Wireless Networks (part 1)

Wireless Networks 1 Outline

- Terminology, WLAN types, IEEE Standards
- IEEE 802.11a/b/g/n
- 802.11 AP Management Functions
  - Association, scanning
- 802.11 MAC Sub-Layer
  - DCF
    - CSMA/CA
    - MACAW

Wireless Networks 1 Outline

- 802.11 MAC Sub-Layer (cont.)
  - RTS/CTS
  - PCF
    - Beacons, DIFS, SIFS
  - Frame Details
    - PLCP preamble and header
    - Address fields
  - Dynamic Rate Adaptation
  - Frame Fragmentation

LAN, WLAN and WSN Terminology

802.3::

Ethernet CSMA/CD

802.11a/b/g/n::

WiFi CSMA/CA

802.15.4::

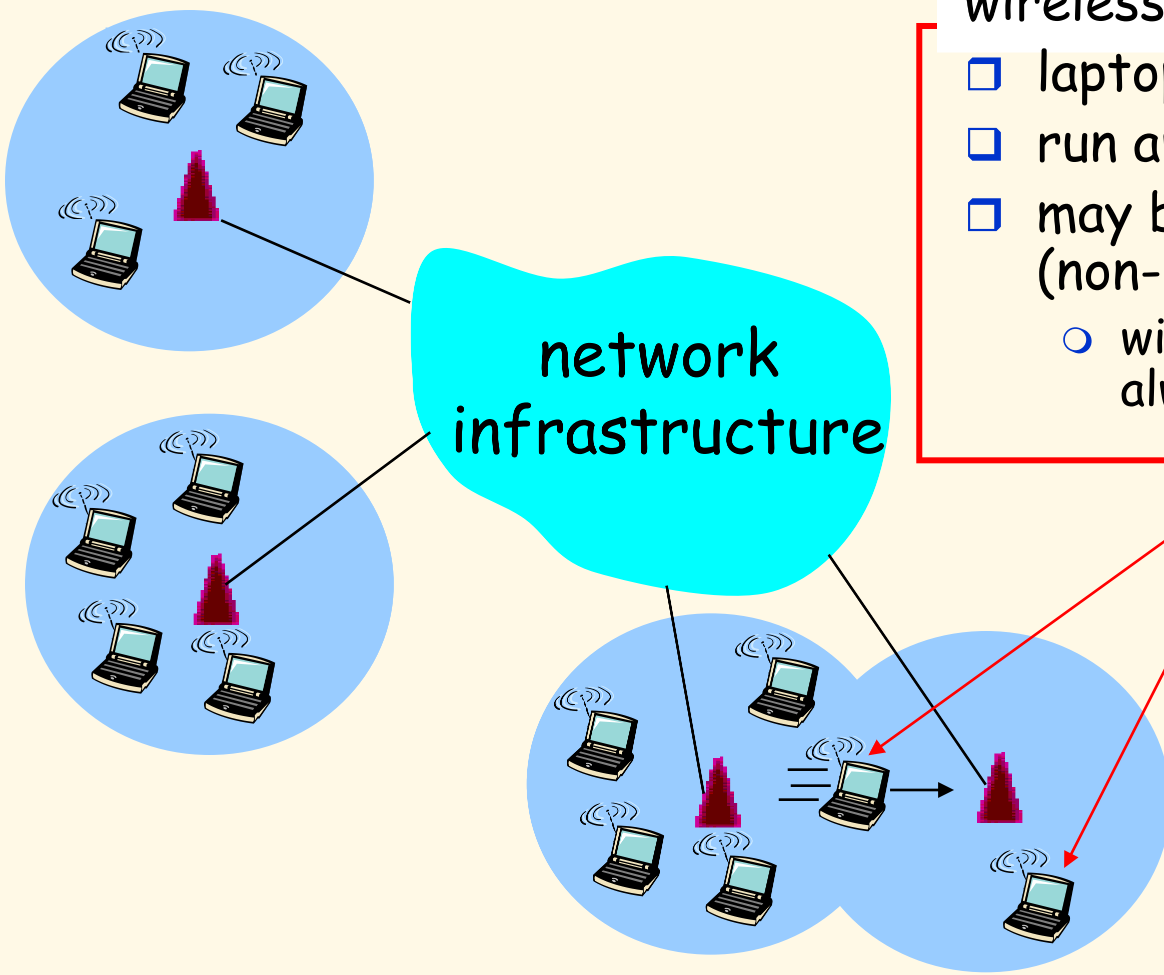
ZigBee 802.11-based
lower data rates, lower power } WSNs

Bluetooth::

TDMA

- wireless Personal Area Networks (PANs) that provide secure, globally unlicensed short-range radio communication.
- Clusters with max of 8: cluster head + 7 nodes

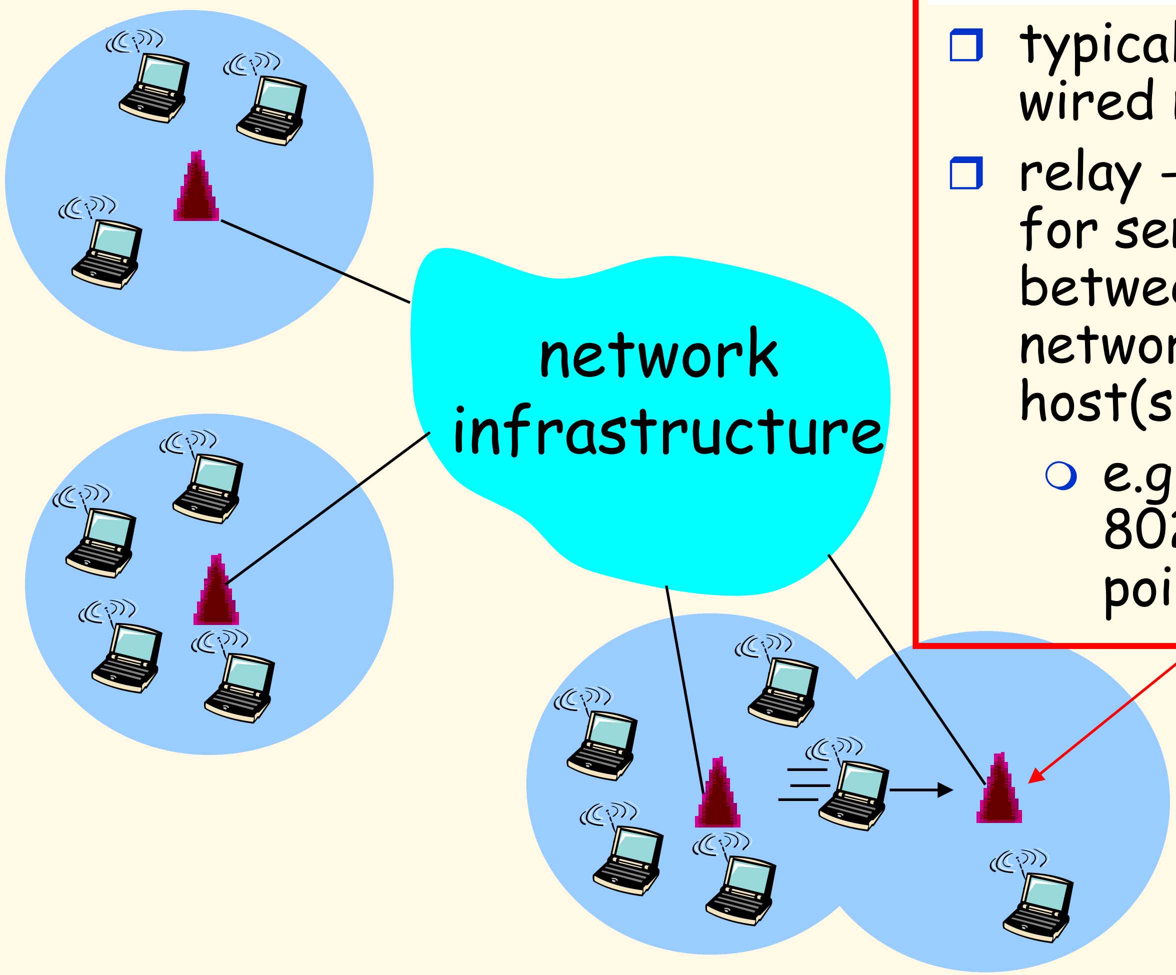
Elements of a Wireless Network



wireless hosts

- laptop, PDA, IP phone
- run applications
- may be stationary (non-mobile) or mobile
  - wireless does *not* always mean mobility

Elements of a Wireless Network



base station

- typically connected to wired network
- relay - responsible for sending packets between wired network and wireless host(s) in its "area"
    - e.g., cell towers, 802.11 access points

Wireless Local Area Networks (WLANs)

- The proliferation of laptop computers and other mobile devices (PDAs and cell phones) created an *obvious* application level demand for wireless local area networking.
- Companies jumped in, quickly developing *incompatible* wireless products in the 1990's.
- Industry decided to entrust standardization to IEEE committee that dealt with wired LANs
  - *namely, the IEEE 802 committee!!*

IEEE 802 Standards Working Groups

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Number	Topic
802.1	Overview and architecture of LANs
802.2 ↓	Logical link control
802.3 *	Ethernet
802.4 ↓	Token bus (was briefly used in manufacturing plants)
802.5	Token ring (IBM's entry into the LAN world)
802.6 ↓	Dual queue dual bus (early metropolitan area network)
802.7 ↓	Technical advisory group on broadband technologies
802.8 †	Technical advisory group on fiber optic technologies
802.9 ↓	Isochronous LANs (for real-time applications)
802.10 ↓	Virtual LANs and security
802.11 *	Wireless LANs
802.12 ↓	Demand priority (Hewlett-Packard's AnyLAN)
802.13	Unlucky number. Nobody wanted it
802.14 ↓	Cable modems (defunct: an industry consortium got there first)
802.15 *	Personal area networks (Bluetooth) 802.15.4 ZigBee
802.16 *	Broadband wireless
802.17	Resilient packet ring

Figure 1-38. The important ones are marked with *. The ones marked with ↓ are hibernating. The one marked with † gave up.

IEEE 802.11

The following IEEE 802.11 standards exist or are in development to support the creation of technologies for wireless local area networking:

- 802.11a - 54 Mbps standard, 5 GHz signaling (ratified 1999)
- 802.11b - 11 Mbps standard, 2.4 GHz signaling (1999)
- 802.11c - operation of bridge connections (moved to 802.1D)
- 802.11d - worldwide compliance with regulations for use of wireless signal spectrum (2001)
- 802.11e - Quality of Service (QoS) support (not yet ratified)
- 802.11f - Inter-Access Point Protocol recommendation for communication between access points to support roaming clients (2003)
- 802.11g - 54 Mbps standard, 2.4 GHz signaling (2003)
- 802.11h - enhanced version of 802.11a to support European regulatory requirements (2003)
- 802.11i- security improvements for the 802.11 family (2004)
- 802.11j - enhancements to 5 GHz signaling to support Japan regulatory requirements (2004)
- 802.11k - WLAN system management (in progress)

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IEEE 802.11

The following IEEE 802.11 standards exist or are in development to support the creation of technologies for wireless local area networking:

- 802.11m - maintenance of 802.11 family documentation
- 802.11n - OFDM version at 248 Mbps; MIMO version 600 Mbps ??

