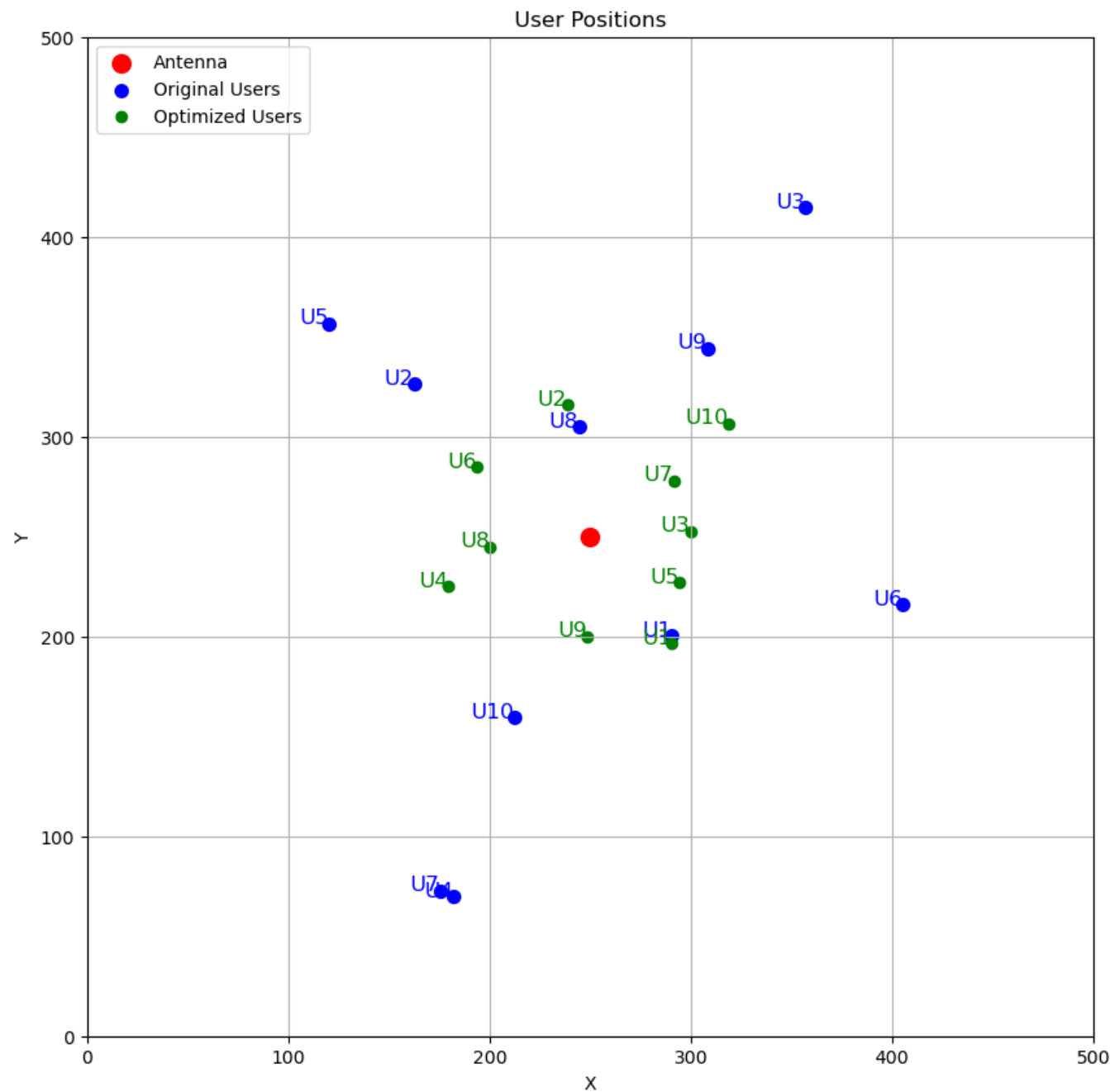


tags: #fleeting #simulation

Created:2024-06-04, Tue Jun 2 - 17:34

Week-number:23



Antenna Position: [250 250]

Original User Positions:

User 1: Position: [290.43465743 200.2672525 ], Application Priority: high

User 2: Position: [162.45364066 326.22152758], Application Priority: low

User 3: Position: [357.01502385 414.58829575], Application Priority: low

User 4: Position: [182.0312147 69.73098894], Application Priority: low

User 5: Position: [120.17363575 356.5004425 ], Application Priority: medium

User 6: Position: [405.15438637 216.08051168], Application Priority: low  
User 7: Position: [175.41559567 72.62345723], Application Priority: medium  
User 8: Position: [244.29641582 304.8549292 ], Application Priority: medium  
User 9: Position: [308.36368631 344.16334794], Application Priority: high  
User 10: Position: [212.46660722 159.42197757], Application Priority: high

