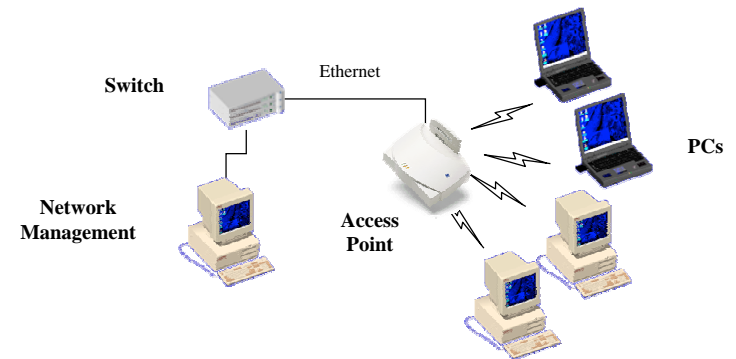


# Wireless Technologies

| PAN<br>"Personal Area Network"                    | LAN<br>"Local Area Network"          | MAN<br>"Metropolitan Area Network" | WAN<br>"Wide Area Network"               |
|---|--------------------------------------|------------------------------------|--|
| Bluetooth   | 802.11b<br>802.11a<br>HiperLAN2      | 802.11<br>MMDS<br>LMDS             | GSM<br>GPRS<br>CDMA<br>2.5-3 G           |
| Low Data Rates                                    | Higher Data Rates                    | Higher Data Rates                  | Lower Data Rates                         |
| Short Distances                                   | Medium Distances                     | Med-longer Distances               | Longer Distances                         |
| Notebook/PC to Devices/<br>Printer/Keyboard/Phone | Computer-Computer<br>and to Internet | Fixed, last mile<br>access         | PDA Devices and<br>Handhelds to Internet |
| < 1 Mbps  | 2 to 54+ Mbps                        | 22+ Mbps                           | 10 to 384 Kbps                           |

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# 802.11b WiFi



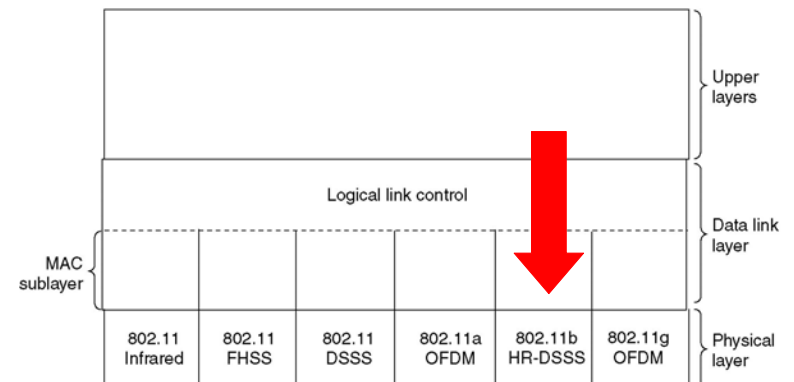
## Wireless LANs

- The 802.11 Protocol Stack
- The 802.11 Physical Layer
- The 802.11 MAC Sublayer Protocol
- The 802.11 Frame Structure

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## The 802.11 Protocol Stack

Part of the 802.11 protocol stack.



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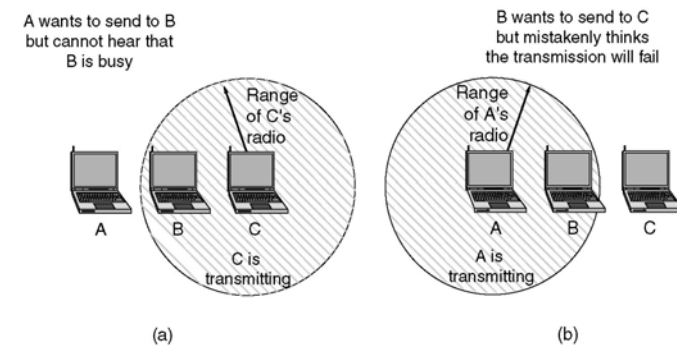
## 802.11 HR-DSSS

- High Rate - Direct Sequence Spread Spectrum (HR-DSSS)
- Speeds
  - 1, 2, 5.5, 11 Mbps
- Dynamic speed adaptation
- Same bandwidth as cordless phones, Bluetooth and microwave ovens
- ISM Band

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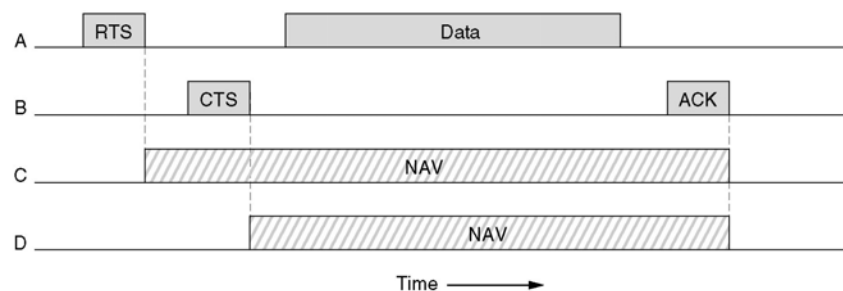
## 802.11 MAC

- (a) The hidden station problem.
- (b) The exposed station problem.



