## **RT-WLAN:** A Soft Real-Time Wireless LAN

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# WLAN in the Market

#### Current WLAN Standards

Standard	Max. Bandwidth	Range	Band	Non standard enhancements
IEEE 802.11b	11 Mbps	Outdoors: 500m Indoors: 150m	2.4 GHz	802.11b+ 22 Mbps
IEEE 802.11a	54 Mbps	Outdoors: 350m Indoors: 100m	5 GHz	Turbo mode: 108 Mbps

#### • Reasons for popularity

- High Throughput
- Affordable
- Integrated WLAN devices
  - Tablet PCs: Compaq, Acer
  - PDAs: Toshiba, Palm, Compaq
  - Cellphones: Symbol, Spectralink
  - Laptops: IBM, HP, Apple, Toshiba, Dell, Compaq, Gateway

## 802.11 Basics

- Shared medium: Uplink and downlink
- Same MAC protocol at every device (Access Point or user terminal)
- Two modes of operation
  - DCF (Distributed Coordination Function): common mode
    - Distributed approach to access the channel using CSMA/CA
  - PCF (Point Coordination Function): mode not included in interoperability standard by Wi-Fi Alliance
    - Users polled by Access Point
- Ethernet-like MAC protocol
  - Carrier sense before sending
  - Binary Exponential Backoff on contention



- MAC enhancements for Quality of Service (QoS)
  - 802.11e: VoIP, video conferencing, streaming media
- Improved Physical Layer: Higher rate and longer range
  - 802.11g: higher speed but backward compatible to 802.11b
- Security and Authentication
  - WEP (Wired-Equivalent Privacy) found to be broken
  - 802.11i: interim standard WPA (Wi-Fi protected access)
- Fair channel access
  - crucial in commercial deployments

# Why Real-Time WLAN?



- It has two modes: DCF (mandatory) and PCF (optional).
- Only the DCF is implemented.
- DCF is contention-based (CSMA/CA).

- Two problems under the DCF:
  - Contention-based nature ⇒ Unpredictable delay of frame transmissions.
  - Can not support prioritized transmission of real-time traffic.

## **Problem Statement**

### **FACTS**

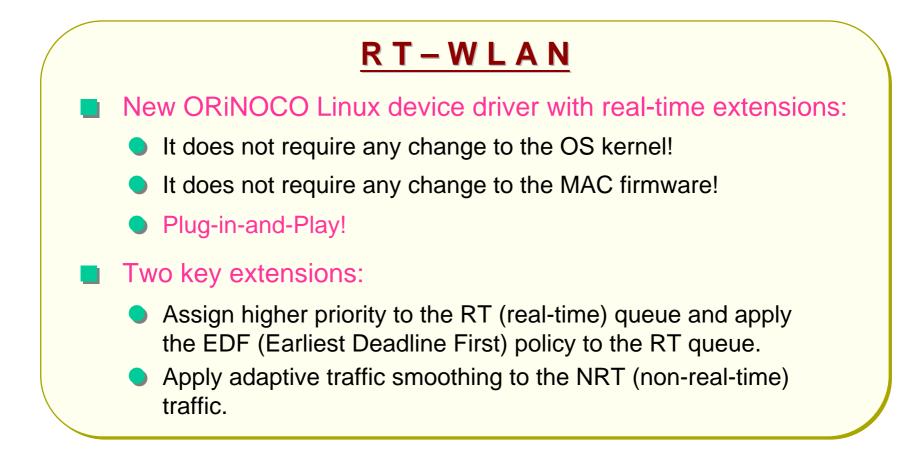
### The new E-DCF is being proposed, but not finalized yet.

So, DCF-based 802.11 products are expected to continue their dominance of the market.

