

# **JAVA-BASED NS2 NETWORK ANALYZER**

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## ABSTRACT

The performance of the network may not be as good as the one estimated before the installation. Hence, installing the computer networks in the different peripherals is cost effective when we need to change of the peripherals. Therefore, it is always better to have a simulation of the network rather than the actual establishment. As such, there are many simulators. NS-2 is one of the most popular open source network simulators that widely used in research community, which generates trace file during the simulation experiment. The trace file contains all network events that can be used to calculate network performance. After simulation, the researchers spend much time for analyzing the trace file using traditional script tools such as awk or perl to accumulate the result.

This project presents Java-Based NS-2 network analyzer (JDNA) as a tool for extracting, analyzing and plotting trace files for the network simulation environment of NS-2. This analyzer enables researcher to analyze and visualize NS-2 trace file quickly and efficiently. It has the ability to visualize more than one trace file simultaneously as well as support all NS-2 trace format. In addition, this project can be a useful guideline to other network researchers or programmers to analyze their networks and to understand how to calculate network performance metrics.

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*The first, without a first before him, the last, without a last him*

*Beholder's eyes fall short seeing him.*

*Describer's imaginations are unable to depict him.*

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## TABLE OF CONTENTS

|                       | Page |
|-----------------------|------|
| PERMISSION TO USE     | ii   |
| ABSTRACT              | iii  |
| ACKNOWLEDGEMENTS      | iv   |
| TABLE OF CONTENTS     | v    |
| LIST OF TABLE         | ix   |
| LIST OF FIGURES       | x    |
| LIST OF ABBREVIATIONS | ix   |

### CHAPTER ONE : INTRODUCTION

|                                 |   |
|---------------------------------|---|
| 1.1 Introduction                | 1 |
| 1.2 Problem Statements          | 2 |
| 1.3 Research Questions          | 3 |
| 1.4 Research Objectives         | 3 |
| 1.5 The Scope                   | 4 |
| 1.6 Significance of Research    | 5 |
| 1.7 Organization of the Project | 5 |
| 1.8 Summary                     | 6 |

### CHAPTER TWO: LITERATURE REVIEW

|                                  |    |
|----------------------------------|----|
| 2.1 Introduction                 | 7  |
| 2.2 Network Simulator NS-2       | 7  |
| 2.3 Why Using Ns2                | 8  |
| 2.4 NS-2 Trace File              | 9  |
| 2.5 NS-2 Trace Format            | 10 |
| 2.5.1 Normal Trace Format        | 10 |
| 2.5.2 Old Wireless Trace Formats | 12 |
| 2.5.3 New Trace Formats          | 13 |
| 2.6 Trace Analyzer               | 16 |
| 2.7 Jtrana                       | 17 |
| 2.8 Trace Graph                  | 18 |
| 2.9 Guinat                       | 19 |
| 2.10 Summary                     | 20 |

### CHAPTER THREE: RESEARCH METHODOLOGY

|                                  |    |
|----------------------------------|----|
| 3.1 Introduction                 | 21 |
| 3.2 Awareness of Problem         | 22 |
| 3.3 Suggestion                   | 23 |
| 3.3.1 Analyzing Layer            | 23 |
| 3.3.2 Plot Layer                 | 24 |
| 3.4 Development                  | 24 |
| 3.4.1 Requirement Analysis Phase | 25 |

|   |    |
|---|----|
| 3.4.2 System and Software Design Phase      | 25 |
| 3.4.3 Implementation Phase and Verification | 25 |
| 3.4.4 Operations and Maintenance            | 26 |
| 3.5 Evaluation                              | 26 |
| 3.6 Summary                                 | 26 |

## CHAPTER FOUR: DEVELOPMENT

|  |    |
|--|----|
| 4.1 Introduction                       | 27 |
| 4.2 System Requirements                | 27 |
| 4.3 Functional Requirements            | 27 |
| 4.4 Non- Functional Requirements       | 29 |
| 4.5 System Design                      | 29 |
| 4.5.1 Use Case Diagram                 | 30 |
| 4.5.2 Use Case Specification           | 31 |
| 4.5.2.1 Trace Selection Use Case       | 31 |
| 4.5.2.2 Brief Description              | 31 |
| 4.5.2.3 Pre-Conditions                 | 31 |
| 4.5.2.4 Characteristic of Activation   | 31 |
| 4.5.2.5 Flow of Events                 | 31 |
| 4.5.2.6 Basic Flow                     | 31 |
| 4.5.2.7 Alternative Flow               | 32 |
| 4.5.2.8 Exceptional Flow               | 32 |
| 4.5.2.9 Post-Conditions                | 32 |
| 4.5.2.10 Rule                          | 32 |
| 4.5.2.11 Constraint                    | 32 |
| 4.5.3 Statistical Information Use Case | 32 |
| 4.5.3.1 Brief Description              | 32 |
| 4.5.3.2 Pre-Conditions                 | 32 |
| 4.5.3.3 Characteristic of Activation   | 32 |
| 4.5.3.4 Flow of Events                 | 33 |
| 4.5.3.5 Basic Flow                     | 33 |
| 4.5.3.6 Alternative Flow               | 33 |
| 4.5.3.7 Exceptional Flow               | 33 |
| 4.5.3.8 Post-Conditions                | 33 |
| 4.5.3.9 Rule                           | 33 |
| 4.5.3.10 Constraint                    | 33 |
| 4.5.4 Network Performance Use Case.    | 34 |
| 4.5.4.1 Brief Description              | 34 |
| 4.5.4.2 Pre-Conditions                 | 34 |
| 4.5.4.3 Characteristic of Activation   | 34 |
| 4.5.4.4 Basic Flow                     | 34 |
| 4.5.4.5 Alternative Flow               | 35 |
| 4.5.4.6 Exceptional Flow               | 35 |
| 4.5.4.7 Post-Conditions                | 35 |
| 4.5.4.8 Rule                           | 35 |
| 4.5.4.9 Constraint                     | 35 |
| 4.6 Sequence Diagrams                  | 35 |

