

Softspeak: Making VoIP Play Well in Existing 802.11 Deployments

Patrick Verkaik

Yuvraj Agarwal, Rajesh Gupta,

Alex C. Snoeren

UCSD

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UCSDCSE
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Mobile VoIP usage

- Voice over IP (VoIP) and WiFi increasingly popular

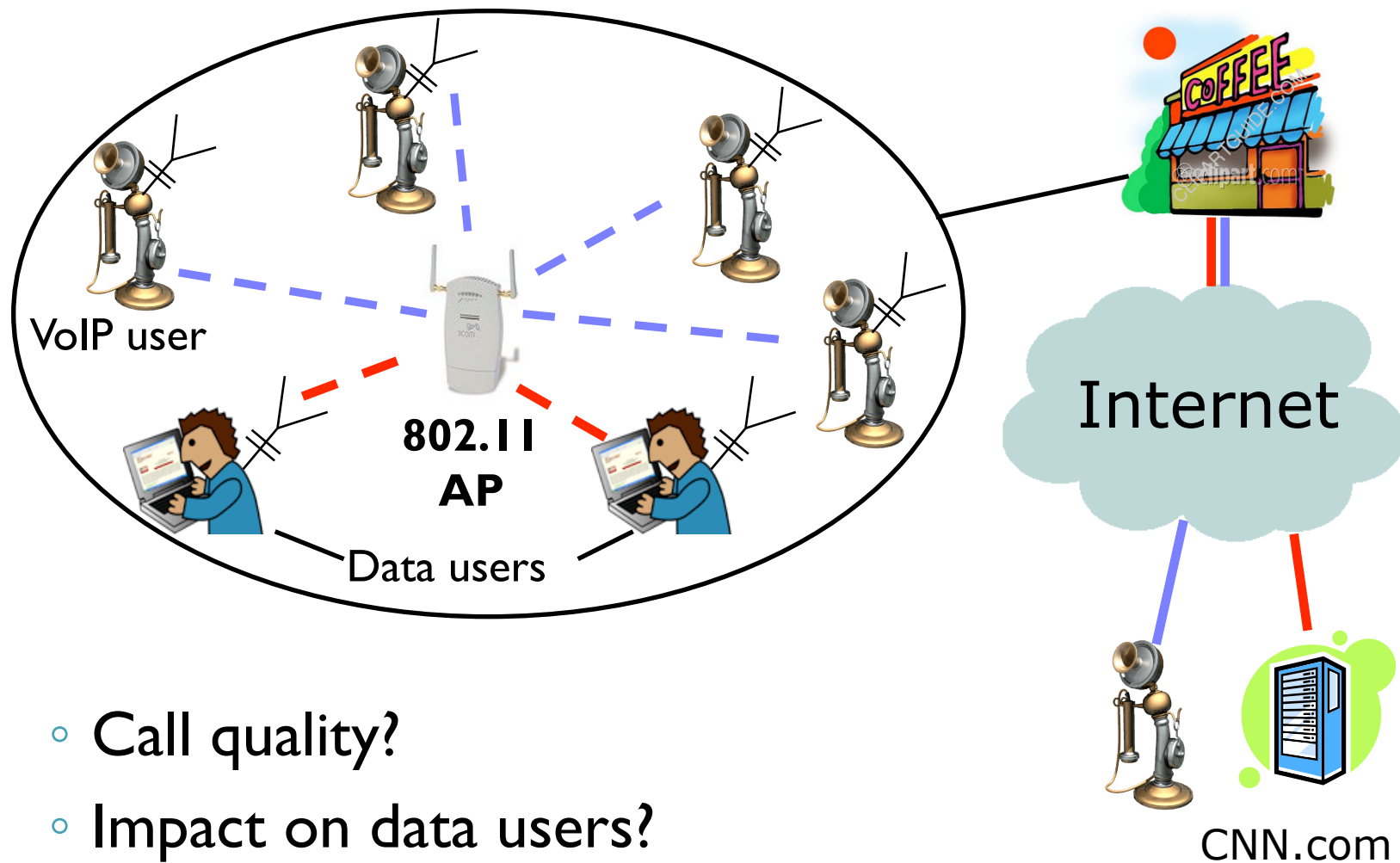


- Cell phones with WiFi + VoIP:
 - iPhone (+ Skype, Fring, iCall, ..)
 - T-mobile UMA and @home



> 1M downloads of Skype for iPhone in just two days

Impact of VoIP on WLANs



- Call quality?
- Impact on data users?

VoIP vs. WiFi (802.11)

- 802.11 designed for data traffic
- Substantial per-packet overheads
 - Framing (headers, ACK)
 - Contention (backoff, collisions)
- VoIP:
 - Small packets
 - High packet rate (20-100 pps)

