



Mobile Computing

Lecture 5: Wireless LAN

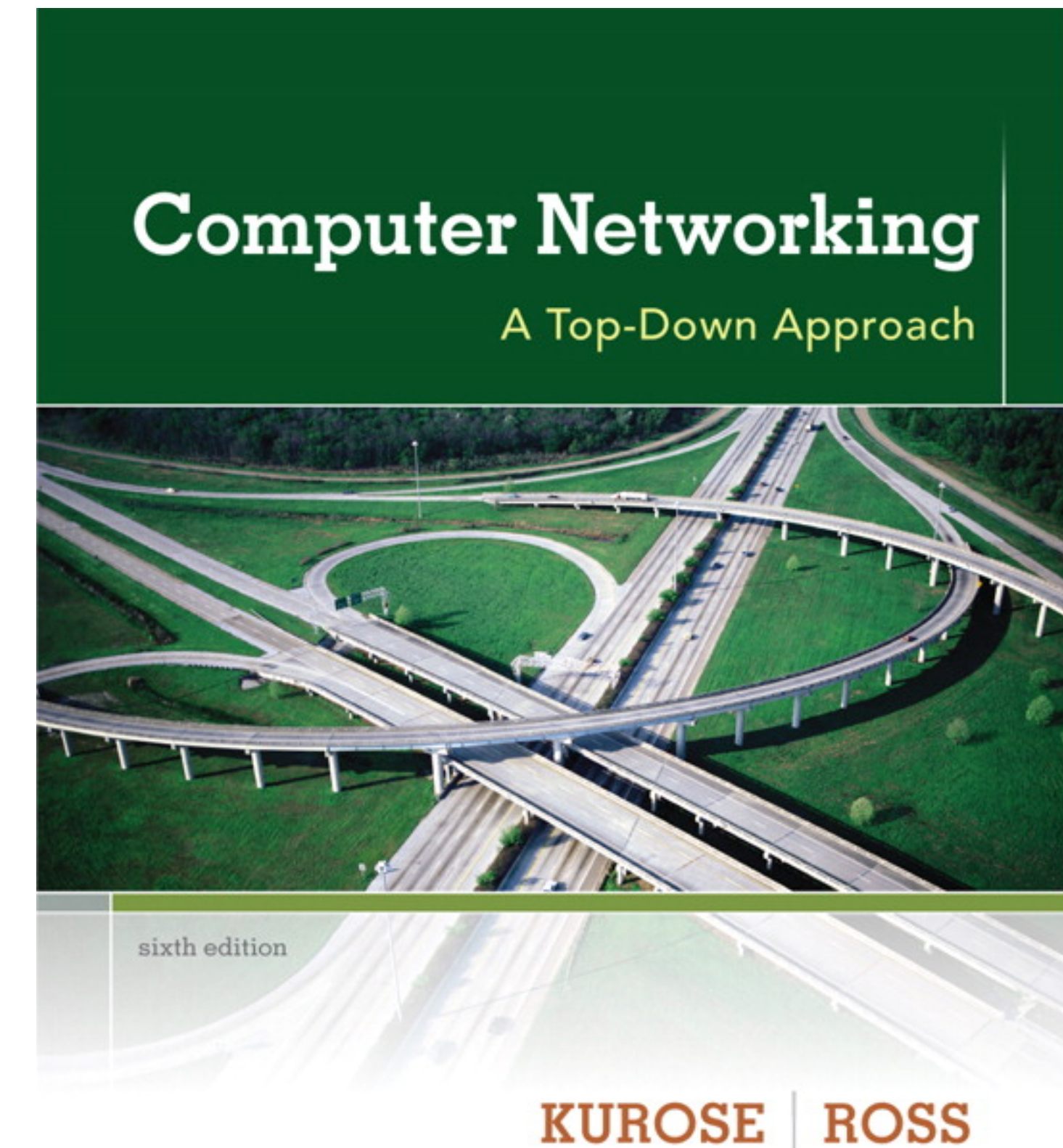
Dr. Moustafa Alzantot



Slides Credits

Computer Networking: A Top Down Approach

6th edition
Jim Kurose, Keith Ross
Addison-Wesley
March 2012

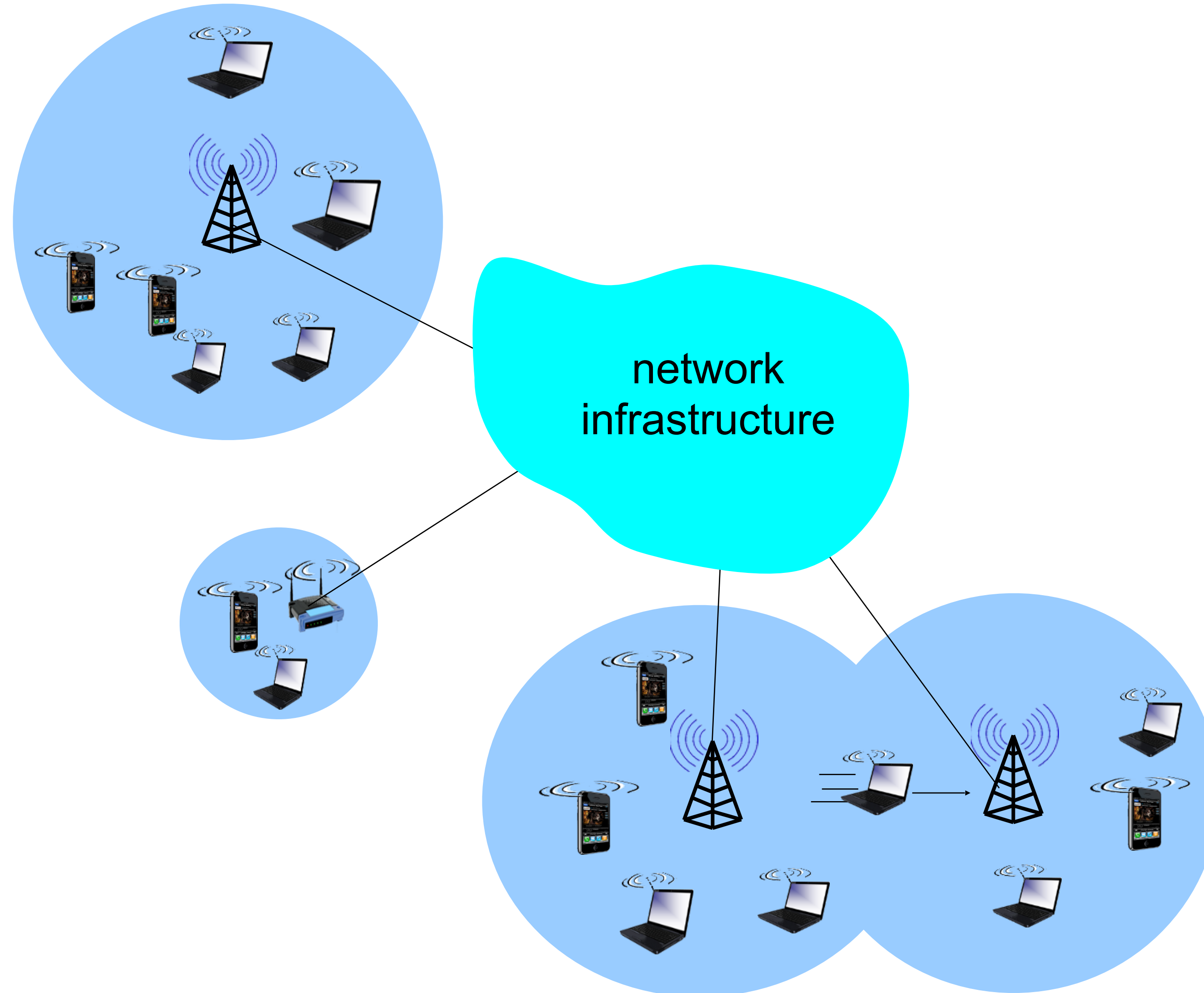


Ch. 6: Wireless and Mobile Networks

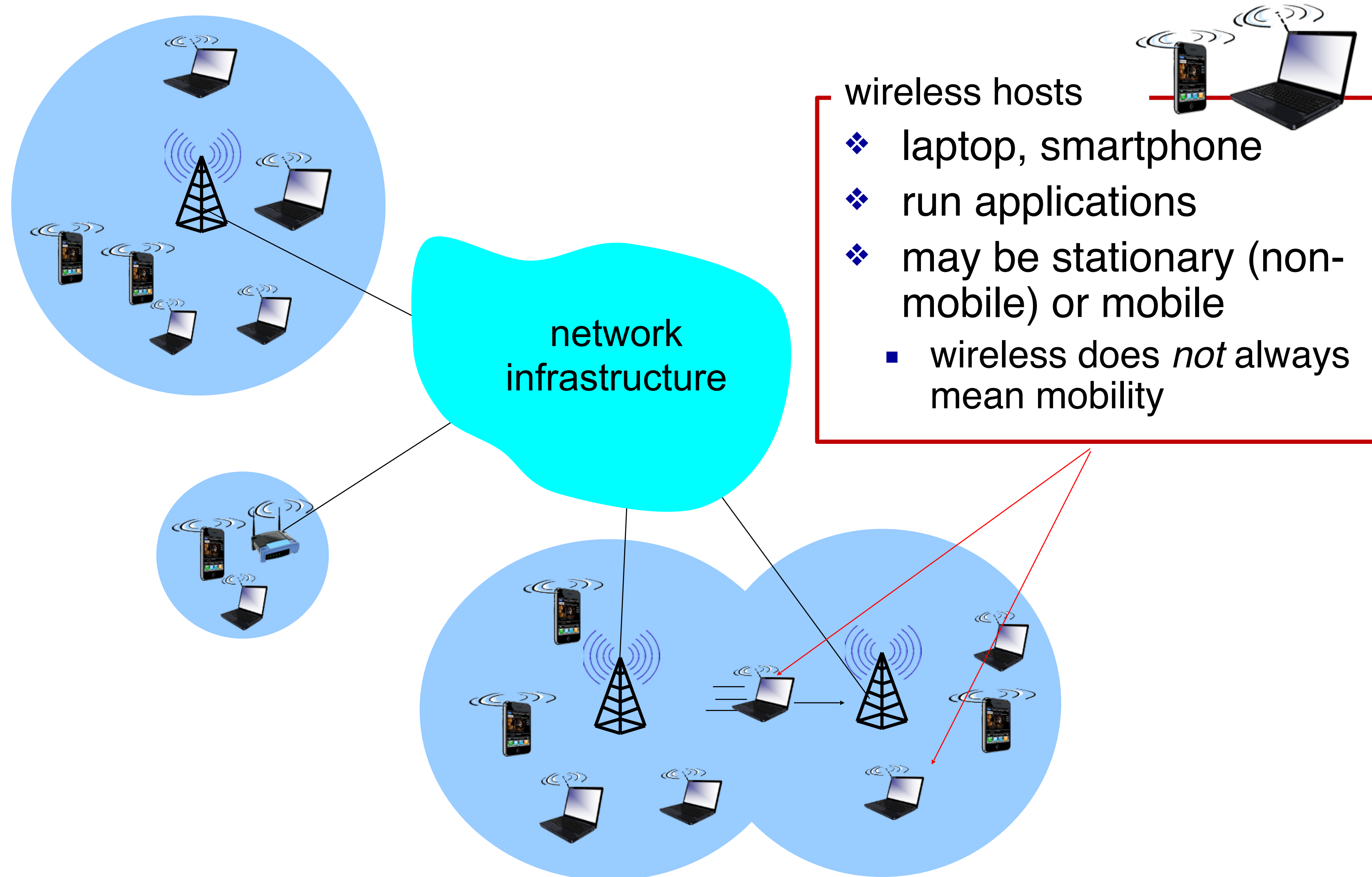
Background:

- ❖ # wireless (mobile) phone subscribers now exceeds # wired phone subscribers (5-to-1)!
- ❖ # wireless Internet-connected devices equals # 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

