

BLG433E

Computer Communications

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Report of Project 2

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Data Structures & Sample Run

There are 3 classes implemented: Node, representing a station in the network; Link, representing the links between stations and Route, representing the path between two nodes, including the intermediate nodes. The objects of these types are kept in lists in the program.

Node

Node class has the following fields:

- Id to identify the node
- X and Y coordinates
- Transmit and receive antenna gain values
- A list of adjacent nodes
- Dijkstra properties:
 - A Boolean visited
 - The cost of the node from source
 - A pointer to previous node for backtracking

Link

Link class contains the fields:

- Two node pointers representing the link's terminal nodes
- Cost of the link, calculated using Friis Free Space Propagation Model

Route

Route class has the fields below:

- Two node pointers representing the source and the target node in a route
- A list of node pointers representing the path
- The cost of the path

Compilation: make or g++ main.cpp Node.cpp Link.cpp Route.cpp

Example Run: ./a.out input.txt

There are two samples provided. **input_orig.txt** contains:

31.690000	5.930000
17.500000	5.380000
14.340000	25.950000
21.010000	42.520000
26.630000	38.130000
1.660000	14.930000
25.770000	30.060000
5.980000	3.000000
28.370000	0.040000
28.180000	9.610000

The above file constitutes the following graph:

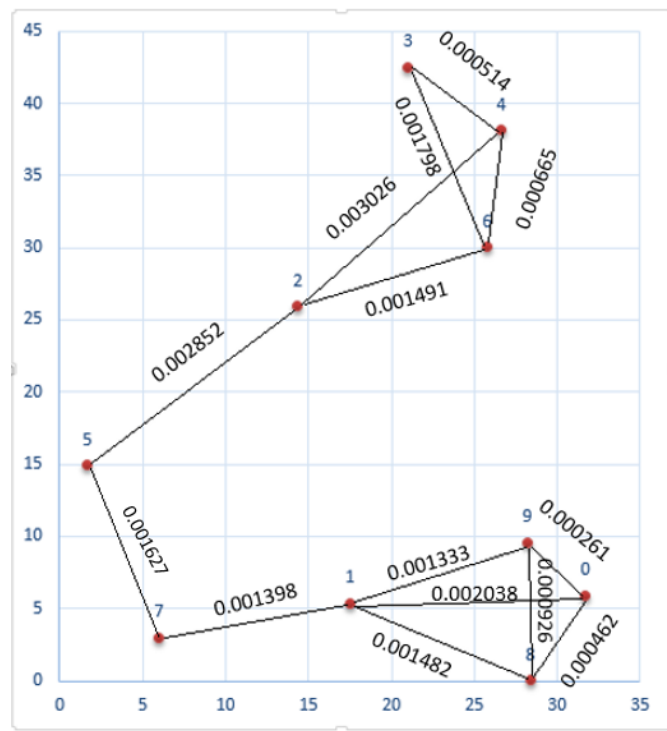


Figure 1: Two kites tied together, one has a broken edge and random numbers are floating all around. No, wait, It's the graph representing the nodes given in the above text file with the edge costs specified.

Since this is a connected graph, the node 5 is shifted in the Y coordinates: (1.66, 24.93) instead of (1.66, 14.93). Thus the link between 5 and 7 is lost. This situation is realized in the **input.txt** file for testing the program on a disconnected graph. Notice that the cost between 5 and 2 is changed as well. The program's output for **input.txt** is as follows:

```
===== Routing Table =====
0 -> 1 costs 0.00159529 == 0-->9-->1
0 -> 7 costs 0.00299405 == 0-->9-->1-->7
0 -> 8 costs 0.00046210 == 0-->8
0 -> 9 costs 0.00026143 == 0-->9
1 -> 7 costs 0.00139876 == 1-->7
1 -> 8 costs 0.00148263 == 1-->8
1 -> 9 costs 0.00133386 == 1-->9
2 -> 3 costs 0.00267124 == 2-->6-->4-->3
2 -> 4 costs 0.00215716 == 2-->6-->4
2 -> 5 costs 0.00163578 == 2-->5
2 -> 6 costs 0.00149137 == 2-->6
3 -> 4 costs 0.00051408 == 3-->4
3 -> 5 costs 0.00430702 == 3-->4-->6-->2-->5
3 -> 6 costs 0.00117987 == 3-->4-->6
4 -> 5 costs 0.00379294 == 4-->6-->2-->5
4 -> 6 costs 0.00066579 == 4-->6
5 -> 6 costs 0.00312715 == 5-->2-->6
7 -> 8 costs 0.00288139 == 7-->1-->8
7 -> 9 costs 0.00273262 == 7-->1-->9
8 -> 9 costs 0.00072353 == 8-->0-->9
=====
```

Given the formula

$$P_r = P_t G_t G_r \frac{\lambda^2}{(4\pi d)^2}$$

We know that $P_{max} = P_t = 3.2mW$. We arrange the formula as follows to find d_{max}

$$d_{max} = \frac{\lambda}{4\pi} \sqrt{\frac{P_{max} G_t G_r}{P_r}}$$

Where

- $\lambda = 0.125 \text{ m}$
- $G_t = G_r = 10$
- $P_{max} = 3.2 \text{ mW}$
- $P_r = P_{th} = 0.1\mu W$

The formula yields $d_{max} = 17.79406 \text{ m}$.