

# Presentation on QoS **802.11e**



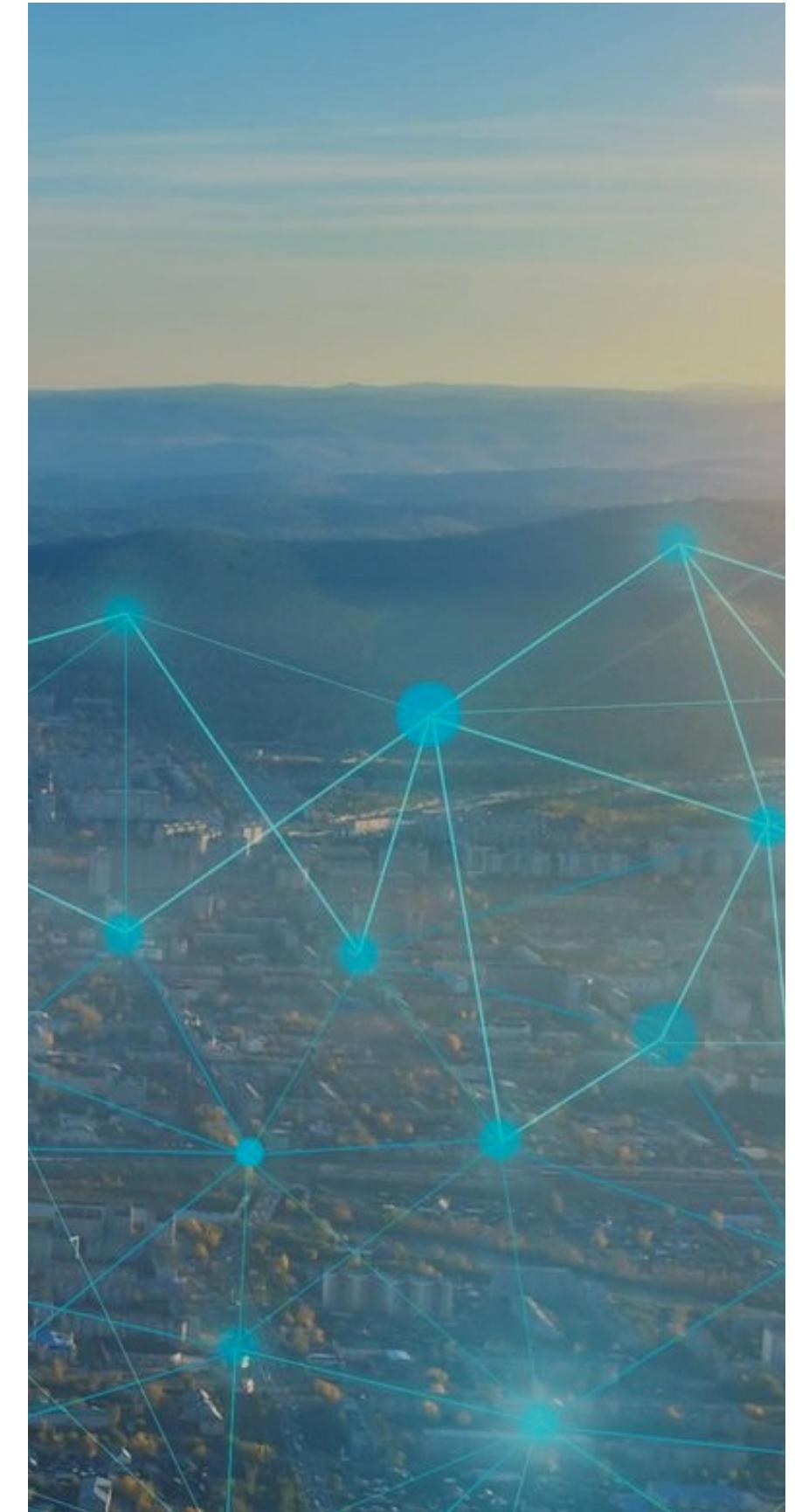
DONE BY :

HADJAZI MOHAMMED HISHAM  
MLETTA MONCEF

SUPERVISED BY:

PR. BOUKLI-HACENE SOFIANE

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# Outline :

- 1.802.11 CSMA/CA.
  - a.Collision Avoidance (CA).
  - b.Network Allocation Vector (NAV).
  - c.Contention Window.
2. Inter frame spacing (IFS).
  - a.SlotTimes.
  - b.Types of IFS's (SIFS,PIFS,DIFS,EIFS,AIFS,RIFS).
- 3.802.11e QoS.
  - a.Enhanced DCF (EDCF).
  - b.Automatic Power Save Delivery (APSD)
  - c.Direct Link Protocol (DLP).
  - d.Tranmit Opportunity (TxOP)
  - e.Frame Bursting & Block Acknowledgement.
  - f.Types of QoS and WiFi Multimedia (WMM).
- 4.WireShark session : QoS in Beacon Management Frames.

# Scope of 802.11

- 802.11 standard focuses on the 2 lower layers (1 & 2) of the OSI reference model.
- In the reference model of 802.11, Data Link Control (DLC) layer is divided into:
  - Logical Link Control (LLC).
  - Medium Access Control (MAC).
- 802.11 defines Physical layer (PHY) transmission schemes and the MAC protocol, but no LLC functionality.

# Listen Before Talk

- The channel sensing function is called **Clear channel Assessment (CCA)**.
  - It uses a power threshold (-82dBm, possibly implementation dependent).
  - If a station detects a signal with power **larger than this threshold**, the radio channel is assumed to be **busy**.
  - Otherwise the channel is idle.
- There are different variants of CCA.
  - Ordinary noise detection.
  - Only signals from other 802.11.

# Carrier Sense Multiple Access/Collision Avoidance

**Listen Before Talk**

**CSMA/CA**



**For Wi-Fi we call this:**

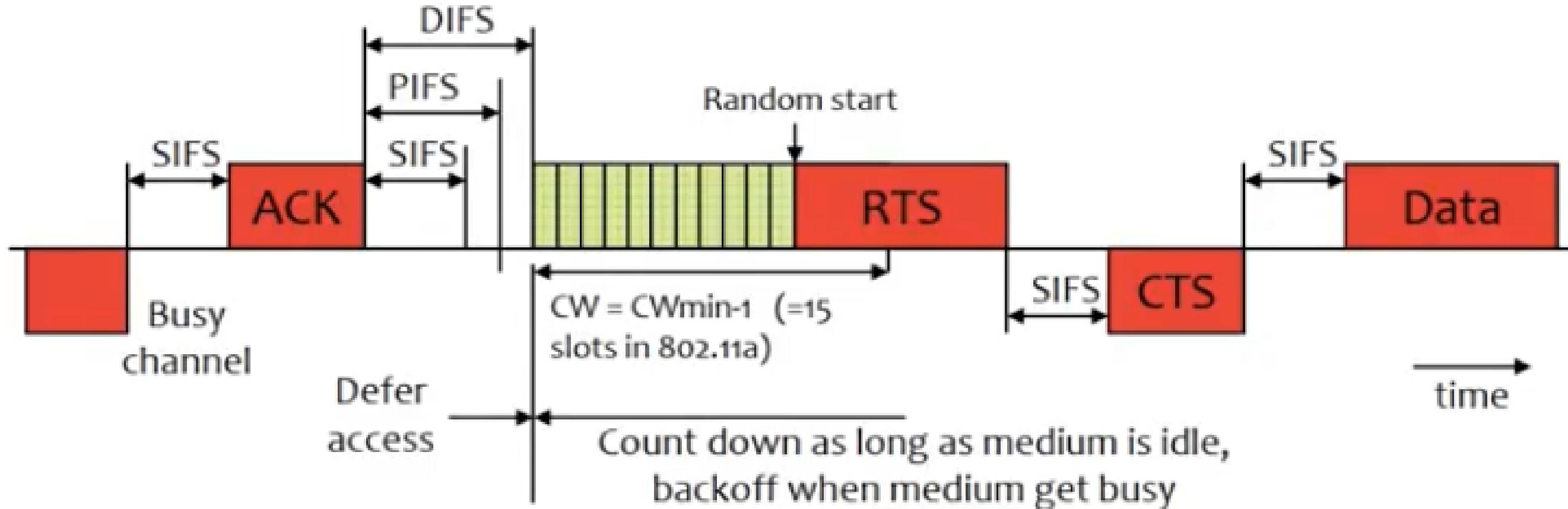
**DCF = Distributed Coordinated Function**



# Listen Before Talk

- The Network Allocation Vector (NAV) is an addition to the physical sensing of the radio channel.
- It is referred to as Virtual Carrier Sensing and in fact has the function of reserving the channel for some time.
- It is a timer which decrements irrespectively of the status of the medium.
- As long as the NAV is set or the CCA sensed the radio channel as being busy, a station is not allowed to initiate transmissions.

# Collision Avoidance



- As part of CA, a station performs the **backoff** procedure **before** starting transmission.
- **After** a successful frame exchange, a station wants to send another data frame, it starts transmitting RTS after sensing the channel is idle for a duration equal to DIFS and its following backoff slots.

