

Motivation

This section states the general problem: coordinate access to a shared medium, in a distributed manner avoiding collisions.

- What is a contention protocol for?: explain that the medium is shared.
- Highlight that it is widely used by current WiFi devices.
- What are the repercussions of a collision?

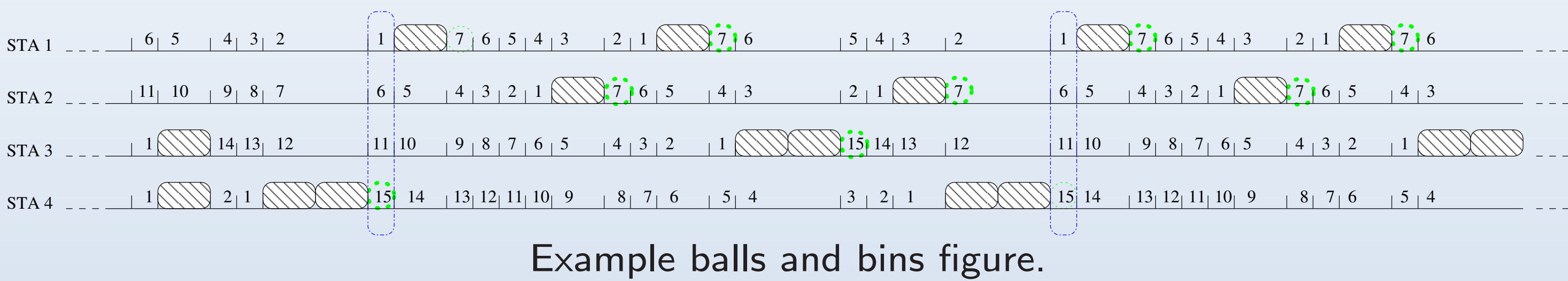
Throughput

It might be appropriate to detail the behavior of CSMA/CA alongside with the throughput plot. A balls and bins figure?

Using a deterministic backoff

This section introduces the deterministic backoff after successful transmissions. It should cover:

- When is this deterministic backoff selected?
- Why that value? ($B_d = CW_{\min}/2$)
- Is the problem solved?: No. Highlight the limitations of Basic ECA.

