

#### **SNS COLLEGE OF TECHNOLOGY**



Coimbatore-35
An Autonomous Institution

Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A+' Grade Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai

#### **DEPARTMENT OF ELECTRONICS & COMMUNICATION ENGINEERING**

#### 19EC402- WIRELESS ADHOC AND SENSOR NETWORKS

IV ECE / VII SEMESTER

UNIT 2 – MEDIA ACCESS CONTROL (MAC) PROTOCOLS

TOPIC 3 -- Media access with reduced handshake

- Contention-based protocols:
- Single-channel sender-initiated protocols:

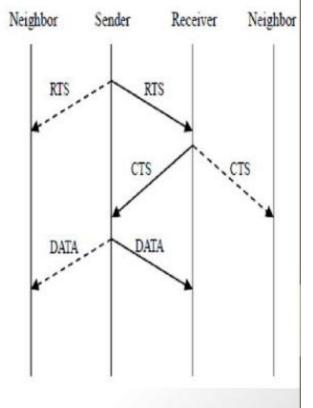
**EXAMPLES:** MACAW, FAMA

MACAW: A Media Access Protocol for Wireless LANs is based on MACA (Multiple Access Collision Avoidance) Protocol

#### MACA:-

✓ When a node wants to transmit a data packet, it Neighbor first transmit a RTS (Request To Send) frame.

- ✓ The receiver node, on receiving the RTS packet, if it is ready to receive the data packet, transmits a CTS (Clear to Send) packet.
- ✓ Once the sender receives the CTS packet without any error, it starts transmitting the data packet.
- ✓ If a packet transmitted by a node is lost, the node uses the Binary Exponential Back-off (BEB) algorithm to back-off a random interval of time before retrying. The problem is solved by MACAW



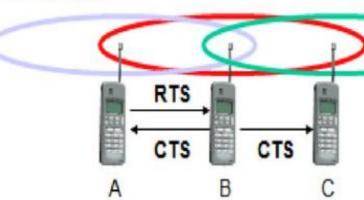
Contention-based protocols:

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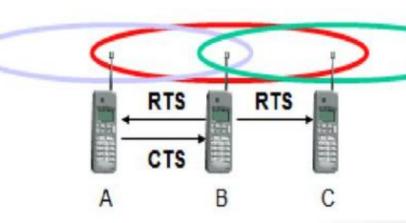
❖ Single-channel sender-initiated protocols:

#### **MACA EXAMPLES:**

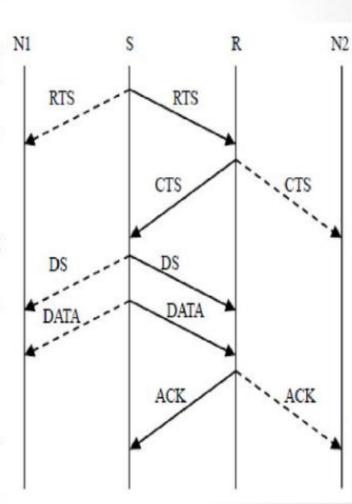
- MACA avoids the problem of hidden terminals
  - ✓ A and C want to send to B
  - ✓ A sends RTS first
  - ✓ C waits after receiving CTS from B



- MACA avoids the problem of exposed terminals
  - ✓ B wants to send to A, C
    to another terminal
  - ✓ now C does not have to wait for it cannot receive CTS from A



- Contention-based protocols:
- Single-channel sender-initiated protocols:
- MACAW: (MACA for Wireless) is a revision of MACA.
- The sender transmits a RTS (Request To NI Send) frame if no nearby station transmits a RTS.
- The receiver replies with a CTS (Clear To Send) frame.
- Neighbors
  - see CTS, then keep quiet.
  - see RTS but not CTS, then keep quiet until the CTS is back to the sender.
- The receiver sends an ACK when receiving an frame.
  - Neighbors keep silent until see ACK.
- Collisions
  - There is no collision detection.
  - The senders know collision when they don't receive CTS.
  - They each wait for the exponential backoff time.



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- Contention-based protocols:
- ❖ Single-channel sender-initiated protocols:
- FAMA: Floor Acquisition Multiple Access Protocols.
- ✓ Channel access consists of a carrier-sensing operation and a collision avoidance
   ✓ Carrier-sensing by the sender, followed by the RTS-CTS control packet

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- Exchange.
   Data transmission to be collision free, the duration of an RTS must be at least twice the maximum channel propagation delay
- ✓ Two FAMA protocol variants

   PTS CTS exchange with no carrier consing (MACA)
  - RTS-CTS exchange with no carrier sensing (MACA)
  - RTS-CTS exchange with non-persistent carrier sensing (FAMA-NTR)

#### FAMA-NTR(Non-persistent Transmit Request)

- Before sending a packet, the sender senses the channel
- If channel is busy, the sender back-off a random time and retries later
- If the channel is free, the sender sends RTS and waits for a CTS packet
- If the sender cannot receive a CTS, it takes a random back-off and retries later
- If the sender receives a CTS, it can start transmission data packet
- In order to allow the sender to send a burst of packets, the receiver is made to wait a time duration τ seconds after a packet is received.

