



Infrared

- Works in the regular IR LED range, i.e. 850-950 nm
- · Used indoor only
- Employes diffusive transmissions, nodes can receive both scattered and line-of-sight signals
- Max output power: 2W
- Never really implemented ... tough can have "reasons" in some environments, and is very cheap
- Tx uses a LED, Rx a Photodiode
- Wavelength between 850 and 950 nm

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IR PLCP frame

SYNC SFD DR DCLA LENGTH CRC PSDU

- SYNC: variable length, synchronization and optional fields on gain control and channel quality
- SFD (Start Frame Delimiter): 4 L-PPM slots with a hex symbol of 1001.
 This field indicates the start of the PLCP preample and performs bit and symbol synchronization
- DR (Data Rate): 3 L-PPM slots and indicates the speed used:
- 1 Mbps: 000; 2 Mbps: 001
- DCLA (DC Level Adjustment): used for DC level stabilization, 32 L-PPM slot and looks like this:
 - 1 Mbps: 00000001000000000000010000000
 - 2 Mbps: 0010001000100010001000100010
- LENGTH: number of octets transmitted in the PSDU: 16-bit integer
- CRC: header protection 16 bits
- PSDU: actual data coming from the MAC layer; Max 2500 octets, Min 0

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802.11 radios: Spread Spectrum

- All radio-based PHY layers employ Spreas Spectrum
 - **Frequency Hopping :** transmit over random sequence of frequencies
 - **Direct Sequence**: random sequence (known to both sender and receiver), called **chipping code**
 - **OFDM**: spread the signal ove many subcarriers with FFT based techniques

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802.11 radios: Power

- Power radiation is limited to
 - 100mW EIRP in EU
 - 100mW EIRP in USA
 - 10mW EIRP in Japan
- NIC cards are the same all over the world: changing power is just a matter of firmware config.
- EIRP: Equivalent Isotropic Radiated Power
 - In practice defines a power density on air and not a transmitted power
- Using high gain antennas (in Tx) can be (legally) done only by reducing the transmitted power or to compensate for losses on cables/electronics

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	302.11 P⊦	IY evolution		
st—year	Freq/Bandw	Data Rates (Mbit/s)	SS technique	Max dist in—out
97	2.4GHz/20MHz	1,2	FHSS	20-100
b – 99	2.4GHz/20MHz	5.5,11	DSSS	25-150
a/h – 99	5.0GHz/20MHz	6,9,12,18,24,36,48,54	OFDM	20-150
g – 03	2.4GHz/20MHz	6,9,12,18,24,36,48,54	OFDM	20-150
n – 09	2.4GHz/ 20/40MHz	15,30,45,60,90, 120,135,150 (40 MHz); divide by 2 for 20 MHz	OFDM	40-250
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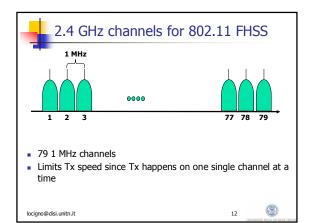


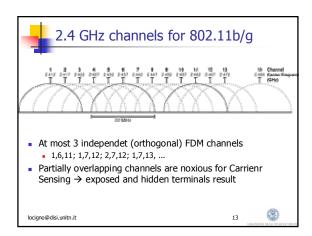
Band allocations

- ISM: Industrial Scientific Medical
 - Unlicenced bands for generic use
 - Normally not used for communications (cfr Cellular, TV, Radio, ...)
 - Law dictates limits in use, but do not guarantee interference-free operations
 - Similar to radio-amateurs bands ... but for the fact that those are only for study and not for commercial use
- 2.4—2.5 GHz
 - Actually 83.5 MHz of bandwidth in EU (13 channels) and 71.5 in US (11 channels)
- 4.9—5.9 GHz
 - Actual bandwidth assigned depends on countries, in US and EU there are normally 20-25 channels (about 120-150 MHz of bandwidth)