** formally voted into the standard in September 2009!

- 802.11p- Wireless Access for the Vehicular Environment
- 802.11r - fast roaming support via Basic Service Set transitions
- 802.11s - ESS mesh networking for access points
- 802.11t - Wireless Performance Prediction - recommendation for testing standards and metrics
- 802.11u - internetworking with 3G / cellular and other forms of external networks
- 802.11v - wireless network management / device configuration
- 802.11w - Protected Management Frames security enhancement
- 802.11x- skipped (generic name for the 802.11 family)
- 802.11y - Contention Based Protocol for interference avoidance

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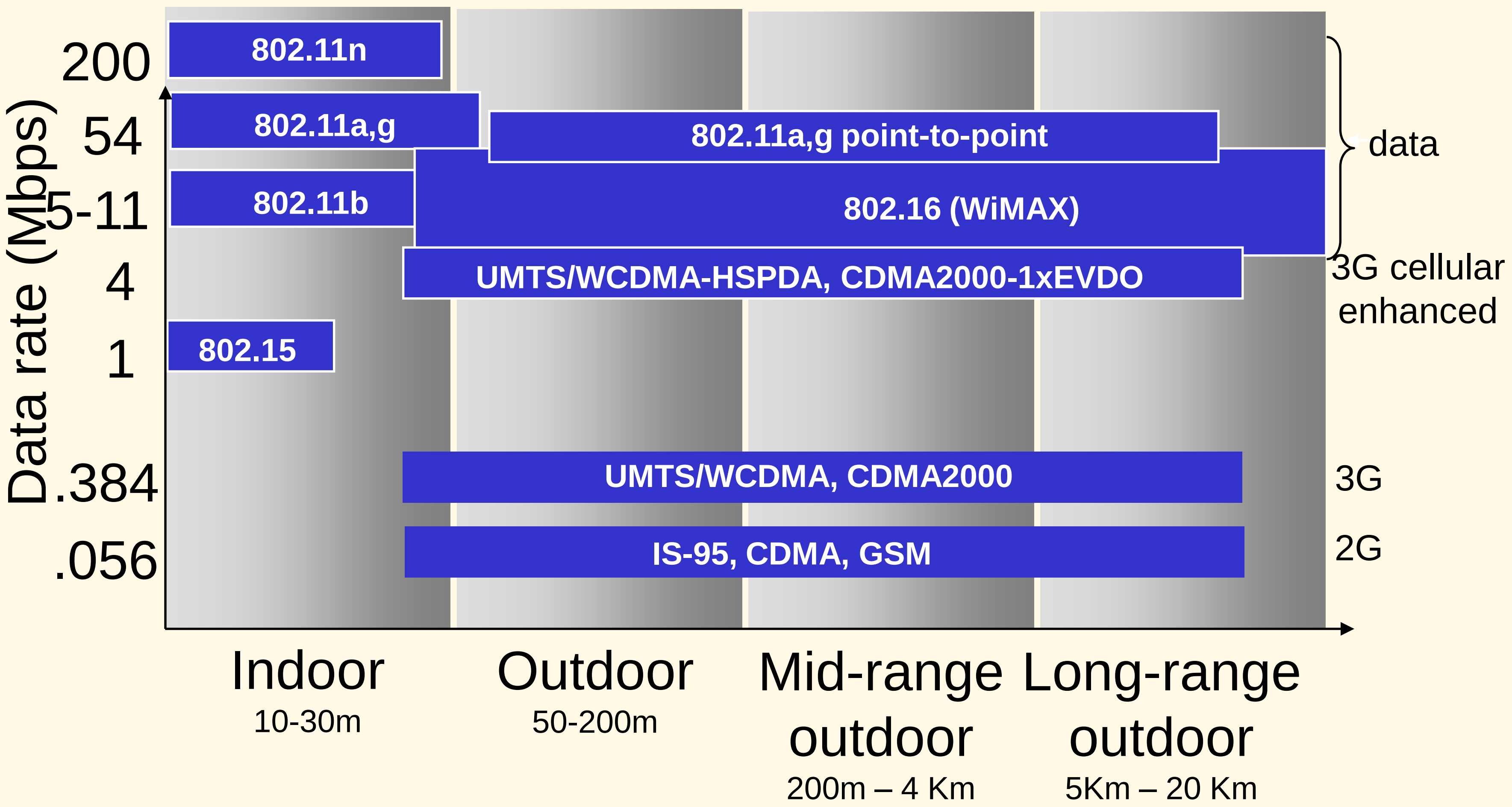
Wireless Link Standards



Wireless Link Characteristics

Differences from wired link….

- decreased signal strength: radio signal attenuates as it propagates through matter (path loss).
- interference from other sources: standardized wireless network frequencies (e.g., 2.4 GHz) shared by other devices (e.g., phone); devices (motors) interfere as well.
- multipath propagation: radio signal reflects off objects ground, arriving ad destination at slightly different times.

…. makes communication across (even a point to point) wireless link much more difficult.

Classification of Wireless Networks

- **Base Station::** all communication through an *Access Point* (AP) {note hub topology}. Other nodes can be fixed or mobile.
- **Infrastructure Wireless::** *AP* is connected to the wired Internet.
- **Ad Hoc Wireless::** wireless nodes communicate directly with one another.
- **MANETs (Mobile Ad Hoc Networks) ::** ad hoc nodes are mobile.

Wireless LANs

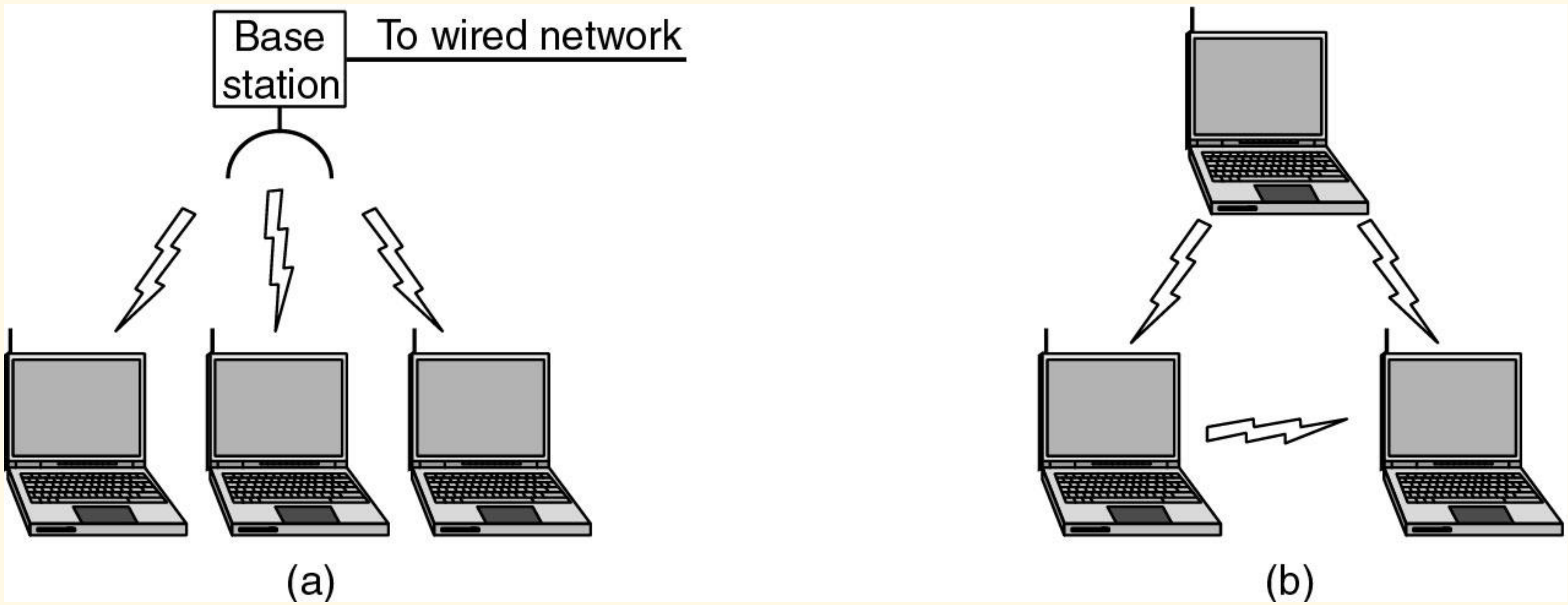


Figure 1-36.(a) Wireless networking with a base station. (b) Ad hoc networking.

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Wireless Network Taxonomy

	single hop	multiple hops
infrastructure (e.g., APs)	host connects to base station (WiFi, WiMAX, cellular) which connects to larger Internet	host may have to relay through several wireless nodes to connect to larger Internet: *mesh net*
no infrastructure	no base station, no connection to larger Internet (Bluetooth, ad hoc nets)	no base station, no connection to larger Internet. May have to relay to reach other a given wireless node MANET, VANET

The 802.11 Protocol Stack

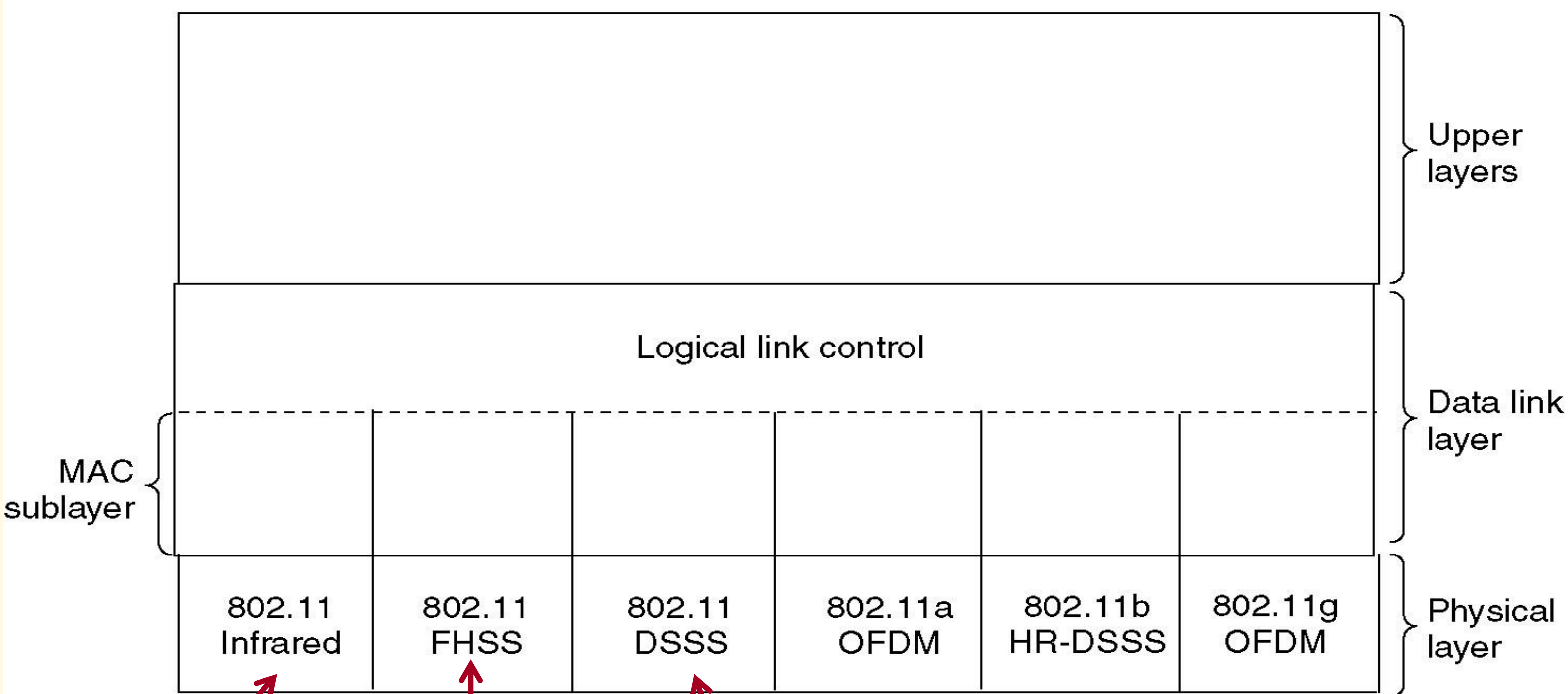

Figure 4-25. Part of the 802.11 protocol stack.

Note – ordinary 802.11 products are no longer being manufactured.

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Wireless Physical Layer

- Physical layer conforms to OSI (five options)
  - 1997: 802.11 infrared, FHSS, DSSS {FHSS and DSSS run in the 2.4GHz band}
  - 1999: 802.11a OFDM and 802.11b HR-DSSS
  - 2001: 802.11g OFDM
  - 2009: 802.11n OFDM and MIMO
- 802.11 *Infrared*
  - Two capacities: 1 Mbps or 2 Mbps.
  - Range is 10 to 20 meters and cannot penetrate walls.
  - Does not work outdoors.
- 802.11 *FHSS* (*Frequence Hopping Spread Spectrum*)
  - The main issue is *multipath fading*.
  - *[P&D] The idea behind spread spectrum is to spread the signal over a wider frequency to minimize the interference from other devices.*
  - 79 non-overlapping channels, each 1 Mhz wide at low end of 2.4 GHz ISM band.
  - The same pseudo-random number generator used by all stations to start the hopping process.
  - Dwell time: min. time on channel before hopping (400msec).

