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# Approach to Solve the AGC API Issue in the Tactical SDR Domain

A Waveform Provider Perspective

Security and mobility in a networked world.

**THALES**

## Content

- ◆ Tactical Radio Scenario
- ◆ AGC Principle in Legacy Receiver
- ◆ AGC Principle in SDR Receiver
- ◆ SDR AGC Challenges
- ◆ WFA View on AGC
- ◆ AGC API Concept
- ◆ AGC API Summary
- ◆ Conclusion

## Near-Far Situation



### ◆ Peer to Peer Communication

- No uplink/downlink frequency spacing

### ◆ Collocated Transmitters

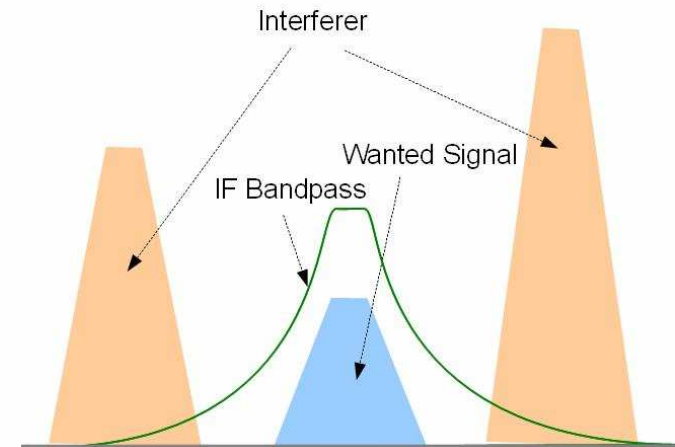
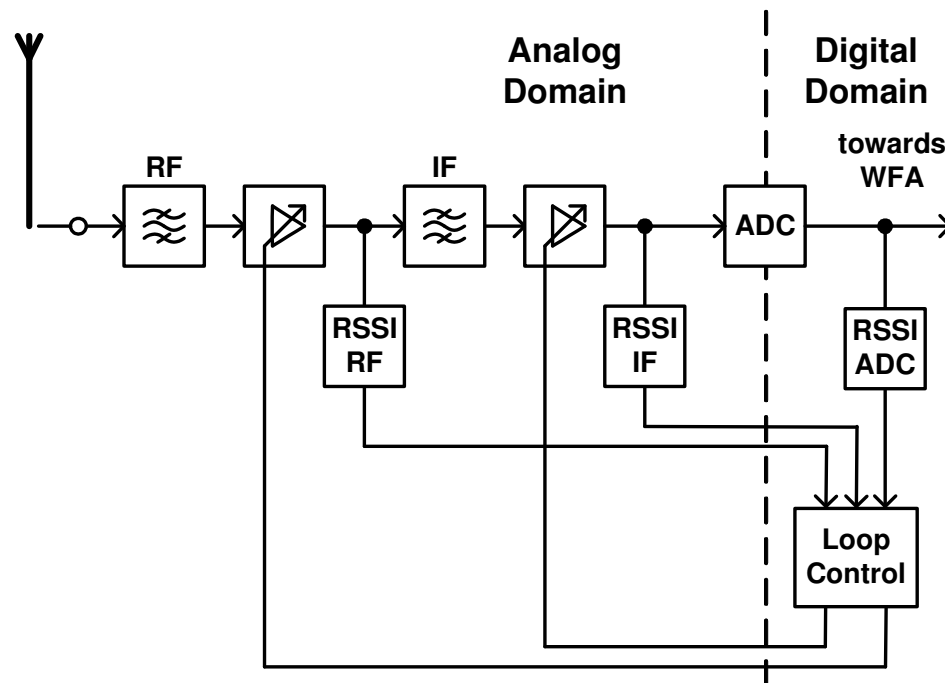
- Minimum distances:
  - few meters

### ◆ Dynamic Range Example

- Tx Power:
  - 40 W: 46 dBm
- Rx Sensitivity Threshold:
  - 0.3  $\mu$ V: -114 dBm
- Path Loss at 2 m distance
  - 16 dB
- Dynamic Range:
  - **144 dB**

