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A Novel Tree Based Multicasting Routing Protocol for Mobile Adhoc Networks

Gurjeet Singh, Vijay Dhir

Abstract: ***This study proposes a novel tree based multicasting routing protocol. The tree put together multicasting routing protocol performs with respect to the premise of throughput, packet loss and end to end delay. The proposed protocol has been assessed on the premise on various parameters, for example, throughput, packet delivery ratio and end to end delay. All multicast routing protocols are different from each other on the basis of performance was measured in terms of performance metrics. Therefore, if a network designer is only interested in function of the multicast routing protocols, then he is free to choose any one of the multicast routing protocols, but good performance cannot be achieved in all respects.***

Index Terms: MANET, Routing Protocols & NS-2

I. INTRODUCTION

Mobile Ad-hoc network is a lot of remote gadgets called remote hubs, which progressively associate and exchange data. Remote hubs can be PCs (work areas/workstations) with remote LAN cards, Personal Digital Assistants (PDA), or different sorts of remote or versatile specialized gadgets[1]. Figure 1.1 shows what MANET is. As a rule, a remote hub can be any registering hardware that utilizes the air as the transmission medium. As appeared, remote hub might be physically connected to an individual, a vehicle, or a plane, to empower remote correspondence among them.

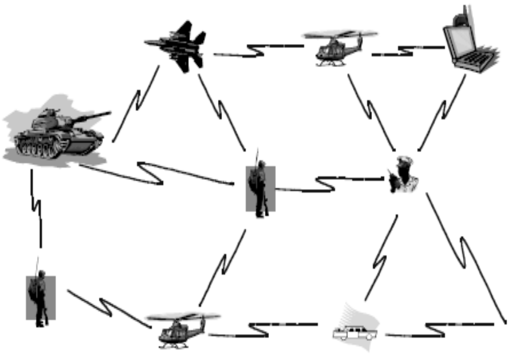

Figure 1.1 Mobile Adhoc Networks

In MANET, a remote hub can be the source, the goal, or a middle of the road hub of information transmission. At the point when a remote hub assumes the job of transitional hub, it fills in as a switch that can get and advance information bundles to its neighbor nearer to the goal hub. Because of the idea of a specially appointed system, remote hubs will in general continue moving as opposed to remain still[2].

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***Correspondence Author(s)**
Gurjeet Singh, Ph.D, Research Scholar, Department of Computer Science & Engineering, Sant Baba Bhag Singh University, Jalandhar (Punjab), India.
Prof (Dr.) Vijay Dhir, Dean Research, Sant Baba Bhag Sing, University, Jalandhar (Punjab), India.

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Along these lines the system topology changes every once in a while.

1.1 Routing Protocols

A routing protocol specifies how routers communicate with each other, distributing information that enables them to select routes between any two nodes on a computer network. Rather, there is one stream on any one section of the system on which there is a supporter. It is the errand of the changes to pursue participations and to make copies just on an as-required reason. As opposed to broadcasting, partitions on which there are no supporters don't get the stream. Multicasting is a conflicting tradition, using UDP as its reason[3]. It is conceivable to add unwavering quality to it, as depicted later, yet this is a wrapper over an inalienably problematic component.

1.1.1 Distance Vector Multicast Routing Protocol (DVMRP)

Multicast Routing Protocol (DVMRP) is an Internet routing protocol that gives a viable segment to message multicast to a get-together of hosts over an internetwork which is proper for use inside a self-decision system, yet not between different independent structure. It is the first, and still dominating multicast directing protocol utilized in the web. The Multicast Backbone is based on DVMRP for routing[4]. DVMRP assembles its own routing table as opposed to reusing the current unicast directing table for RPF checking of approaching packets. A pack is acknowledged to have met up on the RPF interface if a switch gets it on an interface that it uses to send unicast packages to the source. On the off chance that the bundle touches base on the RPF interface, at that point switch advances it out the interfaces that are available in the active interface rundown of a multicast routing table passage.

