Abstract

Wireless Adhoc Network has acquired attention in research, since it has enabled mobile wireless nodes to communicate without any existing wired or fixed infrastructures. Another feature of mobile ad hoc network lies in the exciting topology. As the nodes move within the network, the links between nodes are often formed and broken down. The node flexibility affects not only the source and destination, as in a conventional wireless network, but also the intermediate nodes. In this paper for experimental purpose, Researcher studies video delivery packets in wireless adhoc network using Two Ray Propagation Model and calculate throughput.
& traffic in bytes for this researcher has considered 500mx500m terrain area and illustrate the network performance parameter for wireless adhoc environment with 4 nodes.

Reference

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Index Terms

Computer Science Communications

Key words

Network

Mobile

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Two Ray