

NS2: Contents

- NS2 – Introduction to NS2 simulator
- Some NS2 examples

- RED example

- Enhanced RED example

- NS2 project work instructions

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Example 1

- Task
 - simulate a queue operating under RED control
 - using elementary topology
 - traffic is a superposition of greedy TCP sources
 - measure instantaneous queue length
 - file: redtcp.tcl

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Running the tcl-scripts (1)

- Ns2 is not installed in the machines of B215
- Ns2 can be found on the Linux machines in Maarintalo (maintained by Computing Center)
 - rooms Maari A and Maari C
- Take a remote connection to one of the Linux machines in Maari A/C
 - E.g., listing of the machines in Maari A can be found from
<http://www.hut.fi/atk/luokat/Maari-A.html>
- Save the example ns2/tcl files from course homepage in your directory
 - Example 1: redtcp.tcl
 - Example 2: redtcpmain.tcl and redtcpstub.tcl

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Running the tcl-scripts (2)

- In order to be able to use ns2, you first have to do the following
 - Type in your shell

```
source /p/edu/s383148/usens2.csh
```
 - This file contains the required settings for environment variables
 - Give this command each time you start an ns2 session in a shell
- After that you can use ns2 simply by writing in your shell

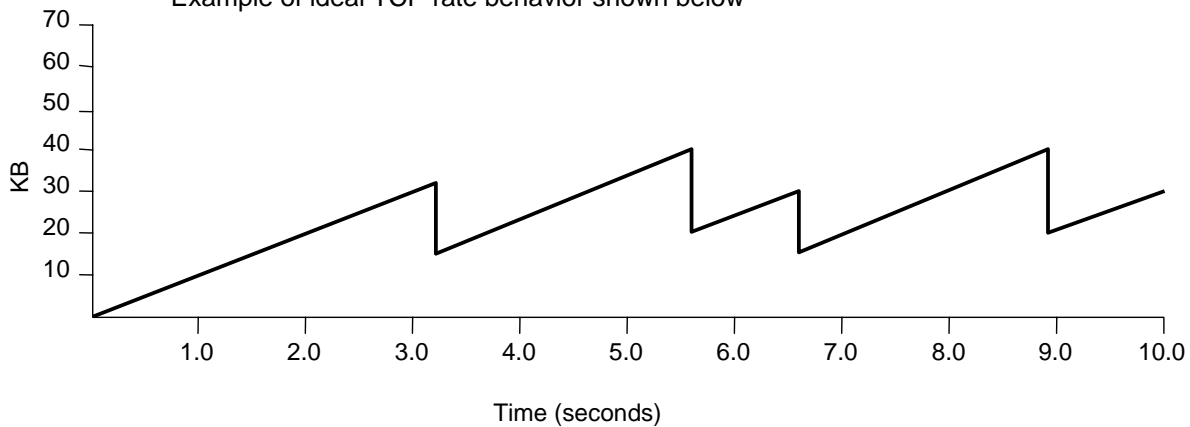
```
ns my_script.tcl
```
- Top directory where ns2 source files are is:
 - /p/edu/s383148/ns-allinone-2.31

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TCP

- Provides reliable file transfer over Internet
- Includes functionality for congestion control
 - contains many sophisticated algorithms for realizing congestion control
 - Basic idea: increase rate slowly, but decrease quickly when facing congestion
 - Congestion detected from packet losses (i.e., TCP only reacts to losses)
 - Example of ideal TCP rate behavior shown below



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RED

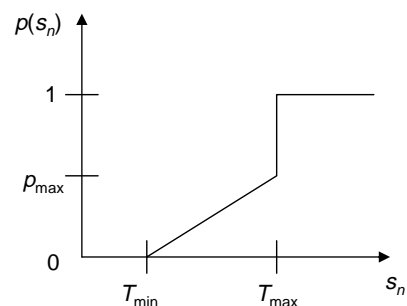
- RED (Random Early Detection/Drop)
 - Active Queue Management (AQM) method proposed by S. Floyd
 - designed to cooperate with TCP-friendly congestion control
 - tries to prevent buffer overflows by discarding packets prior to the buffer becoming full
 - TCP friendly rate control reacts to packet losses and (some) sources slow down their sending rates \Rightarrow serious congestion is avoided
 - packet dropping probability depends on load

