Abstract

In the era of communication congestion is the major problem which degrades the performance. In Ad hoc networks due to infrastructure less character there is no guaranteed bandwidth and node mobility. The traditional TCP variants were good for wired environment, whereas in Ad-hoc networks there are lots of other factors to be considered. The congestion window is one of the factors that determine the number of bytes that can be outstanding at any time. The congestion window indicates the maximum amount of data that can be sent out on a connection without being acknowledged. HSTCP is the very important protocol that will be used only when congestion window increases abruptly. To improve the retransmission time and to avoid congestion in completely dynamic conditions where node mobility is completely random is the main concern of our research work.

References

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