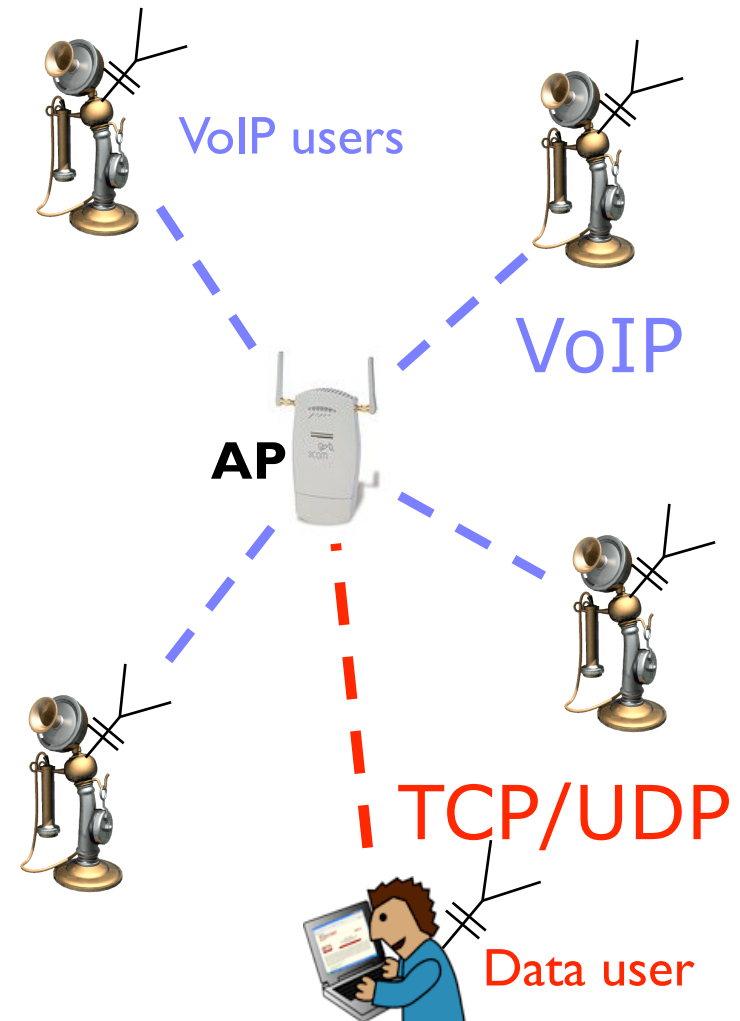
VoIP makes inefficient use of WiFi

Measuring the impact of VoIP

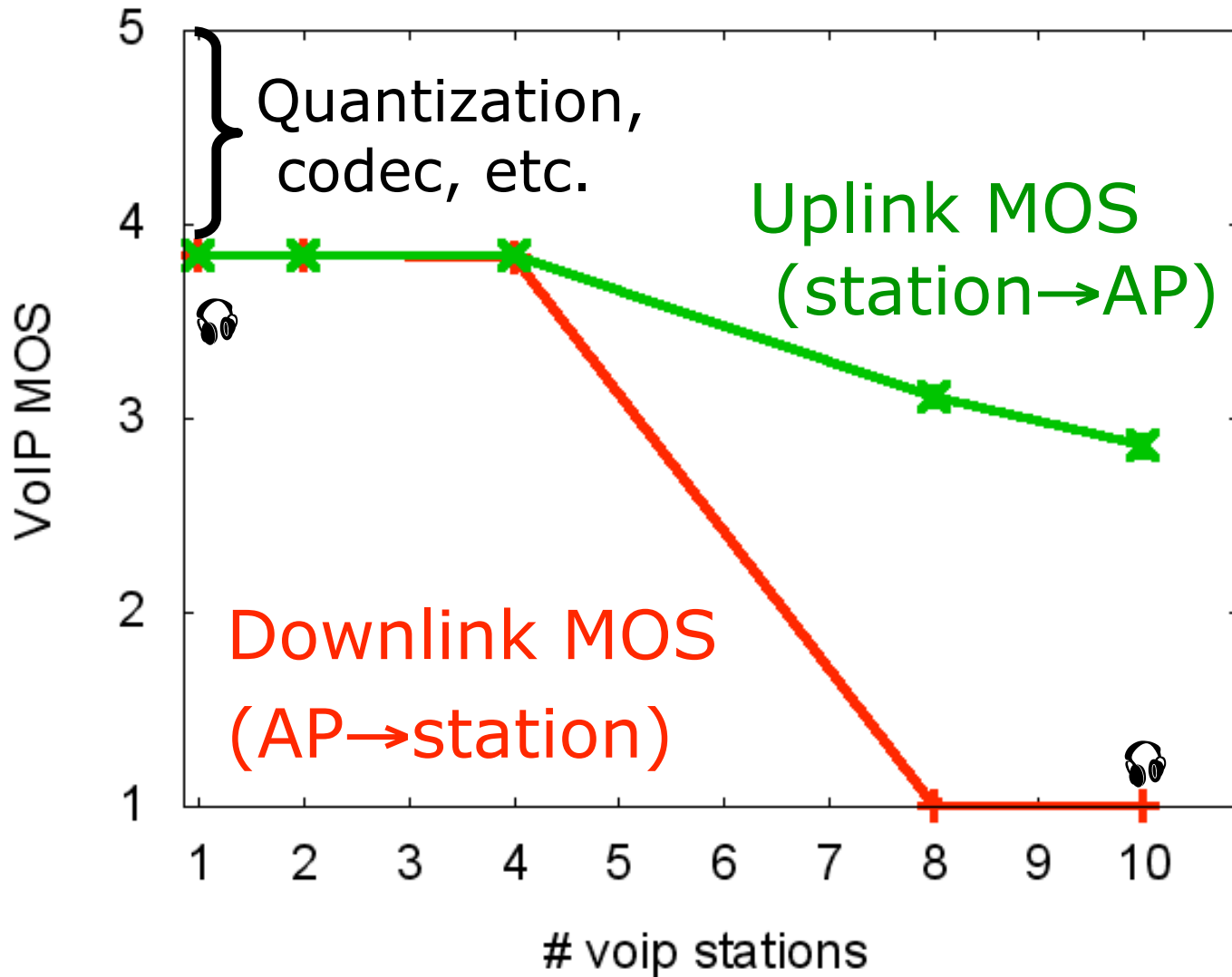
- Residual capacity
 - TCP / UDP throughput
- Mean opinion score (MOS)
 - How audio appears to a real person
 - Score: 1 (bad) – 5 (very good)
 - Can be calculated based on: [Cole et al., 2001]
 - Voice codec
 - Network packet loss, delay, jitter

Measuring the impact of VoIP

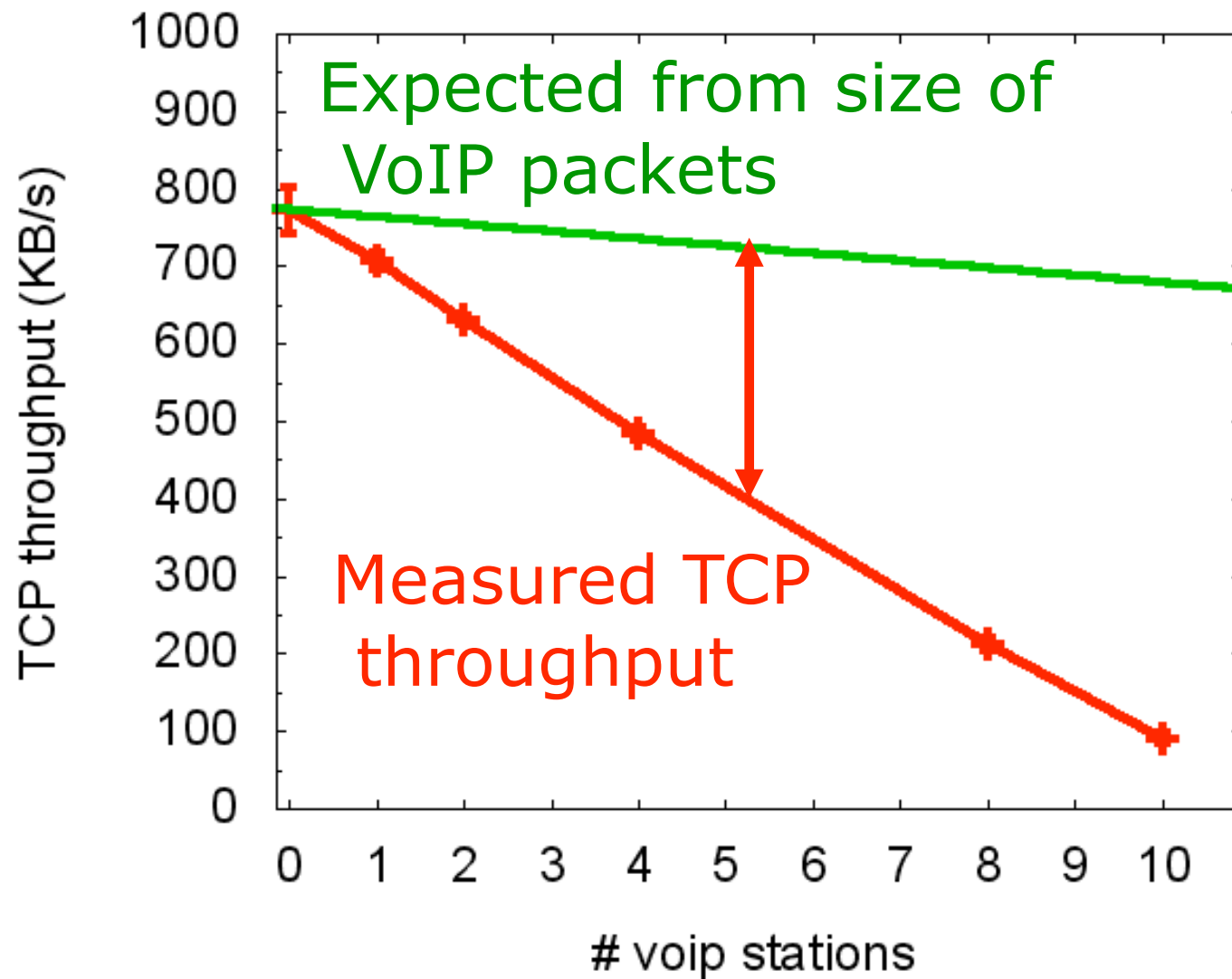
- 802.11 b/g testbed:
 - 10 VoIP stations
 - One data station
- Gradually activate more VoIP stations



Degradation of call quality



Degradation of TCP

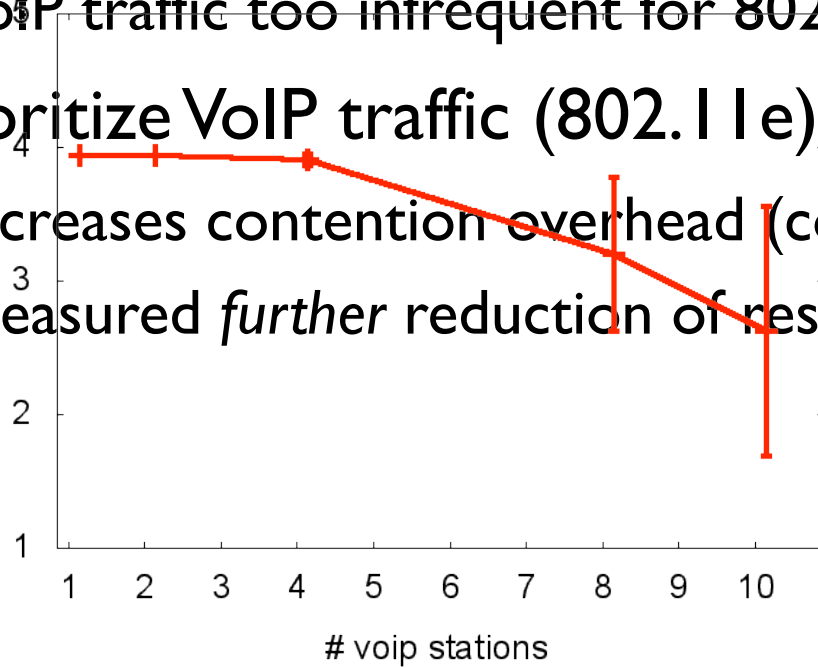


Solutions deployable today

- Decrease VoIP packet rate
- Use higher speeds (802.11g, 802.11n)
 - 'Protection' in the presence of older versions of 802.11
 - VoIP traffic too infrequent for 802.11n aggregation

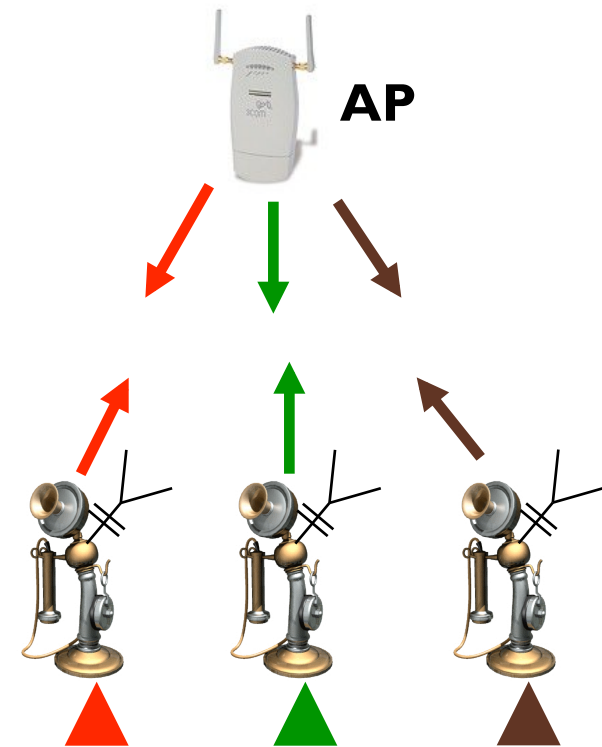
- Prioritize VoIP traffic (802.11e)

