## Irregular wireless multicast delivery causing poor audio experience

## Summary:

I currently work for a company that provides Voice Over WiFi services for large organizations. Customer reported poor audio experience for an audio feature using multicast over wireless on our wireless clients (badges). Badge configuration on the was heavily reviewed and all settings relevant to multicast audio were tweaked accordingly to match customer environment. Wireless vendor QoS and multicast settings were checked as well. Ultimately a bug was found on the wireless network that was deviating from standard 802.11 multicast delivery and once this was addressed, the issue was resolved.

## **Analysis:**

Customer was recreating issue while roaming. Customer presented badge logs and standard optimizations were made to assist with overall badge functionality and performance. Badge roaming policy was found to be 1 less than default value and therefore initiating roam scan at -73dBm RSSI as opposed to -70. Customer SSID utilized 12 – 5GHz channels with channel-bonding up to 40MHz including UNII-1, UNII-2, and UNII-3 channels. No UNII-2e channels were used, nor was 165. Badge did not have 802.11k enabled in an environment where DFS channels were being used. Roaming policy, channel list, and 802.11k were adjusted on the badge configuration.

Customer environment exhibited high amounts of co-channel interference and management overhead. They were broadcasting 13 SSIDs. DTIM was verified to be set to recommended value of '1'. Additional recommendations were made to decrease channel width to 20MHz to address co-channel interference and to reduce the number of SSIDs. Customer agreed to try 20MHz channels in a controlled area of the facility.

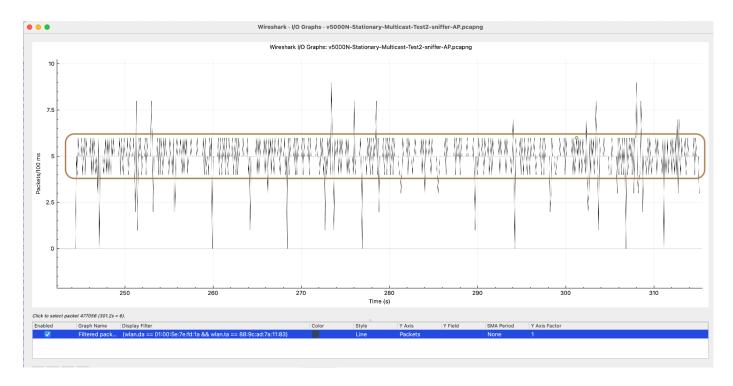
These new settings yielded significant improvement, but audio still had periods choppiness. Over the air packet captures were requested and taken for subsequent rounds of testing.

Preliminary packet captures showed badge was transmitting audio traffic with QoS UP value of 4 – Video. This was unexpected as badges transmit audio at UP of 6 – audio. Beacon frame WMM Information Element was investigated to find that ACM was enabled for AC\_VO category. Our badges don't support TSPEC and are therefore not able to negotiate a call slot when ACM (Call Admission Control) is enabled. Since ACM was not enabled on AC\_VI category badge was able to send with this QoS marking without

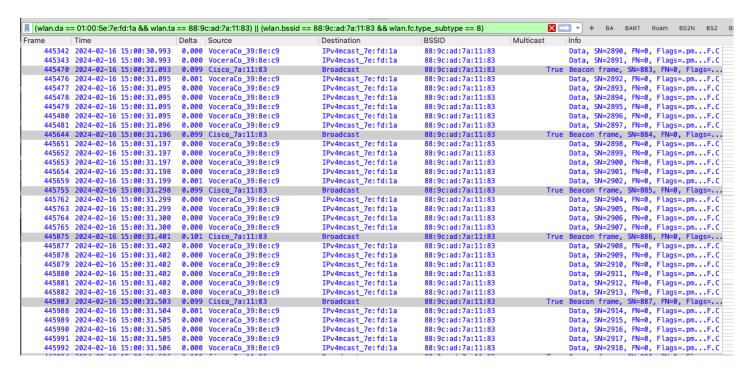
negotiating via TSPEC. Badge was effectively downgrading QoS markings based on CAC being implemented on SSID.

ACM was disabled for AC\_VO on the WLC and QoS on badge traffic was now being sent at UP of 6. Unfortunately, the issue persisted. Distinct periods of choppiness were still present during calls. It was consistent and easily reproduced while clients were stationary.

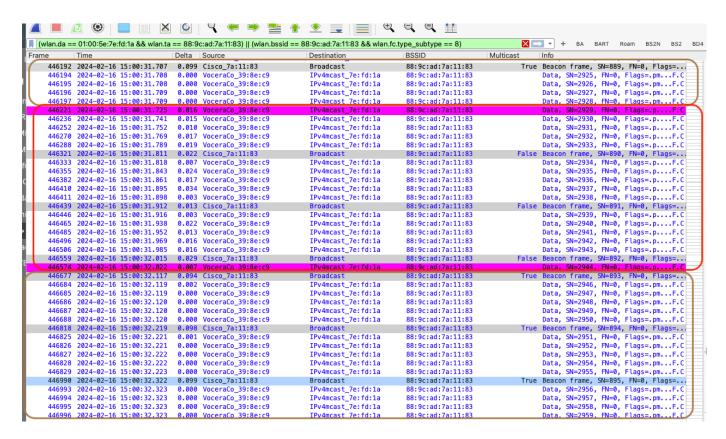
Wireshark I/O Graphs were used to analyze audio stream latency and jitter. Downstream multicast from the AP was graphed over time using an interval (sampling period) of 100ms. Our badges use the G.711 audio codec which sends an RTP frame every 20ms. With an interval of 100ms we would expect to see approximately 5 audio frames for every point on the graph. An ideal stream presents itself as a zig-zag pattern alternating between 4 and 6. This is outlined in green below. All of the outliers, specifically the drops to 0 packets per 100ms, were especially concerning.



Looking closer at these instances of jitter I noticed there was a change in how the AP was delivering the multicast to the BSS. Most downstream multicast frames were sent using 802.11 standard multicast delivery at the DTIM. With a DTIM of 1, we see 4-6 frames being delivered immediately after each beacon – every ~100ms. See below.



However, at the times of the jitter, the AP was switching to multicast delivery in real-time, i.e. close to 1 frame per 20ms. Moreover, the beacons were also announcing to the BSS that no multicast frames were buffered for clients, i.e. Multicast bit of the Bitmap control within the TIM Information Element was set to '0'. A column was added to show this as T/F.



Multiple instances of this would found throughout the packet capture.



I concluded this behavior was not indicative of 802.11 multicast to unicast conversion due to the following . .

- 1. Multicast frames were still being sent as data frames per 802.11 standard multicast delivery, not QoS frames.
- 2. Multicast frames were being sent at minimum basic rate of 12Mbps, not MCS rates.
- 3. Multicast frames were being sent without acknowledgment.
- 4. Multicast frames had a destination and receiver address of the multicast group and not the individual client(s) MAC address.

This was brought to the wireless vendor who subsequently identified a bug. Cisco Multicast Direct with Media Streams was implemented to resolve the issue. This is Cisco's

implementation of multicast to unicast conversation over 802.11. Proper multicast to unicast behavior was verified via packet capture.

## Conclusion:

Voice over WiFi is challenging to implement and maintain. Many factors go into successful audio delivery and positive customer experience. Multicast Voice over WiFi offers additional challenges to implement based on how multicast is delivered per the 802.11 standard. As shown in this example, even after all settings are tweaked, we can still run into vendor bugs. The best way to uncover these is with over the air packet captures and wireshark analysis.