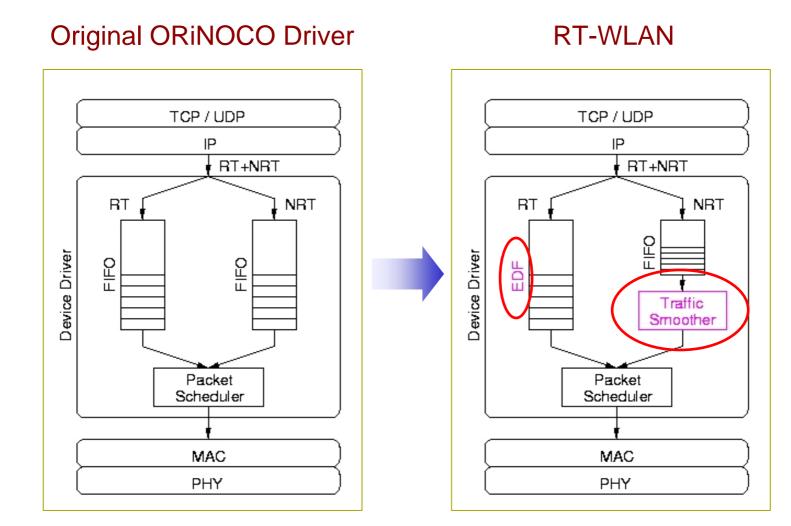
### **OBJECTIVE**

Support real-time applications in the existing 802.11 DCF systems, in particular, the one using the popular ORiNOCO devices.

## Our Approach



### **Device Driver Architecture**



## The RT Queue

### **Application Level**

API: "set\_priority(int packet\_type, double relative\_deadline)".
For RT packets: packet\_type is 1.

### **Device Driver Level**

Calculate the absolute deadline for each RT packet based on relative\_deadline.

#### EDF Policy:

- Each RT packet is inserted into the RT queue according to its absolution deadline.
- RT packets are served in the order of their positions in the RT queue from head to tail.

## The NRT Queue

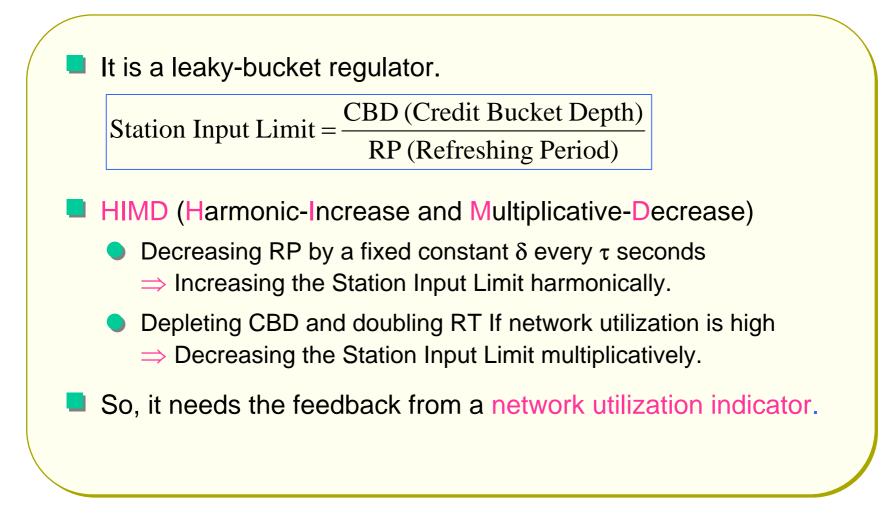
### **Application Level**

- API: "set\_priority(int packet\_type, double relative\_deadline)".
- For NRT packets: packet\_type is 0 and relative\_deadline is ignored.

### **Device Driver Level**

- FIFO Policy:
  - NRT packets are served in the order they are en-queued.
  - However, before an NRT packet is actually de-queued, it will be passed through an adaptive traffic smoother.

## Adaptive Traffic Smoother



# Network Utilization Indicator

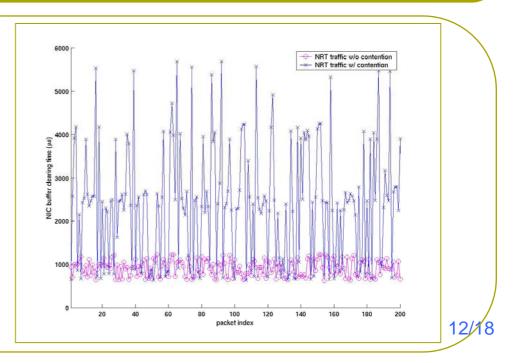
Ethernet device drivers: use collision status report.

