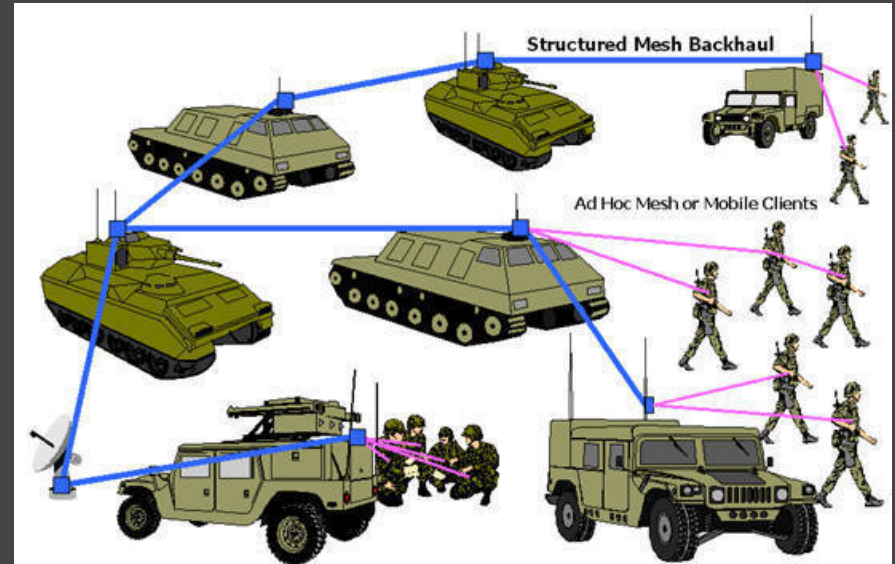
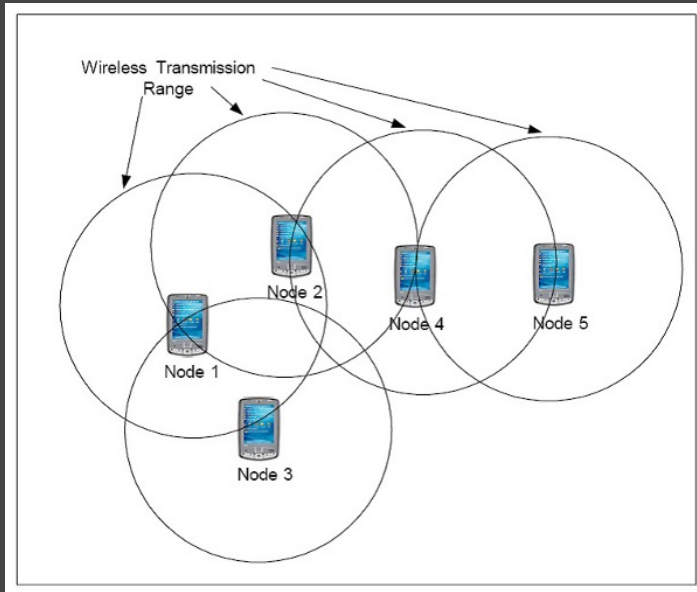


