Redes de Comunicação 2023/2024

T06 Wireless Networks

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T06: Wireless Networks

Background:

- # wireless (mobile) phone subscribers now exceeds # wired phone subscribers (5-to-1)!
- # wireless Internet-connected devices exceeds # wireline Internet-connected devices
  - laptops, Internet-enabled phones promise anytime untethered Internet access
- two important (but different) challenges
  - *wireless:* communication over wireless link
  - *mobility:* handling the mobile user who changes point of attachment to network

T06: outline

6.1 Introduction

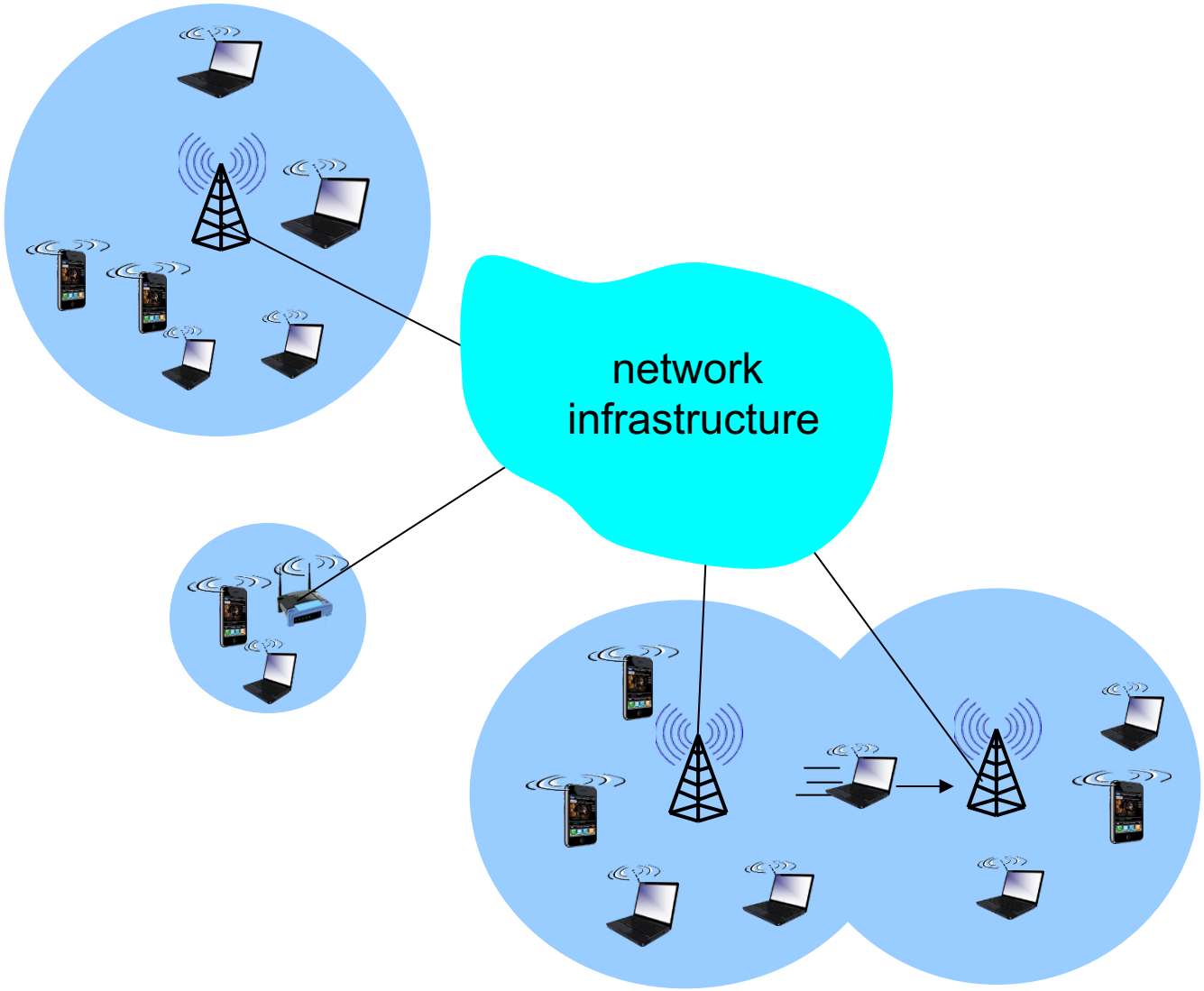
6.2 Wireless links, characteristics

6.3 IEEE 802.11 wireless LANs ("Wi-Fi")

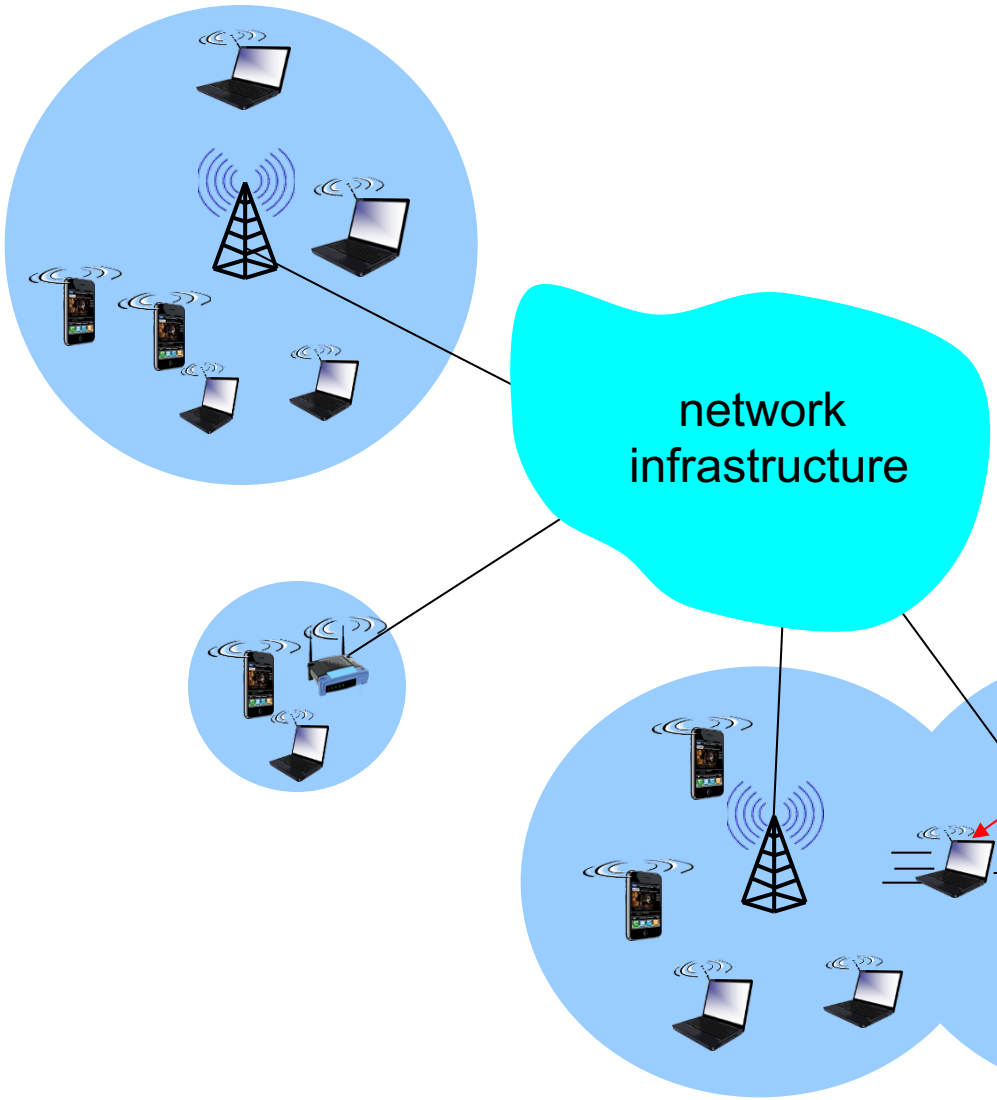
6.4 Cellular Internet Access

- architecture
- standards (e.g., GSM)

