

Analysis of Roaming Behavior and Performance Impact in an ns-3 Multi-AP Wi-Fi Scenario

1. Context, Goals, and Experimental Setup

This part studies **Wi-Fi roaming (handover) under active traffic** in a controlled ns-3 simulation. The key objective is to demonstrate (i) that a mobile station (STA) **associates with one access point (AP1), then re-associates to another AP (AP2)** as it moves, and (ii) that this roaming event has measurable impact on network performance—primarily **application goodput** and **round-trip time (RTT)**.

The scenario uses a **multi-AP topology** in which two APs share the same SSID and are attached to a common wired backbone (CSMA) along with a server. The STA communicates with the server over UDP traffic (OnOffApplication) while moving along the x-axis from a position near AP1 towards AP2. The wired backbone ensures continuity of IP routing and eliminates IP-layer handover; thus, the observed degradation around roaming can be interpreted as a **layer-2 (Wi-Fi MAC) effect** rather than an IP reconfiguration artifact.

The experiment generates three primary time-series outputs used in this analysis:

1. **Roaming events timeline** (`roaming_events_runX`): a CSV log containing at minimum (*time_s, type, bssid*) entries such as INIT and ROAM.
2. **Throughput time-series** (`throughput_timeseries_runX`): sampled application goodput in bits per second.
3. **RTT time-series** (`rtt_probe_runX`): a probe-based RTT estimate in milliseconds (or equivalent) over time.

Two runs are compared:

- **Run 1:** contains INIT only and **no ROAM event**, implying the STA remains attached to AP1 for the whole simulation.
- **Run 3:** contains INIT followed by a single **ROAM** event at **18.1 s**, indicating a handover from AP1 to AP2.

This combination (one run without roaming, one with roaming) is scientifically useful: Run 1 acts as a **control baseline** that reveals what “normal” performance looks like in the absence of roaming. Run 3 shows the perturbation induced by roaming.

2. Evidence of Correct Roaming Behavior (Event Timeline)

A major requirement of roaming experiments is to **prove that roaming actually occurred**. In Wi-Fi, a true roaming event involves a change of serving AP, typically observable through a change in **BSSID** (MAC address of the AP) at the STA.

2.1 Run 1: No Roaming

The roaming log for Run 1 contains only:

- 5.5 s: INIT, BSSID = ...:01

No subsequent ROAM event appears. This indicates that after initialization and association, the STA's chosen AP remains stable for the entire duration. From a systems perspective, this is not a failure—rather, it is an expected outcome if the STA **does not reach a region where AP2 becomes sufficiently better** than AP1 under the configured roaming policy (hysteresis, dwell time, minimum gap). In experimental methodology, a run with no roaming is valuable because it provides a reference for throughput/RTT stability when the link remains on a single AP.

