# **Home Infotainment Networking**

IEEE SCV CE Society

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Home Infotainment Networking Overview

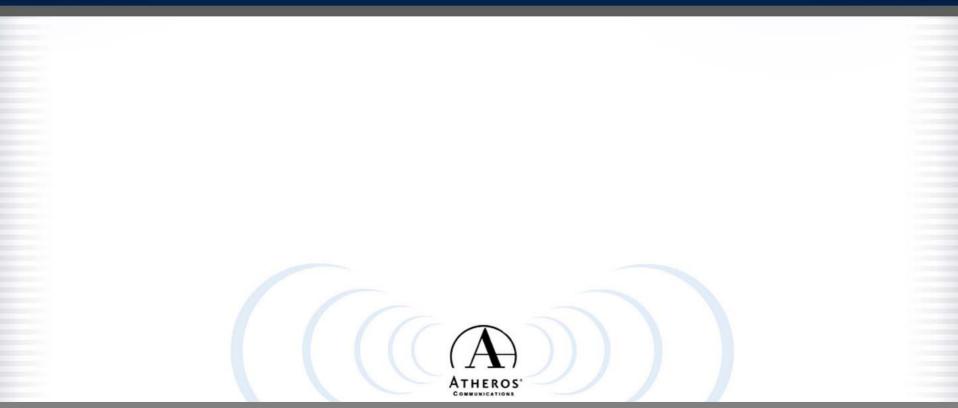
Home Infotainment Networking Requirements