Elements of a wireless network



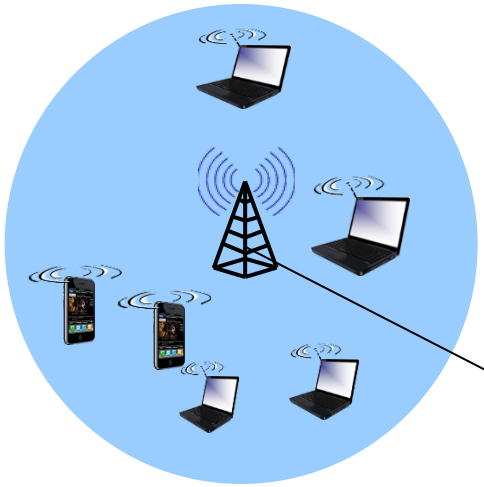
Elements of a wireless network



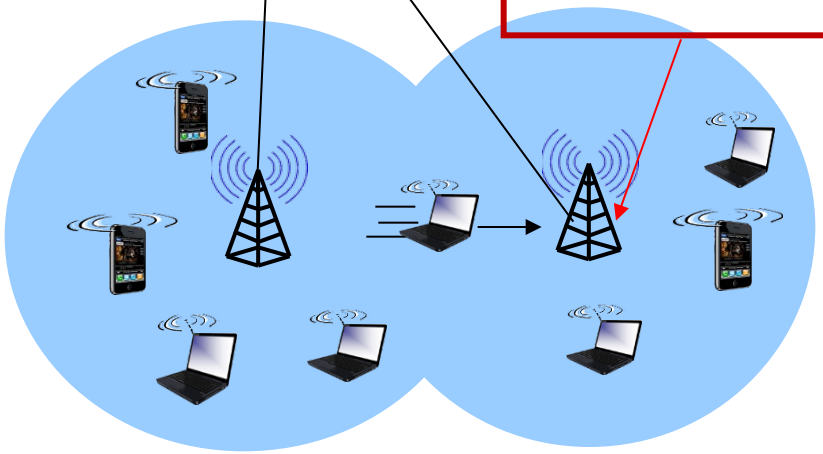
wireless hosts

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

Elements of a wireless network



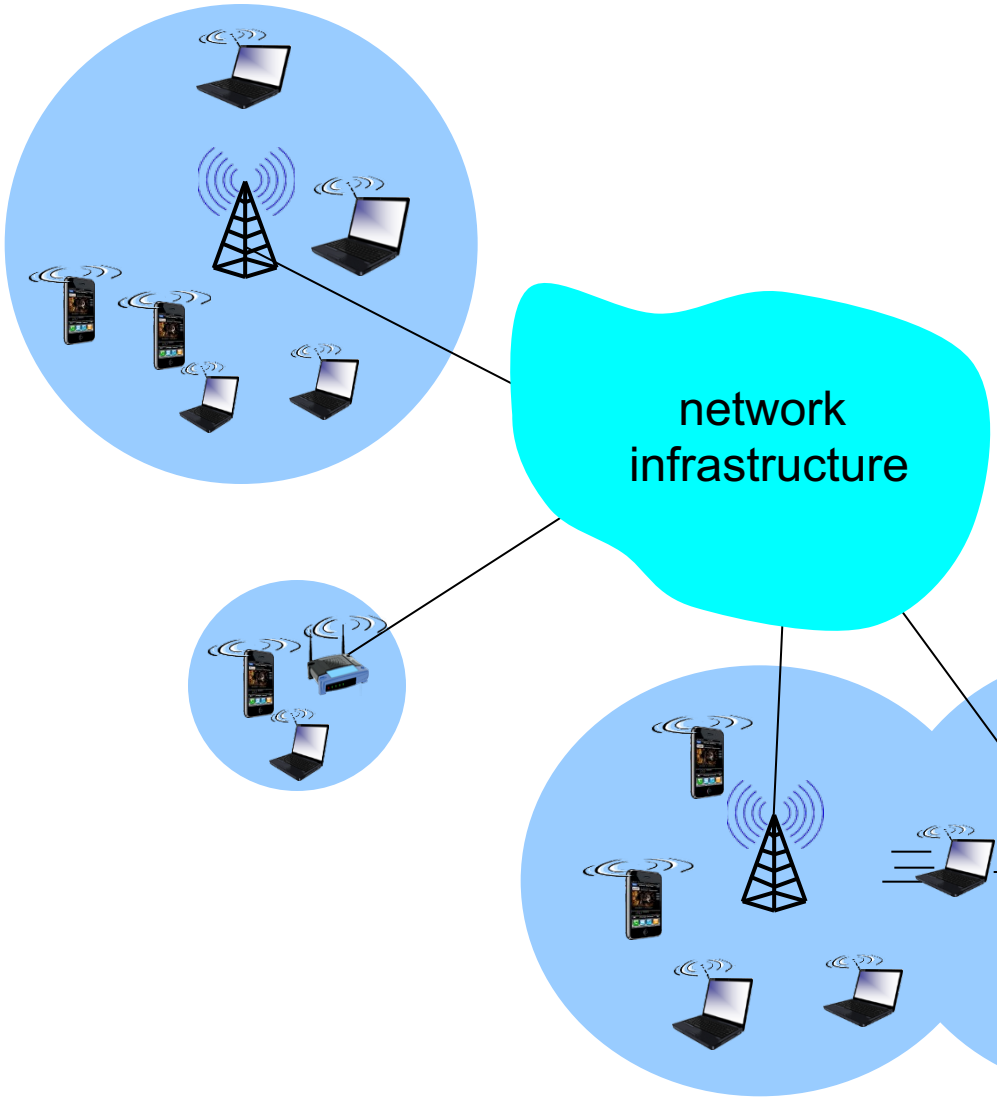
network infrastructure



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

