

18-759 : Wireless Networks

Lecture 11: 802.11 MAC

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 Spring Semester 2009
<http://www.cs.cmu.edu/~prs/wireless09/>

Outline

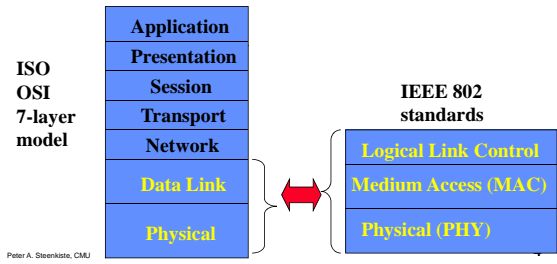
- 802 protocol overview
- Wireless LANs – 802.11
- Personal Area Networks – 802.15
- Wireless Access – 802.16
- Cellular networks

History

- Aloha wireless data network
- Car phones
 - › Big and heavy “portable” phones
 - › Limited battery life time
 - › But introduced people to “mobile networking”
 - › Later turned into truly portable cell phones
- Wireless LANs
 - › Originally in the 900 MHz band
 - › Later evolved into the 802.11 standard
 - › Later joined by the 802.15 and 802.16 standards
- Cellular data networking
 - › Data networking over the cell phone
 - › Many standards – throughput is the challenge

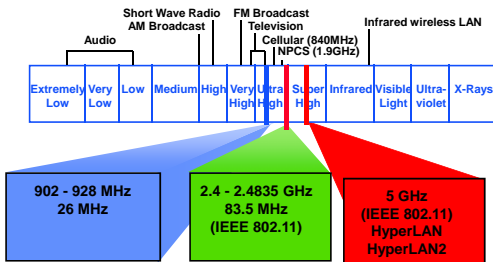
Standardization of Wireless Networks

- Wireless networks are standardized by IEEE
- Under 802 LAN MAN standards committee



Frequency Bands

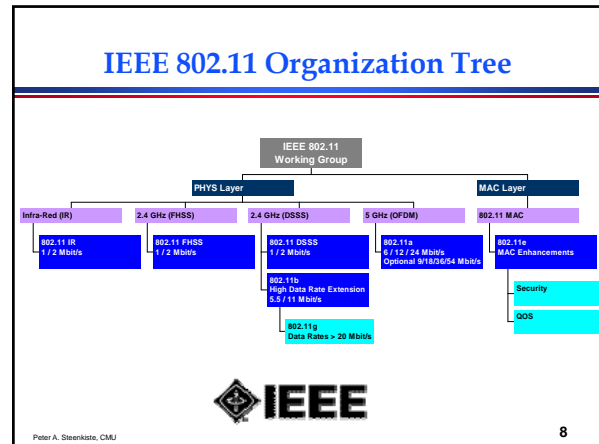
- Industrial, Scientific, and Medical (ISM) bands
- Unlicensed, 22 MHz channel bandwidth



The 802 Class of Standards

- List on next slide
- Some standards apply to all 802 technologies
 - › E.g. 802.2 is LLC
 - › Important for inter operability
- Some standards are for technologies that are outdated
 - › Not actively deployed anymore
 - › E.g. 802.6

