

**Supplement to IEEE Standard for
Information technology—
Telecommunications and information exchange
between systems—
Local and metropolitan area networks—
Specific requirements—**

**Part 11: Wireless LAN Medium Access Control
(MAC) and Physical Layer (PHY) specifications:
High-speed Physical Layer in the 5 GHz Band**

Sponsor

**LAN/MAN Standards Committee
of the
IEEE Computer Society**

Approved 16 September 1999

IEEE-SA Standards Board

Abstract: Changes and additions to IEEE Std. 802.11-1999 are provided to support the new high-rate physical layer (PHY) for operation in the 5 GHz band.

Keywords: 5 GHz, high speed, local area network (LAN), orthogonal frequency division multiplexing (OFDM), radio frequency, unlicensed national information infrastructure (U-NII), wireless

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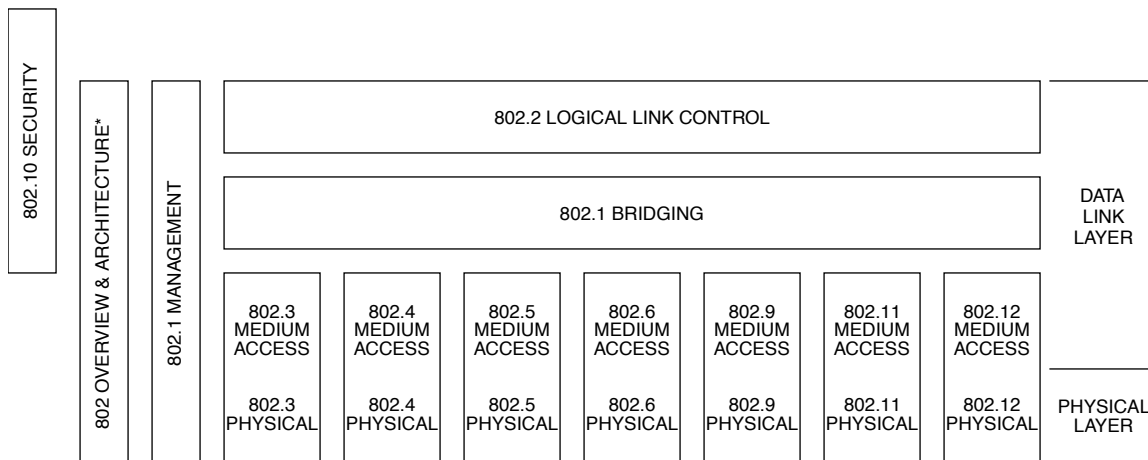
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Introduction

(This introduction is not part of IEEE Std 802.11a-1999, Supplement to IEEE Standard for Information technology—Telecommunications and information exchange between systems—Local and metropolitan area networks—Specific Requirements—Part 11: Wireless LAN Medium Access Control (MAC) and Physical Layer (PHY) specifications: High-speed Physical Layer in the 5 GHz Band.)

This standard is part of a family of standards for local and metropolitan area networks. The relationship between the standard and other members of the family is shown below. (The numbers in the figure refer to IEEE standard numbers.)



* Formerly IEEE Std 802.1A.

This family of standards deals with the Physical and Data Link layers as defined by the International Organization for Standardization (ISO) Open Systems Interconnection (OSI) Basic Reference Model (ISO/IEC 7498-1:1994). The access standards define seven types of medium access technologies and associated physical media, each appropriate for particular applications or system objectives. Other types are under investigation.

The standards defining the access technologies are as follows:

- IEEE Std 802 *Overview and Architecture.* This standard provides an overview to the family of IEEE 802 Standards.
- ANSI/IEEE Std 802.1B and 802.1k [ISO/IEC 15802-2] *LAN/MAN Management.* Defines an OSI management-compatible architecture, and services and protocol elements for use in a LAN/MAN environment for performing remote management.
- ANSI/IEEE Std 802.1D [ISO/IEC 15802-3] *Media Access Control (MAC) Bridges.* Specifies an architecture and protocol for the interconnection of IEEE 802 LANs below the MAC service boundary.
- ANSI/IEEE Std 802.1E [ISO/IEC 15802-4] *System Load Protocol.* Specifies a set of services and protocol for those aspects of management concerned with the loading of systems on IEEE 802 LANs.
- IEEE Std 802.1F *Common Definitions and Procedures for IEEE 802 Management Information*
- ANSI/IEEE Std 802.1G [ISO/IEC 15802-5] *Remote Media Access Control Bridging.* Specifies extensions for the interconnection, using non-LAN communication technologies, of geographically separated IEEE 802 LANs below the level of the logical link control protocol.

- ANSI/IEEE Std 802.2 [ISO/IEC 8802-2] *Logical Link Control*
- ANSI/IEEE Std 802.3 [ISO/IEC 8802-3] *CSMA/CD Access Method and Physical Layer Specifications*
- ANSI/IEEE Std 802.4 [ISO/IEC 8802-4] *Token Passing Bus Access Method and Physical Layer Specifications*
- ANSI/IEEE Std 802.5 [ISO/IEC 8802-5] *Token Ring Access Method and Physical Layer Specifications*
- ANSI/IEEE Std 802.6 [ISO/IEC 8802-6] *Distributed Queue Dual Bus Access Method and Physical Layer Specifications*
- ANSI/IEEE Std 802.9 [ISO/IEC 8802-9] *Integrated Services (IS) LAN Interface at the Medium Access Control and Physical Layers*
- ANSI/IEEE Std 802.10 *Interoperable LAN/MAN Security*
- IEEE Std 802.11 [ISO/IEC DIS 8802-11] *Wireless LAN Medium Access Control and Physical Layer Specifications*
- ANSI/IEEE Std 802.12 [ISO/IEC DIS 8802-12] *Demand Priority Access Method, Physical Layer and Repeater Specifications*

In addition to the family of standards, the following is a recommended practice for a common Physical Layer technology:

- IEEE Std 802.7 *IEEE Recommended Practice for Broadband Local Area Networks*

The following additional working groups have authorized standards projects under development:

- IEEE 802.14 *Standard Protocol for Cable-TV Based Broadband Communication Network*
- IEEE 802.15 *Wireless Personal Area Networks Access Method and Physical Layer Specifications*
- IEEE 802.16 *Broadband Wireless Access Method and Physical Layer Specifications*

Editor's Notes

Clause 4, subclause 9.1, and Clause 17 in this supplement will be inserted into the base standard as an additional PHY specification for the 5 GHz unlicensed national information infrastructure (U-NII) band.

There are three annexes included in this supplement. Following are instructions to merge the information in these annexes into the base document.

Annex A: This annex shows a change to the table in A.4.3 of the base standard (IUT configuration) and the addition of a new subclause. Item *CF6 should be added to the table in A.4.3 of the base standard. The entire subclause A.4.8 (Orthogonal frequency division multiplex PHY functions) should be added to the end of Annex A in the base standard (i.e., after A.4.7).

Annex D: This annex contains additions to be made to Annex D (ASN.1 encoding of the MAC and PHY MIB) of the base standard. There are five sections that provide instructions to merge the information contained herein into the appropriate locations in Annex D of the base standard.

Annex G: This annex is new to the base standard. The purpose of Annex G is to provide an example of encoding a frame for the OFDM PHY, described in Clause 17, including all intermediate stages.

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Control (MAC) and Physical Layer
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**High-speed Physical Layer in the
5 GHz Band**

[These additions are based on IEEE Std 802.11, 1999 Edition.]

