MANET (Mobile Ad hoc Network) is an infrastructure less decentralized wireless network, which do not depend on centralized organization or switching points. MANET is a self-organizing and self-configuring network. In ad-hoc networks, routing protocols postulate communication between routers and prompt them to select routes between a source and a destination. Route choices are performed by the routing algorithms. In this paper, we used network simulator-3 to simulate comparative performance analysis of three MANET routing protocols. They are AODV (Ad-hoc On Demand Distance Vector Routing), DSDV (Destination Sequenced Distance Vector Routing) and OLSR (Optimized Link State Routing). We analyzed performance comparisons of these routing protocols using different performance metrics such as throughput, packet delivery ratio, end to end delay and packet loss.

General terms

MANET, AODV, DSDV, OLSR, RREQ, RREP, RERR DBF, MPR, TC, NS3, RWMM,
Analysis of Node Velocity Effects in MANET Routing Protocols using Network Simulator (NS3)

PDR, EED, NRL, Throughput, Packet delivery ratio, End to end delay, Packet loss.

References


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Index Terms

Computer Science

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Keywords

Routing, Node speed, Simulation, MANET routing protocols.