



ENCS 427: COMMUNICATION NETWORKS FINAL PROJECT PRESENTATION SPRING 2009

WI-FI NETWORK SIMULATION



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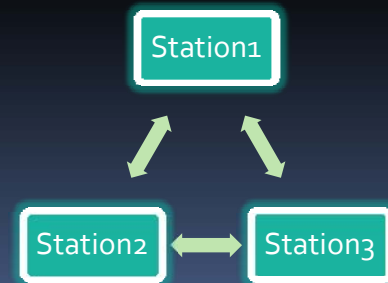
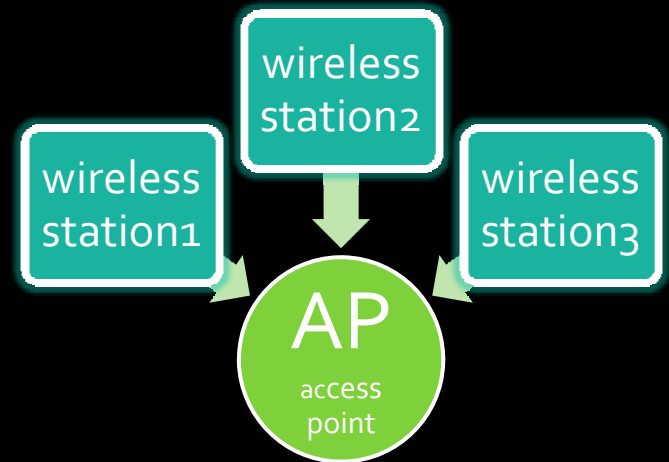


INTRODUCTION

- Wi-Fi (Wireless Fidelity) is a generic term that refers to the IEEE 802.11 communications standard for Wireless Local Area Networks (WLANs).
 - To simulate a office wireless network by using Wi-Fi technology
 - Goal:
 - Find network traffic of various scenarios in an office network
 - Network delay by various number of user and data traffic
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IMPLEMENTATION DETAILS

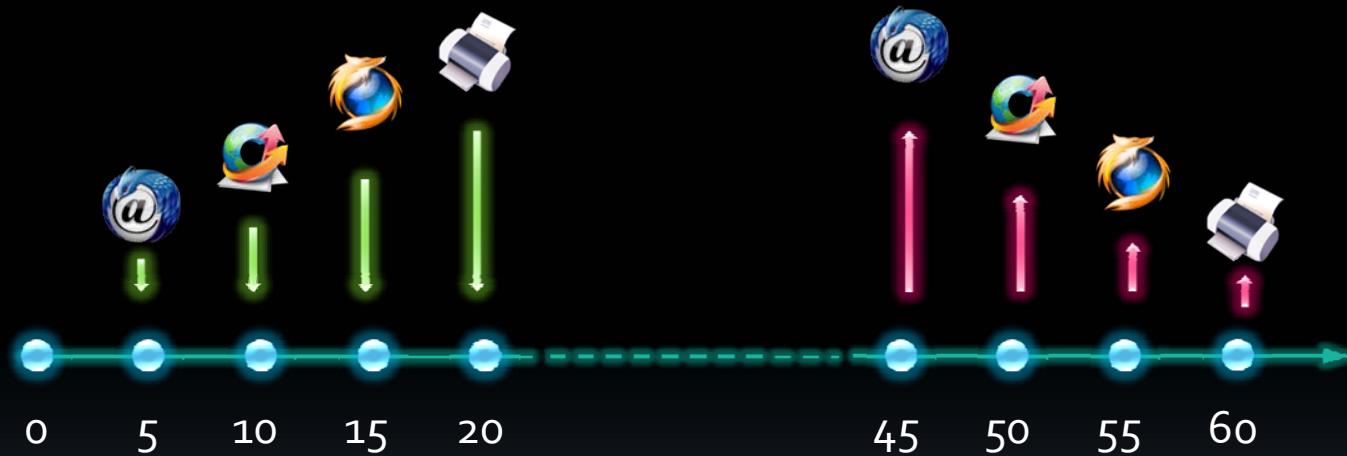
- Protocol: 802.11
- Infrastructure Mode: AP Based, clients communicate through Access Point.
- Ad-Hoc Mode: AP not required, clients connect to each other directly



