CSE/EE 461 – Lecture 6

Wireless and Contention-Free Protocols

Last Time …

- The multi-access problem
  - Medium Access Control (MAC) sublayer
- Random access protocols:
  - Aloha
  - CSMA variants
  - Classic Ethernet (CSMA/CD)

Application
Presentation
Session
Transport
Network
Data Link
Physical

This Lecture

More on multiple-access schemes:

1. Wireless schemes
2. Contention-free protocols

Application
Presentation
Session
Transport
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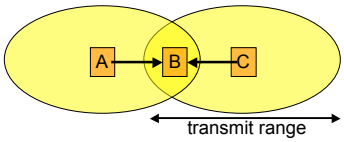
Physical

1. Wireless Communication

Wireless is more complicated than wired …

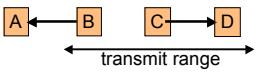
1. Cannot detect collisions
   - Transmitter swamps co-located receiver
2. Different transmitters have different coverage areas
   - Asymmetries lead to hidden/exposed terminal problems

Hidden Terminals



- A and C can both send to B but can't hear each other
  - A is a hidden terminal for C and vice versa
- CSMA will be ineffective – want to sense at receiver

Exposed Terminals

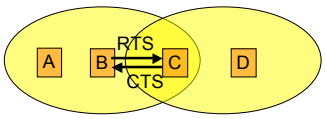


- B, C can hear each other but can safely send to A, D
- Compare to spatial reuse in cell phones:

CSMA with Collision Avoidance

- Since we can't detect collisions, we avoid them
  - CSMA/CA as opposed to CSMA/CD
  - Not greedy like Ethernet
- CS: listen before transmitting.
  - When medium busy, choose random backoff interval
  - Wait for that many idle timeslots to pass before sending
- CA: transmit short "jamming" signal before sending frame
  - essentially reserves medium, let's others know your intent to transmit
- Collisions can be inferred
  - Use CRC and ACK from receiver to infer "no collision"
  - on collision, binary exponential backoff like Ethernet

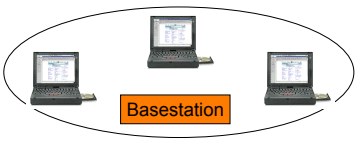
RTS / CTS Protocols (MACA)



1. B stimulates C with Request To Send (RTS)
2. A hears RTS and defers to allow the CTS
3. C replies to B with Clear To Send (CTS)
4. D hears CTS and defers to allow the data
5. B sends to C

802.11 Wireless LANs

- Emerging standard with a bunch of options/features …

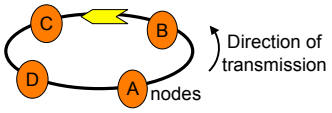


- Wireless plus wired system or pure wireless (ad hoc)
- Avoids collisions (CSMA/CA (p-persistence), RTS/CTS)

2. Contention-free Protocols

- Collisions are the main difficulty with random schemes
  - Inefficiency, limit to scalability
- Q: Can we avoid collisions?
- A: Yes. By taking turns or with reservations
  - Token Ring / FDDI, DQDB
- More generally, what else might we want?
  - Deterministic service, priorities/QOS, reliability

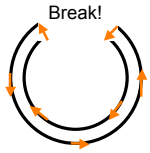
Token Ring (802.5)



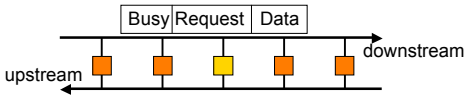
- Token rotates permission to send around node
- Sender injects packet into ring and removes later
  - Maximum token holding time (THT) bounds access time
  - Early or delayed token release
  - Round robin service, acknowledgments and priorities
- Monitor nodes ensure health of ring

FDDI (Fiber Distributed Data Interface)

- Roughly a large, fast token ring
  - 100 Mbps and 200km vs 4/16 Mbps and local
  - Dual counter-rotating rings for redundancy
  - Complex token holding policies for voice etc. traffic
- Token ring advantages
  - No contention, bounded access delay
  - Supports fair, reserved, priority access
- Disadvantages
  - Complexity, reliability, scalability



DQDB (Distributed Queue Dual Bus)



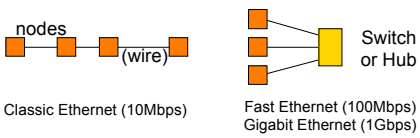
- Two unidirectional buses that carry fixed size cells
  - Cells are marked busy/free and can signal a request too
- Nodes maintain a distributed FIFO queue
  - By sending requests they are reserving future access

DQDB Algorithm

- Two counters per direction (UP, DN)
  - RC (request count), CD (countdown)
- Consider sending downstream (DN):
  - Always have RC count UP requests, minus free DN cells if larger than zero
  - This is a measure of how many others are waiting to send
  - To send, copy RC to CD and set RC to zero, then decrement CD for each free DN cell, send when zero
  - This waits for earlier requests to be satisfied before sending
- Highly scalable, efficient, but not perfectly fair

Modern Ethernet

- A key concern is manageability
  - centralized vs. distributed layout
- Another is performance scalability
  - Switches vs. Hubs



Classic Ethernet (10Mbps)

Fast Ethernet (100Mbps)
Gigabit Ethernet (1Gbps)

Key Concepts

- Wireless communication is relatively complex
  - No collision detection, hidden and exposed terminals
- There are contention-free MAC protocols
  - Based on turn taking and reservations, not randomization