Home Infotainment Networking Wireless Solutions

Summary

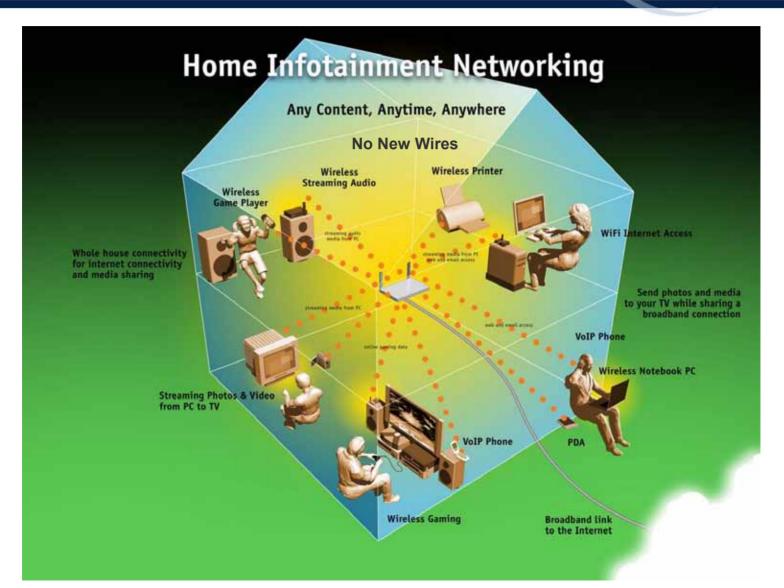
Q&A

# **Home Infotainment Networking Overview**



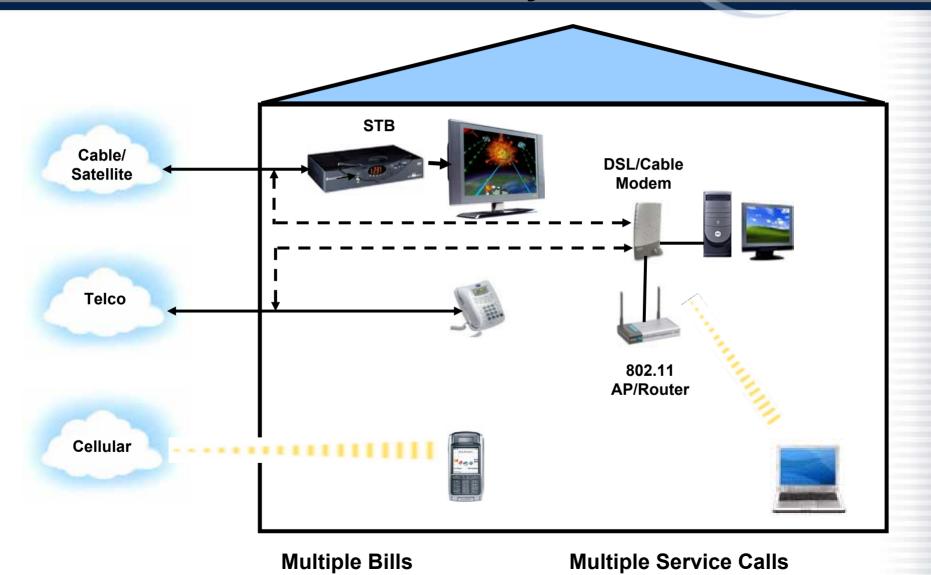


## **Home Infotainment Networking Ideal**



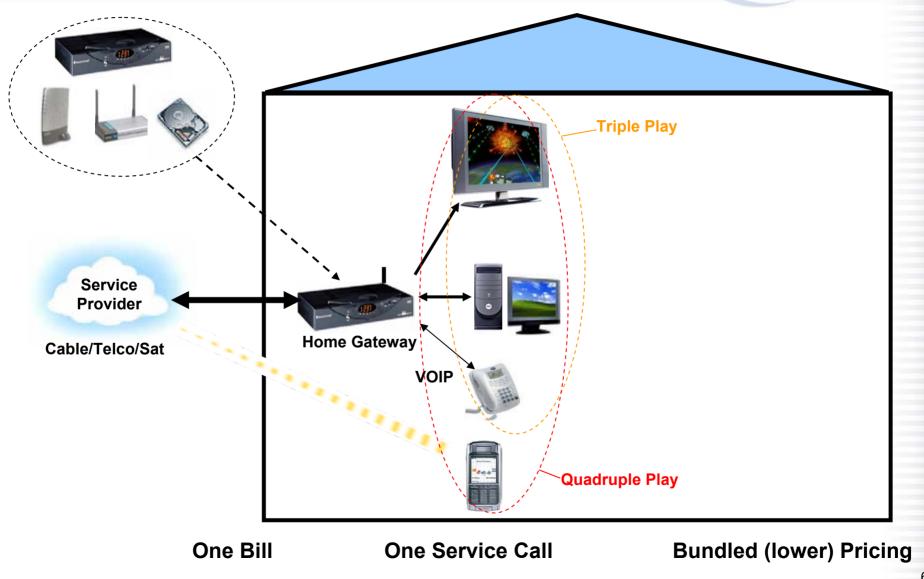


## **Consumer Home Services Today**



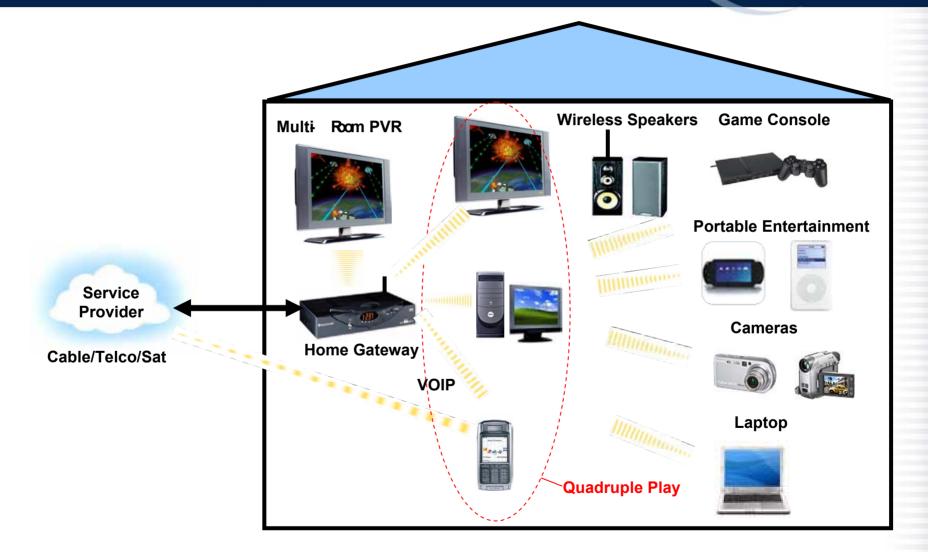


#### **Consumer Home Services Tomorrow**





## Quadruple Play+ ("Killer Apps")



#### Service Providers (PUSH)

- New services, higher ARPU, reduce churn (switching barriers)
- Quadruple Play + Home Network (install & lease to consumer)
- Infrastructure investments for Triple/Quad Play
- SP statements of intent (press, financial reports)

#### **Consumer Demand (PULL)**

- VOIP demand
- Bundled services
- Multi-room DVR 70% of PVR owners want capability on every TV in home (Parks/IDC/Gartner)

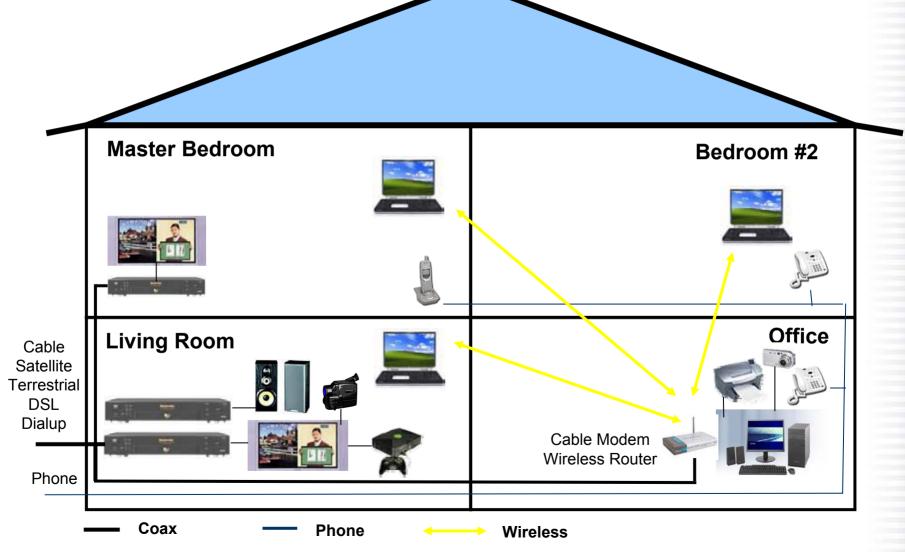
## Service Providers Will Push Home Networks

