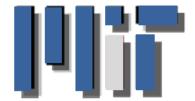
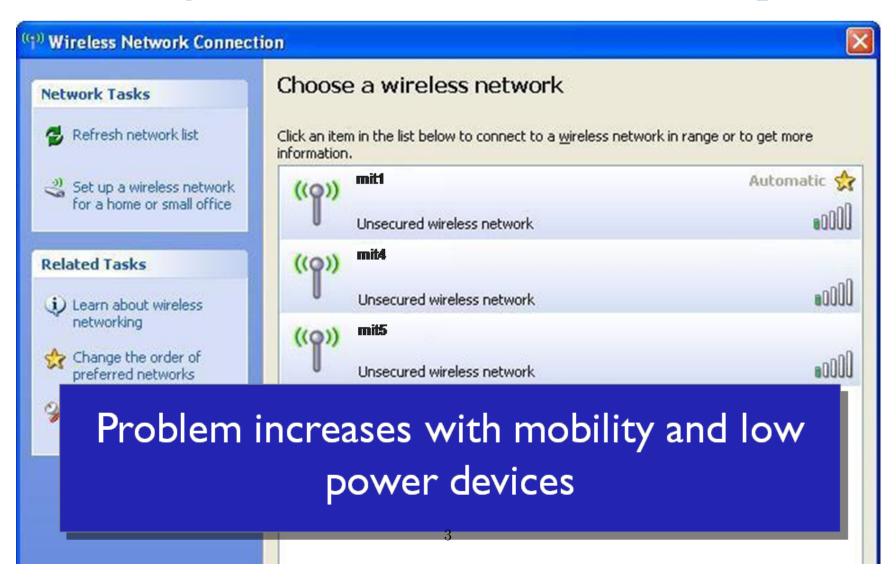
# **Bringing Life to Dead Spots**

#### Grace Woo

Pouya Kheradpour, Dawei Shen, and Dina Katabi



## Many APs But Still Poor Coverage



### Poor Coverage Is Not No Coverage! 010101011X11 01 101011011 oss Currently/High Bit Error Spatial Diversity → Persistent Loss → APs are unlikely to → Dead Spot have same bit error Can recover a correct packet if we combine the correct bits from these receptions

### But Which AP Got the Right Bit?





- Clearly can't have per bit checksum
- Prior work (MRD) tries all block combinations to satisfy checksum



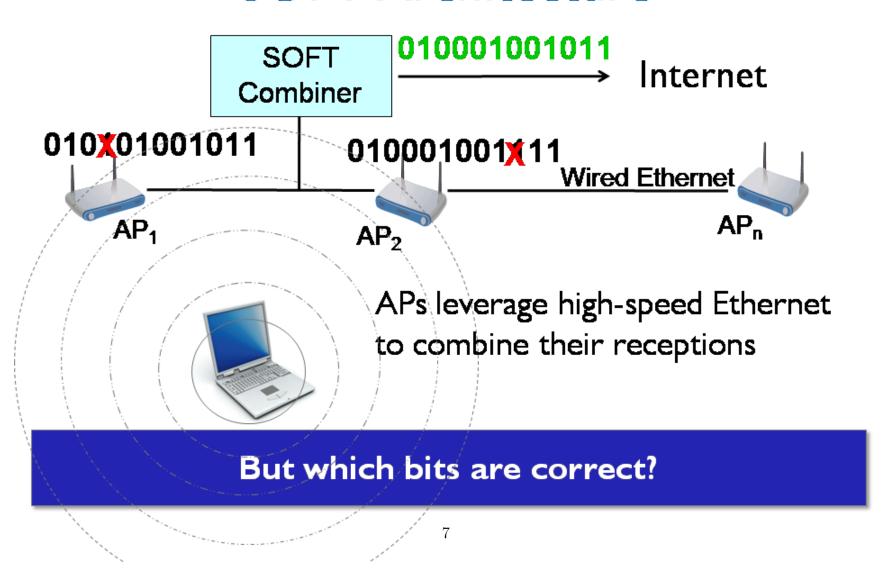


- Exponential Complexity
- Works for a few bit errors But not dead spots

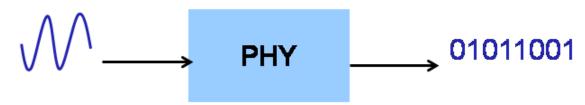
### **SOFT**

- Recovers a correct packet from its faulty receptions at APs
- Leverages physical layer hints to identify correct bits
- SOFT's delivery rate is up to I0x higher than current WLANs and MRD

