

# WiFi Networking and Design

(An Argument with Physics)

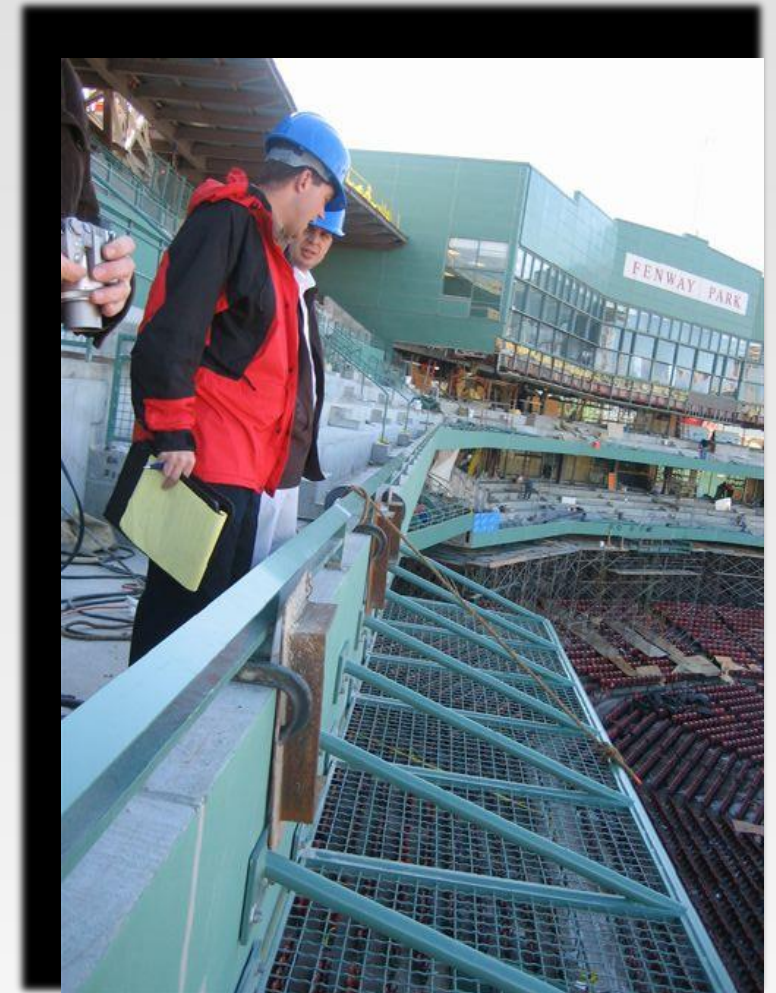
# Mark Ayotte

# Ayacht Technology Solutions

Born and raised in Massachusetts, Mark studied Management at Quinnipiac University before realizing his true passion, and entered the world of computers and networking.

Part of the Boston consulting community since 1995 and Managing Partner of Ayacht since 2004, Mark provides design, implementation and support to a variety of demanding business customers all over the United States. Ayacht specializes in deploying and repairing wireless networks for large venues.

Mark spends his spare time working on his farm and spending time with his children fishing or skiing.



# Before we start...

Huge shout out for curriculum to:

Jeanette Lee

[jlee@ruckuswireless.com](mailto:jlee@ruckuswireless.com)

@ruckusgirl

# Let's Talk About

- WiFi Overview
- WLAN Design Principals
- Planning for High Density
- Troubleshooting and Performance Testing

# WiFi Fundamentals

What is it?

# What is WiFi?

- A perfectly cromulent neologism
- IEEE wanted a catchier name than “IEEE 802.11b Direct Sequence”
- 802.11 is a standard for describing wireless local area networks for computer communication using radio waves

# What is WiFi?

- Fundamentally, a set of technologies for Ethernet via radio instead of copper cable.
- Client devices use built-in radios to talk to the network via Wireless Access Points, which are also equipped with one or more radios.

# Wireless Access Point

- Think of it like an Ethernet hub (as of 2014)
- Not an Ethernet switch, a hub
- The distinction is critical for understanding real world performance



# It's a Shared Medium

- By design, when one device on a channel talks, everything else has to listen; the waiting typically referred to as “co-channel interference.”
- Performance specs are thus somewhat idealized.
- Things get “interesting” when you start adding devices or mixing device types.
- Serious implications for design.

# One Client, One WAP

WiFiPerf

Client Server

Test Duration: 30 Data/BandWidth Format: ☒ Mbps ☐ Kbps Transfer Direction: ☐ Client To Server ☒ Server To Client Test Type: TCP

Stats Interval: 2 Graph Max Speed (Mbps): 1000 ☐ Voice Alert Run Test

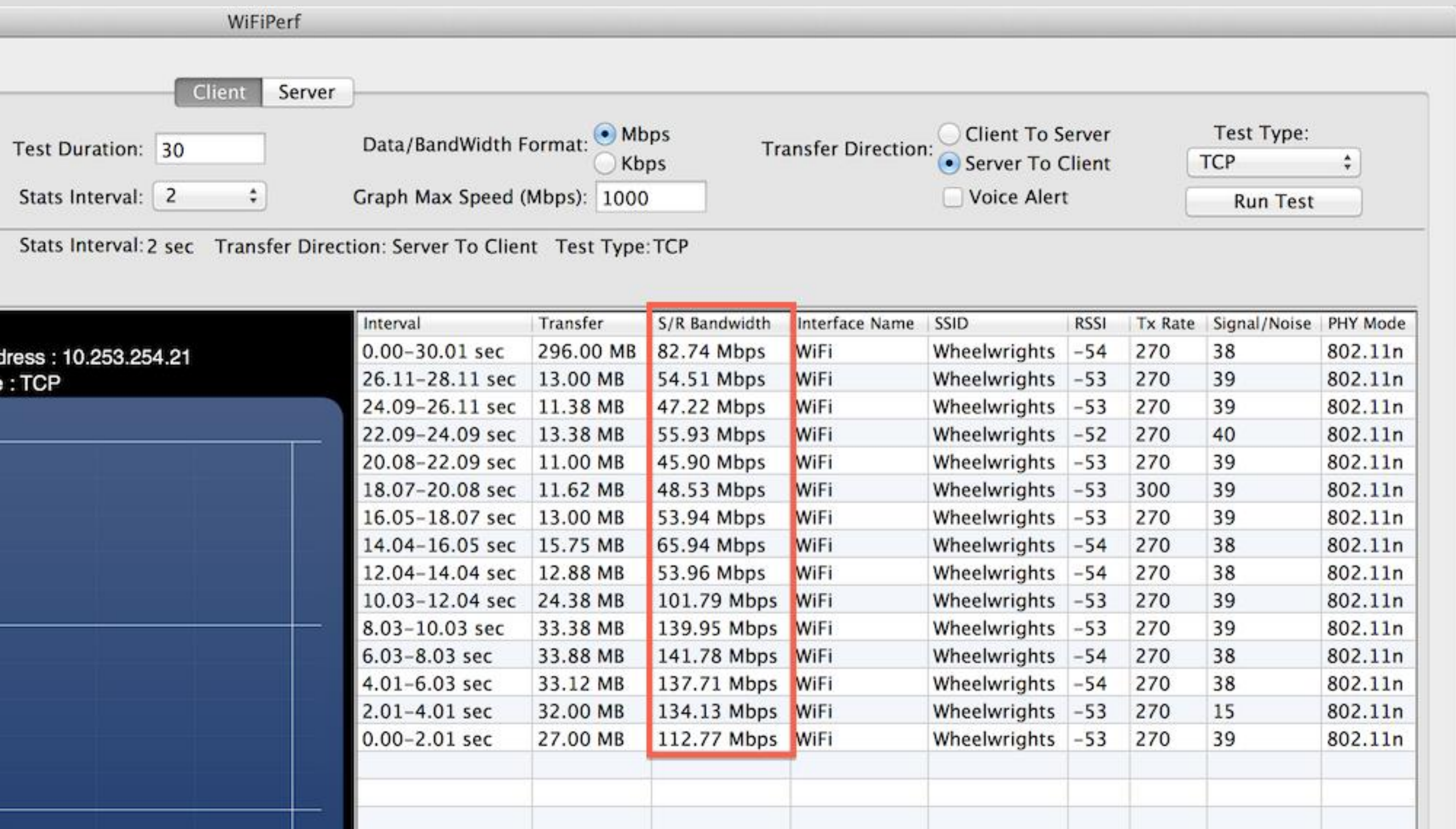
Stats Interval: 2 sec Transfer Direction: Server To Client Test Type: TCP

Interval	Transfer	S/R Bandwidth	Interface Name	SSID	RSSI	Tx Rate	Signal/Noise	PHY Mode
0.00-30.00 sec	480.50 MB	134.35 Mbps	WiFi	Wheelwrights	-54	270	38	802.11n
26.07-28.08 sec	32.00 MB	133.48 Mbps	WiFi	Wheelwrights	-54	270	38	802.11n
24.07-26.07 sec	33.38 MB	139.94 Mbps	WiFi	Wheelwrights	-54	270	38	802.11n
22.07-24.07 sec	32.75 MB	137.33 Mbps	WiFi	Wheelwrights	-54	270	38	802.11n
20.07-22.07 sec	32.38 MB	135.67 Mbps	WiFi	Wheelwrights	-54	270	38	802.11n
18.06-20.07 sec	33.00 MB	137.64 Mbps	WiFi	Wheelwrights	-54	270	38	802.11n
16.05-18.06 sec	32.00 MB	134.10 Mbps	WiFi	Wheelwrights	-54	270	38	802.11n
14.05-16.05 sec	31.38 MB	131.41 Mbps	WiFi	Wheelwrights	-54	270	38	802.11n
12.05-14.05 sec	32.38 MB	135.65 Mbps	WiFi	Wheelwrights	-53	270	39	802.11n
10.04-12.05 sec	31.75 MB	132.67 Mbps	WiFi	Wheelwrights	-53	270	39	802.11n
8.04-10.04 sec	32.12 MB	134.32 Mbps	WiFi	Wheelwrights	-53	270	39	802.11n
6.02-8.04 sec	32.50 MB	135.32 Mbps	WiFi	Wheelwrights	-54	270	38	802.11n
4.02-6.02 sec	32.62 MB	136.56 Mbps	WiFi	Wheelwrights	-54	270	38	802.11n
2.00-4.02 sec	33.00 MB	137.39 Mbps	WiFi	Wheelwrights	-54	270	38	802.11n
0.00-2.00 sec	27.38 MB	114.72 Mbps	WiFi	Wheelwrights	-55	270	37	802.11n

