

CSMA/CA

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We do it because with wireless, collisions can be very hard to detect

With Ethernet, detecting another host's signal on a wire is easy as the power of its signal is roughly the same as yours

CSMA/CA

In contrast, detecting another host's radio signal can be very difficult as it can be a tiny fraction of the power of yours, and your signal will drown out the colliding signal and make it undetectable

CSMA/CA

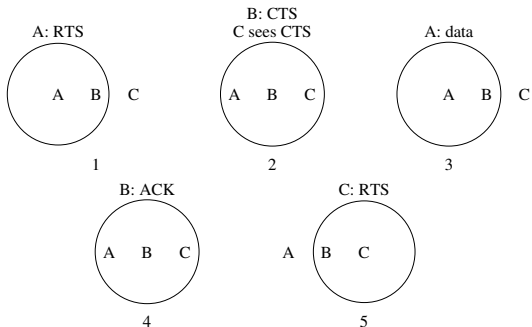
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Recall the wide range of power that Wi-Fi signals encompass: another destination might be transmitting quite powerfully, but its signal can be very small by the time it reaches you

Wi-Fi

To help further with the visibility problem, there is optional *RTS/CTS handshaking*, which can improve performance in certain circumstances

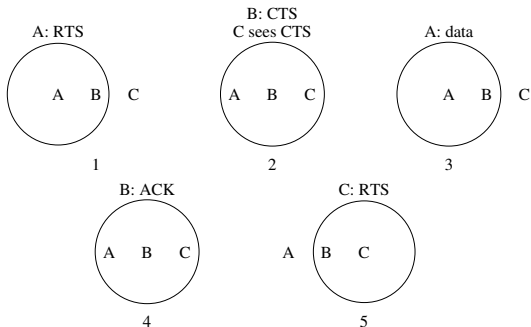
RTS/CTS



RTS/CTS handshaking

1. Before sending a data packet the source A can send a *request to send* (RTS) packet to B;

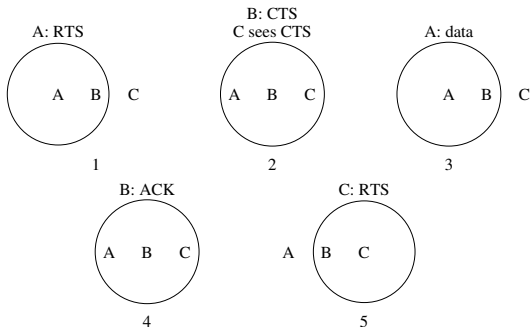
RTS/CTS



RTS/CTS handshaking

2. If the destination B is happy (it is not already receiving from another host that A cannot see) it responds with a *clear to send* (CTS) packet;

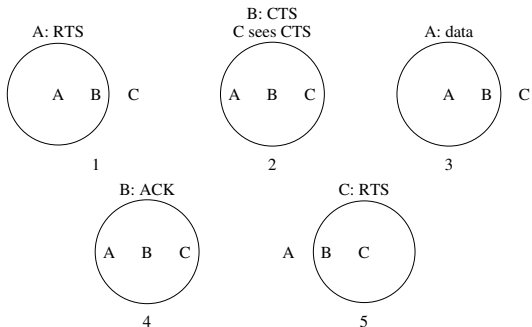
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RTS/CTS handshaking

2. Every other host within the range of the destination will see the CTS and so know not to send themselves;

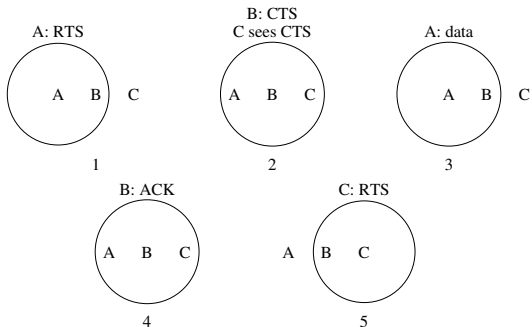
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3. The RTS and CTS contain the length of the desired transmission so other hosts know how long they will have to wait;

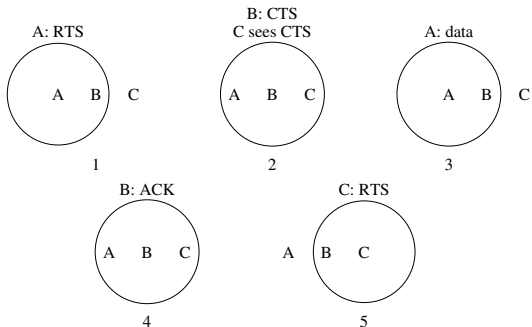
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RTS/CTS handshaking

