



# ***Module contents***

## **★ Technologies overview**

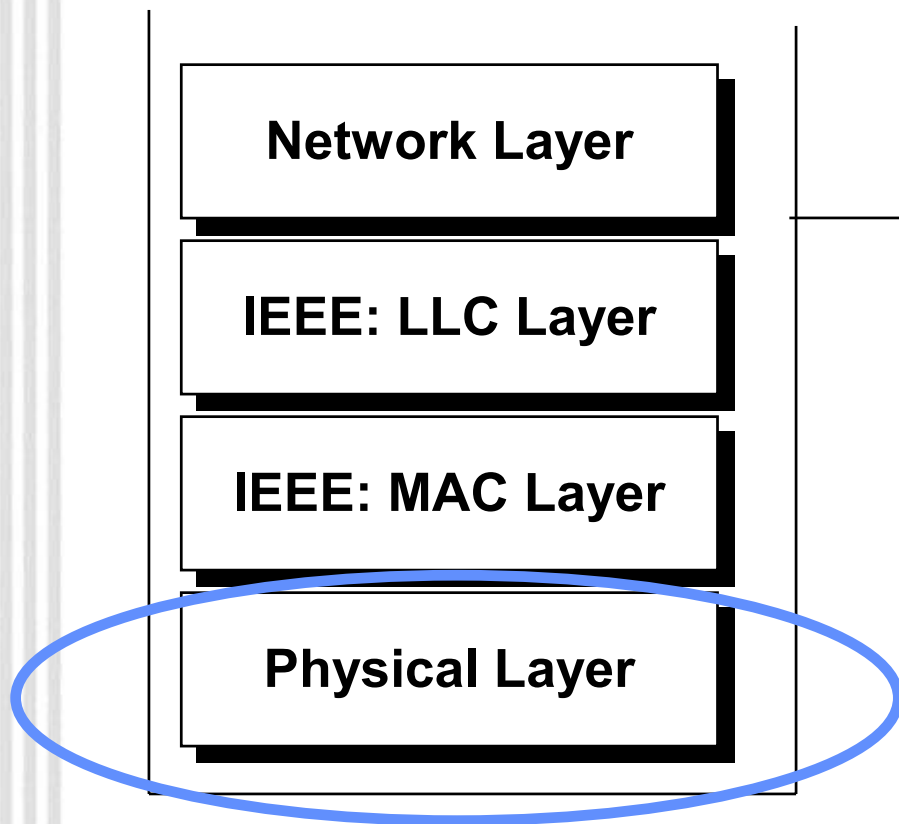
### **★ Spread Spectrum**

- ★ Direct Sequence
- ★ Frequency Hopping

### **★ Modulation**

- ★ DBPSK/DQPSK
- ★ CCK

# OSI Reference Model: Phy

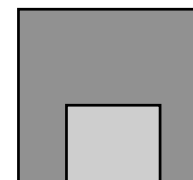


## ★ Network Oper. System

- ★ Network Layer
- ★ Guarantees delivery data

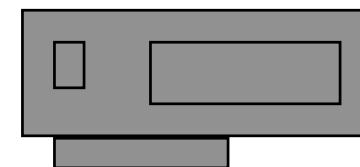
## ★ Drivers

- ★ LLC Layer
- ★ send/receive data



## ★ LAN Controller

- ★ MAC Layer
- ★ data into/out frame



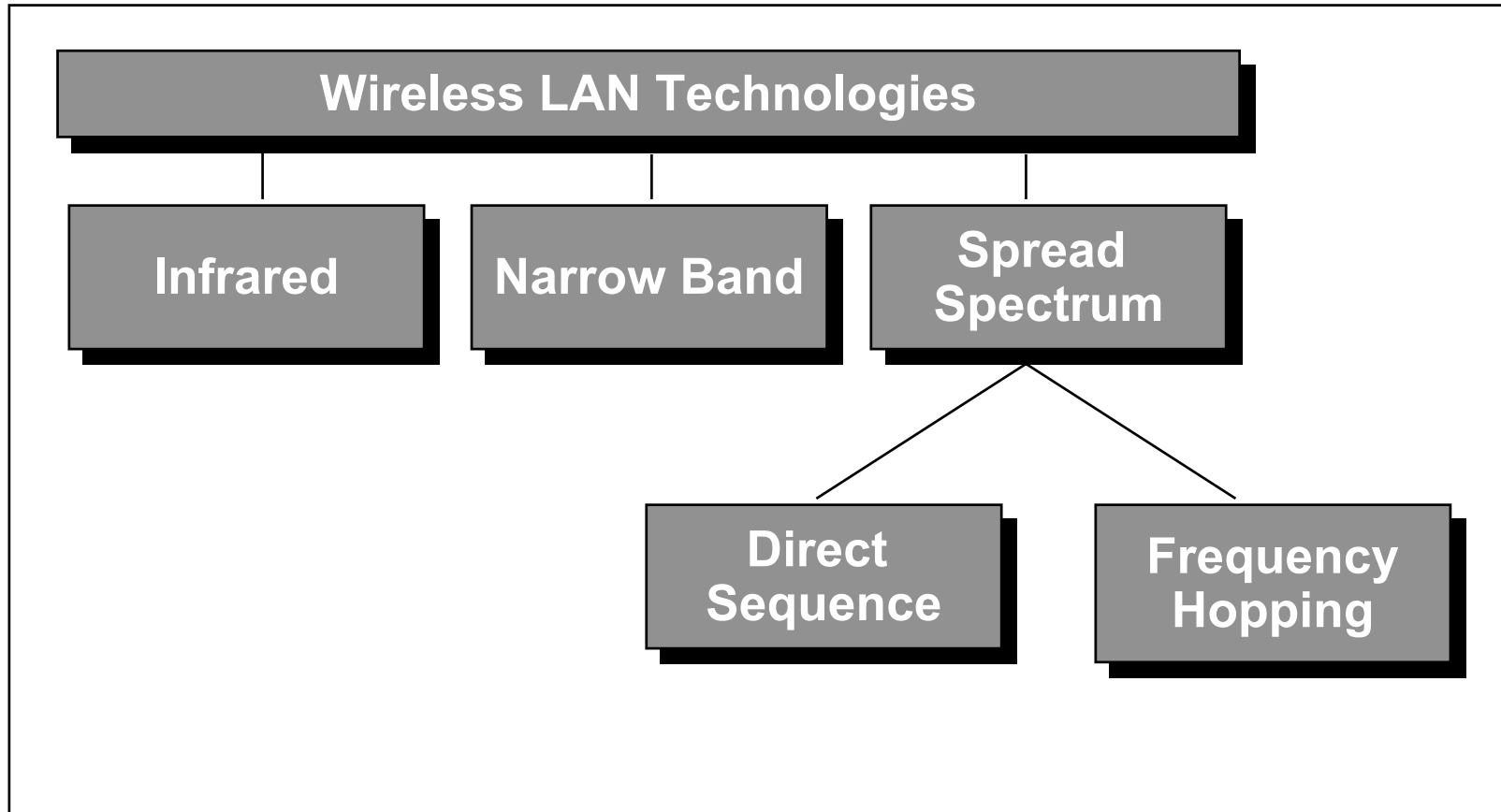
## ★ MODEM

- ★ Physical Layer
- ★ frame into/out phy frame

.11 tech. OVW 2

# Wireless LAN technologies

(overview)