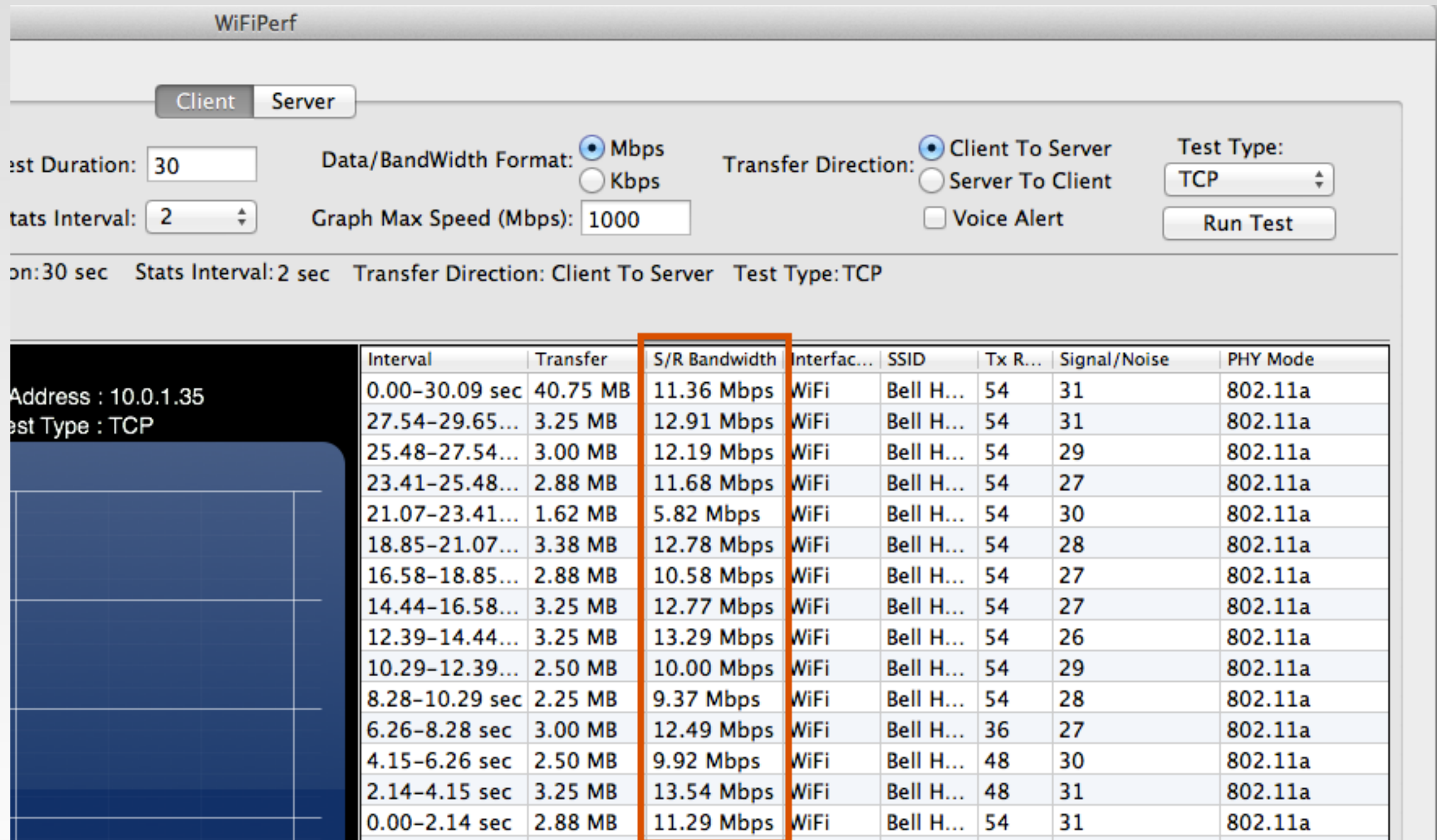
Address: 10.253.254.21 TCP



# Two Clients, One WAP



# A Conference Center



# Frequency Band Fundamentals

802.11 Principles and Standards

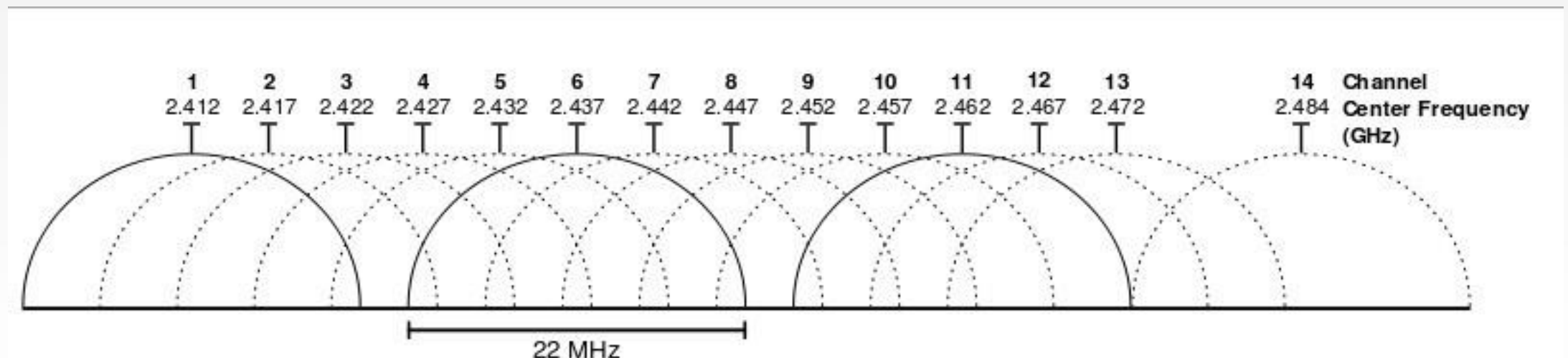
# 802.11 Standards

Standard	Frequency	Supported Data Rate	Modulation	Date release
802.11	2.4GHz	1,2 Mbps	FHSS, DSSS	1997
802.11b	2.4GHz	1,2,5.5, 11 Mbps	DSSS	Sept 16th, 1999
802.11a	5GHz	6,9,12,18, 24,36,48,54	OFDM	Sept 16th, 1999
802.11g	2.4 GHz	1,2,5.5,6,9,11,12,18,24,36,48,54	DSSS, OFDM	June 2003
802.11n	2.4 / 5 GHz	Up to 600Mbps	All previous, plus HTOFDM	Sept 11th, 2009
802.11ac	5 GHz	Up to 6.93 Gbps	OFDM	January 2014



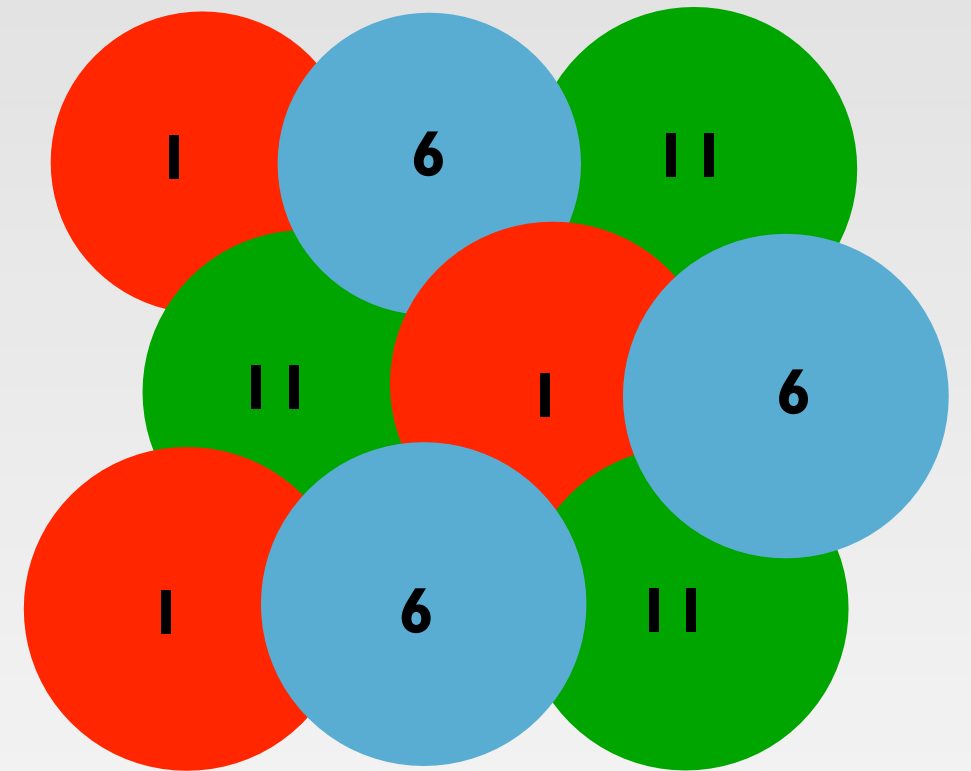
# 2.4 GHz Spectrum

- Only 3 non-overlapping channels (1, 6 and 11)
- Propagates readily through obstructions such as walls and support columns
- Heavily used due to early adoption; millions of devices from computers to phones
- Heavily congested frequency
- 40MHz channels is not feasible



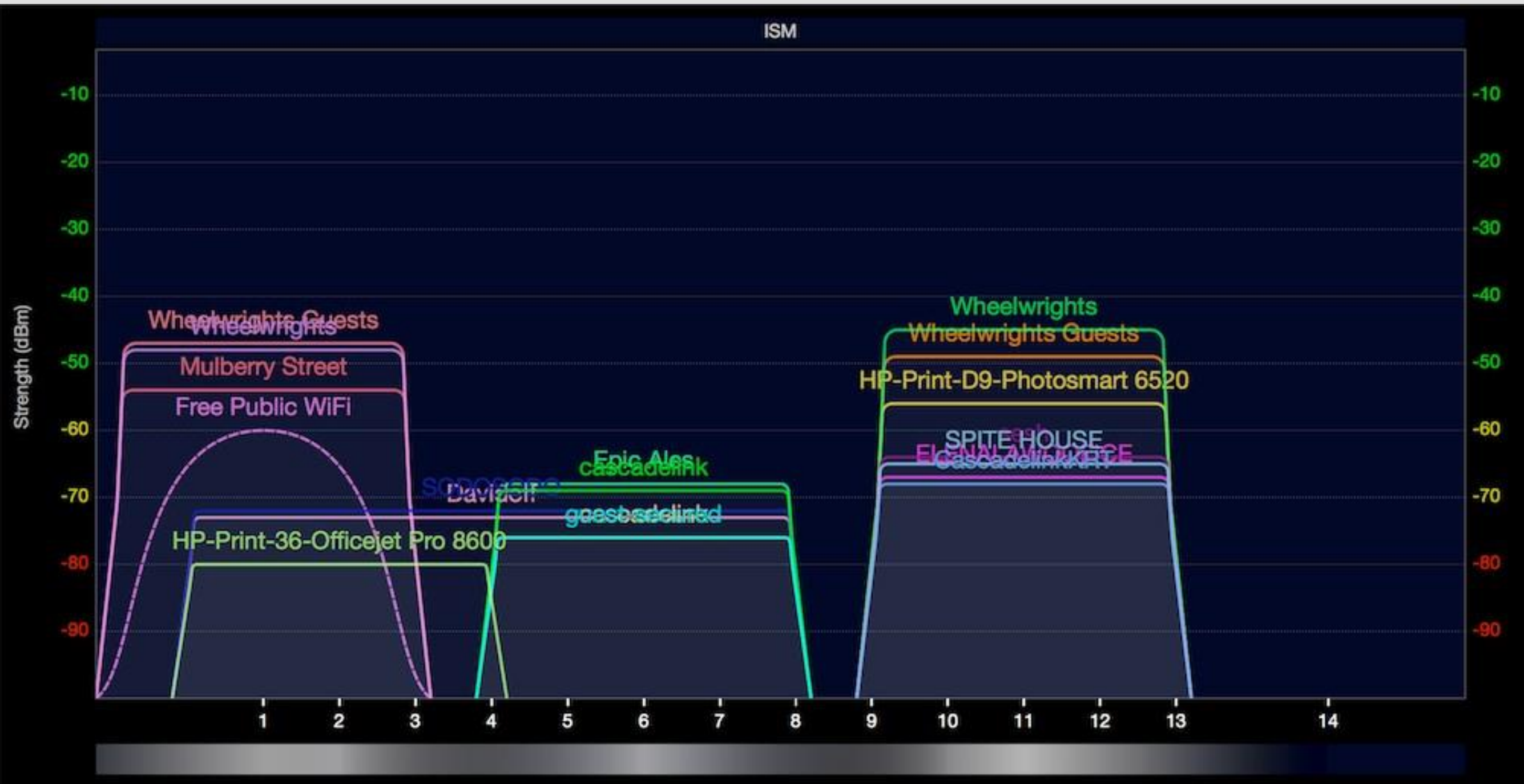
# 2.4 GHz Channel Planning Theory

- *Goal:* As little interference as possible with non-overlapping channels





# 2.4 GHz Here, on Earth



# Why 2.4 GHz Presents Problems

- Lots of APs on 2.4 GHz, particularly in urban areas.
- Attenuation (reduction in strength) of 2.4 GHz happens relatively slowly, meaning suite or apartment networks can interfere with one another either via co-channel or adjacent channel interference.
- Some kits come from the factory with odd channel assignments (not 1, 6, or 11), which can cause adjacent channel interference.

# Adjacent Channel Interference

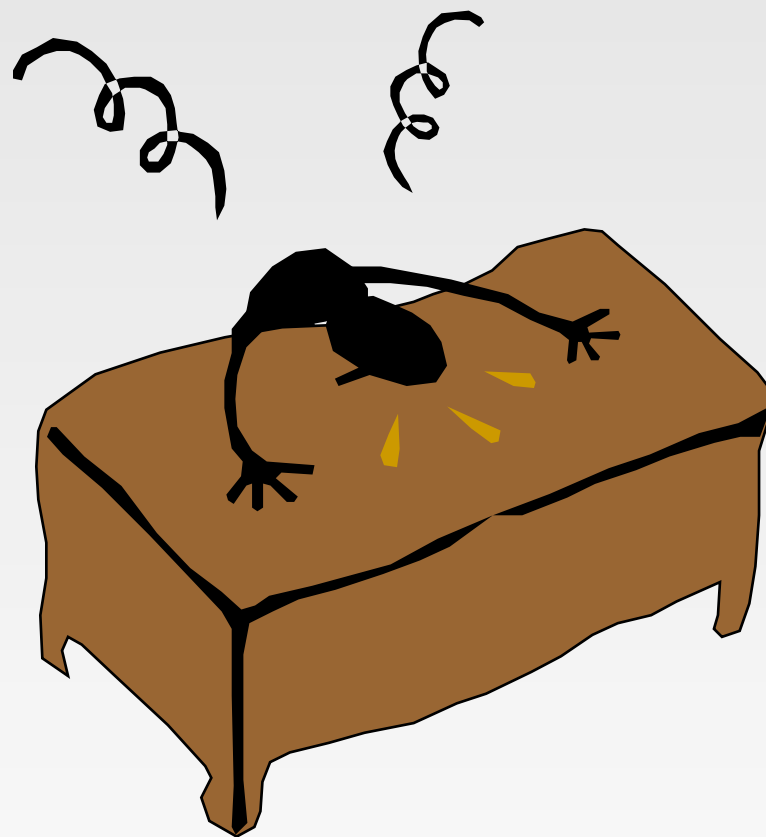
- Two sets of transmitters are assigned to channels close enough that each's will broadcast in the other's spectrum. This garbles things.
- As a poor analogy, imagine eavesdropping on a conversation.
- Now imagine trying to eavesdrop simultaneously on a second conversation, with that second conversation occurring in another language.

