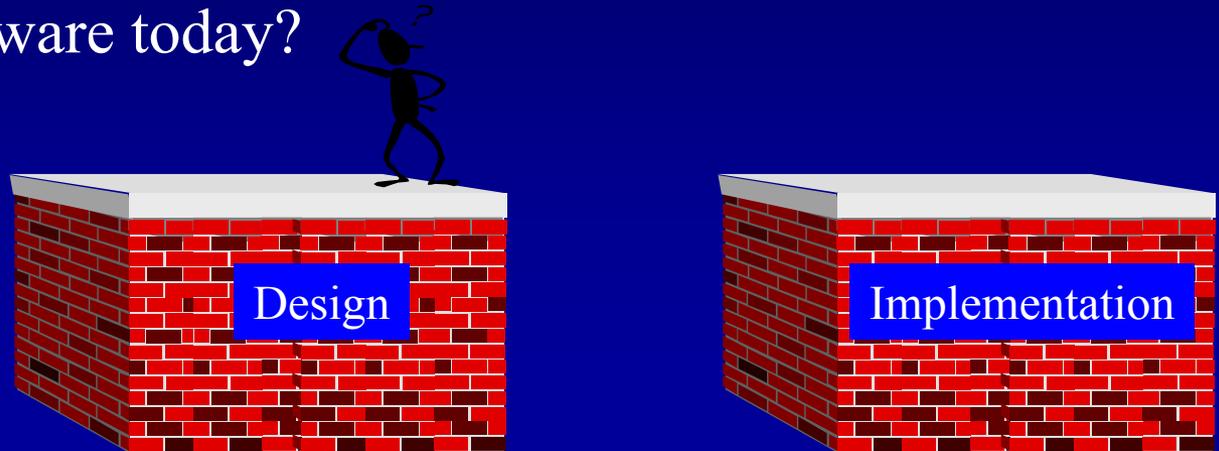


Java GUI

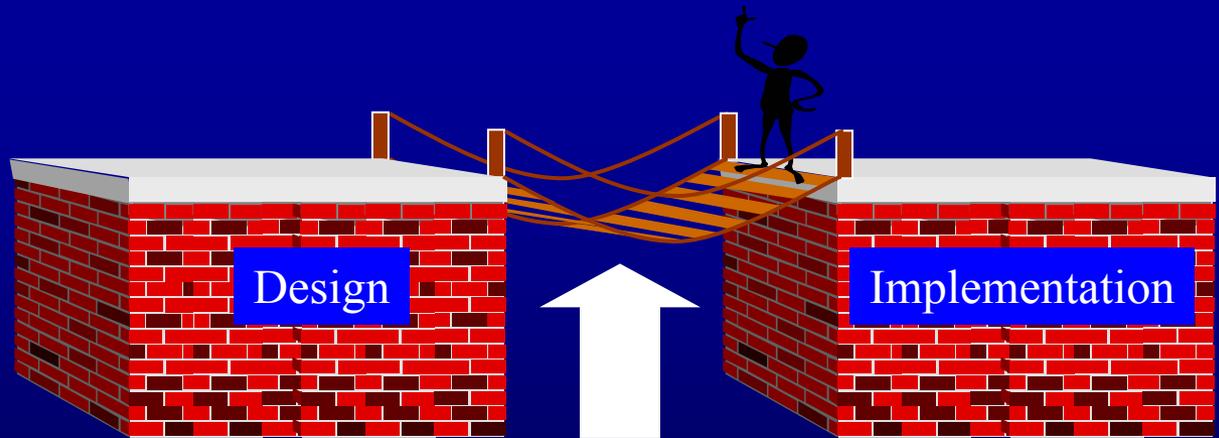
# From Design to Implementation

How do we build software today?

Traditional



UML-RT



**Code Generation**

# Current Projects/Collaborations

- Simulator for the SCA specification (CITO, CRC, Mercury Computer Systems)
- SDR Metamodel (Mercury Computer Systems, Mitre, Raytheon)
- Platform Independent Model (PIM) (Mercury Computer Systems and CRC)
- SCA Validation Framework (Mercury Computer Systems)