MOBILE AD HOC NETWORKS

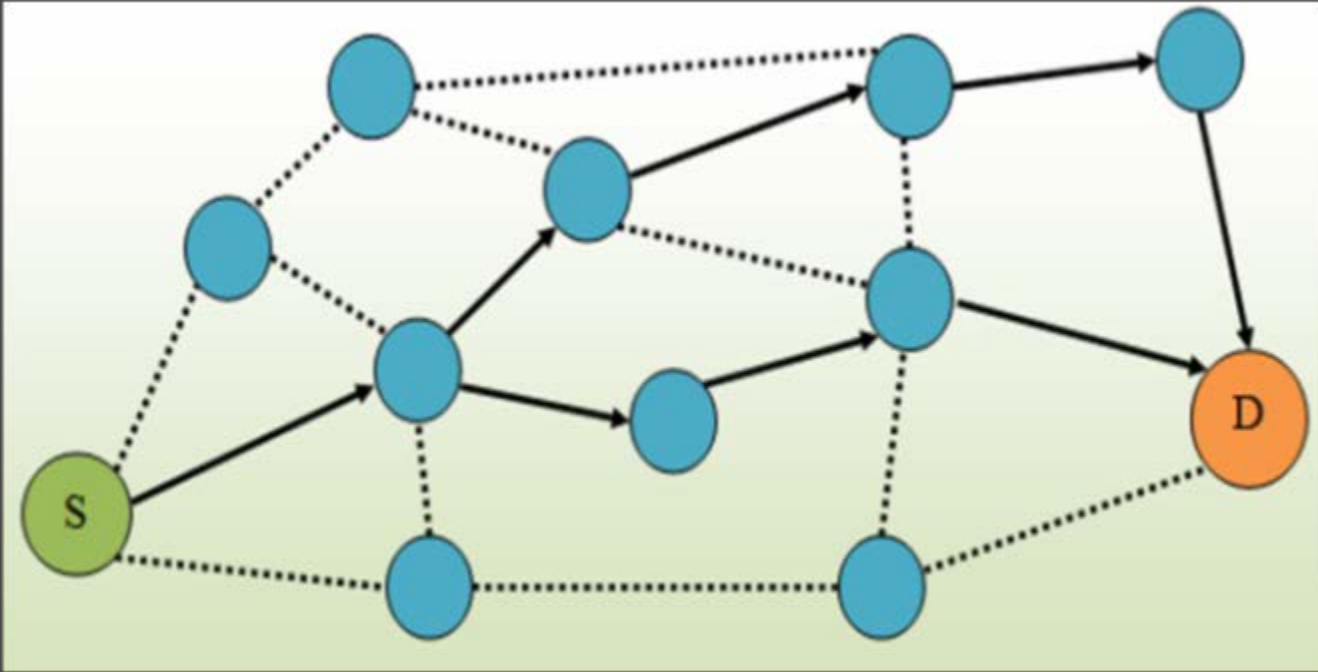
ROUTING PROTOCOLS

michael.loukeris@icloud.com

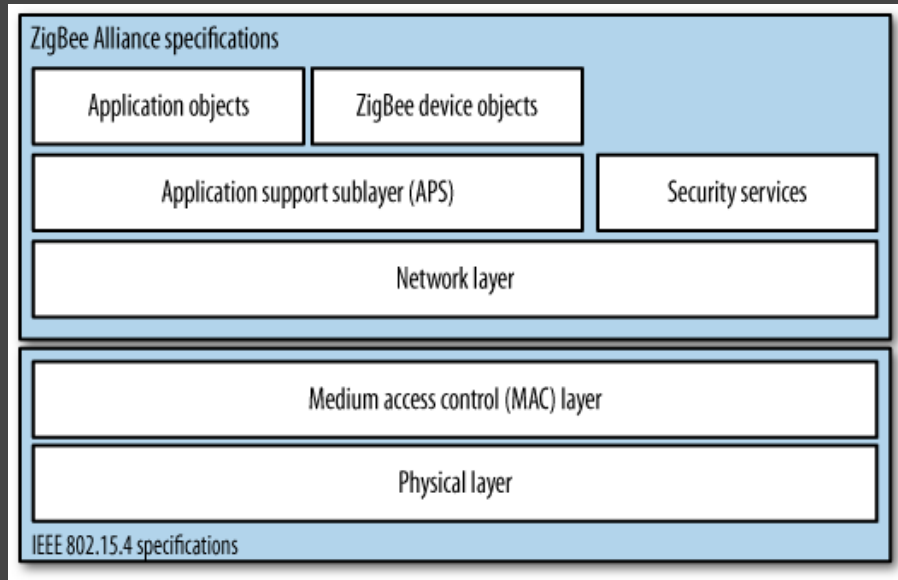
MANETS

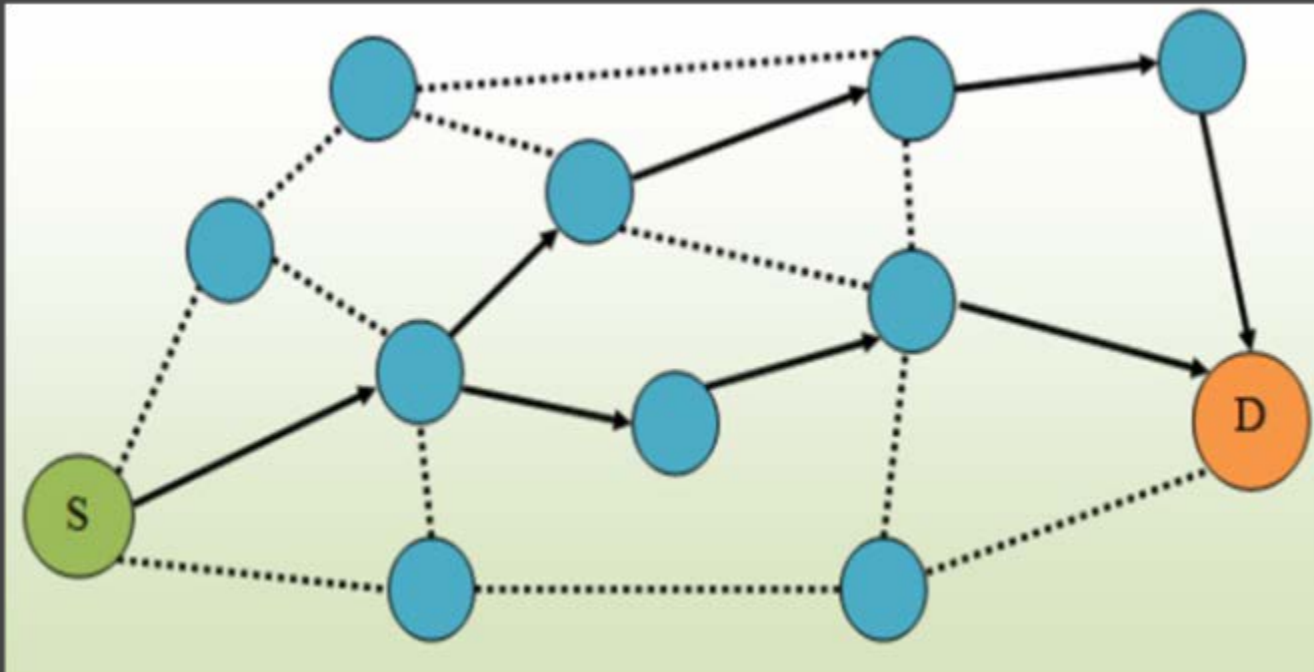


