# **Computer Networks**

## Project #2 Report

## DiffServ and TCP Congestion Control

### 目錄

| 1.Prepare NS3 installing environment                          | 2  |
|---|----|
| 2.Install NS3   | 7  |
| 3.Build up topology and related parameters                    | 10 |
| 4.Programming and run script                                  | 11 |
| 5. Comparison between DropTail and RED                        | 21 |
| 5.1.Queue length for every router vs simulation time          | 21 |
| 5.2.Throughput for every TCP flow vs router buffer size       | 25 |
| 5.3. Variations of cwnd for every TCP flow vs simulation time |    |
| 5.4.Packet loss rate in every router                          | 30 |
| 5 5 Conclusion  |    |

BY 熊欣

2017.01

### 1. Prepare NS3 installing environment

### 1.1. sudo apt-get install mercurial

```
teagubuntu:—S sudo rn /var/cache/apt/archives/lock
leagubuntu:—S sudo rn /var/th/dpkg/lock
leagubuntu:—S sudo rn /var/th/dpkg/lock
Reading package lists... Done
Building dependenty tree
Reading package lists... Done
The following additional packages will be installed:

| javascript-common libjs-excanvas nercurial-common
| pagiff | youthers | httpd cut chiffs | kdiffs-tq | kompare | meld | tkcvs
| pagiff | youthers | httpd cut chiffs | kdiffs-tq | kompare | meld | tkcvs
| pagiff | youthers | httpd cut chiffs | kdiffs-tq | kompare | meld | tkcvs
| pagiff | youthers | httpd cut chiffs | kdiffs-tq | kompare | meld | tkcvs
| pagiff | youthers | httpd cut chiffs | kdiffs-tq | kompare | meld | tkcvs
| pagiff | youthers | httpd cut chiffs | kdiffs-tq | kompare | meld | tkcvs
| pagiff | youthers | httpd cut chiffs | kdiffs-tq | kd
```

#### 1.2. sudo apt-get install bzr

```
Preparing to unpack .../python-simplejson_3.8.1-lubuntu2_and64.deb ...

preparing to unpack .../python-waldlib...

preparing to unpack .../python-pope.interface.

preparing to unpack .../python-pope.interface 4.1.3-ibuldi] ...

preparing to unpack .../python-pack.../python-waldlib...

preparing to unpack .../python-waldlib...

preparing to unpack .../python-lar./restfulclient ...

preparing to unpack .../python-lar./restfulclient ...

preparing to unpack .../python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-secretstorage.

preparing to unpack ../python-lar./python-secretstorage.

preparing to unpack ../python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./python-lar./pyth
```

### 1.3. sudo apt-get install gdb valgrind

```
untur-
Setting up bzr (2.7.0-Zubuntu3) ...
Setting up libjs-jquery (1.31.3-dfsg-4) ...
Setting up libjs-jquery (1.31.3-dfsg-4) ...
Setting up python-bus (1.2.0-1)
Setting up python-bus (1.2.0-1)
Setting up python-gpage (0.3-1.1) ...
Setting up python-spython (0.3-1.1) ...
Setting up python-spython (7.3-lubuntu1) ...
Setting up python-spython (7.3-lubuntu1) ...
Setting up python-spython (7.3-lubuntu1) ...
Setting up python-spython (3.3-1-lubuntu1) ...
Setting up python-spython (3.3-1-lubuntu2) ...
Setting up python-spython (3.3-1-spython-spython (3.3-1-spython-spython-spython (3.3-1-spython-spython-spython (3.3-1-spython-spython-spython (3.3-1-spython-spython-spython (3.3-1-spython-spython-spython (3.3-1-spython-spython-spython-spython (3.3-1-spython-spython-spython-spython-spython (3.3-1-spython-spython-spython-spython-spython-spython (3.3-1-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spython-spy
Sob Setted packages:
Suggested fackages will be installed:
Suggested by Reachegrind alleyoop valkyrie
The following NEW packages will be installed:
valgrind:
0 uppraded, 1 newly installed, 0 to remove and 293 not uppraded.
Need to get 110. MB of archives.
After this operation, 66.8 MB of additional disk space will be used.
Do you want to continue; Vynl y On you want of the you want of you wa
```

#### 1.4. sudo apt-get install gcc g++ python

```
ontion of the state of the stat
Setting up python-launchpadlbd (1.10.7-3) ...
Setting up python-secretarage (2.1.3-1) ...
leogubuntu:-5 sudo apt-get install gdb valgrind
Reading package lists... Done
Building dependency free
Building dependency
Building dependency free
Building dependency free
Beading package
Building dependency free
Beading package
Building dependency free
Beading package
Building dependency free
Beading package lists...
Building dependency free
Beading state information... Bone
Building dependency free
Beading st
```

### 1.5.sudo apt-get install gsl-bin libgsl0-dev libgsl0ldbl

```
ubuntur—

Setting up thunderbird-gnome-support (1:45.5.1:build1-0:buntu0.16.04.1) ...

Setting up thunderbird-locale-en-us (1:45.5.1:build1-0:buntu0.16.04.1) ...

Setting up ubuntu-artwork (1:14.04.16.04.2010202-0:bubuntu1) ...

Setting up unattended-upgrades (0.90ubuntu0.2) ...

Replacing config file Jetc/pafyApt.com.d/JSounattended-upgrades with new version update-rc.d: warning: start and stop actions are no longer supported; falling back to defaults Setting up oxidagnose (3.0.4.1) ...

Setting up oxidagnose (3.0.4.1) ...

Setting up pil-kit (0.23.2-S-ubuntu16.04.1) ...

Setting up pil-kit (0.23.2-S-ubuntu16.04.1) ...

Setting up pil-kit (0.23.2-S-ubuntu16.04.1) ...

Setting up complz-gnone (1:0.9.12.2-16.04.2010023-0ubuntu1) ...

Setting up omplz-gnone (1:0.9.12.2-16.04.2010023-0ubuntu1) ...

Setting up numitud (1:0.9.12.2-16.04.2010023-0ubuntu1) ...

Setting up numity (7.4.0-16.04.20100009-0ubuntu1) ...

Setting up python3-distured-0.04.2010000-0ubuntu0.3 ...

Setting up python3-disturgorade (1:16.04.4) ...

Setting up python3-disturgorade (1:16.04.4) ...

Setting up uputu-release-upgrader-core (1:10.04.1) ...

Setting up uputu-release-upgrader-core (1:10.04.1) ...

Setting up uputu-release-upgrader-core (1:10.04.1) ...

Setting up update-manager (1:16.04.2) ...

Setting up update-manager (1:16.04.1) ...

Setting update-manager (1:16.04.1) ...

Setting update-manager (1:16.04.1) ...

Setting update-manager (1:16.04.1) ...

Setting update-manager (1:16.04.1) .
```

