

Welcome!

1st Australian GNU Radio Days

Dr Derek Kozel - dkozel@gnuradio.org

GNU Radio

A framework and set of libraries to build and run digital signal processing applications, primarily software defined radio ones

Started in 2001

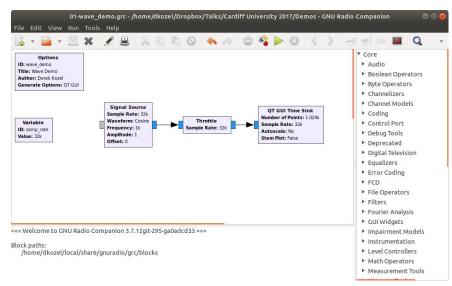
Libre and open source

Written in C++ and Python primarily

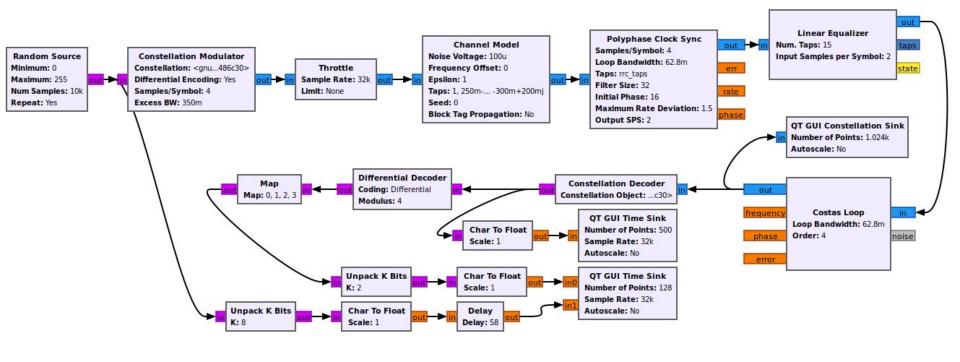
Available on Linux, Windows, and Mac

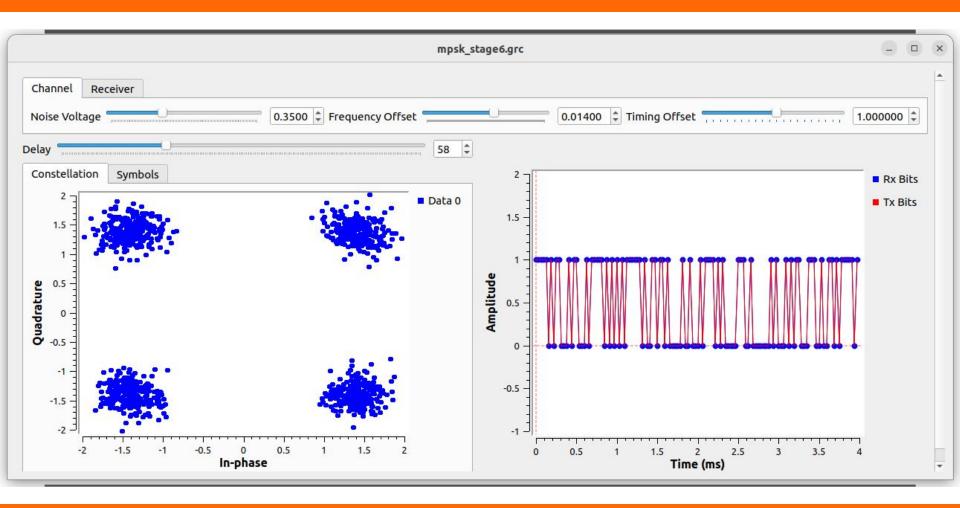
Used by a very wide variety of users

Commercial, hobbyist, government



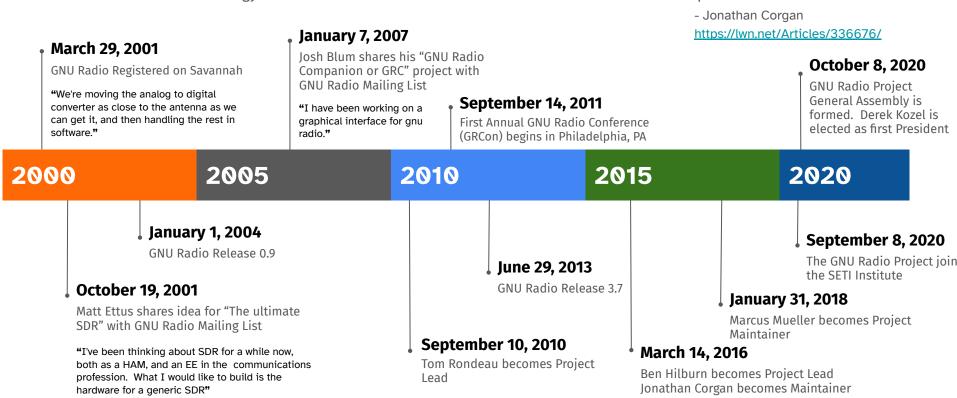
QPSK Modulator and Demodulator





Brief History of GNU Radio

"The GNU Radio project began in 2001 and initial development was funded by John Gilmore and implemented by Eric Blossom. Later, additional work was completed as part of a United States National Science Foundation grant. The aim of the project was to make software radio technology more accessible with lower cost hardware and off-the-shelf computers."



