



Future Channel Reservation Medium Access Control (FCR-MAC) for Multi-Radio Multi-Channel Wireless Mesh Networks

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Outline



1. Introduction

2. MAC Protocols for Wireless Mesh Networks

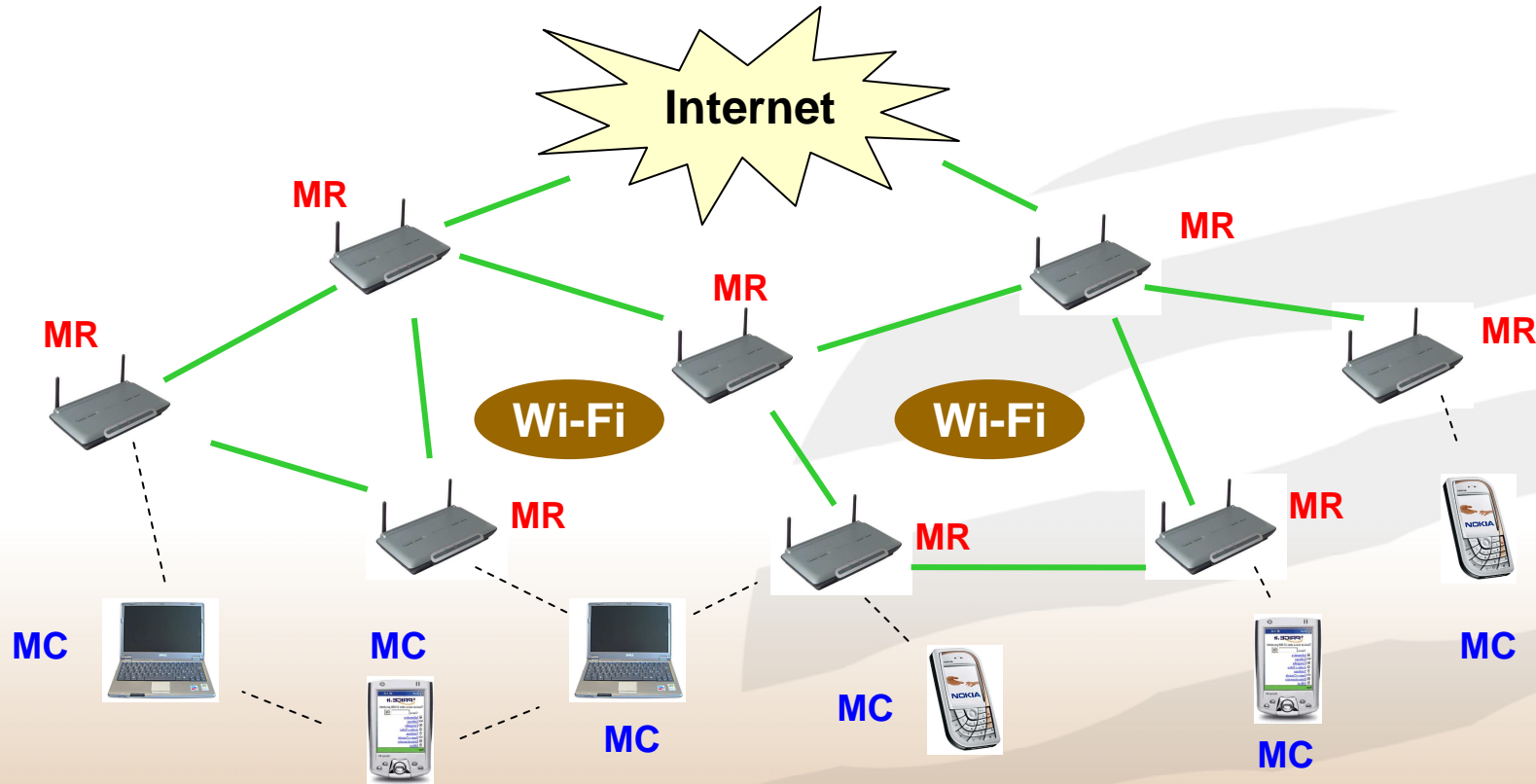
3. **FCR-MAC** Protocol

- FCR-MAC: Channel Allocation
- FCR-MAC: Channel Differentiation Support
- FCR-MAC: Multi-Hop Communication Support

4. Performance Evaluation

5. Conclusions and Future Works

Wireless Mesh Networks (WMNs)