#### 1.6.sudo apt-get install flex bison

```
Need to get 1,108 kB of archives.

After this operation, 3,101 kB of additional disk space will be used.

On you want to continue? [Y/n] Y

Get1: http://us.archive.ubuntu.com/ubuntu xental/main andde libsigsegy2 andde 2,10-4 [14.1 kB]

Get2: http://us.archive.ubuntu.com/ubuntu xental/main andde libsigsegy2 andde 2,10-4 [14.1 kB]

Get3: http://us.archive.ubuntu.com/ubuntu xental/main andde libsigsegy2 andde 2,10-18 [12.5 kB]

Get1: http://us.archive.ubuntu.com/ubuntu xental/main andde libsigsegy2 andde 2,10-18 [12.5 kB]

Get1: http://us.archive.ubuntu.com/ubuntu xental/main andde libsigsegy2 andde 2,10-18 [12.5 kB]

Get1: http://us.archive.ubuntu.com/ubuntu xental/main andde libsigsegy2.andde 2,10-18 [12.5 kB]

Get1: http://us.archive.ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubuntu.com/ubunt
```

### 1.7.sudo apt-get install g++-3.4 gcc-3.4

```
| Setting up libodncy-dev:and64 (1:1.1.2:1.1) ...
| Setting up xiproto-input-dev (2.3.1:1) ...
| Setting up xiproto-kb-dev (1.8.7-0ubuntul) ...
| Setting up theories (1.8.1-1ubuntul) ...
| Setting up libodncy-and64 (2.1.1.1-1ubuntul) ...
| Setting up libodncy-and64 (2.1.6.3-1ubuntu) ...
| Setting up libodncy-and64 (2.1.6.3-1ubuntu) ...
| Setting up libodncy-and64 (2.1.6.1-1ubuntu) ...
| Setting up libodncy-and64 (1.1.1-1ubuntul) ...
| Setting up libodncy-and64 (1.1.1-1
```

### 1.8. sudo apt-get install tcpdump

```
| Setting up libdrn-dev:amd64 (2.4.67-lubuntu8.16.04.2) ...
| Setting up libdrn-dev:amd64 (2.1.6.3-lubuntu8.2) ...
| Setting up libar.bc-dev:amd64 (2.1.1.1-lubuntu8.2) ...
| Setting up libar.bc-dev:amd64 (2.1.1.1-lubuntu8.2) ...
| Setting up libar.bc-dev:amd64 (2.1.1.1-lubuntu8.2) ...
| Setting up libar.bc-dev:amd64 (1.1.1.1-lubuntu8.2) ...
| Setting up libar.bc-dev:amd64 (1.1.1.1-lubuntu8.
```

### 1.9.sudo apt-get install sqlite sqlite3 libsqlite3-dev

```
Reading state information... Done

Reading dependency information

Reading state information... Done

Reading state information

Reading state information

Reading state information

Reading state information

Reading state in
```

### 1.10.sudo apt-get install libxml2 libxml2-dev

### 1.11.sudo apt-get install libgtk2.0-0 libgtk2.0-dev

#### 1.12.sudo apt-get install vtun lxc

```
Unpacking utdmap (1:4.2-3.iubuntus) ...

Selecting previously unselected package tun.
Preparing to unpack .../tun 3.0.3-2.1_and64.deb ...
Unpacking vtun (3.0.3-2.1) ...
Selecting previously unselected package cloud-inage-utlls.
Preparing to unpack .../tun 3.0.3-2.1_and64.deb ...
Unpacking vtun (3.0.3-2.1) ...
Selecting previously unselected package cloud-inage-utlls.
Processing triggers for unselecting previously unselected package debootstrap.
Preparing to unpack .../debootstrap.
Preparing to unpack .../debootstrap.
Processing triggers for the bits (2.2-3.dubuntus) ...
Processing triggers for the bits (2.2-3.dubuntus) ...
Processing triggers for the bits (2.2-3.dubuntus) ...
Processing triggers for install tinfo (6.1.6.dfsg.1-5) ...
Setting up libitscalz:and64 (1.12.0-2) ...
Setting up titioscalls (1.5.9.dubutli) ...
Setting up titioscalls (1.5.9.dubutli) ...
Setting up titioscalls (1.5.9.dubutli) ...
Setting up libitscalls (3.5.9.dubutli) ...
Setting up up debootstrap (3.6.3.9.dubutli) ...
Setting up debootstrap (3.6.3.9.dubutli) ...
Setting up debootstrap (3.6.3.9.dubutli) ...
Setting up debootstrap (3.6.7.9.dubuntus) ...
Setting up debootstrap (3.6.7.9.dubuntus) ...
Setting up up debootstrap (3.6.7.9.dubuntus) ...
Setting up up debootstrap (3.6.7.9.dubuntus) ...
Setting up up bitscalls (2.2.9.dubuntus) ...
Setting up (3.6.7.9.dubuntus) ...
Setting up up (3.6.7.9.dubuntus) ...
Setting up (3.6.7.9.dubuntus) ...
Sett
```

### 1.13.sudo apt-get install uncrustify

```
Setting up distro-info (0.14bulid1) ...

Setting up libalizanded (0.11b2) ...

Setting up libalizanded (0.15banded (1.58.0edfsg-subuntu3.1) ...

Setting up libalizanded (0.15banded (1.58.0edfsg-subuntu3.1) ...

Setting up libalizanded (0.15banded (1.58.0edfsg-subuntu3.1) ...

Setting up libradosz (10.2.3-obbuntu3.6.0e.2) ...

Setting up libradosz (10.2.3-obbuntu3.6.0e.2) ...

Setting up libradosz (10.2.3-obbuntu3.6.0e.2) ...

Setting up embelok-extrial obbuntu3.6.0e.3 ...

Setting up embelok-extrial obbuntu3.6.0e.3 ...

Setting up libradizanded (1.2.5edfsg-subuntu3.6) ...

Setting up libradizanded (1.2.6edfsg-subuntu3.6) ...

Setting up libradi
```

### 1.14.sudo apt-get install doxygen graphviz imagemagick

```
Impacking libobjc4;amd64 (5.4.8-Gubuntui-16.84.4) ...

selecting previously unselected package libobjc-5-dev:amd64.

Preparing to unpack ../libobjc-5-dev:amd64 (5.4.8-Gubuntui-16.84.4) ...

Selecting previously unselected package libobjc-5-dev:amd64.

Unpacking libobjc-5-dev:amd64 (5.4.8-Gubuntui-16.84.4) ...

Selecting previously unselected package libobjc-3-dev:amd64.

unpacking libctangi-3-6:amd64 (13.8.2-3ubuntu2) ...

Selecting previously unselected package down-previously unselected package down-package libograph6.

Preparing to unpack ../lobgraph6 2.8.8-12ubuntu2_amd64.deb ...

Unpacking libograph6 (2.88.6-12ubuntu2) ...

Selecting previously unselected package libograph6.

Preparing to unpack ../libograph6 2.8.8-0-12ubuntu2_amd64.deb ...

Unpacking libograph6 (2.88.6-12ubuntu2) ...

Selecting previously unselected package libograph6.

Preparing to unpack ../libograph6 2.88.8-0-12ubuntu2_amd64.deb ...

Unpacking libograph6 (2.88.6-12ubuntu2) ...

Selecting previously unselected package libograph6.

Preparing to unpack ../libograph6 2.88.8-0-12ubuntu2_amd64.deb ...

Unpacking libograph6 (2.88.6-12ubuntu2) ...

Selecting previously unselected package libograph6.

Preparing to unpack ../libograph6 (2.88.6-12ubuntu2) ...

Selecting previously unselected package libograph6.

Preparing to unpack ...

Processing trigers for libo-bin (2.23.8-0-12ubuntu2) ...

Selecting uptoblagh ...

Selecting uptoblagh ...

Processing trigers for libo-bin (2.23.8-0-12ubuntu2) ...

Setting up libograph6 (2.88.6-12ubuntu2) ...

Setting up libograph6
```

