

# Coexistence Study on Different Medium Access Mechanisms Using a Software Defined Radio Testbed

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Bachelor Thesis

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(Alexander Pastor)

## ACKNOWLEDGEMENTS

We thank...

# CONTENTS

|   |     |
|---|-----|
| ACKNOWLEDGEMENTS                                      | II  |
| CONTENTS  | III |
| ABSTRACT  | V   |
| 1 INTRODUCTION  | 1   |
| 2 BACKGROUND  | 2   |
| 2.1 MAC PROTOCOLS . . . . .                           | 2   |
| 2.1.1 MAC LAYER IN THE OSI MODEL . . . . .            | 2   |
| 2.1.2 CLASSIFICATION OF MAC PROTOCOLS . . . . .       | 3   |
| 2.1.3 RESERVATION-BASED MAC PROTOCOLS . . . . .       | 3   |
| 2.1.4 ALOHA . . . . .                                 | 3   |
| 2.1.5 CSMA . . . . .                                  | 4   |
| 2.1.6 CSMA WITH COLLISION DETECTION . . . . .         | 6   |
| 2.1.7 CHALLENGES FOR WIRELESS MAC PROTOCOLS . . . . . | 7   |
| 2.1.8 CSMA WITH COLLISION AVOIDANCE . . . . .         | 8   |
| 2.1.9 DUTY-CYCLE-BASED MAC PROTOCOLS . . . . .        | 9   |
| 2.2 SOFTWARE DEFINED RADIO . . . . .                  | 10  |
| 2.2.1 PURPOSE OF SOFTWARE DEFINED RADIO . . . . .     | 10  |
| 2.2.2 WHAT IS GNU RADIO? . . . . .                    | 10  |
| 2.2.3 CORE CONCEPTS OF GNU RADIO . . . . .            | 11  |
| 3 RELATED WORK  | 13  |
| 4 MEASUREMENT METHODOLOGY                             | 14  |
| 4.1 GNU RADIO FLOWGRAPHS . . . . .                    | 14  |
| 4.1.1 COMMON VARIABLES . . . . .                      | 14  |
| 4.1.2 RECEIVER AND SNIFFER . . . . .                  | 15  |
| 4.1.3 PURE ALOHA TRANSMITTER . . . . .                | 15  |
| 4.1.4 CSMA TRANSMITTER . . . . .                      | 15  |
| 4.1.5 SNIFFER . . . . .                               | 15  |
| 4.2 MEASUREMENT METRICS . . . . .                     | 15  |
| 4.3 MEASUREMENT SETUP . . . . .                       | 15  |
| 4.4 MEASUREMENT SCRIPT SYSTEM . . . . .               | 15  |

|       |   |    |
|-------|---|----|
| 5     | MEASUREMENT RESULTS                           | 21 |
| 5.1   | SAME PROTOCOL COMBINATIONS                    | 21 |
| 5.1.1 | PURE ALOHA                                    | 21 |
| 5.1.2 | NON-PERSISTENT CSMA WITH LARGE PARAMETER SET  | 21 |
| 5.1.3 | NON-PERSISTENT CSMA WITH SMALL PARAMETER SET  | 21 |
| 5.1.4 | NON-PERSISTENT CSMA WITH MEDIUM PARAMETER SET | 21 |
| 5.1.5 | DIFS-ONLY                                     | 21 |
| 5.2   | DIFFERENT PROTOCOL COMBINATIONS               | 21 |
| 5.2.1 | ALOHA AND NON-PERSISTENT CSMA                 | 21 |
| 5.2.2 | UNSATURATED ALOHA AND NON-PERSISTENT CSMA     | 21 |
| 5.2.3 | INHOMOGENEOUS NON-PERSISTENT CSMA             | 21 |
| 5.2.4 | DIFS-ONLY AND ALOHA                           | 21 |
| 5.2.5 | DIFS-ONLY AND NON-PERSISTENT CSMA             | 21 |
| 6     | CONCLUSIONS AND FUTURE WORK                   | 22 |
| A     | BASH AND PYTHON SCRIPTS                       | 23 |
| B     | ABBREVIATIONS                                 | 31 |
|       | BIBLIOGRAPHY                                  | 33 |
|       | DECLARATION                                   | 33 |

# ABSTRACT

Abstract here.

# INTRODUCTION

Introduction here.

## BACKGROUND

In this chapter the theoretical foundations and software development kit (SDK) for the succeeding work are treated. Firstly, the MAC layer is introduced in the context of the OSI reference model. Successively, a glance on a number of different MAC protocols and mechanisms is taken, while analyzing performance with respect to the challenges and goals in wireless transmission. The chapter concludes with describing the advantages of software-defined radio (SDR) and how GNU Radio can be used to create SDR.

### 2.1 MAC PROTOCOLS

#### 2.1.1 *MAC Layer in the OSI Model*

The OSI model is a layered architecture that divides a telecommunication system into several manageable layers. The second of seven layers featured by the original model is the data link layer, which in turn is split into the upper logical link control (LLC) and the lower medium access control (MAC) sublayers. Table 2.1 gives a short overview of the layers' responsibilities.

| Layer              | Responsibilities   |
|--------------------|--|
| Physical Layer     | dealing with mechanical, electrical and timing interfaces of data transmission             |
| MAC Sublayer       | controlling medium access and frame synchronization  |
| LLC Sublayer       | multiplexing to enable different network protocols coexist, flow control and error control |
| Network Layer      | routing and congestion control   |
| Transport Layer    | transmission reliability, same-order-delivery, congestion avoidance                        |
| Session Layer      | token management, dialog control, synchronization  |
| Presentation Layer | abstracting syntax and semantics of transmission, encryption                               |
| Application Layer  | user application protocols, such as http, ftp, smtp and many more                          |

TABLE 2.1: Layers in the OSI model



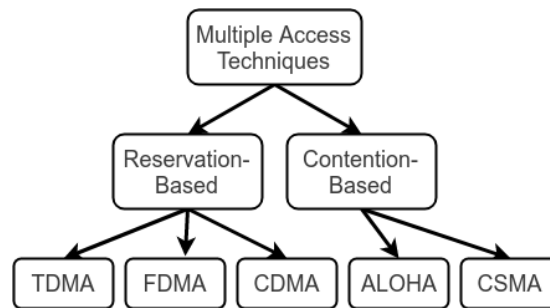


FIGURE 2.1: Classification of MAC techniques according to [1]

### 2.1.2 Classification of MAC Protocols

Traditional MAC protocols can be classified into one of two subgroups: reservation-based and contention-based. According to [2] the appropriate choice of MAC protocol depends on a plethora of design-drivers such as requirements concerning throughput, latency, energy consumption and traffic patterns.

### 2.1.3 Reservation-Based MAC Protocols

Reservation-based protocols may implement an array of desirable features, but require knowledge of network topology in order to allow each node to communicate with every other on the basis of a schedule. These features include reduced collisions, fairness among nodes or multiple transmissions at the same time.

TDMA is a representative protocol in this group, which divides time into frames. Each frame is subdivided into slots, where each node is assigned to a unique slot during which it may transmit. As a result we obtain collision-free transmission, predictable scheduling delays, high throughput in heavy load situations and fairness among nodes. However, both the knowledge of topology and tight synchronization require large overheads or expensive hardware. As a result, TDMA becomes less attractive for large-scale networks [2].

### 2.1.4 ALOHA

ALOHA is arguably the most simple MAC protocol. Whenever a user wants to send data he just does so. The higher the channel load, i.e. sending requests per time unit, the more likely collisions will occur, which render all transmitted information useless.

The question is how likely it is that a collision does not occur. In other words, how efficient is an ALOHA channel? Making a statement requires a few preliminary assumptions as shown in [3]:

1. We are taking a look at pure ALOHA.
2. We simplify the calculation by assuming a fixed frame length.
3. The number of packets generated during a frame time is a poisson-distributed random variable  $X$ .