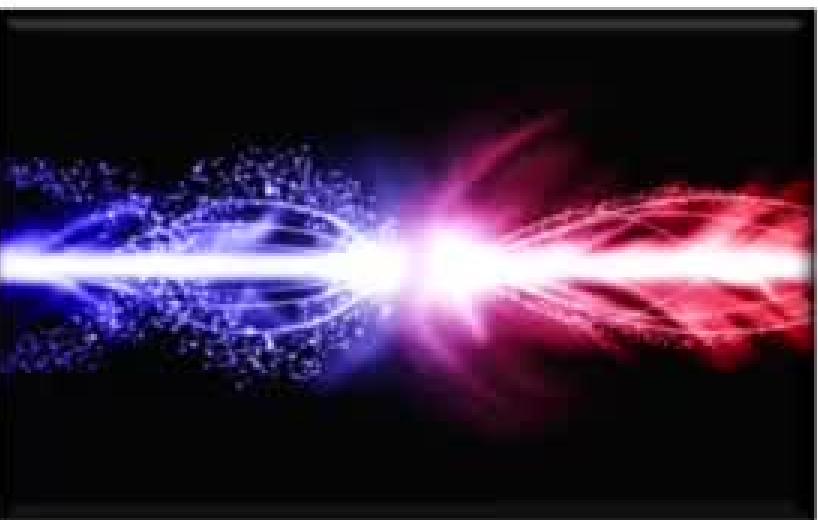
# Contention Window (CW)

Total Contention window = Backoff Timer+ all NAVs

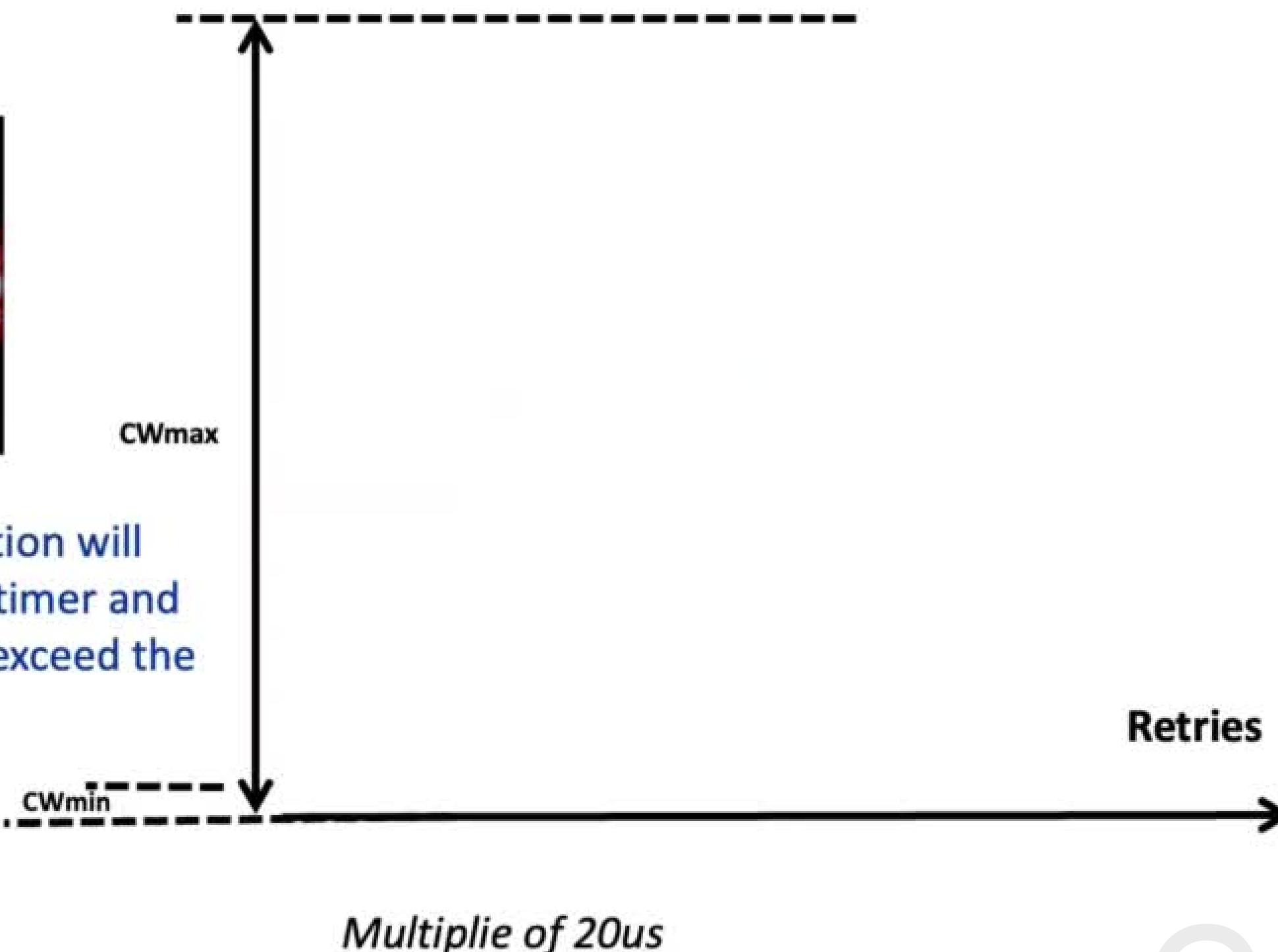
Countdown stops when you hear another Network Allocation Vector (NAV). This is the time the medium is going to be held to complete the transmission.



# Contention Window (CW)



If there is a collision the station will need to double its back-off timer and try again. The station can't exceed the CWmax value.



# End of Part 1

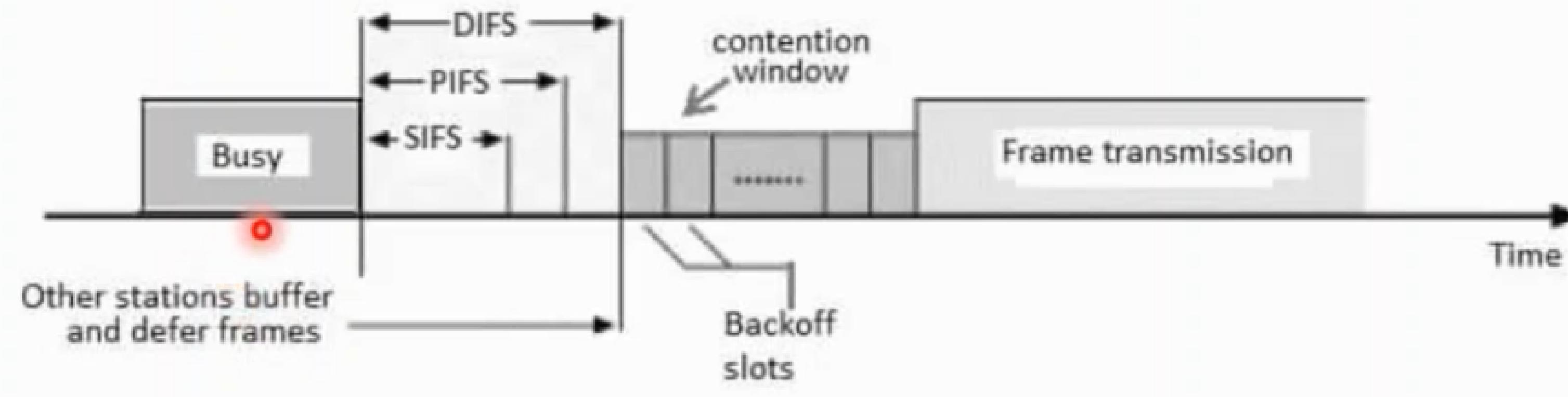
## Conclusions :

- All stations are treated the **equally** in CSMA/CA.
- Stations must get in contention window (CW).
  - They can access the channel only if the backoff timer ends and the channel is **clear**.
  - If they detect (NAV) they pause the **wait** until (NAV) ends then they resume the wait.
- CW = Backoff + all NAV's

# Why Inter Frame Space

- The main purpose of an IFS is
  - Both to provide a **buffer** between frames to **avoid interference**.
  - As well as to add control and to prioritize frame transmissions.
- Interframe spaces are minimum number of microseconds that a channel must remain clear after the previous transmission ends.
- In other words, this is how a station can tell when one frame ends and thus another frame can start. **The channel is idle during this interval**.
- The interframe spacing timings are defined as time gaps on the medium. Different types of traffic requires different priority levels. This can be achieved by varying spacing between the frames.

# Slot Time



- This figure mentions three of the six types used for medium access.
- The idea is to provide less delay for high priority traffic. Hence high priority traffic can use network before low priority one as soon as it is available.