Contention-based protocols:

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- Multi-channel sender-initiated protocols:
- ☐ Busy Tone Multiple Access Protocols (BTMA):
  - ✓ The transmission channel is split into two parts:
    - a data channel for data packet transmissions
    - a control channel used to transmit the busy tone signal
  - ✓ When a node is ready for transmission, it senses the channel to check whether the busy tone is active.
    - If not, it turns on the busy tone signal and starts data transmissions.
    - Otherwise, it reschedules the packet for transmission after some random rescheduling delay.
- Dual Busy Tone Multiple Access Protocol (DBTMAP) is an extension of the BTMA scheme.
  - a data channel for data packet transmissions
  - a control channel used for control packet transmissions (RTS and CTS packets) and also for transmitting the busy tones.
  - ✓ Use two busy tones on the control channel, BTt and BTr.
    - BTt: indicate that it is transmitting on the data channel
      - BTr: indicate that it is receiving on the data channel
  - ✓ Two busy tone signals are two sine waves at different frequencies

- Contention-based protocols:
- Receiver-initiated protocols:
  - ☐ **RI-BTMA**: Receiver-Initiated Busy Tone Multiple Access Protocol
    - ✓ The transmission channel is split into two:
      - a data channel for data packet transmissions
      - · a control channel used for transmitting the busy tone signal

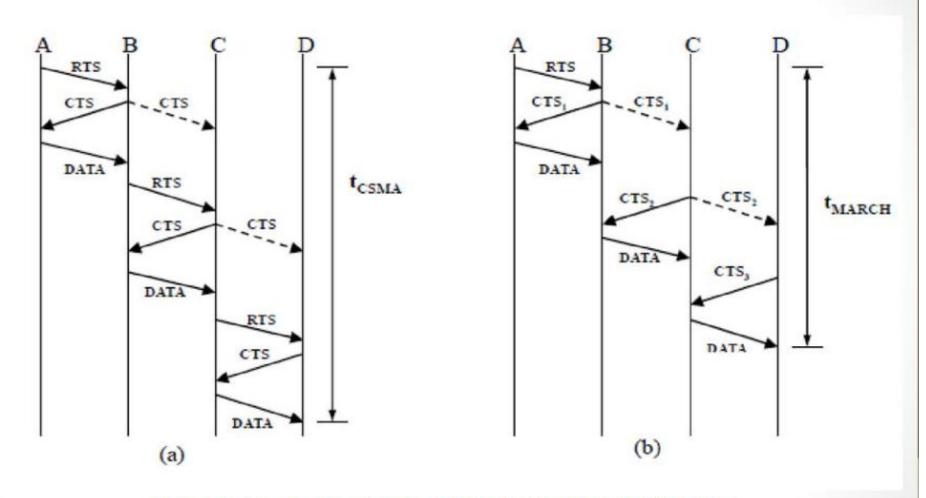
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- ✓ A node can transmit on the data channel only if it finds the busy tone to be absent on the control channel.
- ✓ The data packet is divided into two portions: a preamble and the actual data packet.
- MACA-BI: MACA-By Invitation
  - ✓ By eliminating the need for the RTS packet it reduces the number of control packets used in the MACA protocol which uses the three-way handshake mechanism.
- MARCH: Media Access with Reduced Handshake.

Contention-based protocols:

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\* Receiver-initiated protocols:



Handshake mechanism in (a) MACA and (b) MARCH



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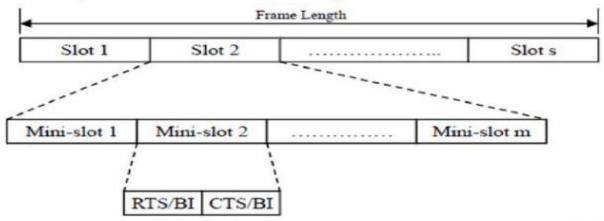
UNIT 2 – MEDIA ACCESS CONTROL (MAC) PROTOCOLS

TOPIC 5 – Media access protocol for wireless LAN-media access with reduced handshake- contention based with reservation mechanisms-Distributed priority-scheduling.