.11 tech. OVW 3



# ***Wireless LAN technologies***

*(Infrared)*

- ★ low power infrared light as the carrier
- ★ No license required
- ★ Very restricted mobility, limited coverage
- ★ high data rate (10 Mbps, 16 Mbps)
- ★ Line-of-Sight Infrared
  - ★ no objects in the path between two stations
- ★ Diffuse Infrared
  - ★ uses reflections to set-up wireless link

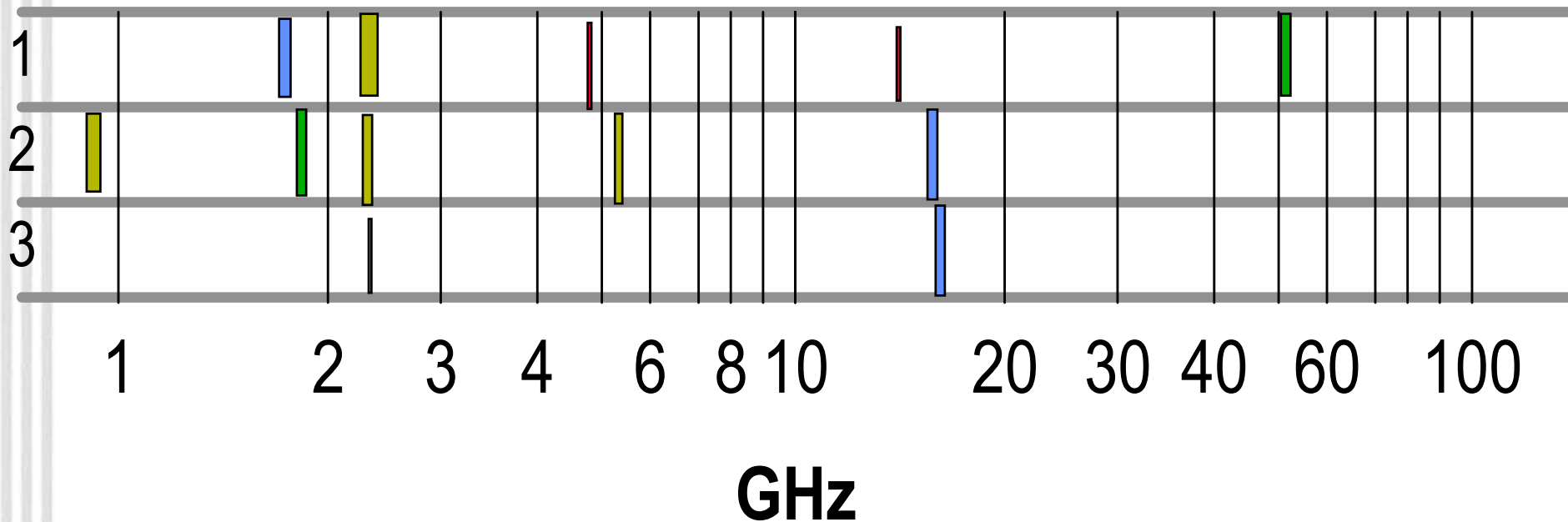


# **Wireless LAN technologies**

*(Narrow Band)*

- ★ Dedicated band (18 GHz)
  - ★ License required
- ★ ISM band (915 MHz, 2.4 GHz, 5.8 GHz)
  - ★ unlicensed (special modulation)
  - ★ extremely low output power i.e. limited coverage
  - ★ high data rate (up to 10 Mbps) on short distance
- ★ Europe - DECT band (1.8 GHz)
  - ★ based on voice standard

# ISM Frequency Allocations Worldwide



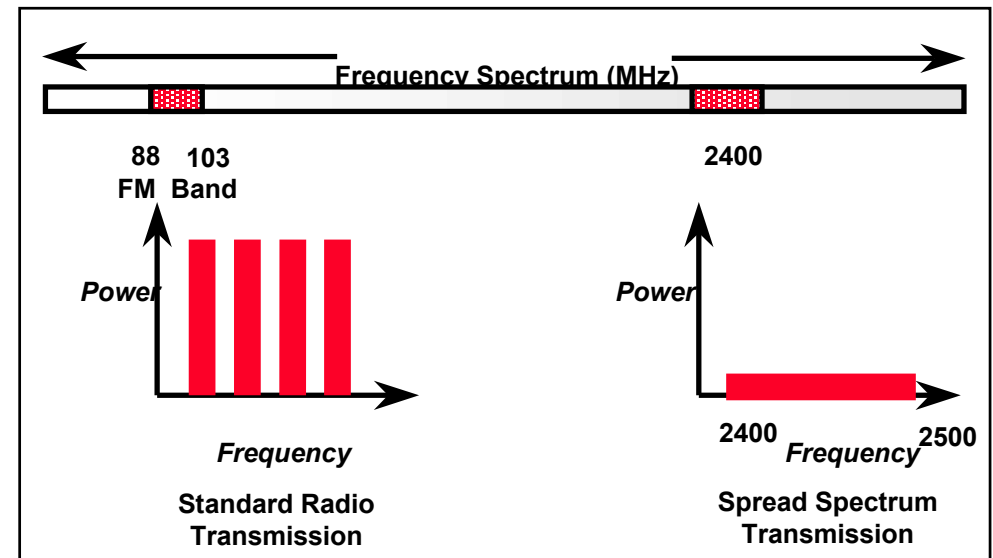
- 915 MHz only in the Americas (region 2)
- 2.4 GHz for global availability (region 1,2,3)

.11 tech. OVW 6

# Wireless LAN technologies

(Spread Spectrum)

- ★ Unlicensed usage (ISM band)
- ★ No line of sight requirement (indoor)
- ★ High link reliability
- ★ Built-in transmission security
- ★ Two techniques used:
  - ★ Direct Sequence
  - ★ Frequency Hopping



