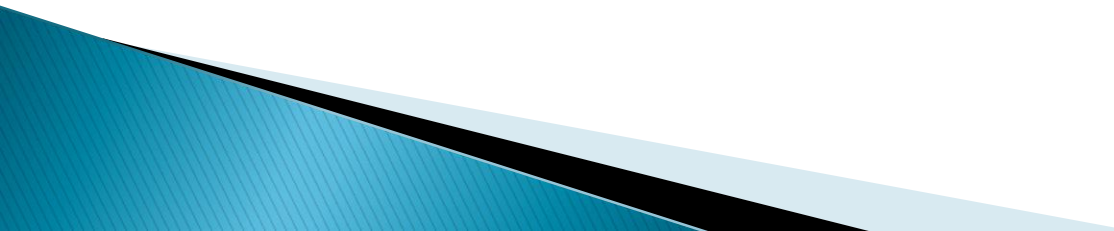


ENSC 895: Communication Networks
Spring 2010
Final Project Presentation

Simulations of WiMAX using OPNET Simulator

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OVERVIEW


- Introduction
 - Background Information
 - How WiMAX works
 - Simulation
 - Results
 - Conclusion
 - References
- 

INTRODUCTION

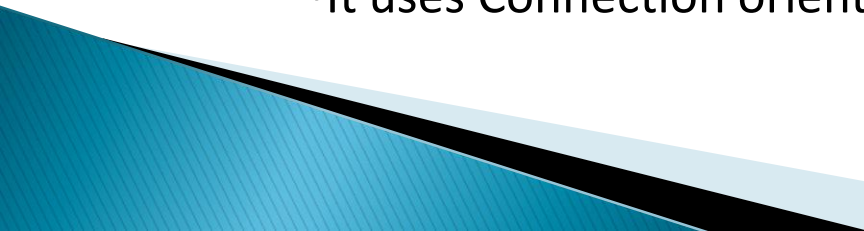
Overview:

- Performance of WiMAX Networks
- Implementing this technology campus wide

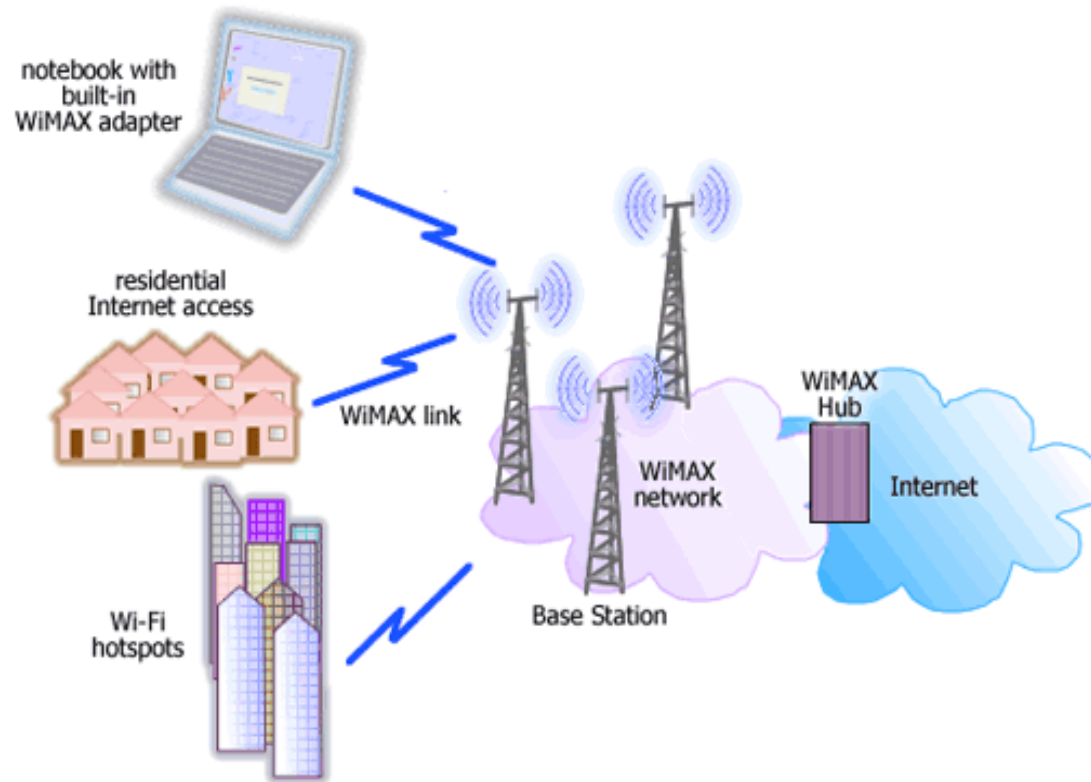
Issues to Analyze:

- WiMAX Load
 - Video Conferencing
 - Jitter and delay
 - Traffic sent and Received
- 

BACKGROUND INFORMATION:

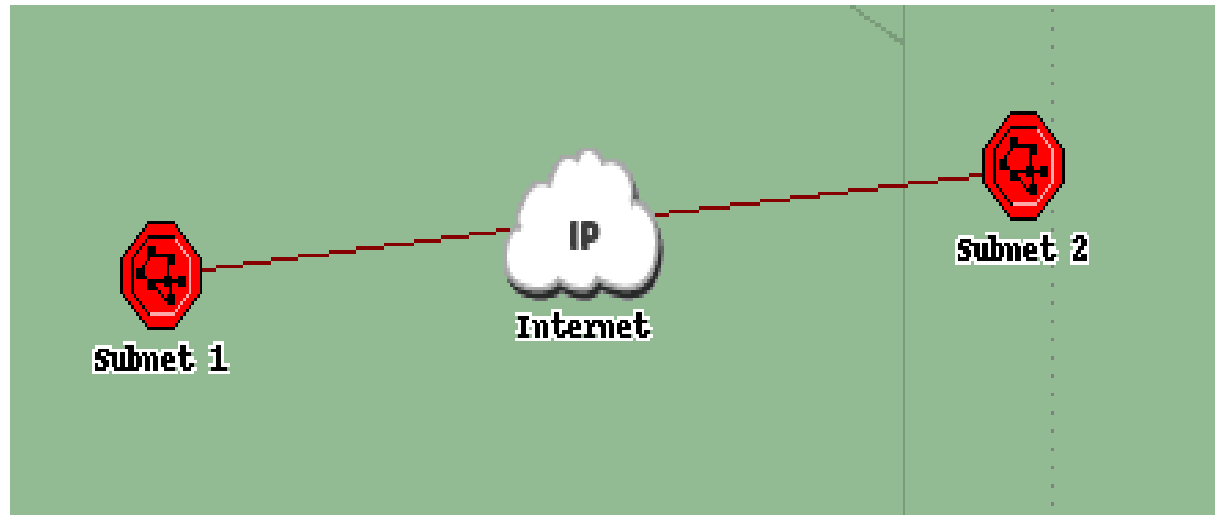
- WiMAX stands for Worldwide Interoperability for Microwave Access.
 - It is a telecommunication technology which provides wireless transmission.
 - It provides access to Internet and other portable devices.
 - It has a transmission speed of 10 Mbps.
 - It embodies IEEE 802.16 family of standards that provide fixed and mobile broadband access in telecommunication industry.
 - 802.16e-2005 uses Scalable Orthogonal Frequency-division Multiple Access (SOFDMA) rather than Orthogonal Frequency-division Multiplexing (OFDM).
 - Multiple duplexing schemes used in WiMAX are Time Division Duplexing (TDD) and Frequency Division Duplexing (FDD).
 - It uses Connection oriented MAC (Multiple Access Control) layer.
- 

How WiMAX works:



SIMULATION

- **Two subnets connected to internet**
- **Subnet 1 consists of:**
 - a) Server
 - b) Switch
 - c) Router
- **Subnet 2 consists of:**
 - a) Application Configuration
 - b) Profile Configuration
 - c) Base Station
 - d) WiMAX Configuration
 - e) Mobile station
 - f) Fixed Communication Station



TERMS:

Jitter:

The delay in packet transmission that leads to pulse displacement. It is also known as “shaky pulse”

