Long Distance Wireless (for Emerging Regions)

> Sam Leffler Errno Consulting sam@errno.com

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Background

- Deploying IT infrastructure too expensive many places
- Network connectivity can change people's lives
- Wireless technology advances have enabled new opportunities

TIER Project

Joint research project of:

 UC Berkeley TIER group
 Intel Research Lab, Berkeley

 Goal: "address the challenges in bringing the Information Technology revolution to the masses

of the developing regions of the world"

http://tier.cs.berkeley.edu/

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TIER WiLDNet Project

- WiLDNet: WiFi-based Long Distance Networking
- Long Distance Wireless operation
- Commodity 802.11 parts
- Unlicensed spectrum
- Low cost

What is "Long Distance"?

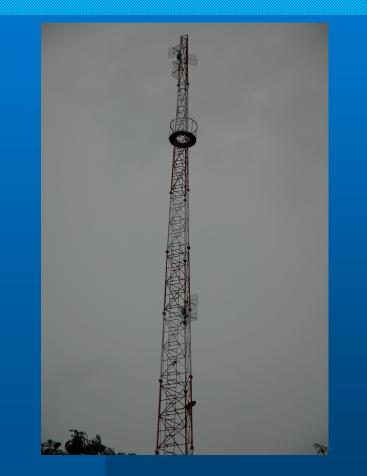
802.11 spec designed for indoor use
Maximum station separation ~100' (with standard parameters)

Long Distance is 30-100 Km...or more

Challenges of WiLDNet

- 802.11 MAC layer designed for short distance
- Can tweak link parameters for limited distance (e.g. ACK timeout)
- At some point hidden node problem dominates + b/w drops sharply
- External interference significant

Challenges of WiLDNet (cont)



 There are other problems too... (look closely for the monkey climbing the tower)

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WiLDNet Protocol Design

CSMA media access unsuitable
TDMA instead
Error recovery: Bulk ACK's
Error correction: FEC

WiLDNet System Design

- High TX power radios good (but external PA's and high gain antenna work too)
- RX sensitivity important
- Signaling technique important:
 - OFDM weak at long distance
 - CCK effective but lower bandwidth

WiLDNet System Design (cont)

2.4GHz band crowded
900MHz band conflicts with GSM
4.9GHz good but lower power
5GHz good, especially upper-UNI
Environmental factors affect band selection

LINK BUDGET CRITICAL...

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Rural Connectivity Platform/RCP



Offshoot of TIER WiLDNet work:

- Production quality
- Easy to setup
- Flexible configuration
- Low maintenance
- (Low Power) ← didn't happen

RCP Prototype System

Gateworks Avila 2348:

- 533MHz IXP425
- 64-128M DRAM
- 16M Flash Memory
- 2x 10/100 Ethernet
- 4x MiniPCI
- Compact Flash IDE
- POE (both ports)
- -40 to 85° C operation



RCP Prototype System (cont)



Atheros cards:

- Wistron DMCA-82
- Ubiquiti XR and SR
- Low power (AP)
- MMCX connector
 U.Fl connector

BE SKEPTICAL OF VENDOR CLAIMS...

RCP Prototype System (cont)

Software: Custom Linux distro Custom wireless support Custom [auto-]configuration system WEB-GUI (derived from TIER/m0n0wall) Field upgrade mechanism (download firmware, upgrade, rollback)

RCP Network Design

- L2 bridged backbone
- Routed overlay
- Static IP assignment (hash of MAC)
- Dynamic IP allocation within CIDR
- DNS
- QoS for multimedia and VoIP
- Limited topology: not a mesh

Intranet traffic more important than Internet traffic...

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RCP Wireless Design

- Fork of madwifi
- Uses public ath hal
- Support for high power wireless cards
- Support for 900MHz, etc. cards
- TDMA
- Multi-radio scanning
- Auto-configuration

RCP TDMA

Different from TIER: no CLICK
Use h/w for accurate slot scheduling (independent of distance)
Affects only link layer

h/w QoS unaffected
transparent to upper layers

High channel utilization

RCP TDMA (cont)

Slot configuration dependent on h/w capabilities (e.g. timer accuracy)

typical config is 2x 10ms/slot
slots synchronized within ~2µs

Self configuring
Cannot overlap with standard 802.11

Test Deployments

- Venezuela: 279Km, point-to-point, 11b, 3-4Mb/s each direction, 6Mb/s combined
- Panama: short (<10Km), point-to-point, 11a</p>
- South Africa: 3 stations (point-to-relay-to-point), 5.8GHz
- Ghana: >3 stations, variety of distances
- SF Bay Area: multiple links, distance varies but <30 Km

Future Work

- Steer-able antenna work (Alan Mainwaring of Intel Research)
- Better relay auto-configuration
- Look at TIER work: Bulk ACK's, multi-radio scheduling
- 802.11n parts: AMPDU Block ACK, higher resolution timers
- Antenna tuning/alignment tool
- Mesh integration (Merraki, OLPC)

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- Atheros: Greg Chesson (now at Google)
- Ubiquiti: Robert Pera

Availability

• Unknown: not a product

 TDMA implementation can be done with publicly available information and components