.11 tech. OVW 7



# ***Module contents***

★ Technologies overview

★ **Spread Spectrum**

★ **Direct Sequence**

★ **Frequency Hopping**

★ Modulation

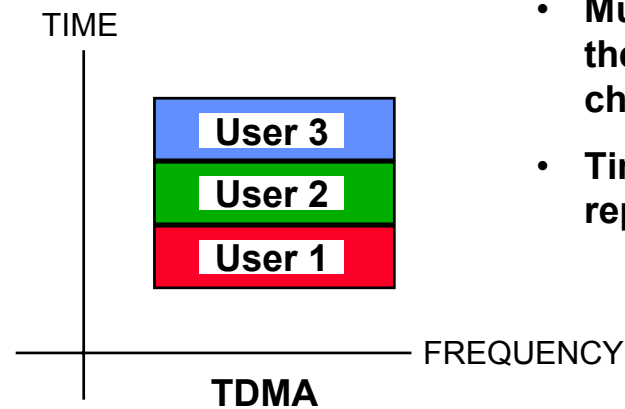
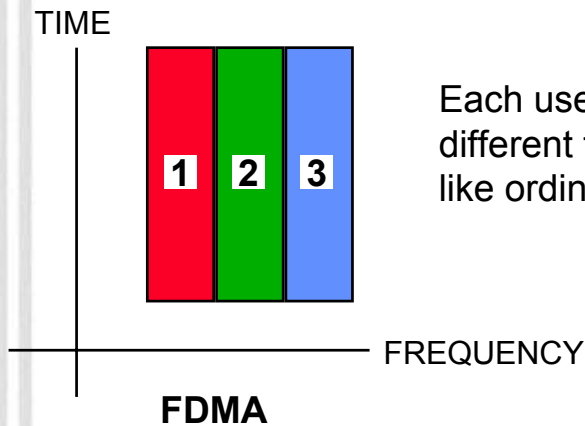
★ DBPSK/DQPSK

★ CCK

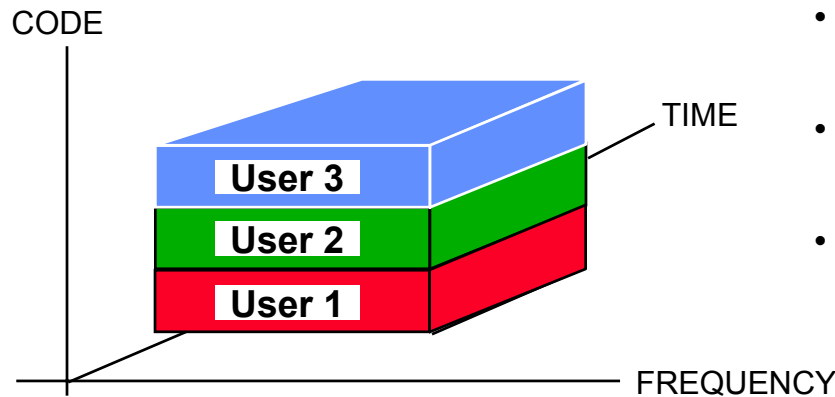


# Multiple Access Methods

Multiple users share the available spectrum



- Multiple users share the same frequency channel sequentially
- Time slot sequence repeats over and over



**CDMA**  
also known as "Spread Spectrum"

- Channel is "spread" over wide frequency band
- Many users share the same frequency band at the same time
- Each user is assigned a unique "code" to identify and separate them

.11 tech. OVW 9

# Spread Spectrum Technologies

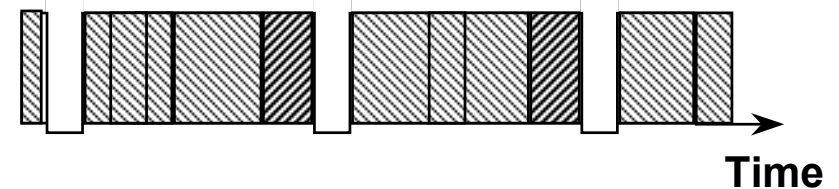
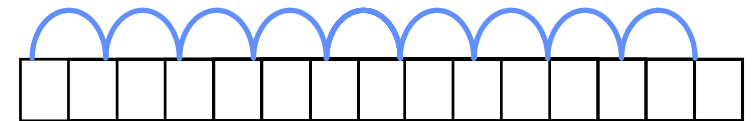
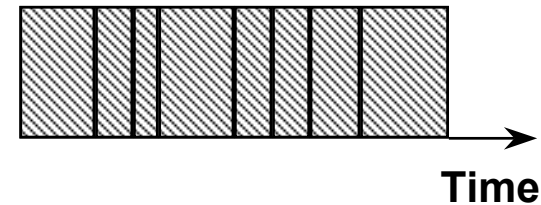
## DS vs. FH

### ★ Direct Sequence

- ★ Each symbol is transmitted over multiple frequencies at the same time
- ★ Very efficient (no overhead)
- ★ Higher speed than FH at comparable distances
- ★ System capacity (multiple channels) higher than FH

### ★ Frequency Hopping

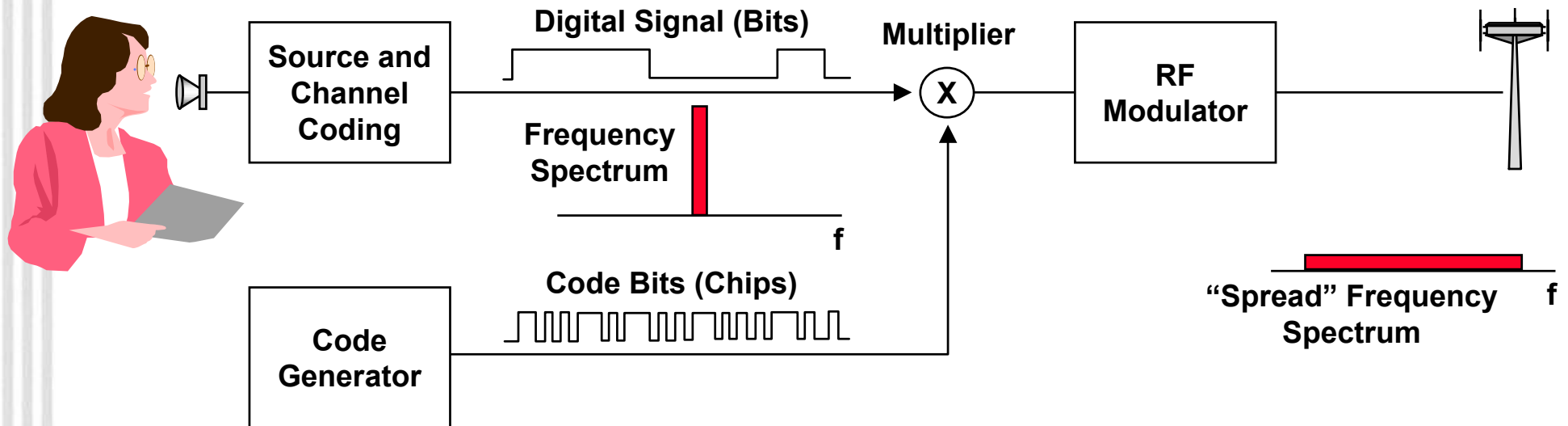
- ★ Sequential use of multiple frequencies
- ★ Hop sequence and rate will vary
- ★ “End hop waste time”



