The 2P MAC Protocol for WiFi Mesh Networks: Design and Evaluation

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Outline

- Background
- SynOp: the basis of 2P
- The 2P MAC protocol
- Feasibility constraints
- Evaluation
- Conclusions
- *Questions*

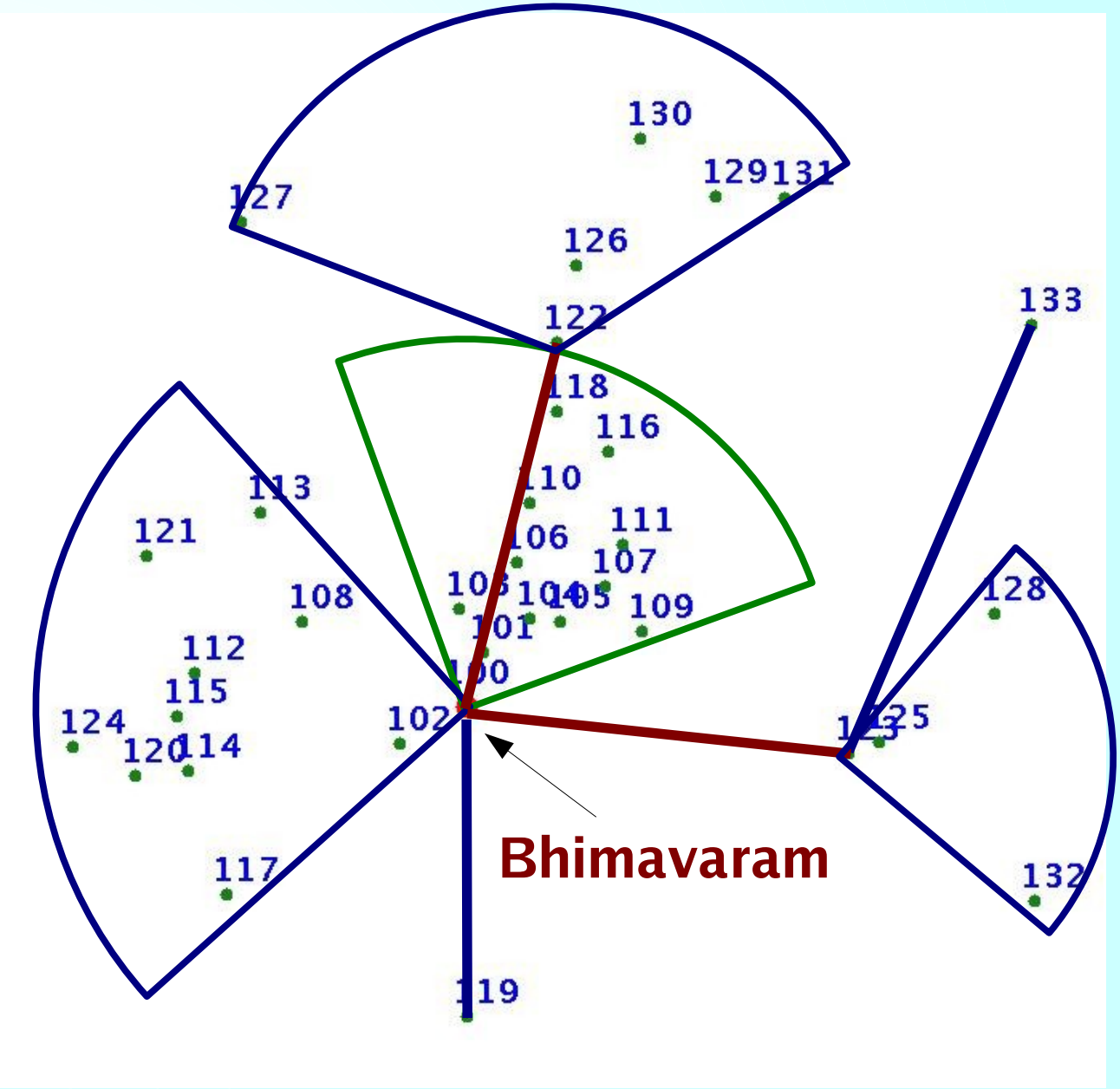
Background

- WiFi (802.11) is a cost-effective solution for long-distance (broadband) wireless
- Examples...