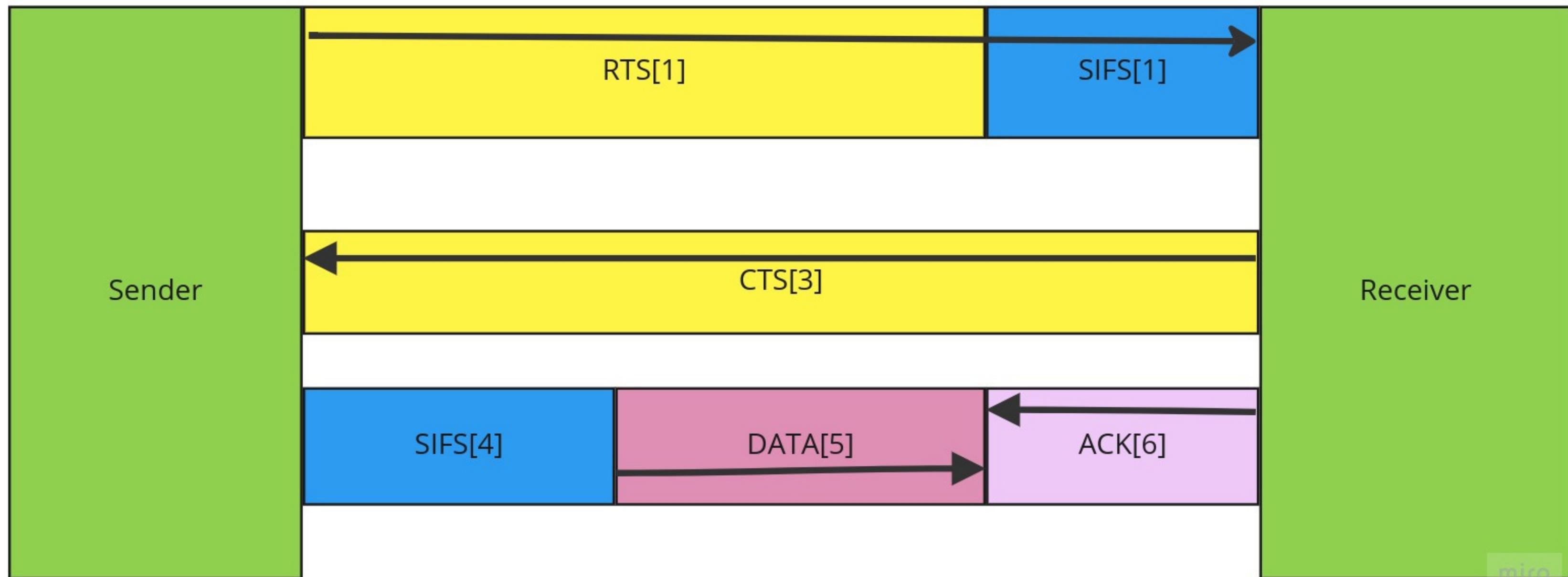
# Types of Inter Frame Space

- IEEE 802.11 WLAN standard defines various Inter Frame Spaces (**IFS**) such as :
  - **SIFS** (Short Inter Frame Space)
  - **PIFS** (PCF Inter Frame Space)
  - **DIFS** (DCF Inter Frame Space)
  - **EIFS** (Extended Inter Frame Space)
  - **AIFS** (Arbitration Inter Frame Space)
  - **RIFS** (Reduced Inter Frame Space)
- Out of this six interframe spaces of different **maximum durations of time**, the order is **RIFS < SIFS < PIFS < DIFS < AIFS < EIFS**.

# SIFS (Short Inter Frame Space)

- SIFS are used for RTS/CTS and positive ack with high priority transmission.
- Once SIFS duration elapses, the transmission can immediately starts.
- The medium will be busy after the SIFS period is over and hence this type of transmission will have higher priority over others.
- SIFS for 802.11 b/g/n (2.4 GHz) = 10 $\mu$ s
- SIFS for 802.11 a/n/ac (5 GHz) = 16 $\mu$ s

# SIFS (Short Inter Frame Space)



# PIFS (PCF Inter Frame Space)

- PIFS are used by STA (Station) during the contention free period (CFP) in PCF mode.
- Because PCF has not been implemented in 802.11 devices, so there is no use of PIFS.
- PIFS is used (As PIFS is shorter than DIFS) in channel switching announcement (802.11h) scenario to gain access to medium on priority.
- PIFS can be calculated as  $\text{PIFS} = \text{SIFS} + \text{SlotTime}$ .

# DIFS (Distributed Inter Frame Space)

- DIFS is the **minimum medium idle time** and is used for **contention based services**.
- Distributed coordination function (DCF) is a mandatory technique used to **prevent collisions** in IEEE 802.11-based WLAN standard (Wi-Fi). It is a medium access control (MAC) sublayer technique used in areas where (CSMA/CA) is used.
- DIFS can be calculated as **DIFS = SIFS + 2 x SlotTime** .

# EIFS (Extended Inter Frame Space)

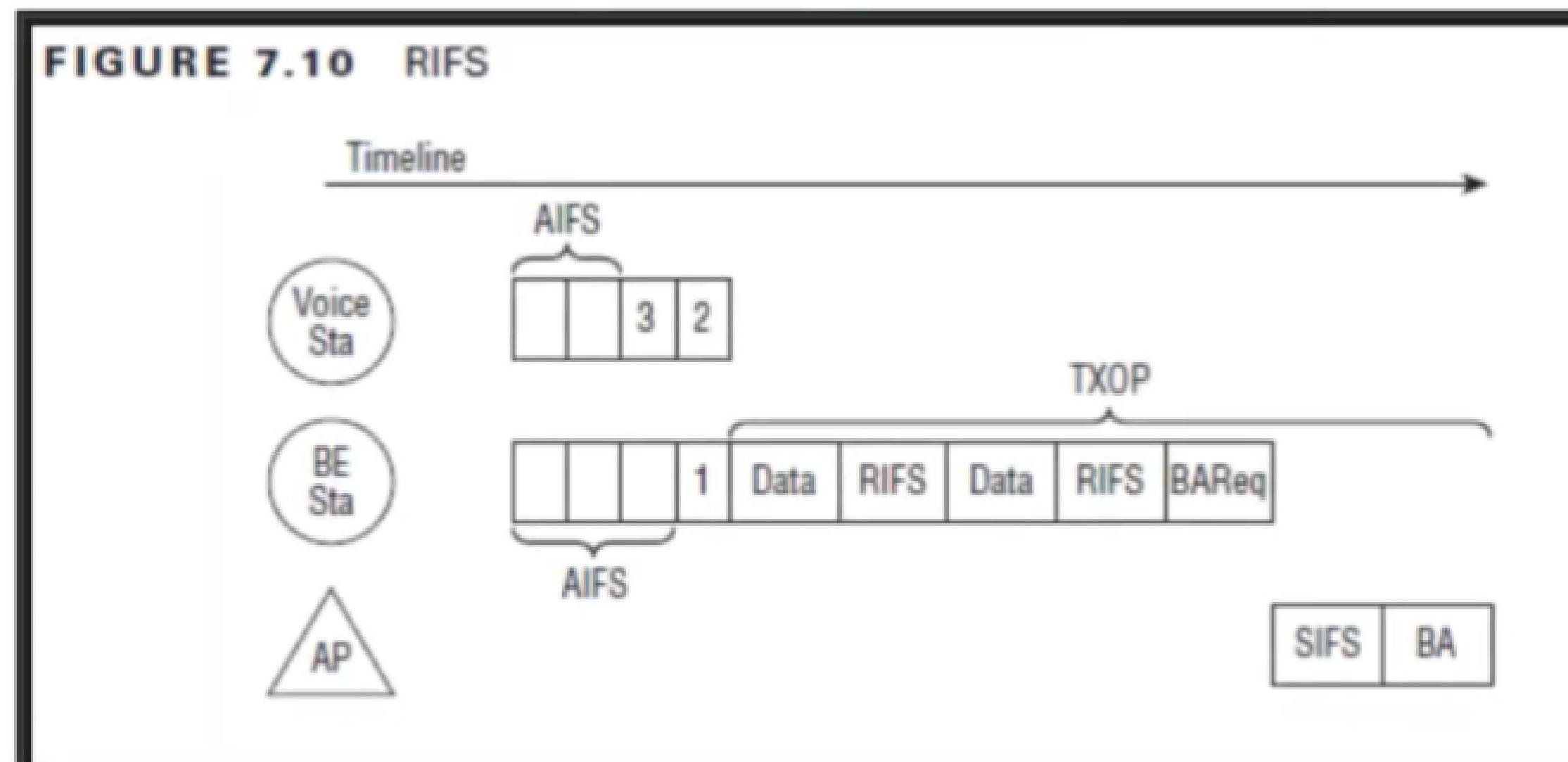
- The EIFS value is used by STAs that have received a frame that contained errors.
- By using this longer IFS, the transmitting station will have enough time to recognize that the frame was not received properly before the receiving station commences transmission.
- If during the EIFS duration, the STA receives a frame correctly it will resume using DIFS or AIFS as appropriate.
- EIFS can be calculated as :
  - $\text{EIFS (In DCF)} = \text{SIFS} + \text{DIFS} + \text{ACK\_Tx\_Time}$
  - $\text{EIFS (In EDCA)} = \text{SIFS} + \text{AIFS[AC]} + \text{ACK\_Tx\_Time}$
  - $\text{ACK\_Tx\_Time}$  is the time expressed in microseconds required to transmit an ACK frame.

# RIFS (Reduced Inter Frame Space)

- The 802.11e QoS amendment introduced the capability for a transmitting radio to send a **burst of frames** during a **transmit opportunity (TXOP)**.
- During the **frame burst**, a SIFS was used between each frame to ensure that no other radios transmitted during the frame burst.
- 802.11n standard use RIFS **only** when **Block Acknowledgement** (mandatory in 802.11n) is enabled.
- When Block ACK are used, data frames of a **CFB (Contention Free Burst)** may send consecutively without interruption by ACK.
- At the **end of CFB**, Tx station will simply send BAR (BA Req) and **receiving a single Block Acknowledgement (BA)**.
- The much shorter RIFS interval is only **2 μS** for 802.11n PHY.
- The use of RIFS is obsolete from 802.11ac amendment onwards.

# RIFS (Reduced Inter Frame Space)

- Below figure shows the use of RIFS during 802.11n frame transmission. Note that AIFS used initially as of QoS data frames.



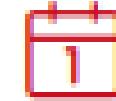
# Why is RIFS not used in 802.11ac with AMPDU.

