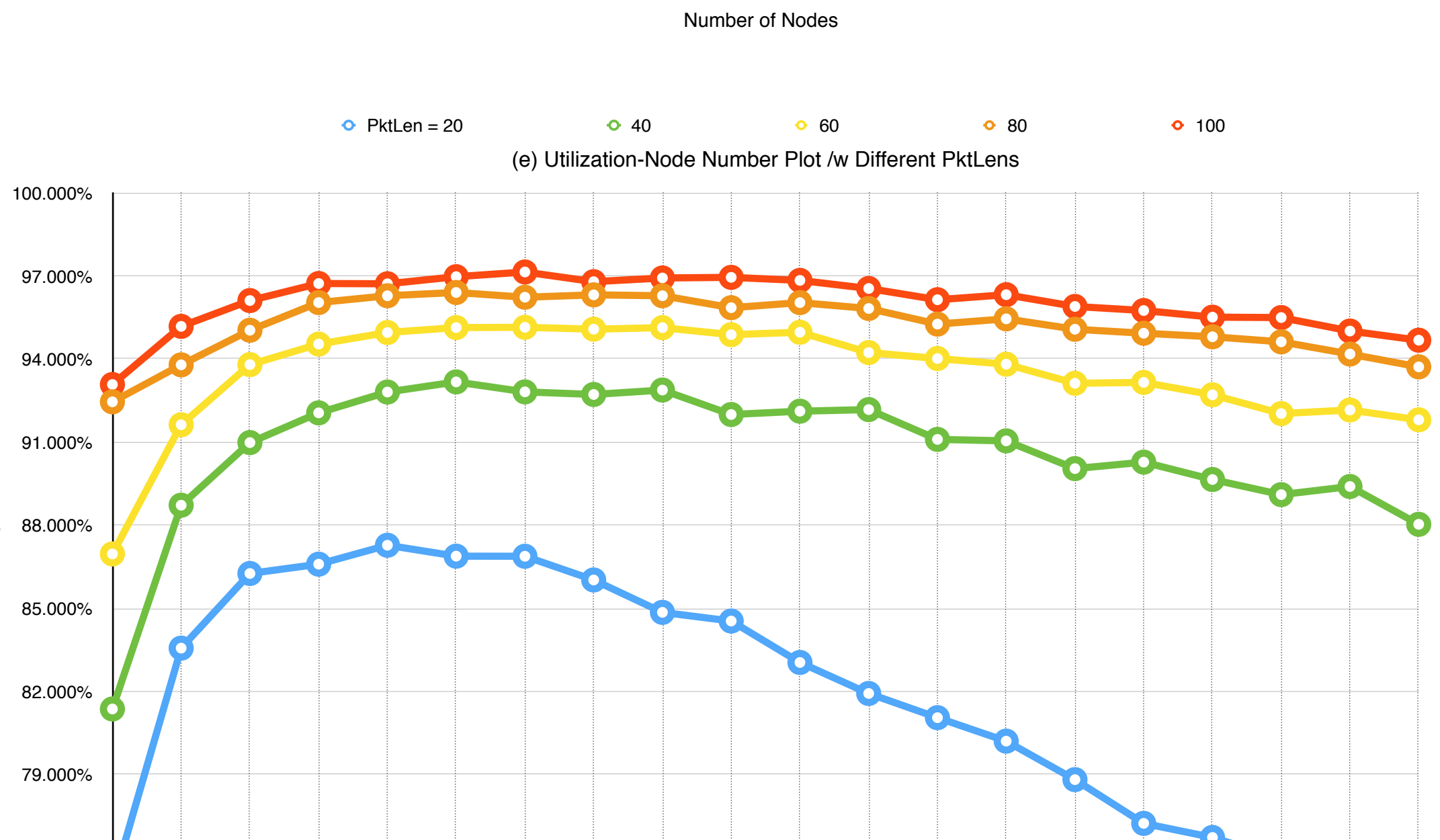
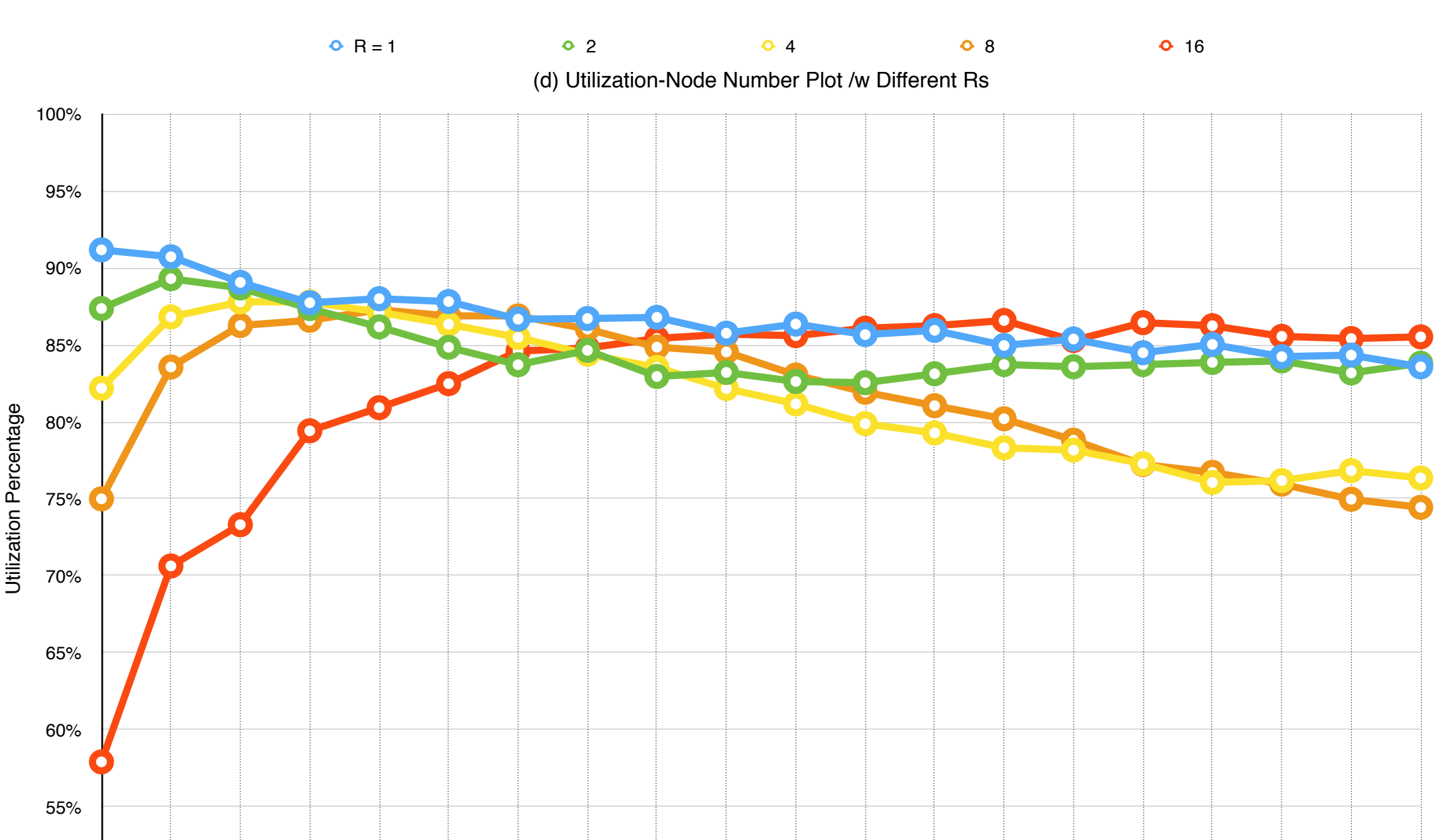
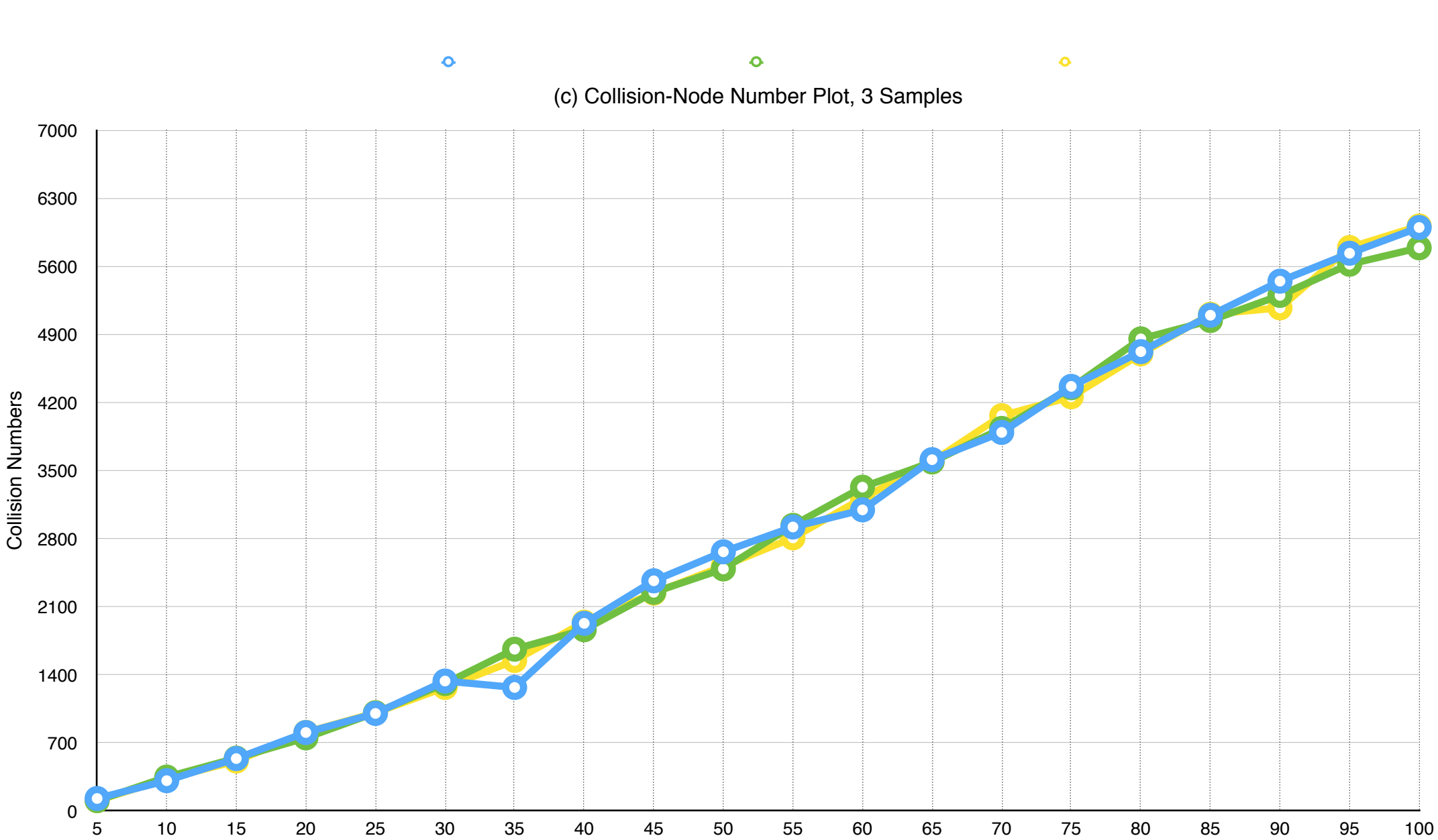
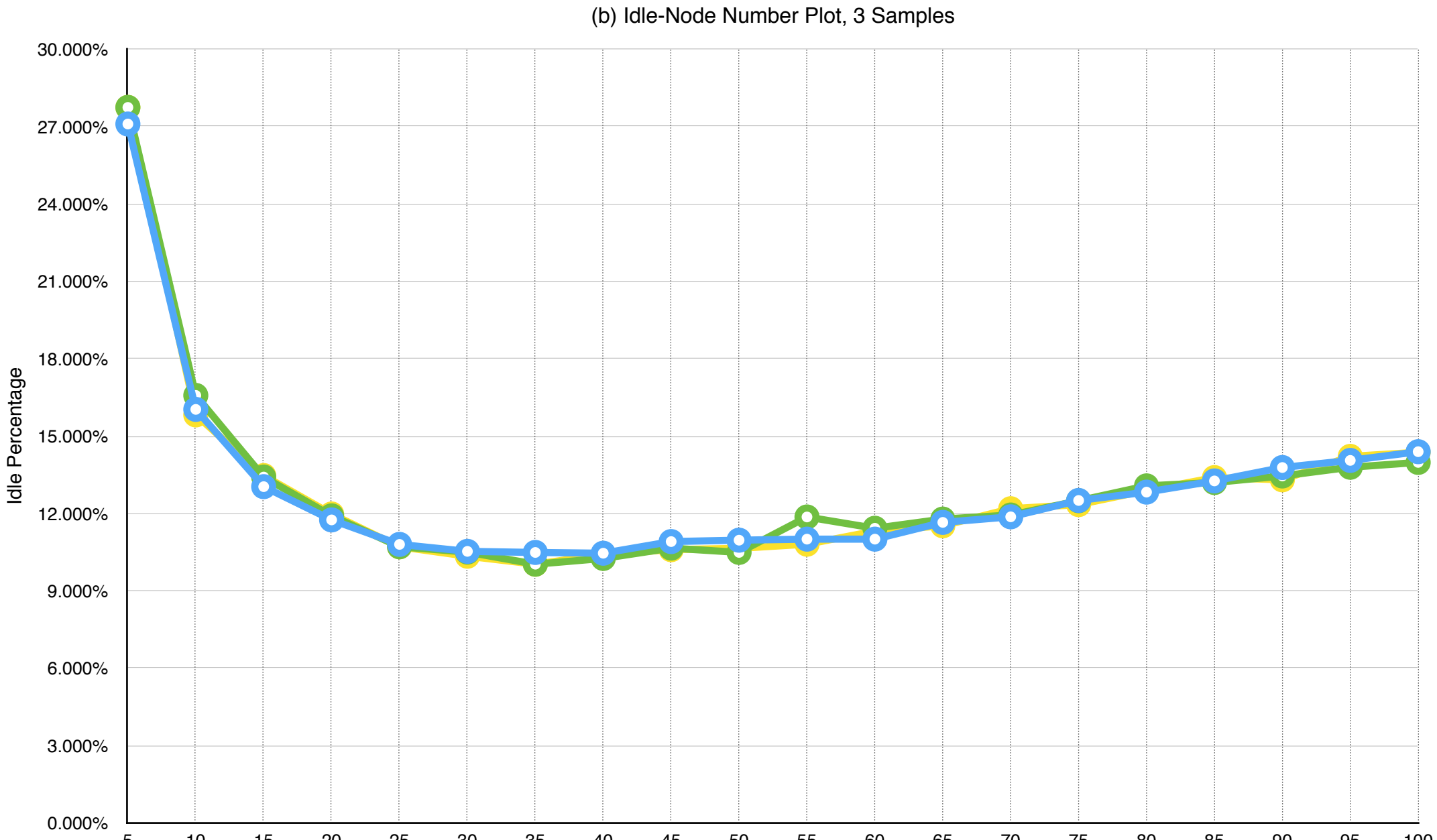
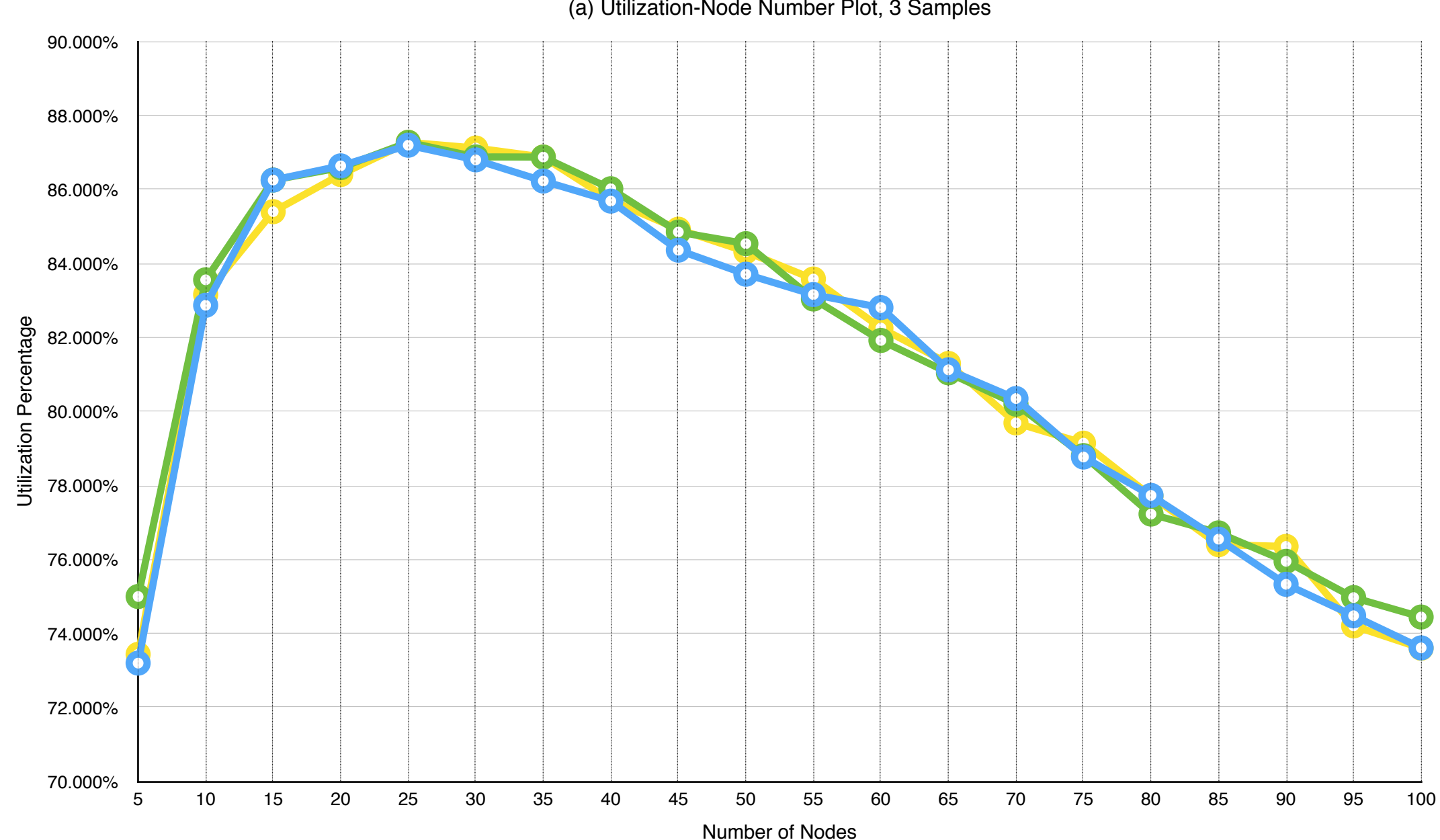


Report										
	Utilization (3 samples)			idle (3 samples)			collision (3 samples)			
	Number of Node	1	2	3	1	2	3	1	2	
	5	73.200%	75.000%	73.438%	27.100%	27.744%	27.744%	130	108	
	10	82.870%	83.558%	83.160%	16.032%	16.574%	15.818%	313	350	331
	15	86.254%	86.254%	85.400%	13.036%	13.408%	13.466%	540	545	515
	20	86.638%	86.590%	86.404%	11.746%	11.904%	11.976%	808	753	810
	25	87.196%	87.274%	87.274%	10.796%	10.704%	10.704%	1004	1011	1011
	30	86.800%	86.880%	87.120%	10.526%	10.498%	10.338%	1337	1311	1271
	35	86.228%	86.876%	86.876%	10.484%	10.028%	10.028%	1271	1664	1548
