

## Rebroadcasting packet in NetSim MANET/VANETs

**Software:** NetSim Standard v13.1 (64bit), Microsoft Visual Studio2019

### Project Download Link:

[https://github.com/NetSim-TETCOS/MANET\\_VANET\\_Rebroadcast\\_v13.1/archive/refs/heads/main.zip](https://github.com/NetSim-TETCOS/MANET_VANET_Rebroadcast_v13.1/archive/refs/heads/main.zip)

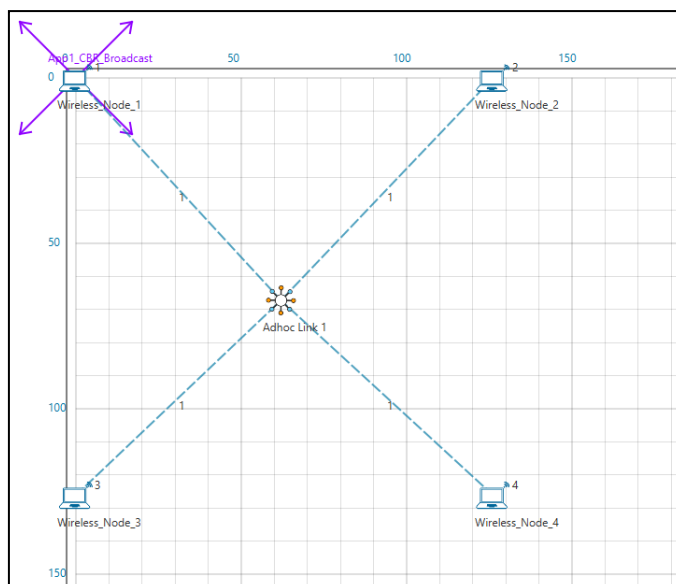
Follow the instructions specified in the following link to download and setup the Project in NetSim:

<https://support.tetcos.com/en/support/solutions/articles/14000128666-downloading-and-setting-up-netsim-file-exchange-projects>

### Broadcasting

Broadcasting is the process of sending a message from one node to all other nodes in an ad-hoc network. It is a fundamental operation for communication in ad-hoc networks as it allows for the update of network information and route discovery at every node.

### Rebroadcasting



**Figure 1:** Network Scenario created in MANET

Wireless Node 1 initiates a broadcast message, and the message is received by nodes 2, 3 and 4. 2, 3 and 4 rebroadcast the message if they have not broadcasted that before. Furthermore, this implementation involves a `Rebroadcast_Probability` based on which the nodes resend the packets.

**Probability-based rebroadcasting** - The decision of rebroadcasting is based upon a random probability. This probability may be as simple as flipping a coin or it may be very complex involving probabilities which include parameters such as node density, duplicate packets received, battery power or a particular nodes participation within the network etc. Users can change the `Rebroadcast_Probability` macros present in `Rebroadcast.c` file as shown below:

```

ReBroadcast.c
Application (Global Scope)
16
17 #define REBROADCAST_PROBABILITY 1.0
18 #define MAX_WAIT_FOR_REBROADCAST (100*SECOND)
19
20 static bool isRebroadcast()
21 {
22     double d = NETSIM_RAND_01();
23     if (d <= REBROADCAST_PROBABILITY)
24         return true;

```

Figure 2: Rebroadcast Probability

## Rebroadcasting in NetSim

To implement this project in NetSim, we have created an additional Rebroadcast.c file inside Application project. The file contains the following functions:

- void rebroadcast\_packet(); //This function is used to rebroadcast the packet.
- static bool isRebroadcastAllowed(); //This function is used to check whether rebroadcasting is allowed or not.
- void rebroadcast\_add\_packet\_to\_info(); //This function is used to add the packet to rebroadcast list.
- static void cleanup\_broadcast\_info();//This function is used to clean the broadcast information.

