Abstract

Globe is looking forward to new technologies that allow them to communicate anytime, anywhere, and using any communication device. This is possible by infrastructure-less wireless networks in which nodes can communicate directly to each other (without a central coordinator) and can relay data to each other in a self-organizing fashion. Past researches mostly concentrated on problems on low level technologies necessary for formation of adhoc and peer-peer. But the basic role is to allow mobile users to exchange data and use each other services. Many researches has been done on lower level such as routing and resource scarcity but its important to identify higher level service discovery to implement MANET for civilian applications. So we insist on necessity of higher level service discovery that is required for
MANET and various existing protocols

Reference

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Index Terms

Computer Science Networks
Key words
adhoc peer-peer infra structureless services