

## **Past weeks accomplishments**

**Name:** DaZhawn Davis

**Time spent:** 11 hours (01/27-02/10)

**What I did this week:** Moved code from v1.0.2 into v0.5.2 and tried to compile code. Renamed variables and files to make sure it matched for v0.5.2. Read through some files to try and better understand what the does is doing.

**Plans for next week:** I will look over v1.1.0 to see what changes were made from older versions. Add print statements into v0.5.2 to see how the physical layer is called and add try and add the physical layer into v1.1.0

**Name:** Andrew Whitehead

**Time spent:** 12 hours (01/27-02/10)

**What I did this week:** Analyzed mac\_phy\_primitives C and header files, gpib\_send.c, and pbchsim.c. Installed Rufus, Virtual Box, and Ubuntu on ETG laptop.

**Plans for next week:** Look at Version 1.1.0 of code, obtain a crucial understanding of what the oaisim is looking to accomplish. Analyze the different components and describe how they work together. Look into differences between header files in versions 0.5.2 and 1.0.2

**Name:** Rohan Willis

**Time spent:** 13 hours (01/27-02/10)

**What I did this week:** Researched the functionality of our codes and analyzed the LTE\_Configuration.c, README.text, common\_sim.h files.

**Plans for next week:** Compare the LTE\_Configuration.c, README.txt, common\_sim.h files and analyze more code within the repository

**Name:** Ousmane Liloyd Ntutume

**Time spent:** 11 hours (01/27-02/10)

**What I did this week:** From the past two weeks I have been looking into the commands needed to run the PHY abstraction layer simulation, and I also did some research on the functionality of the PHY abstraction layer.

**Plans for next week:** For the next two I will focus on researching basic simulator commands on both version 0.5.2 and 1.1.2 and compare the differences between them.

**Name:** Nolan Cardona

**Time spent:** 12 hours (01/27-02/10)

**What I did this week:** Looked over the primitives in the repository so that I would be able to compare and contrast the different functions that are being called between the two different versions of the code. I then was also able to communicate with the advisor for the project to try

and obtain helpful hardware that would allow for me to be able to test the different codes for the function calls, which will provide the group with a better understanding of the changes that will be made.

**Plans for next week:** I plan to continue to communicate with the advisor to get and use the new software and hardware that we will need to have a good test of the simulations. Continue to keep group organized with all of the files that we are dealing with.

#### Individual contributions

Team Member	Contribution	Weekly hours	Total hours
DaZhawn Davis	<ul style="list-style-type: none"> <li>- Moved code from v1.0.2 into v0.5.2 and tried to compile code.</li> <li>- Renamed variables and files to make sure it matched for v0.5.2</li> <li>- Read through some files to try and better understand what the does is doing.</li> </ul>	11	17
Andrew Whitehead	<ul style="list-style-type: none"> <li>- Installed and ran applications on ETG system</li> <li>- Analyzed files on versions 0.5.2 and 1.0.2</li> </ul>	12	16
Rohan Willis	<ul style="list-style-type: none"> <li>- Analyzed files on versions 0.5.2 and 1.02</li> <li>- Researched our code functionality</li> </ul>	13	16

Nolan Cardona	<ul style="list-style-type: none"><li>- Work toward getting the needed hardware</li><li>- Looked over openair2 primitives</li></ul>	12	16
Ousmane Liyod Ntutume	<ul style="list-style-type: none"><li>- Search command needed to run the PHYabstraction layer</li></ul>	11	17