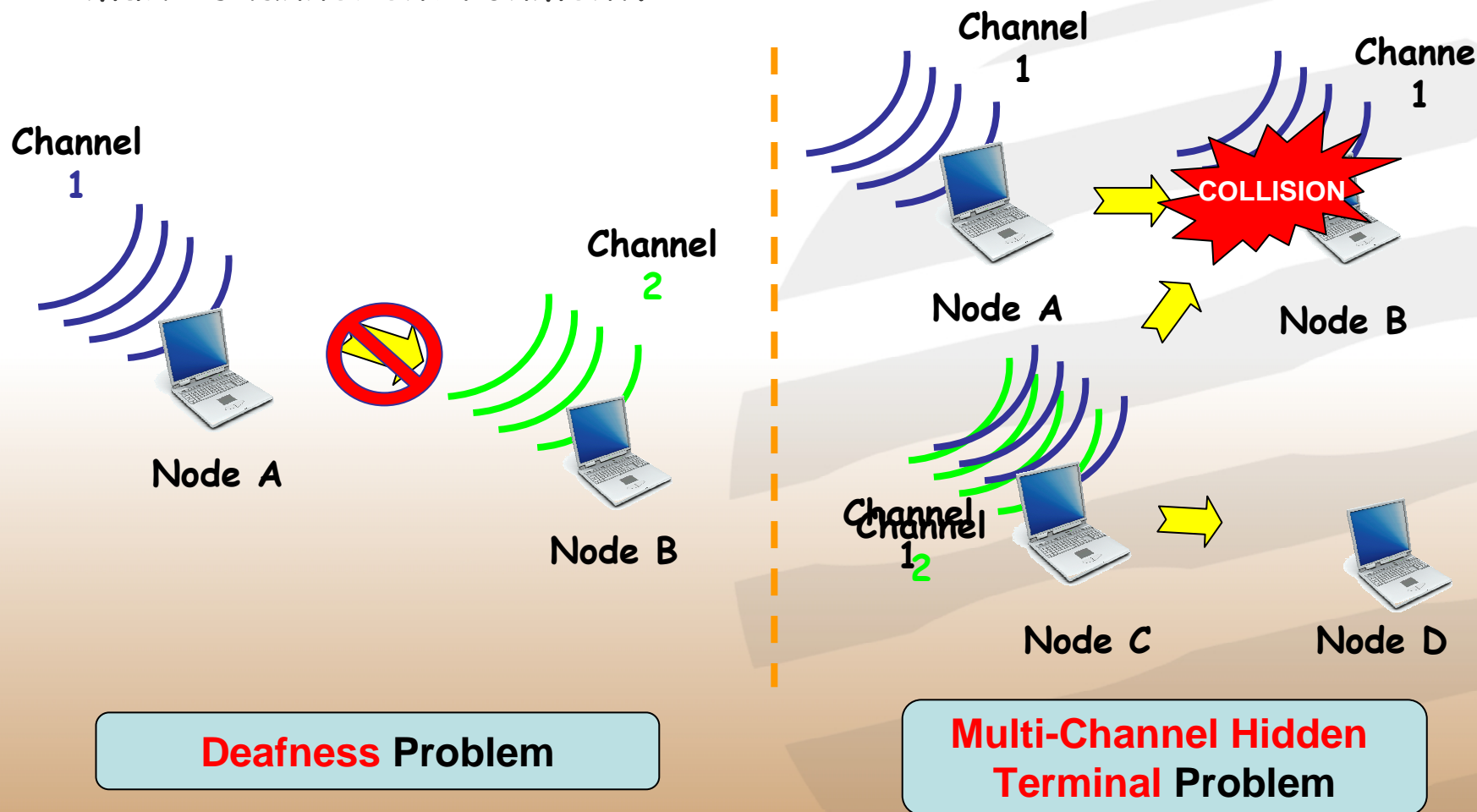


- Nodes Heterogeneity: mesh clients (**MC**) vs mesh routers (**MR**)
- **Multiple radio interfaces** available for each node
- Design Issues: Scalability, Security, Load Balancing, Coverage, ...
 - » Protocol Issues: **MAC**, Routing, Transport, Application ...

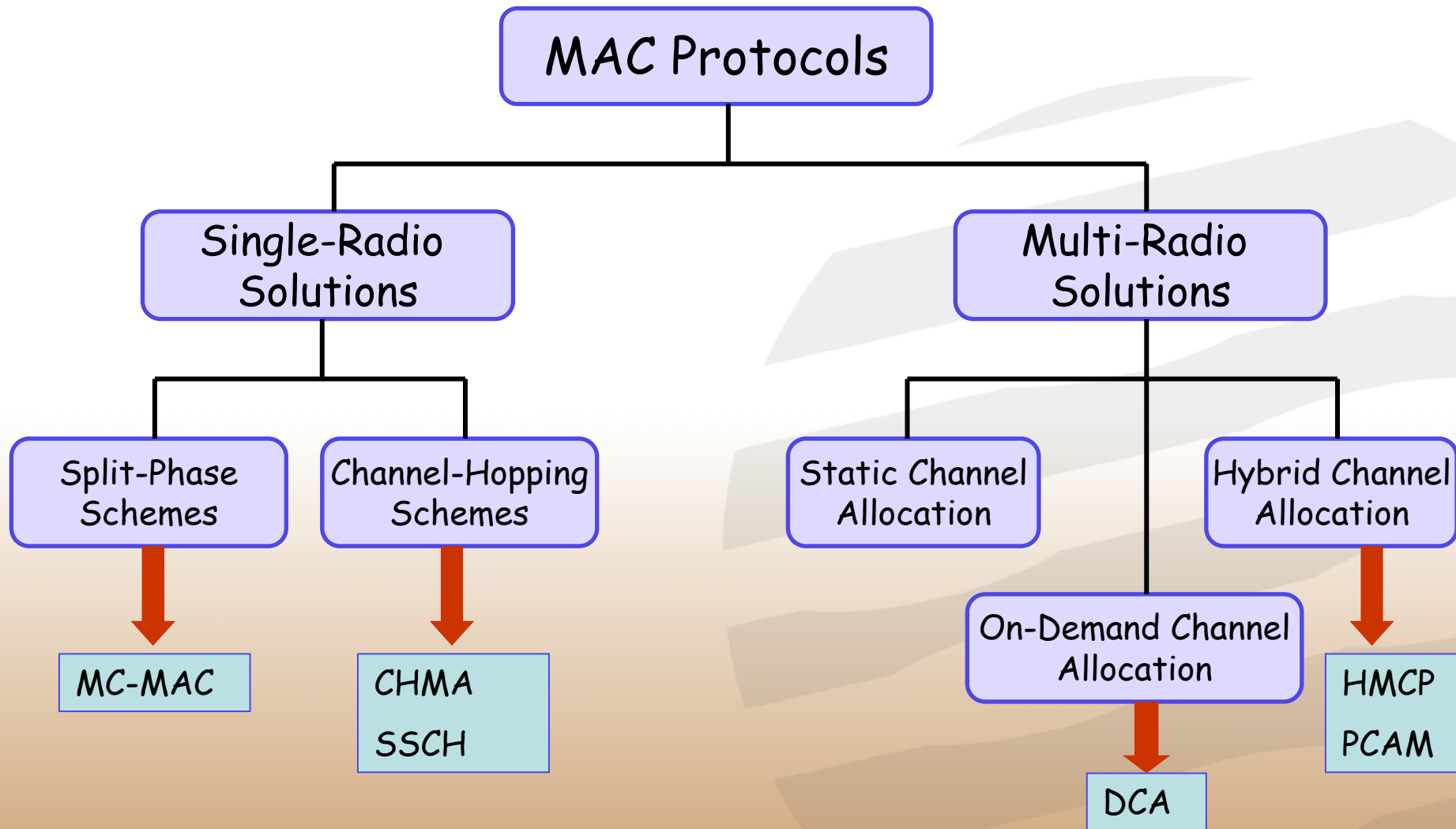
MAC Problems and Design Issues



MAC Protocols for WMNs face new challenges caused by the multi-channel environment.



