TABLE OF CONTENTS

List of Figures xvii-xx
List of Tables xxi
List of Abbreviations xxiii-xxvi
Preface xxvii-xxviii
Chapter 1: Introduction and Preview 1-66
1.1 Overview of Wireless Networks Evolution 1
1.2 Kinds of Wireless Networks 5
1.3 Ad-hoc Network 10
1.3.1 Evolutionary History 10
1.3.2 Fundamental Concepts 14
1.3.3 Major Attributes 15
1.4 Background and State of The Art (SOTA) 18
1.4.1 Routing Protocols 18
1.4.1.1 Some Popular Routing Protocols 23
1.4.2 Mobility Models (MB) 27
1.4.2.1 Random Way Point Mobility (RWPM) Model 29
1.4.3 Medium Access Control (MAC) 31
1.4.4 Quality of Service (QoS) 32
1.4.4.1 Defining Attribute for QoS Metrics 33
1.4.5 Simulation Software 36
1.4.6 State of The Art (SOTA) 42
1.5 Motivation and Research Objectives 59
1.6 Organization of Thesis 62

Chapter 2: Analysis of AODV, Route Maintenance Parameters, and Determining Factors 67-92
2.1 Description 67
2.2 Format of Different Packets in AODV Routing 69
2.2.1 Route Request (RREQ) 69
2.2.2 Route Reply (RREP) 71
2.2.3 Route Error (RERR) 72
2.3 AODV Routing Operation 72
2.3.1 Pictorial Presentation of AODV Routing Procedure 72
2.3.2 Route Discovery Process 74
2.3.2.1 Reverse Route Setup 75
2.3.2.2 Forward Route Setup 76
2.3.2.3 Step-by-Step Procedure for Route Discovery 78

2.3.3 Route Maintenance Process 79
2.3.4 Management of Routing Table 81
2.3.5 Management of Local Connectivity 81
2.3.6 Advantages and Disadvantages 82
2.4 Route Maintenance/Configuration Parameters 83
2.5 Active_Route_Timeout (ART) 86
2.5.1 Impact of ART on Connectivity 87
2.6 Delete_Period_Constant (DPC) 88
2.7 Determining Factors 88
2.7.1 Mobility of Node 89
2.7.2 Transmission Range of Node 90
2.7.3 Network Load Density (NLD) 90
2.7.4 ANs/SD Pair 91

Chapter 3: ART & DPC on the Performance of AODV Routing for CBR Traffic Generator by using NS-3 & QUALNET 93-127
3.1 Introduction and Objective 93
3.2 AODV Performance Observation for Constant Scenario by using NS-3 93
3.2.1 Simulation Overview 94
3.2.2 Simulation Environment 95
3.2.2.1 Scenario 95
3.2.2.2 Node Characteristics 96
3.2.3 Simulation Results 97
3.2.3.1 Graphical Analysis of Net Throughput 99
3.2.3.2 Graphical Analysis of PDR 101
3.2.3.3 Analysis of Net Throughput and PDR for each ART 104
3.3 Conclusion 107
3.4 AODV Performance Observation for Different SD Pair by using QUALNET 108
3.4.1 Simulation Environment 108
3.4.2 Simulation Results 110
3.4.2.1 Graphical Analysis of Throughput 114
3.4.2.2 Graphical Analysis of Average End-to-End Delay 116
3.4.2.3 Graphical Analysis of Average Jitter 117
3.4.2.4 Graphical Analysis of Percentage (%) of Loss/Drop Packet 119
3.4.2.5 Analysis of QoS Metrics for each ART 120
3.5 Conclusion 126

Chapter 4: In AODV Routing: Comparative Studies for CBR & VBR Traffic under the Influence of Route Maintenance Parameters 129-148

4.1 Introduction 129
4.2 Simulation Objective and Overview 130
4.3 Simulation Environment 132
4.4 Simulation Results 133
4.4.1 Analysis for variable ART at fixed "NLD & SD Pair" 135
4.4.1.1 Graphical Analysis of Throughput for CBR & VBR Traffic 136
4.4.1.2 Graphical Analysis of Average End-to-End Delay for CBR & VBR Traffic 138
4.4.1.3 Graphical Analysis of Average Jitter for CBR & VBR Traffic 140
4.4.2 Analysis for variable SD Pair at fixed "NLD & ART" 142
4.4.2.1 Graphical Analysis of Throughput for CBR & VBR Traffic 143
4.4.2.2 Graphical Analysis of Average End-to-End Delay for CBR & VBR Traffic 144
4.4.2.3 Graphical Analysis of Average Jitter for CBR & VBR Traffic 145
4.5 Conclusion 146

Chapter 5: In AODV Routing: Determining Factors along with the Route Maintenance Parameters 149-171

5.1 Introduction 149
5.2 Simulation Objective 151
5.3 Scenario Overview 151
5.4 Simulation Outline 153
5.4.1 Simulation Parameters 153
5.5 Analysis of Simulation Scenarios and Results 155
5.5.1 Simulation Scenario-1 155
5.5.1.1 Results Discussion: Case-1 of Scenario-1 156
5.5.1.2 Results Discussion: Case-2 of Scenario-1 160
5.5.2 Simulation Scenario-2 162
5.5.2.1 Results Discussion: Case-1 of Scenario-2 163
5.5.2.2 Results Discussion: Case-2 of Scenario-2 167
5.6 Conclusion 169

Chapter 6: Comparative Performance Analysis of Various Routing Protocols under Varying Pause Time Environment 173-185
6.1 Introduction 173
6.2 Objective of Study 174
6.3 Overview of Routing Protocols for Current Analysis and Evaluation 175
6.3.1 Ad-hoc On-demand Distance Vector (AODV) 175
6.3.2 Dynamic Source Routing (DSR) 175
6.3.3 Dynamic MANET On-demand (DYMO) 175
6.3.4 Intrazone Routing Protocol (IARP) 175
6.3.5 Inter Zone Routing Protocol (IERP) 176
6.4 Scenario Overview 176
6.5 Simulation Parameters for Scenario Creation 177
6.6 Graphical Representation of QoS Metrics, and Discussion of Results 178
6.6.1 Graphical Representation of Throughput 178
6.6.2 Graphical Representation of End-to-End Delay 180
6.6.3 Graphical Representation of Jitter 180
6.6.4 Graphical Representation of Packet Delivery Ratio (PDR) 181
6.6.5 Results Discussion of QoS Metrics 182
6.7 Conclusion 184

Chapter 7: Summary and Conclusions 187-201
7.1 Scope for Further Studies 200

References 203-213

List of Publications 215-217

International Research Fellowship & Short Term Courses 219