EDITORIAL NOTE—The editing instructions contained in this supplement define how to merge the material contained herein into IEEE Std 802.11, 1999 Edition, to form the new comprehensive standard as created by the addition of IEEE Std 802.11a-1999.

The editing instructions are shown in ***bold italic***. Three editing instructions are used: change, delete, and insert. ***Change*** is used to make small corrections to existing text or tables. The editing instruction specifies the location of the change and describes what is being changed either by using ~~striketrough~~ (to remove old material) or underscore (to add new material). ***Delete*** removes existing material. ***Insert*** adds new material without disturbing the existing material. Insertions may require renumbering. If so, renumbering instructions are given in the editing instructions. Editorial notes will not be carried over into future editions.

4. Abbreviations and acronyms

Insert the following acronyms alphabetically in the list in Clause 4:

BPSK	binary phase shift keying
C-MPDU	coded MPDU
FFT	Fast Fourier Transform
GI	guard interval
IFFT	inverse Fast Fourier Transform
OFDM	orthogonal frequency division multiplexing
PER	packet error rate
QAM	quadrature amplitude modulation
QPSK	quadrature phase shift keying
U-NII	unlicensed national information infrastructure

9.1 Multirate support

Add the following text to the end of 9.6:

For the 5 GHz PHY, the time required to transmit a frame for use in the Duration/ID field is determined using the PLME-TXTIME.request primitive and the PLME-TXTIME.confirm primitive. The calculation method of TXTIME duration is defined in 17.4.3.

10.4 PLME SAP interface

Add the following text to the end of 10.4:

Remove the references to aMPDUDurationFactor from 10.4.3.1.

Add the following subclauses at the end of 10.4:

10.4.6 PLME-TXTIME.request

10.4.6.1 Function

This primitive is a request for the PHY to calculate the time that will be required to transmit onto the wireless medium a PPDU containing a specified length MPDU, and using a specified format, data rate, and signalling.

10.4.6.2 Semantics of the service primitive

This primitive provides the following parameters:

PLME-TXTIME.request(TXVECTOR)

The TXVECTOR represents a list of parameters that the MAC sublayer provides to the local PHY entity in order to transmit a MPDU, as further described in 12.3.4.4 and 17.4 (which defines the local PHY entity).

10.4.6.3 When generated

This primitive is issued by the MAC sublayer to the PHY entity whenever the MAC sublayer needs to determine the time required to transmit a particular MPDU.

10.4.6.4 Effect of receipt

The effect of receipt of this primitive by the PHY entity shall be to generate a PHY-TXTIME.confirm primitive that conveys the required transmission time.

10.4.7 PLME-TXTIME.confirm

10.4.7.1 Function

This primitive provides the time that will be required to transmit the PPDU described in the corresponding PLME-TXTIME.request.

10.4.7.2 Semantics of the service primitive

This primitive provides the following parameters:

PLME-TXTIME.confirm(TXTIME)

The TXTIME represents the time in microseconds required to transmit the PPDU described in the corresponding PLME-TXTIME.request. If the calculated time includes a fractional microsecond, the TXTIME value is rounded up to the next higher integer.

10.4.7.3 When generated

This primitive is issued by the local PHY entity in response to a PLME-TXTIME.request.

10.4.7.4 Effect of receipt

The receipt of this primitive provides the MAC sublayer with the PPDU transmission time.

Add the entire Clause 17 to the base standard:

17. OFDM PHY specification for the 5 GHz band

17.1 Introduction

This clause specifies the PHY entity for an orthogonal frequency division multiplexing (OFDM) system and the additions that have to be made to the base standard to accommodate the OFDM PHY. The radio frequency LAN system is initially aimed for the 5.15–5.25, 5.25–5.35 and 5.725–5.825 GHz unlicensed national information structure (U-NII) bands, as regulated in the United States by the Code of Federal Regulations, Title 47, Section 15.407. The OFDM system provides a wireless LAN with data payload communication capabilities of 6, 9, 12, 18, 24, 36, 48, and 54 Mbit/s. The support of transmitting and receiving at data rates of 6, 12, and 24 Mbit/s is mandatory. The system uses 52 subcarriers that are modulated using binary or quadrature phase shift keying (BPSK/QPSK), 16-quadrature amplitude modulation (QAM), or 64-QAM. Forward error correction coding (convolutional coding) is used with a coding rate of 1/2, 2/3, or 3/4.

17.1.1 Scope

This subclause describes the PHY services provided to the IEEE 802.11 wireless LAN MAC by the 5 GHz (bands) OFDM system. The OFDM PHY layer consists of two protocol functions, as follows:

- a) A PHY convergence function, which adapts the capabilities of the physical medium dependent (PMD) system to the PHY service. This function is supported by the physical layer convergence procedure (PLCP), which defines a method of mapping the IEEE 802.11 PHY sublayer service data units (PSDU) into a framing format suitable for sending and receiving user data and management information between two or more stations using the associated PMD system.
- b) A PMD system whose function defines the characteristics and method of transmitting and receiving data through a wireless medium between two or more stations, each using the OFDM system.

17.1.2 OFDM PHY functions

The 5 GHz OFDM PHY architecture is depicted in the reference model shown in Figure 11 of IEEE Std 802.11, 1999 Edition (5.8). The OFDM PHY contains three functional entities: the PMD function, the PHY convergence function, and the layer management function. Each of these functions is described in detail in 17.1.2.1 through 17.1.2.4.

The OFDM PHY service is provided to the MAC through the PHY service primitives described in Clause 12 of IEEE Std 802.11, 1999 Edition.

17.1.2.1 PLCP sublayer

In order to allow the IEEE 802.11 MAC to operate with minimum dependence on the PMD sublayer, a PHY convergence sublayer is defined. This function simplifies the PHY service interface to the IEEE 802.11 MAC services.

17.1.2.2 PMD sublayer

The PMD sublayer provides a means to send and receive data between two or more stations. This clause is concerned with the 5 GHz band using OFDM modulation.

17.1.2.3 PHY management entity (PLME)

The PLME performs management of the local PHY functions in conjunction with the MAC management entity.

17.1.2.4 Service specification method

The models represented by figures and state diagrams are intended to be illustrations of the functions provided. It is important to distinguish between a model and a real implementation. The models are optimized for simplicity and clarity of presentation; the actual method of implementation is left to the discretion of the IEEE 802.11 OFDM PHY compliant developer.

The service of a layer or sublayer is the set of capabilities that it offers to a user in the next higher layer (or sublayer). Abstract services are specified here by describing the service primitives and parameters that characterize each service. This definition is independent of any particular implementation.

17.2 OFDM PHY specific service parameter list

17.2.1 Introduction

The architecture of the IEEE 802.11 MAC is intended to be PHY independent. Some PHY implementations require medium management state machines running in the MAC sublayer in order to meet certain PMD requirements. These PHY-dependent MAC state machines reside in a sublayer defined as the MAC sublayer management entity (MLME). In certain PMD implementations, the MLME may need to interact with the PLME as part of the normal PHY SAP primitives. These interactions are defined by the PLME parameter list currently defined in the PHY service primitives as TXVECTOR and RXVECTOR. The list of these parameters, and the values they may represent, are defined in the specific PHY specifications for each PMD. This subclause addresses the TXVECTOR and RXVECTOR for the OFDM PHY.

17.2.2 TXVECTOR parameters

The parameters in Table 76 are defined as part of the TXVECTOR parameter list in the PHY-TXSTART.request service primitive.

