

Enhancing the Credibility of Wireless Network Simulations with Experiment Automation

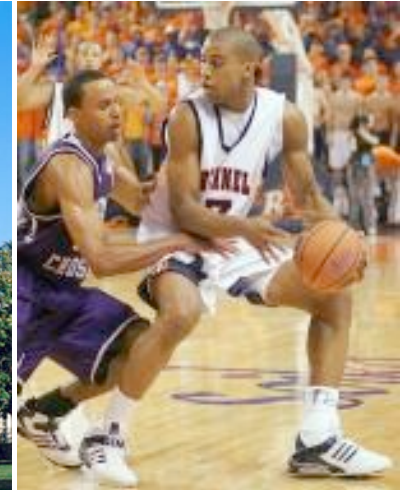
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Why we run simulations

We need to understand the technology before we can rely on it for mission-critical applications.

Performance can be **quantified/estimated** with computer simulation.

Credibility issues

Experiments published are not always **reproducible**.

- What was the version of the simulator used?
- What what sub-models were used?
- Where to find the complete experimental set up?

Credibility issues

Output data is **unavailable** or **unreliable**.

- Papers publish a thin “*slice*” of experimental results.
- Methodology to compute the statistics of output data doesn't conform to best practices.
- Plots without units on axes, legends on data series, and/or confidence intervals.

Credibility issues

We know **where** and **how** we're failing.

- T. Camp, S. Kurkowski, and M. Colagrosso, "MANET simulation studies: The Incredibles," SIGMOBILE Mob. Comput. Commun. Rev., vol. 9, no. 4, pp. 50–61, 2005.
- K. Pawlikowski, H. J. Jeong, and J. R. Lee, "On credibility of simulation studies of telecommunication networks," IEEE Communications Magazine, vol. 40, January 2002.
- C. Cicconetti, E. Mingozzi, and G. Stea, "An integrated framework for enabling effective data collection and statistical analysis with ns-2," in Proceedings from the 2006 Workshop on ns-2, Pisa, Italy, October 2006.
- ...

We can use **automation solutions** to avoid problems.

Model Composition

Radio Propagation Channel	
Model: 2-ray ground reflection	
carrier_frequency	2.4 GHz
temperature	290 K
noise_figure	10.0 dB
ambient_noise_factor	0
system_loss	1.0

Wireless Node 1	
Model: Host	
packet size	512
bit rate model	CBR
bit rate	3000 bps
protocol_graph	wireless

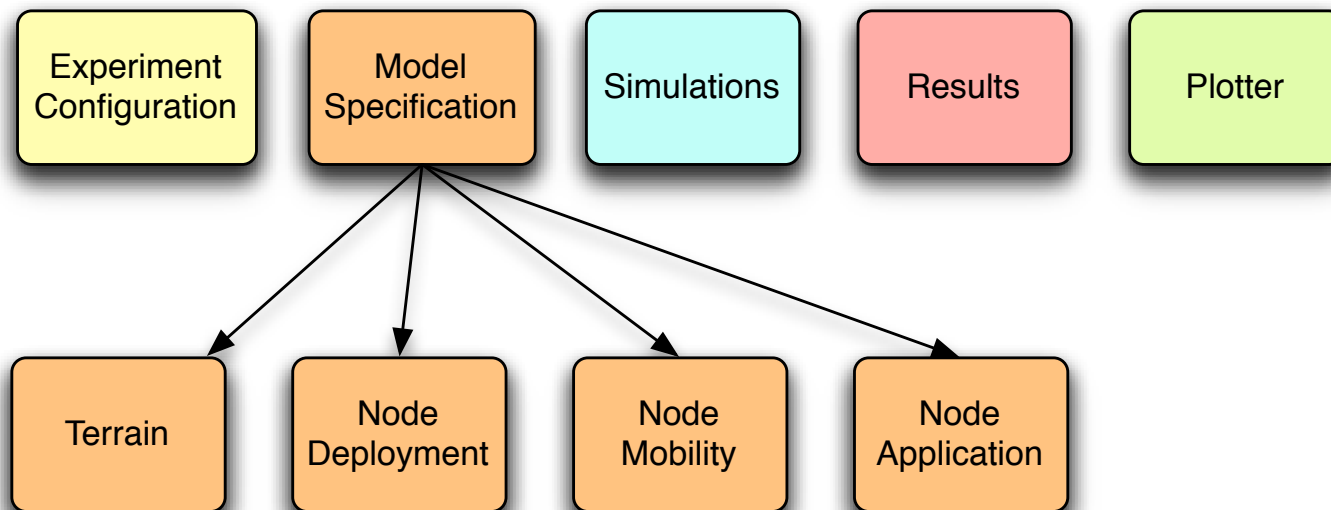
Terrain	
Model: Flat	
xdim	5,000 m
ydim	3,000 m
zdim	5.0 m
boundary	wraparound

