



HKUSTx: ELEC1200.3x A System View of Communications: From Signals to Packets (Part 3)



Bookmarks

▶ Pre-course
Materials

▶ Topic 1: Course
Overview

▼ Topic 2: The Link
Layer

2.1 Link Layer

Week 1 Quiz due Jan 25,
2016 at 15:30 UTC

**2.2 Multiple Access
Protocols**

Week 1 Quiz due Jan 25,
2016 at 15:30 UTC

**2.3 Aloha Protocol**

Week 1 Quiz due Jan 25,
2016 at 15:30 UTC

**2.4 Efficiency of Slotted
Aloha**

Week 1 Quiz due Jan 25,
2016 at 15:30 UTC



Topic 2: The Link Layer > 2.5 Lab 1: Link Layer > LAB 1 - TASK 4



Bookmark

LAB 1 - TASK 4 (EXTERNAL RESOURCE) (1.0 points possible)

2.5 Lab 1: Link LayerLab due Jan 25, 2016 at
15:30 UTC

- MATLAB download and tutorials

LAB 1 - TASK 4

In this task, you will evaluate the performance of the slotted ALOHA protocol by investigating the effect of changing the transmission probability p on the system efficiency by both simulation and analytically.

INSTRUCTIONS

The initial MATLAB code in the window below is similar to code in Task 1. Some changes were made to set up the simulation. In particular, each user always sends the same frame. These frames are now a matrix that will be used to create the slots. The variable **slot** is still computed by the logical OR of all frames, although the code is slightly different.

The goal of this task is to study the performance of the ALOHA system as a function of the transmission probability. For that purpose, we created a list of probabilities, called **p_list**, and we added a for loop to test the system for these probabilities. For each value of **p_list**, we will store the efficiency of the system (variable **eff_v**), the expected (theoretical) efficiency obtained by the equation studied in the lecture (variable **expeff_v**), the fraction of the total number of slots in the simulation (**n_slots**) that are empty (variable **empty_v**) and the fraction of slots that contain collisions (variable **coll_v**). These fractions should vary between 0 and 1.

If you run the code, Fig. 1 will show the efficiency (simulated and analytical), the normalized number of empty slots, and the normalized number of collision as a function of the probability p . In the initial code, **eff_v** and **expeff_v** are always zero, but if you revise the code correctly, they will change with p and Fig.1 will illustrate how probability p affects the performance of the ALOHA protocol. For example, when p is set to 1, we expect the fraction of collisions to be 1 and the fraction of empty slots to be zero because every user always transmits. On the other hand, when p is set to 0, we expect there to be no collisions because all slots are empty.

Your task is to revise the code to compute the correct values of **eff_v**, **expeff_v**, **empty_v** and **n_slots**. Remembered that these variables are column vectors with lengths equal to length of **p_list**. Refer to the slides for the formula to calculate **expeff_v**.

Please revise the code between the lines

```
% % % % Revise the following code % % % %
```


```
and
```

aria

%% %% Do not change the code below %% %%

Do not change other parts of the code.

Your Solution

 Reset MATLAB Documentation (<https://www.mathworks.com>)

```
53     total = n_succ(pc) + n_coll(pc) + n_empty(pc);
54     eff_v(pc) = n_succ(pc) / total;
55     empty_v(pc) = n_empty(pc) / total;
56     coll_v(pc) = n_coll(pc) / total;
57     p = p_list(pc);
58     expeff_v(pc) = n_coll(pc) * p * (1 - p)^(n_coll(pc) - 1);
59 end
60
61
```

