Abstract

Mobile Ad-hoc Network (MANET) is a group of wireless mobile nodes forming a self-configuring network without any need of infrastructure. Routing protocol plays an important role for effective connection between mobile nodes and operates on the basic assumption that nodes are fully cooperative. Since MANETs are not presently deployed on a large scale, research in this area is primarily a simulation based. Among alternative simulation parameters, the mobility model plays a very vital role in determining the protocol performance in MANET. The dynamic topology is one of the characteristics of Ad-hoc network; in which nodes change the location with respect to pause time and velocity. Due to the mobile nature of nodes, the probability of route break is high because nodes move frequently. Each node moves in any direction at any time with specific velocity. Thus the routing overhead increased and packet delivery decreased. The mobility of nodes impacts the performance of network in term of the packet delivery ratio and throughput. In this Paper, an approach is described which consider pause time and node velocity parameter. The main objective of approach is to evaluate and analyse network performance by affecting time and speed.


Index Terms

Computer Science

Networks

Keywords

Ad-hoc network  Challenges  Routing protocol  AODV  NS-2