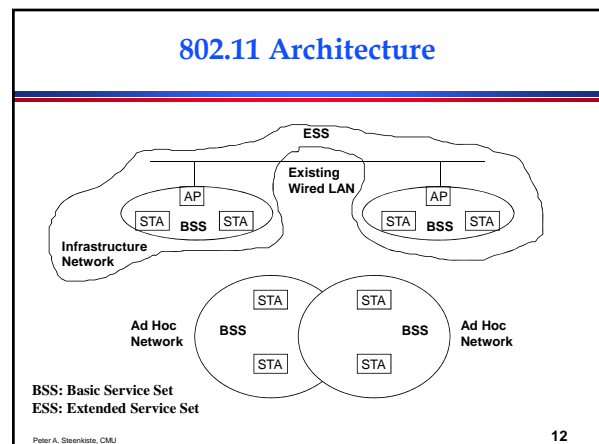
- 802.1 Overview Document Containing the Reference Model, Tutorial, and Glossary
 - 802.1 b Specification for LAN Traffic Prioritization
 - 802.1 q Virtual Bridged LANs
 - 802.2 Logical Link Control
 - 802.3 Contention Bus Standard 10base 5 (Thick Net)
 - » 802.3a Contention Bus Standard 10base 2 (Thin Net)
 - » 802.3b Broadband Contention Bus Standard 10broad 36
 - » 802.3d Fiber-Optic Inter-Repeater Link (FOIRL)
 - » 802.3e Contention Bus Standard 1 base 5 (Starlan)
 - » 802.3i Twisted-Pair Standard 10base T
 - » 802.3j Contention Bus Standard for Fiber Optics 10base F
 - » 802.3u 100-Mb/s Contention Bus Standard 100base T
 - » 802.3x Full-Duplex Ethernet
 - » 802.3z Gigabit Ethernet
 - » 802.3ab Gigabit Ethernet over Category 5 UTP
 - 802.4 Token Bus Standard
 - 802.5 Token Ring Standard
 - » 802.5b Token Ring Standard 4 Mb/s over Unshielded Twisted-Pair
 - » 802.5f Token Ring Standard 16-Mb/s Operation
 - 802.6 Metropolitan Area Network DODB
 - 802.7 Broadband LAN Recommended Practices
 - 802.8 Fiber-Optic Contention Network Practices
 - 802.9a Integrated Voice and Data LAN
 - 802.10 Interoperable LAN Security
 - 802.11 Wireless LAN Standard
 - » 802.12 Contention Bus Standard 1 OOVG AnyLAN
 - » 802.15 Wireless Personal Area Network
 - » 802.16 Wireless MAN Standard
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- ## Outline
- 802 protocol overview
 - Wireless LANs – 802.11
 - » Overview of 802.11
 - » 802.11 MAC, frame format, operations
 - » 802.11 management
 - » 802.11*
 - » Deployment example
 - Wireless Access – 802.16
 - Personal Area Networks – 802.15
 - Cellular technologies
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- ## IEEE 802.11 Overview
- Adopted in 1997 with goal of providing
 - » Access to services in wired networks
 - » High throughput
 - » Highly reliable data delivery
 - » Continuous network connection, e.g. while mobile
 - The protocol defines
 - » MAC sublayer
 - » MAC management protocols and services
 - » Several physical (PHY) layers: IR, FHSS, DSSS, OFDM
 - Wi-Fi Alliance is industry group that certifies interoperability of 802.11 products
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- ## Infrastructure and Ad Hoc Mode
- Infrastructure mode: stations communicate with one or more access points which are connected to the wired infrastructure
 - » What is deployed in practice
 - Two modes of operation:
 - » Distributed Control Functions - DCF
 - » Point Control Functions – PCF
 - » PCF is rarely used - inefficient
 - Alternative is “ad hoc” mode: multi-hop, assumes no infrastructure
 - » Rarely used, e.g. military
 - » Hot research topic!
- Our Focus**
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Terminology for DCF

- Stations and access points
- BSS - Basic Service Set
 - › One access point that provides access to wired infrastructure
 - › Infrastructure BSS
- ESS - Extended Service Set
 - › A set of infrastructure BSSs that work together
 - › APs are connected to the same infrastructure
 - › Tracking of mobility
- DS - Distribution System
 - › AP communicates with each other
 - › Thin layer between LLC and MAC sublayers

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Features of 802.11 MAC protocol

- Supports MAC functionality
 - › Addressing
 - › CSMA/CA
- Error detection (FCS)
- Error correction (ACK frame)
- Flow control: stop-and-wait
- Fragmentation (More Frag)
- Collision Avoidance (RTS-CTS)

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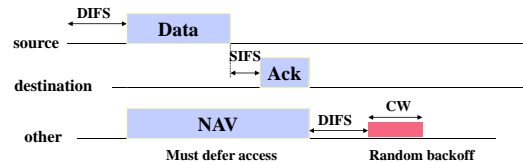
Carrier Sense Multiple Access

- Before transmitting a packet, sense carrier
- If it is idle, send
 - › After waiting for one DCF inter frame spacing (DIFS)
- If it is busy, then
 - › Wait for medium to be idle for a DIFS (DCF IFS) period
 - › Go through exponential backoff, then send
 - › Want to avoid that several stations waiting to transmit automatically collide
- Wait for ack
 - › If there is one, you are done
 - › If there isn't one, assume there was a collision, retransmit using exponential backoff

