Wireless Networks
Lecture 18: Wireless LANs
802.11*

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Outline

- Brief history
- 802 protocol overview
- Wireless LANs – 802.11 – overview
- 802.11 MAC, frame format, operations
- 802.11 management
- 802.11 security
- 802.11 power management
- 802.11*: b/g/a, h, e, n

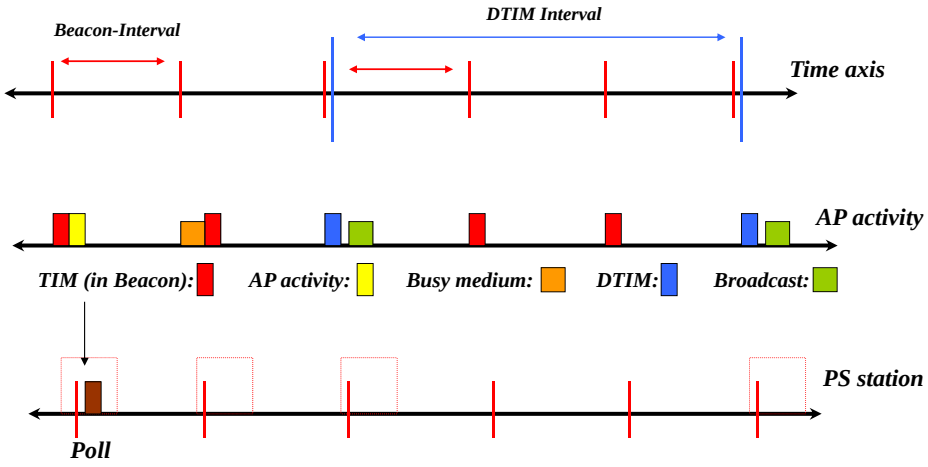
Power Management

- Goal is to enhance battery life of the stations
- Idle receive state dominates LAN adapter power consumption over time
- Allow stations to power off their NIC while still maintaining an active session
- Different protocols are used for infrastructure and independent BSS
  - » Our focus is on infrastructure mode

Power Management Approach

- Idle station to go to sleep
- AP keeps track of stations in Power Savings mode and buffers their packets
  - » Traffic Indication Map (TIM) is included in beacons to inform which power-save stations have packets waiting at the AP
- Power Saving stations wake up periodically and listen for beacons
  - » If they have data waiting, they can send a PS-Poll to request that the AP sends their packets
- TSF assures AP and stations are synchronized
  - » Synchronizes clocks of the nodes in the BSS
- Broadcast/multicast frames are also buffered at AP
  - » Sent after beacons that includes Delivery Traffic Indication Map (DTIM)
  - » AP controls DTIM interval

Infrastructure Power Management Operation



Some IEEE 802.11 Standards

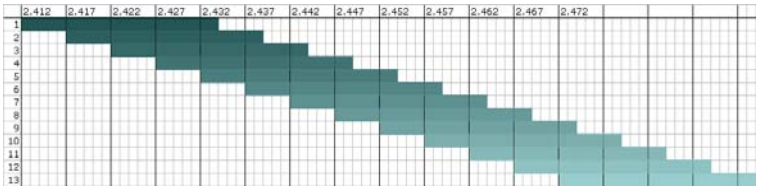
- IEEE 802.11a
  - PHY Standard : 8 channels : up to 54 Mbps : some deployment
- IEEE 802.11b
  - PHY Standard : 3 channels : up to 11 Mbps : widely deployed.
- IEEE 802.11d
  - MAC Standard : support for multiple regulatory domains (countries)
- IEEE 802.11e
  - MAC Standard : QoS support : supported by many vendors
- IEEE 802.11f
  - Inter-Access Point Protocol : deployed
- IEEE 802.11g
  - PHY Standard: 3 channels : OFDM and PBCC : widely deployed (as b/g)
- IEEE 802.11h
  - Suppl. MAC Standard: spectrum managed 802.11a (TPC, DFS): standard
- IEEE 802.11i
  - Suppl. MAC Standard: Alternative WEP : standard
- IEEE 802.11n
  - MAC Standard: MIMO : standardization expected late 2008