Wireless Physical Layer

- 802.11 *DSSS* (*Direct Sequence Spread Spectrum*)
  - *The main idea is to represent each bit in the frame by multiple bits in the transmitted signal (i.e., it sends the XOR of that bit and **n** random bits).*
  - **Spreads signal over entire spectrum using pseudo-random sequence (similar to CDMA see Kurose & Ross Chap 6).**
  - **Each bit transmitted using an 11-bit chipping Barker sequence, PSK at 1Mbaud.**
  - **This yields a capacity of 1 or 2 Mbps.**

unique code per sender

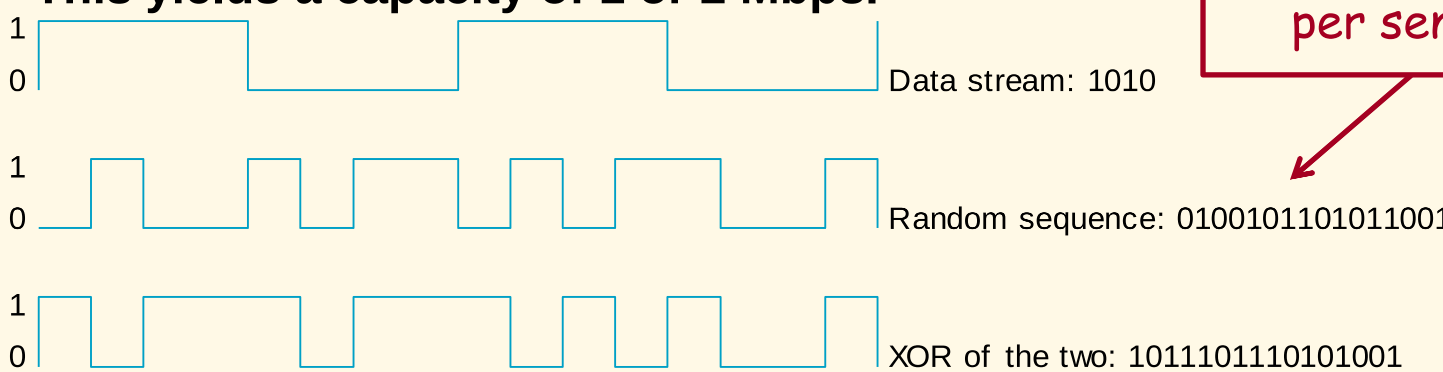


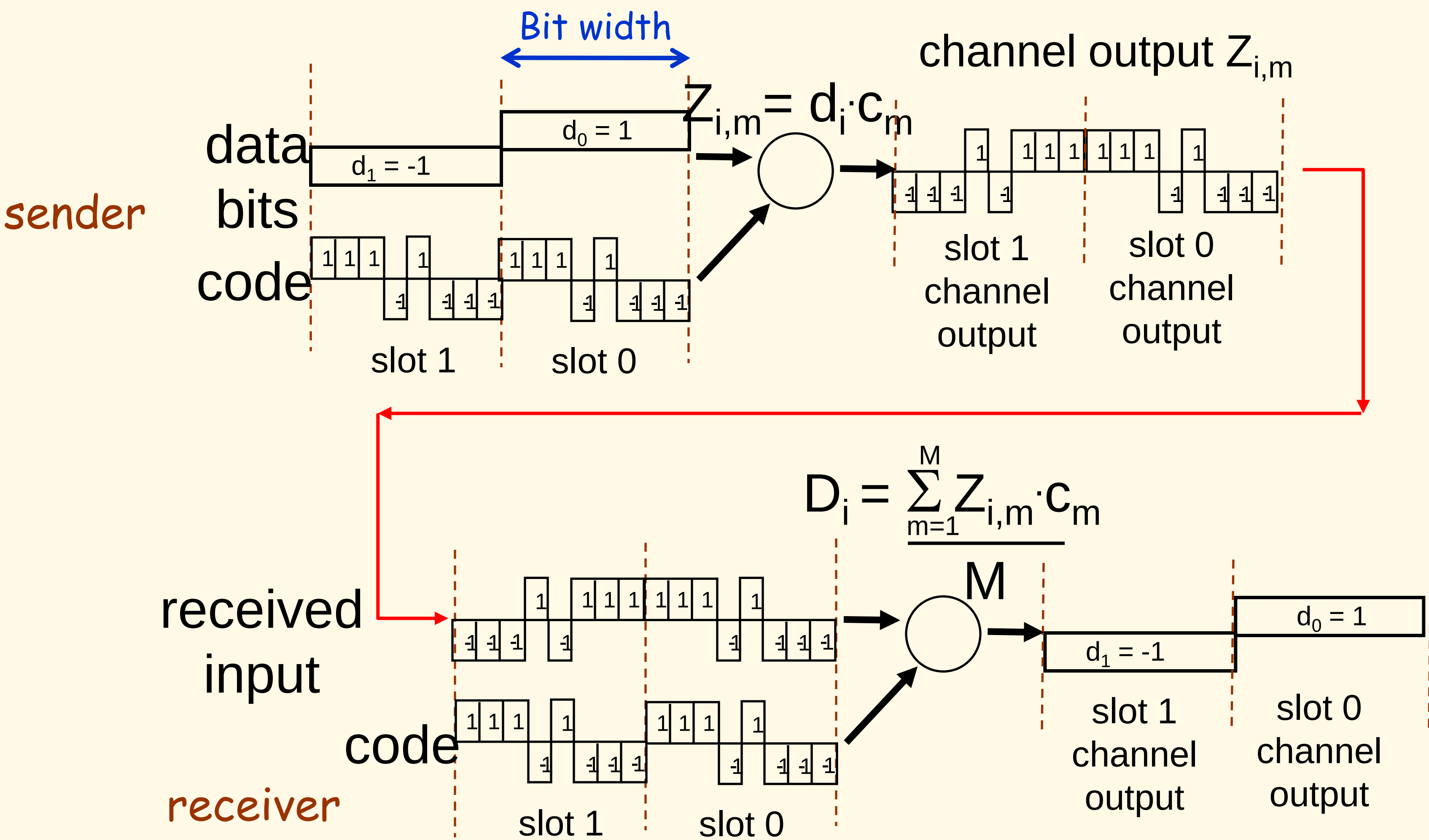
Figure 2.37 Example 4-bit chipping sequence

P&D slide

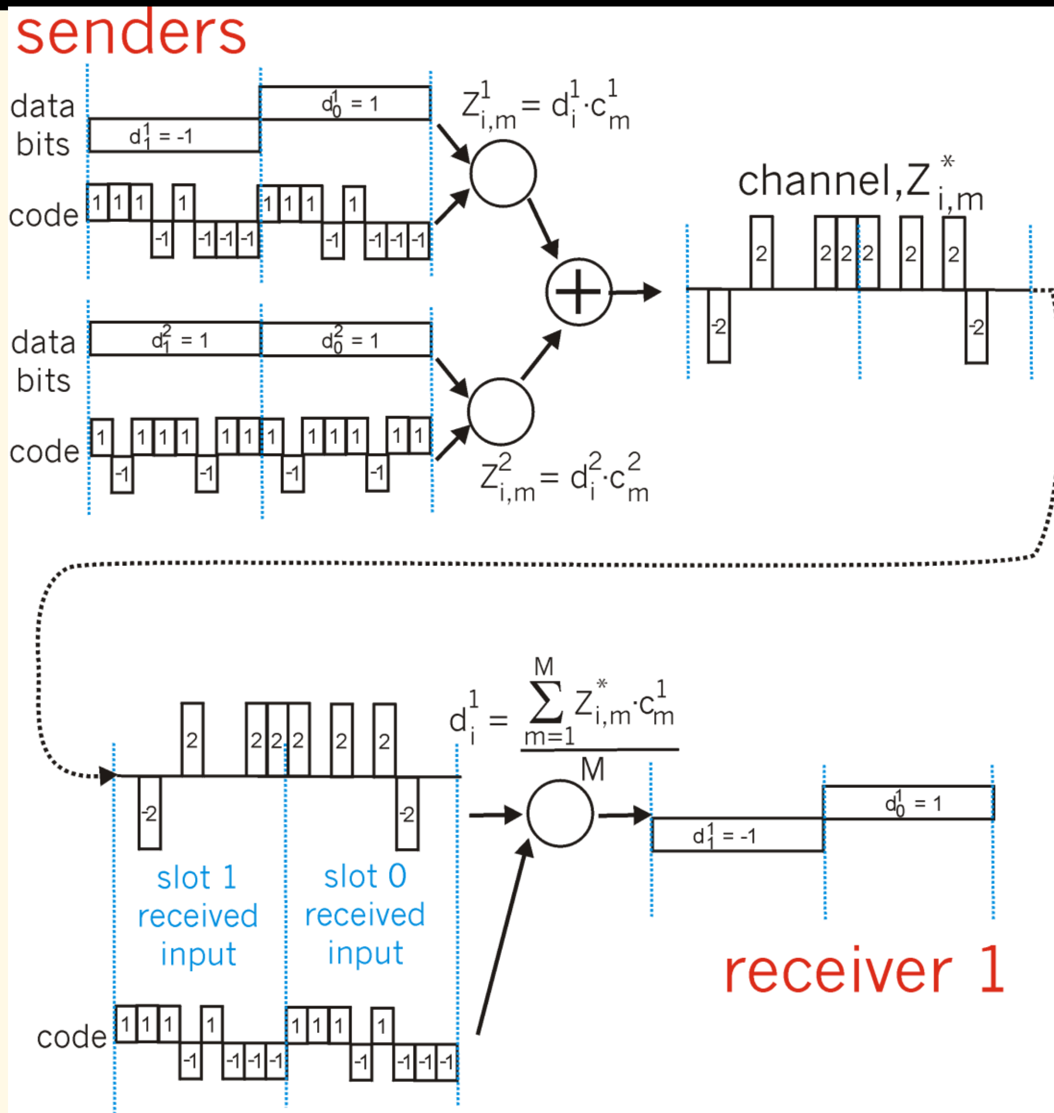
Code Division Multiple Access (CDMA)

- Used in several wireless broadcast channels (cellular, satellite, etc) standards.
- A unique "code" assigned to each user; i.e., code set partitioning.
- All users share the same frequency, but each user has its own chipping sequence (i.e., code) to encode data.
- encoded signal = (original data) X (chipping sequence)
- decoding: inner-product of encoded signal and chipping sequence
- Allows multiple users to "coexist" and transmit simultaneously with minimal interference (if codes are "orthogonal").

CDMA Encode/Decode



CDMA: Two-Sender Interference



Wireless Physical Layer

- 802.11a *OFDM* (Orthogonal Frequency Divisional Multiplexing)
  - Compatible with European HiperLan2.
  - 54 Mbps in wider 5.5 GHz band → transmission range is limited.
  - Uses 52 FDM channels (48 for data; 4 for synchronization).
  - Encoding is complex (PSM up to 18 Mbps and QAM above this capacity).
  - E.g., at 54 Mbps 216 data bits encoded into into 288-bit symbols.
  - More difficulty penetrating walls.

Wireless Physical Layer

- 802.11b *HR-DSSS* (*High Rate Direct Sequence Spread Spectrum*)
  - 11a and 11b *shows a split in the standards committee.*
  - 11b approved and hit the market before 11a.
  - Up to 11 Mbps in 2.4 GHz band using 11 million chips/sec.
  - Note in this bandwidth all these protocols have to deal with interference from microwave ovens, cordless phones and garage door openers.
  - Range is 7 times greater than 11a.
  - 11b and 11a are incompatible!!

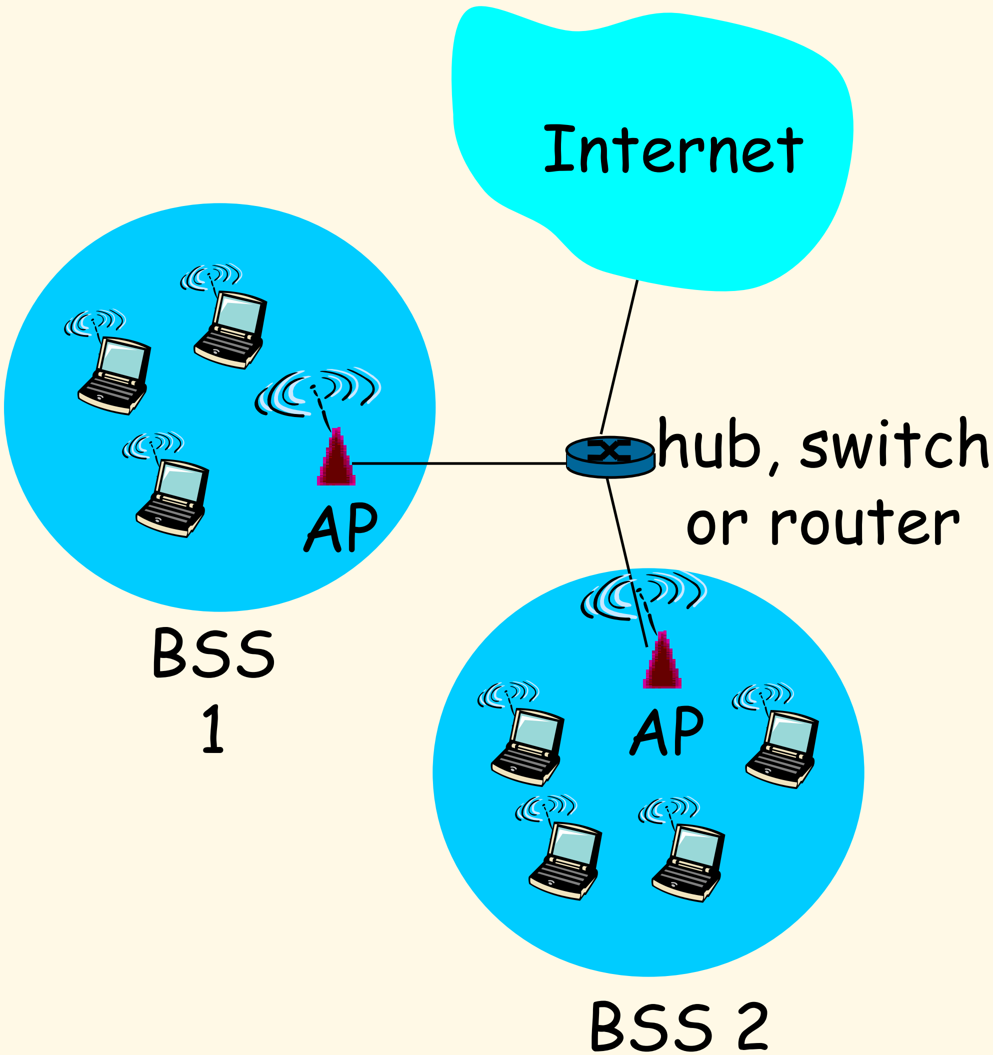
Wireless Physical Layer

- 802.11g *OFDM(Orthogonal Frequency Division Multiplexing)*
  - An attempt to combine the best of both 802.11a and 802.11b.
  - Supports bandwidths up to 54 Mbps.
  - Uses 2.4 GHz frequency for greater range.
  - Is backward compatible with 802.11b.