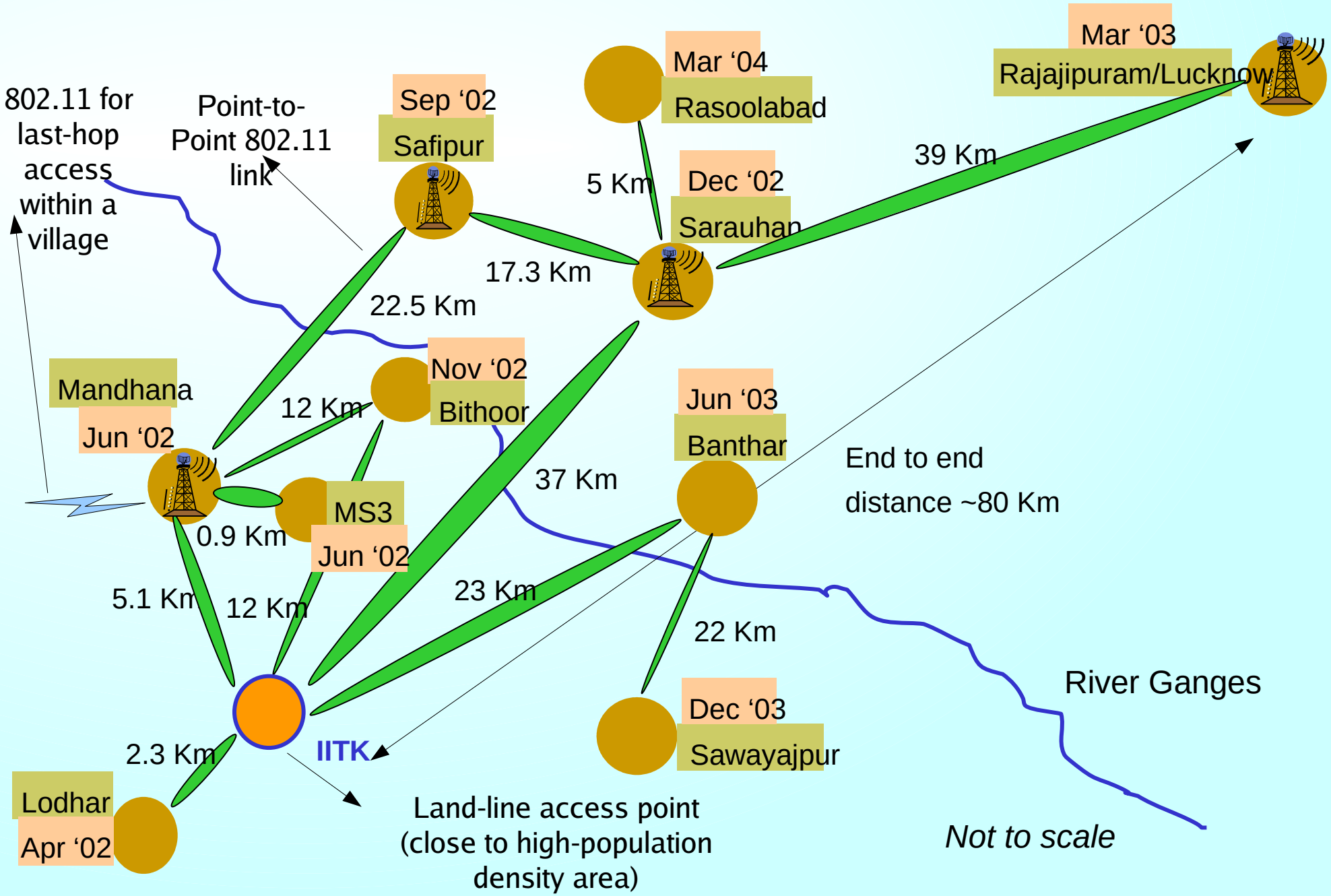
A WiFi Network in Djurslands, Denmark

www.DjurslandS.net

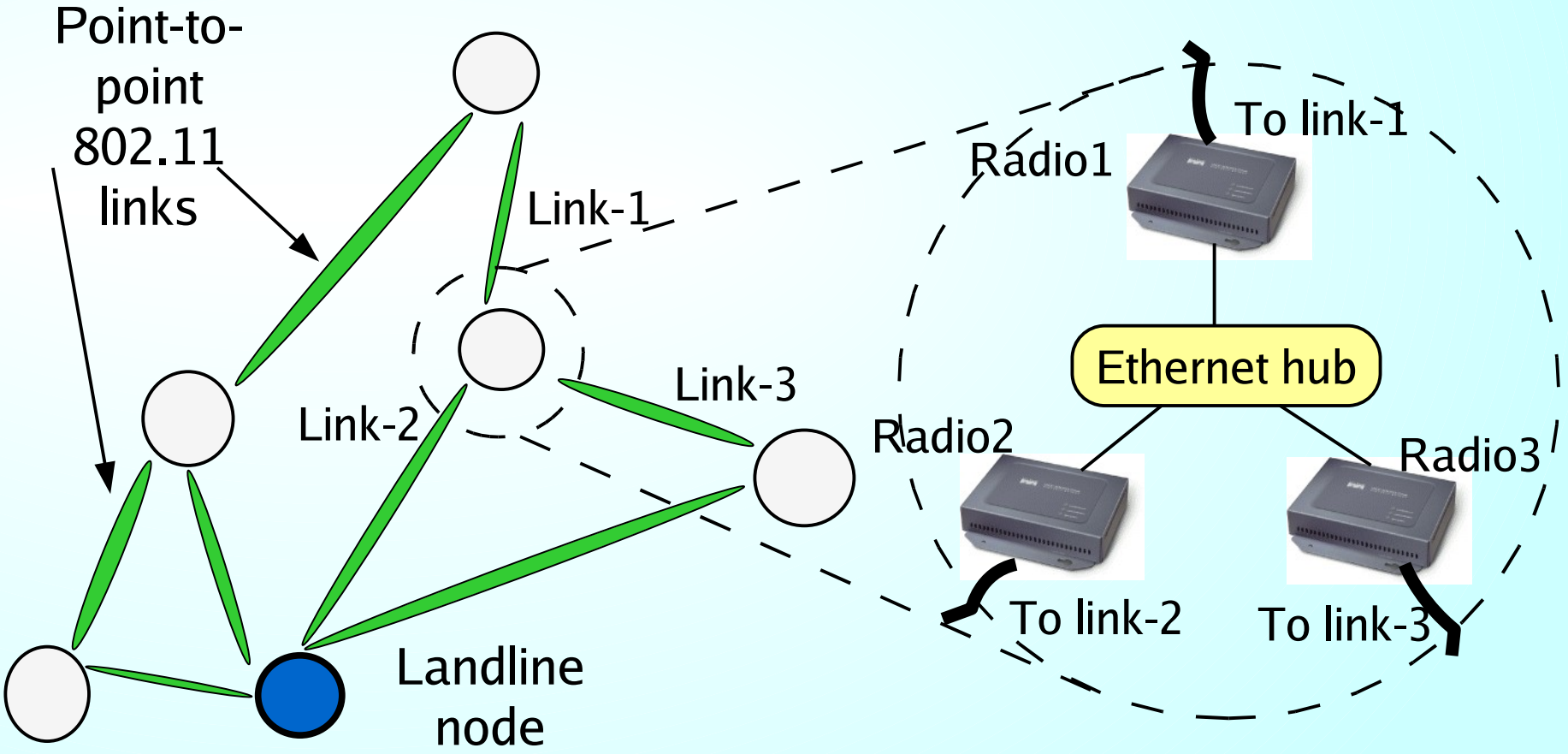
The Ashwini Deployment (Planned) West Godavari, A.P., India



Digital Gangetic Plains

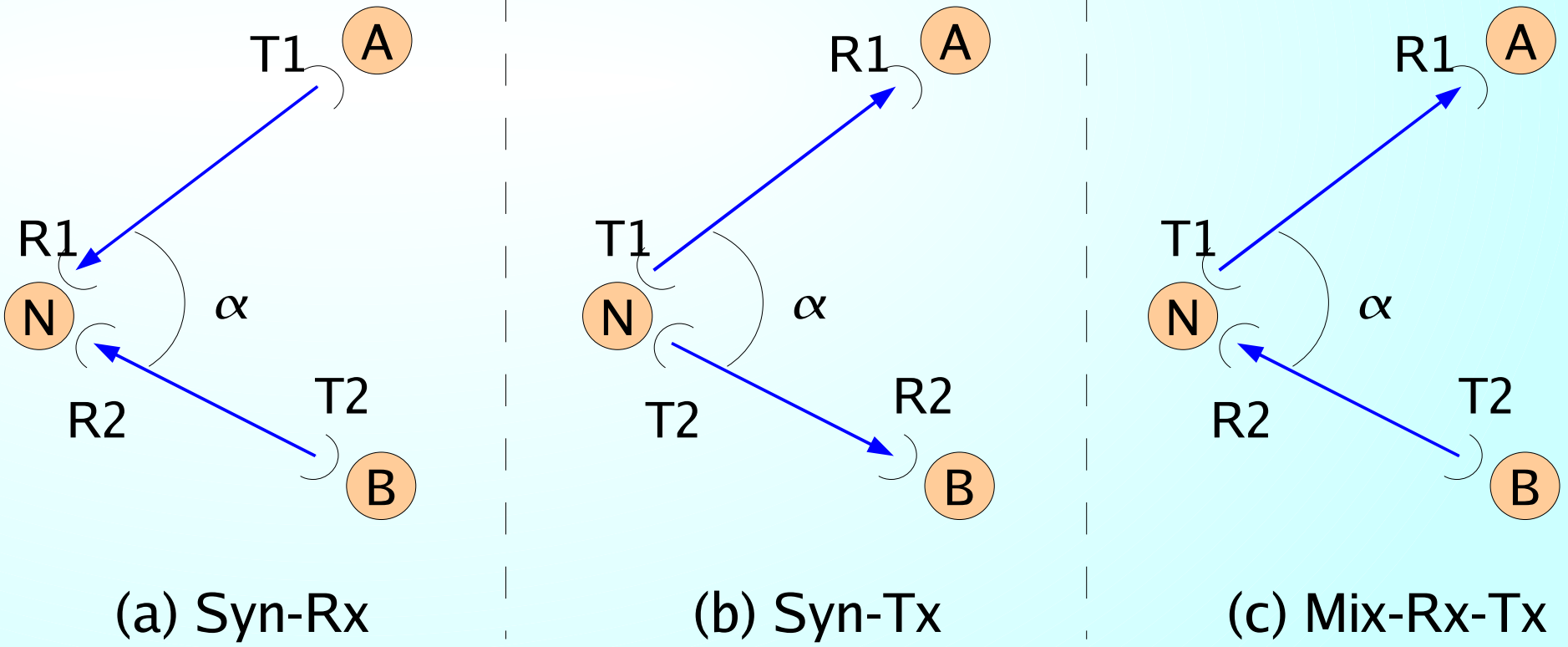


Network Model



- Point-to-point links
- Multiple interfaces (radios) per node
- One directional antenna per link
- Single channel operation