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DCF mode transmission without RTS/CTS



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Exponential Backoff

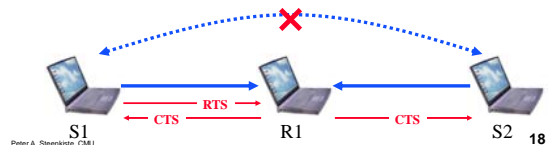
- Force stations to wait for random amount of time to reduce the chance of collision
 - › Backoff period increases exponential after each collision
 - › Similar to Ethernet
- If the medium is sensed it is busy:
 - › Wait for medium to be idle for a DIFS (DCF IFS) period
 - › Pick random number in contention window (CW) = backoff counter
 - › Decrement backoff timer until it reaches 0
 - But freeze counter whenever medium becomes busy
 - › When counter reaches 0, transmit frame
 - › If two stations have their timers reach 0; collision will occur;
- After every failed retransmission attempt:
 - › increase the contention window exponentially
 - › $2^i - 1$ starting with CW_{min} up to CW_{max} e.g., 7, 15, 31, ...

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Collision Avoidance

- Difficult to detect collisions in a radio environment
 - › While transmitting, a station cannot distinguish incoming weak signals from noise – its own signal is too strong
- Why do collisions happen?
 - › Near simultaneous transmissions
 - Period of vulnerability: propagation delay
 - › Hidden node situation: two transmitters cannot hear each other and their transmission overlap at a receiver



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Request-to-Send and Clear-to-Send

- Before sending a packet, first send a station first sends a RTS
 - › Collisions can still occur but chance is relatively small since RTS packets are short
- The receiving station responds with a CTS
 - › Tells the sender that it is ok to proceed
- RTS and CTS use shorter IFS to guarantee access
 - › Effectively priority over data packets
- First introduced in the Multiple Access with Collision Avoidance (MACA) protocol
 - › Fixed problems observed in Aloha

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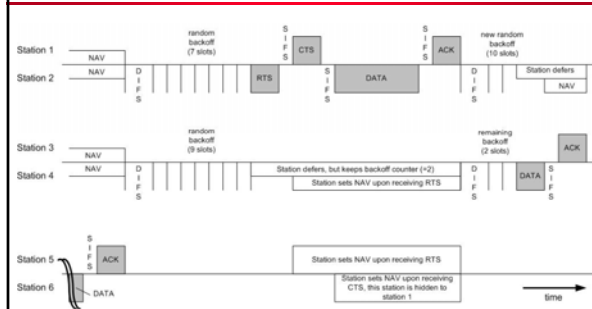
Virtual Carrier Sense

- RTS and CTS notify nodes within range of sender and receiver of upcoming transmission
- Stations that hear either the RTS or the CTS “remember” that the medium will be busy for the duration of the transmission
 - › Based on a Duration ID in the RTS and CTS
 - › Note that they may not be able to hear the packet!
- Virtual Carrier Sensing: stations maintain Network Allocation Vector (NAV)
 - › Time that must elapse before a station can sample channel for idle status
 - › Consider the medium to be busy even if it cannot sense a signal

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Use of RTS/CTS



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Some More MAC Features

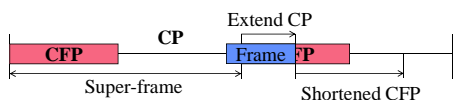
- Use of RTS/CTS is controlled by an RTS threshold
 - › RTS/CTS is only used for data packets longer than the RTS threshold
 - › Pointless to use RTS/CTS for short data packets – high overhead!
- Number of retries is limited by a Retry Counter
 - › Short retry counter: for packets shorter than RTS threshold
 - › Long retry counter: for packets longer than RTS threshold
- Packets can be fragmented.
 - › Each fragment is acknowledged
 - › But all fragments are sent in one sequence
 - › Sending shorter frames can reduce impact of bit errors
 - › Lifetime timer: maximum time for all fragments of frame

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Now What about PCF?