1.15.sudo apt-get install python-pygraphviz python-kiwi python

### pygoocanvas libgoocanvas-dev

```
teognubuntu.-

Petched 1,650 kB in 17s (97.0 kB/s)
Selecting previously unselved personal directories currently installed.)
Fergaring to unpack ... (Pibpocanvas-comon, 1.0.0-1_all.deb ...
Unpacking itbpocanvas-comon (1.0.0-1)
Unpacking itbpocanvas-comon (1.0.0-1)
Selecting previously unselected package [blgocanvas-all.deb ...

Unpacking itbpocanvas-all.deb ...
Preparing to unpack .../ltbpocanvas-31.0.0-1 and64.deb ...

Selecting previously unselected package [blgocanvas-dev:amd64.
Preparing to unpack .../ltbpocanvas-31.0.0-1 and64.deb ...

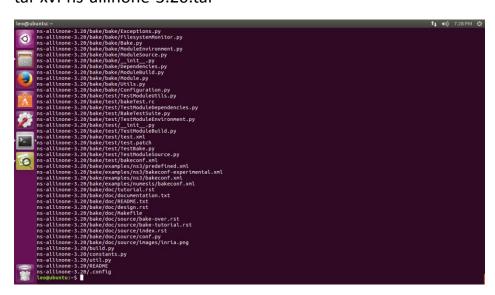
Selecting previously unselected package python-catro.
Preparing to unpack .../python-catro.is.8-2_amd64.deb ...
Unpacking python-catro (1.8.8-2)
Selecting previously unselected package python-gobject-2.
Preparing to unpack .../python-gobject-2. (2.28.6-12ubuntu) ...
Selecting previously unselected package python-gobject-2.
Selecting previously unselected package python-mythologously unsele
```

### 2.Install NS3

2.1. 下載 NS3 安裝包並解壓,官網上(www.nsnam.org)下載的 3.20 版本格式為 ns-allinone-3.20. tar. bz2, 在終端運行以下命令進行解壓縮:

bzip2 -d ns-allinone-3.20.tar.bz2

tar xvf ns-allinone-3.20.tar



2.2 進入解壓縮檔夾 ns-allinone-3.20,執行命令

./build.py

2.3 進入 ns=3.13 目錄 ns=allinone=3.20/ns=3.20,使用 waf 構建

### ./waf -d optimized configure

```
| Indicates | Indi
```

./waf -d debug configure

### ./build.py-enable examples—enable tests

### ./test.py -c core

### 2.4. 腳本運行 進入 ns-3.13 目錄

## ./waf --run hello-simulator output: hello simulator

### 3. Build up topology and related parameters

**Simulator:**ns-3.20 **Platfrom:**Ubuntu16.04.01

Protocol: TcpReno

#### **Global Variables:**

```
RouterLink Rate:{10Mbps};
```

RouterLink Delay:{100us};

Packet Generation Rate:{2MBPS};

Packet Length:{1400};

Max Segment Size:{1000};

Window Size:{20000};

Initial cwnd:{1}

### **DropTail related parameters:**

Buffer Size:{1400,2800,4200,5600,7000};

#### **RED related parameters:**

Max-threshold:{3}

Min-threshold:{1}

Buffer Size: {5600}

#### **Topology**

```
// +--n10
//
// n0--+ +--n6 +---n11
// | | | |
// n2 ---n3 --- n5 --- n7 --- n9---n12
// | | | |
// n1--+ +--n4 +--n8 +---n13
|//
// //
```

### 4. Programming and run script

```
#include <fstream>
#include <string>
#include <string>
#include <cassert>
#include "ns3/core-module.h"
#include "ns3/network-module.h"
#include "ns3/point-to-point-module.h"
#include "ns3/applications-module.h"
#include "ns3/animation-interface.h"
#include "ns3/internet-module.h"
#include "ns3/netanim-module.h"
#include "ns3/packet-sink.h"
#include "ns3/flow-monitor-helper.h"
#include "ns3/flow-monitor-module.h"
#include "ns3/ipv4-global-routing-helper.h"
#include "ns3/ipv4-flow-classifier.h"
#include "ns3/double.h"
#include "ns3/tcp-socket-base.h"
#include "ns3/tcp-l4-protocol.h"
using namespace ns3;
using namespace std;
```

```
NS_LOG_COMPONENT_DEFINE ("Project2");
//declaration of the MyApp Application that we put together to allow the Socket to be created at
configuration time
class MyApp: public Application
{
public:
  MyApp ();
  virtual ~MyApp();
  void Setup (Ptr<Socket> socket, Address address, uint32_t packetSize,uint32_t nPackets,
DataRate dataRate);
private:
  virtual void StartApplication (void);
  virtual void StopApplication (void);
  void ScheduleTx (void);
  void SendPacket (void);
  Ptr<Socket>
                   m_socket;
  Address
                    m_peer;
  uint32_t
                    m_packetSize;
  uint32_t
                    m_nPackets;
  DataRate
                    m_dataRate;
  EventId
                    m_sendEvent;
  bool
                    m_running;
  uint32_t
                    m_packetsSent;
};
//MyApp Application needs a constructor and a destructor
MyApp::MyApp ()
   : m socket (0),
    m_peer(),
    m_packetSize (0),
    m_nPackets (0),
    m_dataRate (0),
    m_sendEvent (),
    m_running (false),
    m_packetsSent (0)
{
}
MyApp::~MyApp()
```

```
m_socket = 0;
}
//the whole reason why we wrote this Application in the first place
void
MyApp::Setup (Ptr<Socket> socket, Address address, uint32_t packetSize,uint32_t
nPackets, DataRate dataRate)
  m_socket = socket;
  m_peer = address;
  m_packetSize = packetSize;
  m_nPackets = nPackets;
  m_dataRate = dataRate;
}
//We are just initializing member variables
void
MyApp::StartApplication (void)
  m_running = true;
  m_packetsSent = 0;
  m_socket->Bind ();
  m_socket->Connect (m_peer);
  SendPacket ();
}
//stop creating simulation events
void
MyApp::StopApplication (void)
  m_running = false;
  if (m sendEvent.IsRunning ())
       Simulator::Cancel (m_sendEvent);
  if (m_socket)
       m_socket->Close ();
}
```