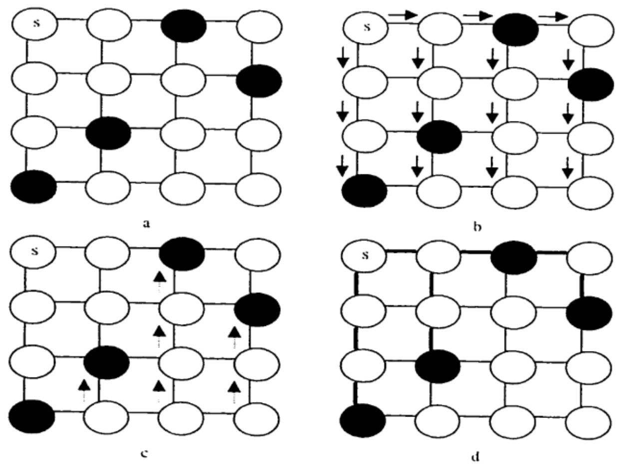

Figure 1.2 Tree Construction Process in DVMRP

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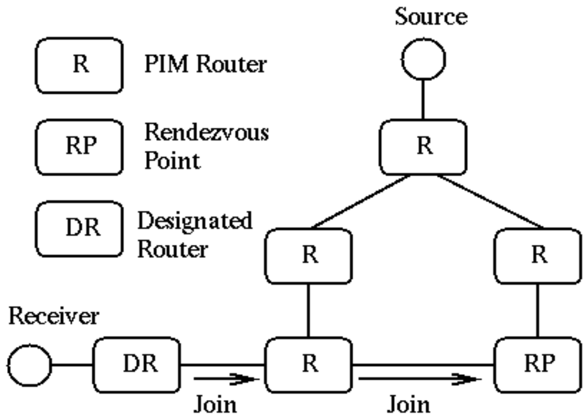
1.1.2 Protocol Independent Multicast Sparse-Mode (PIM-SM)

The name of this protocol is PIM−SM because it isn't reliant on a specific unicast steering protocol and has been intended to for inadequate dispersion of collectors. This protocol has a place with the class of center−based plans, where there is a solitary dissemination tree for each gathering. But it supports both shared−tree and source−specific tree (SPT−shortest path tree). It essentially goes for "different sender-gathering". The PIM engineering has been intended to dodge the overhead of broadcasting bundles when gather individuals meagerly populate the web[5].



1. PIM-SM creates a shared tree from RP to all the hosts which have joined the multicast group.
2. Receivers are always expected to send explicit join messages to a router acting as a core.
3. Data is always distributed over this shared distribution tree.
4. A source interested in sending data to a multicast group sends data to the RP first. The data is then forward down the shared tree to all the receivers.
5. PIM-SM generates periodic control messages to refresh the multicast forwarding states on the router.

1.1.3 Protocol Independent Multicast Dense-Mode (PIM-DM)

PIM−DM has a place with the class of source−specific multicast circulation tree development calculations. It develops "per−source−per−group conveyance tree". As the name infers it has been intended for thick collector conveyance. Also, it is autonomous of unicast directing protocol. Dense−mode PIM expect that when a source begins sending, every single downstream framework need to get multicast information grams. At first, multicast datagrams are overflowed to all regions of the system[6]. On the off chance that a few regions of the system don't have assemble individuals, dense−mode PIM will prune off the sending branch by setting up "prune state". The sending branches structure a tree established at the source prompting all individuals from the gathering. This tree is known as a source established tree (Estrin, 1996). Much the same as DVMRP PIM−DM additionally advances a multicast datagram just in the event that it clears the RPF check. The arriving interface of multicast data bundles from a source S, should organize with the unicast interface inciting the best next−hop switch towards S. In case a tolerant switch does not starting at now have a sending segment, it makes it for the source and assembling G. The (S,G) active interface list contains interfaces that have PIM switches present or host individuals for gathering G. Later the active interface list gets adjusted as prunes are gotten.

1.1.4 Core Based Trees (CBT)

CBT is based on the use of a certain node as the group's core. This core maintains the distribution tree for the entire group and all the group's details sent to the core before being forwarded to the group[7]. (Ballardie,1994) The core doesn't have to be an active participant in the multicast group. The distribution scheme is built according to the paths of "join"/"leave" IGMP messages sent to the core, which results in low control overhead and no data sent to users not participating in the group (except for the core).

On the other hand, sending all data via the core means there is practically no use of optimal routing, and even worse, all transmissions run on the same few lines, causing high loads in large groups.

