

Wireless Ad Hoc Networks

Lab 4

Network Simulator

NS3 Experiment (III) – CW size

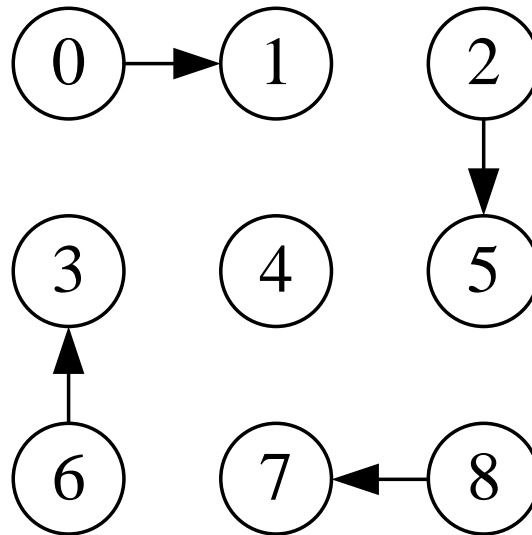
Backoff Mechanism

- This exercise is to investigate
 - the impact of **contention window size** on the performance of the IEEE 802.11 MAC protocol
- To reduce the collision probability
 - the IEEE 802.11 uses a backoff mechanism
 - that guarantees a time spreading of the transmissions
- DCF adopts a slotted binary exponential backoff technique

Backoff Mechanism

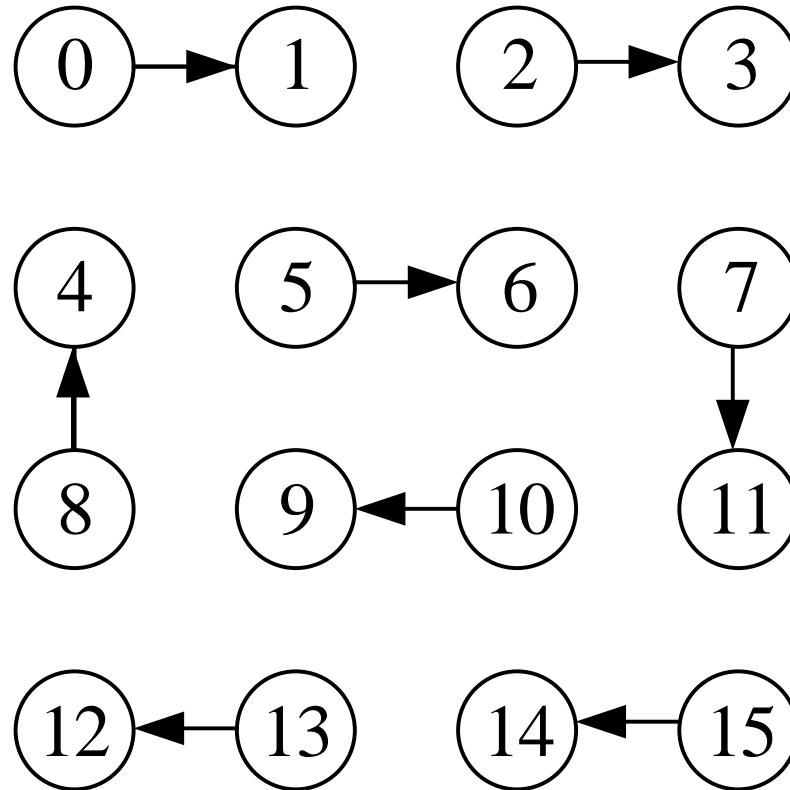
- Construct 3 grid topologies (3*3、4*4、5*5)
 - with nodes spaced by 40 (m)