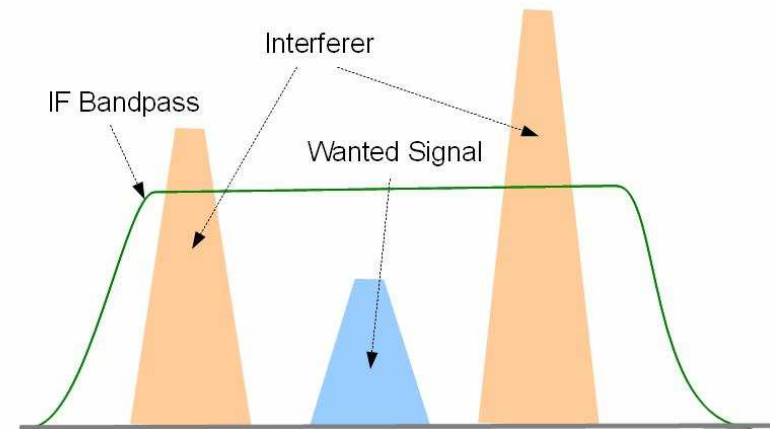
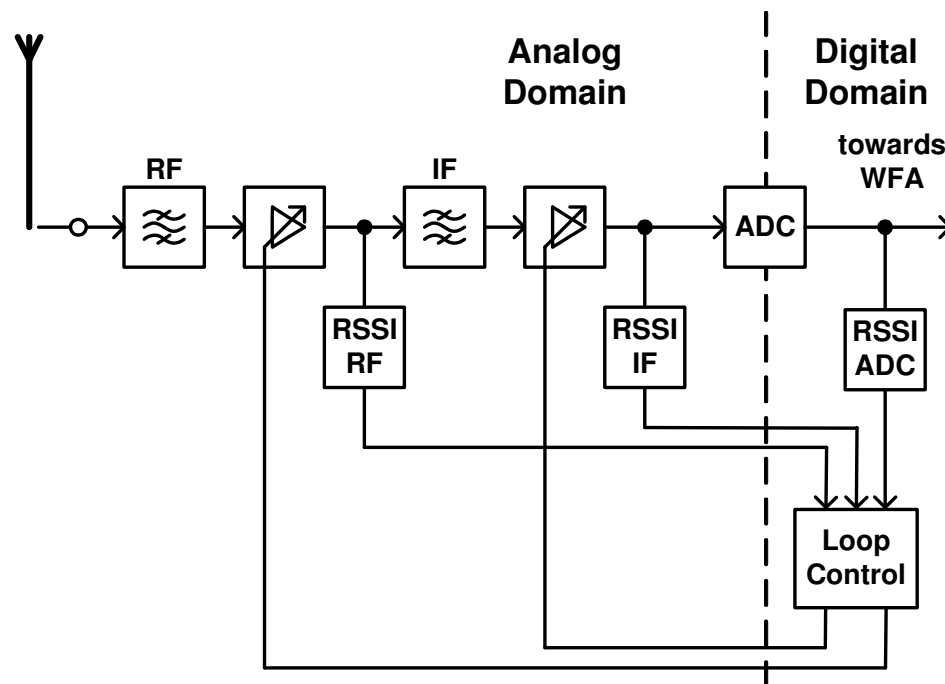
### ◆ Extraordinary Rx Dynamic Range Requirements

## Generic AGC behavioural model



- ◆ **AGC loop dynamic optimized to**
  - waveform dynamic behaviour
  - channel dynamic due to fading
    - dependent on relative Tx – Rx speed
    - and/or reflectors
- ◆ **ADC level variation rather limited**