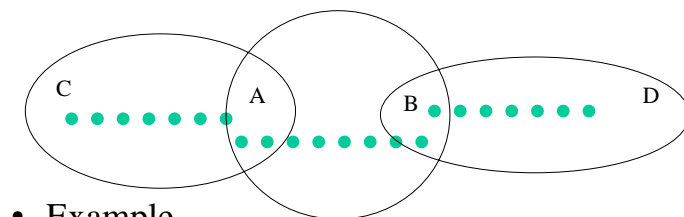
## The 802.11 MAC Protocol

- CSMA/CA - Collision Avoidance



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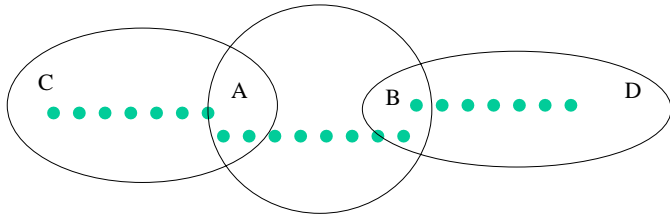
## CSMA/CA



- Example...
  - A wants to send to B, sends RTS
  - B says Ok with a CTS frame
  - A sends its frame & starts ACK timer.
  - B gets frame Ok and sends ACK frame.
  - If A's ACK timer expires, start again

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- Considering other stations...
  - C within range of A... may receive RTS, if so Hush. This is Network Allocation Vector **NAV**
  - D doesn't hear RTS but hears CTS... assert NAV
  - All fine & dandy!



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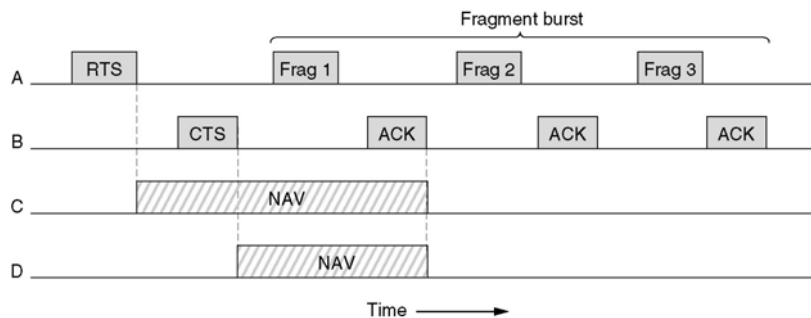
## But ISM is Noisy!

- Probability of 1 bit error is  $p$
- Probability of  $n$  bit frame arriving uncorrupted is  $(1-p)^n$
- So, for  $P = 10^{-4}$ , 12144 bit frame has <30% probability of arriving correct.
- If  $10^{-5}$ , roughly 1:9 will be damaged.
- If  $10^{-6}$ , roughly >1:100 will be damaged.
- Bigger frames more susceptible to damage!

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## 802.11 MAC & Noisy Channel

A fragment burst.



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## 802.11 MAC & Noisy Channel

- Fragment frames, use checksums & number
- Acknowledge using Stop & Wait
- Once channel is acquired (RTS & CTS), send fragment burst, ACK each fragment.
- This is what is called Distributed Coordination Function (DCF) Mode

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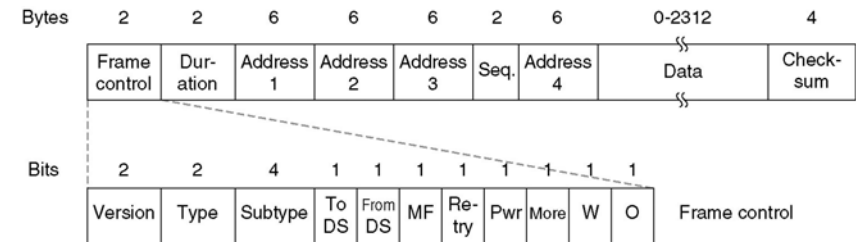
## 802.11 Point Coordination Function - PCF

- Base station polls... central control.
- Beacon frame transmitted periodically.
- There cannot be any collisions.
- Beacon frame contains system parameters.
- PCF and DCF may coexist, check Tanenbaum.

