

WN
MidSem

1. $B = 80\text{MHz}$

1024 Sub-carriers, 996 data Sub-carriers

Modulation = 256 QAM

Coding rate = $5/6$

Guard band = 400ns

a. 80MHz BW means

80M time samples can be sent in 1 sec

1024 time "

$$\therefore \frac{1024}{80\text{M}} = 12.8\mu\text{s}$$

Guard band = 400ns

$$\text{Symbol duration} = 12.8 + 0.4 = 13.2\mu\text{s}$$

out of 1024, 996 are data Sub-carriers

thus data sent in $13.2\mu\text{s}$

$$= 996 \times 8 \times \frac{5}{6}$$

Thus, 996×5 bits $13.2\mu\text{s}$

$$\text{Thus bitrate} \Rightarrow \frac{996 \times 8 \times \frac{5}{6}}{13.2} \times 10^6$$

$$= 503 \text{ Mbps}$$

b. the channel is divided into 4242

tones, bitrate?
for each users

$$242 \times 8 \times \frac{5}{6} \text{ bits in } 13.2 \mu\text{s}$$

$$\text{Thus, bitrate} = \frac{242 \times 8 \times \frac{5}{6}}{13.2} \times 10^6$$

$$= 122.22 \text{ Mbps}$$

2. one 1500B packet = 8 OFDMA symbols
block ACK = 4 "
normal ACK = 1

$$CW_{\min} = 15, DIFS = 28, SIFS = 10,$$

$$\text{Slot time} = 4$$

b. for OFDMA transmission of data
First DIFS + backoff + Data + SIFS + ^{Block} ACK

$$\Rightarrow 28 + \frac{15}{2} \times 9 + 10 \times 8 \times 13.2 + 10 + 4 \times 13.2$$

$$\approx 1214.3 \mu s$$

Out of this effective data duration

$$= 10 \times 8 \times 13.2 = 1056$$

$$\text{Thus, efficiency} = \frac{1056}{1214.3} \times 100$$

$$= \underline{86.96\%}$$

a. for OFDMA data and normal
ack through OFDMA

$$= \text{DIFS} + \text{backoff} + \text{Data} + \text{SIFS} + \text{ACK}_1 \\ + \text{SIFS} + \text{ACK}_2 + \text{SIFS}$$

$$+ \text{ACK}_3 + \text{SIFS} + \text{ACK}_4$$

$$\dots + \text{SIFS} + \text{ACK}_{10}$$

$$= 28 + \frac{15}{2} \times 9 + \frac{10 \times 8 \times (10 \times 10) + (10 \times 11)}{13.2}$$

$$\therefore = 1383.5 \mu s$$

$$\text{Data} = 80, \quad \text{efficiency} = \frac{80 \times 13.2}{285.5} \times 100$$

$$= 76\%$$

* Note that here both data and ACK are sent in OFDMA, thus data & ACK for 4 users will be sent in parallel, however the ACK is normal ACK, thus need to send 10 separate ACKs for 10 aggregate packets.

C. OFDMA for data but ACKs in OFDM fashion but block-ACK thus ACK for each user will be sent one-by-one fashion

$$\begin{aligned} &= \text{DIFS} + \text{backoff} + \text{data} + \text{SIFS} + \text{ACK}_{\text{user1}} \\ &\quad + \text{SIFS} + \text{ACK}_{\text{user2}} + \text{SIFS} + \text{ACK}_{\text{user3}} \\ &\quad + \text{SIFS} + \text{ACK}_{\text{user3}} \\ &= 28 + \frac{15}{2} \times 9 + \frac{10 \times 8}{13.2} + (4 \times 10) + \frac{(4 \times 4)}{13.2} \end{aligned}$$

$$= 1402.7$$

$$\text{efficiency} = \frac{\text{data}}{\text{total}} = \frac{80 \times 13.2}{1402.7} \times 100$$

$$= \underline{75.28\%}$$

$$3. \text{ User A} = 11101000$$

$$\text{B} = 10111011$$

$$A. \text{ User A} \rightarrow 1 \quad 0 \text{ is encoded as } -1$$

$$\text{B} \rightarrow 0$$

$$\text{User A Sends } (111-11-1-1-1) \times 1$$

$$= 111-11-1-1-1$$

$$\text{User B Sends } (1-1111-111) \times (-1)$$

$$= -11-1-1-11-1-1$$

in the channel, we get combination of user A & B's signal, thus, we get

$$\begin{array}{ccccccccc} 1 & 1 & 1 & -1 & 1 & -1 & -1 & -1 \\ -1 & 1 & -1 & -1 & -1 & 1 & -1 & -1 \end{array}$$

$$0 \quad 2 \quad 0 \quad -2 \quad 0 \quad 0 \quad -2 \quad -2$$

NOW, the receive to receive user A's data, it correlates with user A's code

$$\begin{array}{ccccccccc} 0 & 2 & 0 & -2 & 0 & 0 & -2 & -2 \\ 1 & 1 & 1 & -1 & 1 & -1 & -1 & -1 \end{array}$$

$$0 \quad +2 \quad 0 \quad +2 \quad 0 \quad 0 \quad +2 \quad +2$$

$$= +8$$

thus easily recovers 1 sent by A

for user B

$$\begin{array}{cccccccc}
 0 & 2 & 0 & -2 & 0 & 0 & -2 & -2 \\
 1 & -1 & 1 & 1 & 1 & -1 & 1 & 1 \\
 \hline
 0 & -2 & 0 & -2 & 0 & 0 & -2 & -2
 \end{array}$$

