

Experiment 9

Analysis of RTS/CTS in IEEE 802.11

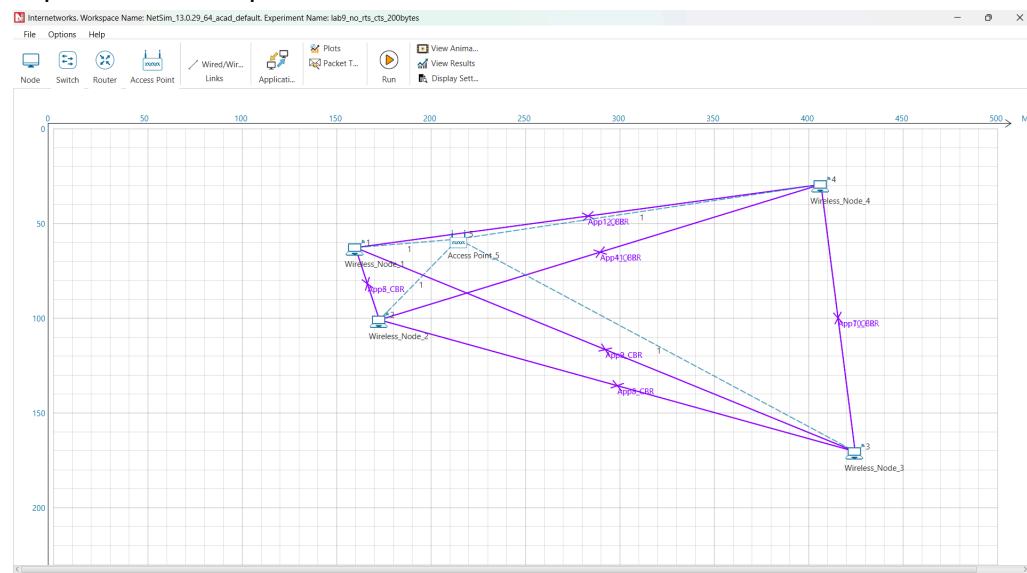
Objective -

This experiment investigates the impact of enabling and disabling the optional Request to Send/Clear to Send (RTS/CTS) protocol in IEEE 802.11 (Wi-Fi) networks. The study measures how this feature affects key performance metrics, including data collision rates, overall network throughput, and packet delay.

Theory-

Wi-Fi's default anti-collision system is CSMA/CA. An optional feature, RTS/CTS, helps prevent collisions from "hidden nodes." It works by having a device send a quick "Request to Send" (RTS) before its main data packet. The Access Point responds with a "Clear to Send" (CTS), which tells all other devices to stay quiet, reserving the channel. The downside is that this adds overhead, slowing down the network if it's not busy, which is why it's not always enabled.

Experimental Setup-



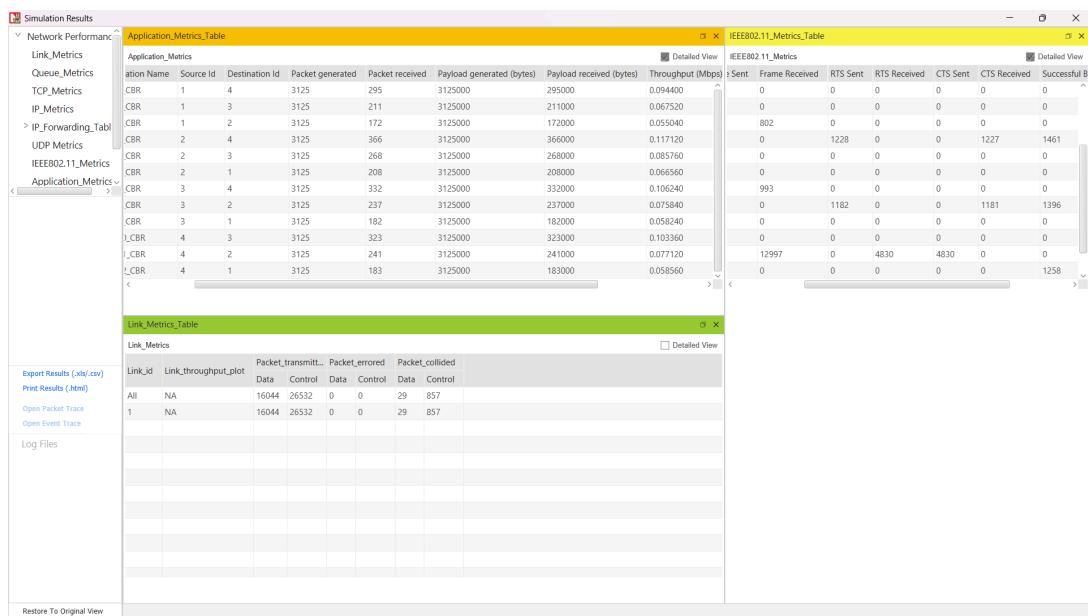
Observations-

A) NO RTS/CTS(1Mbps)

Simulation Results																																																																																													
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PARAMETERS	VALUES
TOTAL FRAMES SENT	14825
COLLISIONS OBSERVED	944
AVERAGE DELAY (ms)	1006.85
THROUGHPUT (kbps)	92.40

B) RTS/CTS ENABLED (1Mbps)



PARAMETERS	VALUES
TOTAL FRAMES SENT	12997
COLLISIONS OBSERVED	886
AVERAGE DELAY (ms)	999.69
THROUGHPUT (kbps)	98.35
RTS/CTS FRAMES EXCHANGED	4830

C) RTS/CTS ENABLED AND DISABLED (VARYING PACKET SIZE)

