



COMPUTER NETWORKS

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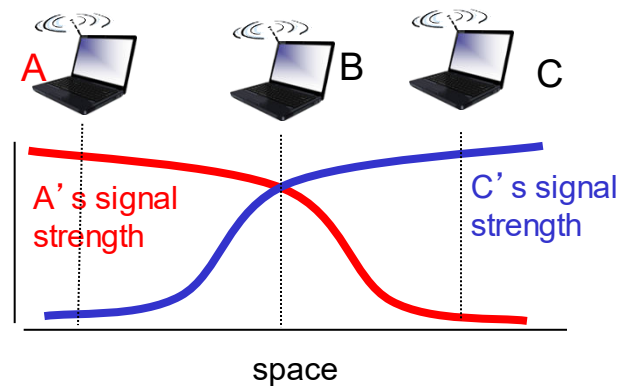
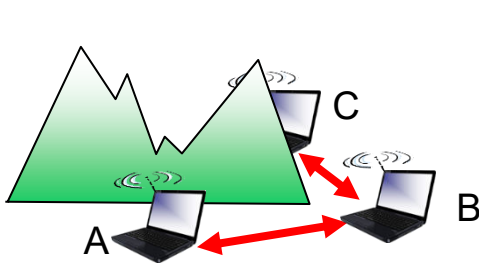
- Introduction
 - Error detection, correction
 - Multiple access protocols
 - LANs
 - Addressing, ARP
 - Ethernet
 - Switches
 - A day in the life of a web request
- Physical layer
 - Purpose, Signals to Packets
 - Analog Vs Digital Signals
 - Transmission Media
 - Wireless LANs: IEEE 802.11



- MAC Protocol
- Frame Format
- Addressing Mechanism



- avoid collisions: 2⁺ nodes transmitting at same time
- 802.11: CSMA - sense before transmitting
 - don't collide with detected ongoing transmission by another node
- 802.11: *no* collision detection!
 - difficult to sense collisions: high transmitting signal, weak received signal due to fading
 - can't sense all collisions in any case: hidden terminal, fading
 - goal: *avoid collisions*: CSMA/CollisionAvoidance

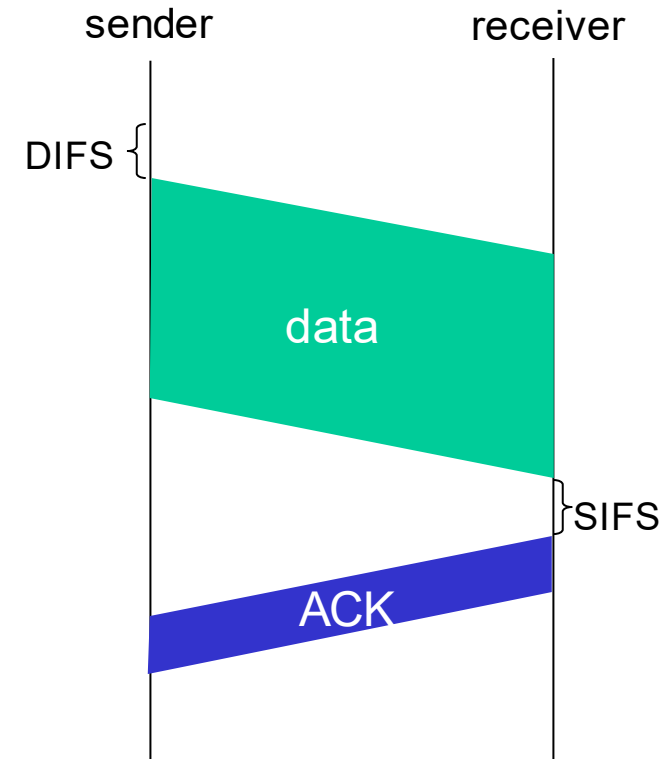


802.11 sender

- 1 if sense channel idle for **DIFS** then
transmit entire frame (no CD)
- 2 if sense channel busy then
start random backoff time
timer counts down while channel idle
transmit when timer expires
if no ACK, increase random backoff interval, repeat 2

