

PERFORMANCE ANALYSIS OF AODV AND DSDV IN MANETs

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ABSTRACT

An ad-hoc mobile network is a collection of mobile nodes that are dynamically and arbitrarily located in such a manner that the interconnections between nodes are capable of changing on a continual basis. Mobile Ad-Hoc networks are not new to computer science, but the concept of a well organized routing simulator that can demonstrate routing protocols used in Ad-Hoc networks a reality. This simulator will be capable of demonstrating two different routing protocols initially, but will also have the room to expand its capabilities. The simulator will be able to play out many real life scenarios, allowing users to seek out a routing protocol that can optimize the Mobile Ad-Hoc Network experience. While selecting a route, nodes with battery power greater than the threshold will only be considered. It would then go on to compute the minimum power-cost route. We propose an alternative ERS scheme to support reactive and proactive protocols such as DSDV and AODV, and it is called Blocking Expanding Ring Search (Blocking-ERS for short) and also Bellman-Ford algorithm is used as another alternative scheme. The Bellman-Ford algorithm is used to find the best shortest path. The Blocking-ERS integrates, instead of TTL sequences, a newly adopted control packet, stop instruction and a hop number (H) to reduce the energy consumption during route discovery stage.

KEYWORDS: Broadcasting, AODV, DSDV, Ad-Hoc Mobile Network, Simulation