

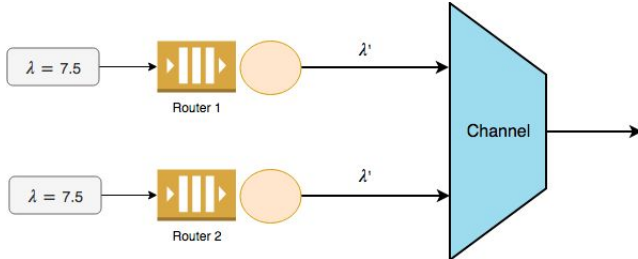
# TP Performance - Session 5

[mouhcine.mendil@inria.fr](mailto:mouhcine.mendil@inria.fr)

Monday 17<sup>th</sup> December, 2018

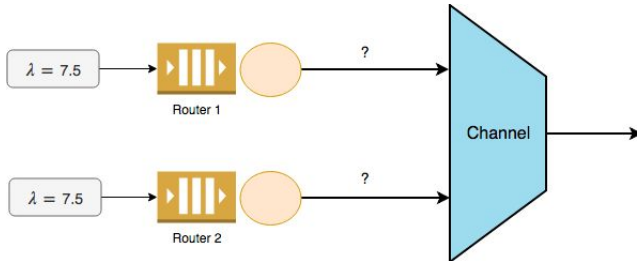
# Aloha Model

- Packet arrival in the router: Poisson process of intensity  $\lambda$
- Packet arrival in the channel (noted  $r$ ): also a Poisson process of intensity  $\lambda'$  (M/M/1 queue)



# Aloha Model

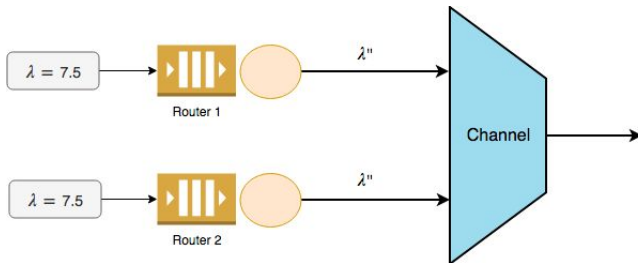
- Packet arrival in the router: Poisson process of intensity  $\lambda$
- Packet arrival in the channel (noted  $r$ ): also a Poisson process of intensity  $\lambda'$  (M/M/1 queue)
- Collision in Aloha = packet retransmission after random delay.
- Process of retransmitted packet arrival is noted  $R$ .



# Aloha Model

## Abramson assumption<sup>1</sup>

- The process  $r + R$  is a Poisson process of intensity  $\lambda''$ . True if:
  - Random delay  $\gg$  average packet transmission time
  - Number of retransmitted packet is small



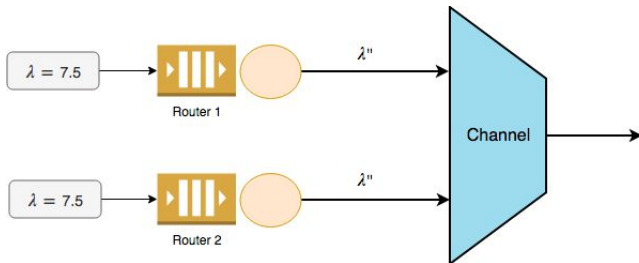
---

<sup>1</sup>Abramson, Norman. "THE ALOHA SYSTEM: another alternative for computer communications.", 1970.

# Aloha Model

## Abramson assumption<sup>1</sup>

- The process  $r + R$  is a Poisson process of intensity  $\lambda''$ . True if:
  - Random delay  $\gg$  average packet transmission time
  - Number of retransmitted packet is small



$$P(k \text{ arrival in interval } T) = \frac{[\lambda'' \cdot T]^k}{k!} e^{-\lambda'' \cdot T} \quad (1)$$

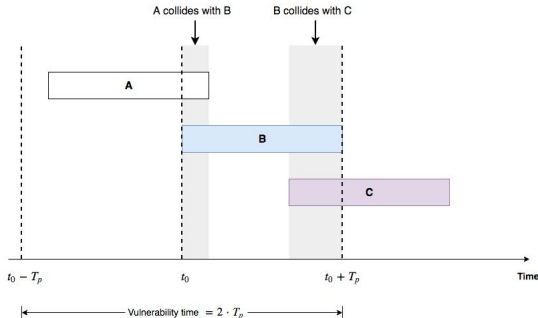
<sup>1</sup>Abramson, Norman. "THE ALOHA SYSTEM: another alternative for computer communications.", 1970.

# Pure Aloha Model

- Let  $T_p$  be the average packet transmission time
- Suppose there is currently 1 packet transmission in the channel that started at  $t_0$ . When does a collision happen ?

# Pure Aloha Model

- Let  $T_p$  be the average packet transmission time
- Suppose there is currently 1 packet transmission in the channel that started at  $t_0$ . When does a collision happen ?



