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ECS 152A/EEC 173A – Computer Networks

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Ad Hoc Network – Project Phase 2

Taken directly from the project description, the above graphs have throughput as the number of bytes sent per millisecond, and the average network delay as the number of total delay divided by throughput. However, these numbers did not seem to be useful, so we got a few others to include with the report.

In these graphs, average network delay is instead calculated by total delay divided by bytes sent total. This results in more realistic units of measure, rather than time^2/bytes, this is time/bytes. This is *not* what the project asked for, but it seems more logical to include it.

Since our other two simulations did not have much collision, we decided to make the lambda values large enough to show collisions happening. Our lambda values were the values given in the project specifications multiplied by one thousand. We used the same average network delay calculations as the second set, which is total delay divided by bytes sent.