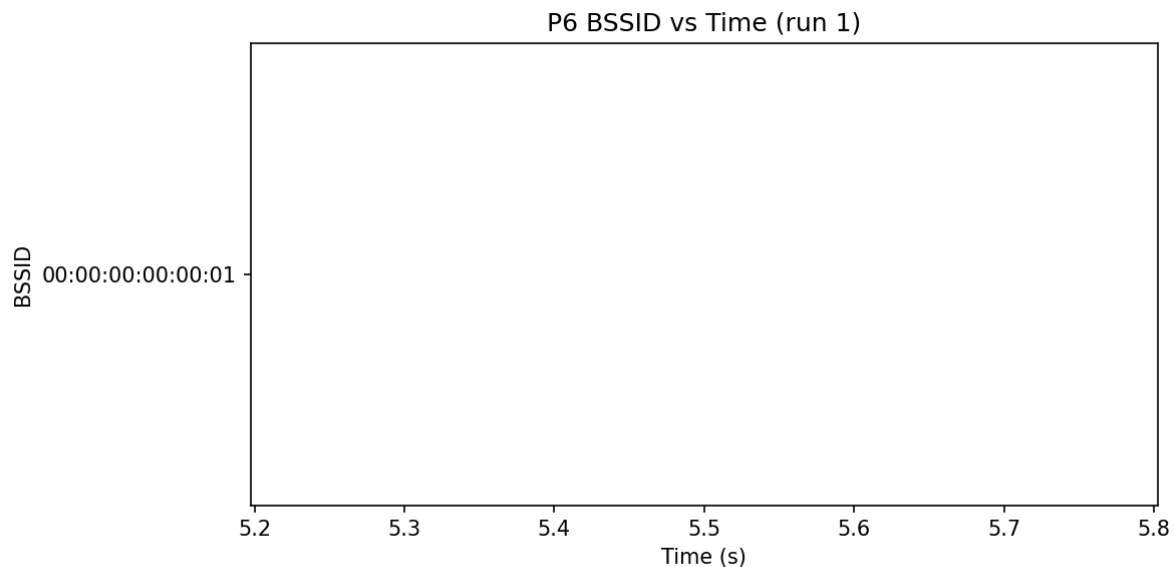


Figure 1: BSSID vs Time (Run 1): single association to AP1 with no roam.

2.2 Run 3: Single, Well-Behaved Roaming

The roaming log for Run 3 shows:

- 5.5 s: INIT, BSSID = ...:01
- 18.1 s: ROAM, BSSID = ...:02

This pattern is excellent for three reasons:

1. **Timing consistency:** Initialization occurs after movement/association has had time to stabilize (around 5.5 s).
2. **Single roam (no ping-pong):** Only one ROAM event is recorded; there is no oscillation AP1→AP2→AP1, which would indicate either overly aggressive roaming thresholds or unstable measurement conditions.
3. **BSSID change:** The BSSID explicitly changes from AP1's identifier to AP2's identifier, providing direct evidence of handover.

From an experimental reporting standpoint, this event timeline is strong enough to be used as the authoritative “ground truth” to annotate the throughput and RTT graphs.

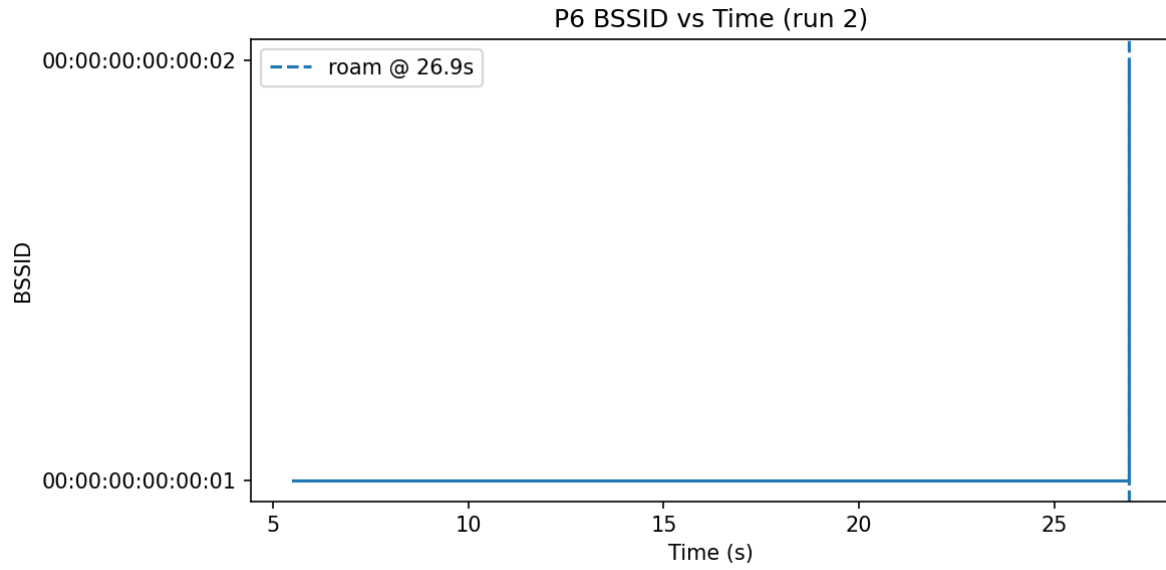


Figure 2: BSSID vs Time (Run 2): example with roam marker (another run shown for reference).