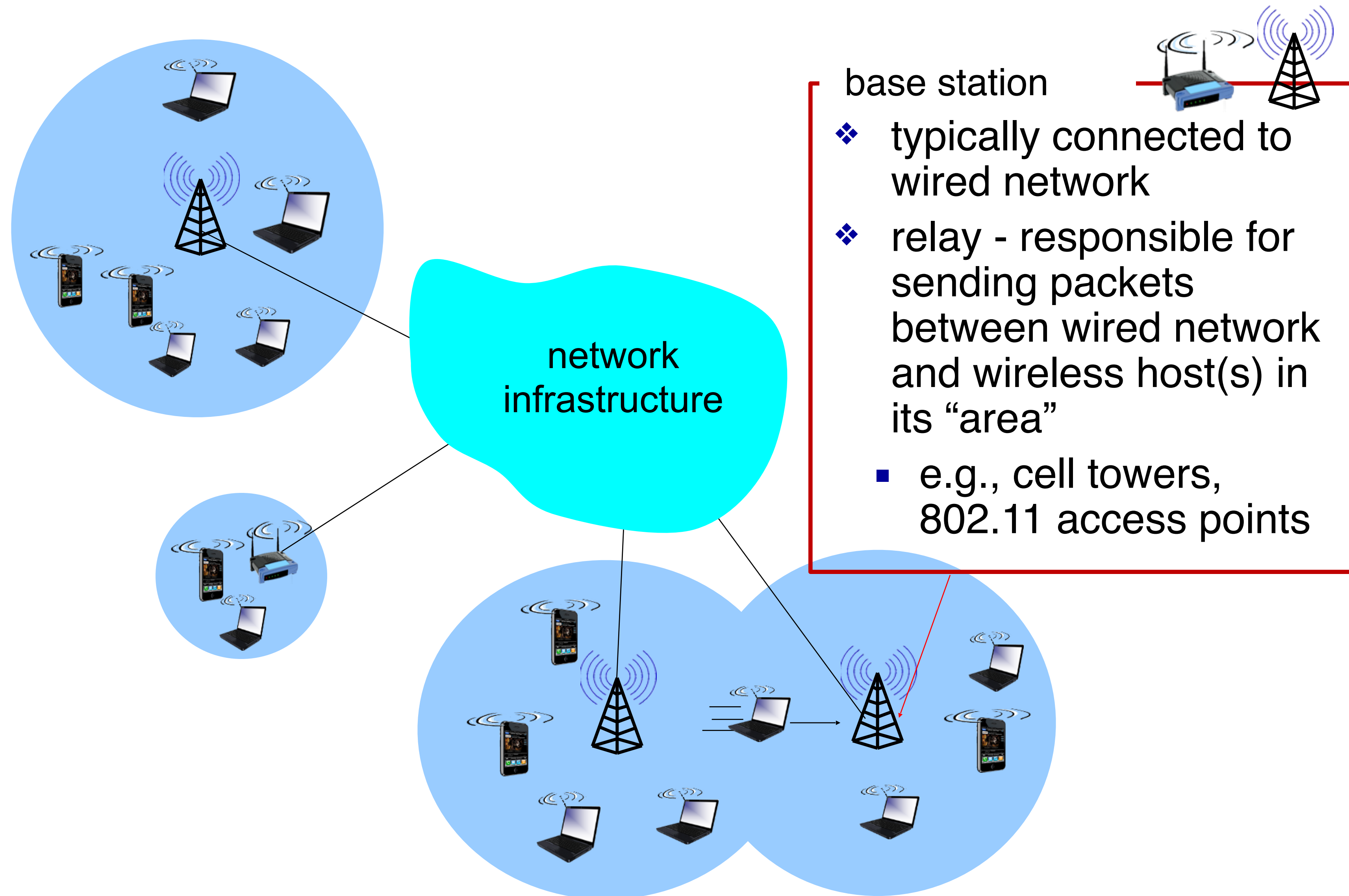
Elements of a wireless network



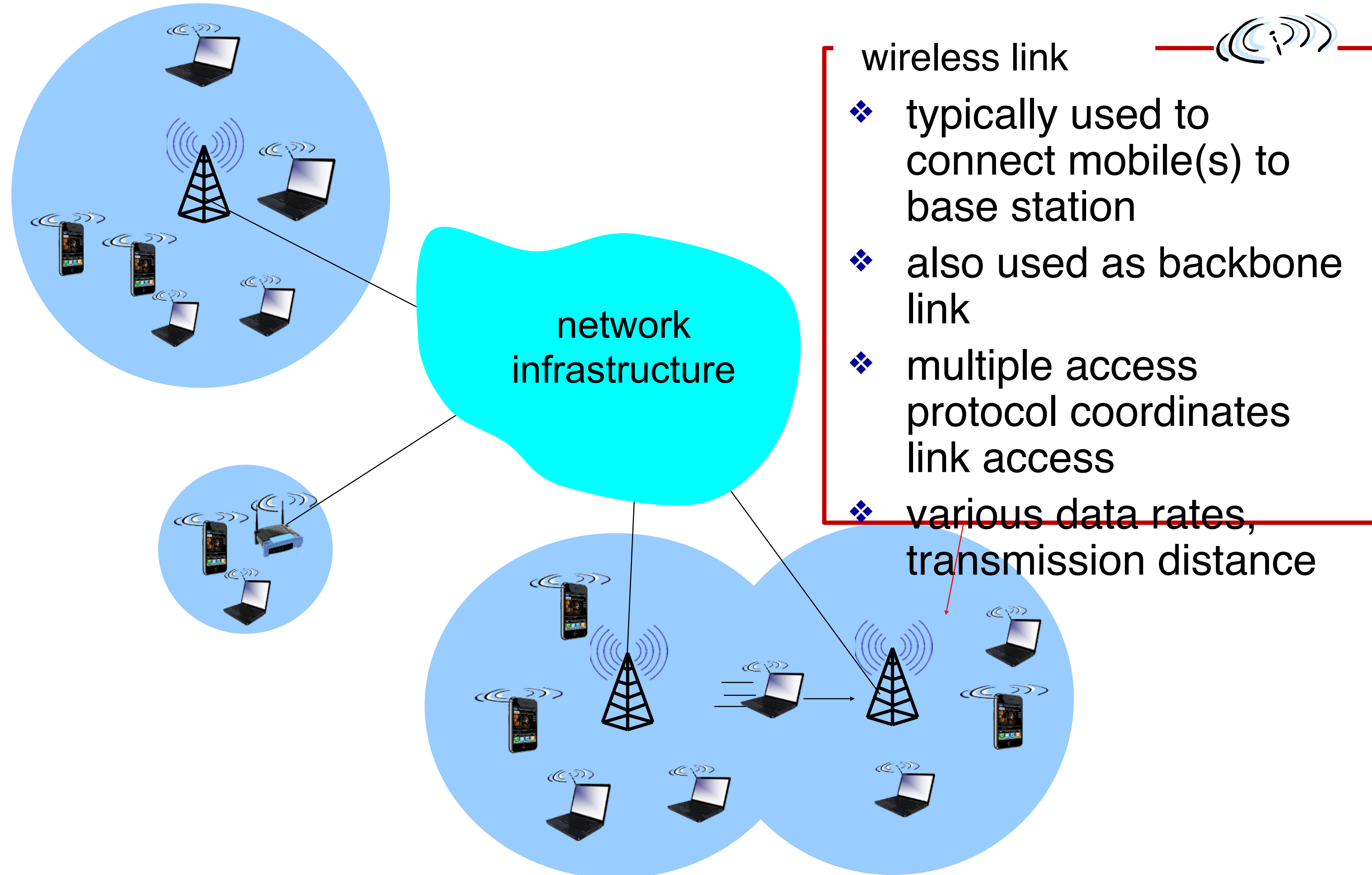
Elements of a wireless network



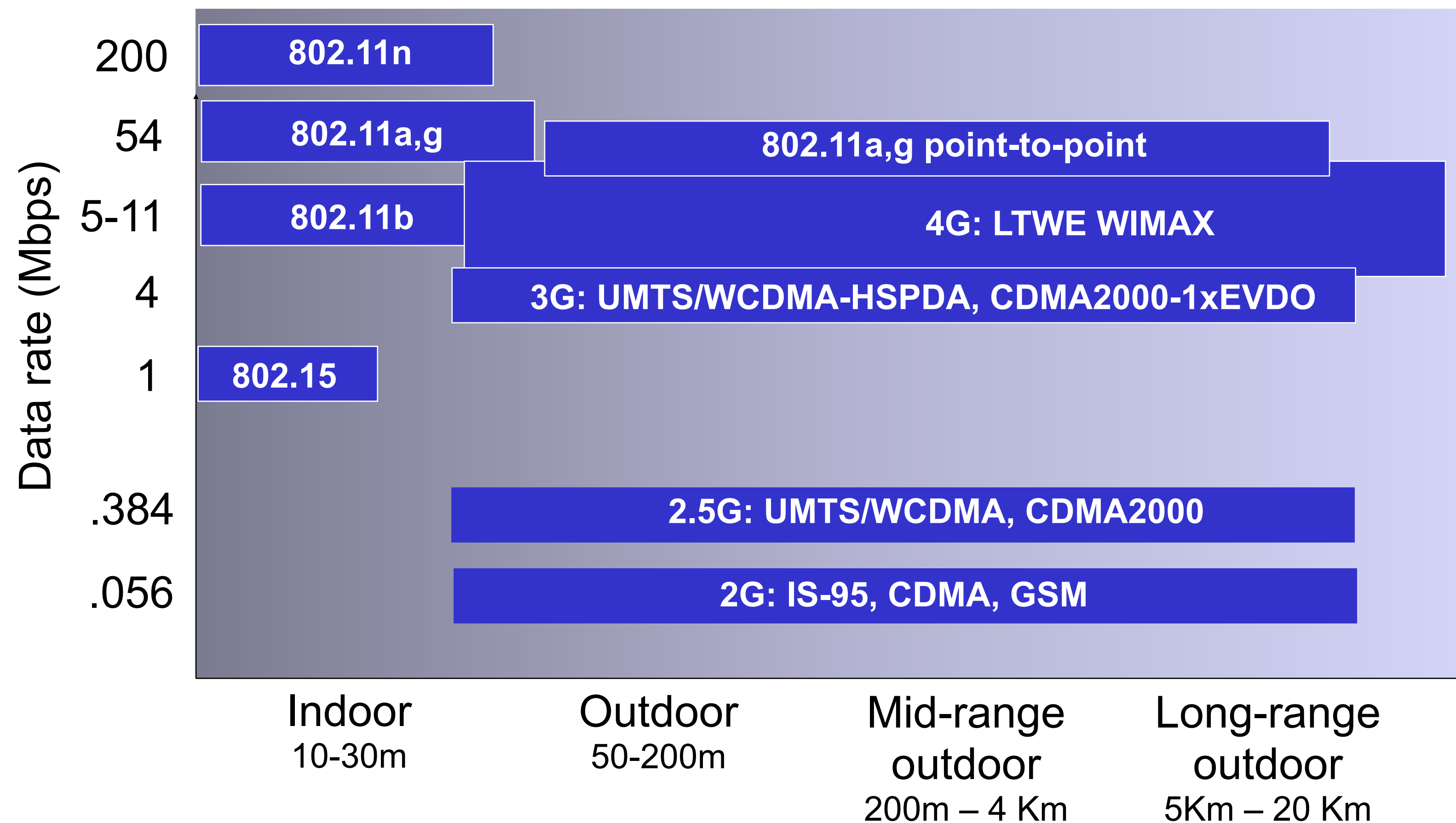
