NETWORKING MINI PROJECT

Roll No: C22019 **Name:** Rushikesh Chapke

Write a program to demonstrate Hybrid Topology in ns3

- Hybrid topology refers to a network configuration that combines multiple types of network topologies. It is a combination of two or more basic network topologies, such as star, ring, bus, mesh, or tree topologies. The aim of using a hybrid topology is to leverage the advantages of different topologies and create a network that suits specific requirements.
- In a hybrid topology, different sections of the network may be connected using different topologies, resulting in a more flexible and scalable network infrastructure. For example, a network might have a star topology in one area, a ring topology in another, and a bus topology connecting these sections. This allows for efficient use of resources, better fault tolerance, improved performance, and increased network capacity.
- Some of the benefits of a hybrid topology include:
- Scalability: Hybrid topologies can be easily expanded by adding or modifying specific sections of the network without affecting the entire infrastructure. This flexibility allows for growth and adaptation to changing network needs.
- Fault tolerance: By combining different topologies, a hybrid network can provide redundancy and fault tolerance. If one section of the network fails, the remaining sections can continue to function, minimizing downtime and improving reliability.
- Performance optimization: Different topologies excel in different aspects. By combining them strategically, a hybrid topology can optimize network performance. For example, a star topology can provide centralized management and easy connectivity, while a mesh topology can offer robust communication between nodes.
- Segmentation: Hybrid topologies allow for network segmentation, enabling specific sections of the network to have their own topologies suited to their requirements. This can enhance security, isolate network issues, and improve overall network management.

- Hybrid topologies are commonly used in large-scale networks, such as enterprise networks, data centers, and telecommunications infrastructure.

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They provide a versatile and adaptable network architecture that can meet diverse needs and support various applications and services.

Code:

```
#include "ns3/core-module.h"
#include "ns3/point-to-point-module.h"
#include "ns3/network-module.h"
#include "ns3/applications-module.h"
#include "ns3/csma-module.h"
#include "ns3/internet-module.h"
#include "ns3/yans-wifi-helper.h"
#include "ns3/ssid.h"
#include "ns3/netanim-module.h"
#include "ns3/mobility-module.h"

using namespace ns3;

NS_LOG_COMPONENT_DEFINE ("ThirdScriptExample");

int
main (int argc, char *argv[])
{
 bool verbose = true;
 uint32_t nCsma = 3;
 uint32_t nWifi = 3;
 bool tracing = false;

 CommandLine cmd (__FILE__);
 cmd.AddValue ("nCsma", "Number of \"extra\" CSMA nodes/devices", nCsma);
 cmd.AddValue ("nWifi", "Number of wifi STA devices", nWifi);
 cmd.AddValue ("verbose", "Tell echo applications to log if true", verbose);
 cmd.AddValue ("tracing", "Enable pcap tracing", tracing);

 cmd.Parse (argc,argv);

 // The underlying restriction of 18 is due to the grid position
 // allocator's configuration; the grid layout will exceed the
 // bounding box if more than 18 nodes are provided.
 if (nWifi > 18)
   {
     std::cout << "nWifi should be 18 or less; otherwise grid layout exceeds the bounding box" <<
std::endl;
```

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```
  return 1;
 }

if (verbose)
 {
  LogComponentEnable ("UdpEchoClientApplication", LOG_LEVEL_INFO);
  LogComponentEnable ("UdpEchoServerApplication", LOG_LEVEL_INFO);
 }

NodeContainer p2pNodes;
p2pNodes.Create (2);

PointToPointHelper pointToPoint;
pointToPoint.SetDeviceAttribute ("DataRate", StringValue ("5Mbps"));
pointToPoint.SetChannelAttribute ("Delay", StringValue ("2ms"));

NetDeviceContainer p2pDevices;
p2pDevices = pointToPoint.Install (p2pNodes);

NodeContainer csmaNodes;
csmaNodes.Add (p2pNodes.Get (1));
csmaNodes.Create (nCsma);

CsmaHelper csma;
csma.SetChannelAttribute ("DataRate", StringValue ("100Mbps"));
csma.SetChannelAttribute ("Delay", TimeValue (NanoSeconds (6560)));

NetDeviceContainer csmaDevices;
csmaDevices = csma.Install (csmaNodes);

NodeContainer wifiStaNodes;
wifiStaNodes.Create (nWifi);
NodeContainer wifiApNode = p2pNodes.Get (0);

