

**SNS COLLEGE OF TECHNOLOGY** 

Coimbatore-35 An Autonomous Institution

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#### **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 Sender 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 :

# 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



B

CTS

RTS

CTS

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
  - o 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.



Contention-based protocols:

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### \* 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 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
  - 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:

- \* 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:
- \* <u>Receiver-initiated protocols:</u>

- **<u>RI-BTMA</u>**: 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
  - ✓ 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 :
- \* <u>Receiver-initiated protocols:</u>



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.





- 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



- 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.
    - $\circ~$  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.

MAC Protocols that use directional Antennas:



- > 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.