# rtl-sdr Turning USD 20 Realtek DVB-T receiver into a SDR

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2 Gnuradio Software Defined Radio

3 Finally: rtl-sdr

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# About the speaker

- Using + toying with Linux since 1994
- Kernel / bootloader / driver / firmware development since 1999
- IT security expert, focus on network protocol security
- Former core developer of Linux packet filter netfilter/iptables
- Board-level Electrical Engineering
- Always looking for interesting protocols (RFID, DECT, GSM)

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 OpenEXZ, OpenPCD, Openmoko, OpenBSC, OsmocomBB, OsmoSGSN

# Disclaimer

- This talk is not about the Linux kernel
- This talk is not about consumer mass market
- It's about turning a single-purpose device into many more features
- ... and to illustrate the creativity unleashed when hardware / chipset makers don't lock their devices down

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Traditional radio receivers vs. SDR How the industry normally uses SDR How the community wants to use SDR

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# **Traditional Radio**

- uses hardware-based receiver + demodulator
- uses analog filtering with fixed filters for given application
- recovers either analog signal or digitizes demodulated bits
- has not changed much in close to 100 years of using radio waves for communications

Traditional radio receivers vs. SDR How the industry normally uses SDR How the community wants to use SDR

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# Software Defined Radio (SDR)

- uses a more or less classic radio fronted / tuner to down-convert either to IF or to baseband
- uses a high-speed ADC to digitize that IF or baseband signal
- uses digital signal processing for filtering, equalization, demodulation, decoding

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# SDR advantages vs. traditional radio

- more flexibility in terms of communication system
- as long as tuner input frequency, ADC sampling rate and computing power are sufficient, any receiver can be implemented in pure software, without hardware changes
- this is used mostly by military (JTRS, SCA) and commercial infrastructure equipment (e.g UMTS NodeB / LTE eNodeB)

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#### SDR technology in consumer electronics

- lots of consumer devices already implement SDR technology
  - GSM/UMTS/LTE baseband processor in mobile phones
  - WiFi, Bluetooth, GPS
- flexibility of such implementations is restricted to manufacturer, as low-level access to DSP code and/or raw samples is not intended / documented / activated
- user is locked out from real benefits and flexibility of SDR

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### Existing SDR hardware marketed as SDR

- regular consumer-electronics SDR don't provide low-level access or documentation
- military / telco grade SDR device are way too expensive (five-digit USD per unit)
- Ettus developed the famous USRP family (four-digit USD per unit). Used a lot in education + research
- Even lower-cost devices now like Fun Cube Dongle Pro (FCDP) or OsmoSDR (three-digit USD per unit)

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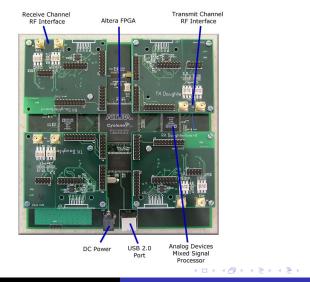
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# Universal Software Radio Peripheral

- A general-purpose open-source hardware SDR
  - Schematics and component placement information public
- Generally available to academia, professional users and individuals
- Modular concept
  - Mainboard contains Host PC interface and baseband codec
  - Daughter boards contain radio frontend with rf up/downconverter
- Big step forward in pricing, but still not affordable for everyone
  - USD 700 for mainboard
  - frontends from USD 75 to USD 250

Traditional radio receivers vs. SDR How the industry normally uses SDR How the community wants to use SDR

# USRP1 Circuit Board Photograph



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rtl-sdr

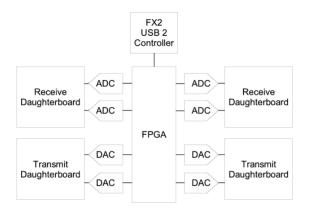
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# USRP1 Block Diagram



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# USRP1 technical specs

- $4 \times$  12 bit ADCs @ 64 MS/s (digitize band of up to 32 MHz)
- 4× 14 bit DACs @ 128 MS/s (useful output freq from DC...44 MHz)
- 64× Digital I/O ports, 16 to each daughter-board
- The USRP mainboard has 4 slots for daughter-boards (2 Rx, 2 Tx)
- transceiver frontends occupy 2 slots (1 Rx, 1 Tx)

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# Successors to USRP1

- USRP2: 25MHz bandwidth, 100MHz ADC, 400MHz DAC, Ethernet
- URSP N2x0: 100MHz ADC, 400MHz DAC, Ethernet
- USRP B100/B2x0: USB-Attached SDRs
- USRP E1x0: 64MHz 12bit ADC, 100MHz 14bit DAC, Embedded with OMAP3

