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How to specify the DIFS

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**Type dependent (Smart) DIFS.**

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## **History:**

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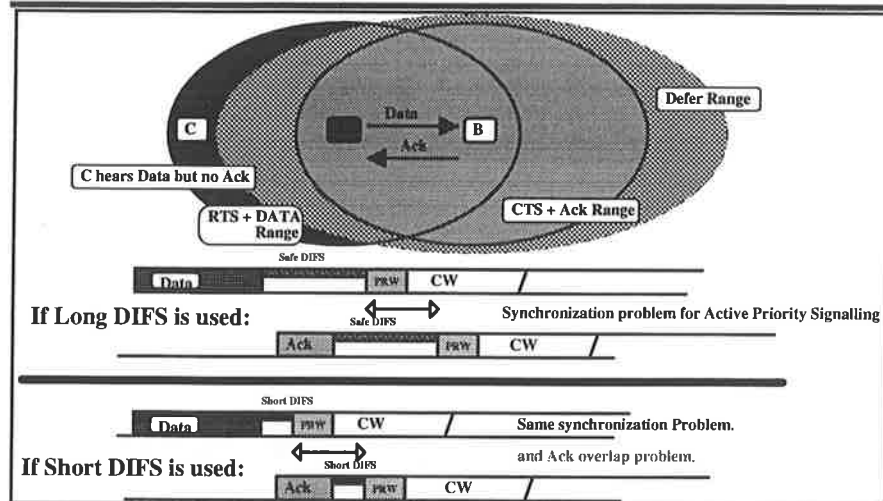
- **Basic assumption was:**
  - DIFS is approx. one slot longer than the PIFS.
- **A number of problems have been identified based on the above assumption:**
  - Ack may be clobbered by a “Hidden node”.
  - Ack for subsequent fragments may be clobbered by a “Hidden node” when Data is send at a Extended rate.
  - Ack will be clobered by a “Hidden node” when active priority signalling is used to support DTBS.
  - “Hidden nodes” will not be properly synchronized for an priority resolution, causing “leakage” between priority levels.
- **A single longer DIFS will not resolve all identified problems.**

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### Problem Description:



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### Hidden node problem effects:

- **Hidden Stations may affect the Ack integrity unless  $DIFS > 2 * IFS + \text{Ack length}$  (Safe DIFS).**
  - Ack can be overjammed by a station that is Hidden from the Ack generating station.
    - » This can happen on frames not send with RTS / CTS (like all frames shorter then  $RTS\_Threshold$ ).
    - » When fragmented data is send at an extended rate.
    - » When RTS collides (in part of the network), so that not all stations can decode the RTS duration.
- **Hidden station problem will also affect the Active priority signalling synchronization.**
  - This will result in “Leakage” between priority levels”
  - Needs long DIFS to prevent consistent Ack failure due to jamming by the PaS signal.

### Long DIFS effects:

- **A Long DIFS will prevent the Ack overlap.**
  - $DIFS > 2 * SIFS + \text{Ack length}$ .
  - This reduces the medium efficiency.
    - » Actual IFS could be much shorter after an Ack.
  - It does not resolve the PaS synchronization mismatch in the Active priority mechanism.
- **Solution:**
  - A more intelligent DIFS specification is needed.
  - The DIFS length should be dependent on the Type of the preceding frame.

### Type dependent DIFS specification:

- **DIFS definitions:**
  - $DIFS-1 = 2 * SIFS + \text{Ack duration}$
  - $DIFS-2 = PIFS + \text{Slot time}$
- **Proposed Algorithm:**
  - If preceding frame is identified as an Ack then  $DIFS = DIFS-2$ , else  $DIFS = DIFS-1$ .

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## Mechanisms to identify an Ack:

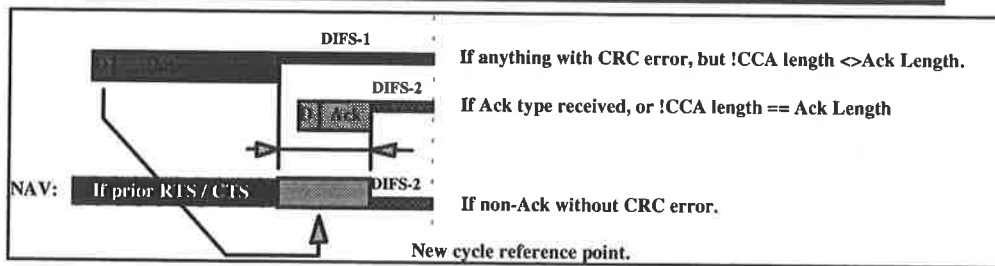
- **If within “Data detection” range and CRC is correct:**
  - Type field will identify the frame as an Ack
  
- **If outside “Data detection” range (CRC error) but within CCA detection range.**
  - Monitor the length of !CCA (Busy medium), and identify the type by monitoring the Busy medium duration.

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## Example:



- **Type dependent DIFS length assures proper Ack protection against hidden node effects.**
  - Improves efficiency, otherwise DIFS-1 would be always needed.
  - Nodes waking up in the middle of a Data frame will likely wait the appropriate long time.
  - End of frame reference is indicated by !CCA drop.

## Conclusion:

- **Type dependent DIFS is highly preferred.**
- **It resolves Ack vulnerability issue in an efficient way.**
  - Only Long DIFS needed when in Hidden Station situation.
  - Also effective if Data rate was not supported by the receive station (CRC error).
- **It resolves the synchronization mismatch due to the same hidden Station problem during active priority signalling.**
  - Reduces / eliminates the priority leakage problem.
- **It also works for the situation where the “Defer range” is beyond the “Data Range”, and when there are CRC errors.**

## State Machine changes needed:

*{Extra slide to show the state Machine changes}*

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**Motion:**

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- **Move:**

**To adopt the Smart DIFS mechanism as described in this contribution.**