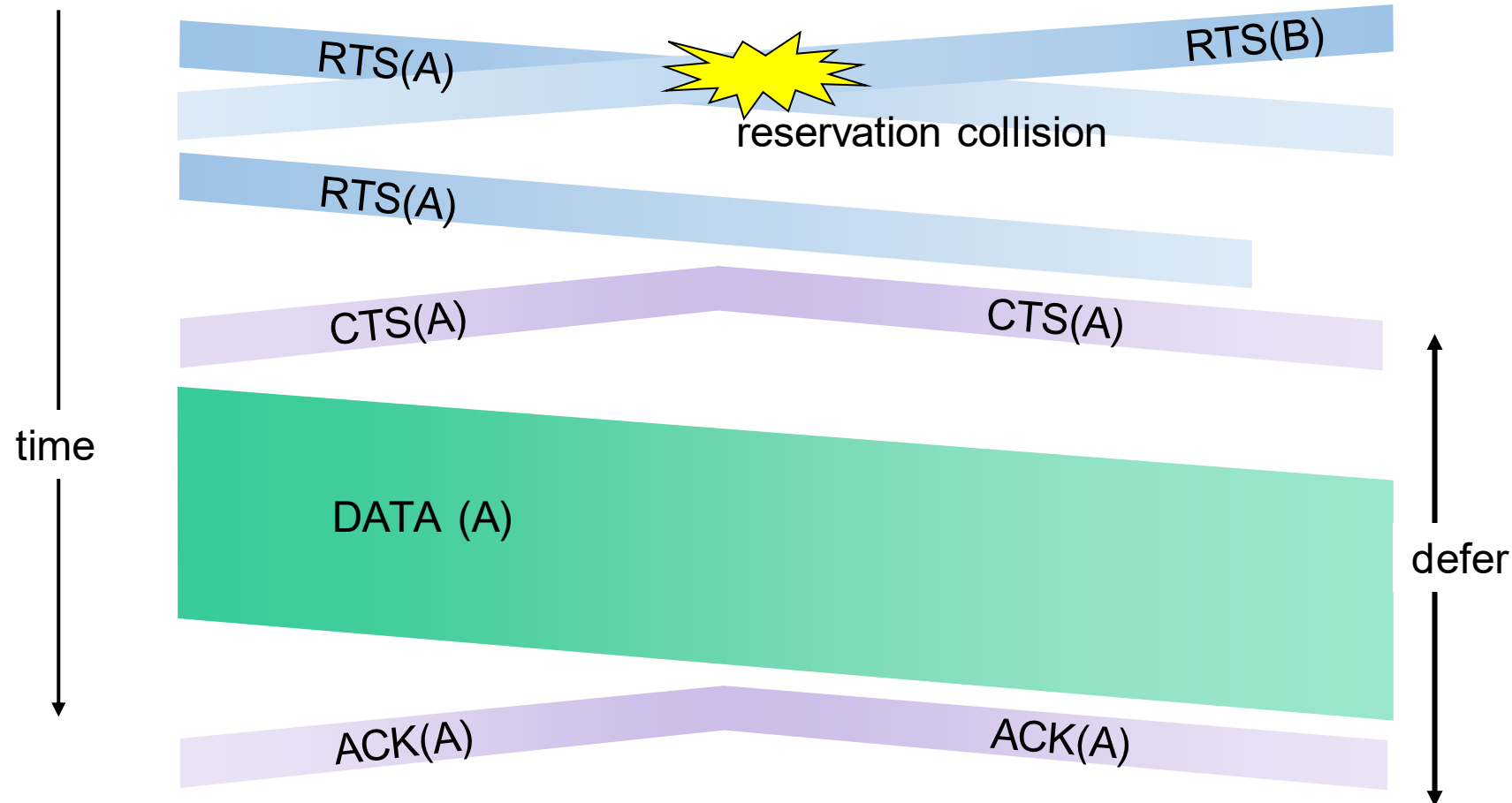
802.11 receiver

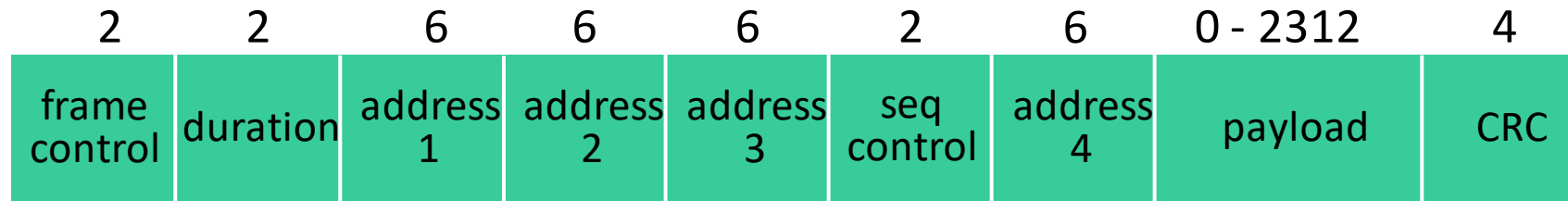
- if frame received OK
return ACK after **SIFS** (ACK needed due to hidden terminal problem)



idea: sender “reserves” channel use for data frames using small reservation packets

- sender first transmits *small* request-to-send (RTS) packet to BS using CSMA
 - RTSs may still collide with each other (but they’re short)
- BS broadcasts clear-to-send CTS in response to RTS
- CTS heard by all nodes
 - sender transmits data frame
 - other stations defer transmissions