Table 76—TXVECTOR parameters

Parameter	Associate primitive	Value
LENGTH	PHY-TXSTART.request (TXVECTOR)	1–4095
DATARATE	PHY-TXSTART.request (TXVECTOR)	6, 9, 12, 18, 24, 36, 48, and 54 (Support of 6, 12, and 24 data rates is mandatory.)
SERVICE	PHY-TXSTART.request (TXVECTOR)	Scrambler initialization; 7 null bits + 9 reserved null bits
TXPWR_LEVEL	PHY-TXSTART.request (TXVECTOR)	1–8

17.2.2.1 TXVECTOR LENGTH

The allowed values for the LENGTH parameter are in the range of 1–4095. This parameter is used to indicate the number of octets in the MPDU which the MAC is currently requesting the PHY to transmit. This value is used by the PHY to determine the number of octet transfers that will occur between the MAC and the PHY after receiving a request to start the transmission.

17.2.2.2 TXVECTOR DATARATE

The DATARATE parameter describes the bit rate at which the PLCP shall transmit the PSDU. Its value can be any of the rates defined in Table 76. Data rates of 6, 12, and 24 shall be supported; other rates may also be supported.

17.2.2.3 TXVECTOR SERVICE

The SERVICE parameter consists of 7 null bits used for the scrambler initialization and 9 null bits reserved for future use.

17.2.2.4 TXVECTOR TXPWR_LEVEL

The allowed values for the TXPWR_LEVEL parameter are in the range from 1–8. This parameter is used to indicate which of the available TxPowerLevel attributes defined in the MIB shall be used for the current transmission.

17.2.3 RXVECTOR parameters

The parameters listed in Table 77 are defined as part of the RXVECTOR parameter list in the PHY-RXSTART.indicate service primitive.

Table 77—RXVECTOR parameters

Parameter	Associate primitive	Value
LENGTH	PHY-RXSTART.indicate	1–4095
RSSI	PHY-RXSTART.indicate (RXVECTOR)	0–RSSI maximum
DATARATE	PHY-RXSTART.request (RXVECTOR)	6, 9, 12, 18, 24, 36, 48, and 54
SERVICE	PHY-RXSTART.request (RXVECTOR)	Null

17.2.3.1 RXVECTOR LENGTH

The allowed values for the LENGTH parameter are in the range from 1–4095. This parameter is used to indicate the value contained in the LENGTH field which the PLCP has received in the PLCP header. The MAC and PLCP will use this value to determine the number of octet transfers that will occur between the two sublayers during the transfer of the received PSDU.

17.2.3.2 RXVECTOR RSSI

The allowed values for the receive signal strength indicator (RSSI) parameter are in the range from 0 through RSSI maximum. This parameter is a measure by the PHY sublayer of the energy observed at the antenna used to receive the current PPDU. RSSI shall be measured during the reception of the PLCP preamble. RSSI is intended to be used in a relative manner, and it shall be a monotonically increasing function of the received power.

17.2.3.3 DATARATE

DATARATE shall represent the data rate at which the current PPDU was received. The allowed values of the DATARATE are 6, 9, 12, 18, 24, 36, 48, or 54.

17.2.3.4 SERVICE

The SERVICE field shall be null.

17.3 OFDM PLCP sublayer

17.3.1 Introduction

This subclause provides a convergence procedure in which PSDUs are converted to and from PPDU. During transmission, the PSDU shall be provided with a PLCP preamble and header to create the PPDU. At the receiver, the PLCP preamble and header are processed to aid in demodulation and delivery of the PSDU.

17.3.2 PLCP frame format

Figure 107 shows the format for the PPDU including the OFDM PLCP preamble, OFDM PLCP header, PSDU, tail bits, and pad bits. The PLCP header contains the following fields: LENGTH, RATE, a reserved bit, an even parity bit, and the SERVICE field. In terms of modulation, the LENGTH, RATE, reserved bit, and parity bit (with 6 “zero” tail bits appended) constitute a separate single OFDM symbol, denoted SIGNAL, which is transmitted with the most robust combination of BPSK modulation and a coding rate of $R = 1/2$. The SERVICE field of the PLCP header and the PSDU (with 6 “zero” tail bits and pad bits appended), denoted as DATA, are transmitted at the data rate described in the RATE field and may constitute multiple OFDM symbols. The tail bits in the SIGNAL symbol enable decoding of the RATE and LENGTH fields immediately after the reception of the tail bits. The RATE and LENGTH are required for decoding the DATA part of the packet. In addition, the CCA mechanism can be augmented by predicting the duration of the packet from the contents of the RATE and LENGTH fields, even if the data rate is not supported by the station. Each of these fields is described in detail in 17.3.3, 17.3.4, and 17.3.5.

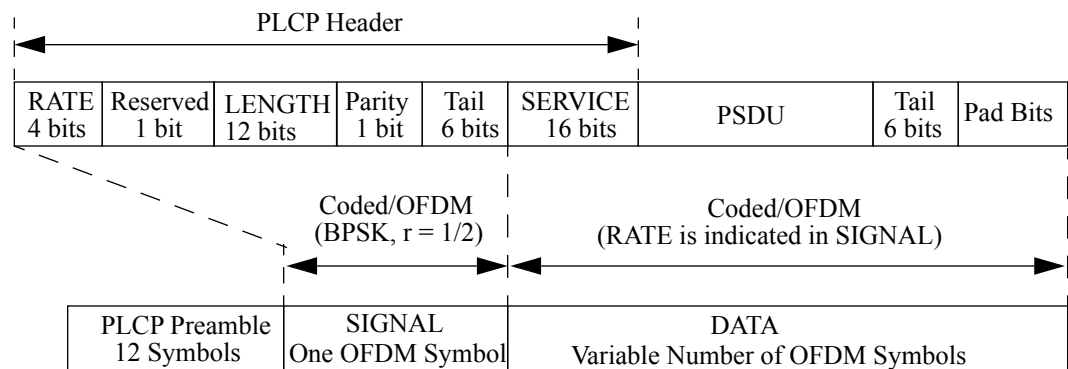


Figure 107—PPDU frame format

17.3.2.1 Overview of the PPDU encoding process

The encoding process is composed of many detailed steps, which are described fully in later subclauses, as noted below. The following overview intends to facilitate understanding the details described in these subclauses:

- a) Produce the PLCP preamble field, composed of 10 repetitions of a “short training sequence” (used for AGC convergence, diversity selection, timing acquisition, and coarse frequency acquisition in the receiver) and two repetitions of a “long training sequence” (used for channel estimation and fine frequency acquisition in the receiver), preceded by a guard interval (GI). Refer to 17.3.3 for details.