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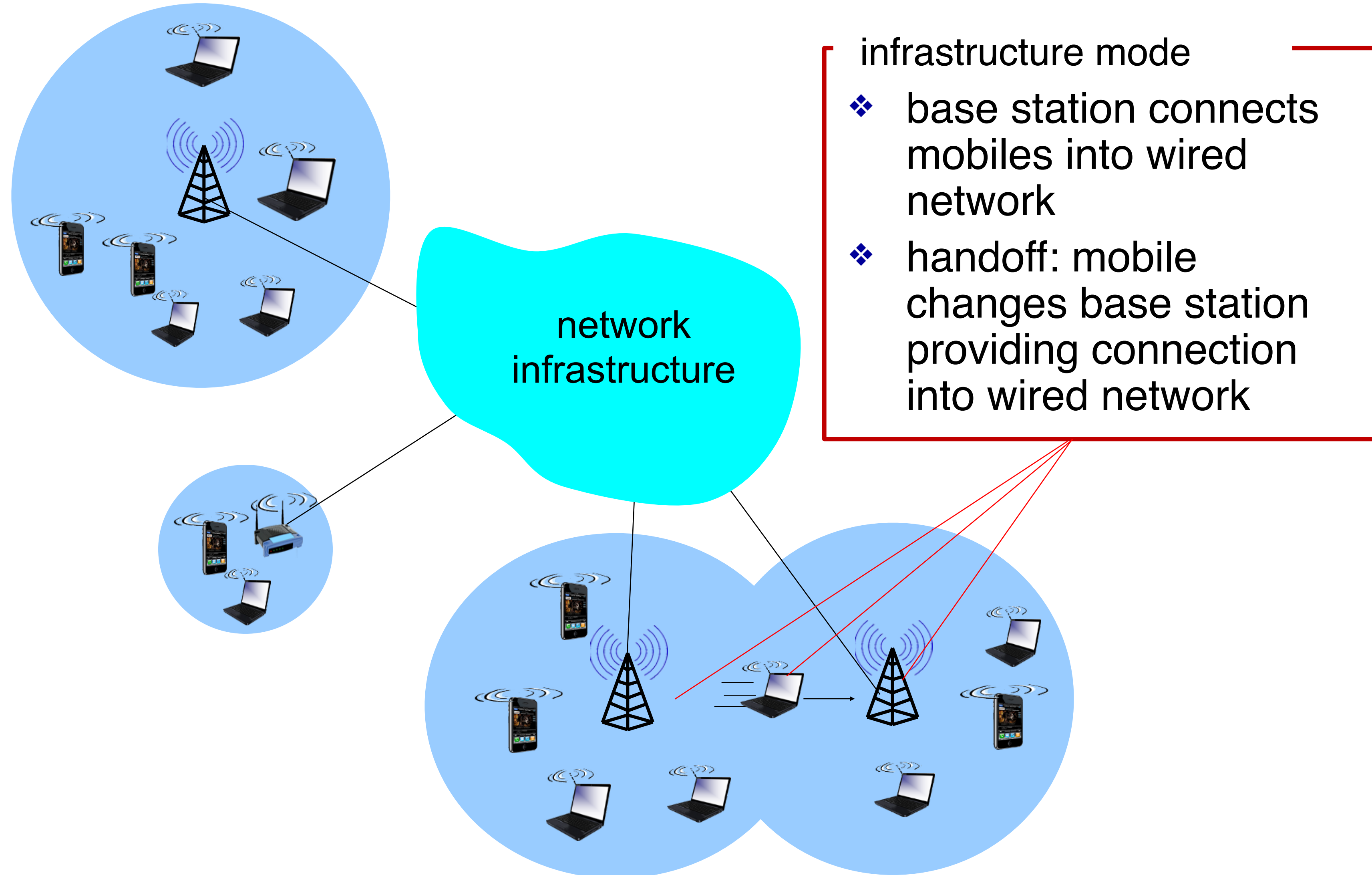
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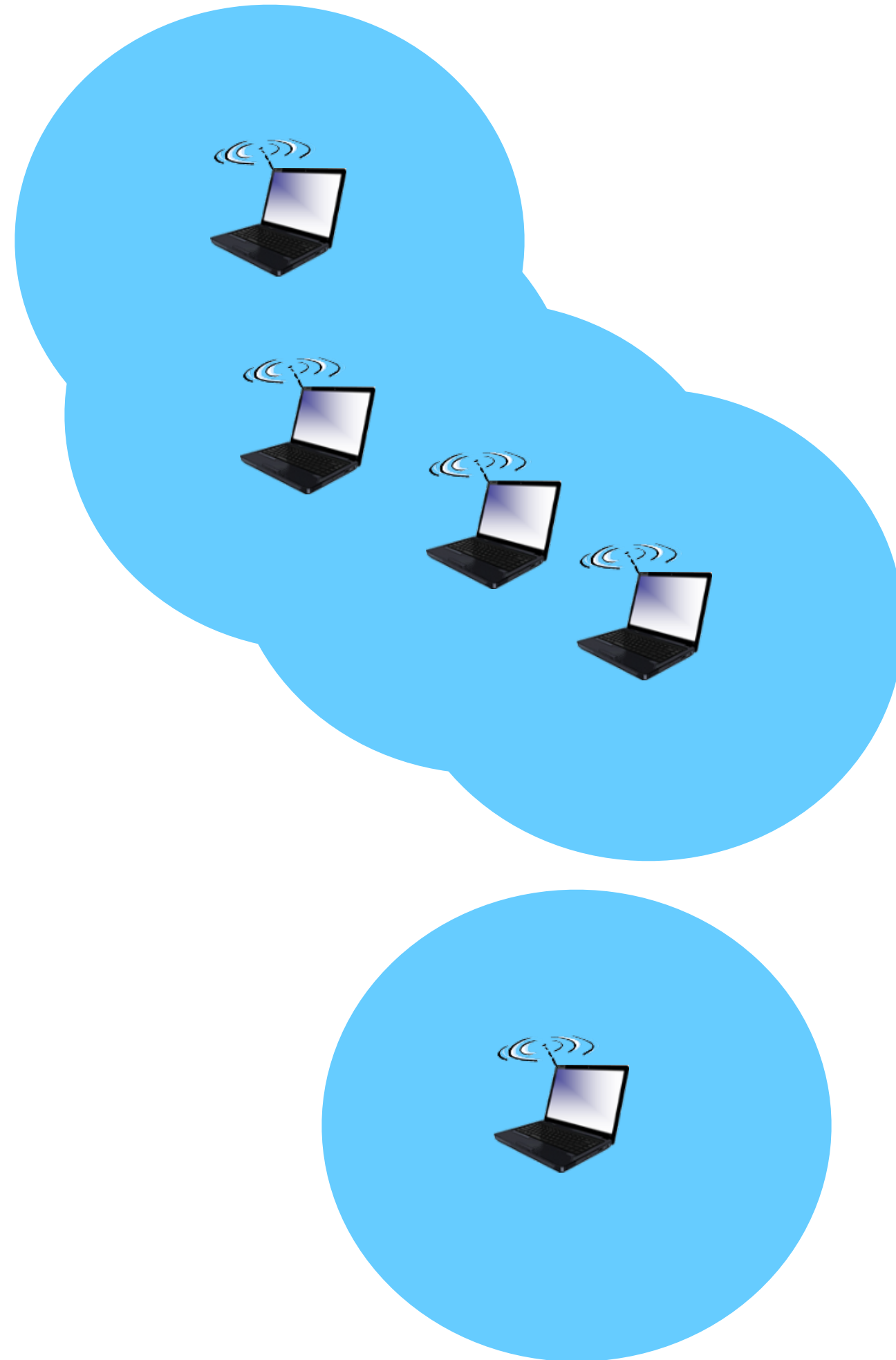
Characteristics of selected wireless links