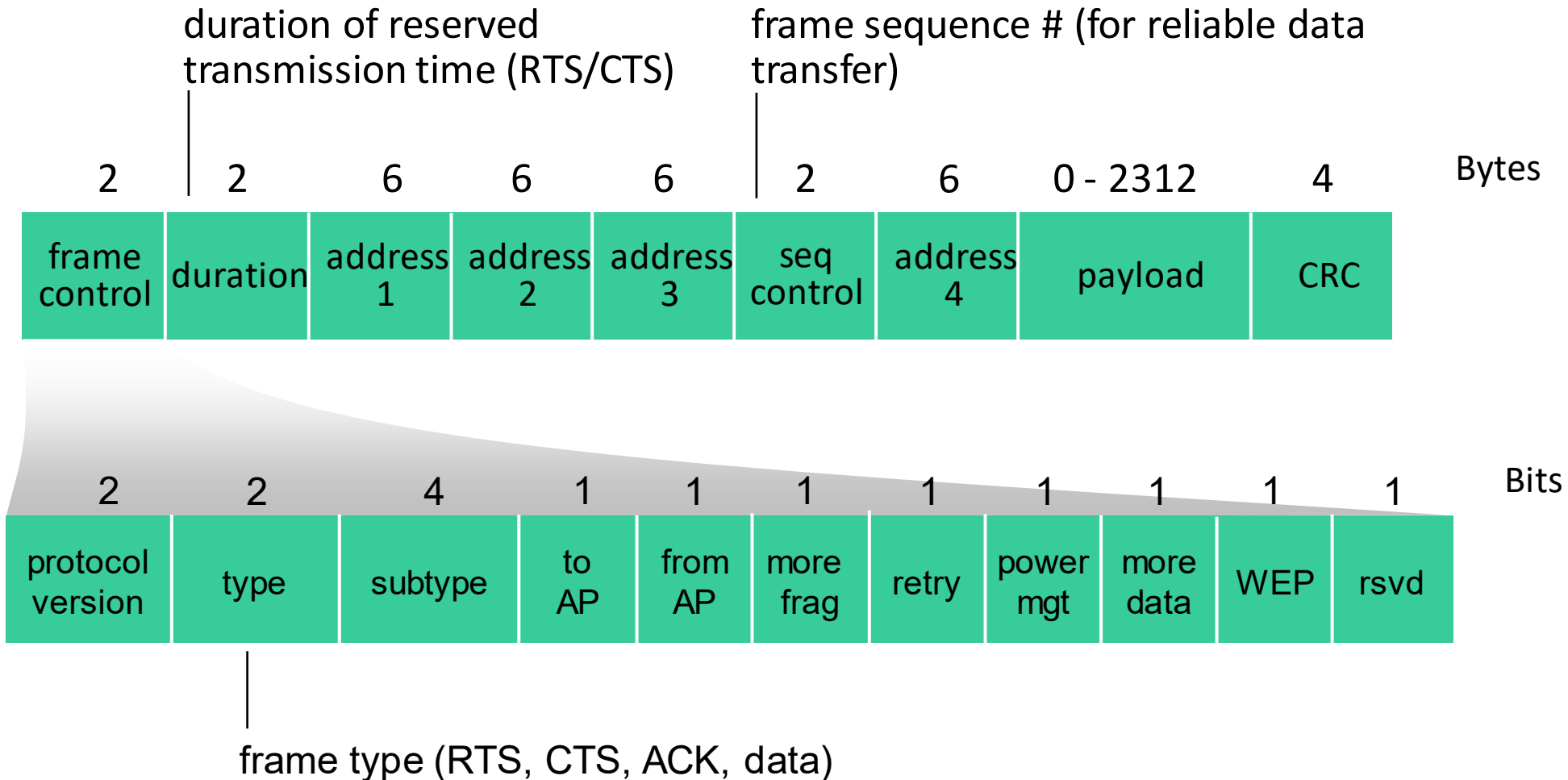


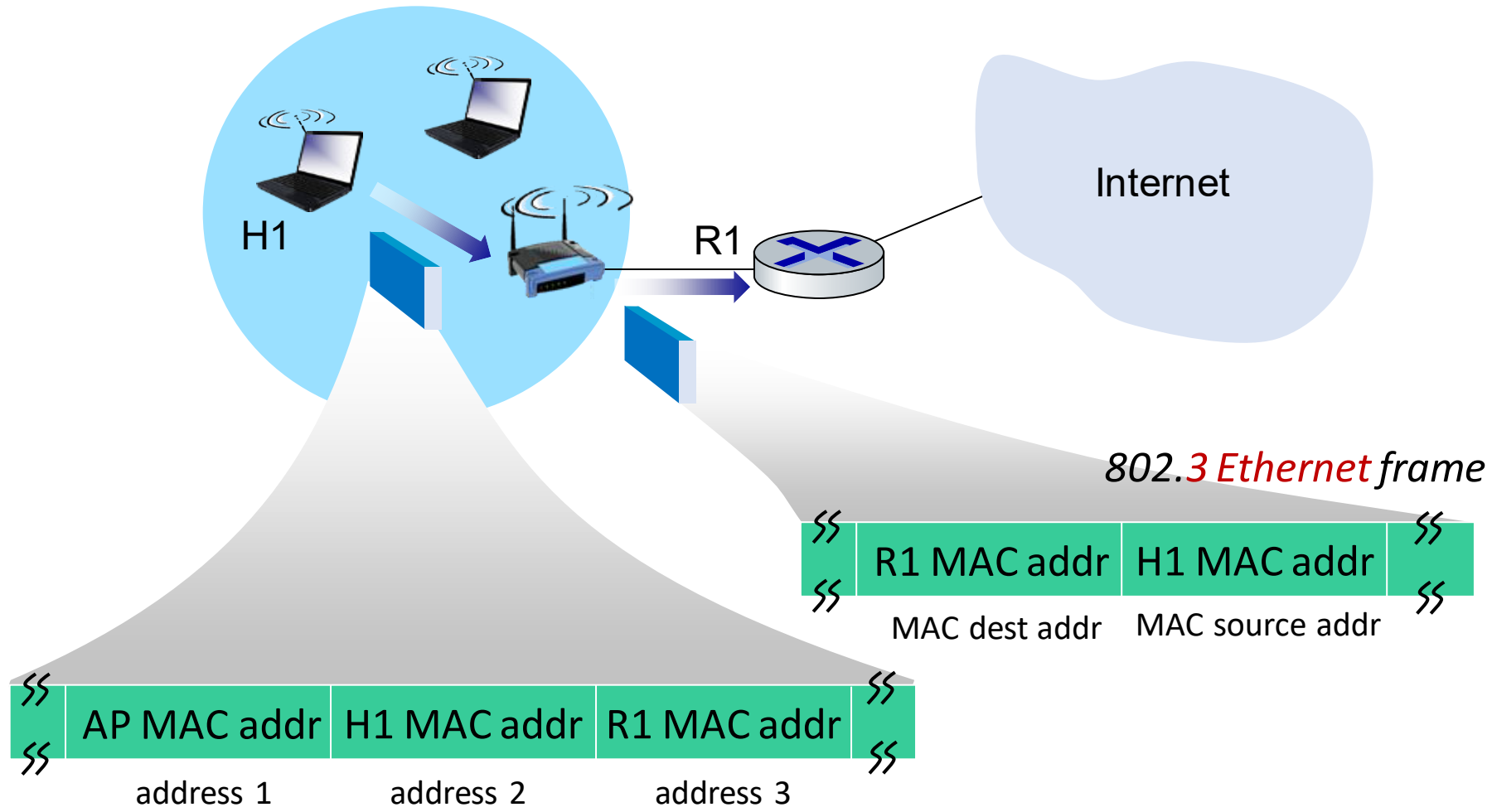
Address 1: MAC address of wireless host or AP to receive this frame