	40	85.686%	86.020%	85.710%	10.454%	10.252%	10.406%	1930	1864	1942
	45	84.360%	84.850%	84.926%	10.906%	10.652%	10.592%	2367	2249	2241
	50	83.710%	84.536%	84.320%	10.960%	10.486%	10.644%	2665	2489	2518
	55	83.160%	83.040%	83.580%	11.000%	11.860%	10.804%	2920	2937	2808
	60	82.808%	81.920%	82.256%	11.000%	11.422%	11.312%	3096	3329	3216
	65	81.126%	81.046%	81.298%	11.650%	11.778%	11.518%	3612	3588	3592
	70	80.350%	80.198%	79.692%	11.866%	11.936%	12.180%	3892	3933	4064
	75	78.770%	78.808%	79.144%	12.500%	12.490%	12.340%	4365	4351	4258
	80	77.732%	77.228%	77.716%	12.824%	13.066%	12.886%	4722	4853	4699
	85	76.550%	76.720%	76.400%	13.258%	13.196%	13.388%	5096	5042	5106
	90	75.330%	75.950%	76.354%	13.778%	13.450%	13.302%	5446	5300	5172
	95	74.480%	74.972%	74.206%	14.054%	13.788%	14.210%	5733	5620	5792
	100	73.612%	74.446%	73.602%	14.392%	13.976%	14.370%	5998	5789	6014
		Utilization								
	Number of Node	R = 1	2	4	8	16				
	5	91.164%	87.357%	82.18%	75.000%	57.92%				
	10	90.718%	89.294%	86.812%	83.558%	70.64%				
	15	89.052%	88.69%	87.792%	86.254%	73.32%				
	20	87.732%	87.354%	87.784%	86.590%	79.416%				
	25	87.994%	86.166%	87.12%	87.274%	80.92%				
	30	87.81%	84.84%	86.334%	86.880%	82.48%				
	35	86.662%	83.706%	85.48%	86.876%	84.594%				
	40	86.708%	84.64%	84.392%	86.020%	84.79%				
	45	86.782%	82.944%	83.532%	84.850%	85.414%				
	50	85.756%	83.206%	82.16%	84.536%	85.694%				
	55	86.346%	82.62%	81.168%	83.040%	85.592%				
	60	85.662%	82.54%	79.88%	81.920%	86.08%				
	65	85.938%	83.12%	79.276%	81.046%	86.244%				
	70	84.958%	83.72%	78.314%	80.198%	86.578%				
