

# ns-2 Tutorial

## *Running Simulations*

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*Based on a tutorial by Marc Greis*

# Overview

- Creating a wireless scenario
  - Node configuration
  - Basic simulation setup
  - Movement definition
  - Trace file analysis

# Scenario definition

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- 2 mobile nodes
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- A TCP connection between them
- Expectation: the nodes exchange data as long as they are in radio range of each other

# Define options

## Specify components of the mobile node:

```
set val(chan)           Channel/WirelessChannel    ;# channel type
set val(prop)           Propagation/TwoRayGround    ;# radio-propagation model
set val(ant)            Antenna/OmniAntenna        ;# Antenna type
set val(ll)             LL                          ;# Link layer type
set val(ifq)            Queue/DropTail/PriQueue    ;# Interface queue type
set val(ifqlen)         50                         ;# max packet in ifq
set val(netif)          Phy/WirelessPhy           ;# network interface type
set val(mac)            Mac/802_11                ;# MAC type
set val(rp)             DSDV                      ;# ad-hoc routing protocol
set val(nn)             2                         ;# number of mobilenodes
```

# Basic setup

- Create simulator instance:

```
set ns_ [new Simulator]
```

- Open trace file and activate it:

```
set tracefd [open wireless.tr w]  
$ns_ trace-all $tracefd
```

- Create topography and channel:

```
set topo [new Topography]  
$topo load_flatgrid 500 500  
set chan [new $val(chan)]
```

- Create the GOD object (General Operations Director):

```
create-god $val(nn)
```



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- One single GOD object per simulation
- Needed by the MAC layer
- Gives the possibility to evaluate e.g. optimality of routes

# Configuration of the mobile nodes

```
$ns_ node-config -adhocRouting $val(rp) \  
                 -llType $val(ll) \  
                 -macType $val(mac) \  
                 -ifqType $val(ifq) \  
                 -ifqLen $val(ifqlen) \  
                 -antType $val(ant) \  
                 -propType $val(prop) \  
                 -phyType $val(netif) \  
                 -topoInstance $topo \  
                 -channel $chan \  
                 -agentTrace ON \  
                 -routerTrace ON \  
                 -macTrace OFF
```

# Creating the nodes

- After setting the configuration options, the nodes are created:

```
for {set i 0} {$i < $val(nn)} {incr i} {  
    set node_($i) [$ns_ node ]  
    $node_($i) random-motion 0  
}
```

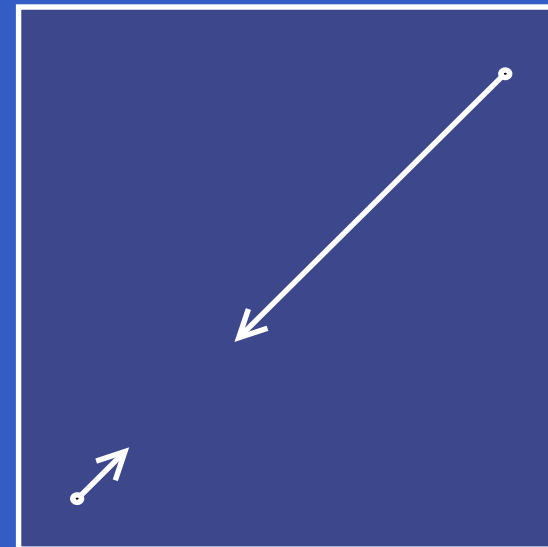
- The node movement will be explicitly provided in the following.

# Movement specification

- Set start position:

```
$node_(0) set X_ 5.0  
$node_(0) set Y_ 2.0  
$node_(0) set Z_ 0.0
```

```
$node_(1) set X_ 390.0  
$node_(1) set Y_ 385.0  
$node_(1) set Z_ 0.0
```



- Node 1 starts to move towards node 0:

```
$ns_ at 50.0 "$node_(1) setdest 25.0 20.0 15.0"  
$ns_ at 10.0 "$node_(0) setdest 20.0 18.0 1.0"
```

- Node 1 then starts to move away from node 0:

```
$ns_ at 100.0 "$node_(1) setdest 490.0 480.0 15.0"
```

# Connection setup

- TCP connection from node 0 to node 1

```
set tcp [new Agent/TCP]
set sink [new Agent/TCPSink]
$ns_ attach-agent $node_(0) $tcp
$ns_ attach-agent $node_(1) $sink
$ns_ connect $tcp $sink
```

- Create data source

```
set ftp [new Application/FTP]
$ftp attach-agent $tcp
$ns_ at 10.0 "$ftp start"
```



# Starting the scheduler

```
for {set i 0} {$i < $val(nn) } {incr i} {  
    $ns_ at 150.0 "$node_($i) reset";  
}
```

```
$ns_ at 150.0001 "stop"  
$ns_ at 150.0002 "puts \"NS EXITING...\" ; $ns_ halt"  
proc stop {} {  
    global ns_ tracefd  
    close $tracefd  
}
```

```
puts "Starting Simulation..."  
$ns_ run
```

# Analysis of the trace file

## Format:

```
event time node level --- pktnr type pktsize [MAC info] ...
```

## Data packet:

```
s 100.000000000 _0_ AGT --- 21 tcp 40 [0 0 0 0] ----- [...]
r 100.000000000 _0_ RTR --- 21 tcp 40 [0 0 0 0] ----- [...]
s 100.000000000 _0_ RTR --- 21 tcp 60 [0 0 0 0] ----- [...]
r 100.000644018 _1_ AGT --- 21 tcp 60 [13a 1 0 800] ----- [...]
```

## Acknowledgment:

```
s 100.000644018 _1_ AGT --- 22 ack 40 [0 0 0 0] ----- [...]
r 100.000644018 _1_ RTR --- 22 ack 40 [0 0 0 0] ----- [...]
s 100.000644018 _1_ RTR --- 22 ack 60 [0 0 0 0] ----- [...]
r 100.001552036 _0_ AGT --- 22 ack 60 [13a 0 1 800] ----- [...]
```