//Recall that StartApplication called SendPacket to start the chain of events that describes the Application behavior.

```
void
MyApp::SendPacket (void)
  Ptr<Packet> packet = Create<Packet> (m packetSize);
  m_socket->Send (packet);
  if (++m_packetsSent < m_nPackets)
    {
       ScheduleTx ();
    }
}
//call ScheduleTx to schedule another transmit event (a SendPacket) until the Application decides
it has sent enough.
void
MyApp::ScheduleTx (void)
{
  if (m_running)
       Time tNext (Seconds (m packetSize * 8 / static cast<double> (m dataRate.GetBitRate
())));
       m_sendEvent = Simulator::Schedule (tNext, &MyApp::SendPacket, this);
    }
}
static void
PrintTxQueue (Ptr <Queue> q0,Ptr <Queue> q1, Ptr <Queue> q2, Ptr <Queue> q3, Ptr <Queue>
q4)
{
Simulator::Schedule (Seconds (0.001), &PrintTxQueue, q0, q1, q2, q3, q4);
std::cout << Simulator::Now ().GetSeconds () << "\t" << q0->GetNPackets()<< "\t"
<< q1->GetNPackets()<< "\t" << q2->GetNPackets()<< "\t" << q3->GetNPackets()<< "\t"
<< q4->GetNPackets()<<"\n";
}
//This function just logs the current simulation time and the new value of the congestion window
every time it is changed.
/*static void
CwndChange (uint32_t oldCwnd, uint32_t newCwnd)
  std::cout << Simulator::Now ().GetSeconds () << "\t" << newCwnd << "\n";
}*/
//
                                                  +--n10
```

```
//
//
            n0--+
                                               +---n11
                               +--n6
//
//
                 n2 ---n3 --- n5 --- n7 --- n9---n12
//
                        1
                                        Т
//
            n1--+
                                      +--n8 +---n13
                       +--n4
//
//
                                                 +--n14
int main (int argc, char *argv[])
{
  uint32_t nFlows=5;
  uint32 t packetSize=1400;
  uint32_t nPackets=2000;
  uint32 t j=1;
for(j=1;j<=5;j++)
  uint bufSize=j*packetSize;
  CommandLine cmd;
  cmd.AddValue("nFlows","Number of TCP Flows",nFlows);
  cmd.Parse(argc,argv);
  Config::SetDefault("ns3::TcpL4Protocol::SocketType",StringValue("ns3::TcpReno"));
  Config::SetDefault("ns3::DropTailQueue::Mode", StringValue("QUEUE_MODE_PACKETS"));
  Config::SetDefault("ns3::DropTailQueue::MaxPackets",UintegerValue (j));
  /*Config::SetDefault ("ns3::RedQueue::Mode", StringValue ("QUEUE_MODE_PACKETS"));
  Config::SetDefault ("ns3::RedQueue::MinTh", DoubleValue (1));
  Config::SetDefault ("ns3::RedQueue::MaxTh", DoubleValue (3));
  Config::SetDefault ("ns3::RedQueue::QueueLimit", UintegerValue (4));*/
  Config::SetDefault("ns3::TcpSocket::SegmentSize", UintegerValue (1000));
  Config::SetDefault("ns3::TcpSocket::InitialCwnd", UintegerValue (1));
  Config::SetDefault("ns3::TcpSocketBase::MaxWindowSize", UintegerValue (20*1000));
  //在輸出和接收資料包後輸出 log 消息
  //LogComponentEnable ("PacketSink", LOG LEVEL ALL);
  NS_LOG_INFO ("Create Nodes.");
  NodeContainer nodes;
  nodes.Create (15);
  NodeContainer n0n2 = NodeContainer (nodes.Get (0), nodes.Get (2)); //h1r1
  NodeContainer n1n2 = NodeContainer (nodes.Get (1), nodes.Get (2)); //h2r1
  NodeContainer n2n3 = NodeContainer (nodes.Get (2), nodes.Get (3)); //r1r2
```

```
NodeContainer n3n4 = NodeContainer (nodes.Get (3), nodes.Get (4)); //r2h3
NodeContainer n3n5 = NodeContainer (nodes.Get (3), nodes.Get (5)); //r2r3
NodeContainer n5n6 = NodeContainer (nodes.Get (5), nodes.Get (6)); //r3h4
NodeContainer n5n7 = NodeContainer (nodes.Get (5), nodes.Get (7)); //r3r4
NodeContainer n7n8 = NodeContainer (nodes.Get (7), nodes.Get (8)); //r4h5
NodeContainer n7n9 = NodeContainer (nodes.Get (7), nodes.Get (9)); //r4r5
NodeContainer n9n10 = NodeContainer (nodes.Get (9), nodes.Get (10)); //r5h6
NodeContainer n9n11 = NodeContainer (nodes.Get (9), nodes.Get (11)); //r5h7
NodeContainer n9n12 = NodeContainer (nodes.Get (9), nodes.Get (12)); //r5h8
NodeContainer n9n13 = NodeContainer (nodes.Get (9), nodes.Get (13)); //r5h9
NodeContainer n9n14 = NodeContainer (nodes.Get (9), nodes.Get (14)); //r5h10
InternetStackHelper internet;
internet.Install (nodes);
NS LOG INFO ("Create Channels.");
PointToPointHelper pointToPoint;
pointToPoint.SetDeviceAttribute ("DataRate", StringValue("10Mbps"));
pointToPoint.SetChannelAttribute ("Delay", StringValue ("100us"));
/*pointToPoint.SetQueue("ns3::RedQueue");*/
NetDeviceContainer d0d2 = pointToPoint.Install (n0n2);
NetDeviceContainer d1d2 = pointToPoint.Install (n1n2);
NetDeviceContainer d3d4 = pointToPoint.Install (n3n4);
NetDeviceContainer d5d6 = pointToPoint.Install (n5n6);
NetDeviceContainer d7d8 = pointToPoint.Install (n7n8);
NetDeviceContainer d9d10 = pointToPoint.Install (n9n10);
NetDeviceContainer d9d11 = pointToPoint.Install (n9n11);
NetDeviceContainer d9d12 = pointToPoint.Install (n9n12);
NetDeviceContainer d9d13 = pointToPoint.Install (n9n13);
NetDeviceContainer d9d14 = pointToPoint.Install (n9n14);
NetDeviceContainer d2d3 = pointToPoint.Install (n2n3);
NetDeviceContainer d3d5 = pointToPoint.Install (n3n5);
NetDeviceContainer d5d7 = pointToPoint.Install (n5n7);
NetDeviceContainer d7d9 = pointToPoint.Install (n7n9);
NS_LOG_INFO ("Assign IP Address5s.");
Ipv4AddressHelper ipv4;
ipv4.SetBase ("10.1.1.0", "255.255.255.0");
lpv4InterfaceContainer i0i2 = ipv4.Assign (d0d2);
ipv4.SetBase ("10.1.2.0", "255.255.255.0");
lpv4InterfaceContainer i1i2 = ipv4.Assign (d1d2);
ipv4.SetBase ("10.1.3.0", "255.255.255.0");
```

```
lpv4InterfaceContainer i2i3 = ipv4.Assign (d2d3);
ipv4.SetBase ("10.1.4.0", "255.255.255.0");
lpv4InterfaceContainer i3i4 = ipv4.Assign (d3d4);
ipv4.SetBase ("10.1.5.0", "255.255.255.0");
lpv4InterfaceContainer i3i5 = ipv4.Assign (d3d5);
ipv4.SetBase ("10.1.6.0", "255.255.255.0");
lpv4InterfaceContainer i5i6 = ipv4.Assign (d5d6);
ipv4.SetBase ("10.1.7.0", "255.255.255.0");
lpv4InterfaceContainer i5i7 = ipv4.Assign (d5d7);
ipv4.SetBase ("10.1.8.0", "255.255.255.0");
lpv4InterfaceContainer i7i8 = ipv4.Assign (d7d8);
ipv4.SetBase ("10.1.9.0", "255.255.255.0");
lpv4InterfaceContainer i7i9 = ipv4.Assign (d7d9);
ipv4.SetBase ("10.1.10.0", "255.255.255.0");
lpv4InterfaceContainer i9i10 = ipv4.Assign (d9d10);
ipv4.SetBase ("10.1.11.0", "255.255.255.0");
lpv4InterfaceContainer i9i11 = ipv4.Assign (d9d11);
ipv4.SetBase ("10.1.12.0", "255.255.255.0");
lpv4InterfaceContainer i9i12 = ipv4.Assign (d9d12);
ipv4.SetBase ("10.1.13.0", "255.255.255.0");
lpv4InterfaceContainer i9i13 = ipv4.Assign (d9d13);
ipv4.SetBase ("10.1.14.0", "255.255.255.0");
