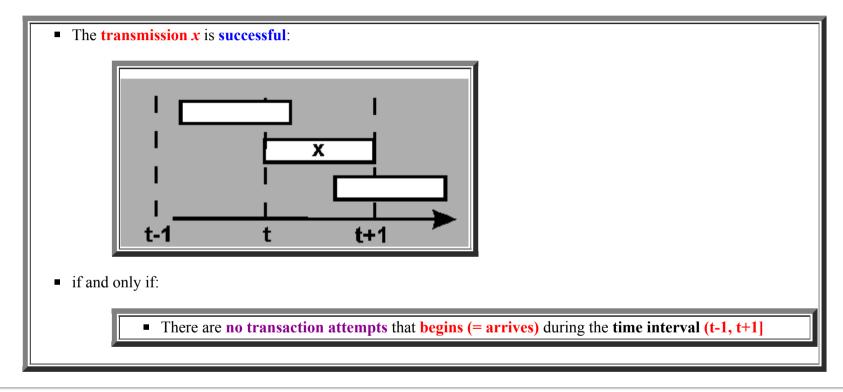
Summary: Analysis of the Carrier Sense Multiple Access (CSMA) scheme

- Unslotted Aloha
 - When is a transmission *successful*:



• Therefore:

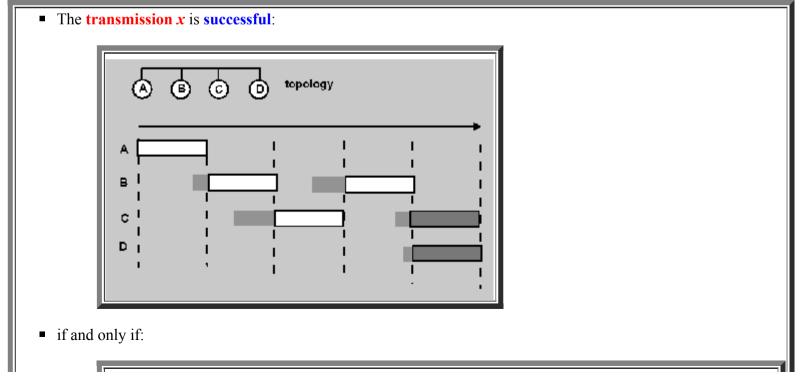
```
Probab[ a transmission attempt is successful ]
= Probab[ 0 arrivals in the period (t-1,t+1] ]
= Prabab[ 0 arrivals in 2 time units ]

(G × 2)<sup>0</sup> e<sup>(-G × 2)</sup>
= ------
0!
```

G = offered load

• Throughput:

- Slotted Aloha
 - When is a transmission *successful*:



■ There are no transaction attempts that begins (= arrives) during the time interval (t-1, t]

• Therefore:

```
Probab[ a transmission attempt is successful ]
= Probab[ 0 arrivals in the period (t-1,t] ]
= Prabab[ 0 arrivals in 1 time units ]

(G × 1)<sup>0</sup> e<sup>(-G × 1)</sup>
= ------
0!
= e<sup>-G</sup>
```

G = offered load

• Throughput:

```
Throughput = #transmission attempts × Probab[ attempt is successful ]

= G × e<sup>-G</sup>
```

- Non-persistent CSMA
 - Non-persistent CSMA protocol:
 - Station listens before transmitting packet
 - If station detects *idle* channel, it transmits immediately
 - Otherwise (station detects busy channel), the station waits a random amount of time and tries again

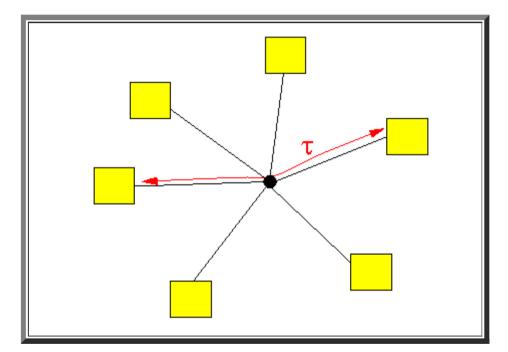
• Simplifying assumptions:

■ All packets have the same length T

(So the transmission time for any packet is the same duration)

■ Assume that the **propagation delay between** any two nodes is equal to τ seconds

Like this:

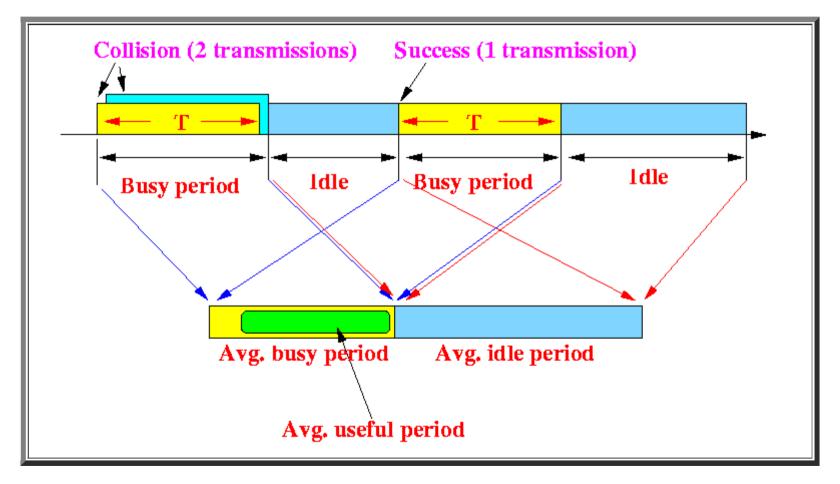


Define:

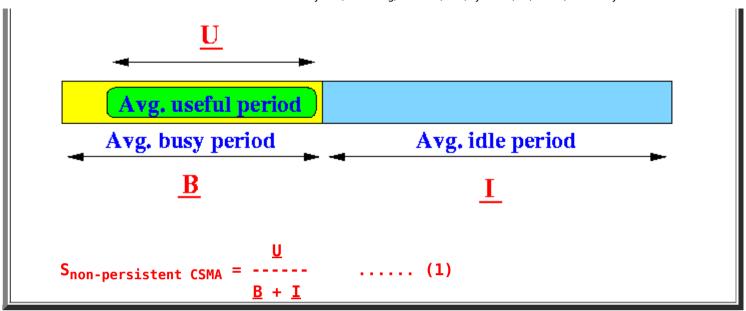
which is the normalized propagation delay

The packet arrival process is a Poisson process with rate λ
 The offered load (new arrivals and retransmission attempts combined) is also Poisson distributed with rate g
 (We will see that the offered load g is dependent on the arrival rate λ)

• Throughput computation of the non-persistent CSMA protocol:



• Throughput of the unslotted non-persistent CSMA protocol:

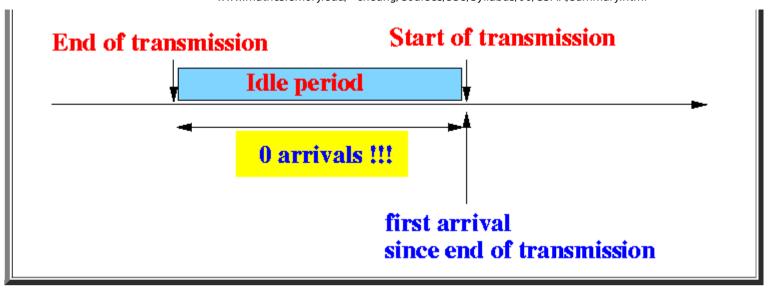


• where:

- \blacksquare B = the average duration of a busy period in the non-persistent CSMA cycle
- A busy period can be useful (i.e., successful transmission) or not useful (i.e., collision)

 $\underline{\mathbf{U}}$ = the average duration of a busy period that is useful in the non-persistent CSMA cycle

- \blacksquare I = the average duration of a idle period in the non-persistent CSMA cycle
- Average length of an idle period (<u>I</u>)
 - Idle period *ends* with an *arrival*:



• Cumulative density function of an idle period I is:

```
P[ I \le x ] = 1 - P[ I > x ]
= 1 - P[ no packet arrives in x sec ]
P[ k arrivals in t sec ] = \frac{(gt)^k}{k!}
P[ I \le x ] = 1 - \frac{(gx)^0}{0!}
P[ I \le x ] = 1 - e^{-gx}
```

• Average duration of an idle period <u>I</u>:

$$\underline{I} = 0 \int_{0}^{\infty} x f_{I}(x) dx$$

$$==> \underline{I} = ---$$
g

- Average length of a useful period <u>U</u>
 - Average length of the useful period:

```
\underline{U} = T \times P[ transmission successful ] + 0 × (1 - P[ transmission successful ])
```

