Abstract

Mobile Ad hoc Network (MANET) represents a system comprised of a collection of nodes in motion that are arbitrarily located so that the interconnections between nodes changes dynamically. In MANET, mobile nodes tend to form a temporary network without the use of any existing centralized administration or network infrastructure. A routing protocol is used to find the routes between mobile nodes so that the communication within the network can be facilitated. The main goal of an ad hoc network routing protocol is to establish an effective and accurate route between a pair of mobile nodes so that messages delivered within the active route timeout interval. Route should be discovered and maintained with a minimum of overhead and bandwidth consumption. Broadly ad hoc network routing protocols are divided into three categories – Reactive, Proactive and Hybrid routing protocols. This paper reviews and discusses the three routing protocols Ad-hoc On-Demand Distance vector (AODV), Fisheye Zone Routing Protocol (FZRP) and Scalable Location Update based Routing Protocol (SLURP).


5. Chun-Chuan Yang and Li-Pen Tseng, FishEye Zone Routing Protocol (FZRP) for Mobile Ad-Hoc Networks, National Chi Nan University, Taiwan, R.O.C.


7. Nicklas Beijar, Zone Routing Protocol (ZRP), Network Laboratory, Helsinki University of Technology, Finland.


11. Lu Han, October 8, 2004 “Wireless Ad-hoc Networks”


Index Terms

- Computer Science
- Wireless

Keywords

Protocol, Manet, Routing, aodv, fzrp, slurp, fisheye, bordercasting, scalability, reactive, proactive, hybrid, dynamic-topology.