lpv4InterfaceContainer i9i14 = ipv4.Assign (d9d14);
NS_LOG_INFO ("Enable static global routing.");
lpv4GlobalRoutingHelper::PopulateRoutingTables ();
/*set up tcp server connection*/
uint16_t port = 8000;
ApplicationContainer sinkApp;
Address sinkLocalAddress(InetSocketAddress (Ipv4Address::GetAny (), port));
PacketSinkHelper sinkHelper ("ns3::TcpSocketFactory", sinkLocalAddress);
```

```
sinkApp.Add(sinkHelper.Install(n9n10.Get(1)));
  sinkApp.Add(sinkHelper.Install(n9n11.Get(1)));
  sinkApp.Add(sinkHelper.Install(n9n12.Get(1)));
  sinkApp.Add(sinkHelper.Install(n9n13.Get(1)));
  sinkApp.Add(sinkHelper.Install(n9n14.Get(1)));
  sinkApp.Start (Seconds (0.5));
  sinkApp.Stop (Seconds (3.5));
  /*create the socket and connect the trace source*/
  Ptr<Socket> ns3TcpSocket1 = Socket::CreateSocket (nodes.Get (0),
TcpSocketFactory::GetTypeId ());
  //ns3TcpSocket1->TraceConnectWithoutContext ("CongestionWindow", MakeCallback
(&CwndChange));
  Ptr<Socket> ns3TcpSocket2 = Socket::CreateSocket (nodes.Get (1),
TcpSocketFactory::GetTypeId ());
  //ns3TcpSocket2->TraceConnectWithoutContext ("CongestionWindow", MakeCallback
(&CwndChange));
  Ptr<Socket> ns3TcpSocket3 = Socket::CreateSocket (nodes.Get (4),
TcpSocketFactory::GetTypeId ());
  //ns3TcpSocket3->TraceConnectWithoutContext ("CongestionWindow", MakeCallback
(&CwndChange));
  Ptr<Socket> ns3TcpSocket4 = Socket::CreateSocket (nodes.Get (6),
TcpSocketFactory::GetTypeId ());
  //ns3TcpSocket4->TraceConnectWithoutContext ("CongestionWindow", MakeCallback
(&CwndChange));
  Ptr<Socket> ns3TcpSocket5 = Socket::CreateSocket (nodes.Get (8),
TcpSocketFactory::GetTypeId ());
  //ns3TcpSocket5->TraceConnectWithoutContext ("CongestionWindow", MakeCallback
(&CwndChange));
  /**set up Application**/
  Ptr<MyApp> clientApp1 = CreateObject<MyApp>();
  Ptr<MyApp> clientApp2 = CreateObject<MyApp>();
  Ptr<MyApp> clientApp3 = CreateObject<MyApp>();
  Ptr<MyApp> clientApp4 = CreateObject<MyApp>();
  Ptr<MyApp> clientApp5 = CreateObject<MyApp>();
  /**make connection**/
  lpv4Address clientAddress1 = i0i2.GetAddress (0);
  AddressValue localAddress1 (InetSocketAddress (clientAddress1, port));
  lpv4Address serverAddress1 = i9i10.GetAddress (1);
  Address remoteAddress1 (InetSocketAddress (serverAddress1, port));
```

```
lpv4Address clientAddress2 = i1i2.GetAddress (0);
AddressValue localAddress2 (InetSocketAddress (clientAddress2, port));
lpv4Address serverAddress2 = i9i11.GetAddress (1);
Address remoteAddress2 (InetSocketAddress (serverAddress2, port));
lpv4Address clientAddress3 = i3i4.GetAddress (1);
AddressValue localAddress3 (InetSocketAddress (clientAddress3, port));
lpv4Address serverAddress3 = i9i12.GetAddress (1);
Address remoteAddress3 (InetSocketAddress (serverAddress3, port));
lpv4Address clientAddress4 = i5i6.GetAddress (1);
AddressValue localAddress4 (InetSocketAddress (clientAddress4, port));
lpv4Address serverAddress4 = i9i13.GetAddress (1);
Address remoteAddress4 (InetSocketAddress (serverAddress4, port));
lpv4Address clientAddress5 = i7i8.GetAddress (1);
AddressValue localAddress5 (InetSocketAddress (clientAddress5, port));
lpv4Address serverAddress5 = i9i14.GetAddress (1);
Address remoteAddress5 (InetSocketAddress (serverAddress5, port));
/*bind socket with application and connect to server*/
//set sending date rate and packet size
clientApp1->Setup(ns3TcpSocket1, remoteAddress1, packetSize,nPackets, DataRate("2Mbps"));
clientApp2->Setup(ns3TcpSocket2, remoteAddress2, packetSize,nPackets, DataRate("2Mbps"));
clientApp3->Setup(ns3TcpSocket3, remoteAddress3, packetSize,nPackets, DataRate("2Mbps"));
clientApp4->Setup(ns3TcpSocket4, remoteAddress4, packetSize,nPackets, DataRate("2Mbps"));
clientApp5->Setup(ns3TcpSocket5, remoteAddress5, packetSize,nPackets, DataRate("2Mbps"));
/*install application to Client*/
nodes.Get (0)->AddApplication(clientApp1);
nodes.Get (1)->AddApplication(clientApp2);
nodes.Get (4)->AddApplication(clientApp3);
nodes.Get (6)->AddApplication(clientApp4);
nodes.Get (8)->AddApplication(clientApp5);
/*set application start time and stop time*/
clientApp1->SetStartTime(Seconds(1.0));
clientApp1->SetStopTime(Seconds(3.0));
clientApp2->SetStartTime(Seconds(1.0));
clientApp2->SetStopTime(Seconds(3.0));
clientApp3->SetStartTime(Seconds(1.0));
clientApp3->SetStopTime(Seconds(3.0));
clientApp4->SetStartTime(Seconds(1.0));
clientApp4->SetStopTime(Seconds(3.0));
```

```
clientApp5->SetStartTime(Seconds(1.0));
  clientApp5->SetStopTime(Seconds(3.0));
  AsciiTraceHelper ascii;
  pointToPoint.EnableAsciiAll (ascii.CreateFileStream ("pro2.tr"));
  // Calculate Throughput using Flowmonitor
  FlowMonitorHelper flowmon;
  Ptr<FlowMonitor> monitor = flowmon.InstallAll();
  //queue length
  Ptr<PointToPointNetDevice> net0 = DynamicCast <PointToPointNetDevice> (d0d2.Get (1));
  Ptr <Queue> q0 = net0->GetQueue();
  Ptr<PointToPointNetDevice> net1 = DynamicCast <PointToPointNetDevice> (d2d3.Get (0));
  Ptr <Queue> q1 = net1->GetQueue();
  Ptr<PointToPointNetDevice> net2 = DynamicCast <PointToPointNetDevice> (d3d5.Get (0));
  Ptr <Queue> q2 = net2->GetQueue();
  Ptr<PointToPointNetDevice> net3 = DynamicCast <PointToPointNetDevice> (d5d7.Get (0));
  Ptr <Queue> q3 = net3->GetQueue();
  Ptr<PointToPointNetDevice> net4 = DynamicCast <PointToPointNetDevice> (d7d9.Get (0));
  Ptr <Queue> q4 = net4->GetQueue();
  Simulator::Schedule (Seconds (0.0001), &PrintTxQueue, q0, q1, q2, q3, q4);
  */
  NS LOG INFO ("Run Simulation.");
  Simulator::Stop (Seconds(3));
  Simulator::Run ();
  monitor->CheckForLostPackets ();
  Ptr<|pv4FlowClassifier> classifier = DynamicCast<|pv4FlowClassifier> (flowmon.GetClassifier
());
  std::map<FlowId, FlowMonitor::FlowStats> stats = monitor->GetFlowStats ();
  std::cout<< j <<"\t";
  std::cout <<" Buffer size " << bufSize <<"\n";
  for (std::map<FlowId, FlowMonitor::FlowStats>::const iterator i = stats.begin (); i != stats.end
(); ++i)
      lpv4FlowClassifier::FiveTuple t = classifier->FindFlow (i->first);
      t.destinationAddress << ") - "<<"\n";
      std::cout << " Tx Bytes: " << i->second.txBytes << "\n";
```

```
std::cout << " Rx Bytes: " << i->second.rxBytes << "\n";
std::cout << " PacketLoss: " <<i->second.lostPackets << "\n";
std::cout << " Throughput: " << i->second.rxBytes * 8.0 /
(i->second.timeLastRxPacket.GetSeconds() -
i->second.timeFirstTxPacket.GetSeconds())/1024/1024  << " Mbps\n";
}

Simulator::Destroy ();
}

cp examples/tcp/project2.cc scratch/myproject2.cc
./waf
./waf --run scratch/myproject2
```