SynRx, SynTx, and Mix-Rx-Tx

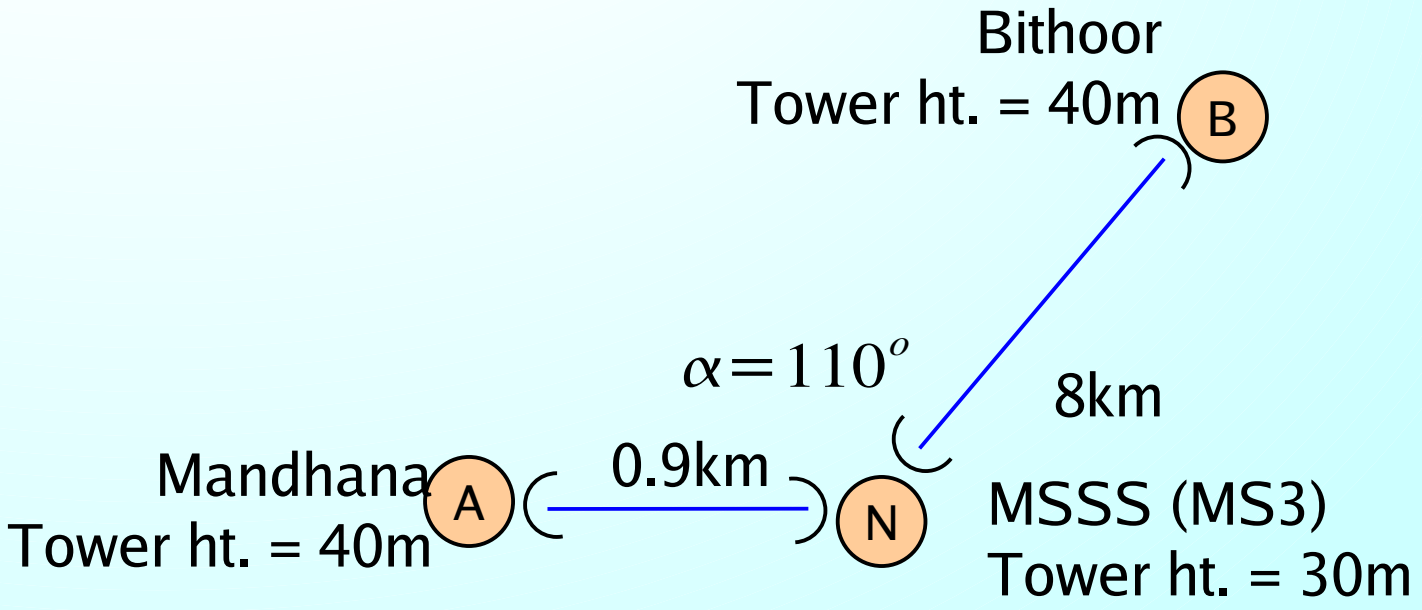


Exposed interface problem within a node:

CSMA/CA (802.11 DCF) inherently allows only one link operation per node

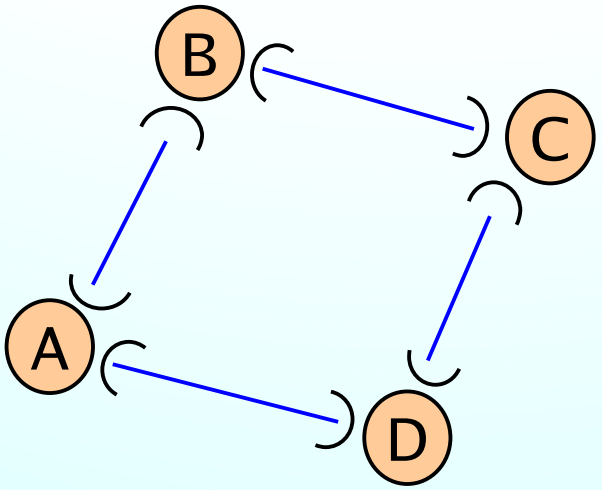
Problems: (a) Immediate ACK, (2) CS back-off

SynOp: SynTx + SynRx Experimental Verification



The 2P MAC Protocol

- Two phases: each node switches between SynRx and SynTx
- Topology has to be bipartite