Mobility	
Model: Random waypoint	
min_speed	5.0 m/s
max_speed	10.0 m/s
pause_time	65 s

Node Deployment	
Model: Random	

SWAN Tools

A web-based application that guides the construction of the simulation experimental study and its data analysis. SWAN Tools is self-documenting: it allows experiments to be reproducible.



Web-based Interface to SWAN

- Control of the simulation process:
 - Experiment design
 - Configuration
 - Execution
 - Data analysis
- Remote access via a web browser.
- Browser talks to server which automates the simulation process.

Experiment Configuration

- User can work with multiple experiments.
- Each experiment is bound to a specific code base of the simulator (user uploaded).
- For each experiment, define number of runs for each simulation, random number generator seeds, length of transient time (for data deletion).
- User can't change an ongoing or completed experiment.

Model Specification

- GUIs guide the user to enter **all** the parameters for **all** the sub-models employed.
- No default values for model parameters.
- Validates parameter data.
- Shows the units for each parameter and **helps** user to understand context.
- Experiment design builds list of levels for each parameter.

Simulations

- Generates all **design points** for the experiment.
- Creates a configuration file for each simulation run.
- Dispatches simulation runs for an experiment across multiple processors (multiple replications in parallel - MRIP).

Results

- User can see the *raw data* from each simulation run.
- Results are stored together with the configuration that was used to generate them.
- Uses established methodology to generate statistics (average, standard deviation, confidence intervals, etc.)