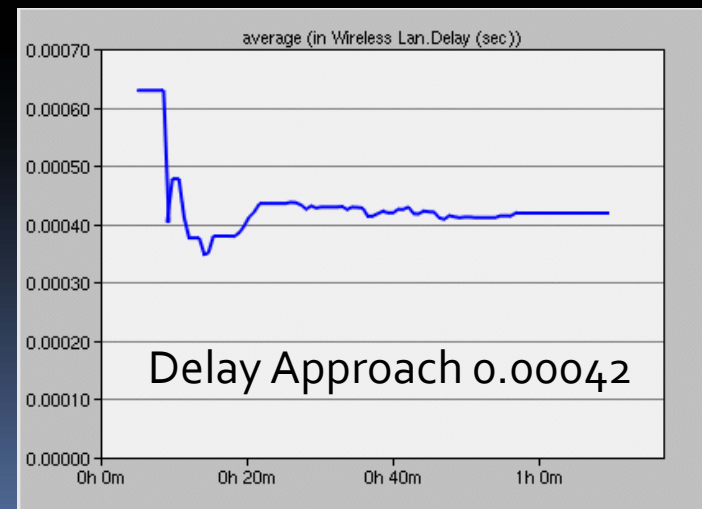
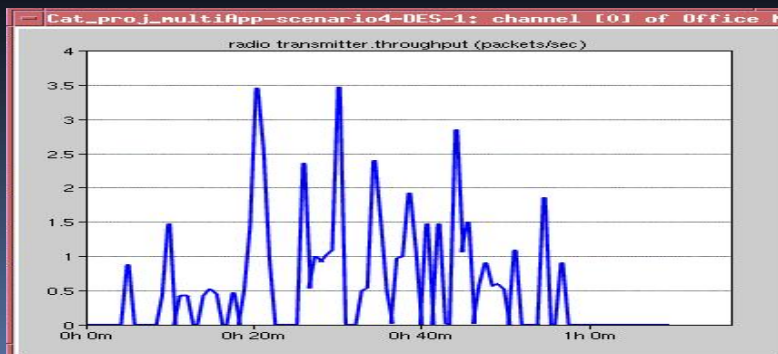
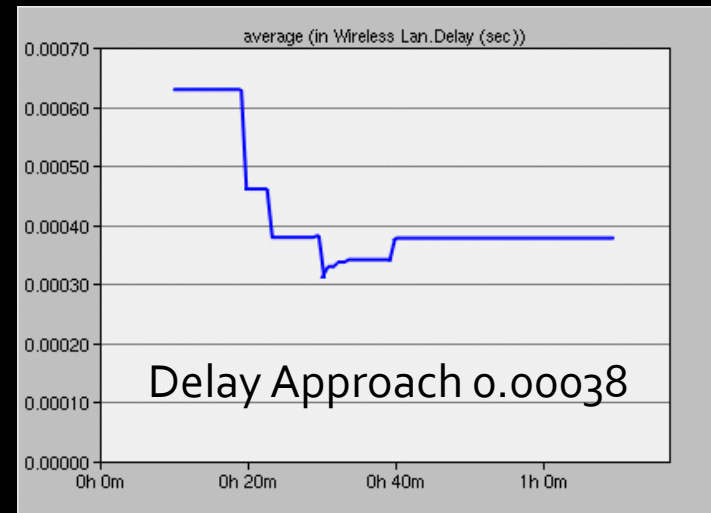
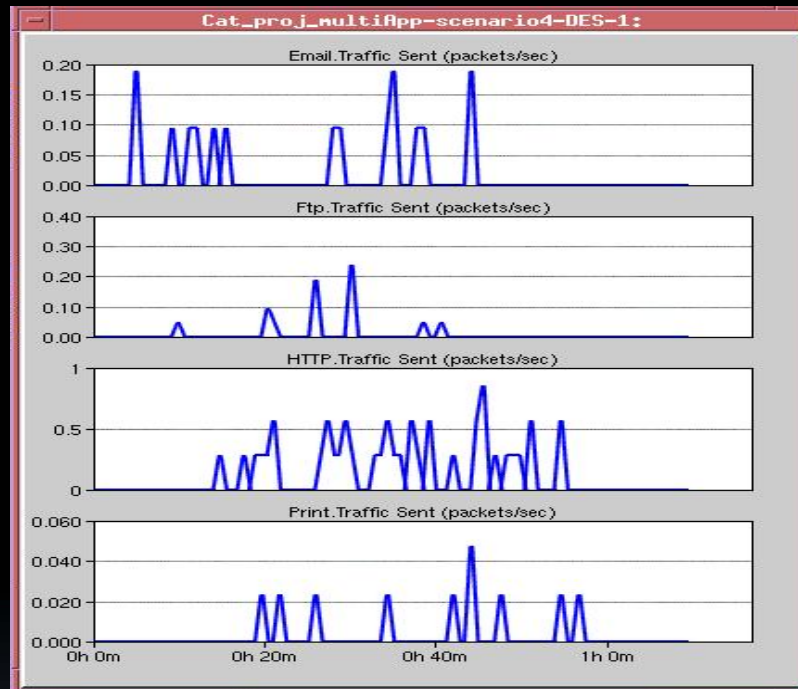
Case 1 – Add/Drop Applications