- Increases contention overhead (collisions)
- Measured *further* reduction of residual capacity

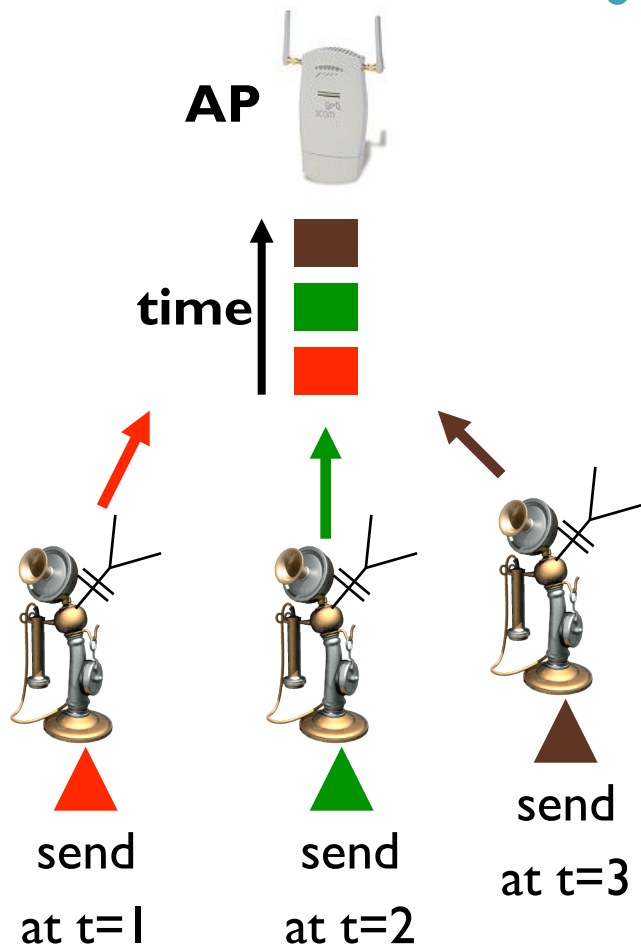


Softspeak overview

- Downlink direction:
 - Aggregation across *multiple* receivers
 - Addresses framing and contention overhead
- Uplink direction:
 - Prioritized TDMA (Time Division Multiple Access)
 - Addresses contention overhead



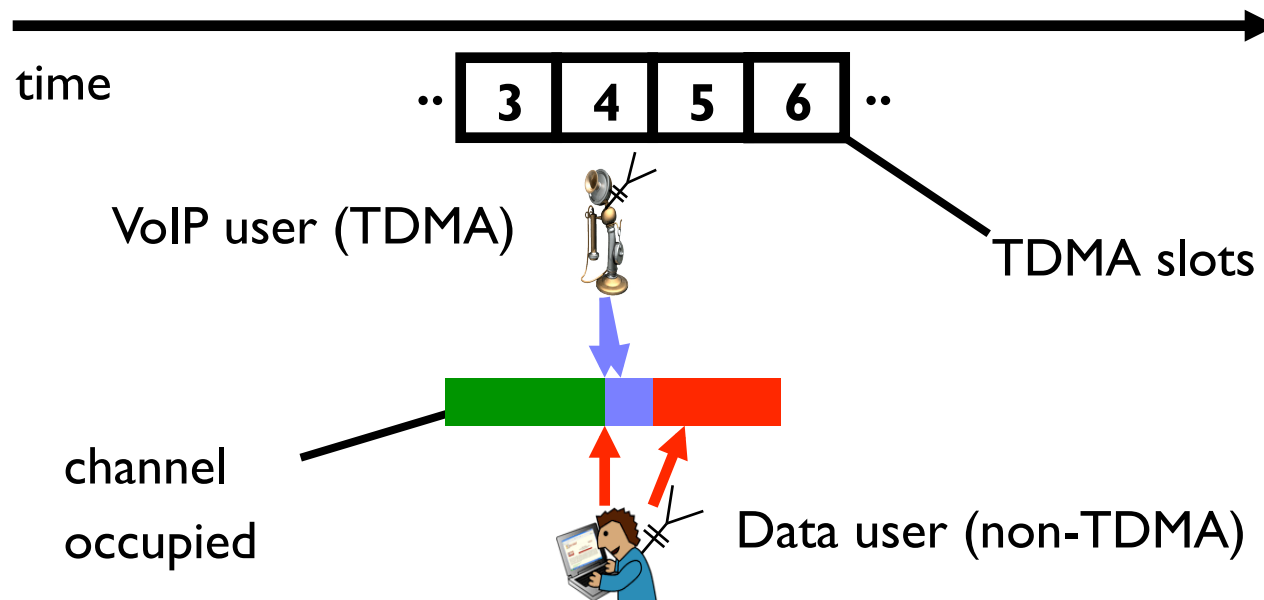
Uplink: prioritized TDMA



- TDMA by VoIP stations:
 - Avoids collisions by serializing channel access
 - Cycle of 10 TDMA slots, each 1 ms
- VoIP stations must:
 - Establish TDMA schedule
 - Synchronize clocks
 - **Compete with non-TDMA traffic**

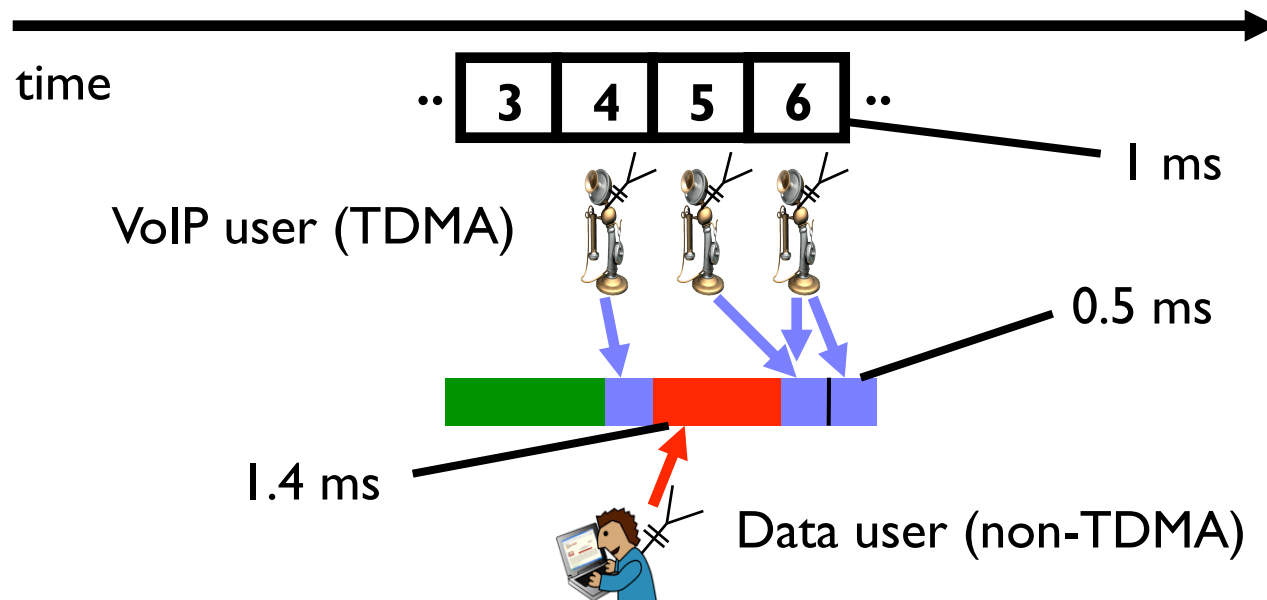
TDMA vs non-TDMA traffic

- Problem:
 - Non-VoIP stations unaware of TDMA
 - May prevent VoIP stations from sending on time
- Let VoIP stations *prioritize* their traffic
 - ..by changing 802.11 contention parameters