Sensing + Communicating



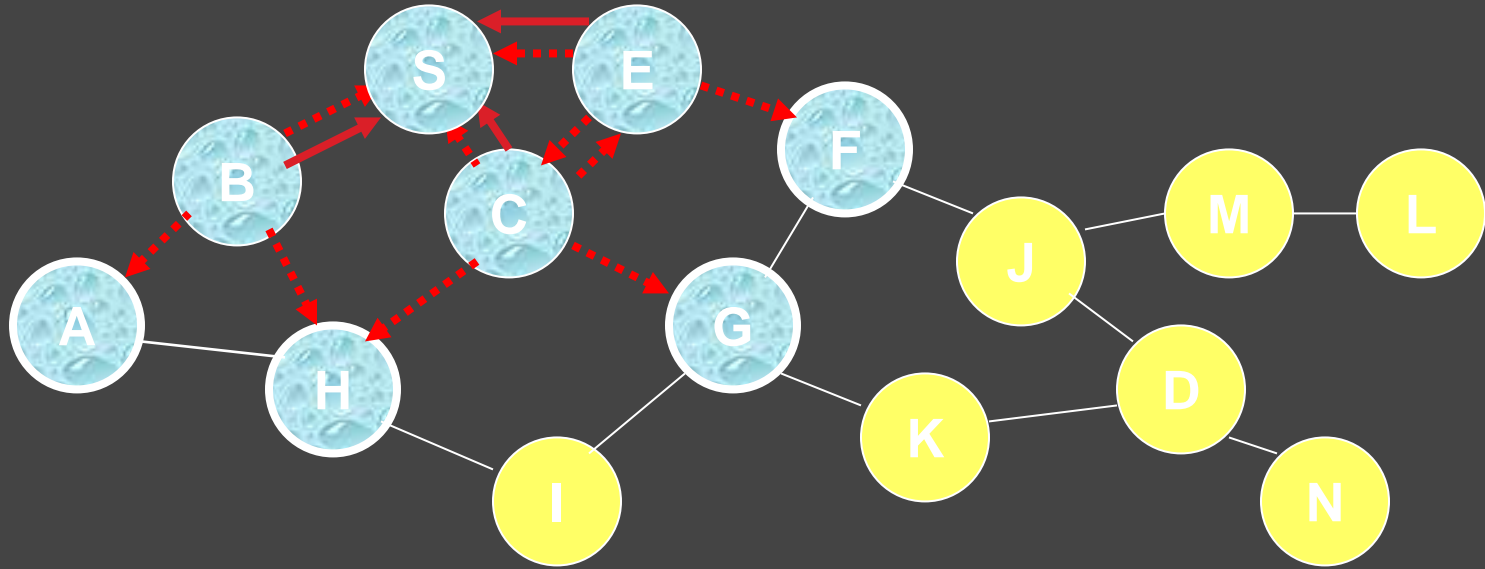
Mobile Ad Hoc Networks





Mobile Ad Hoc Networks

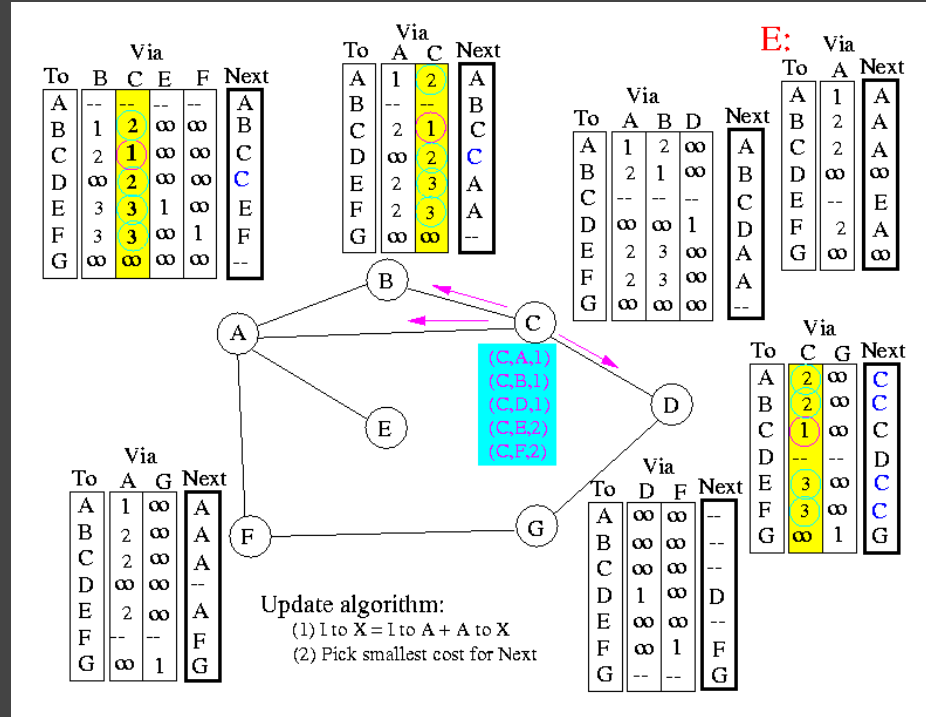
Problems ?