- b) Produce the PLCP header field from the RATE, LENGTH, and SERVICE fields of the TXVECTOR by filling the appropriate bit fields. The RATE and LENGTH fields of the PLCP header are encoded by a convolutional code at a rate of $R = 1/2$, and are subsequently mapped onto a single BPSK encoded OFDM symbol, denoted as the SIGNAL symbol. In order to facilitate a reliable and timely detection of the RATE and LENGTH fields, 6 “zero” tail bits are inserted into the PLCP header. The encoding of the SIGNAL field into an OFDM symbol follows the same steps for convolutional encoding, interleaving, BPSK modulation, pilot insertion, Fourier transform, and prepending a GI as described subsequently for data transmission at 6 Mbit/s. The contents of the SIGNAL field are not scrambled. Refer to 17.3.4 for details.
- c) Calculate from RATE field of the TXVECTOR the number of data bits per OFDM symbol (N_{DBPS}), the coding rate (R), the number of bits in each OFDM subcarrier (N_{BPSK}), and the number of coded bits per OFDM symbol (N_{CBPS}). Refer to 17.3.2.2 for details.
- d) Append the PSDU to the SERVICE field of the TXVECTOR. Extend the resulting bit string with “zero” bits (at least 6 bits) so that the resulting length will be a multiple of N_{DBPS} . The resulting bit string constitutes the DATA part of the packet. Refer to 17.3.5.4 for details.
- e) Initiate the scrambler with a pseudorandom non-zero seed, generate a scrambling sequence, and XOR it with the extended string of data bits. Refer to 17.3.5.4 for details.
- f) Replace the six scrambled “zero” bits following the “data” with six nonscrambled “zero” bits. (Those bits return the convolutional encoder to the “zero state” and are denoted as “tail bits.”) Refer to 17.3.5.2 for details.
- g) Encode the extended, scrambled data string with a convolutional encoder ($R = 1/2$). Omit (puncture) some of the encoder output string (chosen according to “puncturing pattern”) to reach the desired “coding rate.” Refer to 17.3.5.5 for details.
- h) Divide the encoded bit string into groups of N_{CBPS} bits. Within each group, perform an “interleaving” (reordering) of the bits according to a rule corresponding to the desired RATE. Refer to 17.3.5.6 for details.
- i) Divide the resulting coded and interleaved data string into groups of N_{CBPS} bits. For each of the bit groups, convert the bit group into a complex number according to the modulation encoding tables. Refer to 17.3.5.7 for details.
- j) Divide the complex number string into groups of 48 complex numbers. Each such group will be associated with one OFDM symbol. In each group, the complex numbers will be numbered 0 to 47 and mapped hereafter into OFDM subcarriers numbered -26 to -22 , -20 to -8 , -6 to -1 , 1 to 6 , 8 to 20 , and 22 to 26 . The subcarriers -21 , -7 , 7 , and 21 are skipped and, subsequently, used for inserting pilot subcarriers. The “0” subcarrier, associated with center frequency, is omitted and filled with zero value. Refer to 17.3.5.9 for details.
- k) Four subcarriers are inserted as pilots into positions -21 , -7 , 7 , and 21 . The total number of the subcarriers is 52 ($48 + 4$). Refer to 17.3.5.8 for details.
- l) For each group of subcarriers -26 to 26 , convert the subcarriers to time domain using inverse Fourier transform. Prepend to the Fourier-transformed waveform a circular extension of itself thus forming a GI, and truncate the resulting periodic waveform to a single OFDM symbol length by applying time domain windowing. Refer to 17.3.5.9 for details.
- m) Append the OFDM symbols one after another, starting after the SIGNAL symbol describing the RATE and LENGTH. Refer to 17.3.5.9 for details.
- n) Up-convert the resulting “complex baseband” waveform to an RF frequency according to the center frequency of the desired channel and transmit. Refer to 17.3.2.4 and 17.3.8.1 for details.

An illustration of the transmitted frame and its parts appears in Figure 110 of 17.3.3.

17.3.2.2 RATE-dependent parameters

The modulation parameters dependent on the data rate used shall be set according to Table 78.

Table 78—Rate-dependent parameters

Data rate (Mbits/s)	Modulation	Coding rate (R)	Coded bits per subcarrier (N_{BPSC})	Coded bits per OFDM symbol (N_{CBPS})	Data bits per OFDM symbol (N_{DBPS})
6	BPSK	1/2	1	48	24
9	BPSK	3/4	1	48	36
12	QPSK	1/2	2	96	48
18	QPSK	3/4	2	96	72
24	16-QAM	1/2	4	192	96
36	16-QAM	3/4	4	192	144
48	64-QAM	2/3	6	288	192
54	64-QAM	3/4	6	288	216

17.3.2.3 Timing related parameters

Table 79 is the list of timing parameters associated with the OFDM PLCP.

Table 79—Timing-related parameters

Parameter	Value
N_{SD} : Number of data subcarriers	48
N_{SP} : Number of pilot subcarriers	4
N_{ST} : Number of subcarriers, total	52 ($N_{SD} + N_{SP}$)
Δ_F : Subcarrier frequency spacing	0.3125 MHz (=20 MHz/64)
T_{FFT} : IFFT/FFT period	3.2 μ s ($1/\Delta_F$)
$T_{PREAMBLE}$: PLCP preamble duration	16 μ s ($T_{SHORT} + T_{LONG}$)
T_{SIGNAL} : Duration of the SIGNAL BPSK-OFDM symbol	4.0 μ s ($T_{GI} + T_{FFT}$)
T_{GI} : GI duration	0.8 μ s ($T_{FFT}/4$)
T_{GI2} : Training symbol GI duration	1.6 μ s ($T_{FFT}/2$)
T_{SYM} : Symbol interval	4 μ s ($T_{GI} + T_{FFT}$)
T_{SHORT} : Short training sequence duration	8 μ s ($10 \times T_{FFT} / 4$)
T_{LONG} : Long training sequence duration	8 μ s ($T_{GI2} + 2 \times T_{FFT}$)

17.3.2.4 Mathematical conventions in the signal descriptions

The transmitted signals will be described in a complex baseband signal notation. The actual transmitted signal is related to the complex baseband signal by the following relation:

$$r_{(RF)}(t) = \text{Re}\{r(t)\exp(j2\pi f_c t)\} \quad (1)$$

where

$\text{Re}(\cdot)$ represents the real part of a complex variable;
 f_c denotes the carrier center frequency.

The transmitted baseband signal is composed of contributions from several OFDM symbols.

$$r_{\text{PACKET}}(t) = r_{\text{PREAMBLE}}(t) + r_{\text{SIGNAL}}(t - t_{\text{SIGNAL}}) + r_{\text{DATA}}(t - t_{\text{DATA}}) \quad (2)$$

The subframes of which Equation (2) are composed are described in 17.3.3, 17.3.4, and 17.3.5.9. The time offsets t_{SUBFRAME} determine the starting time of the corresponding subframe; t_{SIGNAL} is equal to 16 μs , and t_{DATA} is equal to 20 μs .

All the subframes of the signal are constructed as an inverse Fourier transform of a set of coefficients, C_k , with C_k defined later as data, pilots, or training symbols in 17.3.3 through 17.3.5.

$$r_{\text{SUBFRAME}}(t) = w_{\text{SUBFRAME}}(t) \sum_{k=-N_{ST}/2}^{N_{ST}/2} C_k \exp(j2\pi k \Delta_f)(t - T_{\text{GUARD}}) \quad (3)$$

The parameters Δ_f and N_{ST} are described in Table 79. The resulting waveform is periodic with a period of $T_{\text{FFT}} = 1/\Delta_f$. Shifting the time by T_{GUARD} creates the “circular prefix” used in OFDM to avoid ISI from the previous frame. Three kinds of T_{GUARD} are defined: for the short training sequence ($= 0 \mu\text{s}$), for the long training sequence ($= T_{\text{GI2}}$), and for data OFDM symbols ($= T_{\text{GI}}$). (Refer to Table 79.) The boundaries of the subframe are set by a multiplication by a time-windowing function, $w_{\text{SUBFRAME}}(t)$, which is defined as a rectangular pulse, $w_T(t)$, of duration T , accepting the value T_{SUBFRAME} . The time-windowing function, $w_T(t)$, depending on the value of the duration parameter, T , may extend over more than one period, T_{FFT} . In particular, window functions that extend over multiple periods of the Fast Fourier Transform (FFT) are utilized in the definition of the preamble. Figure 108 illustrates the possibility of extending the windowing function over more than one period, T_{FFT} , and additionally shows smoothed transitions by application of a windowing function, as exemplified in Equation (4). In particular, window functions that extend over multiple periods of the FFT are utilized in the definition of the preamble.

