Abstract

The main method for evaluating the performance of MANETs is simulation. This paper is subjected to the Dynamic Source Routing protocol (DSR) and evaluated its performance in three different placement environments namely Random, Grid and Uniform. We investigated the QOS metrics namely Average jitter, Average end-to-end delay, Packet delivery ratio and Throughput by varying network size. From the simulation results and analysis, a suitable protocol can be chosen for a specified environment. The result shows that the performance of DSR is better in Uniform Environment comparative to other environments.

Reference

- D.Johnson, D.Maltz, and J .Broch. Dsr the dynamic source routing protocol for multihop wireless ad-hoc network ,2001

Index Terms

Computer Science Wireless Networks

Key words

DSR MANETs
Placement Environments