.11 tech. OVW 10

# Spread Spectrum Technologies

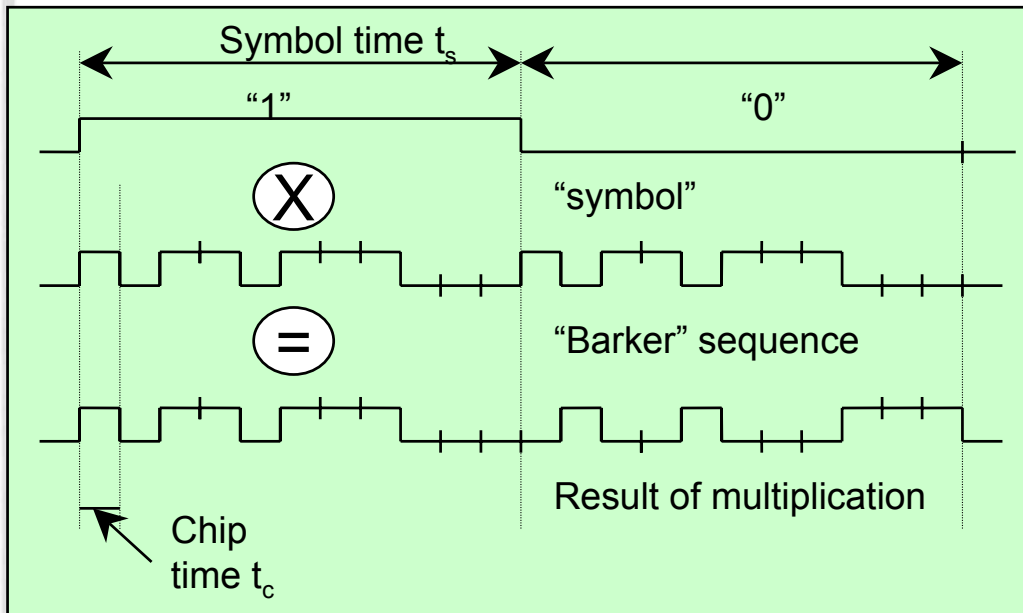
## Direct Sequence transmitter



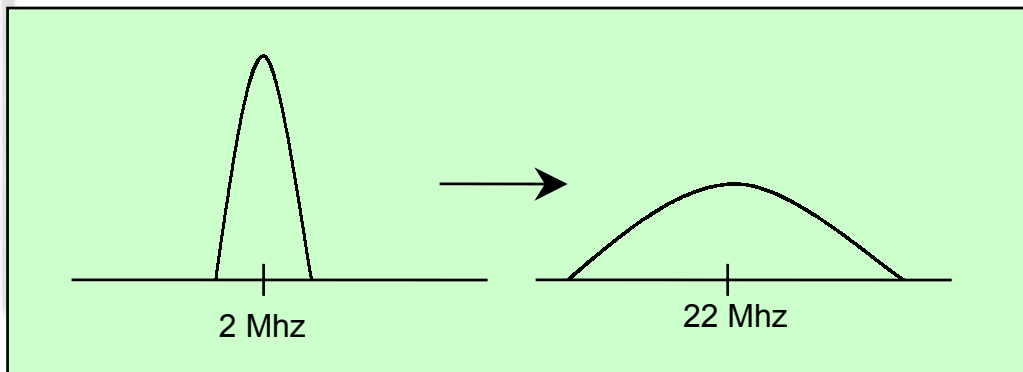
- ★ Spreading: Information signal (I.e. a “symbol”) is multiplied by a unique, high rate digital code which stretches (spreads) its bandwidth before transmission.
- ★ Code bits are called “Chips”.
- ★ Sequence is called “Barker Code”

# Spread Spectrum Technologies

What happens during “spreading”



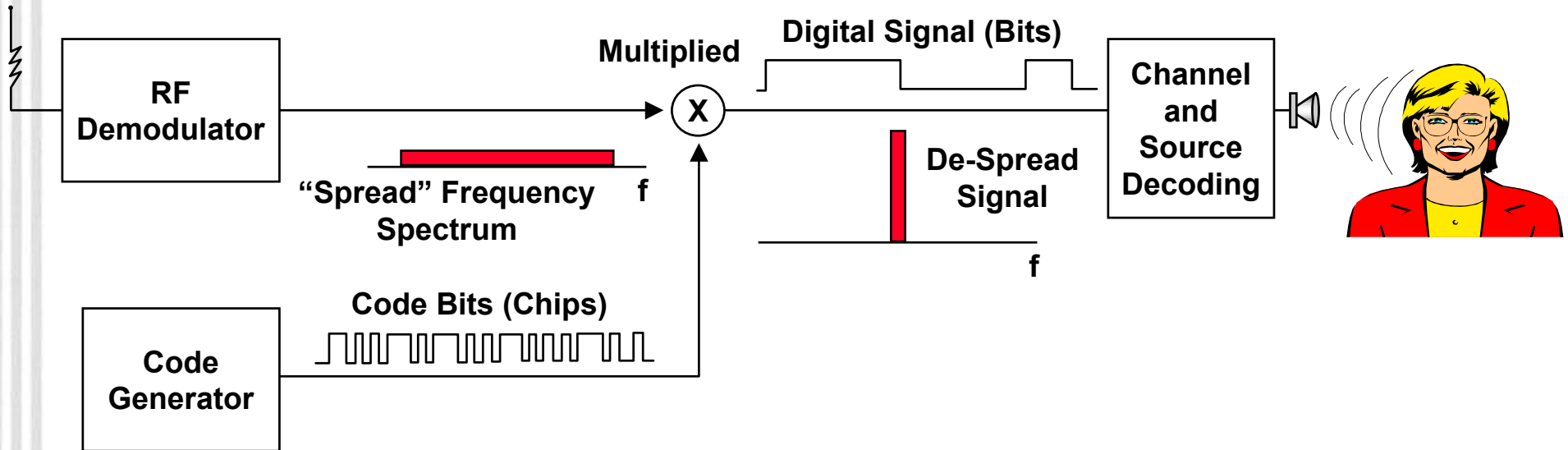
- ★ Due to the multiplication of a symbol with Barker code, the “rate-of-change” increases with a factor 11
- ★ This means that cycle rate increases from 1 MHz to 11 MHz
- ★ In terms of spectrum this means that after RF modulation the signal is spread from 2 MHz bandwidth to 22 MHz bandwidth



