Fairness in Collision-free WLANs

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***Abstract*—CSMA/ECA is a contention protocol that makes it possible to construct a collision-free schedule by using a deterministic backoff after successful transmissions. In this paper, we enhance the CSMA/ECA protocol with two properties that make it possible to fairly accommodate a large number of contenders in a collision-free schedule. The first property is called *resilience* and instructs the contenders not to reset their contention window after successful transmissions. Thanks to resilience, the protocol sustains a high throughput regardless of the number of contenders. The second property is called *fair-share*, and preserves fairness when different nodes use different contention windows. We present simulations results that evidence the performance gains of using CSMA/ECA in combination with resilience and fair-share.**

***Index Terms*—Wireless, MAC, Collision-free, CSMA/ECA.**

I. Introduction

IEEE 802.11 networks use a shared and limited medium to establish communication among nodes. Carrier Sense Multiple Access with Collision Avoidance (CSMA/CA) is the protocol in charge of coordinating access to the wireless medium in order to avoid simultaneous transmissions by different nodes. If two or more nodes (N) attempt transmission at the same time, a *collision* accurs and the resulting transmission is disregarded by receivers.

Time in WLANs is slotted, and each slot can be classified as empty, successful and collision, accounting for no transmission, successful transmission or collision, respectively.

Each contender attempting to transmit a packet chooses a uniformly random backoff counter $B(k) \in [0, CW(k)-1]$, where k is the current transmission attempt and $CW(k) \in [2^k CW_{min},\ 2^m CW_{min}]$ is the contention window, with CW_{min} its minimum value and m the maximum *backoff stage*. Each passing empty slot decrements $B(k)$ by one; when the backoff counter reaches zero the contender will attempt transmission. The success of the transmission attempt is only confirmed by the reception of an acknowledgement (ACK) frame from the receiver, otherwise a collision is assumed. If that were the case, each contender involved in the collision doubles its contention window and the packet is retransmitted. If the transmission is successful, the sender resets its contention window to the minimum value ($CW(k) = CW_{min}$).

Carrier Sense Multiple Access with Enhanced Collision Avoidance (CSMA/ECA) achieves less collisions and outperforms CSMA/CA in most typical scenarios [1]. The only difference with CSMA/CA is that a deterministic backoff $B(k) = N(k)$ is chosen after each successful transmission. $N(k)$ is defined in Eq. 1 [1] as the *collision-free constraint* and represents the maximum number of nodes participating in the contend for transmission able to achieve a collision-free state. In Eq. 1, $E[\cdot]$ is the expectation operator, $\mathcal{U}$ is the uniform distribution and $CW(k)$ is the contention window at transmission attempt k.

$$N(k) = \lceil E[\mathcal{U}[0, CW(k)-1]] \rceil \qquad (1)$$

In a scenario where $N \leq N(k)$, eventually all contenders will be able to pick different transmission slots, therefore achieving a collision-free state.

When the system is overcrowded, $N > N(k)$, CSMA/ECA suffers a decrease in throughput as appreciated in Figure 1. This effect is caused by collisions originated by $N - N(k)$ contenders forced to generate a random backoff counter and attempting transmission on slots previously picked by $N(k)$ nodes using a deterministic backoff.

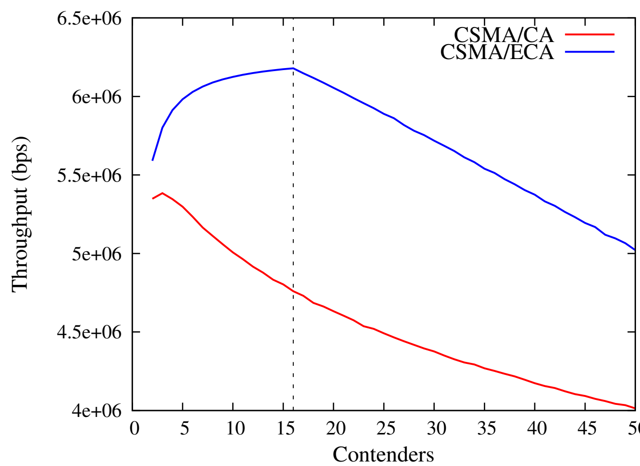

Fig. 1. Throughput when $N > N(k)$ for $CW_{min} = 32$

As $N - N(k)$ nodes are unable to successfully transmit, collisions in turn force the $N(k)$ nodes that chose a deterministic backoff, to switch to a random one. The outcome is a mixed system composed of contenders using either deterministic or random backoff counters. The throughput degradation depicted in Figure 1 when $N = 16$, is a consequence of the great number of collisions resulting from this behavior.

