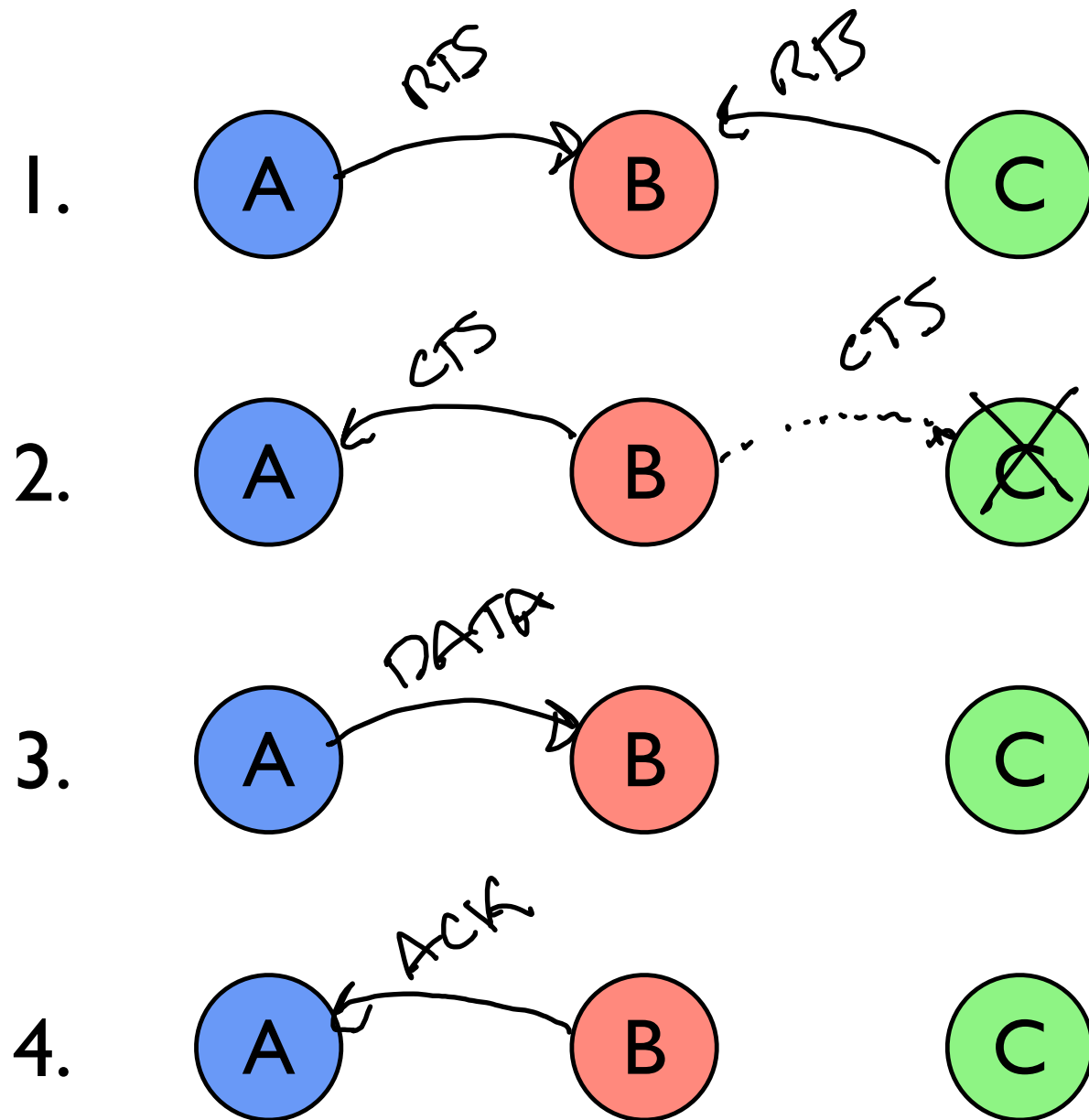# Wireless: RTS/CTS

Request-to-send/Clear-to-send

RTS/CTS

1.

2.

3.

4.

pushing losser!
collisions to control
packet exchange
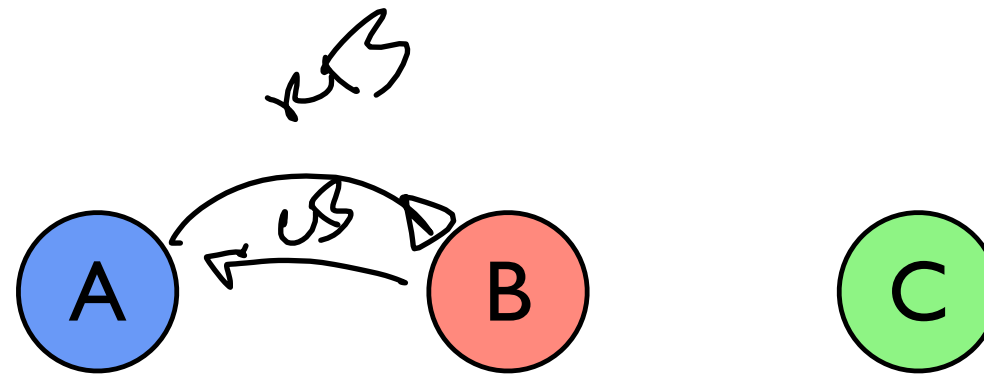
Problems with CSMA/CA

- Problem 1: Hidden terminals

- Problem 2: Exposed terminals

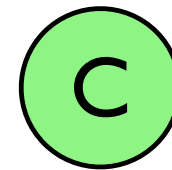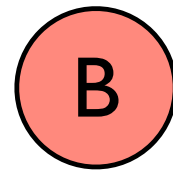- Problem 3: Collision or low SNR?

Problem with RTS/CTS: Overhead

How long do these packets take?

Bitrate	CSMA	RTS/CTS	Overhead
1 Mbps	0.79	0.76	4.0%
2 Mbps	1.44	1.35	6.6%
5.5 Mbps	3.36	2.89	14.1%
11 Mbps	5.89	4.42	25.1%

Problem with RTS/CTS: Overhead

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