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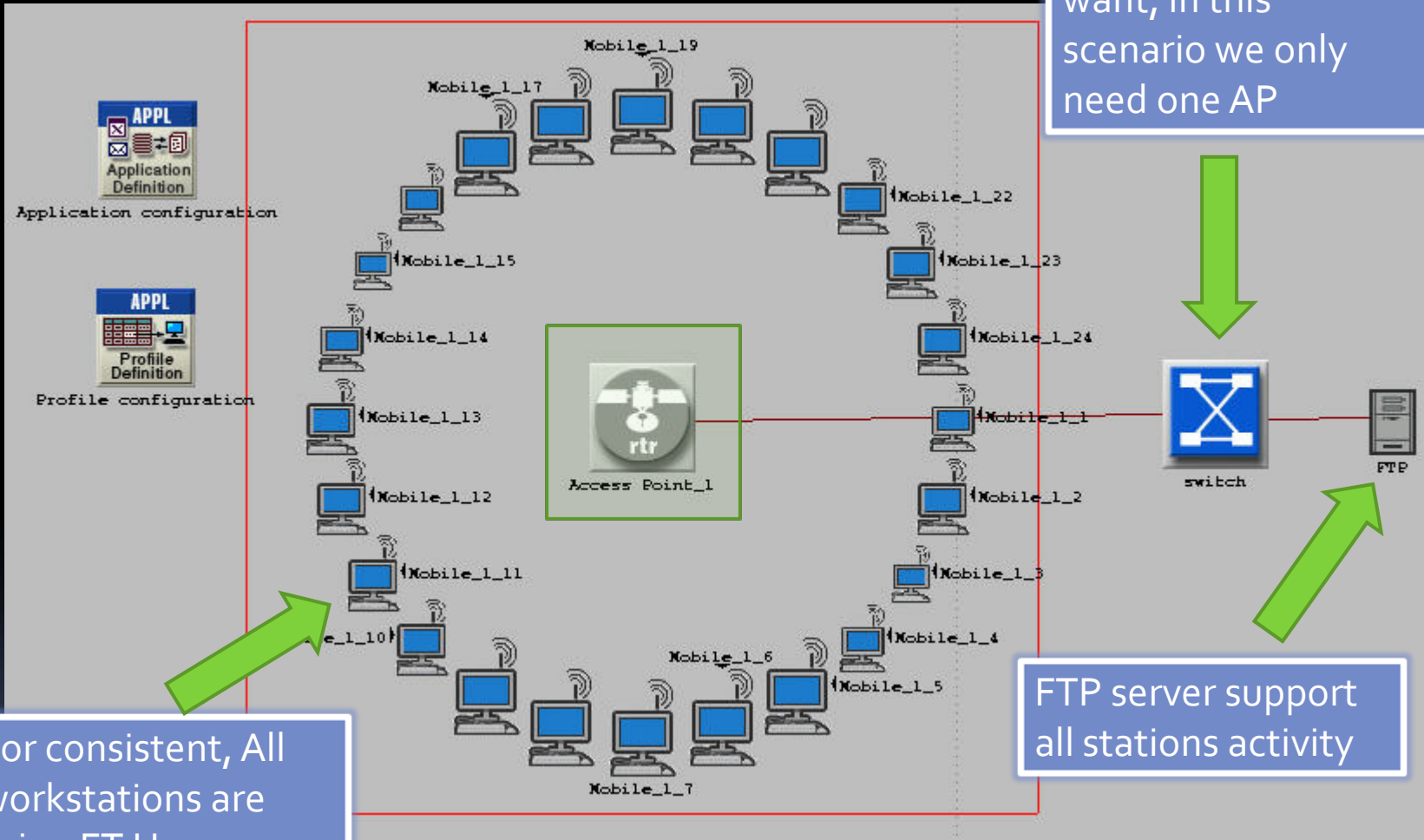
Case 2 Multi-Workstations



- 24 workstations joined network 1 by 1
- 24 workstations joined network simultaneously
- 24 workstation joined network simultaneously with high intensity

Basic Set up (24WS)