## Generic AGC behavioural model

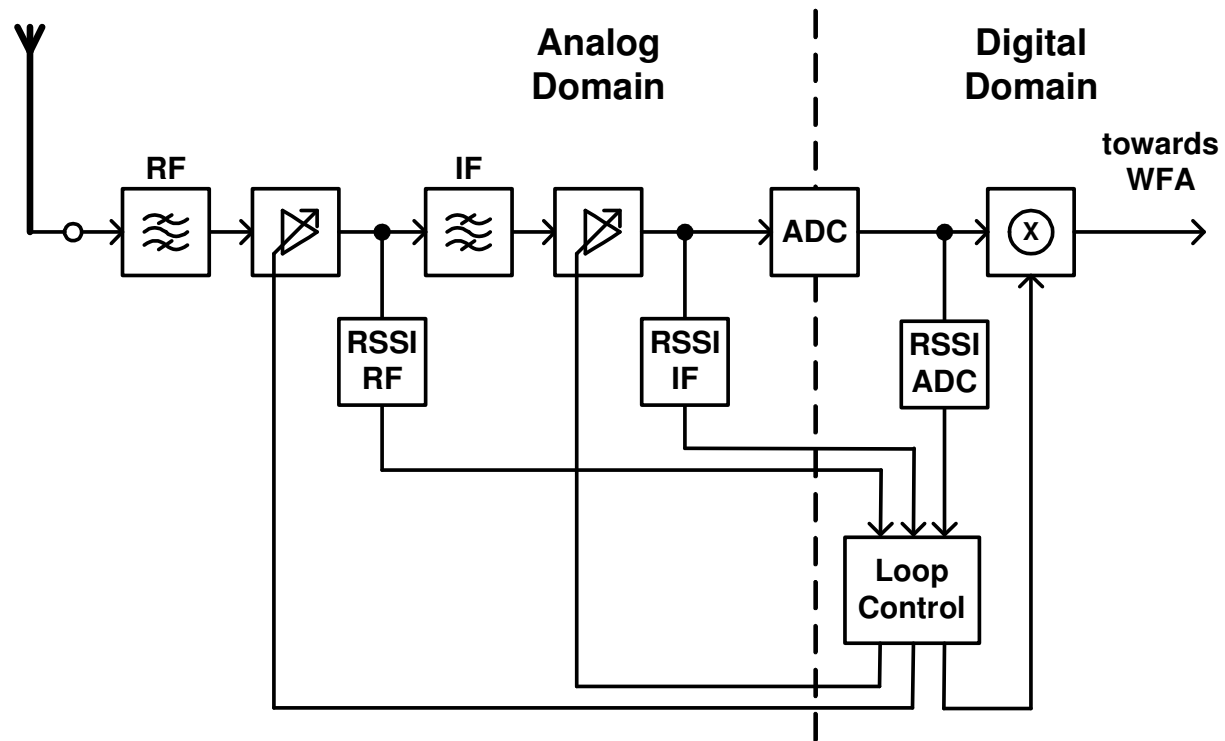


- ◆ **AGC loop optimization criteria**
  - dynamic behaviour of unknown transmitters in adjacent channels
  - with unknown channel characteristics
- ◆ **ADC level variation dominated by interfering signals**

## Transceiver Challenges

- ◆ **ADC has to cope with high level difference between**
  - input level of the wanted signal
  - $\Sigma$  level of various dominant signals**within IF range**
  - ⇒ Extraordinary spurious free dynamic requirements to the ADC
- ◆ **A properly acting AGC loop will modulate the amplitude level of the wanted Rx signal**
  - inversely to the aggregate receive level of the interfering signal mixture
  - ⇒ Level compensation required in transceiver Rx chain

