



Networks in a Box

UNILUGA
TECHNOLOGIES

Objective

The objective of this test is to evaluate the performance and operational capabilities of access points in various real-world environments, including home, office, hospital, and stadium settings, using Candelis's Networks in a Box solution. The test will involve emulating virtual devices and using real devices at different distances (near, medium, and far) and applying predefined traffic profiles to simulate activities such as video streaming, online gaming, browsing, file downloads, and application video streams (YouTube, Netflix, Zoom, etc.). Additionally, the performance of IoT devices connected to Alexa will be assessed. The aim is to identify key performance metrics and potential issues related to AP capacity, coverage, QoS, and device handling under typical usage scenarios.

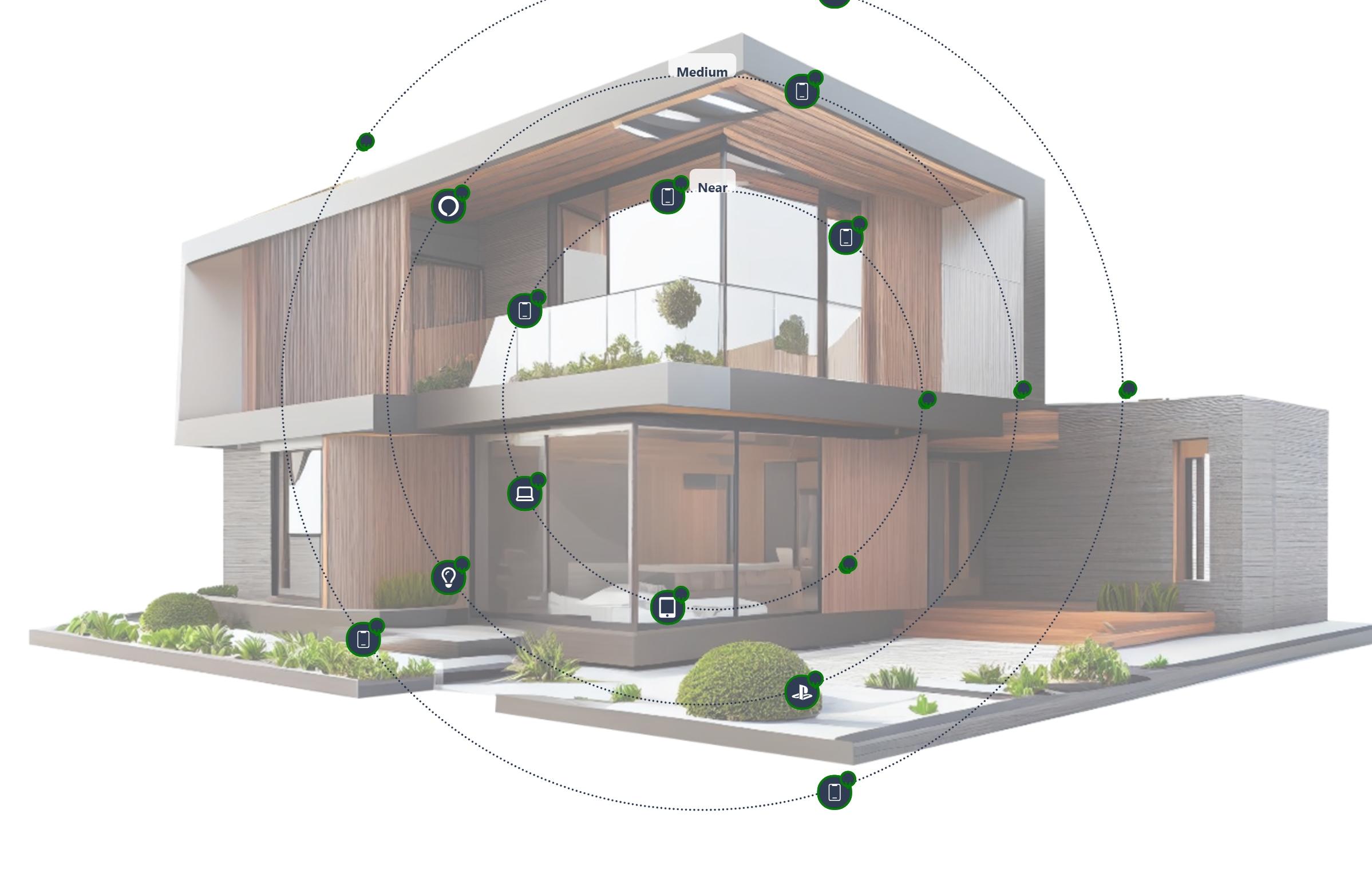
DUT Configuration

Test Network	QualcommHub
Name of the Test Scenario	Small_home_scenario
Test Duration (minutes)	15
No. of Devices in test	17
20Hz SSID	TRLINK_2G
20Hz BSSID	DEFAULT
20Hz Security	WPA2
50Hz SSID	TRLINK_5G
50Hz BSSID	DEFAULT
50Hz Security	WPA2
60Hz SSID	TRLINK_6G
60Hz BSSID	DEFAULT
60Hz Security	WPA3

Client Distributions and Pass/Fail Analysis

The distribution of clients across various distances—near, medium, and far can be seen in the below image. Each client's pass/fail status was determined based on SLA criteria, with green indicating pass and red indicating fail. This representation provides a clear summary of the test outcomes across various client distances.

■ Passed ■ Fail ■ In Progress ■ Idle



Device Information

Device Name	Traffic Profile	Distance	Device Type	Client Type	Bandwidth	Mac	Channel	Mode	RSSI
samsung_refrigerator	SmartRefrigerator_Cloud_Controls	far	SmartRefrigerator	Virtual	2.4GHz	38:ff:6a:7a:94	6	802.11bg 20 1x1	-41 dBm
