



# OBTAINING THE EFFECTS OF WMM IN CONGESTED 802.11 NETWORKS

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# Agenda



- Introduction
- IEEE 802.11 DCF
- IEEE 802.11e EDCF
- WMM
- Tests
- Results



#### Introduction



- IEEE 802.11 is the standard for wireless local area networks.
- IEEE 802.11e is the standard developed for implementing quality of service.
- IEEE 802.11e can be a solution for delay sensitive applications such as voice and video.

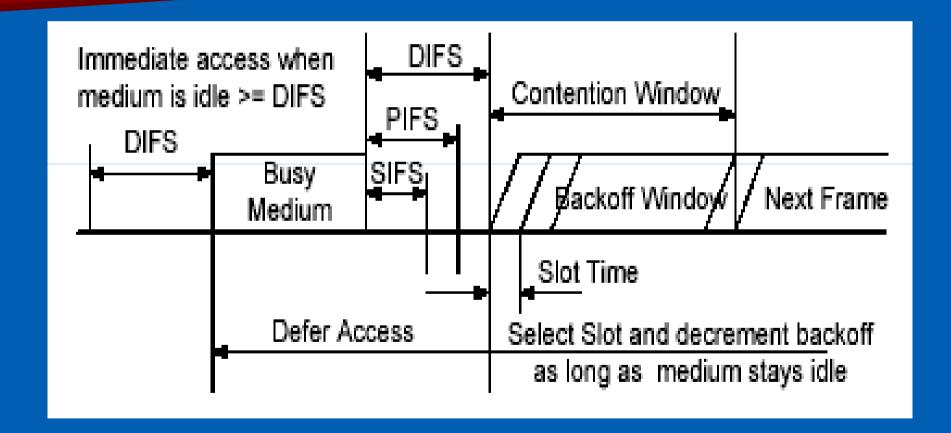




- 802.11 DCF (distributed coordination function) uses Carrier Sense Multiple Access with Collision Avoidance algorithm.(CSMA/CA).
- This algorithm uses a random backoff timer for transmission and stations transmit their frames according to these values.

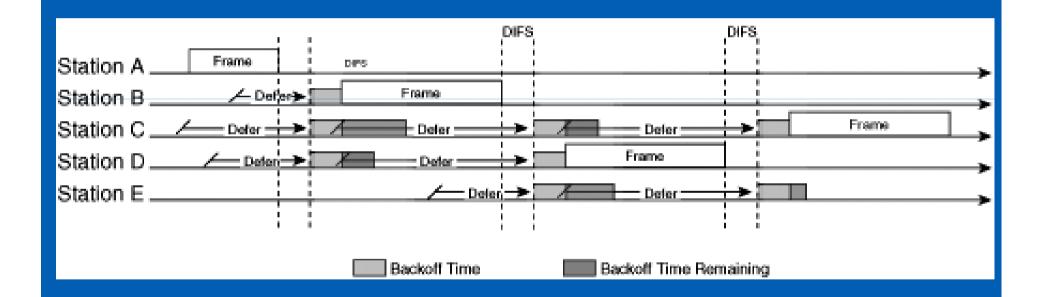
















- 802.11 standard does not contain specifications for prioritization of frames.
- Basically DCF is designed for collision avoidance.
- EDCF is dependent to DCF.





- EDCF still uses random backoff timers.
- EDCF mechanism defines four access categories for transmission of frames which allows prioritization.
- EDCF offers different random backoff timers according to access categories.





PRIORIT	Y TO ACCESS CATEGORY	MAPPINGS
Priority	Access Category	Designation
	(AC)	(Informative)
 1	0	Best Effort
2	O	Best Effort
0	O	Best Effort
3	1	Video Probe
4	2	Video
5	2	Video
6	3	Voice
7	3	Voice