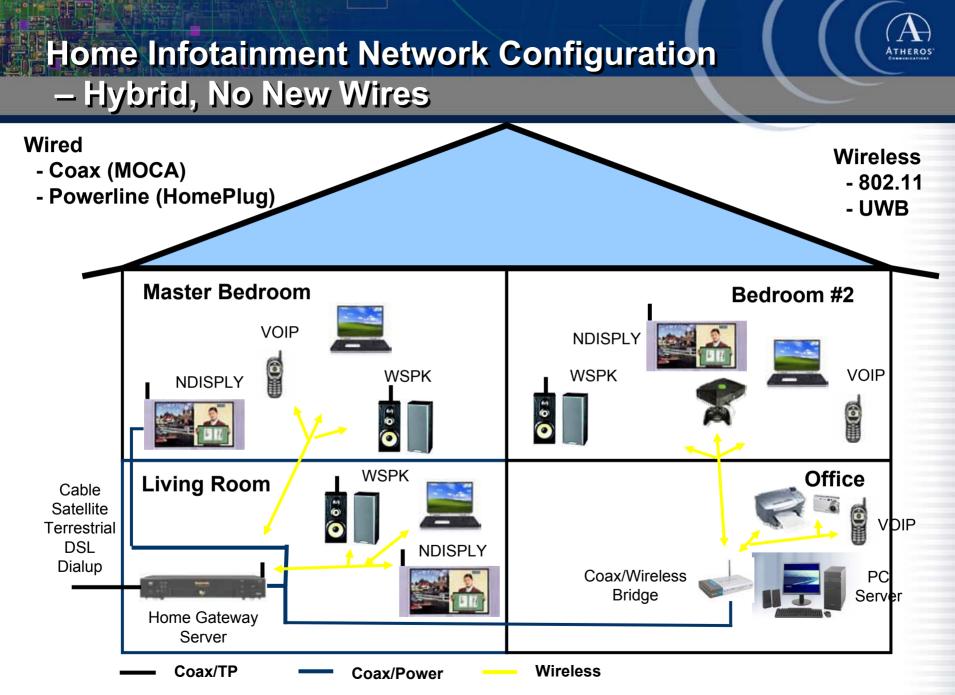
"... global home network adoption is expected to grow from 35 million in 2004 to more than 162 million in 2010. This growth will be fueled in large part by broadband service providers who are beginning to push combined modem/networking solutions known as residential gateways ..."

"...broadband service providers are now looking 'beyond the modem' for new sources of revenue, and home networks are a key part of their strategy to dominate emerging digital home control points and locking revenue and profits."

