Abstract

The increasing diffusion of wireless devices suggests novel service deployment scenarios where there are no constraints on device mobility and distributed applications are the result of impromptu collaborations among wireless peers. Mobile adhoc network (MANET) makes it possible to dynamic changes in topology and in the availability of resources from different sources. Different sources can be of Laptops, PDAs, Desktops, mobile phones etc. A middleware generalize the concept of collaborating among these different kinds of devices. We focus on the point to develop middleware services that provide services for information sharing and retrieval with replication in mobile ad-hoc networks, because it is very critical to share information in mobile ad-hoc network infrastructures.

Index Terms

Computer Science
Networks

Key words

MANET
Middleware
Civilization Game
Replica Degree Maintenance
DMC