## Performance Analysis and Simulation of Communication Systems: Project A

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## 1 PRNG and Random Variables

## 1.1 Create a function that implements a linear congruential generator (LCG), accepting as input the parameters: seed, m, a, and c.

We implemented our LCG as a class in order to keep it somewhat similar to the STL generators. The code used is as follows:

```
1 class Lcg {
2
  public:
3
       using seed_t = uint32_t;
4
5
       Lcg(seed_t seed, seed_t m = 100, seed_t a = 13,
            seed_t c = 1)
6
7
            : seed(seed), m(m), a(a), c(c) {}
8
9
       seed_t operator()() {
10
            seed = ((a * seed) + c) % m;
            return seed;
11
       }
12
13
14
       // These are kept public to make it easier to change
15
       // them later in the lab, a more authentic generator
       \ensuremath{//} would probably keep them private.
16
17
       seed_t seed, m, a, c;
18 };
```

Figure 1: LCG Class

- 1.2 Generate 1000 values uniformly distributed in the range [0,1] using your PRNG. For this case use m=100, a=13 c=1and seed =1;
- 1.3 Compare the distribution of your values with the distribution of values generated using the UniformRandomVariable() of ns-3.
- 1.4 Comment on the difference in the results and propose values of m, a,and cwhich gives you better results.
- 1.5 What PRNG does ns-3 use? What method does ns-3 use to generate a normal random variable?
- 1.6 Using the time system command of Linux compare the execution time for the generation of the uniform distribution using your function and ns-3 function

```
1 # our class:
2 time ./waf --run scratch/project 2.54s user 0.20s
3 system 107% cpu 2.547 total
4 # their class:
5 time ./waf --run scratch/project 2.59s user 0.17s
6 system 107% cpu 2.556 total
```

Figure 2: The results from timing a program that generated 1000 random numbers using time

As we can see, our implementation is slightly faster (around 0.01 seconds) than the Ns3 implementation.

- 1.7 Write a second function that generates an exponential distribution with mean  $\beta > 0$  from a uniform distribution generated using the LCG; Choose one of the methods for generating RV covered in the course and motivate your choice with respect to the specific task.
- 1.8 Compare your exponential distribution with ns-3 ExponentialRandomVariable() and the theoretical expression of the probability density function.