MAC Solutions for WMNs



Assumptions



*The overall bandwidth is divided into **N channels**.*

- **1 Control Channel (CC):** for control messages (RTS/CTS/RES)
- **N-1 DATA Channels:** for DATA traffic and ACKs.

*Each node is equipped with **2 half-duplex radios**.*

- **1 Control Radio:** non-tunable and fixed on the common Control Channel (CC).
- **1 Data Radio:** tunable and switchable among the N-1 DATA Channels.

The utilization of the Control Channel **mitigates** the impact of multi-hop hidden terminal and deafness problems and **provides** on-demand channel allocation.

FCR-MAC Protocol



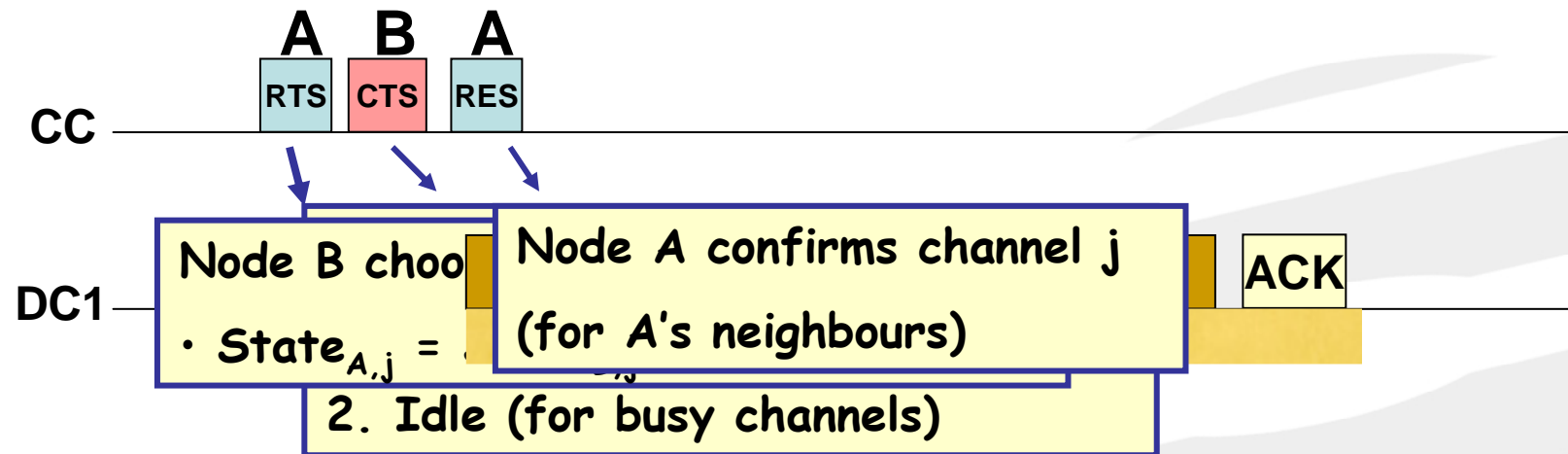
1. On-Demand Channel Allocation

2. Efficient DATA Channel Utilization

3. Channel Access Differentiation

4. Multi-Hop Communication Support

FCR-MAC Protocol (1)



Each node (e.g. X) maintains a **Channel List (CL)** for all the DATA channels. Each channel list entry (e.g. $CL[i]$) has two fields:

1. **State_{i,x}** -> channel i is available for X or not ({Free,Busy})
2. **Idle_{i,x}** -> Time when channel i will be released by node X or by X's neighbours.