[Discuss-gnuradio] The ultimate SDR

From: Ettus, Matt

Subject: [Discuss-gnuradio] The ultimate SDR Date: Fri, 19 Oct 2001 16:24:30 -0700

I've been thinking about SDR for a while now, both as a HAM, and an EE in the communications profession. What I would like to build is the hardware for a generic SDR:

at least 1 (up to 20) Msamples/sec, 4 to 16 bits per sample (obviously fewer bits per with higher rates)

Tuning in 2 ranges, either from 0 to 1 GHz, or 800 to 2500 MHz Transmit and Receive full duplex, on different frequencies Connected to PC by a dedicated 100Mbit ethernet line, with raw Ethernet packets (i.e. no TCP, UDP, IP, etc.)

I have a basic design for the RF, analog, and DSP downconversion. Its not that hard with Analog Devices products...

The hard part is the Ethernet interface. Does anyone have suggestions for the ethernet interface? I haven't worked with any Ethernet MACs, nor have I embedded one on an FPGA. I'd rather avoid having an OS on the device, but a [fast] microcontroller might do the job.

The other option is Firewire, but support under linux seems sketchy, and I have no experience with it.

Any ideas? Anyone interested in helping out?

Matt N2MJI



What is the GNU Radio Project?



The codebase of the core, VOLK, and SigMF

The dozens of supporting projects and infrastructure

The active contributors

The ecosystem of modules, applications, and interfaces

This conference, EU GNU Radio Days, other events

You - everyone that is interested in making open source software radio even better

Where is GNU Radio Used



Wireless Communications RADAR

4G/5G/6G Radio Astronomy Spectrum Monitoring

IOT and Sensors Space Comms Particle Accelerators

Education Amateur Radio

Physics Research

Security Research Public Safety Citizen Science

Transportation Recreation (CtF) Weather

Medical RFML ...



Let's go to learn and practice #sdr #hamradio #gnu #radio #urcat #urc





Congrats

Victor Cai, Parkland High School, Allentown, PA
"Designing a Narrowband Radar Using GNU Radio and
Software Defined Radio for Tomography and Indoor
Sensing"

Finalist in #RegeneronSTS, oldest & most prestigious science & math competition for high school seniors. #DVSFairs

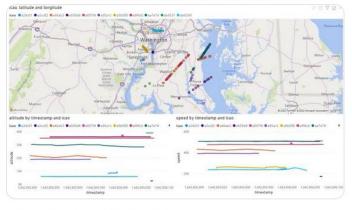




Want to learn how to send stuff to the cloud from @gnuradio? We just put together tutorial on mapping airplanes using GNU Radio Companion @Azure & @MSPowerBI

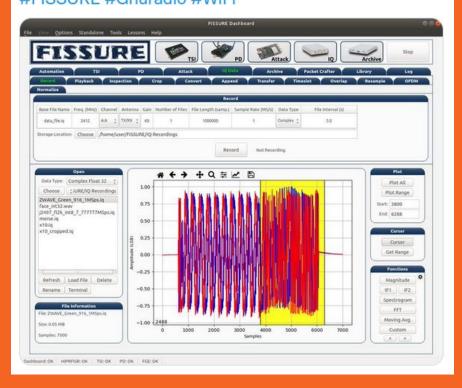
github.com/microsoft/azur...

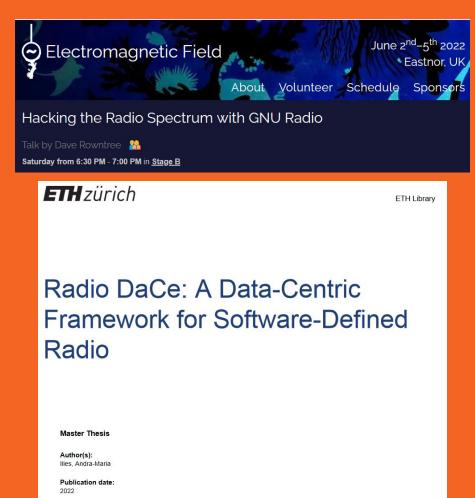
If you give it a try, let me know how it goes!



5:22 PM · Mar 4, 2022 · Tweetbot for Mac

FISSURE - Frequency Independent SDR-based Signal Understanding and Reverse Engineering bit.ly/3BYcz8h #FISSURE #Gnuradio #WiFi





High Speed modem on Q0100

BPSK pilot symbols

32APSK data symbols

Developed by Daniel Estévez EA4GPZ

Vector Source

Vector: constants.pilot prbs

Map: constants.symbol map

Tags:

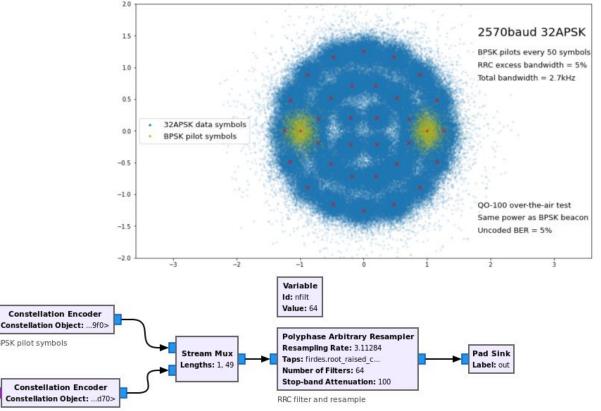
Repeat: Yes

32 APSK, similar to DVB-S2(X)

Expected datarate of ~11 kbps

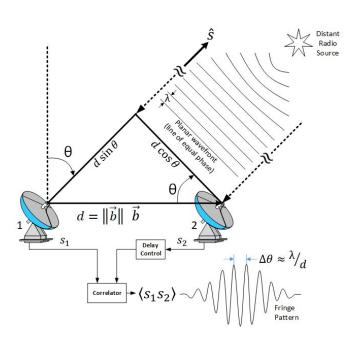
Pad Source

Label: data in

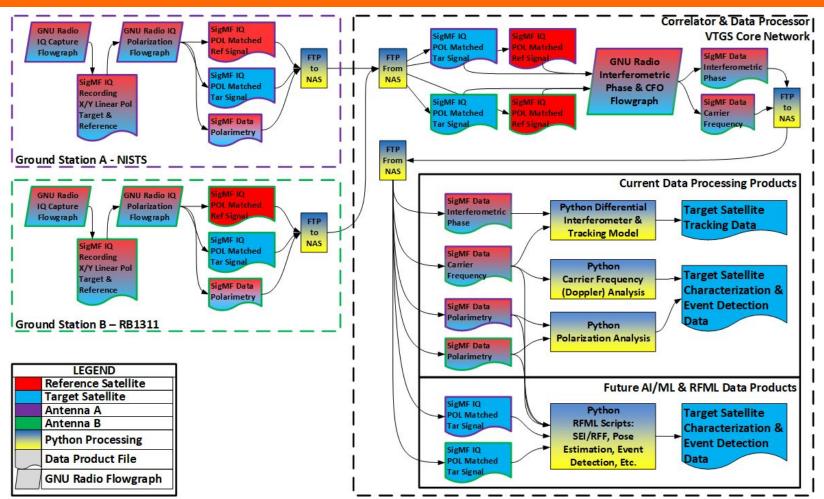


Precision Satellite Tracking





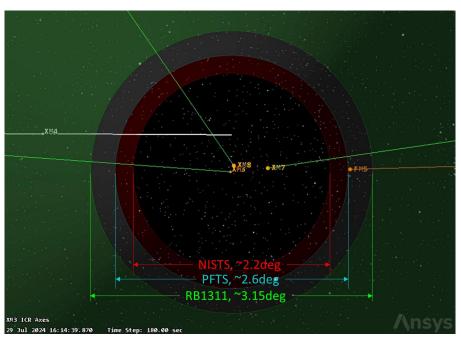
Passive Radio Frequency Techniques & Demonstration for Space Domain Awareness Zach Leffke, Kevin Schroeder, Matthew Phelps, Justin Fletcher, 2024

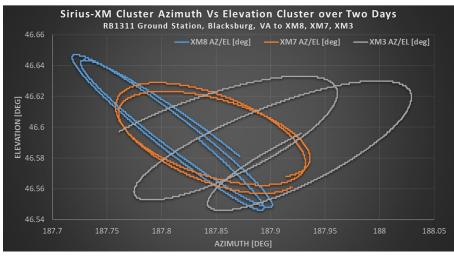




Precision Satellite Tracking







How is GNU Radio Governed?

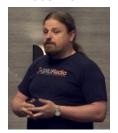


GR BOARD

MARC LICHTMAN - VP

MARCUS MUELLER - VP







JOSH MORMAN - PRESIDENT





DEREK KOZEL - PI

General Assembly

Martin Braun - Community/Ecosystem

Andrej Rode - Infrastructure

Bastian Bloessl - Architecture

Johannes Demel - VOLK

Jeff Long - Maintenance

Seth Hitefield - GRC

Josh Morman - President

Marc Lichtman - Vice President

Derek Kozel - SETI PI

Marcus Müller - Chief Architect / Lead Maintainer

Nate Temple - Community

Philip Balister - Embedded

Samantha Palazzolo - GRCon

Jacob Gilbert - SigMF

Jean-Michel Friedt - Academic Engagement

Ben McCall - Documentation

John Sallay - GR 4.0

Cyrille Morin

Teams



GNU Radio Conference - grcon@gnuradio.org

Architecture - architecture@gnuradio.org

GRC - grc@gnuradio.org

Documentation - docs@gnuradio.org

SigMF - sigmf@gnuradio.org

VOLK - volk@gnuradio.org

Infrastructure - admin@gnuradio.org

Education and Academic Outreach - education@gnuradio.org

Remember - GNU Radio is a completely volunteer run organizations

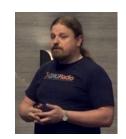
GNU Radio Maintenance



Jeff Long has officially stepped down as maintainer

Marcus Mueller officially has taken on the lead maintainer role

Looking for additional maintainers!



- Be a recognized part of the maintenance team
- Own a module or group of modules (e.g. gr-qt, gr-soapy, gr-zeromq)
- Be responsible for ensuring relevant PRs are reviewed and merged
- Help backport merges to maint-3.10

Email: info@gnuradio.org for more information

Packaging



Installing GNU Radio has gone from headache to trivial over the past several years

Thanks to the packagers in our community

Debian(/Ubuntu) - Maitland Bottoms

RadioConda - Ryan Volz

radiocanda





Getting Involved

Join Chat - https://chat.gnuradio.org

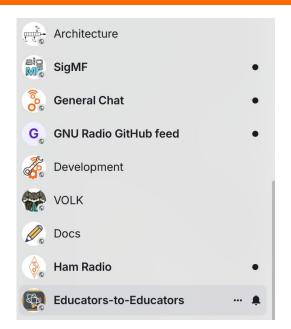
Join the Mailing List - discuss-gnuradio

