Abstract

The wireless communication TCP protocol is an important role in developing communication systems and which provides better and reliable communication capabilities in almost all kinds of networking environment. Vegas is much better in performance as compare to other TCP variants like TCP Reno and new Reno because of its packet delivery ratio and full use of packet transmission bandwidth. Parameters like throughput and transmission delay plays a vital role in Vegas performance. In this paper I have surveyed TCP Congestion Control Algorithms and their performance on Mobile Ad-hoc Networks (MANET). More specifically, I observed the performance behavior of BIC, Cubic, TCP Compound, Vegas, Reno and Westwood congestion
control algorithms. ICATCP is proposed to deal with the problem of real achievable throughput of whole network and online congestion control.

References


Index Terms

Computer Science Networks

Keywords

Ad-hoc Network Congestion Control Mechanism