4. The channel load  $G$  comprises of two portions: "new" and retransmitted frames.

The probability mass function of the Poisson distribution and thus the probability of  $k$  frames being generated during a given frame time amounts to:

$$Pr(X = k) = \frac{G^k \cdot e^{-G}}{k!} \quad (2.1)$$

The probability of zero frames being generated during the transmission of the frame is  $Pr(X = 0) = e^{-G}$  (assumption 3). If no collision occurs during the transmission of frame  $F$  no other frame was sent off during that transmission. Conversely,  $F$  itself did not collide with a frame sent off prior to  $F$ . We conclude that the vulnerability period during which collision may corrupt data is two frame times (assumption 2).

The probability that no frame other than the frame to be transmitted is generated during the two frame time vulnerability period is  $P_0 = e^{-2G}$ . The throughput  $S$  is given by  $S = GP_0 = Ge^{-2G}$ .

The maximum throughput is achieved when  $\frac{\partial S}{\partial G} \stackrel{!}{=} 0$ :

$$\frac{\partial S}{\partial G} = \frac{\partial}{\partial G} Ge^{-2G} \quad (2.2)$$

$$= e^{-2G}(1 - 2G) \quad (2.3)$$

$$\stackrel{!}{=} 0 \quad (2.4)$$

$$\Leftrightarrow G = 0.5 \quad (2.5)$$

This means that for  $G = 0.5$  the throughput  $S$  reaches its maximum  $S_{\text{ALOHA,max}} = \frac{1}{2e} \approx 0.18$ . This result is very reasonable, since the transmission of a frame is vulnerable for the duration of two frame times, so the maximum is achieved when sending exactly every second slot, where a slot is equivalent to the frame time.

As an aside, the throughput can be doubled with slotted ALOHA. In contrast to pure ALOHA, slotted ALOHA allows transmission only at the beginning of slots, which effectively halves the vulnerability period to only one slot, since frames transmitted prior to a frame  $F$  cannot interfere with  $F$  anymore. Thus,  $S_{\text{ALOHA,max}} = \frac{1}{e} \approx 0.36$ , reached at  $G = 1$ . However, this comes at the cost of an additional frame delay of  $t_{\text{slot}}$  in the worst case and  $\frac{t_{\text{slot}}}{2}$  in the average case.

As shown in figure 2.2 ALOHA's performance is discouraging and improvements over ALOHA were found.

### 2.1.5 CSMA

Main problem of ALOHA is the negligence of concurrent traffic in the channel. A solution to this problem is offered by the "listen before talk" (LBT) mechanism, which means in order to avoid collisions we sense the channel and refrain from sending should it be busy. This is the simple, yet effective basic idea of carrier sensing multiple access (CSMA) which comes in three flavors, as depicted in figure 2.3 which will be discussed next.

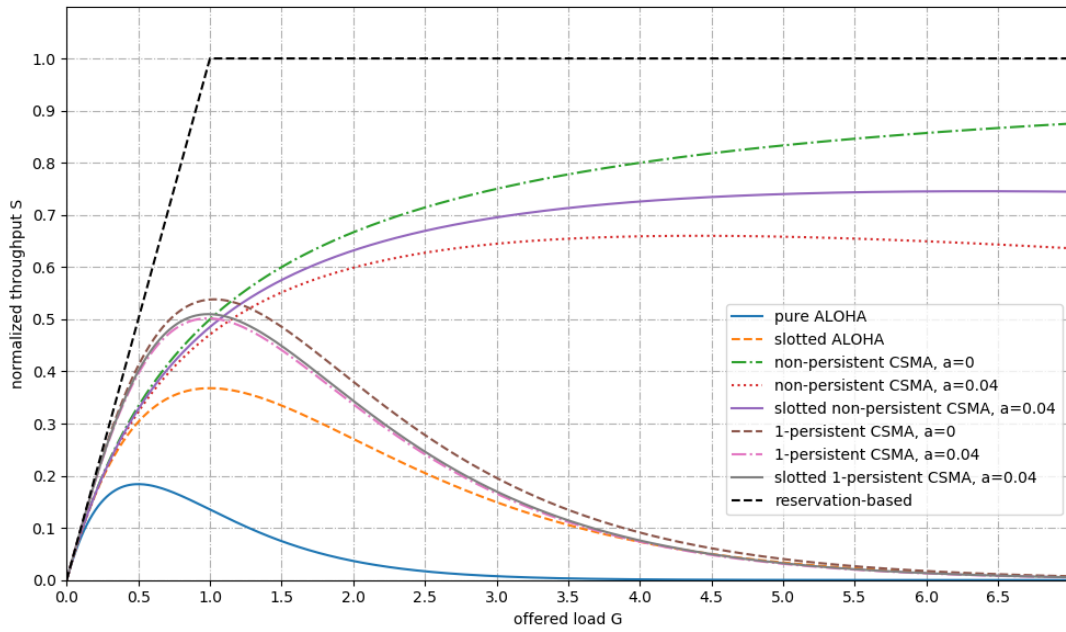


FIGURE 2.2: Normalized throughput over offered load according to formulae in [1], [2], [3], with  $a = \tau/T_p$ , where  $\tau$  is the maximum propagation delay and  $T_p$  the packet transmission time and under the assumptions 2-4 made in section 2.1.4.

#### 2.1.5.1 1-Persistent CSMA

When the channel is busy 1-persistent CSMA waits until the channel becomes idle. As soon as the channel is found idle a frame is transmitted with a probability of 1, hence 1-persistent CSMA. If the frame collides with another, the node waits for a random backoff time and then the whole process is started all over again.

Despite being a substantial improvement over ALOHA, this protocol has at least two problems:

- Provided propagation delay is zero or negligible, collisions can still occur. Imagine a three-node-scenario with nodes  $A$ ,  $B$  and  $C$ .  $A$  is transmitting, while  $B$  and  $C$  are waiting for their turn. Once  $A$  finished transmission  $B$  and  $C$  will lunge onto the channel like a pack of wolves leading to collision.
- If propagation delay is not negligible the protocol suffers from an additional problem. In this scenario  $A$  has just begun sending.  $B$  will assume the channel is idle and send off his frame, since, due to the propagation delay,  $B$  has not yet heard of  $A$ . This is why propagation delay may significantly hamper this protocol's performance.

#### 2.1.5.2 Non-Persistent CSMA

In order to alleviate 1-persistent CSMA's problem with several nodes trying to seize the channel as soon as it becomes idle a less greedy attempt is made with non-persistent

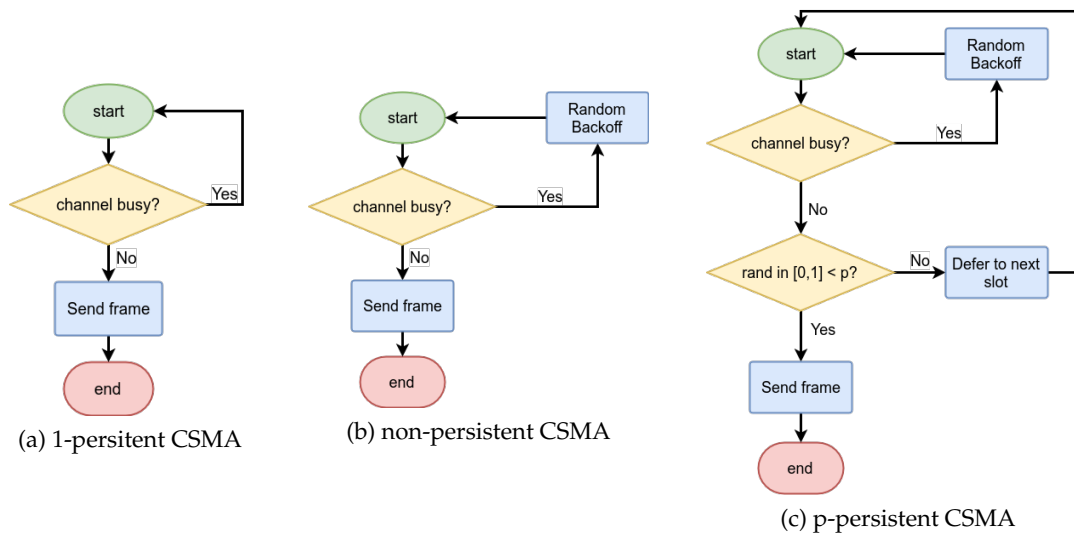


FIGURE 2.3: The three flavors of CSMA

CSMA. Instead of continuously sensing the channel until it becomes idle nodes wait a random backoff time until they listen again. As a result, this protocol leads to better channel utilization with the downside of higher delays.