## Steps to simulate

- Open the Source codes in Visual Studio by going to Your work-> Source Code and Clicking on Open code button in NetSim Home Screen window.
- Right click on Solution in Solution Explorer and select 'Rebuild solution.

```

31 This function is used to initialize the parameter for all the application based on
32 the traffic type
33 /**
34 _declspec(dllexport) int fn_NetSim_Application_Init(struct stru_NetSim_Network *NETWORK_Formal,
35     NetSim_EVENTDETAILS *pstruEventDetails_Formal,
36     char *pszAppPath_Formal,
37     char *pszWritePath_Formal,
38     int nVersion_type,
39     void **fnpointer)
40 {
41     return fn_NetSim_Application_Init_F();
42 }
43
44 /** This function is used to configure the applications like application id, source count, source id, destination count etc. */
45 _declspec(dllexport) int fn_NetSim_Application_configure(void** var)
46 {
47     return fn_NetSim_Application_configure_F(var);
48 }
49
50 /**
51 This function is called by NetworkStack.dll, whenever the event gets triggered
52 inside the NetworkStack.dll for applications. This is the main function for the application.
53 It processes APPLICATION_OUT, APPLICATION_IN and TIMER events.
54 */
55 _declspec(dllexport) int fn_NetSim_Application_Run()

```

Figure 3: Screen shot of NetSim project source code in Visual Studio

- Upon rebuilding, **libApplication.dll** will automatically get updated in the respective bin folder of the current workspace.

## Example

1. The Workspacce\_MANET\_VANET\_Rebroadcast comes with a sample network configuration that are already saved. To open this example, go to Your work in the Home screen of NetSim and click on the **Rebroadcast\_VANET\_Example/Rebroadcast\_MANET\_Example** from the list of experiments.
2. Run the simulation for 100 seconds.

## VANET SCENARIO

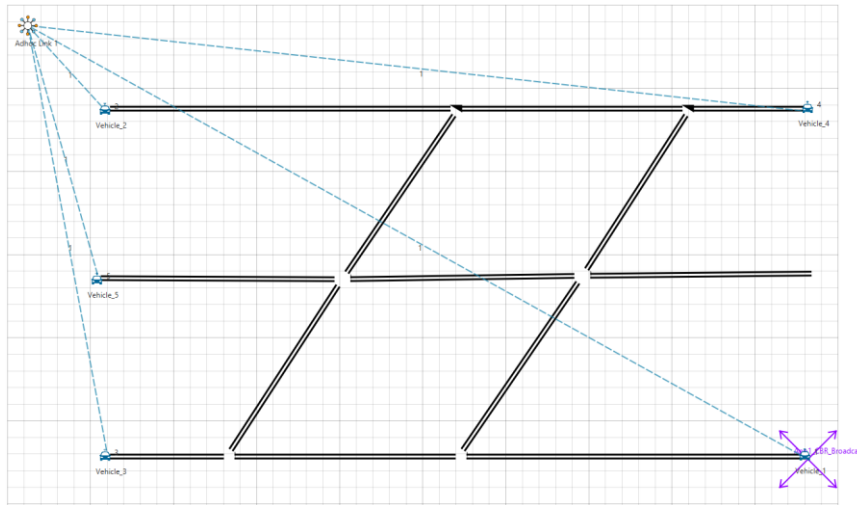


Figure 4: Network Scenario created in VANET

## Results and discussion

- In the above scenario, Vehicle-1 is broadcasting the packet and it is received by the Vehicles 2, 3, 4 and 5. Then Vehicles 2, 3, 4 and 5 will rebroadcast the same packet based on the probability value in Rebroadcast.c file.
- After simulation, open Packet Trace and filter Packet\_Id to '1' or any other id and observe that the nodes other than source are rebroadcasting the same packet.