# Channels 1,6, and 11 Problems, Too

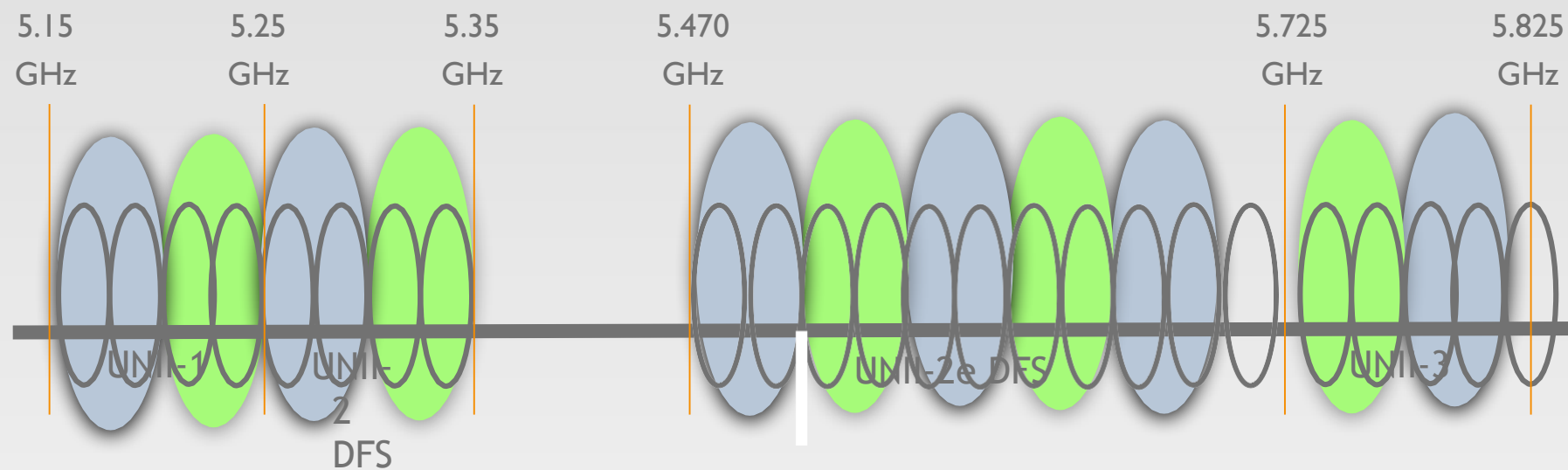
- Lots of APs on these channels in urban environments
- Most of those APs are far away from our AP
- Most of those APs are using 1mbps for beacon/mgmt
- Constant sea of 1mbps beacons and probe responses:
  - Very low rx power at our AP
  - Irrelevant to our AP
  - Can easily 'overpower' them for our own clients
- Leaving 1,6,11 can fix this problem!

# 2.4 GHz

- Damned if you do, damned if you don't.



# 5 GHz Spectrum



NON-DFS CHANNELS	36 40	<b>40MHz</b>
	44 48	<b>40MHz</b>
	149 153	<b>40MHz</b>
	157 161	<b>40MHz</b>

- 24 Non-overlapping 20 MHz channels
- 11 Non-overlapping 40 MHz channels
- Only 4 non-DFS channels for bonding
- Creates channel planning problems similar to 2.4 GHz
- 5 GHz isn't a panacea, RF management is still king

# 5 GHz: The Future of Wi-Fi

- 5GHz band has 6-7 times the available bandwidth of 2.4GHz in most countries
- Large number of channels allows frequency reuse factors of 4,7,9, or 12+ (compared to 3 for 2.4)
- Attenuates more readily
- Allows much denser AP placement
- 8 to 20x the mbps of 2.4 GHz band (!)



**2ND FLOOR**

1/4" = 1'-0"

**BRODERICK ARCHITECTS**  
11 SOUTH ATLANTIC STREET, SUITE 301  
SEATTLE, WASHINGTON 98104

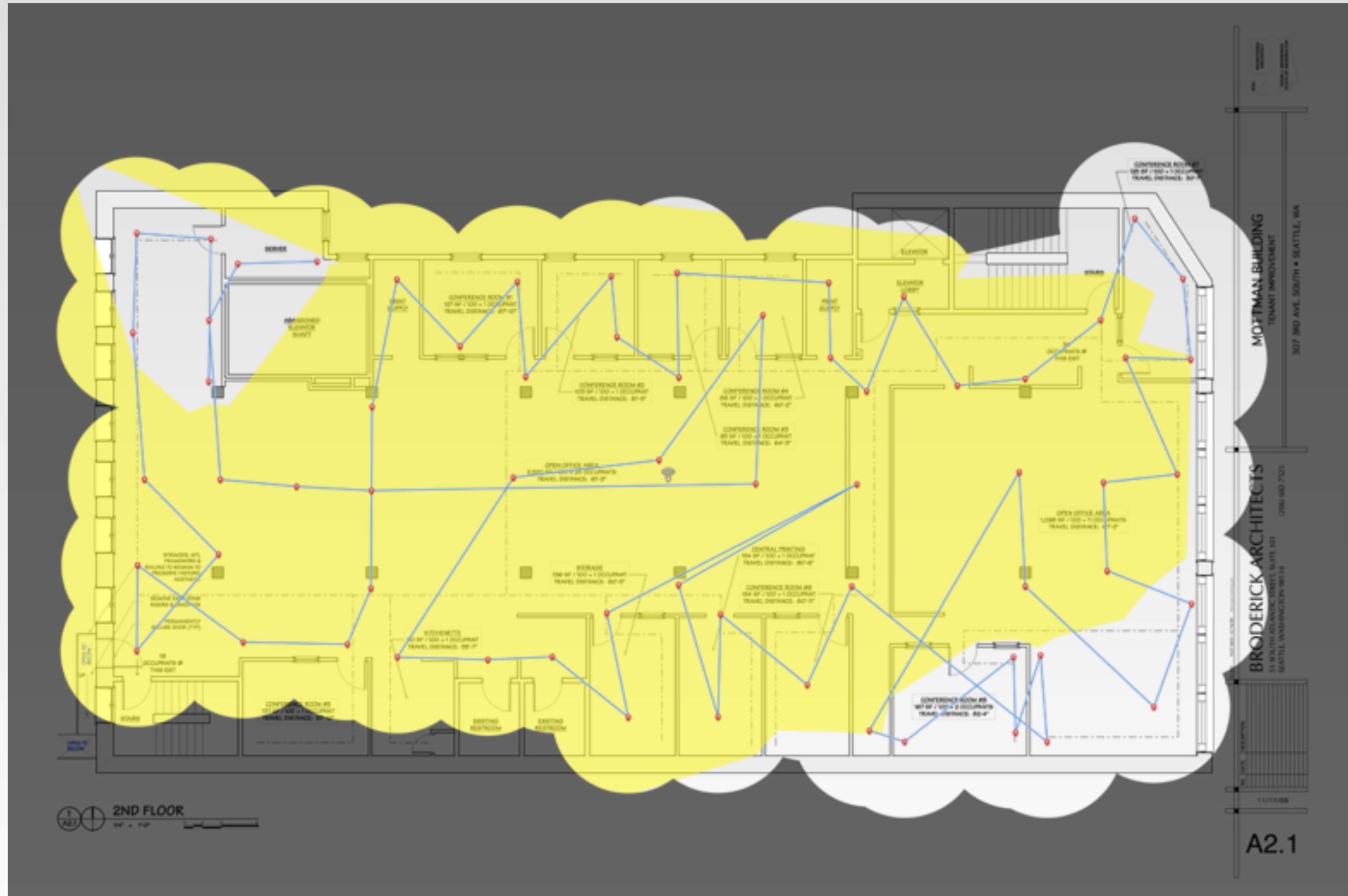
**MOTTMAN BUILDING**  
TENANT IMPROVEMENT  
307 3RD AVE. SOUTH • SEATTLE, WA

11/17/08

**A2.1**



# 5 GHz Coverage Example



# Sweet 5 GHz Relief



# 802.11n: The Going Gets Weird

- Multiple Transmit/Receive chains (MIMO):
  - Uses Tx:Rx notation, e.g. 3x3
  - Multi-path is more robust and suffers fewer errors
- Spatial multiplexing:
  - Different bits travel different paths (MOAR throughput)
- Streams indicator notation: 3x3:3

	Minimum Tx/Rx Chains	Spatial Streams	Maximum Link Speed
Single Stream	1x1	1	150 Mbps
2 Stream	2x2	2	300 Mbps
3 Stream	3x3	3	450 Mbps
4 Stream	4x4	4	600 Mbps

# 802.11n: The Going Gets Weird

- Data rates become complicated in 802.11n.
- A variety of specs combine to give data rate:
  - Channel width (20 MHz or 40 MHz)
  - Number of spatial streams (1, 2 or 3)
  - Guard interval (delay between bytes transmitted)

# 802.11 MCS Rates

## Your Best Friend

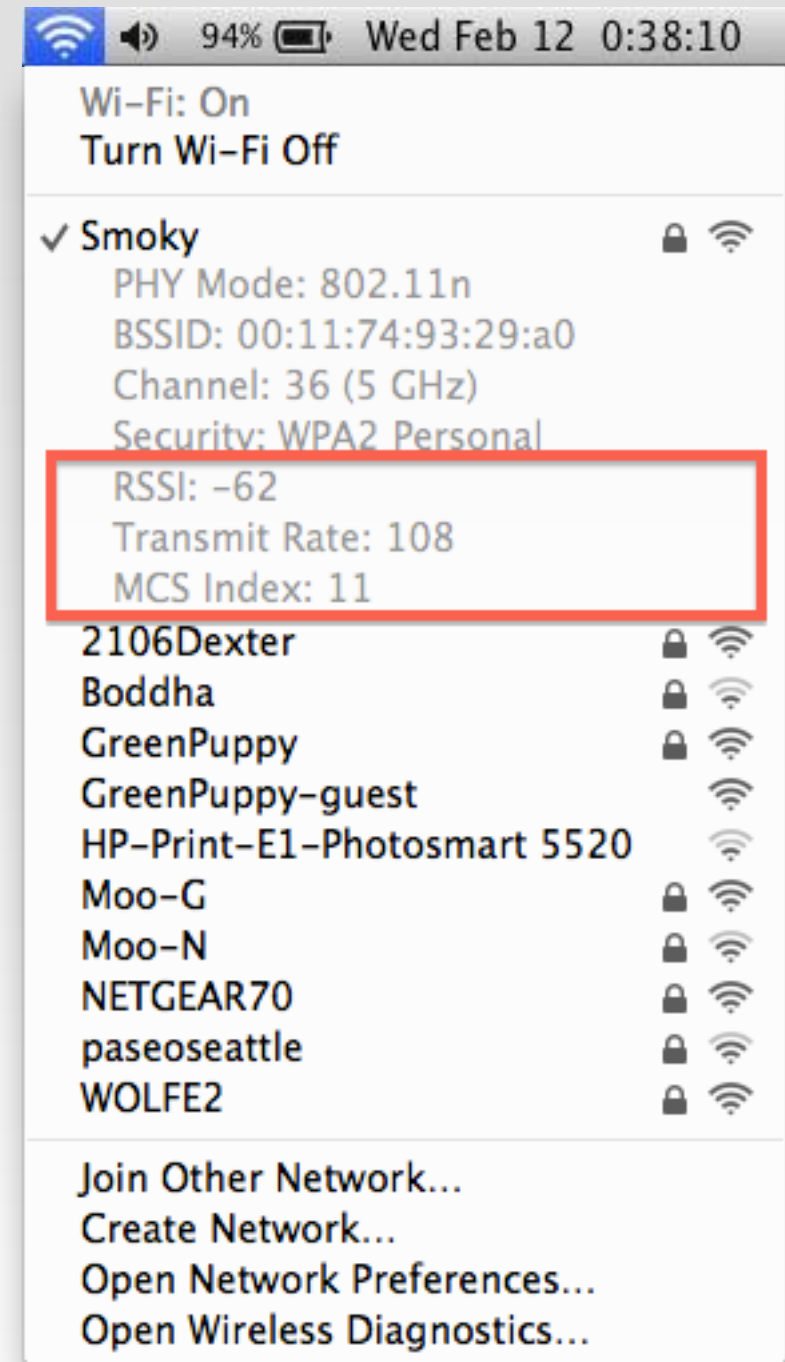
MCS Index	Type	Coding Rate	Spatial Streams	Data Rate (Mbps) with 20 MHz CH		Data Rate (Mbps) with 40 MHz CH	
				800 ns	400 ns (SGI)	800 ns	400 ns (SGI)
0	BPSK	1 / 2	1	6.50	7.20	13.50	15.00
1	QPSK	1 / 2	1	13.00	14.40	27.00	30.00
2	QPSK	3 / 4	1	19.50	21.70	40.50	45.00
3	16-QAM	1 / 2	1	26.00	28.90	54.00	60.00
4	16-QAM	3 / 4	1	39.00	43.30	81.00	90.00
5	64-QAM	2 / 3	1	52.00	57.80	108.00	120.00
6	64-QAM	3 / 4	1	58.50	65.00	121.50	135.00
7	64-QAM	5 / 6	1	65.00	72.20	135.00	150.00
8	BPSK	1 / 2	2	13.00	14.40	27.00	30.00
9	QPSK	1 / 2	2	26.00	28.90	54.00	60.00
10	QPSK	3 / 4	2	39.00	43.30	81.00	90.00
11	16-QAM	1 / 2	2	52.00	57.80	108.00	120.00
12	16-QAM	3 / 4	2	78.00	86.70	162.00	180.00
13	64-QAM	2 / 3	2	104.00	115.60	216.00	240.00
14	64-QAM	3 / 4	2	117.00	130.00	243.00	270.00
15	64-QAM	5 / 6	2	130.00	144.40	270.00	300.00
16	BPSK	1 / 2	3	19.50	21.70	40.50	45.00
...	...	...	...	...	...	...	...
31	64-QAM	5 / 6	4	260.00	288.90	540.00	600.00