#### RT-WLAN:

- Collision status report is not supported in ORiNOCO driver.
- So, we use NIC Buffer Clearing Time.

### **Test Results**

- 'o' points: the benchmark case when there is no contention.
- 'x' points: two stations are contending for the medium.



# **Experiment Scenario - I**

### **Peer-To-Peer RT Streaming**

To show the effects of applying EDF policy on the RT queue.

#### Network Configuration

- Two laptops are communicating with each other.
- The transmitter has two RT traffic sources: RT1 and RT2.

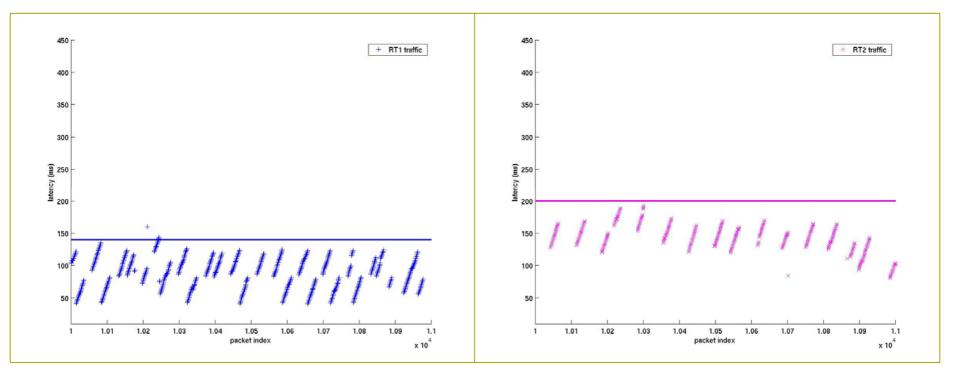
#### Station Configuration

Both laptops are using Agere ORiNOCO silver cards and are running in the IBSS ad hoc mode.

# Latency Comparison (1)

#### RT1: *relative\_deadline* = 140ms

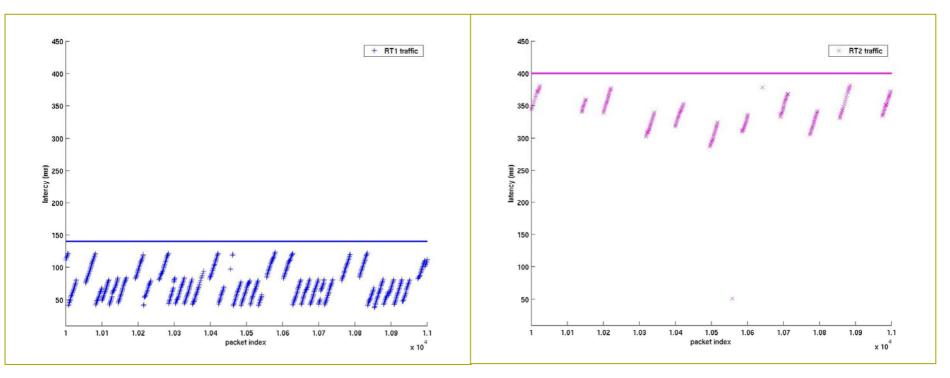
#### RT2: *relative\_deadline* = 200ms



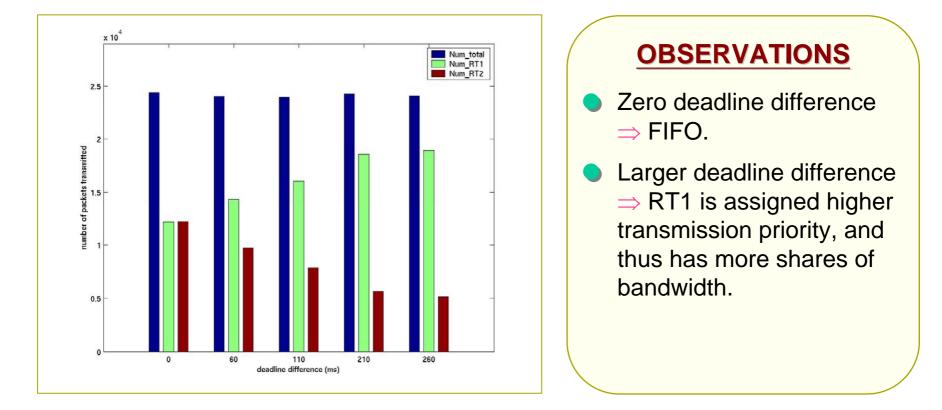
# Latency Comparison (2)