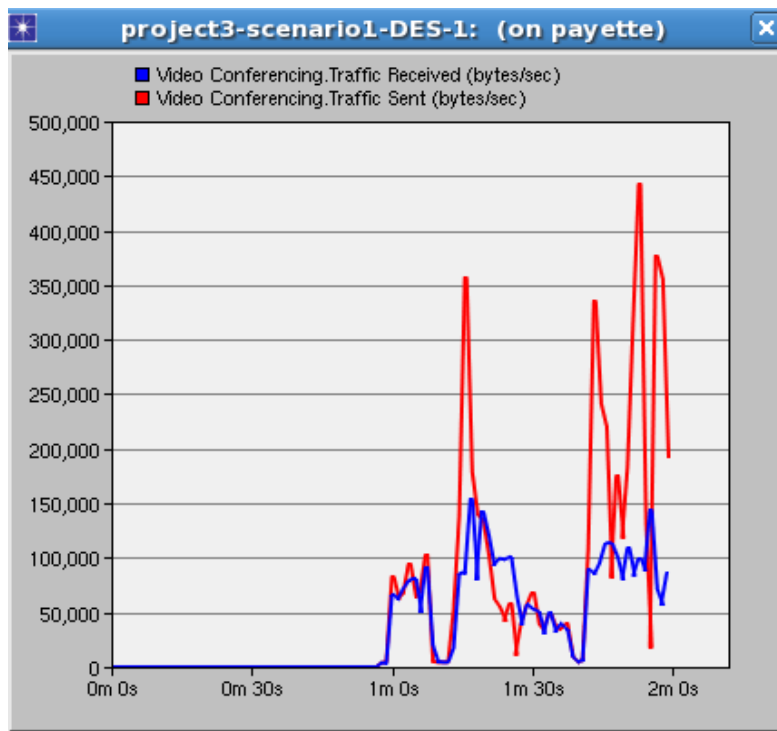
Delay Variation:

The difference measurement in end to end delay between packets

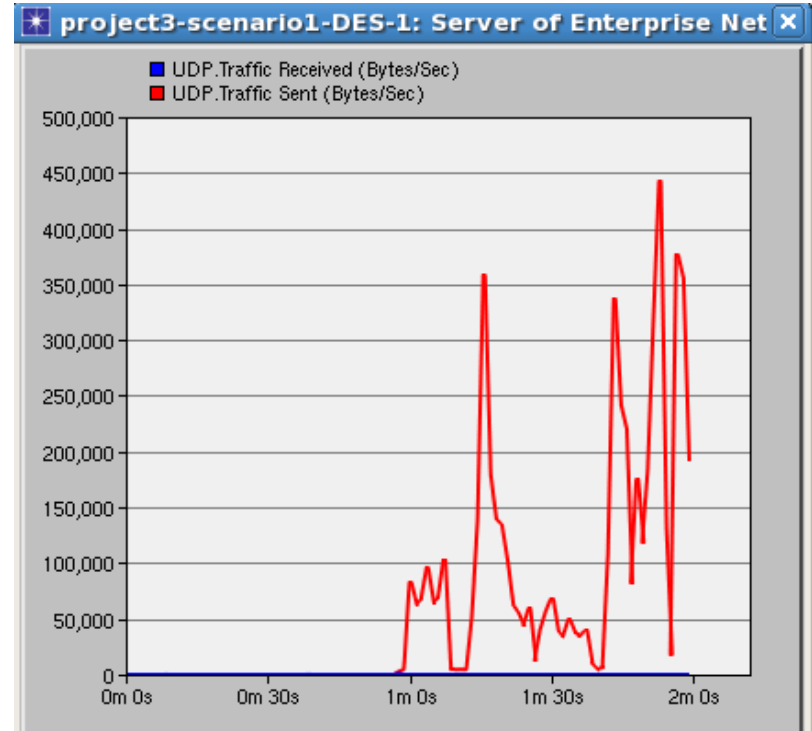
End to End Delay (ETE Delay):

The time required for a packet to travel from source through network to destination.