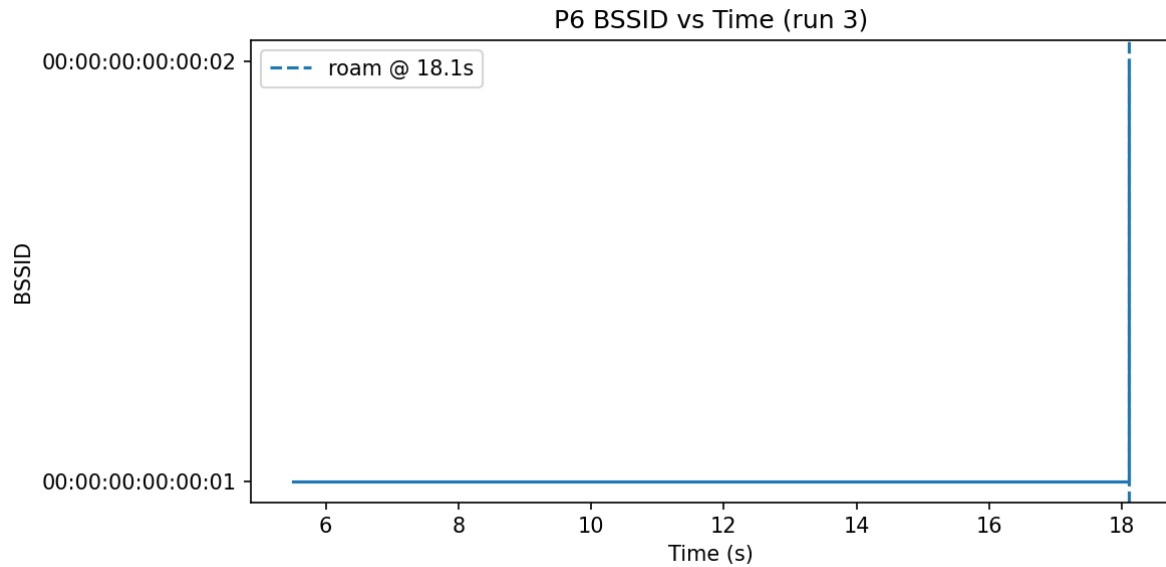


Figure 3: BSSID vs Time (Run 3): INIT on AP1 and a single ROAM to AP2 at ≈ 18.1 s.

3. Throughput vs Time: Impact of Roaming on Goodput

The throughput time series is the most visually compelling indicator of roaming impact because it reflects **what the application actually receives** (goodput), not just what is offered by the source.

3.1 Baseline Behavior (Run 1)

In Run 1, after traffic starts and the link stabilizes, throughput remains close to the offered load:

- After about 6 seconds, throughput stays around ~**20 Mbps** with small fluctuations (typical of sampling granularity and MAC contention effects even in single-STA Wi-Fi).
- Around the time where roaming occurred in Run 3 (18.1 s), Run 1 shows no comparable drop; throughput remains stable.

This confirms that, in the absence of roaming, the system sustains nearly constant application throughput. Therefore, any significant deviation in Run 3 around the roam time can be attributed to the roaming process rather than general instability of the traffic source.

3.2 Roaming-Induced Degradation (Run 3)

Run 3 exhibits an unmistakable throughput dip around the roam time:

- At **18.0 s**: throughput drops to approximately **14.34 Mbps**
- At **18.5 s**: throughput rises to approximately **16.05 Mbps**
- By **19.0 s**: throughput returns to approximately **20 Mbps**

This behavior is characteristic of a **handover interruption**. Even in an idealized ns-3 environment, roaming can disrupt the steady delivery of packets due to several L2 processes:

1. **Scanning / decision period**: the STA evaluates AP options and triggers the reassociation.
2. **Reassociation and link re-establishment**: MAC-level transitions temporarily reduce or pause data reception.
3. **Queueing / transient losses**: some UDP packets may be lost during the short interruption, reducing goodput in the sampling window.