a) Links: A-->B, A-->D, C-->B, C-->D

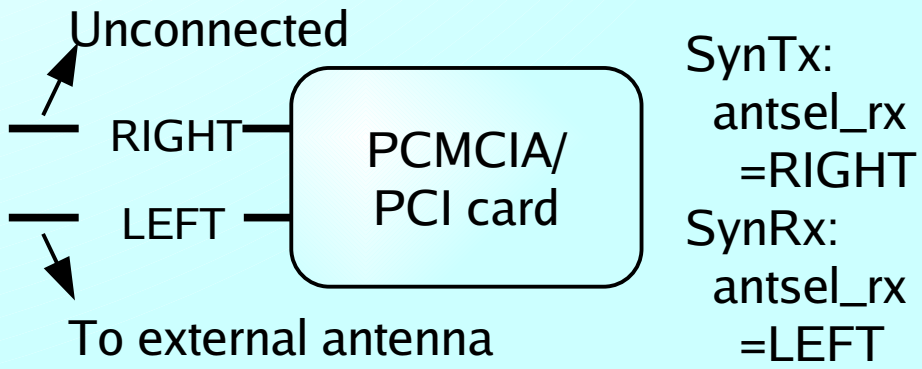
b) Links: B-->A, B-->C, D-->A, D-->C

Note: diagram ignores system and propogation delays

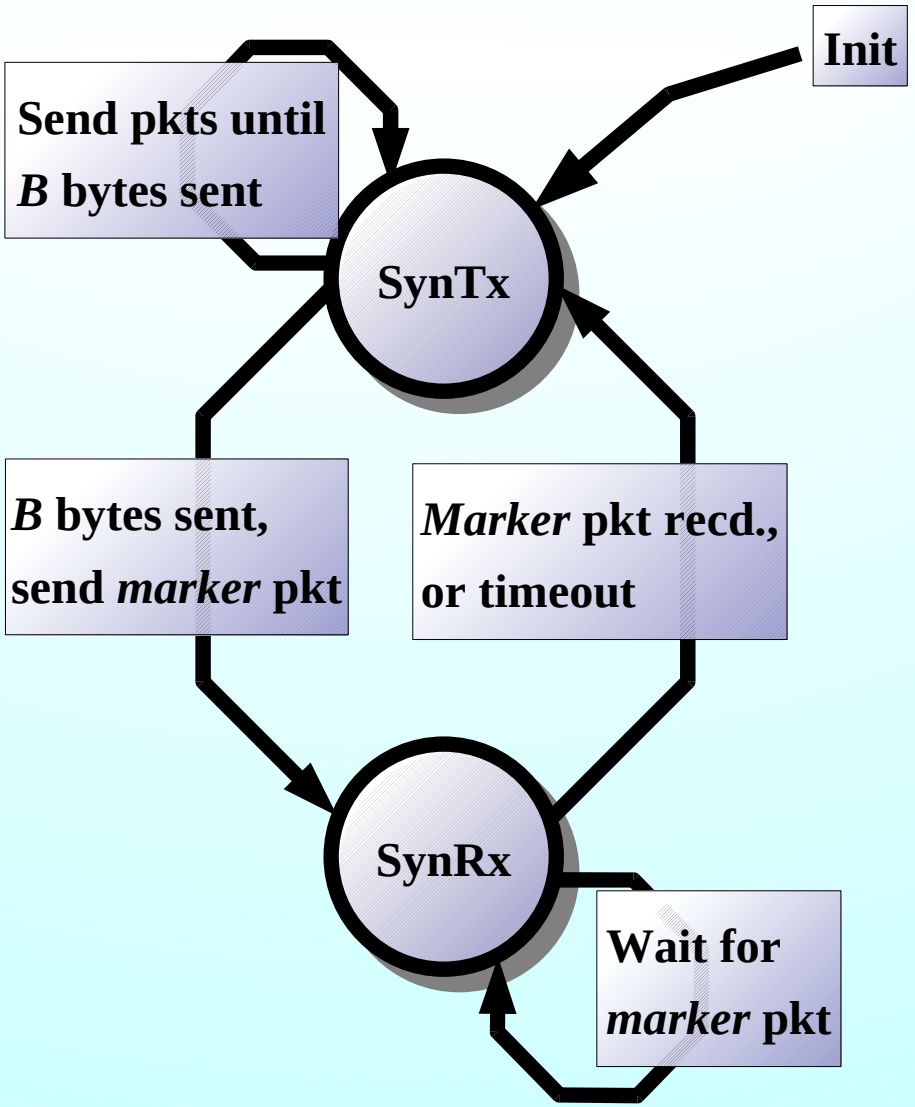
- How to achieve 2P on off-the-shelf hardware?
- Can 2P work without tight time synchronization?
- Relation between 2P and network topology
- 2P performance versus CSMA/CA

Achieving SynOp

- Goal: bypass DCF to achieve SynOp
- Two offending factors: immed. ACKs, CSMA backoff
- Avoiding immediate ACKs:
  - Use IBSS mode
  - IP unicast to/from MAC broadcast
- Avoiding CSMA backoff:
  - Make use of diversity antenna
  - Change antsel_rx to the unconnected antenna before transmitting

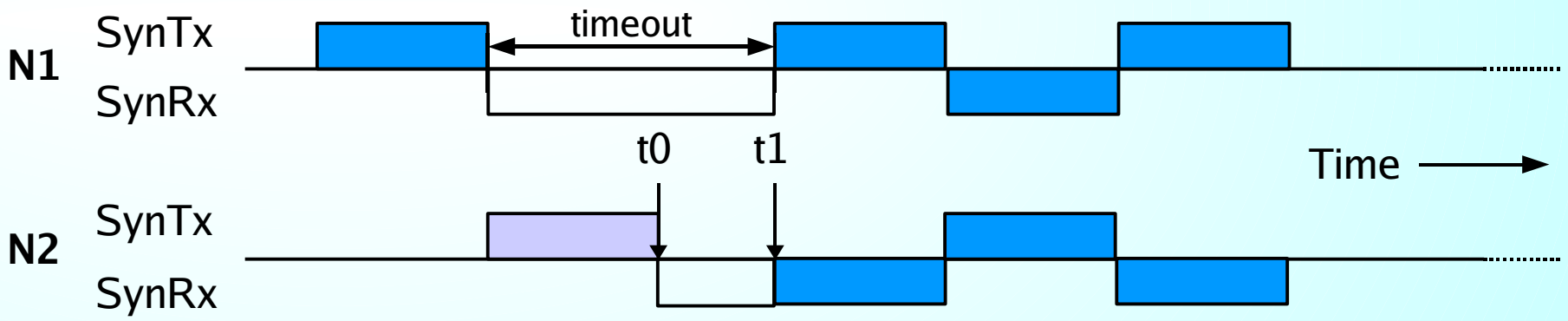


2P on a Single P2P Link



- B bytes in each phase
- SynTx+SynRx = one round
- Marker packet acts as a "token"
- The two ends of the link are in loose-synchrony
- How do we handle:
  - Temporary loss of synchrony?
  - Link recovery or initialization?

The 2P Timeout Mechanism

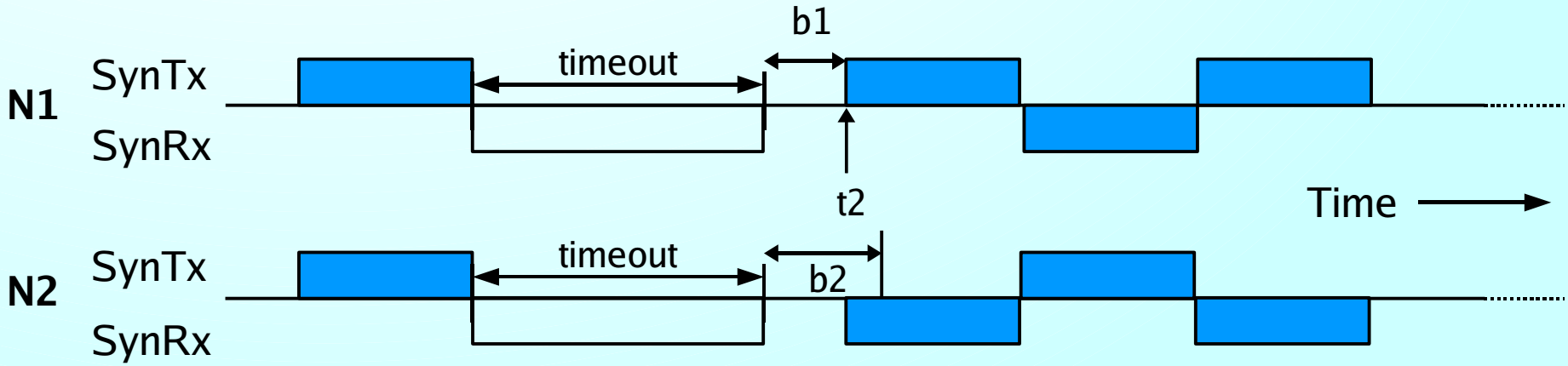


Note: diagram ignores system and propagation delays

- Timer started on entering SynRx
- Put on hold on starting to hear
- Link-resync takes only one round
- CRC errors of non-marker pkts immaterial

Bumping to Avoid Repeated Timeouts

- If SynTx phases coincide, repeated timeouts occur
- Use random delay bumping to avoid this