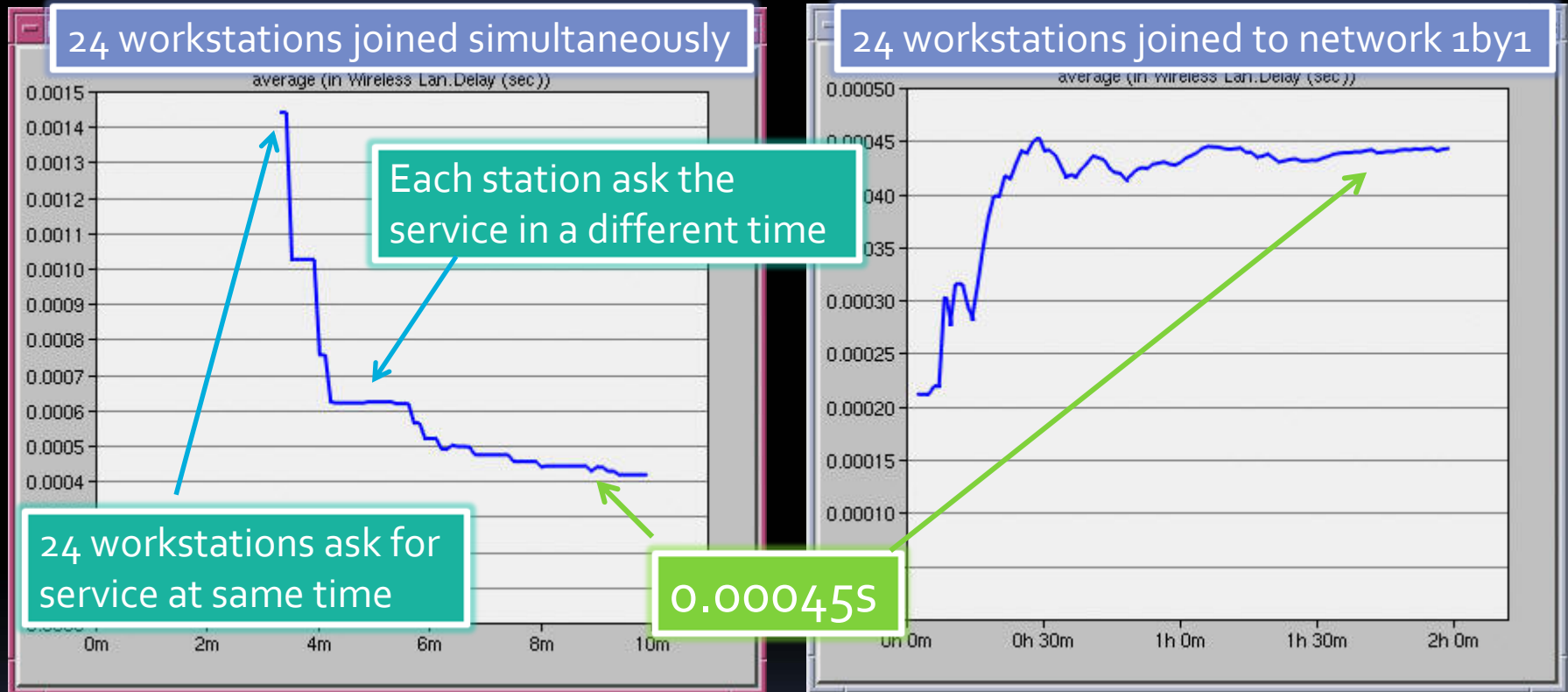
Can connect as many as AP we want, in this scenario we only need one AP



For consistent, All workstations are using FT Heavy application

FTP server support all stations activity

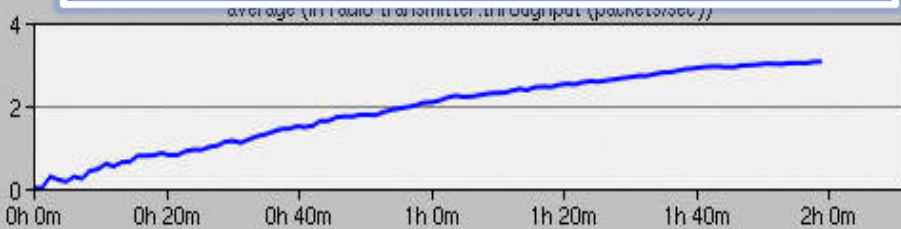
AP delay comparison



- Eventually the AP delay time reach to a stable
- More workstation communicate with AP result a longer delay.

Workstations joined 1 by 1

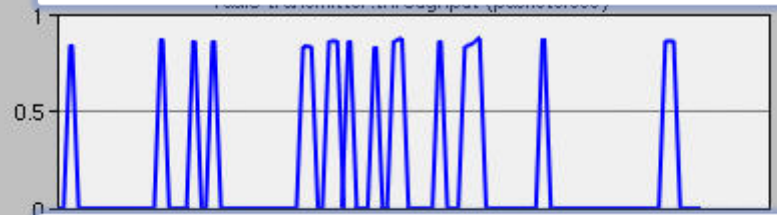
AP throughput(Total of all workstation)