File issues - https://github.com/gnuradio

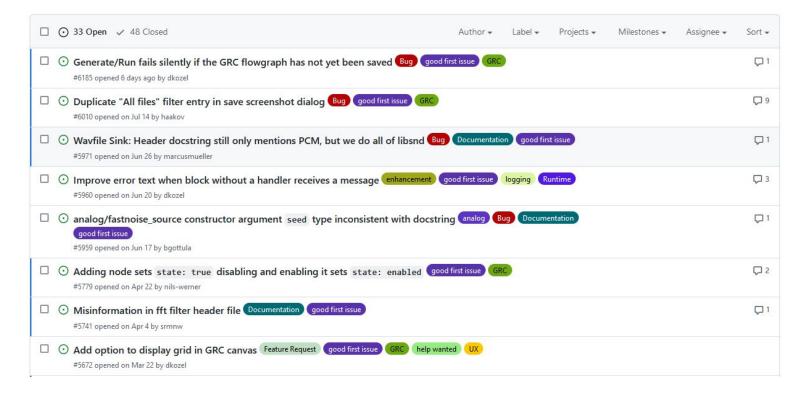
Review issues, add details, recreate ones

Improve the tutorials - https://tutorials.gnuradio.org

Give a talk about GNU Radio - ~1200 publications in 2024 mentioning GNU Radio



Getting Involved



Latest GNU Radio Project Releases









GNU Radio 3.10.12

- GRC-QT Parity
- UHD/RFNoC
- Other tooling updates

VOLK 3.2.0

- New/improved kernels
- Modernized CI
- Improved tests

SigMF v1.2.5

Spec fixes and updates

SigMF

Standardized Data Format

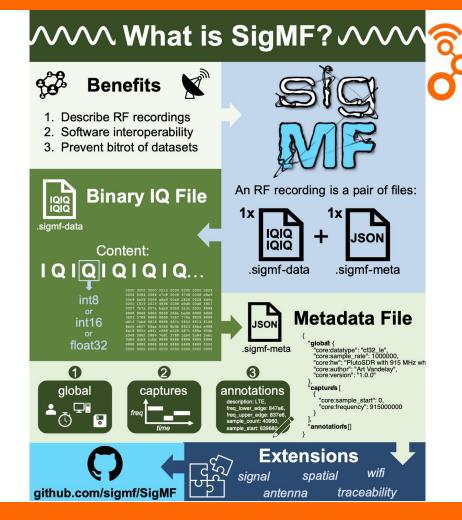
- Common way to describe IQ Data captures with metadata
- Portable format widely adopted

Training and Evaluation Pipeline

- Unified input format for ML training, validation, testing
- Simplified integration with frameworks like PyTorch

Applications

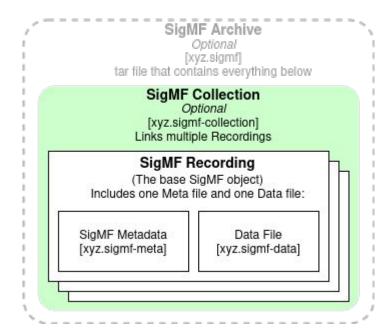
- RFML, Spectrum Sensing, signal identification, ...

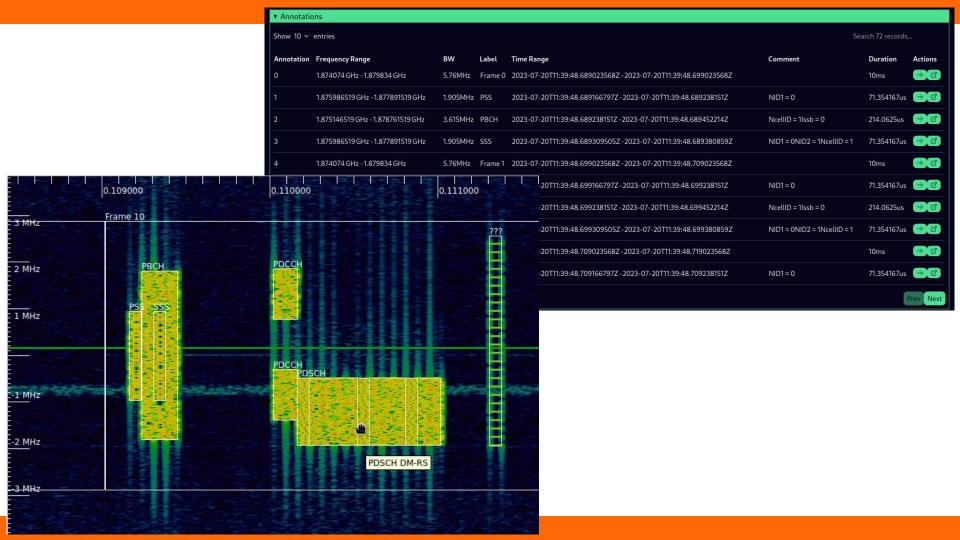


SigMF Meta file

```
(SOO)
```

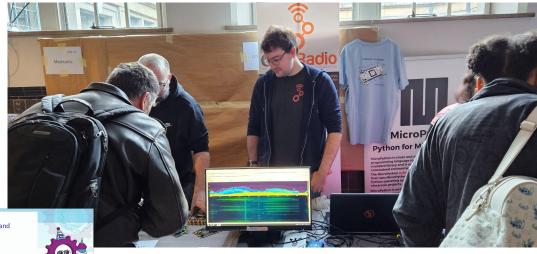
```
"global": {
   "core:datatype": "cf32_le",
"core:sample_rate": 1000000,
"core:hw": "PlutoSDR with 915 MHz dipole",
"core:author": "Art Vandelay",
"core:version": "1.2.0"
"captures": [
        "core:sample_start": 0,
        "core:frequency": 915000000
"annotations": [
        "core:comment": "NID1 = 0".
       "core:freq_lower_edge": 1875986518.88, "core:freq_upper_edge": 1877891518.88, "core:label": "PSS",
       "core:sample_count": 548,
        "core:sample_start": 1472Ó1
```