### 5. Comparison between DropTail and RED

### 5.1. Queue length for every router vs simulation time

Assuming Buffer Size=4 packets,

DropTail:

```
Config::SetDefault("ns3::TcpL4Protocol::SocketType",StringValue("ns3::TcpReno"));
Config::SetDefault("ns3::DropTailQueue::Mode", StringValue("QUEUE_MODE_PACKETS"));
Config::SetDefault("ns3::DropTailQueue::MaxPackets",UintegerValue (4));
```

RED:

```
Config::SetDefault ("ns3::RedQueue::Mode", StringValue ("QUEUE_MODE_PACKETS"));
Config::SetDefault ("ns3::RedQueue::MinTh", DoubleValue (1));
Config::SetDefault ("ns3::RedQueue::MaxTh", DoubleValue (3));
Config::SetDefault ("ns3::RedQueue::QueueLimit", UintegerValue (4));
```

**Get Router Nodes** 

```
//queue length

Ptr<PointToPointNetDevice> net0 = DynamicCast <PointToPointNetDevice> (d0d2.Get (1));

Ptr <Queue> q0 = net0->GetQueue();

Ptr<PointToPointNetDevice> net1 = DynamicCast <PointToPointNetDevice> (d2d3.Get (0));

Ptr <Queue> q1 = net1->GetQueue();

Ptr<PointToPointNetDevice> net2 = DynamicCast <PointToPointNetDevice> (d3d5.Get (0));

Ptr <Queue> q2 = net2->GetQueue();

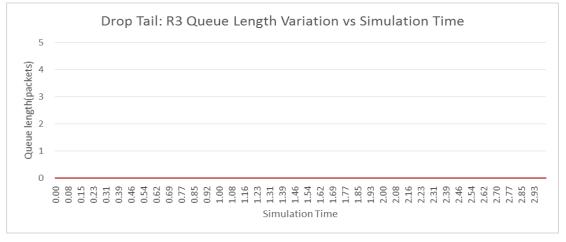
Ptr<PointToPointNetDevice> net3 = DynamicCast <PointToPointNetDevice> (d5d7.Get (0));

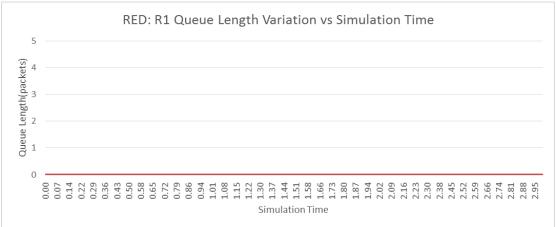
Ptr <Queue> q3 = net3->GetQueue();

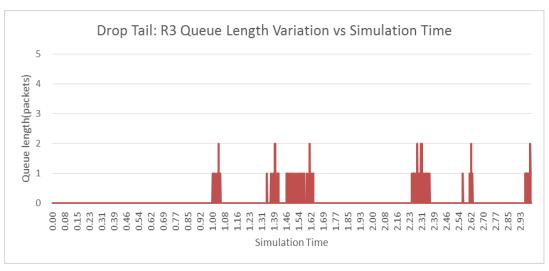
Ptr<PointToPointNetDevice> net4 = DynamicCast <PointToPointNetDevice> (d7d9.Get (0));

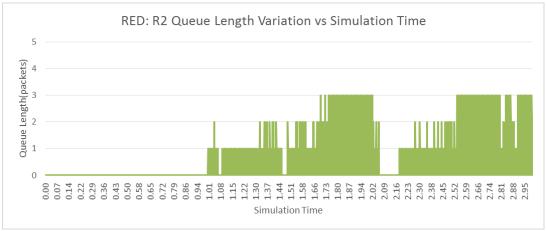
Ptr <Queue> q4 = net4->GetQueue();

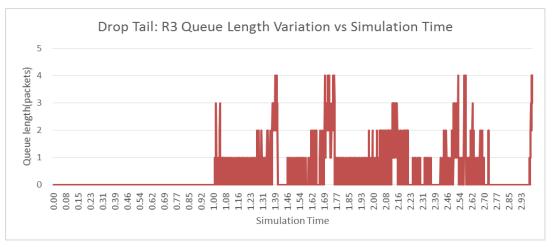
Simulator::Schedule (Seconds (0.0001), &PrintTxQueue, q0, q1, q2, q3, q4);
```