- IEEE 802.11 combines random access with a “taking turns” protocol
 - › DCF (Distributed Coordination Mode) – Random access
 - CP (Contention Period): CSMA/CA is used
 - › PCF (Point Coordination Mode) – Polling
 - CFP (Contention-Free Period): AP polls hosts



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Playing Games with Inter Frame Spacing

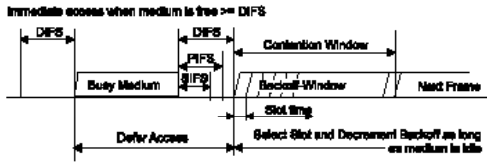
- Assigning different IFS effectively provides a mechanism for prioritizing packets and events
- SIFS - short IFS: for high priority transmissions
- PIFS – PCF IFS: used by PCF during contention-free period
- DIFS – DCF IFS: used for contention-based services
- EIFS – extended IFS: used when there is an error



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Effect of Different IFS



- PCF transmissions effectively get priority over DCF transmission because they use a shorter IFS

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PCF Operation Overview

- **PC – Point Coordinator**
 - » Uses polling – eliminates contention
 - » Polling list ensures access to all registered stations
 - » Over DCF but uses a PIFS instead of a DIFS – gets priority
- **CFP – Contention Free Period**
 - » Alternate with DCF
- **Periodic Beacon – contains length of CFP**
 - » NAV prevents transmission during CFP
 - » CF-End – resets NAV
- **CF-Poll – Contention Free Poll by PC**
 - » Stations can return data and indicate whether they have more data
 - » CF-ACK and CF-POLL can be piggybacked on data

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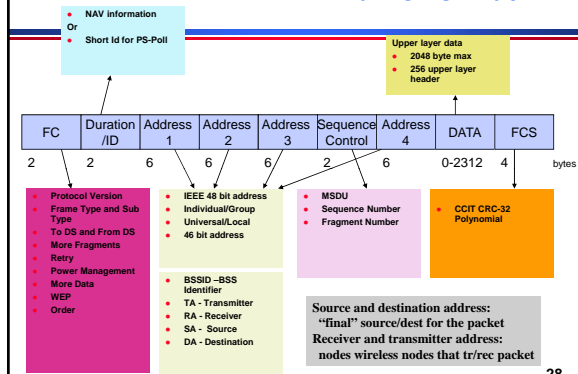
And What about Ad Hoc?

- **Infrastructure mode: access points relay packets**
 - » Based on an Infrastructure BSS
 - » APs are connected through a distribution system
- **Ad-hoc mode: no fixed network infrastructure**
 - » Based on an Independent BSS
 - » A wireless endpoint sends and all nodes within range can pick up signal
 - » Each packet carries destination and source address
 - » Effectively need to implement a “network layer”
 - How do know who is in the network?
 - Routing?
 - Security?
 - » Research area – discussed later in the course

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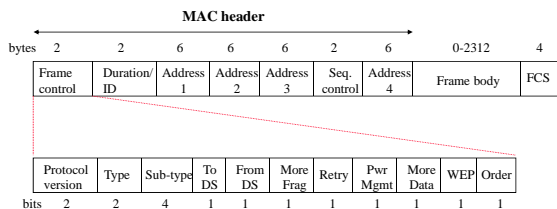
Frame Format



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Detailed 802.11 MAC Frame Format



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Packet Types

- **Type/sub-type field is used to indicate the type of the frame**
- **Management:**
 - » Association/Authentication/Beacon
- **Control**
 - » RTS, CTS, CF-end, ACK
- **Data**
 - » Data only, or Data + CF-ACK, or Data + CF-Poll or Data + CF-Poll + CF-ACK

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Addressing Fields

To DS	From DS	Message	Address 1	Address 2	Address 3	Address 4
0	0	station-to-station frames in an IBSS; all mgmt/control frames	DA	SA	BSSID	N/A
0	1	From AP to station	DA	BSSID	SA	N/A
1	0	From station to AP	BSSID	SA	DA	N/A
1	1	From one AP to another in same DS	RA	TA	DA	SA

RA: Receiver Address TA: Transmitter Address
 DA: Destination Address SA: Source Address
 BSSID: MAC address of AP in an infrastructure BSS

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Some More Fields

- **Duration/ID:** Duration in DCF mode/ID is used in PCF mode
- **More Frag:** 802.11 supports fragmentation of data
- **More Data:** In polling mode, station indicates it has more data to send when replying to CF-POLL
- **RETRY** is 1 if frame is a retransmission; **WEP (Wired Equivalent Privacy)**
- **Power Mgmt** is 1 if in Power Save Mode; **Order = 1** for strictly ordered service

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Multi-bit Rate

- **802.11 allows for multiple bit rates**
 - › Allows for adaptation to channel conditions
 - › Specific rates dependent on the version
- **Algorithm for selecting the rate is not defined by the standard – left to vendors**
 - › Still a research topic!
 - › More later in the semester
- **Packets have multi-rate format**
 - › Different parts of the packet are sent at different rates
 - › Why?