PACKET_ID	SEGMENT_ID	PACKET_TYPE	CONTROL_PACKET_TYPE/APP_NAME	SOURCE_ID	DESTINATION_ID	TRANSMITTER_ID	RECEIVER_ID
1	0	CBR	App1_CBR	NODE-1	Broadcast-0	NODE-1	NODE-2
1	0	CBR	App1_CBR	NODE-1	Broadcast-0	NODE-1	NODE-3
1	0	CBR	App1_CBR	NODE-1	Broadcast-0	NODE-1	NODE-4
1	0	CBR	App1_CBR	NODE-1	Broadcast-0	NODE-1	NODE-5
1	0	CBR	App1_CBR	NODE-2	Broadcast-0	NODE-2	NODE-1
1	0	CBR	App1_CBR	NODE-2	Broadcast-0	NODE-2	NODE-3
1	0	CBR	App1_CBR	NODE-2	Broadcast-0	NODE-2	NODE-4
1	0	CBR	App1_CBR	NODE-2	Broadcast-0	NODE-2	NODE-5
1	0	CBR	App1_CBR	NODE-4	Broadcast-0	NODE-4	NODE-1
1	0	CBR	App1_CBR	NODE-4	Broadcast-0	NODE-4	NODE-2
1	0	CBR	App1_CBR	NODE-4	Broadcast-0	NODE-4	NODE-3
1	0	CBR	App1_CBR	NODE-4	Broadcast-0	NODE-4	NODE-5
1	0	CBR	App1_CBR	NODE-3	Broadcast-0	NODE-3	NODE-2
1	0	CBR	App1_CBR	NODE-3	Broadcast-0	NODE-3	NODE-5
1	0	CBR	App1_CBR	NODE-5	Broadcast-0	NODE-5	NODE-1
1	0	CBR	App1_CBR	NODE-5	Broadcast-0	NODE-5	NODE-2
1	0	CBR	App1_CBR	NODE-5	Broadcast-0	NODE-5	NODE-3
1	0	CBR	App1_CBR	NODE-5	Broadcast-0	NODE-5	NODE-4

Figure 5: NetSim Packet Trace

- Note that Users SHOULD NOT use the performance metrics provided at the end of simulation but should rather calculate the network performance metrics from the packet trace.
- Users can also create their own network scenarios in **Single MANET/VANET** and run the simulation.

## Appendix: NetSim source code modifications

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### Changes to int fn\_NetSim\_Application\_Run() function in the APPLICATION\_IN\_EVENT, in Application.c file, within Application project

---

```
/*This is used to generate next broadcast packet if the current device is present in the source list*/

_declspec (dllexport) int fn_NetSim_Application_Run()
{
switch(pstruEventDetails->nEventType)
{
case APPLICATION_OUT_EVENT:
handle_app_out();
break;
case APPLICATION_IN_EVENT:
{
NetSim_PACKET* pstruPacket=pstruEventDetails->pPacket;
if(pstruPacket->nPacketType != PacketType_Control && pstruPacket->pstruAppData-
>nApplicationId &&
pstruPacket->nControlDataType/100 != PROTOCOL_APPLICATION)
{
ptrAPPLICATION_INFO pstruappinfo;
fnValidatePacket(pstruPacket);
pstruappinfo=applicationInfo[pstruPacket->pstruAppData->nApplicationId-1];
pstruPacket->pstruAppData->dEndTime = pstruEventDetails->dEventTime;
fn_NetSim_Application_Plot(pstruPacket);
#ifdef REBROADCAST
if (pstruappinfo->sourceList[0] == pstruPacket->nSourceId)
#endif
appmetrics_dest_add(pstruappinfo, pstruPacket, pstruEventDetails->nDeviceId);
if(pstruappinfo->nAppType==TRAFFIC_PEER_TO_PEER && pstruPacket->pstruAppData-
>nAppEndFlag==1)
{
fn_NetSim_Application_P2P_MarkReceivedPacket(pstruappinfo,pstruPacket);
fn_NetSim_Application_P2P_SendNextPiece(pstruappinfo,get_first_dest_from_packet(pstruPacket
),pstruEventDetails->dEventTime);
}
}
}
}
```