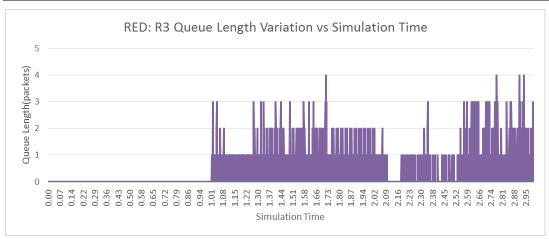


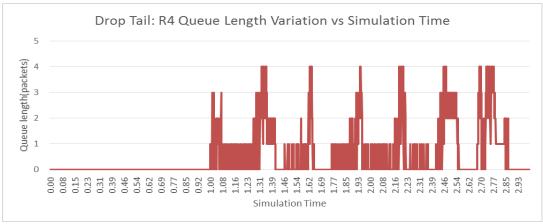


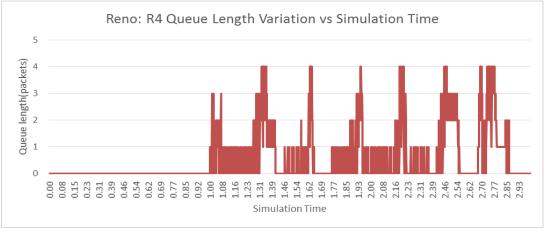


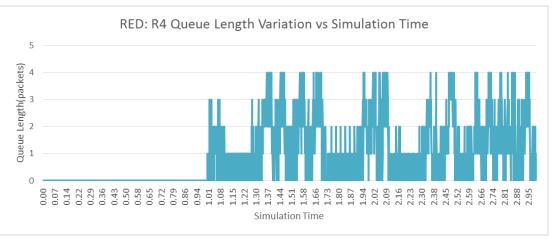


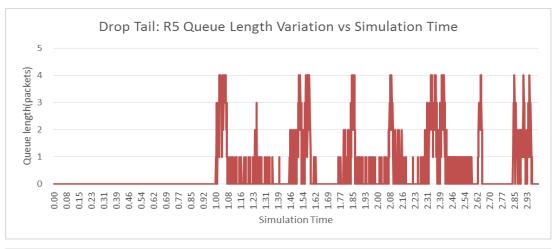


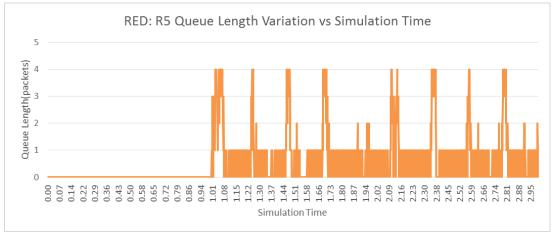










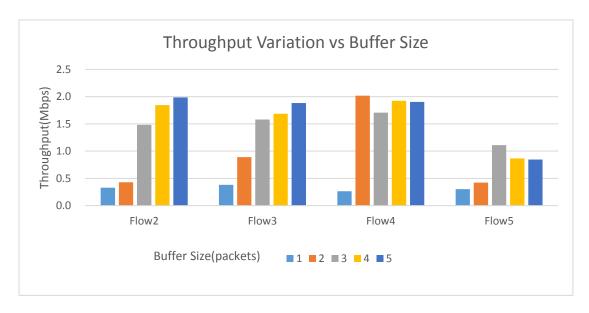


採用 DropTail 時,R1, R2,R3,R4, R5 的 queue length 逐漸增加,最大爲 4 packets. R1 幾乎沒有排隊,但是每條 TCP flow 都要經過 R4 和 R5,R4 和 R5 的 queue length 變化也很相似,大量 packets 造成 queue length 時常很長,有很多達到最大值的點。

採用 RED 時,相對來說比較平均。因爲 DropTail 不會區別對待,packets 越多排隊越長,超出限制就丟掉 tail 的 packet; RED 會控制在較爲平均的 queue length,避免出現全域同步,小於 THmin 就全接收,大於 THmin 小於 THmax 就隨機丟掉 packet,大於 THmax 就全部丟掉了。

### 5.2. Throughput for every TCP flow vs router buffer size

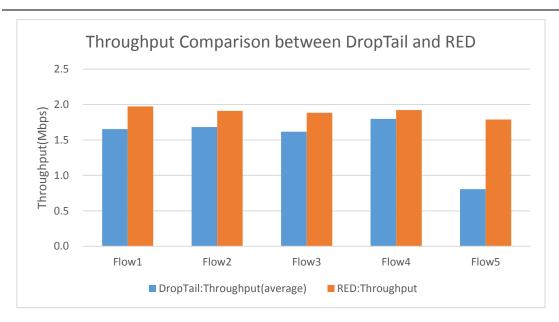
| BufSize<br>Throughput<br>Flow | 1        | 2        | 3       | 4        | 5        |
|-------------------------------|----------|----------|---------|----------|----------|
| Flow1                         | 0.301477 | 0.54478  | 1.73795 | 1.77511  | 1.92973  |
| Flow2                         | 0.328691 | 0.427846 | 1.48398 | 1.84585  | 1.9847   |
| Flow3                         | 0.382771 | 0.8888   | 1.57969 | 1.68576  | 1.88372  |
| Flow4                         | 0.264732 | 2.01654  | 1.70762 | 1.92446  | 1.90362  |
| Flow5                         | 0.302982 | 0.422648 | 1.1114  | 0.865775 | 0.845765 |



從上圖可以看出,throughput 普遍隨著 buffer size 的增加而增加,因為 buffer 越小,能夠存儲的 packet 越少,packet loss 越高,所以 throughput 越低。但是對於 Flow5 的提升相對來說不是很顯著,因為共用 Bandwidth 較會導致擁塞。

求出 5 個 Flow 在不同 buffer size 下的 throughput 平均值, 進行比較如下表:

|       | DropTail: Throughput(average) | RED: Throughput |
|-------|-------------------------------|-----------------|
| Flow1 | 1.654216467                   | 1.973           |
| Flow2 | 1.6815878                     | 1.91153         |
| Flow3 | 1.617876067                   | 1.88412         |
| Flow4 | 1.797158133                   | 1.92242         |
| Flow5 | 0.807084667                   | 1.78915         |

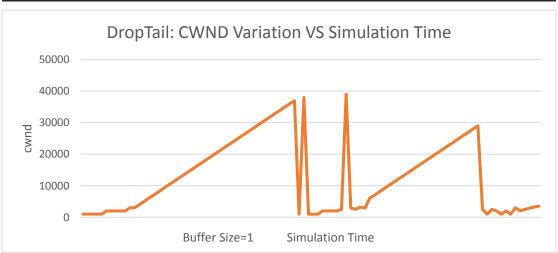


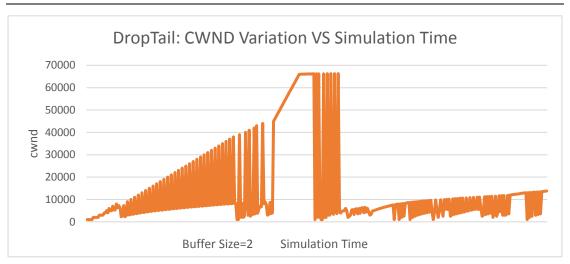
根據上文 RED 對 queue length 的影響,可知 RED 能有效降低 queue delay 和 packet loss 來提高 throughput.