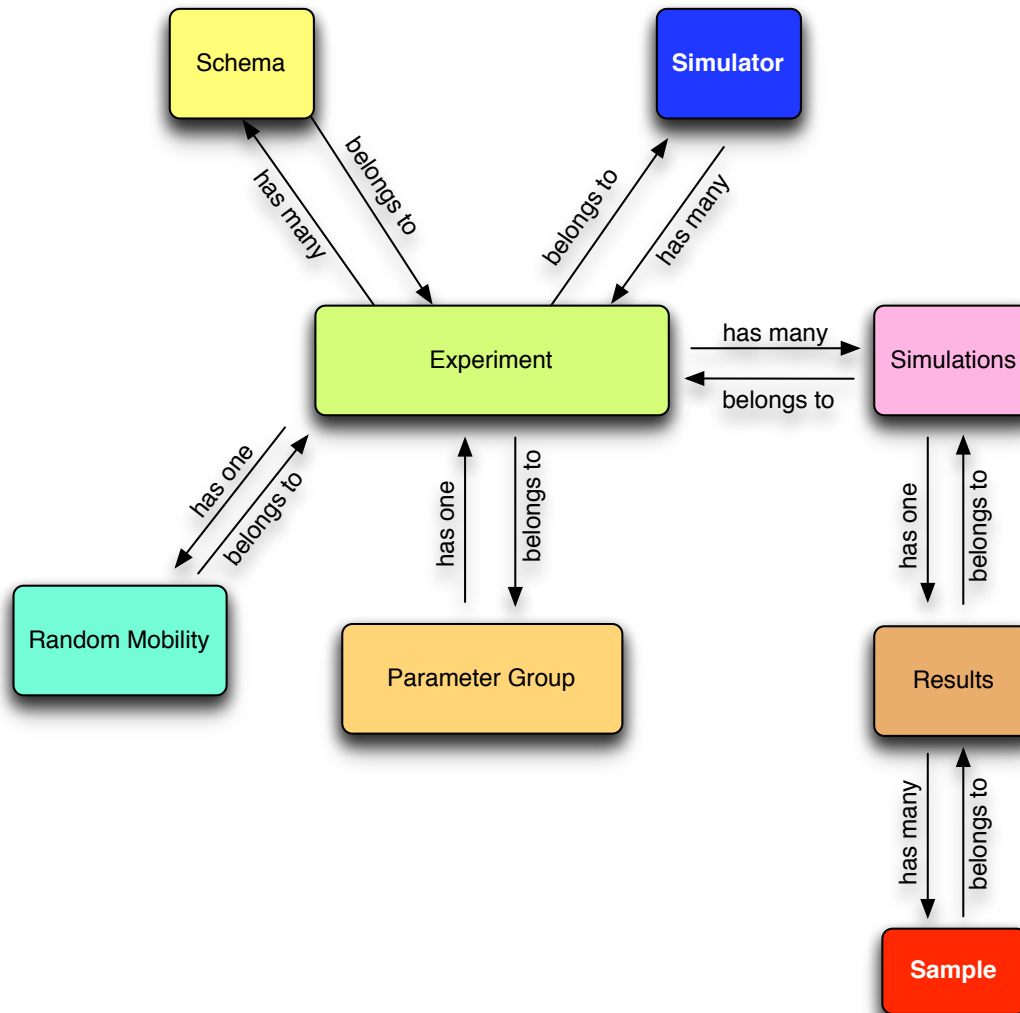
Plotter

- User can request the system to built plots from stored results.
- The user can define what the plot will include from the web browser. The system processes the relevant data, generates *a plot that meets standards*, and sends the results back to the browser for display or download.

Implementation *or* Why Ruby on Rails Rocks



It's **All** about the Database

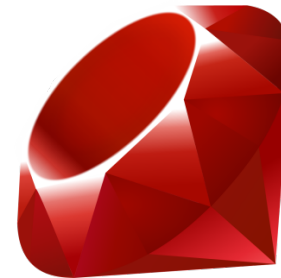


Database Interactions

- Migrations
 - Easy to add/remove columns or tables
 - Agile for developers
- Abstraction
 - Data accessible as class variables
 - Easily map relations between classes

Ruby

- Easy and powerful
- Metaprogramming
 - Dynamically create new methods
 - Flexibility



AJAX

- AJAX helpers provided by Ruby on Rails
- Easier interface
 - Reduced page loads and refreshes
- Component validation
 - Constrains user to enter only valid parameters

Embedded Ruby (ERb)

- Views
 - Dynamic content with embedded ruby in views
 - Access to RoR AJAX helper functions
- DML Configuration
 - Dynamically generate configuration files
 - Allows for a single global template

DML Configuration file

```
mobility [  
  model "mobility.random" # import models for random movement  
  deployment "random" # distribute mobiles uniformly in space  
  period 1 # time interval between position updates in sec.  
  
motion [  
  type "waypoint" # use random waypoint mobility.  
  mobid 1 # unique identifier for this pattern of movement  
  pause_time 4 # pause time  
  min_speed 5 # minimum node speed  
  max_speed 30 # maximum node speed  
] # end of random waypoint motion  
  
...  
]
```

Is this configuration **interface** safer?

Edit Mobility Configuration

Mobid	<input type="text" value="1"/>
Mobility Type	<input type="text" value="waypoint"/>
Pause Time (s)	<input type="text" value="60"/>
Increment	<input type="text" value="30"/>
Number of Levels	<input type="text" value="4"/>
Min Speed (m/s)	<input type="text" value="5"/>
Increment	<input type="text" value="5"/>
Number of Levels	<input type="text" value="2"/>
Max Speed (m/s)	<input type="text" value="10"/>
Increment	<input type="text" value="5"/>
Number of Levels	<input type="text" value="2"/>