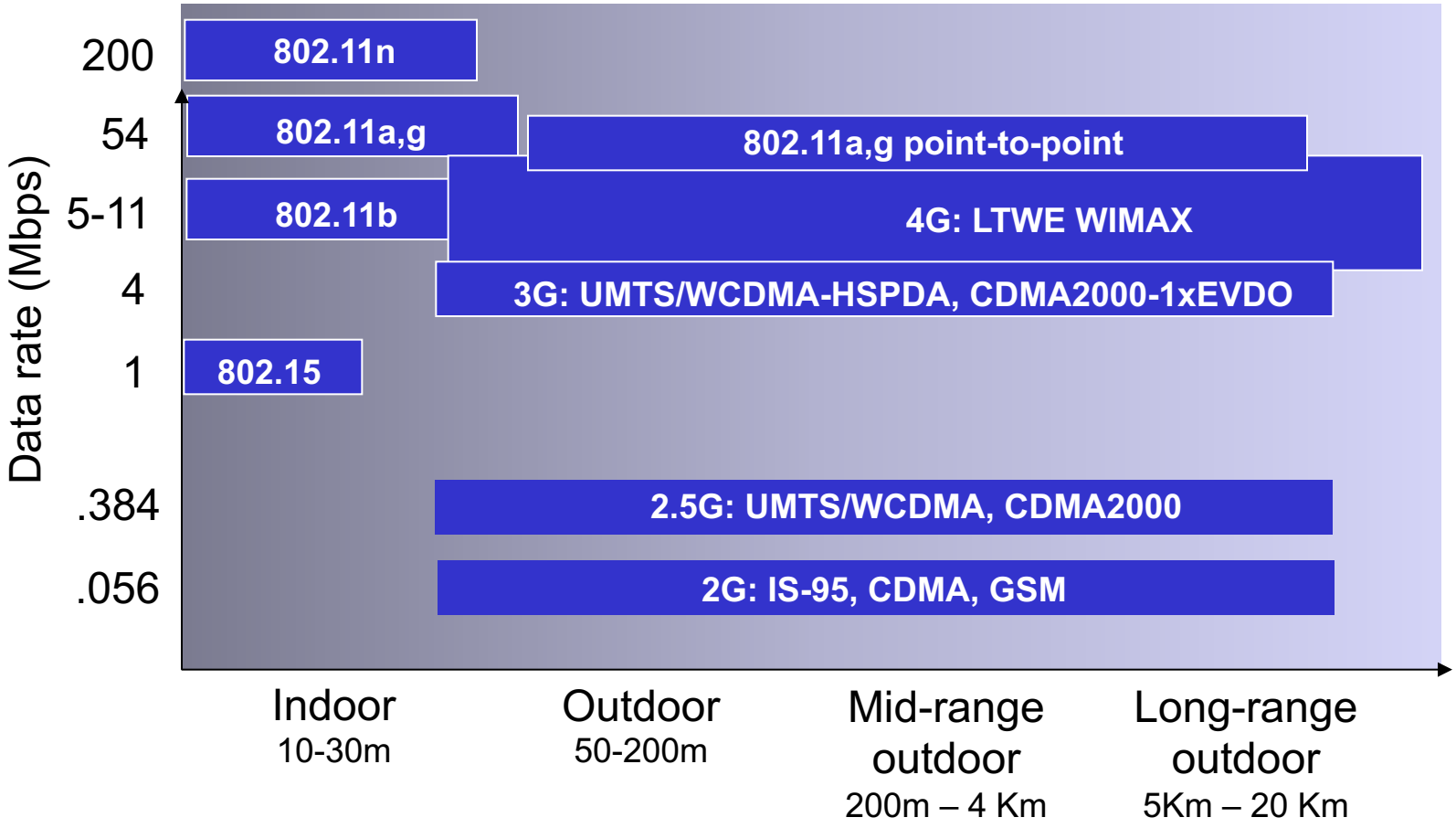
Elements of a wireless network



wireless link

- typically used to connect mobile(s) to base station
- also used as backbone link
- multiple access protocol coordinates link access
- various data rates, transmission distance

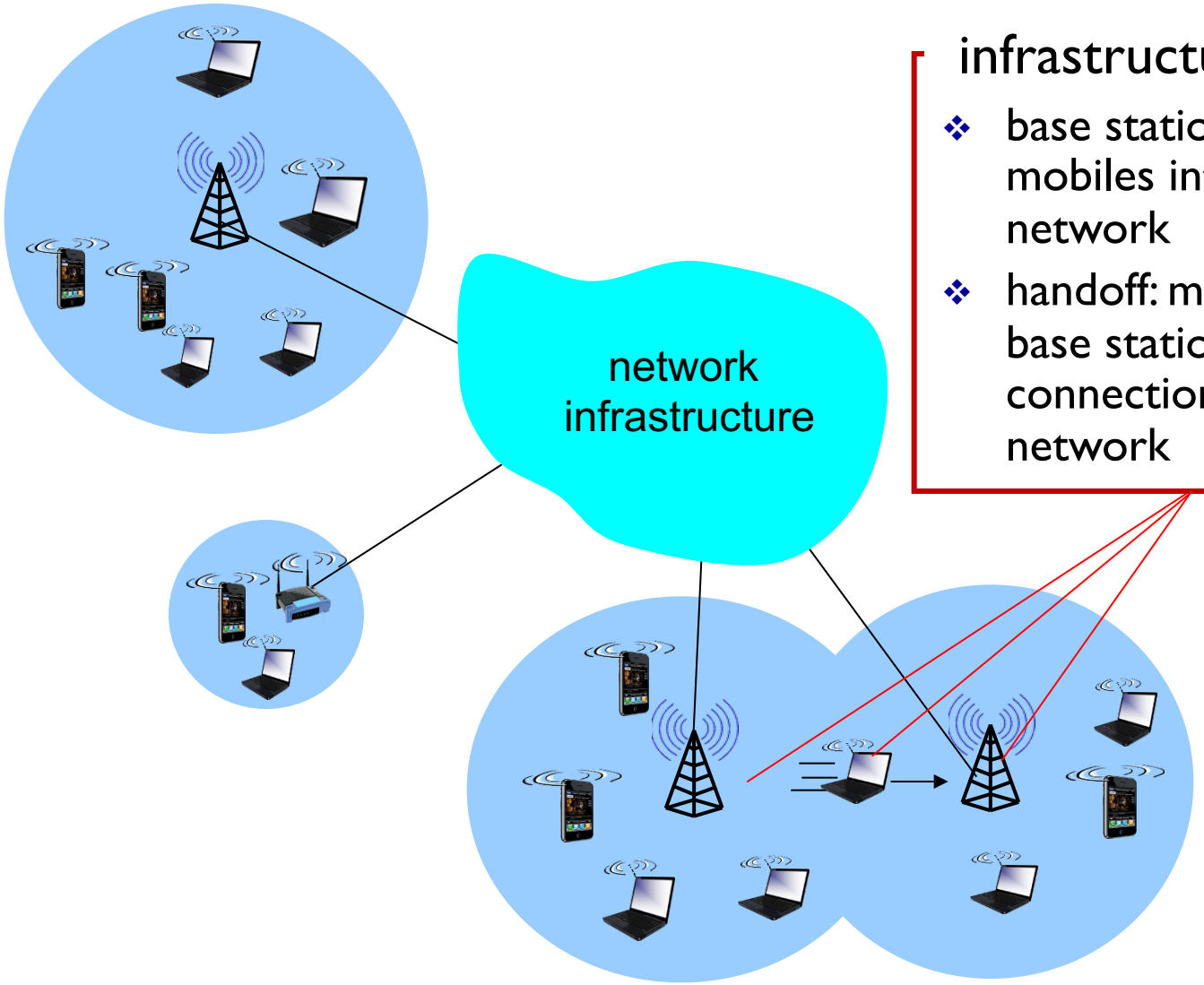
Characteristics of selected wireless links