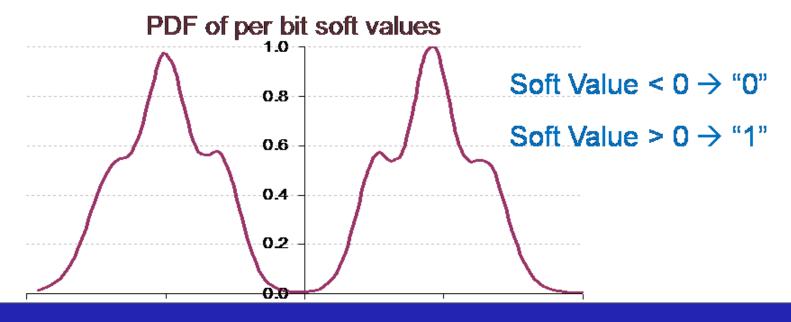
### **SOFT Architecture**



## Physical Layer Knows More!



PHY already estimates a confidence in its 0-1 decision → Soft Value

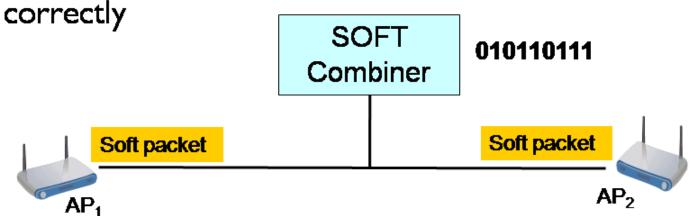


Larger absolute soft values -> More confidence in bit

#### We Use the Soft Values

 SOFT changes the PHY interface to expose the soft values to higher layers

SOFT combines the soft values of a bit to decode it



 The combiner forwards the decoded packet if it satisfies the 802.11 checksum

#### How Do We Combine Soft Values?

Say for a particular bit, we got



How do we decode the bit?

- Maximum soft value → Bit is "1"
- Majority vote → Bit is "0"
- Average → Bit is "1"

Different Combining Methods → Different Answers!

# **SOFT Combining Algorithm**

Intuitively, we want to favor less noisy channels

Let  $\sigma_i^2$  be the noise variance on the channel to  $AP_i$ Let  $S_{ij}$  be the soft value of bit j reported by  $AP_i$ 

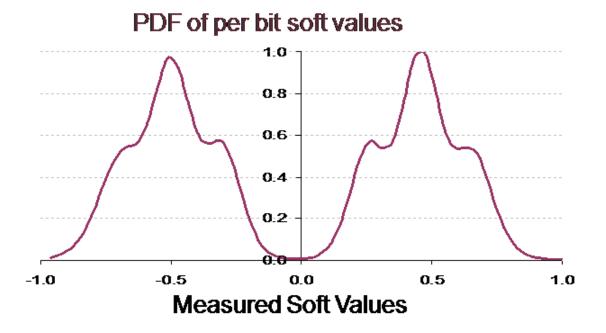
SOFT decision rule:

$$\sum_{i} \frac{S_{ij}}{\sigma_{i}^{2}} \ge 0 \implies \text{Bit } j \text{ is "1" else "0"}$$

For AWGN and dead spots rule is proven optimal.

#### But, How Does SOFT Get the Noise Variance?

Randomness in soft values is caused by channel noise



Estimate  $\sigma_i^2$  from the PDF of the soft values in packet

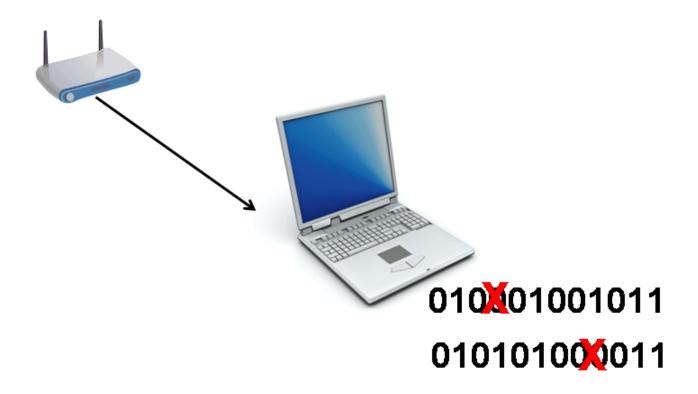
#### **How About Overhead?**

- PHY soft values can be 32-bit float
  - → Excessive Ethernet traffic

#### Solution

- Invoke SOFT only when associated AP can't decode
- Quantize soft values (we used 3 bits)