DML Configuration file

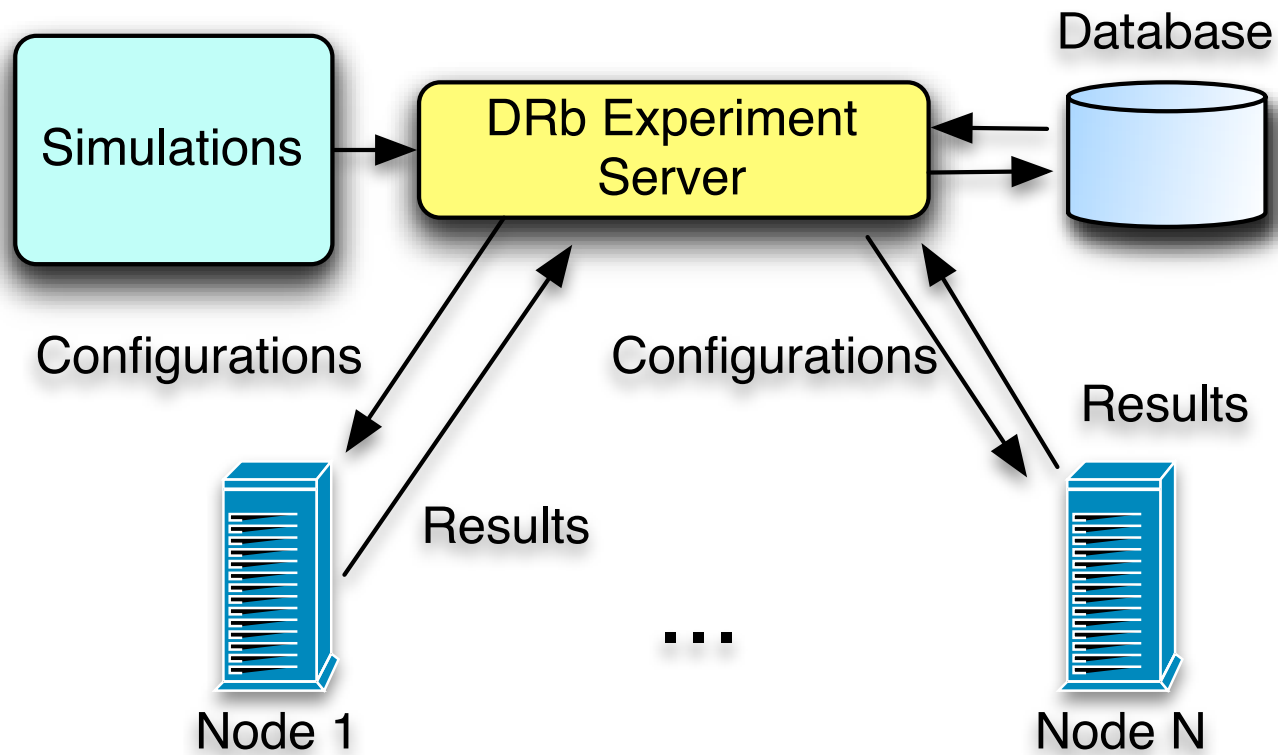
```
mobility [  
  model <%= self.model %> # import models for random movement  
  deployment <%= self.deployment %> # distribute mobiles uniformly in space  
  period <%= self.period %> # time interval between position updates in sec.  
  
  motion [  
    type <%= self.motion_type %> # use random waypoint mobility.  
    mobid <%= self.mob_id %> # unique identifier for this pattern of movement  
  
    pause_time <%= self.pause_time %> # pause time  
    min_speed <%= self.min_speed %> # minimum node speed  
    max_speed <%= self.max_speed %> # maximum node speed  
  ] # end of random waypoint motion  
  
  ...  
] #end of mobility
```

Distributed Ruby (DRb)

Multiple Replications in Parallel (MRIP)

- Run on multiple systems
- Collect more samples by running more simulations
- All results reported to server process
- Statistics automatically generated – no user error
- Results stored on filesystem and in database

DRb and MRIP



Future Work

- AJAX plotting utility.
- AJAX runtime queue management.
- Automatically determine length of transient and length of simulation run given a desired level of confidence.