



EENGM4221: Broadband Wireless Communications

Lecture 4: Wireless MACs

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Medium Access Control (1)



- A suitable Multiple Access strategy gives us a method for dividing the channel up for use by multiple users
 - There is no definitive term for these ‘parts of the resource’
 - Time-slots, sub-bands, codes, etc
 - They may also be of fixed or variable size
- Even with a suitable Multiple Access strategy in any domain (time/frequency/code/space) or combination of domains, the problem remains how these fractions of the overall resource are allocated for communications purposes

Medium Access Control (2)



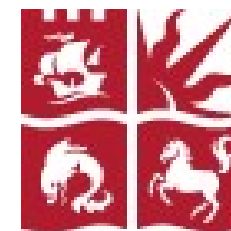
- It is perhaps intuitively easiest to consider the problem in time
 - Essentially: ‘Whose turn is it to transmit’
 - Extension to other domains just requires a little extra thought
- It is the job of the MAC protocol to:
 - Decide who’s ‘turn’ it is
 - Make sure everyone knows who’s turn it is
- If the MAC protocol fails, there is a risk of communications failure

Medium Access Control (3)



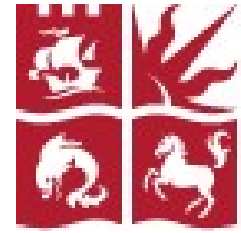
- The challenges in designing a MAC protocol are:
 - Efficiency
 - Don't let the resource go unused if it is needed
 - Minimise Overhead's (deadtime, signalling, etc)
 - Flexibility
 - Can the MAC protocol support Mesh, multihop, ad-hoc, etc
 - Provision of QoS
 - Fairness/Priority(Controlled Unfairness)
- Real protocols rarely achieve all of these goals

Wireless Medium Access Control



- Wireless MACs face additional challenges compared to the generic MAC tasks:
 - Collision Detection
 - Time Varying Channels
 - Errors, Error Bursts
 - Signal Attenuation:
 - Hidden Nodes
 - Exposed Nodes
 - Capture
 - Power Efficiency

Review of Lecture 4



- We have identified the challenges associated with MAC protocol design in general
- We have identified the further challenges associated with MAC protocol design for wireless systems
- A lot of these issues are best understood by example. So in our next synchronous class we will design some human MAC protocols