Abstract

Mobile Computing has become very important in recent years due to increase in the number of mobile devices. The major issue is providing seamless mobility to them. Mobile IP developed by the IETF allows users to move from one network to another network while having a fixed IP address. Applying Mobile IP in nested architecture results in very low performance with high delay and overhead. In order to overcome this problem IETF Mobile working group has developed Network Mobility protocol (NEMO) for managing mobile Networks. The NEMO protocol is inefficient as it provides high hand-off latencies in nested networks. This is mainly due to the use of Sub-optimal Routing. This type of Routing causes Pinball problem. The solution designed provides low hand-off delays and reduces the pinball problem in mobile networks.

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Index Terms

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Keywords

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