#### CS 294-7: Wireless Local Area Networks

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### **Desirable Features**

- Ability to operate worldwide
- Minimize power drain
- License free operation
- Robust transmissions with security
- Collocated operation
- Easy operation and management
- Protection of investment



### **Historical Perspectives**

- Early 1970s
  - IBM: Diffused IR technology (100 kbps)
  - HP: Direct Sequence Spread Spectrum (required allocation of a commercial band)
  - Motorola RF network @ 1.7 GHz
- 1981
  - HP Labs petitions the FCC for a data band
  - 1985: FCC supports commercial spread spectrum in the ISM bands
  - Motorola license @ 18-19 GHz
- 1990s
  - WLAN products come to market
  - 802.11 Committee formed
  - 1992: WINFORUM formed yielding etiquette rules in 1995



### **Evolution of Wireless LANs**

#### • First Generation

- For workstations, 20 W transmitters, LAN extensions
- Extend LANs to areas inside buildings that are hard to reach
- Building-to-building connectivity

#### Second Generation

Laptop/palmtop computers + PCMCIA card network interfaces

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- Ad-hoc networking (e.g., conference room)
- "Ubiquitous" computing



## **Physical Layer**

- Infrared versus Radio Frequency
  - IR advantages:
    - » Inexpensive due to simple amplitude detection schemes and technology: LEDs & photosensitive diodes
    - » No regulation necessary
    - » Advantageous containment yielding high re-use of spectrum
  - IR disadvantages:
    - » Interference from sun, incandescent light: cannot be used outside
    - » Shadows from moving objects near receivers/transmitters
  - RF advantages:
    - » Riding the cellular/cordless telephone learning curves towards lower costs
    - » Wide-area coverage



- RF disadvantages:
  - » Licensed operation (except for unlicensed bands)
  - » Complexity of propagation and interference

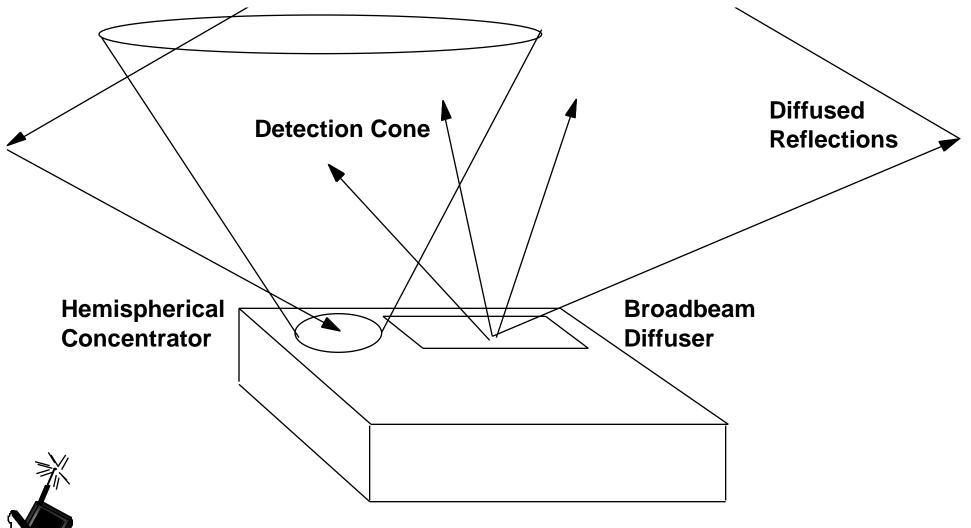
### **Physical Layer**

#### • Propagation Effects and Coverage

- IR: Short wavelengths + room-sized distances + detectors large wrt to wavelength imply Rayleigh fading is not a problem
- RF: Big problem for radio waves
- IR: direct beam, ceiling bounce, diffused
  - » Direct beam: up to kilometer
  - » Diffused: 20 m
  - » Theoretical limit = 260 Mb-m/s (20 m room implies 13 Mbps)
- RF: 50-100 m typical, but depends on local geometric details, like corridors
- IR, RF: Intersymbol interference limits effective bandwidth