Elements of a wireless network



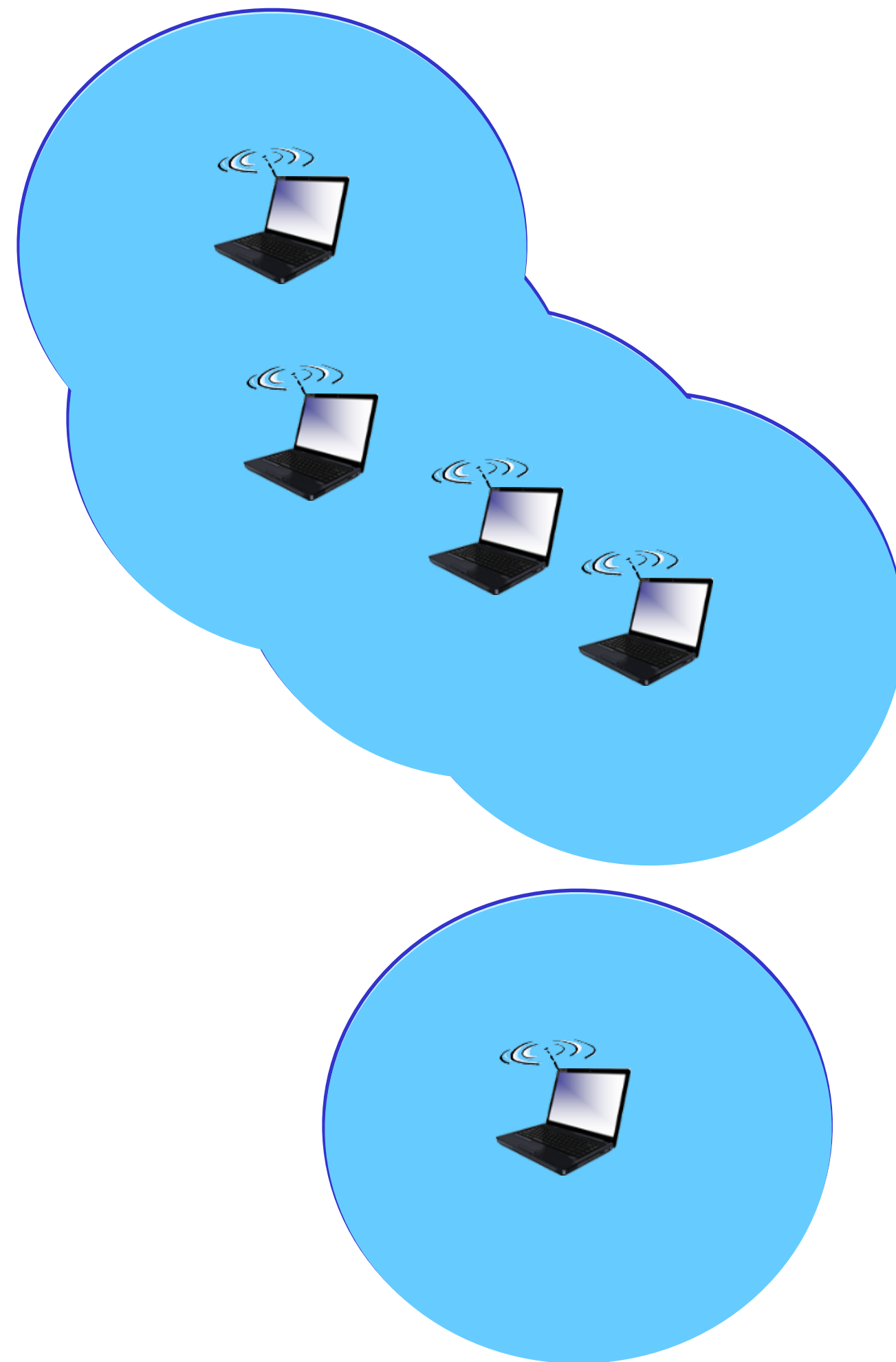
Elements of a wireless network



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

Elements of a wireless network



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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: <i>mesh net</i>
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

Wireless Link Characteristics (1)