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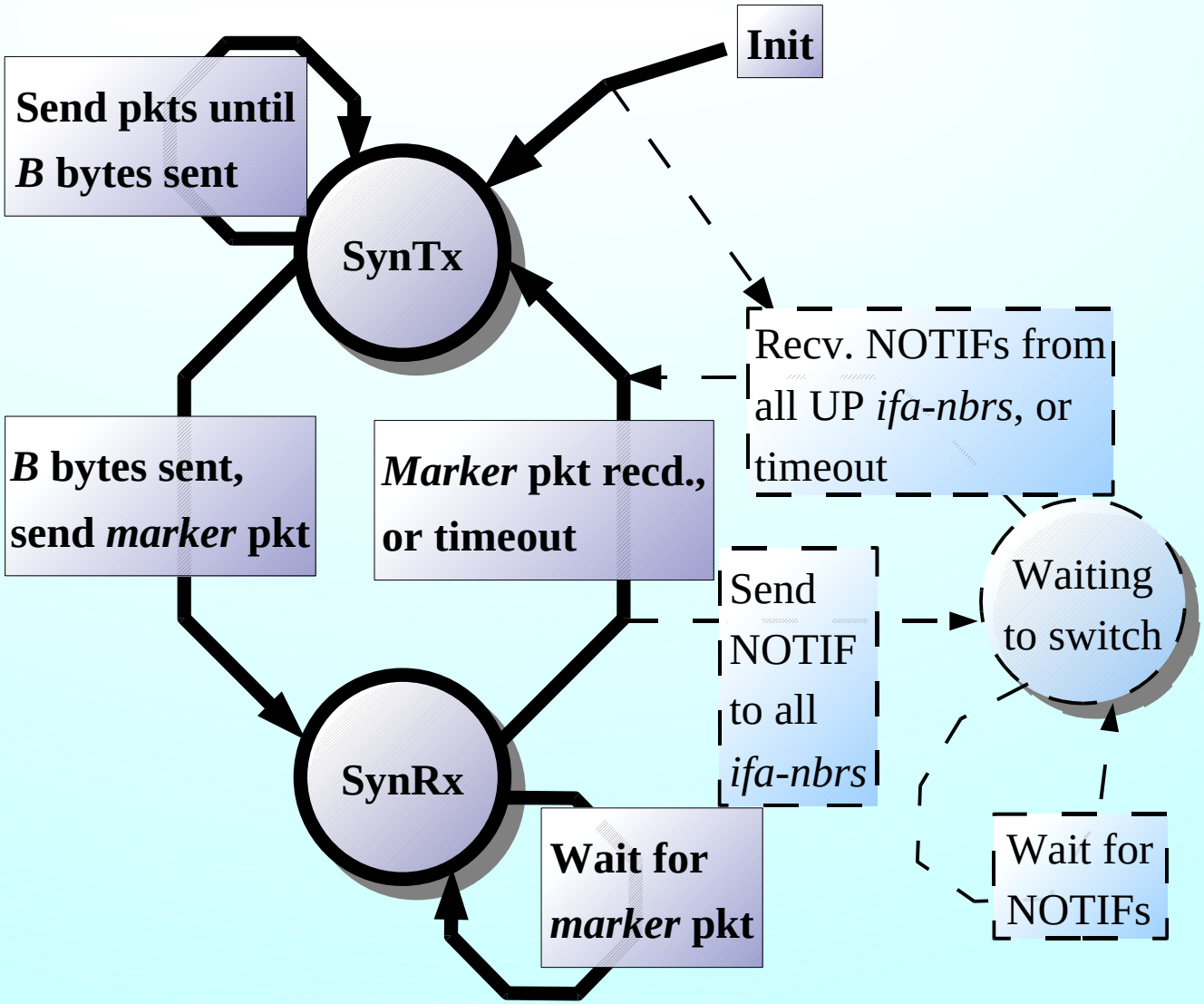
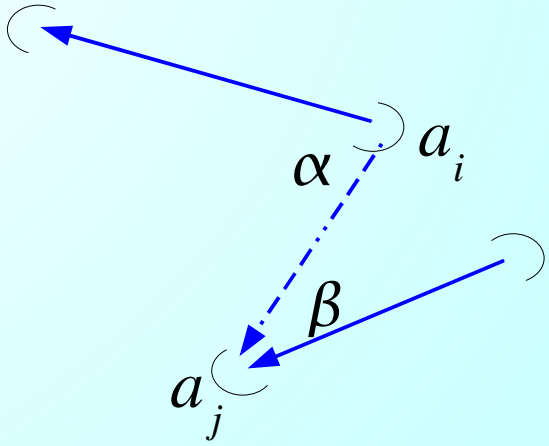
Communication Across Interface-Neighbours



- NOTIF msgs to indicate end of SynRx
- Wait for NOTIF msgs from all ifa-nbrs before SynTx
- UP/DOWN state w.r.t. each ifa-nbr
- Communication through shared-memory, or ethernet

Topology Constraints

- 2P has two main constraints:
  - Topology should be bipartite
  - Power constraints
- Write a set of linear equations with variables P_i
  - SIR >= SIR_{reqd}
- Simple set of heuristics for topology formation



$$Overall\ gain\ from\ a_i\ to\ a_j =$$

$$(Gain\ of\ a_i's\ Tx\ in\ a_j's\ dirn) \times$$

$$(Gain\ of\ a_j's\ Rx\ in\ a_i's\ dirn) =$$

$$Gain\ at\ angle\ \alpha \times Gain\ at\ angle\ \beta$$

Evaluation of 2P

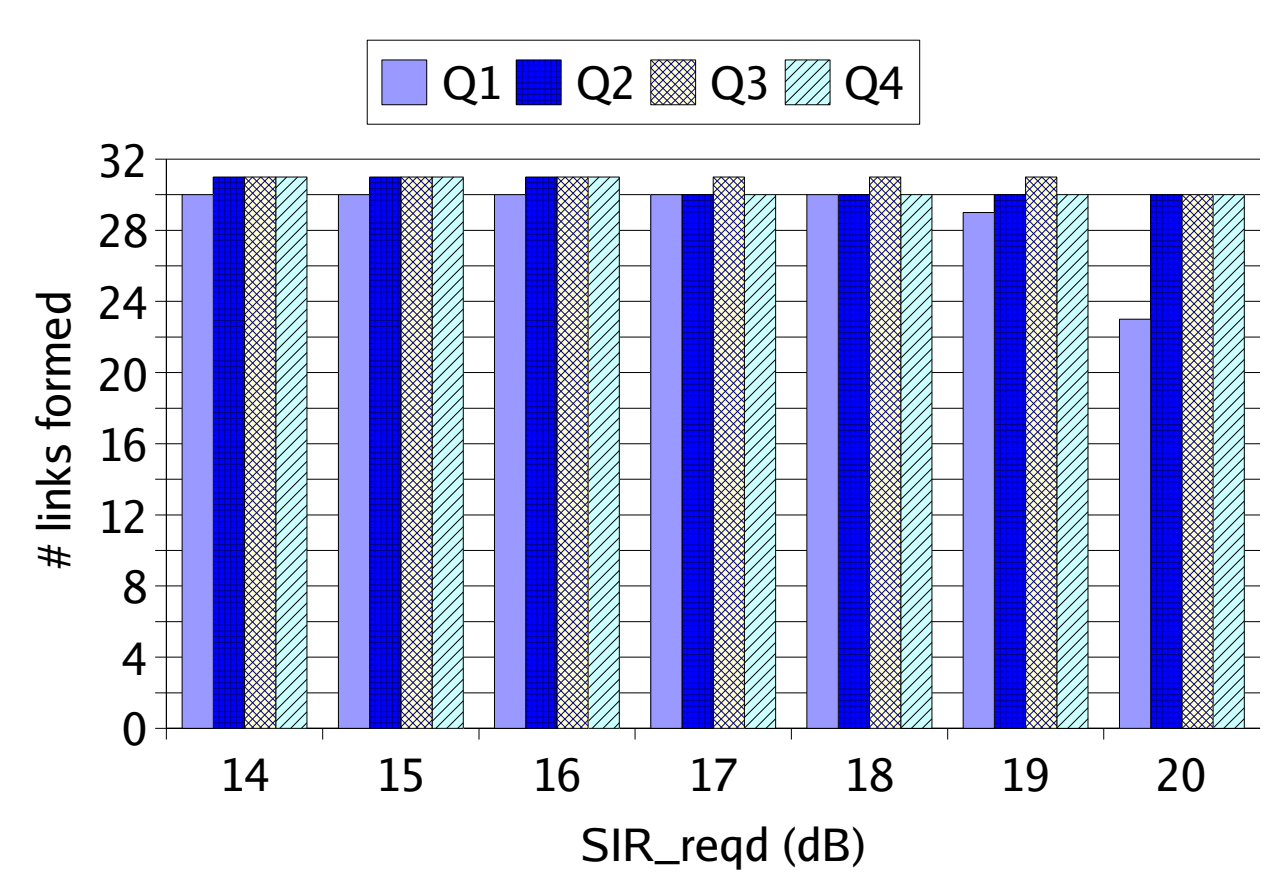
- Topology formation
- Simulation studies
- Implementation