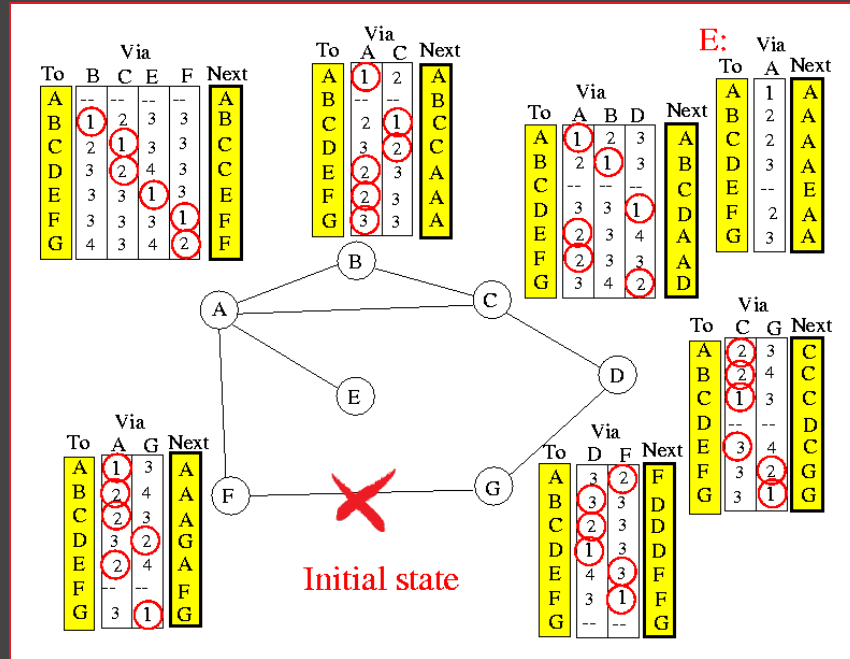


Proactive Vs Reactive
~~saving state~~

Problems ?

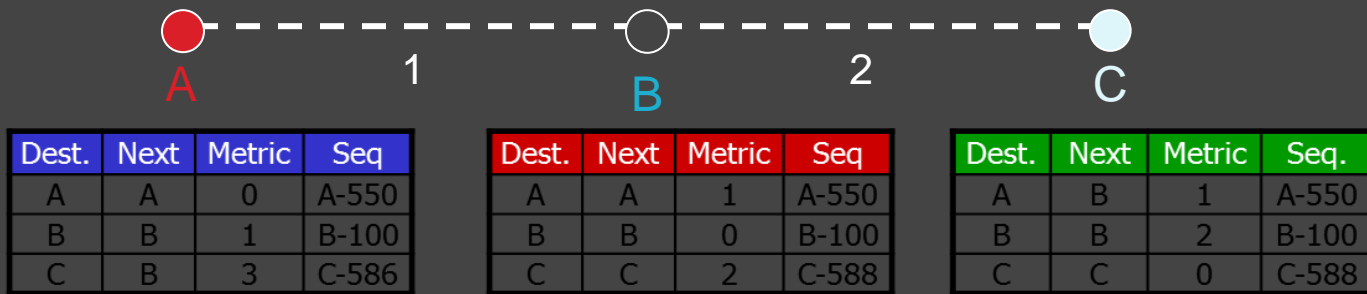
DVR (table-driven)





