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Lab Report

Department of Information and Communication Technology

Report No: 03
Report Name: TCP and router queues.

Course Title: Wireless and Mobile Communication.
Course Code: ICT-4201

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Submission Date: 11-09-2020

Objective:

For TCP and router queues, we have to create a simple topology with two client node1, node 2 on the left side and node3 and node4 in the right side. We have to add drop tail queues of size QueueSize5 and QueueSize6 to Node5 and Node5 and Node6. Install a TCP socket instance on Node1 that will connect to Node3.

We have to Install a TCP socket instance on Node2 that will connect to Node3 and also Install a TCP socket instance on Node2 that will connect to Node4. Measure packet loss and cwnd size, and plot graphs throughput/time, cwnd/time and packet loss/time for each of the flows.

Source Code:

```
#include "ns3/core-module.h"

#include "ns3/network-module.h"

#include "ns3/internet-module.h"

#include "ns3/point-to-point-module.h"

#include "ns3/applications-module.h"

#include "ns3/internet-apps-module.h"

#include "ns3/traffic-control-module.h"

#include "ns3/flow-monitor-module.h"


using namespace ns3;
```

```
NS_LOG_COMPONENT_DEFINE ("BenchmarkQueueDiscs");

void

LimitsTrace (Ptr<OutputStreamWrapper> stream, uint32_t oldVal, uint32_t
newVal)

{

  *stream->GetStream () << Simulator::Now ().GetSeconds () << " " << newVal <<
std::endl;

}

void

BytesInQueueTrace (Ptr<OutputStreamWrapper> stream, uint32_t oldVal,
uint32_t newVal)

{

  *stream->GetStream () << Simulator::Now ().GetSeconds () << " " << newVal <<
std::endl;

}

static void

GoodputSampling (std::string fileName, ApplicationContainer app,
Ptr<OutputStreamWrapper> stream, float period)

{

  Simulator::Schedule (Seconds (period), &GoodputSampling, fileName, app,
stream, period);

  double goodput;

  uint64_t totalPackets = DynamicCast<PacketSink> (app.Get (0))->GetTotalRx ();
```

```
  goodput = totalPackets * 8 / (Simulator::Now ().GetSeconds () * 1024); // Kbit/s
  *stream->GetStream () << Simulator::Now ().GetSeconds () << " " << goodput << std::endl;
}
static void PingRtt (std::string context, Time rtt)
{
  std::cout << context << "=" << rtt.GetMilliSeconds () << " ms" << std::endl;
}
int main (int argc, char *argv[])
{
  std::string bandwidth = "10Mbps";
  std::string delay = "5ms";
  std::string queueDiscType = "PfifoFast";
  uint32_t queueDiscSize = 1000;
  uint32_t netdevicesQueueSize = 50;
  bool bql = false;

  std::string flowsDatarate = "20Mbps";
  uint32_t flowsPacketsSize = 1000;
  float startTime = 0.1f; // in s
  float simDuration = 60;
  float samplingPeriod = 1;
```

```
  CommandLine cmd;

  cmd.AddValue ("bandwidth", "Bottleneck bandwidth", bandwidth);

  cmd.AddValue ("delay", "Bottleneck delay", delay);

  cmd.AddValue ("queueDiscType", "Bottleneck queue disc type in {PfifoFast,
ARED, CoDel, FqCoDel, PIE, prio}", queueDiscType);

  cmd.AddValue ("queueDiscSize", "Bottleneck queue disc size in packets",
queueDiscSize);

  cmd.AddValue ("netdevicesQueueSize", "Bottleneck netdevices queue size in
packets", netdevicesQueueSize);

  cmd.AddValue ("bql", "Enable byte queue limits on bottleneck netdevices", bql);

  cmd.AddValue ("flowsDatarate", "Upload and download flows datarate",
flowsDatarate);

  cmd.AddValue ("flowsPacketsSize", "Upload and download flows packets sizes",
flowsPacketsSize);

  cmd.AddValue ("startTime", "Simulation start time", startTime);

  cmd.AddValue ("simDuration", "Simulation duration in seconds", simDuration);

  cmd.AddValue ("samplingPeriod", "Goodput sampling period in seconds",
samplingPeriod);

  cmd.Parse (argc, argv);

  float stopTime = startTime + simDuration;

  // Create nodes

  NodeContainer n1, n2, n3;

  n1.Create (1);

  n2.Create (1);
```

```
  n3.Create (1);
  // Create and configure access link and bottleneck link
  PointToPointHelper accessLink;
  accessLink.SetDeviceAttribute ("DataRate", StringValue ("100Mbps"));
  accessLink.SetChannelAttribute ("Delay", StringValue ("0.1ms"));

  PointToPointHelper bottleneckLink;
  bottleneckLink.SetDeviceAttribute ("DataRate", StringValue (bandwidth));
  bottleneckLink.SetChannelAttribute ("Delay", StringValue (delay));
  InternetStackHelper stack;
  stack.InstallAll ();