Wireless Physical Layer

- 802.11n
- OFDM version at 248 Mbps
- Physical Layer Changes:
  - Multiple-Input-Multiple-Output (MIMO)
  - maximum of 600 Mbps with the use of four spatial streams at a channel width of 40 MHz.
  - Spatial Division Multiplexing (SDM)
- MAC Layer Changes:
  - Frame aggregation

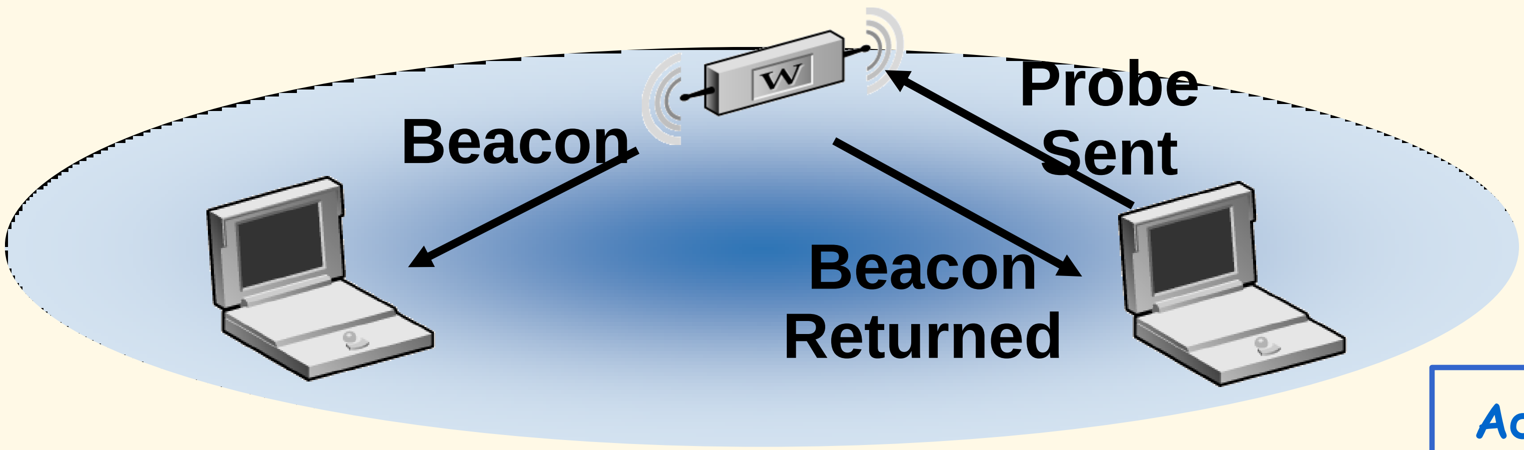
802.11 LAN Architecture



- wireless host communicates with base station
  - base station = access point (AP)
- Basic Service Set (BSS) (aka "cell") in infrastructure mode contains:
  - wireless hosts
  - access point (AP): base station
  - ad hoc mode: hosts only

802.11 Management Functions

- Channel Selection
- Scanning
- Station (user) Authentication and Association
- Beacon Management
- Power Management Mode



Adv-Nets Keating

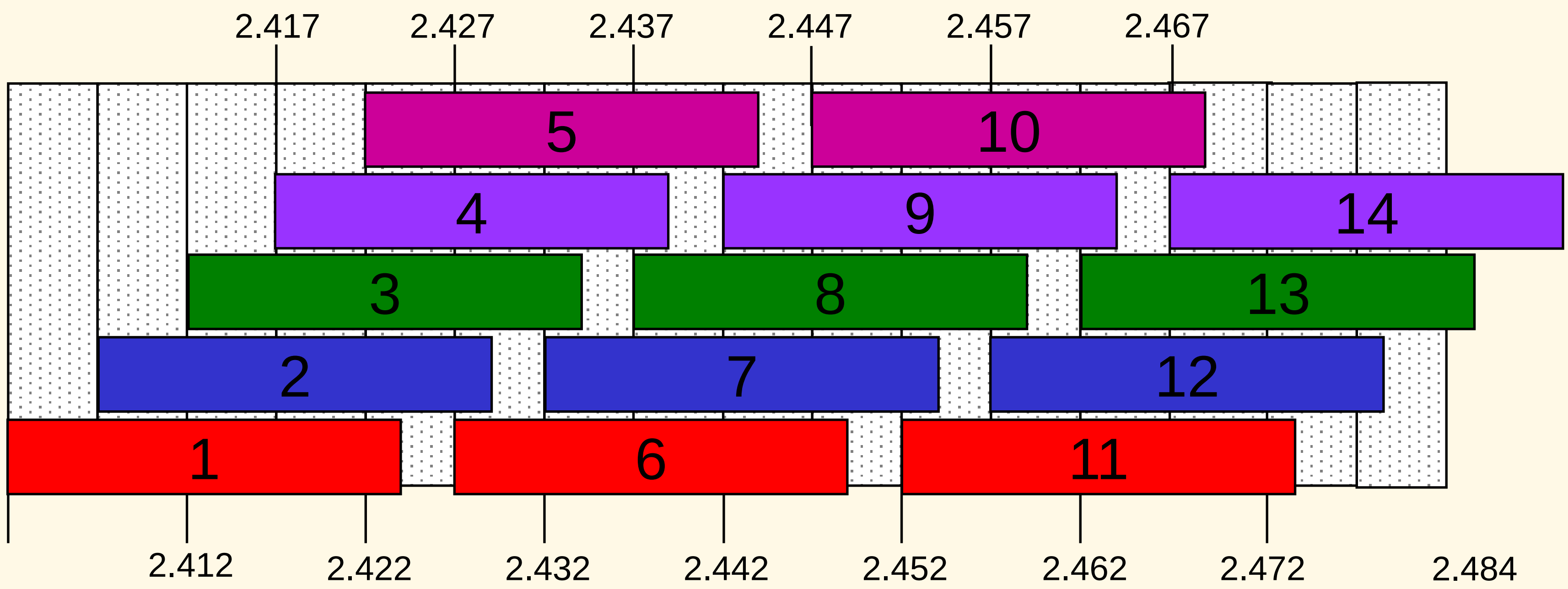
Channels and AP Association

- 802.11b: 2.4GHz-2.485GHz spectrum divided into 11 channels (overlapping frequencies).
  - AP admin chooses frequency for AP.
  - Interference is possible: The channel can be same as that chosen by a neighbor AP!
- Wireless nodes must associate with an AP.
  - Node scans channels, listening for beacon frames containing AP's name (SSID) and MAC address.
  - Node makes choice for AP association {default is best RSSI}.
  - may perform authentication [K&R Chapter 8].
  - will typically run DHCP to get IP address in AP's subnet.

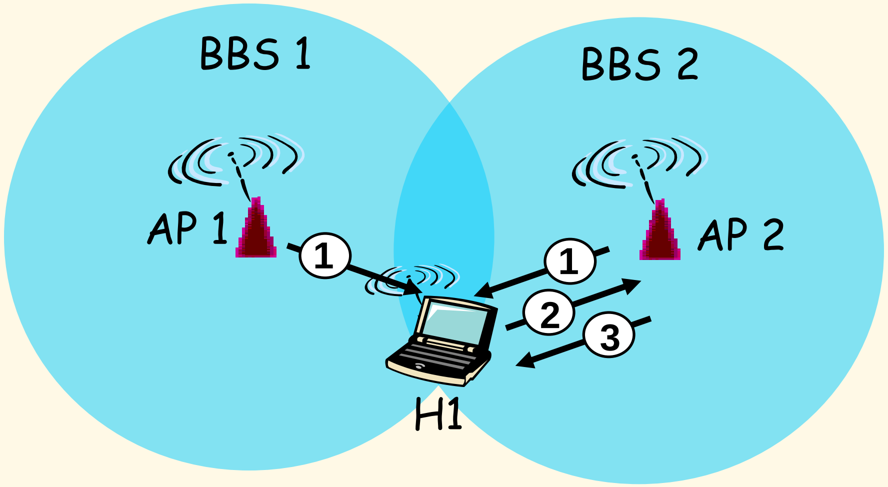
802.11 Overlapping Channels

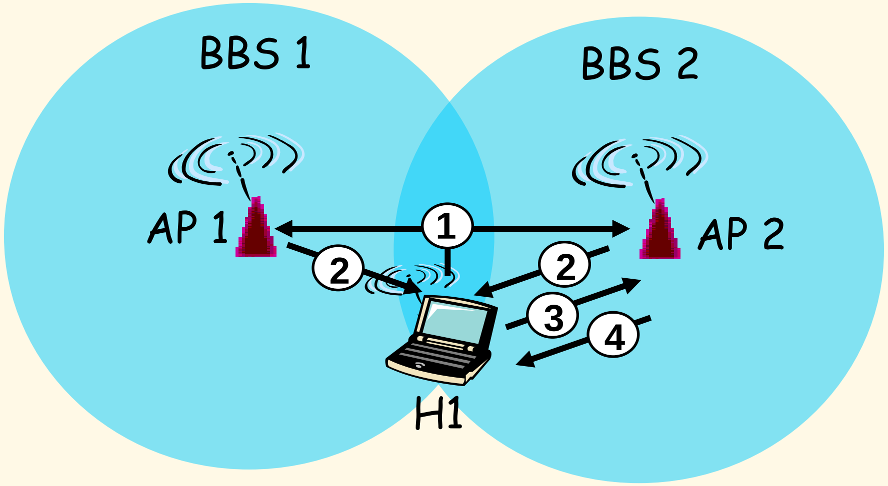
- 802.11b/g transmission occurs on one of 11 overlapping channels in the 2.4GHz North American ISM band.

Adv-Nets
Keating



802.11: Passive/Active Scanning





Passive Scanning

(1) beacon frames sent from APs
(2) association Request frame sent: H1 to selected AP
(3) association Response frame sent: H1 to selected AP

Active Scanning

(1) Probe Request frame broadcast from H1
(2) Probes response frame sent from APs
(3) Association Request frame sent: H1 to selected AP
(4) Association Response frame sent: H1 to selected AP

802.11 MAC Layer Protocol

- In 802.11 wireless LANs, "seizing the channel" does not exist as in 802.3 wired Ethernet.
- Two additional problems:
  - Hidden Terminal Problem
  - Exposed Station Problem
- To deal with these two problems 802.11 supports two modes of operation:
  - DCF (Distributed Coordination Function)
  - PCF (Point Coordination Function).
- All implementations must support DCF, but PCF is optional.

