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# Channel notching in Cognitive Radio Networks

**Software Recommended:** NetSim Standard v13.0 (32/64 bit), Visual Studio 2019

## Project Download Link:

[https://github.com/NetSim-TETCOS/CC\\_AODV\\_Project\\_v13.0/archive/refs/heads/main.zip](https://github.com/NetSim-TETCOS/CC_AODV_Project_v13.0/archive/refs/heads/main.zip)

In Cognitive Radio networks, the secondary user (CR CPE) actively senses for the presence of the primary user (Incumbent). If the CR\_CPE detects the primary user, then UCS Notifications will be sent by the secondary user to the base station. UCS notifications are generated at the end of the quiet period. Upon receiving the UCS notification BS checks for possible interference between Primary and secondary users. If interference is detected, secondary users vacate the channel and will be moved to a different vacant channel if available.

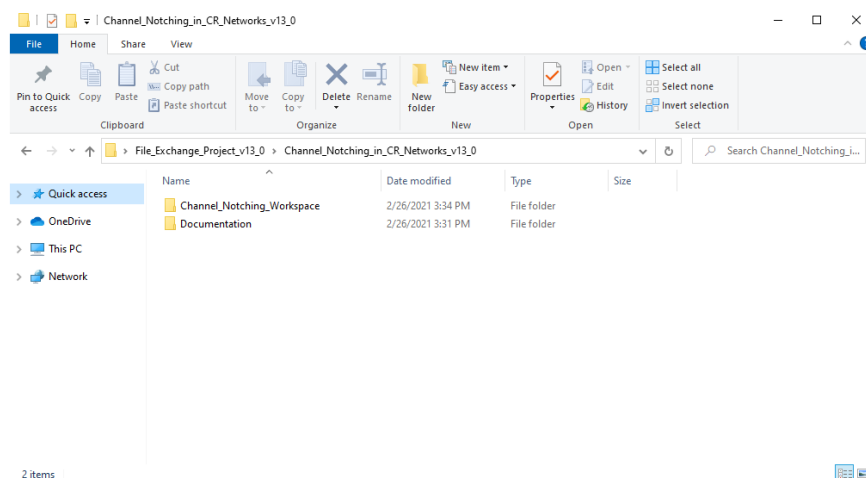
Channel Notching basically allows the primary and secondary users to co-exist in the same channel. This is achieved by allowing the secondary users to use the free sub channels which are not occupied by the primary users, as compared to the standard case (without channel notching), where the entire channel is blocked even if some of the sub channels of that channel are being used by the Incumbent.

Hence, in cases where there are limited available channels, using Channel Notching will help in achieving higher throughput and channel utilization.

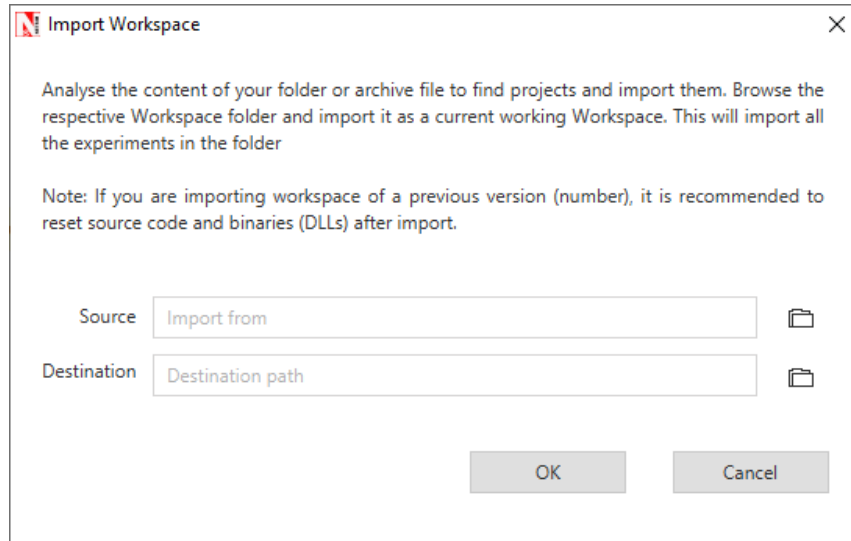
**Note:** Channel notching code will work only for a single Channel, single CR-CPE and for at-most one Incumbent.