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# Fun Cube Dongle Pro (2010)

- 64 MHz to 1700 Mhz USB SDR receiver (193 USD)
- limited to 96 kHz I/Q baseband sampling
- great for amateur radio and TETRA, but most other communications systems (like GSM introduced in 1992) use wider band-widths
- great progress in terms of size and cost, but much more limited than USRP
- Hardware design and firmware sadly are proprietary

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# Fun Cube Dongle Pro (2010)



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# OsmoSDR (2012)

- small, low-power / low-cost USB SDR hardware (225 USD)
- higher bandwidth than FunCubeDonglePro (1.2 MHz / 14bit)
- much lower cost than USRP, but more expensive than FCDP
- Open Hardware (schematics), software (FPGA, firmware)



Gnuradio SDR Architecture Gnuradio blocks and flow graphs Gnuradio sinks and sources

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# Gnuradio architecture

- Philosophy: Implement SDR not as hand-crafted special-case hand-optimized assembly code in some obscure DSP, but on a general purpose PC
  - with modern x86 systems at multi-GHz clock speeds and with many cores this becomes feasible
  - of course way too expensive for a mass-produced product, but very suitable for research, teaching and rapid prototyping
- Implement various signal processing elements in C++
  - assembly optimized libraries for low-level operations
  - provide python bindings for all blocks
- Python script to define interaction, relation, signal routing between blocks

Gnuradio SDR Architecture Gnuradio blocks and flow graphs Gnuradio sinks and sources

# Gnuradio blocks and flow graphs

block represents one element of signal processing

- filters, adders, transforms, decoders, hardware interfaces
- flow graph defines routing of signals and interconnection of blocks
  - Think of it as the *plumbing* between the blocks

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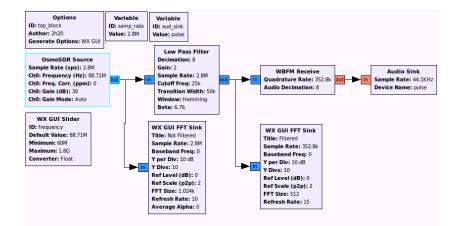
Data passing between blocks can be of any C++ data type

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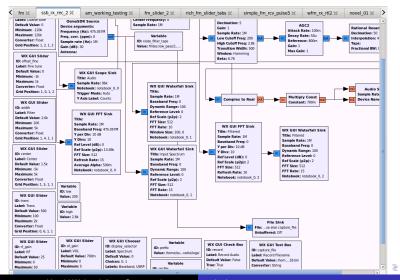
# GRC flow graph for Wideband FM



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# GRC flow graph for SSB



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#### Gnuradio sinks and sources

### sink special block that consumes data hardware sinks USRP, Sound card, COMEDI software sinks Scope UI, UDP port, Video card source special block that sources data hardware sources USRP, Sound card, COMEDI software sources Noise source, File, UDP port

Every flow graph needs at least one sink and one source!

The Realtek RTL2832U and its primary application Some of the software supporting rtl-sdr Signal Plots

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#### Realtek RTL2832U based DVB-T receivers

- Realtek RTL2832U based DVB-T receivers are cheaply available on the market (USD 20)
- RTL2832U implements ADC, DVB-T demodulator and high-speed USB device
- Normal mode of operation includes full DVB-T receiver inside RTL2832U hardware and only sends MPEG2-TS via USB
- Realtek released GPL-licensed Linux kernel driver for watching TV (not mainline style, but at least GPL)
- Realtek released limited manual to V4L developers

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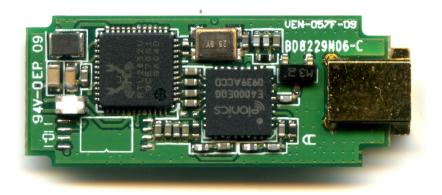
### RTL2832U based devices: EzTV 668



The Realtek RTL2832U and its primary application

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### RTL2832U based devices: Hama nano1



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#### RTL2832U based devices

- more than 20 different devices from various vendors
- Brand names include ezcap, Hama, Terratec, Compro, GTek, Lifeview, Twintech, Dexatek, Genius, Gigabyte, Dikom, Peak, Sveon
- all based on the identical RTL2832U reference design
- only major difference is mechanical shape/size and silicon tuner used. Best tuner we know is Elonics E4000 (high frequency range)