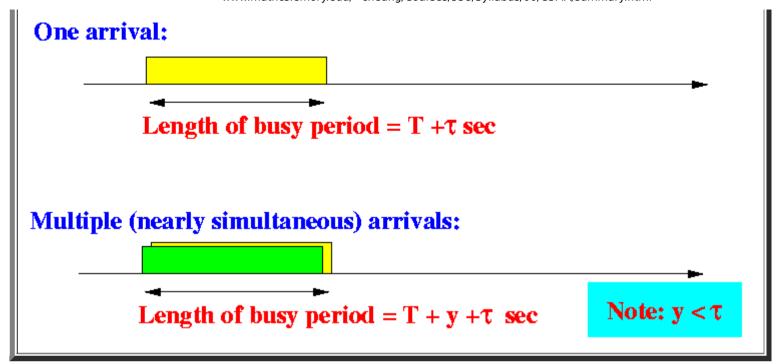
• P[transmission successful]:

```
P[ transmission successful ] = P[ 0 arrivals within "vulnerable period" ] = P[ 0 \text{ arrivals within } \tau \text{ sec } ] P[ k \text{ arrivals in } t \text{ sec } ] = ---- e^{-gt} k! (g\tau)^0
```

```
P[ transmission successful ] = ---- e<sup>-gτ</sup>
0!
<=> P[ transmission successful ] = e<sup>-gτ</sup>
```

• Therefore:

- Average length of busy period **B**
 - Average length of a busy period **B**



Notes:

```
B = T + τ + y
where:

T = length of a packet transmission (constant)
τ = (max) end-to-end delay (constant)
y = time lag of the last transmission (random)

From Theory of probability:

E[B] = E[ T + τ + y ]

<=> E[B] = T + τ + E[y]
<=> B = T + τ + y
```

• The random variable <u>v</u> is an *hybrid* (mixed discrete/continuous) random variable:

$$f_y(t) = e^{-g\tau} \times \δ(t) + g e^{-g(\tau-t)}$$
 (with $t \in [0, \tau)$)

• The expected value **E**[y]:

$$E[y] = -\infty \int_{0}^{\infty} t \times f_{y}(t) dt$$

$$= 0 \int_{0}^{\tau} t \times f_{y}(t) dt$$

$$= Split off the discontinuous point t = 0$$

$$= E[y] = 0 \times P[y = 0] + 0 + \int_{0}^{\tau} t \times f_{y}(t) dt$$

$$= 0 \times e^{-g\tau} + 0 + \int_{0}^{\tau} t \times g e^{-g(\tau - t)} dt$$

$$= 1 - e^{-g\tau}$$

$$= \tau - \cdots$$

• Therefore:

• Summary:

$$\underline{I} = ---
g$$

$$\underline{U} = T \times e^{-g\tau}$$

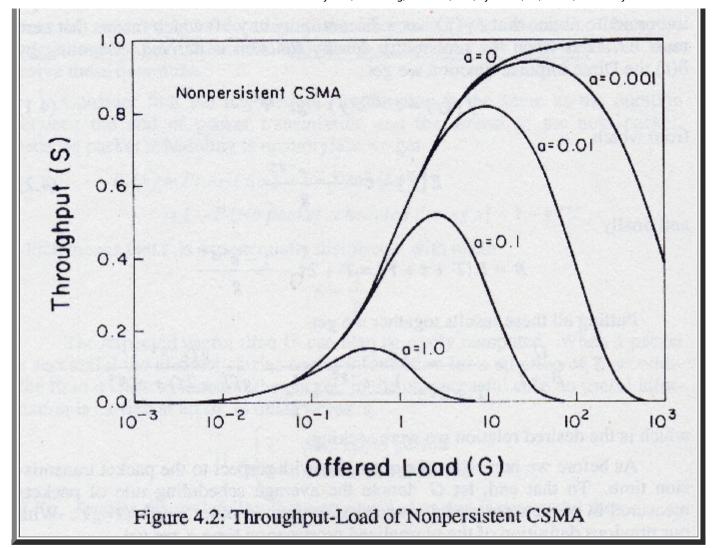
$$\underline{B} = T + 2\tau - ----
g$$

• Therefore:

$$S = \frac{\underline{U}}{\underline{B} + \underline{I}}$$

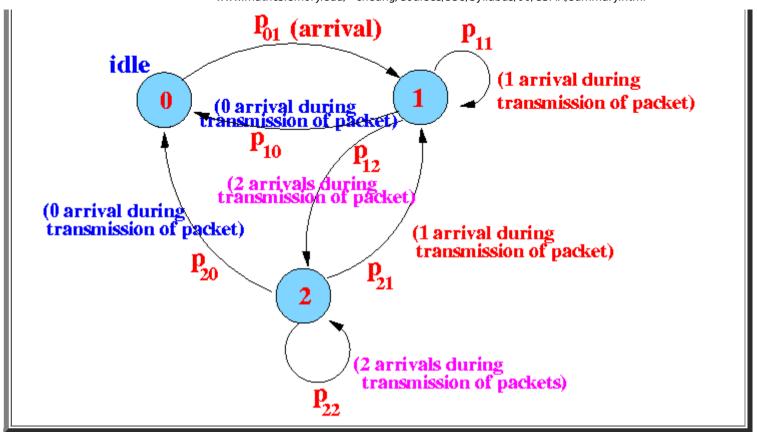
$$==> S = \frac{gT \times e^{-agT}}{gT(1 + 2a) + e^{-agT}}$$

