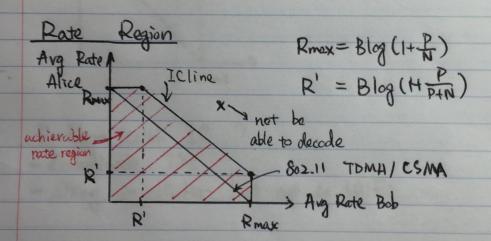


- Total Rate = Rate Alice + Rate Bob

- PRX = PRX = P



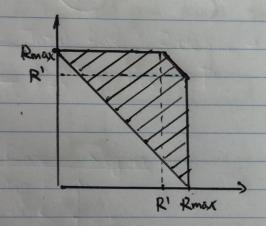
- 1 Treat Bob as noise
- @ Decode Alice
- 3 Subtract 4+(+) from y(t) => yB(+)+n(+)
- @ Decode Bab => fact)
- O Iterate subtract Bob >> Just) + n(t) >> Decode Alice

P>>N
$$P = B \log (1 + P + N) \approx B \log 2 = B$$

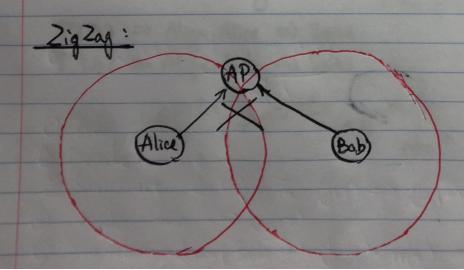
Rmax

 $P' = B \log (1 + P + N) \approx B \log 2 = B$
 $P' = B \log (1 + P + N) \approx B \log 2 = B$
 $P' = B \log (1 + P + N) \approx B \log 2 = B$

N>>P R' = Blog(1+PH) 2Blog(1+P) 2 Rmax



Problem with IC?
- Coordinate TXs
- Okay in cellular but not in Wifi



802.11 : RTS/CTS

Zig Zag: Observation

O If Alice and Bob collide, they will collide again

O Different offset of collision (CSMA: Wait Random # of slots) Zig Zag: O How do you know there is a collision? PB Xtt) y(+) = h x(+) + h x(+-s) + n(+) Γ(Δ) = = y(+) x*(+)

$$\Gamma(\Delta) = \sum_{n} y(t) \chi^{*}(t)$$

$$= h_{A} \sum_{n} \chi(t) \chi^{*}(t-\Delta) + h_{B} \sum_{n} \chi(t-\Delta) \chi^{*}(t-\Delta) + n(t)$$

$$= h_{B} \sum_{n} |\chi(t-\Delta)|^{2} e^{-j2\pi A t} e^{-j2\pi A t}$$

$$\Gamma(\Delta) \Rightarrow \text{Align Alice} \Rightarrow \text{Spike}$$

$$\Gamma(\Delta) \Rightarrow \text{Align Bob} \Rightarrow \text{Spike}$$

$$CFO \quad e^{j2\pi A t} e^{-j2\pi A t} = e^{-j2\pi A t}$$

What does it mean to subtract a chunk?

- Subtract inteference free signal obtained first collision
from second collision => complex numbers

Does not work

<13 Channel may change

<23 CFO accummulate phase

<3> Increase the noise

y(t) = y(t) + y(t) + n(t)

= y(t) = y(t) + y(t) + n(t)

y'(t) = y(t) + y(t) + n(t)

y'(t) = y(t) + y(t) + n(t)

- What ZigZag does:

(1) Decode interference free chunk
(2) Re encode it => noise free signal
(3) Apply channel h, cfo, ejitafet to it
(4) Sample it with sampling offset of 2 collisions
(5) Subtract it

· Error com propagate!!!