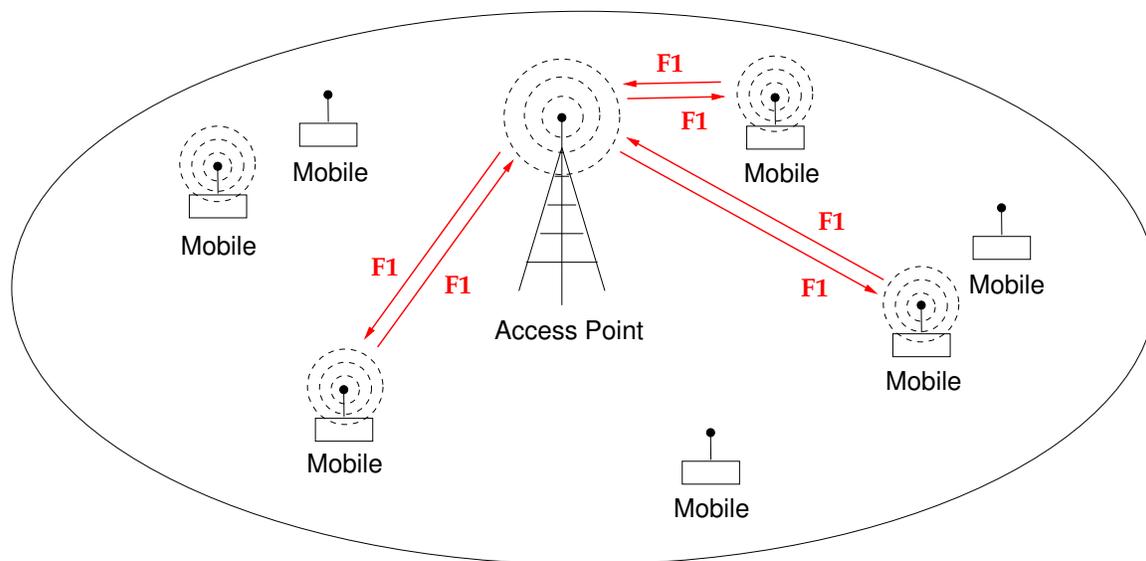


Wireless LAN (WLAN): infrastructure mode

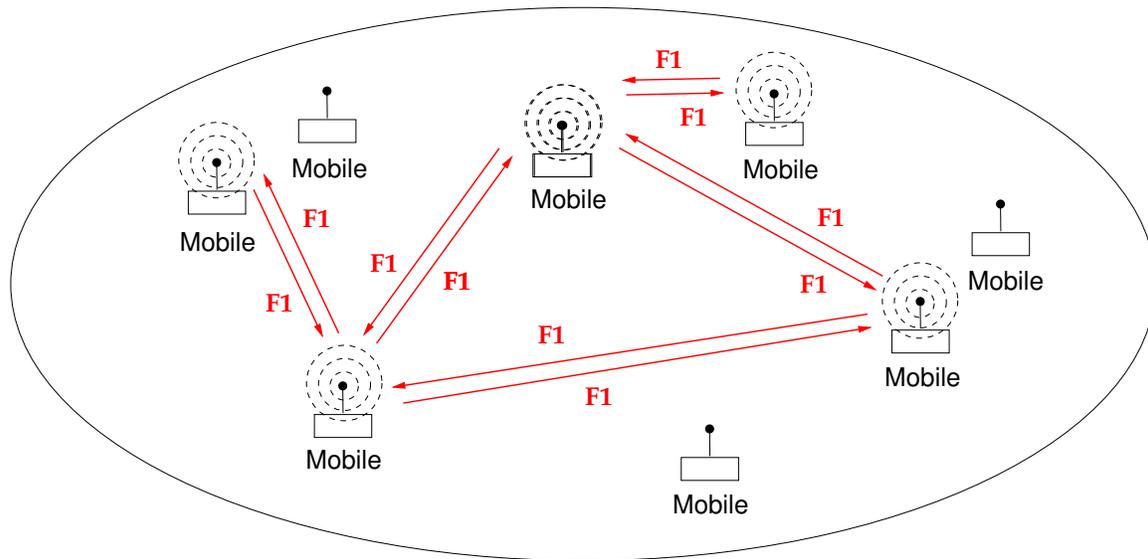


WLAN: Infrastructure Network

→ shared uplink & downlink channel $F1$

- basic service set (BSS)
 - “hot spot”
- SSID (service set identifier): name/label of BSS
- base station: access point (AP)
- mobile stations must communicate through AP

