

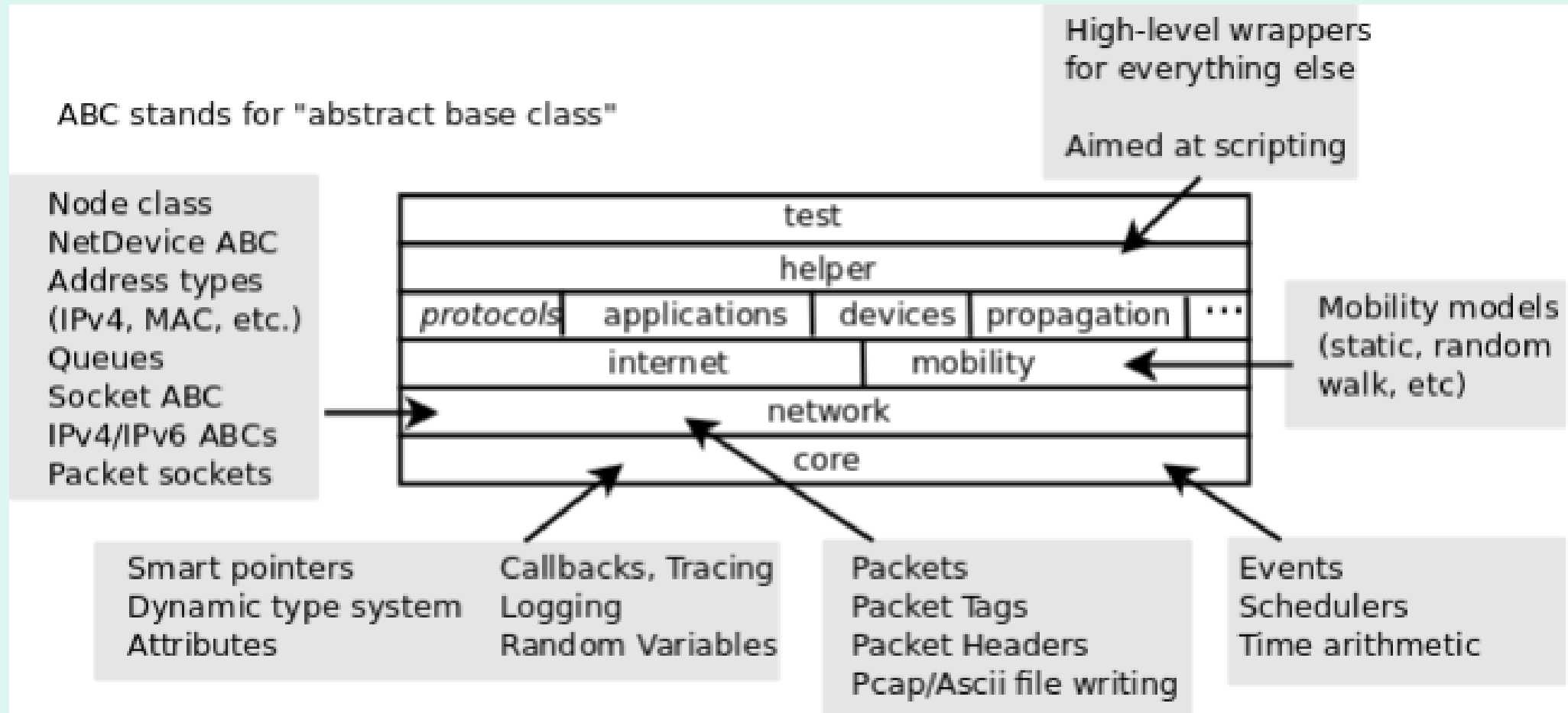
Using Minimum Spanning Tree in Dynamic Routing | Part-2

Supervised by

Ataf Fazledin Ahamed
1705066

Md. Tareq Mahmood
Lecturer, Dept of CSE, BUET

NS3 - Organization



NS3 - Organization

Since, we're working on routing protocol-

Protocol relies on:

- Internet module
- Mobility module

Probable workflow:

- Tweak internet/mobility modules (if required)
- Build protocol model
- Write helper classes
- Simulate

NS3 - Source

Existing NS3 models-

- OLSR (Optimized Link State Routing)
ns-3.29/src/olsr/
- NIX Vector Routing
ns-3.29/src/nix-vector-routing
- DSDV (Destination-Sequenced Distance Vector)
ns-3.29/src/dsdv/
- DSR (Dynamic Source Routing)
ns-3.29/src/dsr/

NS3 - Source

Existing NS3 models-

- OLSR (Optimized Link State Routing)
ns-3.29/src/olsr/
- NIX Vector Routing
ns-3.29/src/nix-vector-routing
- DSDV (Destination-Sequenced Distance Vector)
ns-3.29/src/dsdv/
- DSR (Dynamic Source Routing)
ns-3.29/src/dsr/

OLSR (Optimized Link State Routing)

At a glance

- Send & Process
 - TC
 - Hello and
 - HCNA message
- Send & receive OLSR message
- Compute multipoint relay
- Build routing table