## Level compensation behavioural model



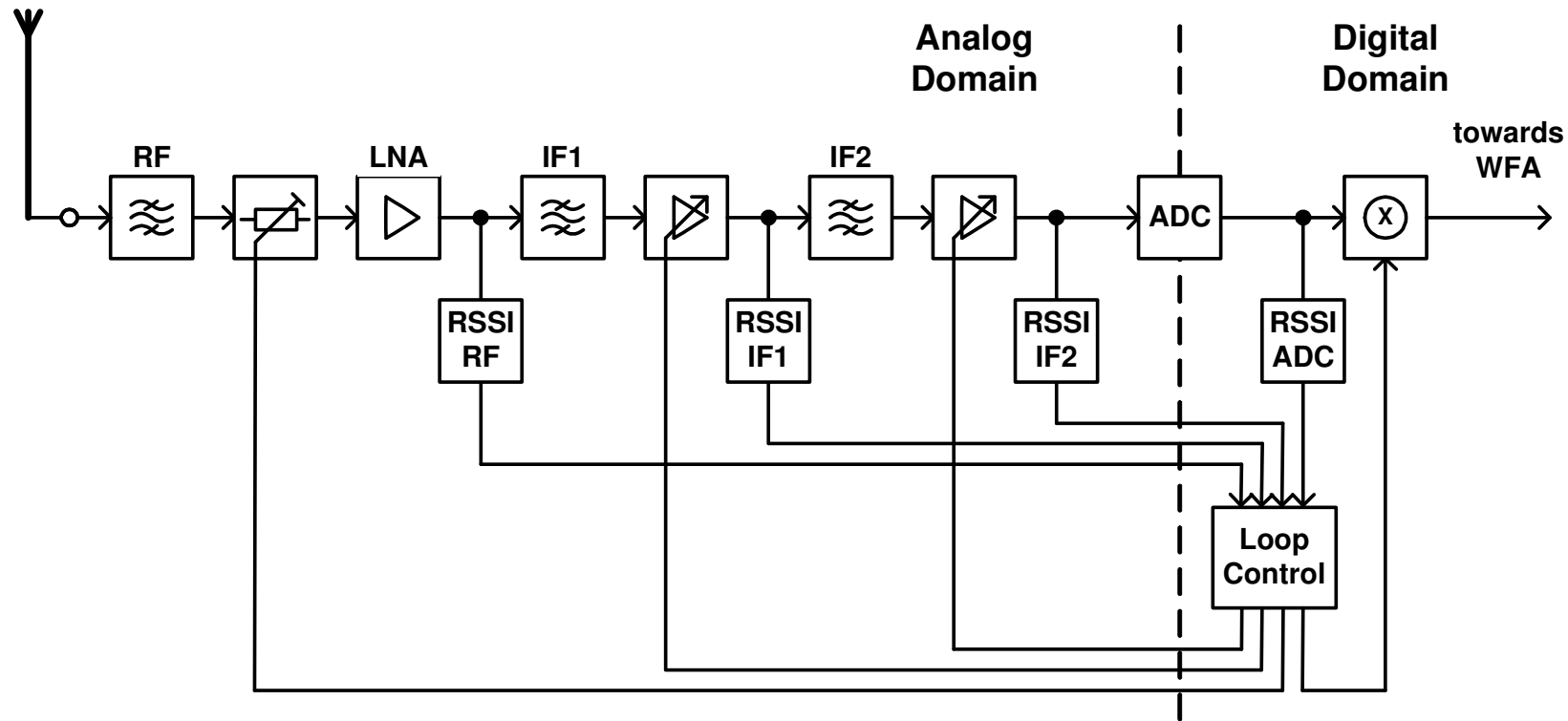
## Waveform Application (WFA) Challenges

- ◆ **WFA dealing with the sampled receive signal will have to**
  - compensate the signal variations of the wanted signal by WFA internal AGC methods
  - cope with distortion effects caused by gain variations within Rx chain
  - properly control the AGC behaviour in real time
    - to minimize distortion effects impact on received information quality:
      - ◆ BER: Bit Error Rate
      - ◆ Voice intelligibility
- ◆ **WFA dealing with the sampled receive signal will not have to**
  - **deal with the internal design of the transceiver Rx chain!**



