

Practical 4

Aim:- Routing Protocols in Wireless Networks Objective: Simulate and analyze routing protocols in mobile ad-hoc networks (MANETs). Tasks: 1) Implement AODV (Ad hoc On-Demand Distance Vector) routing protocol. 2) Simulate a scenario with multiple nodes and traffic flows. 3) Analyze routing performance metrics such as packet delivery ratio, end-to-end delay, and routing overhead.

Theory :-

AODV (Ad hoc On-Demand Distance Vector) Routing Protocol

Definition: AODV is a reactive routing protocol designed for mobile ad-hoc networks (MANETs). It establishes routes between nodes only when necessary, minimizing overhead.

How It Works:

- **Route Discovery:** When a node requires a route to another node, it broadcasts a Route Request (RREQ) packet. Neighboring nodes receive the request and either forward it or respond with a Route Reply (RREP) if they have a valid route.
- **Route Maintenance:** AODV monitors active routes and maintains them. If a link fails, it triggers a new route discovery to find an alternative path.
- **Dynamic:** AODV dynamically adapts to network topology changes, making it suitable for highly mobile environments.

Simulation Environment

Definition: A simulated environment mimics real-world conditions to study the behavior and performance of routing protocols like AODV in controlled scenarios.

Key Components:

- **Multiple Nodes:** The simulation includes several nodes representing mobile devices or routers, each capable of moving independently within the network.
- **Traffic Flows:** The nodes generate data traffic, which can be of different types, such as constant bit rate (CBR) or variable bit rate. CBR generates a steady stream of packets, while variable bit rate simulates real-time applications with fluctuating demands.

Code :-

Define simulator

set ns [new Simulator]

Trace and Nam files

set tracefile [open wireless_trace.tr w]

```
set namfile [open wireless_simulation.nam w]
```

```
$ns trace-all $tracefile
```

```
$ns namtrace-all-wireless $namfile 500 500
```

```
# Set up topography
```

```
set topo [new Topography]
```

```
$topo load_flatgrid 500 500
```

```
# Set up god object
```

```
create-god 10
```

```
# Define the wireless channel, radio-propagation model, network interface, etc.
```

```
set val(chan) Channel/WirelessChannel
```

```
set val(prop) Propagation/TwoRayGround
```

```
set val(netif) Phy/WirelessPhy
```

```
set val(mac) Mac/802_11
```

```
set val(ifq) Queue/DropTail/PriQueue
```

```
set val(ll) LL
```

```
set val(ant) Antenna/OmniAntenna
```

```
set val(ifqlen) 50
```

```
set val(nn) 10
```

```
set val(rp) AODV
```

```
set val(x) 500
```

```
set val(y) 500
```

```
set val(stop) 100
```

```
# Node configuration
```

```
$ns node-config -adhocRouting $val(rp) \
```

```
    -llType $val(ll) \
```

```
    -macType $val(mac) \
```

```
    -ifqType $val(ifq) \
```

```
    -ifqLen $val(ifqlen) \
```

```
-antType $val(ant) \  
-propType $val(prop) \  
-phyType $val(netif) \  
-channelType $val(chan) \  
-topoInstance $topo \  
-agentTrace ON \  
-routerTrace ON \  
-macTrace OFF
```

Create nodes

```
for {set i 0} {$i < $val(nn)} {incr i} {  
    set node_($i) [$ns node]  
    $node_($i) random-motion 0  
}
```

Node positions

```
$node_(0) set X_ 50.0  
$node_(0) set Y_ 50.0  
$node_(1) set X_ 100.0  
$node_(1) set Y_ 100.0  
$node_(2) set X_ 200.0  
$node_(2) set Y_ 150.0
```

Traffic setup

```
set udp0 [new Agent/UDP]  
set null0 [new Agent/Null]  
$ns attach-agent $node_(0) $udp0  
$ns attach-agent $node_(1) $null0  
$ns connect $udp0 $null0
```

```
set cbr0 [new Application/Traffic/CBR]  
$cbr0 set packetSize_ 512
```

\$cbr0 set interval_ 0.1

\$cbr0 attach-agent \$udp0

\$ns at 0.5 "\$cbr0 start"

\$ns at 95 "\$cbr0 stop"

Node mobility

for {set i 0} {\$i < \$val(nn)} {incr i} {

\$ns at 1.0 "\$node_(\$i) setdest 250 250 10"

}

Stop simulation

\$ns at \$val(stop) "finish"

proc finish {} {

global ns tracefile namfile

\$ns flush-trace

close \$tracefile

close \$namfile

exec nam wireless_simulation.nam &

exit 0

}

Run the simulation

\$ns run

output :-

