

Network Systems Capstone @CS.NYCU

Lab5: Traffic generation and Random Backoff

Example Code

1. Generate initial packets for each station
2. For each time-slot
 - a. Generate new arrival packets based on the constant inter-arrival time
 - b. Assign each UE a constant backoff counter
 - c. When the medium is idle, check who count to zero and have a buffered packet. Then, use a constant probability to select a winner
 - d. Reset the backoff bounter to the pre-defined constant when count down to 0
 - e. If no collision occurs, remove the successfully delivered packet
3. Calculate the number of Tx attempts and number of collisions
4. Calculate the average throughput

Parameters of Example Code

```
NumSta=[10:10:50];

SimuTime=1000;           % Simulation duration
SlotTime=1e-6;           % Duration of each timeslot
PktLen=180;              % Number of bits per packet
DataRate=[6 9 12 18].*1e6; % Available data rate (Mbps)
CWmin=32;                 % Minimum contention window
CWmax=1024;               % Maximum contention window

for i=1:length(NumSta)
    nn = NumSta(i);
    StaRate=DataRate(ceil(rand(1,nn)*4)); % Random rate of each station

    lambda=ones(1,nn)*10000; % Mean arrival of stations
    InterPktTime=(ones(1,nn)./lambda)/SlotTime; % Arrival time of the first packets
    StaPktCnt=zeros(1,nn); % Accumulated packet count of each station
    StaPktQ=[]; % Packet queue of each station
    SentBitCnt=zeros(1,nn); % Number of sent bits per station

    CW=ones(1,nn)*CWmin/8; % CW of each station
    backoff=ones(1,nn).*CW; % Initial backoff counter

    isBusy=0; % flag denoting whether the medium is busy
    NumTx=0; % Accumulated number of transmissions
    NumCollision=0; % Accumulated number of collisions
```

Snapshot of Example Code

```
% TODO: modify the following block to enable CSMA/CA
% identify the station ID of senders
ix = find(backoff(uid)==0);
uid = uid(ix)
winner_ix = find(rand(1,length(uid)) < 0.2/nn*10) % TODO: now pick by probability. Should be removed
winner = uid(winner_ix)
% TODO END
```

Change random selection to random backoff

```
% TODO: update the backoff counter of each sender
% TODO: modify this based on exponential random backoff|
backoff(uid) = CWmin/8
```

Update backoff boulder based on the Tx result

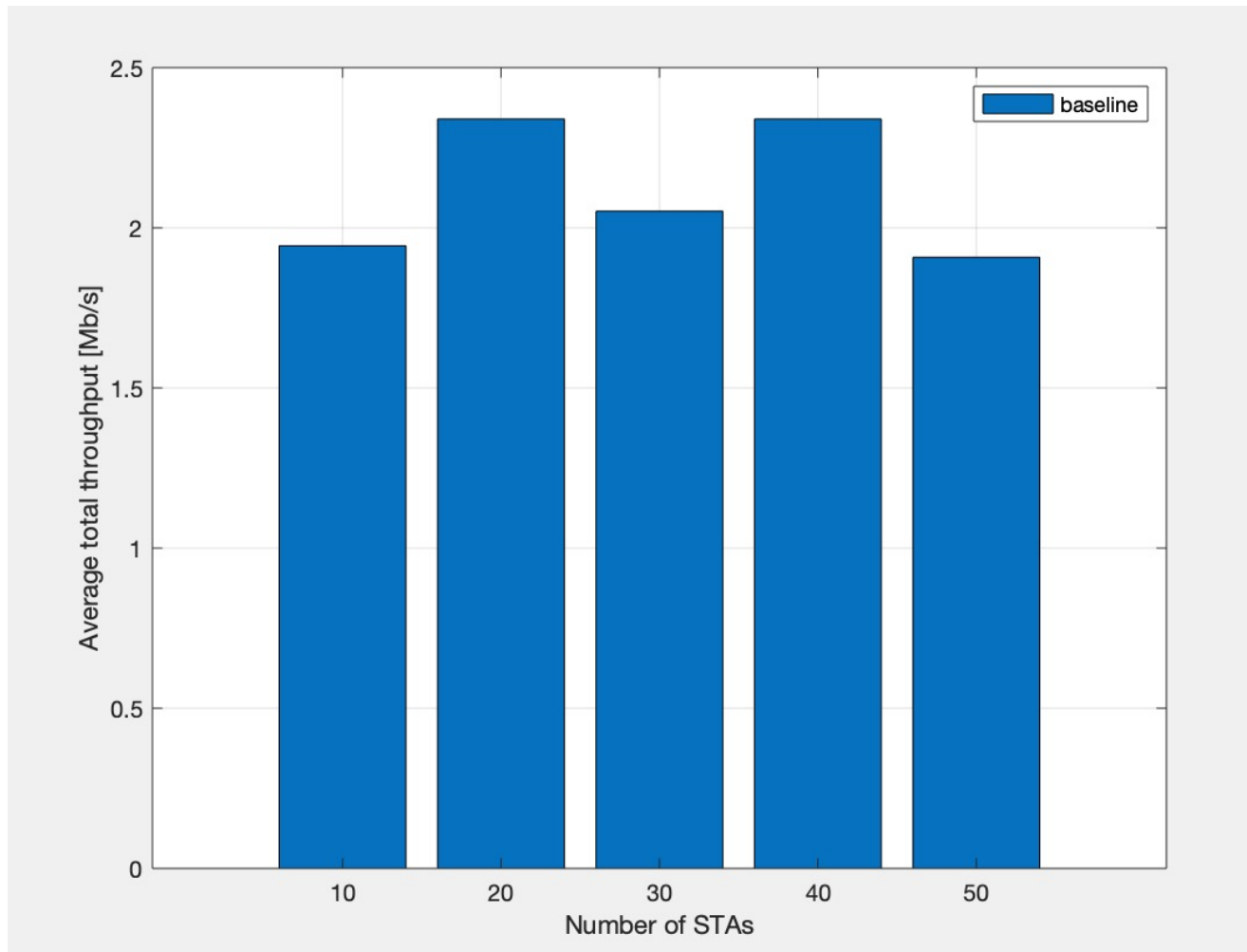
Snapshot of Example Code

```
function [InterPktTime, StaPktQ, StaPktCnt] = generate_pkt(InterPktTime, nn, PktLen, SlotTime, StaPk
InterPktTime = InterPktTime - 1;
for u=1:length(InterPktTime)
    if(floor(InterPktTime(u)) == 0)
        StaPktCnt(u) = StaPktCnt(u) + 1;
        StaPktQ(u,StaPktCnt(u)) = PktLen;
        InterPktTime(u)=1/lambda(u)/SlotTime;    % TODO: update the interarrival time here
        if (u == nn)    % for debugging
            StaPktCnt
        end
    end
end
return;
```