### 2.1.5.3 P-Persistent CSMA

P-persistent CSMA is a protocol for slotted channels. Whenever a node  $A$  wishes to send off a packet the channel is sensed. If the channel is found idle it transmits its packet with a probability of  $p$ . With a probability  $1 - p$  it defers the transmissions to the next slot. This process is repeated until one either the packet is sent off or the channel is found busy again. In the latter case  $A$  acts as though a collision had taken place and waits a random time until starting again.

This flavor of CSMA can be regarded as a compromise between 1-persistent CSMA and non-persistent CSMA, where the choice of  $p$  determines the greediness. The smaller  $p$ , the less greedy and thus the closer p-persistent CSMA approximates non-persistent behavior. An appropriate choice of  $p$  can get the best out of both worlds: minimal delays as in 1-persistent CSMA, as well as high channel efficiency as in non-persistent CSMA.

### 2.1.6 CSMA with Collision Detection

A way to further improve CSMA-family protocols is to immediately cancel transmissions once a collision is detected. There is no point in continuing these transmissions, as the transmitted data is lost in any case and aborting the transmission saves bandwidth, time and energy.

CSMA/CD is used on wired LANs and serves as basis of the wide-spread Ethernet. However, this mechanism is not extensively made use of in wireless networks. Concerning the reason, it is cardinal to understand that collision detection is an analog

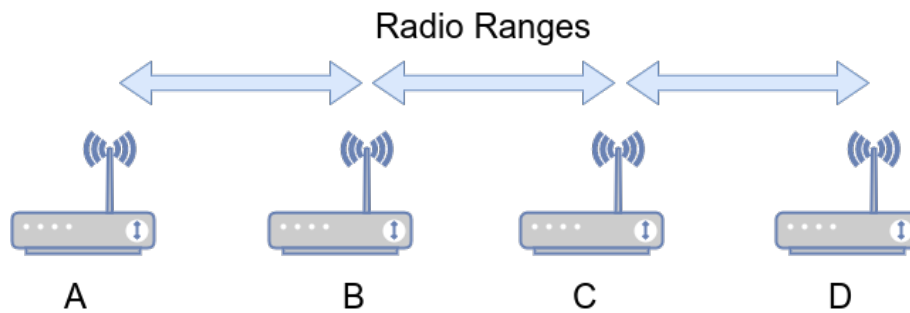


FIGURE 2.4: Setup to explain the hidden and exposed node problem. Each node can only reach its neighbors.

process. A collision is detected by comparing the received and transmitted signal's energy or pulse width, which premises transmission and reception taking place simultaneously. This condition is seldom met for wireless nodes, which are mostly half-duplex. The reason for this lies in the conservation of energy, since wireless signal spreads spherically around its origin and thus degrades with the second order of distance. Furthermore, wireless channels are typically much more noisy than their wired counterparts and suffer from multipath fading. To make up for the loss in signal strength we would have to employ expensive signal processing in order to recover fainter signals. Alternatively, we could increase the transmit power, but this increases interference with other nodes, as well as electricity consumption.

### 2.1.7 Challenges for Wireless MAC Protocols

Wireless MAC protocols have to tackle a few problems that do not occur in wired data exchange. Among them are the hidden node and the exposed node problem, which will be discussed by reference to 2.4. Further challenges, such as energy limitations will also be delineated.

#### 2.1.7.1 The Hidden Node and the Exposed Node Problem

Suppose that the node's radio range is limited to the neighboring nodes and *A* would like to transmit to *B*. If *C* just started transmitting *A* won't hear *C* and falsely assume that the channel is idle and start transmitting. This is the hidden node problem.

For the same configuration, in another scenario *B* would like to send to *A* and *C* is already transmitting to *D*. *B* refrains from sending despite collisions would only take place between *B* and *C*, where it does not matter. This is the exposed node problem.

#### 2.1.7.2 Further Challenges

Further challenges to MAC protocol design include the power conservation when faced with constrained power resources, as in wireless sensor networks (WSN) where devices rely on batteries for their supply with power. Attempts to mitigate waste of energy have been made in several specialized, duty-cycle based MACs such as Sensor MAC, Timeout MAC and Berkeley MAC as in more detail shown in section 2.1.9.

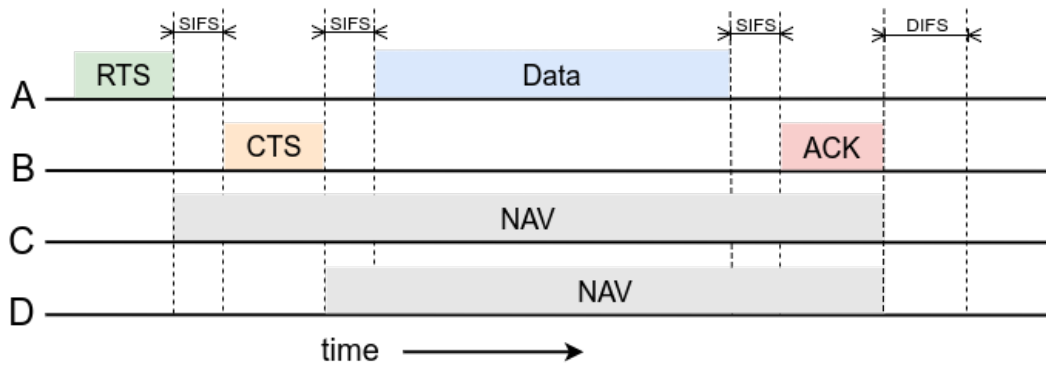


FIGURE 2.5: Virtual carrier sensing in CSMA/CA, as described in [3] and [4]

On the same page, due to constrained energy resources, WSN are especially susceptible to denial of sleep attacks, a special form of denial of service (DoS) attack, drastically increasing energy consumption and thus reducing the system's lifetime. It is due to this fact that security is paramount in biomedical or military fields of application.

#### 2.1.8 CSMA with Collision Avoidance

802.11 is a set of physical layer (PHY) and MAC specifications for wireless local area networks (WLANs). When the dominant mode of operation, the so-called distributed coordination function (DCF) is employed CSMA/CA is used in the MAC layer.

Beside physical carrier sensing previously simply referred to as carrier sensing another mechanism, namely virtual carrier sensing in combination with RTS/CTS exchange is employed to mitigate the trouble caused by hidden nodes.

In order to explain these mechanisms we refer to the setup of figure 2.4 with a slight modification in so far as that each node's radio range shall span across two neighboring nodes in both directions. That is to say, *A* can hear *B* and *C*, but not *D* and so on. Figure 2.5 visualizes the chain of events whose explanation follows.

*A* wants to send to *B*, hence issues a request to send (RTS). Every node receiving the RTS is shut down, except for *B* that in response to the RTS creates a clear to send (CTS) frame. Not only *A* receives this CTS frame, but also *D*, a hidden node from *A*'s point of view. Upon reception of CTS *D* is silenced as well. Therefore, RTS/CTS is addressing the hidden node problem. RTS/CTS are frames of 30 bytes length containing the length of the frame in this case *A* wants to transmit. Based on this length *C* and *D* setup the so-called network allocation vector (NAV), which are node-internal timers reminding *C* and *D* that the channel is still in use. Due to the fact, that no physical process is running to detect the channel status this mechanism get its name virtual carrier sensing. Shutting down nodes has the beneficial side-effect of reducing overhearing and therefore reduces energy consumption.

As further depicted in figure 2.5 there are named intervals of specified length between each of the frames. Varying lengths of these interval types serve the purpose of prioritizing certain frames over others.

The short interframe spacing (SIFS) is the interval until the next control frame or next fragment (of a fragmented data frame) may be sent. SIFS is designed to allow one party out of the two parties in dialog send off their frame without interference by another node. The longer interval DCF interframe spacing (DIFS) is the interval after which any station may try to seize the channel for their transmission.