802.11 Problems

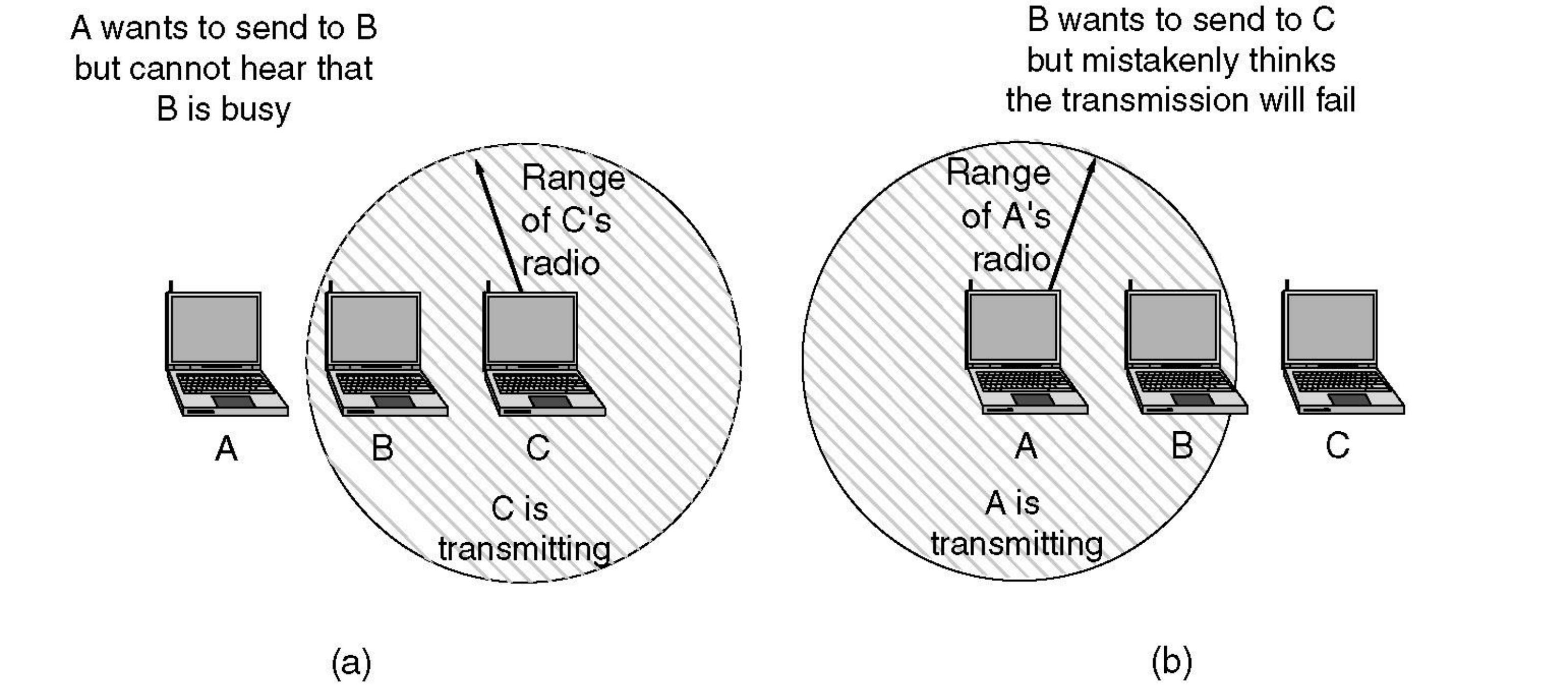


Figure 4-26.(a)The hidden terminal problem. (b) The exposed station problem.

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The Hidden Terminal Problem

- Wireless stations have transmission ranges and not all stations are within radio range of each other.
- Simple CSMA will not work!
- C transmits to B.
- If A "senses" the channel, it will not hear C's transmission and falsely conclude that A can begin a transmission to B.

The Exposed Station Problem

- This is the inverse problem.
- B wants to send to C and listens to the channel.
- When B hears A's transmission, B falsely assumes that it cannot send to C.

Distribute Coordination Function (DCF)

CSMA/CA (*CSMA* with *C*ollision *A*voidance) uses one of two modes of operation:

- *virtual carrier sensing*
- physical carrier sensing

The two methods are supported by:

1. MACAW (Multiple Access with Collision Avoidance for Wireless) with virtual carrier sensing.
2. 1-persistent physical carrier sensing.

Wireless LAN Protocols

[Tan pp.269-270]

MACA protocol **reduces** hidden and exposed terminal problems:

- Sender broadcasts a Request-to-Send (***RTS***) and the intended receiver sends a Clear-to-Send (***CTS***).
- Upon receipt of a ***CTS,*** the sender begins transmission of the frame.
- **RTS,CTS** helps determine who else is in range or busy (**C**ollision **A**voidance).
  - Can a collision still occur?

Wireless LAN Protocols

- ***MACAW*** added ACKs, Carrier Sense, and BEB done per stream and **not** per station.

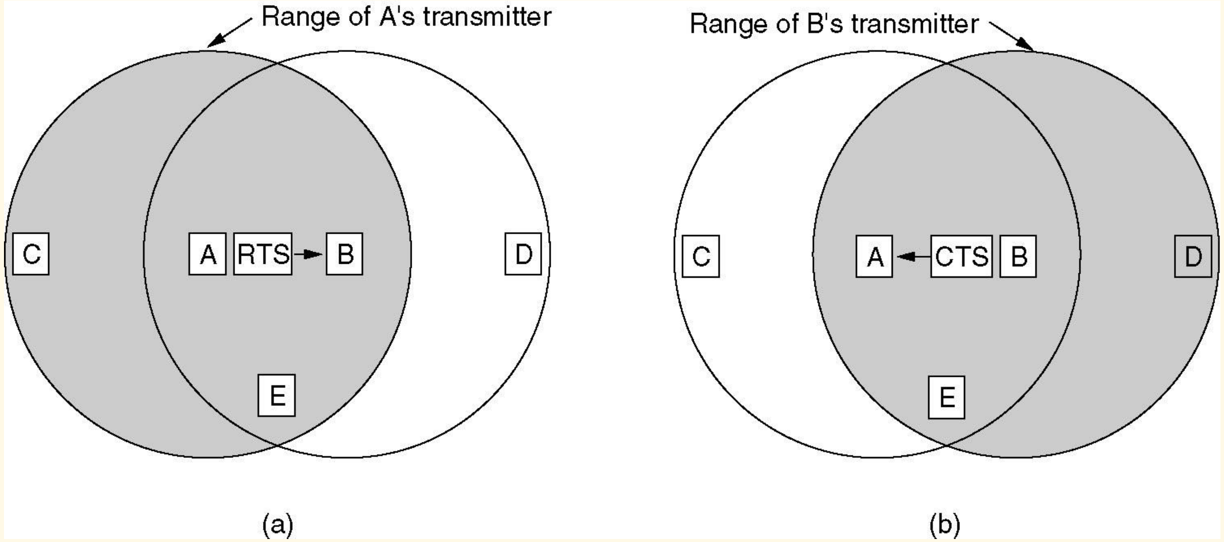

Figure 4-12. (a) A sending an RTS to B. (b) B responding with a CTS to A.

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Virtual Channel Sensing in CSMA/CA

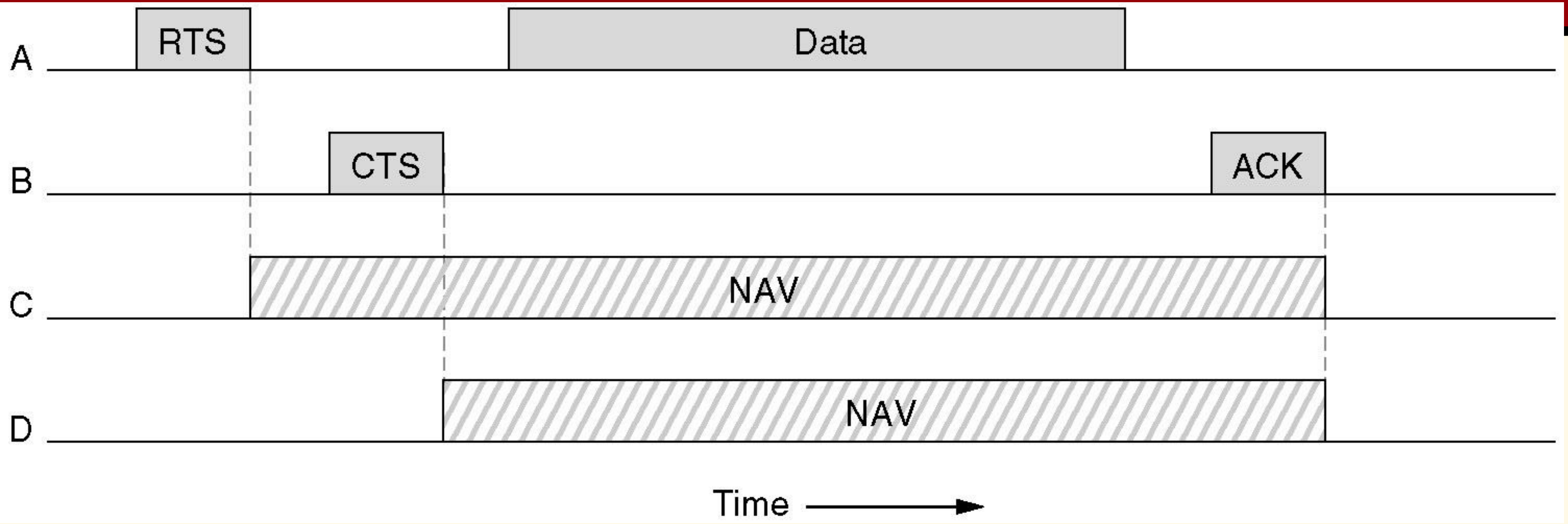

Figure 4-27. The use of virtual channel sensing using CSMA/CA.

- C (in range of A) *receives the RTS and based on information in RTS creates a virtual channel busy* NAV (Network Allocation Vector).
- D (in range of B) *receives the CTS and creates a shorter* NAV.

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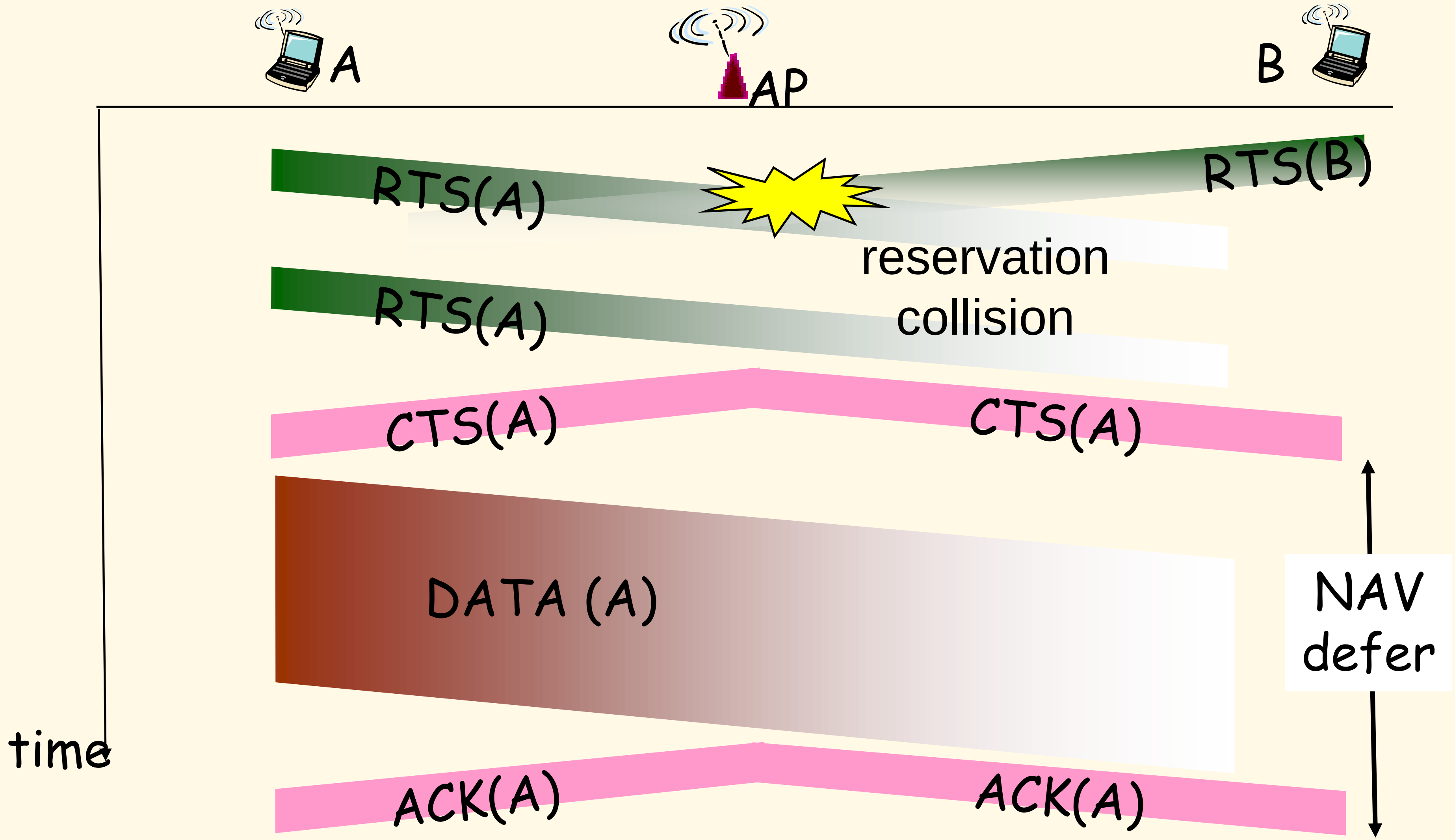
Collision Avoidance: RTS-CTS Exchange



Virtual Channel Sensing in CSMA/CA

What is the advantage of RTS/CTS?

