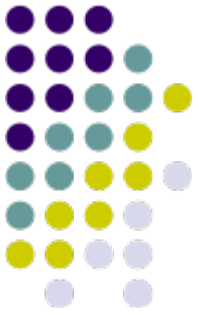


HTTP over WiMAX

Team 7
Daphne Mui

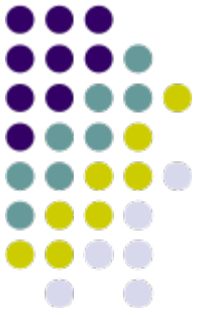


Outline

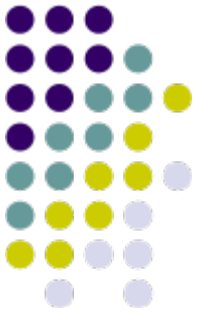


- Introduction to WiMAX
- HTTP
- Project Motivations
- Past Work
- OpNet Modeling
- OpNet Simulation Results
- Future Work
- Conclusion

WiMAX



- Worldwide Interoperability for Microwave Access
- Wireless technology
- 2 main components
 - Base stations
 - Clients
- Multiple clients connect to single base station
- Base stations can connect one-to-one

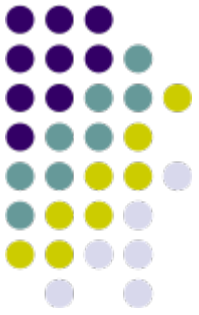


WiMAX Advantages

- Long range capability
 - Up to 50km radius for fixed clients
 - Up to 15km radius for mobile clients
- Fast transfer rate
 - Up to 75 Mbps per channel
- Potential to replace ADSL wire lines

ADSL - Asynchronous Digital Subscriber Line

HTTP



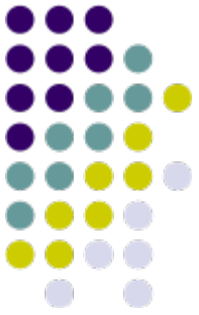
- Hypertext Transfer Protocol
- Application layer protocol
 - Runs on TCP over IP
 - Runs on UDP over IP
- Used to browse web pages

IP - Internet Protocol

TCP - Transmission Control Protocol

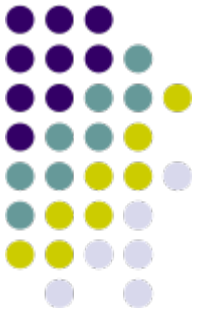
UDP - User Datagram Protocol

Project Motivations



- WiMAX gaining popularity among Internet Service Providers
- Everyone browses the Internet
- Want to see if WiMAX can replace ADSL

ADSL - Asynchronous Digital Subscriber Line

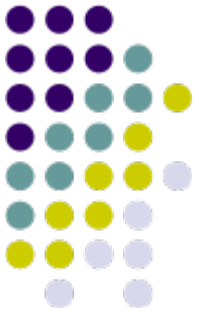


Past Work

- OpNet v14 video streaming over WiMAX model by Will Hrudey
- Other OpNet v14 WiMAX models
 - VoIP
 - Gaming traffic
 - Video conferencing

VoIP – Voice over Internet Protocol

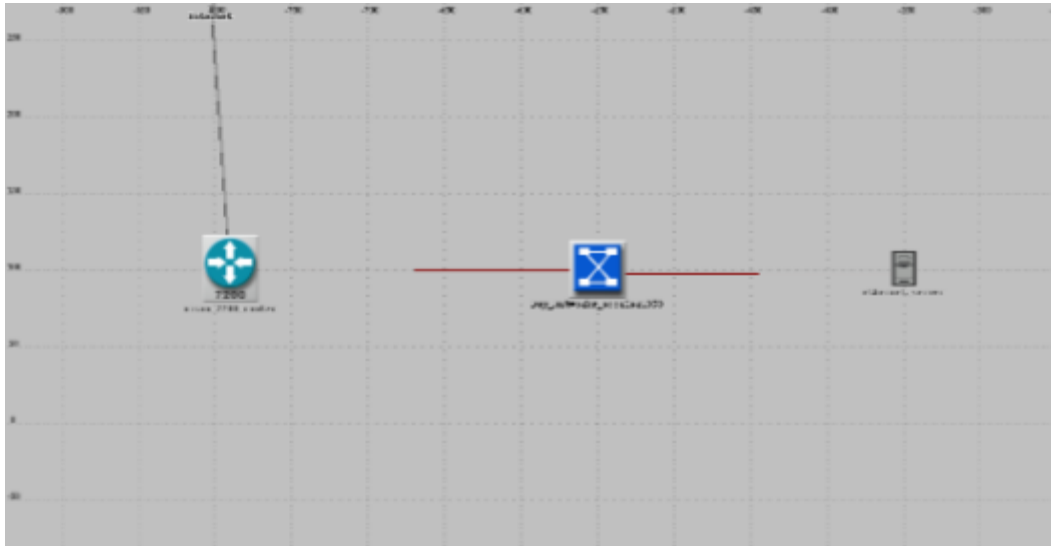
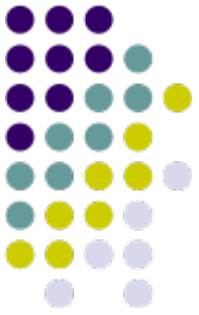
OpNet Modeling