## Steps:

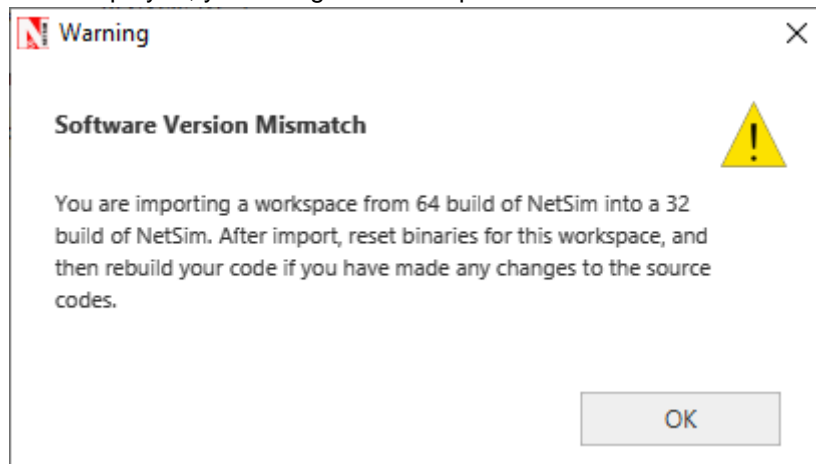
1. The downloaded project folder contains the folders Documentation and Channel Notching Workspace directory as shown below:



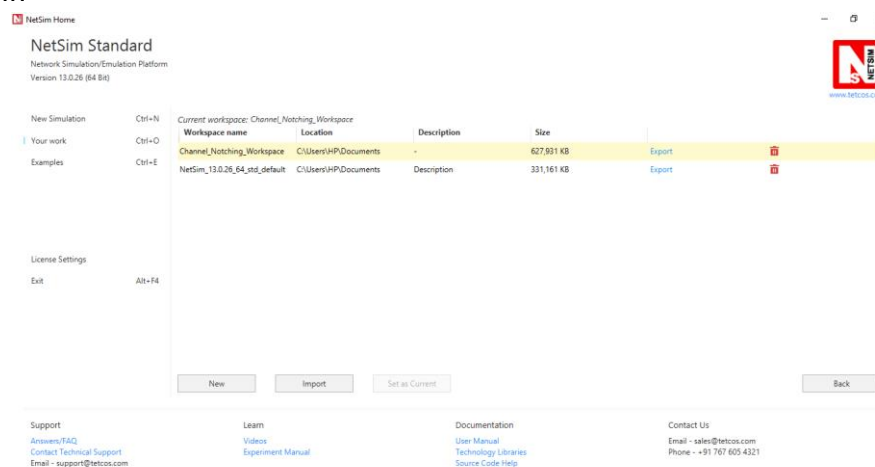
2. Import Channel\_Notching\_Workspace by going to Your work->Workspace Options->More Options in NetSim Home window. Click on Import. For source path select the Channel\_Notching\_Workspace.netsim\_wsp file from the extracted project folder. Also set the destination path where you want the workspace to be setup.



3. While importing the workspace, if the following warning message indicating Software Version Mismatch is displayed, you can ignore it and proceed.

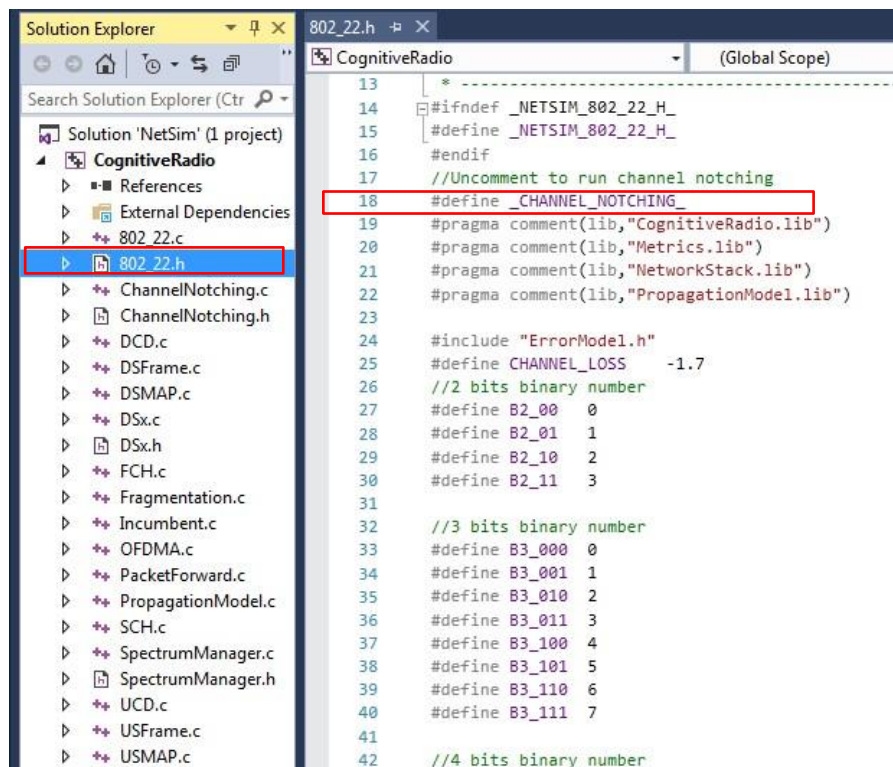


4. The Imported workspace will be set as the current workspace automatically. To see the imported workspace, click on Your work->Workspace Options->More Options as shown below:

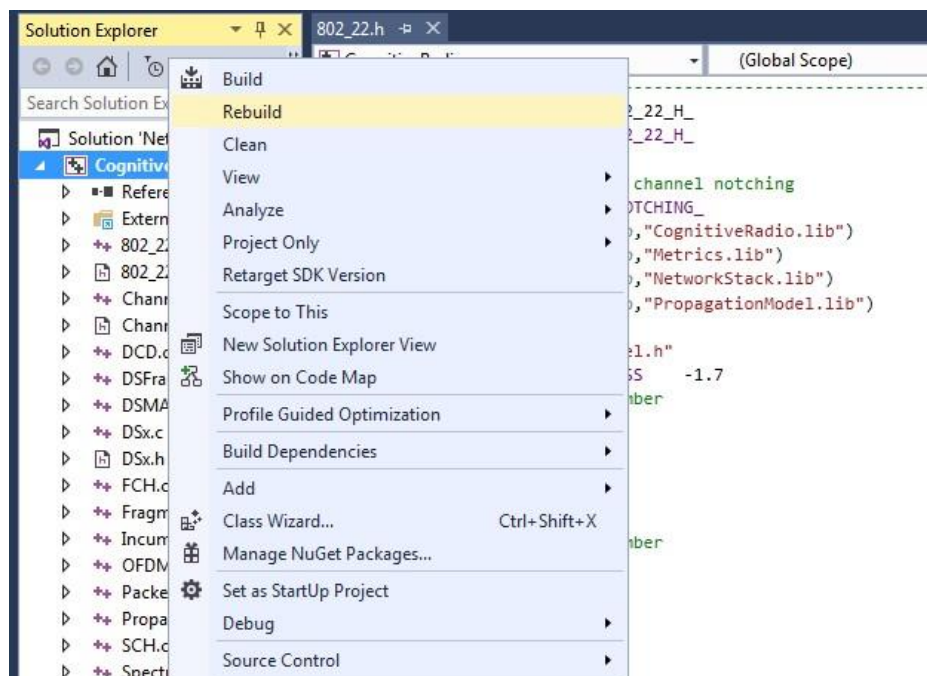


5. Open the Source codes in Visual Studio by going to Your work-> Workspace Options and Clicking on Open code button.
6. In the Solution Explorer, go to **Cognitive Radio > 802\_22.h** and open it.
7. If you want to enable **Channel Notching**, uncomment (if commented)

**#define \_CHANNEL\_NOTCHING\_**



8. Right click on **Solution Explorer-> Rebuild project**



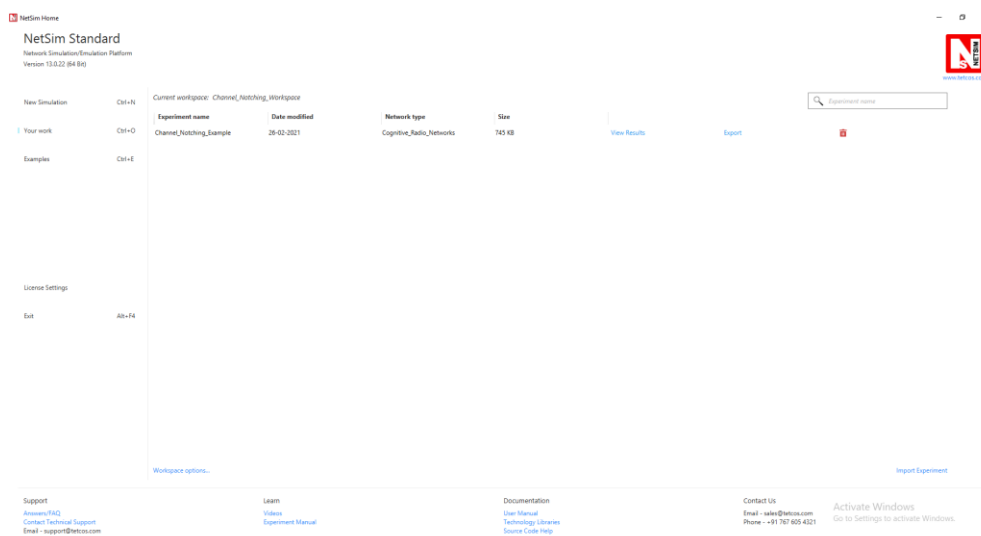
9. You should see a message in the **Output** window as shown in the following figure.