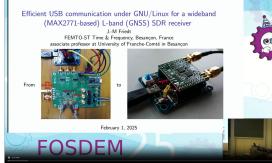




FOSDEM 2025









EU GR Days 2025









US GNU Radio Conference 2025





SETI Hackathon

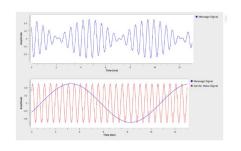
Sponsored by ARDC

Allen Telescope Array



SETI ARISE

agiseti.com



News

SETI Institute Launches ARISE Lab, Bringing SETI and Radio Astronomy to Community Colleges

000

Possible Types of Extraterrestrial Intelligence Radio Transmissions

In this lab, students dive into the field of SETI (Search for Extraterrestrial Intelligence) by exploring the types of radio transmissions that may be detected from extraterrestrial sources. This module covers essential concepts in signal processing, including the Nyquist sampling theorem, filtering techniques, and modulation. Students will examine various possible SETI signal types, such as beacons, leakage signals, narrowband vs. wideband signals, as well as continuous wave and pulsed transmissions. The hands-on component involves designing and implementing an AM transmitter and receiver, allowing students to apply their understanding of signal characteristics and modulation. By the end of the lab, students will gain practical experience in signal processing while considering the broader implications of detecting signals from extraterrestrial intelligence in SETI research.

Lecture Notes

Pre-Lab Reading

Teaching Resources

Communication Systems Engineering with GNU Radio: A Hands-on



Approach 1st Edition

by Jean-Michel Friedt (Author), Herve Boeglen (Author)

See all formats and editions



Pre-order Price Guarantee. Terms

An approachable guide to an invaluable radiofrequency communication toolkit

Software-defined radio (SDR), which emerged in the 1990s, has become a core development method in certain high-profile fields, including military and space communications. High cost and problems with hardware availability, however, prevented this technology from being widely disseminated. The advent of low-cost hardware beginning in the 2010s, however, has made GNU Radio—the leading open-source software toolkit for developing SDR systems—an increasingly viable and even critical tool for a new generation of radiofrequency communication engineers.

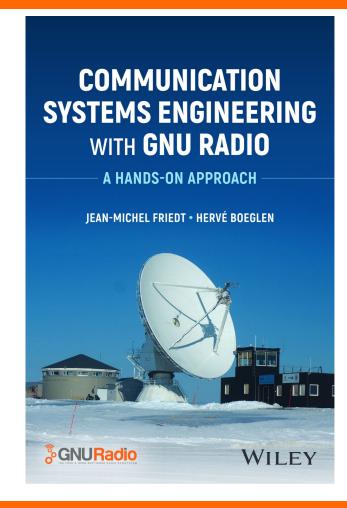
Communication Systems Engineering with GNU Radio provides an accessible overview of this toolkit and its applications. Beginning with the fundamentals of using GNU radio for digital signal processing, the volume then moves to the practicalities of decoding data and the advantages of accessing raw data normally unavailable in hardware-defined radiofrequency receivers. The result is a potentially crucial tool for engineers looking to adopt this cost-effective and flexible standard for transmitting and processing radiofrequency signals.

Readers will also find:

- A careful balance of radio communications theory with GNU Radio practicalities
- · Practical implementation examples employing well-developed open-source GNU Radio platforms
- Extensive accompanying documentation and explanation

Communication Systems Engineering with GNU Radio is ideal for graduate and undergraduate students in communications systems courses, as well as professionals working in SDR.

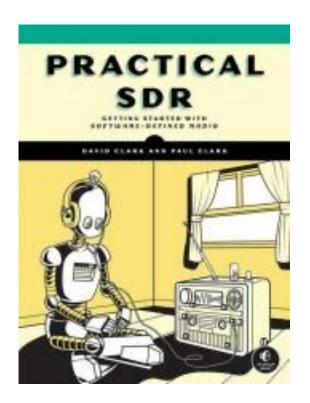
Available now! https://a.co/d/cXoltKi



Practical SDR - No Starch Press

https://a.co/d/9QlvQMv





Introduction

Part I: Building a Basic Receiver

Chapter 1: What Is a Radio?

Chapter 2: Computers and Signals

Chapter 3: Getting Started with GNU Radio

Chapter 4: Creating an AM Receiver

Part II: Inside the Receiver

Chapter 5: Signal Processing Fundamentals

Chapter 6: How an AM Receiver Works

Chapter 7: Building an FM Radio

Part III: Working with SDR Hardware

Chapter 8: The Physics of Radio Signals

Chapter 9: GNU Radio Flowgraphs with SDR Hardware

Chapter 10: Modulation

Chapter 11: SDR Hardware Under the Hood

Chapter 12: Peripheral Hardware

Chapter 13: Transmitting

Matrix Chat room for Educators

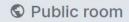
(COO)

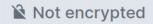
chat.gnuradio.org
education@gnuradio.org