In this work, the CSMA/ECA protocol is extended to attain high throughput and fairness regardless of the number of contenders.

II. A DESCENTRALIZED AND FAIR CSMA/ECA

In an overcrowded CSMA/ECA ($N > N(k)$), nodes will double $CW(k)$ after collisions and reset it ($CW(k) = CW_{min}$) upon each transmission success, augmenting the collision probability. This accounts for the throughput reduction in Figure 1. To make it possible to achieve the collision-free state when $N > N(k)$, we propose that nodes in CSMA/ECA do not reset $CW(k)$ after successful transmissions. This is called *resiliency* from here forward.

Resiliency forces nodes to *stick* to its retransmission attempt, k; resulting in a larger $CW(k)$. This measure leads to a collision-free state while $N \leq N(k)$.

Having a greater collision-free constraint ($N(k)$) means that more nodes are able to achieve a collision-free state. Nevertheless, in a $N \leq N(k)$ scenario, contenders may have different deterministic backoff counters which provoke some nodes to access the channel more often than others. This fairness issue is averted with *fair-share*.

Fair-share consist on allowing each contender to send 2^k packets every time its backoff expires ($B(k) = 0$), making sure that contenders with longer backoff are compensated proportionally.

Figure 2, depicts how CSMA/ECA with resiliency and fair-share achieves greater throughput than CSMA/CA, maintaining a collision-free state and being fair (Jain's Fairness Index [2] (JFI) equals 1) for any number of contenders.

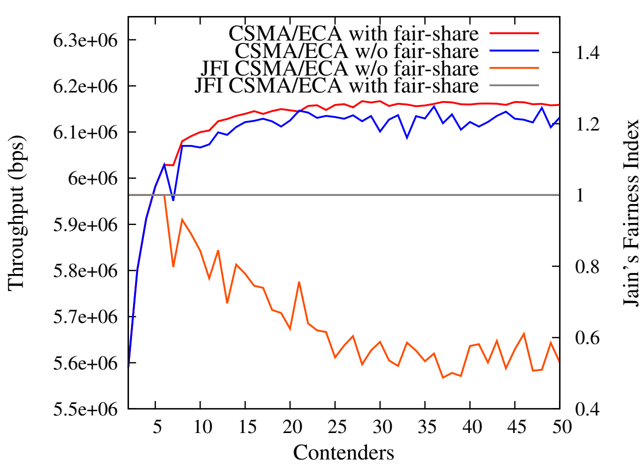

Fig. 2. Throughput and Jain's Fairness Index when implementing fair-share in CSMA/ECA

The concept fair-share, was first introduced by Fang et al. Available at SpringerLink [3]. This work evaluates the performance of CSMA/ECA when implementing the concept in a customized C++ simulator.

Evaluation

CSMA/ECA preserves backward compatibility with CSMA/CA (details in [1], [4]), which is paramount for the coexistence and progressive adoption of the protocol. Many other performance evaluations, like a semi-analytical framework modelling the enhanced collision avoidance mechanism and comparing it with other access schemes (like Basic Access and RTS/CTS), are provided in [5]. Nevertheless, to the best of our knowledge this is the first evaluation of resilience and fair-share in CSMA/ECA.

Implementation is performed on a customized version of the COST [6] simulator. The system was set to be under saturation (nodes always have packets to transmit) during a period of a hundred thousand seconds at a maximum throughput of 11Mbps. The number of contenders ranges from 2 to 50. Further MAC-related parameters can be found under *stats/stats.h* in [7]; as well as the code for the whole CSMA/ECA implementation.

Figure 1 and Figure 2 are results derived from the evaluation platform.

III. FUTURE DIRECTIONS

Our future work will be focused on implementing CSMA/ECA in cheap commodity hardware. Doing so will open the door for evaluation under more realistic scenarios as well as provide insight on different communication aspects, for example those regarding channel errors, delay, synchronization and coexistence with other access protocols. Nevertheless, this is not a trivial task given that in requires flexible network interface hardware which is not commonly provided by manufacturers.

Project FLAVIA [8]

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