1. CBT is like PIM-SM in that they both at first pick an inside from which they construct the tree, be that as it may, in CBT various focuses are took into account one gathering.
2. In CBT a middle is known as a center, a gathering initiator conveys a CORE-NOTIFICATION message to all center switches for the gathering. This message starts the working of a center tree which associate the all the gathering's centers as a center spine.
3. A join ask for is then unicast out to a realized center location. Any center switch for this gathering gets the demand can follow up on it and answer with a join recognize. No move is made by middle of the road switches until a join recognize is sent back to the asking for hub.

1.1.5 Multicast On Demand Distance Vector Routing (MAODV)

MAODV is an expansion of AODV (Ad-hoc On-request Distance Vector) and keeps up a multicast tree structure. In MAODV in case another center should be a person from a multicast gathering, it sends Join Request bundle to the framework. The multicast part that is closest to the new hub answers with the Join Reply bundle and includes its entrance in the directing table. Gathering Hello messages are communicated on occasional premise to check for availability of the tree structure which expands the control overhead because of course inquiry flooding bundles to look after courses. On the off chance that there is any connection breakage, at that point it is fixed by the downstream hub that communicate a course ask for message[8]. The Multicast task of Ad-hoc On-request Distance Vector (Royer et al.,1999) is a responsive tree-based multicast steering convention. Utilizing MAODV, all hubs in the system keep up nearby network by communicating "Hi" messages with TTL set to one. Each hub keeps up three tables, a Routing Table (RT),

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a Multicast Routing Table (MRT) and a Request Table. RT stores directing data and has indistinguishable capacity from in AODV. Every passage in MRT contains the multicast bunch IP address, the multicast amass pioneer's IP address, the multicast aggregate succession number, the bounce check to multicast bunch pioneer, the jump tally to next multicast gather part, and the following bounces[10]. The following jumps field includes interface and IP address of next bounce, the connection bearing and the initiated banner showing whether the connection is included into the multicast tree. Every section of the Request Table stores the IP locations of a hub, which has sent a demand, and the IP address of the asked for multi castgathering.

1.1.6 Protocol for Unified Multicasting through Announcements (PUMA)

In PUMA, any source can send multicast data to a multicast. Likewise source does not require joining the social event to dispatch the data. At the point when a recipient wishes to join a multicast gathering, it initially decides if it has gotten a multicast declaration for that bunch previously. On the off chance that the hub knows the center, it begins transmitting multicast declarations and indicates a similar center for the gathering. Else it views itself as the center of the gathering and begins transmitting multicast declarations intermittently to its neighbors expressing itself as the center of the gathering[9]. Hub proliferates multicast declarations dependent on the best multicast declarations it gets from its neighbors. A multicast declaration with higher center ID invalidates the declaration of a lower center ID. In this way, each associated part has just a single center. On the off chance that more than one collector joins the gathering all the while, at that point the one with the most elevated ID turns into the center of the gathering.