Assessment Tests: Failed

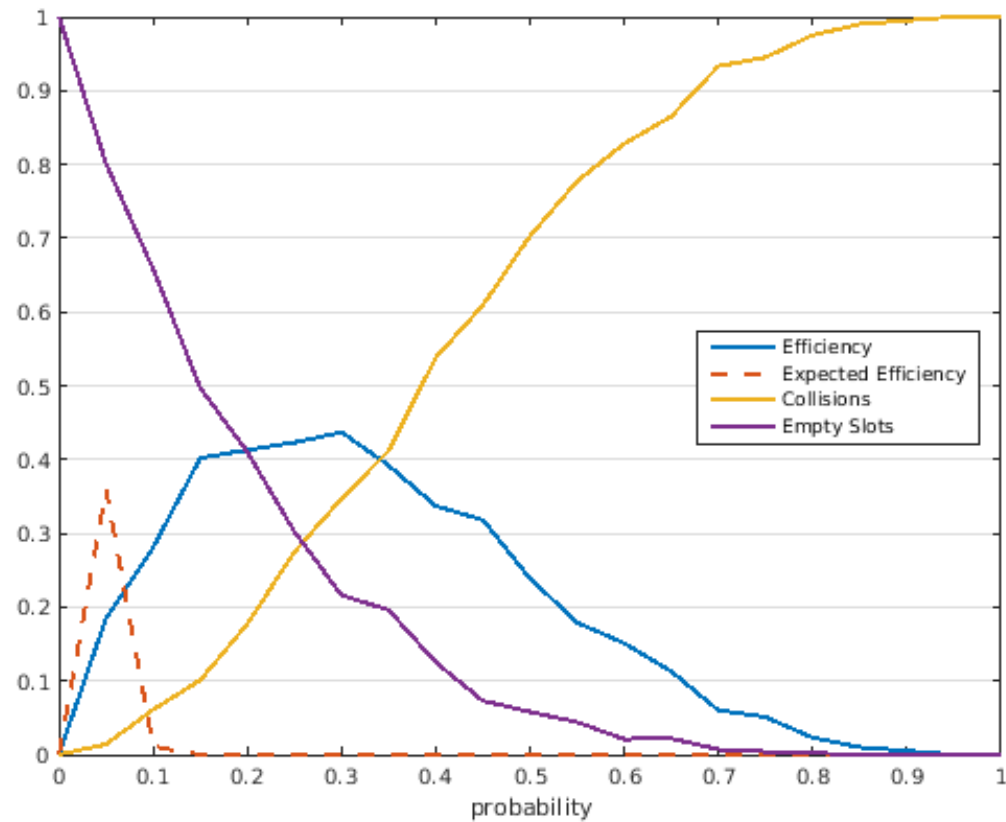
- ✓ Is problem setup unmodified?
- ✓ Is the efficiency correct?
- ✓ Is the normalized number of empty slots correct?
- ✓ Is the normalized number of collisions correct?
- ✗ Is the expected (theoretical) efficiency correct?

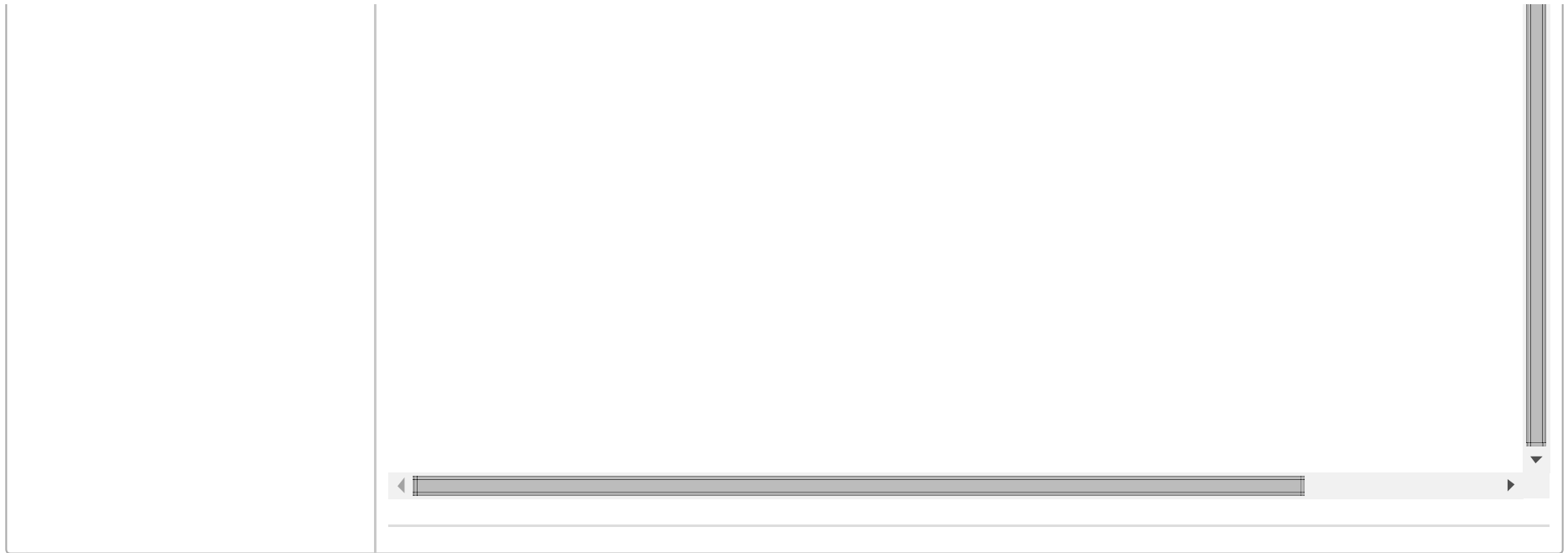
⚠️ **IS THE EXPECTED (THEORETICAL) EFFICIENCY CORRECT:**

The value stored in the variable `expeff_v` is incorrect.

The theoretical efficiency is incorrect

Output





© All Rights Reserved



© edX Inc. All rights reserved except where noted. EdX, Open edX and the edX and Open EdX logos are registered trademarks or trademarks of edX Inc.

POWERED BY
OPENedX