Files

olsr-header.h
olsr-header.cc

olsr-repositories.h

olsr-routing-protocol.h
olsr-routing-protocol.cc (3187)

olsr-state.h
olsr-state.cc

NS3 - Source

Existing NS3 models-

- OLSR (Optimized Link State Routing)
`ns-3.29/src/olsr/`
- NIX Vector Routing
`ns-3.29/src/nix-vector-routing`
- DSDV (Destination-Sequenced Distance Vector)
`ns-3.29/src/dsdv/`
- DSR (Dynamic Source Routing)
`ns-3.29/src/dsr/`

NIX Vector Routing

At a glance

- Only applicable for IPv4
- Get adjacent network-devices
- Compute BFS to reach a destination
 - false (if doesn't exist)
- Builds NIX vector

Files

`ipv4-nix-vector-routing.h`
`ipv4-nix-vector-routing.cc` (931)

NS3 - Source

Existing NS3 models-

- OLSR (Optimized Link State Routing)
ns-3.29/src/olsr/
- NIX Vector Routing
ns-3.29/src/nix-vector-routing
- **DSDV (Destination-Sequenced Distance Vector)**
ns-3.29/src/dsdv/
- DSR (Dynamic Source Routing)
ns-3.29/src/dsr/

DSDV (Destination-Sequenced Distance Vector)

At a glance

- Queue packet until a route is found
- Send packet from queue
- Print routing table

Files

`dsdv-packet.h`
`dsdv-packet.cc`

`dsdv-packet-queue.h`
`dsdv-packet-queue.cc`

`dsdv-routing-protocol.h`
`dsdv-routing-protocol.cc` (1240)

`dsdv-rtable.h`
`dsdv-rtable.cc`

DSDV (Destination-Sequenced Distance Vector)

At a glance

- Add, remove, update route
- Get list of destination with next hop
- Print entries in routing table

Files

`dsdv-packet.h`
`dsdv-packet.cc`

`dsdv-packet-queue.h`
`dsdv-packet-queue.cc`

`dsdv-routing-protocol.h`
`dsdv-routing-protocol.cc`

`dsdv-rtable.h`
* `dsdv-rtable.cc` (350)

NS3 - Source

Existing NS3 models-

- OLSR (Optimized Link State Routing)
ns-3.29/src/olsr/
- NIX Vector Routing
ns-3.29/src/nix-vector-routing
- DSDV (Destination-Sequenced Distance Vector)
ns-3.29/src/dsdv/
- **DSR (Dynamic Source Routing)**
ns-3.29/src/dsr/

DSR (Dynamic Source Routing)

- Too complex
- Probably not ideal

Files

`dsrc-routing.h`
`dsrc-routing.cc` (3542)

+ 22 more files

Internet Model

- Works with
 - SPFVertex class
 - Global Routing Database
 - LSDB
- More inspection needed

Files

global-route-manager.h
global-route-manager.cc

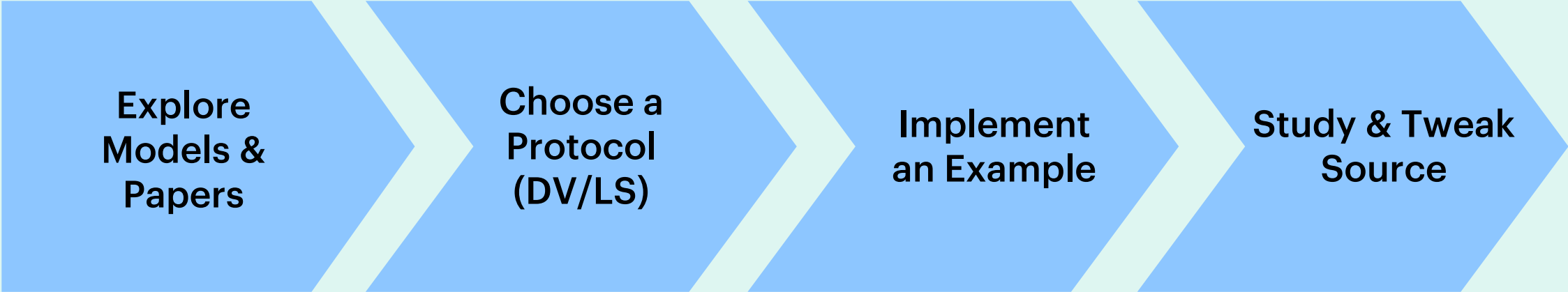
global-route-manager-impl.h
global-route-manager-impl.cc
(2209)

ipv4-global-routing.h
ipv4-global-routing.cc

ipv4-routing-protocol.h
ipv4-routing-protocol.cc

+ more files

Next Steps



```
graph LR; A[Explore Models & Papers] --> B[Choose a Protocol (DV/LS)]; B --> C[Implement an Example]; C --> D[Study & Tweak Source];
```

**Explore
Models &
Papers**

**Choose a
Protocol
(DV/LS)**

**Implement
an Example**

**Study & Tweak
Source**

End of Slide