ON-DEMAND CHANNEL ALLOCATION

FCR-MAC Protocol

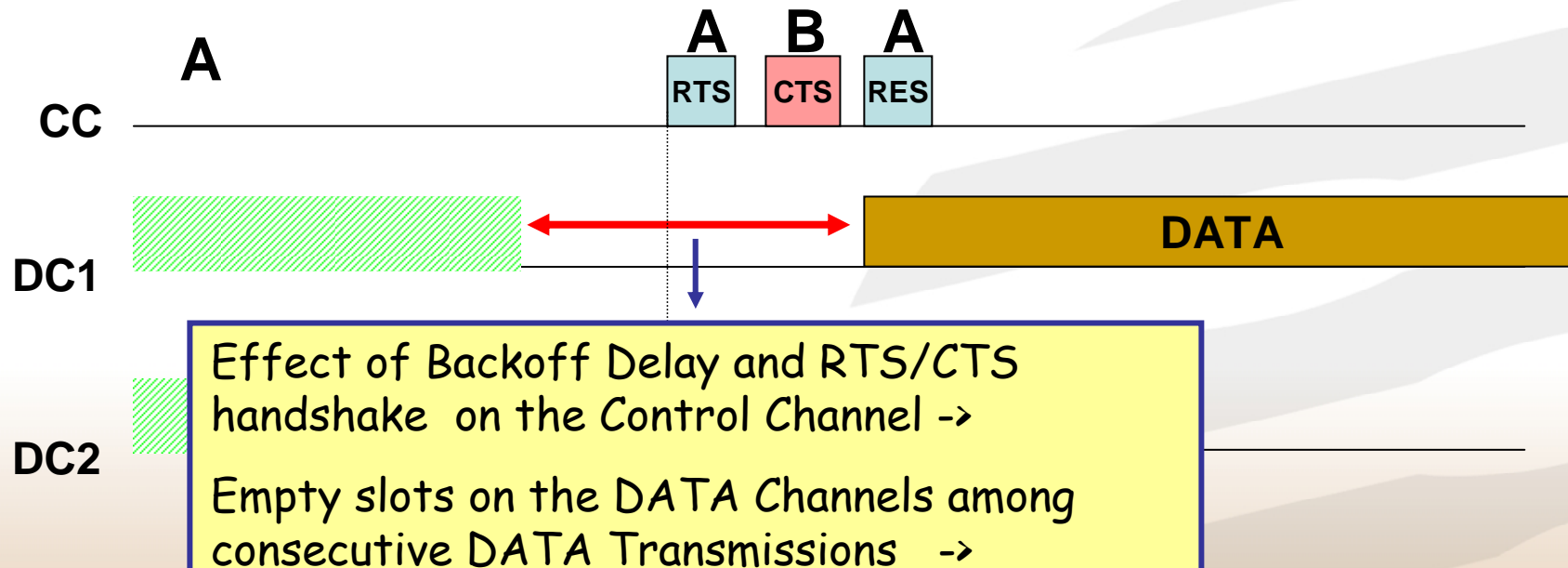


1. On-Demand Channel Allocation
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DATA Channel Utilization



PROBLEM. Node A has data for node B, but all the DATA channels are busy.



Effect of Backoff Delay and RTS/CTS handshake on the Control Channel ->

Empty slots on the DATA Channels among consecutive DATA Transmissions ->

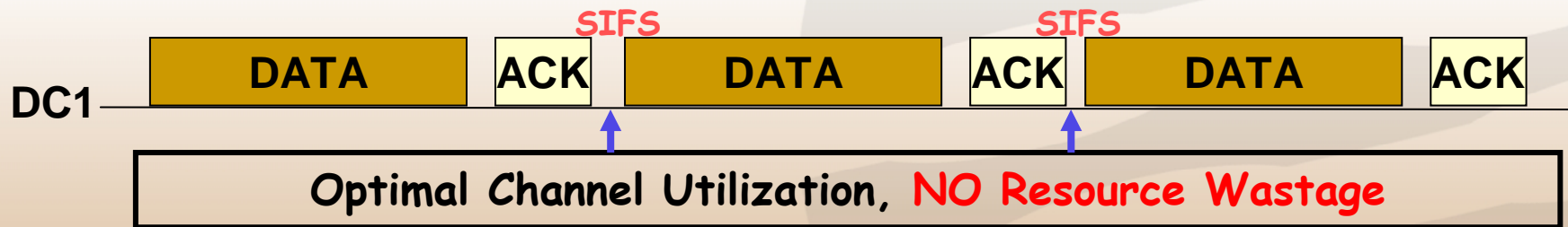
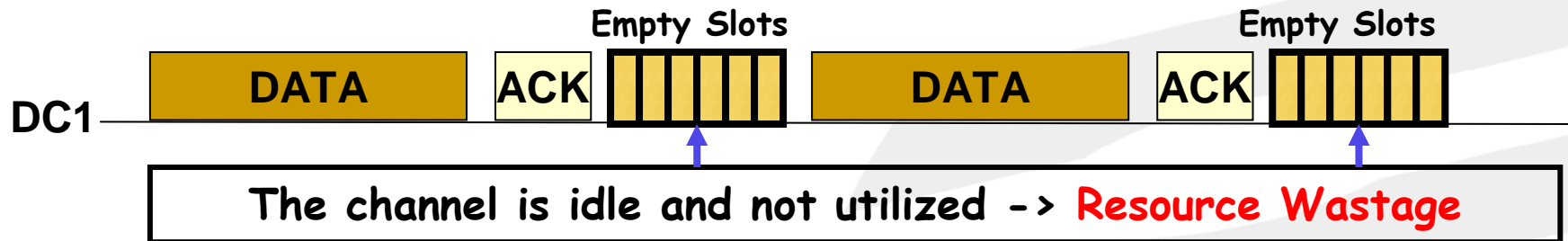
**** DATA Channels Subutilized ****

Solution: Node A waits for the first channel to become idle, performs backoff and transmits the RTS to Node B on the Control Channel.

DATA Channel Utilization



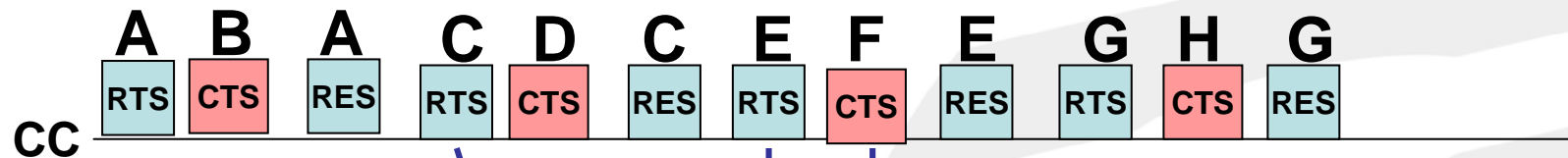
PROBLEM. Node A has data for node B, but all the DATA channels are busy.



FCR-MAC Protocol (2)



Example: **2 Data Channels**, A-B are transmitting on channel 1, C->D are transmitting on channel 2, node E->F can access the channel as soon as channel 1 is available.



*** ALL DATA CHANNELS are Busy! ***

Node F:

1. Gets $Idle_i = \max \{Idle_{i,E}, \dots\}$
2. Chooses channel j for w
3. Sets $Start_Tx = Idle_j + SIFS$

The transmission E->F will start at time $Start_Tx$, i.e. as soon as channel 1 becomes idle.