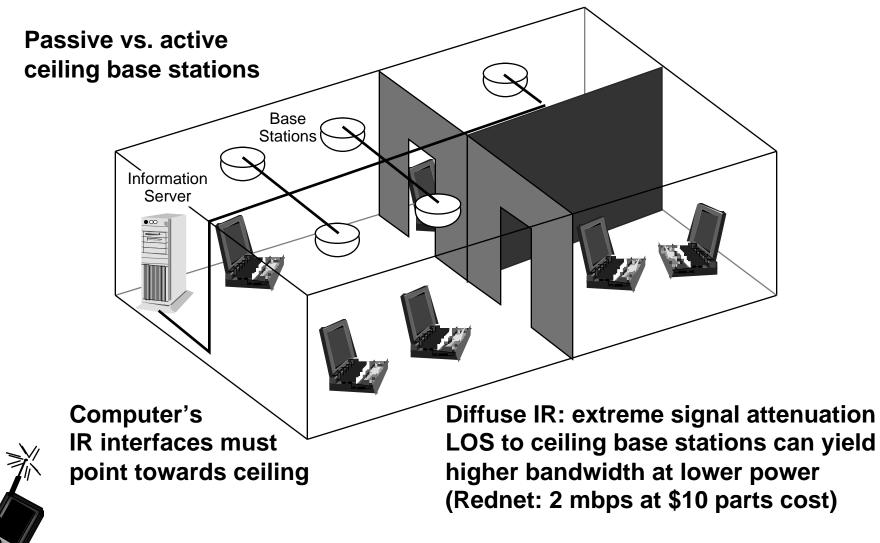


# Diffused IR Transmitter/ Receiver





### **IR with Ceiling Base Stations**



### **RF WLANs**

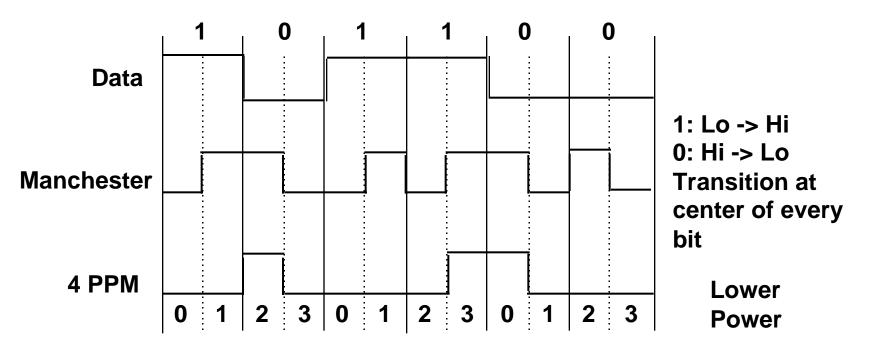
#### Technology Alternatives

- Spread spectrum technology
  - » Frequency hopping spread spectrum
  - » Direct sequence spread spectrum
- FCC Part 15.247
  - » ISM bands made available for wide-band data communications systems (26Mhz@915 MHz, 83.5MHz@2.4 GHz, 125MHz@5.8 GHz)
  - » FHSS: all or most of the available channels must be used on average (FCC: 0.5-1.0 MHz min channel b/w; 50 of 52, 75 of 83, and 75 of 125 available channels must be used)
  - » DSSS: chipping rates of 10-100 commonly used (FCC: 10); Low spreading factors are not as interference tolerant
  - » FHSS has some advantages wrt interference: easier to reject a high powered narrow band interferer than in DSSS systems