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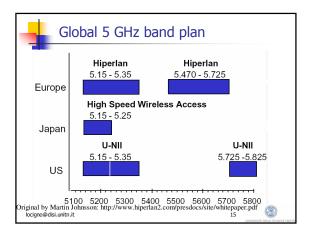


5 GHz channels for 802.11a

- Overlapping channels are avoided
- in US 12 non-overlapping channels centered at
 - 5.180, 5.200, 5.220, 5.240, 5.260, 5.280, 5.300, 5.320
 - **5**.745, 5.765. 5.785, 5.805
 - in EU the frequencies above are for hyperlan2 (licensed) thus intermediate frequencies are used
 - 5.35—5.47 GHz 6 non overlapping channels

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IEEE 802.11/b PHY

	802.11	802.11b (Wi-Fi)
Standard approval	July 1997	Sep. 1999
Bandwidth	83.5 MHz	83.5 MHz
Frequency of operation	2.4-2.4835 GHz	2.4-2.4835 GHz
Number of non- overlapping channels	3 Indoor/Outdoor	3 Indoor/Outdoor
Data rate per channel	1,2 Mbps	1,2,5.5,11 Mbps
Physical layer	FHSS, DSSS	DSSS

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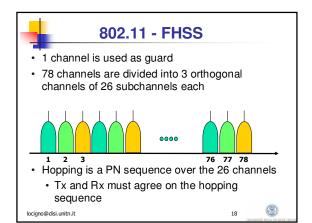


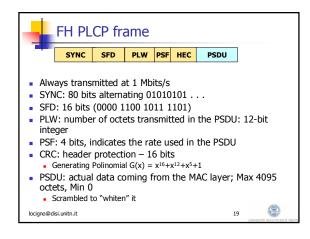
802.11 - FHSS

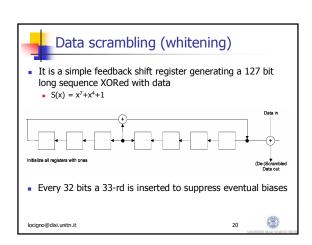
- 1 or 2 Mbit/s only @ 2.4 GHz
- GFSK modulation: base waveforms are gaussian shaped, bits are encoded shifting frequency, but the technique is such that it can also be interpreted as
 - BPSK (2GFSK → 1Mbit/s)
 - QPSK (4GFSK → 2Mbit/s)
- Slow Frequency Hopping SS
 - 20 to 400 ms dwell time \Rightarrow max 50 hop/s, min 2.5 hop/s

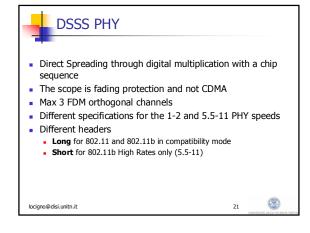
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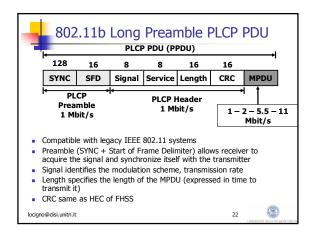


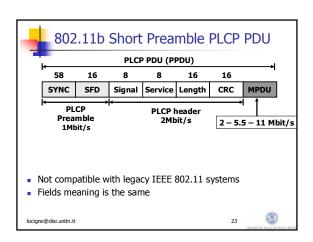


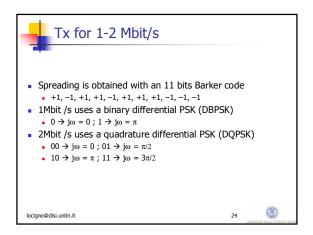














Barker codes

■ A sequence of +1 / -1 of length N such that

$$|\sum_{i=1}^{N-v} a_i a_{i+v}| \le 1 \quad \text{ for all } 1 < v < N$$

- Has very good autocorrelation function (i.e. 11 for t=0, <1 for 1<t<11
- Improves spectrum uniformity
- Increases reflection rejection (robustness to fading) because of the autocorrelation (up to 11 bit times delays!!)