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2 posts by 2 authors in: Forums > CWDP & CWAP - Enterprise Wi-Fi Design & Analysis

Last Post: March 18, 2015:

By nw80211



March 18, 2015

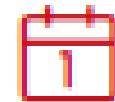


Reply

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Why is RIFS not used in 802.11ac with AMPDU ?

By Howard



March 18, 2015



Reply

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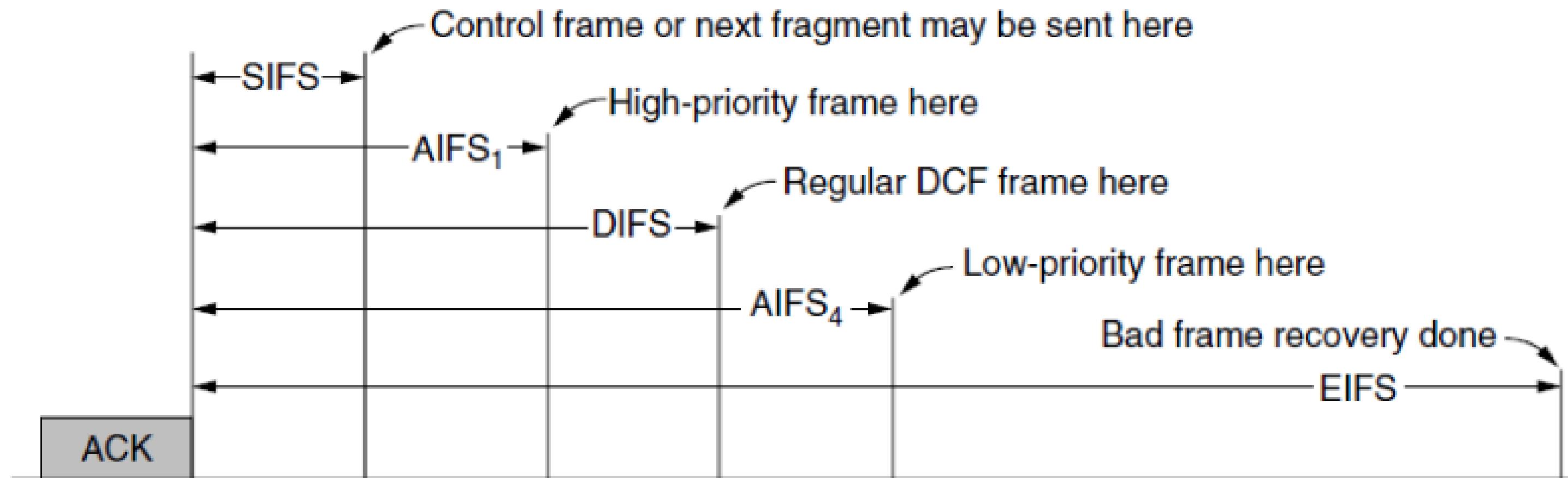
From Cisco:

802.11n introduced reduced interframe spacing (RIFS), which reduces overheads between consecutive transmissions, but experience has shown that A-MPDU solves much the same problem even more efficiently. 802.11ac devices operating in 802.11ac mode are not permitted to transmit RIFS (as of Draft 3.0).

# AIFS (Arbitration Inter Frame Space)

- AIFS shall be used by QoS STAs to transmit all data frames (MPDUs), all management frames (MMPDUs) and the following control frames: PS-Poll, RTS, CTS, BlockAckReq and BlockAck.
- The number of slot times used in the AIFS is called the Arbitration Inter Frame Space Number (AIFSN).
- 802.11e specifies 4 access categories.
  - AC\_VO : Voice (2 slots by default) .
  - AC\_VI : Video (2 slots by default) .
  - AC\_BE : Best Effort (3 slots by default).
  - AC\_BK : Background (7 slots by default).

# AIFS (Arbitration Inter Frame Space)



# Summary of all Inter Frame Space

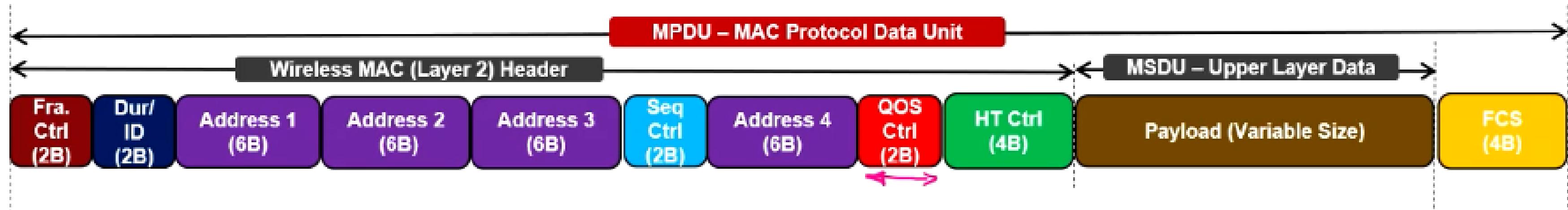
PHY	Band	Slot Time	SIFS	PIFS	DIFS	RIFS
802.11b	2.4 GHz	20 $\mu$ s	10 $\mu$ s	30 $\mu$ s	50 $\mu$ s	NA
802.11a	5 GHz	9 $\mu$ s	16 $\mu$ s	25 $\mu$ s	34 $\mu$ s	NA
802.11g	2.4 GHz	20 $\mu$ s	10 $\mu$ s	30 $\mu$ s	50 $\mu$ s	NA
802.11n	2.4 GHz	20 $\mu$ s	10 $\mu$ s	30 $\mu$ s	50 $\mu$ s	2 $\mu$ s
802.11n	5 GHz	9 $\mu$ s	16 $\mu$ s	25 $\mu$ s	34 $\mu$ s	2 $\mu$ s
802.11ac	5 GHz	9 $\mu$ s	16 $\mu$ s	25 $\mu$ s	34 $\mu$ s	NA

## Conclusions :

## End of Part 2

- AIFS shall be used by QoS STAs to transmit all data frames (MPDUs), all management frames (MMPDUs) and the following control frames: PS-Poll, RTS, CTS, BlockAckReq and BlockAck.
  - The number of slot times used in the AIFS is called the Arbitration Inter Frame Space Number (AIFSN).
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    - AC\_VO : Voice (2 slots by default) .
    - AC\_VI : Video (2 slots by default) .
    - AC\_BE : Best Effort (3 slots by default).
    - AC\_BK : Background (7 slots by default).
- PIFS = SIFS + Slot Time
  - DIFS = SIFS + 2 x Slot Time
  - RIFS = 2  $\mu$ p (Micro Second)

# // QoS Control in WiFi



- QoS Control Field
  - Only in Data Frames
- 4 different Access Categories
- TXOP Limit
  - AP STA (TXOP limit)
  - non-AP STA (“TXOP duration requested” or “Queue Size”)

# QoS enhanced Basic Service Set (QBSS)

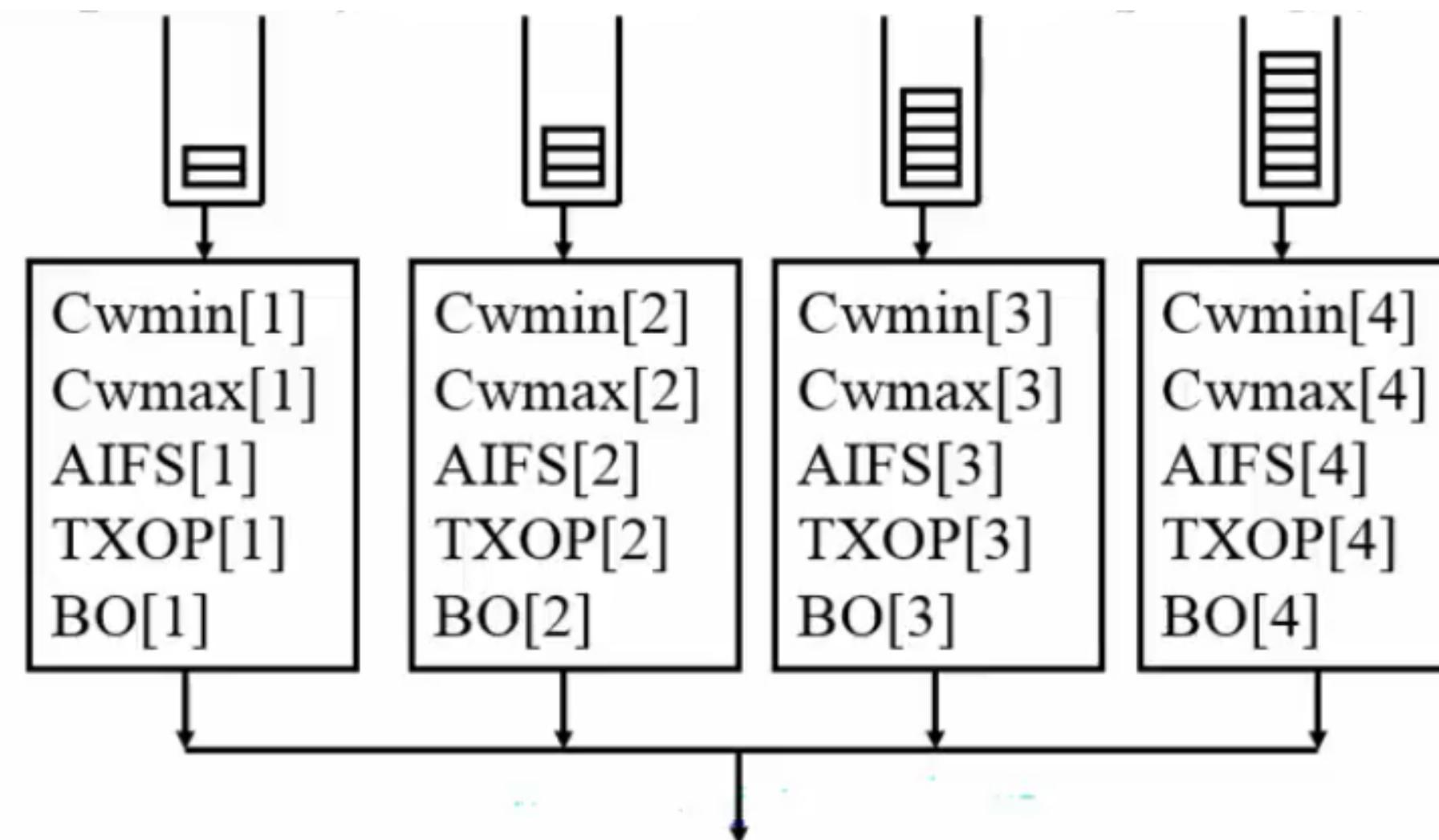
- QBSS is sent as part of the Beacon Frames & Probe Responses
- Station Count : The total number of clients associated.
- Channel Utilization : The percentage of time the AP has sensed the channel busy.
- Available Admission Capacity : Capacity available for new client when associated.

