

Network Simulation

Labwork 2: Logging, Attributes and tracing

Consider a C program `../ns 3.34/example/tutorial/first.cc`

1. Logging

- Enable Logging `LEVEL_FUNCTION` and list out functions of the class `UdpEchoServer` and `UdpEchoClient` that are called during the execution of the script.

- Functions of the class `UdpEchoServer`:

```
UdpEchoClient(0x55d654beeb40)
SetDataSize(0x55d654beeb40, 1024)
StartApplication(0x55d654beeb40)
ScheduleTransmit(0x55d654beeb40, +0ns)
Send(0x55d654beeb40)
HandleRead(0x55d654beeb40, 0x55d654bf6ba0)
StopApplication(0x55d654beeb40)
DoDispose(0x55d654beeb40)
```

- Functions of the class `UdpEchoClient`:

```
UdpEchoServer(0x55732ce50800)
StartApplication(0x55732ce50800)
HandleRead(0x55732ce50800, 0x55732cf006b0)
StopApplication(0x55732ce50800)
DoDispose(0x55732ce50800)
```

2. Editing attributes

- Edit the code to set up properties of the point-to-point network device and channel.
 - Data rate = 10Mbps
 - Propagation delay = 0.01s
- Run the updated script and compute the average delay of received packets at the server and client.
Delay of received packets at the server is: 0.01084s
Delay of received packets at the client is: 0.02169s - 0.01084s = 0.01085s
The average delay = 0.010845s
- Using command line arguments to
 - Set number of sending packets to 100.
 - Edit point-to-point network device and channel attributes to (5Mbps, 1ms) and (10Mbps, 0.01s).
 - Compare the average delay of received packets at server and client for two above parameter

sets.

The average delay of received packets at server and client for (5Mbps, 1ms) is: 0.002685s. It is smaller than 0.010845s of the average delay of received packets at server and client for (10Mbps, 0.01s)

3. Capture packet traces

Traces include information of sent and received packets (time, size, other information).

- ASCII tracing: output the trace to text file
- PCAP tracing:
 - *Capturing sent and received packets: .pcap file format.*
 - *Read the output: by tcpdump or wiresharkwireshark.*

4. Report results

From the traces of two parameter sets in B, compute:

- Average delay of received packets at client and server
Average delay of received packets at the client is: 0.010843s
Average delay of received packets at server is: 0s
- Packet delivery ratio
Packet delivery ratio = number of packets sent / number of packets received = 1