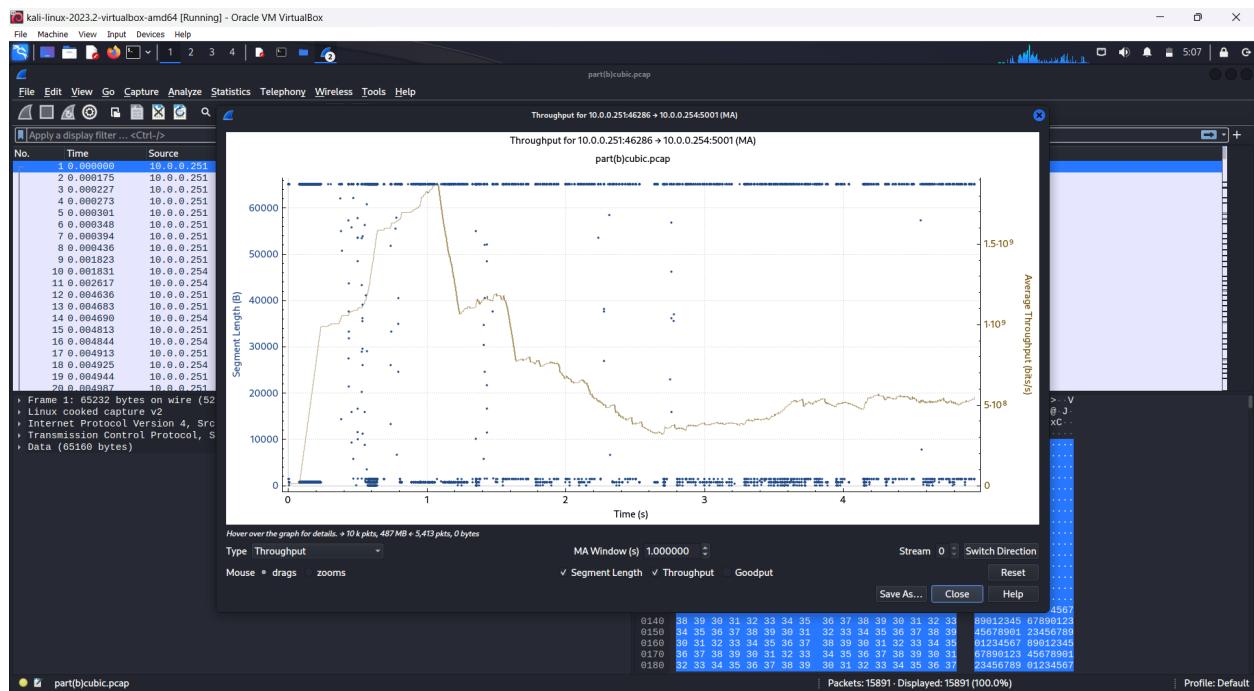
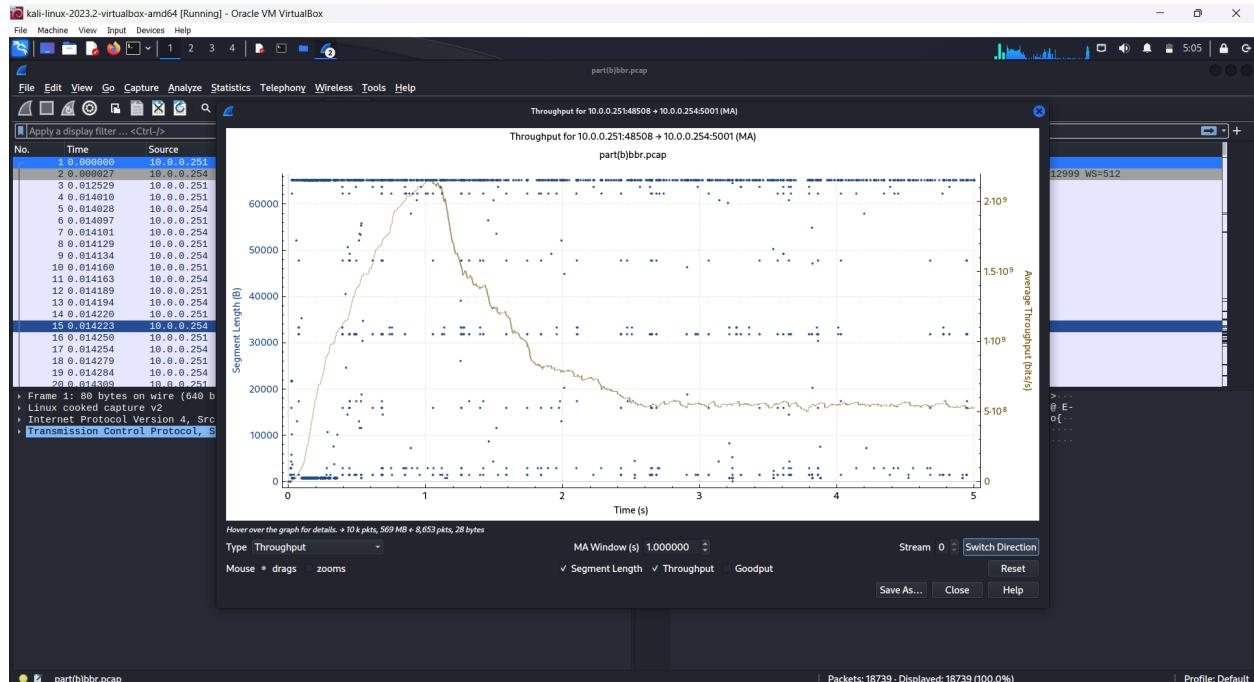


