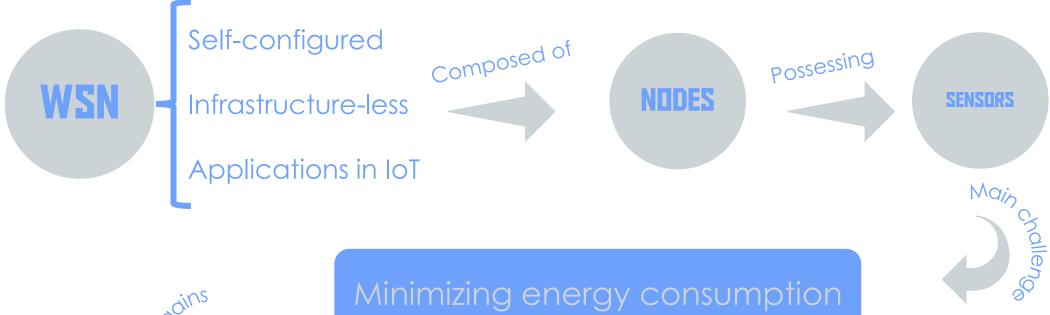


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INTRODUCTION

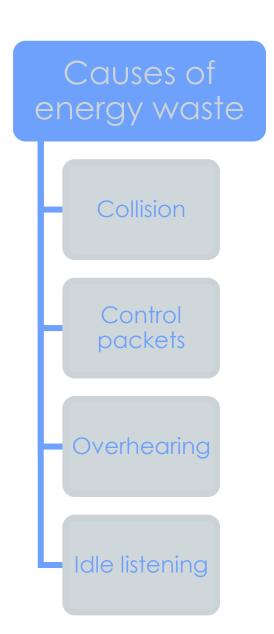


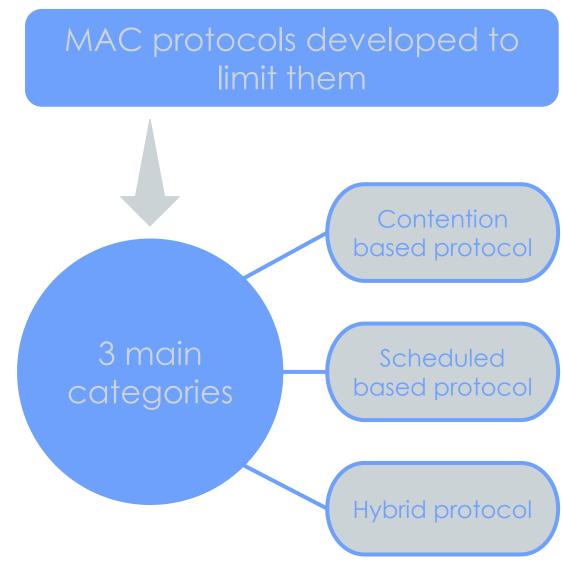






II. CRITICAL ISSUES







Communication on the same channel without pre coordination

Collision
Detection (CD)

Ethernet network

If collisions

=
Stop, wait and resend

Collision
Avoidance (CA)

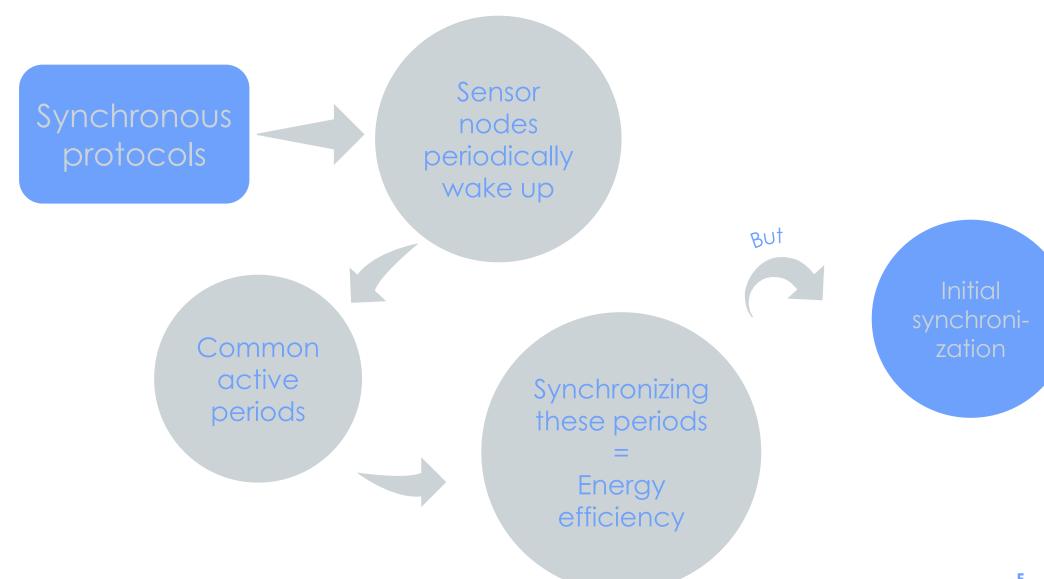
occupied,
waits and
Prior uses
negotiation ACK