	75	85.376%	83.574%	78.16%	78.808%	85.28%				
	80	84.486%	83.716%	77.278%	77.228%	86.44%				
	85	85.025%	83.858%	76.06%	76.720%	86.24%				
	90	84.231%	83.956%	76.184%	75.950%	85.55%				
	95	84.331%	83.176%	76.832%	74.972%	85.406%				
	100	83.57%	83.804%	76.354%	74.446%	85.516%				
		Utilization								
	Number of Node	PktLen = 20	40	60	80	100				
	5	75.000%	81.36%	86.96%	92.454%	93.08%				
	10	83.558%	88.72%	91.626%	93.79%	95.18%				
	15	86.254%	90.982%	93.798%	95.04%	96.112%				
	20	86.590%	92.056%	94.54%	96.04%	96.728%				
	25	87.274%	92.808%	94.958%	96.286%	96.718%				
	30	86.880%	93.174%	95.136%	96.404%	96.974%				
	35	86.876%	92.814%	95.146%	96.232%	97.144%				
	40	86.020%	92.72%	95.078%	96.318%	96.794%				
	45	84.850%	92.88%	95.134%	96.286%	96.928%				
	50	84.536%	91.996%	94.88%	95.854%	96.95%				
	55	83.040%	92.116%	94.968%	96.038%	96.84%				
	60	81.920%	92.174%	94.234%	95.826%	96.548%				
	65	81.046%	91.098%	94.018%	95.262%	96.142%				
	70	80.198%	91.044%	93.814%	95.452%	96.324%				
	75	78.808%	90.042%	93.124%	95.076%	95.899%				
	80	77.228%	90.276%	93.156%	94.932%	95.752%				
	85	76.720%	89.648%	92.708%	94.804%	95.512%				
	90	75.950%	89.102%	92.030%	94.622%	95.498%				
	95	74.972%	89.396%	92.16%	94.18%	95.011%				
	100	74.446%	88.03%	91.804%	93.716%	94.68%				



(f) In (d), initial R value affect the scenarios whose node numbers are small. When there is a big R value, e.g. 16 with a node number of 5, nodes would pick a inefficient random number to start with. Then time is wasted in counting down while no node is transmitting. R value's effect vanishes when the number of nodes grows, because there are enough nodes to fill up the whole range between 0 and R so that each random number picked has a node to transmit.

In (e), it is obvious that the long the packet the higher the utilization ratio is. Longer packet reduce the time of deciding which node is going to transfer. Mathematically, for 20 pktlen, in 50,000 ticks, there are 2,500 times where we have to decide which node is transmitting. This means there are 2,500 times for collision to happen. But if pktlen is 100, this number is 500. Then collision is less likely to happen. Thus channel is used more efficiently.

In both (d) and (e), it is observed that 30-40 nodes would give the maximum of utilization where there are enough nodes want to transfer while not too many nodes to collide with each other.