**A)** Implemented the topology and the required configuration. Added config, congestion, and linkloss input fields.

**B)**

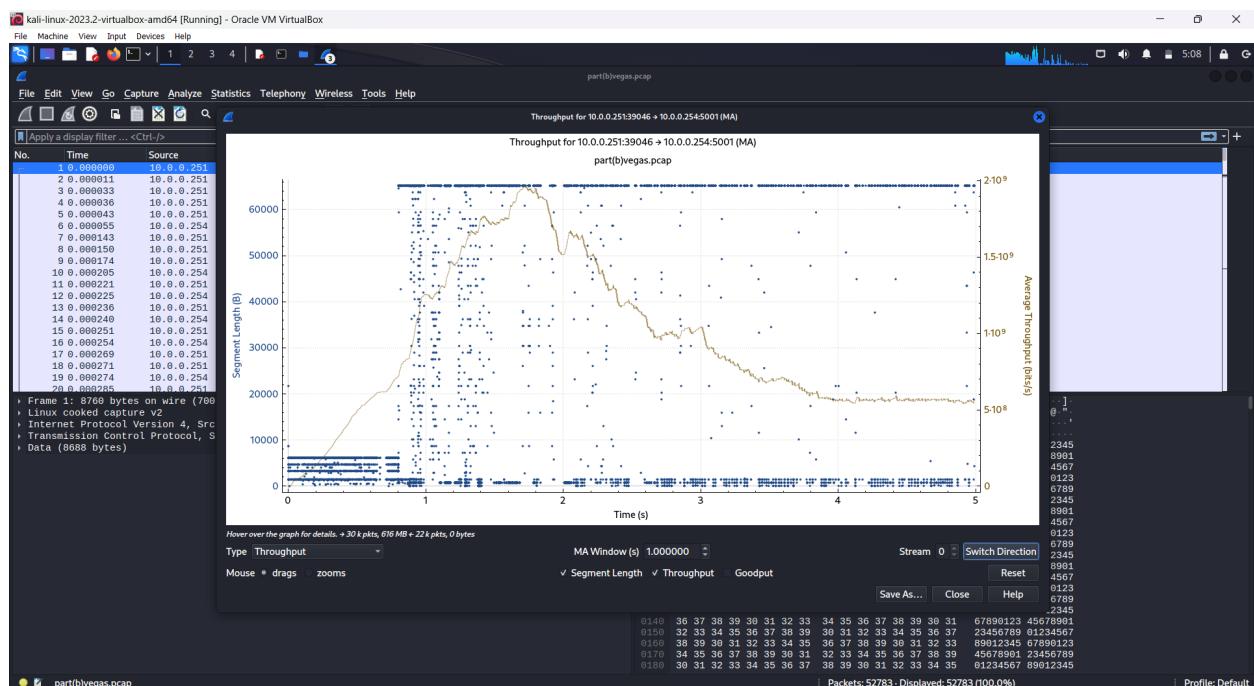
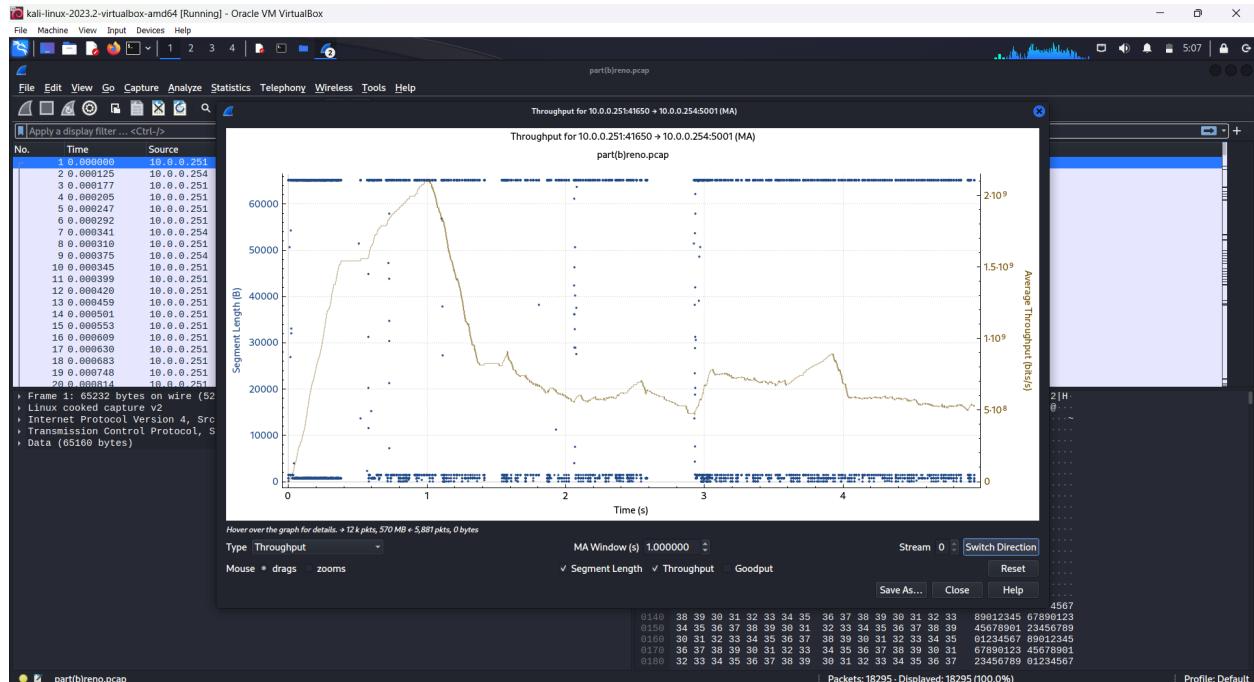
This is the throughput observed under the BBR scheme. BBR has an aggressive startup phase, where it quickly increases its sending rate to probe for the available bandwidth. This allows it to discover the network's capacity and start sending data at a rate that is close to the actual bottleneck bandwidth.



Under TCP Cubic, a very aggressive but smooth window increase should be observed. The curve we obtained doesn't actually portray that. The reasons could be system incompetency or some abnormal packet loss.

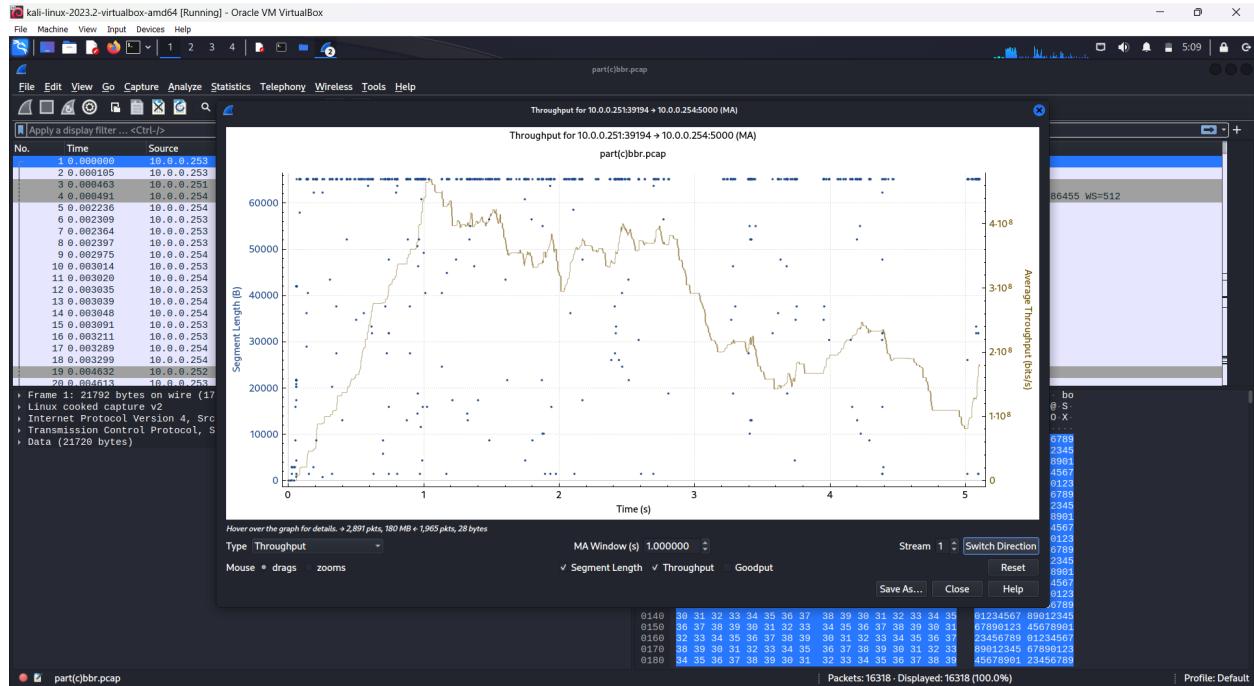
Under TCP Reno, a linear start is observed which then suddenly falls to about half. This is because of bandwidth congestion at that point.