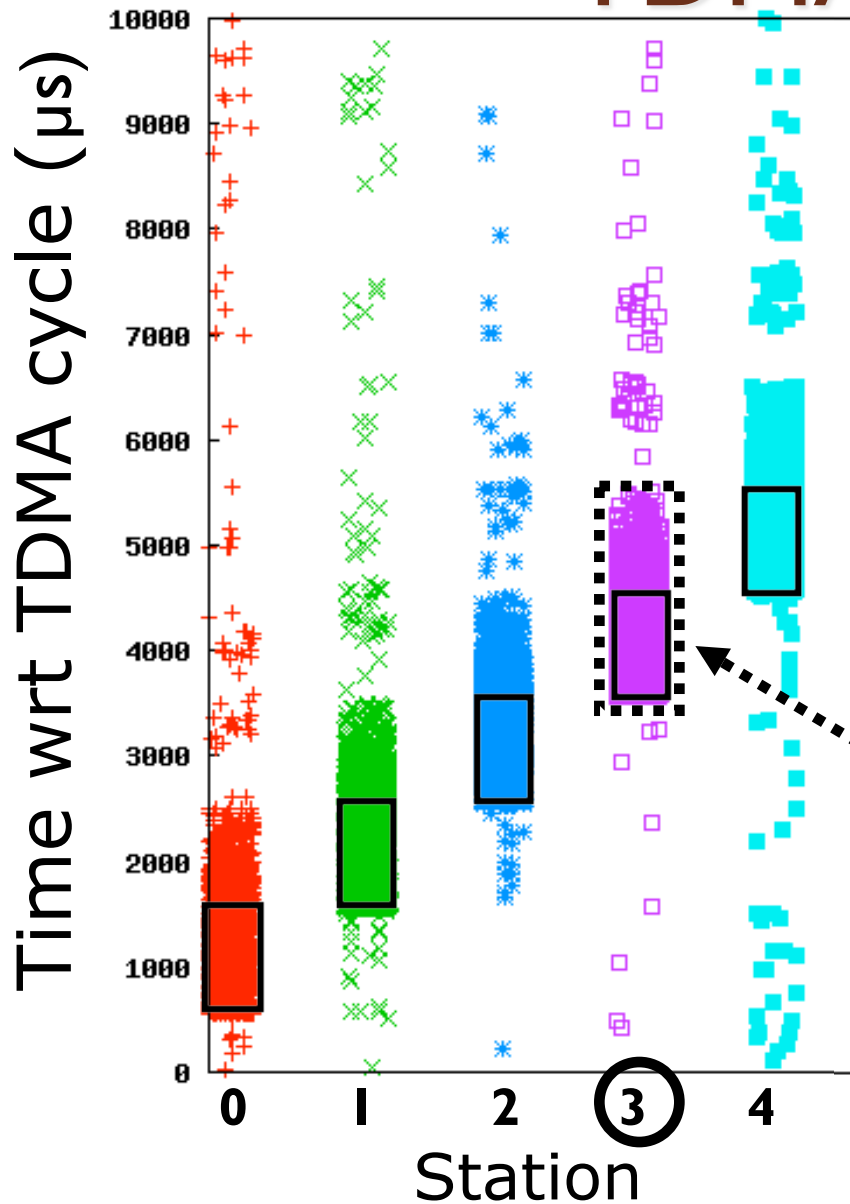


TDMA vs TDMA traffic

- Data packet overruns TDMA slot 5!
 - VoIP station 5 must wait..
 - .. therefore stations 5 and 6 collide in slot 6
- Solution: prioritize *among* VoIP stations 5 and 6



TDMA visualization

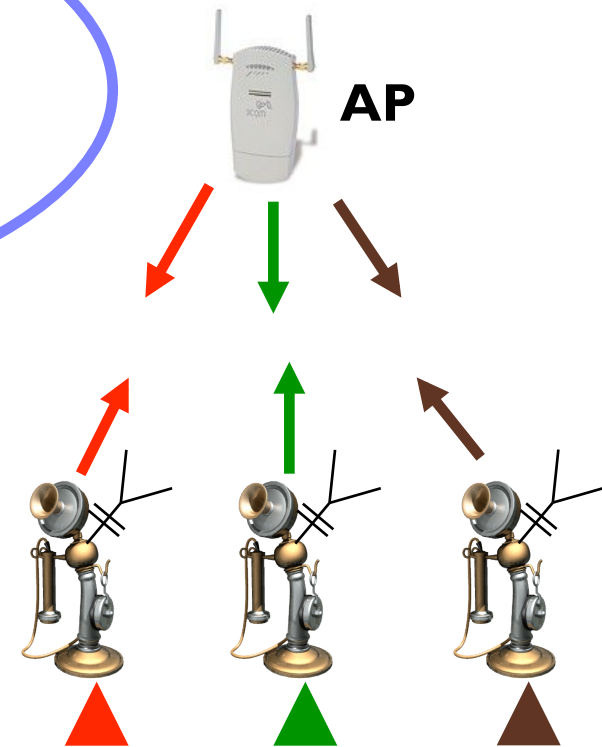


- Experiment:
 - CSMA/CA background data traffic
 - Ten TDMA VoIP stations
- TDMA:
 - 10-ms cycle
 - 1-ms slots

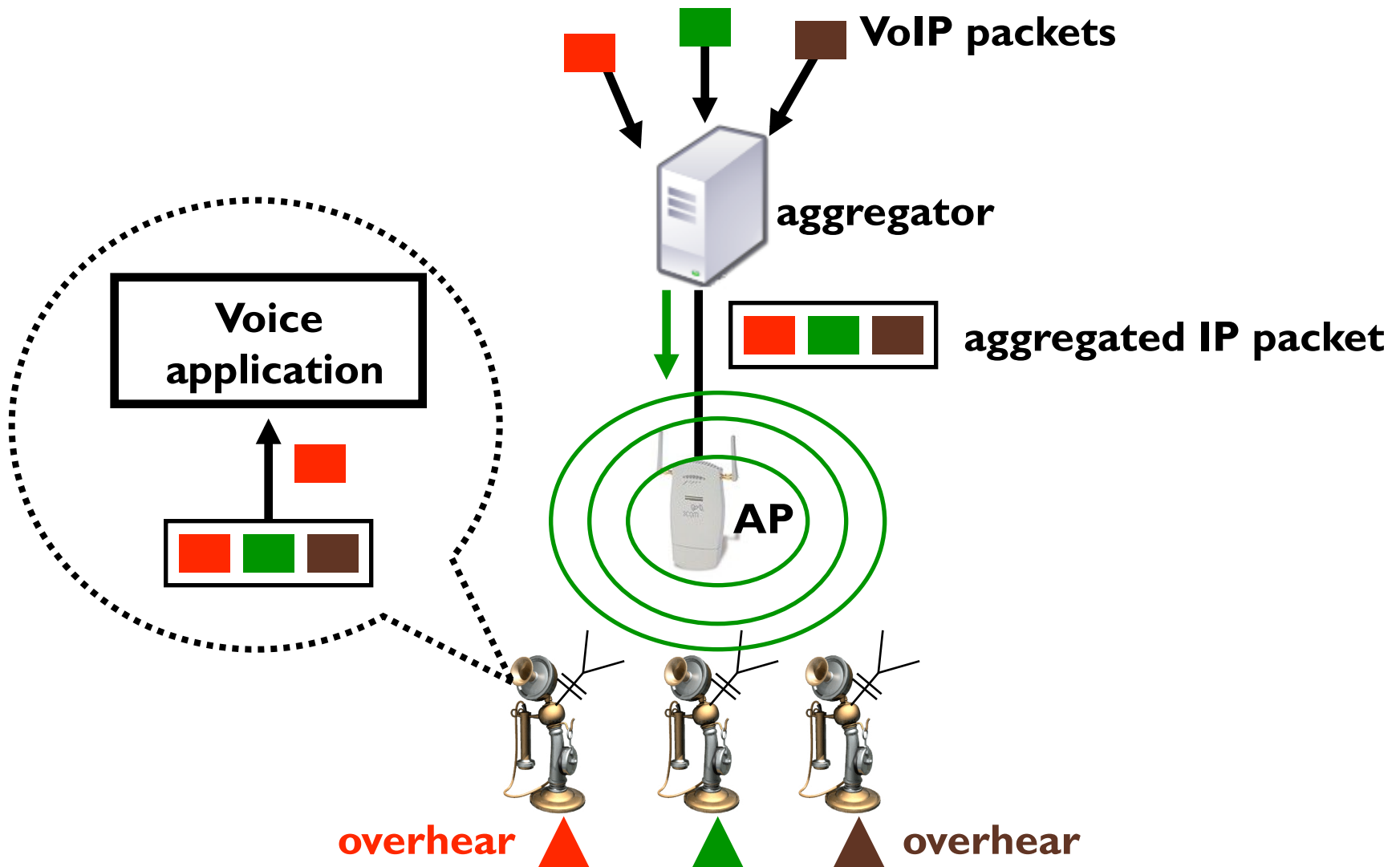
**Most transmissions
should start in own
or next slot**