### What About the Downlink?



Use Time Diversity

Combine a packet with its retransmission

# **Performance**

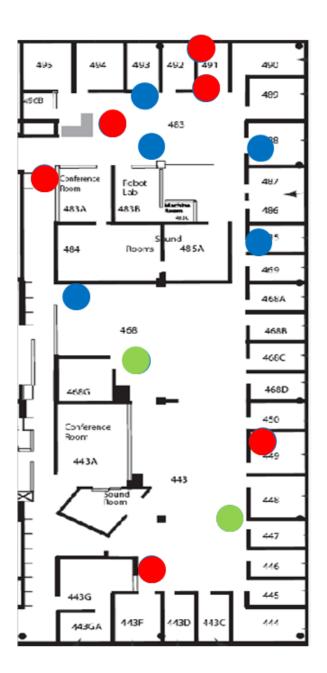
### **SOFT** Implementation

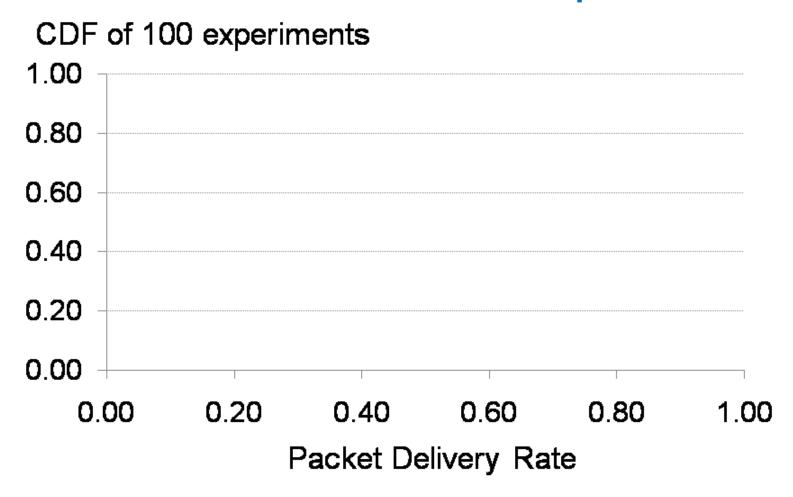
- Software GNURadio codebase
- Hardware USRP frontend
- GMSK and DBPSK modulations
- Soft values are inputs to the slicer
- Poor Coverage:
  - SNR 5 12 dB
  - BER about 10<sup>-3</sup>

