

Wireless QoS with WMM and DSCP

How to implement Quality of Service on Wireless LAN

Andrea Grittini

Product Manager
Wireless Division
Wi4Net - Totalconn

Mikrotik User Meeting Wroclaw (PL) 1-2 March 2010



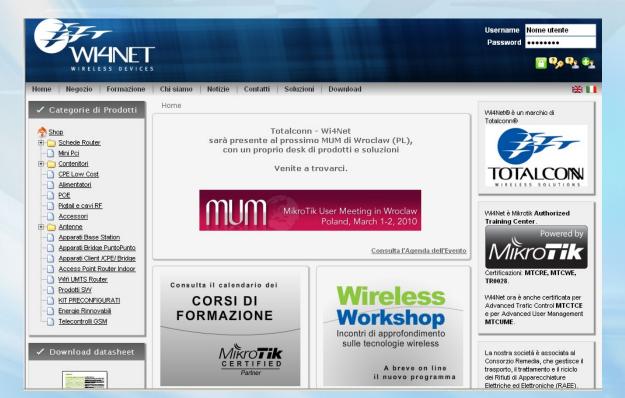
Andrea Grittini

- Graduated in Computer Science
- Working with wireless since 2003
- Startup of one of the first Italian WISP
- Mikrotik distributor since 2006
- Mikrotik Certified (4)
- Mikrotik Certified Trainer



Wi4Net - Totalconn

- Mikrotik Italian distributor
- Training and Consulting
- Building Certified Devices for EU market
- Power supply solutions / solar kit for stand alone solutions
- E-commerce Web site www.wi4net.it





Totalconn

 Last Mile Access solution: Up to 4 sectors/ ext. Ant./serial

 Point-to-Point integrated antennas 802.11n Mimo CE Certified









Goals

- Understand what are the problem of the media contention in a wireless environment
- Explain the WMM protocol
- Setup a basic configuration for the prioritization steps



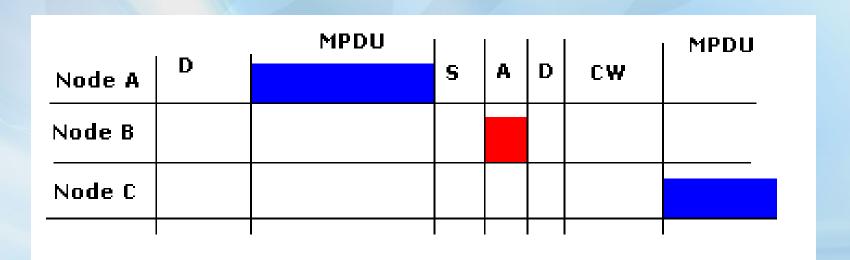
Topics

- Wireless access
- Priority and services
- ToS and DSCP
- WMM
- How WMM works
- Implementation
- Example
- Conclusion

802.11 MAC (Media Access Control)

The 802.11 family uses a MAC layer known as **CSMA/CA** (Carrier Sense Multiple Access/Collision Avoidance)

NOTE: Classic Ethernet uses CSMA/CD - collision detection). CSMA/CA is, like all Ethernet protocols, peer-to-peer (there is no requirement for a master station).





MAC sequence

- In CSMA/CA a Wireless node that wants to transmit performs the following sequence:
- 1. Listen on the desired channel.
- 2. If channel is **idle** (no active transmitters) it **sends** a packet.
- If channel is busy (an active transmitter) node waits until transmission stops then a further CONTENTION period. (The Contention period is a random period after every transmit).
- 4. If the channel is still idle at the end of the **CONTENTION** period the node transmits its packet otherwise it repeats the process defined in 3 above until it gets a free channel.

		MPDU					MPDU
Node A	D		S	A	D	CW	
Node B							
Node C							

8



QoS

QoS the Quality of Service:

• Its goal is to use the available resources effectively, and improve user experience and satisfaction with your service, allowing you to run a prosperous business. QoS is what unites everything related to making routing decisions, providing reliable service with failover capabilities, utilizing most of the available network resources, respecting different application requirements.



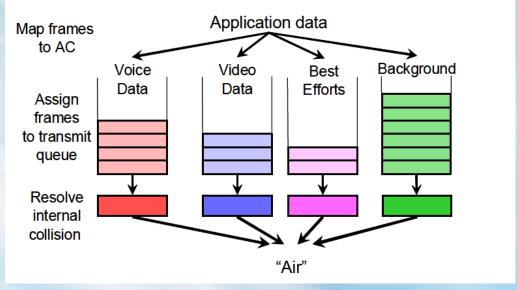
WMM and DSCP

- WMM: Wi-Fi MultiMedia Quality of Service is a set of features for Wi-Fi networks that improve the user experience for audio, video, and voice applications by prioritizing data traffic. WMM Quality of Service is based upon a subset of the IEEE 802.11e standard.
- DSCP (ToS): Differentiated Service Code
 Point: a 6 bit field in the IP packet header used
 to identify the level of service a packet receives in
 the network.



