Abstract

A number of application level multicast protocols have been proposed for core selection and core migration in Mobile Ad Hoc Networks. Core migration is necessary to minimize any disruptions on the transmission of data due to the changes in tree structure and to achieve improvement in the delivery of media streams in multicast group. In this paper, core migration is performed on the varying size network graph model. The nodes within this ad hoc arrangement take on the values of the edge (We) and node (W) randomly. With the varying numbers of iterations done on the core migration algorithm, every node and every edge picks up different random values. The migration of core node in wireless ad hoc network has been achieved by modeling the network in two different platform independent high-level languages viz. C++ and JAVA. Further, various techniques are proposed for the migration of core if needed.
Reference


Index Terms

Computer Science Wireless

Key words

Core-based multicast mobile ad hoc network core
based tree

core selection

core migration