

# 5. CSMA 2

Tuesday, March 2, 2021

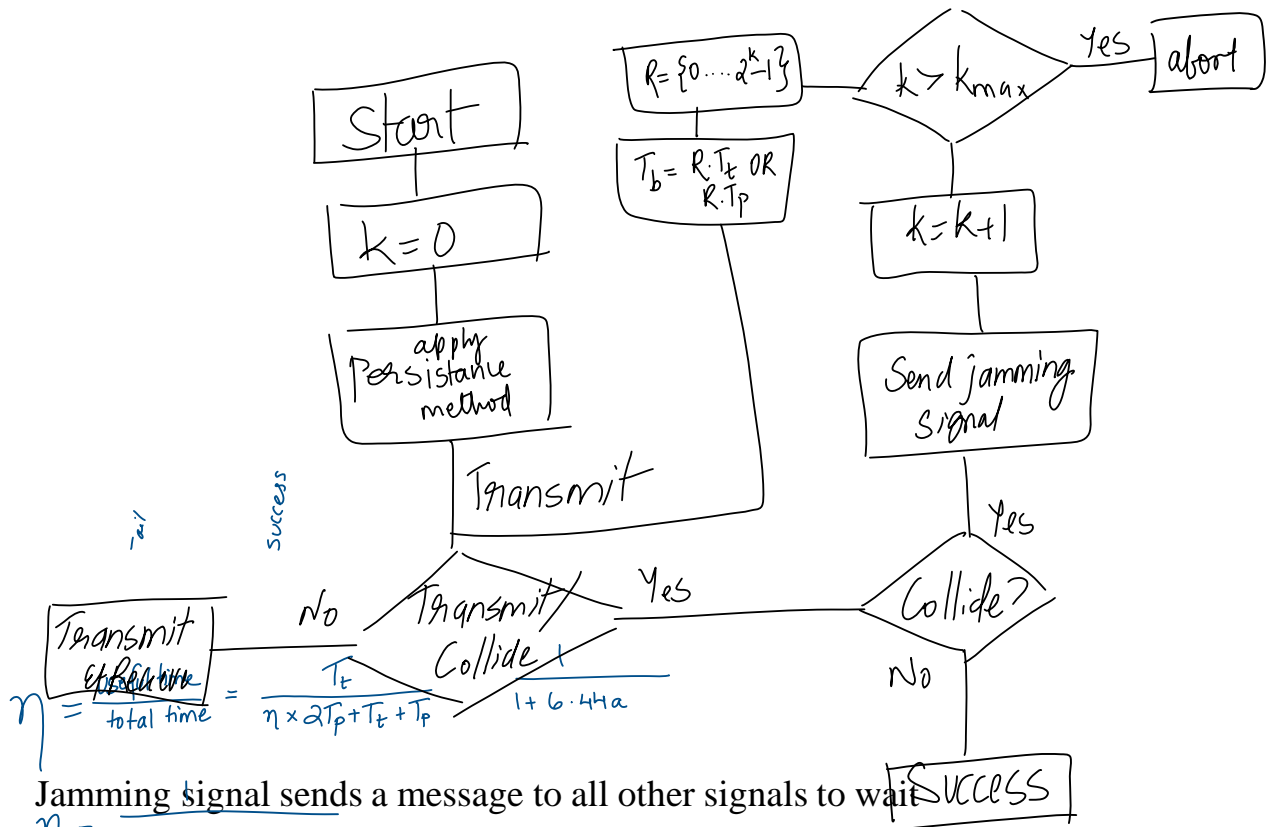
11:12 AM

## CSMA/CD

If collision is to be detected,

$$T_t \geq 2T_p$$

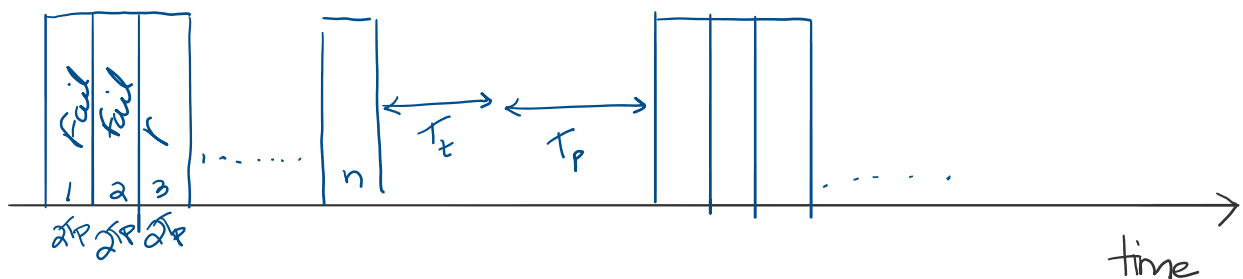
$$L \geq 2T_p \cdot B$$



Jamming signal sends a message to all other signals to wait

$$\eta = \frac{1}{1 + 6.44 a} \times B$$

Efficiency:



$$\hookrightarrow \text{approx. } e = 2.718$$

$$\downarrow a = T_p / T_t$$

increase  $d \rightarrow$  efficiency reduces

CSMA/CD suitable only for LAN  
(in terms of efficiency)

After the first collision:

A	B
$k=1$	$k=1$
$R=0,1$	$R=0,1$

RA	RB	result
0	0	Collide
0	1	A
1	0	B
1	1	Collide

$$P(C)=0.5$$

$$P(A)=0.25$$

$$P(B)=0.25$$

Station A

1st packet transmitted

2nd packet collided

Station B

1st packet collided

1st packet retransmitted

A	B
$k=1$	$k=2$
$R=0,1$	$R=0,1,2,3,4$

A	B	Result
0	0	C

0	1	A
0	2	A
0	3	A
1	0	B
1	1	C
1	2	A
1	3	A

$$P(C)=0.25$$

$$P(A)=0.625$$

$$P(B)=0.125$$



### Capture effect:

One station constantly neglected from the transmission  
Problem with exponential algorithm

Since there are two stations involved:  
Binary exponential algorithm