WMM

 WMM provides prioritized media access and is based on the Enhanced Distributed Channel Access (EDCA) method. It defines four priority classes (voice, video, best effort, and background) to manage traffic from different applications.



Source Wi-Fi Alliance



WMM

- In a Wi-Fi network, WMM functionality requires that **both** the access point (AP) and the clients running applications that require QoS have **WMM** enabled.
- At the same time, it is important to realize that WMM-enabled devices can take advantage of their QoS functionality only when using applications that support WMM and can assign the appropriate priority level to the traffic streams they generate
- Priority level are not assigned by default!



Access Categories

Voice 802.1d 7, 6 Video 5, 4 0, 3 **Best Effort** Background 2, 1



Quality of Service

QoS priority levels

5	T # T
Priority Level	Traffic Type
0 (lowest)	Best Effort
1	Background
2	Standard (Spare)
3	Excellent Load (Business Critical)
4	Controlled Load (Streaming Multimedia)
5	Voice and Video (Interactive Media and Voice) [Less than 100ms latency and jitter]
6	Layer 3 Network Control Reserved Traffic [Less than 10ms latency and jitter]
7 (highest)	Layer 2 Network Control Reserved Traffic [Lowest latency and jitter]

RFC 2597 and RFC 2598



Class of Service

Precedence Value	priority ToS		DSCP	WMM
routine	0	000 (0)	0 to 7	best effort
priority	1	001 (1)	8 to 15	background
immediate	2	010 (2)	16 to 23	background
flash	3	010 (2)	24 to 31	best effort
flash override	4	100 (4)	32 to 39	video
critical	5	100 (4)	40 to 47	video
internetwork	6	101 (5)	48 to 55	voice
	7			
network control	/	111 (7)	55 to 63	voice

Ref.: Rfc 2597 Rfc2598



WMM Setup



WMM Setup

- First let consider the infrastructure of our Wireless network:
- Routed Network with OSPF
- Wireless AP
- Radius authentication on wireless AP
- Bandwidth limit to customers through Radius
- CPE with internal private network 192.168.1.1/24

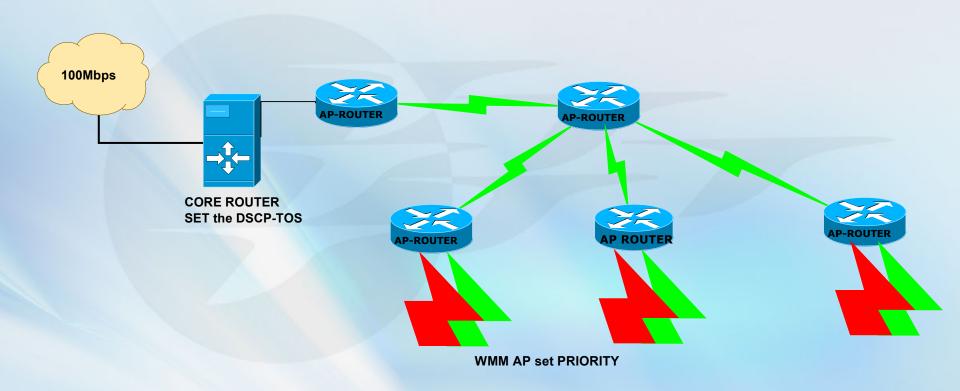


WMM setup

- DSCP (ToS) byte of IP packet is used to trasport on the network the information regarding QoS
- Advantage:
 - ✓ Set it only on the core router
 - ✓ Uses only 1 byte in the packet header
 - √ Can be done on VLAN
- Disadvantage:
 - √ Cannot changed on encapsulated packets