2G vs 3G vs 4G vs 5G

Comparison	2G	3G	4G	5G
Introduced in year	1993	2001	2009	2018
Technology	GSM	WCDMA	LTE, WiMAX	MIMO, mm Waves
Access system	TDMA, CDMA	CDMA	CDMA	OFDM, BDMA
Switching type	Circuit switching for voice and packet switching for data	Packet switching except for air interference	Packet switching	Packet switching
Internet service	Narrowband	Broadband	Ultra broadband	Wireless World Wide Web
Bandwidth	25 MHz	25 MHz	100 MHz	30 GHz to 300 GHz
Advantage	Multimedia features (SMS, MMS), internet access and SIM introduced	High security, international roaming	Speed, high speed handoffs, global mobility	Extremely high speeds, low latency
Applications	Voice calls, short messages	Video conferencing, mobile TV, GPS	High speed applications, mobile TV, wearable devices	High resolution video streaming, remote control of vehicles, robots, and medical procedures

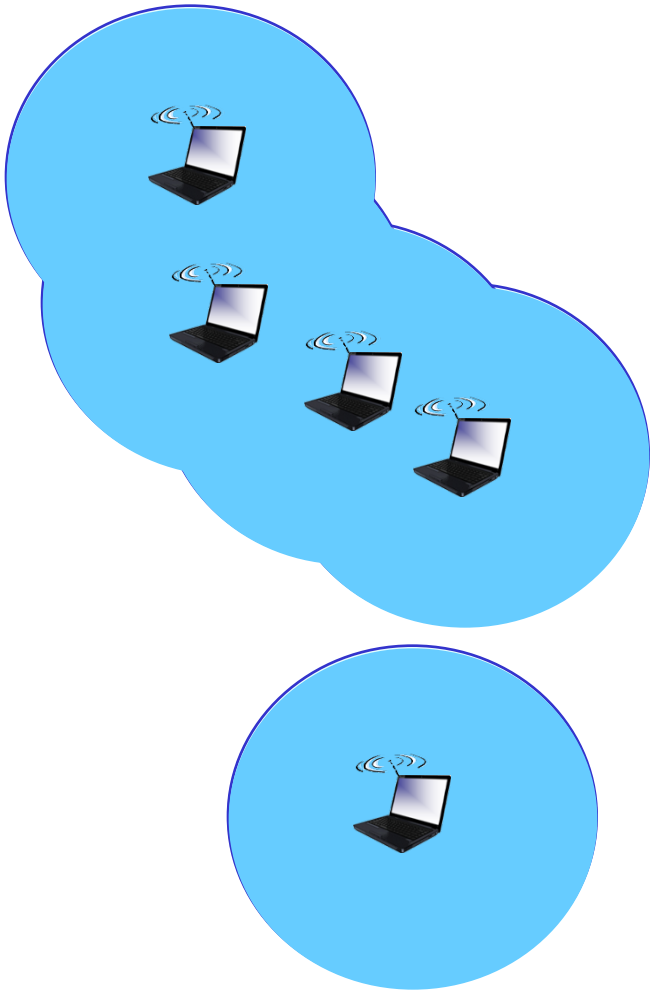
Elements of a wireless network



infrastructure mode

- base station connects mobiles into wired network
- handoff: mobile changes base station providing connection into wired network

Elements of a wireless network



ad hoc mode

- no base stations
- nodes can only transmit to other nodes within link coverage
- nodes organize themselves into a network: route among themselves

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

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- architecture
- standards (e.g., GSM)

Wireless Link Characteristics

important differences from wired link ….

- *decreased signal strength:* radio signal attenuates as it propagates through matter (path loss)
- *interference from other sources:* standardized wireless 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, reaching destination at slightly different times

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

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IEEE 802.11 Wireless LAN

802.11b
- 2.4-5 GHz unlicensed spectrum
- up to 11 Mbps
- direct sequence spread spectrum (DSSS) in physical layer