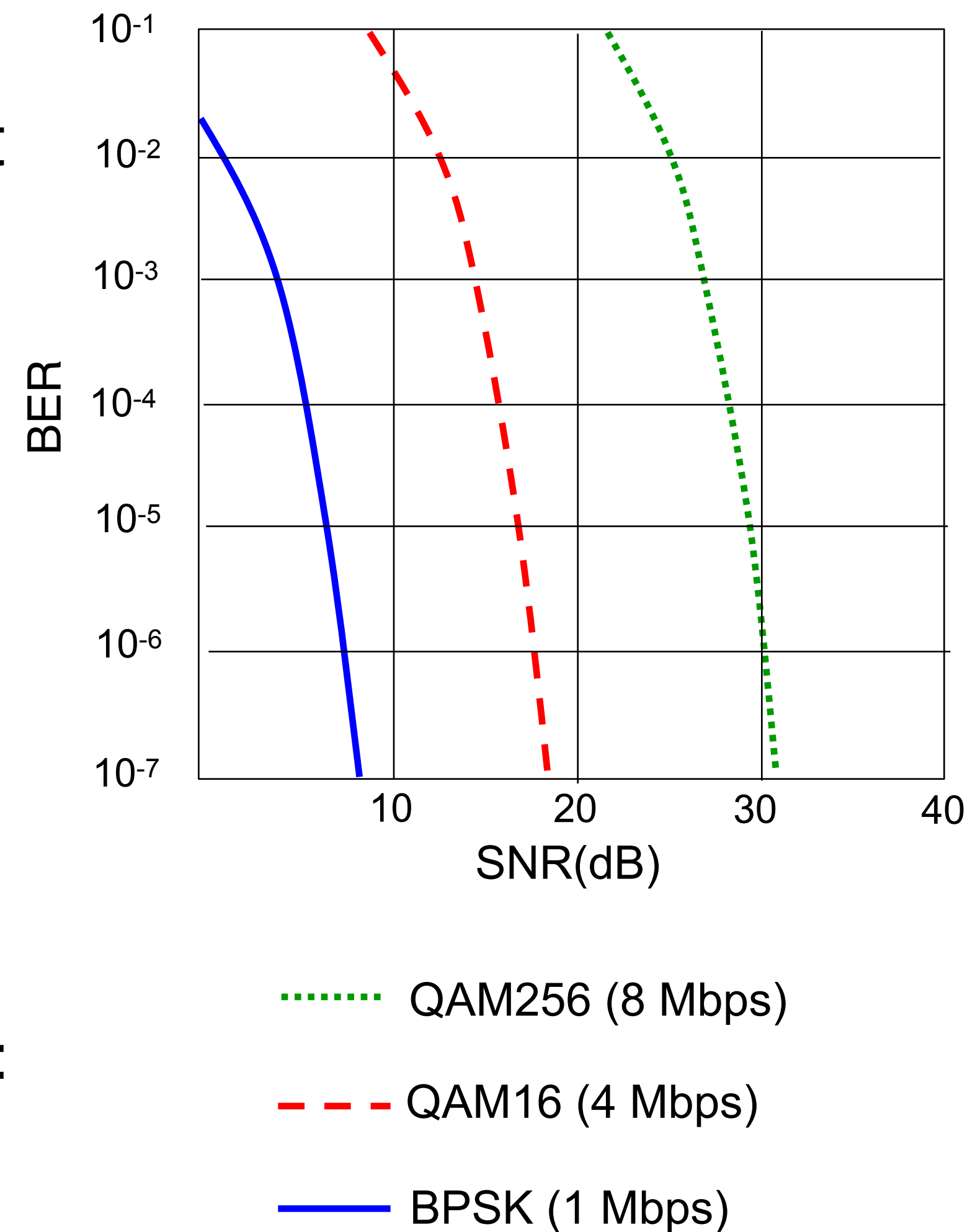
important differences from wired link

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

.... make communication across (even a point to point) wireless link much more “difficult”

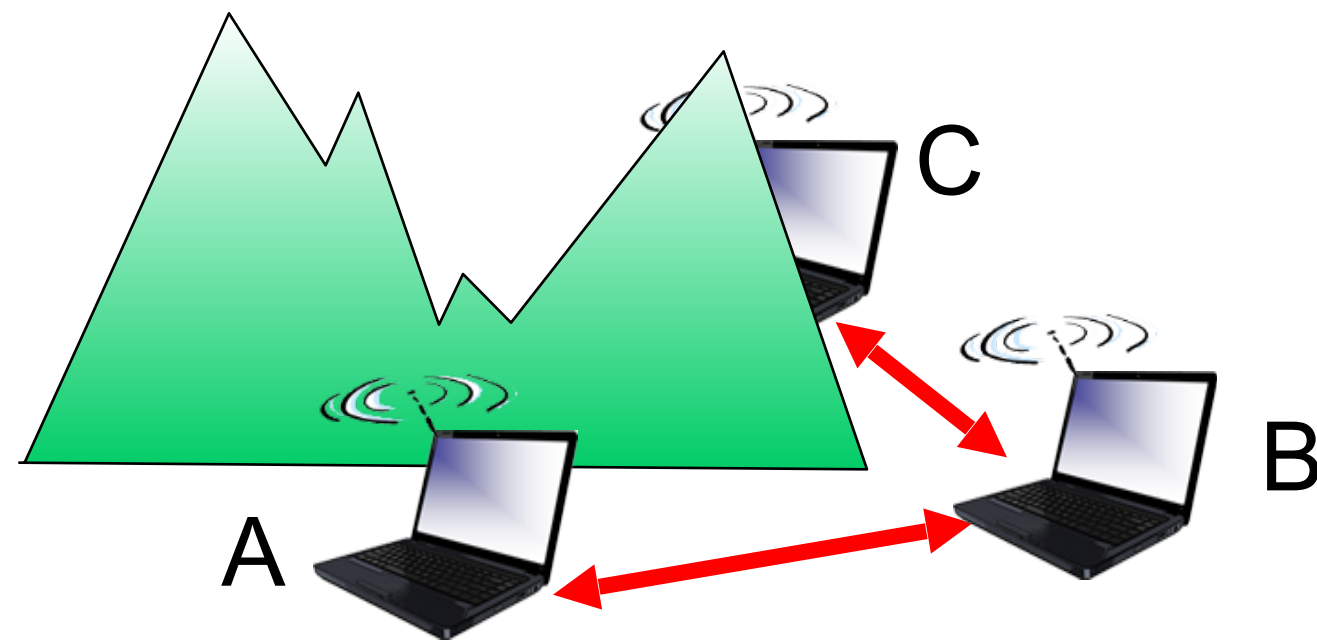
Wireless Link Characteristics (2)

- ❖ SNR: signal-to-noise ratio
 - larger SNR – easier to extract signal from noise (a “good thing”)
- ❖ *SNR versus BER tradeoffs*
 - *given physical layer*: increase power \rightarrow increase SNR \rightarrow decrease BER
 - *given SNR*: choose physical layer that meets BER requirement, giving highest throughput
 - SNR may change with mobility: dynamically adapt physical layer (modulation technique, rate)



Wireless network characteristics

Multiple wireless senders and receivers create additional problems (beyond multiple access):

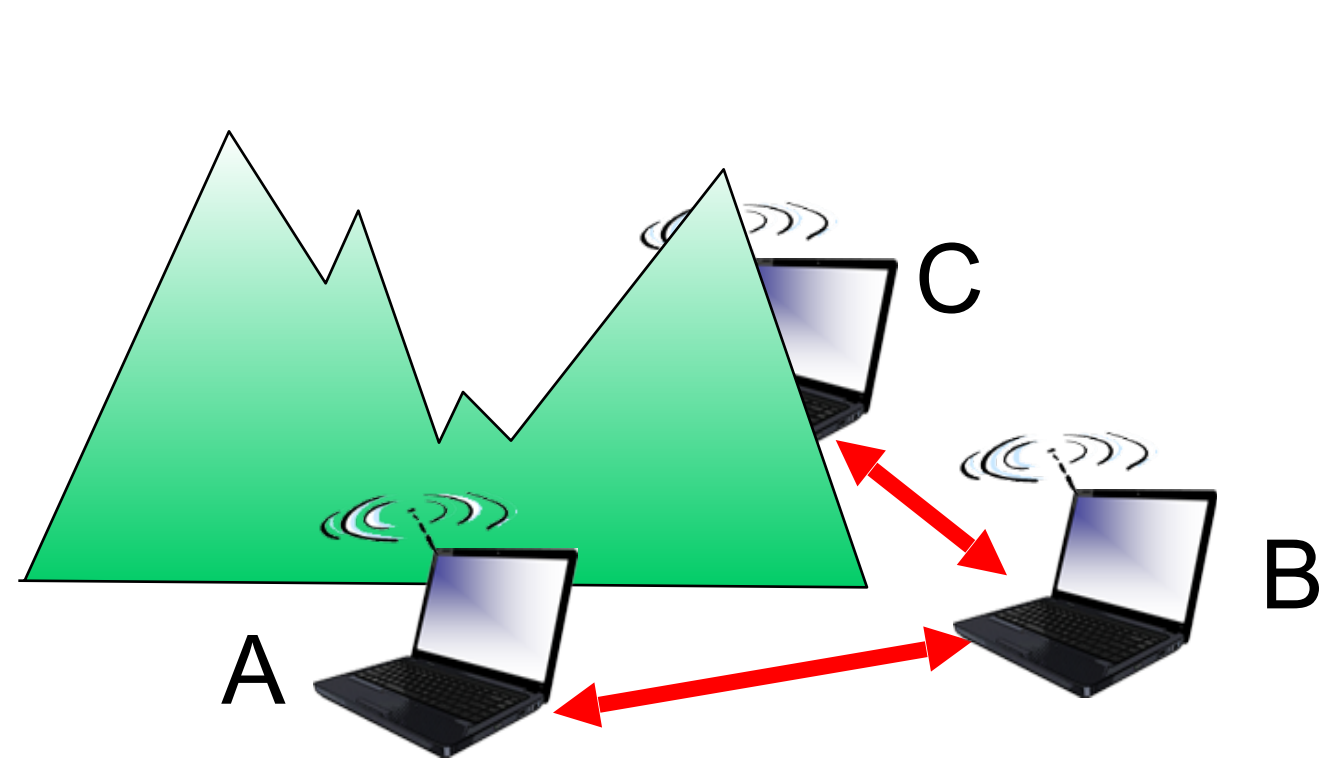


Hidden terminal problem

- ❖ B, A hear each other
- ❖ B, C hear each other
- ❖ A, C can not hear each other
means A, C unaware of their
interference at B