- RED algorithm (approximately)
 - for each arriving packet, compute exponentially averaged queue length (\approx load), s_n

$$s_n = (1 - \beta)s_{n-1} + \beta q_n$$

- drop packet with probability

$$p_n = \begin{cases} 0, & s_n < T_{\min} \\ \frac{p_{\max}(s_n - T_{\min})}{T_{\max} - T_{\min}}, & T_{\min} \leq s_n \leq T_{\max} \\ 1, & s_n > T_{\max} \end{cases}$$



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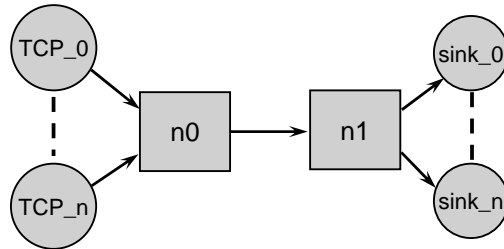
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Simulator objects for example 1

- Traffic sources
 - greedy TCP Reno sources (constantly sends traffic)
 - need to create a TCP connection and attach an FTP agent to the TCP source
 - parameters
 - nof of sources
 - maximum window size
 - segment size

- Bottleneck link
 - finite buffer with RED queue
 - parameters
 - queue size
 - RED parameters

- Required traffic objects (topology)
 - 2 nodes
 - 1 link (with RED queue)
 - N TCP sources (source/sink)



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Tracing for example 1

- Aim:
 - trace the variable that represents instantaneous queue length

- See red.h (in /p/edu/s383148/ns-allinone-2.31/ns-2.31/queue/)
 - variables with type TracedInt (or TracedDouble, etc.) are variables defined in the C++ class that are also visible at the OTcl level
 - to find out what traced variables are defined for RED queue (run in above directory)


```
fgrep Traced red.h
```
 - variable "TracedInt cur_" represents instantaneous queue length (as seen by an arriving packet)

- Creating a trace object
 - create file for output and create a trace object (\$redobj represents a RED queue object)


```
set outfile [open data.txt w]
$redobj trace cur_
$redobj attach $outfile
```
 - tracing started after warm-up time

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Plotting the queue length process

- One can plot the realization of the queue length process
 - can experiment with RED parameters to examine stability, e.g., play with the averaging parameter `q_weight_` and `linterm_`
 - example shows scenario where number of flows changes over time
- The output file contains rows with following entries:


```
Q 20.0041 11
Q 20.0151 9
Q 20.0225 10 ...
```
- Remove extra 'Q' from beginning of each line by:
 - from command line: `awk '{print $2, $3}' qlen.dat > qq1.dat`
 - from ns2-tcl script: `exec awk {{print $2, $3}} qlen.dat > qq1.dat`
- Plot the data in `qq1.dat` using `xgraph`
 - from command line: `xgraph qq1.dat`
 - from n2-tcl script: `exec xgraph qq1.dat`

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Example 2

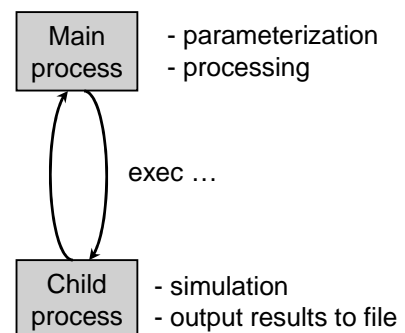
- Task
 - measure the steady state mean of the instantaneous queue length as a function of offered load
- We need to ...
 - be able to run consecutive independent simulations, and
 - compute steady state mean from the measured data
 - files: redtcpmain.tcl and redtcpsub.tcl

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Running independent simulations

- To run independent simulations, we must either be able to ...
 - re-initialize all simulator objects (simulation clock, event scheduler, all traffic objects, etc.), or somehow re-execute simulation scripts
 - re-initializing in ns2 is difficult \Rightarrow we need to make repeated executions of ns2 scripts
- In Unix, the operating system executes each Tcl/ns2 script as a process
- For repeated simulations we need ...
 - a main program that controls and parametrizes simulations, and a sub-program that executes each simulation run
 - in unix terminology, we need a main process that spawns a child process for execution of the actual simulation runs
 - in Tcl (and most script languages), the command for this is "exec ..."



```
exec ns myscript.tcl command_line_args
```

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Measuring time averages

- Post-processing
 - read data from output file and process it
 - in our case, output consists of tuples <Q, time, queue_len>
- Reading from file
 - open file for reading and read a line from the file

```
set $outfile [open data.txt r]
gets $outfile tmp
```
- To compute time average of the data, use Integrator class
 - creating and adding points

```
set integ [new Integrator]
$integ newpoint $time $value
```
 - variable `sum_` contains cumulative sum