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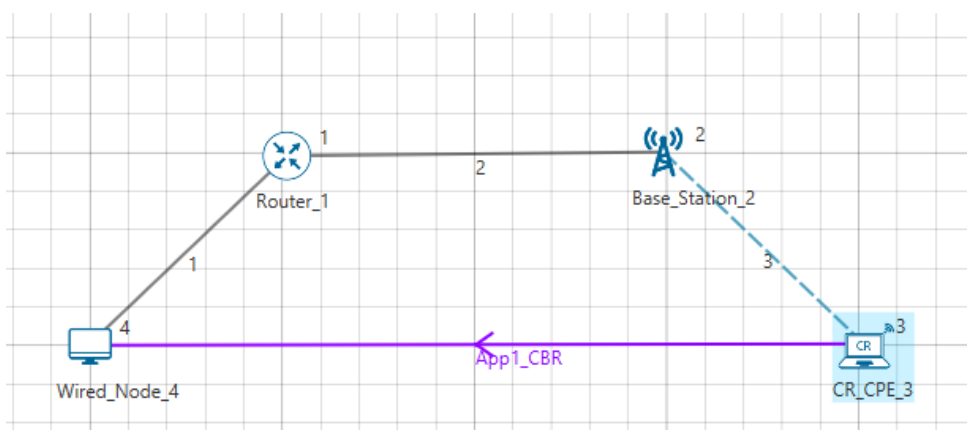
Output
Show output from: Build
1>802_22.obj : warning LNK4075: ignoring '/EDITANDCONTINUE' due to '/OPT:LBR' spec
1> CognitiveRadio.lib(802_22.lib.obj) : MSIL .netmodule or module compiled with /
1>802_22.obj : warning LNK4075: ignoring '/EDITANDCONTINUE' due to '/OPT:LBR' spec
1> Creating library ..\D11\CognitiveRadio.lib and object ..\D11\CognitiveRadio.lib
1>LINK : warning LNK4098: defaultlib 'MSVCRT' conflicts with use of other libs; use /NODEFAULTLIB:library
1> Generating code
1> Finished generating code
1>CognitiveRadio.lib(802_22.lib.obj) : warning LNK4099: PDB 'CognitiveRadioLib.pdb' is not a full PDB
1> CognitiveRadio.vcxproj -> D:\Projects_v10\x86\Channel_Notching_in_NetSim_10\Cc
1> CognitiveRadio.vcxproj -> ..\D11\CognitiveRadio.pdb (Full PDB)
===== Rebuild All: 1 succeeded, 0 failed, 0 skipped =====

```

10. Then Channel\_Notching\_Workspace comes with a sample configuration that is already saved. To open this example, go to Your work and click on the that is present under the list of experiments as shown below:



11. The scenario looks like



12. And set BS properties as

The screenshot shows a software window titled "Cr\_Bs" with a sidebar on the left containing the following items:

- Cr\_Bs
- GENERAL
- INTERFACE\_1 (ETHERNET)
- INTERFACE\_2 (COGNITIVE\_RADIO) (highlighted in blue)

The main area of the window is divided into two sections:

**DATALINK\_LAYER**

|                     |     |
|---------------------|-----|
| ISO_Country_Code    | IND |
| Incumbent count     | 1   |
| Max Incumbent Count | 1   |

**INCUMBENT1**

|                      |             |
|----------------------|-------------|
| Name                 | Incumbent 1 |
| ID                   | 1           |
| X_Co_Ordinate        | 250         |
| Y_Co_Ordinate        | 75          |
| Z_Co_Ordinate        | 0           |
| Oper_Freq_Start(MHz) | 55          |
| Oper_Freq_End(MHz)   | 56          |
| ON_Duration(s)       | 10          |
| OFF_Duration(s)      | 0           |
| Keepout_Distance(m)  | 500         |
| Oper_Distribution    | Constant    |

Below the INCUMBENT1 section is a collapsed section labeled **PHYSICAL\_LAYER**.

At the bottom of the window are two buttons: "OK" and "Reset".

13. Run the scenario for both the cases: with channel notching and without it. The throughputs obtained will be **0.002949** and **0.000000** respectively