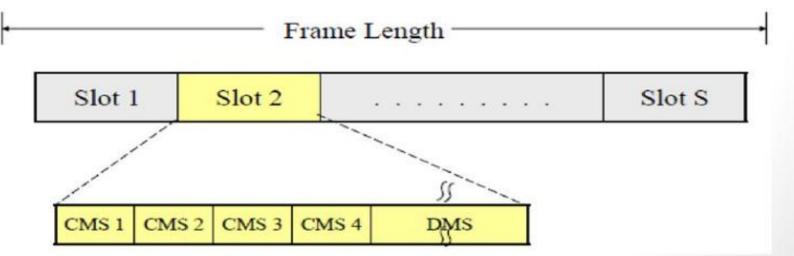
- Contention-based Protocols with Reservation Mechanism:
  - ✓ Contention occurs during the resource (bandwidth) reservation phase.
  - ✓ Once the bandwidth is reserved, the node gets exclusive access to the reserved bandwidth.
  - ✓ QoS support can be provided for real-time traffic.

#### **❖** Synchronous protocols:

- ☐ Distributed Packet Reservation Multiple Access Protocol(D-PRMA)
  - It extends the centralized packet reservation multiple access (PRMA) scheme into a distributed scheme that can be used in ad hoc wireless networks.
  - PRMA was designed in a wireless LAN with a base station.
  - D-PRMA is a TDMA-based scheme. The channel is divided into fixed- and equal-sized frames along the time axis.



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- Contention-based Protocols with Reservation Mechanism:
- **❖** Synchronous protocols:
- ☐ Collision Avoidance Time Allocation Protocol(CATA):
- ✓ Support broadcast, unicast, and multicast transmissions simultaneously.
- ✓ Each frame consists of S slots and each slot is further divided into five Control Mini-Slots
  - CMS1: Slot Reservation (SR)
  - CMS2: RTS
  - CMS3: CTS
  - CMS4: Not To Send (NTS)
  - DMS: Data transmission



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- Contention-based Protocols with Reservation Mechanism:
- **❖** Synchronous protocols:
- □ Soft Reservation Multiple Access with Priority Assignment (SRMA/PA):
  - ✓ Developed with the main objective of supporting integrated services of real-time and non-real-time application in Ad-hoc networks.
  - ✓ Nodes use a collision-avoidance handshake mechanism and a soft reservation mechanism.
- □ Five-Phase Reservation Protocol (FPRP)
  - ✓ A single-channel TDMA based broadcast scheduling protocol.
  - ✓ Nodes uses a contention mechanism in order to acquire time slots.
  - ✓ The protocol assumes the availability of global time at all nodes.
  - ✓ The reservation takes five phases:
    - Reservation,
    - Collision Report,
    - Reservation Confirmation,
    - Reservation Acknowledgement,
    - Packing And Elimination Phase.

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Contention-based Protocols with Reservation Mechanism:

- \* Synchronous protocols:
- ☐ Five-Phase Reservation Protocol (FPRP)

  Five-phase protocol:

Reservation request: send reservation request (RR) packet to dest.

- Collision report: if a collision is detected by any node, that node broadcasts a CR packet
- Reservation confirmation: a source node won the contention will send a RC packet to destination node if it does not receive any CR message in the previous phase
- Reservation acknowledgment: destination node acknowledge reception of RC by sending back RA message to source
- Packing and elimination: use packing packet and elimination packet.

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Contention-based Protocols with Reservation Mechanism:

## ❖ Asynchronous protocols:

- ☐ MACA with Piggy-Backed Reservation (MACA/PR):
  - ✓ Provide real-time traffic support in multi-hop wireless networks
  - ✓ Based on the MACAW protocol with non-persistent CSMA
  - ✓ The main components of MACA/PR are:
    - A MAC protocol
    - A reservation protocol
    - A QoS routing protocol

#### ☐ Real-Time Medium Access Control Protocol (RTMAC)

- ✓ Provides a bandwidth reservation mechanism for supporting realtime traffic in ad-hoc wireless networks
- ✓ RTMAC has two components
  - A MAC layer protocol is a real-time extension of the IEEE 802.11 DCF.
    - A medium-access protocol for best-effort traffic
    - A reservation protocol for real-time traffic
  - A QoS routing protocol is responsible for end-to-end reservation and release of bandwidth resources.

