# 数据通信 NS3 作业-2

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### 一、 实验名称及内容

### Lab2:

Build a 2-hop Point-to-Point network as illustrated below,

- n0 sends a total number of 2000 bytes to n2.
- Use onoff-application (TCP) on n0 with packet size 512, data rate 50kb/s, set the OnTime random variable to 1 and OffTime random variable to 0.
- Use PacketSink (TCP) application on n2 to receive the packets.
- Enable NS LOG on both onoff-application and PacketSink, turn on pacp tracing on all nodes.
- Use filename: lab2.cc

Hints: For onoff-application and packet-sink application, the source codes are in /home/workspace/ns-allinone-3.28/ns-3.28/src/applications/model. Or go to <a href="https://www.nsnam.org/doxygen/index.html">https://www.nsnam.org/doxygen/index.html</a>, click Modules—Applications—OnOffApplication to see a detailed description of the application.

## 二、 实验过程和结果

程序见压缩包内。本次 ns3 的版本为 3.30。

#### Simulation:

1. \$find . -name '\*.cc' | xargs grep OnOffApplication | grep example

```
| Symple | S
```

2. \$./waf --run "scratch/mysecond --PrintAttributes=ns3::OnOffApplication"

```
fy@ubuntu:~/tarballs/ns-3-allinone/ns-3.30$ ./waf --run "scratch/mysecond --PrintAttributes=ns3::0nOffApplication"
     Entering directory `/home/fy/tarballs/ns-3-allinone/ns-3.30/build Leaving directory `/home/fy/tarballs/ns-3-allinone/ns-3.30/build'
Attributes for TypeId ns3::OnOffApplication
     --ns3::OnOffApplication::DataRate=[500000bps]
         The data rate in on state.
    --ns3::OnOffApplication::MaxBytes=[0]

The total number of bytes to send. Once these bytes are sent, no packet
is sent again, even in on state. The value zero means that there is no limit.
     --ns3::OnOffApplication::OffTime=[ns3::ConstantRandomVariable[Constant=1.0]]
        A RandomVariableStream used to pick the duration of the 'Off' state.
    --ns3::OnOffApplication::OnTime=[ns3::ConstantRandomVariable[Constant=1.0]]
        A RandomVariableStream used to pick the duration of the 'On' state.
    --ns3::OnOffApplication::PacketSize=[512]
    The size of packets sent in on state
--ns3::OnOffApplication::Protocol=[ns3::UdpSocketFactory]
         The type of protocol to use. This should be a subclass of ns3::SocketFac
tory
     --ns3::OnOffApplication::Remote=[00-00-00]
        The address of the destination
```

\$./waf --run scratch/lab2

```
ubuntu:~/tarballs/ns-3-allinone/ns-3.30$ ./waf --run scratch/csma
                         Entering directory `/home/fy/tarballs/ns-3-allinone/ns-3.30/build Leaving directory `/home/fy/tarballs/ns-3-allinone/ns-3.30/build'
At time 1.08192s on-off application sent 512 bytes to 192.168.50.2 port 9014 total Tx 512 bytes At time 1.09135s packet sink received 512 bytes from 192.168.10.1 port 49153 total Rx 512 bytes At time 1.16384s on-off application sent 512 bytes to 192.168.50.2 port 9014 total Tx 1024 bytes At time 1.17327s packet sink received 512 bytes from 192.168.10.1 port 49153 total Rx 1024 bytes At time 1.24576s on-off application sent 512 bytes to 192.168.50.2 port 9014 total Tx 1536 bytes At time 1.32768s on-off application sent 512 bytes to 192.168.50.2 port 9014 total Tx 2048 bytes At time 1.38746s packet sink received 536 bytes from 192.168.10.1 port 49153 total Rx 1560 bytes At time 1.39179s packet sink received 488 bytes from 192.168.10.1 port 49153 total Rx 2048 bytes from 192.168.10.1 port 49153 total Rx 2048 bytes
```

pcap file contents to show that packets are delivered to the destination

```
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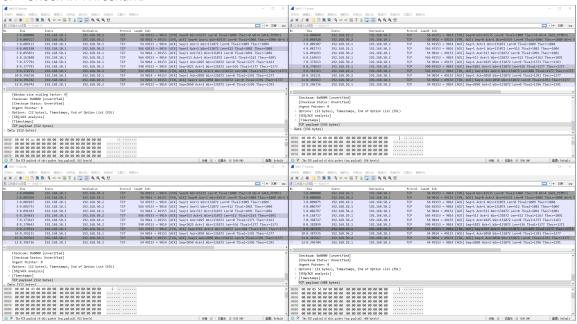
**Padata:***/tarkit*/na.3-allians/na.3-alf suda topdomp -m -tt -r lab2-0-0.pcap

**Reading from file lab2-0-0.pcap, link:type pre (PPP)

**Reading from file lab2-10-0.pcap, link:type pre (PPP)

**Reading from
```

#### 5. Check in Wireshark:



### 三、 实验思考:

### ▲ 关于 512 分片中出现 536 和 488 长度分组的情况:

分析是由于默认 ns-3 的 TCP 分段长度为 536, 猜测是按断续发送 512 长度, 在最后一段发送时整个发送了 1024 长度的报文, 默认分片成 536, 剩余 488 分组。

```
// ns-3 TCP default segment size of 536
riterStopTimeObj, &SocketWriter::Close, socketWriter);
```