For the sake of completeness, we briefly mention two previously consciously left out intervals, namely point coordination function interframe spacing (PIFS) and extended interframe spacing (EIFS). If 802.11 is operates in an alternative mode of operation, where the base station acts as point coordinator of traffic the standard prescribes an interval of length PIFS to allow the base station to send certain control (beacon and poll) frames. EIFS is used to report the reception of a bad or unknown frame and due to this action's low priority is the longest interval among the mentioned four.

### 2.1.9 *Duty-Cycle-Based MAC Protocols*

In duty-cycle-based MAC schemes nodes repeatedly alternate between active and sleep phases to reduce idle listening and thus energy consumption. Due to increased contention during active phases these protocols are mostly designed for limited contention traffic situations as in WSNs. The share of an active period in a cycle is called duty factor. Sources to this section were [2] and [5].

#### 2.1.9.1 *Sensor MAC*

In SMAC the active period is divided into to a synchronization and a data transmission phase. During sync phase nodes transmit SYNC packets. Nodes receiving SYNC packets adopt the schedule carried by the packet and broadcast into their neighborhood. Nodes that follow the same schedule form a virtual cluster. Borderline nodes between virtual clusters adopt multiple schedules and thus have an increased duty factor. During contention period SMAC features the RTS/CTS exchange and fragments data frames, which are transmitted in a burst to reduce collision likelihood. The duty factor per schedule is predetermined on the basis of expected load as the result of an optimization problem on the competing goals of reducing idle-listening and contention. The higher the duty factor the more idle-listening and the less contention occurs.

#### 2.1.9.2 *Timeout MAC*

While TMAC shares the same principle of schedule establishment with SMAC nodes adaptively vary duty factors depending on expected traffic. Furthermore, TMAC shifts all communication to the beginning of the active period. This allows nodes to sleep earlier should no traffic be detected during a certain time period. In variable load situations TMAC saves as much as five times more energy compared to SMAC at the cost of increased latency.

#### 2.1.9.3 *Berekeley MAC*

Still, TMAC maintains common active phases at high energy expenses. BMAC drops the requirement of maintaining common active phases. Instead payload is preceded

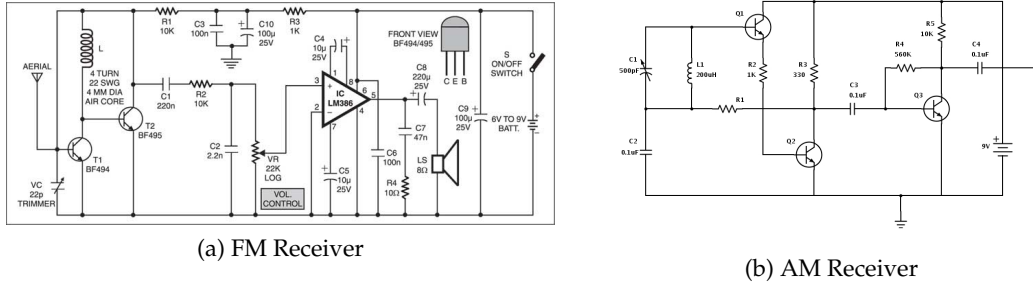


FIGURE 2.6: Simple DIY Radio Receiver Circuit Diagrams

by extended preambles such that every receiver is able to reliably detect packets. This has the effect of shifting energy expenses from the receiving to the sending side, which saves energy in low load applications such as surveillance. In BMAC CCA is based on outlier detection, instead of thresholding used in CSMA further reducing energy use [6].

## 2.2 SOFTWARE DEFINED RADIO

### 2.2.1 Purpose of Software Defined Radio

Traditional radio equipment is "hardware-defined", i.e. that the signal processing runs on a specialized electrical circuit. This has the potential advantages of efficient energy use and cheap building at the cost of very limited flexibility in operation.

In contrast to hardware-defined radio there is SDR, where components such as filters, amplifiers, modulators, detectors and many more are implemented in software and run on general-purpose processors.

While the limitations of hardware-defined radios are acceptable for a number of applications, such as e.g. self-made radio receivers as shown in figure 2.6, it is very desirable to get rid of these limitations for rapid prototyping of new technologies including but not limited to cognitive radio, software-defined antennas and wireless mesh networks. In this thesis SDR enables the variation of different MAC mechanisms' parameters.

### 2.2.2 What is GNU Radio?

The GNU Radio (GR) project is dedicated to the evolution of a free and open-source SDK enabling both the creation of actual software-defined radio, as well as simulated signal processing. Written in C++ and Python, GNU Radio also comes with the intuitive graphical software GNU Radio Companion (GRC) that allows creating block diagrams called flow charts simply by connecting signal processing blocks into a directed graph. Its audience is not merely limited to research and industry, but also encompasses academia, government and private users.



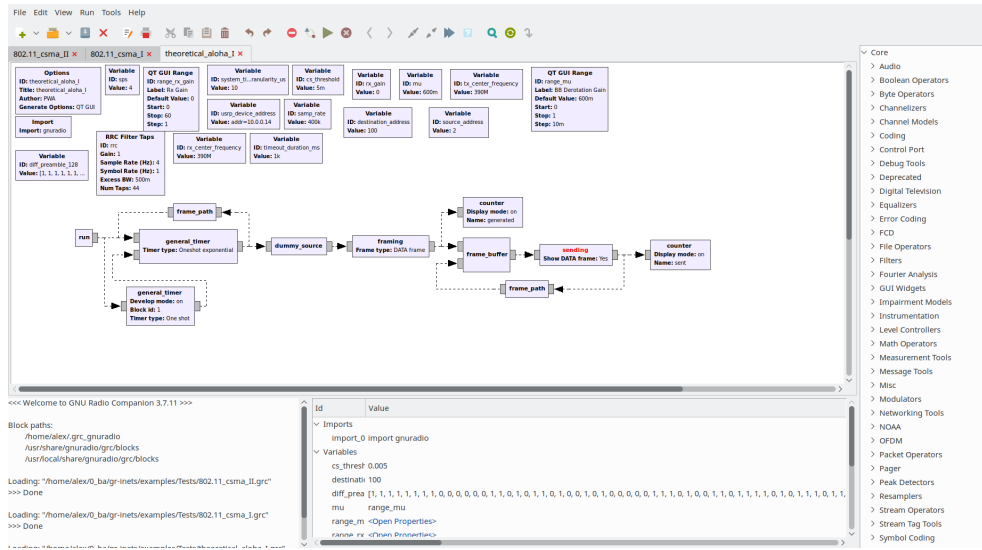


FIGURE 2.7: GNU Radio Companion GUI

### 2.2.3 Core Concepts of GNU Radio

#### 2.2.3.1 Flowcharts and Blocks

The two most basic concepts of GNU Radio are flowgraphs and blocks. As mentioned in 2.2.2 flowgraphs are directed graphs, whose nodes are functional blocks and whose vertices determine the direction of data flow.

The behavior of these blocks is programmed in either Python or C++, where the latter is recommended for performance-critical applications, which is also why the blocks in our flowgraphs are all written in C++. If performance is less critical Python is a superior choice since it is more concise and allows faster prototyping as there is no need for compilation. Each block generally serves exactly one purpose for the sake of modularity. Blocks in turn can be composed of an arbitrary number of inner blocks, making extensive use of the modularity and hiding implementation complexity from the user, much like a blackbox in electrical circuits. These composed blocks are called hierarchical blocks. In our case the complete PHY layer is hidden in hierarchical blocks called "sending" and "receiving".

Blocks are connected through ports, which can either be input or output ports. Depending on which types of ports a block has, it can either be a source, sink or neither of the former. Each input port only consumes data of a specific data type. Similarly, each output port only produces data of a specific data type. The set of types ranges from integers, floating point and complex numbers to messages and a bunch of others. Since each block implements a certain function these ports can be regarded as input parameters and return values of a function, respectively.

#### 2.2.3.2 Message Passing and Stream Tags

When designing packet-based protocols, such as MAC protocols it is of tremendous importance to be able to detect packet data unit (PDU) boundaries. For this purpose

GR provides an asynchronous message passing system. A synchronous alternative is to attach so-called stream tags to the "infinite" stream of data. The former method is the right choice when designing MAC protocols due to the asynchronous nature of packet delivery.