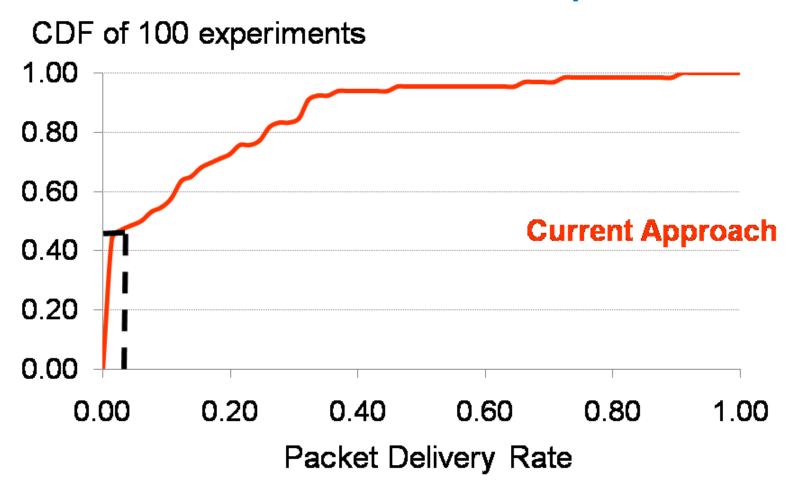


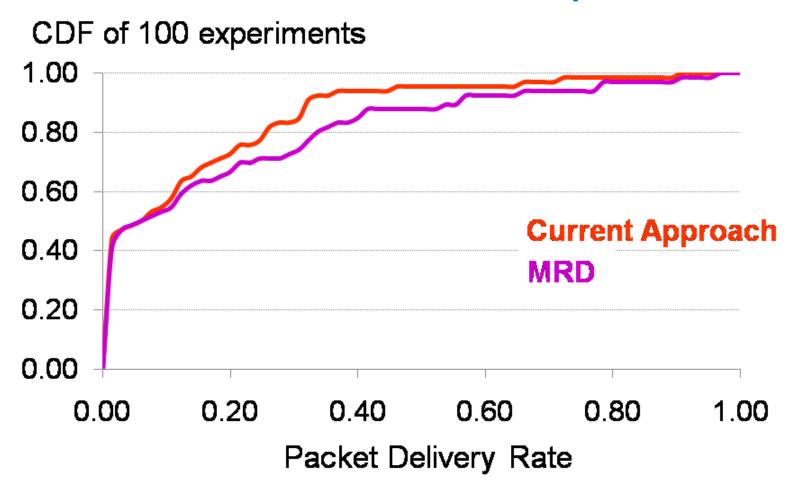
### **Experimental Setup**

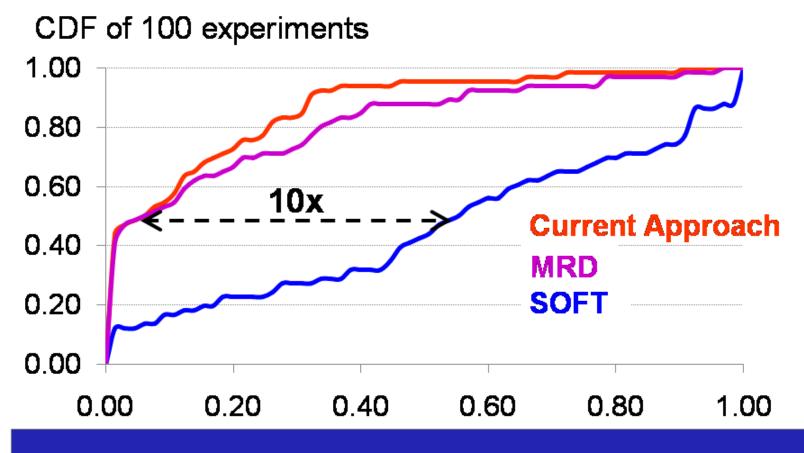
- 13 GNURadio nodes
- Compared
  - Current 802.11 WLAN (user associates with best AP)
  - MRD
  - SOFT
- Each Experiment
  - 3 random APs
  - Random source
  - Transmit 500 packets