Network Diagram





WMM Setup: Where

- 1. On the Gateway Router
- 2. On the AP
- 3. On the CPE client device

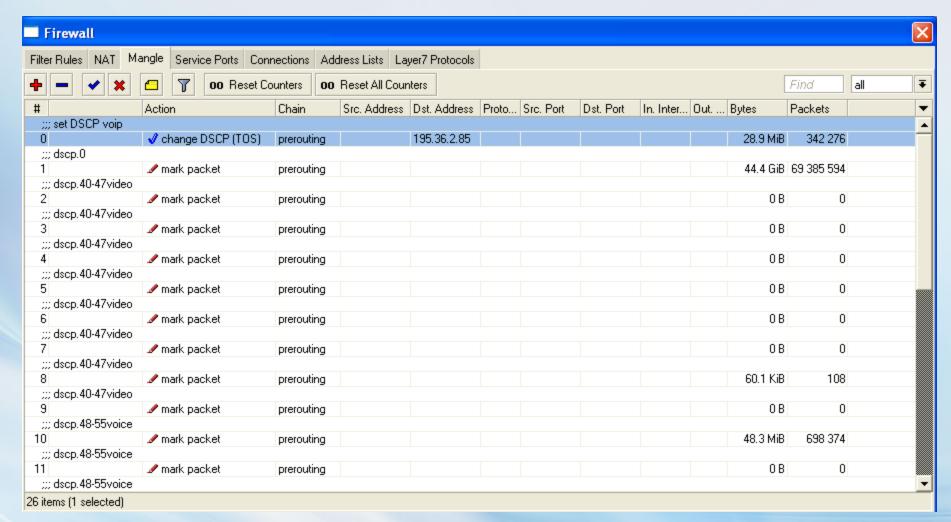


Core Router

 DSCP ToS are applied by creating MANGLE rules on prerouting chain

```
/ip firewall mangle
add action=change-dscp chain=prerouting comment="ssh" disabled=no
    dst-port=22 new-dscp=4 protocol=tcp
add action=change-dscp chain=prerouting comment="http" disabled=no
    dst-port=80 new-dscp=4 protocol=tcp
add action=change-dscp chain=prerouting comment="Voip Server"
    disabled=no dst-address=172.16.1.1 new-dscp=6
```

Mangle on core Router





Setup on AP

In two mode, assigning priority from DSCP:

```
/ip firewall mangle
add action=set-priority chain=postrouting comment="Translate DSCP
   Values into WMM priorities" new-priority=from-dscp
   passthrough=yes
```

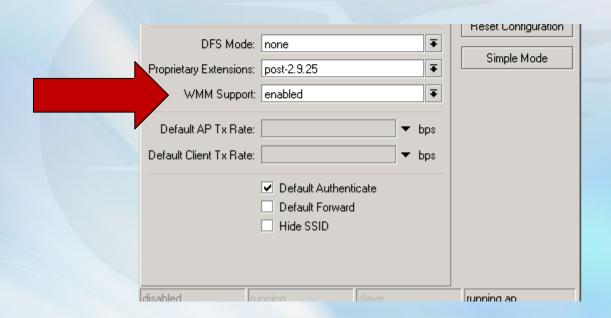
Or by matching dscp value and change the priority

add action=set-priority chain=postrouting comment="Translate DSCP
 Values into WMM priorities" dscp=46 new-priority=7
 passthrough=yes

Fire	wall											
Filter Ri	ules NAT	Mangle Se	rvice Ports Co	onnections A	ddress Li	ists Layer7	Protocols					
+ 🖂 🖄 🖾 🍞 🕾 Reset Counters 🔼 00 Reset All Counters												
#	Action	Chain	Src. Address	Dst. Address	Proto	Src. Port	Dst. Port	In. Inter	Out. Int	Bytes	Packets	
;;; se	et DSCP voip	1										
0	√ cha	prerouting		195.36.2.85						16.9 MiB	165 905	
;;; se	et pri 46											
1	√ set	prerouting								54.7 KiB	124	
;;; se ⁱ	et pri 48											
2	√ set	prerouting								41.7 MiB	615 625	



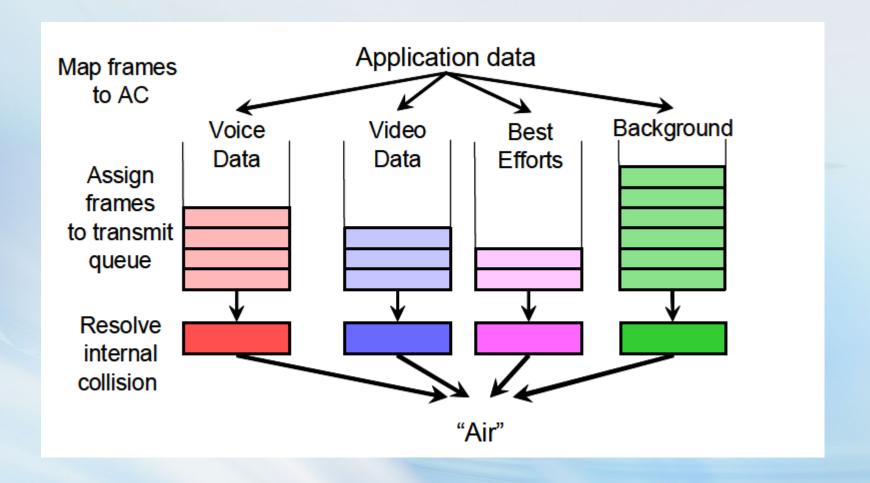
On the AP and on the CPE:



/interface wireless set wlan1 wmm-support=enable



WMM action





Conclusion

- WMM is a simple mode to implement quality of service on the Wireless Media
- Helps providers to resolve the problem of the Media Access Contents in congestion case
- WMM is not consuming high resources on the Access Point in order to be applied



Thanks for your attention!

Visit our stand Wi4Net – Totalconn www.wi4net.it Info@wi4net.it

Andrea.Grittini@wi4net.it