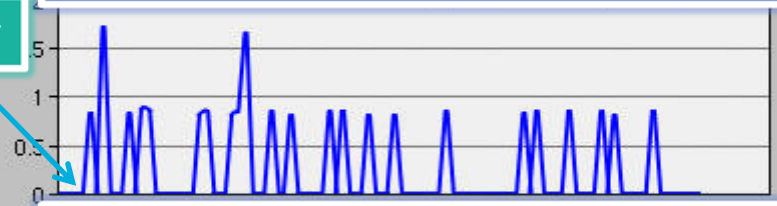
- Every 200s, 1 more workstation will join to the network

400s delay

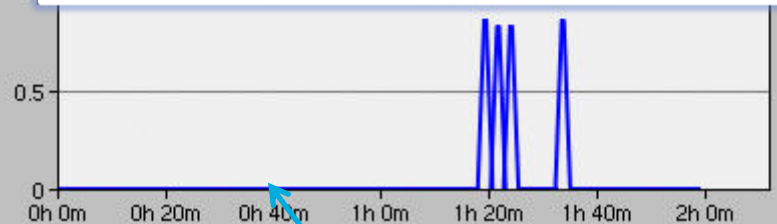
Workstation 1 throughput(after 200s)



Workstation 2 throughput(after 400s)



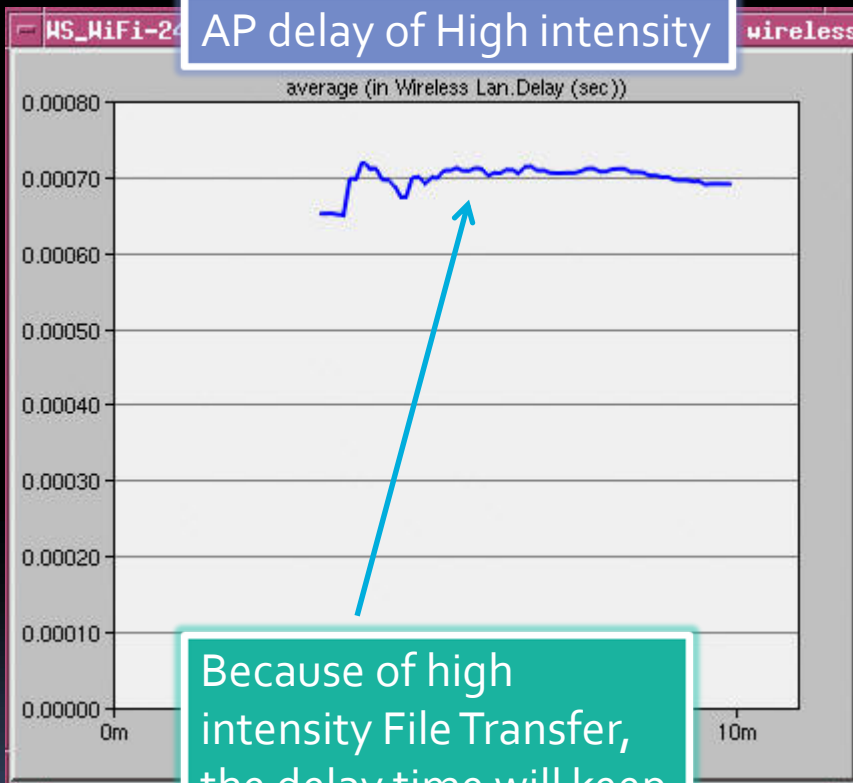
Workstation 24 throughput(after 4800s)



