

Network Simulation Report
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1. Network Topology

Type: Hierarchical
Total Nodes: 8
Total Links: 7

2. Configuration

Routing Algorithm: Compare All
Active Protocol: RIP
Traffic Type: Bursty
Traffic Load: 0.6

3. QoS Settings

Alpha (Delay): 2.1
Beta (Bandwidth): 4.6
Gamma (Loss): 2.1

Routing Algorithm Comparison

Algorithm	Hops	Cost	Convergence
Dijkstra	3	144.7	0.196 ms
Bellman-Ford	3	144.7	0.665 ms
A*	3	144.7	0.088 ms
BFS	3	144.7	0.064 ms
QoS-Metric	3	144.7	0.059 ms
RIP-like	3	144.7	0.166 ms
OSPF-like	3	144.7	0.051 ms

RIP Path: R0 → R1 → Switch1 → PC3
Min Cost: 144.7

Traffic Simulation Results

Type	Avg Delay	Loss	Path
Bursty	High	High	Path via R1
CBR	Low	Low	Path via R1