PACKET SIZE	THROUGHPUT (NO RTS/CTS)	THROUGHPUT (RTS/CTS)	COLLISION COUNT (NO RTS/CTS)	COLLISION COUNT (RTS/CTS)
200 bytes	33.07 Kbps	37.49 Kbps	996	1126
800 bytes	81.98 Kbps	83.52 Kbps	1125	1093
1500 bytes	82.38 Kbps	83.97 Kbps	879	850

a) 200 bytes packet size

i) no rts/cts

ii) rts/cts

b) 800 bytes packet size

i) no rts/cts

ii) rts/cts

Simulation Results	
Network Performance	
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IEEE802.11_Metrics	Application_Metrics
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Export Results (.xml/.csv)	Application_Metrics_Table
Print Results (.html)	Application_Metrics_Table
Open Packet Trace	Link_Metrics_Table
Open Event Trace	IEEE802.11_Metrics_Table
Log Files	Link_Metrics_Table
	IEEE802.11_Metrics_Table
Restore To Original View	

c) 1500 bytes packet size

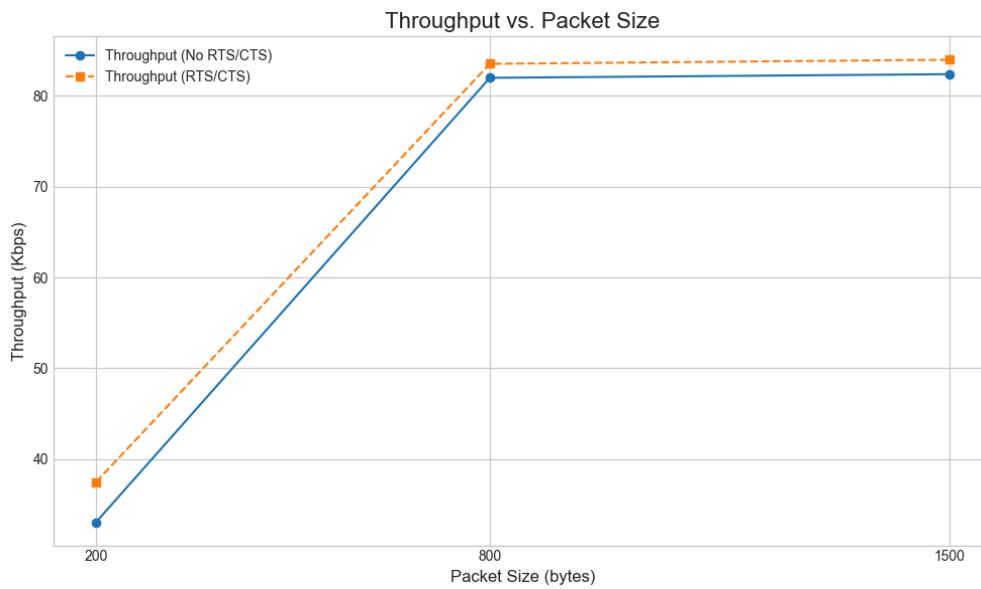
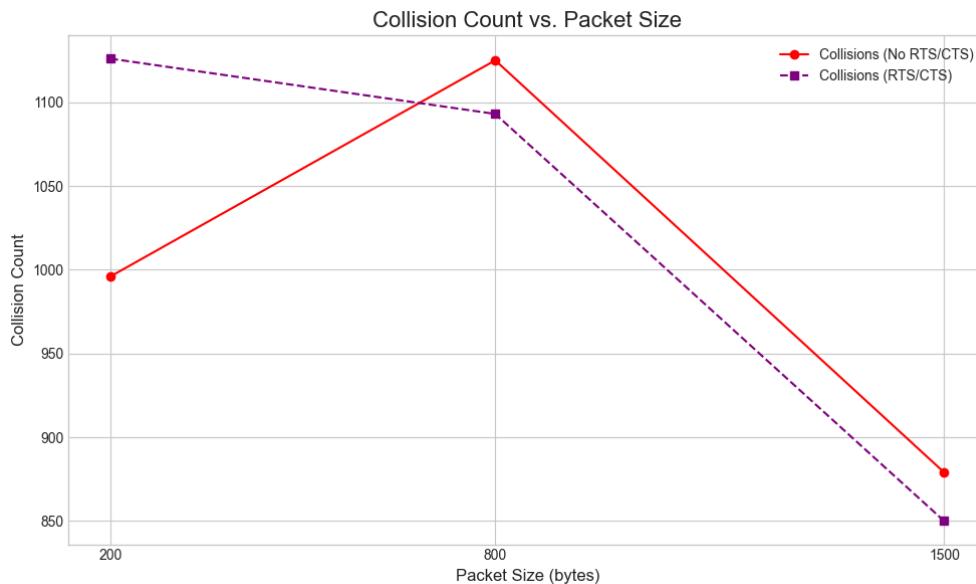
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ii) rts/cts

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Comparing Collision Counts and Throughput with packet sizes and RTS/CTS enabled/disabled.



Analysis-

A key finding from our simulation is the conditional effectiveness of the RTS/CTS protocol, which presents a clear trade-off dependent on packet size. When handling small, 200-byte packets, activating the protocol was detrimental to network stability, causing the collision count to climb from 996 to 1126.

Conversely, the protocol's intended benefits were realized with larger data payloads. At 800 bytes, a reduction in collisions directly translated into a tangible throughput improvement from 81.98 Kbps to 83.52 Kbps. For the largest, 1500-byte packets, the inherent overhead of the RTS/CTS handshake became a limiting factor, causing a slight decrease in throughput despite successfully lowering the collision count from 879 to 850.

Ultimately, these findings support a strategic application of RTS/CTS, confirming its value in enhancing the reliability of transmissions involving large packets while being ill-suited for traffic characterized by small, frequent data transfers.