YansWifiChannelHelper channel = YansWifiChannelHelper::Default ();
YansWifiPhyHelper phy;
phy.SetChannel (channel.Create ());

WifiHelper wifi;
wifi.SetRemoteStationManager ("ns3::AarfWifiManager");

WifiMacHelper mac;
Ssid ssid = Ssid ("ns-3-ssid");
mac.SetType ("ns3::StaWifiMac",
```

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```
        "Ssid", SsidValue (ssid),
        "ActiveProbing", BooleanValue (false));

NetDeviceContainer staDevices;
staDevices = wifi.Install (phy, mac, wifiStaNodes);

mac.SetType ("ns3::ApWifiMac",
        "Ssid", SsidValue (ssid));

NetDeviceContainer apDevices;
apDevices = wifi.Install (phy, mac, wifiApNode);

MobilityHelper mobility;

mobility.SetPositionAllocator ("ns3::GridPositionAllocator",
                    "MinX", DoubleValue (0.0),
                    "MinY", DoubleValue (0.0),
                    "DeltaX", DoubleValue (5.0),
                    "DeltaY", DoubleValue (10.0),
                    "GridWidth", UintegerValue (3),
                    "LayoutType", StringValue ("RowFirst"));

mobility.SetMobilityModel ("ns3::RandomWalk2dMobilityModel",
                  "Bounds", RectangleValue (Rectangle (-50, 50, -50, 50)));
mobility.Install (wifiStaNodes);

mobility.SetMobilityModel ("ns3::ConstantPositionMobilityModel");
mobility.Install (wifiApNode);

InternetStackHelper stack;
stack.Install (csmaNodes);
stack.Install (wifiApNode);
stack.Install (wifiStaNodes);

Ipv4AddressHelper address;

address.SetBase ("10.1.1.0", "255.255.255.0");
Ipv4InterfaceContainer p2pInterfaces;
p2pInterfaces = address.Assign (p2pDevices);

address.SetBase ("10.1.2.0", "255.255.255.0");
Ipv4InterfaceContainer csmaInterfaces;
csmaInterfaces = address.Assign (csmaDevices);
```

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```
address.SetBase ("10.1.3.0", "255.255.255.0");
address.Assign (staDevices);
address.Assign (apDevices);

UdpEchoServerHelper echoServer (9);

ApplicationContainer serverApps = echoServer.Install (csmaNodes.Get (nCsma));
serverApps.Start (Seconds (1.0));
serverApps.Stop (Seconds (10.0));

UdpEchoClientHelper echoClient (csmaInterfaces.GetAddress (nCsma), 9);
echoClient.SetAttribute ("MaxPackets", UintegerValue (1));
echoClient.SetAttribute ("Interval", TimeValue (Seconds (1.0)));
echoClient.SetAttribute ("PacketSize", UintegerValue (1024));

ApplicationContainer clientApps =
  echoClient.Install (wifiStaNodes.Get (nWifi - 1));
clientApps.Start (Seconds (2.0));
clientApps.Stop (Seconds (10.0));


mobility.SetMobilityModel("ns3::ConstantPositionMobilityModel");
mobility.Install(csmaNodes);

AnimationInterface anim("ram.xml");
AnimationInterface::SetConstantPosition (csmaNodes.Get(0),10,25);
AnimationInterface::SetConstantPosition (csmaNodes.Get(1),40,25);
anim.EnablePacketMetadata(true);

PcapHelper pcapHelper;
Ptr<PcapFileWrapper> file = pcapHelper.CreateFile ("ram.pcap", std::ios::out, PcapHelper::DLT_PPP);


Ipv4GlobalRoutingHelper::PopulateRoutingTables ();