Not just data rates 1,2,5.5 and 11 any more. Are you using a single, dual or three stream device? What do your performance numbers mean?



# Check Your MCS

- MCS will tell the real story
- RSSI is relative, and only marginally useful
- Data rates change over time, a one time glance guarantees nothing in the next second!



# 802.11ac: The New Kid

- The trigger for 5GHz everywhere
- Becoming Main Stream in 2014
- 5GHz only: its best feature
- Apple devices equipped with 802.11ac:
  - “Haswell” MacBooks Pro and Air + iMacs
  - Airport Extreme 802.11ac

# 802.11ac Performance

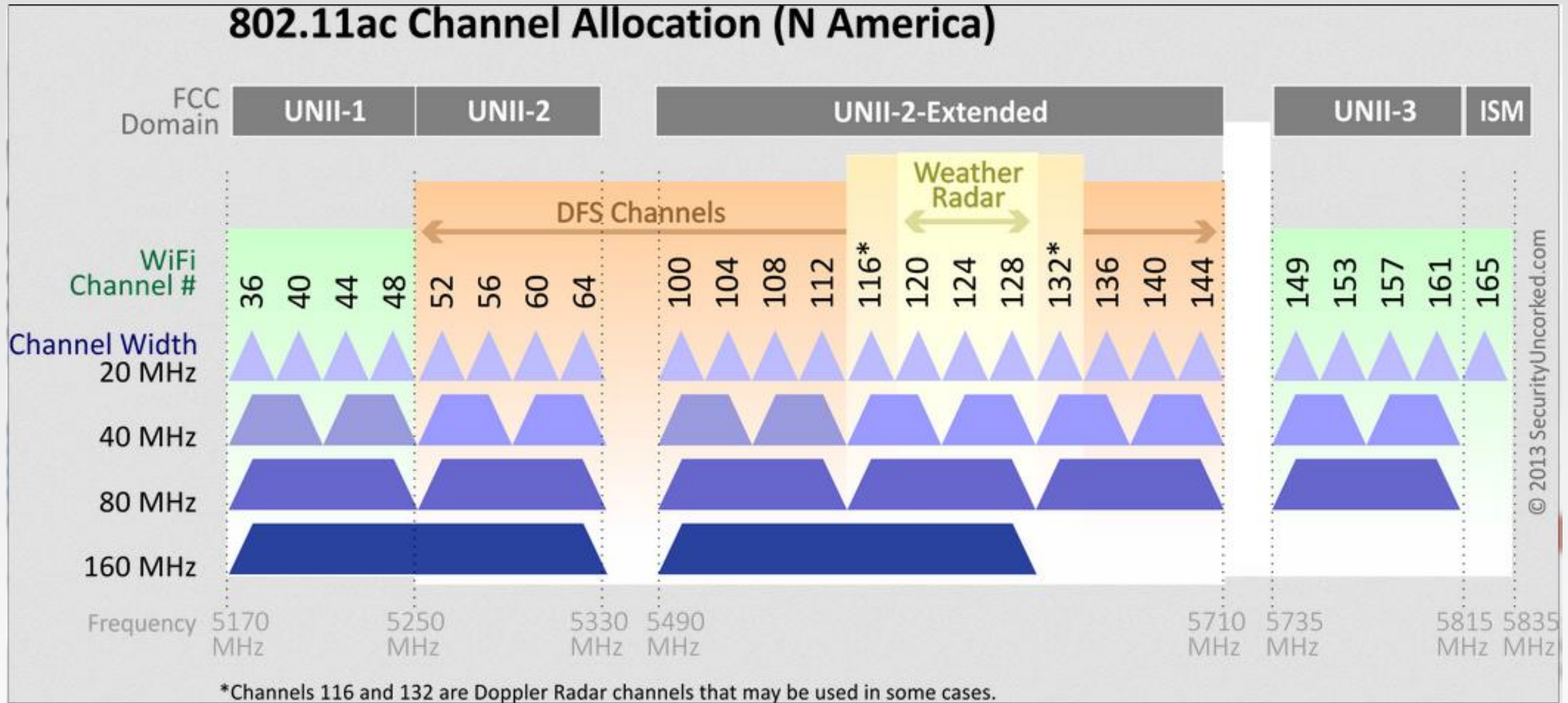
- Wider channels (80-160 MHz versus 20-40 MHz for 802.11n)
- Modulation: Up to 256 QAM
- More spatial streams (up to 8)
- Multi-user MIMO
  - Multiple-input and multiple-output = use of multiple antennas at both the transmitter and receiver to improve communication performance technology.
  - Multiple stations transmit/receive simultaneously.
  - Streams separated spatially not by frequency.



# 802.11ac Other Features

- Beam forming with standardized sounding and feedback for compatibility between vendors (non-standard in 802.11n made it hard for beam forming to work effectively between different vendor products).
- MAC modifications (mostly to support above changes).
- Coexistence mechanisms for 20/40/80/160 MHz channels, 11ac and 11a/n devices.
- 802.11ac is an example of a wireless network employing the Single Channel Architecture whereas previous generations of 802.11 were primarily using Multiple Channel Architecture.

# 802.11ac Other Features

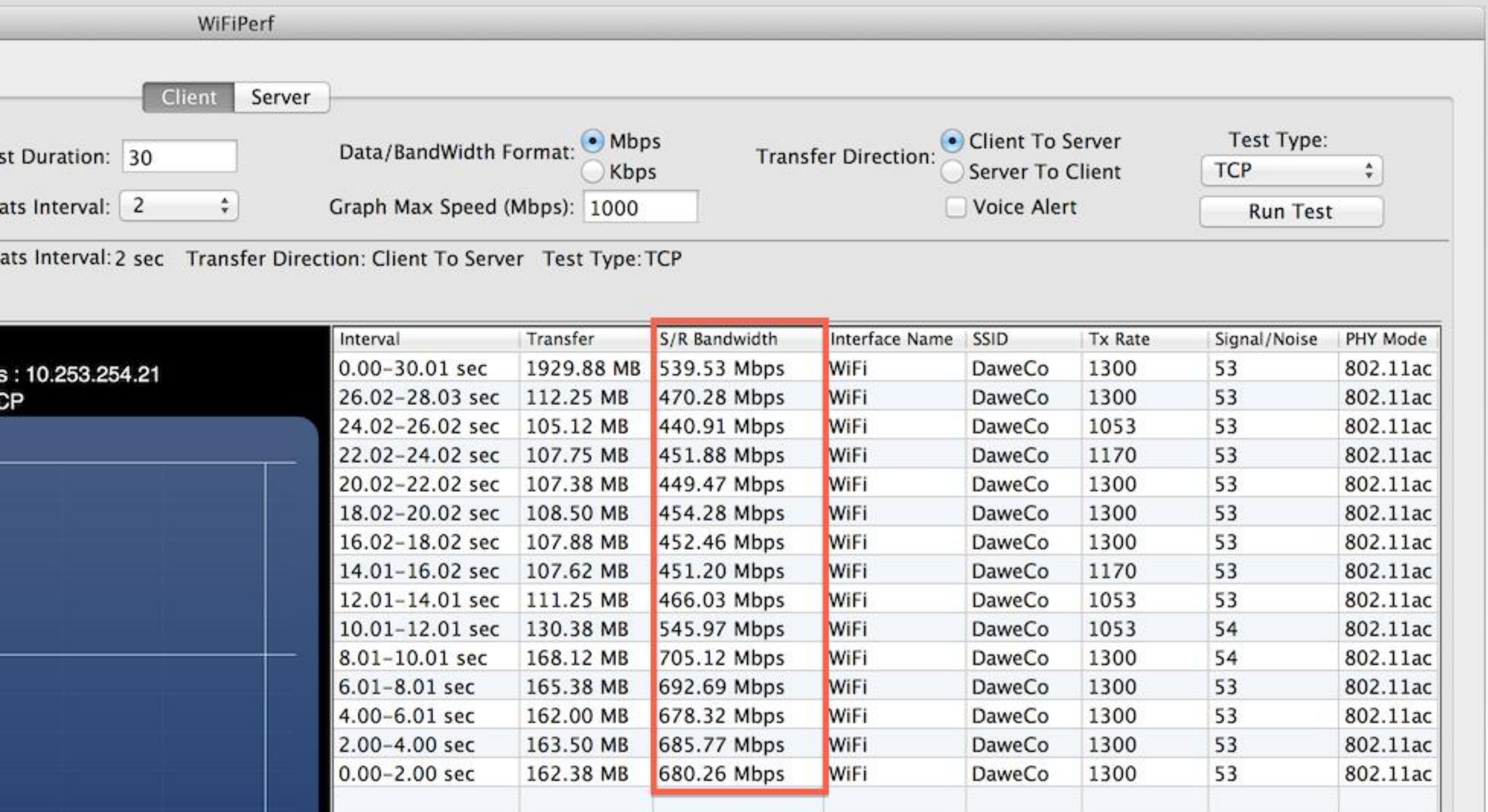


# 802.11ac Example Uses

Scenario	Typical Client Form Factor	PHY Link Rate	Aggregate Capacity (Speed)
1-antenna AP, 1-antenna STA, 80 MHz	Handheld	433 Mbit/s	433 Mbit/s
2-antenna AP, 2-antenna STA, 80 MHz	Tablet, Laptop	867 Mbit/s	867 Mbit/s
1-antenna AP, 1-antenna STA, 160 MHz	Handheld	867 Mbit/s	867 Mbit/s
2-antenna AP, 2-antenna STA, 160 MHz	Tablet, Laptop	1.69 Gbit/s	1.69 Gbit/s
4-antenna AP, four 1-antenna STAs, 160 MHz (MU-MIMO)	Handheld	867 Mbit/s to each STA	3.39 Gbit/s
8-antenna AP, 160 MHz (MU-MIMO) -- one 4-antenna STA -- one 2-antenna STA -- two 1-antenna STAs	Digital TV, Set-top Box, Tablet, Laptop, PC, Handheld	3.39 Gbit/s to 4-antenna STA 1.69 Gbit/s to 2-antenna STA 867 Mbit/s to each 1-antenna STA	6.77 Gbit/s
8-antenna AP, four 2-antenna STAs, 160 MHz (MU-MIMO)	Digital TV, Tablet, Laptop, PC	1.69 Gbit/s to each STA	6.77 Gbit/s



# 802.11ac Performance



# WLAN Design

# Define Network Requirements (What are we Designing for?)

- Coverage area
- Applications (what kind of data and how much?)
- Type of devices and performance:
  - All 1x1? 3x3?
- Number of expected devices
- Number of simultaneous devices

# Coverage vs. Capacity

	Coverage	Capacity
AP count	Low	High
Limiting factor	Distance	Interference
Obstacles	Bad	Good
Client speed	N/A	High as possible
Design metric	SNR	SINR - signal-to-noise-plus-interference
Number of channels	Conservative	Every channel possible

# How Much? How Far?

- How far can an AP effectively transmit?
- *Answer:* It depends.
- Factors:
  - Obstructions (walls, windows, etc.)
  - Construction material (dry wall vs. steel doors)
  - Interference (SNR)
  - How many devices?
  - Minimum application requirements



# Determining AP Capacity

- Determined by number of clients and their airtime consumption:
  - $\text{Airtime} = \text{Bandwidth Required} / \text{Max. Throughput} * 100$
  - $\text{AP capacity} = \text{Airtime} * \text{Base Capacity}$
- 1 Mbps streaming video on tablet w/max throughput of 40 Mbps:
  - $1 \text{ Mbp} / 40 \text{ Mbps} * 100 = 2.5\%$
  - 2.5% Airtime = Maximum 40 devices per radio
  - 70% base capacity = 28 devices per radio
- Always plan to leave some capacity for future growth.