$$w_T(t) = \begin{cases} \sin^2\left(\frac{\pi}{2}(0.5 + t/T_{TR})\right) & (-T_{TR}/2 < t < T_{TR}/2) \\ 1 & (T_{TR}/2 \leq t < T - T_{TR}/2) \\ \sin^2\left(\frac{\pi}{2}(0.5 - (t - T)/T_{TR})\right) & (T - T_{TR}/2 \leq t < T + T_{TR}/2) \end{cases} \quad (4)$$

In the case of vanishing T_{TR} , the windowing function degenerates into a rectangular pulse of duration T . The normative specifications of generating the transmitted waveforms shall utilize the rectangular pulse shape. In implementation, higher T_{TR} is typically implemented in order to smooth the transitions between the consecutive subsections. This creates a small overlap between them, of duration T_{TR} , as shown in Figure 108. The transition time, T_{TR} , is about 100 ns. Smoothing the transition is required in order to reduce the spectral side-lobes of the transmitted waveform. However, the binding requirements are the spectral mask and modulation accuracy requirements, as detailed in 17.3.9.2 and 17.3.9.6. Time domain windowing, as described here, is just one way to achieve those objectives. The implementor may use other methods to achieve the same goal, such as frequency domain filtering. Therefore, the transition shape and duration of the transition are informative parameters.

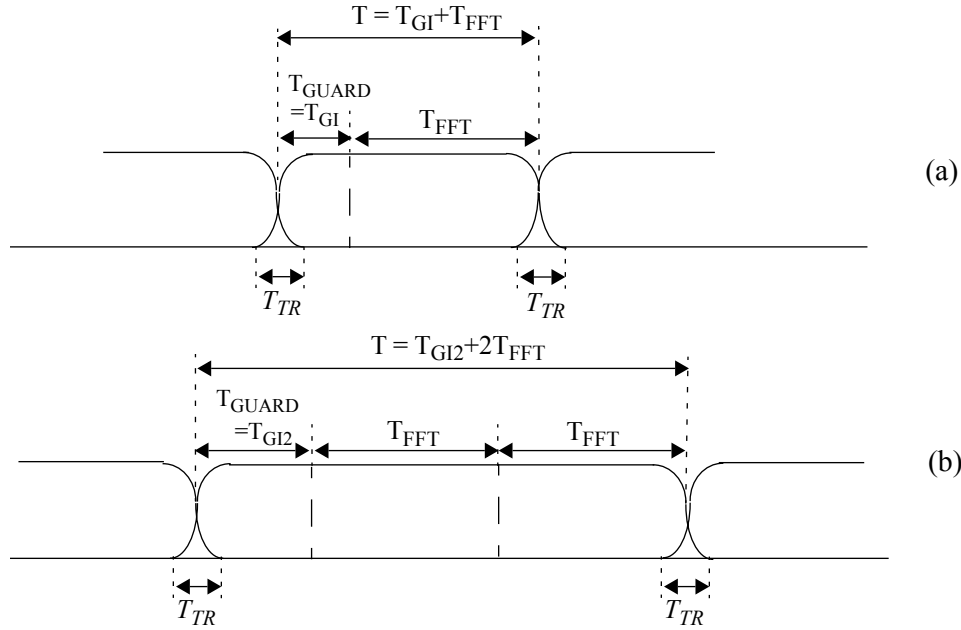


Figure 108—Illustration of OFDM frame with cyclic extension and windowing for (a) single reception or (b) two receptions of the FFT period

17.3.2.5 Discrete time implementation considerations

The following descriptions of the discrete time implementation are informational.

In a typical implementation, the windowing function will be represented in discrete time. As an example, when a windowing function with parameters $T = 4.0 \mu\text{s}$ and a $T_{TR} = 100 \text{ ns}$ is applied, and the signal is sampled at 20 Msamples/s, it becomes

$$w_T[n] = w_T(nT_s) = \begin{cases} 1 & 1 \leq n \leq 79 \\ 0.5 & 0, 80 \\ 0 & \text{otherwise} \end{cases} \quad (5)$$

The common way to implement the inverse Fourier transform, as shown in Equation (3), is by an inverse Fast Fourier Transform (IFFT) algorithm. If, for example, a 64-point IFFT is used, the coefficients 1 to 26 are mapped to the same numbered IFFT inputs, while the coefficients -26 to -1 are copied into IFFT inputs

38 to 63. The rest of the inputs, 27 to 37 and the 0 (dc) input, are set to zero. This mapping is illustrated in Figure 109. After performing an IFFT, the output is cyclically extended to the desired length.

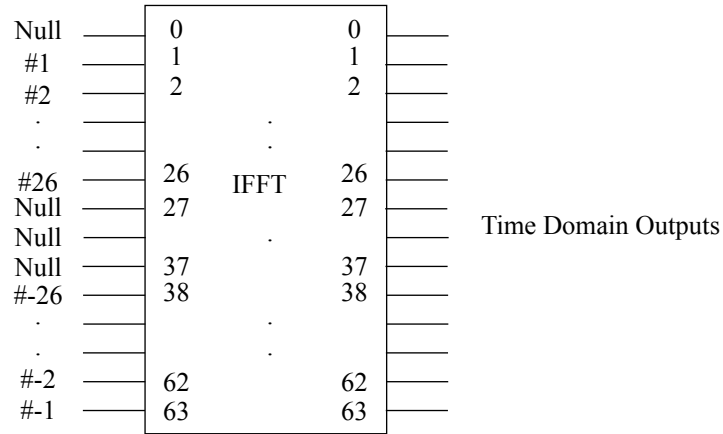


Figure 109—Inputs and outputs of IDFT

17.3.3 PLCP preamble (SYNC)

The PLCP preamble field is used for synchronization. It consists of 10 short symbols and two long symbols that are shown in Figure 110 and described in this subclause.

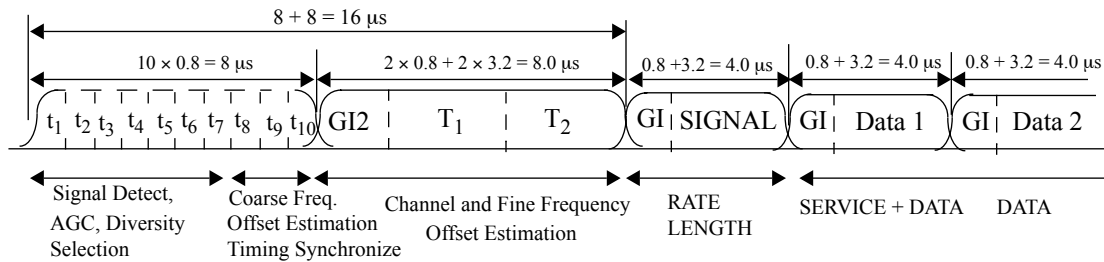


Figure 110—OFDM training structure

Figure 110 shows the OFDM training structure (PLCP preamble), where t_1 to t_{10} denote short training symbols and T_1 and T_2 denote long training symbols. The PLCP preamble is followed by the SIGNAL field and DATA. The total training length is 16 μ s. The dashed boundaries in the figure denote repetitions due to the periodicity of the inverse Fourier transform.