Simulator::Stop (Seconds (10.0));

if (tracing)
  {
    phy.SetPcapDataLinkType (WifiPhyHelper::DLT_IEEE802_11_RADIO);
    pointToPoint.EnablePcapAll ("ram");
    phy.EnablePcap ("ram", apDevices.Get (0));
    csma.EnablePcap ("ram", csmaDevices.Get (0), true);
  }
```

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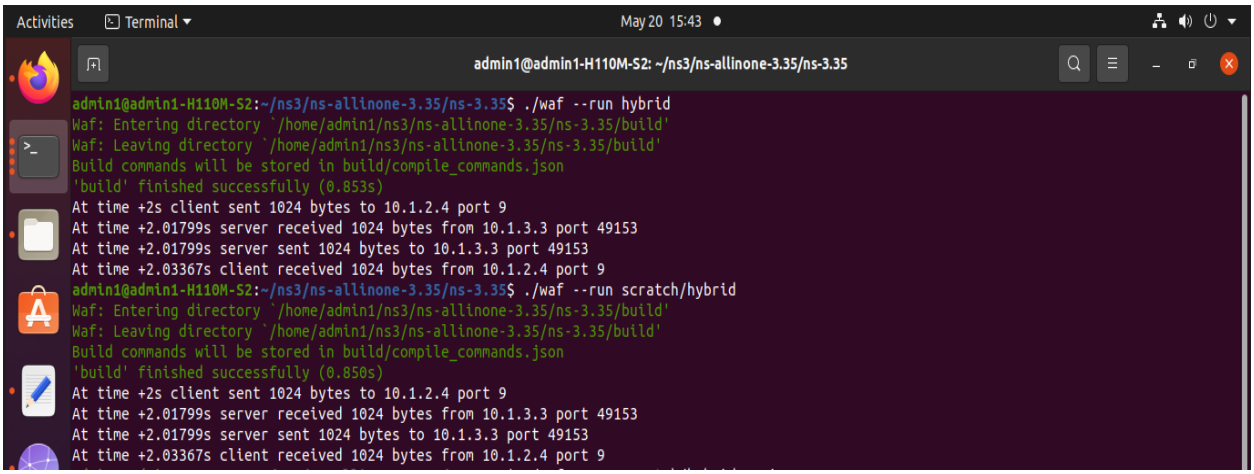
```
 Simulator::Run ();
 Simulator::Destroy ();