  // Access link traffic control configuration
  TrafficControlHelper tchPfifoFastAccess;
  tchPfifoFastAccess.SetRootQueueDisc ("ns3::PfifoFastQueueDisc", "MaxSize",
StringValue ("1000p"));
  // Bottleneck link traffic control configuration
  TrafficControlHelper tchBottleneck;
  if (queueDiscType.compare ("PfifoFast") == 0)
   {
     tchBottleneck.SetRootQueueDisc ("ns3::PfifoFastQueueDisc", "MaxSize",
      QueueSizeValue (QueueSize (QueueSizeUnit::PACKETS, queueDiscSize)));
   }
```

```
  else if (queueDiscType.compare ("ARED") == 0)
    {
      tchBottleneck.SetRootQueueDisc ("ns3::RedQueueDisc");
      Config::SetDefault ("ns3::RedQueueDisc::ARED", BooleanValue (true));
      Config::SetDefault ("ns3::RedQueueDisc::MaxSize",
       QueueSizeValue (QueueSize (QueueSizeUnit::PACKETS, queueDiscSize)));
    }
  else if (queueDiscType.compare ("CoDel") == 0)
    {
      tchBottleneck.SetRootQueueDisc ("ns3::CoDelQueueDisc");
      Config::SetDefault ("ns3::CoDelQueueDisc::MaxSize",
                          QueueSizeValue (QueueSize (QueueSizeUnit::PACKETS,
queueDiscSize)));
    }
  else if (queueDiscType.compare ("FqCoDel") == 0)
    {
      tchBottleneck.SetRootQueueDisc ("ns3::FqCoDelQueueDisc");
      Config::SetDefault ("ns3::FqCoDelQueueDisc::MaxSize",
      QueueSizeValue (QueueSize (QueueSizeUnit::PACKETS, queueDiscSize)));
    }
  else if (queueDiscType.compare ("PIE") == 0)
    {
```

```
    tchBottleneck.SetRootQueueDisc ("ns3::PieQueueDisc");
    Config::SetDefault ("ns3::PieQueueDisc::MaxSize",
    QueueSizeValue (QueueSize (QueueSizeUnit::PACKETS, queueDiscSize)));
  }
 else if (queueDiscType.compare ("prio") == 0)
  {
    uint16_t handle = tchBottleneck.SetRootQueueDisc ("ns3::PrioQueueDisc",
"Priomap",
     StringValue ("0 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1"));
    TrafficControlHelper::ClassIdList cid = tchBottleneck.AddQueueDiscClasses
(handle, 2, "ns3::QueueDiscClass");
    tchBottleneck.AddChildQueueDisc (handle, cid[0], "ns3::FifoQueueDisc");
    tchBottleneck.AddChildQueueDisc (handle, cid[1], "ns3::RedQueueDisc");
  }
 else
  {
    NS_ABORT_MSG ("--queueDiscType not valid");
  }

 if (bql)
  {
    tchBottleneck.SetQueueLimits ("ns3::DynamicQueueLimits");
```

```
  }

  Config::SetDefault ("ns3::QueueBase::MaxSize", StringValue ("100p"));

  NetDeviceContainer devicesAccessLink = accessLink.Install (n1.Get (0), n2.Get
(0));

  tchPfifoFastAccess.Install (devicesAccessLink);

  Ipv4AddressHelper address;

  address.SetBase ("192.168.0.0", "255.255.255.0");

  address.NewNetwork ();

  Ipv4InterfaceContainer interfacesAccess = address.Assign (devicesAccessLink);

  Config::SetDefault ("ns3::QueueBase::MaxSize", StringValue (std::to_string
(netdevicesQueueSize) + "p"));

  NetDeviceContainer devicesBottleneckLink = bottleneckLink.Install (n2.Get (0),
n3.Get (0));

  QueueDiscContainer qdiscs;

  qdiscs = tchBottleneck.Install (devicesBottleneckLink);

  address.NewNetwork ();

  Ipv4InterfaceContainer interfacesBottleneck = address.Assign
(devicesBottleneckLink);

  Ptr<NetDeviceQueueInterface> interface = devicesBottleneckLink.Get (0)-
>GetObject<NetDeviceQueueInterface> ();

  Ptr<NetDeviceQueue> queueInterface = interface->GetTxQueue (0);

  Ptr<DynamicQueueLimits> queueLimits = StaticCast<DynamicQueueLimits>
(queueInterface->GetQueueLimits ());
```

```
  AsciiTraceHelper ascii;
  if (bql)
    {
      queueDiscType = queueDiscType + "-bql";
      Ptr<OutputStreamWrapper> streamLimits = ascii.CreateFileStream
(queueDiscType + "-limits.txt");
      queueLimits->TraceConnectWithoutContext ("Limit",MakeBoundCallback
(&LimitsTrace, streamLimits));
    }
  Ptr<Queue<Packet> > queue = StaticCast<PointToPointNetDevice>
(devicesBottleneckLink.Get (0))->GetQueue ();
  Ptr<OutputStreamWrapper> streamBytesInQueue = ascii.CreateFileStream
(queueDiscType + "-bytesInQueue.txt");
  queue->TraceConnectWithoutContext ("BytesInQueue",MakeBoundCallback
(&BytesInQueueTrace, streamBytesInQueue));
  Ipv4InterfaceContainer n1Interface;
  n1Interface.Add (interfacesAccess.Get (0));
  Ipv4InterfaceContainer n3Interface;
  n3Interface.Add (interfacesBottleneck.Get (1));
  Ipv4GlobalRoutingHelper::PopulateRoutingTables ();
  Config::SetDefault ("ns3::TcpSocket::SegmentSize", UintegerValue
(flowsPacketsSize));

  // Flows configuration
```