# Adding Up the Costs

- Take the actual client throughput ...
  - TCP: 40%-60% of data rate (PHY)
  - UDP: 60% of data rate (PHY)
- And subtract ...
  - Loss from contention/congestion
    - Dependent on number of simultaneous clients
  - Loss from RF interference
    - Dependent on number of networks on same channel as well as errors from adjacent channels
    - Non-802.11 noise

	Throughput Loss	Achievable Rate
<b>TCP protocol</b>	~50% (overhead)	75 Mbps
<b>In a clean environment</b>	Very little	~70-75 Mbps
<b>In a busy network (congestion only, no CCI)</b>	Significant (~25%)	~50 Mbps
<b>Some outside interference (CCI/adjacent/non-802.11)</b>	Significant (~25%)	~37 Mbps
<b>With heavy interference</b>	Huge	??

# High Density Math Example

- 7 classrooms with 30 students using 1x1:1 5 GHz tablets
  - Need low latency and about 1 Mbps each for streaming video
  - Simultaneous usage

Number of Devices = 210

210 / 7 Radios (5 GHz) = 30 clients/radio – No channel overlap

210 / 14 Radios (dual) = 15 clients/radio – 4 channel overlap (2.4)

GHz)

# High Density Strategies

- Shoot for 5GHz
- Increase AP count to the extent possible
- Use attenuation (obstacles) to your advantage
- Frequency re-use via structural separation
- Configuration optimizations & adaptive algorithms

# Reducing Transmit Power

- Sometimes recommended in high density deployments or in deployments with lower powered devices.
- Sometimes recommended when you have different power output ratings on devices than APs.

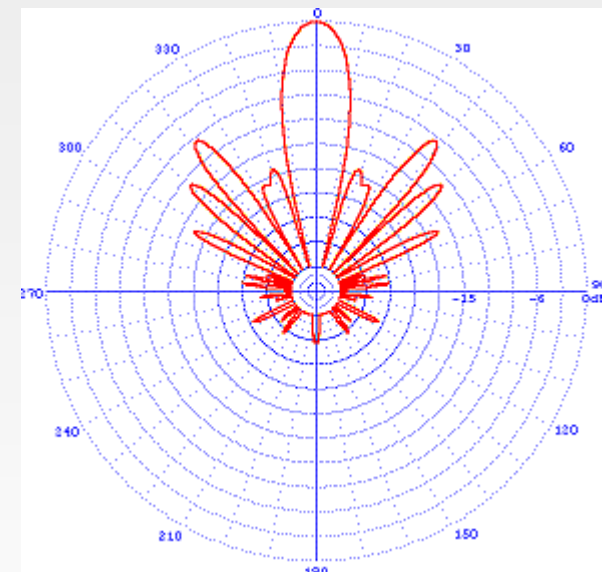
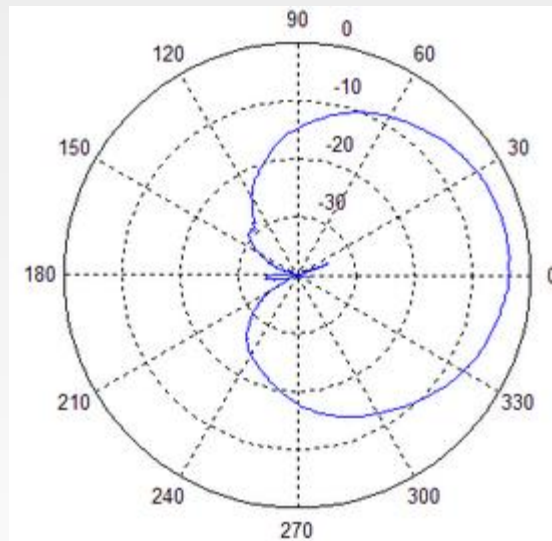
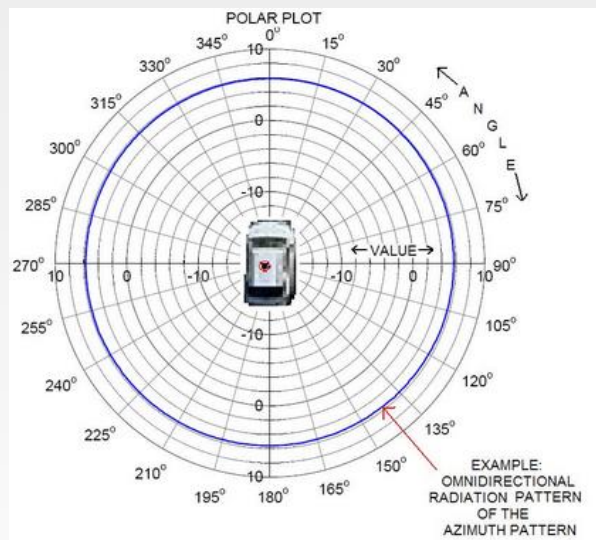
# Reducing Transmit Power

- Does not help signal to interference at all
- Guaranteed to reduce signal to external interference; this can be counterproductive
- Lower power = lower transmit speed = clients take longer to get on/off the air
- Reduces capacity



# More Strategies

- Disable background scanning (non-Apple clients)
- Limit # of SSIDs if possible (more SSIDs generate more network overhead)
- Review the vendor mounting documentation; shapes are important



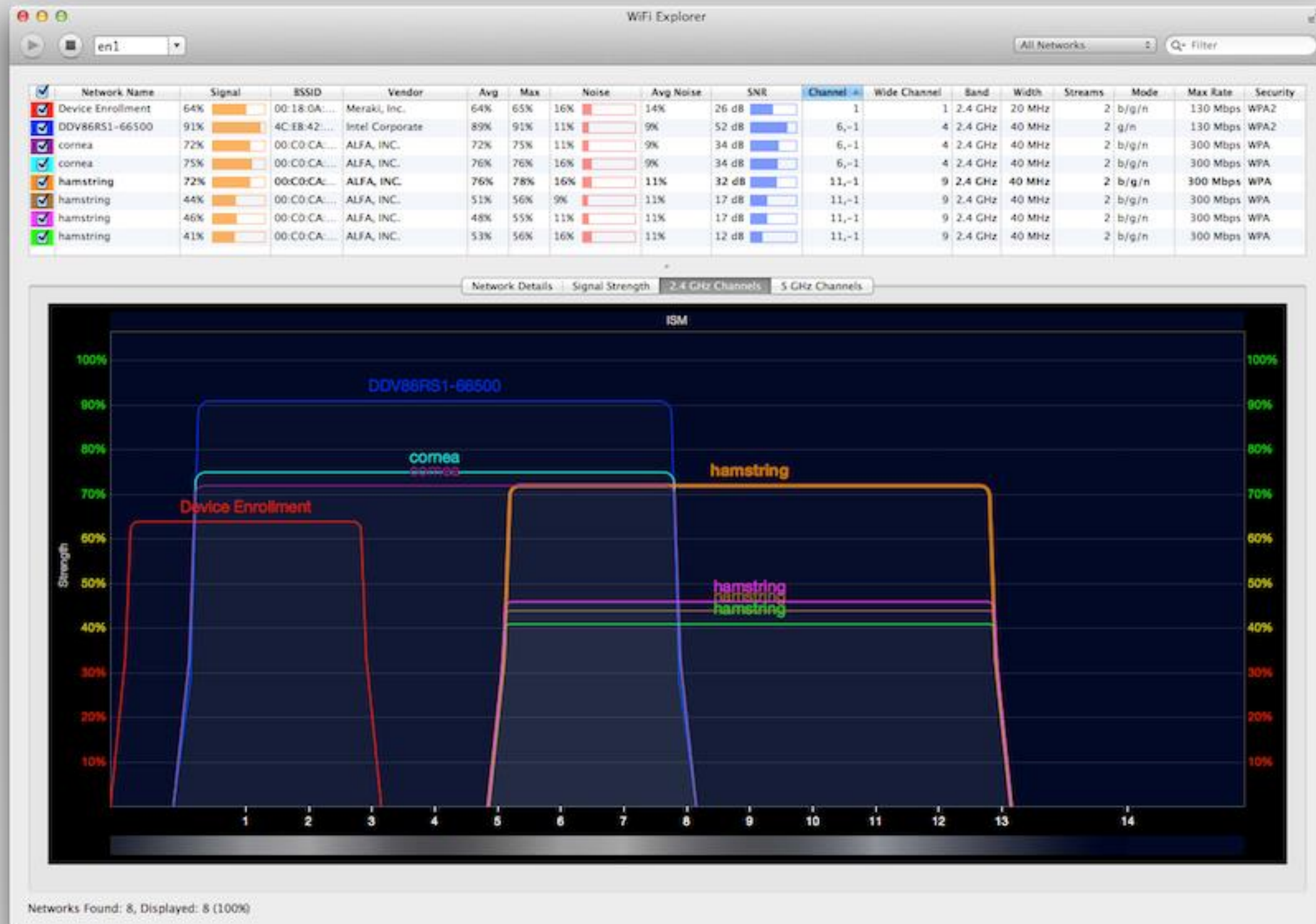
# RealWorld Scenario

```
dawe — bash — 81x54 — 1
pLast login: Wed Jan 22 15:03:03 on console
dbp:~ dawe$ ping [REDACTED]
PING [REDACTED] (192.168.2.3): 56 data bytes
Request timeout for icmp_seq 0
64 bytes from 192.168.2.3: icmp_seq=1 ttl=128 time=57.541 ms
64 bytes from 192.168.2.3: icmp_seq=2 ttl=128 time=536.253 ms
64 bytes from 192.168.2.3: icmp_seq=3 ttl=128 time=111.824 ms
64 bytes from 192.168.2.3: icmp_seq=4 ttl=128 time=166.844 ms
64 bytes from 192.168.2.3: icmp_seq=5 ttl=128 time=52.888 ms
64 bytes from 192.168.2.3: icmp_seq=6 ttl=128 time=225.154 ms
Request timeout for icmp_seq 7
64 bytes from 192.168.2.3: icmp_seq=8 ttl=128 time=114.438 ms
64 bytes from 192.168.2.3: icmp_seq=9 ttl=128 time=3.157 ms
64 bytes from 192.168.2.3: icmp_seq=10 ttl=128 time=27.193 ms
64 bytes from 192.168.2.3: icmp_seq=11 ttl=128 time=943.632 ms
Request timeout for icmp_seq 12
Request timeout for icmp_seq 13
64 bytes from 192.168.2.3: icmp_seq=14 ttl=128 time=307.636 ms
64 bytes from 192.168.2.3: icmp_seq=15 ttl=128 time=72.118 ms
64 bytes from 192.168.2.3: icmp_seq=16 ttl=128 time=3.359 ms
64 bytes from 192.168.2.3: icmp_seq=17 ttl=128 time=102.462 ms
64 bytes from 192.168.2.3: icmp_seq=18 ttl=128 time=67.362 ms
64 bytes from 192.168.2.3: icmp_seq=19 ttl=128 time=285.024 ms
Request timeout for icmp_seq 20
Request timeout for icmp_seq 21
```

# RealWorld Scenario

```
Request timeout for icmp_seq 23
64 bytes from 192.168.2.3: icmp_seq=23 ttl=128 time=1110.076 ms
64 bytes from 192.168.2.3: icmp_seq=24 ttl=128 time=206.660 ms
64 bytes from 192.168.2.3: icmp_seq=25 ttl=128 time=1311.519 ms
64 bytes from 192.168.2.3: icmp_seq=26 ttl=128 time=517.517 ms
64 bytes from 192.168.2.3: icmp_seq=27 ttl=128 time=210.539 ms
64 bytes from 192.168.2.3: icmp_seq=28 ttl=128 time=68.770 ms
64 bytes from 192.168.2.3: icmp_seq=30 ttl=128 time=18.328 ms
64 bytes from 192.168.2.3: icmp_seq=31 ttl=128 time=74.831 ms
64 bytes from 192.168.2.3: icmp_seq=32 ttl=128 time=187.202 ms
64 bytes from 192.168.2.3: icmp_seq=33 ttl=128 time=3.940 ms
64 bytes from 192.168.2.3: icmp_seq=34 ttl=128 time=4.120 ms
64 bytes from 192.168.2.3: icmp_seq=35 ttl=128 time=10.200 ms
Request timeout for icmp_seq 36
64 bytes from 192.168.2.3: icmp_seq=37 ttl=128 time=271.073 ms
^C
--- ping statistics ---
38 packets transmitted, 29 packets received, 23.7% packet loss
round-trip min/avg/max/stddev = 3.157/243.850/1311.519/331.519 ms
dbp:~ dawe$
```

# Whiskey Tango Foxtrot?



# Troubleshooting and Performance Testing

# Identify the Problem

**“It doesn’t work” is not useful!**

- Can the client connect?
- Can it authenticate?
- Low performance?
- Roaming?
- Are certain types of clients affected or all?



