

CSE 322

NS2 OFFLINE REPORT

*Nasim Hossain Nihad*

*Student Id:1505106*

*Naser Anjum*

*Student Id:1505099*



*Department of Computer Science and Engineering  
Bangladesh University of Engineering and Technology  
(BUET)*

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## **1 Network and Topologies Under Simulation**

- Wireless 802.11 (mobile) [Grid + Random Topology]
- Wireless 802.15.4 (static) [Grid + Random Topology]

## **2 Parameters Under Variation**

- Number of Nodes
- Number of Flows
- Packets per Second
- Speed of the Nodes [802.11(mobile)]
- Coverage Area [802.15.4(static)]

## **3 Modification Made In the Simulator**

- Modification of TCP Vegas of by packet Pacing, Packet Pairing and Rapid Window Convergence. The New Vegas method is enabled in Tcl by setting newVegas variable to 1.
- Addition of a new Agent and Application which is basically a UDP variant. It changes the rate at which packets are sent according to a scale of 10 that is determined by congestion unlike UDP(constant rate). Further Queuing policy can be added over this agent and application.

## 4 Summary Findings

- Overall, the metrics analyzed after the wireless simulations, 802.11 performs better than 802.15.4 . More throughput, less drop ratio. Although, the energy consumed in 802.11 is higher, but it is reasonable compared to performance.
- The modification done in TCP Vegas improves the performance sometimes although very slightly.

## 5 Results with Graphs























































































































































































