- A collision happens if:
  - Another packet has been sent between  $t_0 - T_p$  and  $t_0$
  - Another packet has been sent between  $t_0$  and  $t_0 + T_p$

# Pure Aloha Model

- Probability of no collision:

$$P(0 \text{ arrival in } [t_0 - T_p, t_0 + T_p]) = e^{-2T_p \cdot \lambda''} \quad (2)$$

- We note  $A = T_p \cdot \lambda''$  the average number of transmission attempts per time  $T_p$
- The average throughput  $D$  is:



# Pure Aloha Model

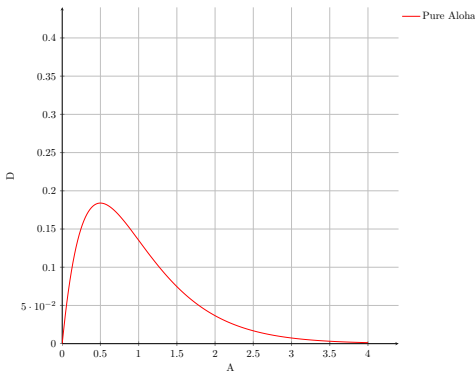
- Probability of no collision:

$$P(0 \text{ arrival in } [t_0 - T_p, t_0 + T_p]) = e^{-2T_p \cdot \lambda''} \quad (2)$$

- We note  $A = T_p \cdot \lambda''$  the average number of transmission attempts per time  $T_p$
- The average throughput  $D$  is:

$$D = A \cdot P(\text{no collision}) = A \cdot e^{-2A} \quad (3)$$

# Pure Aloha Model



- Maximal throughput:

$$\frac{dD}{dA} = 0 \Rightarrow A = 1/2 \quad (4)$$

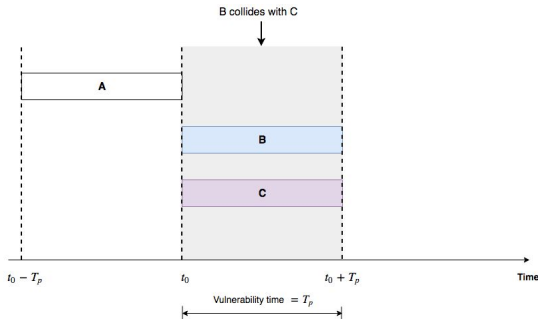
- The throughput is maximized if the is 0.5 transmissions in time interval of  $T_P$

# Slotted Aloha Model

- Let  $S$  the duration of a time slot be equal to the average transmission time  $T_p$
- Suppose there is currently 1 packet transmission in the channel that started at  $t_0$ . When does a collision happen ?

# Slotted Aloha Model

- Let  $S$  the duration of a time slot be equal to the average transmission time  $T_p$
- Suppose there is currently 1 packet transmission in the channel that started at  $t_0$ . When does a collision happen ?



- A collision happens if:
  - Another packet is sent in the same time slot

# Slotted Aloha Model

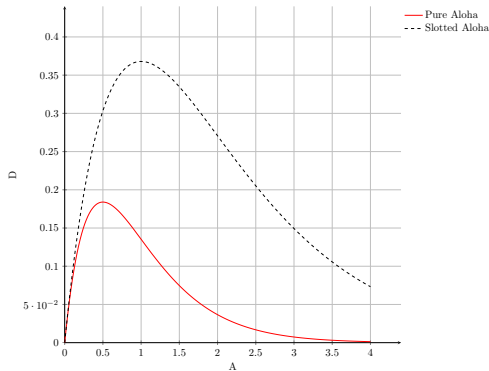
- Probability of no collision:

$$P(0 \text{ arrival in } [t_0, t_0 + T_p]) = e^{-T_p \cdot \lambda''} \quad (5)$$

- We note  $A = T_p \cdot \lambda''$  the average number of transmission attempts per time  $T_p$
- The average throughput  $D$  is:

$$D = A \cdot P(\text{no collision}) = A \cdot e^{-A} \quad (6)$$

# Pure Aloha Model



- Maximal throughput:

$$\frac{dD}{dA} = 0 \Rightarrow A = 1 \quad (7)$$

- The throughput is maximized if there is 1 transmission in time interval of  $T_P$

- Aloha achieves at most 36.8% of the maximum throughput

# Aloha Limitations

- Aloha achieves at most 36.8% of the maximum throughput
- Aloha does not consider the channel state



# Aloha Limitations

- Aloha achieves at most 36.8% of the maximum throughput
- Aloha does not consider the channel state
- A collision can be avoided simply by listening to the channel
- Carrier Sense Multiple Access (CSMA)  $\approx$  Channel sense + Aloha
  - Channel idle: Transmit
  - Channel busy: Wait

# Aloha Limitations

- Aloha achieves at most 36.8% of the maximum throughput
- Aloha does not consider the channel state
- A collision can be avoided simply by listening to the channel
- Carrier Sense Multiple Access (CSMA)  $\approx$  Channel sense + Aloha
  - Channel idle: Transmit
  - Channel busy: Wait
- Is CSMA collision-free ? Does CSMA improve the throughput and latency ?