# Client Can't Connect

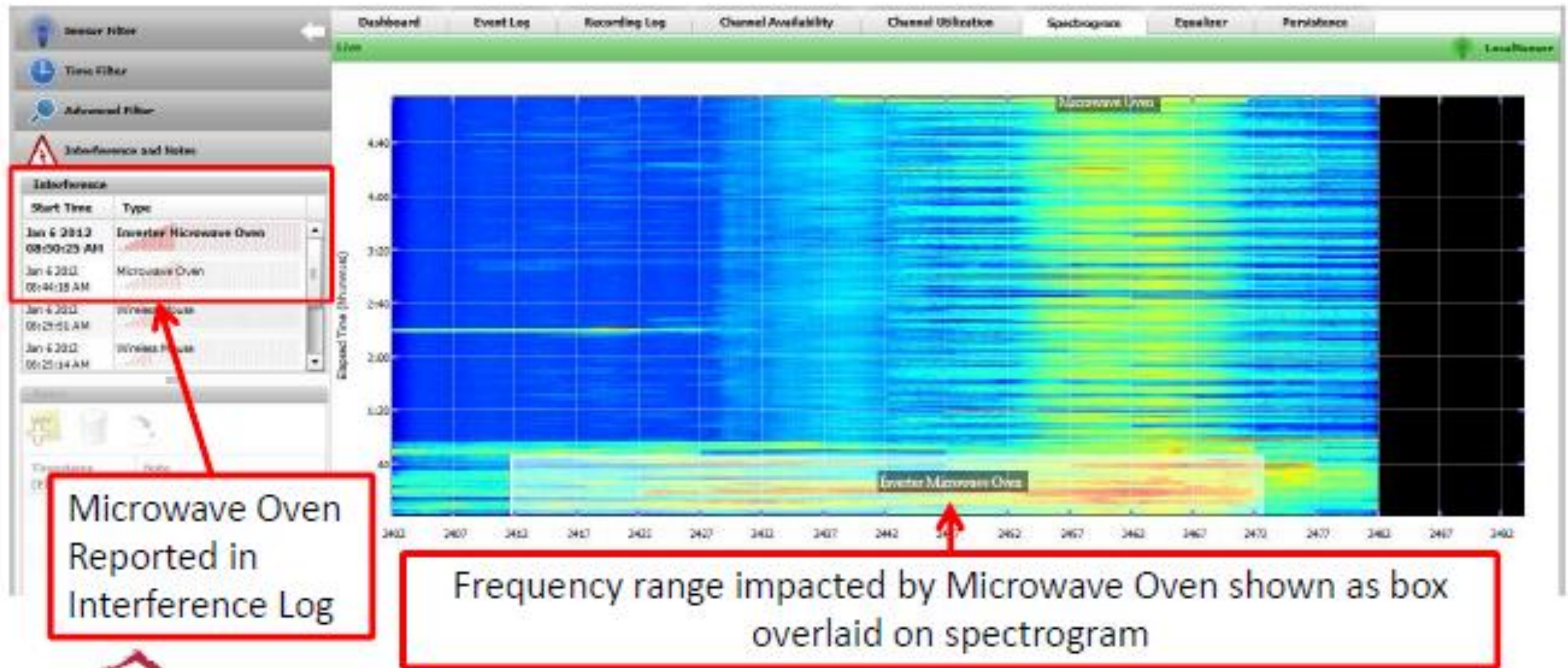
- RF interference
- Client is not configured correctly
- Client does not support network configuration
  - OFDM-only will block 802.11b clients entirely
- Are there APs nearby that it can hear strongly?

# Classic Symptoms of RF Interference

- Classic symptoms:
  - Clients drop off network randomly or have difficulty connecting
  - High latency or data loss
  - Huge number of PHY errors (>2500 per second)
- Can be difficult to detect without an RF analyzer, because WiFi only knows how to interpret WiFi

# RF Interference

## Real World Examples



# RF Interference

## Real World Examples

### Crestron RF Gateway, Model TPS-RFGWX

- “The TPS-RFGWX is a two-way radio frequency (RF) gateway/transceiver that utilizes 2.4 GHz spread spectrum technology to communicate with Crestron Isys tilt touchpanels equipped with the optional TPS-XTXRF Two-Way RF Transceiver Module, and other similarly equipped Crestron touchpanels such as the STX-1700CXP.”<sup>1</sup>
- “By default, the Crestron TPS-RFGWX network does not use specific channels but rather frequency hops over the entire 2.4 GHz band.”



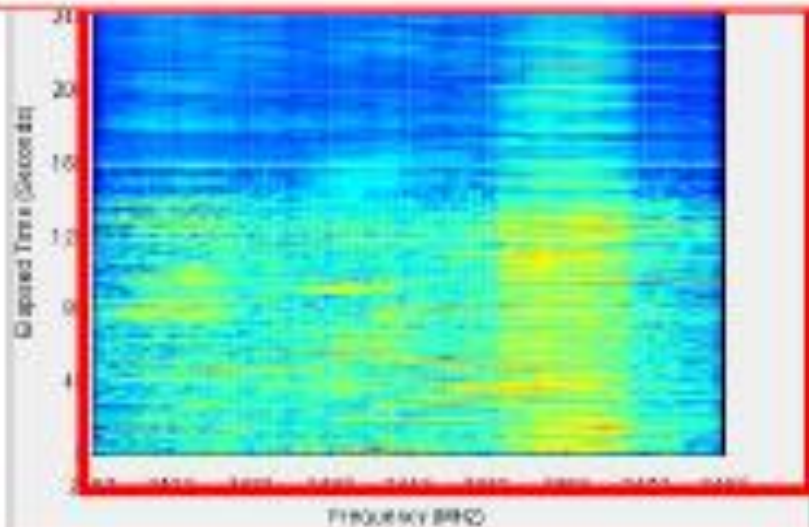


# RF Interference

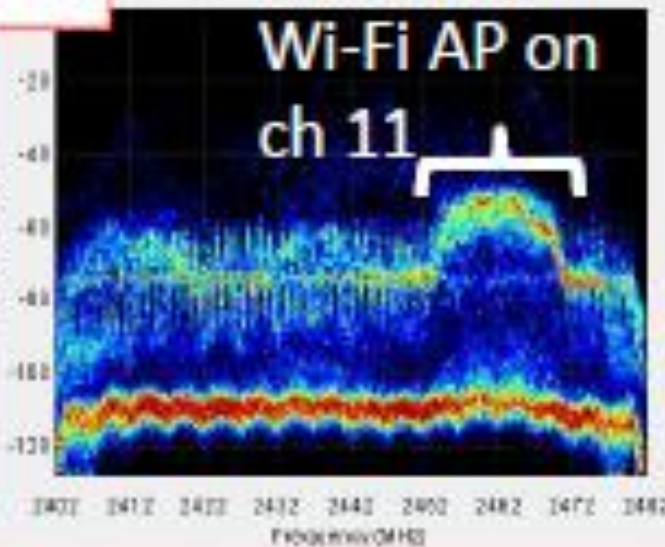
## Real World Examples

Crestron RF Gateway, Model TPS-RFGWX

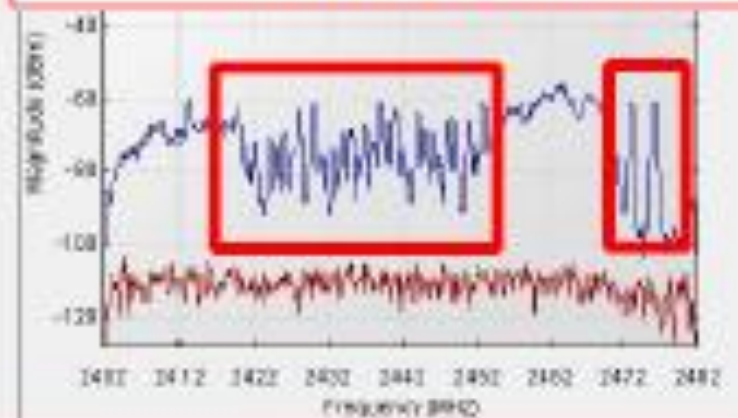
Frequency Hopping Signal (dots) across 2.4GHz band from Crestron



Wi-Fi AP on ch 11



Frequency Hopping Signal (spikes) across 2.4GHz band from Crestron



2.4GHz FHSS Cordless Phone and Bluetooth device reported in Interference Log

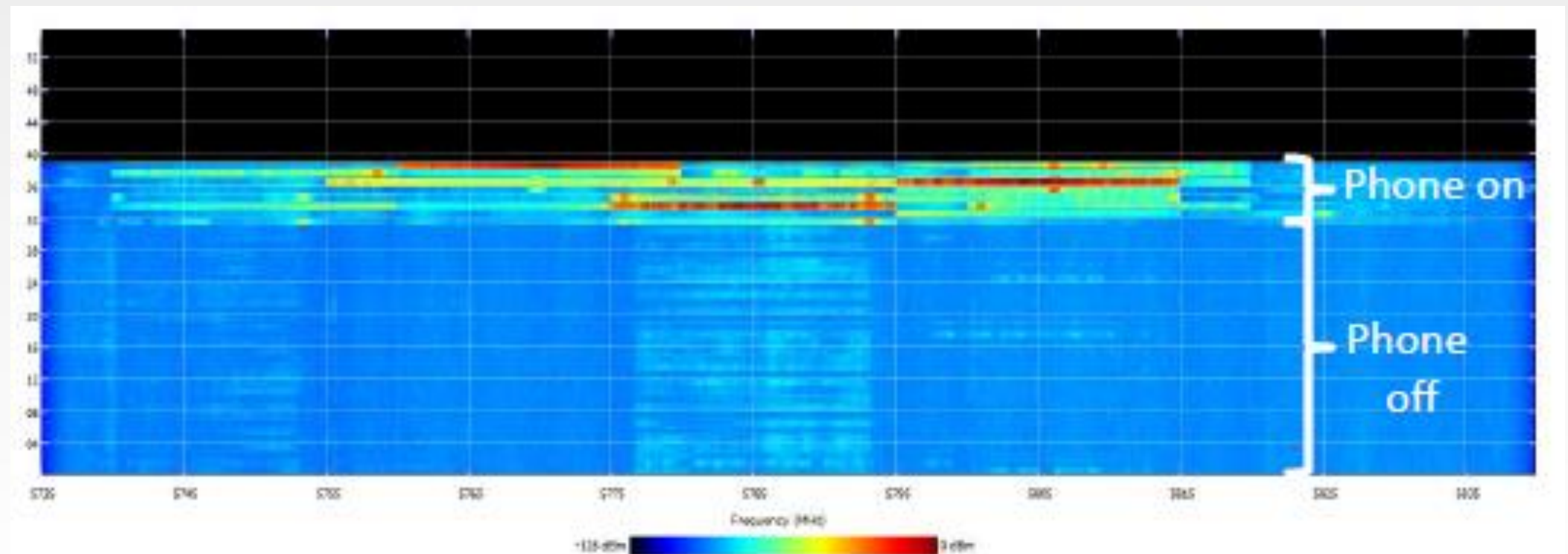
Chan. U.	Interface	Rate (Gbps) Mhz	Frequency (MHz)	Impacted Channels	Start Time	End Time	Duration	Device Hostname	Device
2%	FHSS Cordless Ph...	-720-24/48	2402.000	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 1...	Friday, January 06, 2012 10:29...	Present	0:00:08	127.0.0.1	0
0%	Bluetooth	-83/48/41	2475.900	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 1...	Friday, January 06, 2012 10:29...	Present	0:00:23	127.0.0.1	0
3%	FHSS Cordless Phone	-71/70/38	9157.900	148, 153, 157, 161, 165	Friday, January 06, 2012 10:29:00 AM	Friday, January 06, 2012 10:29:08 AM	0:00:08	127.0.0.1	0
0%	Bluetooth	-83/48/41	2475.900	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13	Friday, January 06, 2012 10:29:00 AM	Friday, January 06, 2012 10:29:08 AM	0:00:08	127.0.0.1	0
0%	FHSS Cordless Phone	-85/84/77	2402.000	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13	Friday, January 06, 2012 10:29:14 AM	Friday, January 06, 2012 10:29:22 AM	0:00:08	127.0.0.1	0

# RF Interference

## Real World Examples

### 5.8 GHz Digital Plus 2-Line phone from AT&T model EP5962

- Transmission Technology: Frequency-Hopping Digital Spread Spectrum (FHSS)
- Technical Specifications2:
  - RF Frequency Band: 5744 MHz – 5825 MHz
  - Channels: 95
  - Channel Spacing: 864 KHz
- “This cordless telephone operates with the maximum power allowed by the Federal Communications Commission (FCC).”