 return 0;
}
```

Once the code has been saved the file needs to be build using the command:

"./waf –run filename"

After successful build the file needs to be run using the following command:

"./waf –run scratch/filename"



In order to activate the pyvis the following command needs to be entered

"./waf –run scratch/filename --vis"

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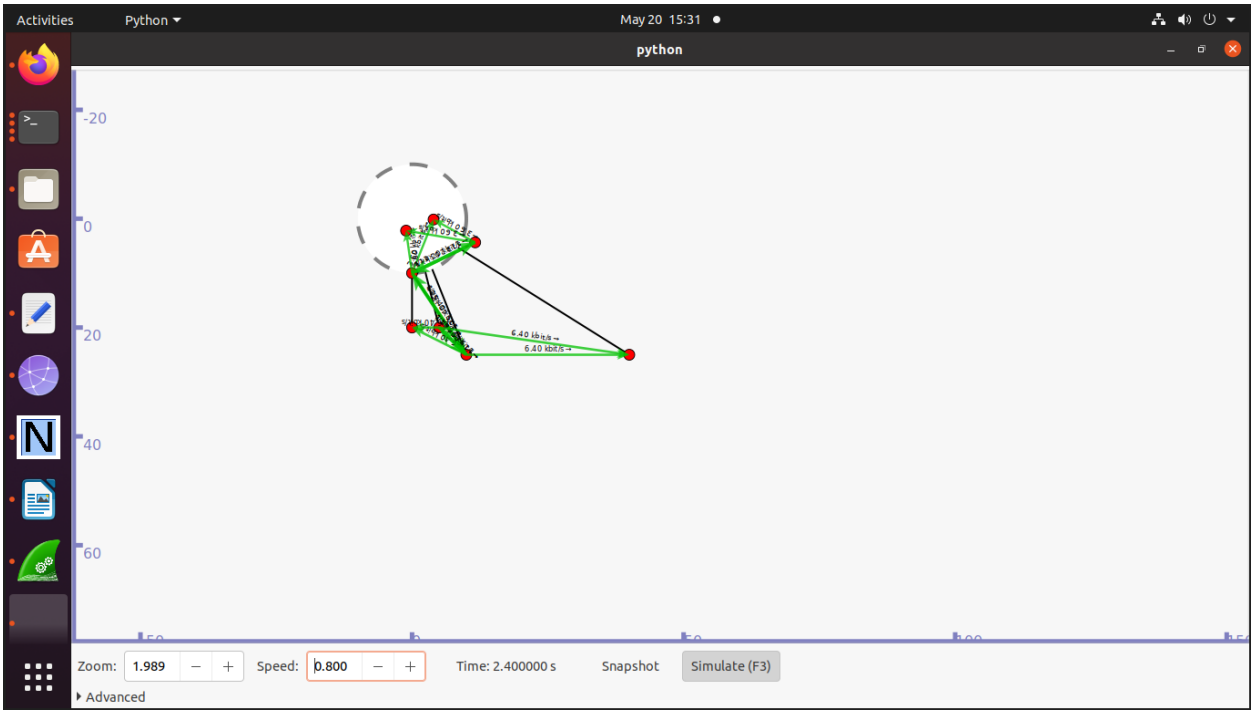