# IEEE 802.11e-2005 (Enhanced QoS)

1. **Backward compatible** : Non-802.11e terminals can receive QoS enabled streams
2. Hybrid Coordination Function (HCF) with two components :
  - a. Contention Free Access: Hybrid Polling.
  - b. Contention-based Access: Enhanced DCF (EDCF) .
3. **Direct Link**: Traffic sent directly between two stations.
4. **Frame bursting** and **Group Acknowledge**.
5. **Multiple Priority levels**.
6. **Automatic Power Save Delivery**.

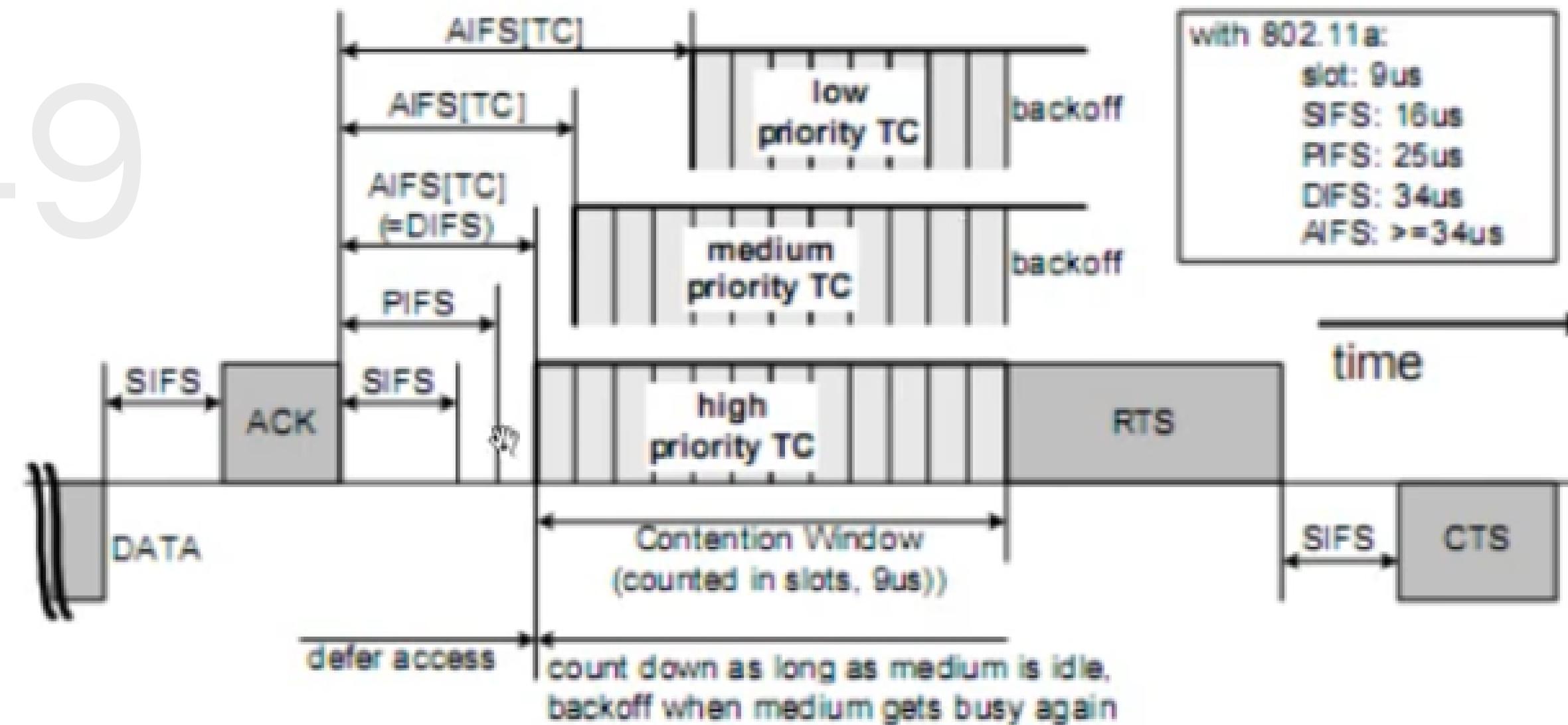
# Enhanced DCF

- Up to 4 queues. Each Queue gets a different set of four Parameter:
  - CWT min / CWT max
  - Arbitrated Inter-Frame Spacing (AIFS) = DIFS
  - transmit Opportunity (TXOP) duration
- DIFS replaced by Arbitrated Inter-frame Spacing (AIFS)



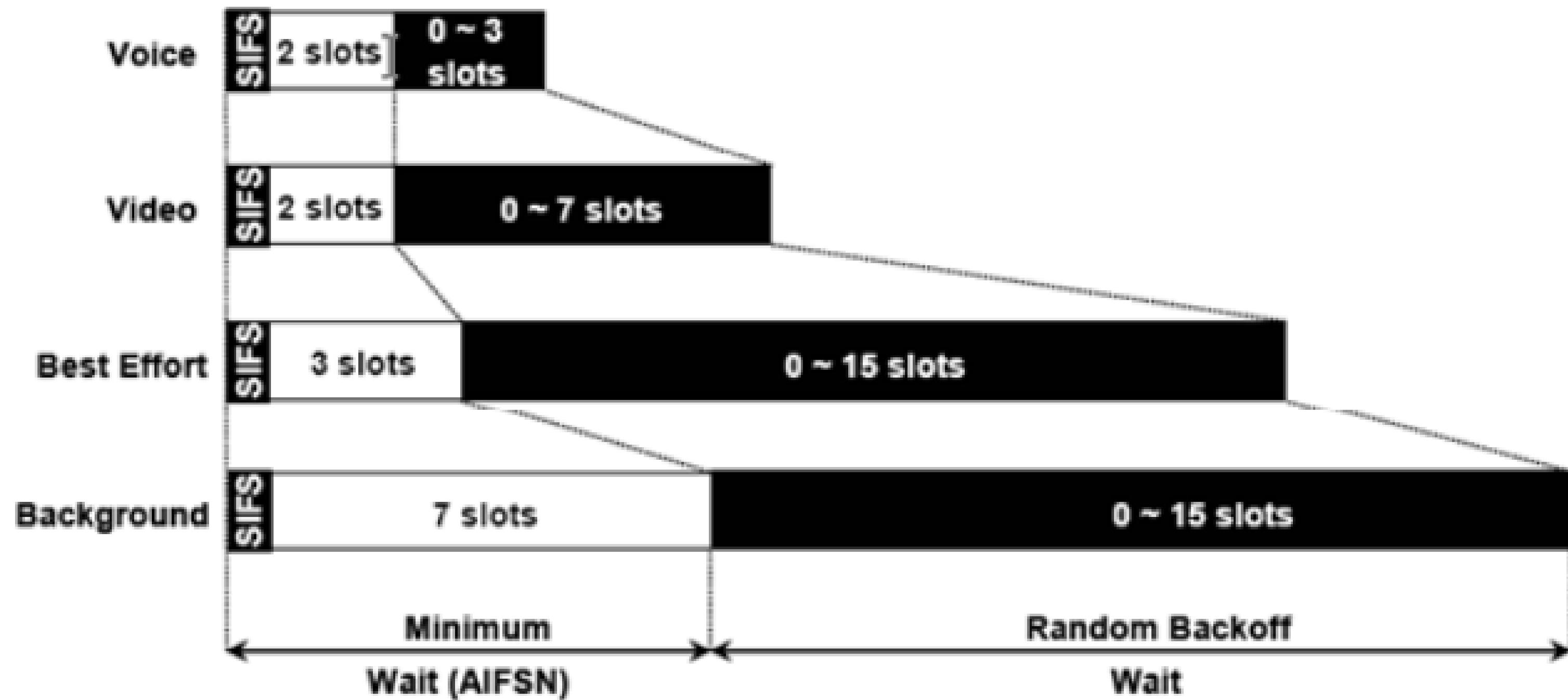
# Contention-based Medium Access

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- After detecting the medium being idle for a duration of AIFS[AC] (Arbitration Interframe Space), backoff entity start down-counting. AIFS is calculated as follow:
  - $AIFS[AC]=SIFS+AIFSN[AC] * (\text{SlotTime} \geq 2)$
- Min and Max of the contention window are the other parameters dependent on AC.

