Advances in Mobility Management for IP Networks

Editors: Aisha Hassan Abdalla Hashim Othman Khalifa Shihab A. Hameed



INTERNATIONAL ISLAMIC UNIVERSITY MALAYSIA

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SIMULATION IN WIRELESS NETWORKS: AN OVERVIEW

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35.1 INTRODUCTION

Mobile Ad hoc NETworks (MANETs) are collections of mobile nodes that communicate with each other over wireless links in the absence of any infrastructure or centralized administration. Each node acts as a router and responsible to forward messages to its neighbors. Adjacent nodes (1-hop) can communicate directly and multi-hop communication requires cooperation between nodes to relay packets to their targets.

In MANETs, evaluating and testing the routing protocols is a mandatory phase to its success in a real world application. To perform this evaluation, Simulation is an essential component of the validation of the design of network protocols. Currently several simulation tools exist for Ad hoc networks, including DIANEmu (Klein), REAL [1], GloMoSim [2], GTNets [3], Jane [4], NS-2 [5], pdns [6], OPNET [7], OMNeT [8] and SWANS [9]. These tools differ in their simulation capabilities, features, environments and scalability. Some are dedicated to MANETs simulation such as Jane and SWANS. Other simulators are results as extensions of wired network simulators such as NS-2 and general-purpose discrete-event simulation engines (such as PARSEC [10] and Maisie [11]).

In the following subsections, a review of four of the most popular simulation tools [12] will be presented. These tools are Network Simulator 2 (NS-2) [5], Global Mobile Information Systems Simulation (GloMoSim) [2], OMNeT[13], and Optimized Network Engineering Tools (OPNET) [7].

35.2 Network Simulator 2 (NS-2)

NS-2 [5] is the second version of the Network Simulator (NS). NS is a discrete event simulator targeted at networking research. NS provides substantial support for simulation of TCP, routing, and multicast protocols over wired and wireless networks. NS has always included substantial contributions from other researchers. The NS distribution includes a number of validated protocols, such as different MAC layers for local area networks [8].

Ns-2 models systems as list of events. These events are predefined in the simulator. The process is made by taking the next event and running it until it is done. Each event happens in an instant of virtual (simulated) time, but takes an arbitrary amount of real time. The design of the simulator separates the data from the control; C++ is used for data (per packet processing, core of NS, fast to run, detailed, complete control); and OTcl is used for control (simulation scenario configurations, periodic or triggered action, manipulating existing C++ objects, fast to write and change) [15].