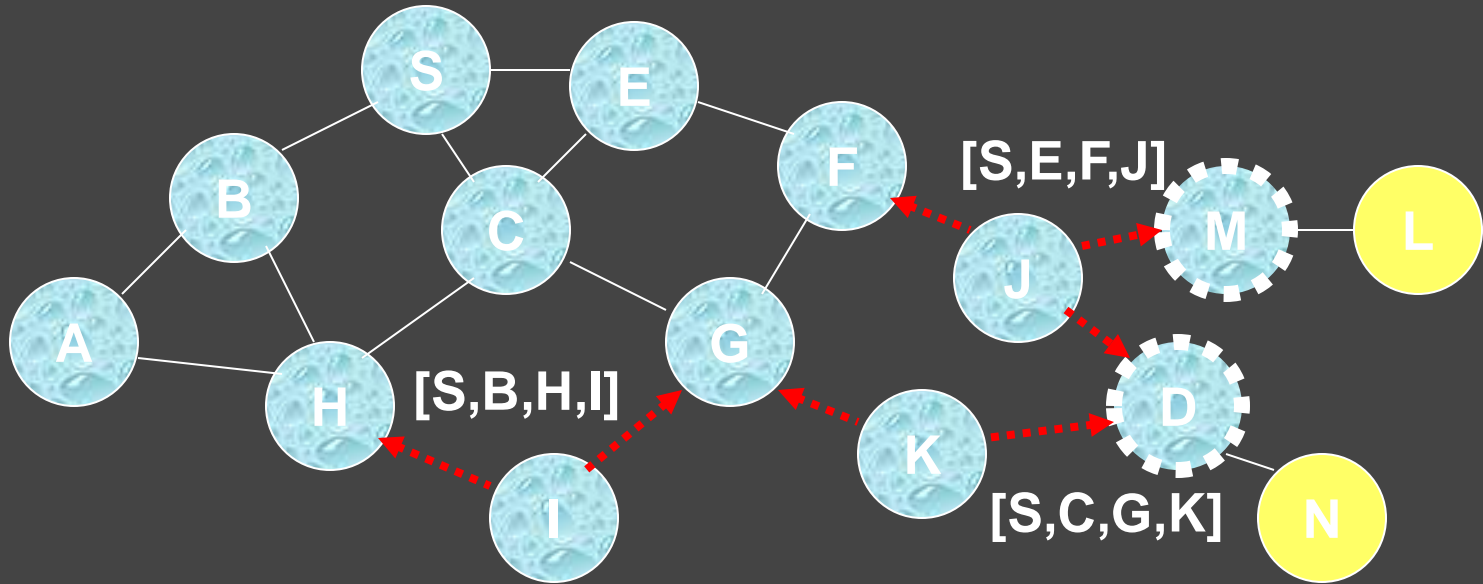
DSDV (table driven)

Problems ?

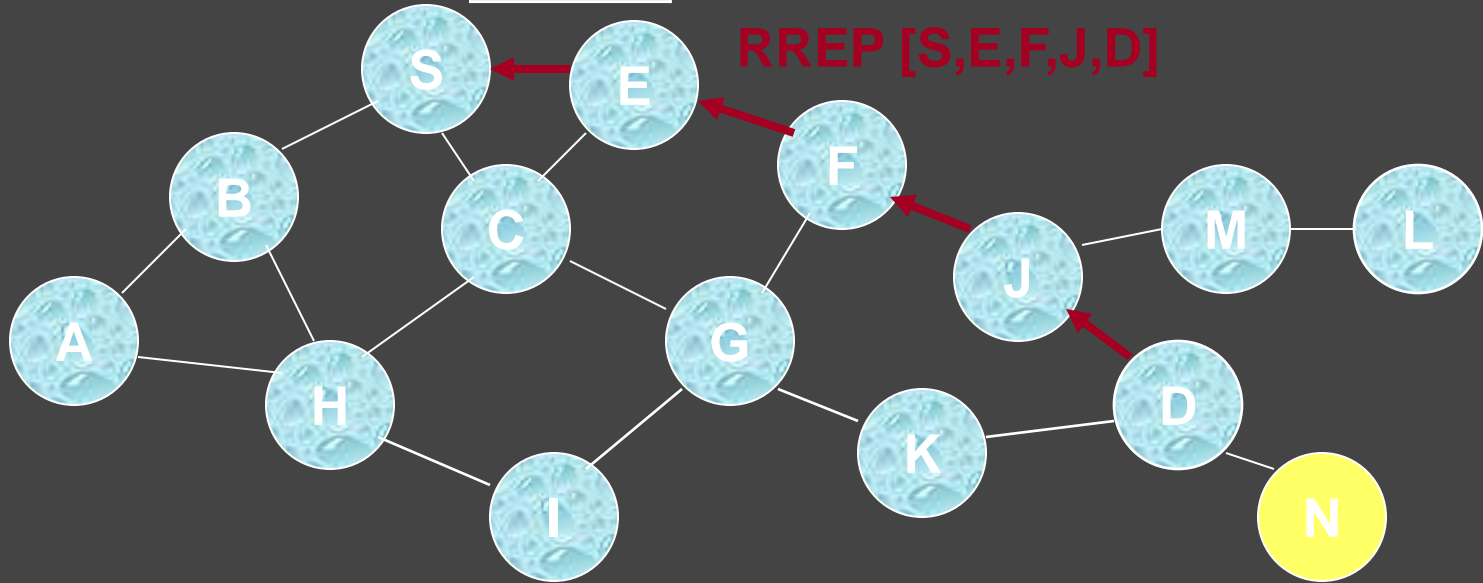
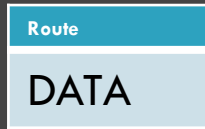