Two sub-categories

Synchronous

Asynchronous



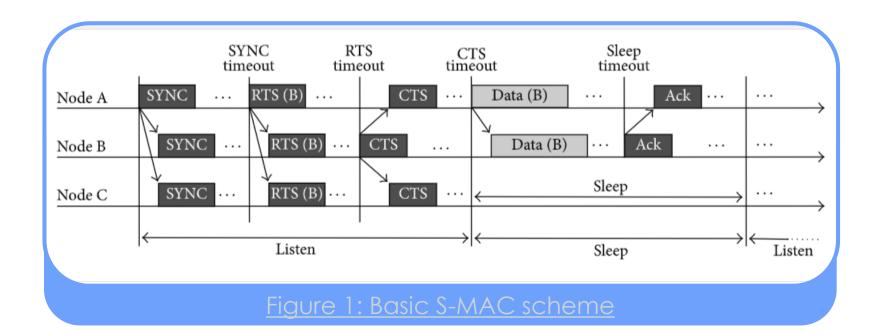




S-MAC protoco

CSMA/CA

Periodic sleeplisten schedule Locally managed synchronizations



BUT

- Reduce energy consumption
- Adapts to topology change
- No need for central entity

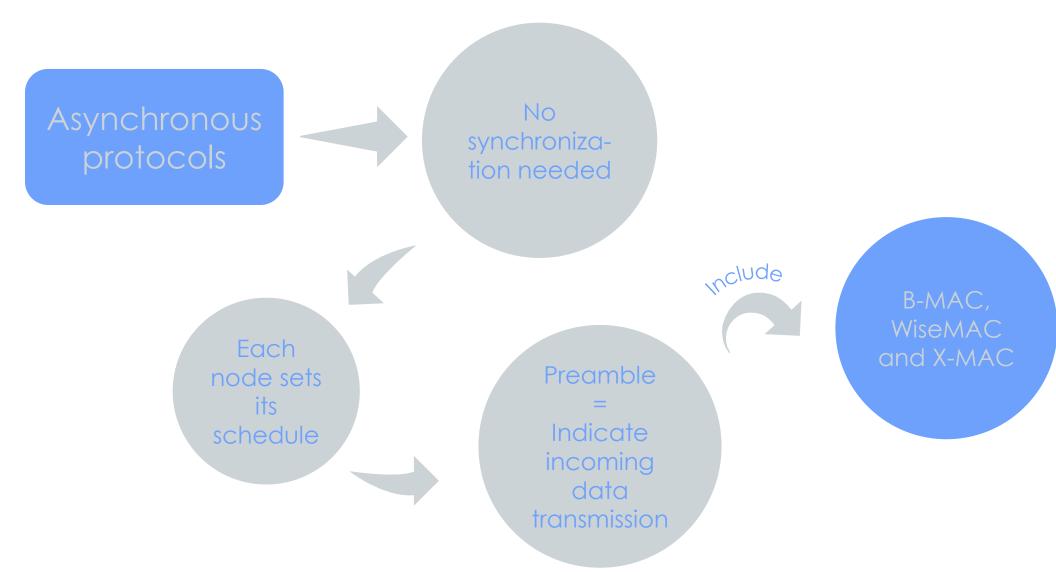
Advantages

Listening period to detect other nodes with different schedule

=

Packet overheard



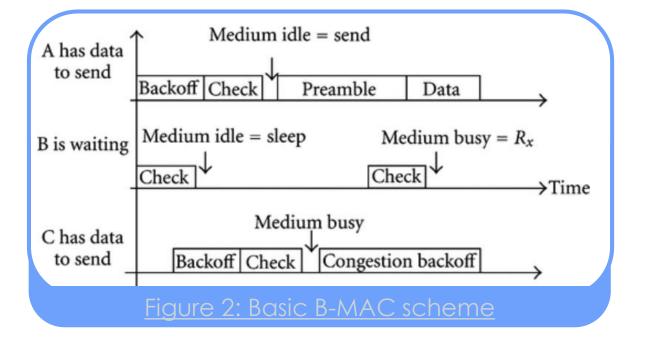




B-MAC protocol

Use of low-power listening

The preamble is broadcasted





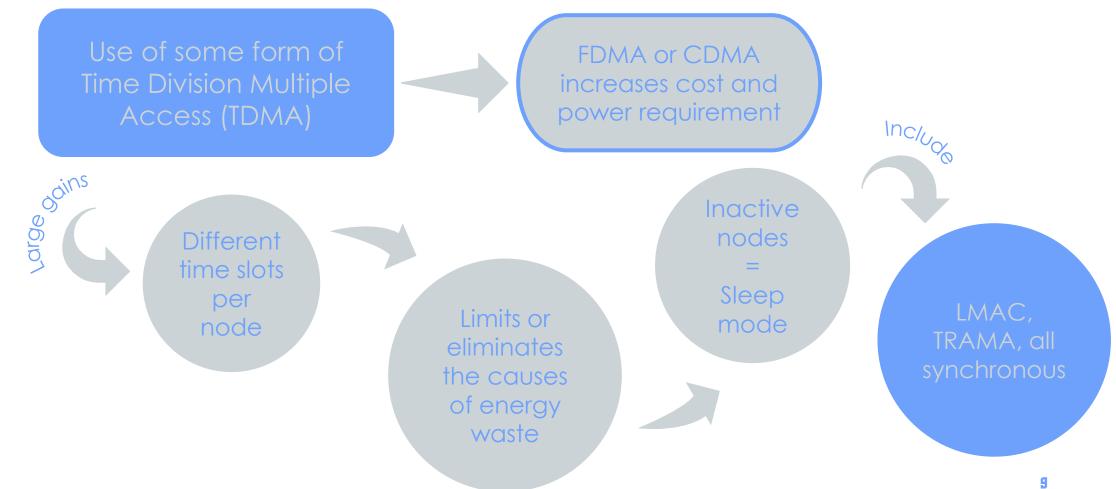
Drawbacks

- Overhearing