II. LITERATURE REVIEW

Rajashekhar Biradar et al [1] has developed the routine g scheme based on the stable mesh so that it could find the stable path multicast starting from source to the sink. The built path was based on link stability database and also the information of multicast route. It was only the link that was highly stable with selective forwarding selected for the packet forwarding. The above is seen to providing solution for the late feature and issues of node mobility. Sung Lee et al [2] that is capable of controlling the ad hoc network trafficking. The above suffers from delay of high acquisition owing to the presence of asymmetric links. Few methods have been crafted to control delay as well as mobile environment traffic scenario. Rajashekhar & Sunil Kumar [3] introduced a BDP that was based on the scheme of multi routing scheme. Utilizing the backbone of multicast, trust pair of nodes has been constructed relying on links of parameters. Further, delay product has been formed by node pair that is reliable. A mesh of ring structure has been constructed at a random distance from the central area of MANET. Further, the requirement of BDP has been attained by satisfaction of the reliable community. Dheeraj Sharma & Rohit Sethi, et al [4] has reviewed a multi routing protocol to solve network size issues on a greater scale and also issues of MANET. Deployment of hierarchical routing to get solution for fault tolerance and link failures. In case of path discovery, the packets of RREQ are seen to spend greater energy to draft a path. This protocol helps recovery of broken links to solve multicasting issues. Jenitha Christy & Kabilan [5] has introduced an updated protocol of multicast routing that is secured to find nodes that are malicious and also authenticate the different source presence. Procedure of link recovery along with the multicast table has been set up so that network activity status could be updated easily. Installing queries for routes that are refreshing and modified. Senthil Kumar & Parthasarathy [6] gave solution to efficient routing. Route selection method based on route has been proposed to attain a route reliable with both the previous and current life of residual link. Souce node is initiated about the link condition so that it can update the status of network. This routing does not identifies intruders and also isolate them. Animesh et al [7] has developed an approach of semi distribution across an IDS system based on reputation. It combines the protocol proactive to strengthen the MANET defense. Reputation features has been taken from human behavior. Highest priority is given to nodes self-observation for making updates in metrics reliable so as to avoid the need of trust admist nodes. Rakesh Shrestha et al [8] has introduced an approach based on intrusion of cross layer framework to find malicious nodes and types of attacks of DoS by using the data about the stack layers of protocol so that the detection accuracy gets better. Detection of anamolies of corporate intrusion is used along with the technique of data mining to boost the said architecture. Fixed algorithm of clustering has been used to detect the anamolies present in MANET traffic and further discuss the types of attacks across the network.

III. PROPOSED WORK

The tree based multicast directing is in a tree-based multicast steering protocol, a tree-like information sending way is built which is established at the source of the multicast session. The multicast tree is made out of a unique path from the multicast source to each of the multicast recipients. Tree-based traditions are astoundingly capable (profitability is portrayed as extent of the total number of data packs gotten by the centers to without a doubt the quantity of data bundle transmissions in the framework) due to the nonappearance of different monotonous approaches to the multicast source center point. The principle preferred standpoint of a tree as the hidden sending structure is that the quantity of sending hubs will in general be diminished (in spite of the fact that not improved). However, multicast trees form a virtual backbone which is fragile in ad hoc networks where the mobile hosts move freely anywhere. This is because of the way that in a multicast tree there is no elective way between the source and goal to endure the regular system topology changes. Tree-based traditions essentially revolve around how to build up the tree with the base control overhead, and including the base cost. The cost measurement is commonly accepted the normal separation of the multicast individuals from the multicast source.

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The control overhead engaged with tree-based conventions is low, and the execution as far as parcel conveyance proportion of such protocols, diminishes as the versatility increments. The major difference between the tree-based and mesh-based multicast routing protocols lies in the manner in which a multicast message is relayed. In the tree-based multicast directing conventions, each transitional hub on the tree has a well-defined rundown of the next-hop hubs for a particular multicast session. It will send a duplicate of the got multicast message to just the neighboring hubs on its next-hop list. Figure 1.2 demonstrates an example tree-like multicast course to associate the multicast source to the multicast beneficiaries

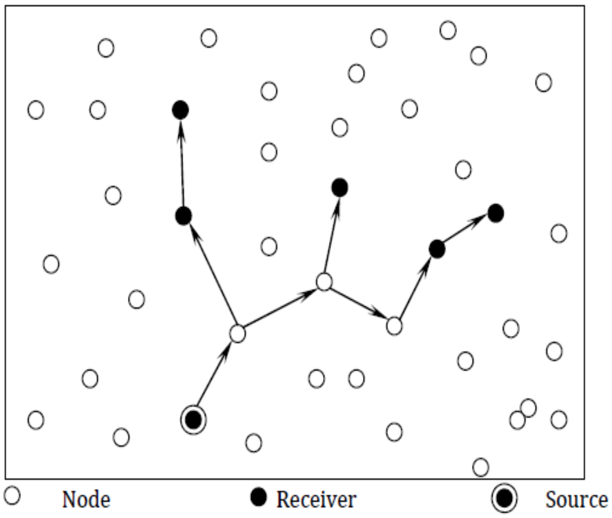

Figure 1.2 A Tree-based multicast route

Tree-based multicast steering protocols can be additionally subdivided into group-shared tree and source-based tree. In the two cases, multicast trees are developed to interconnect every one of the individuals from the multicast gathering. Information is conveyed along the tree ways to achieve all the gathering individuals. The source-based approach keeps up, for each multicast source, an individual (negligible) tree towards all its multicast recipients. Source-based tree is separately established and maintained for each multicast source node of a multicast group. The advantage of source-based tree is that each multicast packet is forwarded along the most efficient (shortest) path from the source node to each multicast group member. However, this method incurs a lot of control overhead and cannot quickly adapt to the movements of the nodes in a mobile ad hoc network.

