Abstract

Traditional Transport Layer Protocol Transport Control Protocol (TCP) and User Datagram Protocol (UDP) which perform well on wired networks, but it degrades its performance in case of Ad-hoc wireless networks due to the existing problems associated such as misinterpretation of packet loss, frequent path breaks, effect of path length, misinterpretation of congestion windows, asymmetric link behaviour, uni-directional path, multipath routing and the use of sliding-window-based transmission. So, to provide reliable data communication support over MANETs, various TCP variants i.e. basically enhancement of base TCP protocols has been proposed. This research work aims to evaluating the simulation based comparison of two TCP variants, which are TCP Vegas and TCP Westwood on different routing protocols such as AODV, DSDV and DSR on the basis of average throughput, packet delivery ratio, average delay, routing overhead and average jitter with the use of ns2 simulator.


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\textbf{Index Terms}

Computer Science Communications

\textbf{Keywords}

TCP Vegas TCP Westwood MANET NS2