1. Multiple Access are functions for multiple nodes’ PMP/mesh while Medium Access Control are algorithms or schemes controlling the medium access on top of a multiple access mechanism. So Medium Access Control is based on Multiple Access.
2. Time is slotted in X seconds slots. Thus, the vulnerable period is reduced from 2X to X, where X is the frame transmission time. Only frames that arrive during prior X seconds collide. So collision rate is reduced.
3. Reservation protocol allows a large number of stations with infrequent traffic to reserve slots to transmit their frames in future cycles. Each cycle has mini-slots allocated for making reservations. Stations use slotted Aloha during mini-slots to request slots and make reservations.
4. Suppose the two end nodes are A and C. We focus on C’s vulnerable period. The first propagation time is due to the possibility of collision prior to C’s sending. When A is sending and C does not know that, C might start sending and there will be collisions. Only after tprop will C know that A is currently sending. The second propagation time is due to the possibility of collision after C starts to send. When C is sending and A does not know that, A might start to send and there will be collisions. From C starts sending, only after tprop will A know that C is currently sending.
5. To DS = 1 if frame goes to DS; From DS = 1 if frame exiting DS.

To DS and From DS are both 0 if Data frame from station to station within a BSS. To DS and From DS are both 1 if WDS frame being distributed from AP to AP.

1. Virtual Carrier Sensing is source stations informs other stations of transmission time for an MPDU. The information is carried in the Duration field of RTS & CTS. Stations adjust Network Allocation Vector to indicate when channel will become idle.
2. Large sensing threshold; RTS/CTS.
3. They can provide information when routing and finding the optimal path.
4. Distance Vector Routing might go into a loop when there is disconnected network.

Link State Routing has a fast and loopless convergence. It supports for precise metrics, and multiple metrics if necessary. It also supports for multiple paths to a destination. Algorithm can be modified to find best two paths.

1. A
2. Protect Hosts against segments from prior connections and avoid overlap with sequence numbers of prior connections
3. Because TCP need to be reliable and connection-oriented. It needs to make sure the fin signal is also transmitted and received correctly.