# 节点稳定性预测

Report - 3 高等理工学院 王冠楠 wgn2015@buaa.edu.cn

## 关于调试

- 在 aodv-uu 文件夹下 make clean + make, 再在 ns-2.35 下 make, 可以缩短编译所需时间。
- 修改 ns-2.35/ tcl/ lib/ ns-default.tcl

```
# AODV-UU routing agent
# unidir hack = 0
Agent/AODVUU set unidir hack 1
Agent/AODVUU set rreq gratuitous 0
Agent/AODVUU set expanding ring search 1
Agent/AODVUU set local repair 0
Agent/AODVUU set receive n hellos 0
Agent/AODVUU set hello jittering 0
Agent/AODVUU set wait on reboot 0
Agent/AODVUU set debug 1
                       0 here
Agent/AODVUU set rt log interval 0
Agent/AODVUU set log to file 0
Agent/AODVUU set optimized hellos 0
Agent/AODVUU set ratelimit 1
Agent/AODVUU set llfeedback 0
                            1 here
Agent/AODVUU set internet gw mode 0
```

```
/* Schedule the first HELLO */
if (!llfeedback && !optimized_hellos)
    hello_start();
```

## 参数计算的位置

• 在生成 hello 包之前计算之前时刻的参数,加入 hello 包中。

• 参数放在 hello 包的哪个位置上?

#### 邻居统计

• 遍历路由表,找到所有距离为 1 跳且 valid 的节点,存入。

#### 邻居变化

- 每当一个节点的邻居变化时 / 发送 hello 消息时,计算该参数。
- 用两个全局的数组存储,每个节点存储上时刻和当前时刻的邻居。
- 用 ip 地址区分邻居节点。

```
/* neighbor change */
fprintf(stderr,"debug-> begin to calc neighbor in aodv-hello\n");
fprintf(stderr," -> current node:%s\n",DEV_NR(i).ipaddr);
n_nn = rt_calc_neighbor();
float change = l_nn == 0 ? 1 : ( 1 - n_nn / l_nn > 1 ? 1 : 1 - n_nn / l_nn);
fprintf(stderr," -> pst: %d\n",n_nn);
fprintf(stderr," -> old: %d\n",l_nn);
fprintf(stderr," -> chg: %lf\n",change);
l nn = n nn;
```

```
INITIALIZE THE LIST xListHead
INITIALIZE THE LIST xListHead
INITIALIZE THE LIST xListHead
created nodes
0.0.0.0: 00:00:00.000 hello start: Starting to send HELLOs!
-> *** hello send!
0.0.0.0: 00:00:00.000 startAODVUUAgent: Routing agent with IP = 0.0.0.0: 0 started.
0.0.0.0: 00:00:00.000 startAODVUUAgent: Settings:
0.0.0.0: 00:00:00.000 startAODVUUAgent: unidir hack ON
0.0.0.0: 00:00:00.000 startAODVUUAgent: rreg gratuitous OFF
0.0.0.0: 00:00:00.000 startAODVUUAgent: expanding ring search ON
0.0.0.0: 00:00:00.000 startAODVUUAgent: local repair OFF
0.0.0.0: 00:00:00.000 startAODVUUAgent: receive n hellos OFF
0.0.0.0: 00:00:00.000 startAODVUUAgent: hello jittering OFF
0.0.0.0: 00:00:00.000 startAODVUUAgent: wait on reboot OFF
0.0.0.0: 00:00:00.000 startAODVUUAgent: optimized hellos OFF
0.0.0.0: 00:00:00.000 startAODVUUAgent: ratelimit ON
0.0.0.0: 00:00:00.000 startAODVUUAgent: llfeedback OFF
0.0.0.0: 00:00:00.000 startAODVUUAgent: internet gw mode OFF
0.0.0.0: 00:00:00.000 startAODVUUAgent: ACTIVE ROUTE TIMEOUT=3000
0.0.0.0: 00:00:00.000 startAODVUUAgent: TTL START=2
0.0.0.0: 00:00:00.000 startAODVUUAgent: DELETE PERIOD=15000
0.0.0.1: 00:00:00.000 hello start: Starting to send HELLOs!
-> *** hello send!
0.0.0.1: 00:00:00.000 startAODVUUAgent: Routing agent with IP = 0.0.0.1 : 1 started.
0.0.0.1: 00:00:00.000 startAODVUUAgent: Settings:
0.0.0.1: 00:00:00.000 startAODVUUAgent: unidir hack ON
0.0.0.1: 00:00:00.000 startAODVUUAgent: rreg gratuitous OFF
0.0.0.1: 00:00:00.000 startAODVUUAgent: expanding ring search ON
0.0.0.1: 00:00:00.000 startAODVUUAgent: local repair OFF
0.0.0.1: 00:00:00.000 startAODVUUAgent: receive n hellos OFF
0.0.0.1: 00:00:00.000 startAODVUUAgent: hello jittering OFF
0.0.0.1: 00:00:00.000 startAODVUUAgent: wait on reboot OFF
0.0.0.1: 00:00:00.000 startAODVUUAgent: optimized hellos OFF
0.0.0.1: 00:00:00.000 startAODVUUAgent: ratelimit ON
0.0.0.1: 00:00:00.000 startAODVUUAgent: llfeedback OFF
0.0.0.1: 00:00:00.000 startAODVUUAgent: internet qw mode OFF
0.0.0.1: 00:00:00.000 startAODVUUAgent: ACTIVE ROUTE TIMEOUT=3000
0.0.0.1: 00:00:00.000 startAODVUUAgent: TTL START=2
0.0.0.1: 00:00:00.000 startAODVUUAgent: DELETE PERIOD=15000
0.0.0.2: 00:00:00.000 hello start: Starting to send HELLOs!
-> *** hello send!
0.0.0.2: 00:00:00.000 startAODVUUAgent: Routing agent with IP = 0.0.0.2 : 2 started.
0.0.0.2: 00:00:00.000 startAODVUUAgent: Settings:
0.0.0.2: 00:00:00.000 startAODVUUAgent: unidir hack ON
0.0.0.2: 00:00:00.000 startAODVUUAgent: rreq gratuitous OFF
0.0.0.2: 00:00:00.000 startAODVUUAgent: expanding ring search ON
```