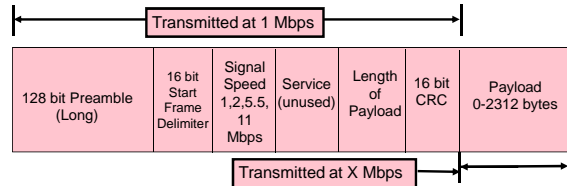
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Long Preamble

Long Preamble = 144 bits

- Interoperable with older 802.11 devices
- Entire Preamble and 48 bit PLCP Header sent at 1 Mbps



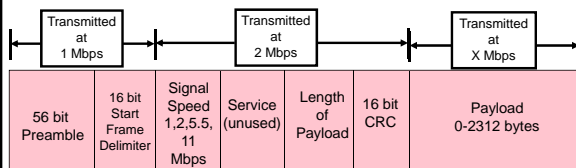
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Short Preamble

Short Preamble = 72 bits

- Preamble transmitted at 1 Mbps
- PLCP Header transmitted at 2 Mbps
- more efficient than long preamble



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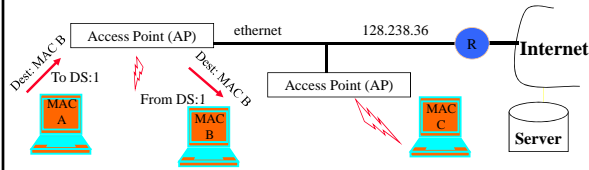
Data Flow Examples

- **Case 1:** Packet from a station under one AP to another in same AP's coverage area
- **Case 2:** Packet between stations in an IBSS
- **Case 3:** Packet from an 802.11 station to a wired server on the Internet
- **Case 4:** Packet from an Internet server to an 802.11 station

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Case 1: Communication Inside BSS

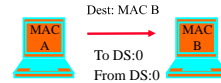


- AP knows which stations are registered with it so it knows when it can send frame directly to the destination

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Case 2: Ad Hoc

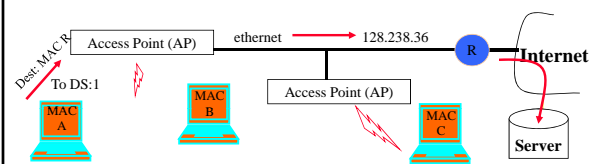


- Direct transmit only in IBSS (Independent BSS), i.e., without AP
- Note: in infrastructure mode (i.e., when AP is present), even if B can hear A, A sends the frame to the AP, and AP relays it to B

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Case 3: To the Internet

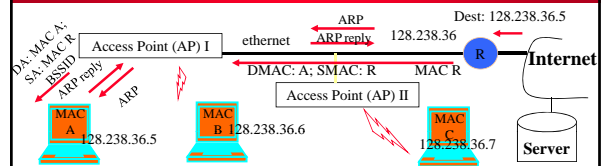


- MAC A determines IP address of the server (using DNS)
- From the IP address, it determines that server is in a different subnet
- Hence it sets MAC R as DA:
 - Address 1: BSSID, Address 2: MAC A; Address 3: DA
- AP will look at the DA address and send it on the ethernet
 - AP is an 802.11 to ethernet bridge
- Router R will relay it to server

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Case 4: From Internet to Station



- Packet arrives at router R – uses ARP to resolve destination IP address
 - AP knows nothing about IP addresses, so it will simply broadcast ARP on its wireless link
 - DA = all ones – broadcast address on the ARP
- MAC A host replies with its MAC address (ARP reply)
 - AP passes on reply to router
- Router sends data packet, which the AP simply forwards because it knows that MAC A is registered
 - AP passes on reply to router
- Will AP II broadcast the ARP request on the wireless medium? How about the data packet?

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