.11 tech. OVW 12

# Spread Spectrum Technologies

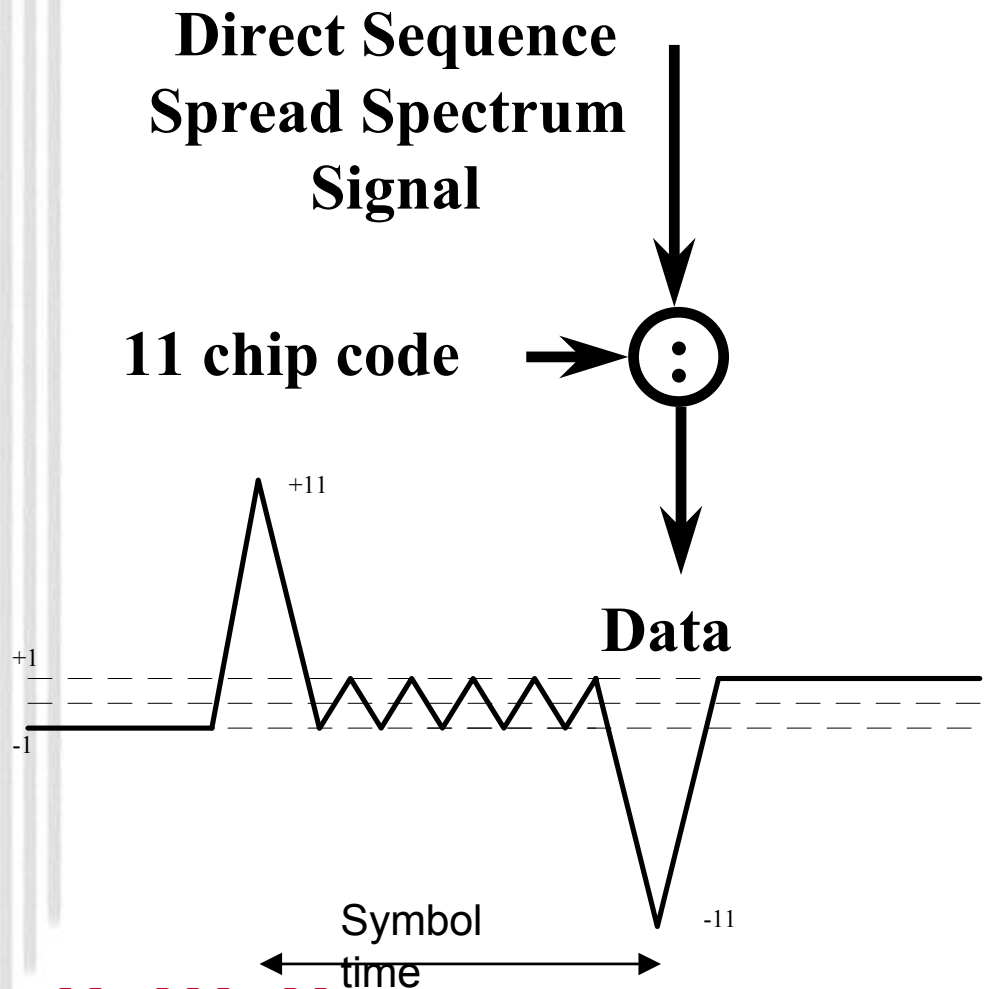
## Direct Sequence receiver



- ★ At the receiver, the spread signal is multiplied again by a synchronized replica of the same code, and is “de-spread” and recovered
- ★ The outcome of the process is the original “symbol”

# Spread Spectrum Technologies

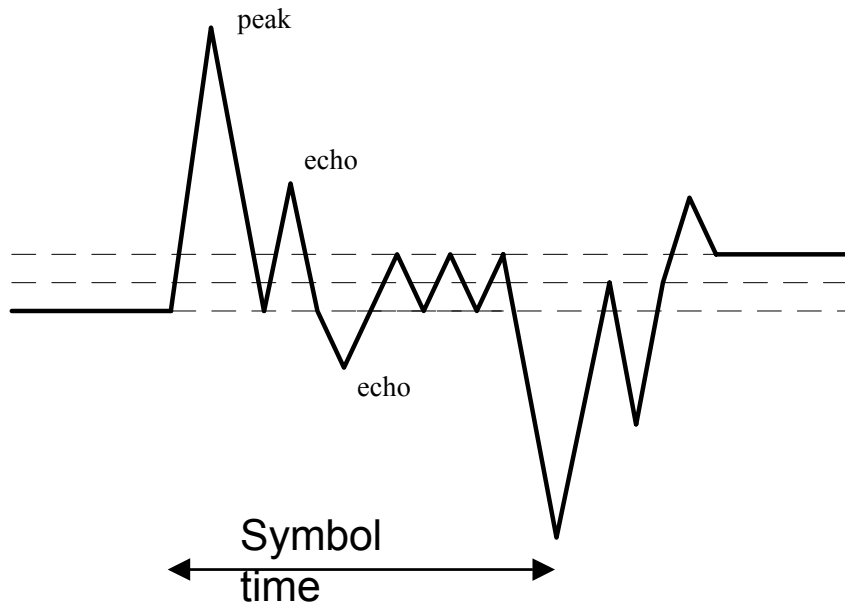
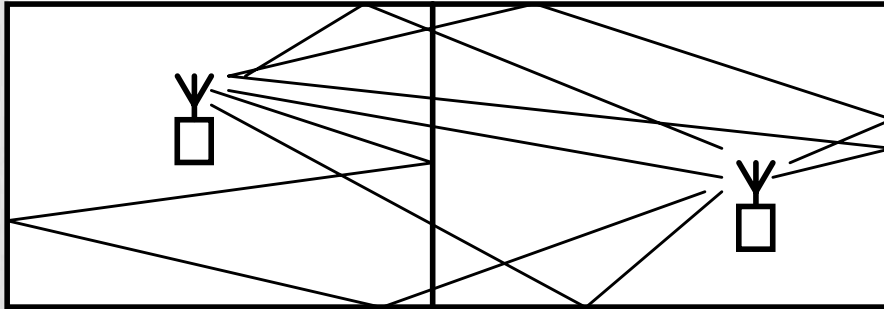
## De-spreading



- ★ When the incoming signal is de-spread, it results in either a positive (+) or a negative (-) “spike”
- ★ These “spikes” arrive at intervals equal to the symbol time
- ★ A positive spike represents a “1” symbol, a negative spike represents a “0” symbol