Optimized User Positions:

User 1: Position: [290.52211759 196.50138522], Application Priority: high  
User 2: Position: [238.57768909 315.91960406], Application Priority: low  
User 3: Position: [299.93394189 252.5693282 ], Application Priority: low  
User 4: Position: [179.48328608 225.16464711], Application Priority: low  
User 5: Position: [294.30604058 226.82728397], Application Priority: medium  
User 6: Position: [193.92881376 284.74988246], Application Priority: low  
User 7: Position: [291.42135575 278.004844 ], Application Priority: medium  
User 8: Position: [200.27908894 244.72449019], Application Priority: medium  
User 9: Position: [248.56036069 200.02072991], Application Priority: high  
User 10: Position: [318.96136855 306.54287198], Application Priority: high

Deslocamento dos usuários otimizados:

Usuário 1: Deslocamento: 3.77  
Usuário 2: Deslocamento: 76.82  
Usuário 3: Deslocamento: 171.78  
Usuário 4: Deslocamento: 155.45  
Usuário 5: Deslocamento: 217.11  
Usuário 6: Deslocamento: 222.11  
Usuário 7: Deslocamento: 235.88  
Usuário 8: Deslocamento: 74.52  
Usuário 9: Deslocamento: 156.06  
Usuário 10: Deslocamento: 181.62

Distância dos usuários em relação à antena:

Usuário 1: Antes: 64.10, Depois: 67.11  
Usuário 2: Antes: 116.08, Depois: 66.90  
Usuário 3: Antes: 196.32, Depois: 50.00  
Usuário 4: Antes: 192.66, Depois: 74.76  
Usuário 5: Antes: 167.92, Depois: 50.00  
Usuário 6: Antes: 158.82, Depois: 65.97  
Usuário 7: Antes: 192.42, Depois: 50.00  
Usuário 8: Antes: 55.15, Depois: 50.00  
Usuário 9: Antes: 110.78, Depois: 50.00  
Usuário 10: Antes: 98.05, Depois: 89.18

sintaxe do ns3(Coordenadas Originais)

uePositionAlloc->Add (Vector (290.43465743142656, 200.26725249711455, 1.6));

uePositionAlloc->Add (Vector (162.45364065831097, 326.22152757508826, 1.6));  
uePositionAlloc->Add (Vector (357.0150238535093, 414.58829575077175, 1.6));  
uePositionAlloc->Add (Vector (182.03121470144015, 69.73098893665593, 1.6));  
uePositionAlloc->Add (Vector (120.17363575012263, 356.50044249990367, 1.6));  
uePositionAlloc->Add (Vector (405.1543863703199, 216.08051167541467, 1.6));  
uePositionAlloc->Add (Vector (175.41559566878783, 72.62345722905366, 1.6));  
uePositionAlloc->Add (Vector (244.29641581807874, 304.85492920096, 1.6));  
uePositionAlloc->Add (Vector (308.36368630772813, 344.1633479389871, 1.6));  
uePositionAlloc->Add (Vector (212.46660722475164, 159.42197756797398, 1.6));  
sintaxe do ns3(Coordenadas Otimizadas)  
uePositionAlloc->Add (Vector (290.5221175905442, 196.50138522383918, 1.6));  
uePositionAlloc->Add (Vector (238.57768908637462, 315.91960406342815, 1.6));  
uePositionAlloc->Add (Vector (299.9339418890158, 252.56932820488026, 1.6));  
uePositionAlloc->Add (Vector (179.48328608083477, 225.16464711129908, 1.6));  
uePositionAlloc->Add (Vector (294.3060405808431, 226.8272839734164, 1.6));  
uePositionAlloc->Add (Vector (193.9288137605071, 284.74988245712774, 1.6));  
uePositionAlloc->Add (Vector (291.4213557539447, 278.0048440007288, 1.6));  
uePositionAlloc->Add (Vector (200.27908894415054, 244.72449018801908, 1.6));  
uePositionAlloc->Add (Vector (248.56036069170264, 200.02072991067192, 1.6));  
uePositionAlloc->Add (Vector (318.96136855335646, 306.5428719785468, 1.6));

## References