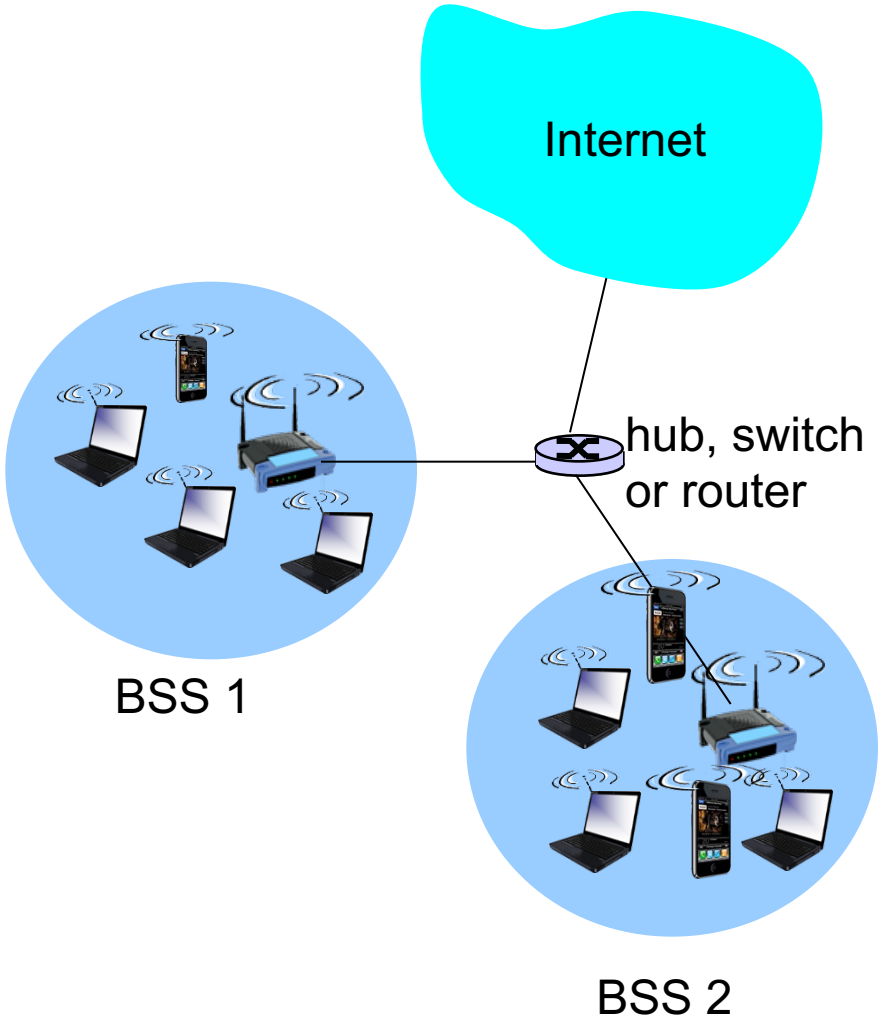
802.11a
- 5-6 GHz range
- up to 54 Mbps

802.11g
- 2.4-5 GHz range
- up to 54 Mbps

802.11n: multiple antennae
- 2.4-5 GHz range
- up to 200 Mbps

- all use CSMA/CA for multiple access
- all have base-station and ad-hoc network versions

802.11 LAN architecture

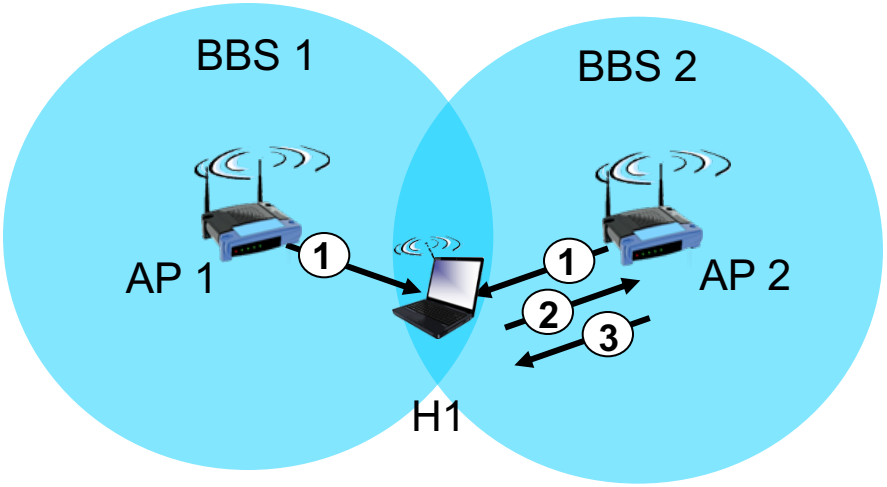


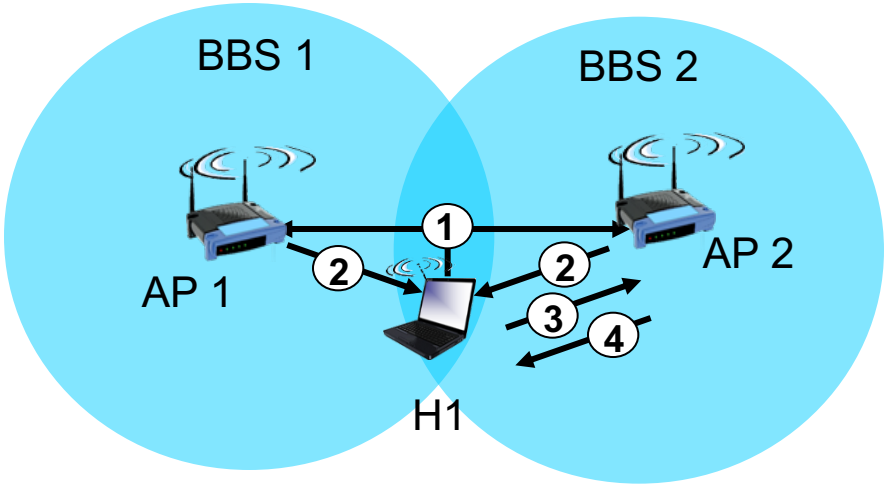
- wireless host communicates with base station
  - base station = access point (AP)
- Basic Service Set (BSS) (aka "cell") in infrastructure mode contains:
  - wireless hosts
  - access point (AP): base station
  - ad hoc mode: hosts only

802.11: Channels, association

- 802.11b: 2.4GHz-2.485GHz spectrum divided into 11 channels at different frequencies
  - AP admin chooses frequency for AP
  - interference possible: channel can be same as that chosen by neighboring AP!
- host: must *associate* with an AP
  - scans channels, listening for *beacon frames* containing AP's name (SSID) and MAC address
  - selects AP to associate with
  - may perform authentication
  - will typically run DHCP to get IP address in AP subnet

802.11: passive/active scanning





passive scanning:

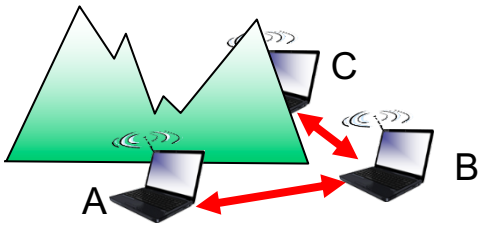
(1) beacon frames sent from APs
(2) association Request frame sent: H1 to selected AP
(3) association Response frame sent from selected AP to H1