# Spread Spectrum Technologies

## Direct Sequence receiver - effect of echoes



- ★ Echoes may arrive at the receiver, fluctuations can be noticed at positions other than at the symbol time boundaries
- ★ These fluctuations are ignored as the receiver will only interpret the spike at the synchronization points (separated from each other by the symbol time)



# ***Module contents***

★ Technologies overview

★ Spread Spectrum

★ Direct Sequence

★ Frequency Hopping

★ **Modulation**

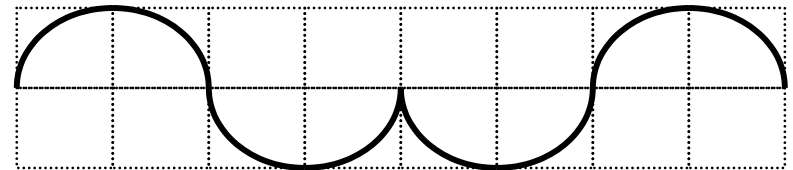
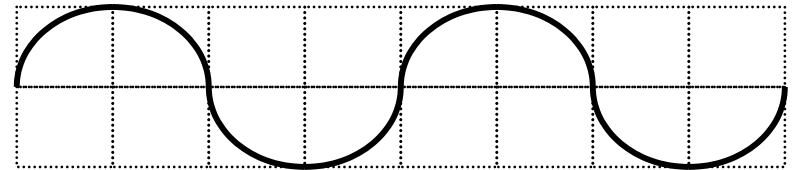
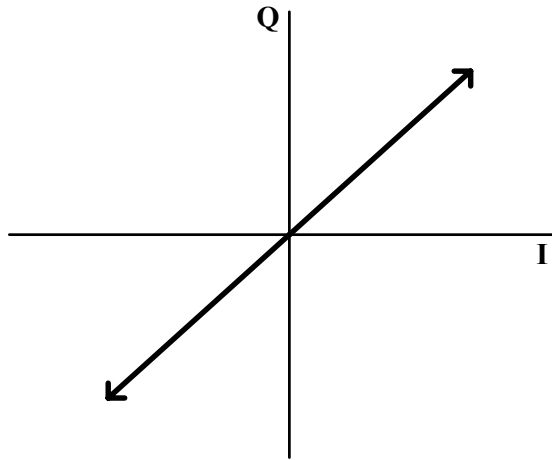
★ **DBPSK/DQPSK**

★ **CCK**



# Modulation

## DBPSK (Differential Binary Phase Shift Keying)

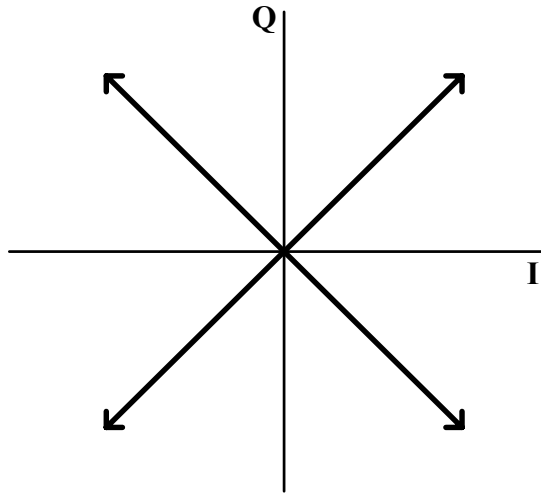


Bit Input	Phase Change (+j $\omega$ )
0	0
1	$\pi$

Table 1, 1 Mb/s DBPSK Encoding Table.

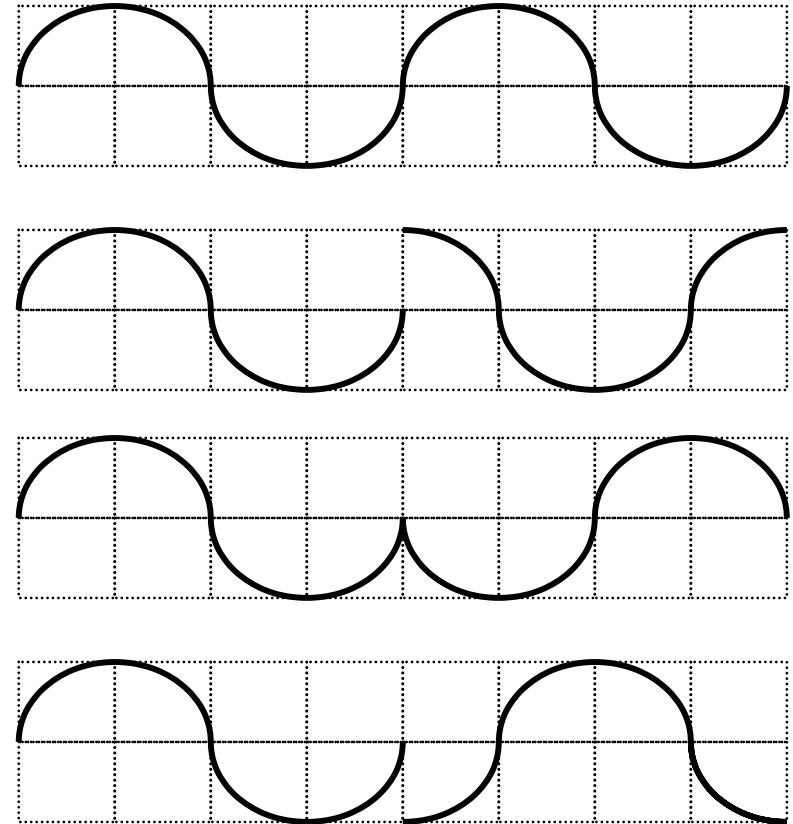
# Modulation

## DQPSK (Differential Quadrature Phase Shift Keying)



Dibit pattern (d0,d1) d0 is first in time	Phase Change (+j $\omega$ )
00	0
01	$\pi/2$
11	$\pi$
10	$3\pi/2$ ( $-\pi/2$ )

Table 1, 2 Mb/s DQPSK Encoding Table





# CCK

## *Turbo 11 Mb approach*

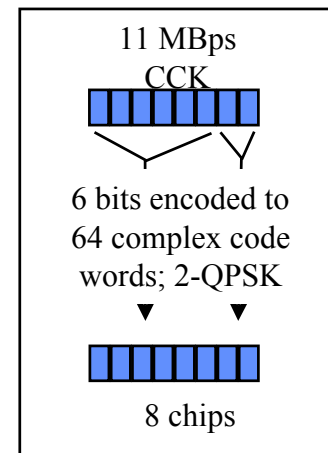
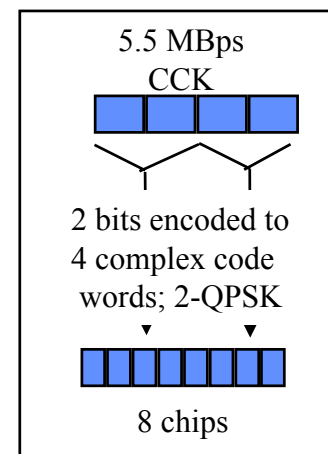
CCK = Complementary Code Keying

