Abstract

We have analyzed performance of IARP, IERP and OSPFv2 routing protocols. The performance simulations on QualNet 5.0.2 simulator and performance of IARP, IERT and OSPFv2 routing protocols have been evaluated for varying node density (20, 40, 60, and 80) with varying speed (10, 20). The performance of these routing protocols has been analyzed on the basis of performance metrics such as average end-to-end delay, average jitter and average throughput. It has been observed that IERP routing protocol outperform IARP and OSPFv2 in
case of 20 nodes density in case of throughput. However, the IARP routing protocol clearly outperforms IERP and OSPFv2 routing protocols as the IARP routing protocol has shown the quite satisfactory results for average-end-to-end delay and average jitter in comparison of IERP and OSPFv2 routing protocols. Overall, the performance of all routing protocols simulated in this paper was highly affected with increasing node density and speed.

References


Index Terms

Computer Science
Networks

Keywords
Manet  Routing Protocols  Performance Metrics