Educators-to-Educators

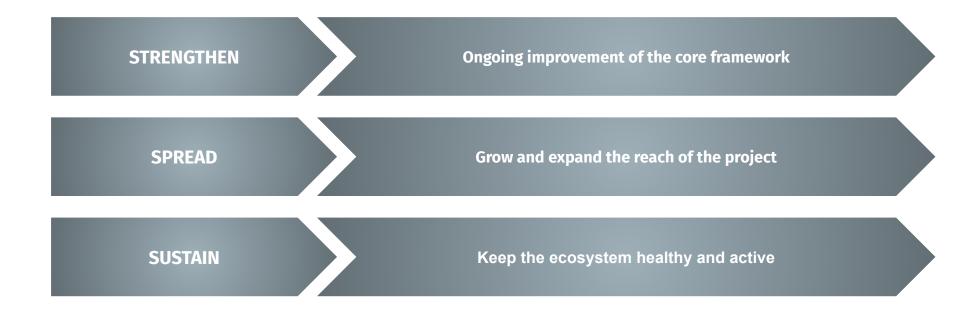
#edu:gnuradio.org





Discussing how to use GNU Radio in education

Project Vision



GNU Radio Funding

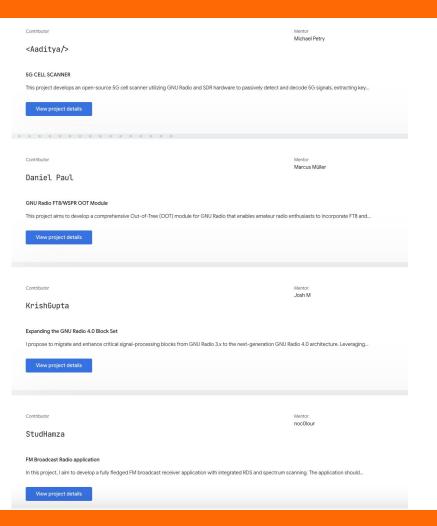


- → GNU Radio Conference
- → Grants
- → Donations
- **→**
- → Sustainability

Google Summer of Code

This year we had 4 sponsored projects!

Thanks to Google, the students, and the mentors





Fund your projects/ideas through grants

Small Grants through GNU Radio - \$5-\$15k Nov. 15 Deadline - info@gnuradio.org

Grant Ideas

Similar to the GSoC Ideas page, this is a list of things we could potentially ask for grant money to accomplish, or even just volunteers who want something specific to dive into:





The NumFOCUS Small Development Grants program is a community collaboration which addresses project needs while also engaging dedicated volunteers. See the process below:



How to Support GNU Radio

(0°0

Get Involved

Advertise that you use GNU Radio

Write a letter of support

Publish a whitepaper

Join a team



Technical vision remains unchanged



... but is starting to become reality



GNU Radio in the development workflow



Through the 4.0 architecture, expand feasible usage from simulation through to deployment

Technical Vision for GNU Radio 4.0



Modular CPU Runtime

- Scheduler as plugin
- Application-specific schedulers

Heterogeneous Architectures

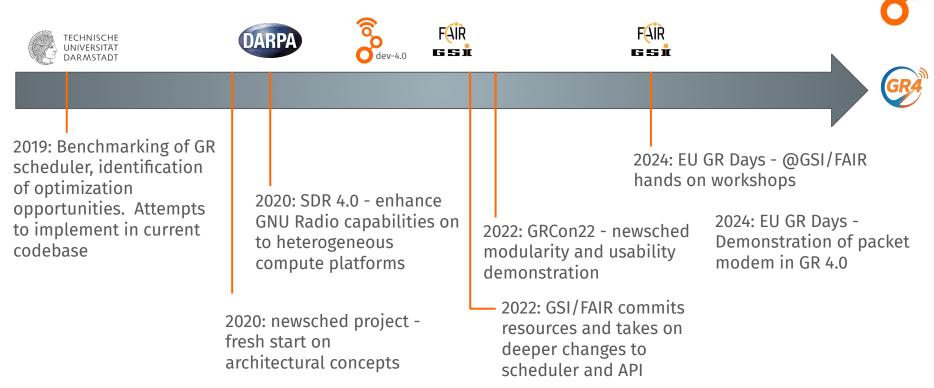
 Seamless integration of accelerators (e.g., FPGAs, GPUs, DSPs, SoCs)

Distributed DSP

 Setup and manage flowgraphs that span multiple nodes

Straightforward implementation of (distributed)
SDR systems that make efficient use of the platform
and its accelerators

GR 4.0 Timeline



Permissive Licensing





Our goal is for free and open software defined radio to get into the hands of as many people as possible.

GNU Radio is boxed out of many ecosystems because of (often misunderstood) GPL constraints

GR4 will have a permissive MIT licensed core and minimal blockset

Allows derived works to be licensed at the discretion of the author

- We envision a healthy GPLv3 ecosystem of OOT modules

Gain access to new applications / markets / ecosystems

Note: no relicensing of GR3 - ported code will remain GPLv3







The future of the GNU Radio framework





Imagine ...

GNU Radio that is suitable for mission critical and enterprise grade applications

GNU Radio flowgraphs that can be designed as prototypes and be deployed as products with minimal additional effort

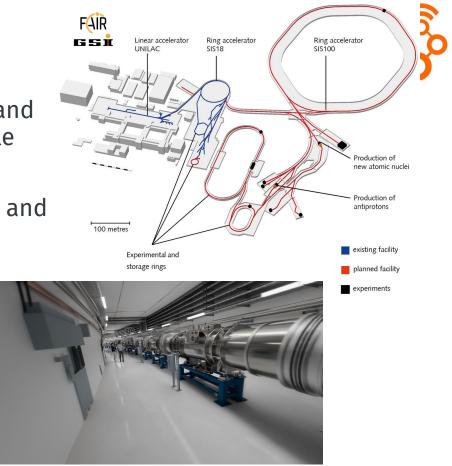
GNU Radio development workflows and data pipelines that better enable AI tools and AI/ML applications

Mission Critical

GR4 was developed as the measurement and sample processing solution for the particle accelerators at FAIR

Designed to run on **critical infrastructure**, and thus meet higher standards for **safety**, **cybersecurity**, and **product liability**.