• Performance graphs:

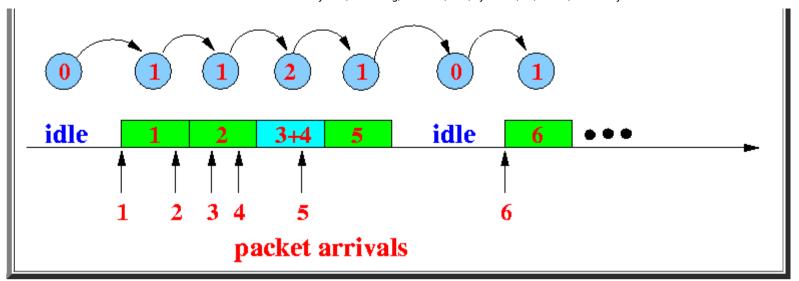


- 1-persistent CSMA
 - 1-persistent CSMA protocol:
 - Station listens before transmitting packet

- If station detects *idle* channel, it transmits immediately
- Otherwise (station detects busy channel), the station waits until transmission ends and transmits packet
- Definitions of the different states:
 - State 0 = the number of packet arrivals at the start of the transmission period is equal to 0
 - State 1 = the number of arrivals at the start of the transmission period is equal to 1
 - State 2 = the number of arrivals at the start of the transmission period is equal to 2
- The state transition diagram of the 1-persistent (unslotted) CSMA protocol:



• Example state transitions:



• Preliminary Throughput expression of the unslotted 1-persistent CSMA protocol:

```
S = \frac{\pi_{0}T \times P[\text{ success in } T_{0}] + \pi_{1}T \times P[\text{ success in } T_{1}] + \pi_{2}T \times P[\text{ success in } T_{2}]}{\pi_{0}\underline{T}_{0} + \pi_{1}\underline{T}_{1} + \pi_{2}\underline{T}_{2}}
\iff S = \frac{\pi_{0}T \times 0 + \pi_{1}T \times P[\text{ 0 arrival in } \tau \text{ sec }] + \pi_{2}T \times 0}{\pi_{0}\underline{T}_{0} + \pi_{1}\underline{T}_{1} + \pi_{2}\underline{T}_{2}}
\iff S = \frac{\pi_{1}T \times e^{-g\tau}}{\pi_{0}\underline{T}_{0} + \pi_{1}\underline{T}_{1} + \pi_{2}\underline{T}_{2}}
(T = packet length)
```

 \circ T₀ = idle period:

```
T<sub>0</sub> = --- (Idle period) (See: <u>click here</u>)
```

• The average duration of a type 1 period and type 2 period is:

```
E[T_{1}] = T + \tau + E[y]
E[T_{2}] = E[T_{1}]
Result:
T_{1} = T + 2\tau - \frac{1 - e^{-g\tau}}{g}
T_{2} = T + 2\tau - \frac{1 - e^{-g\tau}}{g}
```

• Solving &pi₀, &pi₁ and &pi₂:

$$\pi_{0} = \frac{p_{10}}{1 + p_{10}}$$

$$\pi_{1} = \frac{p_{10} + p_{11}}{1 + p_{10}}$$

$$\frac{1 - p_{10} - p_{11}}{1 + p_{10}}$$

$$\pi_{2} = \frac{1 + p_{10}}{1 + p_{10}}$$

where:

$$p_{10} = P[0 \text{ arrivals in } (T + y) \text{ sec }]$$

```
p_{11} = P[ 1 \text{ arrivals in } (T + y) \text{ sec } ]
= g e^{-g(T+\tau)} (T + g\tau(T + \tau/2))
```

• Throughput of 1-persistent CSMA:

```
S = \frac{gT \ e^{-g(T+2\tau)} \ [ \ 1 + gT + g\tau(1 + gT + g\tau/2) \ ]}{g(T + 2\tau) - (1 - e^{-g\tau}) + (1 + g\tau)e^{-g(T+\tau)}}
```