Softspeak overview

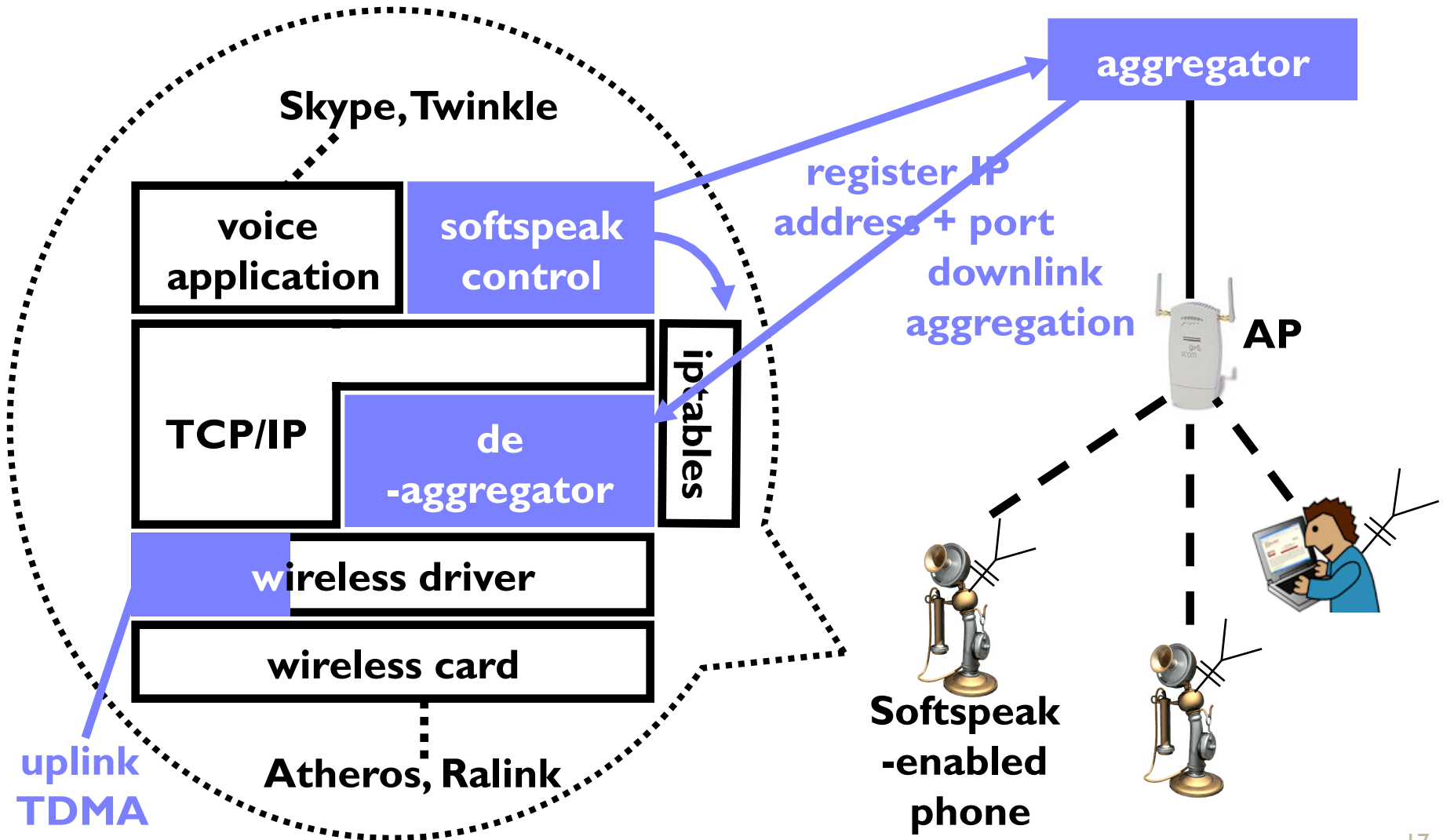
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Downlink aggregation



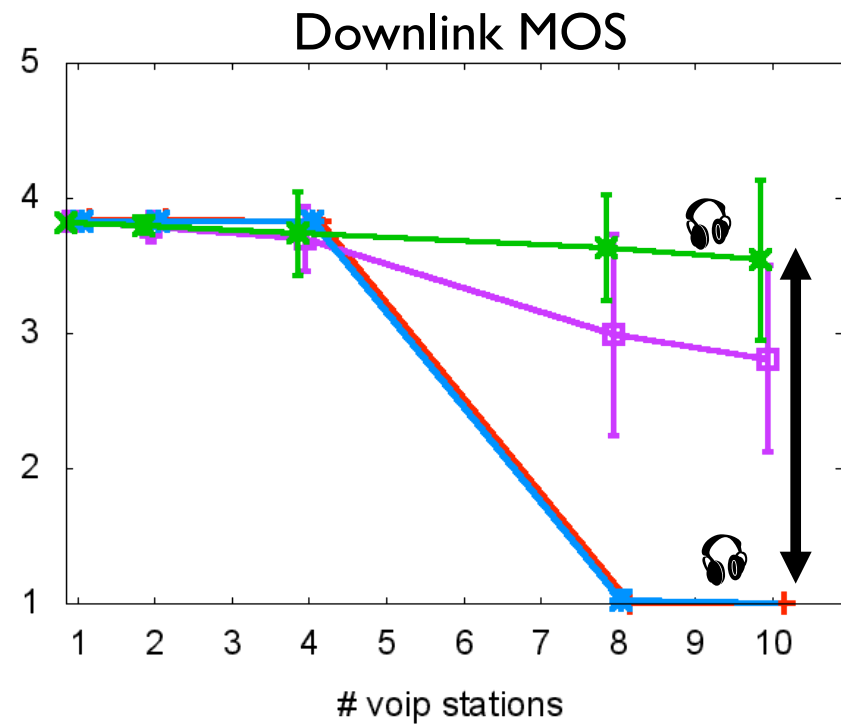
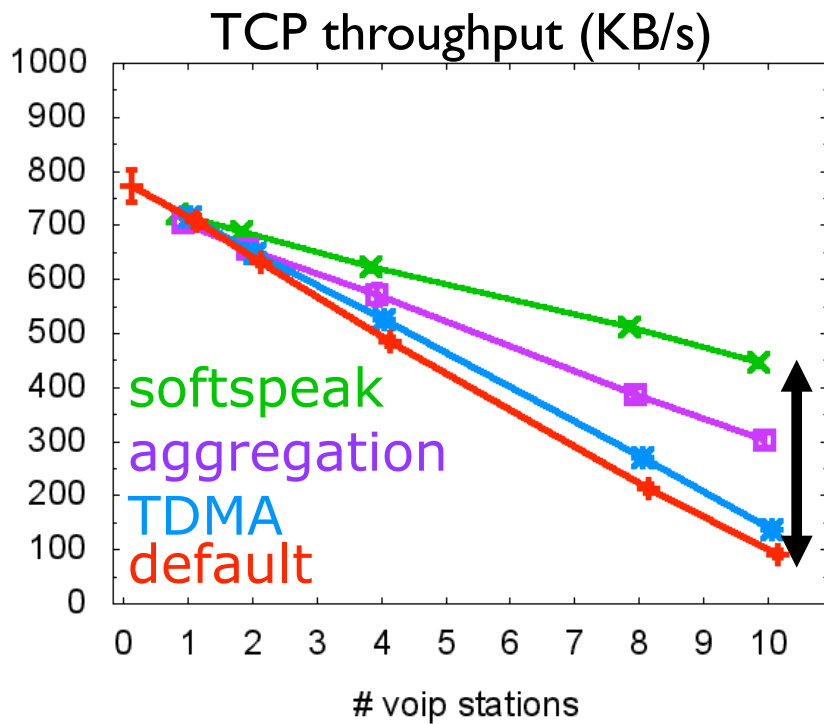
Implementation



Evaluation

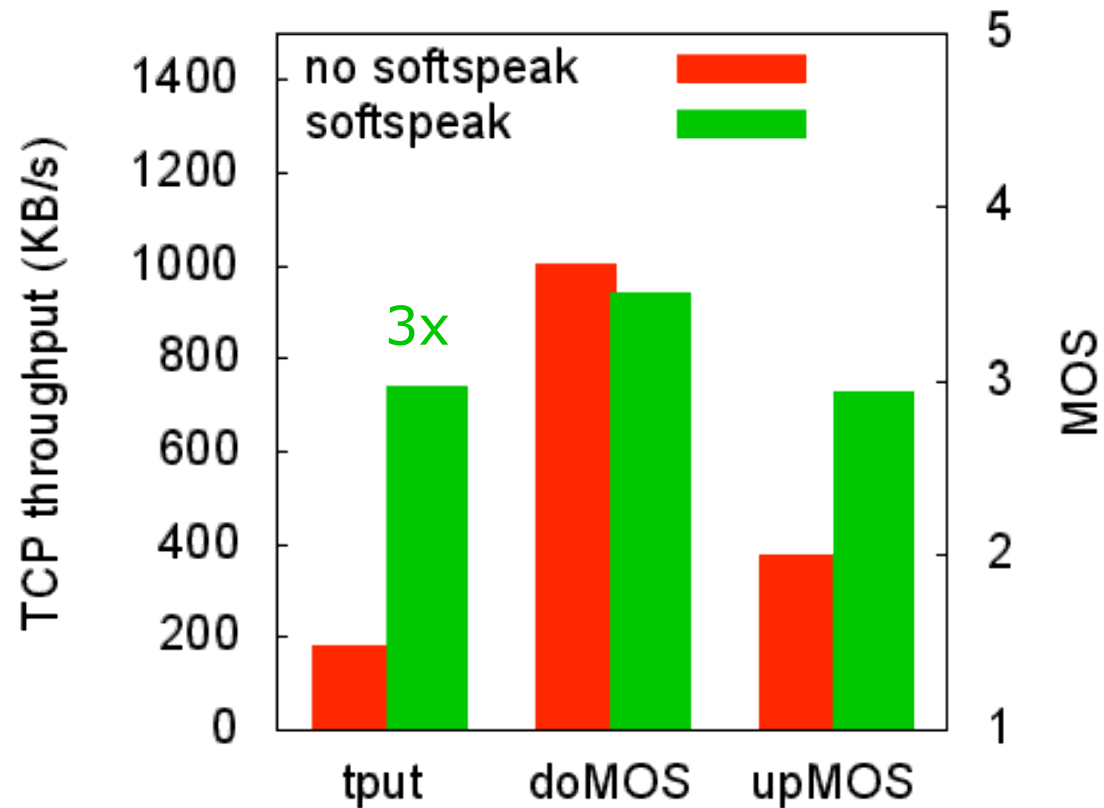
- Impact of Softspeak on:
 - Call quality
 - Residual throughput
- TCP data traffic, 10-ms voice codec
- See paper for:
 - UDP data traffic
 - 20-ms codec
 - Simulation results

