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Generally, when two stations transmit data simultaneously and collision occurs then they may retransmit the data immediately after the collision. This may again lead to the collision and again retransmit of data. Stations wait for some random back off time and then retransmit.

This waiting time back which the station waits before retransmitting the data is called as back off time. After undergoing the collision, transmitting station chooses a random number in the range  $[0, 2^n - 1]$  at the time packet is undergoing collision back the

$n^{\text{th}}$  time.

To solve this problem we use  
binary exponential back off algorithm  
(BEB).

There the two nodes have, how  
much to wait to transmit their  
data again.

here,  $A = \{0, 1, 2, 3, 4, 5, 6, 7\}$

$B = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15\}$

There mean the number of collision

for A is 3 and B is 4.

Now let A and B pick same number

randomly they will collide again,

Then  $n$  for  $A = 3$  and  $n$  for  $B = 4$  }  $n = \text{number of collision}$

So it will be  $\text{Set} = \{0 \dots 2^n - 1\}$

So  $A = \{0, 1, 2, 3, 4, 5, 6, 7\}$

$B = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15\}$

So they pick same number again they will collide. Like if both pick 3 then

$3 \times 512$  Bit time = 1536 (waiting time)

They will wait and transmit their data again and will collide. But at the same point so they pick

different number, then the collision would not occur.

minimized collision in WLAN

In LAN, all network participants share a transmission medium - a cable, wireless networks don't use cable, but even WLAN, all devices involved send and receive.

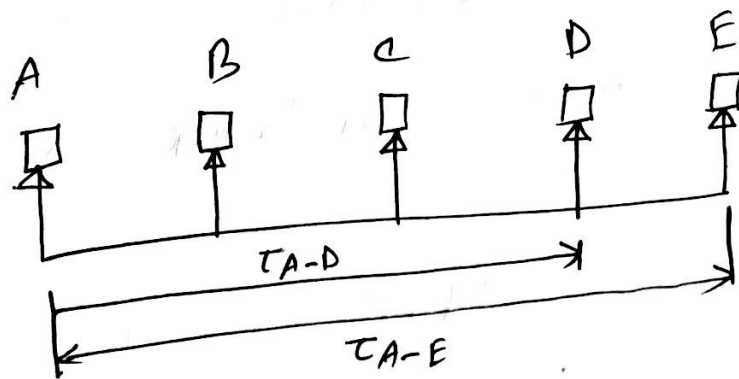
The medium access control (MAC) is the function that arbitrates the access to the channel. In wireless networks, the MAC protocols play a key role in maximizing the channel utilization.

Carrier Sense Multiple Access (CSMA) &  
Time Division Multiple Access (TDMA)  
are two known medium access mechanisms  
for shared medium communication systems.

TDMA requires tight time synchronization  
among the participating stations. Additionally,  
a prior set-up is required to assign  
a time slice to the active station. If  
the station has no data ready to transmit  
the channel time is wasted.

One great advantage of TDMA is  
that it minimizes collision and  
may achieve high channel efficiency.  
and also Leaky-BEB for any number  
of stations by reducing collision and  
increasing the number of successful slots.

Ans to the Qv no 2



By comparing transmitted and receive signal, if there similar then no collision, and also if different the collision.

Here A is a source and D is the destination.

Contention period in the time of frame return to the sender. When it is a collision as a result the propagation

delay to send from A-D in JA-P

So Detection time =  $(\tau - \epsilon) + (\tau - \epsilon)$   
 $= 2\tau_{A-D}$  (2x propagation Delay)

So Contention period  $2\tau$

Now A is sending to D packet data then A to D will also get the data. E will not get it, because D will receive it before that A and E are the farthest host at this medium. It is called worst case

And also there A to E propagation Delay is  $\tau$ , the contention period

in 2 TA-E.

It can be same here. A to E

in the "Forthers" part and propagation

delay ~~not~~ ~~other~~ every ~~or~~ then

every other less than A to E.