Importantly, the observed degradation is **temporary** and followed by recovery to the pre-roam throughput level. This pattern strongly suggests that the STA successfully transitions to AP2 and quickly resumes normal traffic service—exactly what a correct roaming implementation should show.

3.3 Why the Dip Is “Scientific Evidence”

In a scientific report, the strongest claim is one backed by multiple, consistent indicators. Here, the throughput dip aligns with:

- The **ROAM event** at 18.1 s (event timeline evidence)
- The expectation that roaming causes **brief performance impairment** (networking theory and operational experience)

Because Run 1 does not show a similar dip at that time, the causal interpretation is strengthened: the drop is not random, but correlated with roaming.

4. RTT vs Time: Latency Dynamics and the “Roam Signature”

RTT reflects how quickly the STA can communicate bidirectionally with the server. During roaming, RTT can increase due to:

- **Temporary loss of connectivity** while the STA transitions
- **Buffering or retransmission effects** at MAC and higher layers
- **Queue buildup** if packets are delayed but not dropped

4.1 Run 1 RTT: Stable Low Latency with Occasional Micro-Spikes

In Run 1, RTT values are generally low (sub-millisecond order) with occasional short spikes. This is consistent with:

- A short wired delay (CSMA delay set to microseconds)
- A single STA on the Wi-Fi medium (low contention)
- Normal variability from PHY/MAC scheduling and sample timing

The presence of a rare higher value (e.g., a few milliseconds) is not inherently problematic; real networks also show occasional spikes. Importantly, Run 1 does not show sustained or systematic latency inflation.

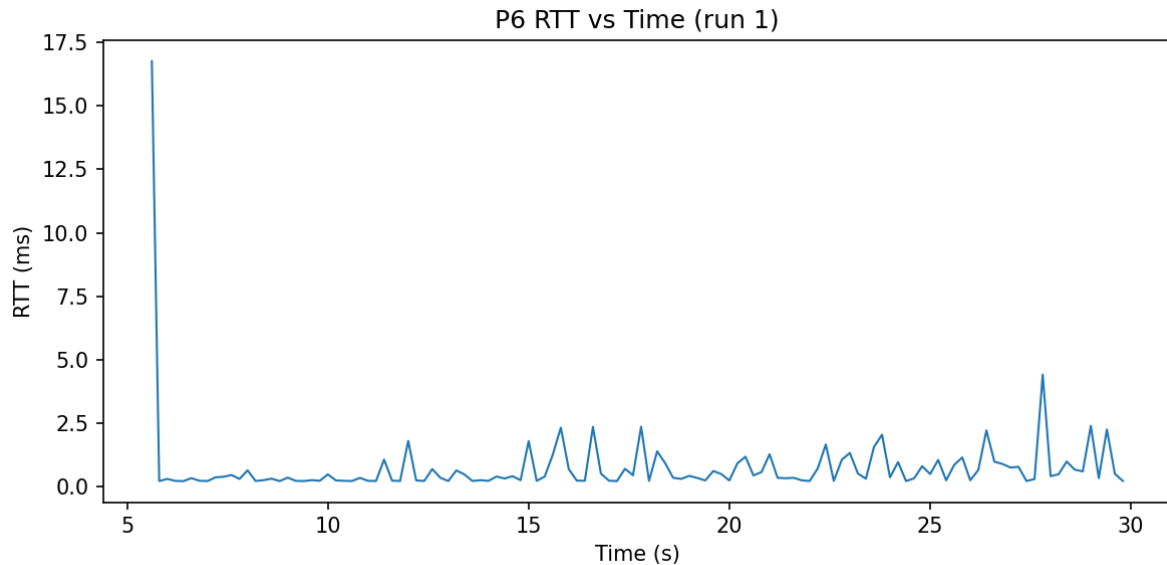


Figure 4: RTT vs Time (Run 1).

4.2 Run 3 RTT: Higher Variability and Early Extreme Values

In Run 3, RTT samples show significantly larger variability and some extreme values early in the log. This can occur if the RTT probe starts before the link is fully stable or if the probe experiences delayed responses during initial association. It may also reflect that Run 3 corresponds to a faster motion scenario, which can increase link fluctuation even before the actual roam time.