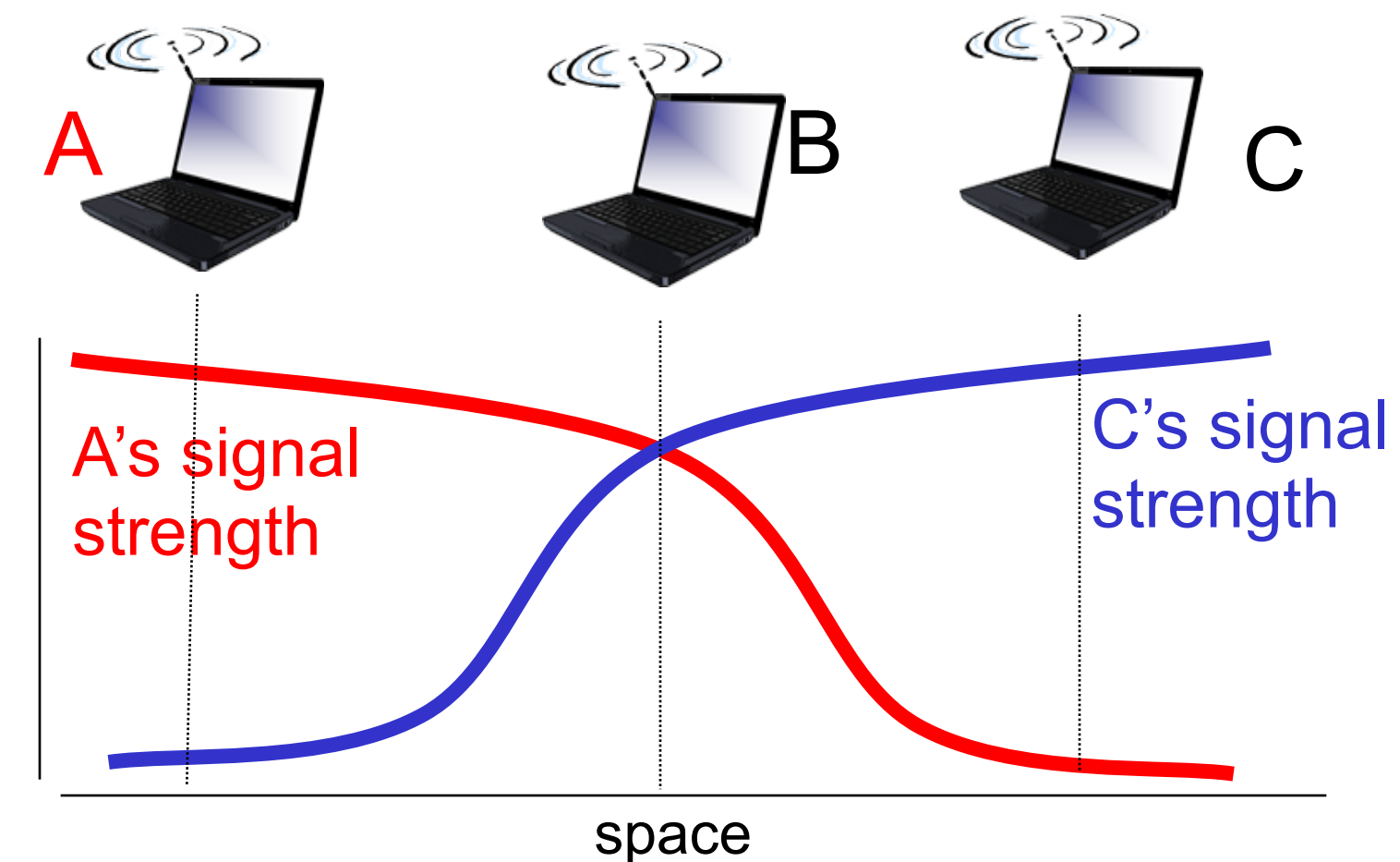
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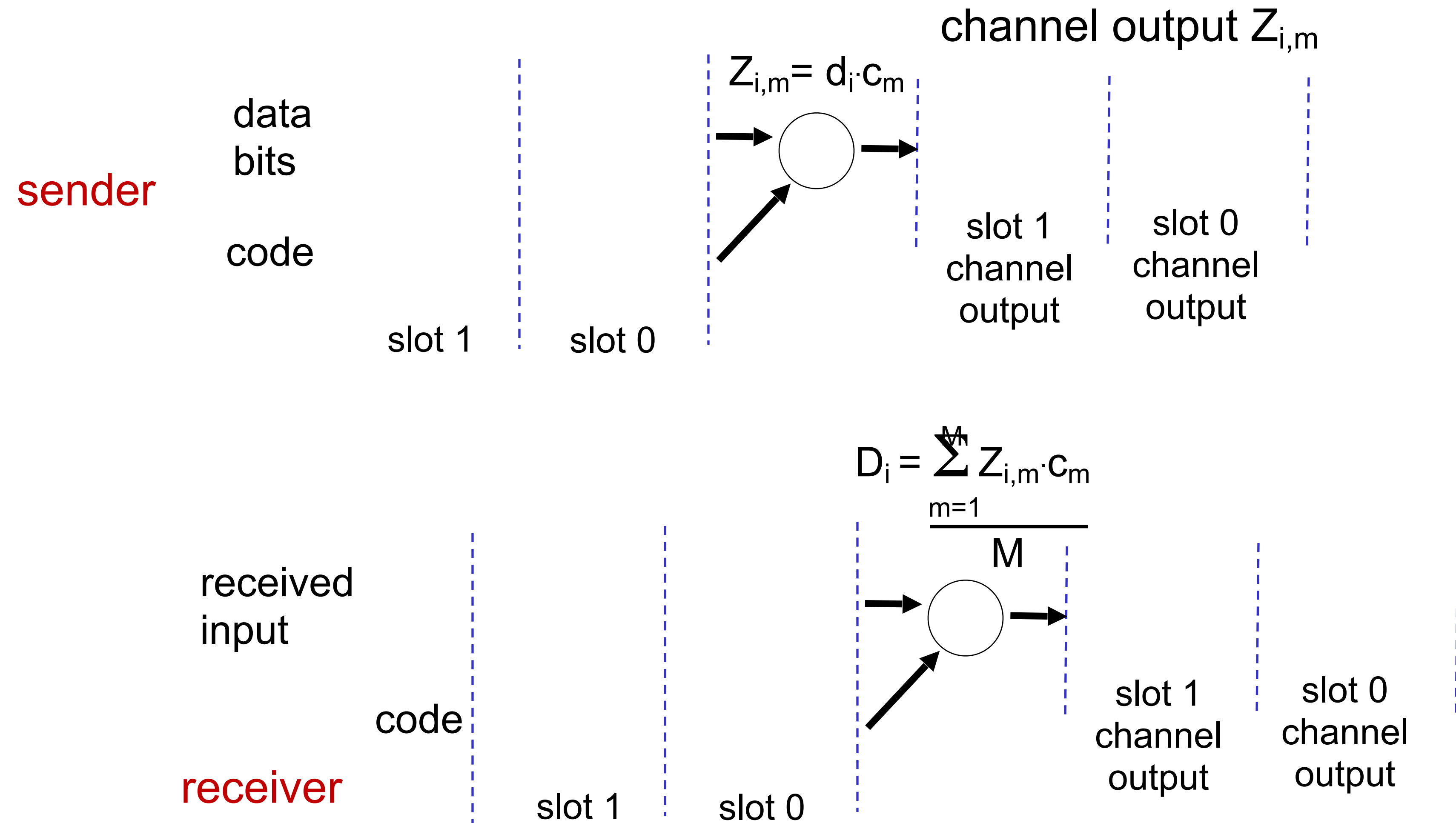
Signal attenuation:

- ❖ B, A hear each other
- ❖ B, C hear each other
- ❖ A, C can not hear each other interfering at B