FUTURE CHANNEL RESERVATION

FCR-MAC Protocol



1. On-Demand Channel Allocation

2. Efficient DATA Channel Utilization

3. Channel Access Differentiation

4. Multi-Hop Communication Support

Channel Access Differentiation



FCR-MAC can support **effective channel access differentiation** among traffic classes with different Quality-of-Service (QoS) requirements.

Case 0: **Two Traffic Classes** (Best Effort vs Real-Time)

- *Best Effort*: The basic FCR-MAC scheme is implemented:
 1. On-Demand Channel Allocation: **ENABLED**
 2. Channel Reservation in Advance: **DISABLED**
- *Real-Time*: The full FCR-MAC scheme is implemented:
 1. On-Demand Channel Allocation: **ENABLED**
 2. Channel Reservation in Advance: **ENABLED**

Case 1: **L (L>2) Traffic Classes**

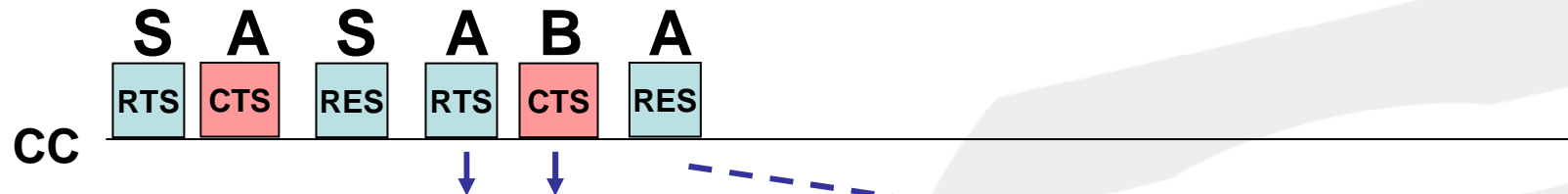
- Each Traffic Class (i.e. k) has a factor p_k giving the probability for a node to implement the full FCR-MAC scheme.

FCR-MAC Protocol



1. On-Demand Channel Allocation
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Multi-Hop Communication Support



DC1

- $\text{Start_tx} = \max(\text{Idle}_{1,A}, \text{Idle}_{1,B}) + (T_{\text{SIFS}})$
- $\text{NAV}_2 = \max(\text{Idle}_{1,A}, \text{Idle}_{1,B}) + (T_{\text{DATA}} + T_{\text{SIFS}} + T_{\text{ACK}} + T_{\text{SIFS}})$
- $\text{Idle}_{1,A} = T_{\text{DATA}} + T_{\text{SIFS}} + T_{\text{ACK}}$

1. S reserves **DATA Channel 1** with Node A.
2. Node A reserves DATA Channel 1 **in advance** with the next-hop Node B.
3. After receiving from S, Node A **forwards** the packet to Node B.

Performance Evaluation (1)



Test Performed:

- FCR-MAC Evaluation

┌	Single Collision Domain (SCD)
	Multiple Collision Domain (MCD)
- FCR-MAC for Channel Access Differentiation
- FCR-MAC for Multi-Hop Communication Support

Metrics Considered:

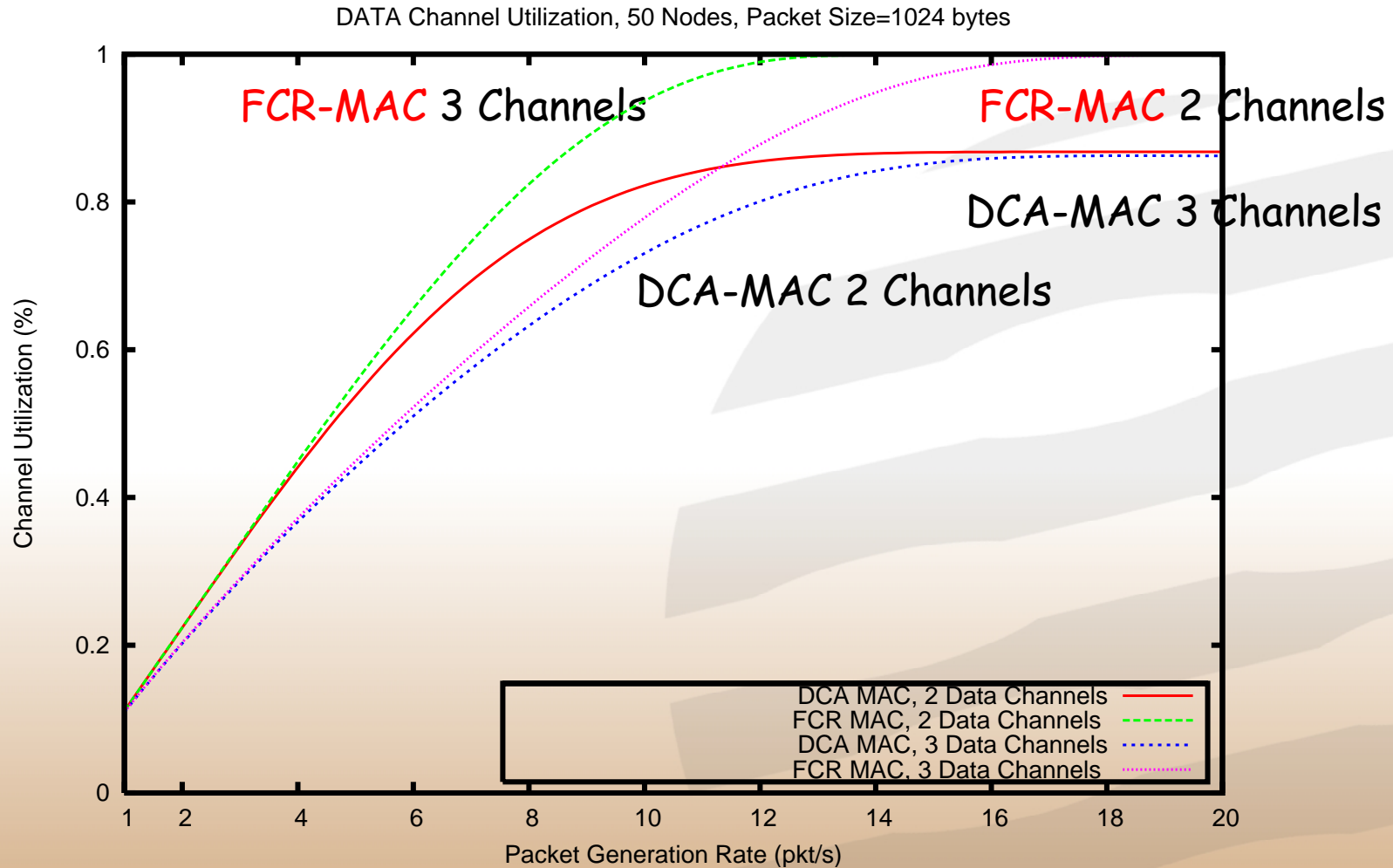
1. System Goodput
2. End-to-End Delay
3. Average Utilization of the DATA Channels