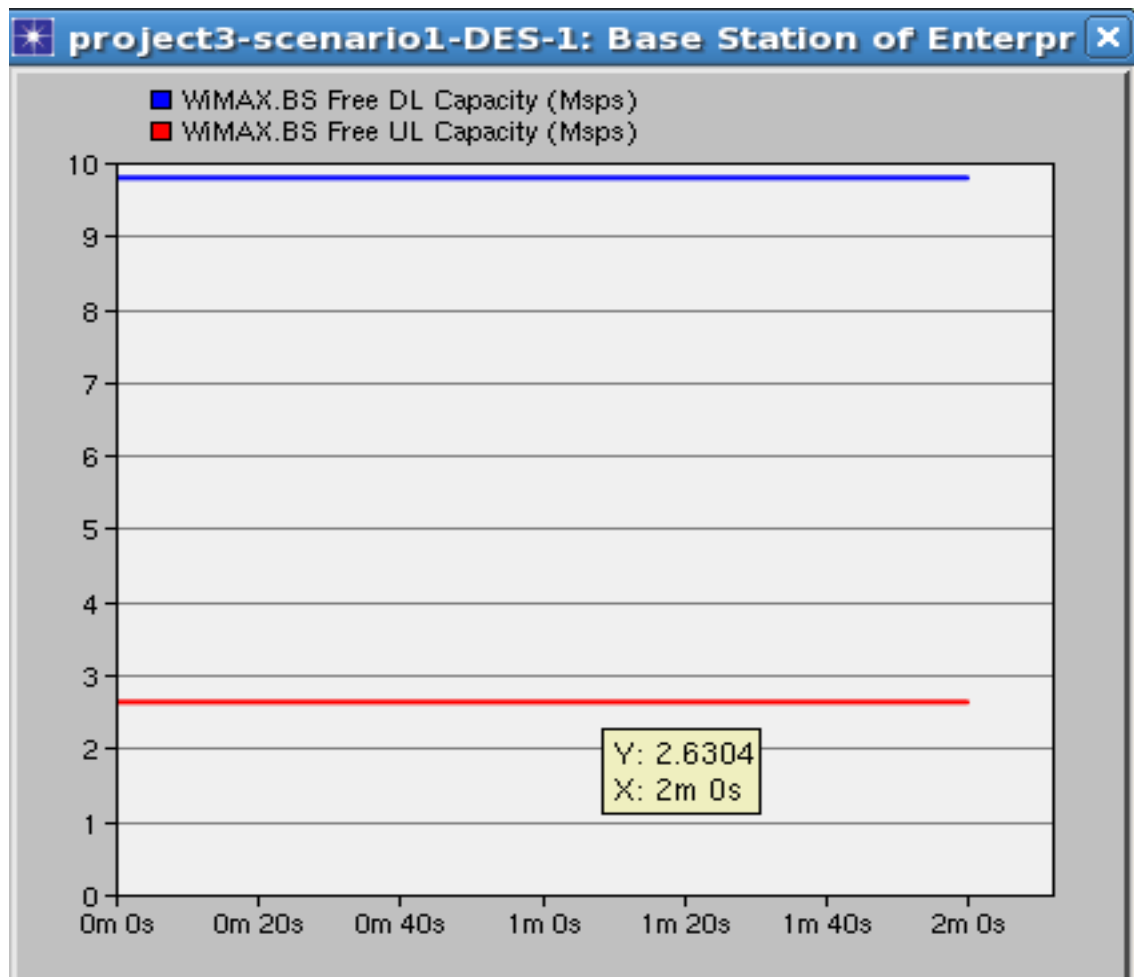
RESULTS



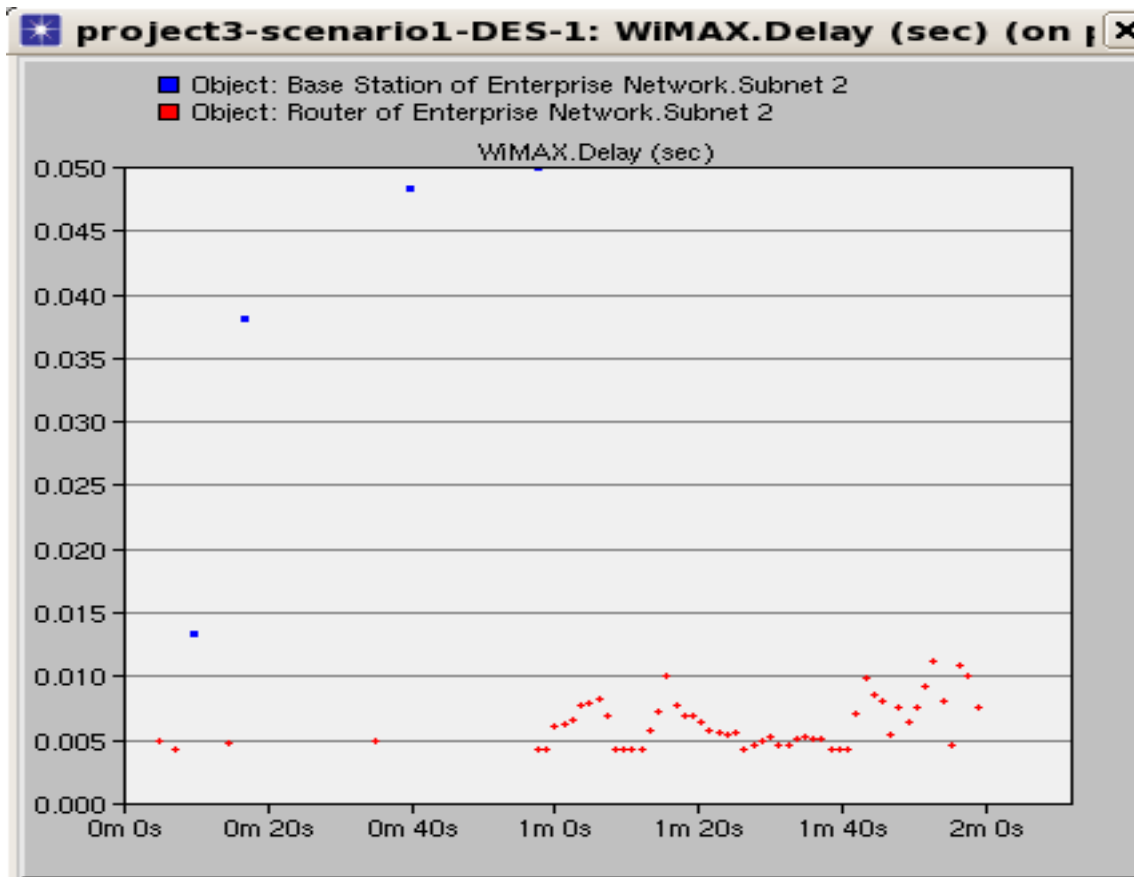
Video Conferencing:
Traffic Received vs Traffic Sent