- Excess latency at each hop
- Effect on overall performance



IV. SCHEDULED BASED PROTOCOLS

Coordinates sensor nodes with a common schedule



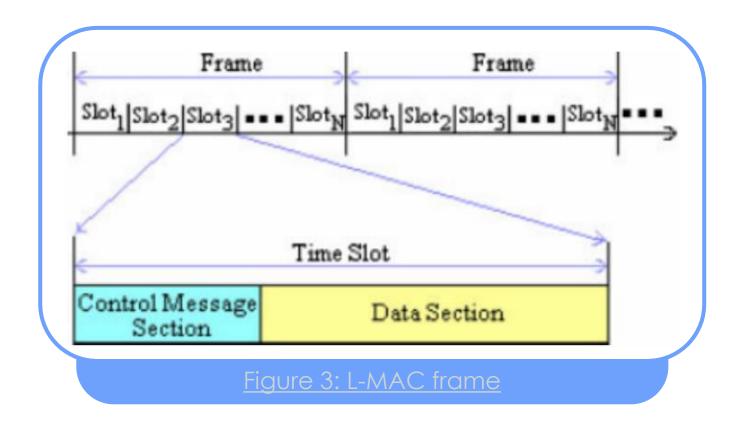


IV. SCHEDULED BASED PROTOCOLS

L-MAC protoco

TDMA based Timeframes divided into time slots

Number of time slots is configurable



Advantages

- Saves powe
- No collisions o retransmission



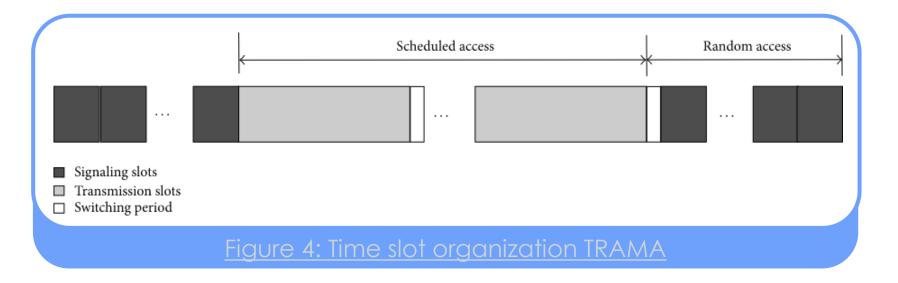
IV. SCHEDULED BASED PROTOCOLS

TRAMA protocol

TDMA based

Neighbour protocol Schedule exchange protocol

Adaptive election algorithm



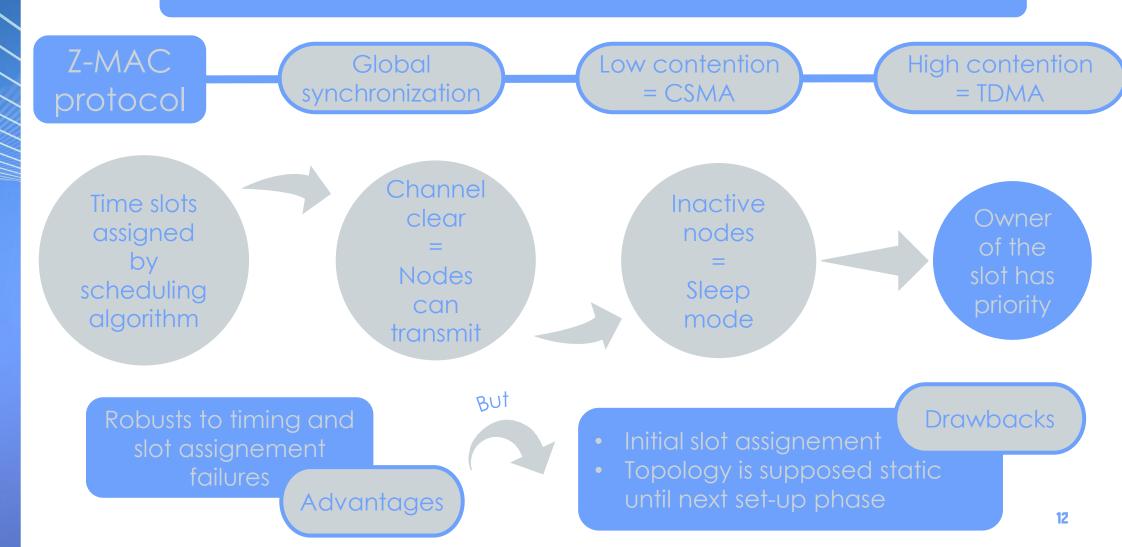
- Reduce energy consumption
- No collisions
- Usage of low power sleep mode





V. HYBRIDS

Combine the concepts of synchronous protocols and preamble





VI. CONCLUSION

Protocol name	Channel access type	Clock sync	Energy consumption	Mobility	Energy conservation factors
S-MAC	CSMA	Yes	Reception: 0,65 µJ/bit Transmission: 1,24 µJ/bit Idle: 0,65 µJ/bit Sleep: 7,4.10-4 J/bit	No (MS-MAC)	Overhearing, idle listening, latency
В-МАС	CSMA	No		Yes	Overhearing, collision
L-MAC	TDMA	Yes	Reception: 0,47 µJ/bit Transmission: 0,7 µJ/bit Sleep : 5.10-4 J/bit	No	Overhearing, idle listening
TRAMA	TDMA	Yes		No	
Z-MAC	CSMA/ TDMA	Yes		No	Overhead