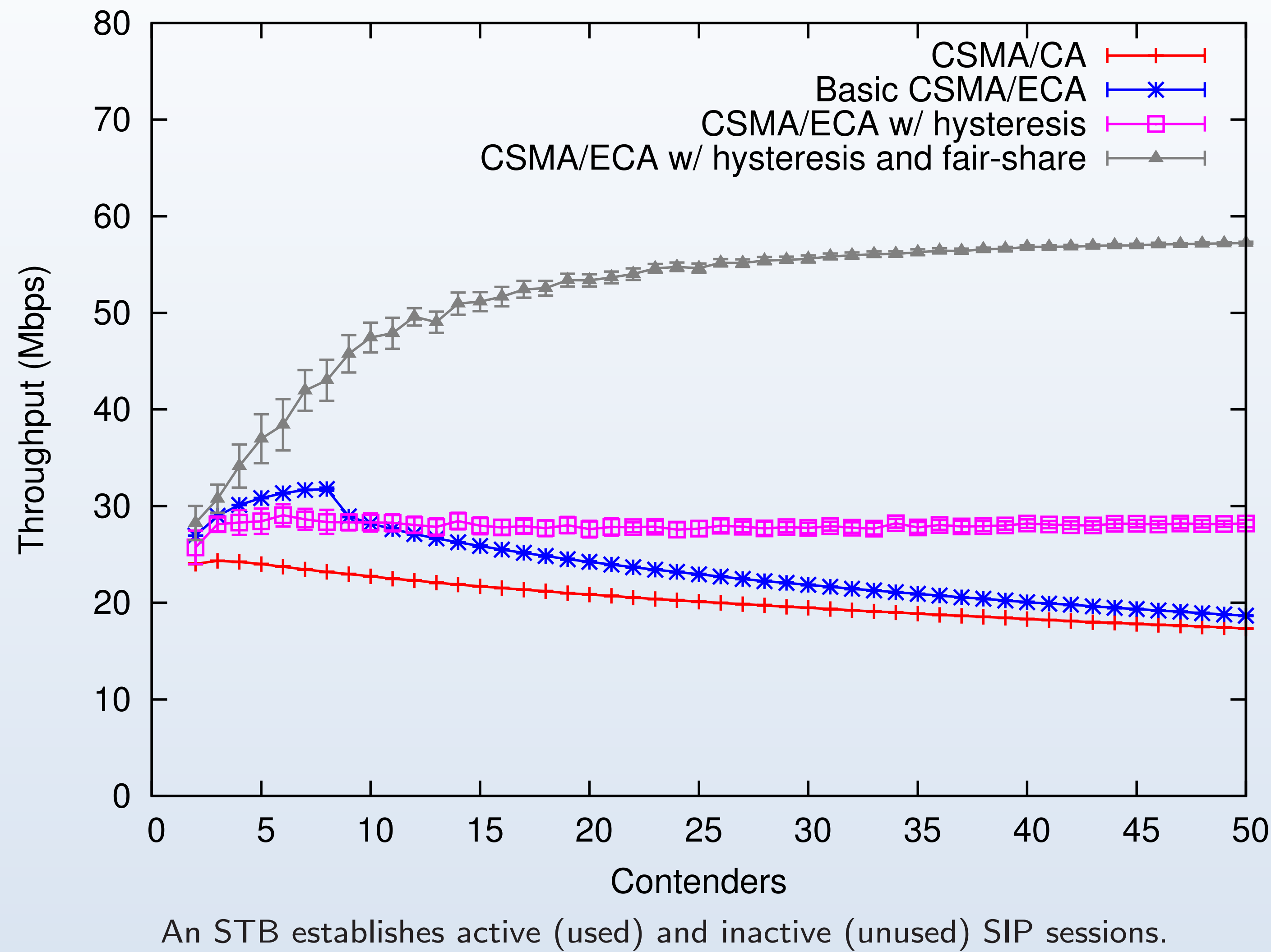


Test

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CSMA/ECA: hysteresis and fair share

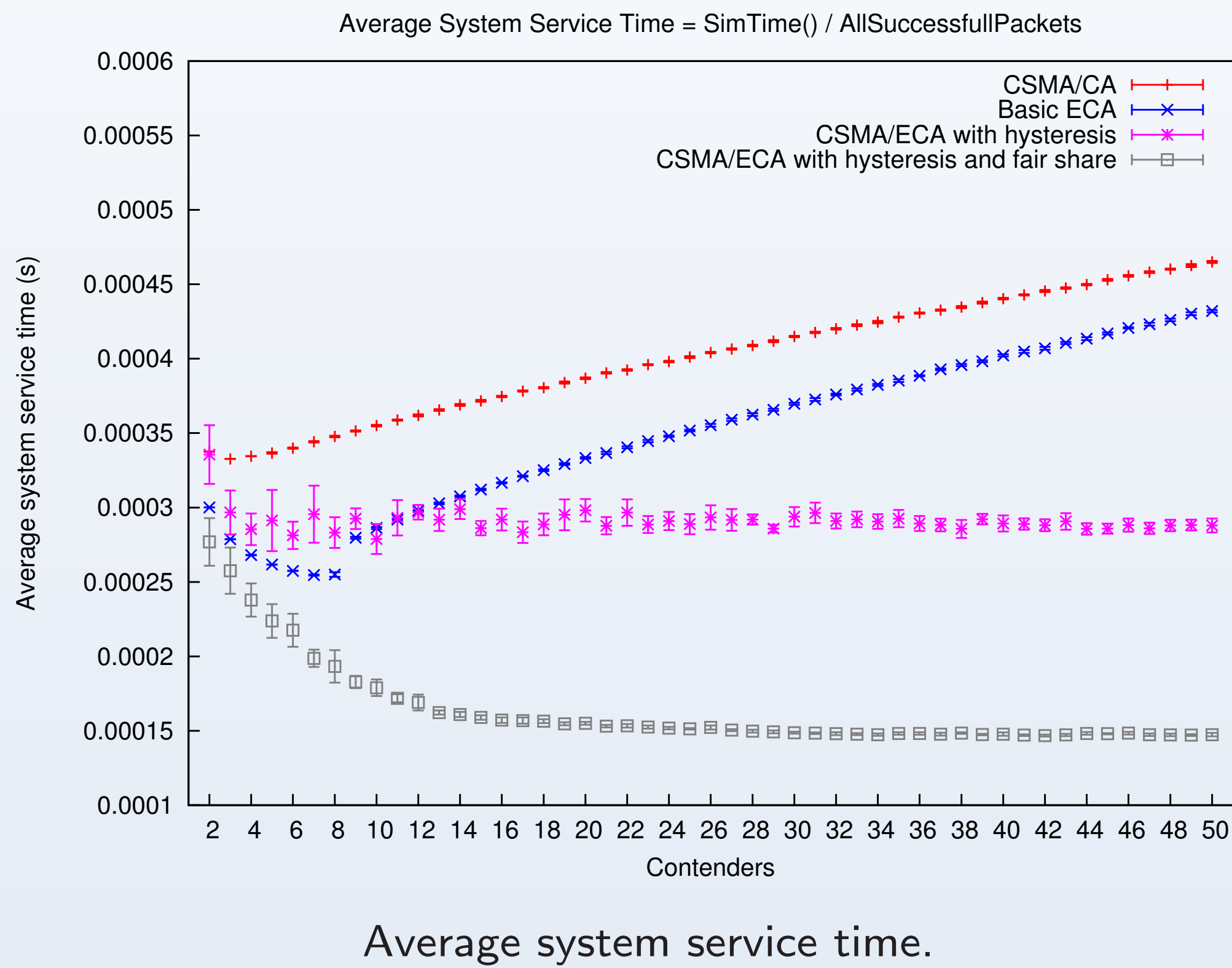
Explanation on how the hysteresis and fair share achieve this increase in throughput. Also to mention the resiliency to slot drift.



Future plans

Some of the future directions of the project:

- Unsaturated scenarios.
- To implement IEEE 802.11e EDCA.
- Wireless MAC Processors.
- Implementation in RFID networks.



References

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[2]

T. Qiu, Z. Ge, S. Lee, J. Wang, J. Xu, and Q. Zhao. Modeling user activities in a large iptv system. In *Proceedings of the 9th ACM SIGCOMM conference on Internet measurement conference*, pages 430–441. ACM, 2009.

[3]

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