## **Experiment No. 7**

<u>Aim</u>: To analyze the performance of a network for QoS (quality of service) parameters.

### **Implementation:**

## 1. Wireless Propagation

#### Code:

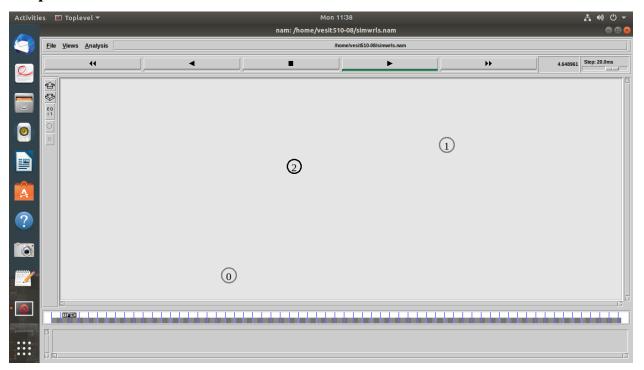
```
#Wireless Network
#Setting values for variables in an associative array: val
#chan: Channel Type: Wireless
#prop: Radio Propagation Model: Two way propagation
#netif: Network Interface Types: Wireless
#mac: MAC type: Cellular Communication
#ifq: Interface Queue type
#ll: Link Layer type
#ant: Antenna Type
#ifqlen: Interface queue length
#nn: Number of nodes
#rp: ad-hoc routing protocol: Destination Sequenced Distance Vector (DSDV) #X,
Y: Positions
#Stop: Stop time
set val(chan) Channel/WirelessChannel
set val(prop) Propagation/TwoRayGround;
set val(netif) Phy/WirelessPhy;
set val(mac) Mac/802 11;
set val(ifq) Queue/DropTail/PriQueue;
set val(ll) LL;
set val(ant) Antenna/OmniAntenna;
set val(ifqlen) 50;
set val(nn) 3;
set val(rp) DSDV;
set val(x) 500;
set val(y) 400;
```

```
set val(stop) 150;
#Create simulator object and link the trace files and nam trace
set ns [new Simulator]
set tracefd [open simple-dsdv.tr w]
set namtrace [open simwrls.nam w]
#Linking trace files to trace buffers
$ns trace-all $tracefd
$ns use-newtrace
$ns namtrace-all-wireless $namtrace $val(x) $val(y)
#Create topography flatgrid refers to movement in XY plane
set topo [new Topography]
$topo load flatgrid $val(x) $val(y)
#Create General Operations Director(GOD) object
#GOD object stores total number of mobile nodes & table of shortest hops required
create-god $val(nn)
#Configuring nodes
# agentTrace: tracing at agent level turned ON or OFF
# routerTrace: tracing at router level turned ON or OFF
# macTrace: tracing at mac level turned ON or OFF
$ns node-config -adhocRouting $val(rp) \
-llType $val(ll) \
-macType $val(mac) \
-ifqType $val(ifq) \
-ifqLen $val(ifqlen) \
-antType $val(ant) \
-propType $val(prop) \
-phyType $val(netif) \
-channelType $val(chan) \
-topoInstance $topo \
-agentTrace ON \
-routerTrace ON \
-macTrace OFF \
-movementTrace ON
#Creating three nodes
#Setting node positions, z=0 as topology is flatgrid
```

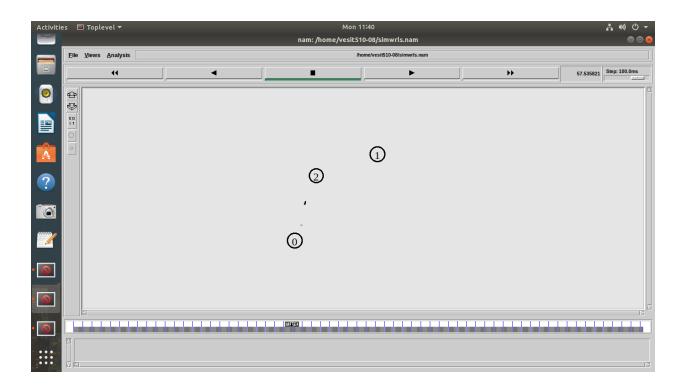
```
for \{ \text{set i 0} \} \{ \text{si } < \text{sval}(nn) \} \{ \text{incr i} \} \{ \}
set node ($i) [$ns node]
#Setting node mobility
$node (0) set X 5.0
$node (0) set Y 5.0
$node (0) set Z 0.0
$node (1) set X 490.0
$node (1) set Y 285.0
$node (1) set Z 0.0
$node (2) set X 150.0
$node (2) set Y 240.0
$node (2) set Z 0.0
# setdest params: X, Y, speed.
$ns at 10.0 "$node (0) setdest 250.0 250.0 3.0"
$ns at 15.0 "$node (1) setdest 45.0 285.0 5.0"
$ns at 110.0 "$node (0) setdest 480.0 300.0 5.0"
#Attaching transport layer protocol agents and application layer protocol agents to
the nodes
#Setting source node, sink node
set tcp [new Agent/TCP/Newreno]
set sink [new Agent/TCPSink]
$ns attach-agent $node (0) $tcp
$ns attach-agent $node (1) $sink
$ns connect $tcp $sink
set ftp [new Application/FTP]
$ftp attach-agent $tcp
$ns at 10.0 "$ftp start"
#defines Node initial position. 30 is node size Must be called after mobility
for \{ \text{set i } 0 \} \{ \{ \{ \{ \{ \} \} \} \} \} \}  incr i \{ \{ \{ \{ \} \} \} \} \} \} 
  $ns initial node pos $node ($i) 30
#Reset positions at stop
for \{ \text{set i } 0 \} \{ \} i < \{ \text{val(nn)} \} \{ \text{incr i} \} \}
  $ns at $val(stop) "$node ($i) reset";
```