A short OFDM training symbol consists of 12 subcarriers, which are modulated by the elements of the sequence S , given by

$$S_{-26, 26} = \sqrt{13/6} \times \{0, 0, 1+j, 0, 0, 0, -1-j, 0, 0, 0, 1+j, 0, 0, 0, -1-j, 0, 0, 0, -1-j, 0, 0, 0, 1+j, 0, 0, 0, 0, 0, 0, 0, 0, -1-j, 0, 0, 0, -1-j, 0, 0, 0, 1+j, 0, 0, 0, 1+j, 0, 0, 0, 1+j, 0, 0, 0, 1+j, 0, 0, 0, 1+j, 0, 0\} \quad (6)$$

The multiplication by a factor of $\sqrt{13/6}$ is in order to normalize the average power of the resulting OFDM symbol, which utilizes 12 out of 52 subcarriers.

The signal shall be generated according to the following equation:

$$r_{SHORT}(t) = w_{TSHORT}(t) \sum_{k=-N_{ST}/2}^{N_{ST}/2} S_k \exp(j2\pi k \Delta_F t) \quad (7)$$

The fact that only spectral lines of $S_{-26:26}$ with indices that are a multiple of 4 have nonzero amplitude results in a periodicity of $T_{FFT}/4 = 0.8 \mu s$. The interval T_{SHORT} is equal to ten $0.8 \mu s$ periods (i.e., $8 \mu s$).

Generation of the short training sequence is illustrated in Annex G (G.3.1, Table G.2).

A long OFDM training symbol consists of 53 subcarriers (including a zero value at dc), which are modulated by the elements of the sequence L , given by

$$L_{-26,26} = \{1, 1, -1, -1, 1, 1, -1, 1, -1, 1, 1, 1, 1, 1, -1, -1, 1, 1, -1, 1, 1, 1, 0, 1, -1, -1, 1, 1, -1, 1, -1, 1, -1, -1, -1, -1, -1, 1, 1, -1, -1, 1, -1, 1, 1, 1, 1\} \quad (8)$$

A long OFDM training symbol shall be generated according to the following equation:

$$r_{LONG}(t) = w_{TLONG}(t) \sum_{k=-N_{ST}/2}^{N_{ST}/2} L_k \exp(j2\pi k \Delta_F (t - T_{G12})) \quad (9)$$

where

$$T_{G12} = 1.6 \mu s.$$

Two periods of the long sequence are transmitted for improved channel estimation accuracy, yielding $T_{LONG} = 1.6 + 2 \times 3.2 = 8 \mu s$.

An illustration of the long training sequence generation is given in Annex G (G.3.2, Table G.5).

The sections of short repetitions and long repetitions shall be concatenated to form the preamble

$$r_{PREAMBLE}(t) = r_{SHORT}(t) + r_{LONG}(t - T_{SHORT}) \quad (10)$$

17.3.4 Signal field (SIGNAL)

The OFDM training symbols shall be followed by the SIGNAL field, which contains the RATE and the LENGTH fields of the TXVECTOR. The RATE field conveys information about the type of modulation and the coding rate as used in the rest of the packet. The encoding of the SIGNAL single OFDM symbol shall be performed with BPSK modulation of the subcarriers and using convolutional coding at $R = 1/2$. The encoding procedure, which includes convolutional encoding, interleaving, modulation mapping processes, pilot insertion, and OFDM modulation, follows the steps described in 17.3.5.5, 17.3.5.6, and 17.3.5.8, as used for transmission of data at a 6 Mbit/s rate. The contents of the SIGNAL field are not scrambled.

The SIGNAL field shall be composed of 24 bits, as illustrated in Figure 111. The four bits 0 to 3 shall encode the RATE. Bit 4 shall be reserved for future use. Bits 5–16 shall encode the LENGTH field of the TXVECTOR, with the least significant bit (LSB) being transmitted first.

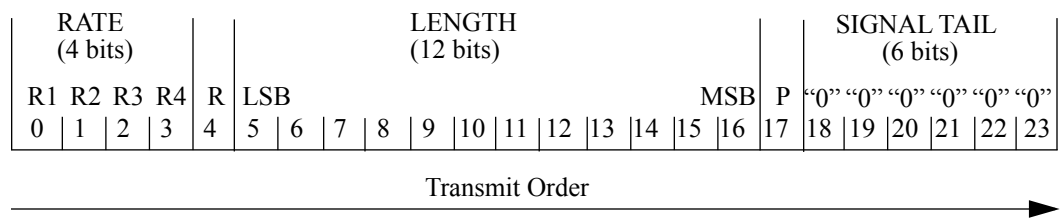


Figure 111—SIGNAL field bit assignment

The process of generating the SIGNAL OFDM symbol is illustrated in Annex G (G.4).

17.3.4.1 Data rate (RATE)

The bits R1–R4 shall be set, dependent on RATE, according to the values in Table 80.

Table 80—Contents of the SIGNAL field

Rate (Mbits/s)	R1–R4
6	1101
9	1111
12	0101
18	0111
24	1001
36	1011
48	0001
54	0011

17.3.4.2 PLCP length field (LENGTH)

The PLCP length field shall be an unsigned 12-bit integer that indicates the number of octets in the PSDU that the MAC is currently requesting the PHY to transmit. This value is used by the PHY to determine the number of octet transfers that will occur between the MAC and the PHY after receiving a request to start transmission. The transmitted value shall be determined from the LENGTH parameter in the TXVECTOR issued with the PHY-TXSTART.request primitive described in 12.3.5.4 (IEEE Std 802.11, 1999 Edition). The LSB shall be transmitted first in time. This field shall be encoded by the convolutional encoder described in 17.3.5.5.

17.3.4.3 Parity (P), Reserved (R), and Signal tail (SIGNAL TAIL)

Bit 4 shall be reserved for future use. Bit 17 shall be a positive parity (even parity) bit for bits 0–16. The bits 18–23 constitute the SIGNAL TAIL field, and all 6 bits shall be set to zero.

17.3.5 DATA field

The DATA field contains the SERVICE field, the PSDU, the TAIL bits, and the PAD bits, if needed, as described in 17.3.5.2 and 17.3.5.4. All bits in the DATA field are scrambled, as described in 17.3.5.4.

17.3.5.1 Service field (SERVICE)

The IEEE 802.11 SERVICE field has 16 bits, which shall be denoted as bits 0–15. The bit 0 shall be transmitted first in time. The bits from 0–6 of the SERVICE field, which are transmitted first, are set to zeros and are used to synchronize the descrambler in the receiver. The remaining 9 bits (7–15) of the SERVICE field shall be reserved for future use. All reserved bits shall be set to zero. Refer to Figure 112.

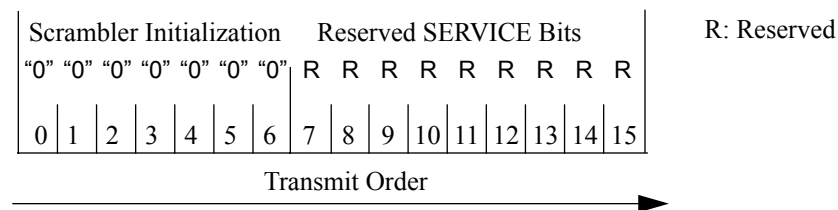


Figure 112—SERVICE field bit assignment

17.3.5.2 PPDU tail bit field (TAIL)

The PPDU tail bit field shall be six bits of “0,” which are required to return the convolutional encoder to the “zero state.” This procedure improves the error probability of the convolutional decoder, which relies on future bits when decoding and which may be not be available past the end of the message. The PLCP tail bit field shall be produced by replacing six scrambled “zero” bits following the message end with six nonscrambled “zero” bits.