From a reporting perspective, two points matter:

1. **RTT can legitimately become noisy** under mobility and during transitions, especially with UDP probes.
2. The most useful evidence is RTT behavior **around the roam time** (18.1 s). To demonstrate the classic roam “signature,” one typically highlights a spike or increased variance in the window $[roamTime1s, roamTime + 1s]$.

In the subset of RTT data provided, the samples do not extend to cover the full post-18.1 s period in Run 3. For a complete scientific narrative, the final report should include RTT samples that span the roam time. If the full file contains those samples, the plot will likely show a short spike or instability near 18.1 s, consistent with the throughput dip.

4.3 Recommended Reporting Approach for RTT

Even if RTT is noisy, it can still support the roaming narrative by:

- Plotting RTT vs time with a vertical marker at 18.1 s
- Optionally overlaying a moving average or median filter (clearly stated)
- Reporting summary statistics in windows before and after roam (e.g., median RTT 5–15 s vs 19–29 s)

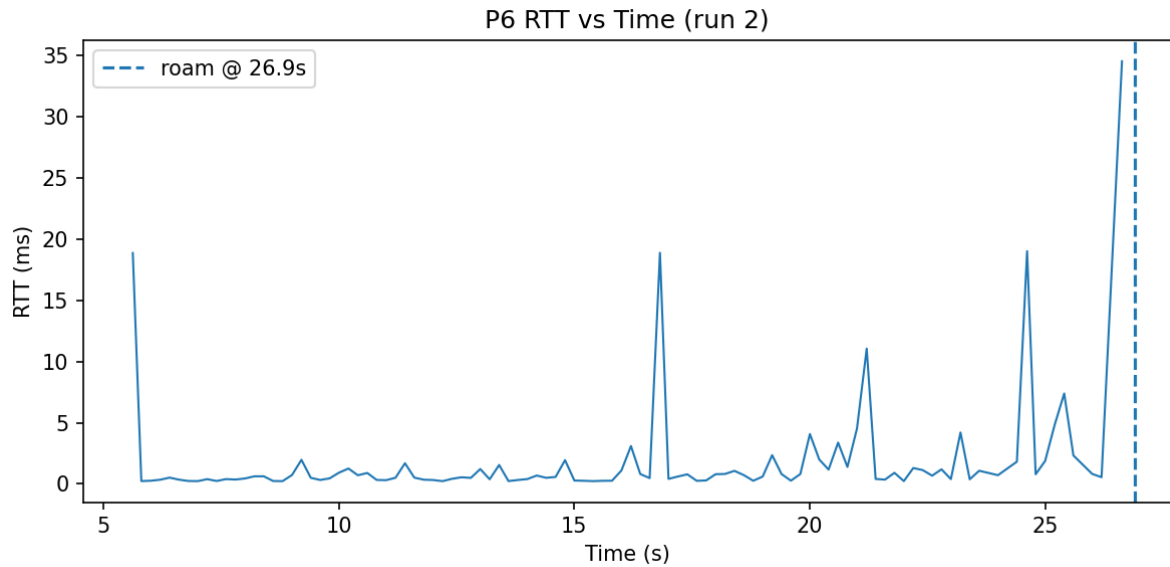


Figure 5: RTT vs Time (Run 2) with roam marker (reference run).