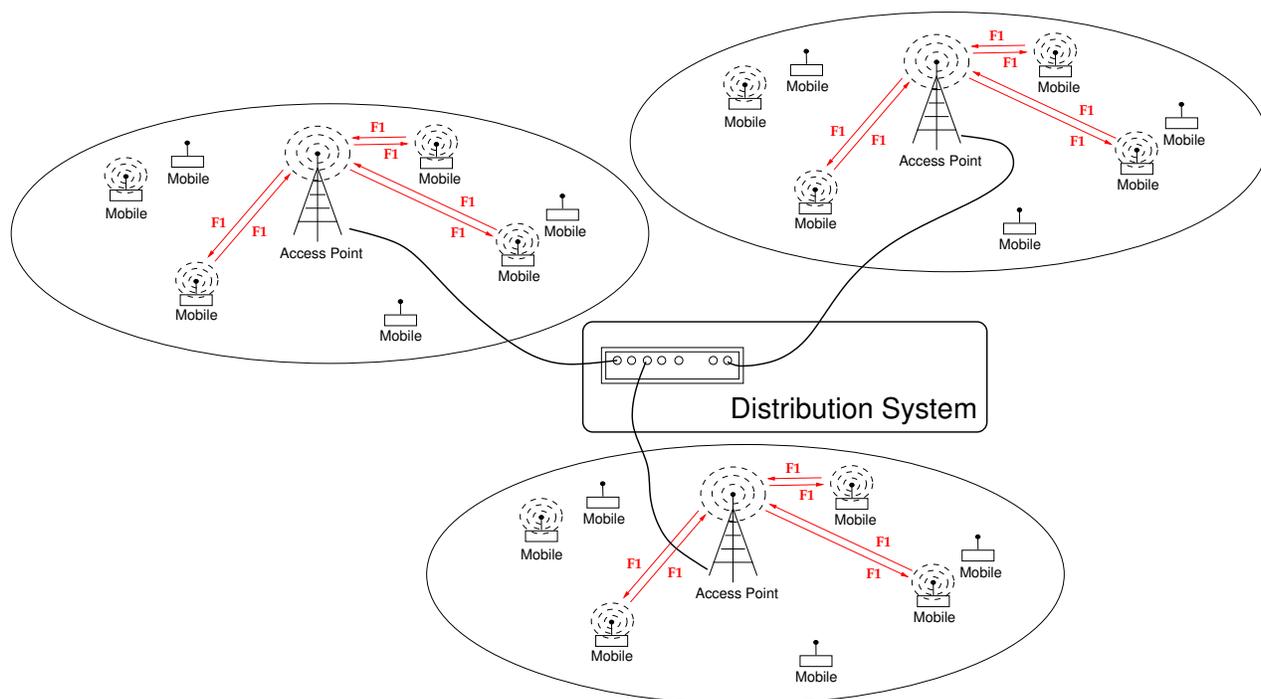
WLAN: ad hoc mode



WLAN: Ad Hoc Network

- homogeneous: no base station
- everyone is the same
- share forwarding responsibility
- independent basic service set (IBSS)
- mobile stations communicate peer-to-peer
 - also called peer-to-peer mode

WLAN: internetworking



WLAN: Extended Service Set

→ internetworking between BSS's through APs

→ mobility and handoff

- extended service set (ESS): shared SSID
- APs are connected by distribution system (DS)
 - typically: Ethernet switch

How do APs and Ethernet switches know where to forward frames?

→ spanning tree

Source address discovery: learning bridge

→ at each interface monitor source MAC address of incoming frames

→ discover who is beyond

→ when unknown: flood (or broadcast)

→ simple form of routing

→ not scalable

Mobility and handoff:

- mobiles roam
- mobility management at link vs. network layer
- link layer handoff dominant (vs. Mobile IP)

Mobility between BSS's in an ESS

- Association
 - AP sends out periodic beacon frame
 - mobile chooses AP and registers
- Disassociation
 - upon departure: notify AP

Handoff from old to new AP:

- reassociation
 - mobile initiated
 - e.g., switch to AP with stronger signal
 - go through association process
- handoff
 - inform new AP of old AP
 - forward buffered frames from old to new AP

IEEE 802.11b/g WLAN spectrum 2.4–2.4835 GHz:

→ 11 channels (U.S.)

