Abstract

Ad Hoc Networks consists of set of mobile nodes forming spontaneous network. There is a need for an efficient routing protocol for Ad Hoc networks over the years. Bandwidth utilization and node power consumption are two important factors in wireless transmissions. This paper presents simulation model of new routing protocol ARRP (Azimuth Restricted Routing Protocol). ARRP uses position information of nodes and azimuth angle to define a range to restrict the broadcast of RREQ packets rather than flooding the entire network. This will reduce routing overhead in route discovery phase, saving wireless bandwidth and node power. Simulation of this protocol is done using Network Simulator 2.

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Index Terms
Computer Science Wireless

Keywords