$$= -8$$

Receiver can easily recover -1 , i.e., 0
sent by user B

b. user B uses 5 times more power
than A

Thus, user A sends

$$1 \ 1 \ 1 \ -1 \ 1 \ -1 \ -1 \ -1$$

User B send

$$-5 \ 5 \ 5 \ -5 \ -5 \ -5 \ 5 \ 5 \ 5$$

Combined, we get

$$\begin{array}{cccccccc}
 1 & 1 & 1 & -1 & 1 & -1 & -1 & -1 \\
 -5 & 5 & 5 & -5 & -5 & -5 & 5 & 5 & 5 \\
 \hline
 -4 & 6 & -4 & -6 & -4 & 4 & -6 & -6
 \end{array}$$

Receiver for receiving user A's code

$$\begin{array}{ccccccccc} -4 & 6 & -4 & -6 & -4 & 4 & -6 & -6 \\ 1 & 1 & 1 & -1 & 1 & -1 & -1 & -1 \end{array}$$

$$-4 \quad 6 \quad -4 \quad +6 \quad -4 \quad -4 \quad +6 \quad +6$$

$$= +6$$

For user B

$$\begin{array}{ccccccccc} -4 & 6 & -4 & -6 & -4 & 4 & -6 & -6 \\ 1 & -1 & 1 & 1 & 1 & -1 & 1 & 1 \end{array}$$

$$-4 \quad -6 \quad -4 \quad -6 \quad -4 \quad -4 \quad -6 \quad -6$$

$$= -40$$

Thus Receiver, receives user B's
data with higher power.
A & thus won't be able to decode
user A's data effectively

4. Sample Rate - Samples 10th pres at a rate with lower lossless tx time

SampleRateDiff - \nearrow + the rate higher than correct

a. Dest A. Sample rate starts with 54 \rightarrow 3761, Samples at 48 as lower lossless tx & moves as well as avg is also lower

at 48, does not sample at 36
samples at 54 and don't move

Sample rate Diff

54 \rightarrow Samples at 48?
No as ① \checkmark

② Rate 48 < 54

Thus stays at 54 only and don't sample at 48

b. for test B

Sample Rate

54 → no sampling at 48

Sample Rate diff

54 → no sampling at 48.

5.

a.

$$AP_1 - C_2 = 36$$

$$AP_2 - C_2 = 24$$

$$AP_2 - C_5 = 12$$

$$AP_3 - C_5 = 24$$

$$AP_3 - C_{11} = 6$$

Suppose, a total of D packets need to be sent thus, if association is not

changed i.e,

$$AP_1 - C_1$$

$$AP_2 - C_3$$

$$AP_3 - C_7 - C_{11}$$

total airtime by multicast packets

$$= \frac{D}{36} + \frac{D}{12} + \frac{D}{6}$$

① if C_2 moves to AP_2

$$\frac{D}{12} + \frac{D}{6}$$

② if C_5 moves to AP_3 & C_2 at AP_1 only

$$\frac{D}{36} + \frac{D}{6}$$

③ if C_5 moves to AP_3 & C_2 at AP_2

$$\frac{D}{24} + \frac{D}{6}$$

thus DirCast will choose (3)

i.e., $C_2 - AP_1$

$C_5, C_7 - C_{11} - AP_3$

b. C_1 turns off its WiFi interface thus the frames destined to C_1 will face 100% losses, thus AP will stop sending frames (in our case multicast) to C_1 , thus other clients will face 100% multicast packet losses, will report this to Dissect. Server who will in turn will pick a new target client.

Now, the target client will be the one with poorest channel CW either C_9 , C_{10}

Now, in terms of association,

$$\textcircled{1} C_2 \rightarrow AP_1$$

$$C_5 \rightarrow AP_2$$

$$C_7 - C_{10} \rightarrow AP_3$$

$$\frac{1}{36} + \frac{1}{12} + \frac{1}{36} = 0.133 \times 1$$

0.05, 0.08, 0.13

$$\textcircled{2} C_2 \rightarrow AP_2$$

$$C_5 \rightarrow AP_2$$

$$C_7 - C_{10} \rightarrow AP_3$$

$$\frac{1}{12} + \frac{1}{36} = 0.081 + 0.027$$

$$\begin{array}{l}
 \textcircled{3} \quad C_2 - AP_2 \\
 \quad \quad C_5 - AP_3 \\
 \quad \quad C_7 - C_{10} - AP_3 \\
 \\
 \textcircled{4} \quad C_2 - AP_1 \\
 \quad \quad C_5 - AP_3 \\
 \quad \quad C_7 - C_{10} - AP_3
 \end{array}$$

$$\begin{array}{l}
 = 0.107D \\
 \frac{D}{24} + \frac{D}{24} \\
 = 0.04D \times 2 \\
 = 0.08D \\
 \frac{D}{36} + \frac{D}{24} \\
 = 0.02D + 0.04D \\
 = 0.06D
 \end{array}$$

④ is least

thus Dircast will choose

~~C~~ $C_2 - AP_1$
 $C_5, C_7 - C_{10} - \underline{AP_3}$

C. C11 goes to power save mode,
 then AP will buffer frames destined
 to C11. Thus, Other Dircast client will
 face 100% losses & will report to the

Direct Server & Server will in turn
select a new target