4. Similarly, the final ACK is visible to everyone;

RTS/CTS



RTS/CTS handshaking

5. Then C can start with its own RTS

RTS/CTS

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RTS/CTS for large packets only: a compromise that reduces the relatively large overhead for small packets

Wireless Rates

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Some of the later 802.11 standard improve speeds by reducing overheads (as well as using better encodings)

802.11

Exercise 802.11ac (branded “Wi-Fi 5”) is common and 11ax (“Wi-Fi 6”) hardware becoming more common. Read up on what they promise and what they deliver

Wireless Networks

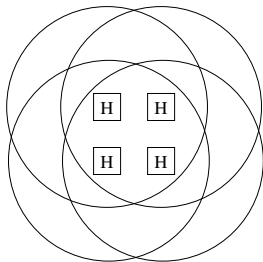
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Wireless Networks

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802.11 can be arranged in point-to-point networks called *Ad-Hoc* or *Independent Basic Service Set (IBSS)*

Wireless Networks

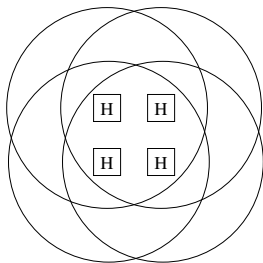


Point-to-point connections

IBSS

Ad-Hoc network

Wireless Networks



Point-to-point connections

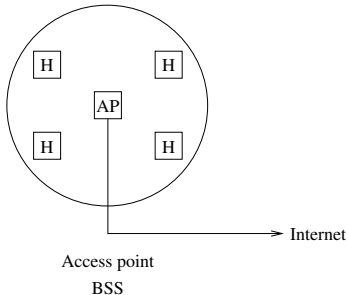
IBSS

Ad-Hoc network

Each host communicates directly with each other without an access point

Wireless Networks

But the usual Wi-Fi network is a *Infrastructure* or *Basic Service Set* (BSS), where a central hub (*access point*) relays traffic between hosts



Usual access point setup

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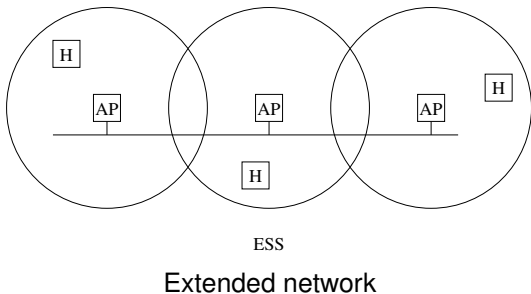
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Also the AP can connect into a wired network and so the rest of the Internet

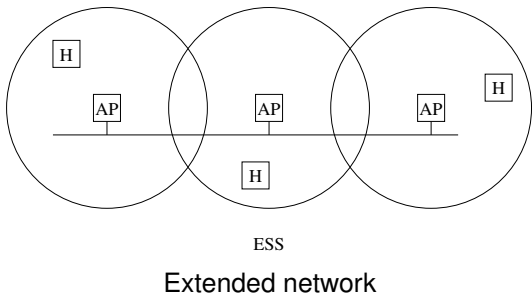
Wireless Networks

Extended Service Set (ESS) connects several APs by a wired network



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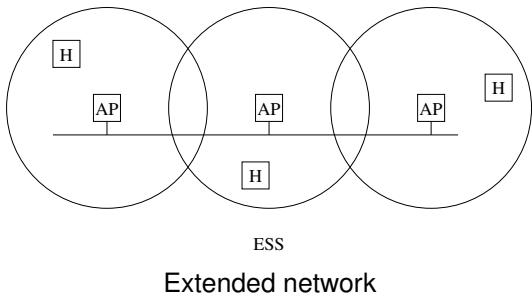
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An ESS can cover an area as large as you like

Wireless Networks

Exercise Read about *Wi-Fi Direct*, another peer-to-peer wireless connection between hosts, often used as a device setup mechanism. Compare with Ad-Hoc mode

Exercise Read about Mesh networks

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But only private from people not on the network!