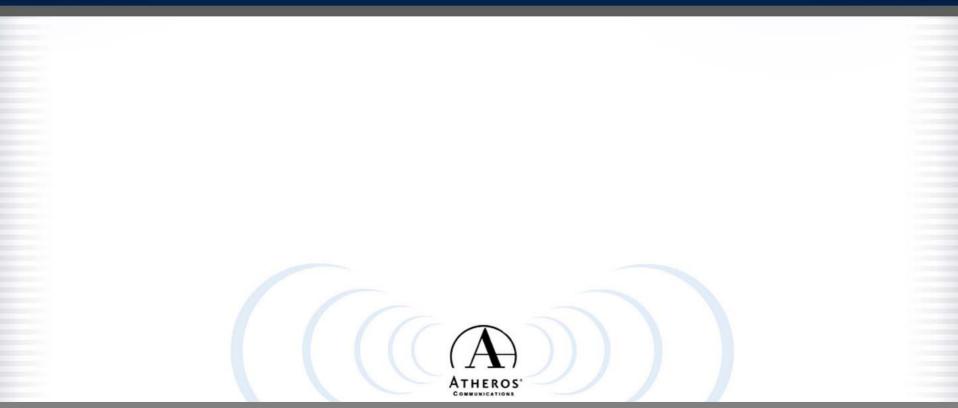


Home Network Configuration – Data





# Home Infotainment Networking Requirements





## **Home Infotainment Networking Requirements**

#### Reliable throughput

- Up to 30Mbps now, 200Mbps+ in future
- QOS

#### Range

Whole-home coverage, through walls, floors

#### Content protection

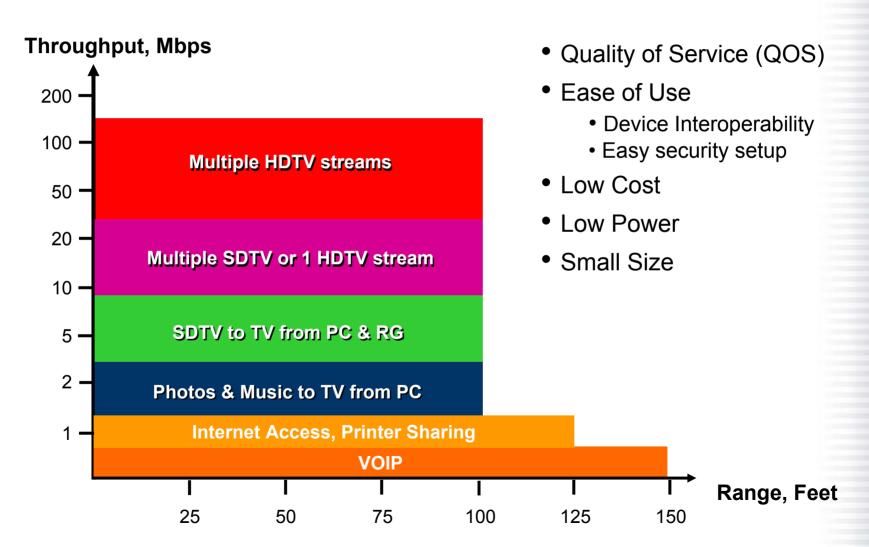
- Content owners must approve CP techniques
- Cost, consumer convenience

#### Ease-of-Use

- Device interoperability standards, e.g. DLNA
- Easy security setup

#### Affordable Cost

## **802.11 Home Infotainment Networking Requirements**



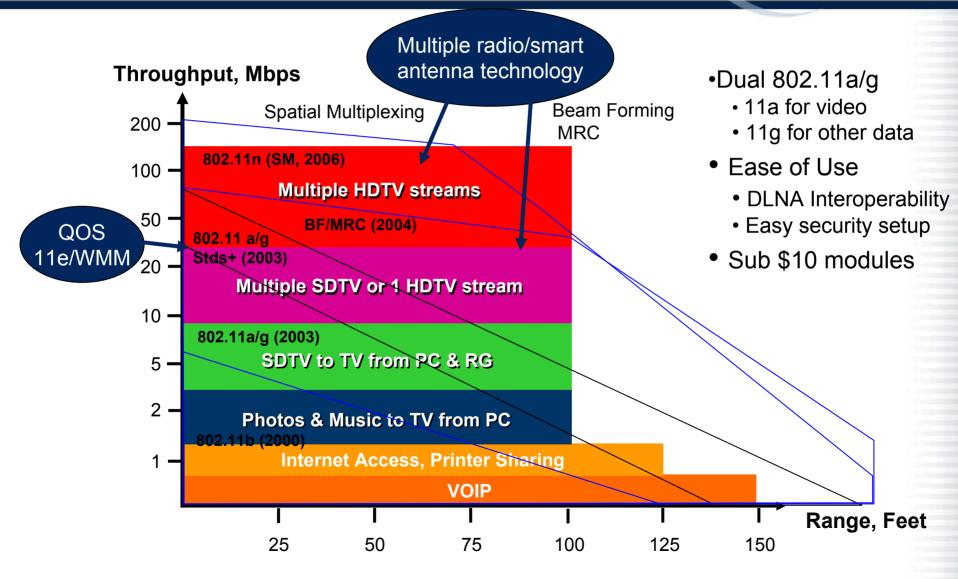
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# Home Infotainment Networking Wireless Solutions



# 

#### **802.11 Home Entertainment Networking Solutions**





#### Or 27?

Data PCs ROUTERS NICS PRINTERS DIGITAL CAMERAS DIGITAL VIDEO STREAMING HDTV & SDTV PERSONAL VIDEO RECORDERS VOIP/ LANDLINE VOIP/ CELLULAR ATHEROS

## 802.11 Use of Spectrum

#### **100s of Millions Interfering Sources**

microwaves, cordless phones, baby monitors, Bluetooth, GPS

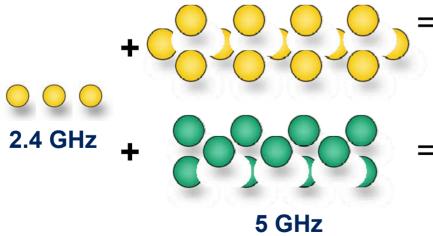
802.11b/g products – 11 to 54mb+ throughput



#### 3 usable channels only

from 2.400-2.483 GHz

#### 802.11a/b/g products – 54mb+ throughput



**16 usable channels in 2002** add 5.150-5.350, 5.725-5.850 GHz

#### 27 channels

with new FCC rules in Nov 2003 add 5.470-5.725 GHz

<10 million interferers



the

#### WLAN Congestion at 2.4 GHZ

## Huge success of 802.11 leads to congestion in the 2.4 GHz band

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50 APs sharing 3 channels = low performance!



QOS – 802.11e/WMM MAC Enhancements

Wireless networking technologies with high throughput and range are not enough to deliver good consumer AV products.