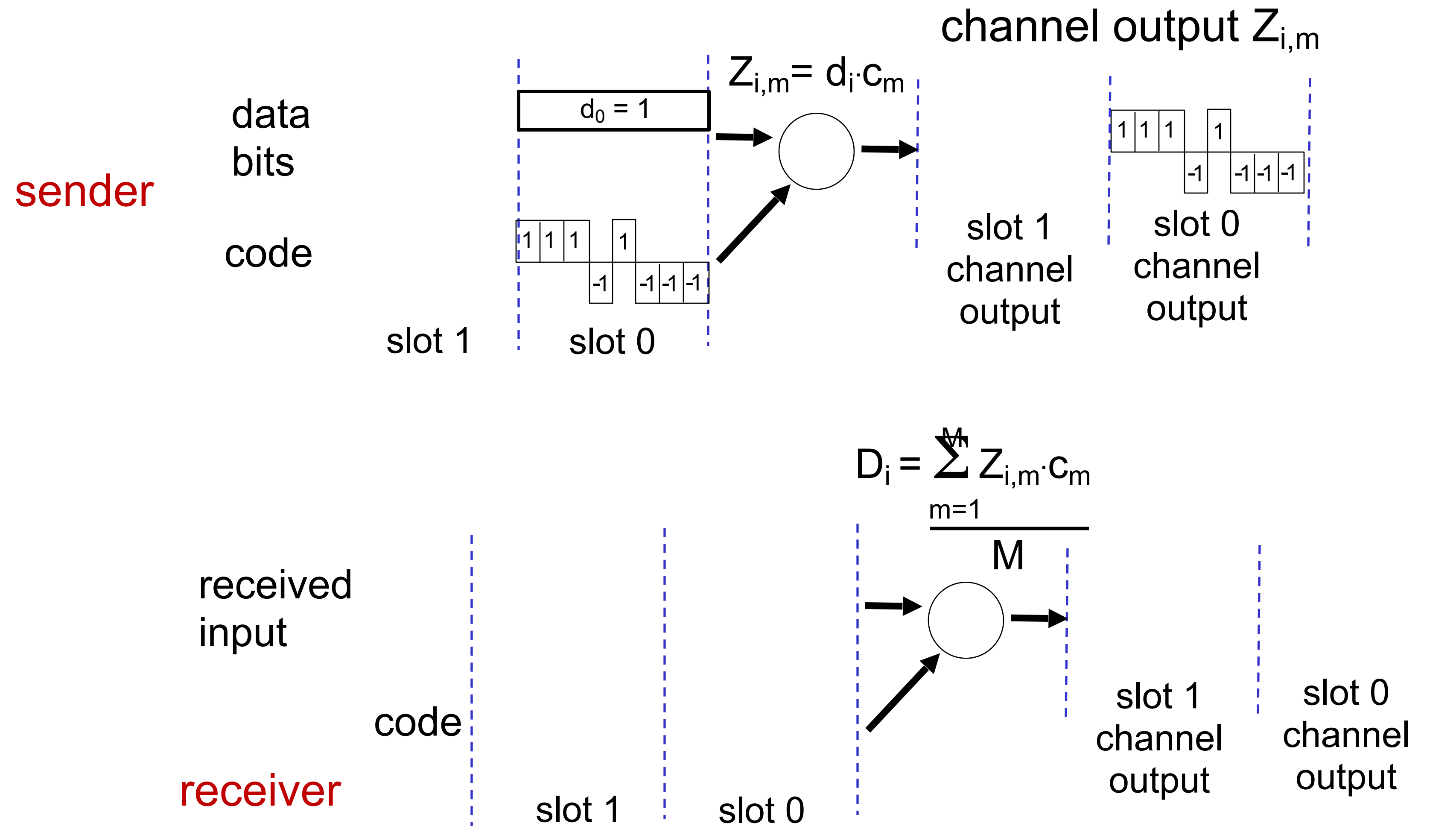
Code Division Multiple Access (CDMA)

- ❖ unique “code” assigned to each user; i.e., code set partitioning
 - all users share same frequency, but each user has own “chipping” sequence (i.e., code) to encode data
 - allows multiple users to “coexist” and transmit simultaneously with minimal interference (if codes are “orthogonal”)
- ❖ *encoded signal* = (original data) X (chipping sequence)
- ❖ *decoding*: inner-product of encoded signal and chipping sequence