RTS is 20 bytes, and CTS is 14 bytes.

MPDU can be 2300 bytes.

- "virtual" implies source station sets the *duration field* in data frame or in RTS and CTS frames.
- Stations then adjust their NAV accordingly!

1-Persistent Physical Carrier Sensing

- The station senses the channel when it wants to send.
- If idle, the station transmits.
  - *A station does not sense the channel while transmitting.*
- If the channel is busy, the station defers until idle and then transmits (1-persistent).
- Upon collision (no ACK received), wait a *random time* using binary exponential backoff (BEB).

IEEE 802.11 MAC Protocol: CSMA/CA

802.11 sender

1 if sense channel idle for DIFS then

Transmit entire frame (no CD).

2 if sense channel busy then

Choose a random backoff time.

When channel is busy, counter is frozen.

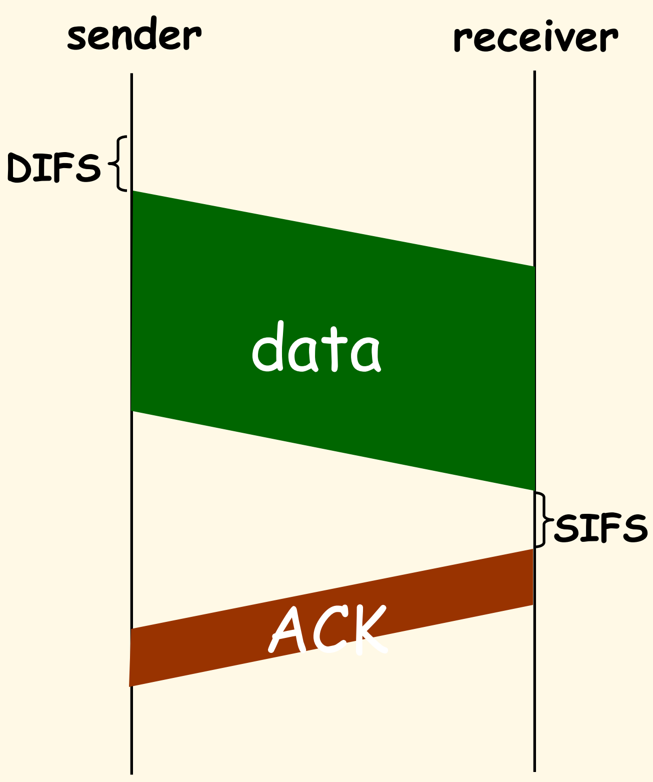
Timer counts down while channel idle and transmit when timer expires.

if no ACK, increase random backoff interval, repeat 2.

802.11 receiver

- if frame received OK

return ACK after SIFS.



Point Coordinated Function (PCF)

- PCF uses a base station to poll other stations to see if they have frames to send.
- No collisions occur.
- Base station sends beacon frame periodically.
- Base station can tell another station to sleep to save on batteries and base stations holds frames for sleeping station.
- Subsequently, BS awakens sleeping node via beacon frame.

DCF and PCF Co-Existence

Distributed and centralized control can co-exist using InterFrame Spacing.

- SIFS (Short IFS):: the time waited between packets in an ongoing dialog (RTS,CTS,data, ACK, next frame)
- PIFS (PCF IFS):: when no SIFS response, base station can issue beacon or poll.
- DIFS (DCF IFS):: when no PIFS, any station can attempt to acquire the channel.
- EIFS (Extended IFS):: lowest priority interval used to report bad or unknown frame.

Inter-frame Spacing in 802.11

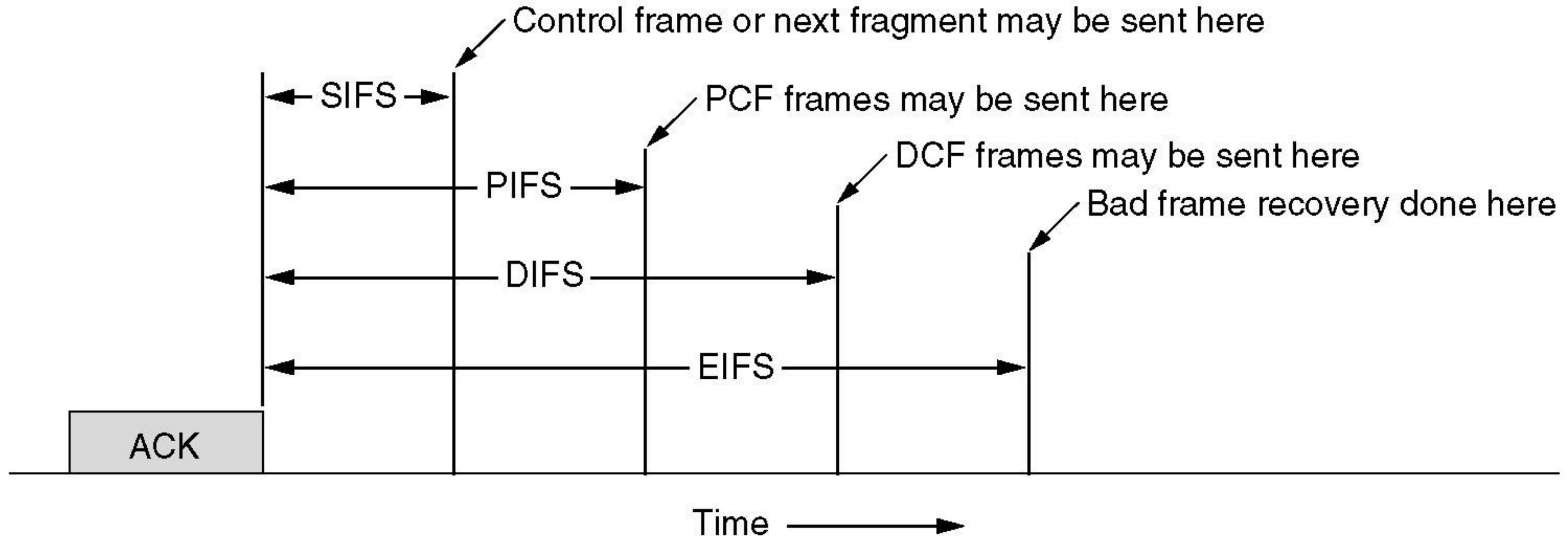


Figure 4-29. Interframe Spacing in 802.11.

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Basic CSMA/CA

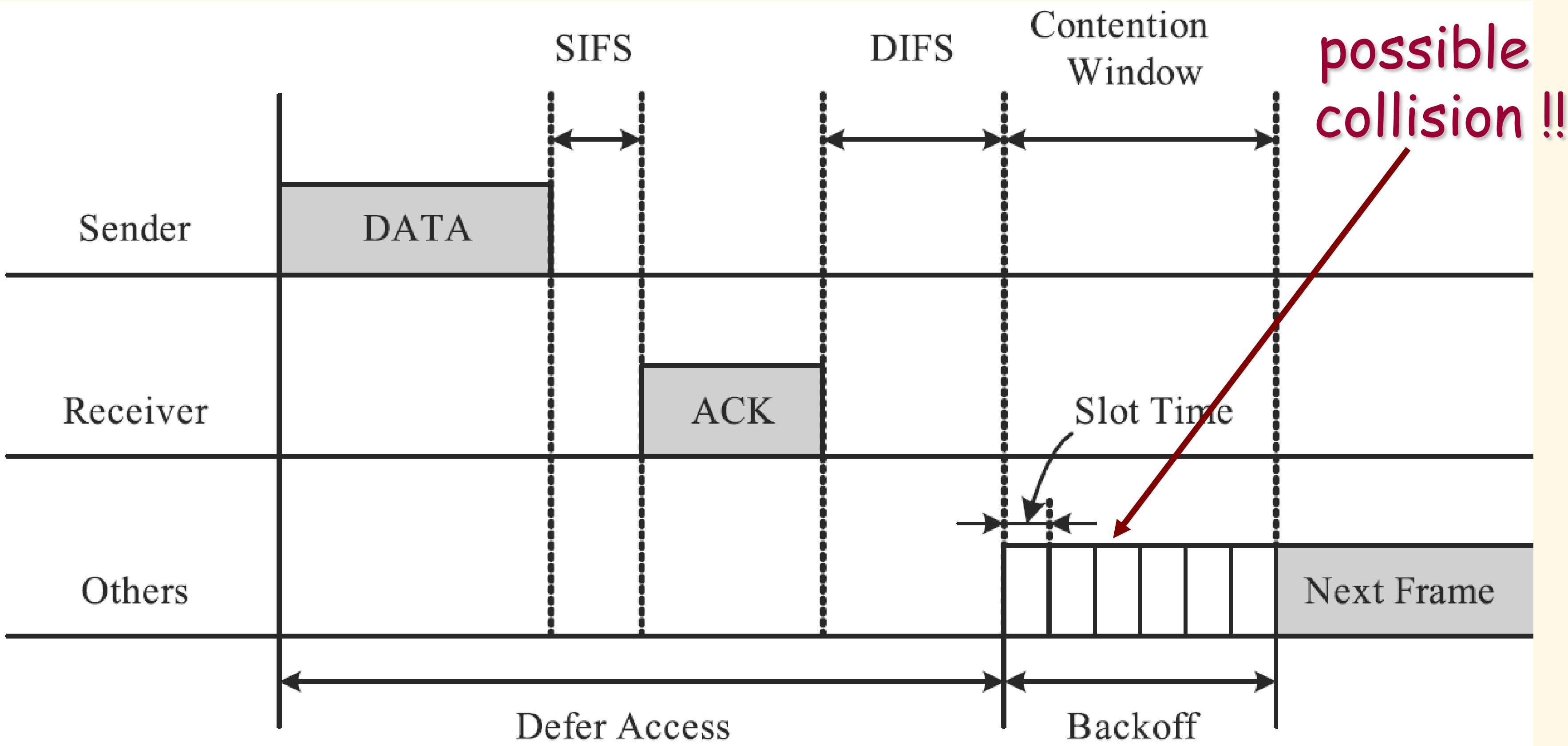


Fig. 1 CSMA/CA protocol of IEEE 802.11 MAC DCF. [N. Kim]

802.11 Physical Layer

'Adjust transmission rate on the fly'

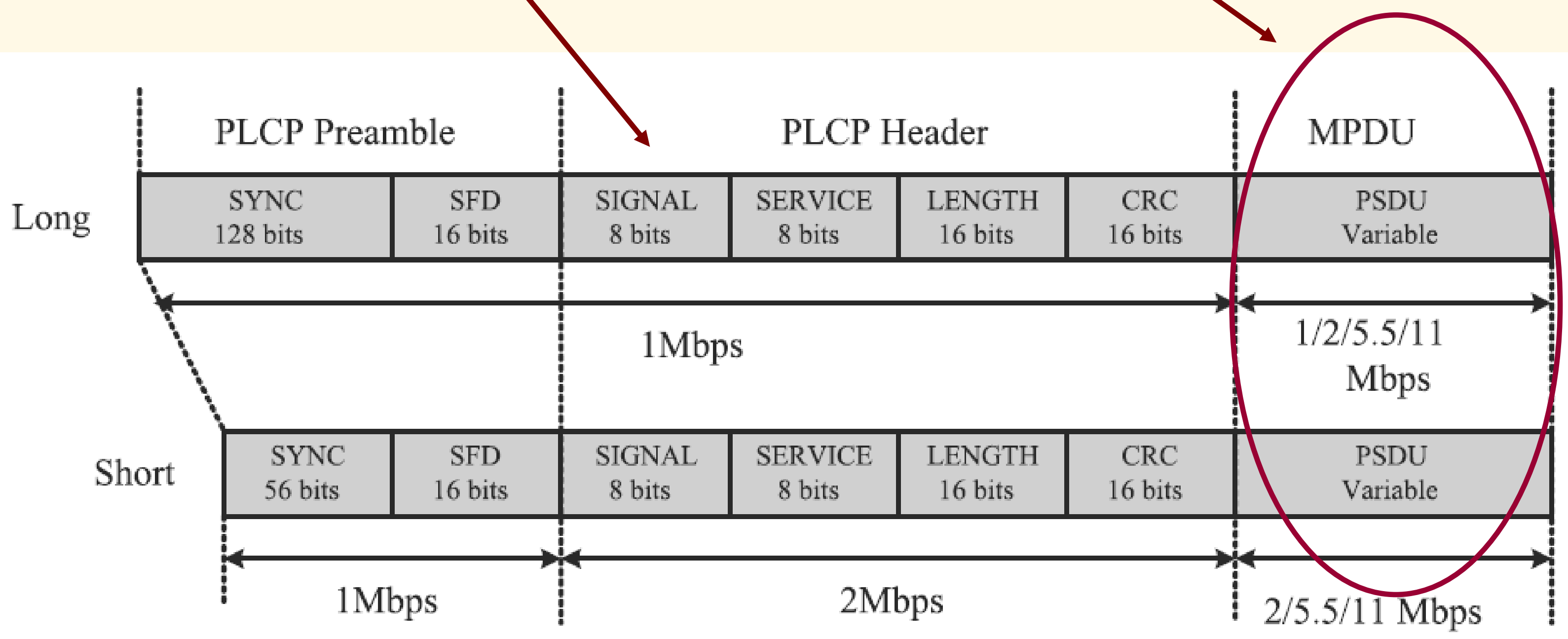


Fig. 2 IEEE 802.11b HR/DSSS PHY framing structure.

