## EE4371: Assignment 4 - Queues

## August 18, 2019

The problem is to simulate a network node. Packets arrive randomly at the switch, and are sent out every  $\Delta t$  seconds. If too many packets arrive, they are queued. A maximum of N packets can be queued. To model the arrival of packets at the node, you can use the following function nextTime() which gives the next time a packet arrives for a Poisson process.

```
#include <math.h>
#include <stdlib.h>
int nextTime(float rateParameter)
{
    return (int)(-logf(1.0f - (float) random() / (RAND_MAX + 1)) / ratePar
}
```

The argument *rateParameter* is  $1/\Delta t$  and a parameter of your simulation. If the queue grows too large, packets are dropped.

A packet is an instance of a structure as follows:

```
int id; // packet id
int t0; // arrival time of packet
int priority; // higher means more important
char contents[80]; // contents of packet
} PACKET;
```

We will not use priority here, but this can be a standard definition for a packet for later assignments. When a packet is to be added, you need to first allocate it via

```
PACKET *p;
p = (PACKET *)malloc(sizeof(PACKET));
```

and then add it to the queue. Note that queue is a circular array of pointers, each pointing to a packet or to NULL (if that queue element is not allocated

- 1. Write a program that will take  $\lambda = 1/\Delta t$ , N and  $\mu$  (the rate at which packets are forwarded by the node) and simulate the queue.  $\lambda$  and  $\mu$  are real while N is integer. The program must collect a history of the time spent in the queue and the percentage of packets dropped.
- 2. Vary the three parameters as follows and generate histograms for each case and enter the missing data below:

Λ	V	λ	μ	Avg Delay	% dropped packets	Time per packet
5	5	0.45	0.5	?	?	?
1	0	0.45	0.5	?	?	?
2	0	0.45	0.5	?	?	?
5	5	0.4	0.5	?	?	?
5	5	0.3	0.5	?	?	?

and understand the way N and  $\lambda$  interact.

3. Is the time complexity to manage the queue per packet equal to  $\mathcal{O}(1)$  or something else? Assume that all CPU and memory operations are the same cost (which they are not).

Submit a single c code (with optional include file) along with a pdf report to Moodle.