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As can its successor, *Wi-Fi Protected Access* (WPA)

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Exercise Read about the new WPA3

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We usually find BSS using WPA-PSK and ESS using WPA-Enterprise, but either can use either

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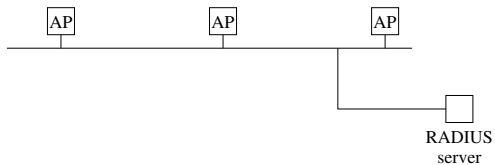
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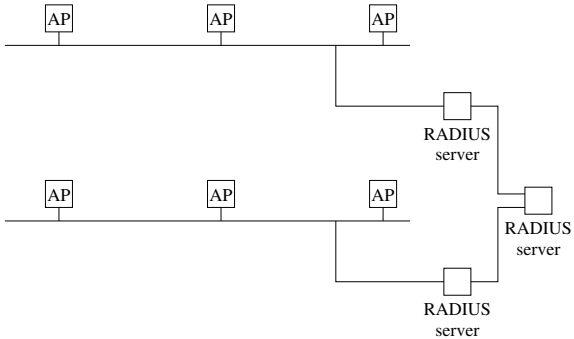
WPA-Enterprise is more complex

Wireless Security



RADIUS authentication

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Multi-institution

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Authentication is done in the RADIUS server on both the username and the password

Wireless Security

Exercise Read about how Eduroam uses WPA-Enterprise

Exercise Read about RADIUS: *Remote Authentication Dial In User Service*

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Exercise A common system we see on public Wi-Fi is a redirect to a login web page: sometimes called a *captive portal*. What kind of security (privacy and authentication) does this provide? Note this is *not* WPA-Enterprise

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Exercise What implication does this have for Ethernet collision domains?

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Exercise For hardware hackers: read about the IEEE layers:

- *Physical Medium Attachment* (PMA) for things like frames
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But it does mean we don't have to discuss Wi-Fi any further!

Other Wireless

Many other wireless networks exist, from local to wide-area

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Bluetooth gives short range, point-to-point communication

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Bluetooth Low Energy (BLE), is a non-backwards-compatible evolution designed to reduce power consumption

Other Wireless

Exercise Read about *Adaptive Network Topology* (ANT and ANT+) for short range low power wireless, similar to BLE, but for use with fitness (and other) sensors (by Garmin)

Exercise Read about *Zigbee* for short range low data rate, low power wireless, for use in home automation and control

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High Speed Circuit Switched Data (HSCSD) takes this up to 57.6Kb/s

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The ITU (who say what “4G” is supposed to mean) actually gave in to commerce and retroactively changed the definition of 4G to allow for LTE

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Some phones and systems support *voice over LTE* (VoLTE) using a suitable digital encoding of sound over the data channel

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A device will be able to connect even if it is moving at 500km/h (e.g., in a plane); latencies will be 1ms, compared to the current 20ms on LTE

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- 5G chipsets currently suck a lot of power
- the need to build a lot more base stations (using higher radio frequencies means the range of a cell is smaller)
- or upgrading old ones and re-purposing existing frequencies used by 3G

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(The base-stations will need really good onward connectivity!)

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Exercise Read about how this affects 4G not natively supporting voice and limited VoLTE support

Other Wireless

Exercise How many radios are there in your mobile phone?

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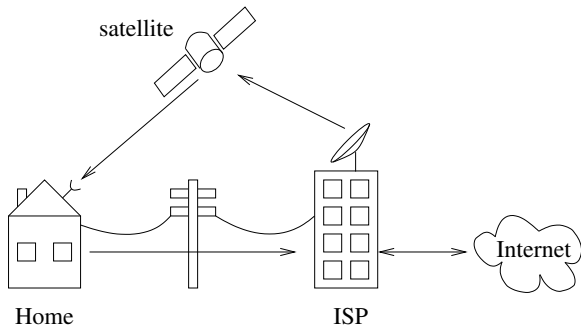
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Satellite networks can be used outside of well-connected urban areas

There are two main variants

Other Wireless

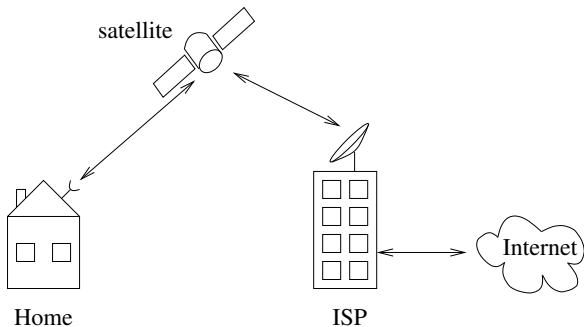


One Way satellite

One way satellite

One way satellite: this employs the usual asymmetry. Data away from the home travels by telephone wire; data towards the home travels through a satellite connection

Other Wireless



Two Way satellite

Two way satellite

Two way satellite: satellite connections both ways. More expensive in equipment in the home, but not reliant on a telephone network

Other Wireless

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They are good for remote and undeveloped areas with no other local infrastructure

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Lower latency \implies lower orbit \implies faster moving satellites
 \implies more satellites needed to maintain coverage

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Due to the cost, this may turn out to be a “top up” service for the hard to get at places; not a general connection for all

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Fortunately, as we go up the layers, the amount of variety decreases!