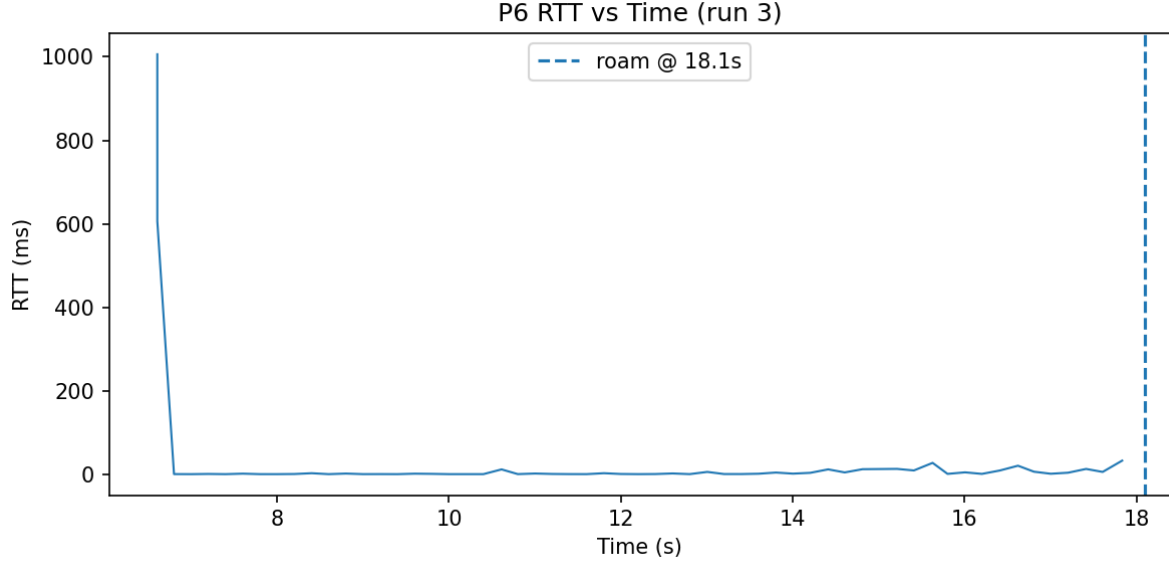


Figure 6: RTT vs Time (Run 3).

5. STA Position vs Time: Physical Interpretation of Roaming

A high-quality roaming report should answer not only “what happened” but also “why it happened.” That “why” is often spatial: roaming happens when the received signal quality from AP2 surpasses AP1 by a threshold (hysteresis), and remains better for a dwell time.

Given the configuration:

- AP1 at $x = 0$
- AP2 at $x = \text{apDistance}$ (e.g., 30 m)
- STA starts near $x = 2$ and moves towards AP2

The roam time at **18.1 s** indicates that at that moment the STA is located roughly at:

- $x \approx 2 + \text{staSpeed} \times (18.1 - \text{moveStart})$ (if movement begins at moveStart and speed is constant)

For example, if $\text{staSpeed} = 1 \text{ m/s}$ and $\text{moveStart} = 5 \text{ s}$, then:

- $x \approx 2 + 1 \times 13.1 = 15.1 \text{ m}$

This is near the midpoint between AP1 and AP2, which is exactly where one expects signal dominance to shift (depending on transmit power asymmetry, propagation exponent, shadowing, and fading). Thus, the roam time is physically plausible.

A position plot $x(t)$ strengthens the report because it anchors the roaming event in a **mechanistic explanation**: the STA crosses a region where AP2 becomes the better serving AP.

