

Exercise Sensor Networks

Lecture 4: MAC and energy efficiency

Exercise 4.1: Genie Aided Aloha

Genie-aided Aloha was an estimate for the energy efficiency of the Aloha protocol. Is GAA better than pure Aloha in every case and if not when and why?

Exercise 4.2: Slotted Aloha

In what way does Slotted Aloha differ from pure Aloha with regard to the channel access? Try to quantify how the two approaches differ (in this context the packet delivery rate is not important).

Exercise 4.3: Comparison of medium access approaches

Why is the delivery rate of 1-persistent CSMA better than the one of slotted Aloha and why do both of them converge against the same delivery rate in very busy channels?

Exercise 4.4: p-persistent CSMA

1-persistent CSMA means to send instantly at the beginning of a frame time while non-persistent CSMA means that a random time has to pass before sending in case of an occupied channel. In between those extremes a probability p can be chosen which is the likeliness for sending at the beginning of the next frame time.

For what reason may probabilities in between 0 and 1 be more optimal than than 0 or 1?

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Exercise 4.5: Aloha with preamble sampling

Basic consumption : 8 mA
 Energy f. sending : 12 mA
 Energy f. receiving : 6 mA
 Sleep mode : ~0mA

$$b^{PAS} = 1 - e^{-gN(T_p + T_M + T_R + T_A)} \quad P' \text{ for incoming message}$$

$$b_1^{PAS} = 1 - e^{-g(T_p + T_M + T_R + T_A)} \quad P' \text{ for sending a message}$$

$$Pow^{PAS} = b_1^{PAS} P_{TX} + (b^{PAS} - b_1^{PAS}) P_{RX} \quad \text{Mean consumption f. send. and recv.}$$

Let the length of a packet T_M be 0,8 times the frame time, and let the time T_R for switching the transceiver between sending and receiving and the time T_A for an acknowledgment be 0.1 times the frame time, so that a full transmission attempt occupies exactly one frame time (0.8+0.1+0.1). The preamble T_p for waking up the neighbors should take another full frame time which means that a sensor node has to wake up once per frame time. The sending rate g should be 0.01 (attempts to send per frame time) and the total number of nodes should be 10.

- a) How high is the mean energy consumption in this scenario?
- b) How high is the energy consumption if waking up and listening to the channel consumes $T_w = 14,0\text{mA}$ of energy. In order to check, whether the channel is free or occupied a node has to stay awake and keep listening for at least 1% of the frame time.