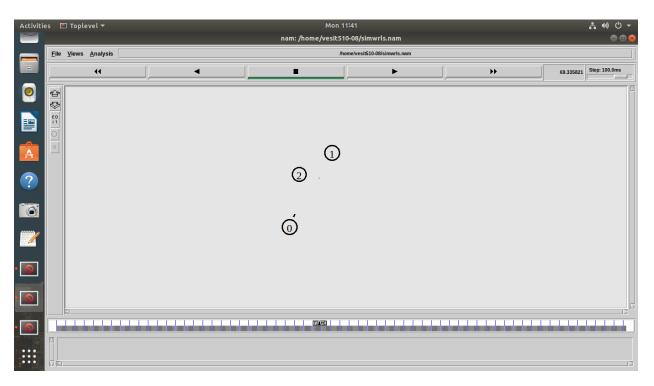
```
Manav_17

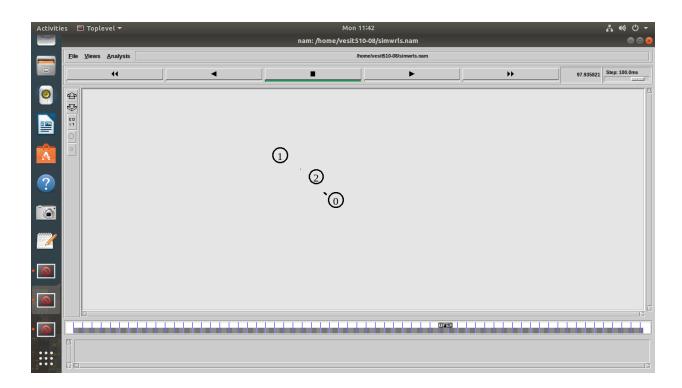
}
#Start and stop wireless simulation
$ns at $val(stop) "$ns nam-end-wireless $val(stop)"
$ns at $val(stop) "stop"
$ns at 150.01 "puts \"end simulation\"; $ns halt"
proc stop {} {
#Flush trace buffers, close files and execute nam file
    global ns tracefd namtrace
    $ns flush-trace
    close $tracefd
    close $namtrace
    exec nam simwrls.nam &
    exit
}
$ns run
```