Evaluation of Topology Creation

- Aspects of interest:
  - How well does the algorithm scale?
  - How much head-room in SIR_{reqd} is possible?
- Evaluation:
  - Using parts of the map of Durg district, Chattisgarh, India
  - Using random topologies

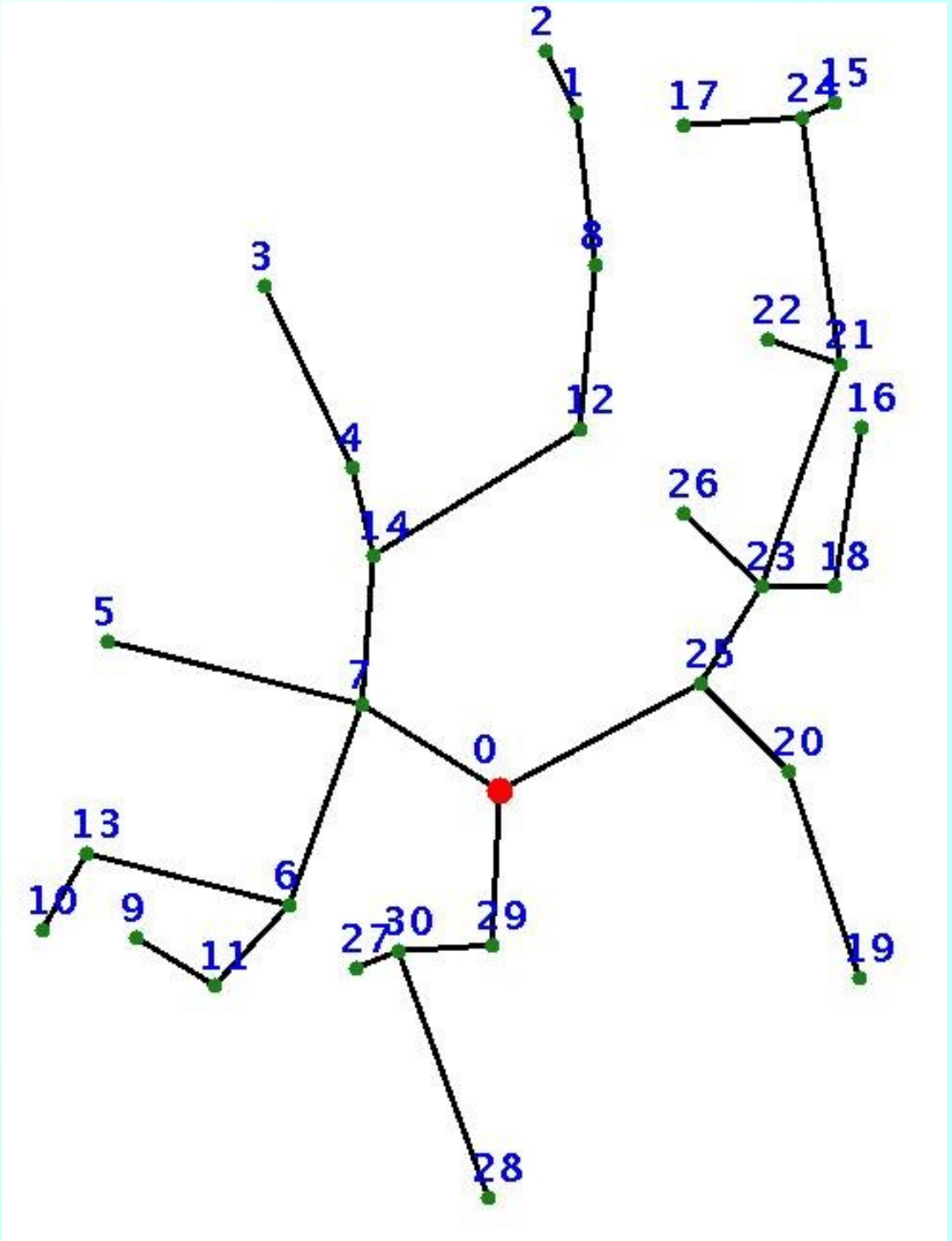
Topology Creation on Durg District

- Four clusters of villages
  - Q_i (i=1..4) 31, 32, 32, and 32 villages each



SIR_{reqd} of 18-20dB easily possible

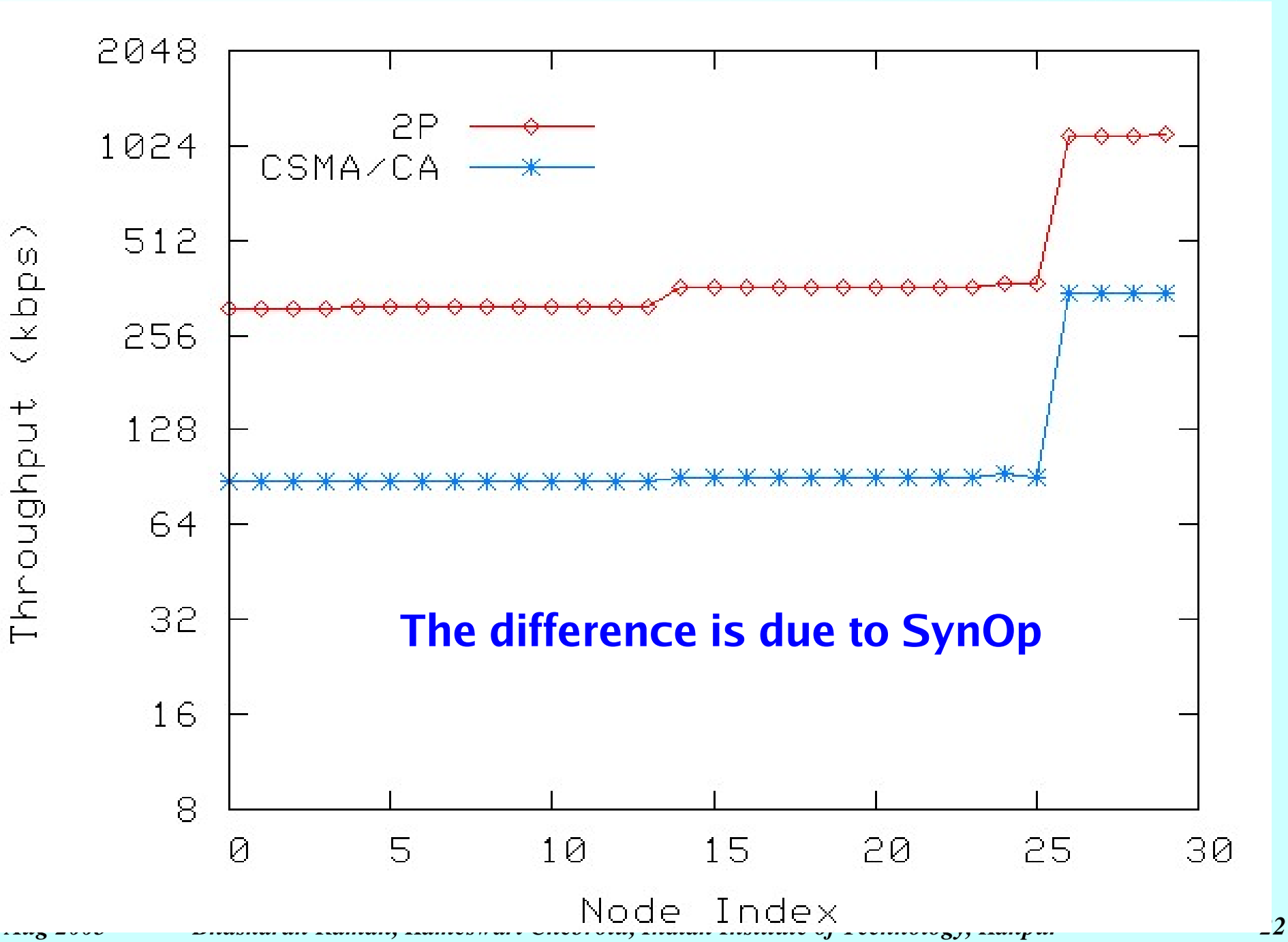
The Topology on Q_1



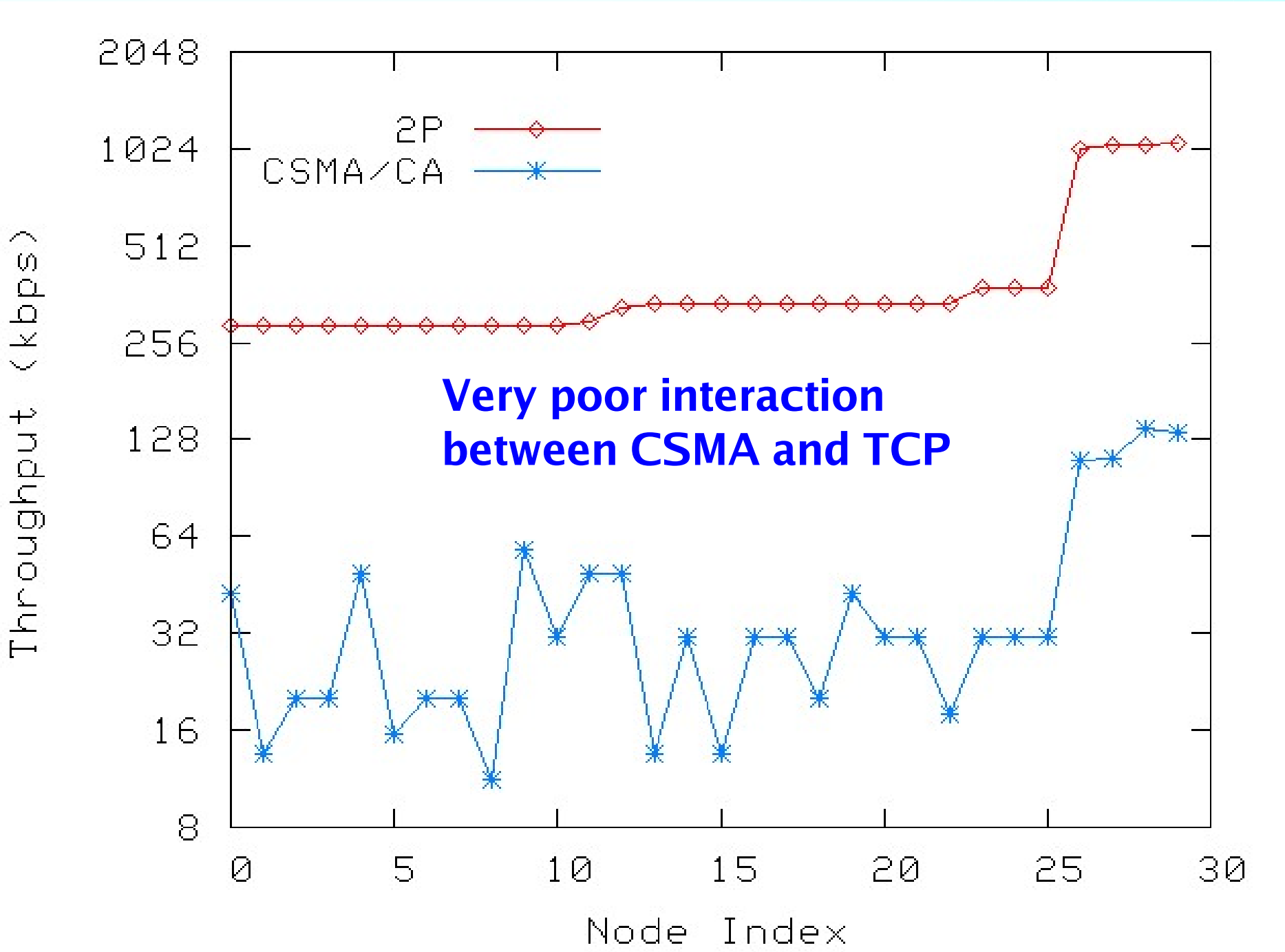
Simulation-based Evaluation

- ns-2 modification
- Parameters:
  - Q_1's 31-node topology used
  - UDP or TCP traffic
    - Packet size: 1400 bytes
    - UDP: saturating CBR traffic (every 2ms)
    - TCP: NewReno used
  - Simulated time duration: 10sec

Saturation Throughput (UDP)



TCP Performance



Implementation-based Evaluation

- Implementation using HostAP v0.2.4, Linux 2.4 (also works on Linux 2.6)
- 2P on a single link: 6.1Mbps
  - Less than the max. possible 6.5Mbps
  - Overhead in antsel_rx, marker pkt, CW_{min} being 32
- 2P performance on a pair of links:
  - A <--> N1, N2 <--> B, UDP traffic

	Avg (SD) thrpt at A (Mbps)	Avg (SD) thrpt at N1 (Mbps)	Avg (SD) thrpt at N2 (Mbps)	Avg (SD) thrpt at B (Mbps)
2P	2.70 (0.31)	2.06 (0.24)	2.81 (0.15)	2.81 (0.10)
CSMA	2.07 (0.13)	1.13 (0.22)	1.90 (0.15)	3.11 (0.14)

