

CS551

NS Tutorial

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ns-2, the network simulator

- ➔ a discrete event simulator
 - = simple model

- ➔ focused on modeling network protocols
 - = wired, wireless, satellite
 - = TCP, UDP, multicast, unicast
 - = web, telnet, ftp
 - = ad hoc routing, sensor networks
 - = infrastructure: stats, tracing, error models, etc.



ns goals

- ➔ support networking research and education
 - = protocol design, traffic studies, etc.
 - = protocol comparison
- ➔ provide a collaborative environment
 - = freely distributed, open source
- ➔ share code, protocols, models, etc.
 - = allow easy comparison of similar protocols
 - = increase confidence in results
- ➔ more people look at models in more situations
- ➔ experts develop models
- ➔ multiple levels of detail in one simulator

