

Introduction

A lot of research effort has been put by researchers in developing routing protocols for Mobile Ad-hoc Networks (MANETS). Each protocol proposed and designed so far has its own merits and demerits. Designing hybrid protocols that combine the preferred properties of existing protocols results in better performing protocols.

Motivation

In this work we take two well known MANET routing protocols, namely, the Ad-hoc On-demand Distance Vector routing protocol[1] and the Epidemic routing protocol[2], and combine their preferred properties to formulate a new Hybrid routing protocol. We propose this routing protocol again as a reactive protocol with the objective of increasing the message delivery ratio while utilizing minimum mobile device resources.

Methodology

Basically in the hybrid routing protocol mobile nodes use the AODV routing protocol routing. Whenever there is a problem in finding an end to end path, at that point Epidemic routing is introduced in order to maximize the chances of forwarding the message towards the destination. Here we consider two possible cases:

Case 1: Initially there exists a route between source and destination, and then it gets broken during the routing.

Case 2: There does not exist a path between the source and the destination.

Input: available buffer space in the node if There is a path between sender and receiver then repeat set sender gets next hop address from routing table set forward the message to the next hop if there is no next hop then Save the message in Message queue exchange messages with neighbors end if until the destination is reached end if Figure I : Algorithm for Case 1



Destination

We use the JiST/SWANS[3][4] discrete event simulator to model and simulate the operational behavior of our Hybrid protocol and the other two protocols[1][2] which are used

cols	AODV, Epidemic and The Hybrid
imension	1000 X 1000 meters
er of nodes	10; 20; 30; 40; 50
ity model	RandomWayPoint
ation time	1; 2and3hours
time	60seconds
on	1
um speed	1 meter/second
num speed	10 meters/second
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message_lost_ratio = $\frac{total_sent_message-total_received_message}{100\%}$ total _ sent _ message

message_transmission_delay = message_received _time - message_sent _time

message_delivery_ratio = $\frac{total_sent_message-total_received_message}{total_sent_message} \times 100\%$

Discussion & Conclusion

future work

References

Applications (WMCSA), 1999, pp. 90–100. networks," Duke University, Tech. Rep., April 2000. [3] R. Barr, "Jist user guide," March 2004, available at http://jist.ece.cornell.edu/docs/040319-jist-user.pdf. [4] R. Barr, "Swans user guide," March 2004, available at http://jist.ece.cornell.edu/docs/040319-swans-user.pdf





The Hybrid protocol outperforms the other two protocols in the considered performance metrics.

Testing this protocol under various testing scenarios in order to optimize the performance of it is one top priority

[1] C. E. Perkins and E. Royer, "Ad-hoc on-demand distance vector routing,"in Proceedings of the 2nd IEEE Workshop on Mobile Computing Systems and

[2] A. Vahdad and D. Becker, "Epidemic routing for partially connected ad-hoc