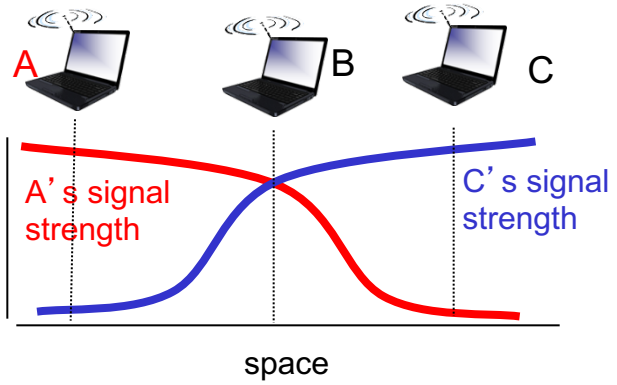
active scanning:

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

IEEE 802.11: multiple access

- avoid collisions: 2^+ nodes transmitting at same time
- 802.11: CSMA - sense before transmitting
  - don't collide with ongoing transmission by other node
- 802.11: *no* collision detection!
  - difficult to receive (sense collisions) when transmitting due to weak received signals (fading)
  - goal: *avoid collisions:* CSMA/C(ollision)A(voidance)





IEEE 802.11 MAC Protocol: CSMA/CA

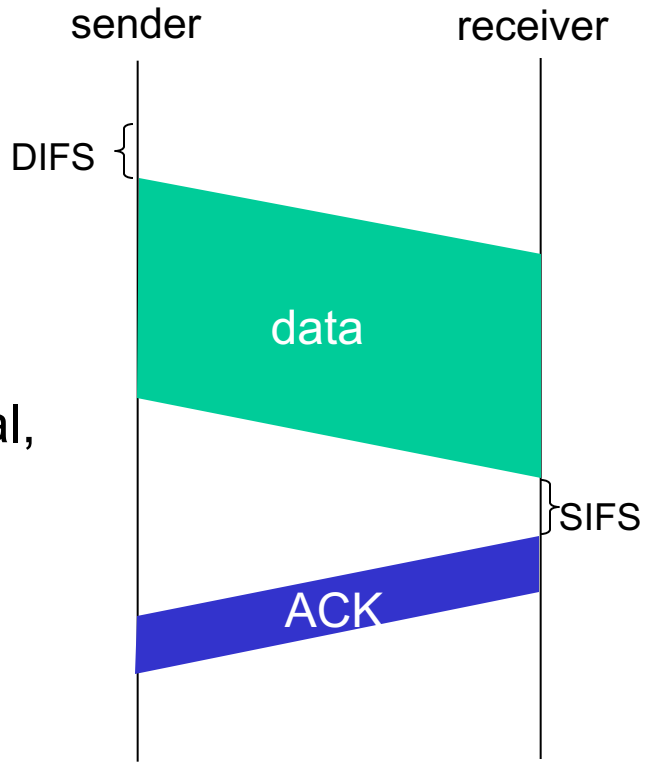
802.11 sender

1 if sense channel idle for **DIFS** (Interframe space) then
  transmit entire frame (no CD)

2 if sense channel busy then
  start random backoff time
  timer counts down while channel idle
  transmit when timer expires
  if no ACK, increase random backoff interval, repeat 2

802.11 receiver

- if frame received OK
  return ACK after **SIFS** (Short Interframe Space)



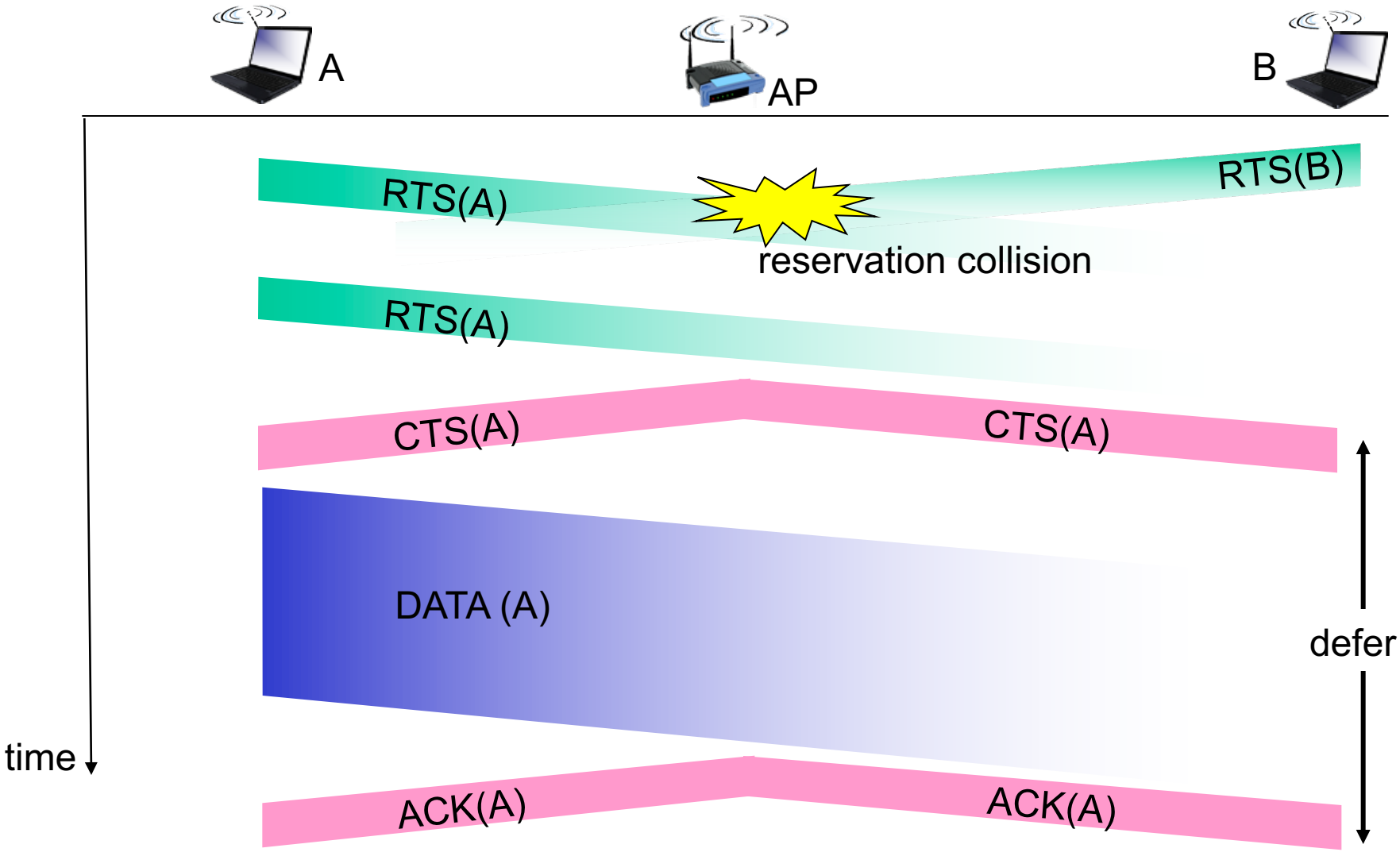
Avoiding collisions (more)

idea: allow sender to "reserve" channel rather than random access of data frames: avoid collisions of long data frames