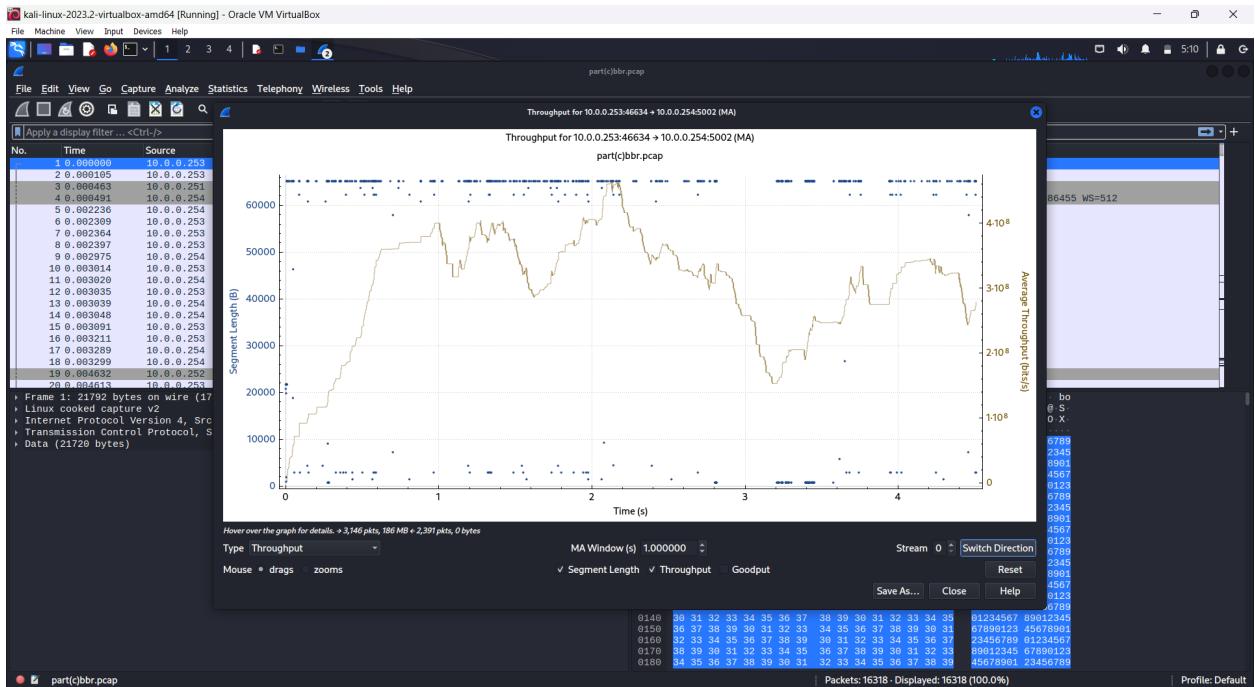
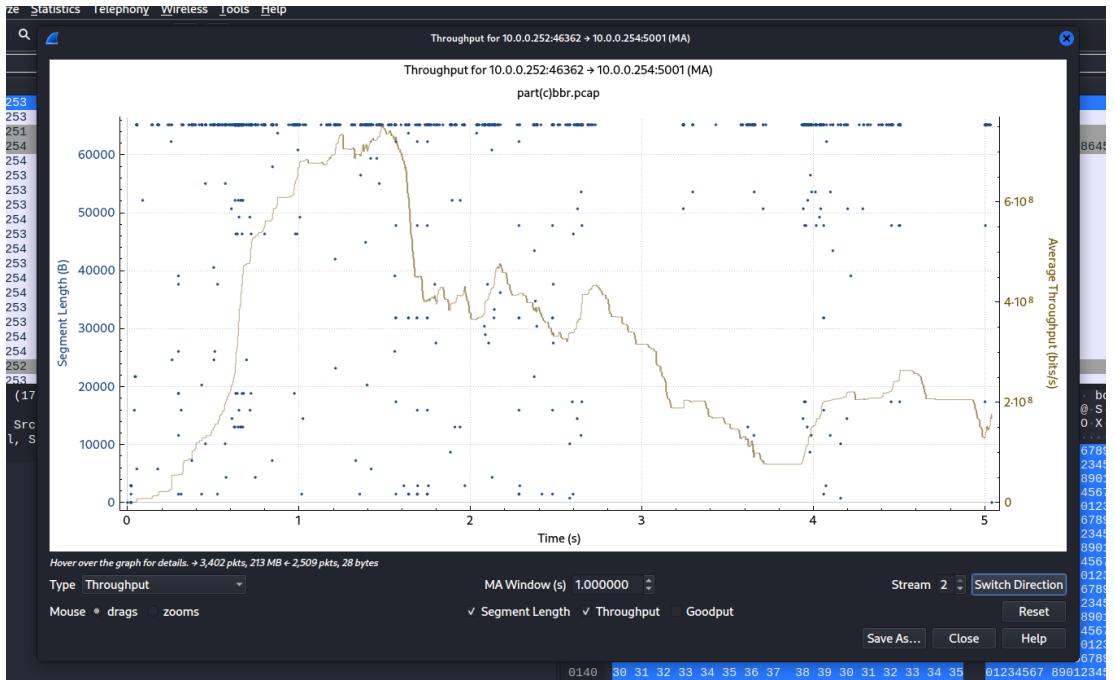
Under TCP Vegas, gradual changes in throughput are observed rather than abrupt changes. This is a key identifier for TCP Vegas.



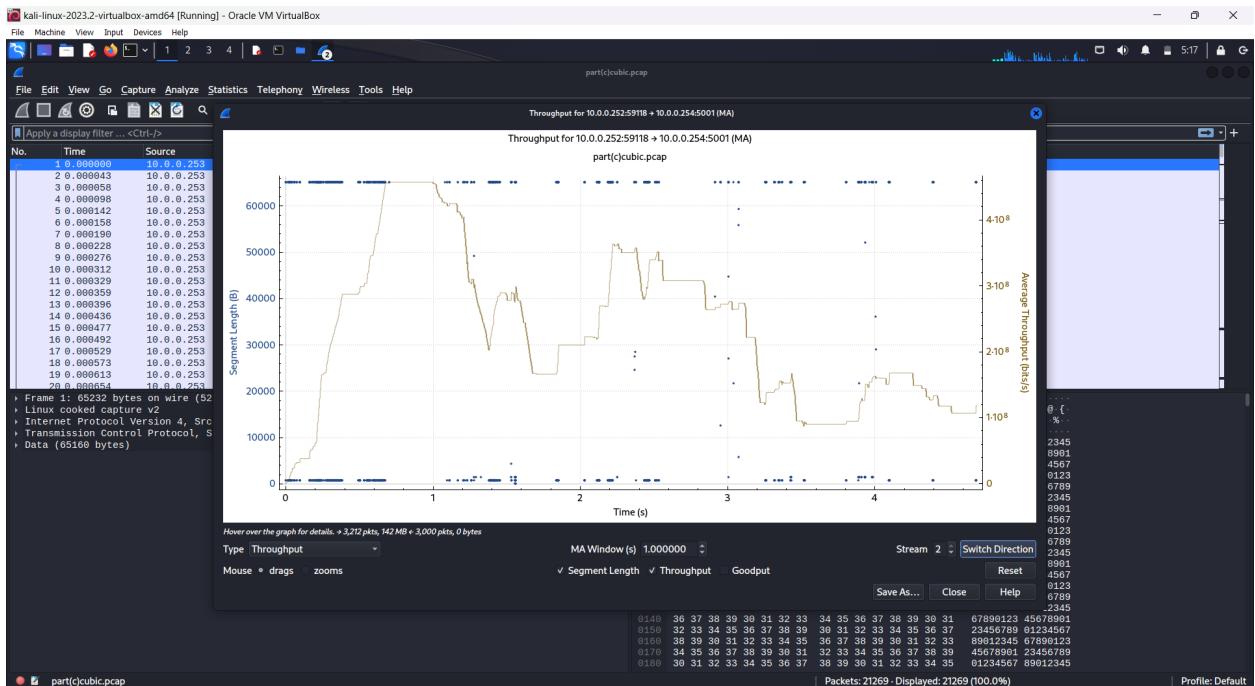
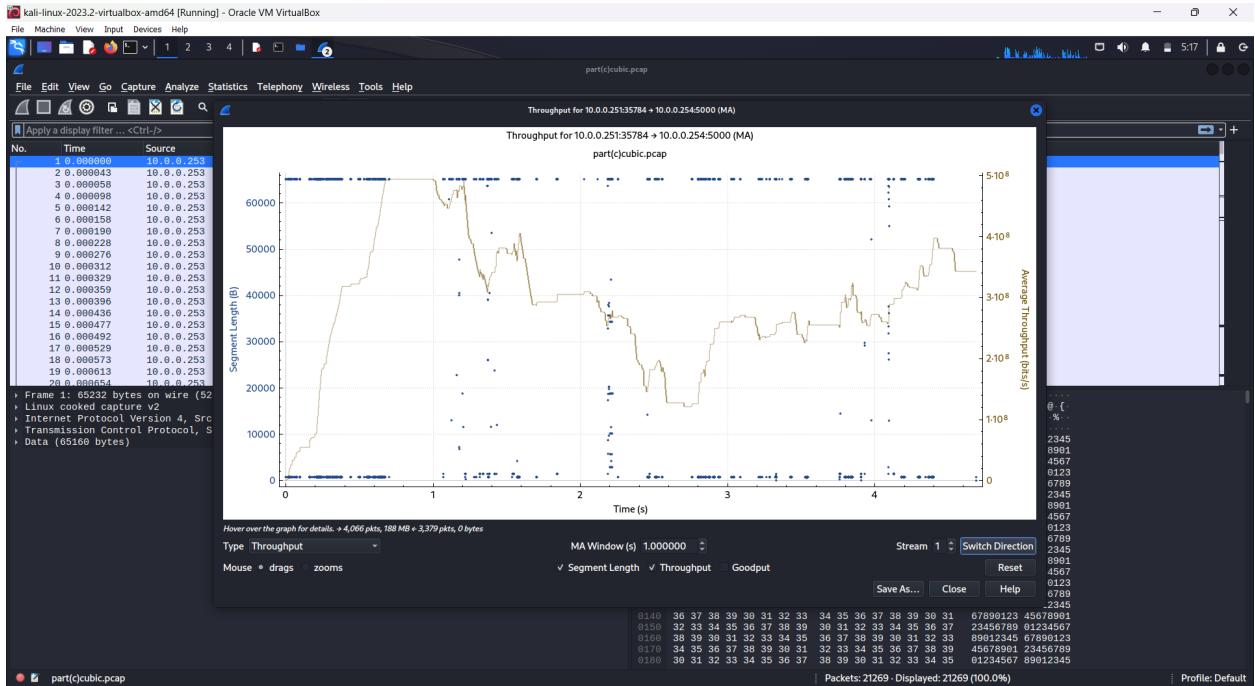
C)