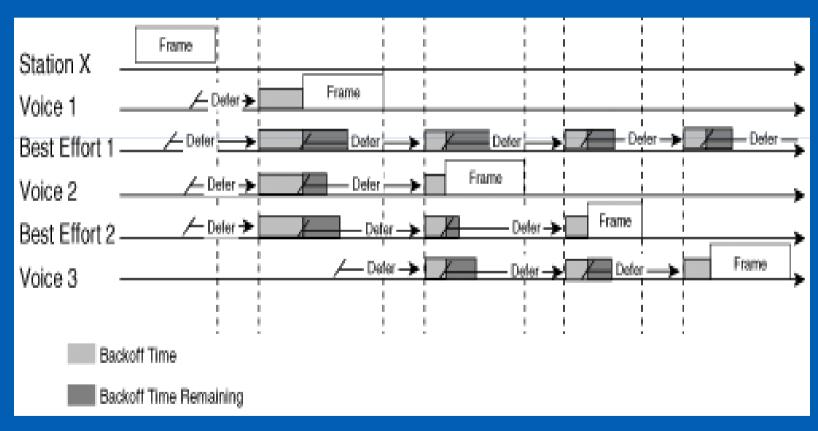
# **EDCF Variables**



Priority	Access Categories	Definitions	CWMin	CWMax	AIFS[s]
1	0	Best Effort	15	1023	72 μs
2	0	Best Effort			
0	0	Best Effort			
3	1	Video Probe	15	1023	37 μs
4	2	Video	7	1.5	28 μs
5	2	Video		15	
6	3	Voice	9	-7	00
7	3	Voice	3	- 7	28 μs









#### WMM



- WMM has been developed by Wi-Fi organization to standardize the QoS in wireless networks.
- WMM provides standardization of QoS implementations from different device vendors.



# **Testing Tool**



- D-ITG (Distributed Internet Traffic Generator) was used as testing tool.
- Various types of data communications can be simulated and many measurements can be made by this open source software.



# D-ITG GUI



Open 🔚 Save	Sender Recei	iver Logger	Multi-Flow	Templates		
ne Flow Multi-J	low Settings Analyze	er Information	About			
Stream Options —			Application Layer	r Data		
Description	WMM-Test Round-Trip-Time		Custom			
Meter			O Voice			
Duration	10 (Default)		Inter-departure Options			
Start Delay	0 (Default) 🔻	seconds	Time Option	Constant	•	
Random Seed	0 (Random) →	0<1	Number	1000	packets/sec	
	High Priority			0		
Header Options		Size Option	Constant			
Target Host	10.0.0.2		Size	512	Bytes	
OS/DS Byte	160			0		
TL	64		Signal Packet Arrival			
Protocol	UDP 🕶		Local Port	(disabled)	·	
Destination Port	8999 (Default) 🔻		Remote Port	(disabled)	-	
Source Port	(Auto) 🔻			Estimated Traffic (Layer 3)		
			Bandwidth: 4320 kb/s Packet rate: 1000 p/s Packet size: 540 Bytes			



#### Test Variables

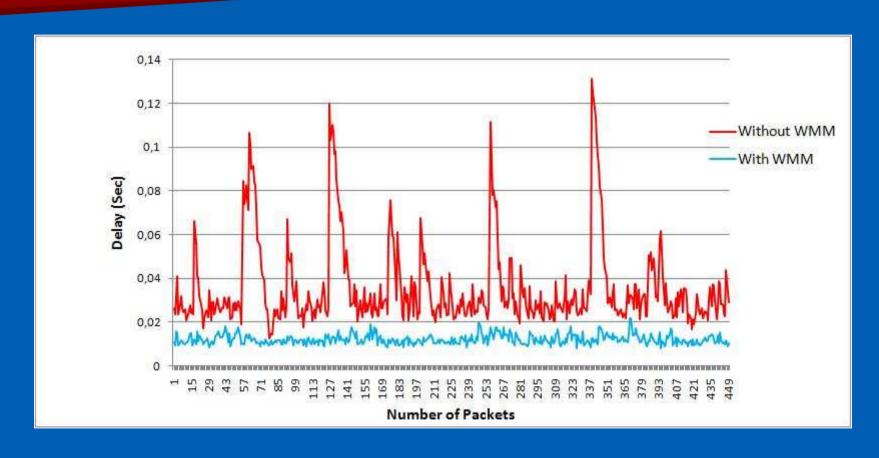


- UDP traffic patterns' IP precedence (ToS) values have been set to 5.
- The payload size was 512 bytes.
- Tested under congested network circumstances with and without WMM applied.











#### Results



- Delay and jitter problems of sensitive traffic in congested networks are decreased by 802.11e and WMM.
- But It's not clear if most of the users have special priority.
- Under normal conditions, wireless networks are approached to a better level with EDCF.





## THANK YOU

You can find this presentation at http://www2.itu.edu.tr/~akingok