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# RTL2832U FM and DAB radio

- Some people realized certain windows drivers for RTL2832U based products implement FM Radio, others even DAB
- Linux driver had no FM radio or DAB support
- Realtek-disclosed limited data sheet didn't mention it either
- Sniffing USB protocol on Windows revealed that raw samples are passed from ADC over USB, FM or DAB demodulation happens in x86 software.
- Realtek didn't provide documentation or source code for this on request

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# RTL2832U towards rtl-sdr

- Reverse engineering the USB protocol and replaying certain commands from custom libusb based code was able to trigger the raw sample transmission
- remaining Realtek driver provided information on how to use the I2C controller to control the tuner frontend
- Harald already developed Elonics E4000 driver for osmo-sdr, which could be re-cycled
- Tuning to arbitrary frequencies allows digitizing spectrum of any communications system within the tuner range

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### RTL2832U towards rtl-sdr

- librtlsdr contains the major part of the driver
- *rtl\_sdr* command line capture tool
- gr-osmosdr gnuradio source block
- Homepage: http://sdr.osmocom.org/trac/wiki/rtl-sdr
- libusb is portable, there even are pre-built windows binaries

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# rtl-sdr software support

- gnuradio (of course), using gr-osmosdr
- gr-pocsag (POCSAG pagers)
- simple\_fm\_rcv (FM receiver)
- python-librtlsdr / pyrtlsdr (generic python bindings)
- QtRadio
- qgrx
- rtl\_fm
- SDR#
- gr-air-modes
- tetra\_demod\_fft (TETRA radio)
- airprobe (GSM receiver)

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# Free Software SDR Receivers

Full FOSS receivers/demodulators/decoders available for

- Old analog modes like AM/FM/WFM/SSB
- DAB (Digital Audio Broadcasting)
- GSM downlink + uplink (airprobe)
- TETRA downlink (OsmocomTETRA)
- ETSI GMR / Thuraya (OsmocomGMR)
- P25 (OsmocomOP25)
- AIS (Maritime transponders)
- Gen2 UHF RFID
- DECT (Digital European Cordless Telephony)

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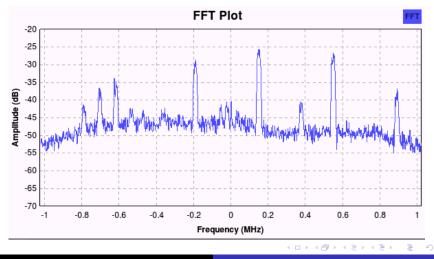
# Who needs all of this?

- Students learning about digital signal processing
- Radio Amateurs
- Communications (security) resarchers
- Anyone interested in building their own software radio receivers

This is of course not the 100k / million quantity consumer mass market. But nonetheless, definitely thousands to tens of thousands

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# rtl-sdr: Multi-Carrier TETRA

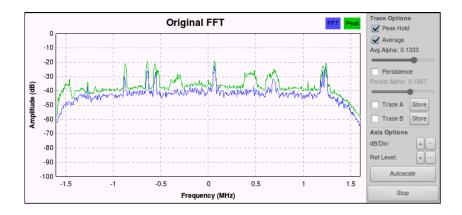


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Signal Plots

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# rtl-sdr: ETSI GMR (Thuraya Satphone)

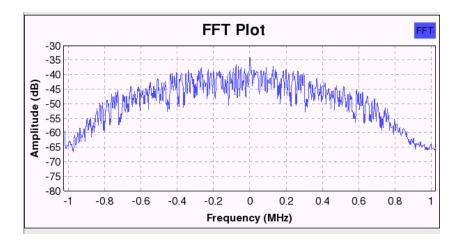


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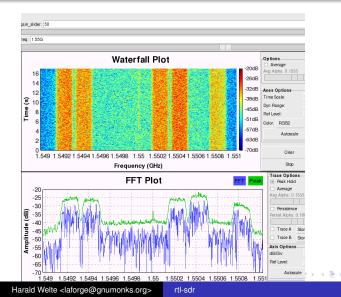
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# rtl-sdr: GPS (after filter / LNA)



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### rtl-sdr: inmarsat (after LNA)



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# Thanks

I'd like to thank the many Osmocom developers and contributors, especially

- Steve Markgraf
- Dimitri Stolnikov
- Hoernchen
- Sylvain Munaut

also, Realtek for providing at least some (DVB oriented) documentation and for releasing GPL licensed code for their hardware in the first place.

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# Thanks

#### Thanks for your attention. I hope we have time for Q&A.