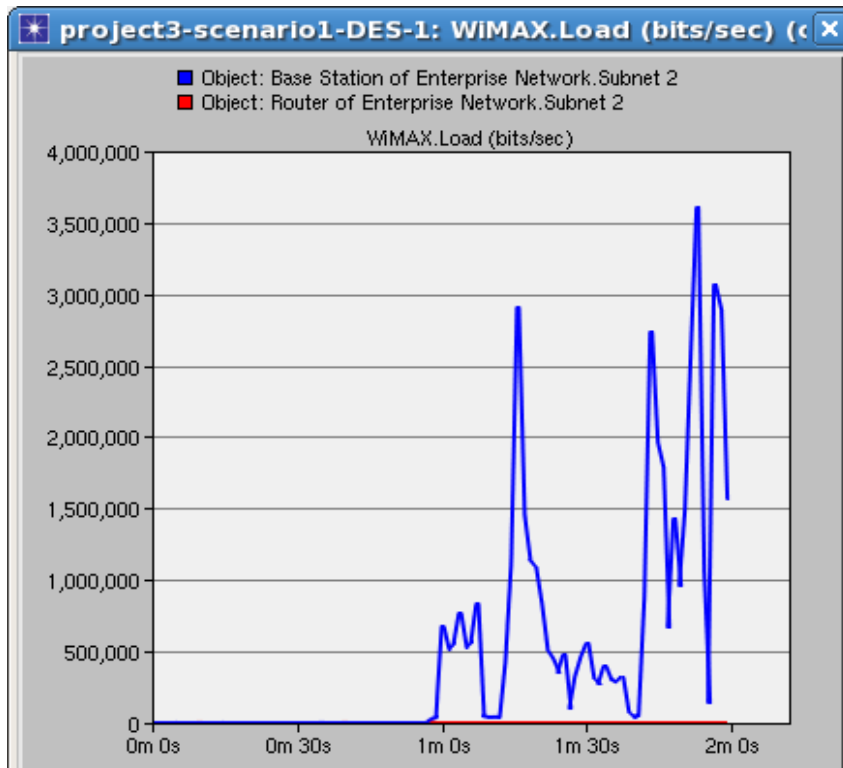
UDP:
Traffic Received vs Traffic Sent



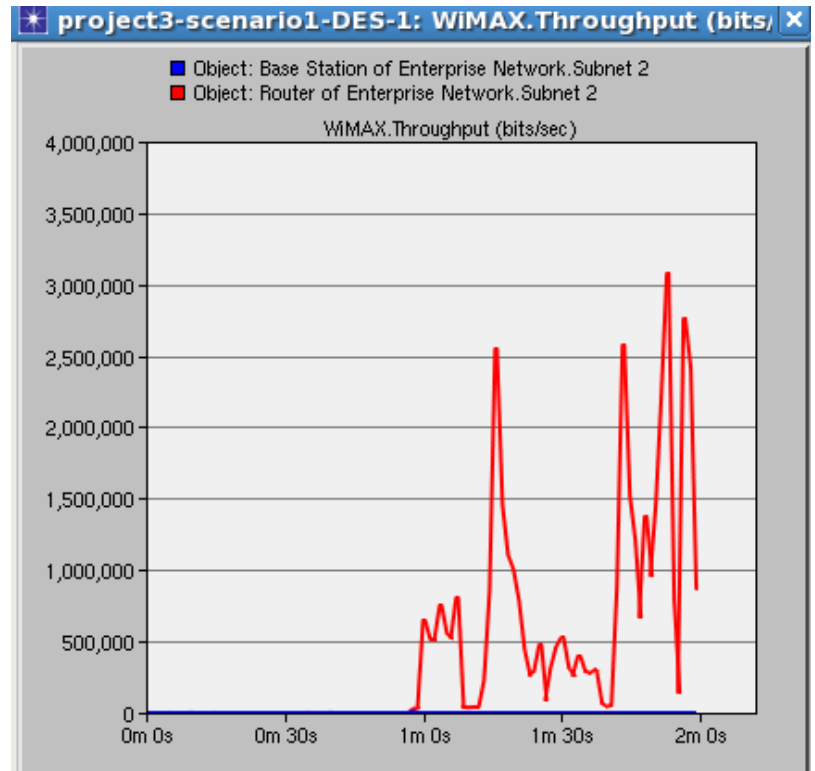
Base Station:
Downlink Capacity vs Uplink Capacity