|  |    |
|--|----|
| 4.6.1 Sequence Diagram for Use Case Trace Selection: Basic Flow                                  | 36 |
| 4.6.2 Sequence Diagram for Use Case Selection: Alternative Flow                                  | 37 |
| 4.6.3 Sequence Diagram for Use Case Statistical Network Information Basic Flow                   | 38 |
| 4.6.4 Sequence Diagram for Use Case Statistical Network Information: Exceptional Flow E-1        | 39 |
| 4.6.5 Sequence Diagram for Use Case Network Performance: Basic Flow                              | 40 |
| 4.6.6 Sequence Diagram for Use Case Network Performance: Alternative Flow A-1 (Goodput)          | 41 |
| 4.6.7 Sequence Diagram for Use Case Network Performance: Alternative Flow A-2 (Jitter)           | 42 |
| 4.6.8 Sequence Diagram for Use Case Network Performance: Alternative Flow A-3 (Delay)            | 43 |
| 4.6.9 Sequence Diagram for Use Case Network Performance: Alternative Flow A-4 (End To end delay) | 44 |
| 4.6.10 Sequence Diagram for Use Case Network Performance: Alternative Flow A-5 (Packet Loss)     | 45 |
| 4.6.11 Sequence Diagram for Use Case Print Receipt: Basic Flow                                   | 46 |
| 4.6.12 Sequence Diagram for Use Case Save Result: Basic Flow                                     | 46 |
| 4.7 Design Interfaces For Java-Based Network Analyzer  | 47 |
| 4.7.1 JDNA Main Interface  | 47 |
| 4.7.2 Select Data File Interface   | 48 |
| 4.7.3 Statistical Network Information Interface  | 49 |
| 4.8 Network Performance Interface  | 49 |
| 4.8.1 Throughput Interface   | 50 |
| 4.8.2 Goodput Interface  | 51 |
| 4.8.3 Jitter Interface   | 52 |
| 4.8.4 Delay Interface  | 53 |
| 4.8.5 End to end delay Interface   | 54 |
| 4.8.6 Packet Loss Inteface   | 55 |
| 4.9 Implementation   | 55 |
| 4.9.1 Trace File Analyzing Code  | 56 |
| 4.9.2 Throughput Code  | 57 |
| 4.9.3 Jitter Code  | 58 |
| 4.10 Summary   | 59 |

## CHAPTER FIVE: EVALUATION

|                     |    |
|---------------------|----|
| 5.1 Introduction    | 60 |
| 5.2 Validation Work | 60 |
| 5.3 Evaluation Work | 63 |
| 5.4 Summary         | 63 |

## CHAPTER SIX: CONCLUSIONS AND FURTHER STUDY

|                               |    |
|-------------------------------|----|
| 6.1 Introduction              | 67 |
| 6.2 Conclusion of the Project | 67 |

|  |           |
|--|-----------|
| <b>6.3 Contribution of This Research</b> | <b>69</b> |
| <b>6.4 Limitations</b>                   | <b>69</b> |
| <b>6.5 Future Works</b>                  | <b>69</b> |
| <b>6.6 Recommendation</b>                | <b>70</b> |
| <b>References</b>                        | <b>71</b> |
| <b>Appendix A</b>                        | <b>76</b> |

## LIST OF TABLES

|                                      | Page |
|--------------------------------------|------|
| Table 2.1: Normal trace file         | 10   |
| Table 2.2: Old trace forma           | 12   |
| Table 2.3: New trace format          | 13   |
| Table 4.1: Functional requirements   | 23   |
| Table 4.2: Analyzing trace file code | 58   |
| Table 4.3: Throughput code           | 59   |
| Table 4.4: Jitter code               | 60   |