Oneplus10	Spotify_Mobile_Streamingaudio-TCP	far	Mobile	Virtual	5GHz	38:ff:6e:ef:28:9a	36	802.11ac-AC 80 2x2	-60 dBm
Pox44a	Amazoshopping_Mobile_WebBrowsing	far	Mobile	Virtual	6GHz	38:ff:6d:fa:96	259	802.11a-BE 160 2x2	-72 dBm
Amazon_Ring	SmartDoorBell_Streamingvideo-UDP	far	SmartDoorBell	Virtual	2.4GHz	38:ff:64:4d:cb:94	6	802.11bg 40 2x2	-40 dBm
Oneplus11	Amazoshopping_Mobile_WebBrowsing	far	Mobile	Virtual	6GHz	38:ff:62:20:0f:96	259	802.11a-BE 160 2x2	-72 dBm
Kindle	Kindle_WebBrowsing	medium	Ereader	Virtual	2.4GHz	38:ff:6d:20:e4	6	802.11bg-40 2x2	-36 dBm
P55	Gaming_Playstation_Streamingvideo-UDP	medium	Playstation	Virtual	5GHz	38:ff:6f:55:55:ea	36	802.11an-AX 80 2x2	-55 dBm
Amazon_Ring	SmartDoorBell_Streamingvideo-UDP	near	SmartDoorBell	Virtual	2.4GHz	14:13:33:2c:1c:33	6	802.11bg 40 1x1	-27 dBm
samsung_refrigerator	SmartRefrigerator_Cloud_Controls	near	SmartRefrigerator	Virtual	2.4GHz	14:13:33:aee:ee:71	6	802.11an-AC 80 2x2	-26 dBm
iPad	Amazoshopping_Tablet_WebBrowsing	near	Tablet	Virtual	5GHz	14:13:33:9f:0f:ed	36	802.11an-AC 80 2x2	-43 dBm
Macbook_pro	Zoom_Laptop_Streamingvideo-UDP	near	Laptop	Virtual	5GHz	50:c2:84:16:64:47	36	802.11an-AX 80 2x2	-42 dBm
Pox44a	Spotify_Mobile_Streamingaudio-TCP	near	Mobile	Virtual	6GHz	70:15:fb:a5:7c:8	259	802.11a-BE 160 2x2	-47 dBm
iPhone_16_pro_max	Amazoshopping_Mobile_WebBrowsing	near	Mobile	Virtual	6GHz	70:15:fb:93:0e:83	259	802.11a-BE 160 2x2	-54 dBm
Oneplus11	Youtube_Mobile_Downloadvideo-UDP	near	Mobile	Virtual	6GHz	70:15:fb:ea:b2:1a	259	802.11a-BE 160 2x2	-47 dBm
Wipro_Bulb	SmartBulb_IOT_Controls	medium	Smartbulb	Virtual	2.4GHz	38:ff:6d:x9:e4	6	802.11bg 40 2x2	-36 dBm
Amazonechobot	Alexa_AmazonEchobot_Streamingaudio-TCP	medium	Amazonechobot	Virtual	5GHz	38:ff:6d:db:8e:ea	36	802.11an-AC 80 2x2	-55 dBm
iPhone_16_pro_max	Spotify_Mobile_Streamingaudio-TCP	medium	Mobile	Virtual	6GHz	38:ff:63:01:e8	259	802.11a-BE 160 2x2	-60 dBm