- ★ IEEE 802.11 standard for high speed
- ★ 11 and 5.5 Mbps data rates
- ★ Outstanding high multi-path performance
- ★ Outstanding low-SNR performance
- ★ Seamless interoperability with existing DS
- ★ Maintains QPSK chips at 11 MHz chip rate
- ★ Maintains 3 frequency channels
- ★ FCC and MKK regulations satisfied

# CCK

## How it works

- ★ Data bits are encoded to a symbol which is transmitted in the form of 8 chips
- ★ For Data-Rate = Medium Encoding means:
  - ★ mapping 2 data bits to I or Q channel (in-Phase, Quaternary Phase)
  - ★ mapping 2 data bits to one of 4 Complex Codewords
- ★ For Data-Rate = High Encoding means:
  - ★ mapping 2 data bits to I or Q channel (in-Phase, Quaternary Phase)
  - ★ mapping 6 data bits to one of 64 Complex Codewords
- ★ Codewords are complex complementary codes selected from a code set

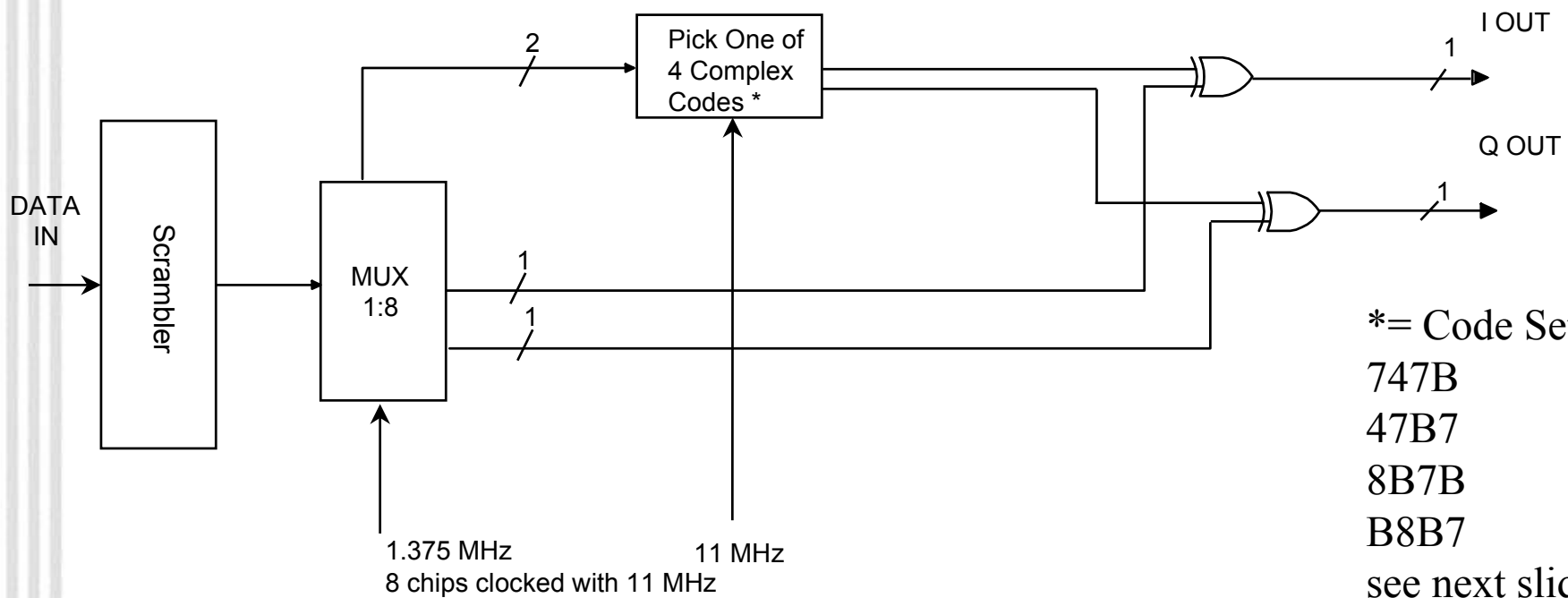


.11 tech. OVW 20



# CCK

*Operating at medium speed*

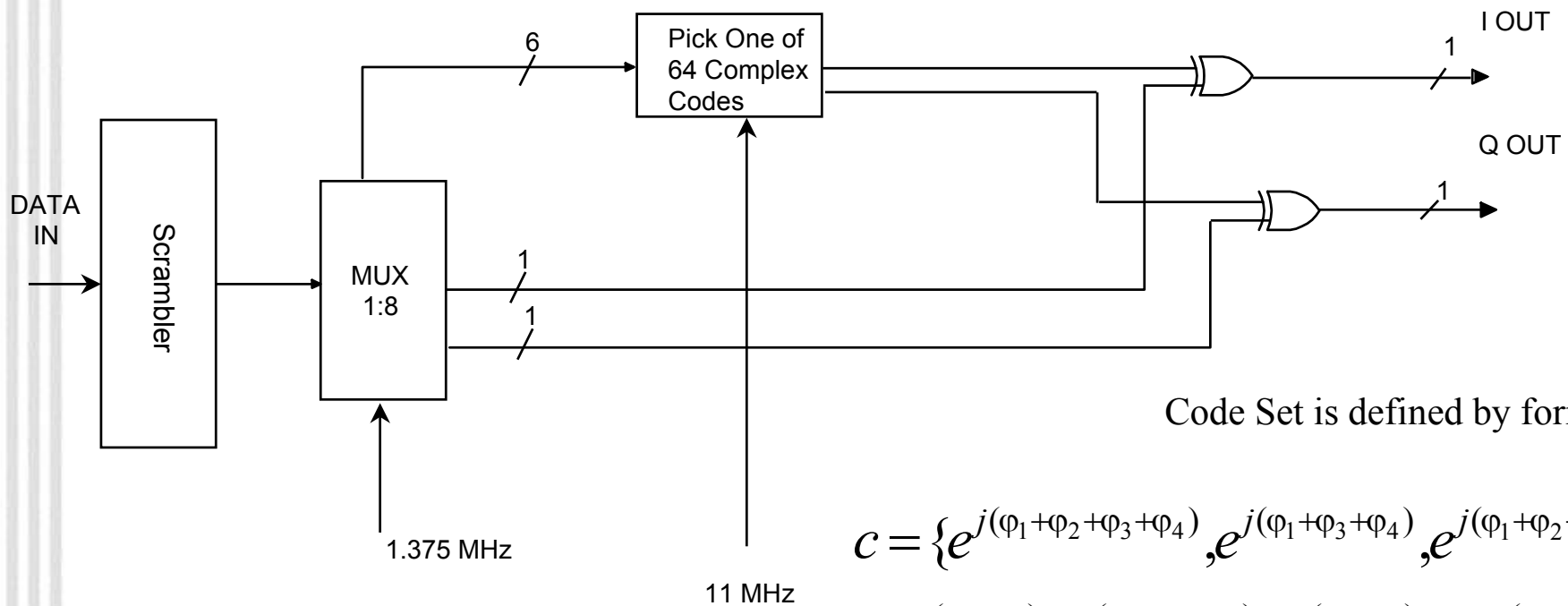


$$\text{Data Rate} = 4 \text{ bits/symbol} * 1.375 \text{ MSps} = 5.5 \text{ MBps}$$



# CCK

## How it works



Code Set is defined by formula:

$$c = \{ e^{j(\varphi_1 + \varphi_2 + \varphi_3 + \varphi_4)}, e^{j(\varphi_1 + \varphi_3 + \varphi_4)}, e^{j(\varphi_1 + \varphi_2 + \varphi_4)}, -e^{j(\varphi_1 + \varphi_4)}, e^{j(\varphi_1 + \varphi_2 + \varphi_3)}, e^{j(\varphi_1 + \varphi_3)}, -e^{j(\varphi_1 + \varphi_2)}, e^{j\varphi_1} \}$$

$$\text{Data Rate} = 8 \text{ bits/symbol} * 1.375 \text{ MSps} = 11 \text{ Mbps}$$



# CCK

## *Data rates and symbol rates*

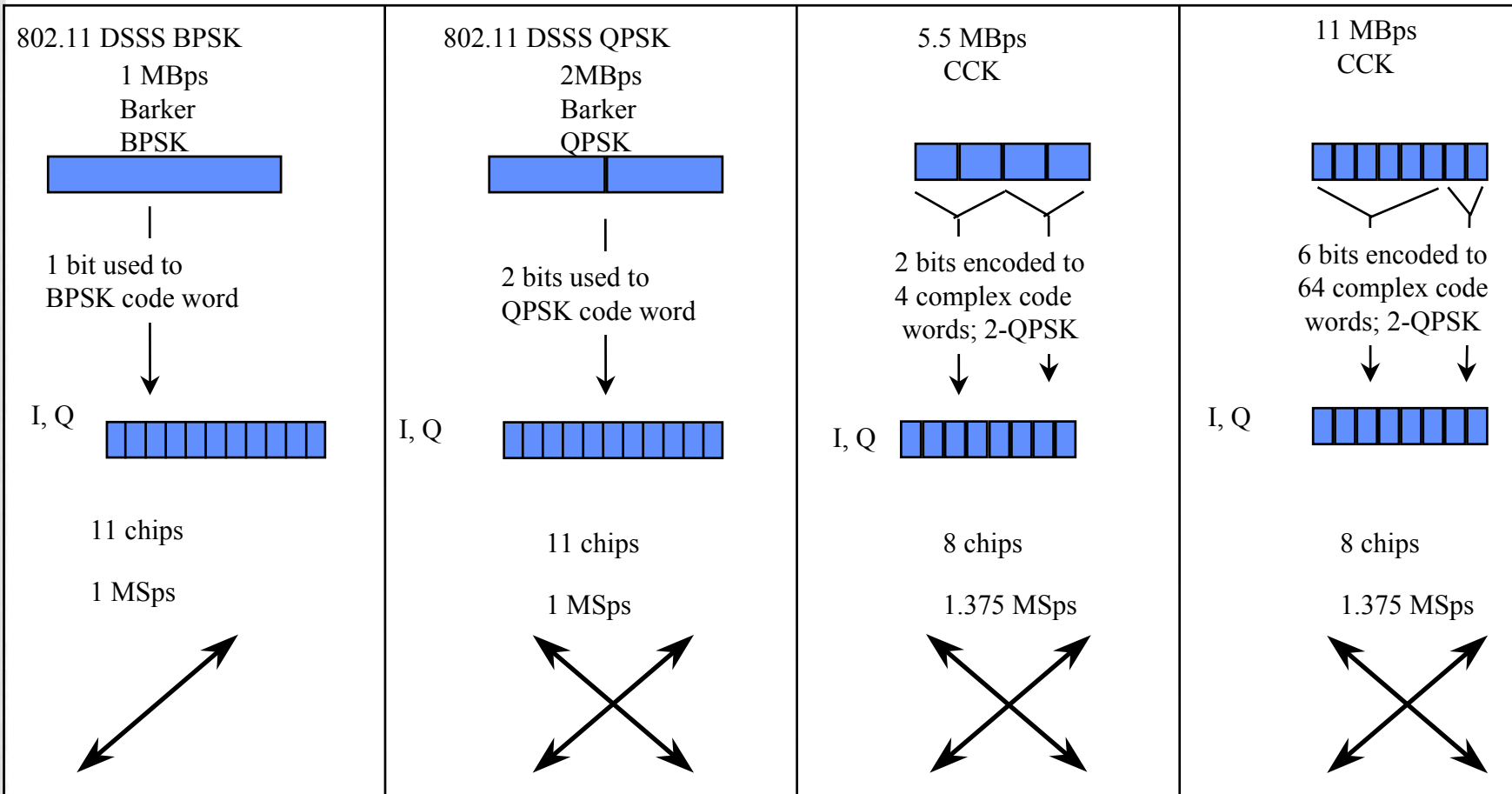
### ★ Bit-rates:

- ★ The 11 chips Barker sequence in Standard DSSS carries one symbol clocked at 1MHz, which results in a symbol rate of 1Msymbol/sec.
- ★ The 8 chips sequence in CCK clocked at 1 MHz, results in a symbol rate of 1.375 Msymbol/sec (i.e.  $11/8$ )
- ★ At data rate = medium, 4 data bits are mapped on one symbol, which results in 5.5 Mbps (i.e.  $1.375 * 4$ )
- ★ At data rate = high, 8 data bits are mapped on one symbol, which results in 11 Mbps (i.e.  $1.375 * 8$ )

.11 tech. OVW 23

# CCK

## From DSSS BPSK to 11 Mbps CCK







# ***Module summary***

- ★ Technologies overview
- ★ Spread Spectrum
  - ★ Direct Sequence
  - ★ Frequency Hopping
- ★ Modulation
  - ★ BQPSK/BQPSK
  - ★ CCK