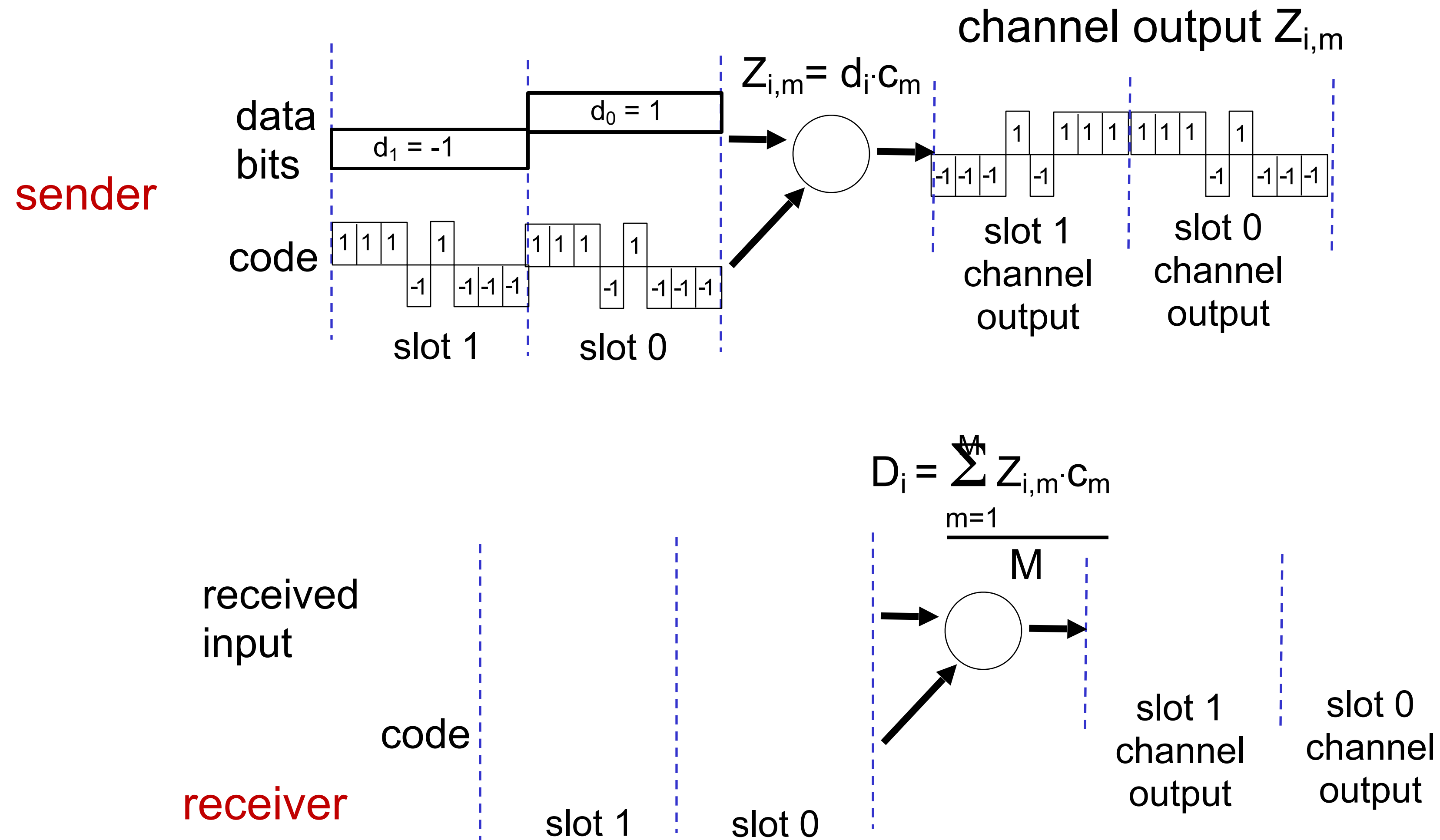
CDMA encode/decode



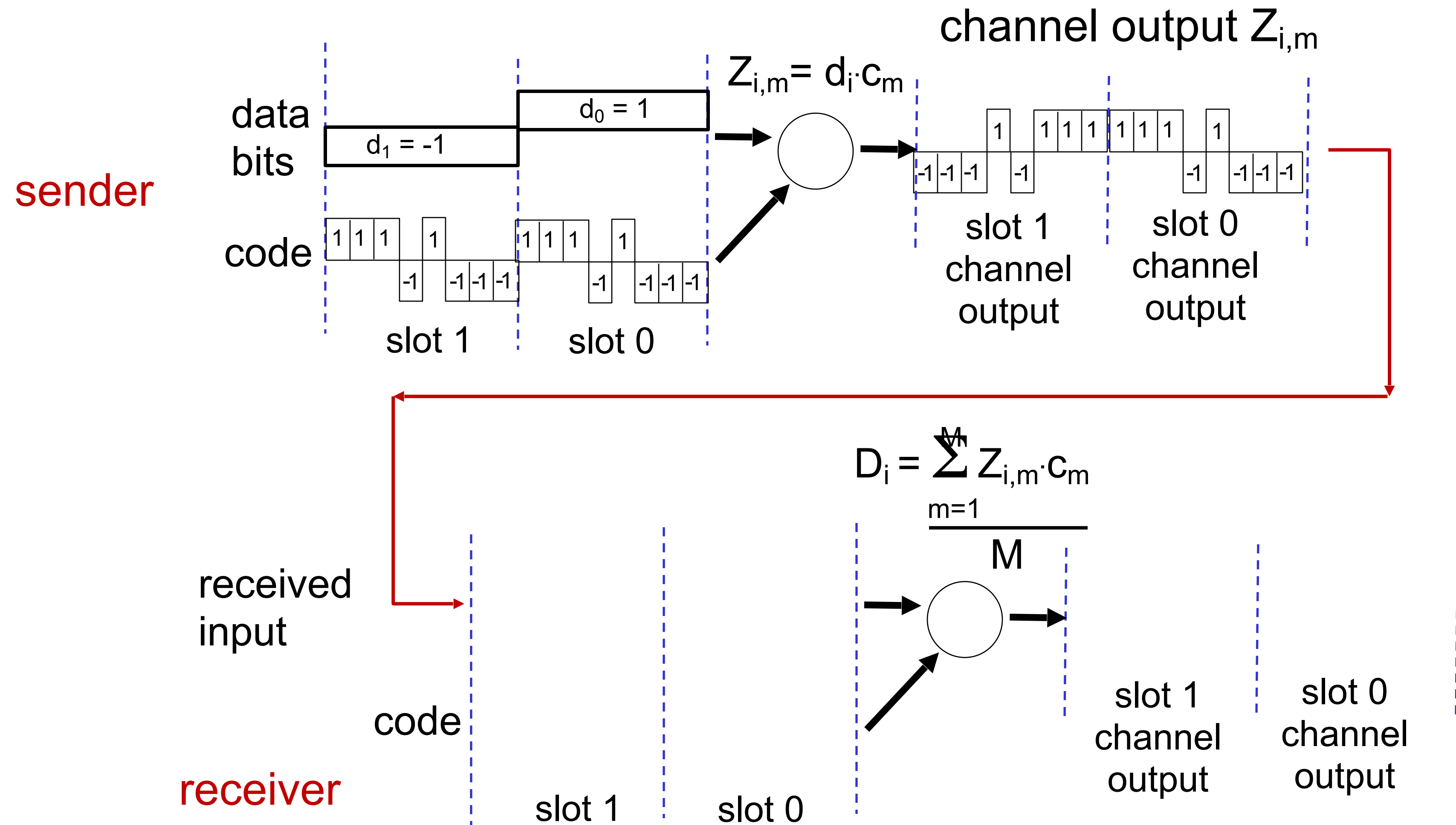
CDMA encode/decode



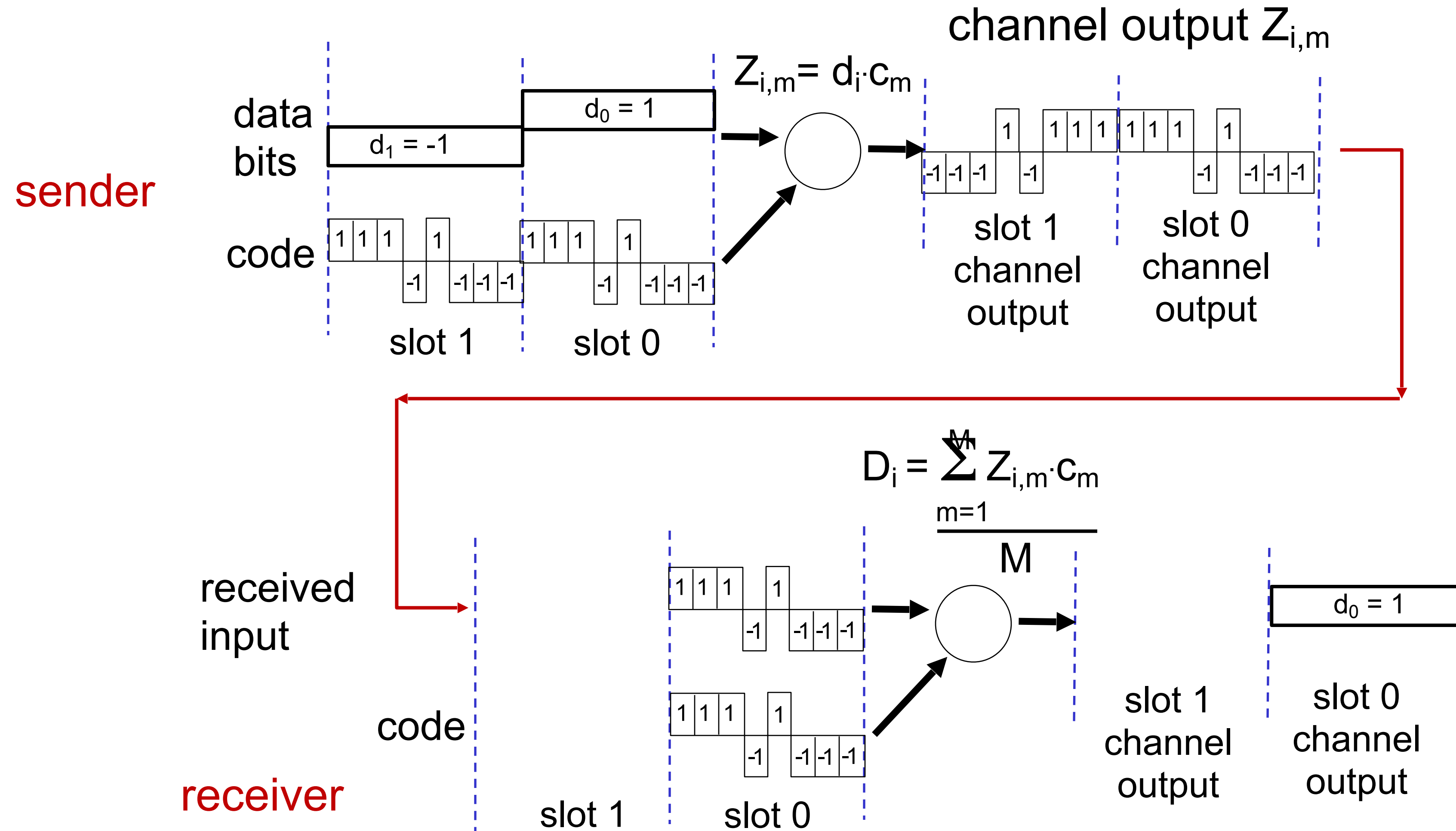
CDMA encode/decode



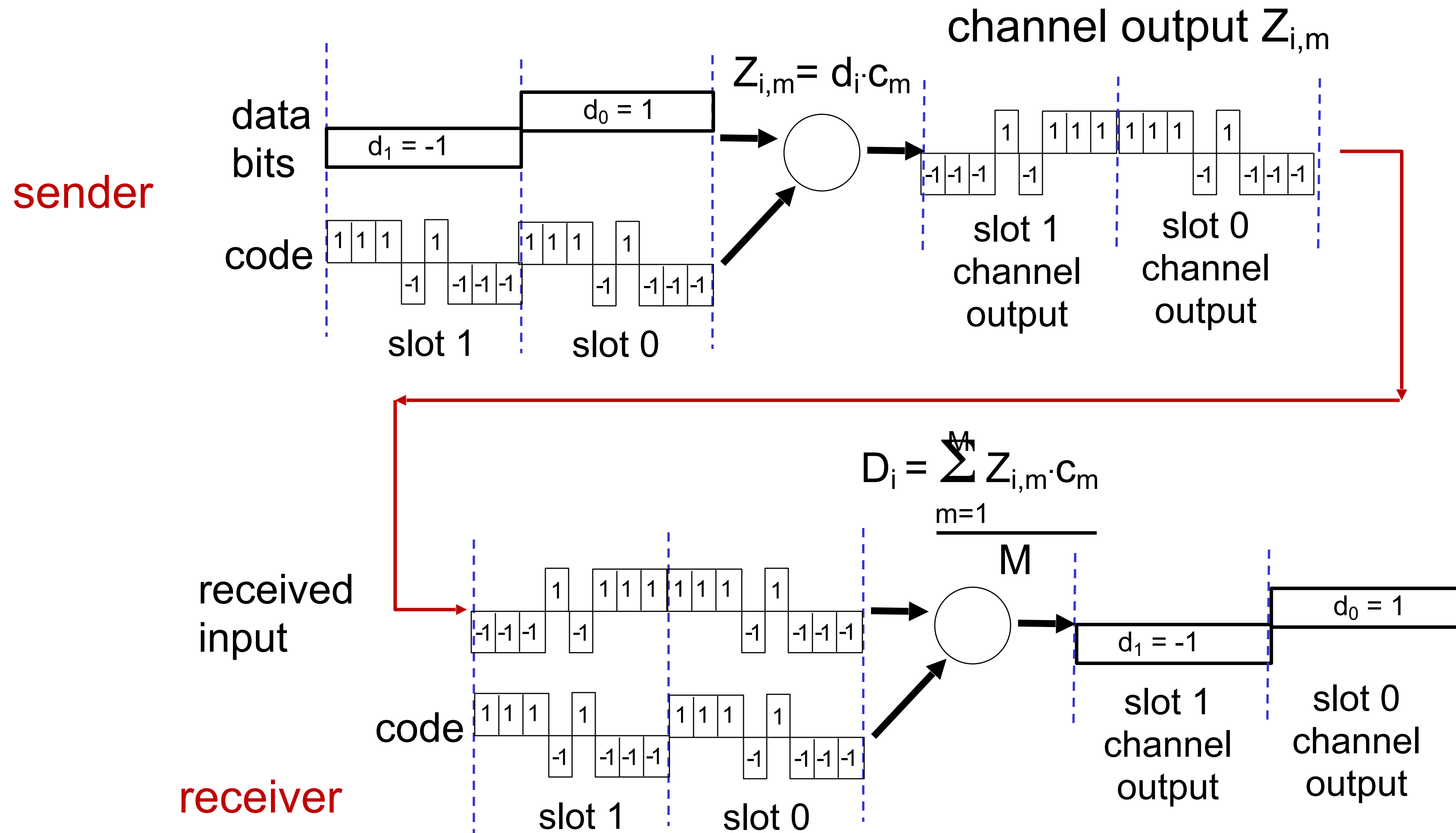
CDMA encode/decode



CDMA encode/decode



CDMA encode/decode



CDMA: two-sender interference