Consumer expectations need QoS:

- Ability to prioritize traffic
- Deliver voice calls without delay
- Clear and continuous video streaming

IEEE 802.11e/WMM QoS standards help deliver these requirements

#### 802.11e QoS

Enhancements to MAC layer which extend the legacy CSMA/CA-based "equal priority, best effort" DCF mechanism with new channel access mechanisms

- Enhanced Distributed Channel Access (EDCA) <<u>prioritized</u> channel access>
- HCF Controlled Channel Access (HCCA)
   <<u>parameterized</u>, slot reservation channel access>
   <also called Scheduled Access>

Protocol efficiency improvements

802.11e is a toolkit allowing many <u>optional</u> capabilities, which may not be implemented in all products

## WMM

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WMM is Wi-Fi MultiMedia, the WiFi Alliance's version of 11e, based on a subset (profile) of the IEEE 802.11e WLAN QoS draft standard.

Features that improve the user experience for audio, video and voice applications over a Wi-Fi® network.

#### Wi-Fi CERTIFIED<sup>™</sup> for WMM<sup>™</sup>

- Optional for Wi-Fi products, but products that offer QoS are required to be Wi-Fi CERTIFIED<sup>™</sup> for WMM<sup>™</sup>
- Available Sep 2004

WMM uses EDCA to prioritize traffic demands from different applications into four access categories – voice, video, best effort, background

## **Confusion Over QoS**

- Wi Fi Alliance Terminology
  - Wireless Multimedia Enhancements (WME)
    - Pre-11e spec, EDCA + protocol efficiency, defunct
  - Wi Fi Scheduled Media (WSM)
    - WME + HCCA, defunct
  - Wi Fi Multimedia Extensions (WMX)
    - Terminology replaced WME, WSM temporarily until WMM
    - EDCA is baseline, everything else is optional
  - Wi Fi MultiMedia (WMM)
    - Current terminology

#### There is no more WME or WSM

- Until 11e ratification, there is only one QoS standard today WMM (Wi-Fi MultiMedia)
- 11e Scheduled Access(SA) option is the closest thing to WSM
- All WMM-SA products must fall back to and support WMM



#### **Enhanced Distributed Channel Access (EDCA)**

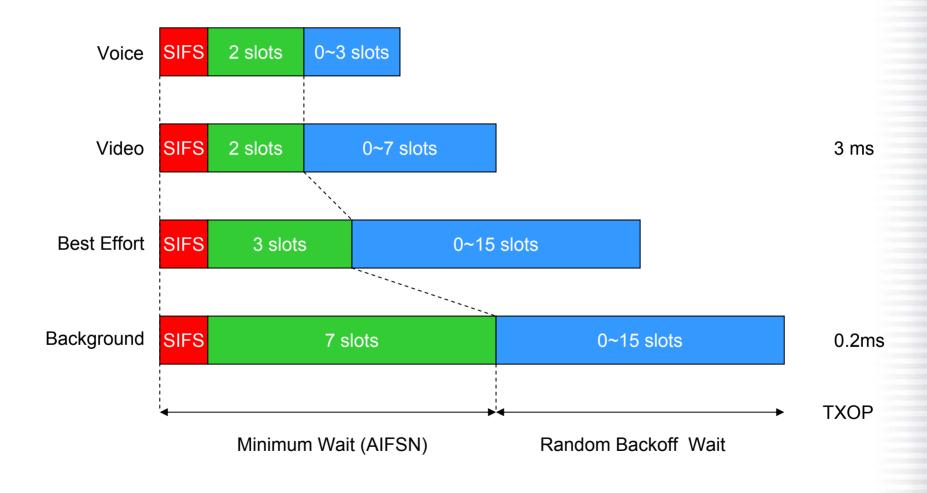
Prioritized QoS, contention-based channel access mechanism

- Differentiated service traffic classes 802.1D Traffic Classes (8) mapped to 4 Access Catagories (voice, video, best effort, background)
- Traffic classes assigned to different data queues, with each queue assigned a priority based on:
  - Arbitration Inter Frame Spacing (AIFS) queues with shorter AIFS times get access before those with longer AIFS
  - Contention Window (CWmin, CWmax)
  - Transmission Opportunity (TXOP) length

Admission control protects high-priority traffic from low-priority traffic via TSPEC



## EDCA (WMM) Details





## **HCF Controlled Channel Access (HCCA)**

Parameterized QoS, controlled channel access mechanism

- Centralized coordinator schedules & manages bandwidth by polling stations for TXOP requests & reserving TXOPs based on all station requests
- Admission control based on Transmission Specification (TSPEC) & available bandwidth



