Abstract

Mobile Computing System is a distributed system where one of the processes is known as Mobile Node. The Mobile Computing System have some limitations such as Low Bandwidth of wireless network, lack of stable storage, mobility handling, disconnection of mobile nodes (MN) and limited battery life. In this paper we have analyzed various handoff schemes / algorithms. As we know movement based scheme takes a checkpoint only after a threshold, when mobility...
Analysis of Handoff Failures in Movement based Asynchronous Mobile Computing System

handoffs has been exceeded. The main issue regarding wireless and mobile computing technology is handoff, because of limited coverage of mobile support station (MSS). When a mobile node (MN) moves from current MSS to another MSS, then it needs to perform a handoff. This results in data loss and communication interruption. Many researchers worked to minimize this problem but it still remains a matter of research. In this paper, we suggest that AODV protocol is among the effective solution of the handoff failures in movement based asynchronous mobile computing environment.

References

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Index Terms

Computer Science

Mobile Computing
Keywords
Mobile Node (mn)  Mobile Host (mh)  Mobile Support Station (mss)  Ad-hoc
On-demand Distance Vector (aodv)