18-452/18-750 Wireless Networks and Applications

Lecture 8: LAN MAC Protocols Wireless versus Wired

Peter Steenkiste

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http://www.cs.cmu.edu/~prs/wirelessF18/

Outline

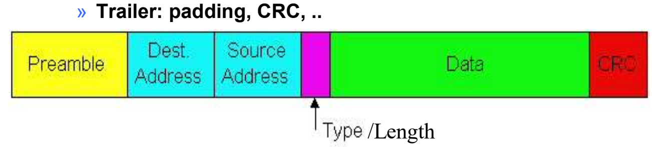
- Data link fundamentals
  - » And what changes in wireless
- Aloha
- Ethernet
- Wireless-specific challenges
- 802.11 and 802.15 wireless standards

Datalink Functions

- Framing: encapsulating a packet into a bit stream.
  - » Add header, mark and detect frame boundaries, …
- Logical link control: managing the transfer between the sender and receiver, e.g.
  - » Error detection and correction to deal with bit errors
  - » Flow control: avoid that the sender outruns the receiver
- Media access: controlling which device gets to send a frame next over a link
  - » Easy for point-to-point links; half versus full duplex
  - » Harder for multi-access links: who gets to send?

Framing

- Typical structure of a “wired” packet:
  - » Preamble: synchronize clocks sender and receiver
  - » Header: addresses, type field, length, etc.
  - » The data to be send, e.g., an IP packet
  - » Trailer: padding, CRC, ..



- How does wireless differ?
  - » Different transmit rates for different parts of packet
  - » Explicit multi-hop support
  - » Control information for physical layer
  - » Ensure robustness of the header

Error Control: Error Detection and Error Recovery

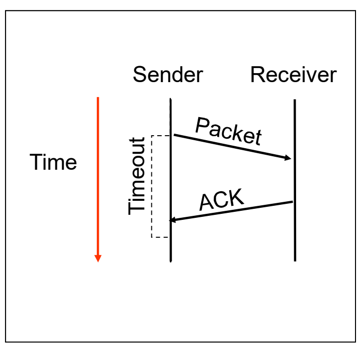
- Detection: only detect errors
  - » Make sure corrupted packets get thrown away, e.g. Ethernet
  - » Use of error detection codes, e.g. CRC
- Recovery: also try to recover from lost or corrupted packets
  - » Option 1: forward error correction (redundancy)
  - » Option 2: retransmissions
- How does wireless differ?
  - » Uses CRC to detect errors, similar to wired
  - » Error recovery is much more important because errors are more common and error behavior is very dynamic
  - » What approach is used?

Error Recovery in Wireless

- Use of redundancy:
  - » Very common at physical layer – see PHY lectures
- Use of Automatic Repeat Request (ARQ)
  - » Use time outs to detect loss and retransmit
- Many variants:
  - » Stop and wait: one packet at a time
    - – The most common at the datalink
  - » Sliding window: receiver tells sender how much to send
    - – Many retransmission strategies: go-back-N, selective repeat, …
- When should what variant be used?
  - » Noise versus bursty (strong) interference

Stop and Wait

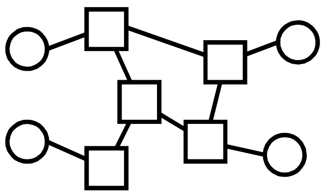
- Simplest ARQ protocol
- Send a packet, stop and wait until acknowledgement arrives
- Will examine ARQ issues later in semester
- Limitations?
- What popular for the datalink?

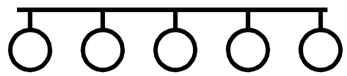


Media Access Control

- How do we transfer packets between two hosts connected to the same network?
- Using point-to-point “links” with “switches” -- store-and-forward
  - » Very common in wired networks, at multiple layers
- Multiple access networks
  - » Multiple hosts are sharing the same transmission medium
  - » Need to control access to the medium
  - » Taking turn versus contention based protocols
- What is different in wireless?
  - » Is store and forward used?
  - » Is multiple access used?

Datalink Architectures





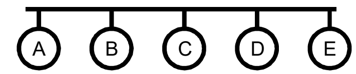
- Routing and packet forwarding.
- Point-to-Point error and flow control.

Switched ethernet, mesh and ad hoc networks

- Media access control.
- Scalability.