Performance with respect to device types

This representation highlights the pass/fail performance rates across various device types, including mobiles, laptops, tablets, gaming consoles, IoT devices, and smart wearables. The data allows us to assess which device categories perform optimally with the Access Point, providing insights that similar devices are likely to exhibit comparable performance in real-world scenarios.



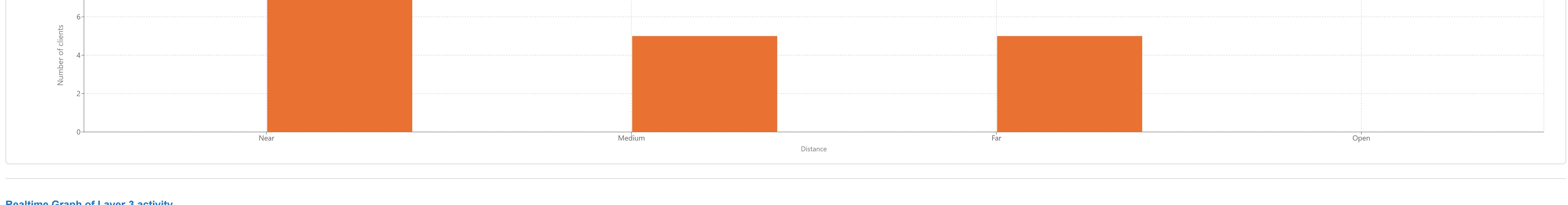
Performance with respect to traffic types

This representation presents the pass/fail performance rates across different traffic types, including video conferencing, audio/video streaming, gaming, and IoT applications. By examining these results, we can determine which traffic types perform better with the Access Point and infer that similar traffic can be effectively deployed in real-world scenarios.



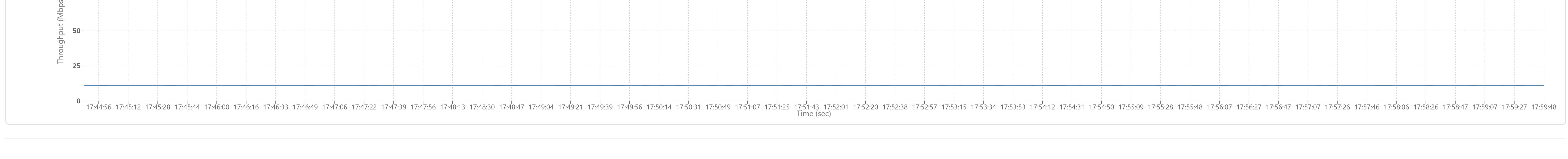
Number of Clients vs Distance

This chart represents the number of clients both real and virtual placed at varying distances—near, medium, and far



Realtime Graph of Layer-3 activity

This chart represents the complete aggregate real-time performance of all the clients that are doing layer-3 activity.



Realtime Graph of Layer-4 activity

This chart represents the complete aggregate real-time performance of all the clients that are doing layer-4 activity.



Per-client data analysis

Layer 3

Traffic Profile	Distance	Profile Name	Device Type	Client Type	Traffic Type	Protocol	Max Speed</th