#### 2.2.3.3 *Polymorphic Types and SWIG*

Polymorphic types (PMT) are opaque data types that enable safe information exchange across blocks by serving as generic containers of data. Self-evidently, the original data type must be retained as a PMT class member. For thread-safety reasons PMT are immutable. We make extensive use of PMTs when passing messages. As an aside, note that the python PMT class has some powerful tools unavailable its C++ counterpart, making use of Python's weak typing.

SWIG (simplified wrapper and interface generator) is a software that helps to connect code written in C or C++ to a variety of scripting languages, such as in our case Python. This is achieved by generating a Python module from the C/C++ code with the help of an interface file. This "compatibility layer" is necessary, because blocks can be written in either Python or C++ as mentioned earlier.

3

## RELATED WORK

Related Work here.

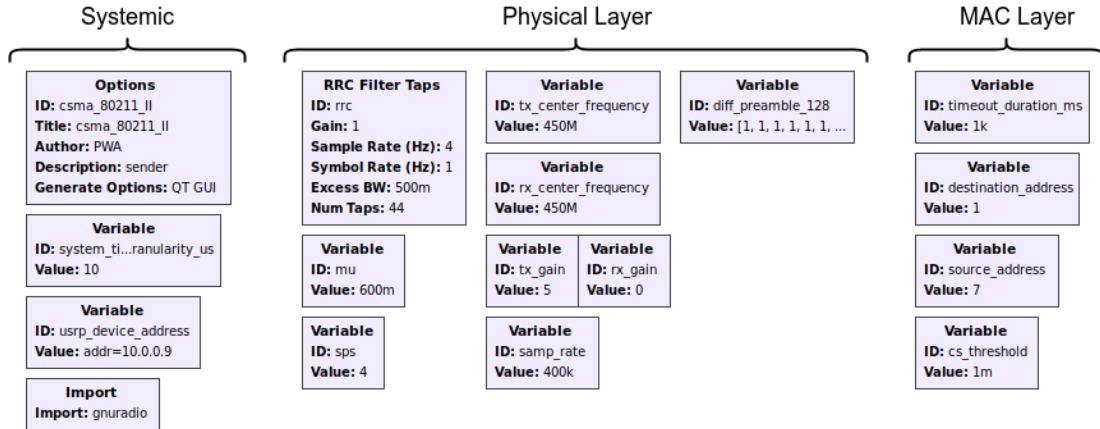
## MEASUREMENT METHODOLOGY

This chapter is dedicated to answering the questions of what was measured and how results were obtained. Firstly, the GNU Radio flowgraphs are explained. Secondly, with reference to the flowgraphs measurement metrics are formally defined. Subsequently, the measurement setup is discussed in view of the necessity to verify the recorded data. Lastly, an overview of the semi-automatic measurement script system designed to automate, therefore accelerate the process of file system management, data processing and result plotting is given.

### 4.1 GNU RADIO FLOWGRAPHS

#### 4.1.1 Common Variables

Our GNU Radio pure ALOHA and non-persistent/1-persistent CSMA implementations are placed on top of a common PHY layer warranting comparability. The specific PHY layer implementation is beyond this work's scope, but a few parameters common to all flowgraphs shall be discussed nonetheless. Hereinafter, these variables and their values will not be mentioned unless they are important concerning the interpretation of results.