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## The 802.11 Frame Structure

The 802.11 data frame.



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## 802.11 Frame Structure

- Data, Control & Management frames
- Control has 11 fields
  - protocol version [PCF | DCF]
  - Type - [Data | Control | Management]
  - Subtype [RTS | CTS]
  - To DS and From DS indicate to/from intercell distribution system (e.g. Ethernet)
  - MF More Fragments
  - Retry - this is a retransmission
  - Pwr - power management [go asleep | wake up]
  - W - encrypted with WEP
  - O - process this frame sequence in order

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- Duration field says how long frame & acknowledgement will occupy channel.
- 4 addresses - Source & Dest, also Source & Dest. Base stations for intercell traffic.
- Sequence is for fragment numbering, 12 bits for frame, 4 for fragment
- Data contains payload, up to 2312 bytes
- Checksum is CRC
- Mgmt frames operate within single cell
- Control frames are RTS, CTS and ACK

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## 802.11 Distribution Services

- Association
- Disassociation
- Reassociation (roaming)
- Distribution (wired or wireless)
- Integration (protocol translation)

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## 802.11g High Speed Wireless LAN

- 2.4GHz is still the frequency band with 54Mbps
- Compulsory...
  - Orthogonal Frequency Division Multiplexing (OFDM) used for rates > 20Mbps.
  - Complementary Code Keying (CCK) required for backward compatability.
- Optional
  - CCK\OFDM Hybrid Header\Payload
  - PBCC Hybrid Header\Payload (Texas Instruments)

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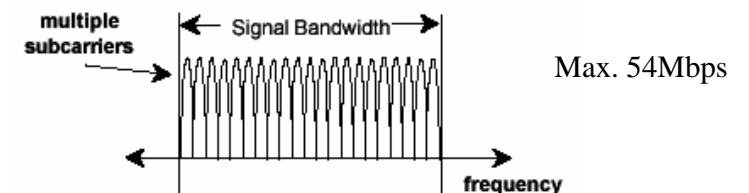
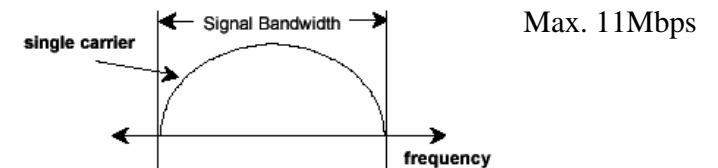
## 802.11g Packet Preambles & Payloads

|                 |         |
|-----------------|---------|
| Preamble/Header | Payload |
|-----------------|---------|

- Preamble warns of forthcoming packet
- Header contains length of packet.
- Payloads vary from 64Byte to 1500Byte.
- Generally CCK used to transmit header and payload, usually!

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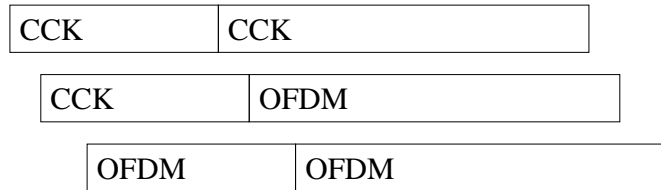
## CCK & OFDM



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## WiFi Interoperability

- CSMA\CA will be used again.
- RTS\CTS will be used
- Headers may be transmitter using CCK and payloads may use OFDM



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## 802.11g Security

- Wired Equivalent Privacy (WEP)
  - Garbage
- Service Set Identifier (SSID)
  - Disable broadcasts
- WiFi Protected Access (WPA)
  - Stronger than WEP
- MAC Address Authentication
- 802.1x Network Authentication
  - EAP

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## Comparing Wireless Technologies

|                     | Infrared               | Bluetooth                  | 802.11b                         |
|---------------------|------------------------|----------------------------|---------------------------------|
| Frequency           | $10^{13} - 10^{14}$ Hz | 2.4 GHz                    | 2.4 GHz                         |
| Transmission Method | Line-of-sight          | Frequency Hopping          | Direct Sequence Spread-Spectrum |
| Speed               | 4 Mbps                 | 1 Mbps                     | 11 Mbps                         |
| Range               | 1 meters               | 30 meters                  | 100 meters                      |
| Network             | PAN                    | PAN/LAN/WAN                | LAN                             |
| Signal              | Data or Voice          | Data & Voice               | Data                            |
| Security            | None                   | Authentication, Encryption | Authentication, Encryption      |

Security? - RUBBISH!



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