



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 11 Issue: XI Month of publication: November 2023

DOI: https://doi.org/10.22214/ijraset.2023.56468

www.ijraset.com

Call: © 08813907089 E-mail ID: ijraset@gmail.com

ISSN: 2321-9653; IC Value: 45.98; SJ Impact Factor: 7.538

Volume 11 Issue XI Nov 2023- Available at www.ijraset.com

A Comparative Study of Network Simulators

Sakshe Kadam¹, Piyush More², Dr. R.C. Jaiswal³ Electronics and Telecommunication Department, SCTR's Pune Institute of Computer Technology

Abstract: A network simulator is a tool that can simulate and analyze the behavior of computer networks.

They are widely used by the research community to test and evaluate the performance of networks in a virtual environment before deploying them in the real world. The simulators allow the users to test the network without the need to physical hardware or any real time connections. We have studied and compared the detail features of the Network Simulators including the Qualnet simulator which we have implemented in our college.

The focus of this paper is to compare the network simulators based on some parameters.

I. INTRODUCTION

Simulation is performed by analyzing the relations between the various network entities that include links, switched, routers, nodes, access points.

The results are presented by graphs and trace files.

The paper provides insight on comparative analysis of two open-source network simulators, namely ns-2, ns-3 and the commercial simulators are opnet and qualnet

II. NETWORK SIMULATORS AND THEIR COMPARISON

A. NS-2

Network Simulator-2 (NS-2) is an open-source simulator.

It is licensed under version 2 of the GNU (General Public License) and is popularly known as NS2.

It is written in C++ and OTCL/TCL which makes it object-oriented. The architectural design is combined with NS-1 and Real Network simulator. The architecture of NS-2 is represented by Tool Command language (TclCL) with classes in NS-2, that is linked to C++ and OTCL simulation objects. The simulation is visualized through Network Animator.

Its features include:

It supports protocols including TCP, FTP, UDP, HTTPS, and DSR for simulation. It is capable of both wired and wireless networks simulation.

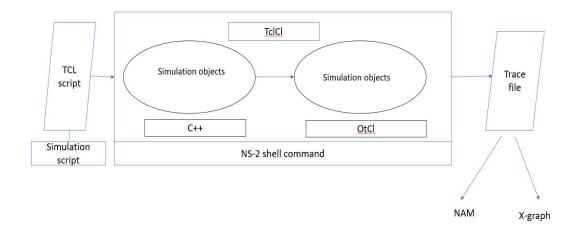


Fig. (1) NS-2 Architecture



International Journal for Research in Applied Science & Engineering Technology (IJRASET)

ISSN: 2321-9653; IC Value: 45.98; SJ Impact Factor: 7.538

Volume 11 Issue XI Nov 2023- Available at www.ijraset.com

R NS-3

An advanced version of NS-2 simulator is the Network Simulator-3 (NS-3). It is an open-source platform.

It is licensed under version 2 of the GNU (General Public License). The architecture includes the combination of the following network simulators i.e., NS-2, GTNETS, YANS. Programming language used is C++ or Python.

For visualization purpose Network Animator software package is used. A Python-based simulation visualizer PyViz runs network simulations for NS-3.

Using NS3 Point to Point, Wireless, CSMA, etc connections between nodes can be created.

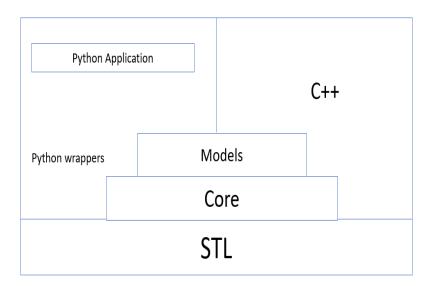


Fig. (2) NS-3 Architecture

C. OPNET

Opnet is an open-source commercial software.

The advantage of this simulator lies in power and versatility over others. It helps to create and simulation different network topologies. It includes both programming environment and GUI. New protocols or modifications for the existing ones as the set of protocols is fixed. The Simulation operation is at "packet-level". It provides an environment supporting the modelling of communication networks and distributed systems.

It features includes:

It supports C, C++ languages

Simulation of both Wired and Wireless protocols is possible

D. Qualnet

Qualnet is a commercial software which is a version of the GloMoSim, it runs on all common platforms (Windows, Linux, etc) Qualnet simulator is the best choice for research scholars.

As it helps to create virtual models of voice, data and video network quickly and it accurately provides the model behaviour of real communication.

It is specialized in simulating all kinds of wireless applications.

The architecture of Qualnet includes: Command Line interface, Graphical user interface (with Analyzer, Packet Tracer, File Editor Model Libraries, Simulation Kernel, External interfaces

It features include:

Optimizing new and existing models.