4.1.2 *Receiver and Sniffer*

4.1.3 *Pure ALOHA Transmitter*

4.1.4 *CSMA Transmitter*

4.1.5 *Sniffer*

4.2 MEASUREMENT METRICS

4.3 MEASUREMENT SETUP

4.4 MEASUREMENT SCRIPT SYSTEM

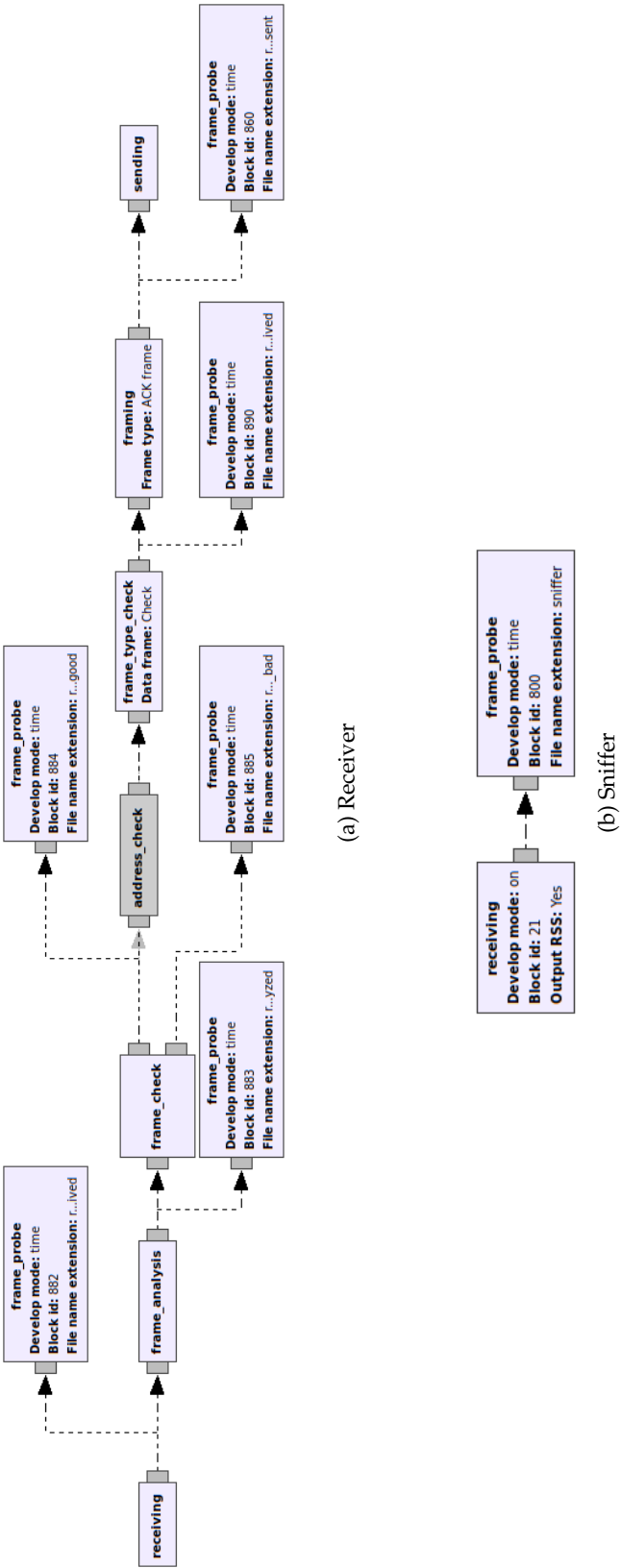


FIGURE 4.2: GRC Receiver Flowgraphs

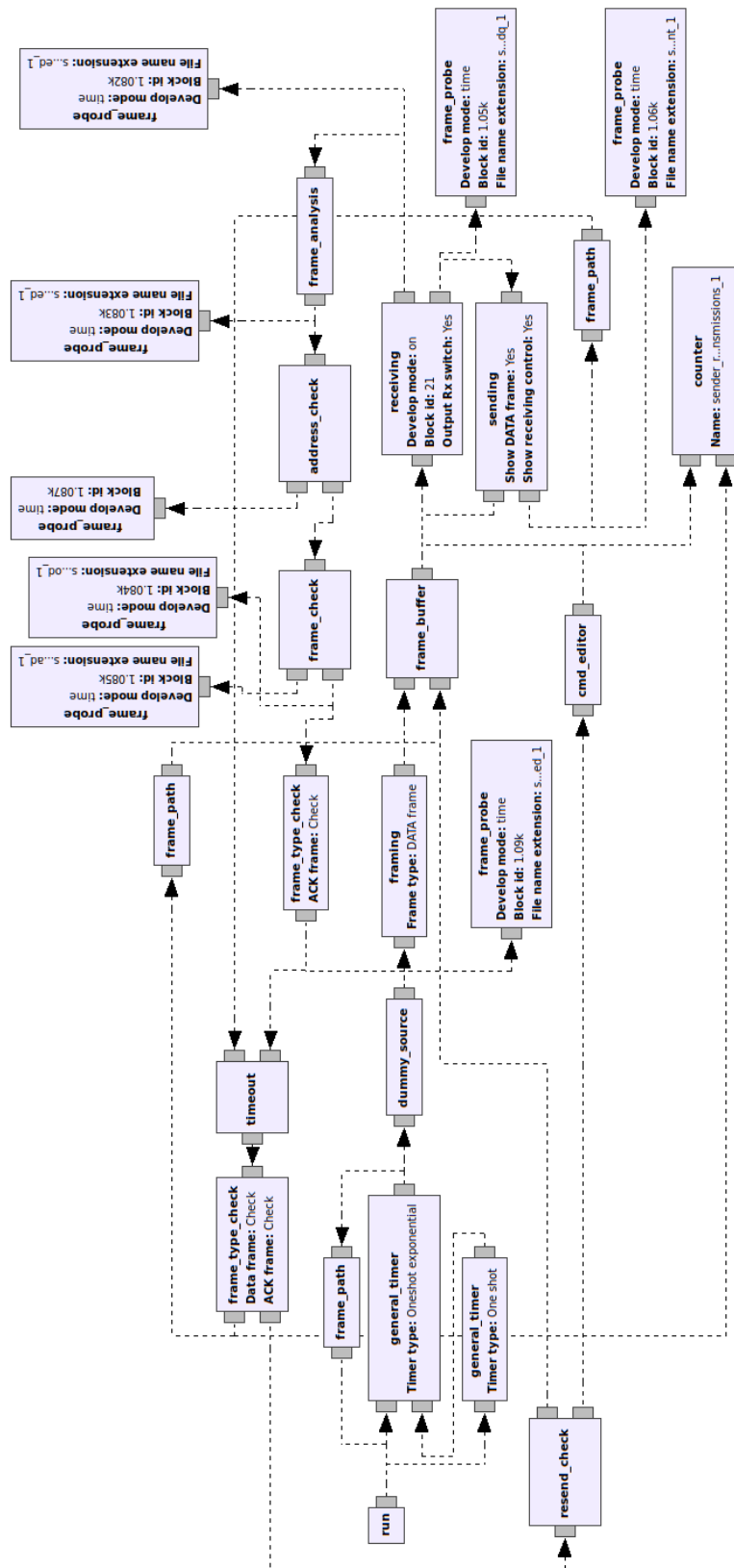


FIGURE 4.3: GRC Pure ALOHA Transmitter Flowgraph

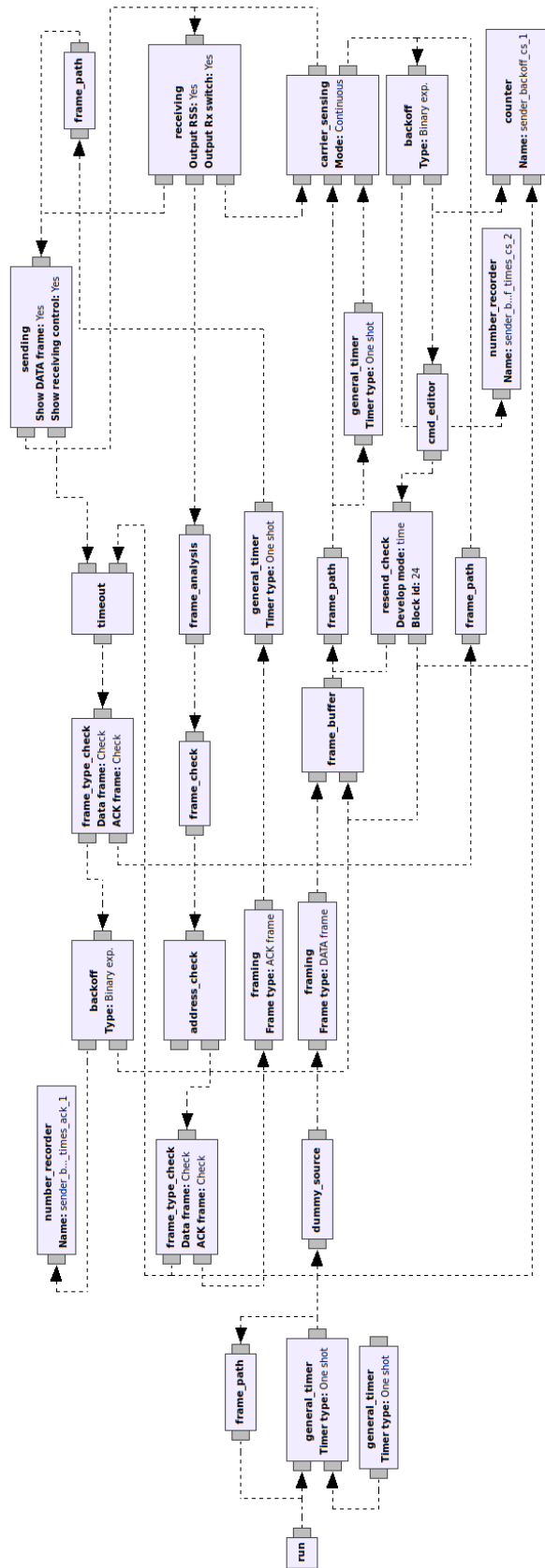


FIGURE 4.4: GRC CSMA Transmitter Flowgraph



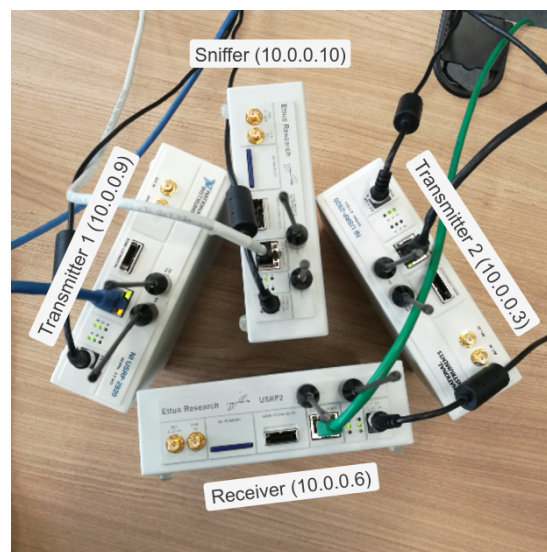


FIGURE 4.5: Photo of the Measurement Setup

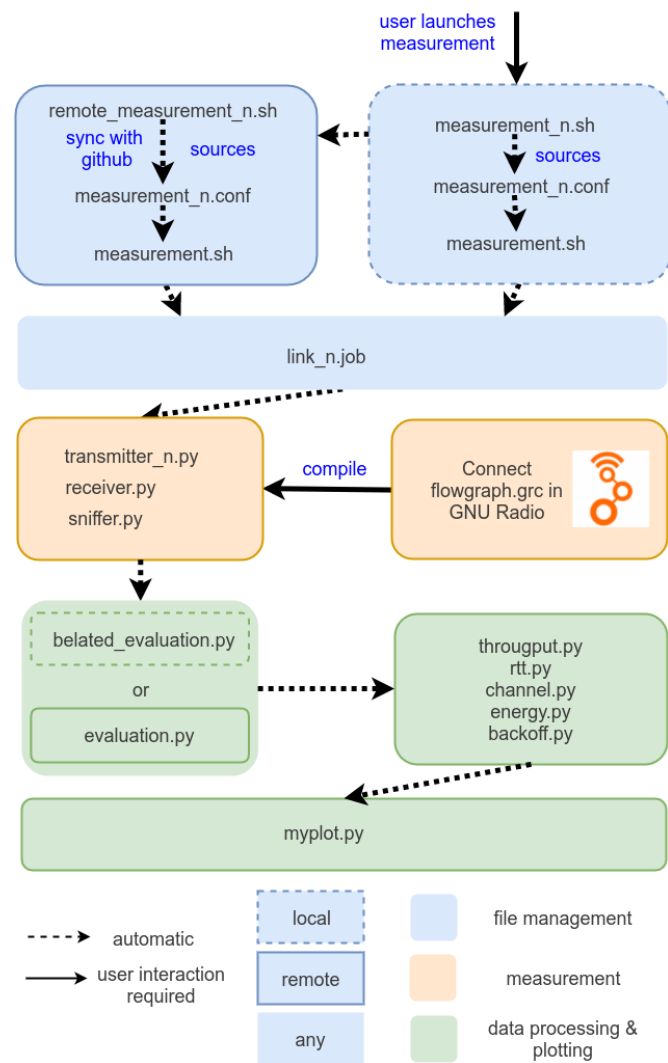


FIGURE 4.6: The Three-Phase Measurement Script System

## MEASUREMENT RESULTS

For this chapter different combinations of two links employing pure ALOHA, non-persistent CSMA and 1-persistent-CSMA-like MAC protocols were run on the same channel. In-depth analysis of different metrics and a consecutive protocol assessment are provided.