- 3 x 3



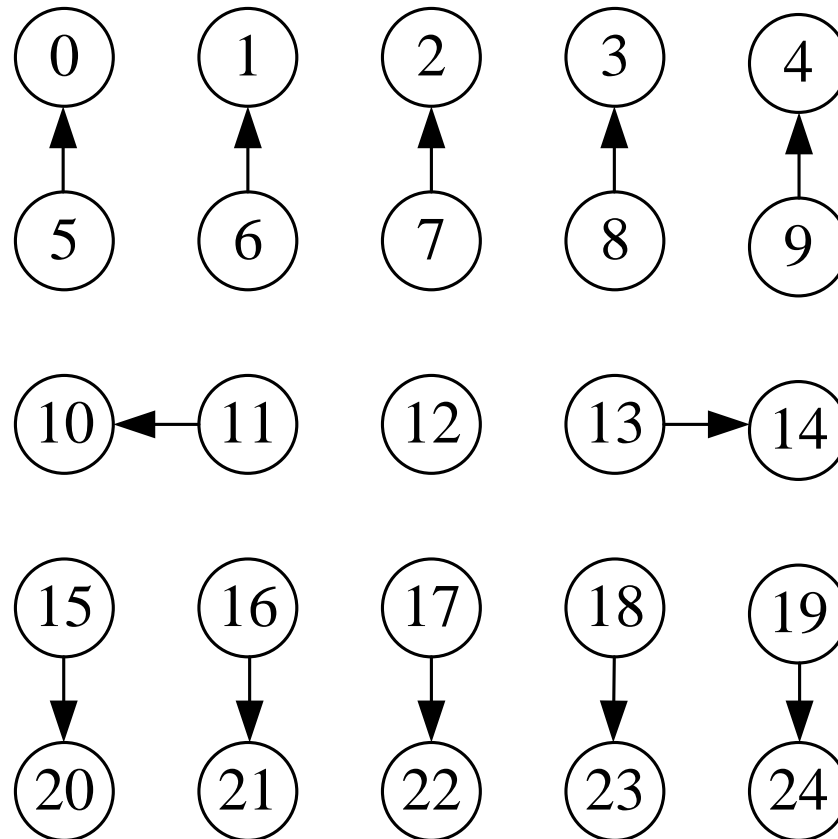
Backoff Mechanism

■ 4 x 4



Backoff Mechanism

■ 5 x 5



Backoff Mechanism

■ Network scenario

- Simulation time = 4
- simulation area = 500m * 500m (m²)
- CWMin=CWMax=2
 - Change CW value to **2, 7, 15, 31, 63**
 - RTSThreshold= 100000 (Turn OFF RTS/CTS)

Backoff Mechanism

- Network scenario

- Set the allocation for nodes

- `<Mobilityhelper>. SetPositionAllocator(`

- ```
“ns3::GridPositionAllocator“,
“MinX”, _____,
“MinY”, _____,
“DeltaX”, _____,
“DeltaY”, _____,
“GridWidth”, _____,
“LayoutType”,StringValue ("RowFirst"));
```

- Set up transmitters and receivers

# Backoff Mechanism

- Network scenario

- Please make sure flow configuration as instructed!!
- CBR packet size = 1024 (bytes)
- CBR rate = 500kbps
- CBR traffic
  - start at 1.0
  - stop at 3.0



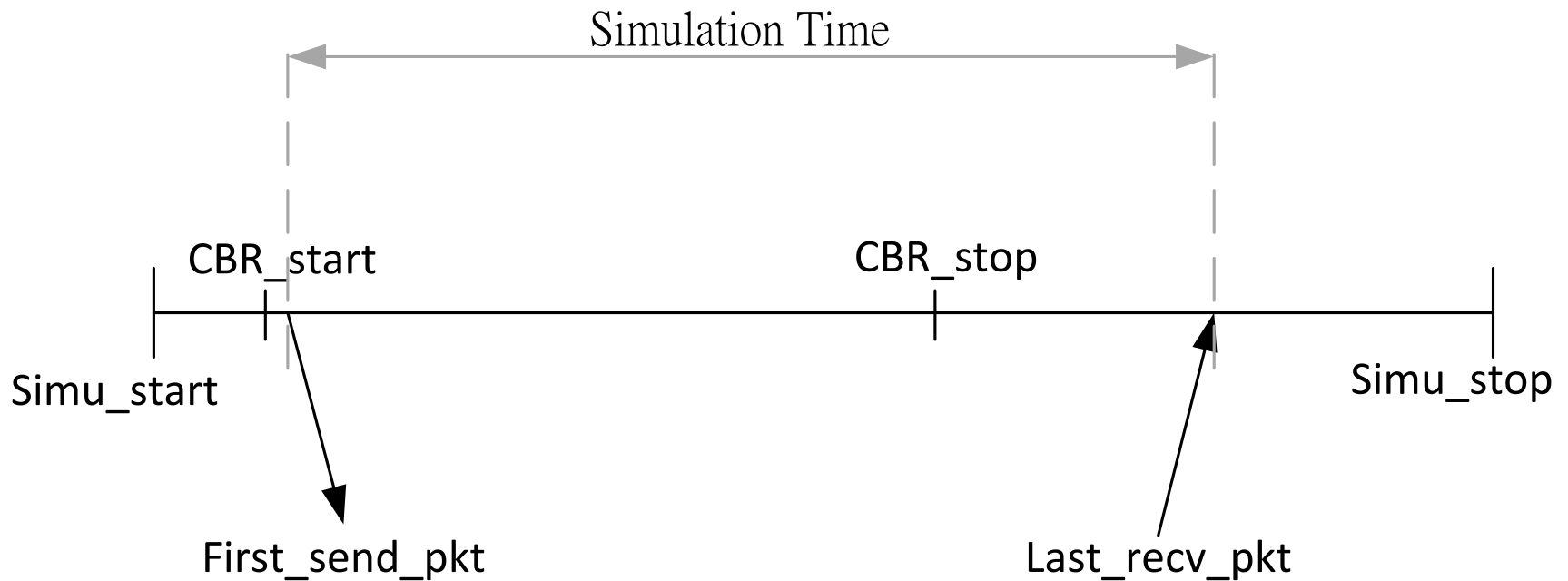
# Backoff Mechanism

## ■ Network scenario

- Run the program for
  - the three topologies (**3\*3** 、 **4\*4** 、 **5\*5**)
  - five kinds of contention window size (**2, 7, 15, 31, 63**)
  - A total of 15 combinations.
- NOTE : remember to change number of nodes & communication pair !!

# Analysis

- a. System throughput
- b. total lost packets



# Analysis

- System throughput
- Total lost packets

- $$\text{throughput} = \frac{\text{total received data size (bytes)} \times 8 \text{ (bits)}}{\text{simulation time}} \text{ (bps)}$$

- $\text{bps}/1024/1024 = \text{Mbps}$

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# What you are going to do

- Set mobility allocation
  - Set up transmitters and receivers
  - Set the rts/cts threshold
  - Set the topology size
  - Set the contention window size
  - Finish the calculation of system throughput and total loss packets
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