IV. RESEARCH METHODOLOGY

Multicast information correspondence is a productive correspondence conspire, particularly in multi-jump specially appointed systems where the media get to control (MAC) layer depends on one-bounce communicate from one source to various recipients. Contrasted with unicast, multicast over a remote channel ought to most likely manage fluctuating channel states of various clients and client versatility to give great quality to all clients. IEEE 802.11 does not bolster dependable multicast inferable from its failure to trade ask for to-send/clear-to-send and affirmation parcels with various beneficiaries. In this way, a few MAC layer conventions have been proposed to give solid multicast. Be that as it may, extra overhead is presented, thus, which corrupts the framework execution. In this work, we address the test of high information rates and burst traffic where a vast burst of bundles should be transported to the last goal. We present multi-interface hubs so as to additionally upgrade the system throughput when all the traffic is bound to the different recipients. So as to upgrade the gathering of the information, we altered the direct assignment technique so as to keep the interfaces in gathering mode and no less than one neighbor of every interface in transmission mode. In this way, the channel allotment conspire enables the sink to consistently get information outlines. The major existing protocols will be reviewed and characterized, followed by a description of their implementations for ns-2, as this work is a simulation-based study. Multicasting consists of the following protocols:

1. Bi-directional Shared Tree (BST)
2. DVMRP/DM
3. Centralized Multicast (CTR)

Following is a detailed description of these protocols and their abnormalities regarding real multicast protocols:

1. BST

Bi-directional Shared Tree is in fact PIM-SM with the ability to have several Rendezvous Points (RP) instead of only one core, as in CBT. Bi-directional refers to the links' symmetry in terms of bandwidth and delay.

2. DVMRP/DM

Like PIM-DM, with the extra component of "unite" messages. At the point when another part wishes to join the gathering, it can send a "join-gathering" message (called "unite"), which goes just a single connection up the tree. If the "graft" reaches a node that already belongs to the multicast tree, the request is automatically granted and the node starts to receive data with minimum delay[11]. If the "graft" reaches a non-active node, nothing happens until the next periodic "flooding" takes place, at which point the upper node remembers the "graft" request it got, and acquires the route for the node that requested it originally. The ns2 specifications of this protocol claim that there are two activation options, DM and DVMRP (by adding the line: DM set Cache MissMode dvmrp).

3. CTR

The consolidated multicast is an insufficient mode utilization of multicast like PIM-SM, where a Rendezvous Point (RP) set up shared tree is worked for a multicast gathering. The essential qualification is that the authentic sending of control messages ("prune", "join, etc.) to set up state at the center points isn't imitated. A concentrated count pro is used to process the sending trees and set up multicast sending state at the huge center points as new recipients join a get-together, and no time is "squandered" on these activities[12]. Therefore, in terms of delay and overhead measurements, this implementation doesn't simulate any existing protocol, and can only be viewed as a "best case result" manufacturer. Core Based Routing Protocol is simulated with CTR implementations of ns-2.

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V. PROPOSED METHOD

Step 1: In Network creation, signal engendering and neighbor revelation stage, the principal hub to be actuated in the system is source hub (SN) and is on profundity O.
Step 2: The SN communicates a reference point that is proliferated in a multi-jump way to achieve every one of the hubs of the system.
Step 3: So as to abstain from over-burdening the system with long control messages to trade neighborhood data, we use bitmaps to speak to neighbors.
Step 4: Using the local propagation order (which is a rundown of all the hub locations of the system), each hub can construct and deal with a bitmap that speaks to every one of the hubs in the system[13].
Step 5: Each index of the bitmap corresponds to the node address with the same index in the propagation order.

VI. RESULTS

We have assessed the execution of Novel protocol and contrasted it and MAODV as far as directing overhead, throughput, bundle conveyance portion and end to end delay in NS-2. The obtained results are illustrated below. Multicast routing protocols are compared on the basis of different Performance Metrics.

