Abstract

Wireless technology is rapidly gaining in popularity for educational institutes, home and business networking. As the wireless technology continues to improve the cost of wireless products continues to decrease. Wireless networks utilize radio waves and/or microwaves to maintain communication channels between computers. There various popular routing protocols available for wireless networks are DSDV, AODV and DSR. This paper is aimed at dissemination of the measuring performance i.e., throughput, packet drop rate and average
packet end-to-end delay of wireless network UDP-based application for various routing protocol using simulation framework for video transmission over the wireless network in Fedora environment.

References

- Chih-Heng Ke, “How to measure the throughput, packet drop rate, and end-to-end delay for UDP-based application over wireless networks?"
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Index Terms

Computer Science

- Wireless Communication and Mobile Networks

Keywords

- NS2
- VoD
- VoIP
- Video Transmission