

## Multiple Access Protocols

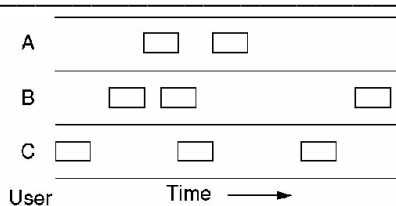
ALOHA  
CSMA  
Collision Free  
Limited  
WDMA  
Wireless

- Aloha
- CSMA Protocols
- Collision Free Protocols
- Limited Contention Protocols
- Wavelength Division Multiple Access Protocols
- Wireless LAN Protocols

## Pure ALOHA

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- Dynamic Allocation
  - Stations transmit \_\_\_\_\_ on a \_\_\_\_\_.
- Therefore there is contention for the channel
  - And this results in \_\_\_\_\_
  - Stations listen to \_\_\_\_\_ and then \_\_\_\_\_



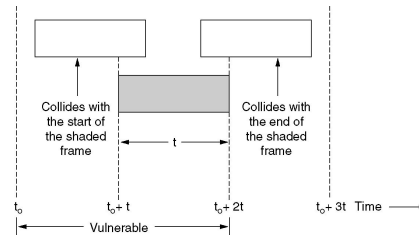
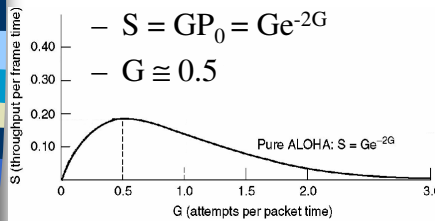
## Pure ALOHA (2)

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- We must consider the efficiency of this
  - $N$ : \_\_\_\_\_ where  $(0 < N < 1)$
  - $G$ : \_\_\_\_\_ where  $G \geq N$
  - $\Pr(k) = (G^k e^{-G}) / k!$  This is the probability that \_\_\_\_\_
  - The vulnerable period for a frame is \_\_\_\_\_
  - So the probability of no other traffic is  $P_0 = e^{-2G}$

### Throughput

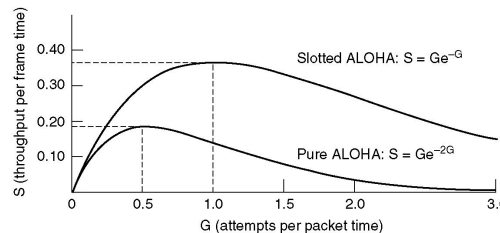
- $S = GP_0 = Ge^{-2G}$
- $G \approx 0.5$



## Slotted ALOHA

ALOHA  
CSMA  
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Wireless

- Intended to \_\_\_\_\_
- Transmission restricted to \_\_\_\_\_
- Frames have the same probability of arriving
  - $\Pr(k) = (G^k e^{-G}) / k!$
- However the \_\_\_\_\_
  - $P_0 = e^{-G}$
- Throughput
  - $S = GP_0 = Ge^{-G}$
  - $G \approx 1.0$



# CSMA: \_\_\_\_\_

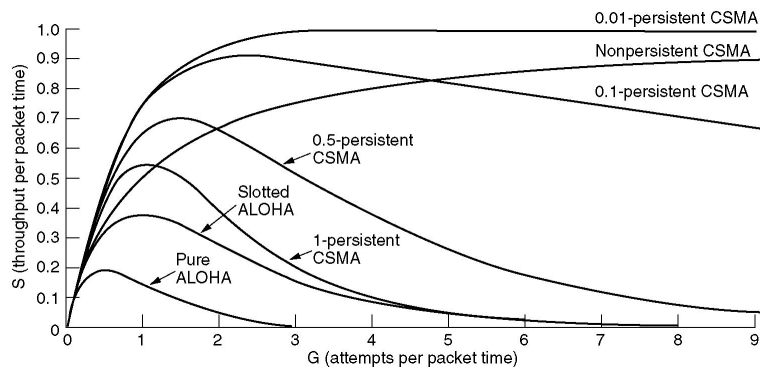
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- Stations can \_\_\_\_\_
- 1-persistent CSMA
  - Stations sense the medium and begin transmitting \_\_\_\_\_
  - If a collision occurs \_\_\_\_\_
- Nonpersistent CSMA
  - If the line is busy \_\_\_\_\_
- p-persistent CSMA
  - Applies to \_\_\_\_\_
  - If the line is idle \_\_\_\_\_
- Performance

# CSMA

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- Performance
  - Only considering \_\_\_\_\_
  - What about \_\_\_\_\_



## CSMA / CD: \_\_\_\_\_

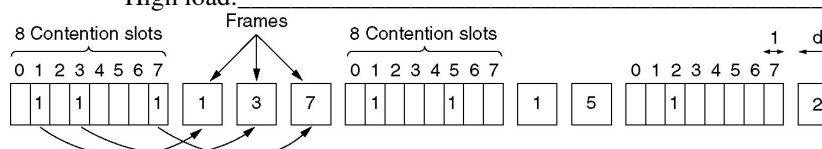
ALOHA  
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- Should be able to detect a collision almost immediately so \_\_\_\_\_
- The line can be in one of 3 states:
  - Idle: \_\_\_\_\_
  - Transmission: \_\_\_\_\_
  - Contention: \_\_\_\_\_
- How long does it take to detect a collision?
  - The minimum time to detect a transmission is \_\_\_\_\_
  - The contention period though is \_\_\_\_\_ as \_\_\_\_\_
  - To place an upper bound on the contention period we must \_\_\_\_\_
  - This also means imposing \_\_\_\_\_