```
admin1@admin1-H110M-S2:~/ns3/ns-allinone-3.35/ns-3.35$ ./waf --run scratch/hybrid --vis
Waf: Entering directory `/home/admin1/ns3/ns-allinone-3.35/ns-3.35/build'
Waf: Leaving directory `/home/admin1/ns3/ns-allinone-3.35/ns-3.35/build'
Build commands will be stored in build/compile_commands.json
'build' finished successfully (0.989s)
```

The following screen will be visible



In order to activate the pyvis the following command needs to be entered

"./NetAnim"

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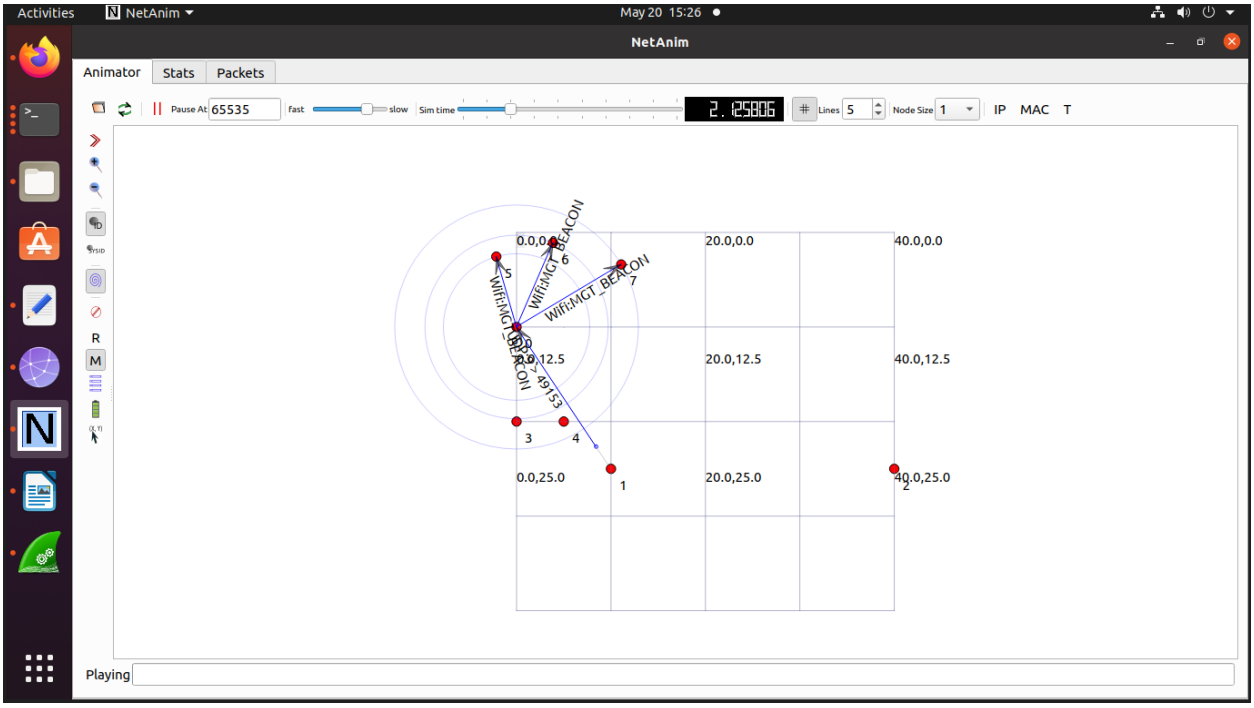

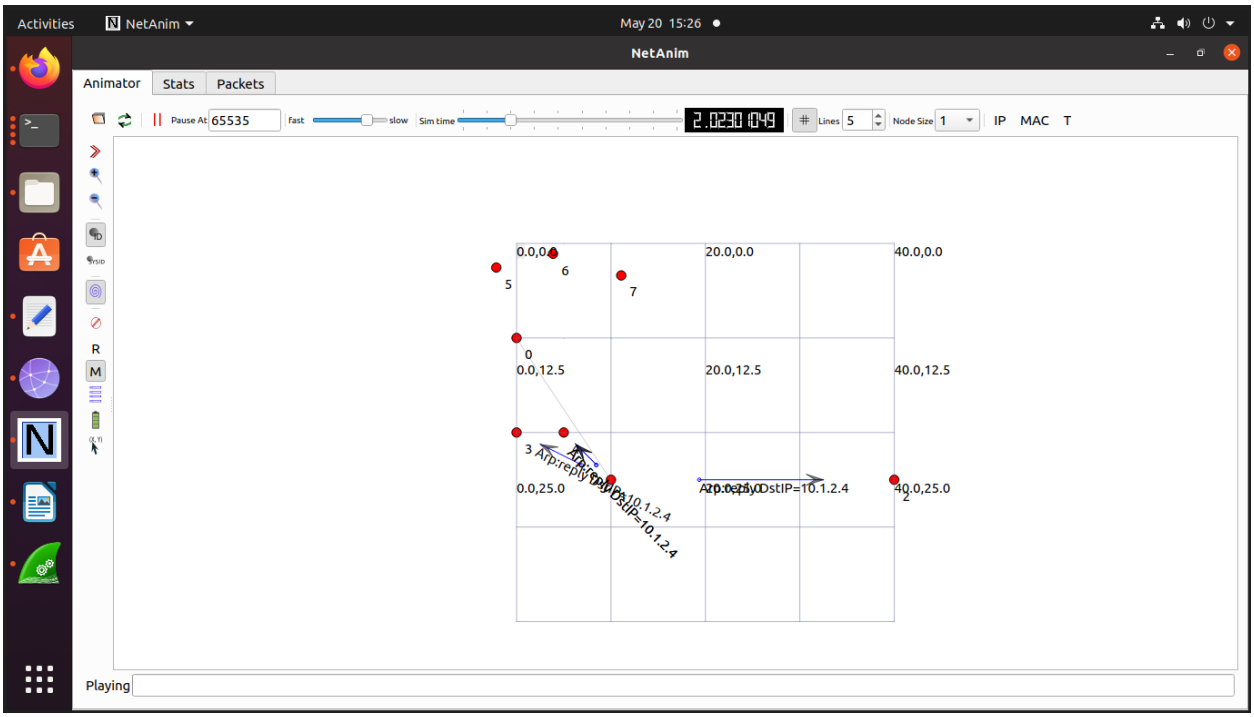

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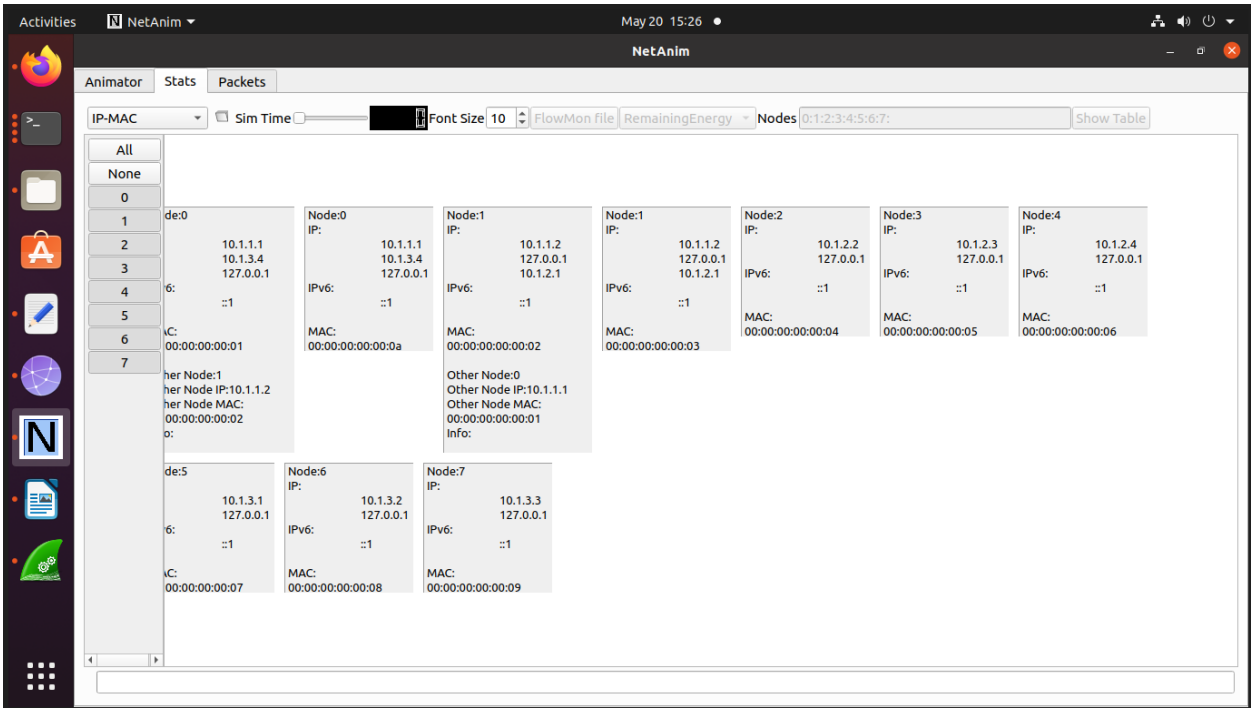

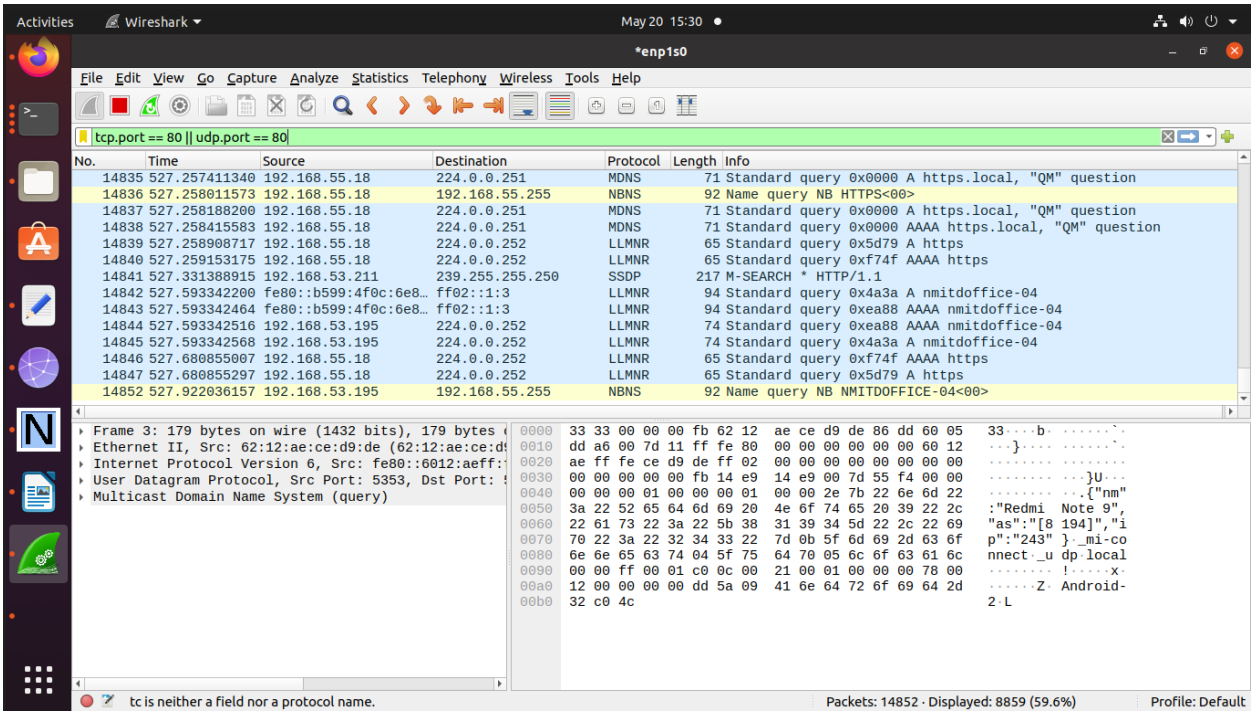

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