# Arbitrary Inter-Frame Space Number (AIFSN)



- AIFSN Range: (1-15) Time-Slots.
- CW (Contention Window) Range : (0-15) Time-Slots.

# Automatic Power Save Delivery (APSD)

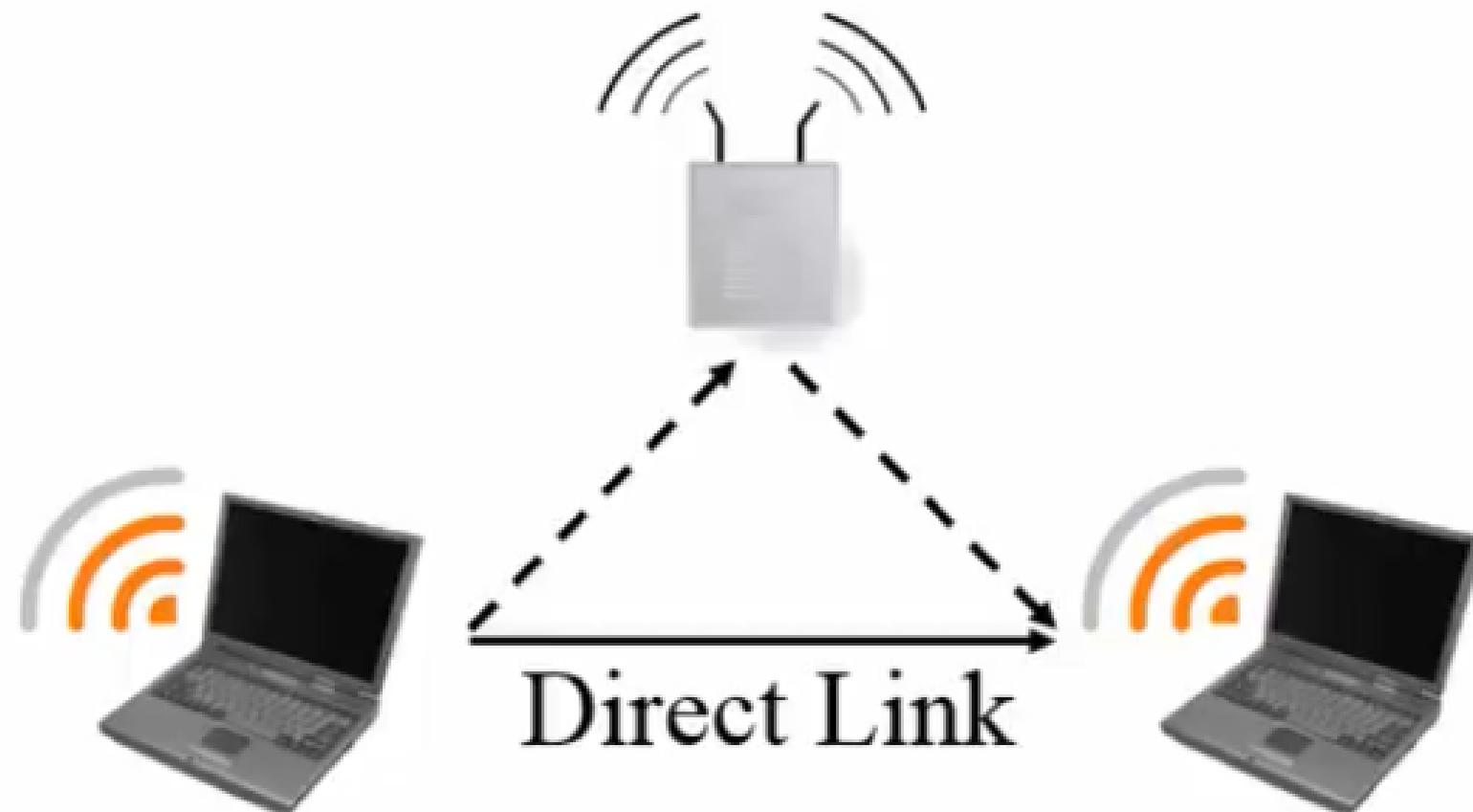
- Unscheduled APSD (U-APSD):
    - AP announces waiting frames in the beacon.
  - 1. When stations wake-up they listen to beacon.
  - 2. Send a polling frame to AP.
  - 3. AP sends frames.
- 
- Scheduled APSD (S-APSD):
    1. Station tells AP its wakeup schedule
    2. AP sends frame on schedule. No need for polling.

- Pre-802.11e: AP announces in Beacon. STA polls. AP sends one frame with more bit. STA polls. AP sends next frame...

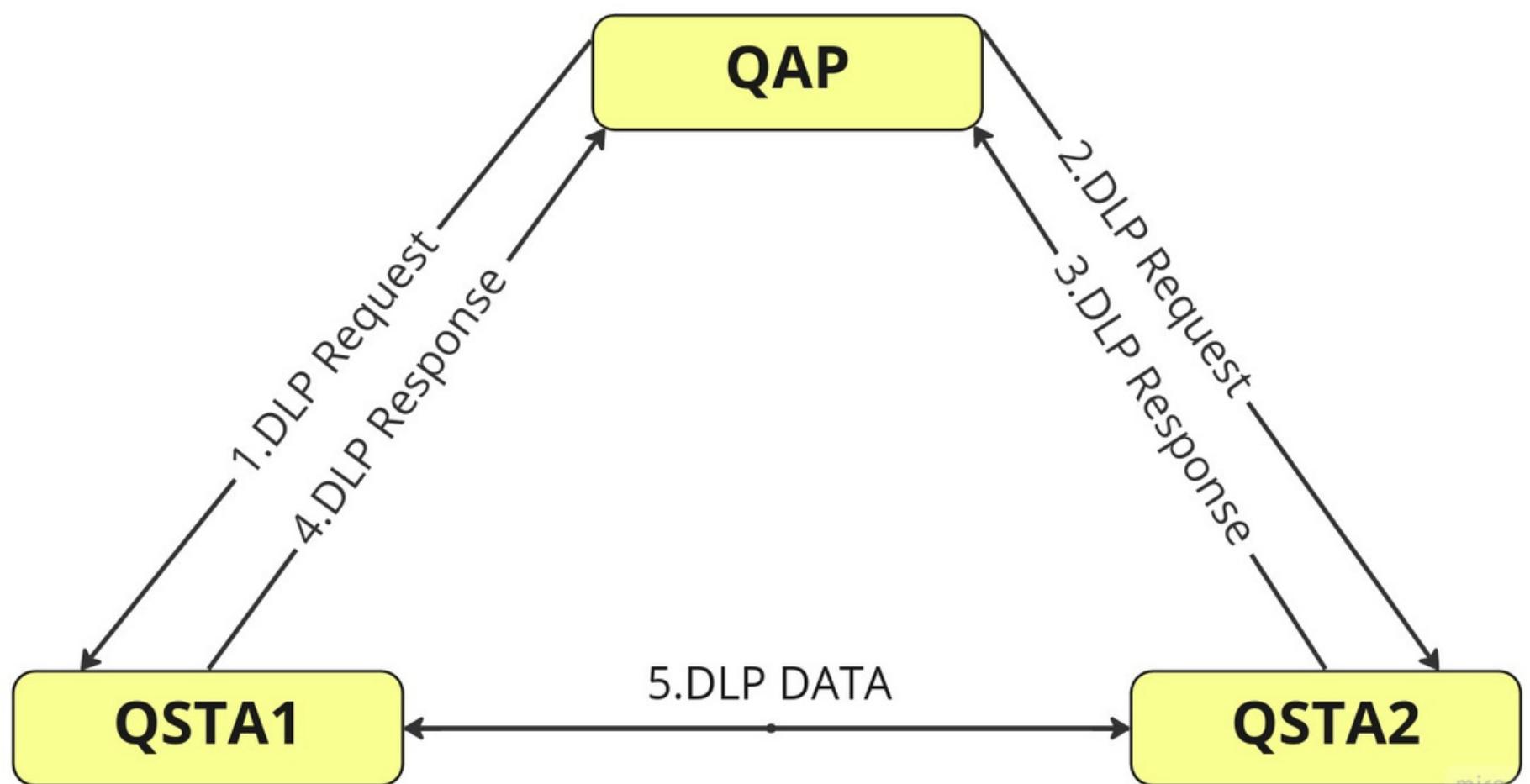
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# Direct Link Protocol (DLP)

- Any station can transmit to any other station in the same BSS (No need to go through AP).



# Direct Link Protocol (DLP)



- In the legacy 802.11, within an infrastructure-based BSS, AP relays all the frames. This **wastes** the channel capacity compared to the direct communication.
- The direct communication in 802.11e is referred to as **Direct Link (DiL)**.
- A set up procedure, the **Direct Link Protocol (DLP)** is defined to establish a DiL between 802.11e backoff entities.

# Transmit Opportunity (TXOP)

- Transmit Opportunity (TXOP) is a MAC layer feature used in 802.11 based wireless local area network (WLAN).
- TXOP defines the time duration for which a station can send frames after it has gained contention for the transmission medium.
- By providing this contention-free time period, TXOP aims to increase the throughput of high priority data such as voice and video.
- TXOP is available in Quality of Service (QoS) as part of Enhanced Distributed Channel Access (EDCA).
- When a station sends QoS data, it must first contend for access to the wireless medium.