Update the inter-arrival time based on the Poisson dist. with mean arrival rate “lambda”

Output

- Average results of 5 iterations



Debugging

```
NumSta=[10:10:50];  
NumIter=5;  
  
SimuTime=1000;           % Simulation duration
```

If you want to debug, change the configuration as follows

```
NumSta=[10:10:10];  
NumIter=1;  
  
SimuTime=500;           % Simulation duration
```

TODO

Tasks

1. Generate initial packets for each station
2. For each time-slot
 - a. Generate new arrival packets based on the **inter-arrival time of Poisson distribution (20%)**
 - b. Assign each UE an **inirial random backoff counter (10%)**
 - c. When the medium is idle, check who count to zero and have a buffered packet. **Everyon counts down to 0 will transmit (10%)**
 - d. **Update the backoff counter using the exponential backoff algorithm based on the Tx result (20%)**
 - e. If no collision occurs, remove the successfully delivered packet
3. Calculate the number of Tx attempts and number of collisions
4. Calculate the average throughput

Poisson Arrival

- Traffic arrival pattern follows the Poisson distribution with mean λ
 - Check the **CDF** $f(t)$ of the exponential dist. from Wiki
 - Uniformly pick a random number p from $[0,1]$
 - $t = f^{-1}(p)$

Random backoff in CSMA/CA

- Initialize the backoff counter to CW_{\min}
- If the transmission is successful, $CW = CW_{\min}$
- Otherwise, $CW = \min(CW * 2, CW_{\max})$

- $CW_{\min} = 32$
- $CW_{\max} = 1024$

Code Submission

- Deadline: May. 27 (Thu.) 23:59
- Submit to new E3
 - Source code: `lab5_<student_id>.m`
 - Figure: `rate_<student_id>.jpg`
 - Report: `report_<student_id>.jpg`, **including a short discussion summarizing your observations**

Output

- Output
 - Average rate of the baseline and CSMA/CA
 - Figure: Rate bar graph
 - x-axis: number of stations
 - y-axis: average rate
 - Compare the baseline scheme with CSMA/CA

Grading

- Code (60%)
 - Traffic generation (20%)
 - Initial backoff counter (10%)
 - Winner selection (10%)
 - Backoff counter update (20%)
- Report (40%)
 - Figure (20%)
 - Discussion (20%)
- Late penalty
 - 20% off within 1 week of the deadline
 - After a week, 20% off per day