Concluding Remarks

- Future directions:
  - Can be extended to P2MP scenarios as well
    - Provided the antenna is suitable
  - Topology creation is an interesting aspect of study
- 2P good for 802.11 mesh networks
  - Reuse of spectrum for max. throughput
  - Applicable in a wide-range of deployments
    - Campus network, community network

Parameters in 2P

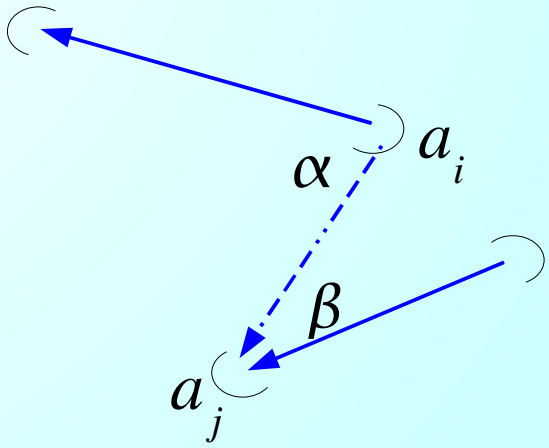
- Phase duration: B bytes
  - Large B implies lower % overhead, but higher latency
  - For B=10KB, 6% overhead, 13ms latency
  - For B=4.5KB, 11% overhead, 6ms latency
- Timeout:
  - Lower bound: one phase duration
  - Simulation: 1.25 times the phase duration
  - Implementation: 25ms (kernel jitter ~ 10ms)

Some Remarks on 2P

- Dummy bytes sent when no IP data
  - Power consumption not a major concern
  - Embedded platform ~ 4-6W at least
    802.11 radio ~ 0.1-0.2W only
- Unequal phase durations possible
  - But not really useful for more than a single hop network
- RF leakages: not too many interfaces can be placed close to each other

Power Constraints

- Denote by P_i, the txpower at antenna A_i
- Each tx acts as interference to all other tx
- Write a set of linear equations with variables Pi
  - SIR >= SIR_{reqd}
  - Probably should have some head-room too
  - Feasibility of a solution to this implies that the topology is 2P-compatible



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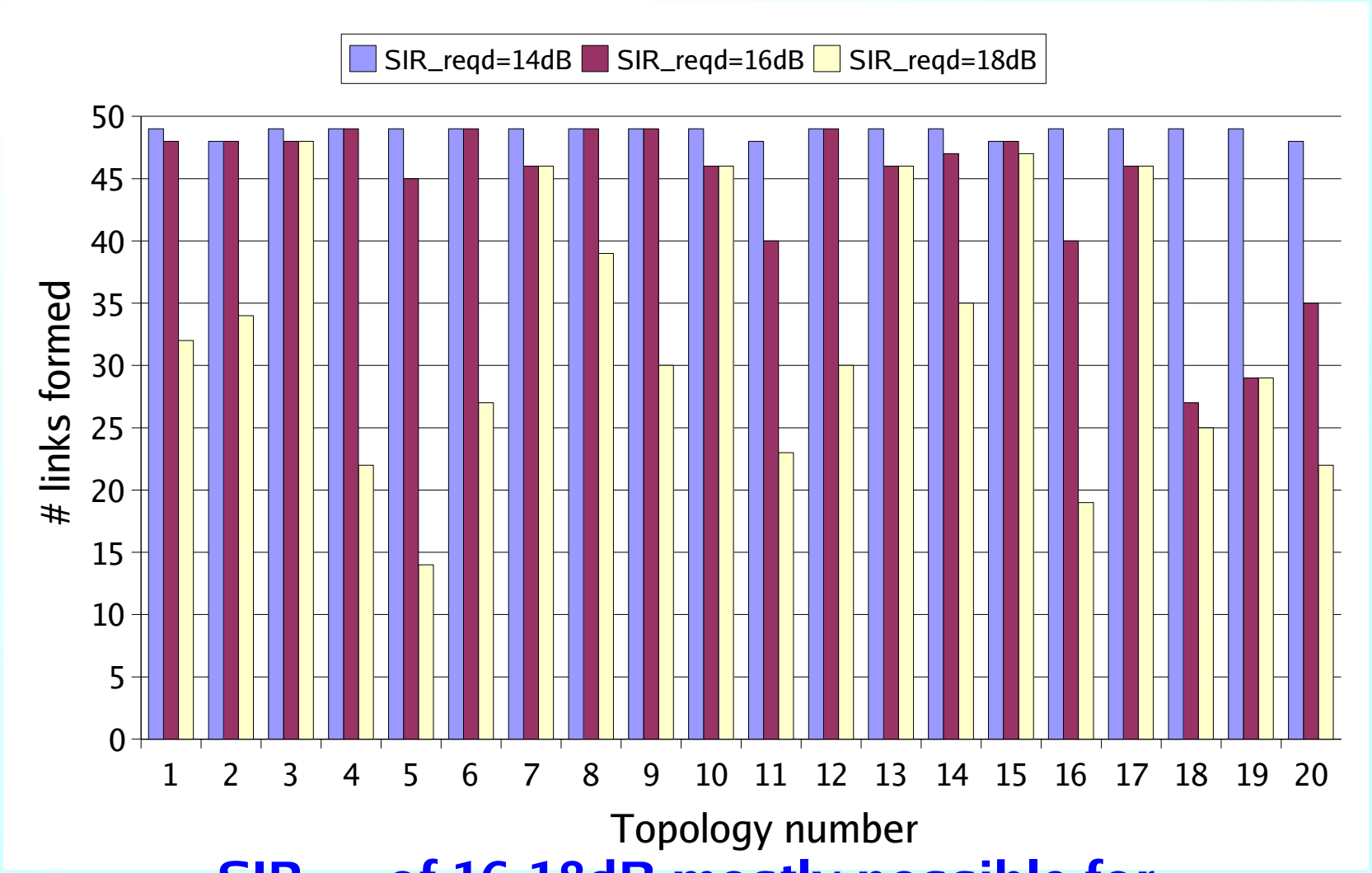
$$Gain\ at\ angle\ \alpha \times Gain\ at\ angle\ \beta$$

Topology Formation

- Tree topology:
  - Trivially bipartite
  - Only one landline ==> tree is natural
    - Only a tree is active at any time
- Heuristics:
  - H1: use short links
  - H2: avoid short angles between links
  - H3: minimize the number of hops
- Mimic a natural deployment pattern
  - Nodes close to landline connected first, then the next level

Topology Creation on Random Scenarios



SIR_{reqd} of 16-18dB mostly possible for up to 30-50 node topologies

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Simulation-based Evaluation

- TeNs:
  - http://www.cse.iitk.ac.in/~bhaskar/tens/
  - Channel interference, grey regions, multiple interface support, directional antennas
- Further extensions:
  - Populating the ARP table appropriately
  - 24dBi directional antenna support
  - MAC modifications: air propagation delay, ACK timeout
  - LLC: sliding-window protocol

Single Channel Operation

- 802.11b has only three independent channels
- 802.11a has twelve independent channels
  - Four are meant for outdoor use
- Why only a single channel for the mesh?
  - Mitigation of “RF pollution”
  - The mesh may not be 3-edge-colourable
  - If the frequency is licensed, more channels could imply more cost