IEEE 802.11 Family

Protocol	Release Data	Freq.	Rate (typical)	Rate (max)	Range (indoor)
Legacy	1997	2.4 GHz	1 Mbps	2Mbps	?
802.11a	1999	5 GHz	25 Mbps	54 Mbps	~30 m
802.11b	1999	2.4 GHz	6.5 Mbps	11 Mbps	~30 m
802.11g	2003	2.4 GHz	25 Mbps	54 Mbps	~30 m
802.11n	2008	2.4/5 GHz	200 Mbps	600 Mbps	~50 m

802.11b Channels

- In the UK and most of EU: 13 channels, 5MHz apart, 2.412 – 2.472 GHz
- In the US: only 11 channels
- Each channel is 22MHz
- Significant overlap
- Non-overlapping channels are 1, 6 and 11

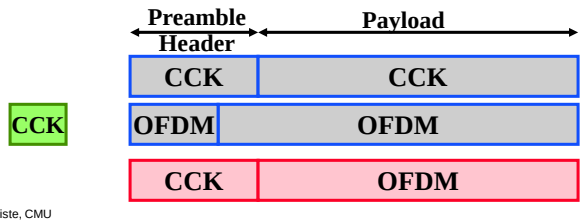


802.11b Physical Layer

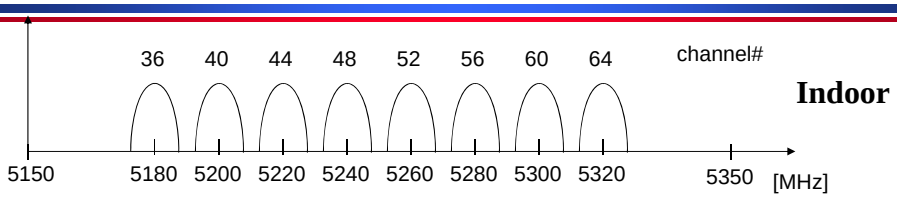
- FHSS (legacy)
  - » 2 & 4 GFSK
  - » Using one of 78 hop sequences, hop to a new 1MHz channel (out of the total of 79 channels) at least every 400milliseconds
- DSSS (802.11b)
  - » DBPSK & DQPSK
  - » Uses one of 11 overlapping channels (22 MHz)
  - » 1 and 2 Mbps: multiply the data by an 11-chip spreading code (Barker sequence)
  - » 5.5 and 11 Mbps: uses Complementary Code Keying (CKK) to generate spreading sequences that support the higher data rates
    - – Spreading code is calculated based on the data bits

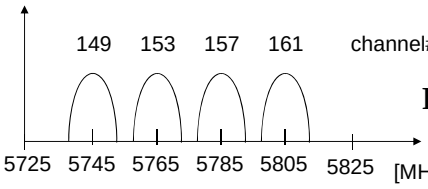
Going Faster: 802.11g

- 802.11g basically extends of 802.11b
  - » Use the same technology DSSS/CCK for old rates (1,2, 5.5, 11)
  - » Uses OFDM technology for new rates (6 Mbs and up)
- Using OFDM makes it easier to build 802.11a/g cards
  - » Since 802.11a uses OFDM
- But it creates an interoperability problem since 802.11b cards cannot interpret OFDM signals
  - » Solutions: send CTS using CCK before OFDM packets in hybrid environments, or use (optional) hybrid packet format

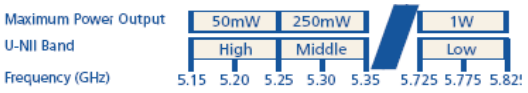


802.11a Physical Channels





center frequency =
5000 + 5*channel number [MHz]



802.11a Modulation

- **Use OFDM to divide each physical channel (20 MHz) into 52 subcarriers (20M/64=312.5 KHz each)**
  - **48 data, 4 pilot**

- **Adaptive modulation**
  - **BPSK: 6, 9 Mbps**
  - **QPSK: 12, 18 Mbps**
  - **16-QAM: 24, 36 Mbps**
  - **64-QAM: 48, 54 Mbps**

