

Computer Network

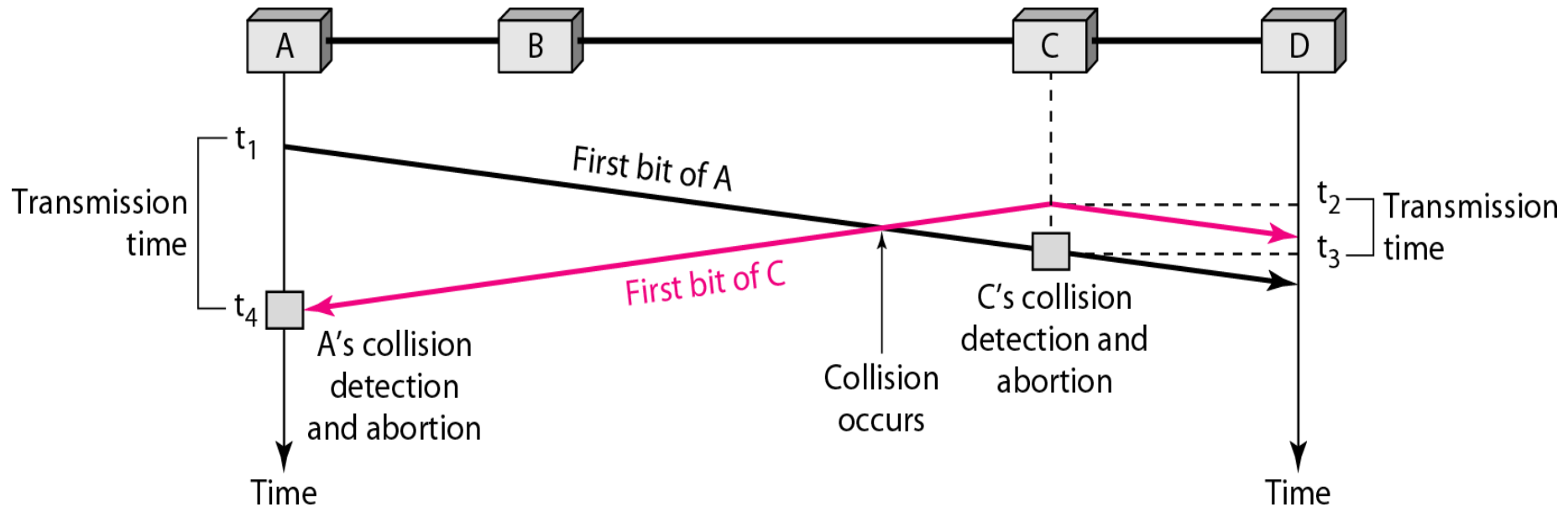
Lecture-25

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Carrier Sense Multiple Access with Collision Detection (CSMA/CD)

- ❖ The CSMA method does not specify the procedure following a collision.
- ❖ CSMA/CD augments the algorithm to handle the collision.
- ❖ In this method, a station monitors the medium after it sends a frame to see if the transmission was successful. If so, the station is finished. If, however, there is a collision, the frame is sent again.

Carrier Sense Multiple Access with Collision Detection (CSMA/CD)



- ❖ In this figure, stations A and C are involved in the collision.
- ❖ At time t_1 , station A has executed its persistence procedure and starts sending the bits of its frame. At time t_2 , station C has not yet sensed the first bit sent by A. Station C executes its persistence procedure and starts sending the bits in its frame, which propagate both to the left and to the right. The collision occurs sometime after time t_2 . Station C detects a collision at time t_3 when it receives the first bit of A's frame. Station C immediately aborts transmission. Station A detects collision at time t_4 when it receives the first bit of C's frame; it also immediately aborts transmission.

Carrier Sense Multiple Access with Collision Detection (CSMA/CD)