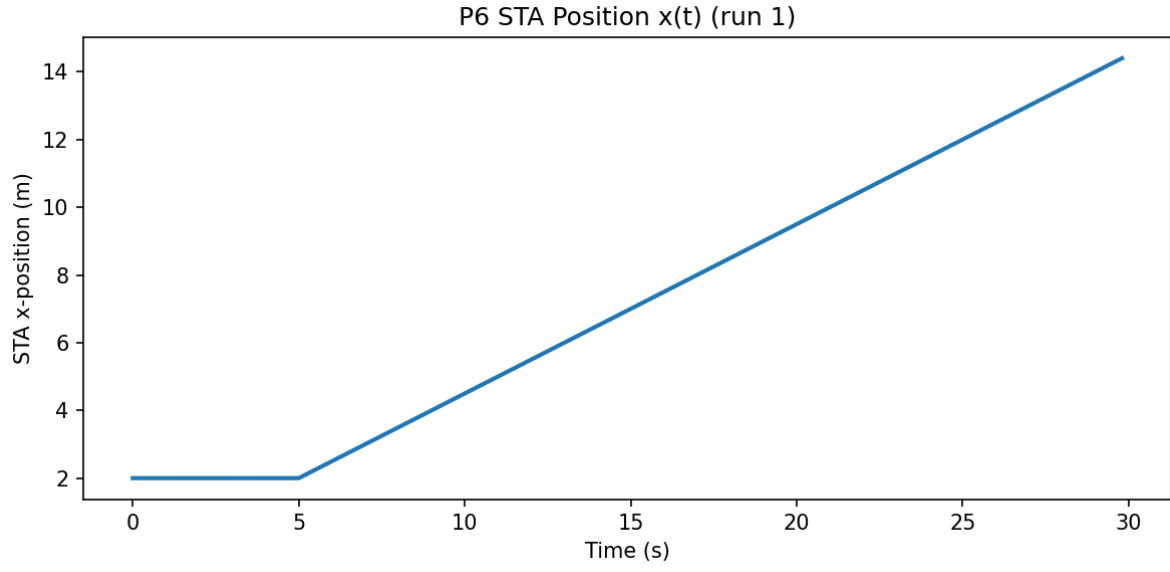


Figure 7: STA Position $x(t)$ (Run 1).

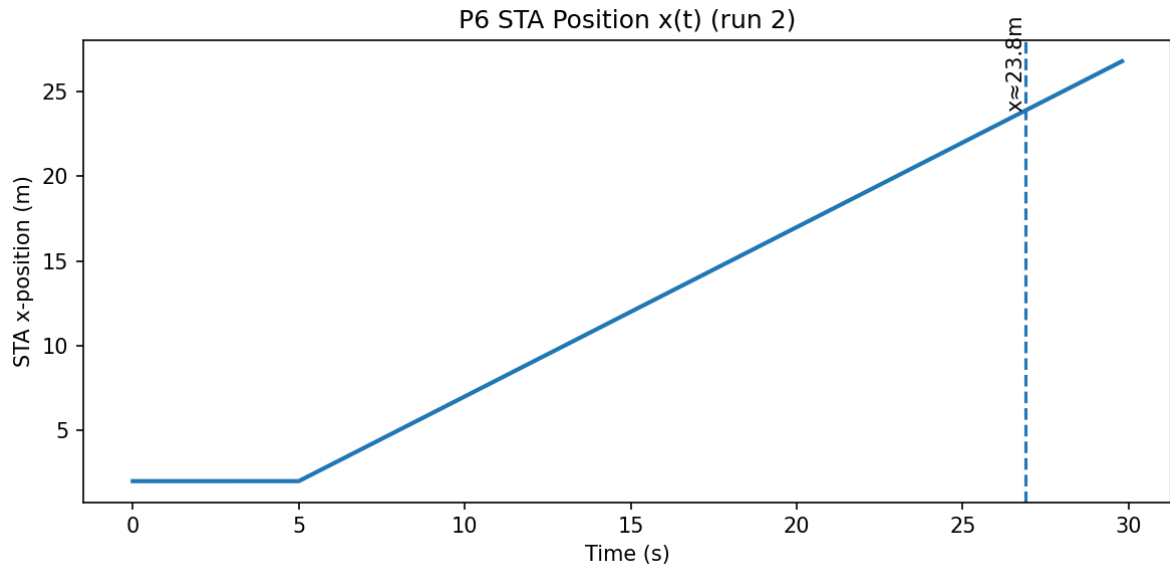


Figure 8: STA Position $x(t)$ (Run 2) with roam marker (reference run).