### 5.1 SAME PROTOCOL COMBINATIONS

#### 5.1.1 *Pure ALOHA*

#### 5.1.2 *Non-Persistent CSMA With Large Parameter Set*

#### 5.1.3 *Non-Persistent CSMA With Small Parameter Set*

#### 5.1.4 *Non-Persistent CSMA With Medium Parameter Set*

#### 5.1.5 *DIFS-Only*

### 5.2 DIFFERENT PROTOCOL COMBINATIONS

#### 5.2.1 *ALOHA and Non-Persistent CSMA*

#### 5.2.2 *Unsaturated ALOHA and Non-Persistent CSMA*

#### 5.2.3 *Inhomogeneous Non-Persistent CSMA*

#### 5.2.4 *DIFS-Only and ALOHA*

#### 5.2.5 *DIFS-Only and Non-Persistent CSMA*

## CONCLUSIONS AND FUTURE WORK

Conclusions and Future Work here.

# A

## BASH AND PYTHON SCRIPTS

This appendix aims at giving in-depth insight in the scripts used in the three phases of the measuring, data processing and plotting process. The basic principle, however, is depicted in section 4.4. Minor edits were made for format and aesthetic reasons.

```
1 echo "remote_measurement is set to "$remote_measurement"."
2
3 function setup_remote_connection
4 {
5     reset
6     sshpass -p "inets" ssh -$remote_flags $remote_user@$remote_ip
7     "bash -s" < remote_measurement_$link.sh
8 }
9
10 function prepare_measurement
11 {
12     reset
13     measurement_counter=0
14     ## let's make sure all the directories exist
15     printf "\nchecking if paths exists...\n"
16
17     #let's first make absolutely sure the raw data source path
18     exists
19     if [ ! -d $raw_data_source_path ];
20     then
21         mkdir -p $raw_data_source_path
22         echo $raw_data_source_path" created."
23     else
24         rm -r $raw_data_source_path/*
25     fi
26
27     if [ -d $plot_directory_path ];
28     then
29         echo $plot_directory_path" already existed!"
30         cd $plot_directory_path
31         # create measurement directory
32         while [ -d $measurement_counter ]; do
33             measurement_counter=$((measurement_counter+1))
34         done
35         export measurement_counter;
36     fi
37
38     if [ -d $log_path ];
```

```

37     then
38         echo $log_path" already existed!"
39     else
40         mkdir -p $log_path
41         echo $log_path" directory created."
42     fi
43
44     mkdir -p $plot_directory_path/$measurement_counter
45     echo $plot_directory_path/$measurement_counter" directory
46     created."
47
48     mkdir -p $data_source_path/$measurement_counter
49     echo $data_source_path/$measurement_counter" directory created."
50
51     mkdir -p $jobs_open_path
52     mkdir -p $jobs_done_path
53
54     ## let's check if measurement script is defined
55     # if $measurement_scripts undefined:
56     # go through directory and list all python files
57     if [ -z ${measurement_scripts+x} ];
58     then
59         echo "no measurement scripts set,
60         going through files inside of $locate_base_path."
61         echo "please add a the full path of one of the files to
62         \${scripts}."
63         #locate -r "$locate_base_path" | grep "\.py$"
64         echo "terminated. ding dong"
65         exit -1
66     fi
67
68     printf "\n"
69 }
70
71 function measure
72 {
73     local prematurely_aborted=0
74
75     for ((x = 1 ; x <= $measurement_repetitions ; x += 1)); do
76
77         # get pid to later kill it
78         for i in "${measurement_scripts[@]}"
79         do
80             python $measurement_script_path/$i &
81             done
82
83             for ((y = $timer ; y > 0 ; y -= 1)); do
84                 echo "measurement $x/$measurement_repetitions complete in $y
85                 second(s)."
86                 if [ $check_if_prematurely_aborted -eq 1 ];
87                 then
88                     if $(ps -p ${measurement_scripts_pid[*]} | grep
89                     ${measurement_scripts_pid[*]});

```

```

86         then
87             :
88         else
89             prematurely_aborted=1
90             echo "Scripts were killed prematurely. Measurement
may be incomplete."
91             break
92         fi
93     fi
94     sleep 1
95 done
96
97 kill $(jobs -p)
98
99 # save this measurement's data to special folder
100 mkdir -p $data_source_path/$measurement_counter/$x
101 echo "measurement $x raw data directory created
$data_source_path/$measurement_counter/$x/."
102
103 echo $raw_data_source_path
104 echo $(ls $raw_data_source_path | egrep "$*_$link.txt")
105
106 cd $raw_data_source_path
107 mv -v $(ls | egrep "$*_$link.txt")
$data_source_path/$measurement_counter/$x/
108 cp -v $(ls | egrep "sniffer")
$data_source_path/$measurement_counter/$x/
109 if [ "$receiver_mode" == "single" ];
110     then
111         cp -v $(ls | egrep "receiver")
$data_source_path/$measurement_counter/$x/
112     fi
113     echo "measurement $x raw data moved to
$data_source_path/$measurement_counter/$x/."
114     printf "\n"
115     if [ $prematurely_aborted -eq 1 ];
116     then
117         if [ $plot_if_prematurely_aborted -eq 0 ];
118         then
119             echo "plotting if measurement prematurely aborted set
to false."
120             echo "terminated."
121             exit -1
122         fi
123     fi
124 done
125
126 #exit remote connection
127 if [ $remote_measurement -eq 1 ]; then
128     echo "remote_measurement is set to "$remote_measurement"."
129     exit
130 fi

```

```

132 }
133
134 function plot
135 {
136     ## plot the results
137     echo "now processing results..."
138
139     # call the plotting scripts as data
140     #echo "starting to generate plots..."
141     echo "plotting python should be: "$plot_py" ("${os})."
142
143     for i in ${plot_scripts[@]}; do
144         bash -c "$plot_py $plot_py_path/$i"
145     done
146
147     echo "+-----+"
148     echo "|plotting completed|"
149     echo "+-----+"
150 }
151
152 function cleanup
153 {
154     ##cleaning up the mess you created!
155     #kill all child processes
156     echo "staring cleanup..."
157     echo "killing all lingering child processes..."
158     killall -9 -g $0
159     cd $this_path
160     exit
161 }
162 trap cleanup sighup sigint sigkill;
163 trap "cd $this_path" exit;
164
165 function main
166 {
167     # clear up console
168     #reset
169     # check if jobs_open directory is empty
170     if [ ! "$(ls -a $jobs_open_path)" ]; then
171         echo "there seem to be no open jobs. measuring with default
172         parameters."
173         prepare_measurement
174         #take measurements
175         measure | tee -a $log_path/default_$measurement_counter.log
176         # create plot if desired
177         if [ $plot_enabled -eq 1 ]; then
178             plot | tee -a $log_path/default_$measurement_counter.log; fi
179         else
180             prepare_measurement
181             echo "open jobs detected! let's get to work..."
182             jobs=$jobs_open_path/*
183             for job in $jobs; do
184                 source $job;