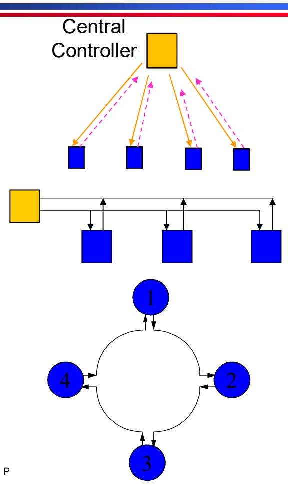
Traditional ethernet, Wifi, Aloha, …

Multiple Access Networks



- Who gets to send a packet next?
- Scheduled access: explicit coordination ensures that only one node transmits
  - » Looks cleaner, more organized, but …
  - » Coordination introduces overhead – requires communication (oops)
- Random access: no explicit coordination
  - » Potentially more efficient, but …
  - » How does a node decide whether it can transmit?
  - » Collisions are unavoidable – also results in overhead
  - » How do you even detect a collision?

Scheduled Access MACs



- Polling: controller polls each nodes
- Reservation systems
  - » Central controller
  - » Distributed algorithm, e.g. using reservation bits in frame
- Token ring: token travels around ring and allows nodes to send one packet
  - » Distributer version of polling
  - » FDDI, …

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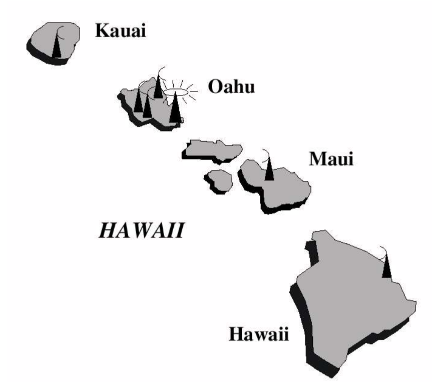
Why ALOHA



Pure ALOHA

- Developed in University of Hawaii in early 1970's.
- It does not get much simpler:
  1. A user transmits at will
  2. If two or more messages overlap in time, there is a collision – receiver cannot decode packets
  3. Receive waits for roundtrip time plus a fixed increment – lack of ACK = collision
  4. After a collision, colliding stations retransmit the packet, but they stagger their attempts randomly to reduce the chance of repeat collisions
  5. After several attempts, senders give up
- Although very simple, it is wasteful of bandwidth, attaining an efficiency of at most 1/(2e) = 0.18

Poisson Process

Informal: memory less

- A Poisson process of "rate" $\lambda > 0$ is a counting process a(t) which satisfies the following conditions:
  1. The process has independent increments in disjoint intervals
     – i.e., $a(t_1+\Delta t)-a(t_1)$ is independent of $a(t_2+\delta t)-a(t_2)$ if $[t_1, t_1+\Delta t]$ and $[t_2, t_2+\delta t]$ are disjoint intervals
  2. The increments of the process are stationary.
     – i.e., $a(t_1+\Delta t)-a(t_1)$ does not depend on t_1
  3. The probability of exactly one event occurring in an infinitesimal interval Δt is $P[a(\Delta t)=1] \cong \lambda\Delta t$
  4. The probability that more than one event occurs in any infinitesimal interval Δt is $P[a(\Delta t)>1] \cong 0$
  5. The probability of zero events occurring in Δt is $P[a(\Delta t)=0] \cong 1-\lambda\Delta t$

Poisson Distribution

- Above definitions lead to: Probability P(k) that there are exactly k events in interval of length T is,

$$P(k) = \frac{(\lambda T)^k e^{-\lambda T}}{k!}$$

- We call the above probability the "Poisson distribution" for arrival rate λ
- Its mean and variance are:

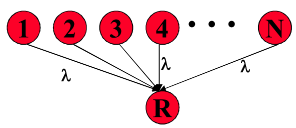
$$E(k) = \lambda T$$

$$\sigma_k^2 = E(k^2) - E^2(k) = \lambda T$$

- Many nice properties, e.g. sum of a N independent Poisson processes is a Poisson process

