

Multiple Access Protocols

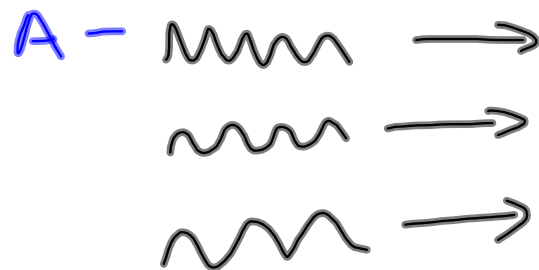
TDMA, FDMA

↳ break comm. into time slots
assign each node a time slot



- sync. issues
- centralized control

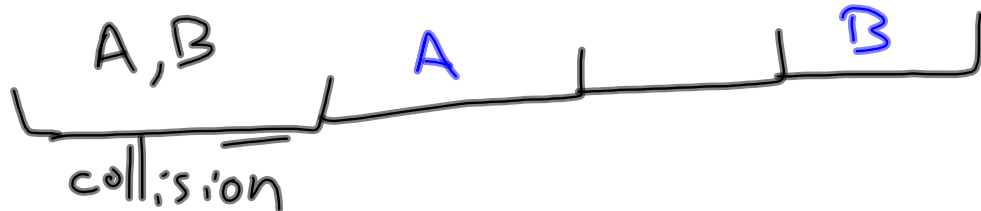
FDMA



Random Access

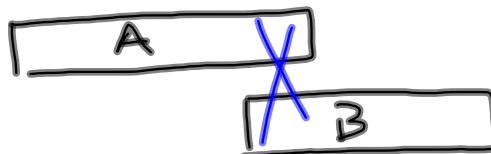
- collisions
- detection
- avoids more collision

Slotted ALOHA



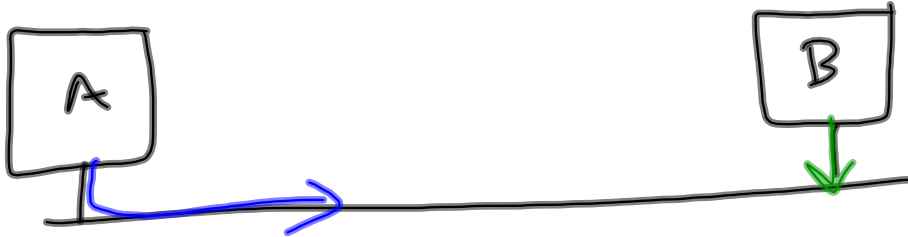
A, B detect collision

ALOHA



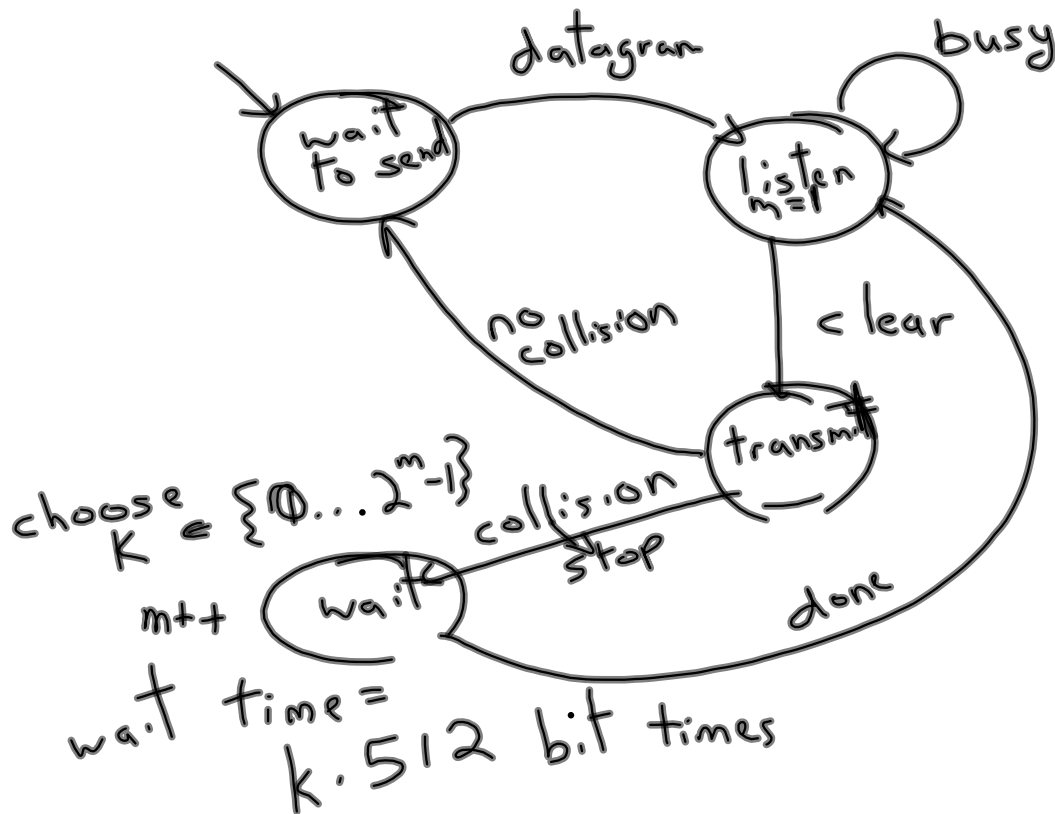
CSMA - carrier sense multi: access

- listen before transmit

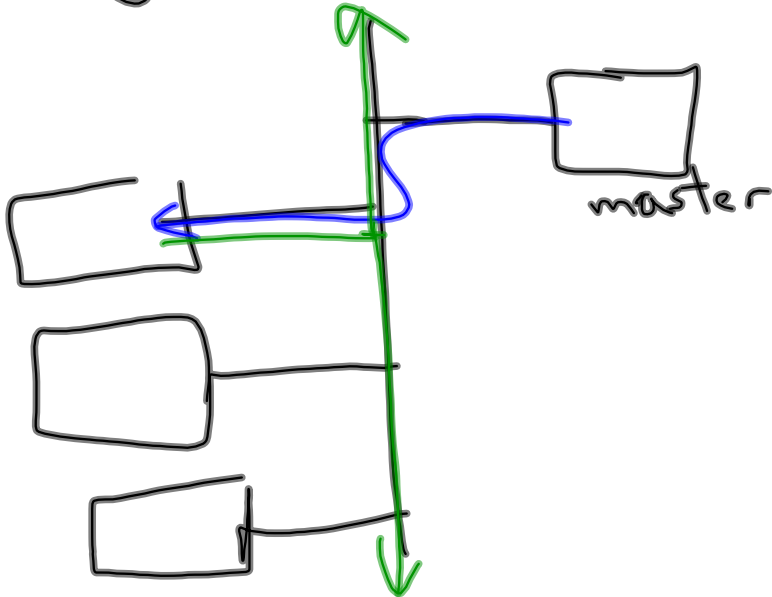


CSMA/CD - collision detection

Ethernet



Taking turns



Token Ring