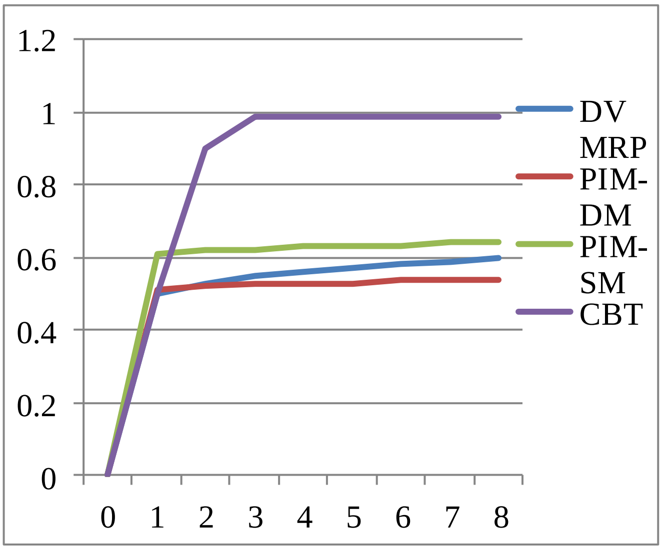
- **End-to-End Delay:** Time elapsed between the generation of a packet at a source and the reception of that packet by a group member.
- **Throughput:** Throughput is the rate at which organize sends or gets information. It is good channel capacity of network connections.
  Throughput = packets received/packets forwarded
- **Packet Loss:** Packet Loss is the place arrange traffic neglects to achieve its goal in an opportune way. Packet Loss = amount of packets received-amount of packets sent

6.1 Simulation Parameters

Parameter	Value
Area	1200*200
No of Nodes	3,6,12,24
Simulation Time	12 sec
Transmission Range	250meters
Sending rate	2 packets per second
Speed of Node	0 -20 m/s
Size of Packet	256 bytes
Bandwidth	100Mbps

6.2 End to End Delay

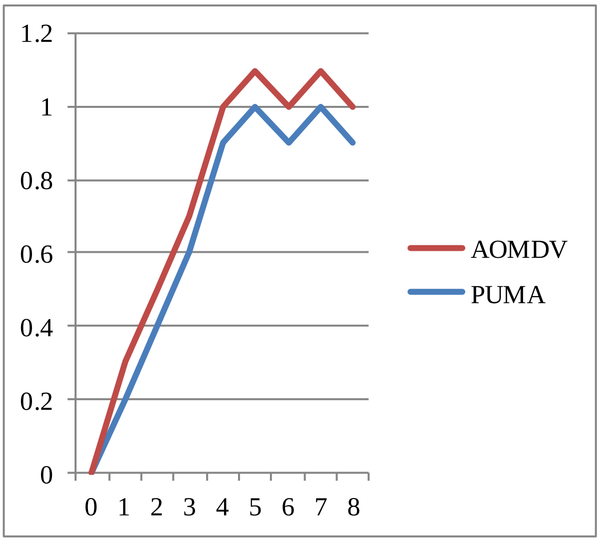
Time slipped by between the age of a packet at a source and the gathering of that bundle by a gathering part[14]. Deferral is the measure of time that it takes for a parcel to be transmitted starting with one point in system then onto the next point in a system. It alludes to the time taken for a packet to be transmitted over a system from source to destination. All the way delay was screen at each multicast group of onlookers. The postponement for CBT was moderately more than whatever remains of the protocols. CBT convention additionally made a common tree however the postponement was a lot higher. The reason is the handling time at the RP. The delay has a fairly constant value for all the four protocols. Second highest delay is produced by PIM-SM. All the three Remaining Protocols shows almost constant delay after one second which is not the case in CBT. They delay is highest in last time interval as the distance is also highest to move from source to destination (farthest receiver).



Simulation Time (in Sec)

Figure 1.3 End to End Delay (Infra Based)

End to End delay for all Multicast routing protocols is shown in the graph corresponding to the simulation time. End to End delay bears large variation in the graph, somewhere it is more and somewhere it is less. PIM-DM is better than DVMRP when comapred according to end to end delay metric. And among DVMRP, PIM-SM, PIM-DM and CBT, PIM-DM provides less end to end delay.