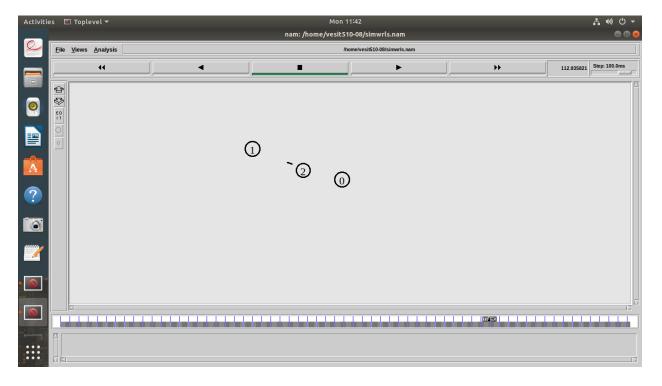


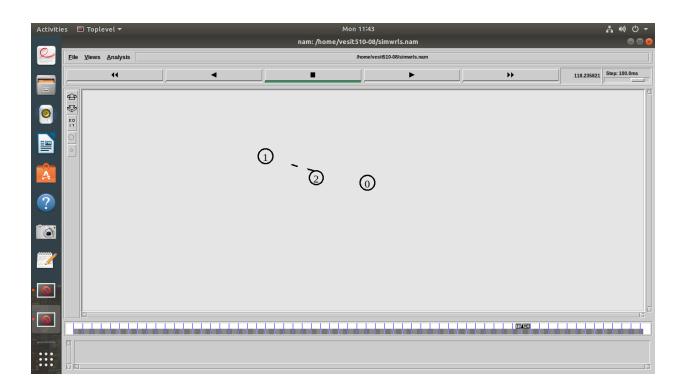
#### Manav\_17

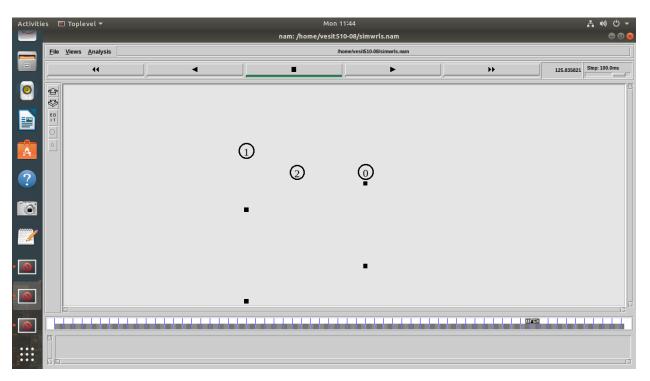


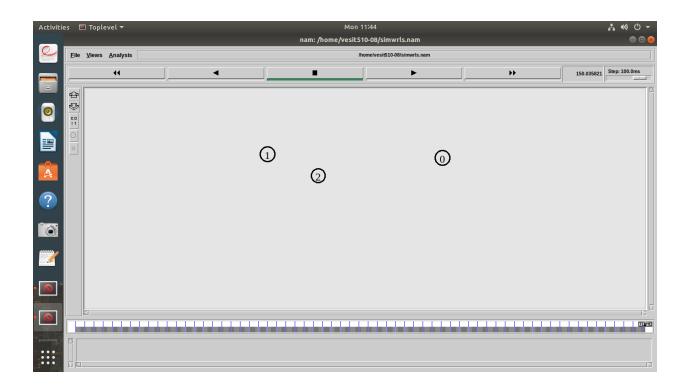












## 2. Getting Throughput

```
Code:
```

```
BEGIN {
recvdSize = 0 # received packet size
startTime = 400 # high random start time
stopTime = 5 #low random stop time
}
{
#Analyze the trace file
event = $1 # send or received (s/r)
time = $3 # time of transaction (time of sending)
pkt_size = $37 # packet size
level = $19 # application agent or routing protocol data (AGT/RTR)
# Find the starting time of simulation

if (level == "AGT" && event == "s" ){
   if (time < startTime) {
      startTime = time;
```

```
Manav_17

}
}
# Update total received packet size and store packets arrival time, to finally get the
# end time of the simulation
if (level == "AGT" && event == "r" ){
    if (time > stopTime){
        stopTime = time;
    }
    recvdSize += pkt_size;
}
}
END{
# calculate the throughput
printf("Average Throughput[kbps] = %.2f\n",(recvdSize/(stopTime-startTime)))
```

```
vesit510-08@vesit51008-HP-280-G2-MT: ~

File Edit View Search Terminal Help
vesit510-08@vesit51008-HP-280-G2-MT:~$ gawk -f throughput1.awk simple-dsdv.tr
Average Throughput[kbps] = 50450.46
vesit510-08@vesit51008-HP-280-G2-MT:~$
```

# 3. Getting Packet Delivery Ratio:

#### Code:

```
BEGIN {
sendLine = 0;
recvLine = 0;
}
$0 ~/^s.* AGT/ {
sendLine ++;
}
```

```
Manav_17
```

```
$0 ~/^r.* AGT/ {
recvLine ++;
}
END {
printf "cbr s:%d r:%d, r/s Ratio:%.4f \n", sendLine, recvLine,
(recvLine/sendLine);
}
```

```
vesit510-08@vesit51008-HP-280-G2-MT: ~ □ □ ⊗

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vesit510-08@vesit51008-HP-280-G2-MT:~$ gawk -f pdr.awk simple-dsdv.tr

cbr s:10429 r:10399, r/s Ratio:0.9971

vesit510-08@vesit51008-HP-280-G2-MT:~$ □
```

## 4. Getting the number of packets dropped

#### **Code:**

```
BEGIN{
countDropped = 0;
}
$0~/^d/{
countDropped++;
}
END{
printf"cbr Count of dropped packets:%d\n",countDropped;
}
```

```
vesit510-08@vesit51008-HP-280-G2-MT: ~ □ □ ⊗

File Edit View Search Terminal Help

vesit510-08@vesit51008-HP-280-G2-MT:~$ gawk -f drop.awk simple-dsdv.tr

cbr Count of dropped packets:31

vesit510-08@vesit51008-HP-280-G2-MT:~$

■
```

#### **Conclusion:**

We have successfully understood how wireless propagation works and performed the aim of the experiment.