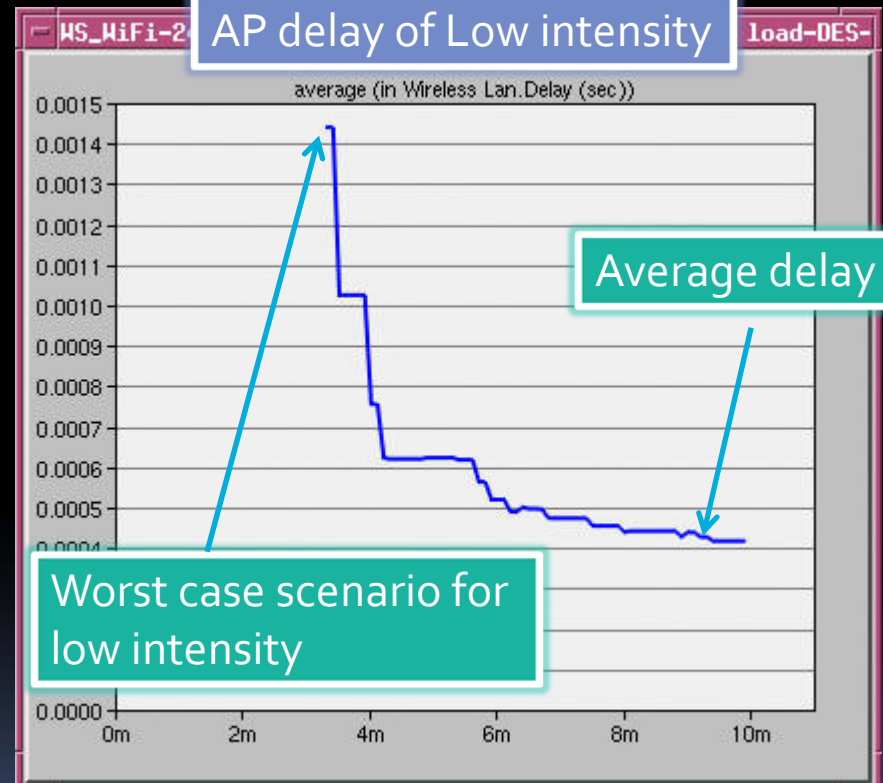
4800s delay

High VS Low intensity

24 workstation joined simultaneously



Because of high intensity File Transfer, the delay time will keep constant.



Worst case scenario for low intensity

Average delay

Constant 10s

FTP

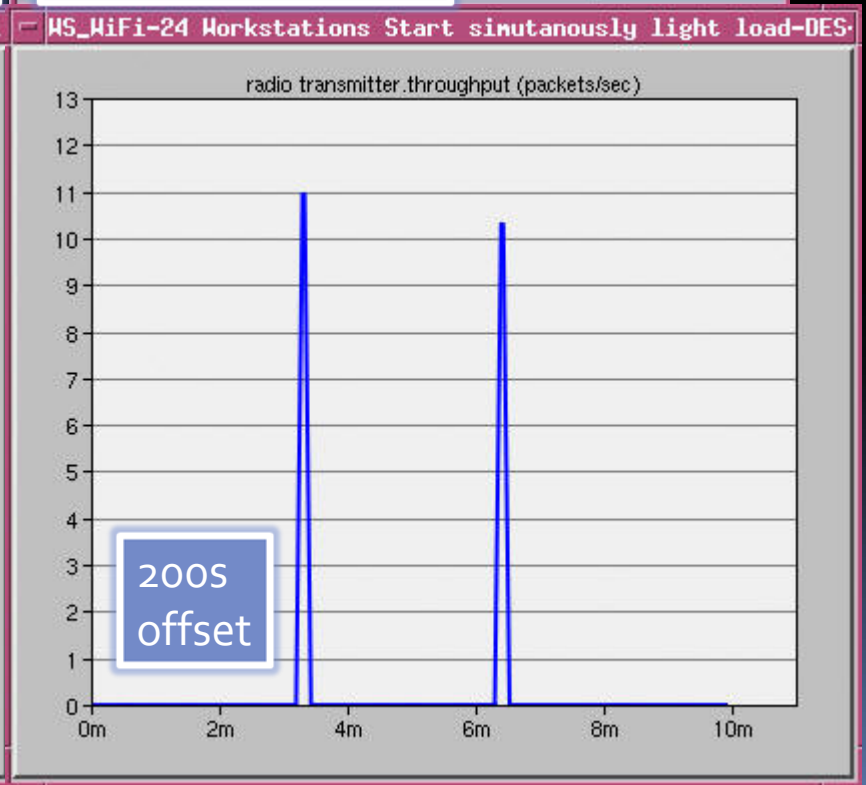
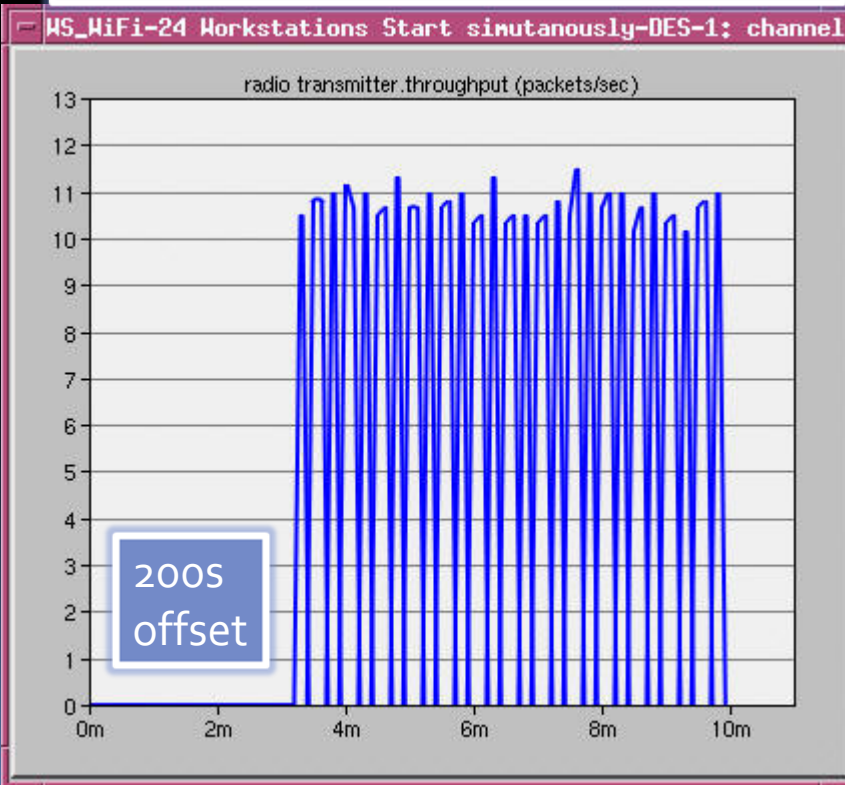
Exponential 360s

