Network Simulations

This research direction concerns the parallel simulation of wireless networks. From the perspective of parallel simulation, the major challenge of this area is finding synchronization algorithms which are capable of dealing with the movement of the computing platforms (or phone subscribers) and the large size of the networks.

To date, we have developed wireless network simulations for the evaluation of channel access protocols, and have developed some new access protocols as well.

Of course, assuming that I can do both vlsi simulation and network simulation presumes the existence of a parallel Tropper.