## Multi stage gain variation

- ◆ to be hidden at the platform API towards WFA



**AGC API shall be intellegible from WFA designer's point of view!**

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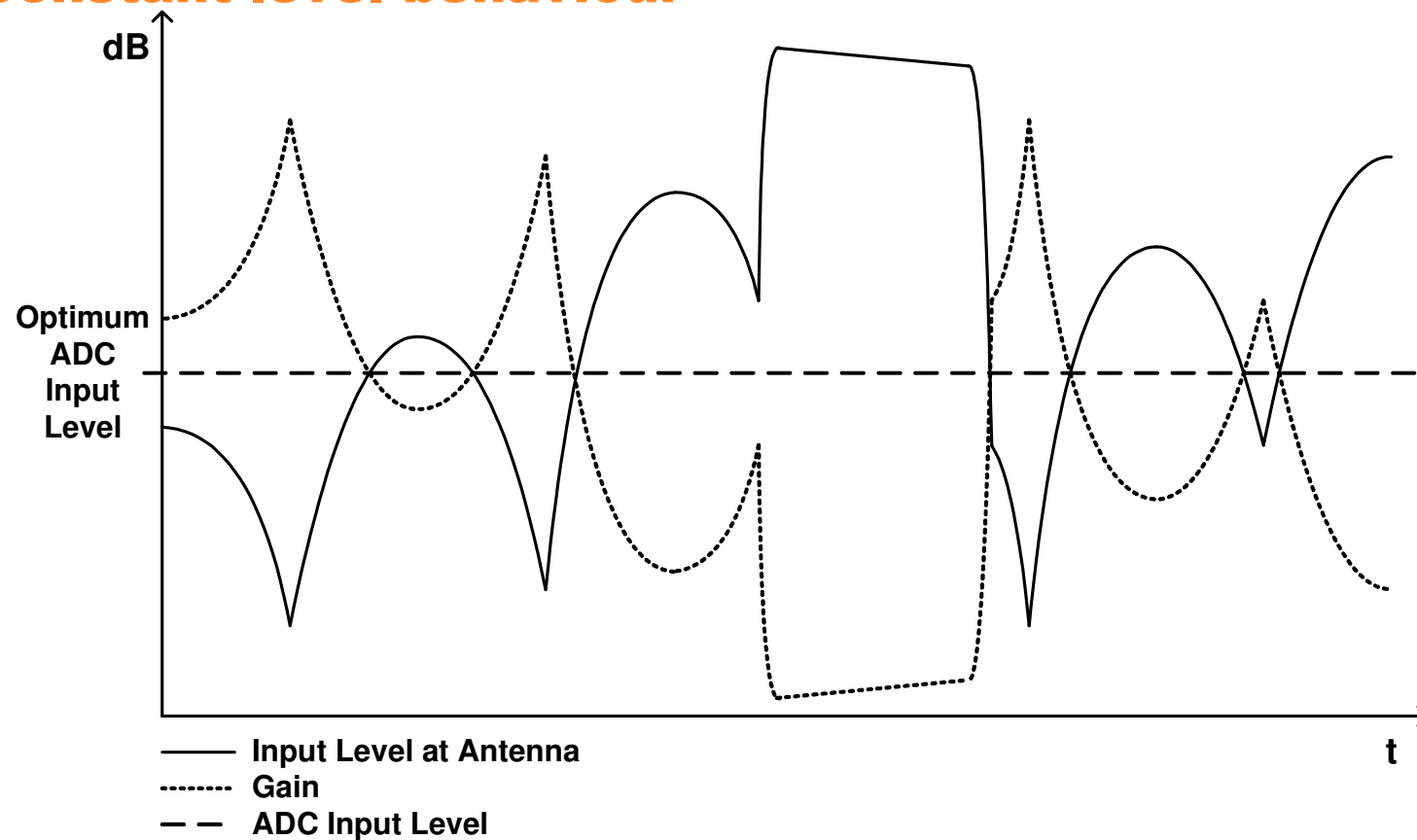
## Waveform Application (WFA) Challenges

- ◆ WFA dealing with the sampled receive signal will **have to**
  - compensate the signal variations of the wanted signal by WFA internal AGC methods
    - requires **Software AGC** within WFA
      - ◆ but no particular impact on AGC API
    - WFA issue only