DSR (reactive)

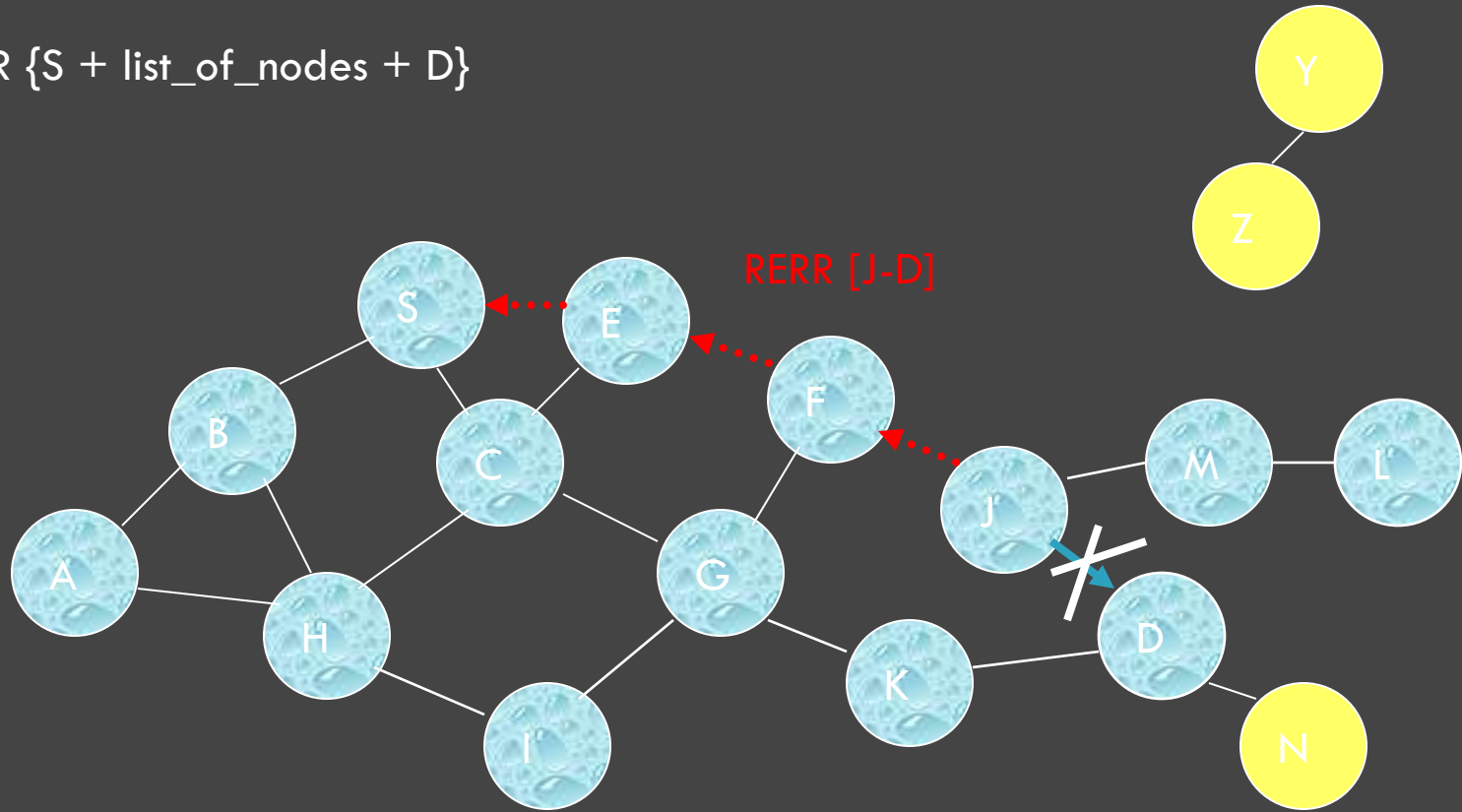
RREQ { unique_id, source, list_of_nodes, destination }