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Tx for 5.5 and 11 Mbit/s

- Uses a complex modulation technique based on Hadamard Transforms and known as Complementary Code Keying CCK
- It is a sequence of 8 PSK symbols with the following formula

$$\begin{array}{l} C &= \left\{ e^{i(\phi 1 + \phi 2 + \phi 3 + \phi 4)}; \; e^{i(\phi 1 + \phi 3 + \phi 4)}; \; e^{i(\phi 1 + \phi 2 + \phi 4)}; \\ -e^{j(\phi 1 + \phi 4)}; \; e^{i(\phi 1 + \phi 2 + \phi 3)}; \; e^{i(\phi 1 + \phi 3)}; \; -e^{i(\phi 1 + \phi 2)}; \; j^{\phi 1} \; \right\} \end{array}$$

φi are defined differently for 5.5 and 11 Mbit/s

- The formula defines 8 different complex symbols at 11 Mchip/s
- At 11 Mbit/s 1 bit is mapped on 1 chip, at 5.5 the mapping is 1→2

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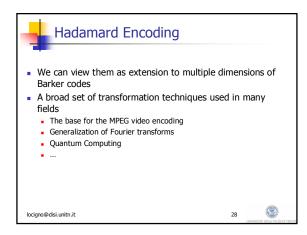


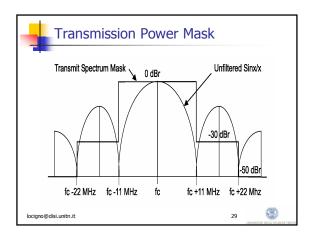
Tx for 5.5 and 11 Mbit/s

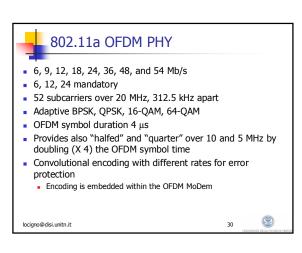
- In 5.5
 - φ1 and φ3 do not carry information
 - \bullet 4 bits are pairwise DQPSK encoded on $\phi 2$ and $\phi 4$
- In 11
 - 8 bits are pairwise DQPSK encoded on ϕ 1, ϕ 2, ϕ 3 and ϕ 4
- The resulting signal is a complex PSK modulation over single chips with correlated evolution over the CCK codes
- In practice there are 256 (2⁸) possible codewords but only 32 (5.5 Mbit/s) or 64 (11 Mbit/s) are used
 - robustness to fading

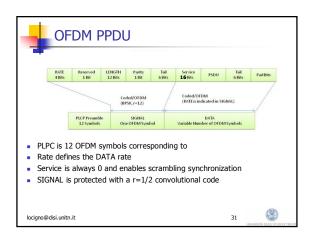
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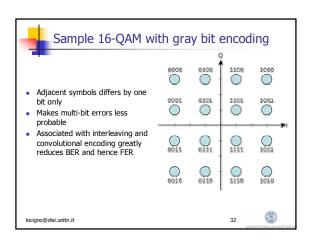


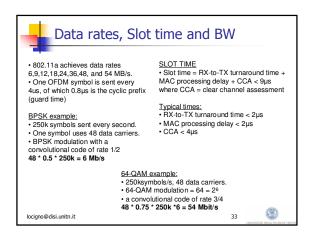


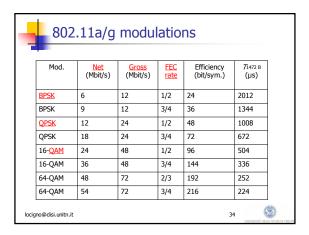


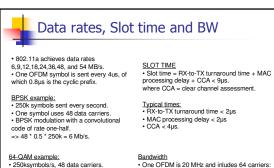












64-QAM example:

• 250ksymbols/s, 48 data carriers.

• 64-QAM modulation = 64 = 2⁶.

• a convolutional code of rate 3/4.

=> 48 * 0.75 * 250k *6 = 54 Mb/s.

=> One carrier = 20MHz/64 = 312 kHz.

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