## Waveform Application (WFA) Challenges

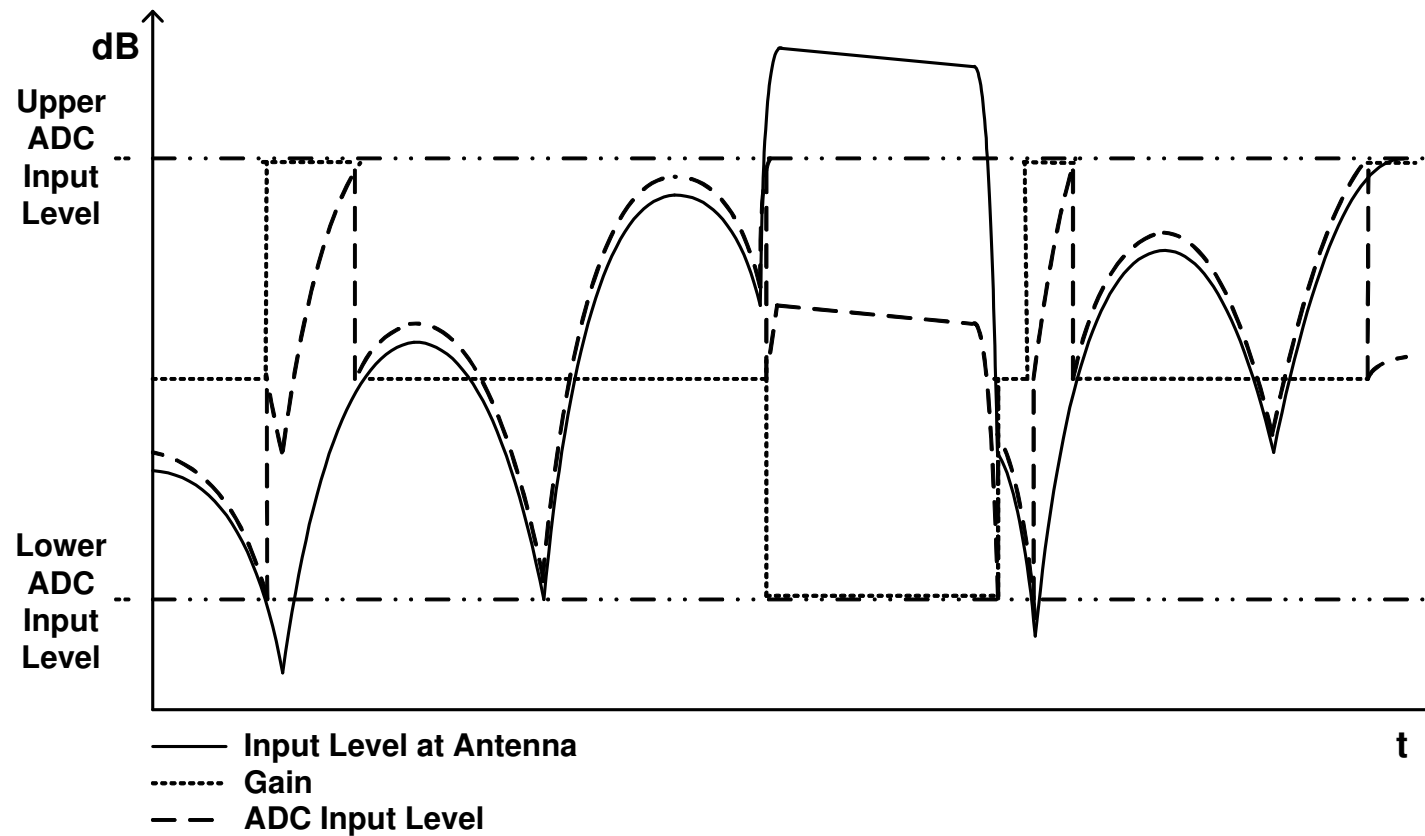
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## Constant level behaviour



- ◆ causes rather continuous (slope dependent) distortion on receive signal
- ◆ Distortion may be limited by limitation of gain slope
  - preferably independently for gain increase and gain decrease slopes

## Floating level behaviour



- ◆ causes impulsive distortion on receive signal
  - at quasi-random instants

## Waveform Application (WFA) Challenges

- ◆ **WFA dealing with the sampled receive signal will have to**
  - compensate the signal variations of the wanted signal by WFA internal AGC methods
  - cope with distortion effects caused by gain variations within Rx chain
  - properly control the AGC behaviour in real time
    - to minimize distortion effects impact on received information quality:
      - ◆ BER: Bit Error Rate
      - ◆ Voice intelligibility
    - Utilizing the knowledge about the (most) vulnerable phases of the waveform
    - Disable gain variation in such phases
      - ◆ Real time control towards transceiver Rx chain

## Case: Constant Level

### ◆ *setOptimumLevel*

- specifies the optimum ADC input level [dB<sub>FS</sub>]
  - i.e. the ADC level to be quasi fixed (= constant) by the AGC algorithm

### ◆ *setSensitizationSlope*

- specifies the maximum gain increase speed [dB/s]

### ◆ *setDesensitizationSlope*

- specifies the maximum gain decrease speed [dB/s]