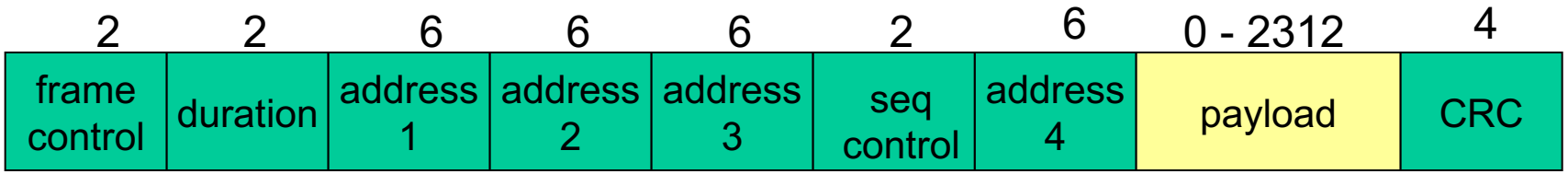
- sender first transmits *small* request-to-send (RTS) packets to BS using CSMA
  - RTSs may still collide with each other (but they're short)
- BS broadcasts clear-to-send CTS in response to RTS
- CTS heard by all nodes
  - sender transmits data frame
  - other stations defer transmissions

avoid data frame collisions completely using small reservation packets!

Collision Avoidance: RTS-CTS exchange



802.11 frame: addressing



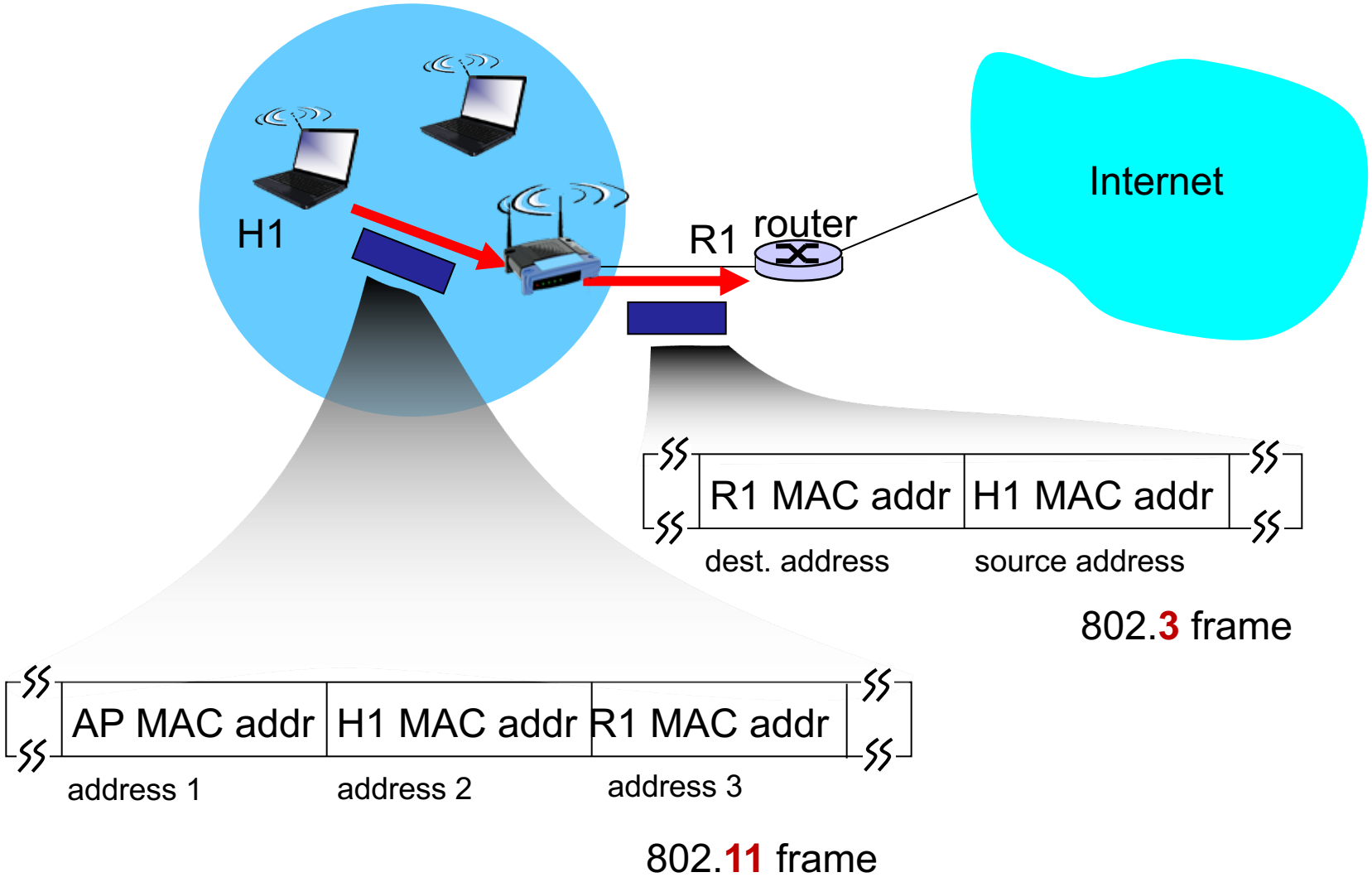
Address 1: MAC address of wireless host or AP to receive this frame

