

Network Simulation

Lecture 5: Implementing a simulation scenario in NS-3

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Lecture 5:

- Model and attribute selection
- Building network topology
- Application setup
- Data collection

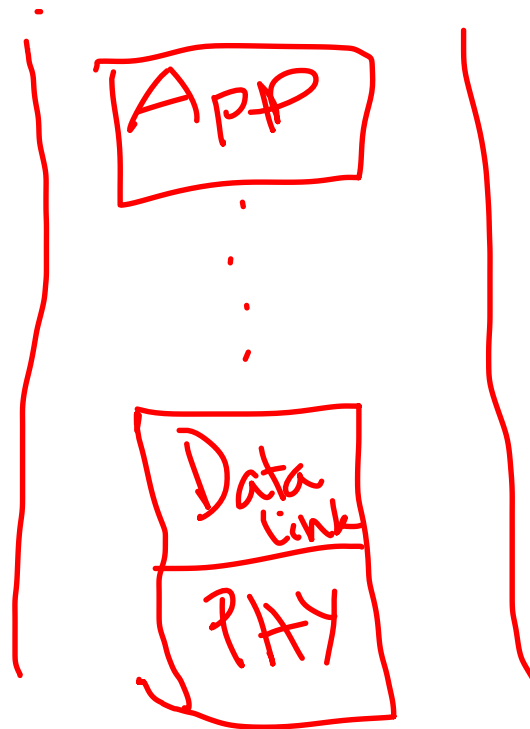
Scenario
design

Model and attribute selection section

- Designed scenario

topology
 network protocols
 (hardware) mobility
 (software) Application

- OSI model



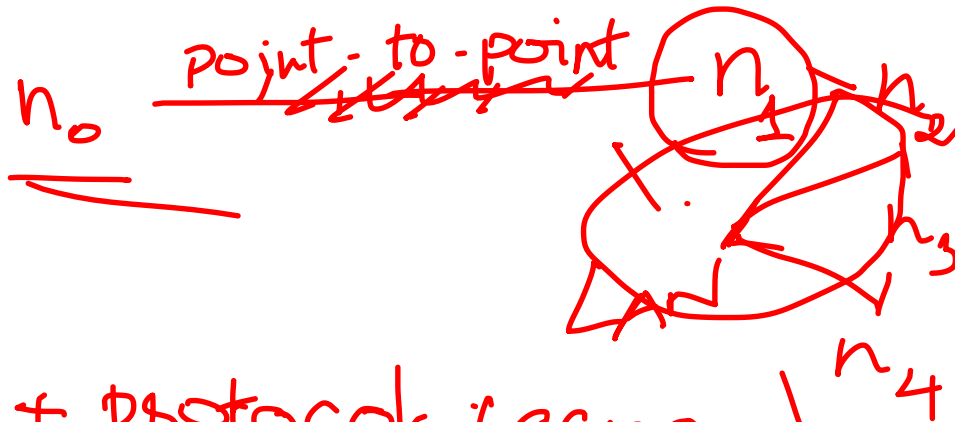
- NS-3 model

WifiNetDevice
 UDP/TCP
 IP
 CSMA, point-to-point
 wifi ...

Example: second.cc

Designed scenario:

- Network topology:
+ 5 nodes



+ protocols: csma / point-to-point

+ Mobility: fixed stations

• Internet (IP, UDP)

Implementing
in NS-3

NodeContainer

p2pNodes

csmaNodes

Channels

76, 77

69, 70

line

InternetStack
Helper (79, 81)

UDPEchoServer
client

Network topology *configuration*

- Number of nodes
- How they are connected
- How they move
- Building network topology in NS-3

Example: second.cc

Application generation

- Traffic generation:
 - Type of application
 - Defining senders – receivers
 - Start/stop application
- Example: second.cc

UDPecho
client - server



packets
arrival rate
packet size

Sender: client - Rx: server

~~Sender: Server - Rx: client~~

Data Collection

- What data to be collected?
- Where to find them?
 - ▪ Available data
 - ▪ Unavailable data but existing trace source
 - ▪ New trace source
 -

Example: second.cc

- Data : pcap traces
 - + # received packets at each node
 - + Time stamp for sending & receiving packets

tools?
→

Metrics :

- + packet delivery rate at server
- + Average delay of Rx packets at server

Run the simulation

Designed scenario

→ NS-3

Network topology

→ C++
program

Application generation

| |

Data Collection

running
file .cc