Abstract

Dynamic Source Routing (DSR) is a proficient on-interest routing protocol for mobile ad-hoc networks (MANET). It relies on upon two fundamental systems: Route Discovery and Route Maintenance. Route discovery is the methodology utilized at the source of the packets to find a route to the destination. Route Maintenance is the methodology that finds link breakage also, repairs them. Route caching is the sub method serviceable to keep away from the interest for finding a route or to decrease route discovery delay before each information bundle is sent. The objective of this paper is to assess the execution of DSR in TCP and UDP environment. Distinctive execution expressions are explored including, average throughput, end to-end delay, and average packet delivery ratio, depending on TCP and UDP environment by varying number of nodes. In this study we find which environment best suit for DSR protocol.

References

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**Index Terms**

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**Keywords**

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