

## Software-defined Radio Time Division Multiple Access

Faculty Advisers: Roy Yates, Ivan Seskar  
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### Project Objectives

Using USRPs from ORBIT and software-defined radio techniques to construct a cluster of cooperative radios based on TDMA to enable optimal channel usage.

Design a tightly-synchronized and rate-adaptive TDMA Protocol

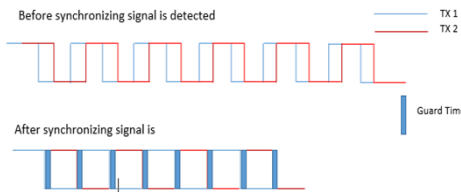


Figure 1 algorithm graphical presentation

### Framework

The project framework is divided into three main parts:

- Generate synchronization signal
- Use USRP Hardware Driver(UHD) to transmit the synchronization signal
- Write a program that receives and processes the signal. Then, Starts synchronized transmission after successful detection

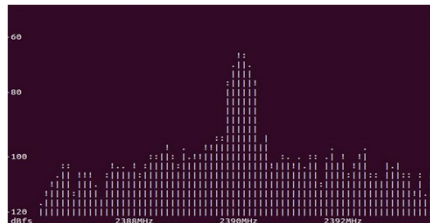


Figure 3 Plotting the transmission using the ASCII tool

### Background Definitions

*Software-defined radio*: a communication system where components are partially implemented by software as opposed to hardware traditionally

*ORBIT*: a cluster of 20x20 radio nodes designed to achieve reproducible experimentation, while also supporting evaluation of protocols and applications in real-world settings.

*USRP* (Universal Software Radio Peripheral): a hardware platform for software radio commonly used with GNU radio  
*TDMA* (Time division multiple accesses): allows several users to share the same frequency channel by allocating different time slots to different users

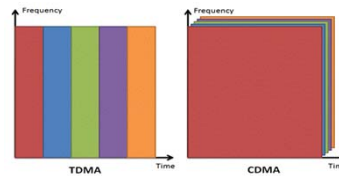


Figure 2 TDMA graphical presentation  
<http://www.ni.com/white-paper/7107/en/>

### Algorithm and Implementation

Leader Node

CPU sends packets to USRP with sync signals and timestamp

USRP sends out these packets at 0, T, 2T,...

follower Node

USRP receive samples for at least  $2 \cdot T$  and send them to CPU

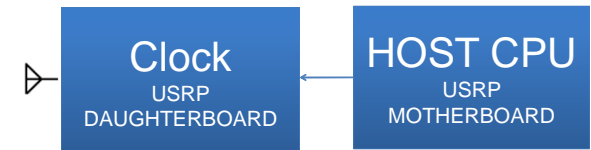
CPU processes samples to synchronize with leader node

Follower node starts transmitting at their time slots



### Technical Challenges

1. TDMA packets length are on the order of 1ms and the synchronization delay should be on the order of 10 us
2. The general purpose host processor that controls the USRP has a clock resolution of 1000 us and processing the packet to find synchronization signal takes will take a long time
3. The packet decoding and processing in the host is subject to interrupt-driven random delays on the order of milliseconds
4. Communication to the USRP through a packet interface introduces delays on the order of 100 us
5. Clock Drifting



### TDMA Team



Wei Chen



Xiao Cheng



Jonathan Chang