## Collision-Free

ALOHA  
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Wireless

- There are also protocols which \_\_\_\_\_
- Assume N stations each with an address (0..N-1)
- Basic bit map method:
  - N contention slots (\_\_\_\_\_)
  - If a station wants to transmit \_\_\_\_\_
  - The stations then \_\_\_\_\_
  - Performance
    - Low load: \_\_\_\_\_
    - High load: \_\_\_\_\_



## Collision-Free (2)

ALOHA  
CSMA  
**Collision Free**  
Limited  
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Wireless

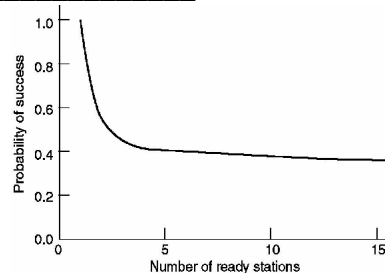
- Length of contention periods: \_\_\_\_\_
- Binary countdown method:
  - Assume N stations with \_\_\_\_\_
  - Use \_\_\_\_\_
  - If a station wants to transmit, \_\_\_\_\_
  - If a stations sees a higher number \_\_\_\_\_
- Performance:
 

– Low load: _____	0 0 1 0	0	1	2	3
– High load: _____	0 1 0 0	0	–	–	–
	1 0 0 1	1	0	0	–
	1 0 1 0	1	0	1	0
	Result	1	0	1	0

## Limited-Contention

ALOHA  
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Wireless

- Symmetric protocols
  - Each station has the same probability of transmitting
  - $p$ : \_\_\_\_\_
  - $k$ : \_\_\_\_\_
  - $kp(1-p)^{k-1}$ : \_\_\_\_\_
  - The best result for  $p$  is \_\_\_\_\_
  - Probability of success is \_\_\_\_\_
- Performance
  - To improve probability of success \_\_\_\_\_

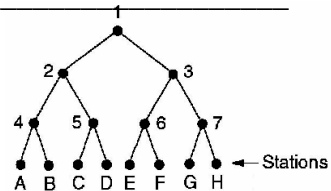


## Limited-Contention (2)

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### Adaptive Tree Walk Protocol

- Start with a single contention slot \_\_\_\_\_
- If there is a collision \_\_\_\_\_  
which any station \_\_\_\_\_
- If successful then \_\_\_\_\_
- This is done until \_\_\_\_\_
- Next time done the tree \_\_\_\_\_
- Under a heavy load the \_\_\_\_\_



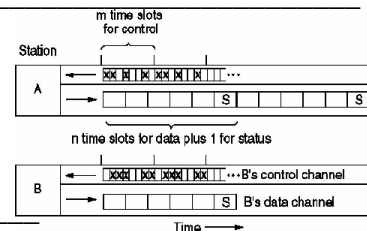
## WDMA: \_\_\_\_\_

ALOHA  
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Wireless

- Available bandwidth is divided into \_\_\_\_\_ (where N is the no. of stations).

Each station is allocated

- A Control channel so that \_\_\_\_\_
- A Data channel so it \_\_\_\_\_
  - n slots & 1 status slot



### Each station needs

- Fixed transmitter: \_\_\_\_\_
- Fixed receiver: \_\_\_\_\_
- Tunable receiver: \_\_\_\_\_
- Tunable transmitter: \_\_\_\_\_

## WDMA

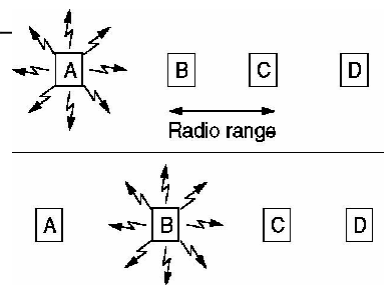
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- To set up a connection oriented connection
  - Sense the status slot \_\_\_\_\_
  - Make a connection request using \_\_\_\_\_
  - Sense the status slot to \_\_\_\_\_ and to \_\_\_\_\_
  - Two way communications requires \_\_\_\_\_
  - Fixed data rate can be achieved by \_\_\_\_\_
- Datagram communication (\_\_\_\_\_)
- Indicate “Data in Slot” using \_\_\_\_\_
- Problem if two stations \_\_\_\_\_

## Wireless LAN

ALOHA  
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**WDMA**  
Wireless

- Problems for wireless networks:
  - Hidden Station Problem: \_\_\_\_\_
    - Result: \_\_\_\_\_
  - Exposed Station Problem: \_\_\_\_\_
    - Result: \_\_\_\_\_
- The root of the problem is that the Sender can only detect \_\_\_\_\_

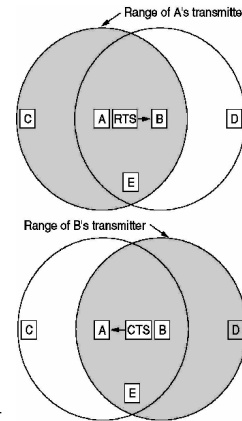


## Wireless LAN (2)

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**Wireless**

### ■ MACA: \_\_\_\_\_

- Station broadcasts a RTS ( \_\_\_\_\_ )
  - Include the length \_\_\_\_\_
- Recipient responds with CTS ( \_\_\_\_\_ )
- Other stations
  - If they hear a RTS then \_\_\_\_\_
  - If they hear a CTS then \_\_\_\_\_
  - If no CTS then \_\_\_\_\_
- Collisions ?
  - Obviously two \_\_\_\_\_



## Wireless LAN (3)

### ■ MACA vs. MACA for Wireless

- In MACA, there were problems without data link layer acknowledgements. MACAW added \_\_\_\_\_
- MACAW also added \_\_\_\_\_
- The back-off algorithm was run separately for each data stream (source-destination pair, rather than \_\_\_\_\_)
- Congestion control was also added in MACAW.