Results for 802.11b



	Throughput	Downlink MOS	Uplink MOS
When TCP downloads	5x	3.5→3.3	3.7→3.6
When TCP uploads	+50%	1 →3.5	2.9→3.8

Results for 802.11g in practice



Performance while sipping a latte

- Testbed with voice + Web + bulk TCP
- When enabling Web traffic:
 - Bulk TCP *upload* improvement disappears
 - However *combined* TCP capacity improvement is preserved
- Exactly as is the case without VoIP traffic

Conclusion

- **Softspeak:**
 - Protects call quality and data throughput
 - Using TDMA and aggregation
 - Implementable in software based on commodity hardware
- **Source code and audio samples at:**
 - <http://sysnet.ucsd.edu/wireless/softspeak/>



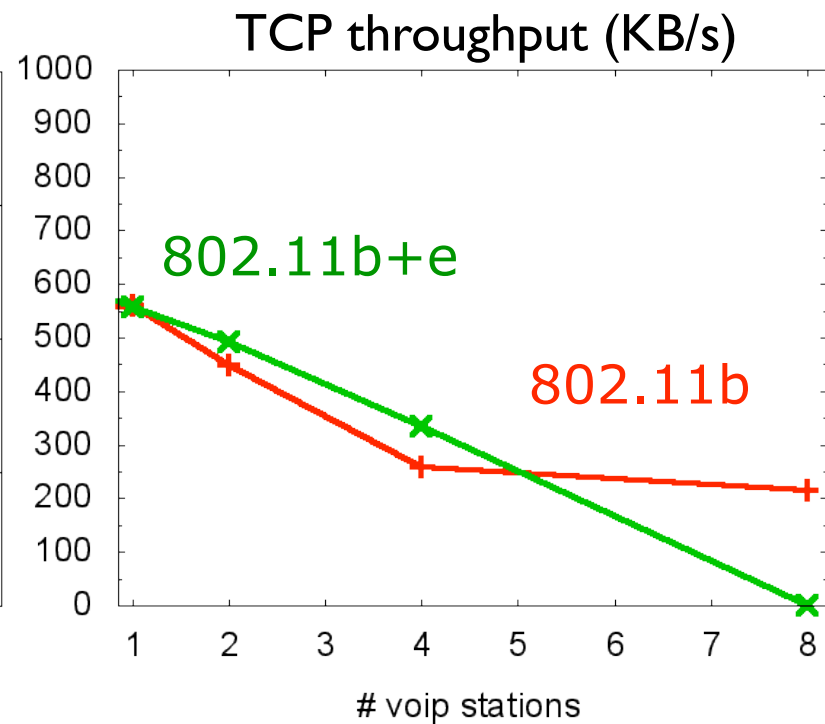
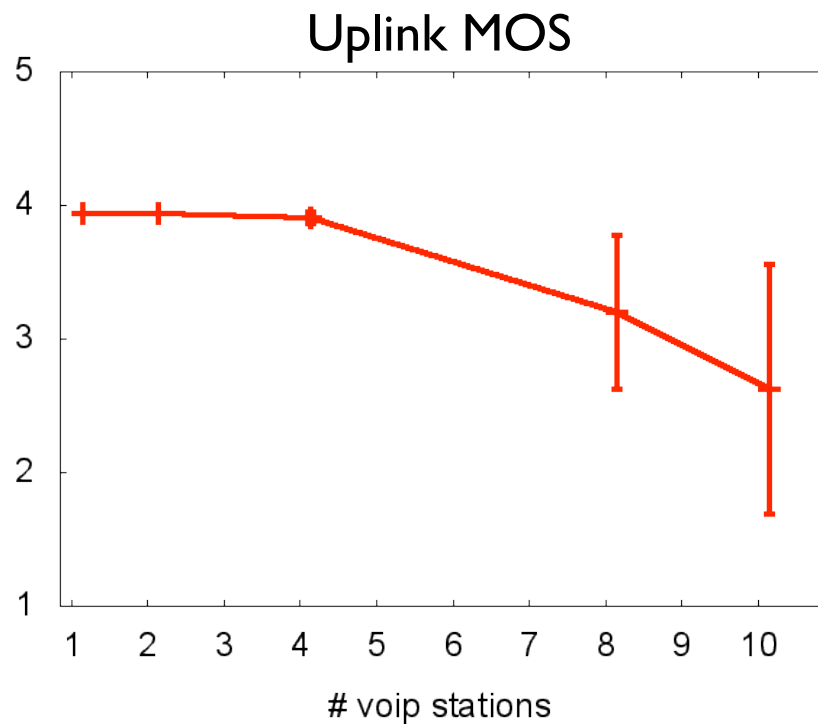
Related work

- Abundance of prior work:
 - Prioritizing voice, TDMA, aggregation, AP polls stations (PCF), ...
- Share one or more limitations:
 - Targets framing *or* contention overhead
 - Replaces CSMA/CA contention mechanism
 - Requires changes to AP or WiFi hardware