Performance Evaluation (2)



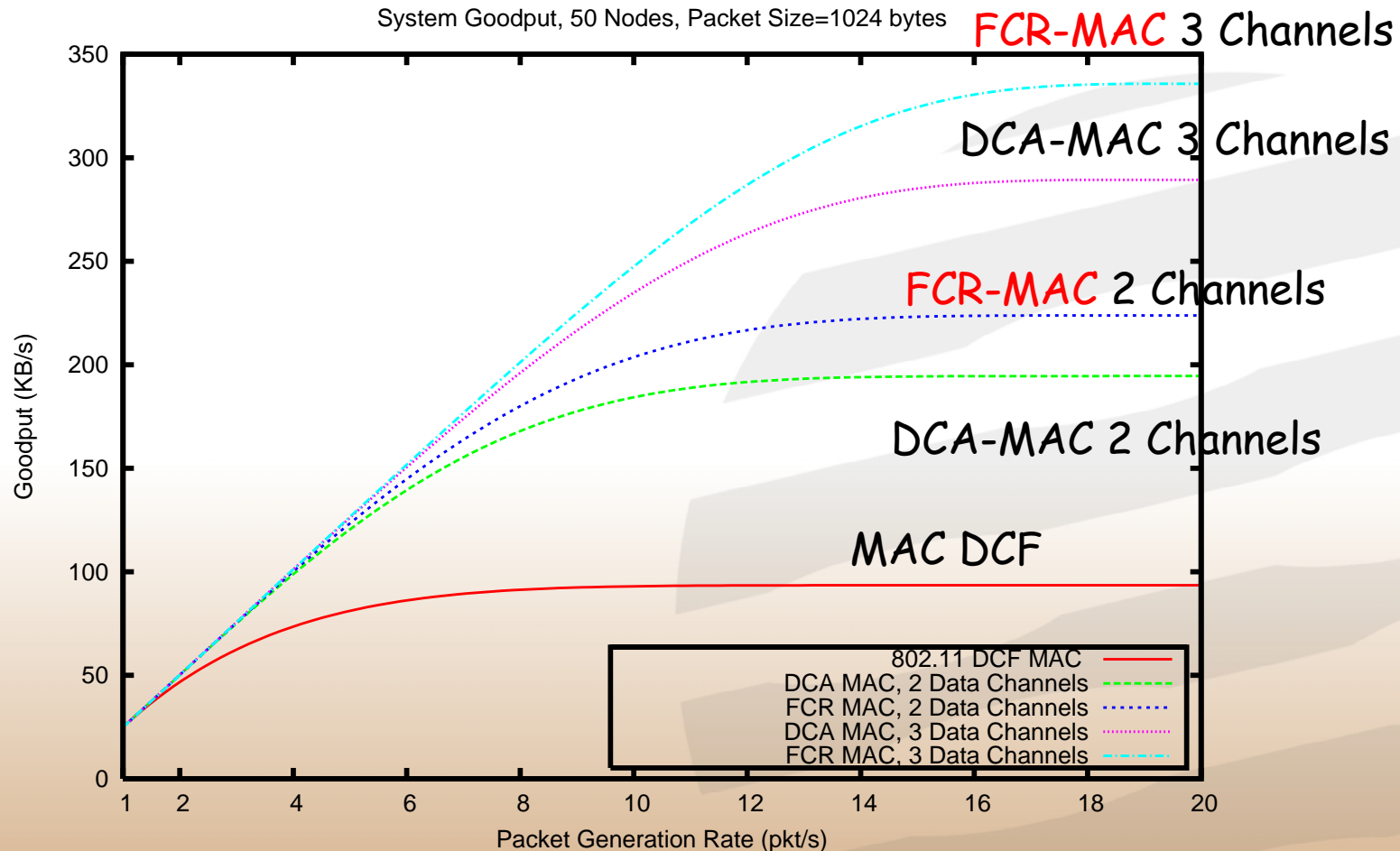
Simulation Tool	Network Simulation vs 2
Protocols	MAC 802.11 DCF, DCA-MAC, FCR-MAC
Number of Nodes	50
Radio Interfaces	2 for each node
Orthogonal DATA channels	{2,3}
Traffic Type	UDP - CBR
Data Packet Size	1024 Bytes

FCR-MAC Evaluation (1)



DATA Channel Utilization vs Packet Generation Rate

FCR-MAC Evaluation (2)