### Changes to handle\_app\_out() function, in APP\_OUT.c file, within Application project

---

```
/*The code checks if the destination is '0' i.e., Broadcast packet, then it adds the packet to rebroadcast list*/
```

```
//Fragment the packet
```

```
int nSegmentCount = 0;
```

```
double segmentsize = fn_NetSim_Stack_GetMSS(pstruPacket);
```

```
nSegmentCount = fn_NetSim_Stack_FragmentPacket(pstruPacket,
(int)fn_NetSim_Stack_GetMSS(pstruPacket));
```

```

//add rebroadcast
#ifdef REBROADCAST
if (applInfo->sourceList[0] == pstruEventDetails->nDeviceId)
#endif
set_app_end_and_generate_next_packet(pstruPacket, otherDetails, destCount, dest);
//Add the dummy payload to packet
fn_NetSim_Add_DummyPayload(pstruPacket, applInfo);
#ifdef REBROADCAST
if (applInfo->sourceList[0] == pstruEventDetails->nDeviceId)
#endif
appmetrics_src_add(applInfo, pstruPacket);
appout_send_packet(s, applInfo, pstruPacket, nDeviceId);
#ifdef REBROADCAST
if (!dest[0])
rebroadcast_add_packet_to_info(pstruPacket, pstruEventDetails->dEventTime);
#endif // REBROADCAST
}

```

---

**Changes to int fn\_NetSim\_Application\_Run()function in the APPLICATION\_IN\_EVENT, in Application.c file, within Application project**

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/\* It checks whether the destination is '0' or not. If it is '0', then it rebroadcasts the packet or else deletes the packet.\*/

```

#ifdef REBROADCAST
if (pstruappinfo->sourceList[0] == pstruPacket->nSourceId)
#endif
appmetrics_dest_add(pstruappinfo, pstruPacket, pstruEventDetails->nDeviceId);
if(pstruappinfo->nAppType==TRAFFIC_PEER_TO_PEER && pstruPacket->pstruAppData->nAppEndFlag==1)
{
fn_NetSim_Application_P2P_MarkReceivedPacket(pstruappinfo,pstruPacket);
fn_NetSim_Application_P2P_SendNextPiece(pstruappinfo,get_first_dest_from_packet(pstruPacket),pstruEventDetails->dEventTime);
}
if(pstruappinfo->nAppType == TRAFFIC_EMULATION && pstruPacket->szPayload)
{
fn_NetSim_Dispatch_to_emulator(pstruPacket);
}
if (pstruappinfo->nAppType == TRAFFIC_BSM_APP)
{

```

```

process_saej2735_packet(pstruPacket);
}
#ifdef REBROADCAST
UINT destCount;
NETSIM_ID* dest = get_dest_from_packet(pstruPacket, &destCount);
if (!dest[0])
{
rebroadcast_packet(pstruPacket,
pstruEventDetails->nDeviceId,
pstruEventDetails->dEventTime);
}
else
{
#ifdef REBROADCAST
//Delete the packet
fn_NetSim_Packet_FreePacket(pstruPacket);
//add
#endif
}
#endif
}

```

---

**Added the following function declarations in Application.h file, within Application project**

---

```

int fn_NetSim_Add_DummyPayload(Netsim_PACKET* packet, ptrAPPLICATION_INFO);

//Encryption
char xor_encrypt(char ch, long key);
int aes256(char* str, int* len);
int des(char* buf, int* len);

//Application event handler
void handle_app_out();
#define REBROADCAST
void rebroadcast_add_packet_to_info(Netsim_PACKET* packet, double time);
void rebroadcast_packet(Netsim_PACKET* packet, NETSIM_ID devId, double time);
#endif

```