802.11 extensions

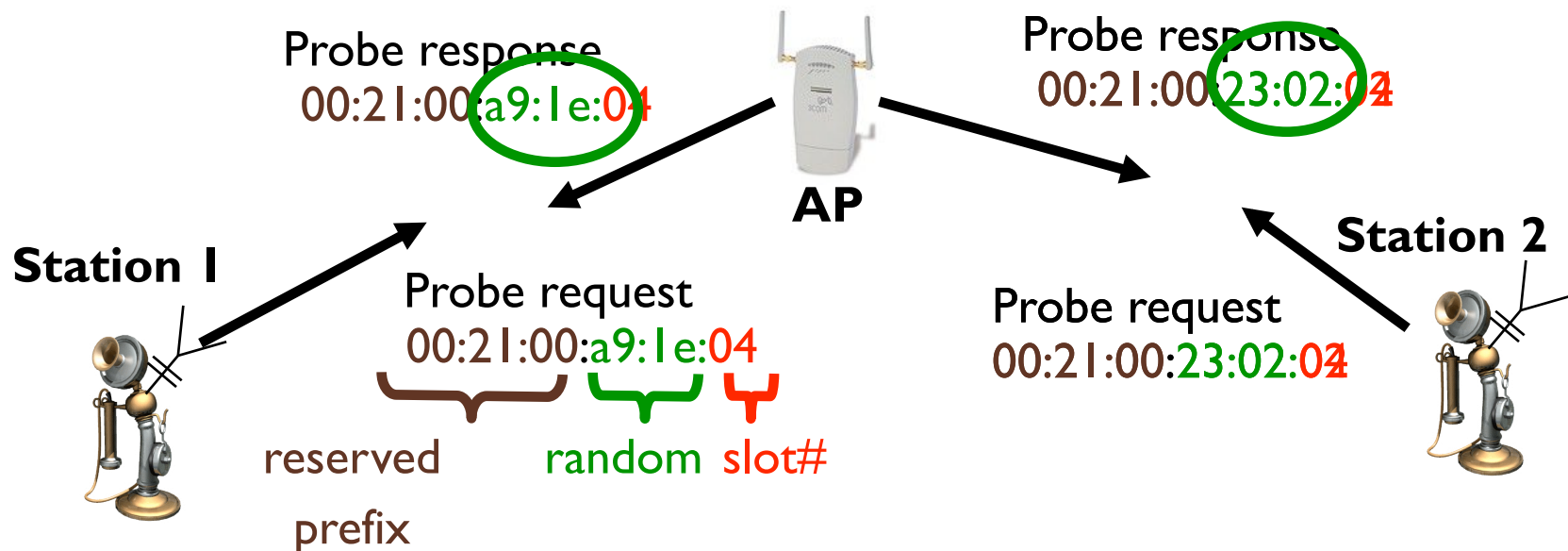
- 802.11g
- Higher speed

- 802.11e
- QoS extension
- Prioritizes VoIP

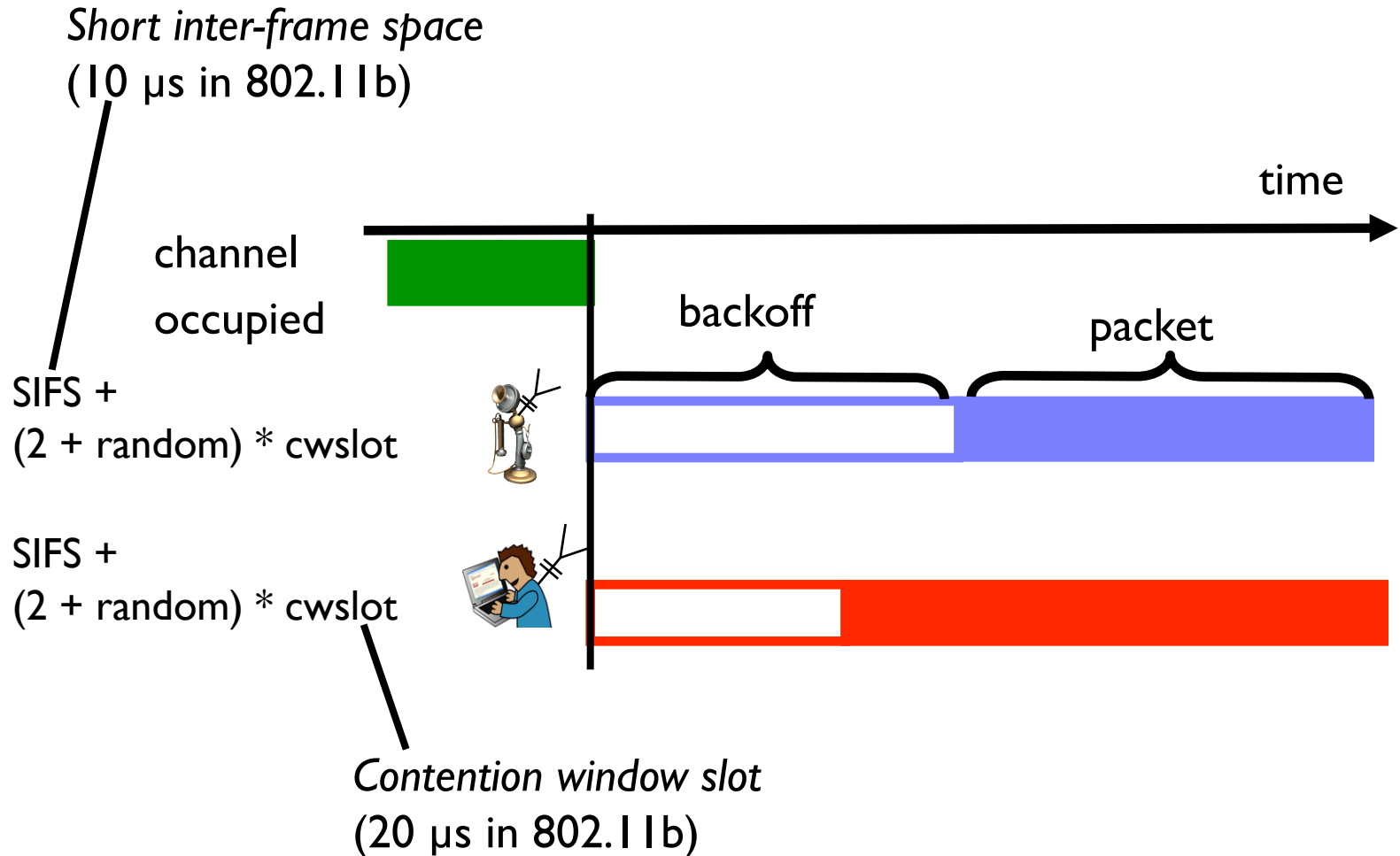


Establishing TDMA schedule

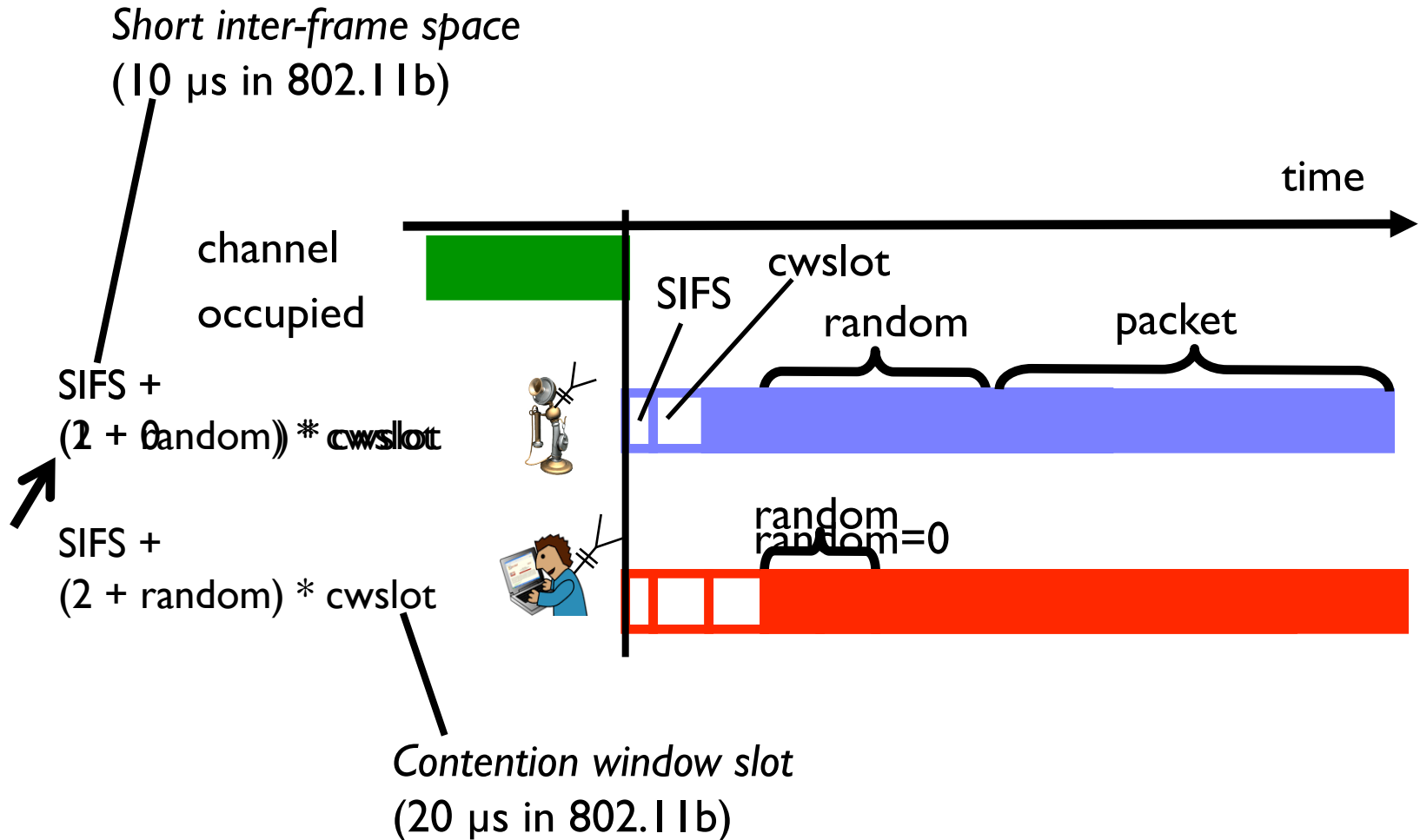
- Goal: agree on TDMA schedule
 - Cycle of 10 TDMA slots, each 1 ms
- However:
 - Stations might not hear each other
 - Unmodified access point