[N. Kim]

802.11 Frames - Addresses

2	2	6	6	6	2	6	0 - 2312	4
frame control	duration	address 1	address 2	address 3	seq control	address 4	payload	CRC

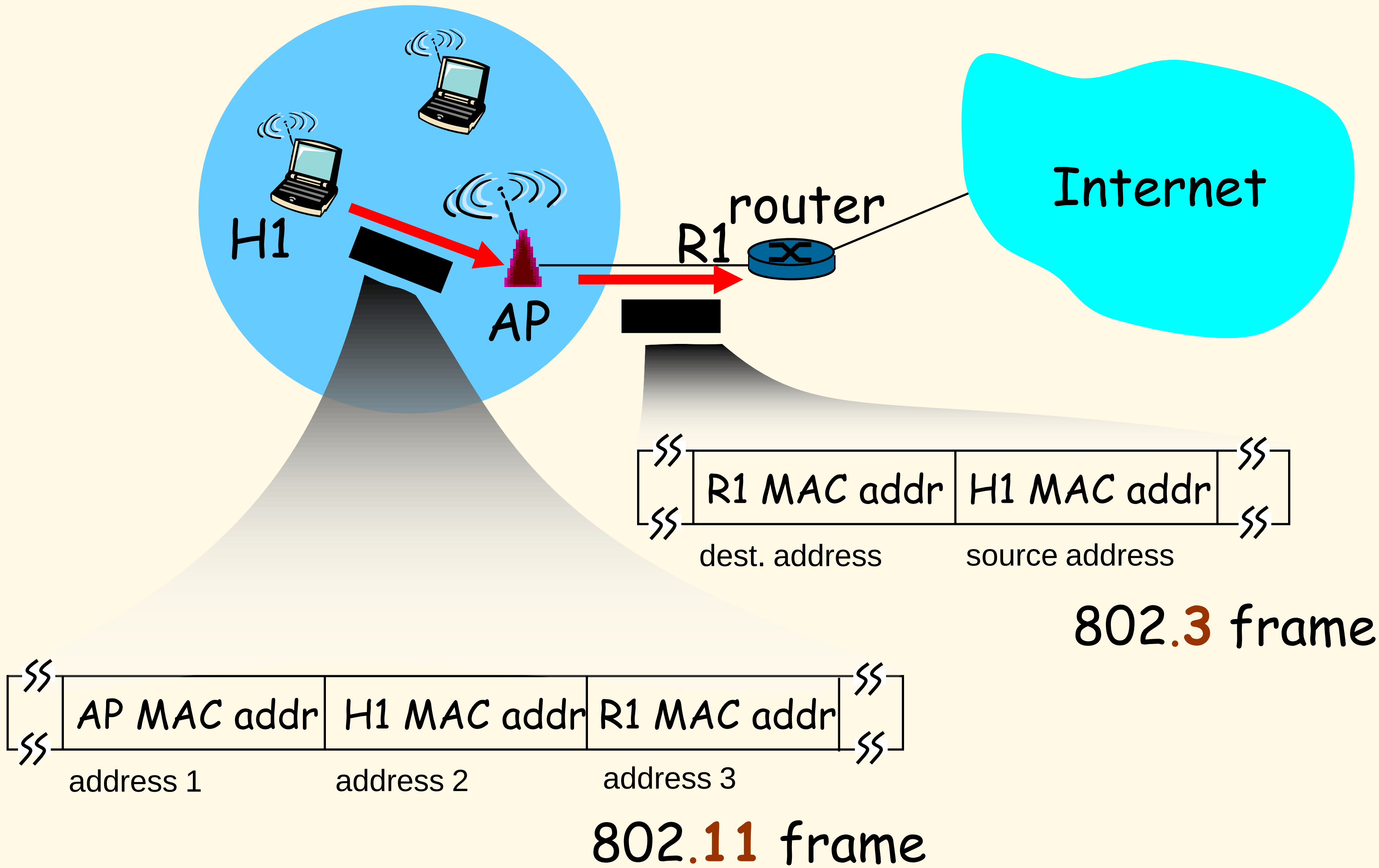
Address 1: MAC address of wireless host or AP to receive this frame

Address 2: MAC address of wireless host or AP transmitting this frame

Address 3: MAC address of router interface to which AP is attached

Address 4: used only in ad hoc mode

802.11 Frame - Addresses



802.11 Frame Addresses (more)

duration of reserved transmission time (RTS/CTS)

frame seq # (for RDT)

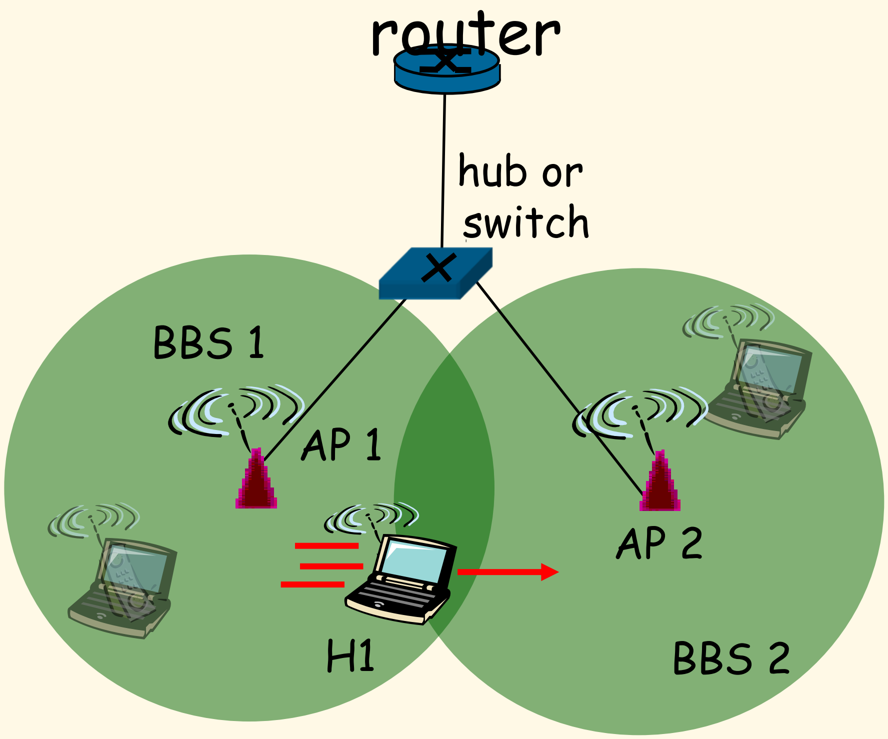
2	2	6	6	6	2	6	0 - 2312	4
frame control	duration	address 1	address 2	address 3	seq control	address 4	payload	CRC

2	2	4	1	1	1	1	1	1	1	1
Protocol version	Type	Subtype	To AP	From AP	More frag	Retry	Power mgt	More data	WEP	Rsvd

frame type
(RTS, CTS, ACK, data)

802.11: Mobility within Same Subnet

- **H1 remains in same IP subnet: IP address can remain same.**
- **Switch: Which AP is associated with H1?**
  - Uses self-learning (Ch. 5)
  - Switch will see frame from H1 and "remember" which switch port can be used to reach H1.



Wireless Network Details

- All APs (or base stations) will periodically send a beacon frame (10 to 100 times a second).
- Beacon frames are also used by DCF to synchronize and handle nodes that want to sleep.
  - Node sets Power management bit to indicate going to sleep and timer wakes node up for next beacon.
  - The AP will buffer frames intended for a sleeping wireless client and wakeup for reception with beacon frame.
- AP downstream/upstream traffic performance is asymmetric.
- Wireless communication quality between two nodes can be asymmetric due to multipath fading.{Characterization paper shows this!}

Wireless Network Details

- 802.11b, g and n use dynamic rate adaptation based on frame loss (algorithms internal to wireless card at the AP)
  - e.g. for 802.11b choices are: 11, 5.5, 2 and 1 Mbps
- Standard 802.11 retries:
  - 7 retries for RTS and CTS
  - 4 retries for Data and ACK frames
- RTS/CTS may be turned off by default [Research has shown that RTS/CTS degrades performance when hidden terminal is not an issue].

Node Contention

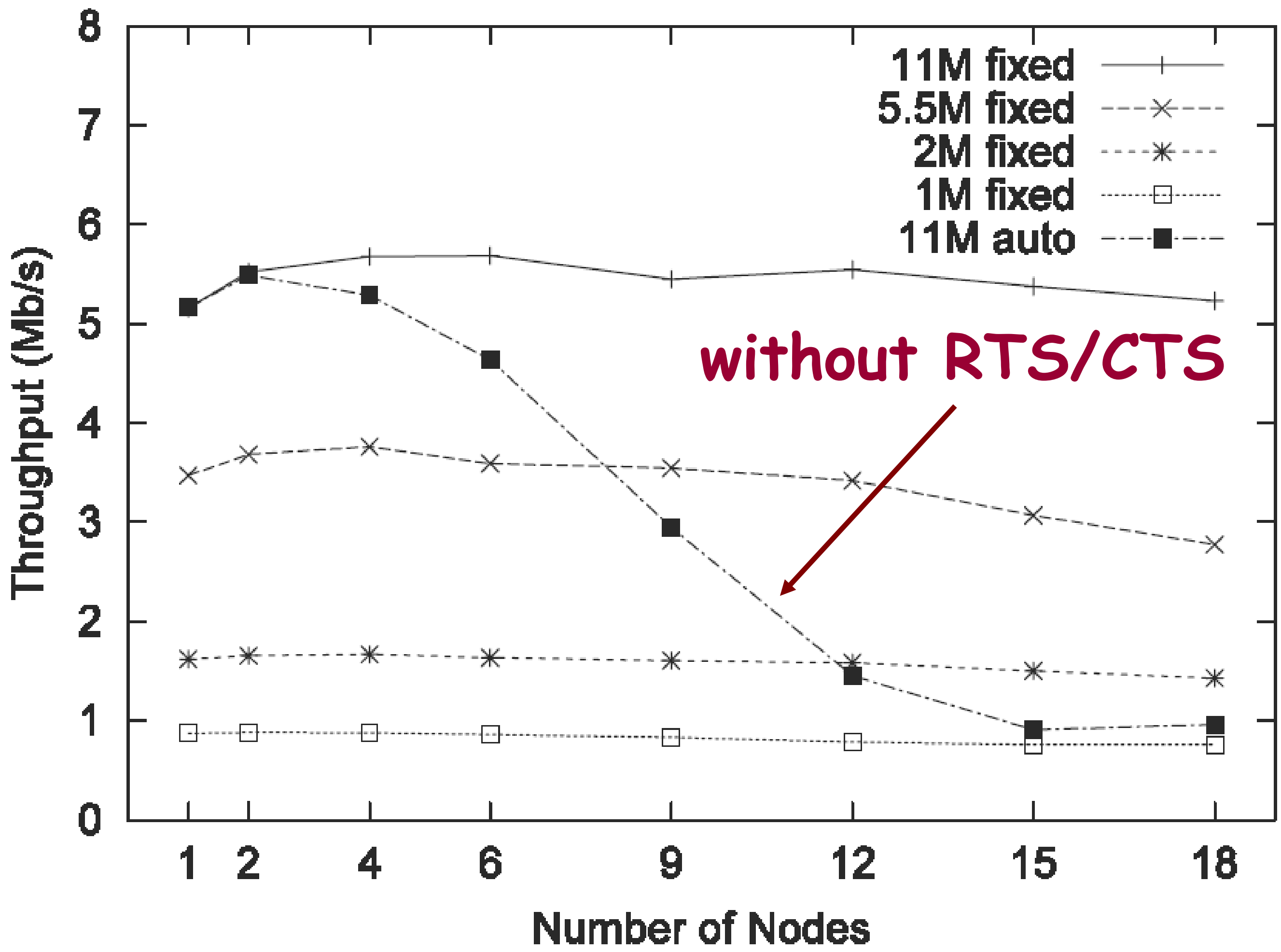


Fig. 7 Throughputs with node contentions.

