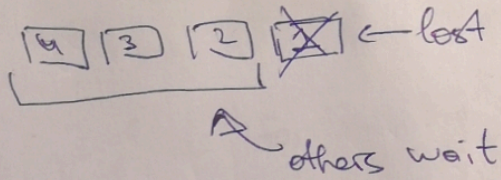
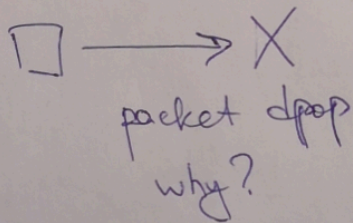


UDP

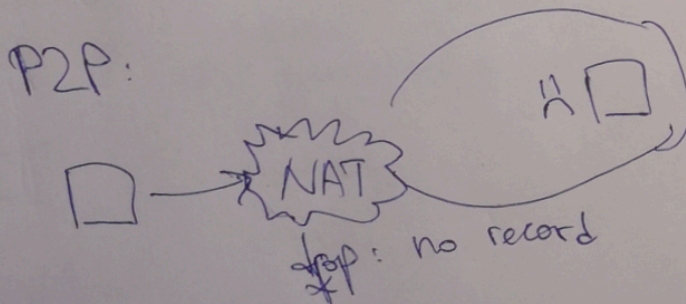
No Head-of-line blocking! (H)



UDP/TCP



may be NAT dropped your record
fix: keepalive



Channel capacity:

$$C = \text{BW} \cdot \log_2 \left(1 + \frac{S}{N} \right)$$

↑ ↑
 bandwidth signal
 available (hertz) noise

Bandwidth

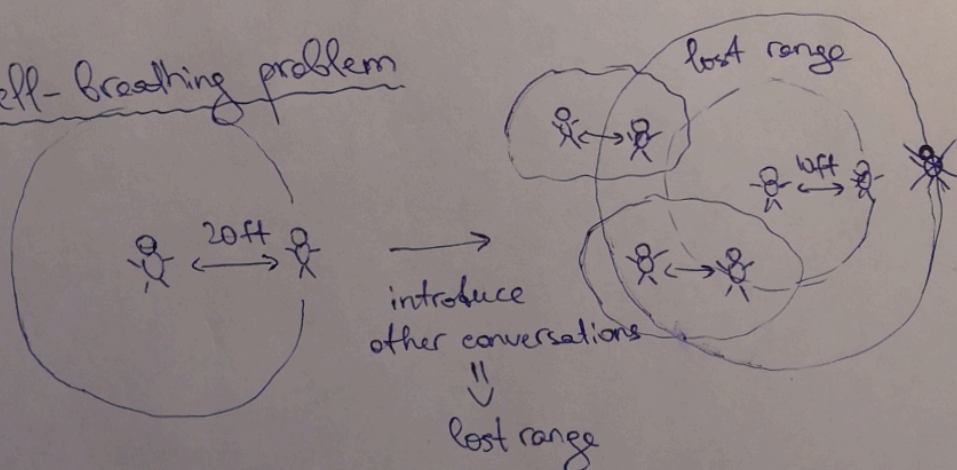
x2 BW for wireless technology \Rightarrow x2 Bitrate

Low-frequency: travel farther, require large antennas, many clients competing for access.

High-frequency: won't travel far, can transfer more data

Signal power

Cell-breathing problem



Near-far problem

capturing strong signal makes it impossible for the receiver to detect weaker signal

Real-World analogy: crowded party,

modulation scheme matters: bits