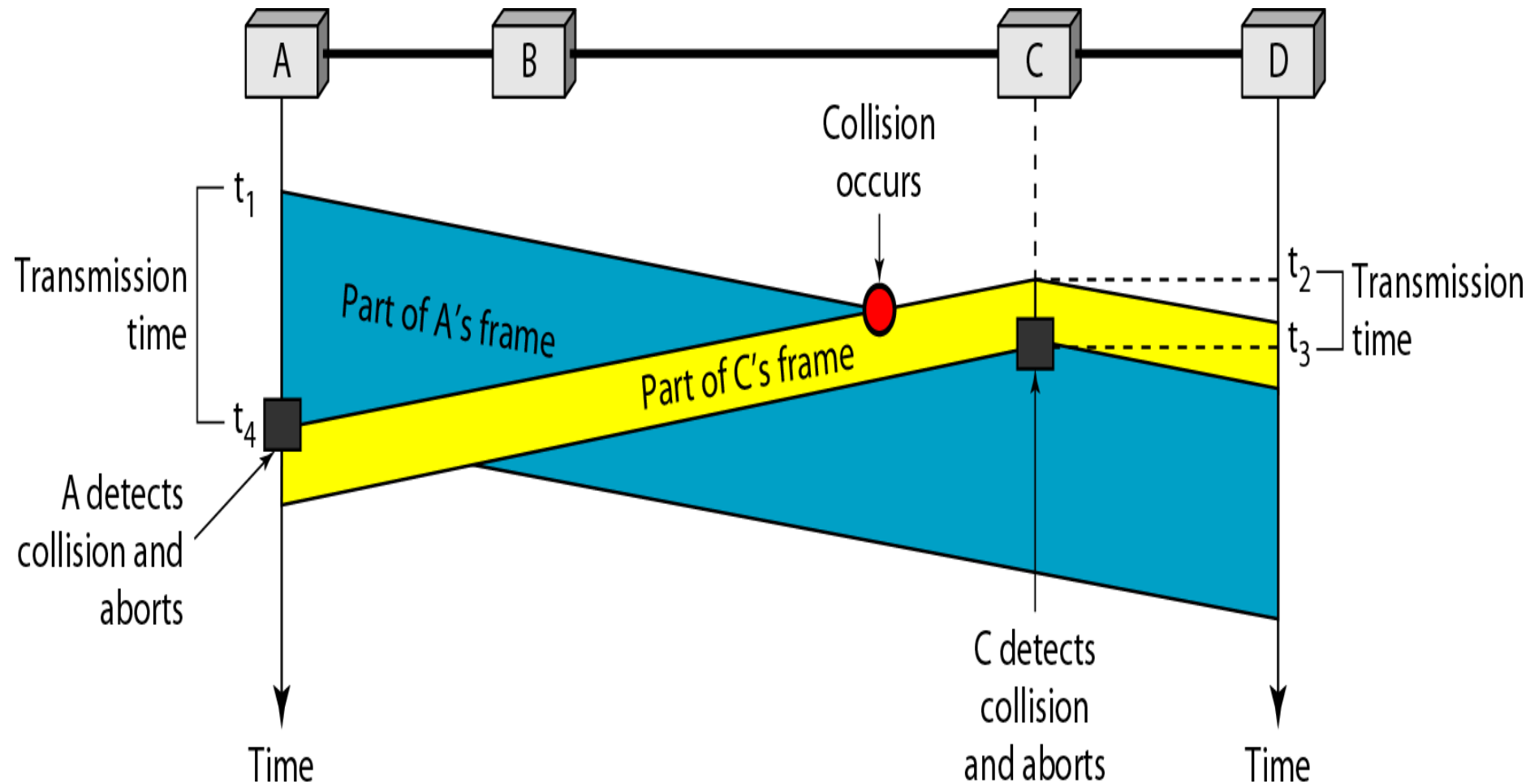
Minimum Frame Size

- ❖ For CSMA/CD to work, we need a restriction on the frame size.
- ❖ Before sending the last bit of the frame, the sending station must detect a collision, if any, and abort the transmission.
- ❖ This is so because the station, once the entire frame is sent, does not keep a copy of the frame and does not monitor the line for collision detection.
- ❖ Therefore, the frame transmission time T_{fr} must be at least two times the maximum propagation time T_p i.e.

$$T_{fr} \geq 2T_p$$

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Minimum Frame Size



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Example:

A network using CSMA/CD has a bandwidth of 10 Mbps. If the maximum propagation time is 25.6 μ s, what is the minimum size of the frame?

Solution:

Let the frame size is x.

In CSMA/CD, we know that $T_{fr} \geq 2T_p$,

Therefore, $x/(10 \times 10^6) \geq 2 \times 25.6 \times 10^{-6}$

$$x \geq 2 \times 10 \times 25.6 \times 10^6 \times 10^{-6} = 512$$

Therefore, minimum size of the frame = 512 bits

Carrier Sense Multiple Access with Collision Detection (CSMA/CD)

Throughput

- ❖ The throughput of CSMA/CD is greater than that of pure or slotted ALOHA.
- ❖ The maximum throughput occurs at a different value of G and is based on the persistence method and the value of p in the p -persistent approach.
- ❖ For 1-persistent method the maximum throughput is around 50 percent when $G=1$.
- ❖ For non-persistent method, the maximum throughput can go up to 90 percent when G is between 3 and 8.

Carrier Sense Multiple Access with Collision Detection (CSMA/CD)

K : Number of attempts

T_p : Maximum propagation time

T_{fr} : Average transmission time for a frame

T_B : Back-off time

Station has
a frame to send

Start

$K = 0$

Apply one of the
persistence methods
(1-persistent, nonpersistent,
or p-persistent)

Eligible for transmission

(Transmission done) or
(Collision detected)

Yes

No

Transmit
and receive

Collision
detected?

Yes

No

Send a
jamming signal

$K = K + 1$

No

Yes

Choose a random
number R between
0 and $2^K - 1$

Wait T_B time
($T_B = R \times T_p$ or $R \times T_{fr}$)

Abort

Success

K_{max} is
normally 15

$K > K_{max}$