- Redesigned from the ground up
- Modern C++ and Best Practices
- Lean, clean codebase
- High throughput and low latency demands































From prototype to deployed product



Block based development is a powerful concept - rapid application development based on modularity, reuse - but how well can a general purpose framework allow this to become a "product"

How these blocks get executed is highly dependent on the runtime framework

- Optimal scheduling across available compute resources
 - Custom scheduler to meet application needs
- Heterogeneous compute
 - Custom buffers to suit specific compute resources
- Maximize CPU performance
 - Lock Free buffers, constexpr optimization, std::simd standardization, Block Merging

GR4 Killer Features

Lean on compiler for efficient optimizations

Type strictness and constraints

Code is single source of truth

SIMD and Merge API

Direct testing of blocks without flowgraph

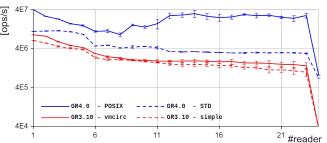
Lock free circular buffers

Modular Scheduling

Ease of Development







benchmark:	cache misses	-mean-stddev-	max	-ops/s-
merged src⊸sink	1.3k / 3k = 46%	626 ns 110 ns	952 ns	16.4G
merged src->copy->sink	391 / 971 = 40%	957 ns 106 ns	1 us	10.7G
merged src(N=1024)->b1(N≤128)->b2(N=1024)->b3(N=32128)->sink	398 / 960 = 41%	957 ns 103 ns	1 us	10.7G
merged src_mult(2.0)→divide(2.0)→add(-1)→sink	401 / 1k = 40%	3 us 108 ns	4 us	3.0G
merged src->(mult(2.0)->div(2.0)->add(-1))^10->sink	470 / 1k = 42%	41 us 189 ns	42 us	248M
runtime src->sink	9k / 174k = 5%	42 us 98 us	336 us	241M
runtime src(N=1024)->b1(N≤128)->b2(N=1024)->b3(N=32128)->sink	20k / 648k = 3%	125 us 328 us	1 ms	81.7M
runtime src->mult(2.0)->div(2.0)->add(-1)->sink - process_one()	24k / 663k = 4%	105 us 259 us	882 us	97.5M
runtime src->mult(2.0)->div(2.0)->add(-1)->sink - process_bulk()	24k / 664k = 4%	152 us 358 us	1 ms	67.3M
runtime $src \rightarrow (mult(2.0) \rightarrow div(2.0) \rightarrow add(-1))^{10} \rightarrow sink$	56k / 686k = 8%	127 us 28 us	198 us	80.6M
		1		

GR4 in practice



This is a completely functional GR4 block

```
struct Square : Block<Square> {
    using Description = Doc<"@brief Squares the input value">;
    PortIn<float> in;
    PortOut<float> out;
    GR_MAKE_REFLECTABLE(Square, in, out);
    [[nodiscard]] constexpr float processOne(float input) const noexcept { return input*input; }
};
```

GR4 as a low barrier entrypoint for AI enabled SDR

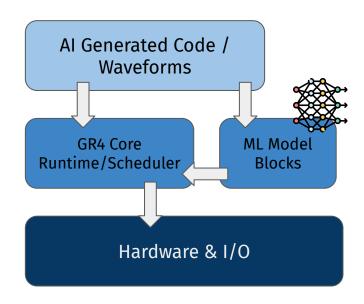


AI-enabled SDR starts with an easy to use, high-performance framework.

Without a stable, performant core, developers waste time reinventing DSP chains, schedulers, and I/O handling.

GR4 provides a production-grade signal processing engine so AI-generated code and AI-driven waveforms can focus on innovation, not reimplementation.

A shared foundation means AI models and outputs are immediately deployable and interoperable with other SDR components.



Al Ready Data Model

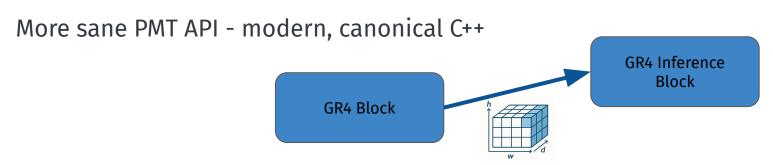


PMT Tensors: superset of vectors with shape, dtype, rank.

Fits naturally with PyTorch, TensorFlow, ONNX workflows.

Rich metadata (time/frequency/antenna) travels with data → training & inference ready.

PMT typed ports: simplify sending structured data between blocks



Data Movement and Compute Placement



Custom buffers and zero-copy GPU/accelerator paths.