Pure ALOHA: Model

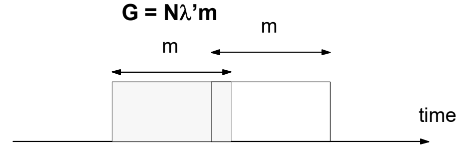
- Let there be N stations contending for use of the channel.
- Each station transmits λ packets/sec on average based on a Poisson arrival process
- All messages transmitted are of the same fixed length, m, in units of time
- Let new traffic intensity be $S \equiv N\lambda m$
- Since all new packets eventually get through, 'S' is also the network throughput



Pure Aloha: Vulnerability

- Simplification: assume the retransmitted messages are independent Poisson process as well
- The total rate of packets attempting transmission = newly generated packets + retransmitted ones = $\lambda' > \lambda$
- The total traffic intensity (including retransmissions) is ,

$$G = N\lambda' m$$



Collision between two messages

- The "vulnerable period" in which a collision can occur for a given packet is 2 x m sec

Pure Aloha: Analysis

- Calculate the "Probability of no collision" two ways:

1. Probability that there is no arrival in interval 2 x m:

   P(no arrival in 2 x m sec) = $e^{-2N\lambda' m} = e^{-2G}$

2. Since all new arrivals eventually get through, we have

   λ/λ' = S/G = Fraction of transmissions that are successful

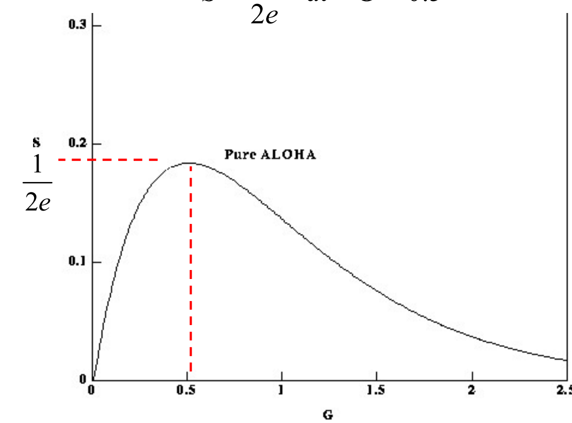
- So, S/G = Probability of no collision
  = P(no arrival in 2m sec)
- Thus,

$S/G = e^{-2G}$

$S = Ge^{-2G}$ → **Maximum Throughput of Pure Aloha**

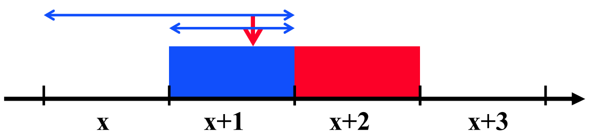
Analysis Conclusion

- S is maximum at $S = \frac{1}{2e}$ at $G = 0.5$

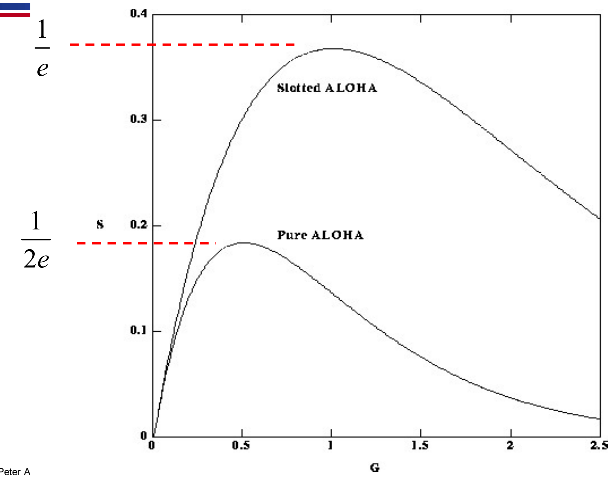


Slotted ALOHA

- Transmission can only start at the beginning of each slot of length T
- Vulnerable period is reduced to T
  - » Instead of 2xT in Aloha
- Doubles maximum throughput.



Analysis Results Slotted ALOHA



Discussion of ALOHA

- Maximum throughput of ALOHA is very low 1/(2e) = 18%, but
  - » Has very low latency under light load
- Slotted Alohas has twice the performance of basic Aloha, but performance is still poor
  - » Slightly longer delay than pure Aloha
  - » Inefficient for variable sized packets!
  - » Must synchronize nodes
- Still, not bad for an absolutely minimal protocol!
  - » Good solution if load is low – used in some sensor networking technologies (cheap, simple)
- How do we go faster?