802.11a Discussion

- Uses OFDM in the 5.2 and 5.7 GHz bands
- What are the benefits of 802.11a compared with 802.11b?
  - » Greater bandwidth (up to 54Mb)
    - – 54, 48, 36, 24, 18, 12, 9 and 6 Mbs
  - » Less potential interference (5GHz)
  - » More non-overlapping channels
- But does not provide interoperability with 802.11b, as 802.11g does

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Spectrum and Transmit Power Management (802.11h)

- Support 802.11 operation in 5 GHz band in Europe: coexistence with primary users
  - » Radar: cannot use the band
  - » Satellite: limit power to 3dB below regulatory limit
- Dynamic Frequency Selection (DFS)
  - » Detect primary users and adapt
- Transmit Power Control (TPC)
  - » Goal is to limit interference
- Has broader uses such as range/interference control, reduced energy consumption, automatic frequency planning, load balancing, ..

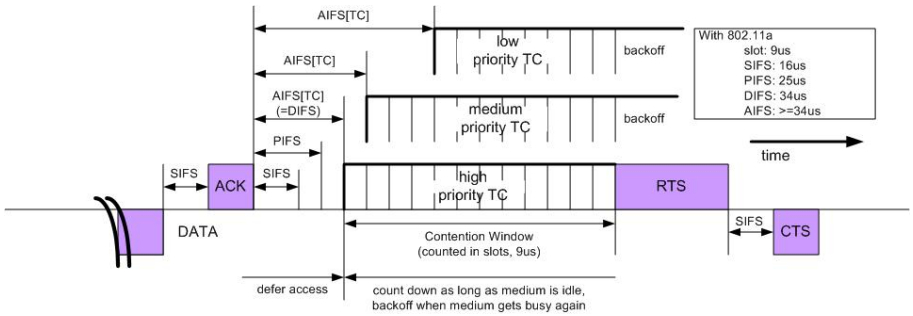
IEEE 802.11e

- Original intent was that 802.11 PCF could be used to provide QoS guarantees
  - » Scheduler in the PCF priorities urgent traffic
  - » But: overhead, "guarantees" are very soft
- 802.11e Enhanced Distributed Coordination Function (EDCF) is supposed to fix this.
  - » Provides Hybrid Coordination Function (HCF) that combines aspects of PCF and DCF
- EDCF supports 4 Access Categories
  - » *AC_BK (or AC0)* for Back-ground traffic
  - » *AC_BE (or AC1)* for Best-Effort traffic
  - » *AC_VI (or AC2)* for Video traffic
  - » *AC_VO (or AC3)* for Voice traffic

Service Differentiation Mechanisms in EDCF

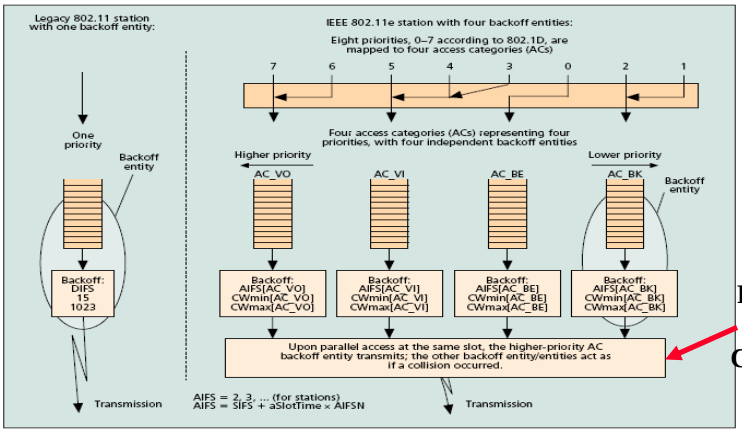
- The two types of service differentiation mechanisms proposed in EDCF are:
- *Arbitrate Inter-frame Space (AIFS) Differentiation*
  - Different AIFSs instead of the constant distributed IFS (DIFS) used in DCF.
  - Back-off counter is selected from [1, CW[AC]+1] instead of [0,CW] as in DCF.
- Contention Window (CWmin) Differentiation
  - Different values for the minimum/maximum CWs to be used for the back-off time extraction.

IEEE 802.11e: Priorities



Mapping different priority frames to different AC

- **Each frame arriving at the MAC with a priority is mapped into an AC as shown in figure below.**



Resolves Virtual Collisions