17.3.5.4 Pad bits (PAD)

The number of bits in the DATA field shall be a multiple of N_{CBPS} , the number of coded bits in an OFDM symbol (48, 96, 192, or 288 bits). To achieve that, the length of the message is extended so that it becomes a multiple of N_{DBPS} , the number of data bits per OFDM symbol. At least 6 bits are appended to the message, in order to accommodate the TAIL bits, as described in 17.3.5.2. The number of OFDM symbols, N_{SYM} ; the number of bits in the DATA field, N_{DATA} ; and the number of pad bits, N_{PAD} , are computed from the length of the PSDU (LENGTH) as follows:

$$N_{SYM} = \text{Ceiling}((16 + 8 \times \text{LENGTH} + 6)/N_{DBPS}) \quad (11)$$

$$N_{DATA} = N_{SYM} \times N_{DBPS} \quad (12)$$

$$N_{PAD} = N_{DATA} - (16 + 8 \times \text{LENGTH} + 6) \quad (13)$$

The function ceiling (.) is a function that returns the smallest integer value greater than or equal to its argument value. The appended bits (“pad bits”) are set to “zeros” and are subsequently scrambled with the rest of the bits in the DATA field.

An example of a DATA field that contains the SERVICE field, DATA, tail, and pad bits is given in Annex G (G.5.1).

17.3.5.4 PLCP DATA scrambler and descrambler

The DATA field, composed of SERVICE, PSDU, tail, and pad parts, shall be scrambled with a length-127 frame-synchronous scrambler. The octets of the PSDU are placed in the transmit serial bit stream, bit 0 first and bit 7 last. The frame synchronous scrambler uses the generator polynomial $S(x)$ as follows, and is illustrated in Figure 113:

$$S(x) = x^7 + x^4 + 1 \quad (14)$$

The 127-bit sequence generated repeatedly by the scrambler shall be (leftmost used first), 00001110 11110010 11001001 00000010 00100110 00101110 10110110 00001100 11010100 11100111 10110100 00101010 11111010 01010001 10111000 11111111, when the “all ones” initial state is used. The same scrambler is used to scramble transmit data and to descramble receive data. When transmitting, the initial state of the scrambler will be set to a pseudo random non-zero state. The seven LSBs of the SERVICE field will be set to all zeros prior to scrambling to enable estimation of the initial state of the scrambler in the receiver.

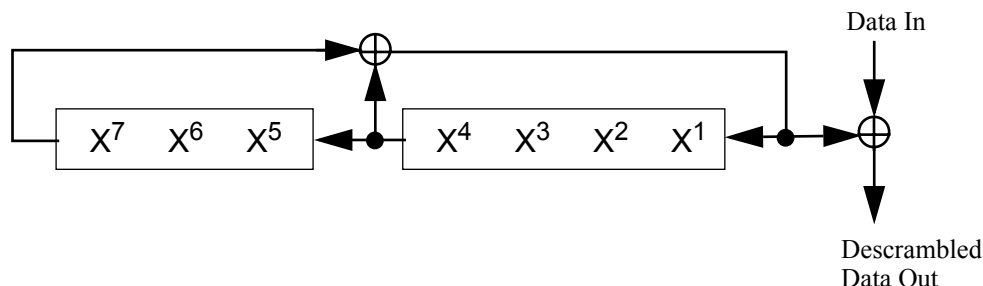


Figure 113—Data scrambler

An example of the scrambler output is illustrated in Annex G (G.5.2).

17.3.5.5 Convolutional encoder

The DATA field, composed of SERVICE, PSDU, tail, and pad parts, shall be coded with a convolutional encoder of coding rate $R = 1/2$, $2/3$, or $3/4$, corresponding to the desired data rate. The convolutional encoder shall use the industry-standard generator polynomials, $g_0 = 133_8$ and $g_1 = 171_8$, of rate $R = 1/2$, as shown in Figure 114. The bit denoted as “A” shall be output from the encoder before the bit denoted as “B.” Higher rates are derived from it by employing “puncturing.” Puncturing is a procedure for omitting some of the encoded bits in the transmitter (thus reducing the number of transmitted bits and increasing the coding rate) and inserting a dummy “zero” metric into the convolutional decoder on the receive side in place of the omitted bits. The puncturing patterns are illustrated in Figure 115. Decoding by the Viterbi algorithm is recommended.

An example of encoding operation is shown in Annex G (G.6.1).

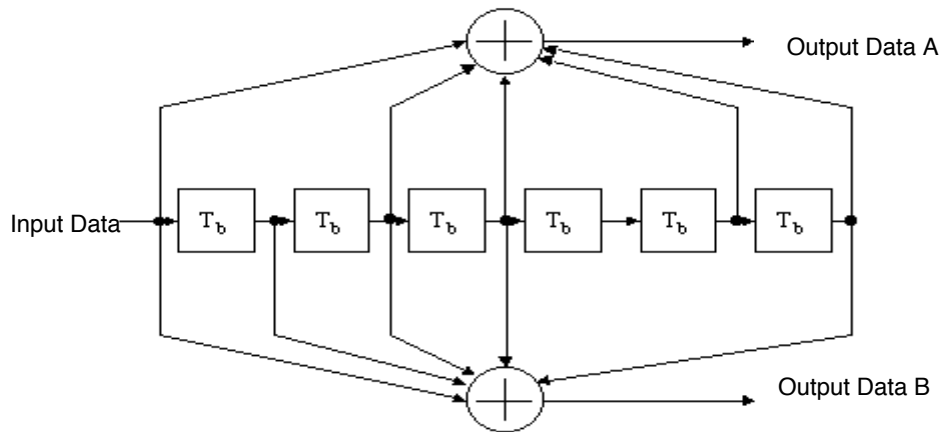


Figure 114—Convolutional encoder (k = 7)

17.3.5.6 Data interleaving

All encoded data bits shall be interleaved by a block interleaver with a block size corresponding to the number of bits in a single OFDM symbol, N_{CBPS} . The interleaver is defined by a two-step permutation. The first permutation ensures that adjacent coded bits are mapped onto nonadjacent subcarriers. The second ensures that adjacent coded bits are mapped alternately onto less and more significant bits of the constellation and, thereby, long runs of low reliability (LSB) bits are avoided.

We shall denote by k the index of the coded bit before the first permutation; i shall be the index after the first and before the second permutation, and j shall be the index after the second permutation, just prior to modulation mapping.

The first permutation is defined by the rule

$$i = (N_{CBPS}/16) (k \bmod 16) + \text{floor}(k/16) \quad k = 0, 1, \dots, N_{CBPS} - 1 \quad (15)$$

The function floor (.) denotes the largest integer not exceeding the parameter.