Attribute	Value
Command Mix (Get/Total)	100%
Inter-Request Time (seconds)	constant (10)
File Size (bytes)	constant (50000)
Symbolic Server Name	FTP Server
Type of Service	Best Effort (0)
RSVP Parameters	None
Back-End Custom Application	Not Used

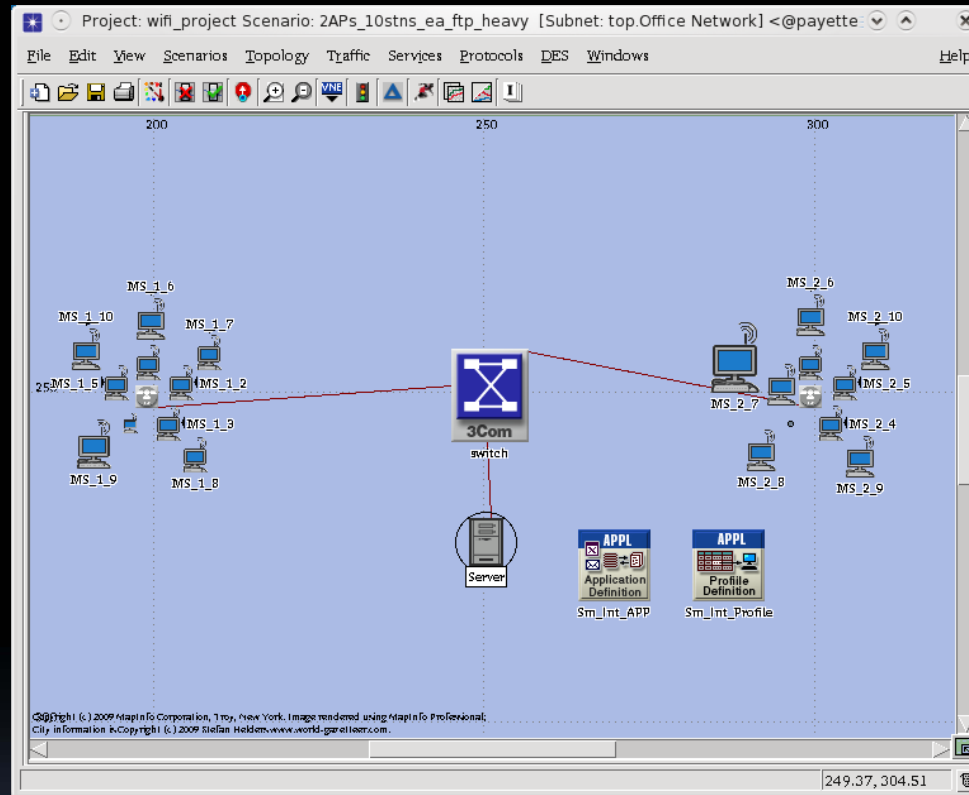
Attribute	Value
Command Mix (Get/Total)	50%
Inter-Request Time (seconds)	exponential (360)
File Size (bytes)	constant (50000)
Symbolic Server Name	FTP Server
Type of Service	Best Effort (0)
RSVP Parameters	None
Back-End Custom Application	Not Used