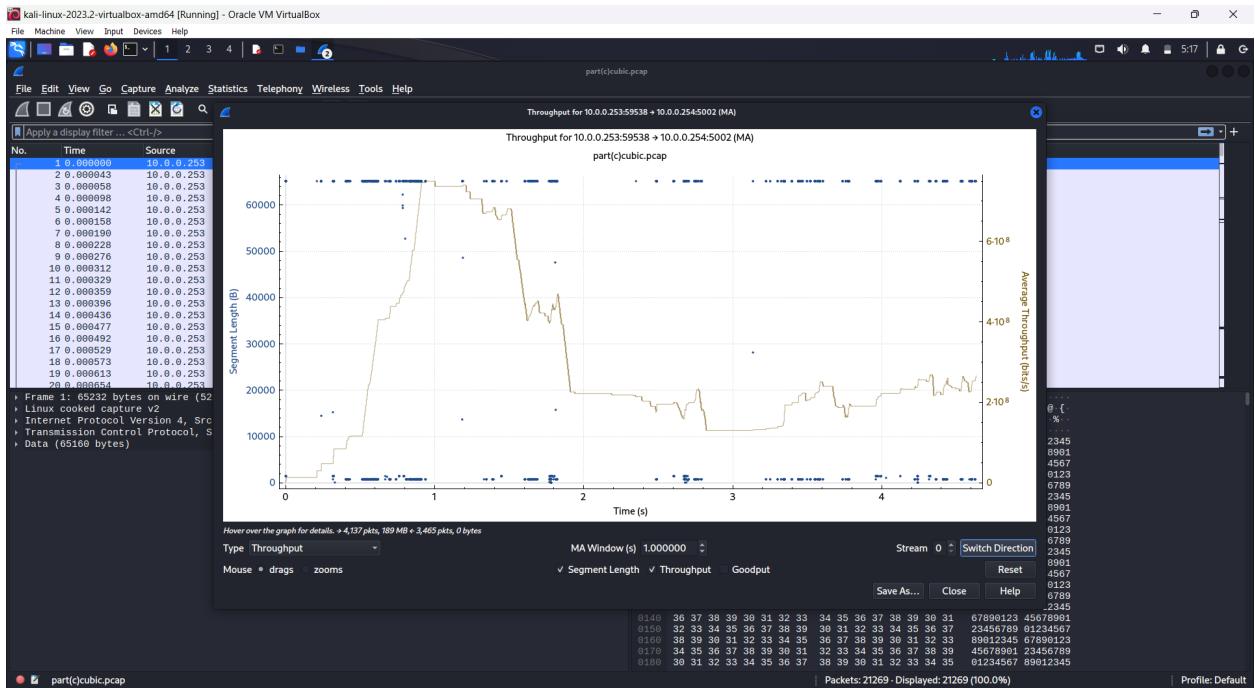
The three graphs below are for each host h1, h2, and h3 under the TCP BBR scheme. Again aggressive start phase is observed which then gradually settles down for the bottleneck value.



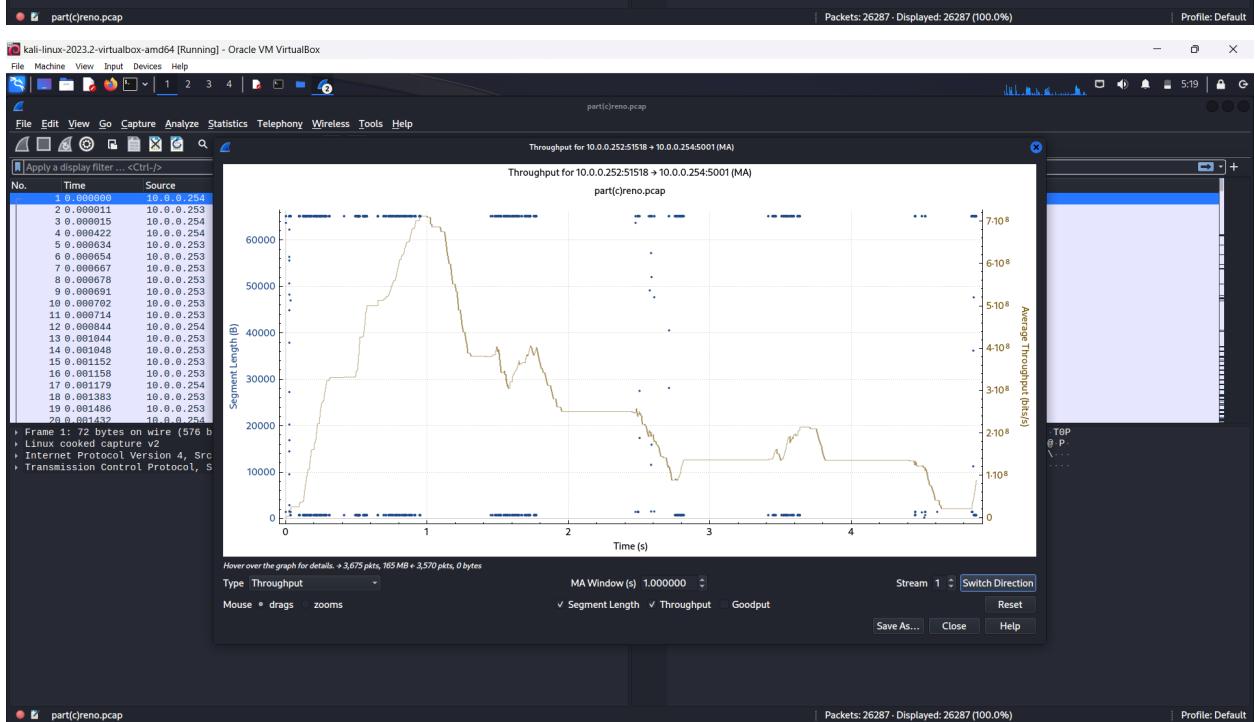
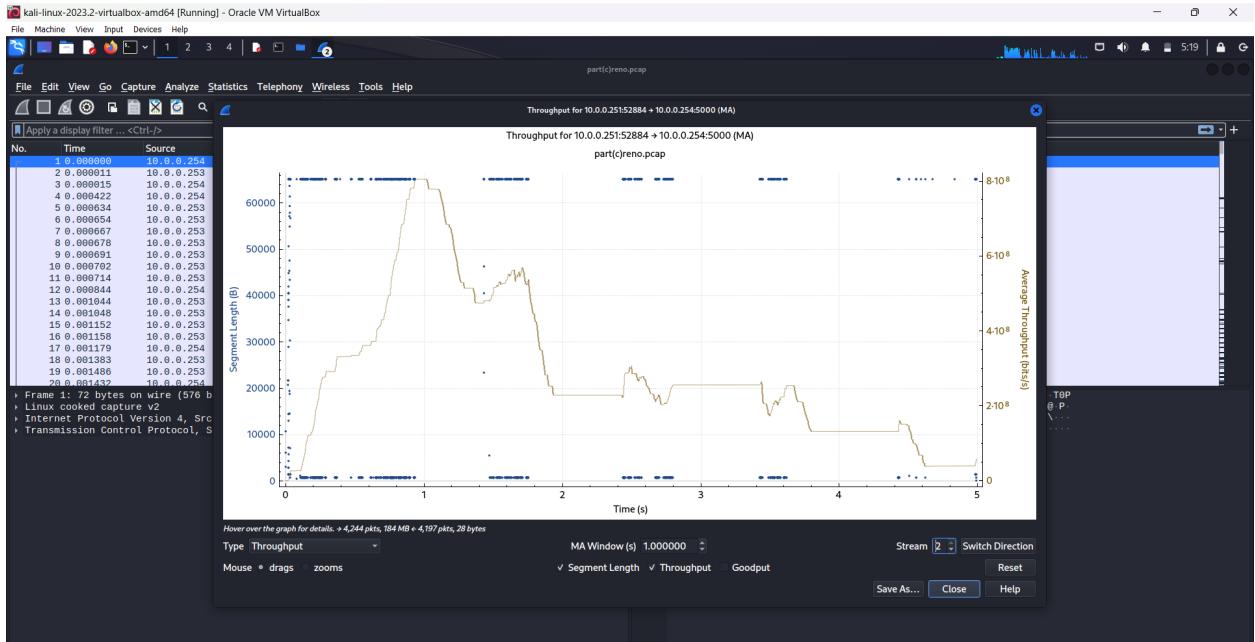