- 2 subnets connected by Internet cloud
- Server subnet
 - HTTP server
- Client subnet
 - WiMAX base station
 - 3 fixed WiMAX workstation clients

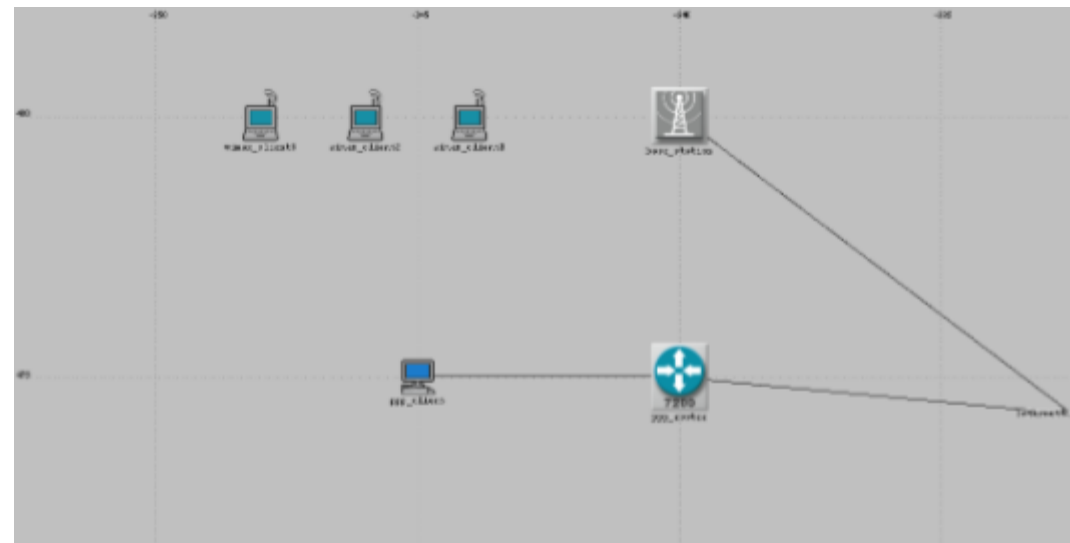


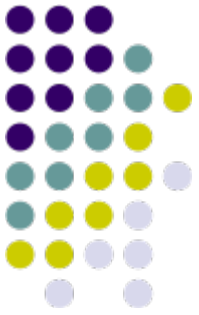
OpNet Modeling



Server Subnet

Client Subnet

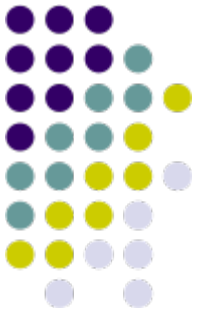




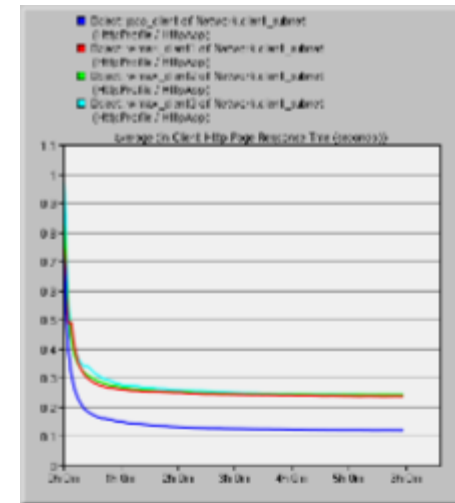
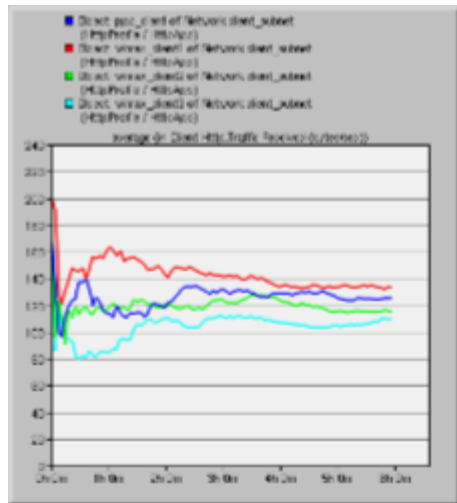
OpNet Simulation

