

LIST OF ABBREVIATIONS AND DEFINITIONS

AODV: Ad Hoc On-Demand Distance Vector Protocol.

DSDV: Destination-Sequenced Distance Vector Protocol.

DSR: Dynamic Source Routing Protocol.

DYMO: Dynamic MANET On-demand Protocol.

E2FT: End-to-end Estimation-based Fault Tolerant Routing Algorithm.

End to end delay: The average amount of time that is taken by a packet to reach final destination from source.

Fault Tolerance: The level of tolerance offered by the network when a set of nodes stop working.

FISHEYE: Fisheye State Routing Protocol.

GM: Gauss Markov Mobility Model.

LANMAR: Landmark Ad Hoc Routing Protocol.

LAR: Location Aided Routing Protocol.

MANET: Mobile Ad-hoc Network.

MG: Manhattan Grid Mobility Model.

Mobility Model: The pattern in which the nodes travel from a point to another in a network.

Node Density: The number of mobile nodes placed within the simulation area.

OLSR: Optimized Link State Routing Protocol.

RPGM: Reference Point Group Mobility Model.

RWP: Random Waypoint Mobility Model.

Simulation Area: The area (m²) considered for placing nodes.

Throughput: The percentage of the number of packets that are received by the destination(s) against the number of packets received by the source(s).

Transmission Range: The distance to which a node is capable of sending packets.

ZRP: Zone Routing Protocol.