- Custom Buffer architecture in place
- SYCL as one prototyped option for compute abstraction

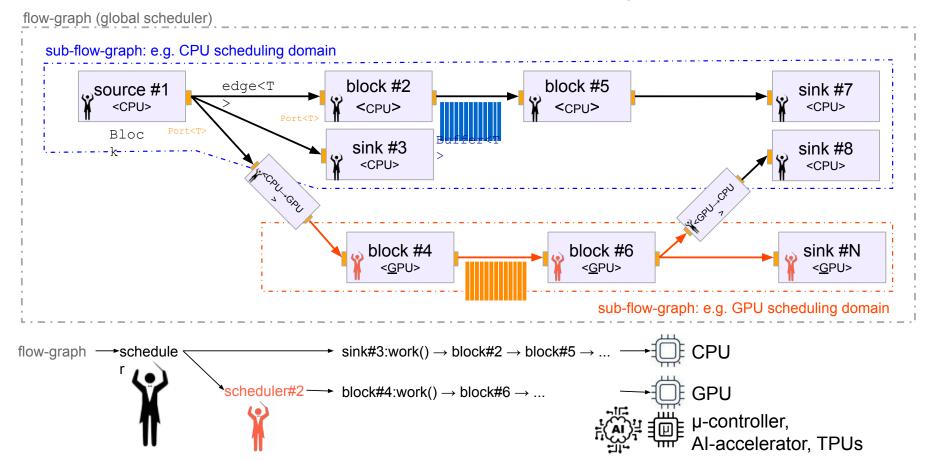
Modular schedulers allow a vast ecosystem of custom and future domain-specific schedulers

- Async & batch execution to match AI inference engine behavior.



Graph-Based Signal-Flow Description

GR3.x→4: multiple compute domains & inverted scheduler paradigm Block → Graph



Latest GR4 Features

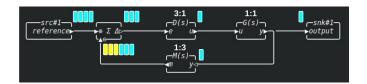


New/properly integrated features

- custom user-defined scheduler
- low-latency schedulers (< ~10 us worst-case latencies, chain of 5 blocks)
- message passing API to read/write/modify graphs from a non-C++ context (important for GUI developments)
- fully compile-time static/runtime polymorphic (plugin) block API
- unmanaged + managed (WIP) polymorphic sub-graphs (plugin-API)
- ... finalising the Buffer, Port, Block, Graph, Scheduler API, ...
- ... reduced the overhead for tag-processing (~35M tags/s possible)
- ... feedback-loop integration (WIP)
- new <simd>-FFT (MIT-licensed, as-fast/faster than FFTW)

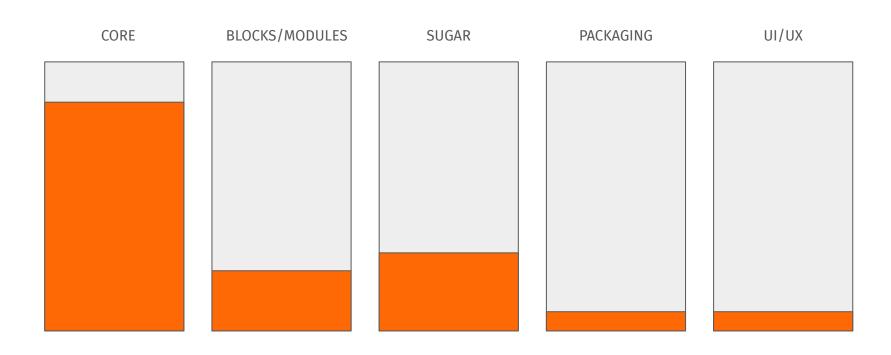
Tentative proof-of-concepts:

- tentative Windows support (Chris Gorman et al.)
- SYCL integration (GPUs, FPGAs, ...)
- ONNX integration (vendor-neutral ML integration) -> needs user-driven examples
- Tensor<T> support (John Sallay et al.)



Goals for GR4 - to be broadly adoptable





Low Hanging Fruit



What are some things that the community could jump on right now

Blocks / Modules

- Porting things from GR3
- SigMF
- ONNX, other AI model frameworks

REST/HTTP Integration

Example flowgraphs - AM/FM/Digital modulation/demodulation

Performance Benchmarks

How to Engage



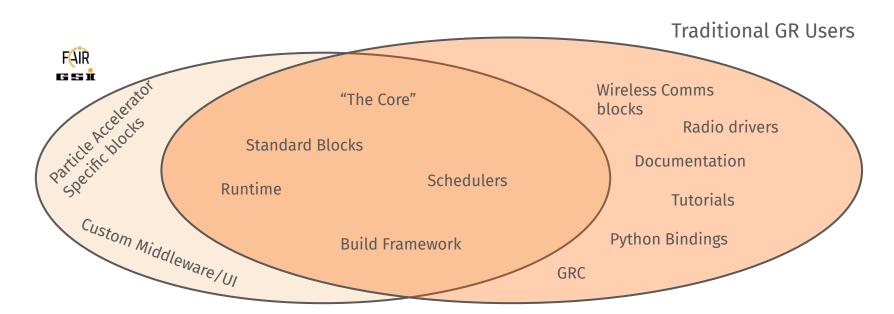
<u> Architecture Working Group -</u>

- This is where we discuss what is going on with GR4
- 4th Thursday of every month (mostly) 12PM ET
- https://groups.io/g/gnuradio-scheduler
 - To get meeting invites
- #Architecture Channel on <u>chat.gnuradio.org</u>
- Topics:
 - We would like to have more community driven topics show what you are doing with GR4, issues you might be running into, how you would like to use it
 - Apart from that general updates and feature planning

Community Maintainership



Goal is to transition ownership / maintenance to the GNU Radio community



Let's Make this a Reality!





Reach a level of community maintainership

Expand the blockset (join the GR4 block tutorial tomorrow, and hackfest Friday)

Create new and exciting applications that demonstrate the functionalities and performance advantages









Contact

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