→ 2.412 GHz, 2.417 GHz, . . . , 2.462 GHz

→ unlicensed ISM (Industrial, Scientific, Medical) band

→ global: 2.4–2.4835 GHz

→ up to 14 channels (e.g., Japan)

IEEE 802.11a: 5.15–5.35 GHz and 5.725–5.825 GHz

→ UNNI (unlicensed National Information Infrastructure)

→ 23 non-overlapping channels

IEEE 802.11n: both 2.4 and 5 GHz

→ 40 MHz channel bandwidth

→ OFDM

→ 64-QAM

→ multiple antennae: MIMO (multiple input multiple output)

→ parallel transmission but single user (SU)-MIMO

IEEE 802.11ac: operates in 5 GHz only

→ WiFi 5

→ 80 and 160 MHz bandwidth channels

→ 256-QAM

→ multi user (MU)-MIMO: transmit to multiple users using multiple antennae

IEEE 802.11ax: WiFi 6 and 6E

→ 1024 QAM

→ WiFi 6E uses 6 GHz band: 5.925-7.125 GHz

→ OFDMA

→ nominal speed: 9.6 Gbps

IEEE 802.11be: WiFi 7

→ 4096 QAM

→ bandwidth increased to 320 MHz

→ nominal speed: 46 Gbps

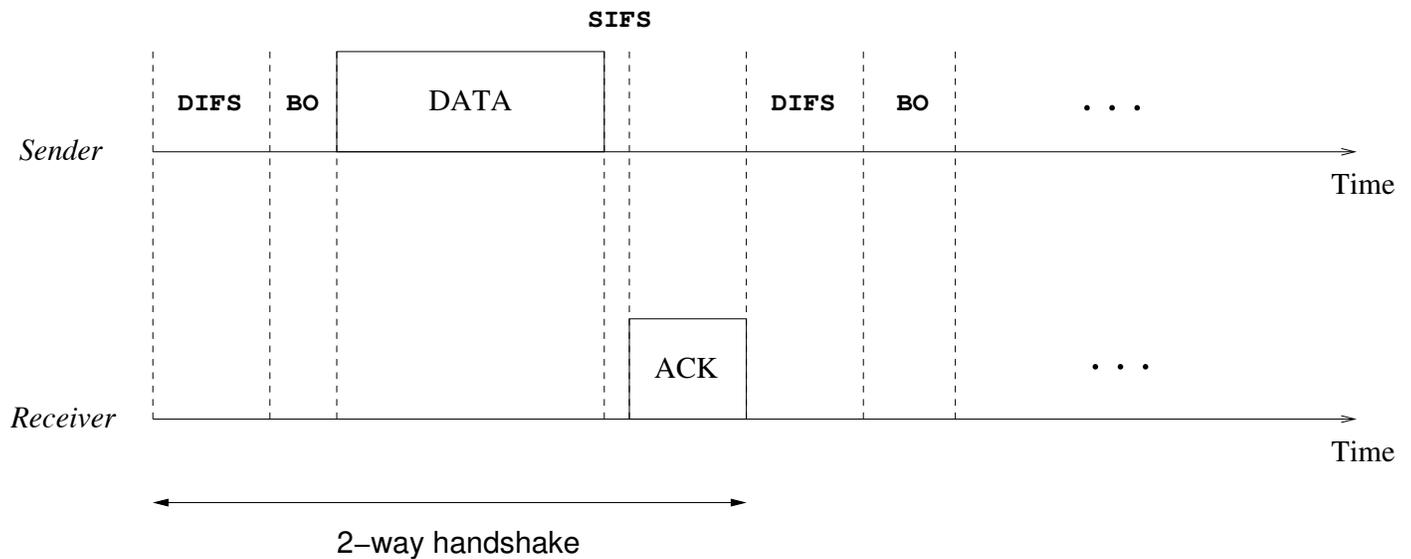
IEEE 802.11 medium access control (MAC):

- CSMA/CA with exponential backoff
- explicit positive ACK frame
- optional feature: CA

Two modes of MAC operation:

- distributed coordination function (DCF)
 - CSMA
- point coordination function (PCF)
 - reservation
 - telephony support
 - not used in practice
- OFDMA resource reservation in WiFi 7
 - similar fate as PCF?