Used to design new protocol models.

Perform what-if analysis to optimizes.



International Journal for Research in Applied Science & Engineering Technology (IJRASET)

ISSN: 2321-9653; IC Value: 45.98; SJ Impact Factor: 7.538 Volume 11 Issue XI Nov 2023- Available at www.ijraset.com

Table (i) Comparison of various Network Simulators

Simulation Tool	NS-2	NS-3	OPNET	Qualnet
Usage	Simulator	Simulator	Simulator	Simulator / Emulator
Purpose	Open Source	Open Source	Academic / Commercial	Academic / Commercial
Development Platform	OTCL / C++	C++	C / C++	C/C++
Support	Wired / Wireless Network	Wired / Wireless Network	Wired / Wireless Network	Advanced wireless and Wired Network
Scalability	Low	Low	Low	High (tested for upto 15000)
Emulation	No Support	No Support	No Support	Supports injunction of live IP Traffic through IPNE Software Module
Network Topologies	Routing, Multicast, TCP over WLANs	Routing, Multicast, TCP over WLANs	ATM, FDI, TCP/IP, Ethernet, WLAN	LAN, WLAN, WAN
Network Impairments	Congestion, Queuing, Routing	Congestion, Queuing	Link Models, LIFO, FIFO, Priority, Queuing	Protocol Evaluation

III.CONCLUSION

In the paper we have investigated different network simulators like Qualnet, OPNET, NS-2, NS-3 the simulators discussed supports network visualization tools. Trace files are created for all the simulators. Fast simulation capabilities are only supported by Qualnet and OPNET which are commercial simulator capable for larger networks, whereas NS-2, NS-3 are open source NS-2 consumes more amount of memory and NS-3 consumes lowest amount of memory.

IV.ACKNOWLEGEMENT

We extend our heartfelt gratitude to Dr. Rupesh Jaiswal for his unwavering guidance and mentorship throughout our undergraduate journey at the Pune Institute of Computer Technology. His dedication, valuable insights, and exceptional teaching in the field of Computer Networks and Network Security inspired us to delve deeply into this subject matter.

This work was supported by the AICTE (All India Council for Technical Education) MODROB, Following are the details: Project Title: "Modernization & Removal of Obsolescence of Wireless Networks Lab", in SCTR's Pune Institute of Computer Technology, Pune, Pin No.-411043, Maharashtra

File No.: Ref: 9-130/RIFD/MODROB/Policy-1/2017-18

REFERENCES

- [1] B. Schmeiser, "Simulation output analysis: A tutorial based on one research thread," presented at 2004 Winter Simulation Conference, December 2004, pp. 162-170
- [2] K. Pawlikowski, H.-D. J. Jeong, and J.-S. R. Lee, "On credibility of simulation studies of telecommunication networks," IEEE Communications Magazine, vol. 40, no. 1, pp. 132-139, 2002.
- [3] J. S. Carson II, "Introduction to Modeling and Simulation," presented at 2004 Winter Simulation Conference, December 2004, pp. 1283-1289.
- [4] A. M. Law and W. D. Kelton, Simulation modelling and analysis, 3rd ed. New York: McGraw-Hill, 2000.
- [5] Wieland, J.R. 2003. Developing a simulation approach for checking queueing-network stability. M.S. thesis, Purdue University.
- [6] L. Breslau, D. Estrin, K. Fall, S. Floyd, J. Heidemann, A. Helmy, P. Huang, S. McCanne, K. Varadhan, Y. Xu, and H. Yu, "Advances in Network Simulation," IEEE Computer, no. May, pp. 59-67, 2000.
- [7] X. Liu and A. A. Chien, "Realistic large-scale online network simulation" presented at the 2004 ACM/IEEE Conference on Supercomputing 2004, pp. 31.
- [8] Schmeiser, B., and W.T. Song. 1996. Batching methods in simulation output analysis: What we know and what we don't. In Proceedings of the 1996 Winter Simulation Conference, ed. J.M. Charnes, D.M. Morrice, D.T. Brunner and J.J. Swain, 122–127. Piscataway, New Jersey: Institute of Electrical and Electronics Engineers.
- [9] Law, A. M. and M. G. McComas. "Secrets of Successful Simulation Studies". Proceedings of the 1991 Winter Simulation Conf., WSC'91, IEEE Press, 21-27.
- [10] Kiviat, P. J. "Simulation, Technology and the Decision Process". ACM Trans. on Modeling and Computer Simulation, 1, no.2, 1991, 89-98.









45.98



IMPACT FACTOR: 7.129



IMPACT FACTOR: 7.429



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Call: 08813907089 🕓 (24*7 Support on Whatsapp)