

# IEEE 802.11 Wireless LAN

Dr. A Krishna Chaitanya,  
Indian Institute of Information Technology Sri City

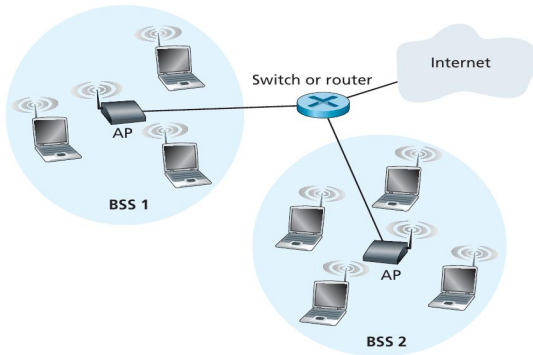
# IEEE 802.11 Wireless LAN

- Also known as **Wifi**
- Several wireless standards: 802.11a, 802.11b, 802.11g, 802.11n, 802.11i

| Standard | Frequency Range (United States) | Data Rate     |
|----------|---------------------------------|---------------|
| 802.11b  | 2.4–2.485 GHz                   | up to 11 Mbps |
| 802.11a  | 5.1–5.8 GHz                     | up to 54 Mbps |
| 802.11g  | 2.4–2.485 GHz                   | up to 54 Mbps |

# Architecture

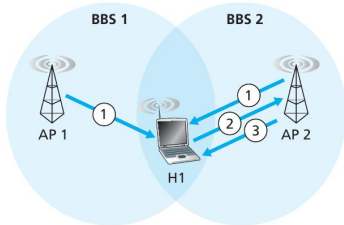
- Basic service set (BSS) also known as **infrastructure LAN**



# Channels and Association

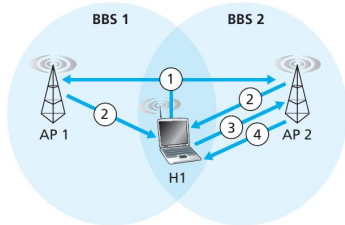
- Administrator assigns a **Service Set Identifier** (SSID) to the AP
- The 85MHz band (2.4GHz - 2.485GHz) is divided into 11 **partially overlapped** channels
- Any two non-overlapping channels are separated by at least four channels
- Administrator assigns a channel number to the AP
- How does a wireless station associate with an AP?
  - **passive scanning**
  - **active scanning**

# Association



## a. Passive scanning

1. Beacon frames sent from APs
2. Association Request frame sent: H1 to selected AP
3. Association Response frame sent: Selected AP to H1



## a. Active scanning

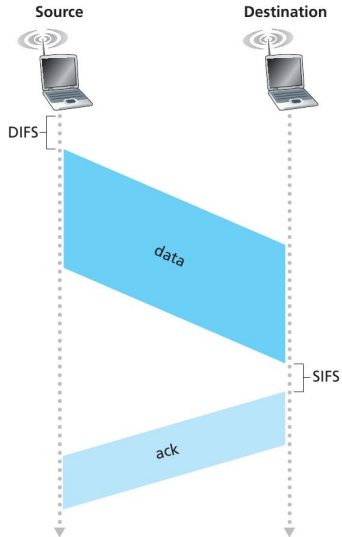
1. Probe Request frame broadcast from H1
2. Probes Response frame sent from APs
3. Association Request frame sent: H1 to selected AP
4. Association Response frame sent: Selected AP to H1

- 802.11 uses CSMA with **collision avoidance** (CSMA/CA) rather than collision detection
- Why not CSMA/CD?
  - To detect collisions, APs should be able to receive while transmitting. **costly!**
  - All collisions are not detectable!
- If a wireless station starts transmitting a frame, it completes the transmission even if there is a collision
- Wireless stations will abort a collision via **acknowledgments**

# CSMA/CA Protocol

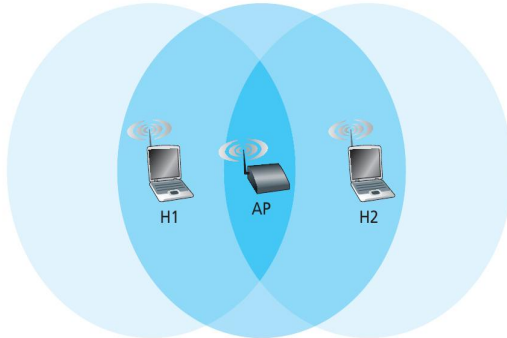
- If the channel is sensed idle for a short period of time **Distributed Inter-frame Space** (DIFS), then the station transmits a frame.
- If the channel is sensed busy, the wireless station chooses a **random backoff** using **binary exponential backoff**
  - counts down this value when the channel is sensed idle
  - the counter value remains frozen when the channel is sensed busy
- When the counter reaches zero, the station transmits entire frame and waits for an acknowledgment
- Receiver sends an acknowledgment after **Short Inter-frame Spacing** (SIFS) if the frame passes CRC
- If acknowledgment is received, the transmitter mark the frame as transmitted and transmit subsequent frames if any
- If the acknowledgment is not received, the transmitting station reenters backoff phase with larger interval

# CSMA/CA





# Hidden Node

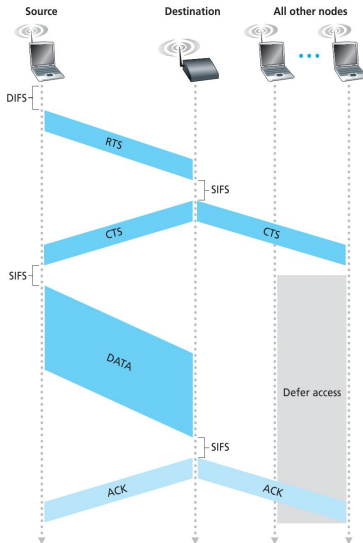


- H1 **hidden** from H2

# RTS and CTS

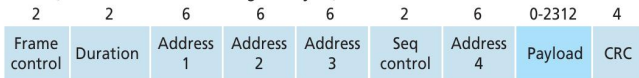
- When a sender wants to send a frame, it can first send a **Request to Send** (RTS) control frame.
- In RTS frame, sender indicates the total time required for to transmit frame and receive acknowledgment frame
- When AP receives RTS frame, it responds by **broadcasting** a **Clear to Send** (CTS) frame.
- CTS frame gives permission for the sender and also alerts other nodes not to send during the reserved time.

# Collision Avoidance with RTS and CTS

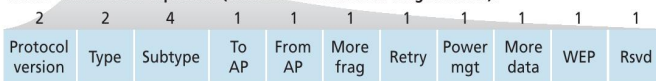


# IEEE 802.11 Frame

Frame (numbers indicate field length in bytes):



Frame control field expanded (numbers indicate field length in bits):



- Address 1 : Receiver's MAC address
- Address 2 : Transmitter's MAC address
- Address 3 : MAC address of **router**

# Use of Three Address Fields