File Transfer Heavy with high intensity

File Transfer Heavy

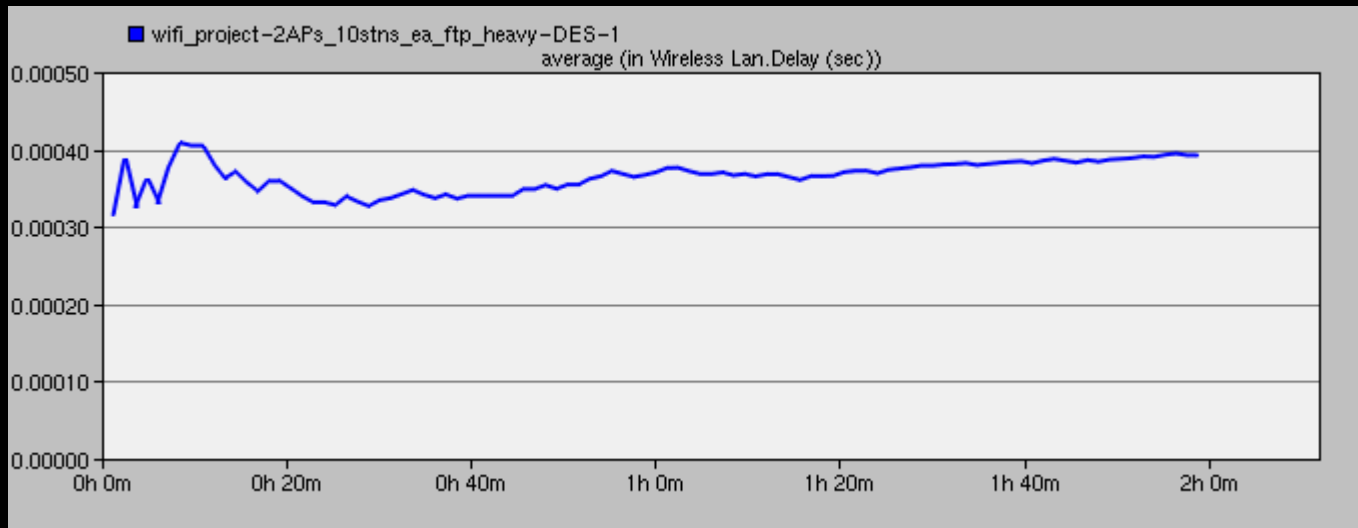


Case 3 – Multi-APs



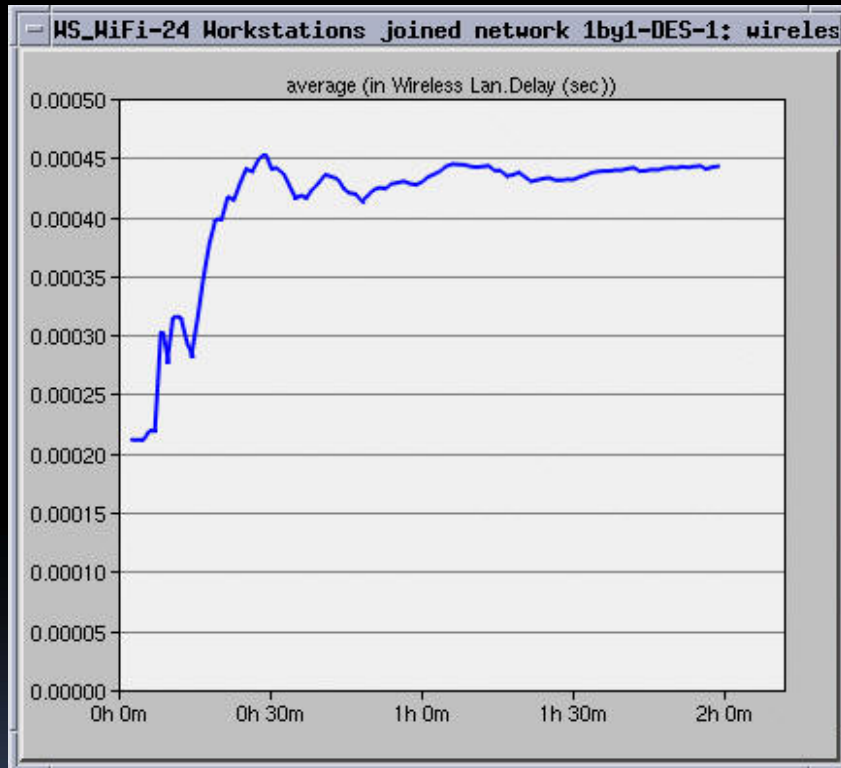
- 2 Access Points
- 10 stations on each AP
- All stations – FTP heavy Application

Case 3 – Multi-APs (con't)



- AP delay time (sec)
- Delay time is about 0.00040 second

Case 3 – Multi-APs (con't)



- The delay time in case 2 is about 0.00045 second
- 2 APs case has a slight improvement

Conclusion

- More Access Points can reduce the load on each router, hence reduce the delay that a router would create.
- In turn enhances the service quality for each user in the network.
- In a Wi-Fi network with 10 work stations or more, it is definitely a good idea to put in more Access Points.



- Any Questions?



- The End