## Simulator

### Cnet simulator

### Integration

## Network

## Packet

Messages sent to each DSR node are embedded in the form of packet. The type of messages are summarised in Table 1. This section will describe the packet class (*dsr\_packet.py*).

### Attributes

|  |  |
| --- | --- |
| **Message Type** | **ID** |
| REQUEST | 1 |
| REPLY | 2 |
| ERROR | 3 |
| SEND | 4 |
| ACK | 5 |

Table : Packet’s message type

|  |  |
| --- | --- |
| **Attributes** | **Descriptions** |
| Type | Packet’s message type represented by its corresponding ID as shown in . |
| Path | The path that the packet uses to reach its destination |
| Contents | The contents of the packet. If message type is send and ack, the content will be the actual message; for other message types, the content will be toID. |
| ID | The identifier of the packet. This is -1 if the packet is being broadcasted. |
| FromID | The identifier of the DSR source node. |
| OriginatorID | The ID of the original packet. |
| toID | The identifier of the DSR destination node. |

### Packet representation

The packet is translated as string, passed from a DSR node to the network layer, which is represented in the following format:

***Type* | *Path* with each node ID separated by ‘>’| *Content* | *ID* | *fromID* | *originatorID* | *toID***

When a DSR node received the packet string from the network, the string is parsed into the packet object using the method from\_str(packetStr).

## DSR

Short Description

### Constants and Attributes

MAX\_transmissions = 2

MAX\_time\_between\_ack = 1

MAX\_time\_between\_request = 1

|  |  |
| --- | --- |
| **Attributes** | **Description** |
| Network | The network layer that connect the DSR node. |
| ID | The identifier of the DSR node. This ID is the node address that is required for creating a DSR object [i.e. dsr1 = DSR(*node\_addr*)]. |
| Next\_packet\_id | The id of next packet, initialized to be 0. |
| Received\_queue | A list of the packets which are ready to be received by the DSR. DSR will process the packets in the *received\_queue* in a first in first out basis. |
| Send\_queue | A list of packets which are ready to be sent by the DSR. DSR will process the packets in the *send\_queue* in a first in first out basis. |
| Send\_buffer | Buffer that keep the track the sent route request packet. |
| Done\_buffer |  |
| Outbox | A list of packets in string format that are ready to be sent on the network |
| Awaiting\_acknowledgement\_buffer |  |
| Route\_cache | The route cache that store the path for sending message. |
| Seen | A set of (id, fromID) tuples representing the packets the DSR node had seen |

### Constructing packet

Make\_packet(type, path, contents): The method construct a packet by taking in packet’s *type*, *path* and *contents* as parameters. A packet’s id and originatorID are the current value of *next\_packet\_id*. Every time the method is called, *next\_packet\_id* will increment by 1 and return the newly made packet.

Make\_packet\_o(type, path, contents, originator): Similar to *make\_packet*, but with the originatorID as an additional parameter.

### Network methods

Network\_broadcast(pkt): Packet *pkt* is broadcast to other the neighbour nodes. The broadcasted message are characterised by the *pkt*’s *fromID* = -1 and *pkt*’s toId = -1. This *pkt* is added to the outbox queue.

Network\_sendto(pkt, toID): Firstly, the packet *pkt*’s *fromID* and *toID* are updated to the node’s *ID* and *toID* respectively. If the *pkt* is not *acknowledgement* message, then *add\_to\_ack\_buffer(pkt)* is called. Then the *pkt* that is ready to be sent through the network will be packed into a string format, and appended to the *outbox*.

### Routing methods

Route\_request(msg): This method will check two attributes of the route request message *msg*: 1) *ms*g’s *contents*; and 2) *msg’s path*. If *msg* is directed for itself, it will send a route reply by reversing the *msg’s path*. However, if that is not the case, and that the *msg’s* *path* contains the node’s *ID*, then the DSR node will do nothing to avoid cycles. If the two conditions are not met, then the DSR node will broadcast the request to its neighbour nodes.

Route\_reply(msg): This method will check if the route reply message *msg* is directed for the DSR node.

Route \_error(msg):

Route \_send(msg):

Route \_discover(msg, toID):

### Send packet

Msg\_acknowledgement(msg):

Send\_message(contents, toID):

### Receive packet

Receive\_packet(pkt):This method will parse the string packet *pkt* that is received through the network and appended to *receive\_queue*.

Pop\_inbox(): This method will pop and return all the received messages in the *done\_buffer* that are directed to the DSR node.

Pop \_outbox():This method will pop and return all the sent messages in the *outbox* that are sent from the DSR node.

Remove\_from\_send\_buffer(ID):This method will loop through all the sent messages in the *send\_buffer* to find the message with *originatorID* matching the *ID*. Once this message is found, the method will return the message and remove it from *send\_buffer.*

### DSR Updates

Check\_ack\_buffer(): This method will loop through the acknowledgements *ack* in the *awaiting\_acknowledgement\_buffer*. If the *ack* exceed the the *MAX\_transmissions* duration, the DSR node will broadcast the error message to its neighbours about the broken link. The DSR node will do a route discovery in an attempt to fix the routing. If the *ack* did not exceed the *MAX\_transmissions* duration, the node will whether the time taken to received the *ack* exceed the *MAX\_time\_between\_ack* interval. If the time exceeded, then the node will send the packet again.

Add\_to\_ack\_buffer():

Check\_send\_buffer():This method will loop through the sent packet *send* in the *send\_buffer*.

Update(): Each DSR node will constantly be updating its queue and buffer. The nodes will first check and process the *ack\_buffer* and *send\_buffer* via *check\_ack\_buffer* and *check\_send\_buffer* respectively. After checking the buffer, the DSR node will process all the messages in the *receive\_queue* and *send\_queue*.

For each message *msg* in the *receive\_queue,* the DSR node will ignore any messages that are from it, and there are five scenarios for each message type:

* Request: run *route\_request(msg)*
* Reply: run *route\_reply(msg)*
* Error: run *route\_error(msg)*
* Send: run *route\_send(msg)*
* Ack: run *msg\_acknowledgement(msg)*

## Route Cache

### Constant and Attributes

MAX\_DELTA= 1000

|  |  |
| --- | --- |
| Attributes | Description |
| Edge\_list |  |
| Edge\_age |  |
| me | The ID of the DSR node which the route cache belongs to. |

### Routing

offer\_route(route):

add\_link(fromID, toID):

remove\_link(fromID, toID):

get\_shortest\_path(toID):