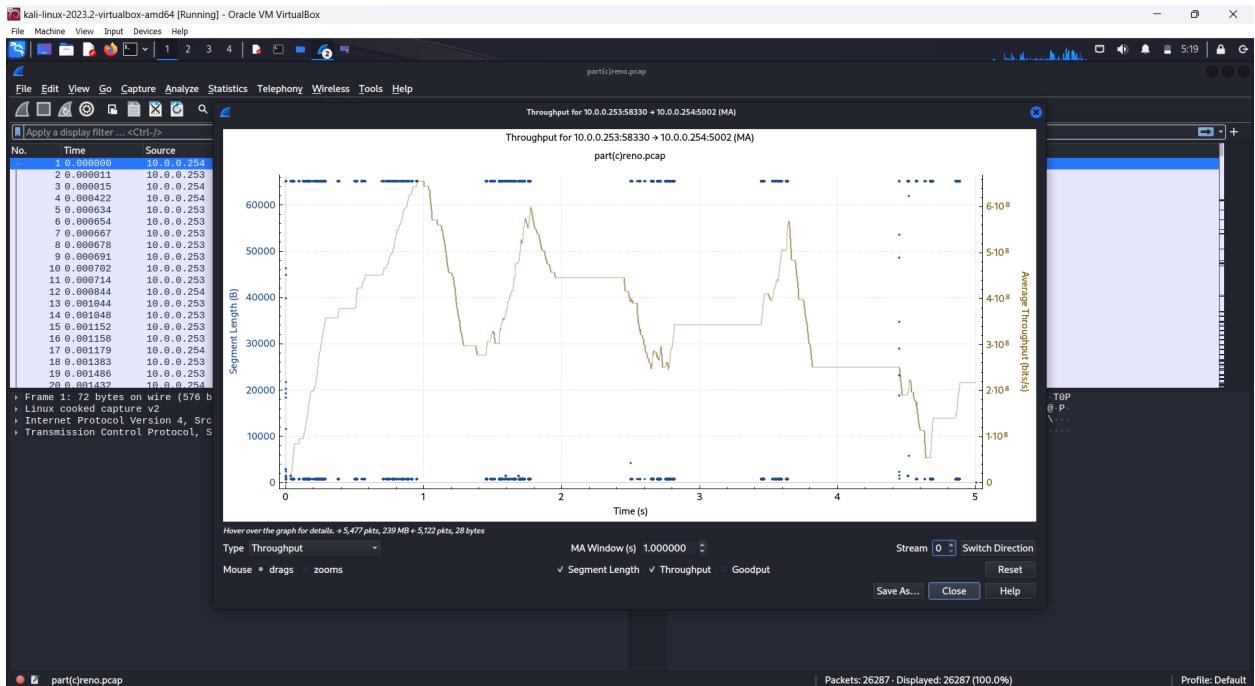
In the below-mentioned three graphs for each host h1, h2 and h3, under TCP Cubic the throughput is unexpectedly bizarre. We have observed this whenever the cubic scheme is requested.