# How it Works

- TXOP operated in the following sequence of steps:
  - When a station in the WLAN has frames to send, it waits till Network Allocation Vector (NAV) decrements to 0.
  - It determines whether the channel is **clear** by performing **Clear Channel Assessment (CCA)**.
  - On finding a **clear** channel, the station **waits** for a time period **equal** to Arbitration Inter Frame Spacing (AIFS).
  - Then, it would have to **wait** for the Contention Window (CW) to complete. the Contention Window has different duration for each of the four Access Categories (AC) :
    - Voice (AC\_VO)
    - Video (AC\_VI)
    - Background (AC\_BK)
    - Best Effort (AC\_BE)
  - Each of the four Access Categories has a **different** TXOP durations.

# Working Principle for AC\_BK & AC\_BE

- Once a station acquires the TXOP, it can send frames depending upon the Access Category in the following manner :
  - The stations of background (AC\_BK) and best effort (AC\_BE) categories are assigned TXOP value of 0, implying that they can send only one frame during their TXOP.
  - In other words, AC\_BK and AC\_BE categories needs to contend for the wireless medium for each frame.
  - This is similar to Distributed Coordinated Function (DCF)

# Working Principle for AC\_VI

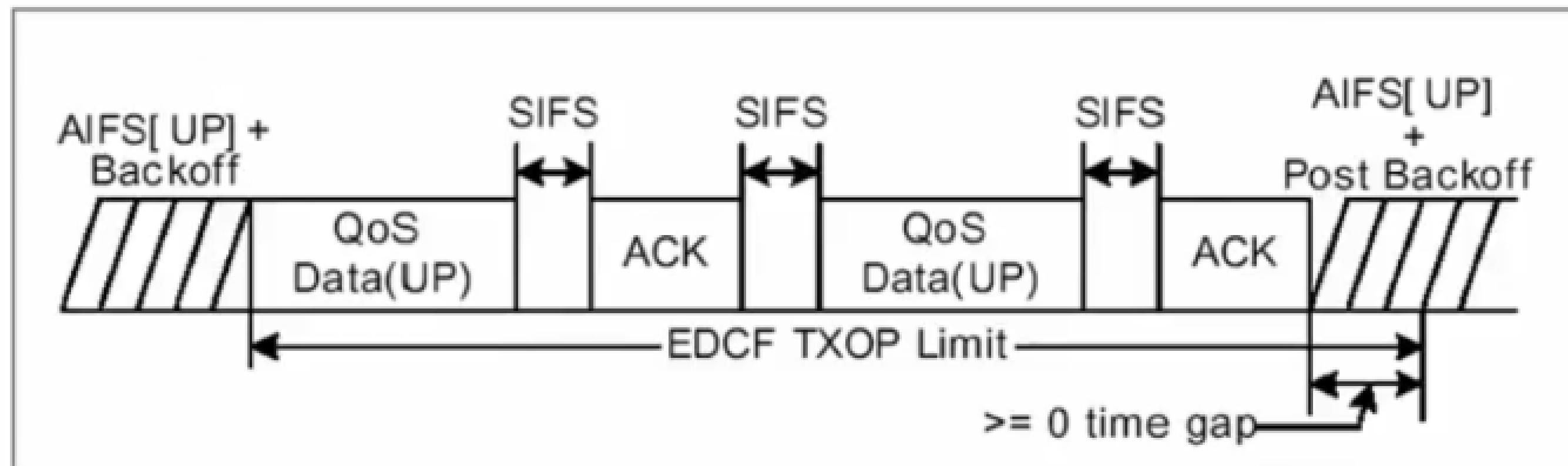
- The Video (AC\_VI) has a TXOP of 4.096ms (22.56ms or 16.92ms for 802.11ac devices).
- This means the video category can send as many frames it can within the time it has been granted.
- Once its TXOP is up it must contend for the wireless medium again if it has additional frames to send.

# Working Principle for AC\_VO

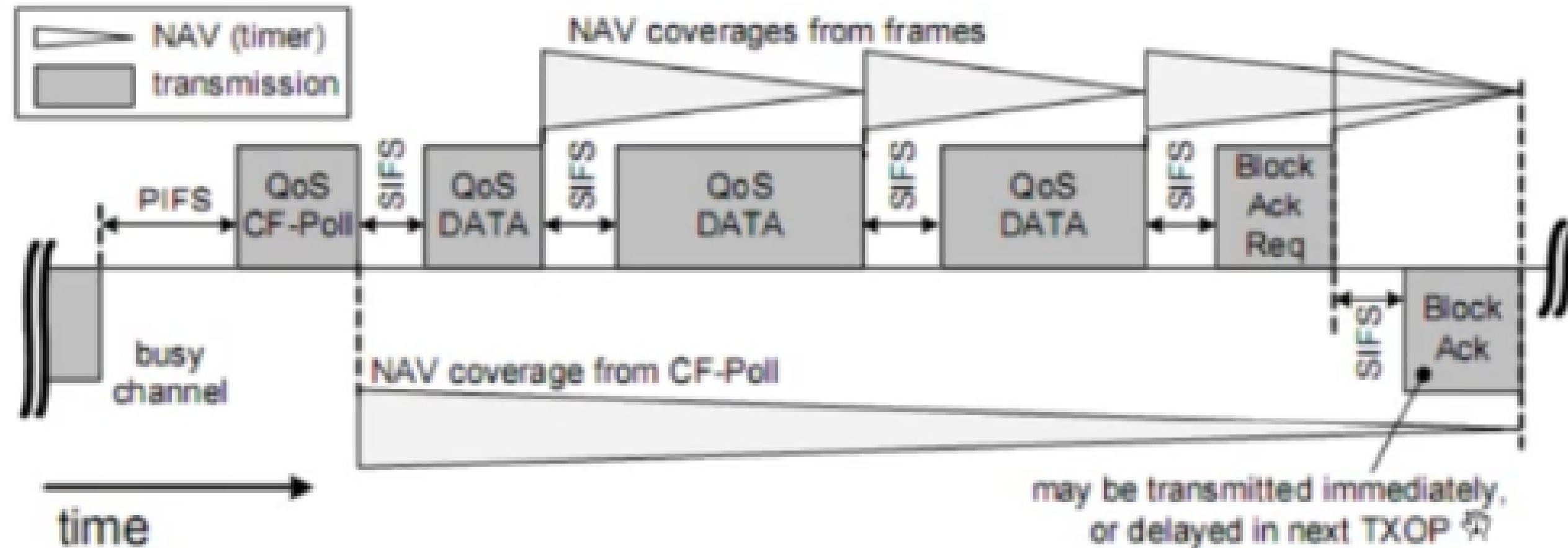
- The Voice (AC\_VO) has a TXOP of 2.080ms (11.28ms or 8.46ms for 802.11ac devices).
- This means the voice category can send as many frames it can within the TXOP duration it has been granted.
- Once its TXOP is up, it must contend for the wireless medium again if it has additional frames to send.

# Frame Bursting

- EDCF parameters announced by access point in beacon frame.
- EDCF allows **multiple** frame transmission.
- Max Time = **Transmission Opportunity (TxOP)**.
- Voice has **high priority** but **small burst size**.
- Video has **lower priority** but **larger burst size**.

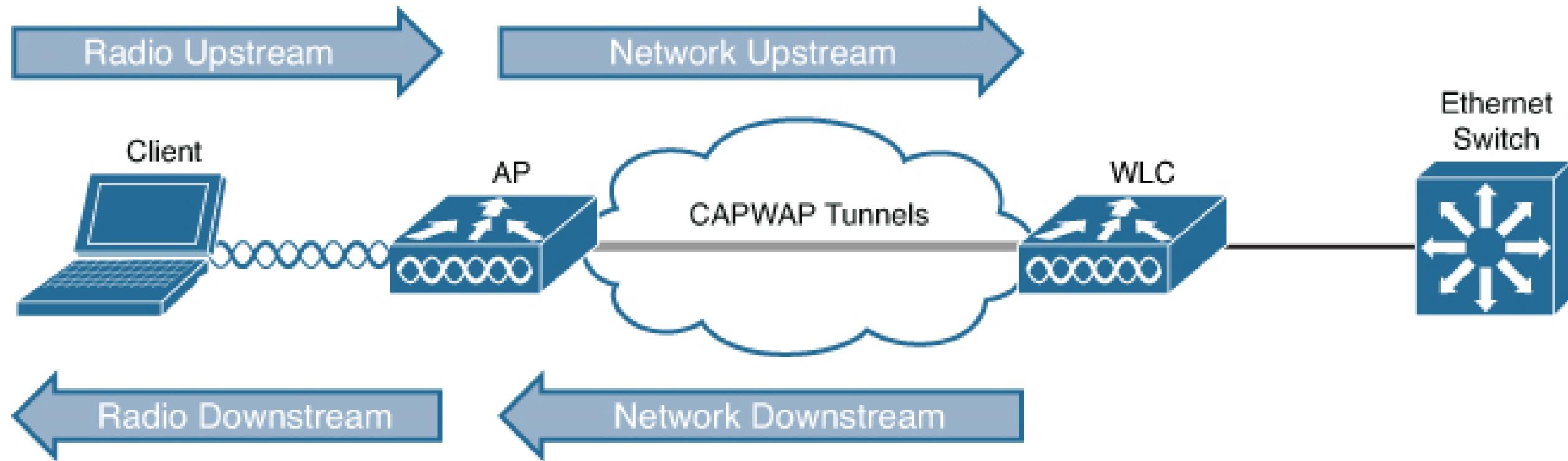


# Frame Bursting with Block Acknowledgment



- Block Acknowledgements allow backoff entity to deliver a number of MSDU's being delivered consecutively during one TxOP and transmitted individual ACK. (Throughput efficiency is improved).