#### RT1: *relative\_deadline* = 140ms

#### RT2: *relative\_deadline* = 400ms



# **Throughput Comparison**



# **Experiment Scenario - II**

### **RT Streaming in presence of 3rd-Party NRT Traffic**

- To show the effects of applying adaptive traffic smoothing to the NRT traffic.
- Network Configuration
  - Three laptops are used.
  - Two laptops generate RT and NRT traffic, respectively, and the third one serves as the common receiver to both.

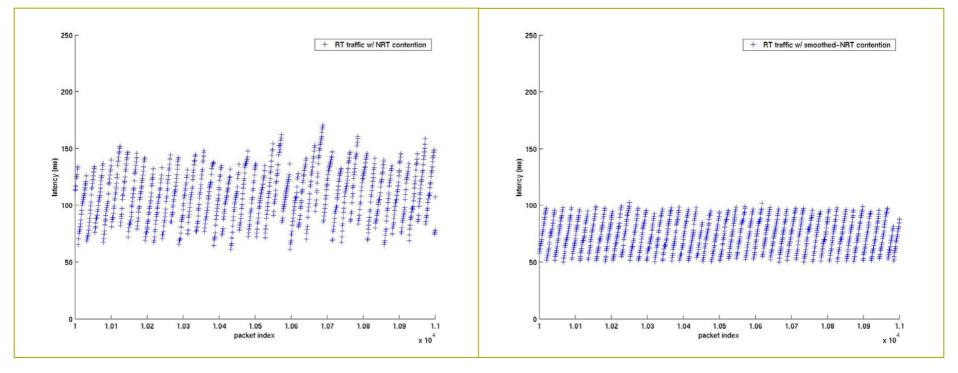
#### Station Configuration

All three laptops are using Agere ORiNOCO silver cards and are running in the IBSS ad hoc mode.

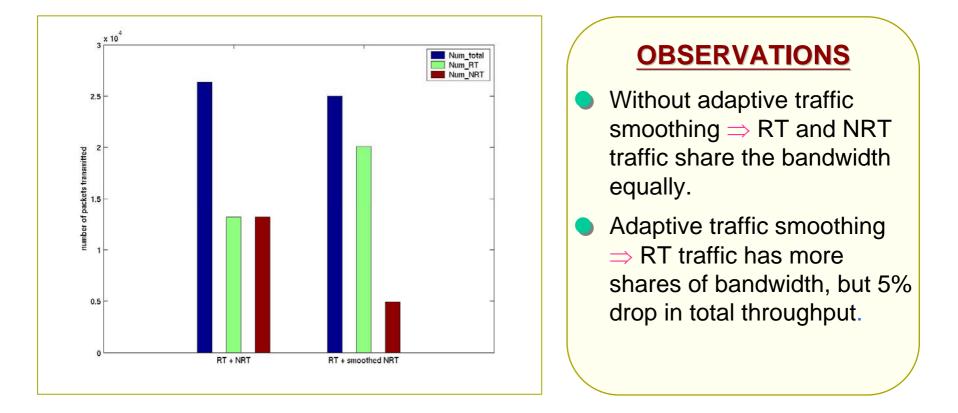
## Latency Comparison

#### RT (+ NRT contention)

#### RT (+ smoothed NRT contention)



# **Throughput Comparison**



## Conclusion

- Design and implement RT-WLAN:
  - A new Linux device driver with real-time extensions.
  - It is compatible with the Agere ORINOCO silver cards available in the market.
- Key features:
  - Serve real-time traffic in the high-priority RT queue with EDF policy.
  - Serve non-real-time traffic in the low-priority NRT queue with FIFO policy and adaptive traffic smoothing.

## Future Work

- Enhancing the adaptive traffic smoother
  - The current version results in (unnecessary) conservative transmission attempts of NRT packets.
- Service differentiation among NRT traffic
  - Adding multiple NRT queues, and each NRT queue is followed by a different traffic smoother.