Timeline without collision:

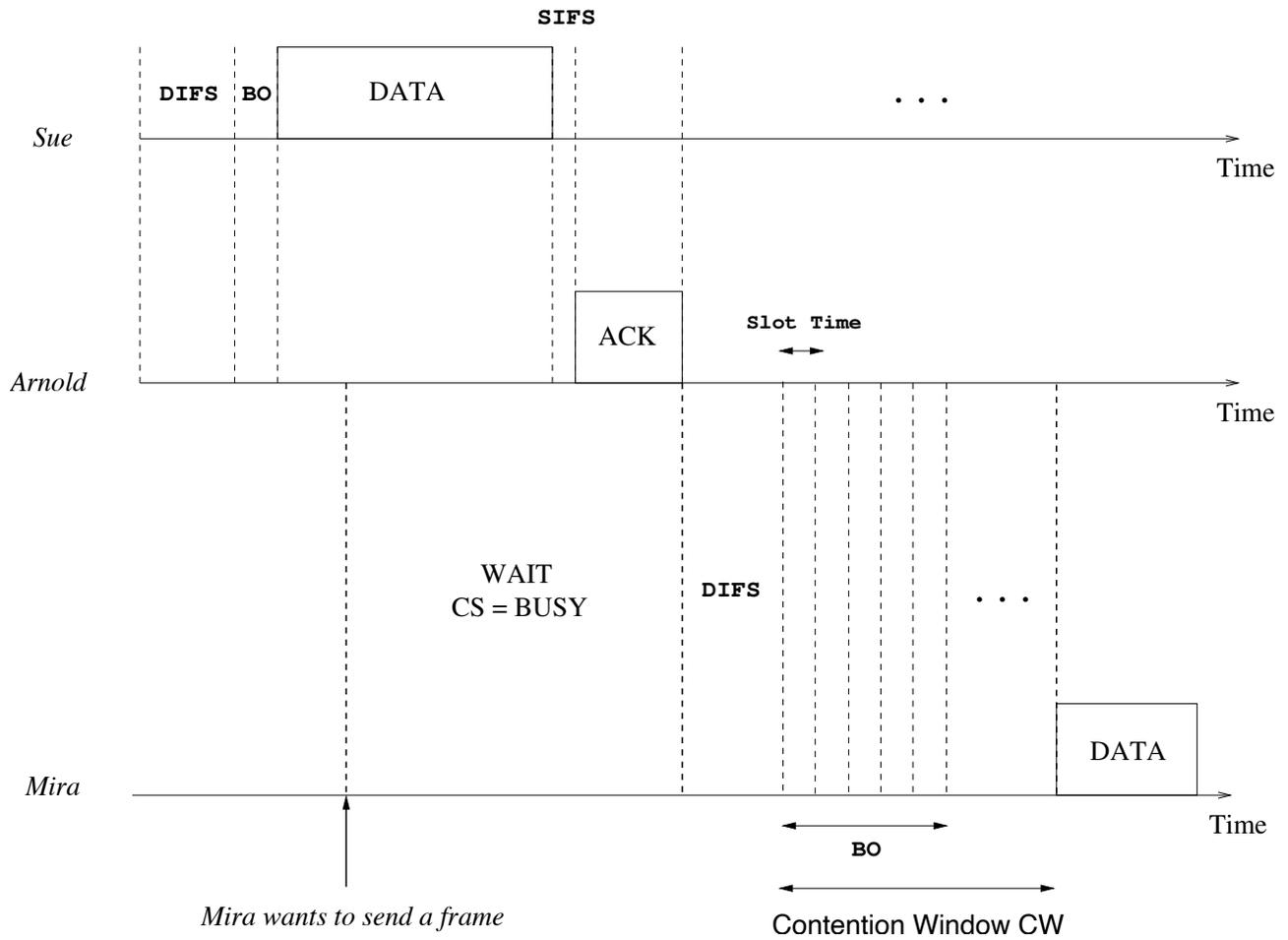


- SIFS (short interframe space): $16 \mu s$
- Slot Time: $9 \mu s$
- DIFS (distributed interframe space): $34 \mu s$
 - $DIFS = SIFS + 2 \times \text{slot time}$
- BO: exponential back-off
 - $CW_{min}: 31; CW_{max}: 1023$