# TYPES OF WIFI QOS



- Radio downstream QoS (most common deployment)
- Radio upstream QoS
- Network downstream QoS
- Network upstream QoS

# 802.11e wifi Multimedia(WMM)

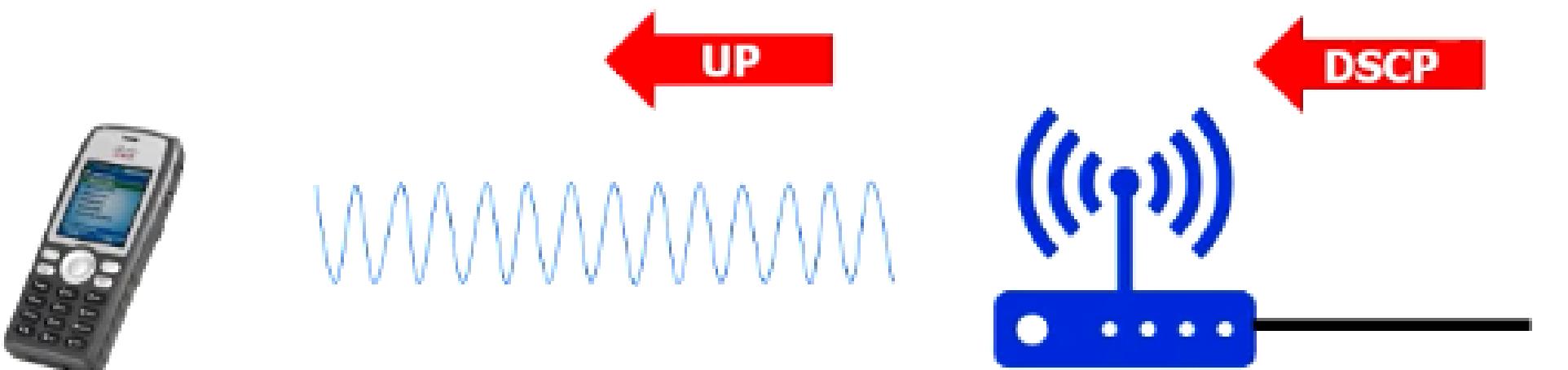
## Enhanced distributed channel access (EDCA)

Default EDCA Parameters for each AC				
AC	CWmin	CWmax	AIFSN	Max TxOp
Background (AC_BK)	15	1023	7	0
Best Effort (AC_BE)	15	1023	3	0
Video (AC_VI)	7	15	2	3.008ms
Voice (AC_VO)	3	7	2	1.504ms
Legacy DCF	15 (Non QoS)	1023	2	0

# 802.11e vs 802.1P

-	802.1P			802.11e	
Priority	Priority Code Point (PCP)	Acronym	Traffic Type	Access Category (AC)	Designation
Lowest	1	BK	Background	AC_BK	Background
	0	BE	Best Effort	AC_BE	Best Effort
	2	EE	Excellent Effort	AC_BE	Best Effort
	3	CA	Critical Applications	AC_VI	Video
	4	VI	Video	AC_VI	Video
	5	VO	Voice	AC_VO	Voice
	6	IC	Intertoken Control	AC_VO	Voice
Highest	7	NC	Network Control	AC_VO	Voice

# \ DSCP to UP (Downstream)

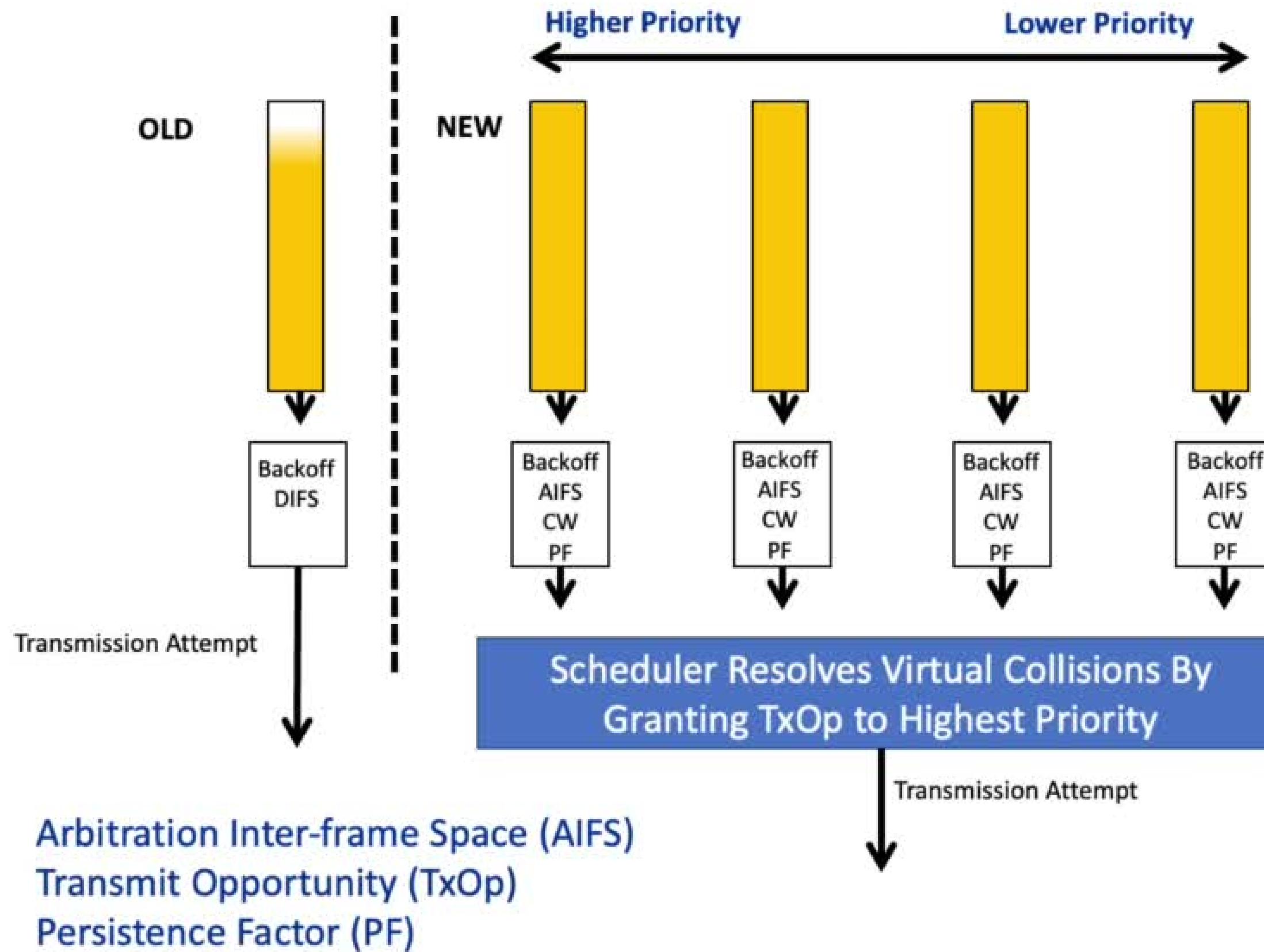


IETF Traffic Class	PHB
Network Control	CS6
Voice (46), Voice-Admit(44)	EF,VA
Signaling	CS5
Multimedia Conferencing	AF4x
Real-time Interactive	CS4
Multimedia Streaming	AF3x
Broadcast Video	CS3
Low Latency Data	AF2x
OAM	CS2
High Throughput Data	AF1x
Standard (Best Effort)	DF
Low Priority Data	CS1

AC	UP
AC_VO	7
AC_VO	6
AC_VI	5
AC_VI	4
AC_BE	3
AC_BE	0
AC_BE	0
AC_BE	1

Service Class	RFC	User Priority	Access Category
Network Control (reserved for future use)	CS7	<a href="#">RFC 2474</a>	7 OR See Security Considerations - Sec. 8
Network Control	CS6	<a href="#">RFC 2474</a>	7 OR See Security Considerations
Telephony	EF	<a href="#">RFC 3246</a>	6
VOICE-ADMIT	VA	<a href="#">RFC 5865</a>	6
Signaling	CS5	<a href="#">RFC 2474</a>	5
Multimedia Conferencing	AF41 AF42 AF43		4
Real-Time Interactive	CS4	<a href="#">RFC 2474</a>	4
Multimedia Streaming	AF31 AF32 AF33		4
Broadcast Video	CS3	<a href="#">RFC 2474</a>	4
Low-Latency Data	AF21 AF22 AF23		3
OAM	CS2	<a href="#">RFC 2474</a>	0
High-Throughput Data	AF11 AF12 AF13		0
Standard	DF	<a href="#">RFC 2474</a>	0
Low-Priority Data	CS1	<a href="#">RFC 3662</a>	1

# 802.11e & Wi-Fi Multimedia (WMM) Queue System



# PRACTICAL SESSION

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THE END

# Q&A SESSION

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