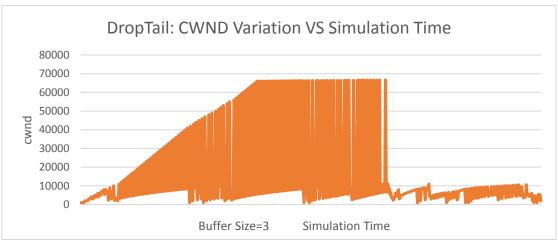
### 5.3. Variations of cwnd for every TCP flow vs simulation time

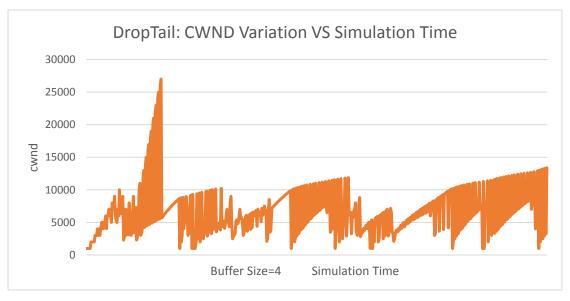
Trace cwnd under DropTail with different buffer size, and under RED

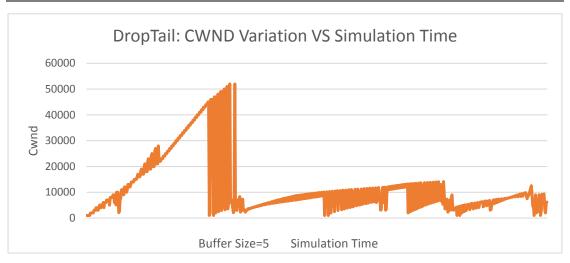
```
static void
CwndChange (uint32_t oldCwnd, uint32_t newCwnd)
{
   std::cout << Simulator::Now ().GetSeconds () << "\t" << newCwnd <<"\n";
}</pre>
```

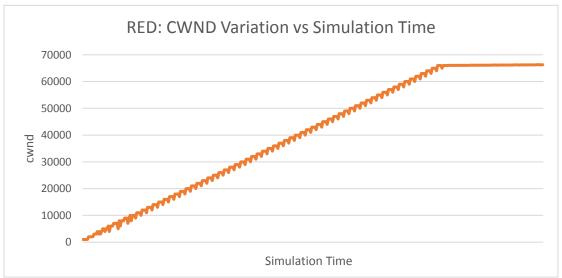












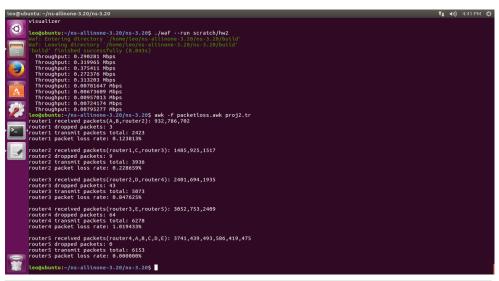
TCP Reno 擁塞控制有四個階段:slow start、congestion avoidance、fast retransmit 和 fast recovery.在 slow start 階段開始,實驗將 cwnd 初始化為 1 個資料包大小,sender 每收到一個 ACK 確認,cwnd 增加 1,cwnd 以指數速度遞增。當擁塞視窗達到 ssthresh 時,進入 congestion avoidance 階段,降為峰值的一半,此時發送端每隔一個 RTT 使 cwnd 增加 1,即採取線性速度增加 cwnd。在上述過程中,若 Receiver 收到 3 個或以上重複 ACK 確認,則認為網路中出現擁塞,進入 fast retransmit 和 fast recovery 階段,直至收到新的 ACK 確認,結束 fast recovery. 這時 cwnd=ssthreshold+3\*(segment size).

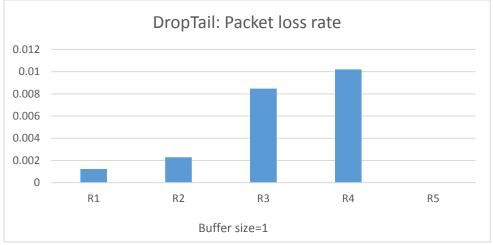
### 5.4. Packet loss rate in every router

得到.tr 文檔,用 packetloss.awk 文檔計算每個 router 的 packet loss rate

```
AsciiTraceHelper ascii;
pointToPoint.EnableAsciiAll (ascii.CreateFileStream ("pro2.tr"));
```

### When buffer size=1;

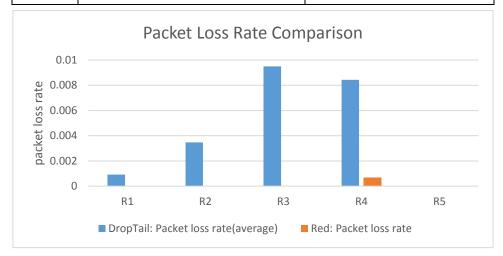




R3,R4 的 packet loss rate 較高,R5 的 packet loss rate 為 0.

求出 5 個 Router 在不同 buffer size 下的 packet loss rate 平均值,進行比較如下表:

|    | DropTail: Packet loss rate(average) | Red: Packet loss rate |
|----|-------------------------------------|-----------------------|
| R1 | 0.000919726                         | 0                     |
| R2 | 0.00346568                          | 0                     |
| R3 | 0.009503138                         | 0                     |
| R4 | 0.008433774                         | 0.00066723            |
| R5 | 0                                   | 0                     |



RED 的丟棄演算法較為隨機,而 DropTail 總是丟棄隊尾的 packet。很明显,RED 的 packet loss rate 低於 DropTail.

#### 5.5.Conclusion

RED 通過控制 average queue length,檢測網路當前狀態,並採取相應的措施,在 queue length 超過 THmax 後就隨機丟棄 packet,可以有效地控制 queue legth,限制 queue delay 的大小,允許一定範圍的突發。同時,隨機丟包可以緩解 TCP流的 "全域同步" 現象。由於 RED 可以控制 average queue length,調解短暫擁塞現象,並且可以提高 throughput 和獲得低延遲。但是 RED 也對於參數設置較為敏感,Queue length 的上下限也較難確定。