Address 2: MAC address of wireless host or AP transmitting this frame

Address 3: MAC address of router interface to which AP is attached

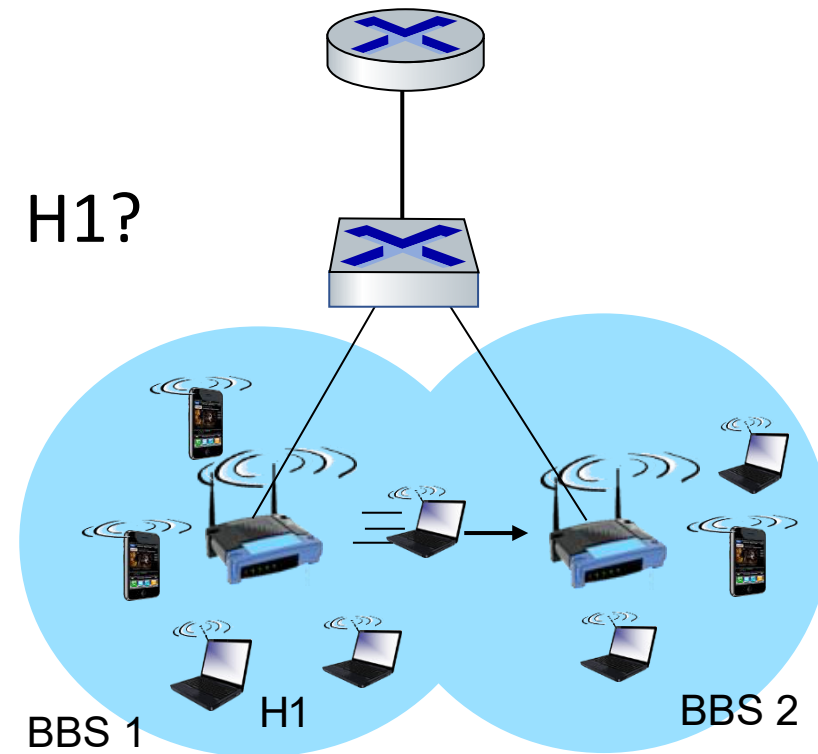
Address 4: used only in ad hoc mode





802.11 WiFi frame

- H1 remains in same IP subnet: IP address can remain same
- switch: which AP is associated with H1?
 - self-learning : switch will see frame from H1 and “remember” which switch port can be used to reach H1





Thank You
For Your Attention



THANK YOU

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