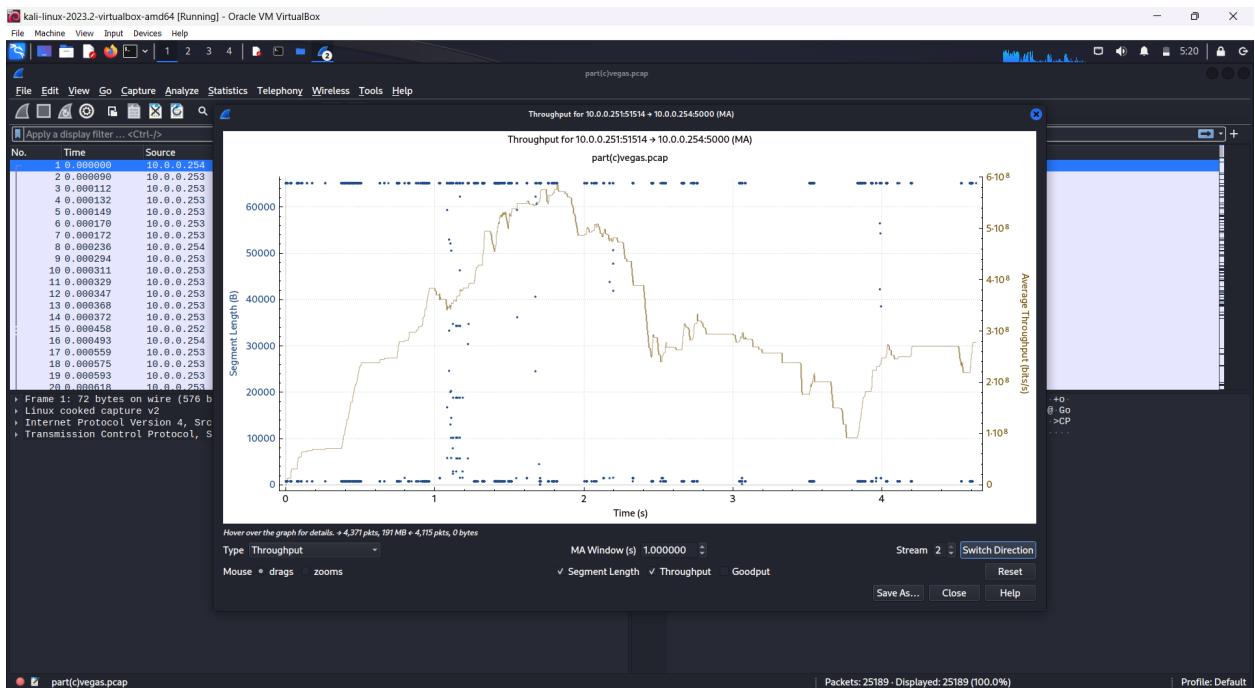


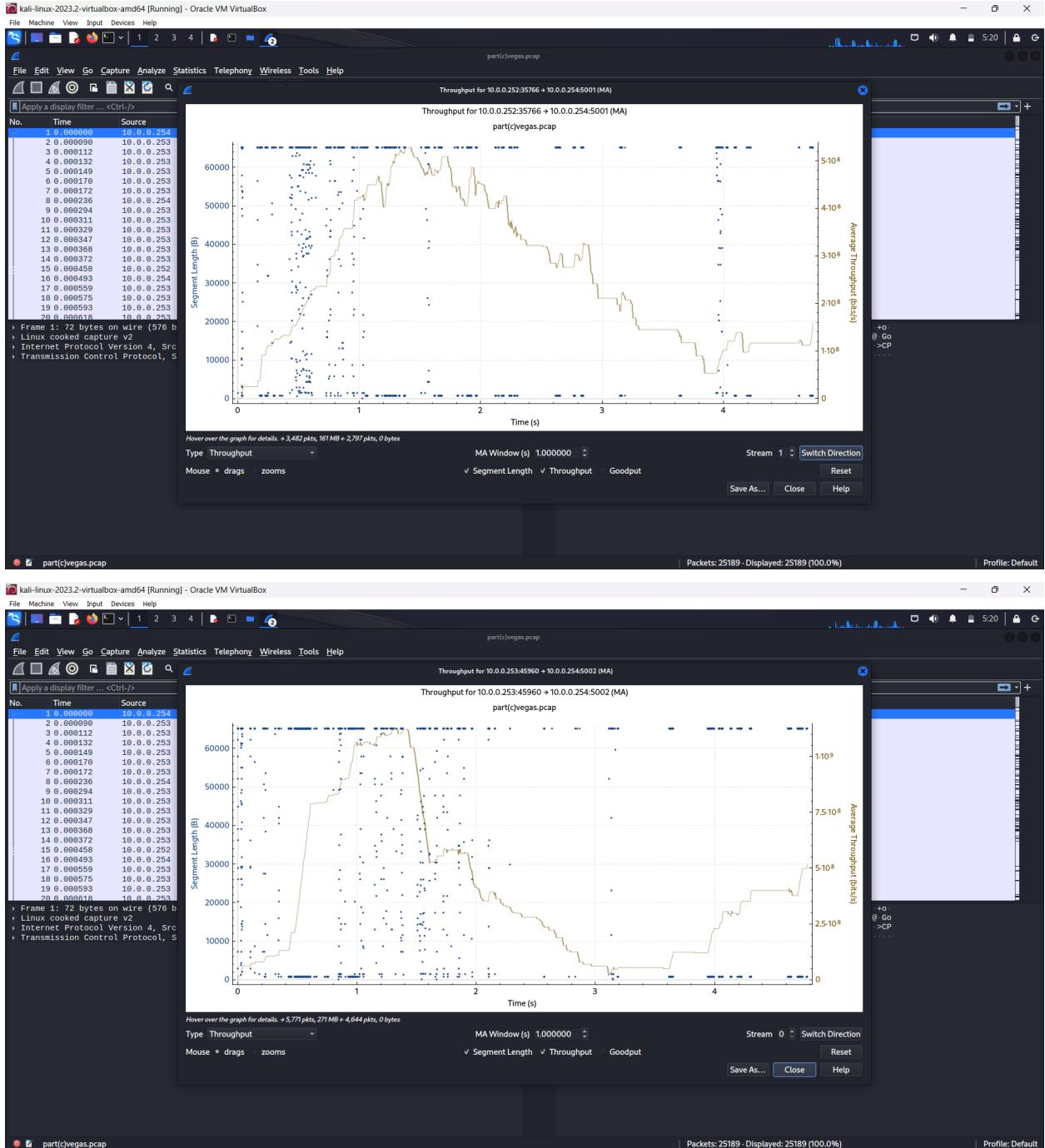
Now for TCP Reno, a slow start is the identifier here. An exponential increase is observed after the ACK is received.





For the below three graphs of throughput of hosts h1,h2 and h3 TCP Vegas.

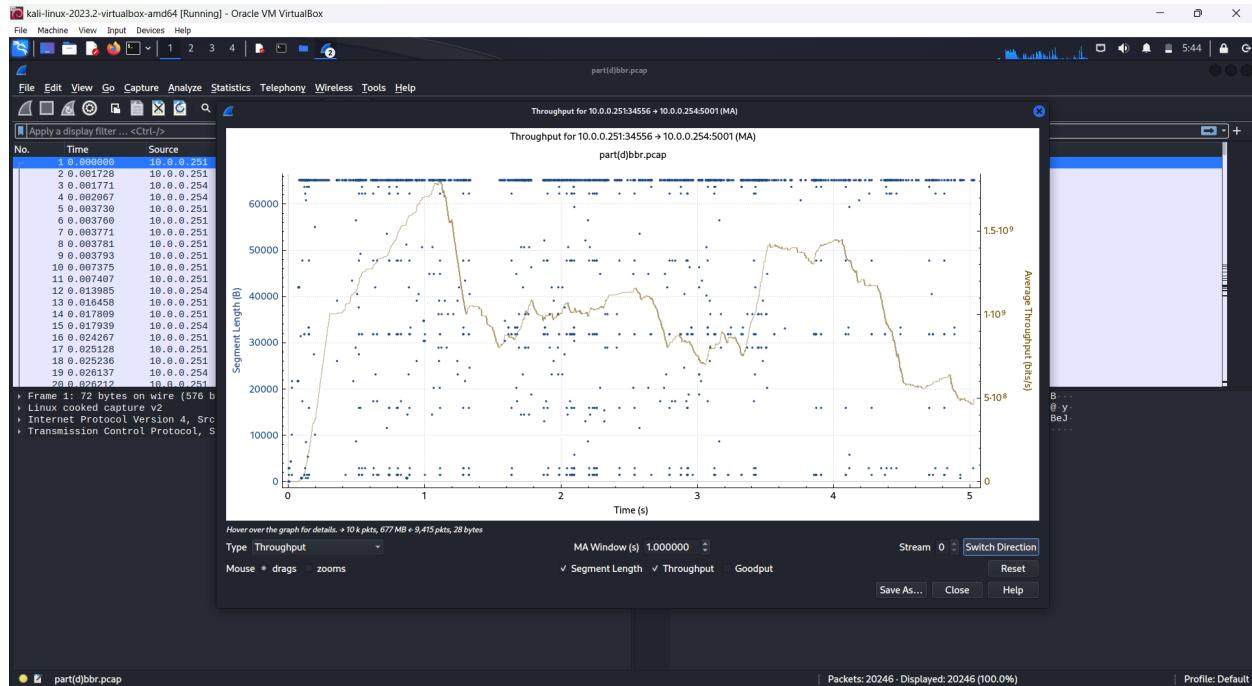




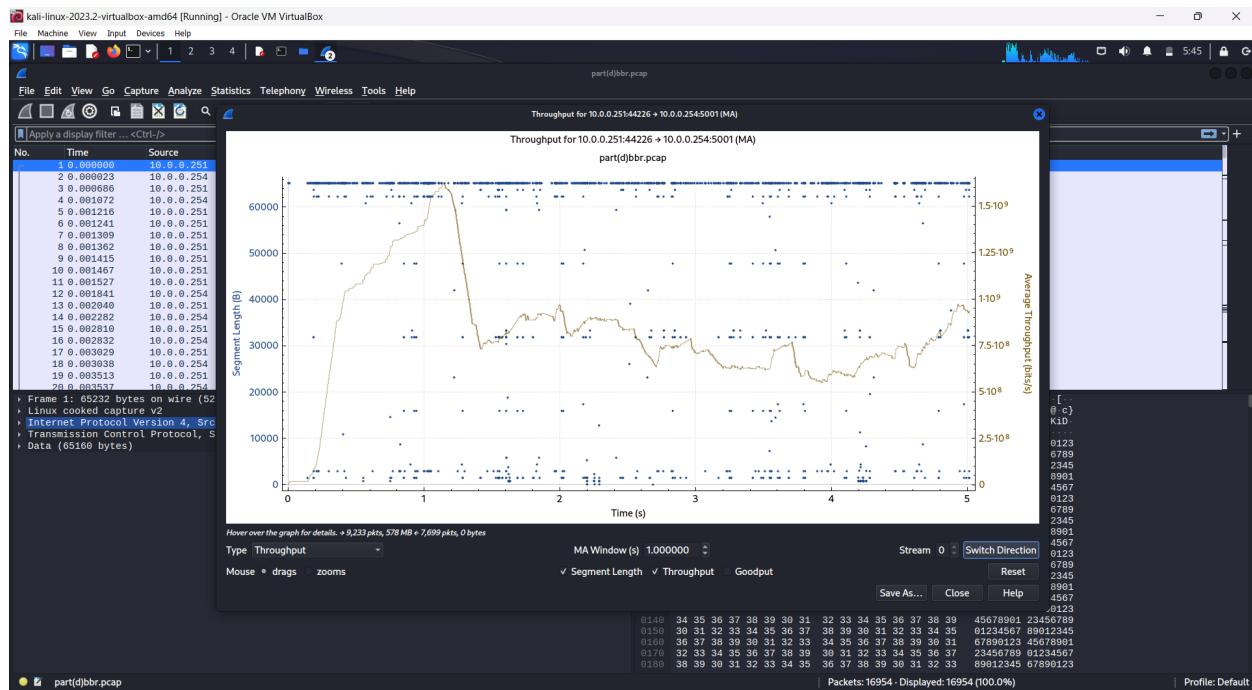
D)

When Linkloss is introduced, there is a guaranteed drop of some packages. The peak throughput would decrease when compared to no Linkloss. When comparing, the 1% loss case with the 3% loss case, the latter is more efficient as the instances of a huge peak are reduced and stable throughput is achieved faster. Hence consistency in throughput is improved.