[N. Kim]

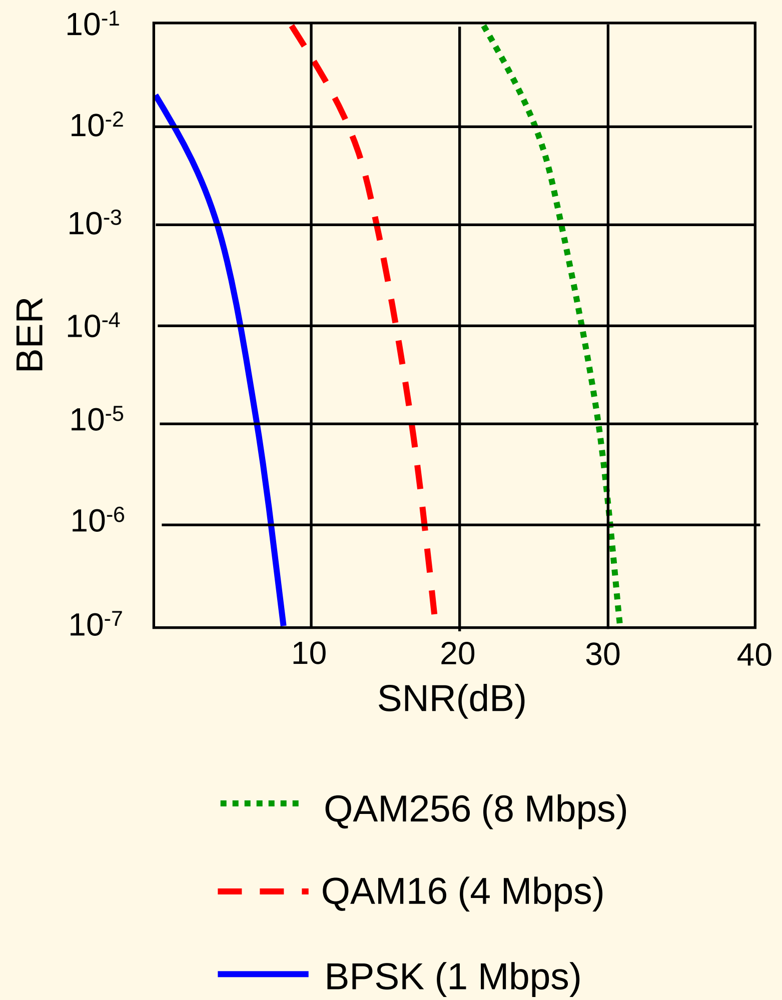
Wireless Link Characteristics

SNR: signal-to-noise ratio

- larger SNR – easier to extract signal from noise.
- SNR versus BER tradeoffs

  given a physical layer: increase power -> increase SNR-> decrease BER.

  given a SNR: choose physical layer that meets BER requirement, aiming for highest throughput.
- SNR may change with mobility: dynamically adapt physical layer (modulation technique, rate).



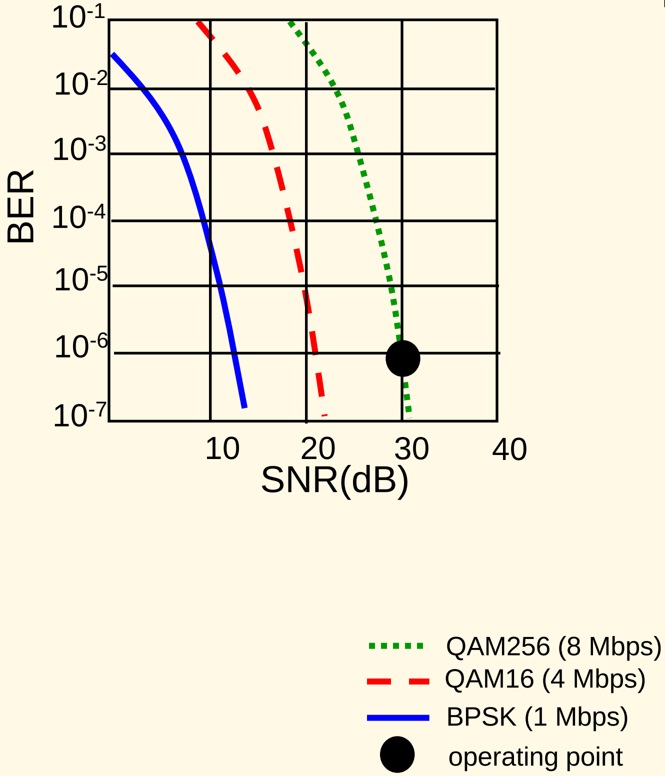
Dynamic Rate Adaptation

K & R

Mobile Node Example:

1. SNR decreases, BER increases as node moves away from base station.
2. When BER becomes too high, switch to lower transmission rate but with lower BER.

Idea:: lower data rate for higher throughput.



Note - Performance Anomaly paper shows there are other issues when wireless flows contend at AP !

Rate Adaptation versus Distance

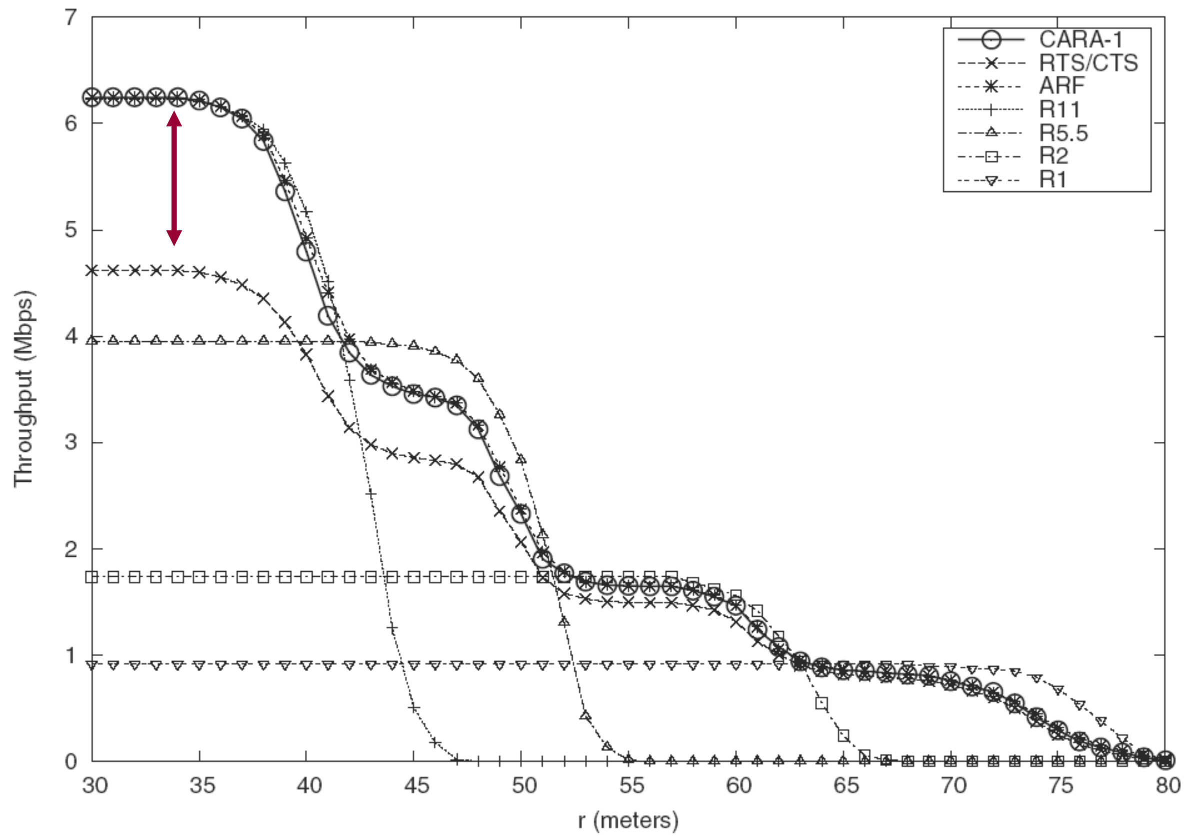
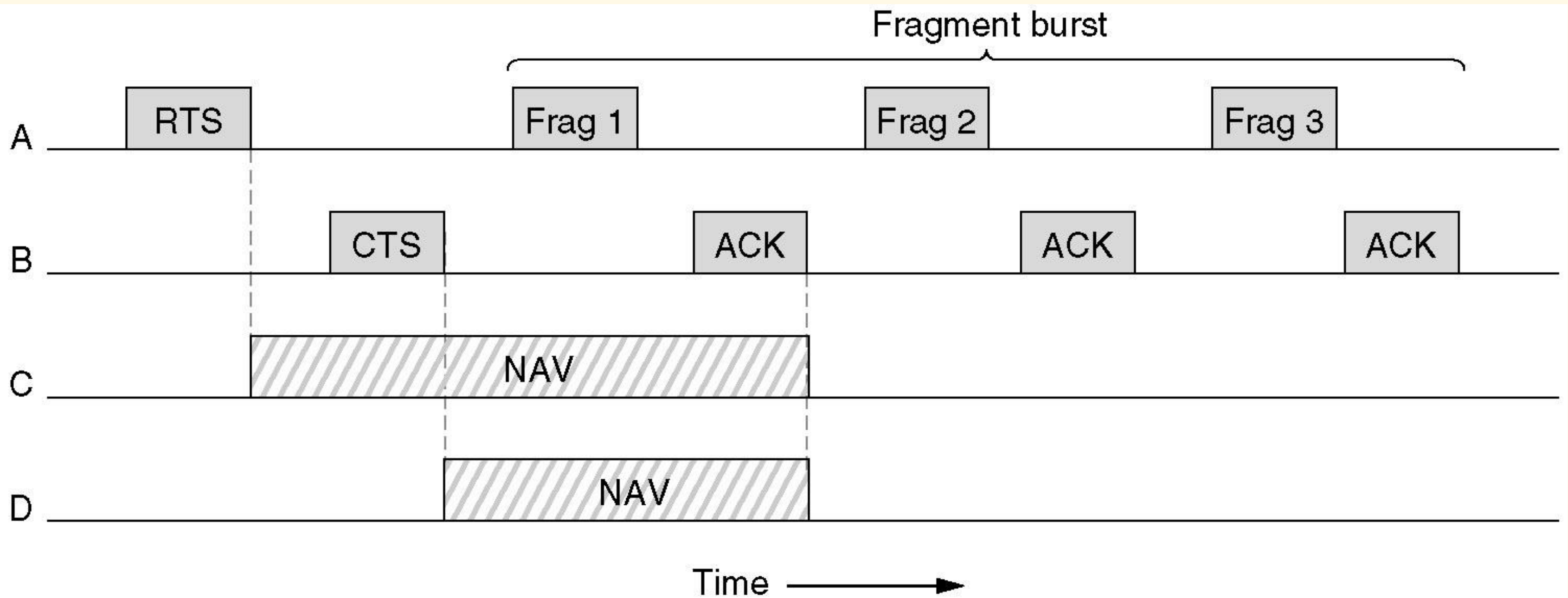


Fig. 6. Throughput comparison of our proposed rate adaptation scheme (CARA-1) against RTS/CTS, ARF, and single-rate schemes for one-to-one topology networks with various distance (r)

[CARA paper]

Figure 4-28 Fragmentation in 802.11



- High wireless error rates → long packets have less probability of being successfully transmitted.
- Solution: MAC layer fragmentation with stop-and-wait protocol on the fragments.

Tanenbaum

Wireless Networks 1 Summary

- Terminology, WLAN types, IEEE Standards
  - Infrastructure, ad hoc, MANET, Base Station, Access Point, single and multi-hop
- IEEE 802.11a/b/g/n
  - Differences in data rate and transmission technologies
  - FHSS, DSSS, CDMA, OFDM, HR-DSSS, MIMO

Wireless Networks 1 Summary

- 802.11 AP Management Functions
  - Association with AP, active and passive scanning, beacon frames
- 802.11 MAC Sub-Layer
  - Overlapping channels
  - Hidden terminal problem, exposed station problem
  - DCF
    - CSMA/CA
    - MACAW

Wireless Networks 1 Summary

- 802.11 MAC Sub-Layer (cont.)
  - RTS/CTS
  - PCF
    - Beacons, DIFS, SIFS, sleeping nodes
  - Frame Details
    - PLCP preamble and header
    - 3 or 4 Address fields used in 802.11
  - SNR vs BER issues
  - Dynamic Rate Adaptation
  - Frame Fragmentation