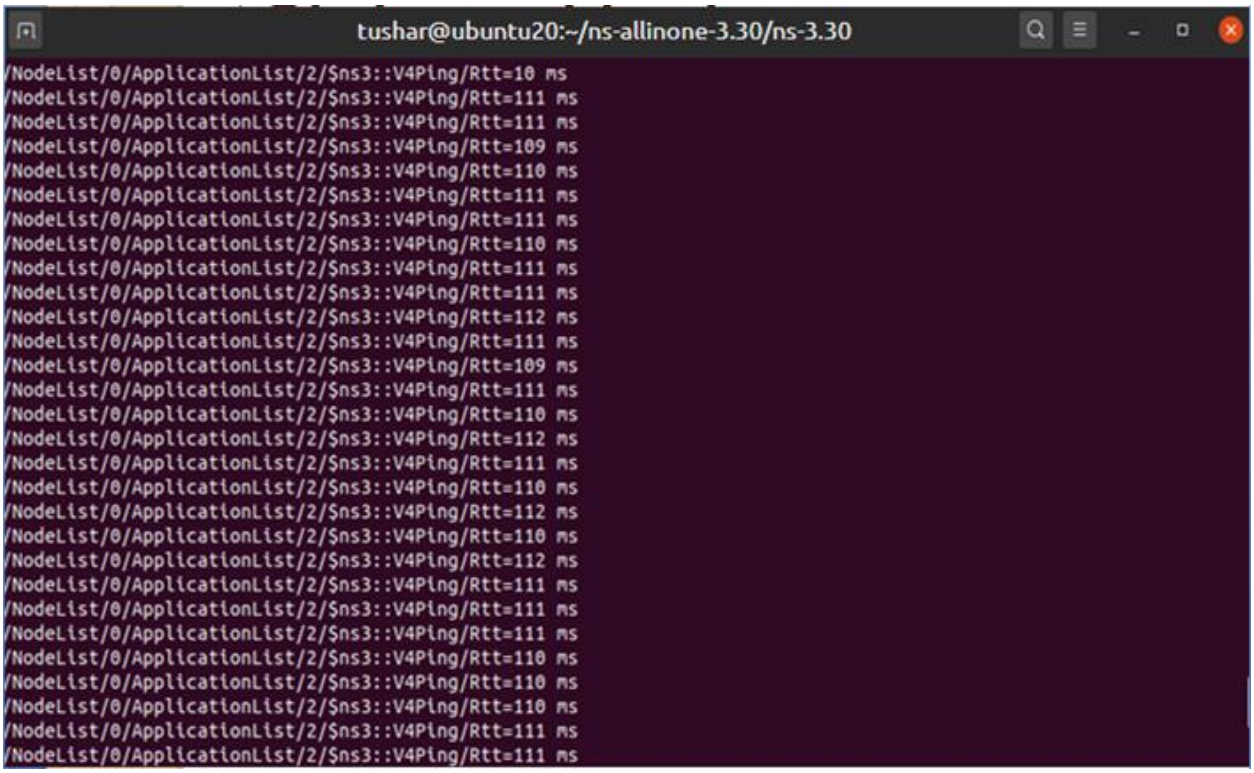
```
  // Bidirectional TCP streams with ping like flent tcp_bidirectional test.
  uint16_t port = 7;
  ApplicationContainer uploadApp, downloadApp, sourceApps;
  // Configure and install upload flow
  Address addUp (InetSocketAddress (Ipv4Address::GetAny (), port));
  PacketSinkHelper sinkHelperUp ("ns3::TcpSocketFactory", addUp);
  sinkHelperUp.SetAttribute ("Protocol", TypeIdValue
(TcpSocketFactory::GetTypeId ()));
  uploadApp.Add (sinkHelperUp.Install (n3));

  InetSocketAddress socketAddressUp = InetSocketAddress
(n3Interface.GetAddress (0), port);
  OnOffHelper onOffHelperUp ("ns3::TcpSocketFactory", Address ());
  onOffHelperUp.SetAttribute ("Remote", AddressValue (socketAddressUp));
  onOffHelperUp.SetAttribute ("OnTime", StringValue
("ns3::ConstantRandomVariable[Constant=1]"));
  onOffHelperUp.SetAttribute ("OffTime", StringValue
("ns3::ConstantRandomVariable[Constant=0]"));
  onOffHelperUp.SetAttribute ("PacketSize", UintegerValue (flowsPacketsSize));
  onOffHelperUp.SetAttribute ("DataRate", StringValue (flowsDatarate));
  sourceApps.Add (onOffHelperUp.Install (n1));

  port = 8;
```

```
  // Configure and install download flow
  Address addDown (InetSocketAddress (Ipv4Address::GetAny (), port));
  PacketSinkHelper sinkHelperDown ("ns3::TcpSocketFactory", addDown);
  sinkHelperDown.SetAttribute ("Protocol", TypeIdValue
(TcpSocketFactory::GetTypeId ()));
  downloadApp.Add (sinkHelperDown.Install (n1));

  InetSocketAddress socketAddressDown = InetSocketAddress
(n1Interface.GetAddress (0), port);
  OnOffHelper onOffHelperDown ("ns3::TcpSocketFactory", Address ());
  onOffHelperDown.SetAttribute ("Remote", AddressValue (socketAddressDown));
  onOffHelperDown.SetAttribute ("OnTime", StringValue
("ns3::ConstantRandomVariable[Constant=1]"));
  onOffHelperDown.SetAttribute ("OffTime", StringValue
("ns3::ConstantRandomVariable[Constant=0]"));