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

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

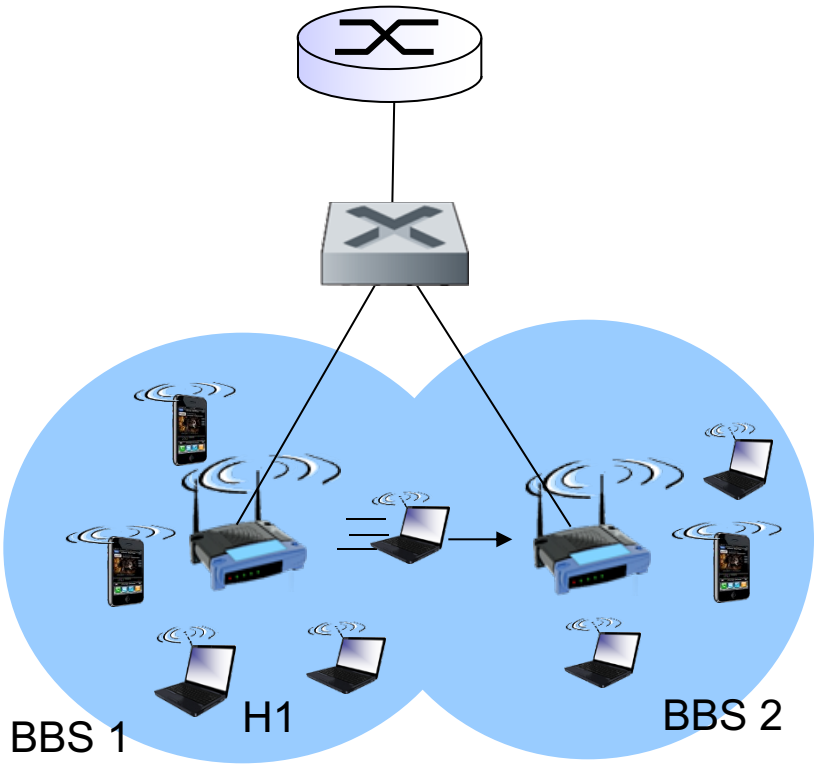
Address 4: used only in ad hoc mode

802.11 frame: addressing



802.11: mobility within same subnet

- H1 remains in same IP subnet: IP address can remain same
- switch: which AP is associated with H1?
  - self-learning (T05): switch will see frame from H1 and "remember" which switch port can be used to reach H1



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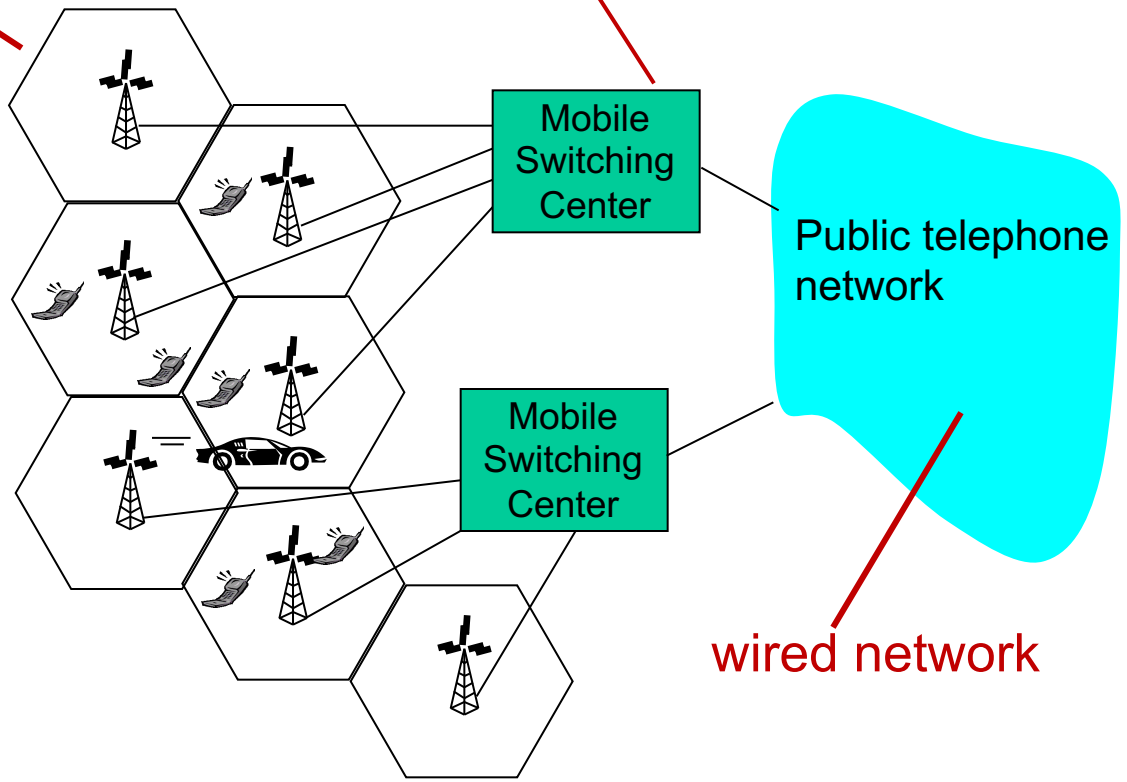
Components of cellular network architecture

MSC
- connects cells to wired tel. net.
- manages call setup
- handles mobility

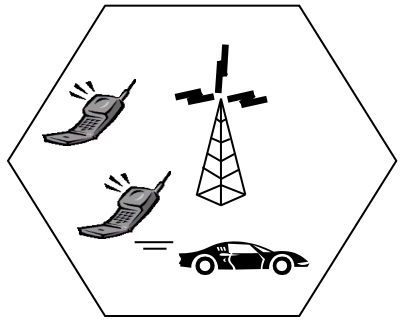
cell
- covers geographical region
- *base station* (BS) analogous to 802.11 AP
- *mobile users* attach to network through BS
- *air-interface:* physical and link layer protocol between mobile and BS

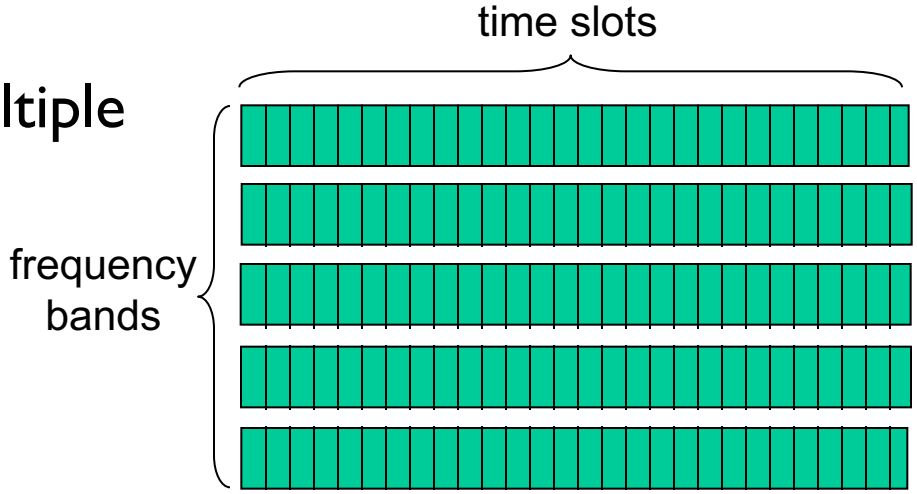


Cellular networks: the first hop

Two techniques for sharing mobile-to-BS radio spectrum

- combined FDMA/TDMA: divide spectrum in frequency channels, divide each channel into time slots
- CDMA: code division multiple access





T07: Bibliography

J. Kurose and K. Ross, "Computer Networking – a top-down approach", Pearson. Chapter 6: Wireless and Mobile Networks