**Protocol Efficiency Improvements** 

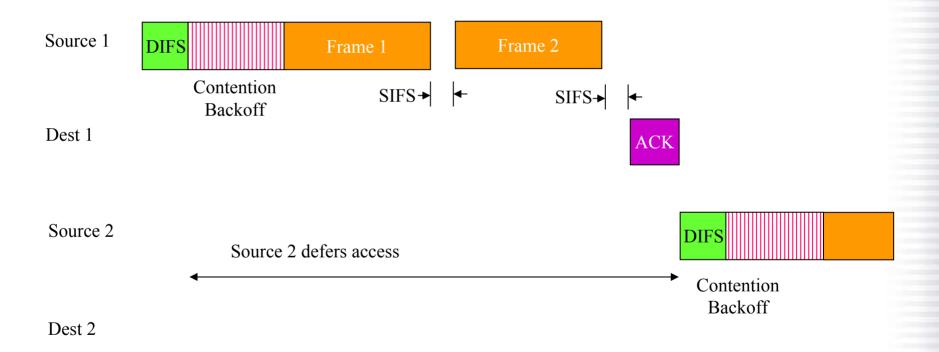
Block Acknowledge

**Frame Bursting** 

**Fast Frames** 

## **Block Acknowledge**

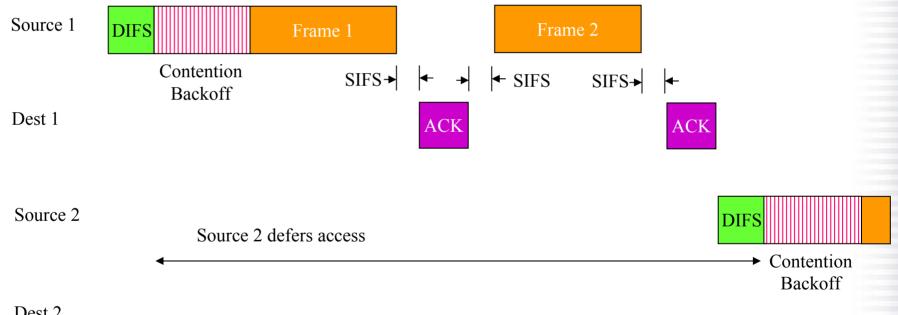
- Source 1 sends multiple frames separated by SIFS, followed by 1 ACK
- Source 2 waits the normal DIFS interval, and is pre-empted by Source 1



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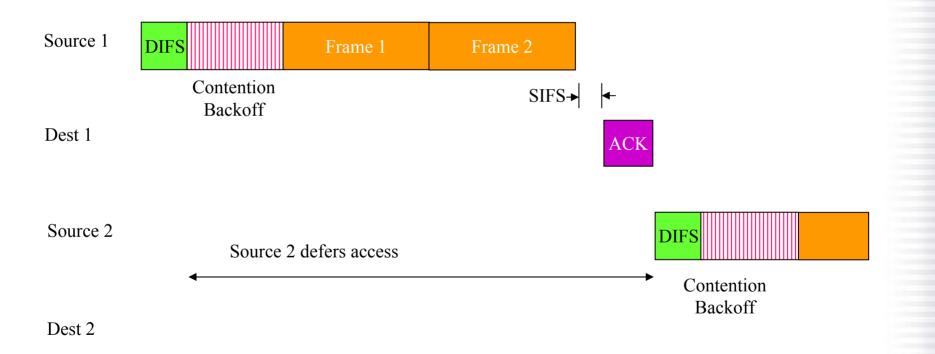
#### **Frame Bursting**

- Source 1 waits a shorter SIFS interval before sending successive frames
- Source 2 waits the normal DIFS interval, and is pre-empted by Source 1





- Source 1 sends multiple frames (or 1 larger frame), followed by 1 ACK
- Source 2 waits the normal DIFS interval, and is pre-empted by Source 1





#### Performance: Super G / Super AG

>60Mbps\*

~40Mbps

~22Mbp







## 2-3x Throughput

#### **Dynamic Turbo Mode:**

- Utilizes dual channels to double rates
- Dynamically adjusts for need / environment
- For critical high bandwidth needs

#### Super G Mode:\* Packet Bursting

- More data packets per given time period
- Benefits realized regardless of AP type

#### **Fast Frames and Compression**

- Packet aggregation & timing modifications
- Standards-based Lempel Ziv compression
- AP supports on link-by-link basis

\*Standards based

**Base Mode:** Standard 802.11a/g with enhanced Tx power and Rx sensitivity



### Multiple Radio/Smart Antenna Technologies

#### Beamforming (BF) & Maximal Ratio Combining (MRC)

- Increases distance at a link rate (whole-house HDTV coverage)
- Available now at low cost
- Spatial Multiplexing (SM)
  - Increases throughput (many HDTV streams)
  - Multiple HDTV streams

802.11n

- Includes BF, MRC, SM & other technologies
- 300Mbps+ throughput
- Standard expected 2007



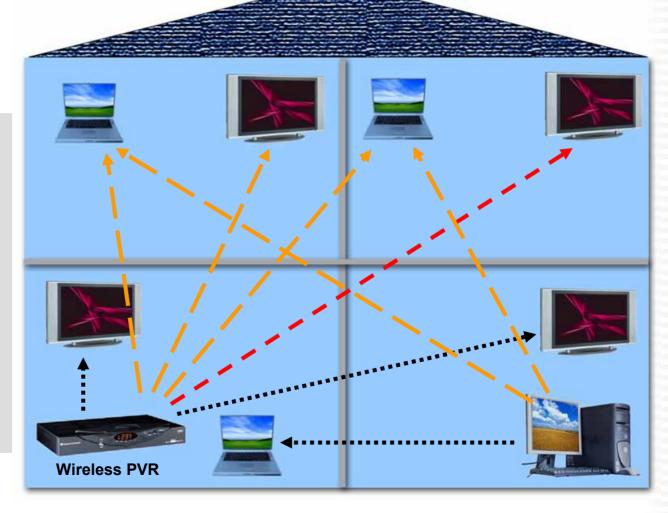
## **Multiple Radio Technologies**



1 mmin (0)

