Mobile Communication Performance at Link Layer

Medium Access Control

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- DCF is based on Carrier Sense Multiple Access with Collision Avoidance (CSMA/CA)
- Station with a packet to transmit monitors wireless channel activity
- Channel is idle during Distributed Interframe Space (DIFS) – station transmits
- Otherwise channel is busy and station continues monitoring until DIFS is observed

- Station generates random back off interval and then transmits
- Station must generate random back of between two consecutive packet transmission even if DIFS was observed

- DFC employs discrete back off scale
- Time after DIFS is slotted.
- Station may transmit only in the beginning of each slot
- Slot size is enough to detect transmission from any other station

- Back off time is uniformly chosen form the range (0, w-1). w is contention window
- Contention window depends on number of failed transmissions
- At each fail contention window changes from Cw_{min} to 2^mCw_{min}. Vales are defined by 802.11 standard
- Back off counter is decremented or frozen

- Destination station sends ACK
- ACK is transmitted immediately after receiving packet and Short Interframe Space (SIFS)
- Two-way handshaking is Basic Access Mechanism
- Four-way handshaking RTS/CTS fights 'Hidden Terminal problem'

TABLE I

SLOT TIME, MINIMUM, AND MAXIMUM CONTENTION WINDOW VALUES FOR THE THREE PHY SPECIFIED BY THE 802.11 Standard: Frequency Hopping Spread Spectrum (FHSS), Direct Sequence Spread Spectrum (DSSS), and Infrared (IR)

PHY	Slot Time (σ)	CW_{\min}	CW_{max}
FHSS	50 μs	16	1024
DSSS	20 µs	32	1024
\mathbf{IR}	8 µs	64	1024

- Random access scheme exibit unstable behavior
- It is inpossible to operate at maximum throughput during long time.
 Instability property 3 0.85



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Fig. 2. RTS/CTS Access Mechanism.

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Fig. 5. T_s and T_c for basic access and RTS/CTS mechanisms.

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- In the WLAN n stations contend
- We consider back off counter at a single station
- Discrete integer time scale is adopted
- No hidden stations
- Each packet collides with independent constant probability p



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- Each packet collides with constant independent provability regardless of retransmission history at each transmission attempt
- b(t) back off counter, s(t) contention level

$$\begin{cases} P\{i,k \mid i,k+1\} = 1 & k \in (0,W_i-2) & i \in (0,m) \\ P\{0,k \mid i,0\} = (1-p)/W_0 & k \in (0,W_0-1) & i \in (0,m) \\ P\{i,k \mid i-1,0\} = p/W_i & k \in (0,W_i-1) & i \in (1,m) \\ P\{m,k \mid m,0\} = p/W_m & k \in (0,W_m-1). \end{cases}$$

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Let t be probability that station transmit

$$\tau = \sum_{i=0}^{m} b_{i,0} = \frac{b_{0,0}}{1-p} = \frac{2(1-2p)}{(1-2p)(W+1) + pW(1-(2p)^m)}$$

$$p = 1 - (1 - \tau)^{n-1}$$

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Throughput Modeling

S is normalized system throughput
E[P] av. payload, P_{tr} probability of transmission

 $S = \frac{E \text{[payload information transmitted in a slot time]}}{E \text{[length of a slot time]}}$

$$P_{\rm tr} = 1 - (1 - \tau)^n.$$

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Throughput Modeling

- P_s probability of successful transmission
- T_s busy for success, T_c busy for collision,

$$S = \frac{P_s P_{tr} E[P]}{(1 - P_{tr})\sigma + P_{tr} P_s T_s + P_{tr}(1 - P_s)T_c}.$$

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Numerical Examples







Planning solutions

- Find optimal parameters to meet or approach requirements
- Compute optimal transmission probability each station should adopt
- Compute backoff window that maximizes throughput

$$\tau = \frac{\sqrt{[n+2(n-1)(T_c^*-1)]/n} - 1}{(n-1)(T_c^*-1)} \approx \frac{1}{n\sqrt{T_c^*/2}}.$$

$$W_{\text{opt}} \approx n \sqrt{2T_c^*}.$$