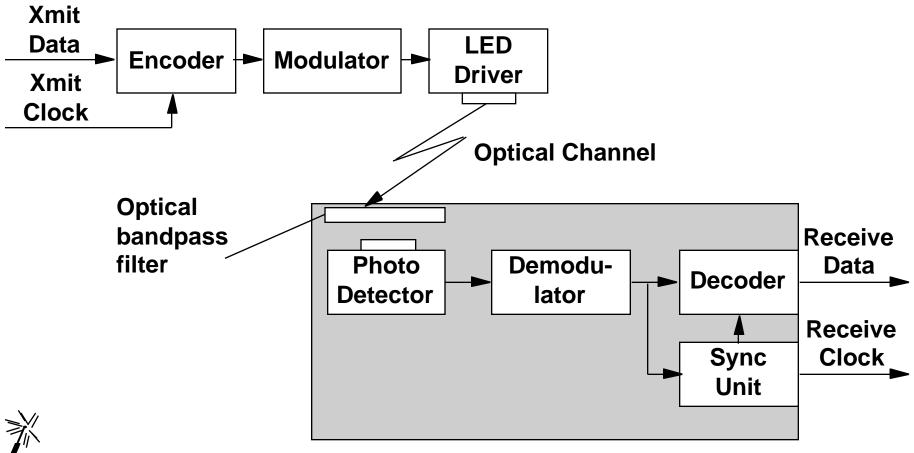
#### • Direct Modulation Schemes

- On-off keying (up to 2 mbps)
- Pulse Position Modulation (up to 4 mbps)





Carrier Modulation Schemes (up to 10 mbps)





#### ParcTab System

- 19.2 kbps IR links for PDA-to-BS communications
- 850 nm wavelengths, wide-angle LEDs
- Pulse position modulation: simple on-off scheme
- Office-sized cells: hidden terminals not a problem
- CSMA scheme is used: easy for near-by receivers to detect transmitted signals
- 256 byte packets
- Checksum + retransmissions



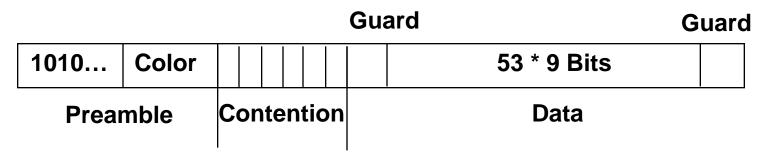
#### Rednet Project

- ATM to the mobile device (PDA, terminal, keyboard)
- 2-5 mbps, 4 m link distance
- Ceiling mounted IR base stations
- On-Off Keying (ook) modulation: edge detection to separate baseband signal from low frequency noise
- Link Protocol
  - » Slotted architecture corresponding to ATM cells
  - » Slot = Preamble + Contention + Data phases
- Media Access Scheme
  - » Contention Protocol/Binary Countdown
  - » Each node has unique contention address; during contention phase, these are sent bit serial, MSB first; base station echos these bits to eliminate hidden nodes; node receives echoed bit--if match transmitted bit, continue; otherwise drop out of contention
  - » Unfair: so add group priority bits to address--when node loses contention, it enters higher priority for next round



#### Rednet (continued)

- Color codes to detect mobility (part of preamble)
  - » When BS color code does not match MH color code, MH requests new contention address using dynamic address assignment protocol



- Dynamic Address Assignment
  - » When in new cell, use contention address of all 1's
  - » Direct an address request cell to BS, including node's global ID
  - » Receive connection address from BS
  - » Backoff if no response within timeout
  - » Reclaim connection addresses via BS "keepalive" messages 14



#### Network Topology and Media Access Method

- CSMA/Peer-to-peer vs. TDMA/Base Station-toremote station
- Base Stations
  - Centralized access to media (e.g., time slots, priority allocation)
  - Access point to wireline environment
  - Well defined security control point
  - Power control
- Most commercial products are spread spectrum without CDMA
- IBM's preferred WLAN: FH + TDMA @ 2.4 GHz
  - TDMA slot times a submultiple of the hopping time



### **Standards Developments**

#### • Interoperable Rules

- Different vendors products negotiate with each other
- IEEE 802.11: DSSS (1-2 Mbps), FHSS (1-2 Mbps), DFIR (1 mbps)
- ETSI Hiperlan: 5.2, 17.1 GHz bands (EC)
  Target bandwidth: 20 mbps, 50 m range

#### • Etiquette Rules

- Minimum set of rules that allow multiple vendors to share available bandwidth fairly
- Winforum: Unlicensed PCS bands
  - » Listen before talk, transmission time limits, power limits