## LIST OF FIGURES

|   | <b>Page</b> |
|---|-------------|
| Figure 2.1: Overall functioning of NS-2   | 8           |
| Figure 2.2: The architecture of trace analyzer  | 16          |
| Figure 2.3: Trace analyzer report and filtration window   | 17          |
| Figure 2.4: JTrana architecture   | 17          |
| Figure 2.5: JTrana graphs   | 18          |
| Figure 2.6: Trace graphs  | 19          |
| Figure 2.7: GuiNat graphs   | 19          |
| Figure 3.1: Research design methodology   | 23          |
| Figure 3.2: The architecture of JDNA Analyzer   | 24          |
| Figure 3.3: Waterfall model   | 25          |
| Figure 4.1: Use case diagram  | 32          |
| Figure 4.2: Selection sequence diagram  | 38          |
| Figure 4.3: Alternative flow for selection sequence diagram   | 39          |
| Figure 4.4: Statistical network information sequence diagram  | 40          |
| Figure 4.5: Exceptional flow for network information sequence diagram   | 41          |
| Figure 4.6: Network performance sequence diagram  | 42          |
| Figure 4.7: Goodput sequence diagram  | 43          |
| Figure 4.8: Jitter sequence diagram   | 44          |
| Figure 4.9: Delay sequence diagram  | 45          |
| Figure 4.10: End to end delay sequence diagram  | 46          |
| Figure 4.11: Packet loss sequence diagram   | 47          |
| Figure 4.12: Print receipt flow sequence diagram  | 48          |
| Figure 4.13: Save result flows sequence diagram   | 48          |
| Figure 4.15: Main interface   | 49          |
| Figure 4.16: Select data interface  | 50          |
| Figure 4.17: Information about the trace file   | 50          |
| Figure 4.18: Network Information Interface  | 51          |
| Figure 4.19 Throughput interface  | 52          |
| Figure 4.20 Goodput interface   | 53          |
| Figure 4.21 Jitter interface  | 45          |
| Figure 4.22: Delay interface  | 55          |
| Figure 4.23: End to end delay interface   | 56          |
| Figure 4.24: Packet loss interface  | 57          |
| Figure 5.1: JTrana result vs. JDNA analyzer   | 64          |
| Figure 5.2: Trace graph analyzer result vs. JDNA analyzer result  | 64          |
| Figure 5.3: JDNA analyzer vs. XGraph result   | 65          |
| Figure 5.4: The percentage of analyzing time for JDNA analyzer. Vs. Trace graph vs. JTrana (normal trace file)                | 66          |
| Figure 5.5: The total percentage for analyze normal trace file for JDNA analyzer vs. Trace graph analyzer vs. Jtrana analyzer | 67          |
| Figure 5.6: The percentage of analyzing time for JDNA analyzer vs. Trace graph analyzer (new trace file)                      | 67          |
| Figure 5.7: The total percentage for analyze new trace for file JDNA analyzer vs. Trace graph analyzer                        | 68          |
| Figure 5.8 The percentage of analyzing time for JDNA analyzer vs. Trace graph analyzer vs. Jtrana analyzer (old trace file)   | 68          |

## LIST OF ABBREVIATIONS

|         |  |
|---------|--|
| NS-2    | Network Simulator  |
| TCL     | Tool Command Language  |
| OTCL    | Object extension of TCL  |
| JDNA    | Java-Based NS-2 network analyzer   |
| GUI     | Graphical user interface   |
| OPNET   | Optimized Network Engineering Tool   |
| OMNET++ | Optical Micro-Networks. OMNET, Operation and Maintenance<br>New Equipment Training |
| TCP     | Transmission Control Protocol  |
| ACK     | Acknowledgment   |
| CBR     | Constant Bit Rate  |
| NAM     | Network Animator   |
| IP      | Internet Protocol  |
| r       | Receive  |
| e       | Error  |
| d       | Drop   |
| f       | Forward  |
| +       | Enqueue  |
| -       | Dequeue  |
| ASCII   | American Standard Code for Information Interchange                                 |
| DCR     | Dynamic Source Routing   |

## CHAPTER ONE

### INTRODUCTION

#### 1.1 Introduction

Simulation is one of the important performances study techniques [1]. Simulation enables user to simulate natural system and gives an overview of the features and specifications of the natural system. It provides the ability to use different variable to predict the behavior of the system [2].

In all cases, the idea is that, the simulation is an alternative realization that approximates the system, and in all cases the purpose of the simulation is to analyze and understand the system's behavior under various alternative actions or decisions [3]. This field is narrower than real system and has the ability to identify more specific requirements that could be applied in the real system [33]. For example, the researchers may focus on the performance and the validity of the network and present the result before applying these features on the real system. Moreover, networking technologies reduce the time and the cost of using the natural system.

Nowadays, network simulators are being used by the researchers in different fields such as in academic education or in engineering field [4]. The developers can design and simulate a new system to get the performance by analyzing their system by network simulation. In addition it can be used to evaluate the effect of the different parameters and to study the specific behavior of the system. Generally, simulation of the network includes a wide variety of network technologies and protocols .It helps to

The contents of  
the thesis is for  
internal user  
only

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