  onOffHelperDown.SetAttribute ("PacketSize", UintegerValue (flowsPacketsSize));
  onOffHelperDown.SetAttribute ("DataRate", StringValue (flowsDatarate));
  sourceApps.Add (onOffHelperDown.Install (n3));

  // Configure and install ping
  V4PingHelper ping = V4PingHelper (n3Interface.GetAddress (0));
  ping.Install (n1);
```

```
  Config::Connect ("/NodeList/*/ApplicationList/*/$ns3::V4Ping/Rtt",
MakeCallback (&PingRtt));

  uploadApp.Start (Seconds (0));

  uploadApp.Stop (Seconds (stopTime));

  downloadApp.Start (Seconds (0));

  downloadApp.Stop (Seconds (stopTime));


  sourceApps.Start (Seconds (0 + 0.1));

  sourceApps.Stop (Seconds (stopTime - 0.1));

  Ptr<OutputStreamWrapper> uploadGoodputStream = ascii.CreateFileStream
(queueDiscType + "-upGoodput.txt");

  Simulator::Schedule (Seconds (samplingPeriod), &GoodputSampling,
queueDiscType + "-upGoodput.txt", uploadApp,

                       uploadGoodputStream, samplingPeriod);

  Ptr<OutputStreamWrapper> downloadGoodputStream = ascii.CreateFileStream
(queueDiscType + "-downGoodput.txt");

  Simulator::Schedule (Seconds (samplingPeriod), &GoodputSampling,
queueDiscType + "-downGoodput.txt", downloadApp,

 downloadGoodputStream, samplingPeriod);


  // Flow monitor

  Ptr<FlowMonitor> flowMonitor;

   FlowMonitorHelper flowHelper;
```

```
  flowMonitor = flowHelper.InstallAll();


  Simulator::Stop (Seconds (stopTime));

  Simulator::Run ();

  flowMonitor->SerializeToXmlFile(queueDiscType + "-flowMonitor.xml", true,
true);

  Simulator::Destroy ();

  return 0;

}
```

Output:



Conclusion:

The specific characteristics of TCP and Router queues include the manner in which they avoid routing loops, the manner in which they select preferred routes, using information. This has the added benefit of preventing issues with TCP and router queues loops. TCP and router is related to connecting the network packages simultaneously.