Abstract

The Zone Routing Protocol is a protocol which employs both the activities of proactive and reactive protocols. It is mainly designed for Mobile Adhoc Networks. The transfer of data inside the routing zone is handled by proactive part of ZRP i.e IARP and outside the routing Zone is done by the reactive part i.e IERP. In this work, an analysis has been done by setting up two different simulation environments for ZRP. First is by varying the Zone Radius and another one is by varying the node density for various zone radius. This will help us in analyzing the performance of zone routing protocol in highly dynamic environment.

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Index Terms

Computer Science
Communications

Keywords

ZRP  BRP  IARP  IERP  Jitter  Normalized Routing Overhead