# RF Interference Mitigation

- Things you can do:
  - Eliminate source of interference
  - Change channel assignments (if clear ones exist)
  - Lower transmit power
  - Move clients to 5 GHz – band steering or change WLAN adapter

# Client Can't Authenticate

- Misconfigured authentication
- User name/password incorrect
- Client blacklisted
  - WIPS/WIDS
- Trying to connect to the wrong SSID

# Low Performance

- No strong signal available (no nearby AP)
- High interference
- Low connection rate (MCS)
- Client stickiness
  - Roaming
- Too many clients per AP radio
- High latency
- Plain slow client

# Performance Fixes

- Add more APs if coverage is too sparse, i.e. clients can get too far away = lower connection rate
- Reduce interference
- More channels
- Increase capacity in areas with excessive number of clients per AP
- Airtime fairness – allows differently capable clients to share medium in a managed fashion. Feature not generally in consumer grade gear and APs need to communicate with each other.

# Essential Troubleshooting Tools

- RF analyzer
  - Low \$ = inSSIDer [www.inssider.com](http://www.inssider.com)
  - Cost \$\$\$\$ = MetaGeek Wi-Spy and Fluke AirMagnet, etc.)
- Performance test tools
  - iPerf (WiFiPerf)
  - MetaGeek inSSIDer/WiFi Explorer
  - Vendor tools like:
    - Ruckus SWAT, SpeedFlex, Zapper

# Apple-specific Tools

- Check Wi-Fi connection on Mac
  - Hold down Option key and click airport icon in menu bar
- Hidden CLITool
  - airport
  - <http://osxdaily.com/2007/01/18/airport-the-little-known-command-line-wireless-utility/>





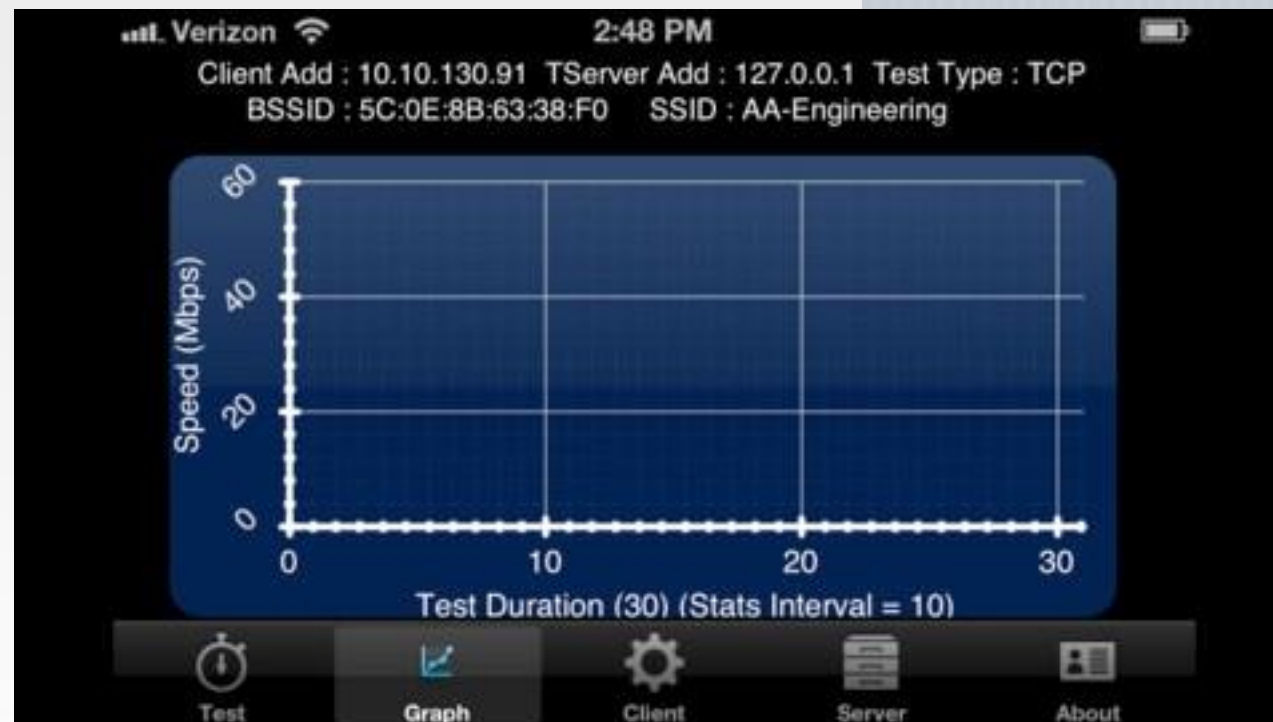
# Apple-specific Tools

- wdutil

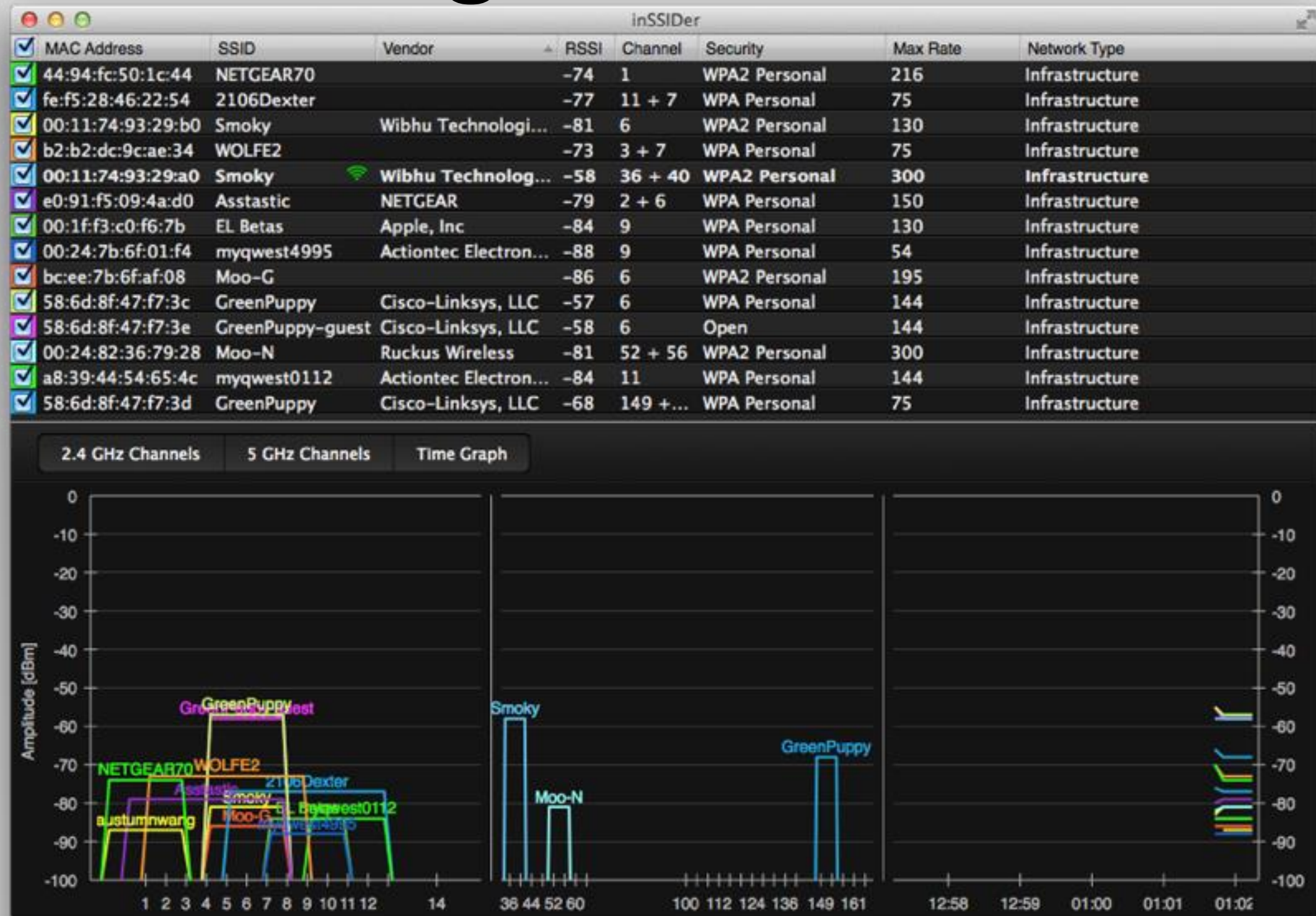
```
DBP:~ dawe$ wdutil info
# --- Wi-Fi Interface
      Interface Name      : en1
      MAC Address         : c8:bc:c8:e4:be:25
      Network Name        : Wheelwrights
      Active PHY Mode      : 802.11n
      Security             : WPA2 Personal
      SSID                 : Wheelwrights
      BSSID                : 08:ea:44:1a:df:a9
      Country              : US
      RSSI                 : -54 dBm
      Noise                : -87 dBm
      Rate                 : 150 Mbps
      Channel              : 36
      Channel Width        : 40MHz
```