RREP {S + list_of_nodes + D}



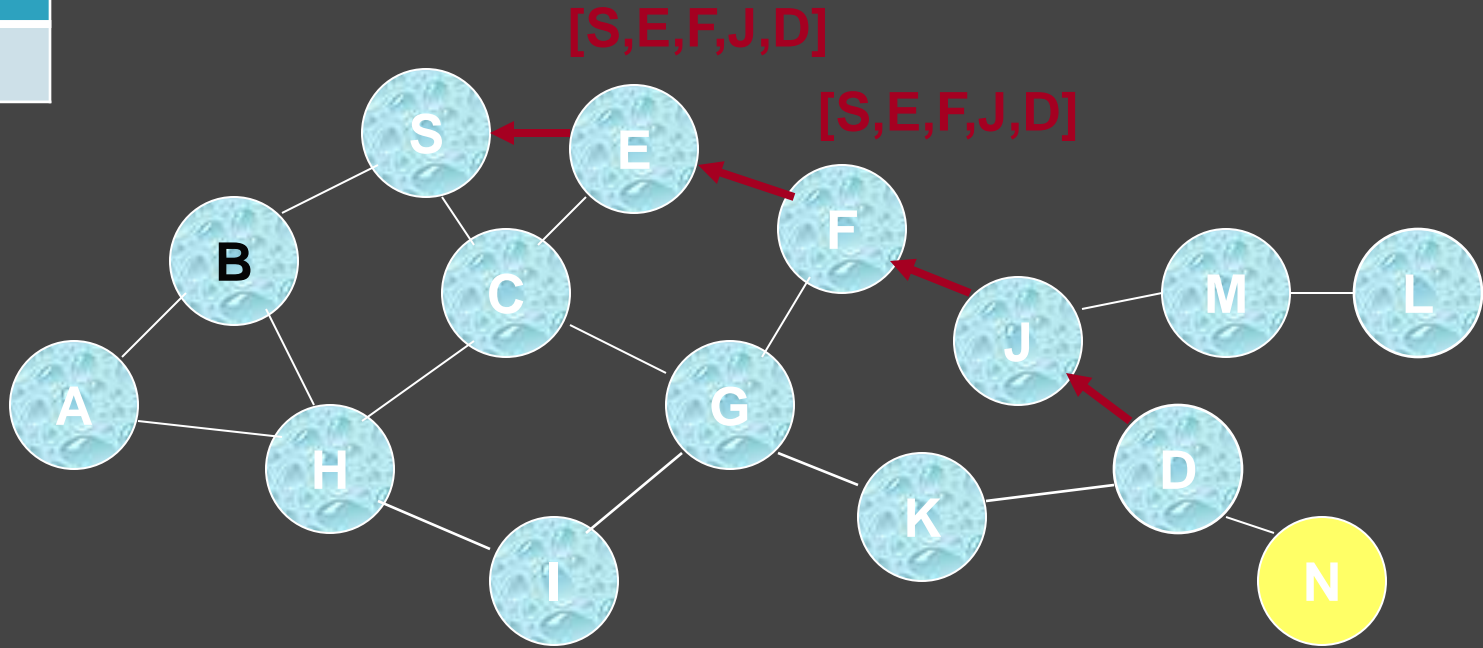
RERR {S + list_of_nodes + D}



Problems ?

Optimization => Caching

Route
DATA



Route

DATA

AODV table-driven reactive

RREQ { unique_id, source, seq_source, destination, seq_destination, hop_count }

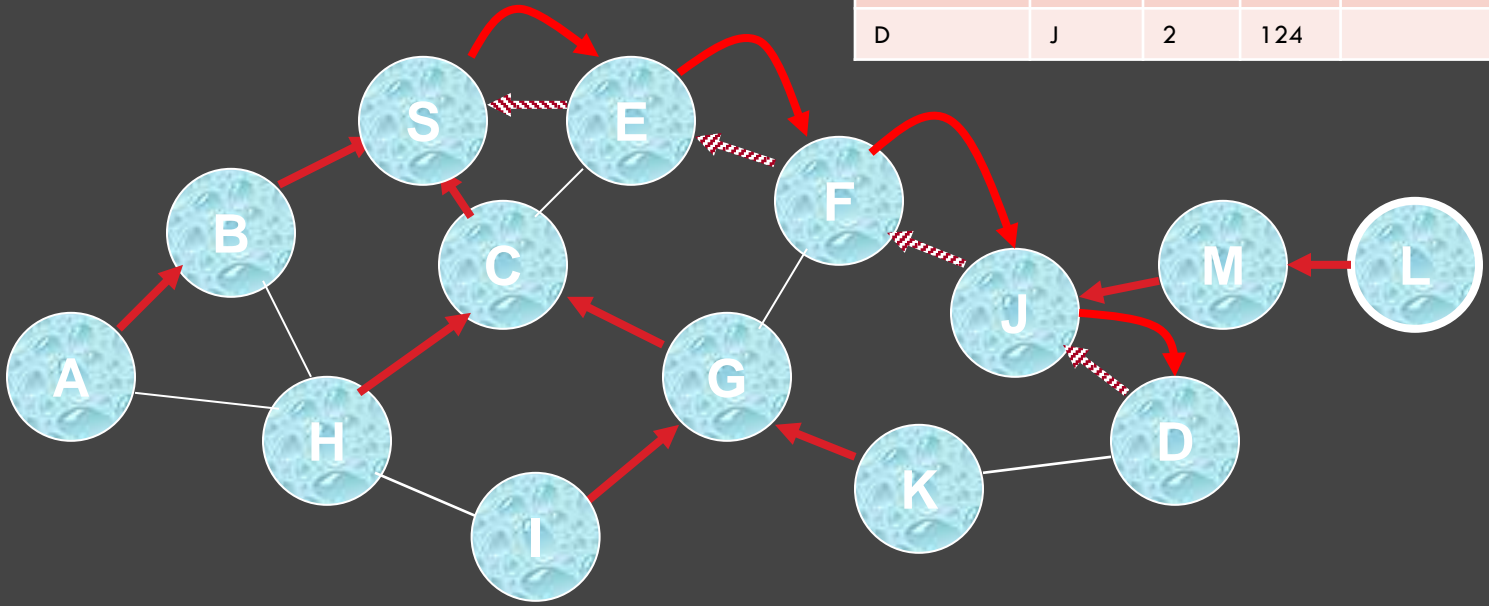
RREP { source, destination, seq_destination, hop_count, lifetime }

