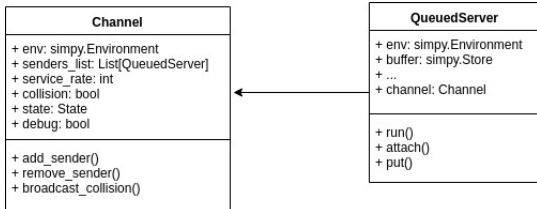


New approach

- The waiting in the channel queue is redundant
- Channel logical management
 - `add_sender()`: add router currently transmitting. Update channel state
 - `remove_sender()`: remove router finished transmitting. Update channel state
 - `broadcast_collision()`: broadcast collision to all senders. Packet is dropped at the end of service.



- Using the updated API:
 - Simulate the two routers scenario without collision. What is the average latency ?
 - Simulate the two routers scenario with collision. What is the packet loss ratio ?
 - Implement a channel policy that achieves 0% packet loss. Compare the obtained average latency with the no-collision scenario.