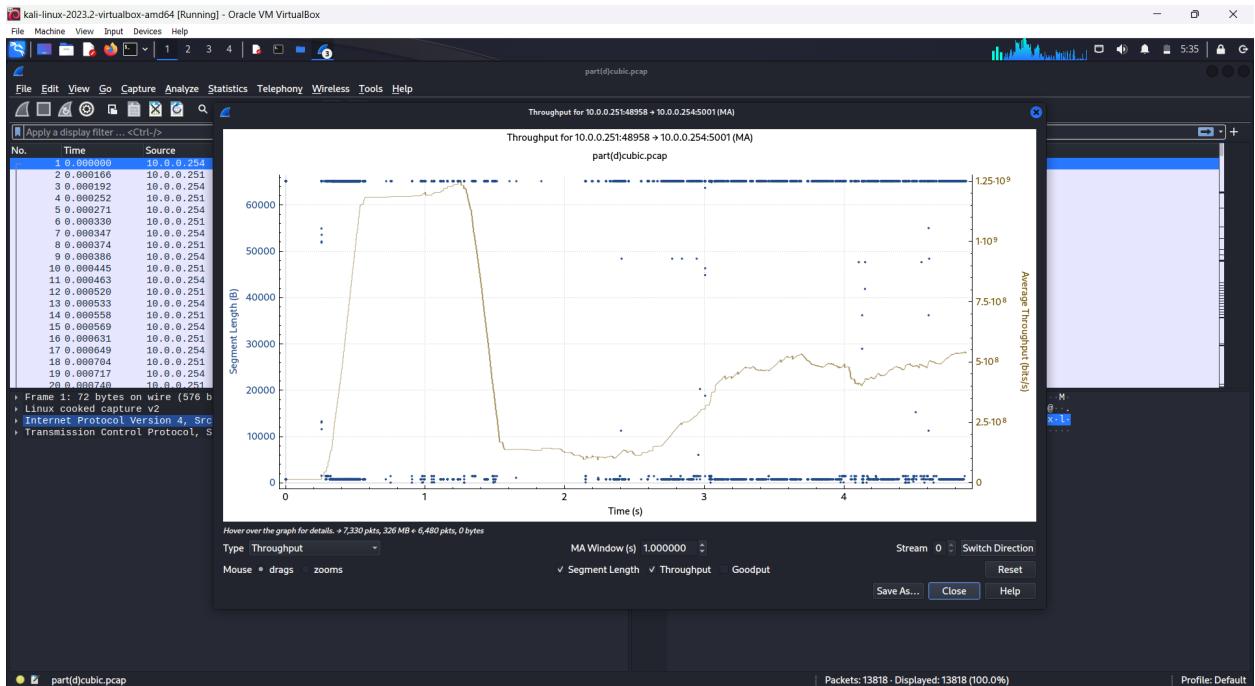
1%



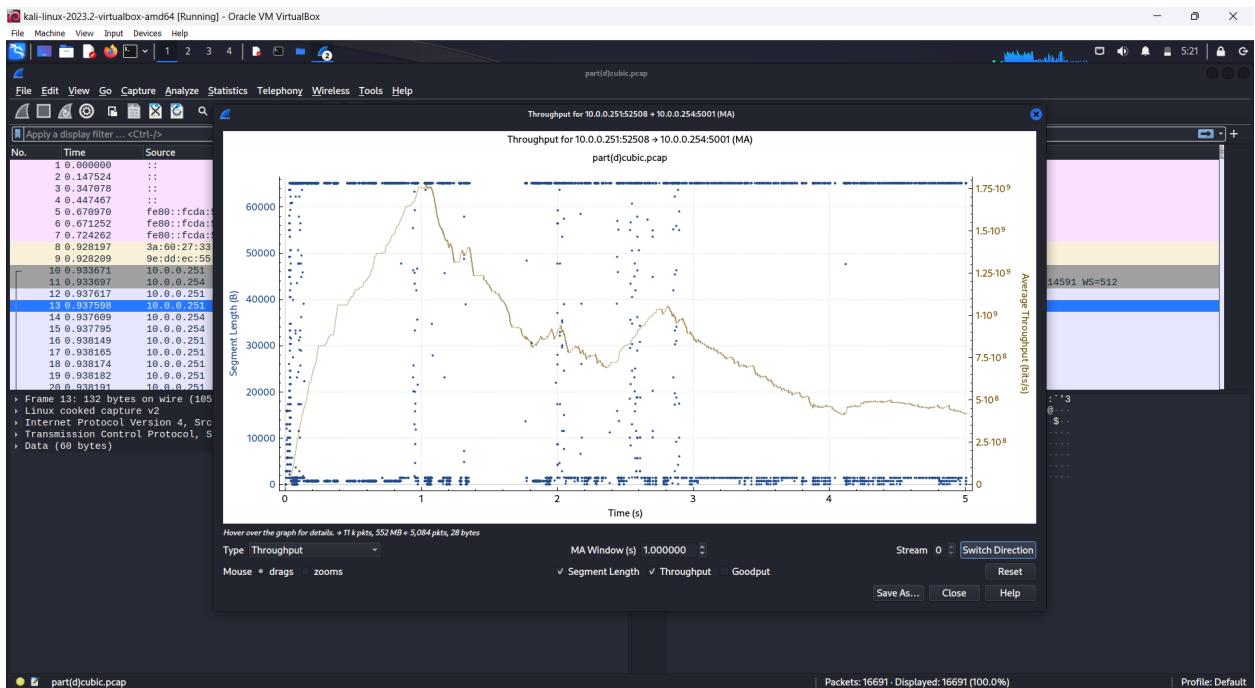
3%



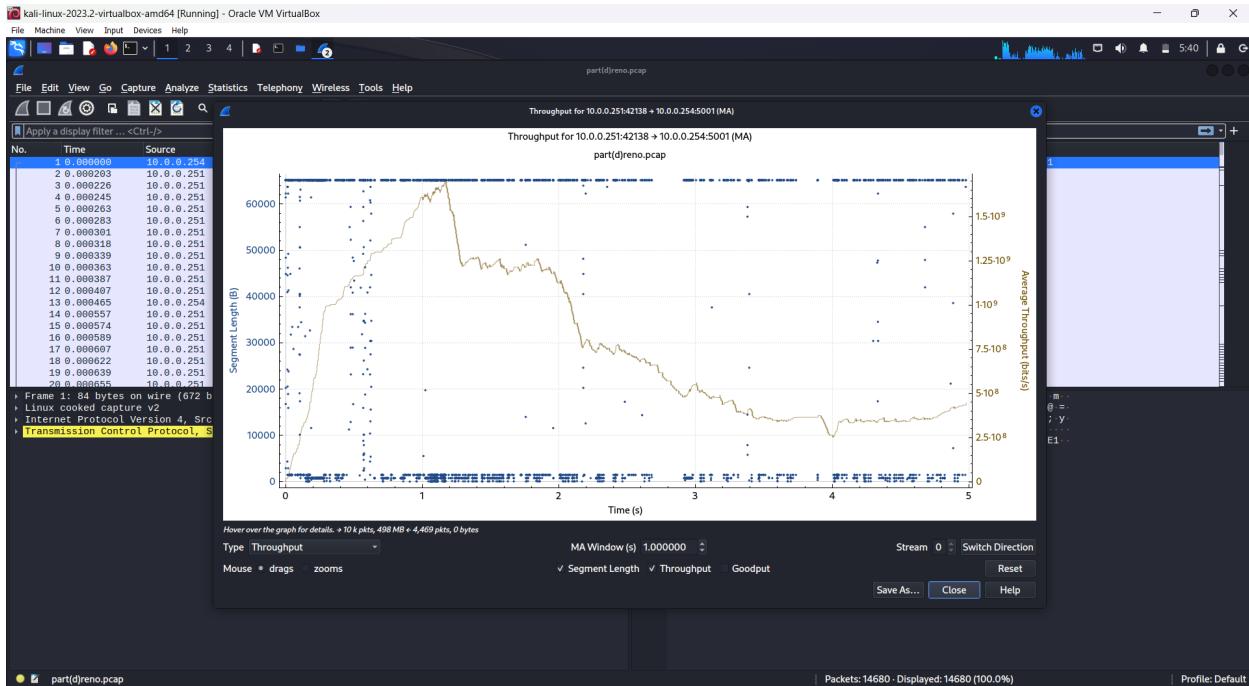
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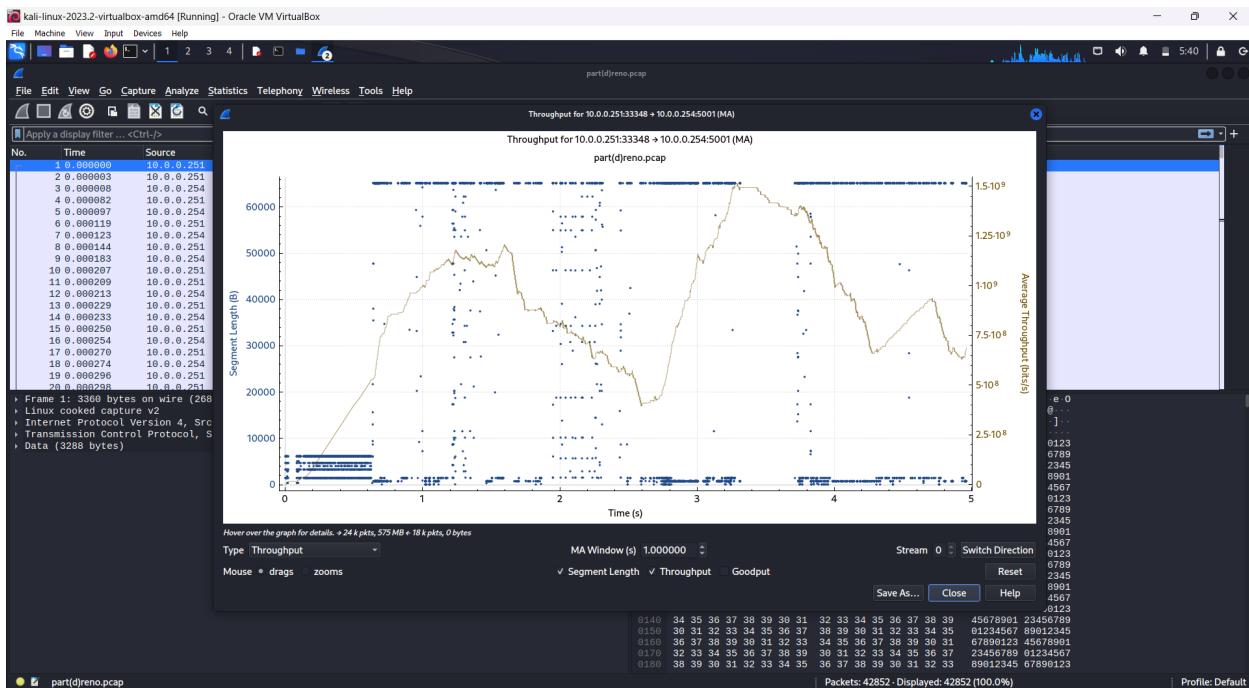
3%