```



```

184     job_name=$(echo $job | rev | cut -d"/" -f1 | rev )
185     log=$log_path/$job_name_"$measurement_counter.log
186     #echo $job_name
187     cat $job | tee -a $log
188     cat measurement_$link.conf | tee -a $log
189     measure | tee -a $log
190     if [ $plot_enabled -eq 1 ]; then
191         plot | tee -a $log
192     fi
193     if [ $move_after_job_done -eq 1 ]; then
194         cp $job $plot_directory_path/$measurement_counter/
195         mv $job $jobs_done_path/
196     fi
197     export measurement_counter=$((measurement_counter++))
198 done
199 fi
200 }
201
202 if [ $debug_mode -eq 1 ]; then
203     echo "+-----+"
204     echo "|debug mode active|"
205     echo "+-----+"
206 fi
207
208 if [ $remote_measurement -eq 1 ]; then
209     # call to main included here
210     setup_remote_connection
211 else
212     main
213 fi

```

LISTING A.1: measure.sh

---

```

1 import numpy as np
2 import myplot
3 import os
4
5 import rtt
6 import throughput as tp
7 import channel_occupation
8 import backoff
9 import sniffer
10
11 # From Bash
12 measurement = [int(os.environ["measurement_counter"])]
13 links = [int(os.environ["link"])]
14 repetitions = int(os.environ["measurement_repetitions"])
15 data_source_path = os.environ["data_source_path"]
16 plot_path =
17     os.environ["plot_directory_path"]+"/"+os.environ["measurement_counter"]+"/"+
18 plot_type = ["cdf", "boxplot"]

```

```

18 throughput_data_files =
    os.environ["throughput_data_files"].split(",")
19 rtt_data_files = os.environ["rtt_data_files"].split(",")
20 co_data_files = os.environ["co_data_files"].split(",")
21 sniffer_data_files = os.environ["sniffer_data_files"].split(",")
22 retxs_data_files = os.environ["retxs_data_files"].split(",")
23 show_plot = int(os.environ["show_plot_after_measurement"])
24 rtt_mode = os.environ["rtt_mode"]
25 max_retxs = 6
26 eval_mode = "live"
27 timer = int(os.environ["timer"])
28 receiver_mode = os.environ["receiver_mode"]
29
30 #From Python
31 plot_pdf = False
32 boxplot_xticks = [ "measurement "+str(index) for index in
    measurement ]
33 legend_labels = [ tick.replace("\n", ", ") for tick in
    boxplot_xticks ]
34
35 custom_legend_coordinates = {
36     "rtt": [0.24,0.85,"upper left"],
37     "packet_loss": [1,0,"lower right"],
38     "retxs": [1,0,"lower right"],
39     "throughput": [1,0,"lower right"],
40     "diagnosis_sender": [1,0,"lower right"],
41     "diagnosis_receiver": [1,0,"lower right"],
42     "backoff": [1,0,"lower right"],
43     "channel_occupation": [1,0,"lower right"],
44     "sniffer": [1,0,"lower right"]
45 }
46
47 create_plots = {
48     "rtt": False,
49     "packet_loss": False,
50     "retxs": False,
51     "throughput": True,
52     "diagnostic": True,
53     "backoff": True,
54     "channel_occupation": True,
55     "sniffer": True
56 }
57
58 channel_occupation_mode = {
59     "occupation_mode": ["overview", "zoom"],
60     "zoom": [5,7],
61     "zoom_mode": "interval",
62     "zoom_interval": 2
63 }
64
65 sniffer_settings = {
66     "sniffer_mode": ["physical", "smoothed"],
67     "link": 1,

```

```

68     "zoom": [0.0, timer*repetitions],
69     "zoom_mode": "interval",
70     "zoom_interval": 2,
71     "smoothing_difference": 0.0001,
72     "smoothing_derivative": 0.01,
73     "smoothing_range": [0.0010, 0.0013]
74 }
75
76 #Unimplemented, use later
77 annotations_below = []
78 annotations_other = []
79
80 eval_dict = {
81     "measurement": measurement,
82     "repetitions": repetitions,
83     "data_source_path": data_source_path,
84     "xticks": boxplot_xticks,
85     "legend": legend_labels,
86     "annotations_below": annotations_below,
87     "annotations_other": annotations_other,
88     "throughput_data_files": throughput_data_files,
89     "retxs_data_files": retxs_data_files,
90     "rtt_data_files": rtt_data_files,
91     "show_plot": show_plot,
92     "legend_coordinates": custom_legend_coordinates,
93     "create_plots": create_plots,
94     "links": links,
95     "rtt_mode": rtt_mode,
96     "channel_occupation_mode": channel_occupation_mode,
97     "co_data_files": co_data_files,
98     "sniffer_data_files": sniffer_data_files,
99     "sniffer_settings": sniffer_settings,
100     "timer": timer,
101     "plot_pdf": plot_pdf
102 }
103
104 for index, a_plot_type in enumerate(plot_type):
105     if plot_type[index] == "cdf":
106         grid = True
107     else:
108         grid = True
109
110     eval_dict["plot_type"] = [plot_type[index]]
111     eval_dict["plot_path"] = plot_path
112     eval_dict["grid"] = grid
113
114     if create_plots["backoff"] == True:
115         print("Creating backoff plot!")
116         backoff.backoff(**eval_dict).plot()
117     if create_plots["rtt"] == True:
118         print("Creating rtt plot!")
119         rtt.rtt(**eval_dict).plot()
120     if create_plots["throughput"] == True:

```

```
121         print("Creating throughput plot!")
122         tp.tp(**eval_dict).plot()
123
124 # The plots with only one plot type!
125 if create_plots["channel_occupation"] == True:
126     print("Creating channel occupation plot!")
127     channel_occupation.channel_occupation(**eval_dict)
128 if create_plots["sniffer"] == True:
129     print("Creating sniffer energy plot!")
130     sniffer.sniffer(**eval_dict)
131
132 print("Done.")
```

LISTING A.2: evaluation.py

## B

### ABBREVIATIONS

|                |  |
|----------------|--|
| <b>AM</b>      | amplitude modulation                                     |
| <b>BMAC</b>    | Berkeley MAC   |
| <b>CCA</b>     | clear channel assessment                                 |
| <b>CDMA</b>    | code division multiple access                            |
| <b>CSMA</b>    | carrier sense multiple access                            |
| <b>CSMA/CA</b> | CSMA with collision avoidance                            |
| <b>CSMA/CD</b> | CSMA with collision detection                            |
| <b>CTS</b>     | clear to send  |
| <b>DCF</b>     | distributed coordination function                        |
| <b>DIFS</b>    | DCF interframe spacing                                   |
| <b>DIY</b>     | do it yourself   |
| <b>EIFS</b>    | extended interframe spacing                              |
| <b>FDMA</b>    | Frequency Division Multiple Access                       |
| <b>FM</b>      | frequency modulation                                     |
| <b>GNU</b>     | GNU is not Unix  |
| <b>GR</b>      | GNU Radio  |
| <b>GRC</b>     | GNU Radio Companion                                      |
| <b>GUI</b>     | graphical user interface                                 |
| <b>LabVIEW</b> | Laboratory Virtual Instrumentation Engineering Workbench |
| <b>LAN</b>     | local area network                                       |
| <b>LLC</b>     | logical link control                                     |
| <b>LBT</b>     | listen before talk                                       |
| <b>MAC</b>     | medium access control                                    |

**NAV** network allocation vector

**PCF** point coordination function

**PDU** packet data unit

**PHY** physical (layer)

**PIFS** PCF interframe spacing

**PMT** polymorphic type

**QPSK** quadrature phase-shift keying

**RF** radio frequency

**RTS** request to send

**SDK** software development kit

**SMAC** Sensor MAC

**SDR** software defined radio

**SDU** service data unit

**SIFS** short interframe spacing

**SNR** signal-to-noise ratio

**SWIG** simplified wrapper and interface generator

**TDMA** time division multiple access

**TMAC** Timeout MAC

**USRP** universal software radio peripheral

**WLAN** wireless LAN

**WSN** wireless sensor networks

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