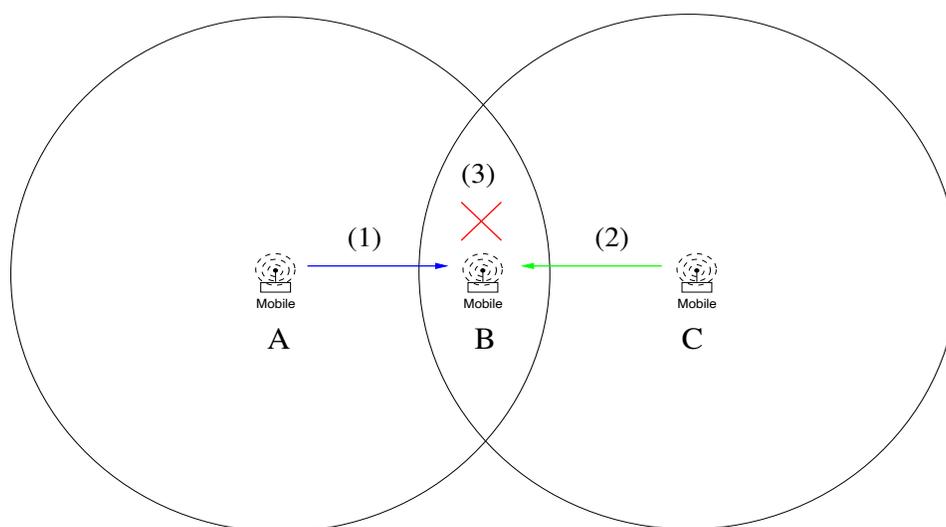
Time snapshot with Mira-come-lately:

→ Sue sends to Arnold

→ Mira joins competition later



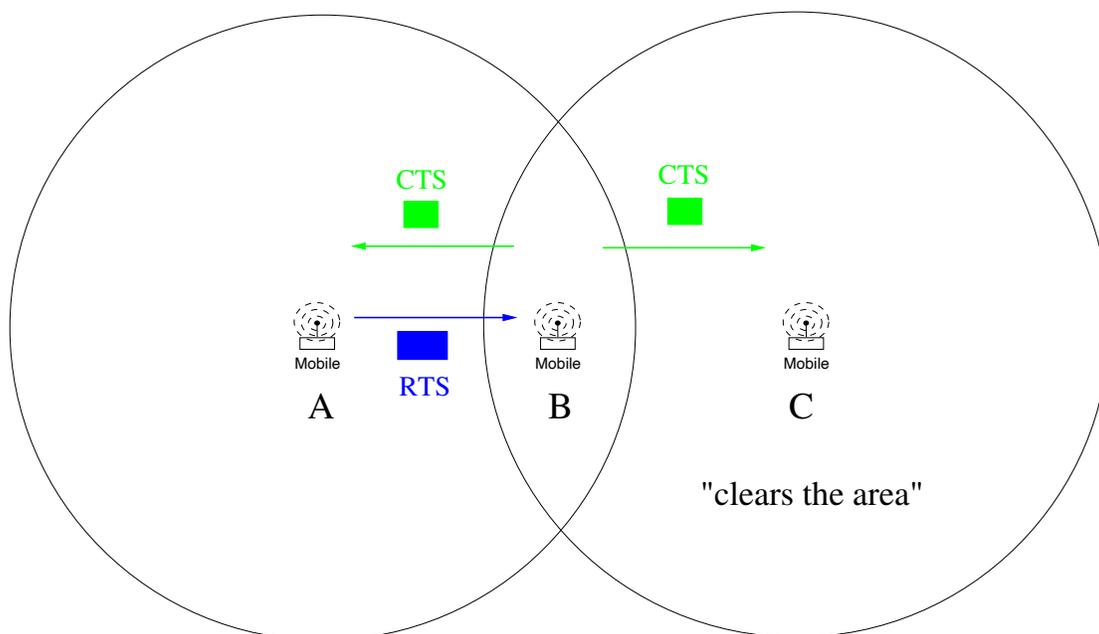
Hidden station problem:



Hidden Station Problem

- (1) A transmits to B
- (2) C does not sense A ; transmits to B
- (3) interference at B : i.e., collision

Hidden station problem: RTS/CTS handshake “clears” hidden area



RTS/CTS Handshake

RTS/CTS perform only if data $>$ RTS threshold

→ why not for small data?

Not utilized in real-world deployments

→ repurposed OFDMA resource reservation in WiFi 7