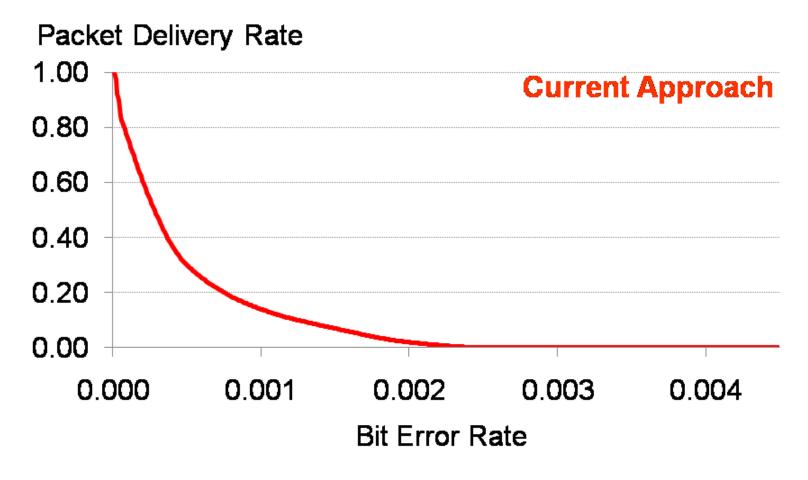




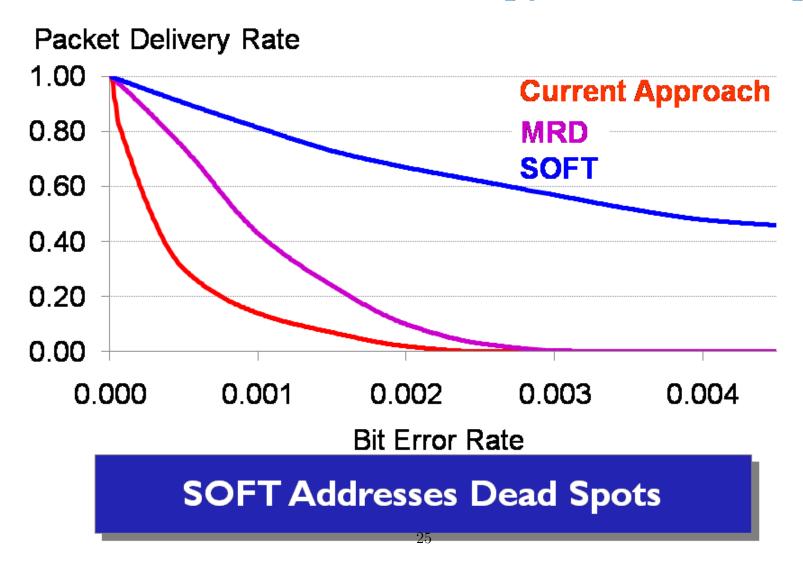


SOFT's delivery rate can be 10x higher



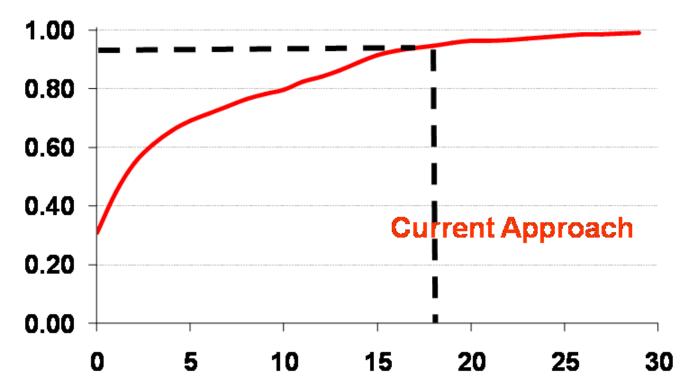






### **SOFT** on Downlink

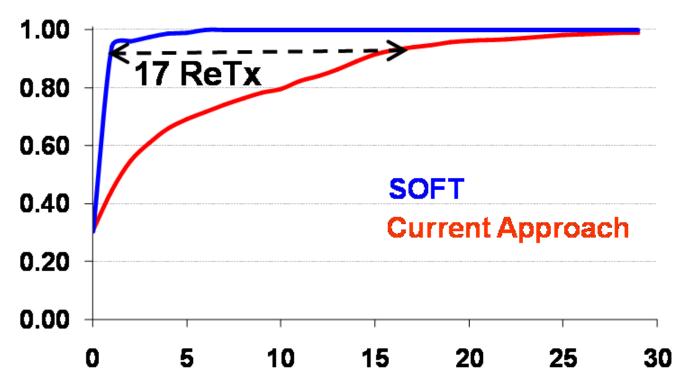
CDF over 50,000 packets



Number of Retransmissions Until Correct Packet

### **SOFT** on Downlink

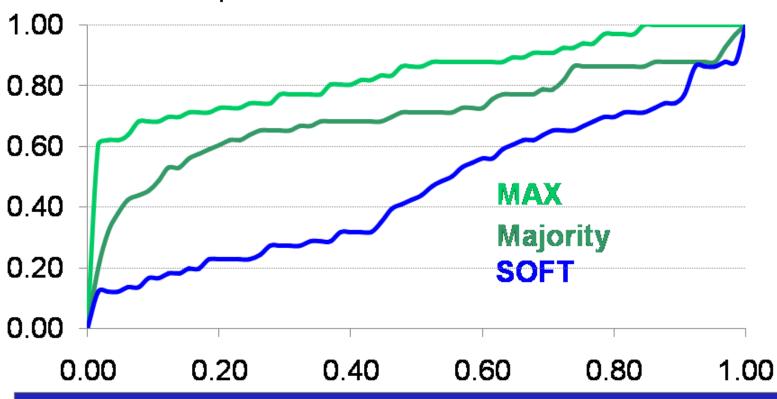
CDF over 50,000 packets



Much Higher Throughput!

## Combining Method Is Important

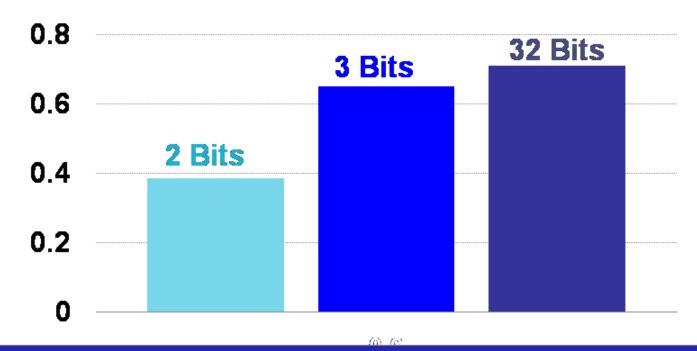




SOFT Outperforms MAX and MAJORITY

### Effect of Quantization

#### SOFT Average Delivery Rate



Overhead on Wired Ethernet is Acceptable

### Related Work

- Soft and softer handoff in cellular networks
- Theoretical Maximum Ratio Combining (MRC) [Brennan55, Yang99]
- H-ARQ & Chase Combining [ASX03]
- Partial Packet Recovery [Jam07]

### Conclusion

- WLAN can have better coverage if the interface to the PHY exposes soft values
- Delivery rate can be up to 10x higher
- Ethernet overhead is acceptable
- The new architecture, SOFT, can co-exist with unmodified 802.11 cards and APs