Prioritizing TDMA traffic

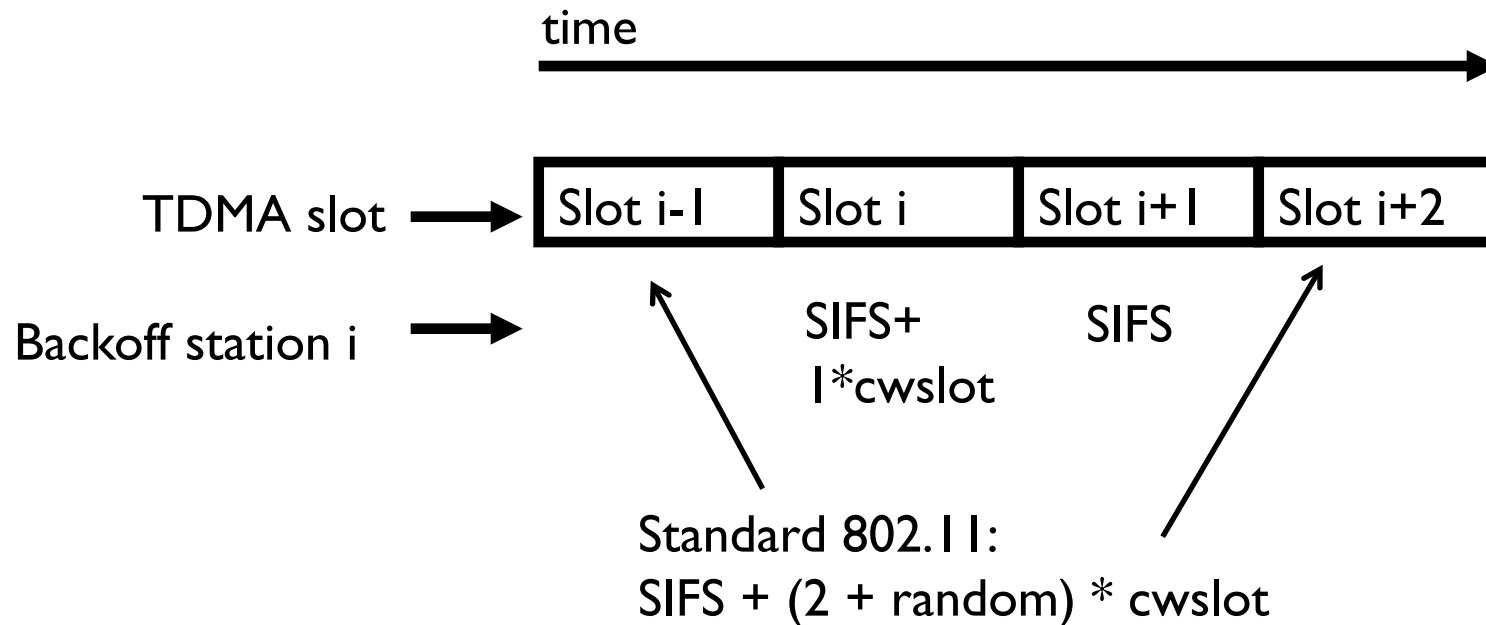


Prioritizing TDMA traffic



Prioritizing among TDMA traffic

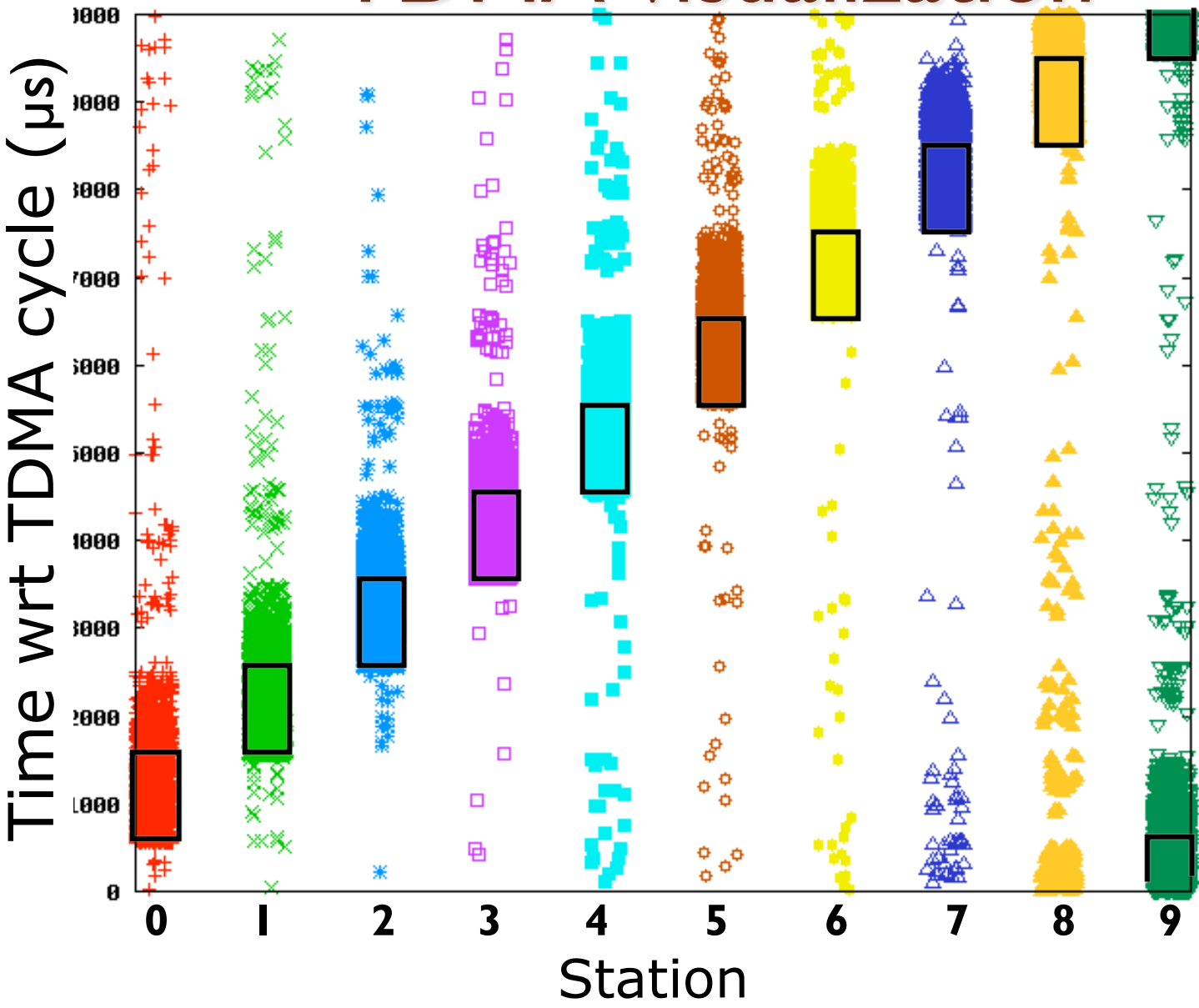
- Station i periodically modifies its contention parameters



Synchronizing TDMA slots

- Stations need a shared time reference
- Access points send beacons
 - E.g. every $\sim 100\text{ms}$
 - Heard by all stations
- To synchronize:
 - Reset TDMA clock after each beacon
 - Note: also counters clock drift

TDMA visualization



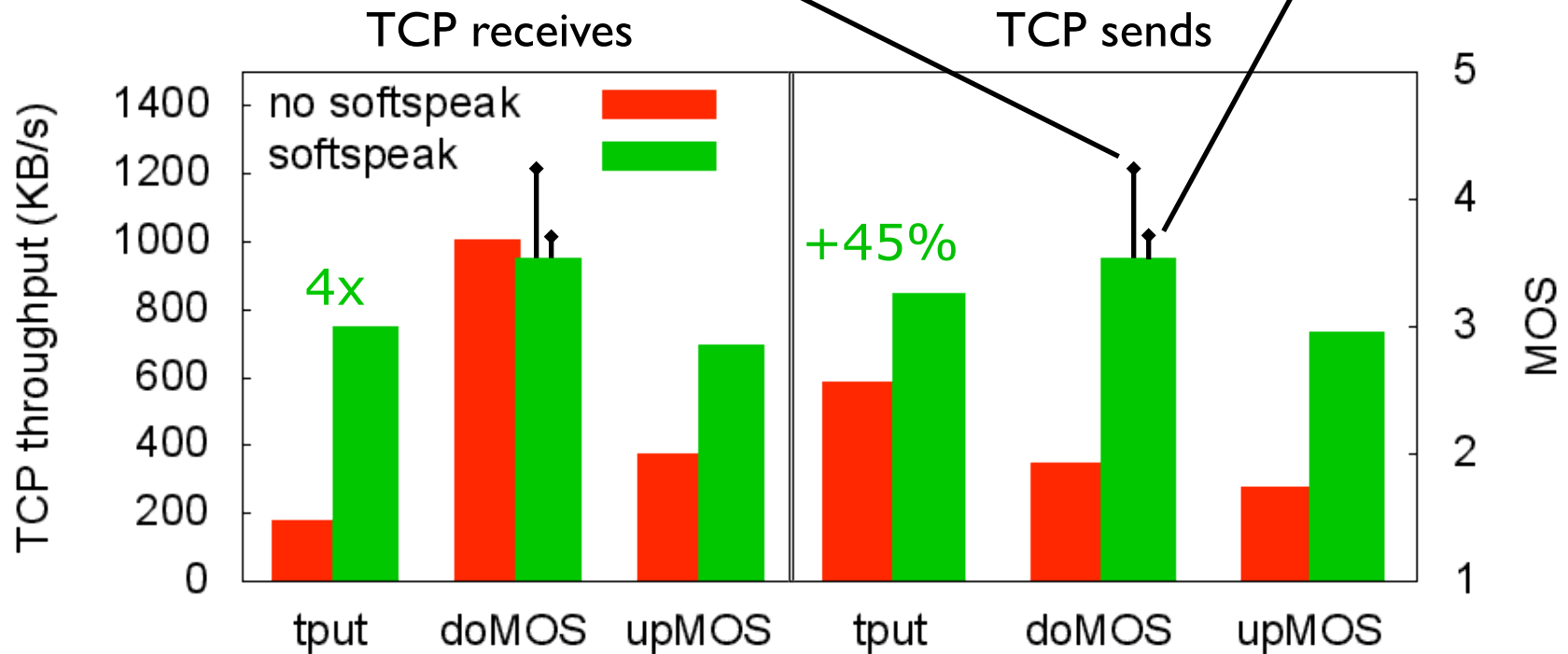
Addressing imperfect overhearing

- No retransmission for poor overhearer
- Exacerbated at higher 802.11g rates
- Mitigating steps:
 - Pick specific destination as receiver:
 - Have it associate at lower MAC rate
 - Helps if it's a poor receiver
 - Note: can be dedicated device
 - Poor receivers can simply opt out

Results for 802.11g

No overhearing
improvements: 20%

Overhearing
improvements: 7%



802.11g, 20ms codec