- > Contention-based protocols with Scheduling Mechanism:
- ✓ Protocols in this category focus on packet scheduling at the nodes and transmission scheduling of the nodes.
- ✓ The factors that affects scheduling decisions
  - Delay targets of packets
  - Traffic load at nodes
  - · Battery power
- ✓ Distributed priority scheduling and medium access in Ad Hoc Networks present two mechanisms for providing quality of service (QoS)
  - Distributed priority scheduling (DPS) Piggy-backs the priority tag of a node's current and head-of-line packets to the control and data packets
  - Multi-hop coordination Extends the DPS scheme to carry out scheduling over multi-hop paths.



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## Contention-based protocols with Scheduling Mechanism:

- Distributed Wireless Ordering Protocol (DWOP)
  - A media access scheme along with a scheduling mechanism based on the distributed priority scheduling scheme

# Distributed Laxity-based Priority Scheduling (DLPS) Scheme

- Scheduling decisions are made based on the states of neighboring nodes and feed back from destination nodes regarding packet losses
- Packets are recorded based on their uniform laxity budgets (ULBs) and the packet delivery ratios of the flows. The laxity of a packet is the time remaining before its deadline.

#### > MAC Protocols that use directional Antennas:

- ✓ MAC protocols that use directional antennas have several advantages:
  - Reduce signal interference
  - Increase in the system throughput
  - Improved channel reuse

#### ✓ MAC protocol using directional antennas

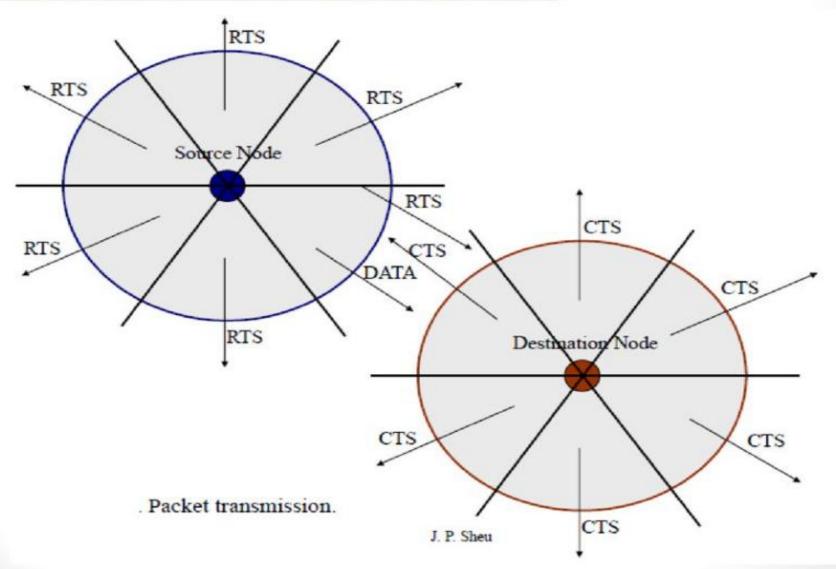
- Make use of an RTS/CTS exchange mechanism
- Use directional antennas for transmitting and receiving data packets

#### ✓ Directional Busy Tone-based MAC Protocol (D-BTMA)

- It uses directional antennas for transmitting the RTS, CTS, data frames, and the busy tones.
- ✓ Directional MAC Protocols for Ad Hoc Wireless Networks
  - DMAC-1: A directional antenna is used for transmitting RTS packets and Omni-directional antenna for CTS packets.
  - DMAC-1, both directional RTS and omni-directional RTS transmission are used.

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#### MAC Protocols that use directional Antennas:



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#### Other MAC Protocols:

- ✓ Multi-channel MAC Protocol (MMAC)
  - Multiple channels for data transmission
  - There is no dedicated control channel.
  - Based on channel usage channels can be classified into three types: high, medium and low preference channels.
- ✓ Multi-channel Carrier Sense Multiple Access(MCSMA) MAC Protocol:
  - The available bandwidth is divided into several channels
- ✓ Power Control MAC Protocol (PCM) for Ad Hoc Networks
  - Allows nodes to vary their transmission power levels on a perpacket basis
- ✓ Receiver-based Autorate Protocol (RBAR)
  - Use a rate adaptation approach
- ✓ Interleaved Carrier-Sense Multiple Access Protocol (ICSMA)
  - The available bandwidth is split into tow equal channels
  - The handshaking process is interleaved between the two channels.

**Note:** A directional antenna or beam antenna is an antenna which radiates or receives greater power in specific directions allowing for increased performance and reduced interference from unwanted sources.

**Note:** Omnidirectional refers to the notion(feeling) of existing in every direction. Omnidirectional antenna is that radiates equally in all directions.

**Note:** Handshaking is the exchange of information between two modems and the resulting agreement about which protocol to use that precedes each telephone connection.