BF/MRC (Distance)

802.11

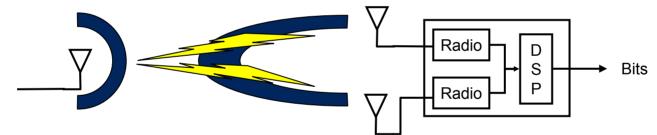




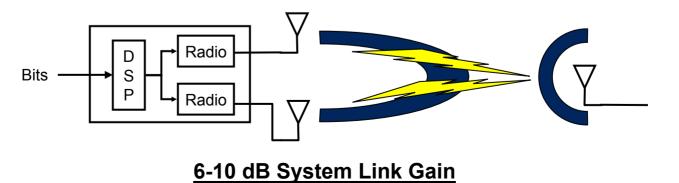
### **Beamforming & Receive Combining**

Beamforming and Receive combining are designed to improve signal robustness:

- Higher data rate at range
- Benefit even when one end is legacy 802.11 device
- Receive combining focuses energy arriving from the AP/STA direction



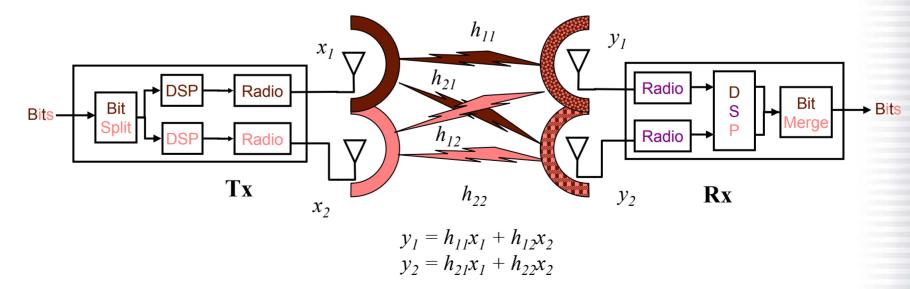
Transmit beamforming focuses energy towards the AP/STA direction





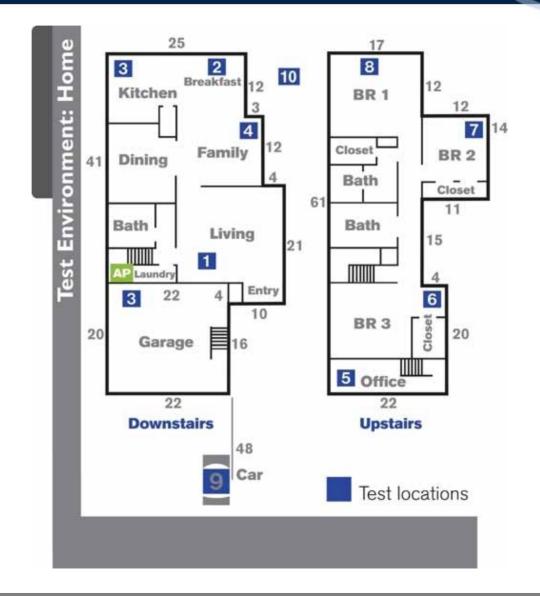
### **Spatial Multiplexing - MIMO**

Form multiple independent links on same channel between Tx and Rx to communicate at higher effective data rates
In reality there are cross-paths between the antennas
The correlation must be decoupled by digital signal processing algorithms – channel estimation, equation solving





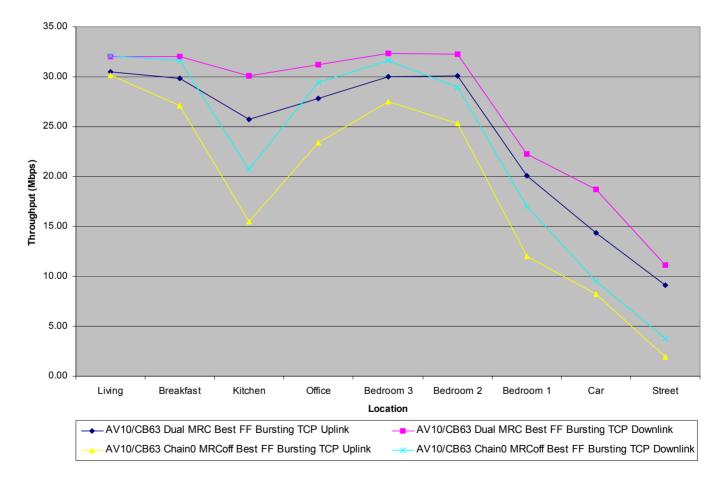
### **Performance Test House Floor Plan**