RRER { increment seq }



Destination	Next	Hop	Seq	Lifetime

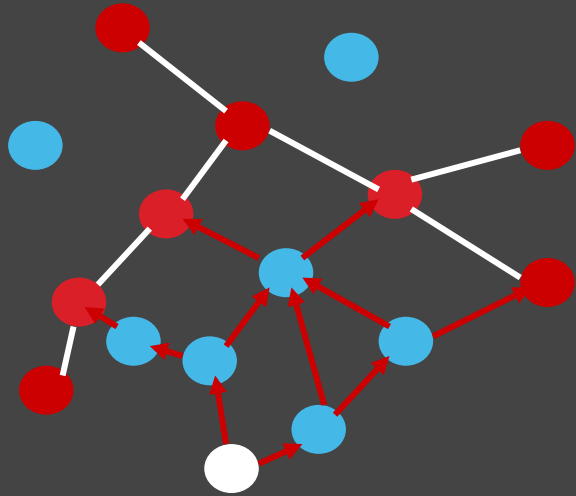
Destination	Next	Hop	Seq	Lifetime
S	E	2	24	
D	J	2	124	



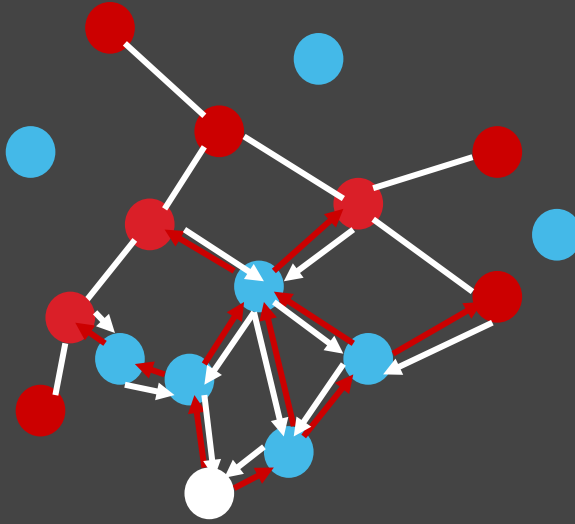
Mobile Ad Hoc Networks

Multicast Broadcast

Join or Send



Sending
RREQ

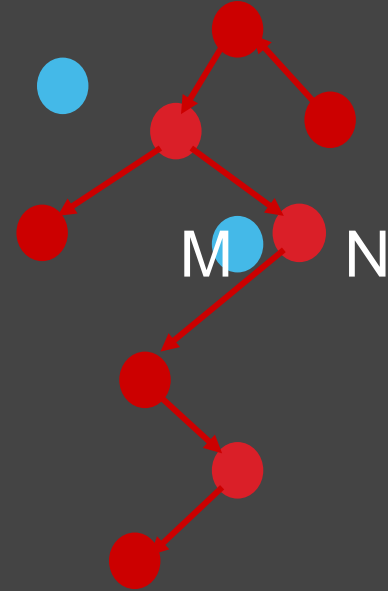
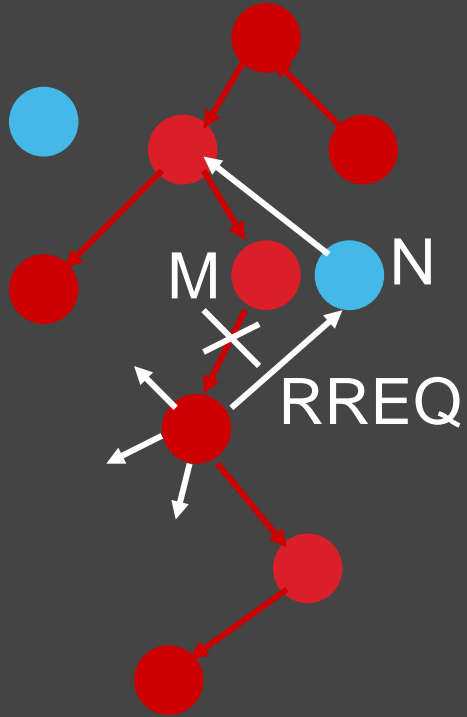


RREP
back

minHops
maxSEQ

Macht (multicast
Activation)

Repairing



Απορίες

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