- WiMAX configuration allows physical impairments in network
- Added PPP client for comparison
- Simulated 6 hours heavy Internet browsing
 - Actual simulation time: 6-8 minutes

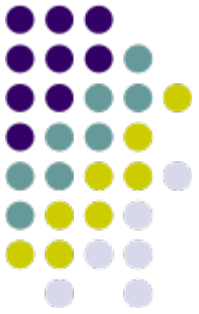
PPP – Point-to-Point Protocol



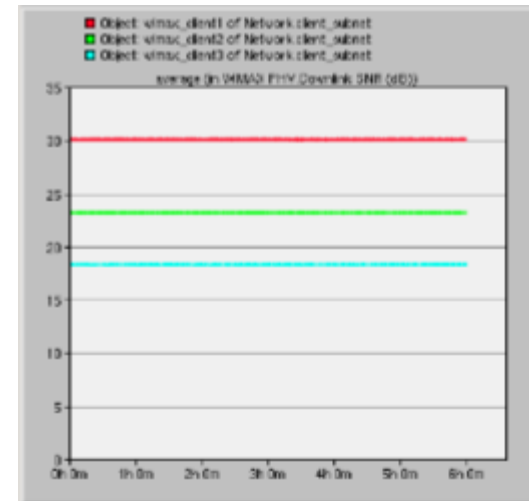
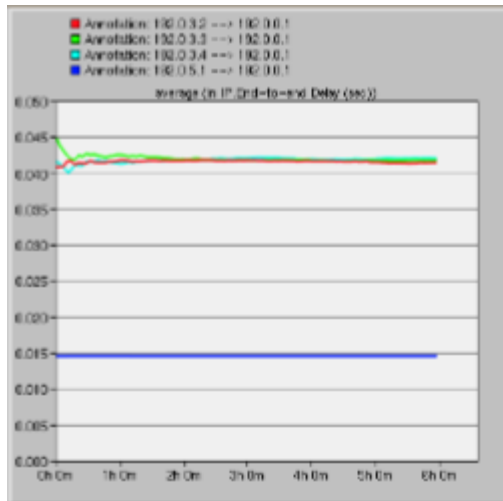
OpNet Simulation Results



- Throughput
 - Packet loss factors include: IP cloud, WiMAX physical layer
- Page response time
 - PPP Client faster response time



OpNet Simulation Results

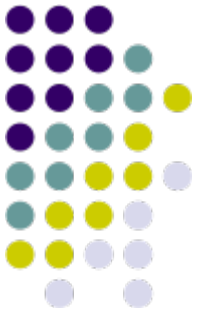


- End-to-End Delay
 - PPP Client much lower delay
- SNR
 - Greater distance from base station means lower SNR

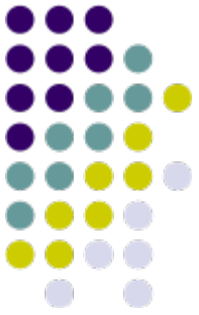
SNR – Signal to Noise Ratio

Future Work

- Mobile WiMAX clients
- Multiple base stations
- Background traffic
- Larger number of WiMAX clients

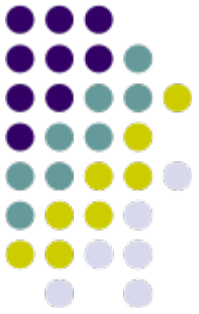


Conclusion

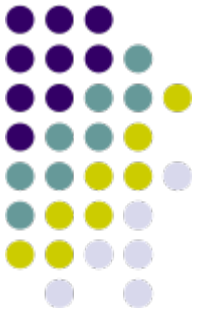


- WiMAX may not perform as well as wired technology
- WiMAX still a good option if implemented correctly
 - Proper distances between base stations
 - Factor in cost of implementation and maintenance

References



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- [3] W. Hruday and L. Trajkovic, "Streaming Video Content Over IEEE 802.16/WIMAX Broadband Access," *OPNETWORK 2008*, Washington, DC, Aug. 2008.
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Questions?