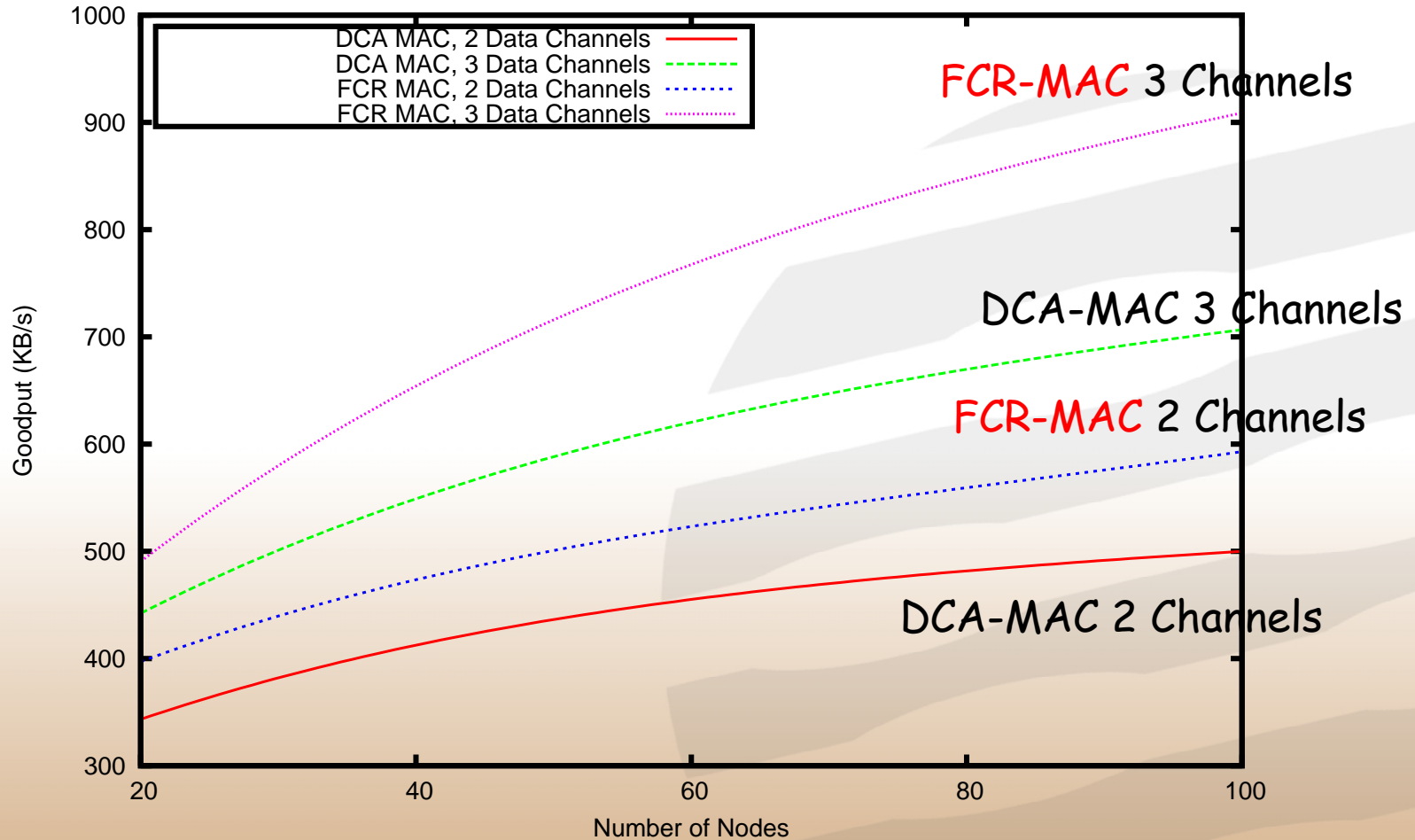


System Goodput vs Packet Generation Rate

FCR-MAC Evaluation (3)



System Goodput, Area Size= 750mx750m, Packet Size= 1024 bytes, Packet Rate= 50 pkt/s

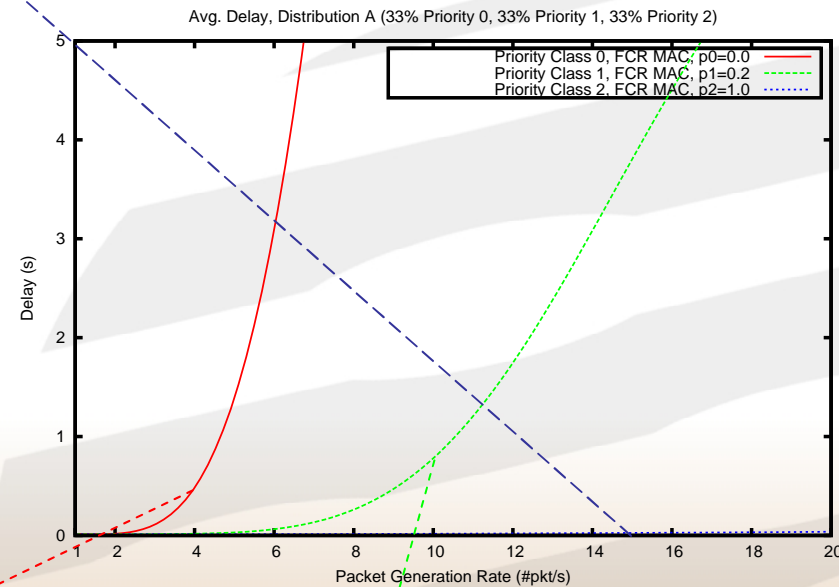
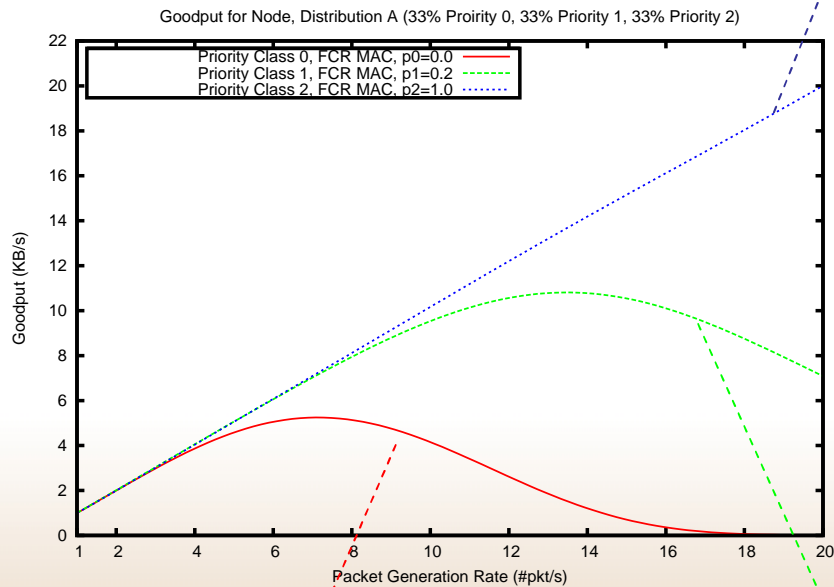


