

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

Coimbatore-35 An Autonomous Institution

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#### **19EC402- WIRELESS ADHOC AND SENSOR NETWORKS** IV ECE / VII SEMESTER

#### UNIT 2 – MEDIA ACCESS CONTROL (MAC) PROTOCOLS

TOPIC 4 –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



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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.
    - $\circ~$  A medium-access protocol for best-effort traffic
    - $\circ~$  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.