### ◆ *enableSensitization*

- enables/disables gain increase

### ◆ *enableDesensitization*

- enables/disables gain decrease

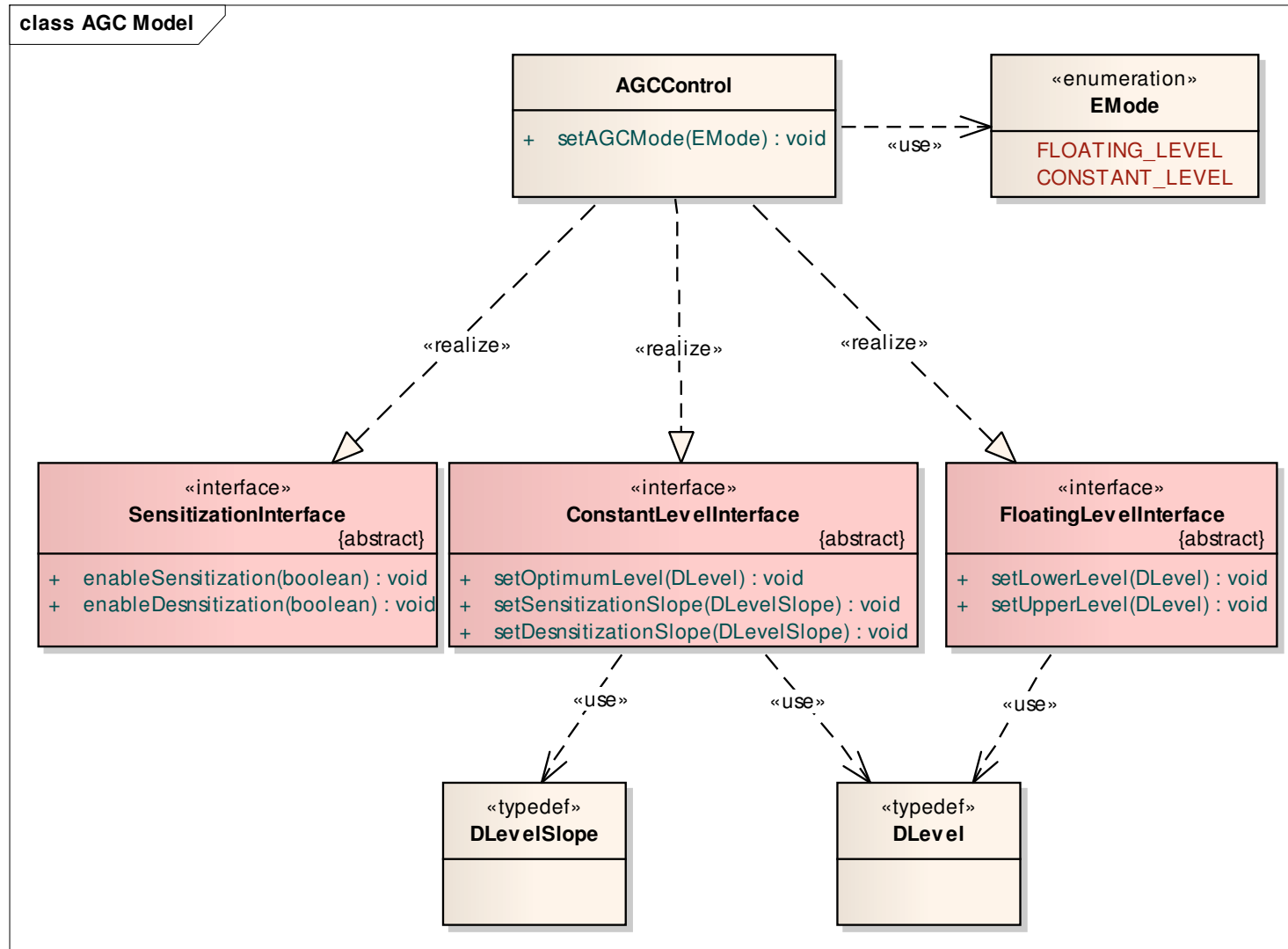


## Case: Floating Level

- ◆ ***setUpperLevel***
  - specifies the upper boundary of the floating ADC input level [dB<sub>FS</sub>]
- ◆ ***setLowerLevel***
  - specifies the lower boundary of the floating ADC input level [dB<sub>FS</sub>]
- ◆ ***enableSensitization***
  - enables/disables gain increase
- ◆ ***enableDesensitization***
  - enables/disables gain decrease

**Remark: In case of Floating Level, gain in/decrease speed shall be as fast as possible.**

## UML Diagram



## Platform API

- ◆ suited for configuration and real time control of the AGC located within any tactical SDR receiver
- ◆ takes into account that even decades of adjacent channels may pass the IF analog filter in front of the ADC
- ◆ provides a flexible, but transparent AGC loop dynamic behaviour control adaptable to the dynamic behaviour of the receive scenario
- ◆ allows a WFA supplier to control the impact on the receive signal distortion according to
  - *continuous noise model*
  - *impulsive noise model*
- ◆ requires no knowledge of the individual receiver design
- ◆ ensures waveform application portability onto any tactical SDR platform

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