The second permutation is defined by the rule

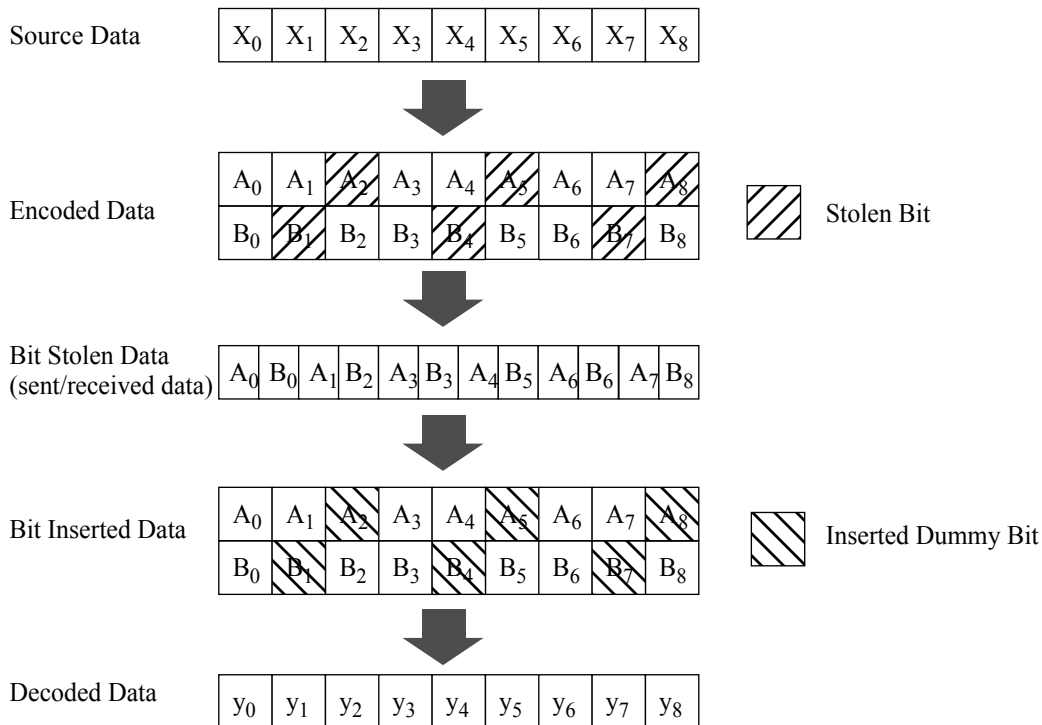
$$j = s \times \text{floor}(i/s) + (i + N_{CBPS} - \text{floor}(16 \times i/N_{CBPS})) \bmod s \quad i = 0, 1, \dots, N_{CBPS} - 1 \quad (16)$$

The value of s is determined by the number of coded bits per subcarrier, N_{BPSC} , according to

$$s = \max(N_{BPSC}/2, 1) \quad (17)$$

The deinterleaver, which performs the inverse relation, is also defined by two permutations.

Punctured Coding ($r = 3/4$)



Punctured Coding ($r = 2/3$)

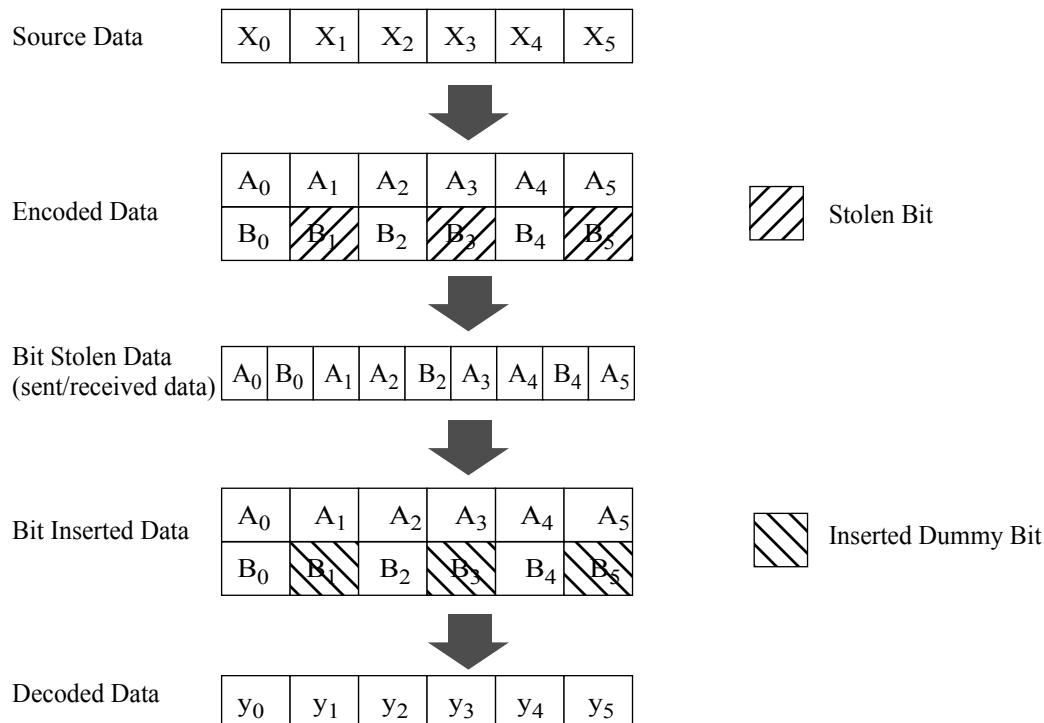


Figure 115—An example of the bit-stealing and bit-insertion procedure ($r = 3/4, 2/3$)

Here we shall denote by j the index of the original received bit before the first permutation; i shall be the index after the first and before the second permutation, and k shall be the index after the second permutation, just prior to delivering the coded bits to the convolutional (Viterbi) decoder.

The first permutation is defined by the rule

$$i = s \times \text{floor}(j/s) + (j + \text{floor}(16 \times j/N_{\text{CBPS}})) \bmod s \quad j = 0, 1, \dots, N_{\text{CBPS}} - 1 \quad (18)$$

where

s is defined in Equation (17).

This permutation is the inverse of the permutation described in Equation (16).

The second permutation is defined by the rule

$$k = 16 \times i - (N_{\text{CBPS}} - 1) \text{floor}(16 \times i/N_{\text{CBPS}}) \quad i = 0, 1, \dots, N_{\text{CBPS}} - 1 \quad (19)$$

This permutation is the inverse of the permutation described in Equation (15).

An example of interleaving operation is illustrated in Annex G (G.6.2).

17.3.5.7 Subcarrier modulation mapping

The OFDM subcarriers shall be modulated by using BPSK, QPSK, 16-QAM, or 64-QAM modulation, depending on the RATE requested. The encoded and interleaved binary serial input data shall be divided into groups of N_{BPSC} (1, 2, 4, or 6) bits and converted into complex numbers representing BPSK, QPSK, 16-QAM, or 64-QAM constellation points. The conversion shall be performed according to Gray-coded constellation mappings, illustrated in Figure 116, with the input bit, b_0 , being the earliest in the stream. The output values, d , are formed by multiplying the resulting $(I+jQ)$ value by a normalization factor K_{MOD} , as described in Equation (20).

$$d = (I + jQ) \times K_{\text{MOD}} \quad (20)$$

The normalization factor, K_{MOD} , depends on the base modulation mode, as prescribed in Table 81. Note that the modulation type can be different from the start to the end of the transmission, as the signal changes from SIGNAL to DATA, as shown in Figure 107. The purpose of the normalization factor is to achieve the same average power for all mappings. In practical implementations, an approximate value of the normalization factor can be used, as long as the device conforms with the modulation accuracy requirements described in 17.3.9.6.

Table 81 — Modulation-dependent normalization factor K_{MOD}

Modulation	K_{MOD}
BPSK	1
QPSK	$1/\sqrt{2}$
16-QAM	$1/\sqrt{10}$
64-QAM	$1/\sqrt{42}$