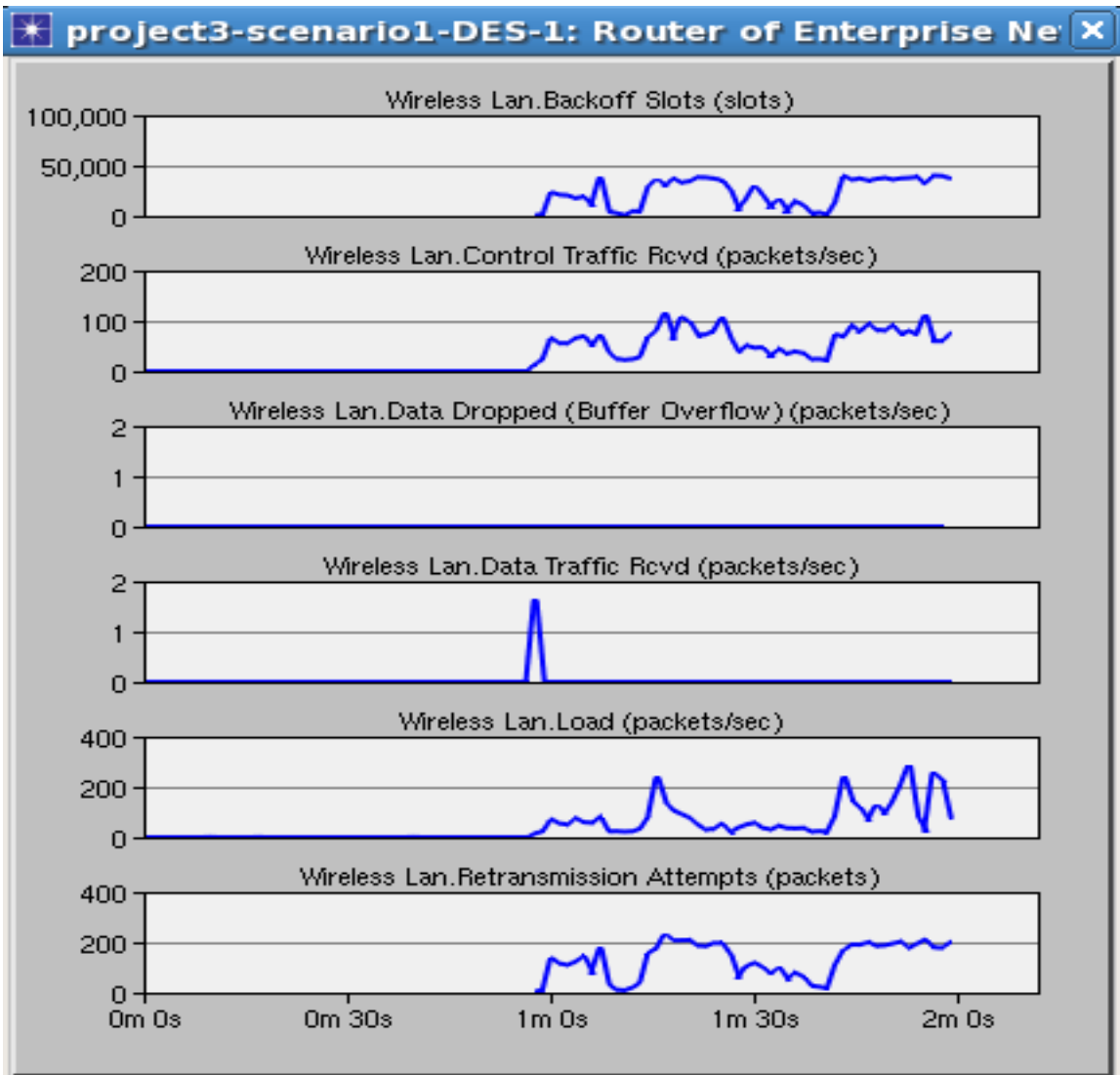
WiMAX Delay for Base Station and Router



WiMAX Load

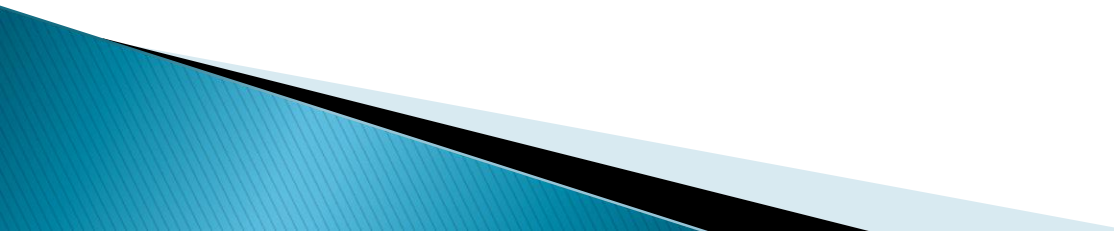


WiMAX Throughput



WLAN

APPLICATIONS:

- Connecting Wi-Fi hotspots to the Internet.
 - Providing a wireless alternative to cable and Digital Subscriber Line (DSL) for broadband access.
 - Providing data, telecommunications and Internet Protocol television (IPTV) services.
 - Providing portable connectivity.
 - Providing a source of Internet connectivity as part of a business continuity plan. That is, if a business has both a fixed and a wireless Internet connection, especially from unrelated providers, it is less likely to be affected by the same service outage.
 - Providing a network to facilitate machine to machine communications.
- 

CONCLUSION:

1. Packet Loss is a big issue in video conferencing
2. There are trade-offs between quality and delay
3. Various concepts affect the QoS (Quality of Service) of WiMAX such as
 - a) Packet Loss
 - b) End to end Delay
 - c) Throughput

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Questions?????

Thank You