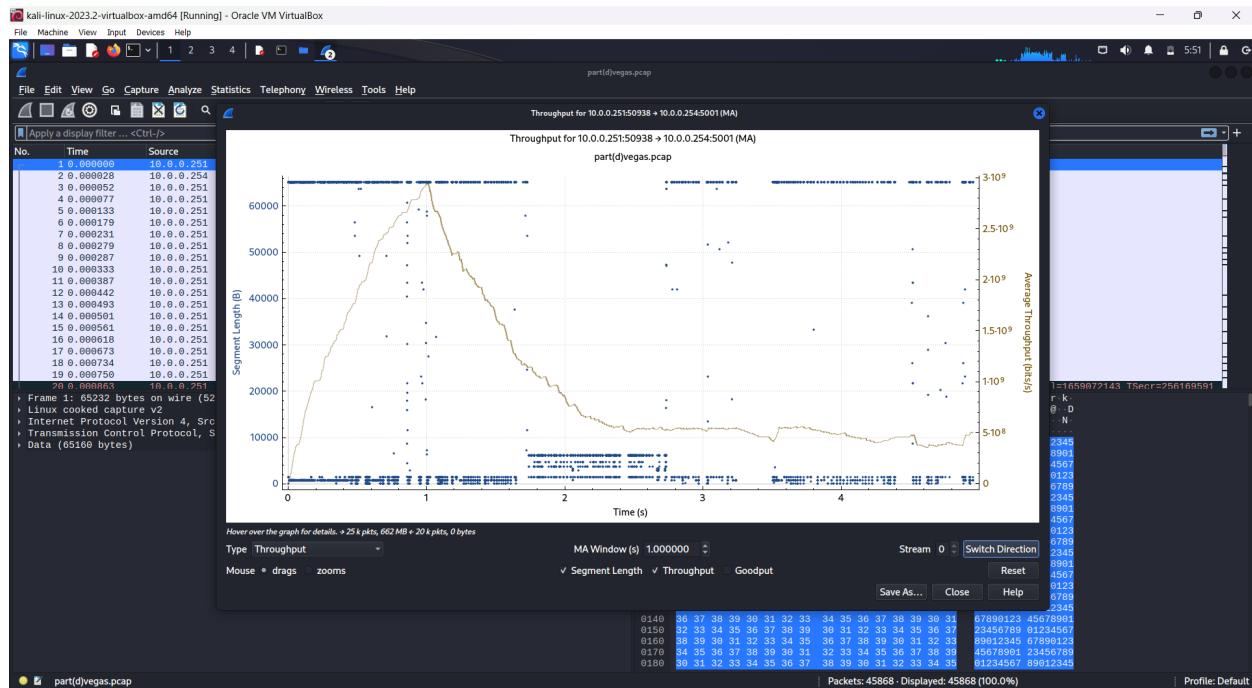
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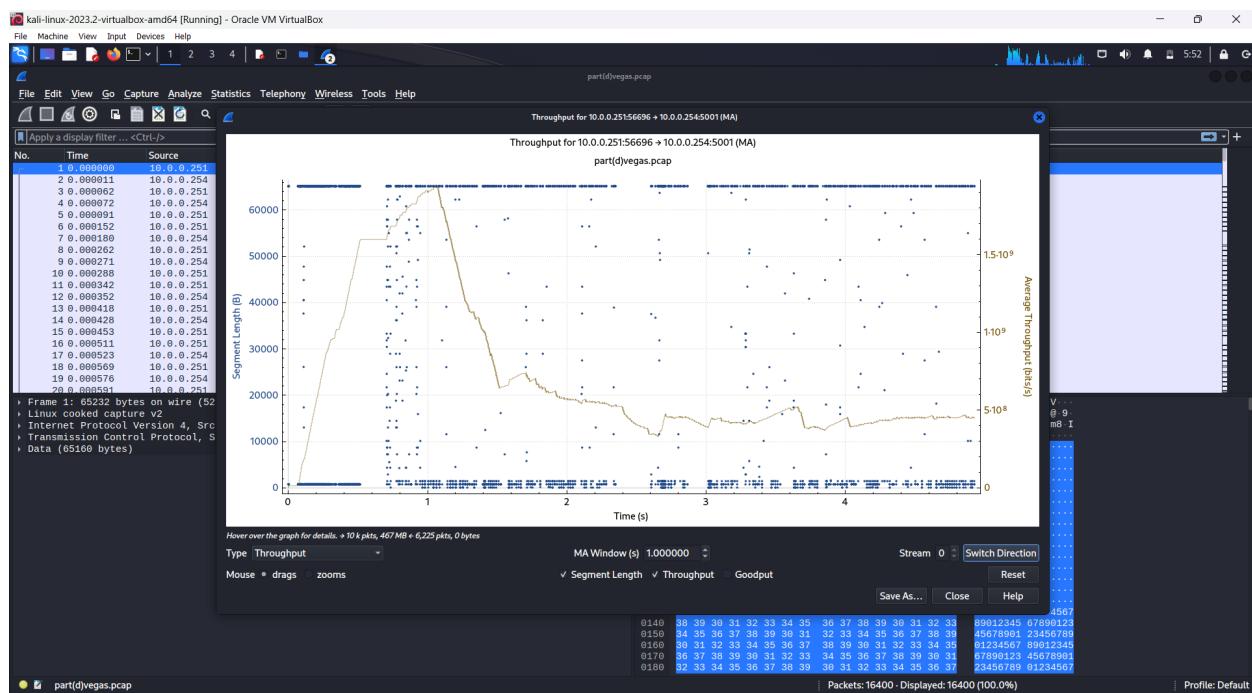
3%



1%



3%



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- 1) *How to run custom topology in mininet?, Stack Overflow*. Available at:  
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(Accessed: 11 November 2023).