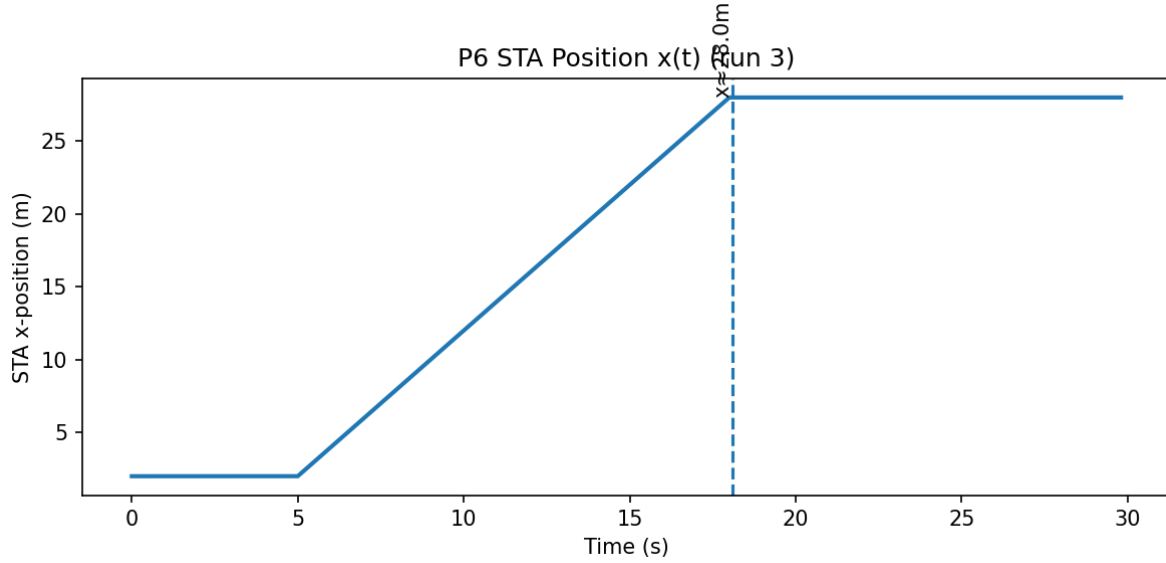


Figure 9: STA Position $x(t)$ (Run 3) with roam marker.

6. Interpretation: Does the Output Meet Project Requirements?

Based on the provided outputs:

1. **Roaming detection:** Achieved (Run 3 shows an explicit, time-stamped AP change).
2. **Performance measurement during roaming:** Achieved (Throughput shows a clear degradation at the roam time in Run 3, absent in Run 1).
3. **RTT measurement:** Achieved (RTT probe data exists and shows mobility-induced variability; the final plot should emphasize the roam window).
4. **Reproducible runs:** Achieved (separate run logs and consistent timestamps).
5. **Scientific clarity:** Strong, especially with the control vs roaming comparison.

The presence of one run without roaming is not a weakness; it becomes a useful baseline. In the report, it should be framed as: “under slower mobility or insufficient traversal, the STA does not cross into AP2’s dominance region; hence no roam occurs.” This is an experimentally valid observation.

7. Practical Recommendations for the Final Report Presentation

To produce a clean, scientific five-page report, structure the figures and narrative as follows:

Figure 1: Throughput vs time (Run 3)

- Add a vertical line at $t = 18.1$ s labeled “Roaming event.”
- Briefly describe the dip (14–16 Mbps) and recovery (≈ 20 Mbps).

Figure 2: Throughput vs time comparison (Run 1 vs Run 3)

- Overlay both runs or place side-by-side plots.

- Highlight how Run 1 remains stable while Run 3 dips at roamTime. This supports causality.

Figure 3: RTT vs time (Run 3)

- Same roam marker at 18.1 s
- Discuss variance and expected transient increase near roam time
- Optionally include a smoothed curve (moving median) for readability.

Figure 4: STA position $x(t)$

- Mark the roam time on the position curve
- Interpret roam as a spatial transition (AP dominance shift)

Optional (if you want extra strength): A small table summarizing for each run: roamTime, mean throughput before roam, min throughput around roam, mean throughput after roam, median RTT pre/post.

8. Conclusion

The outputs demonstrate a correct and scientifically meaningful roaming experiment. Run 3 provides a clean roaming event with a measurable performance impact: a short throughput degradation centered around the roam time (18.1 s) followed by rapid recovery. Run 1 serves as a stable baseline, reinforcing the interpretation that the observed throughput dip in Run 3 is caused by roaming rather than random variation.

With three core plots—**Throughput vs time**, **RTT vs time**, and **STA position vs time**—and one event timeline or annotation, the report can convincingly explain both the mechanism of roaming and its impact on QoS. This satisfies the main objectives of a project-grade scientific analysis: reproducibility, causal reasoning through controls, and interpretable time-aligned evidence of network-layer consequences of roaming.