System Goodput vs Number of Nodes (MCD)

Channel Access Differentiation



Class 0: High Priority, $p_0=100\%$



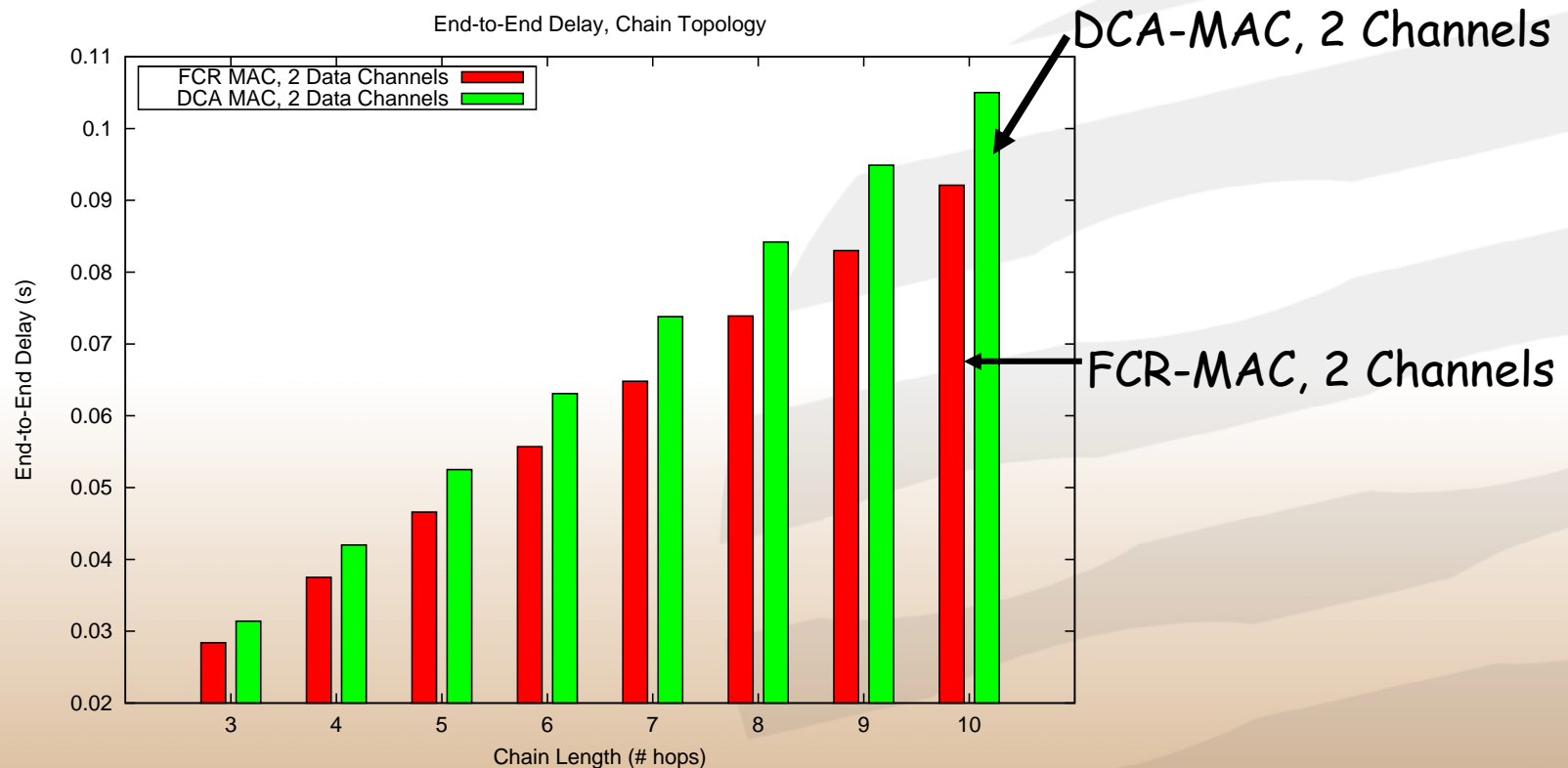
Goodput for Traffic Class

Delay for Traffic Class

Class 2: Low Priority, $p_2=0\%$

Class 1: Medium Priority, $p_1=20\%$

Multi-Hop Communication



End-to-End Delay vs Chain Length

Conclusions and Future Works



Future Channel Reservation MAC Protocol (FCR-MAC) for Multi-Radio Multi-Channel Wireless Mesh Networks (WMNs).

1. **On-Demand** Channel Reservation
2. Enhanced **DATA** Channel Utilization
3. Support to **Channel Differentiation** and **Multi-Hop Communication**

Results: high data Channel Utilization, improvements in terms of system goodput and end-to-end Delay

Future works: Extended support to multi-hop communication, Cross-Layer Integration with Routing Protocols for WMNs.



THANKS!

Questions?