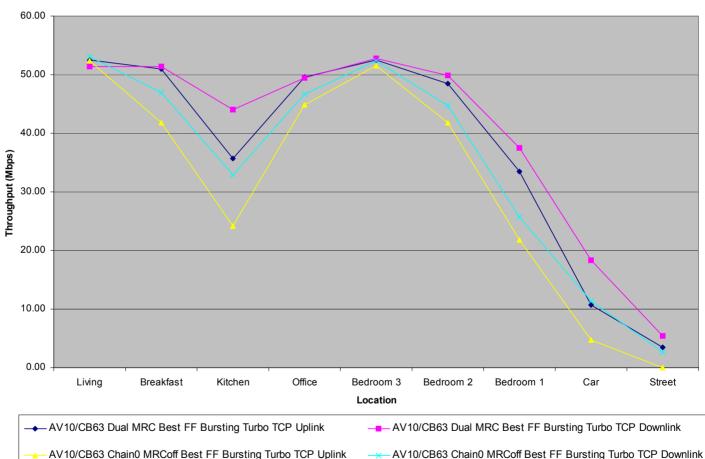
## **BF/MRC** *Measured* Performance

AV10/CB63 Dual vs. Single, FF Bursting





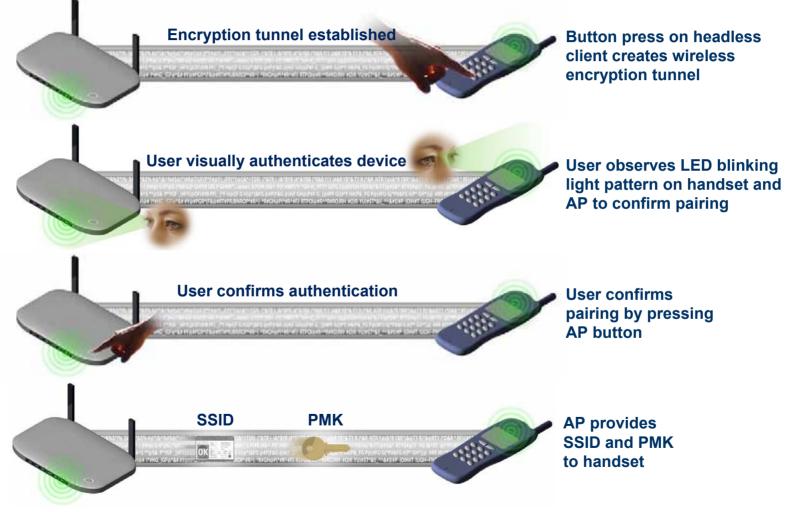
#### **BF/MRC** *Measured* **Performance** (Turbo)



AV10/CB63 Dual vs. Single, FF Bursting Static Turbo



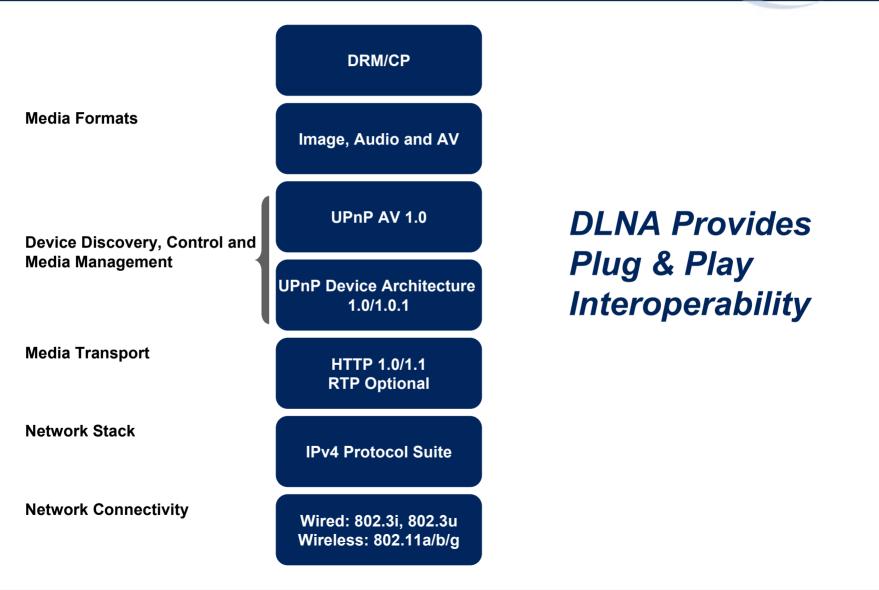
#### Ease-of-Use: Simple Security Setup



Secure connection of handset to WLAN is established!



#### Ease-of-Use



## Summary

- Goal is Any Content, Anytime, Anywhere with "No New Wires"
  - $\Rightarrow$  Consumers want it, service providers will push it
- 802.11 technology supports multiple SDTV/single HDTV today
- 802.11n technologies will enable a comprehensive wireless infotainment networking platform
- Hybrid infotainment networks are likely practical solutions
- Ease-of-Use being addressed through industry organizations (e.g. DLNA) & individual companies
- 802.11 technology continues on a steep cost reduction slope
- Content protection issues may stall the market