# ZapPerf and WiFiPerf (Access Agility)

- Based on zap/iperf3
- Available for iOS and Mac OS

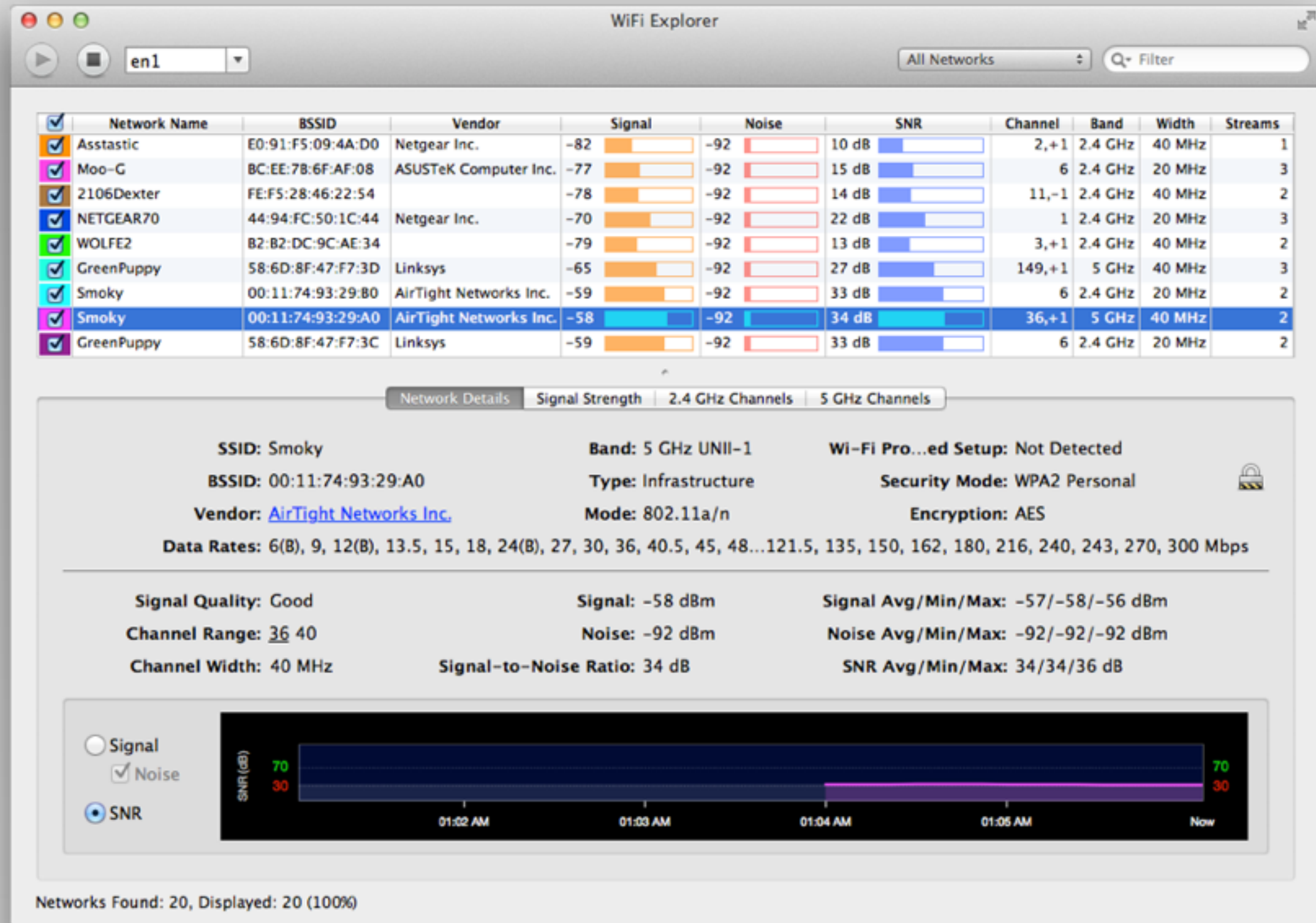


# Metageek InSSIDer

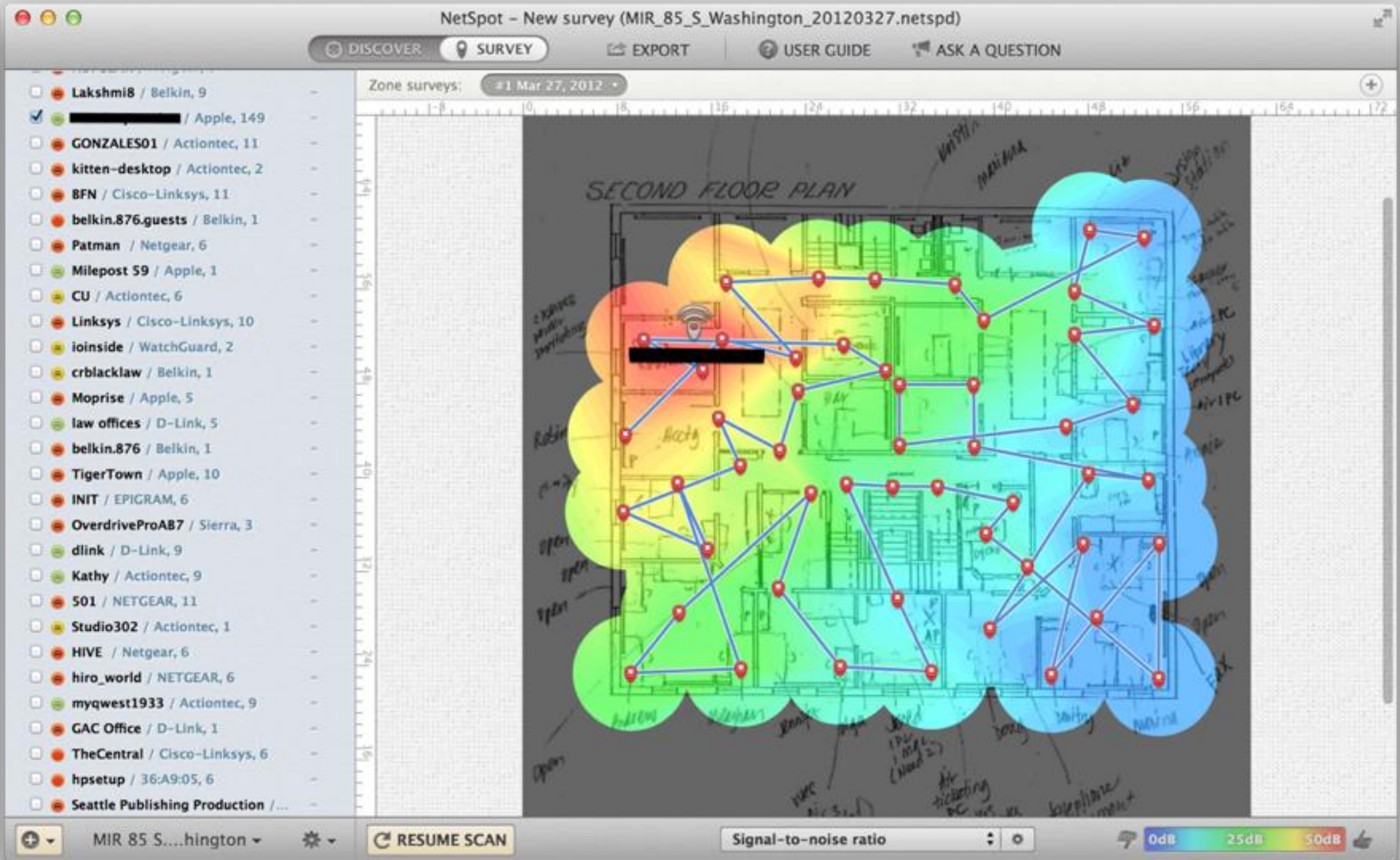




# Wi-Fi Explorer



# Netspot

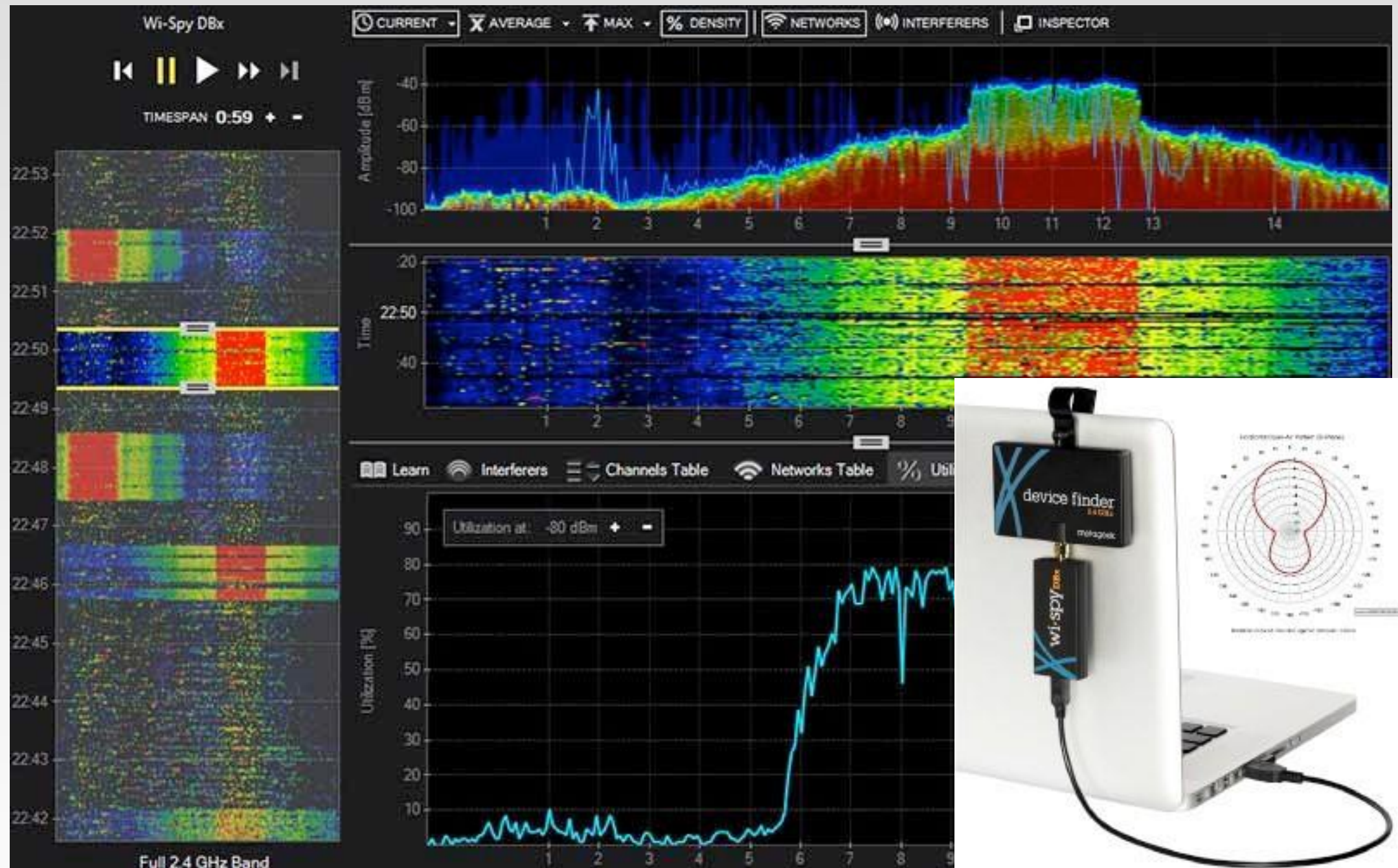


# Vendor Apps (Ruckus)

- Apple iOS
  - SWAT
  - Zapper/SpeedFlex
  - ZD Remote
  - Product Guide
- Android
  - SWAT
- More coming soon!
- Mac OS/Windows
  - SpeedFlex



# RF Analyzers



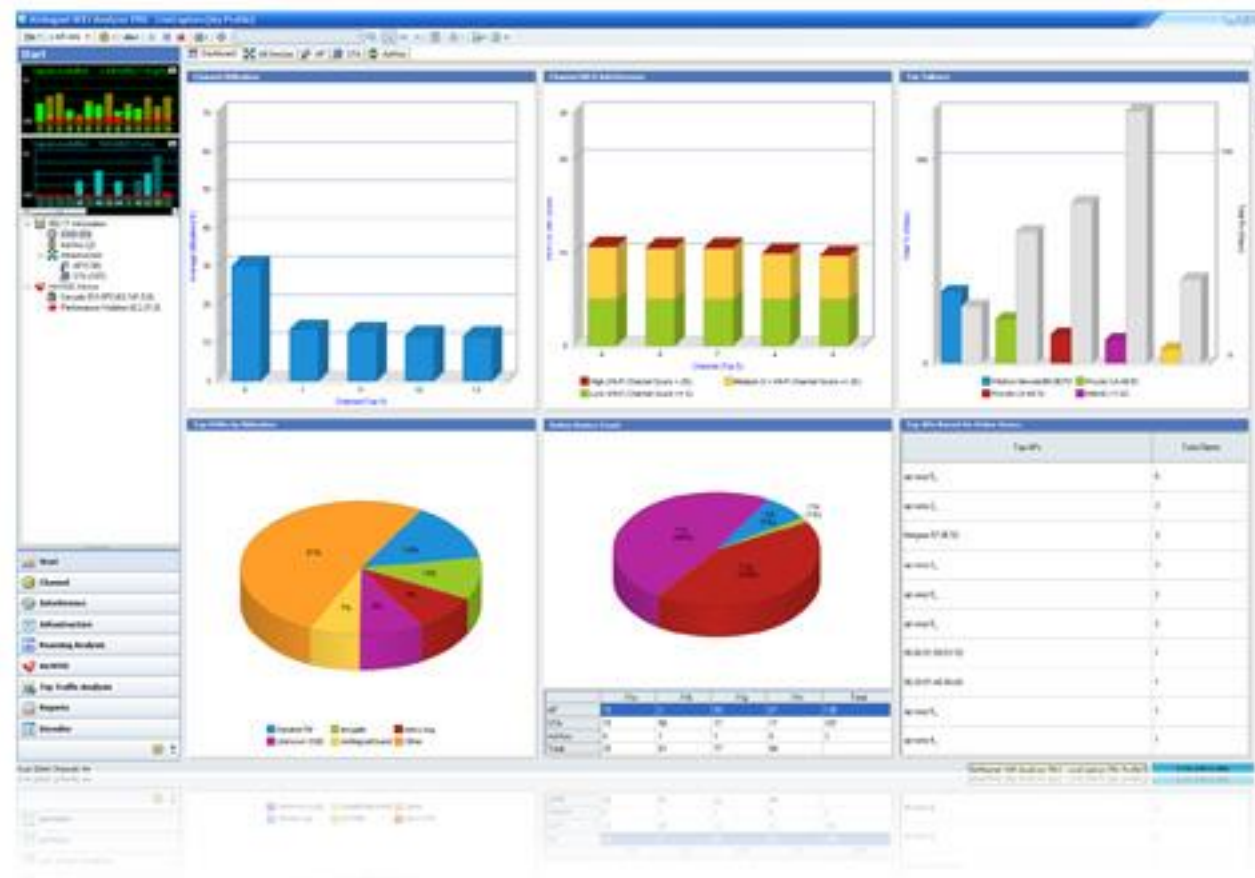


# RF Analyzers

## Fluke Networks

### AirMagnet WiFi Analyzer

### AirMagnet Spectrum XT



# And last...



# Questions?



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<https://www.facebook.com/ayachttechnologysolutions>