Simulation Time (in Sec)

Figure 1.4 End to End Delay (Infra. Less)

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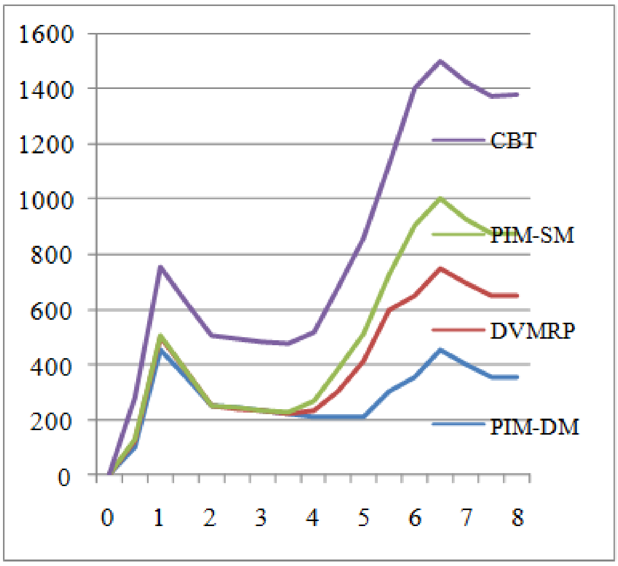
Among AOMDV and PUMA, AOMDV has higher End to End delay[15]. PUMA is a work based protocol and gives different courses from senders to collectors. MAODV, then again, is a tree based protocol and gives just a solitary course among senders and reciever.

6.3 Throughput

Throughput is a conventional term used to portray the limit of the framework to exchange information. Throughput is only the transfer speed of the transmission channel. Throughput is the rate at which organize sends or gets information. Throughput is a lot harder to characterize and quantify on the grounds that there are various routes through which throughput can be determined:

- The packet or byte rate across the network.
- The packet or byte rate of a specific application flow.
- The packet or byte rate of host to host aggregated flows, or
- The packet or byte rate of network to network aggregated flows.

We have calculated throughput using following formula:
Throughput = Packets received / Packets forwarded

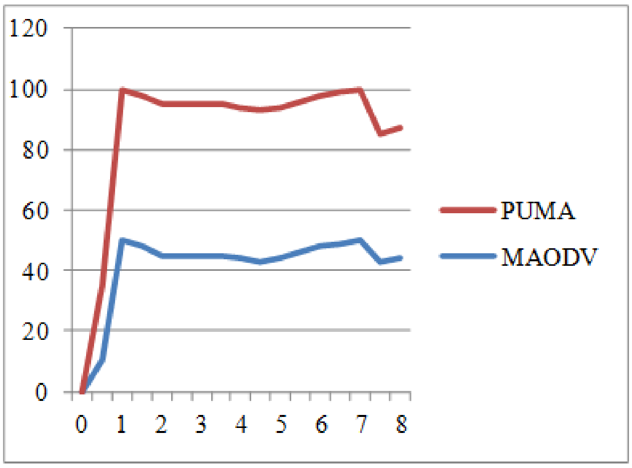


Simulation Time (in Sec)

Figure 1.5 Throughput (Infra. Based)

Throughput of CBT is higher than all protocols while PIM-DM does not achieved the expected throughput, same is the case for DVMRP but it performs good as compared to PIM-DM[16]. Both Sparse mode protocols performs very well as compared to both compared to dense mode protocols .The basic reason behind this is initial flooding by DVMRP and PIM-DM . That's why the packets meant for actual receivers are too less as compared to sent packets.

In adhoc networks PUMA beats when contrasted with MAODV in light of the fact that it depends on great strategy of declarations. The odds of disappointment are less, in light of the fact that it can pick its pioneer powerfully without the obstruction of Network planner. So there is no single point failure like problems.



Simulation Time (in Sec)

Figure 1.6 Throughput (Infra. Less)

Figure 1.6, shows the Throughput analysis. For expanding number of hubs the throughput of PUMA is higher than the MAODV.

6.2 Packet Loss

Packet loss organize traffic neglects to achieve its goal in a convenient way. Packet Lost = amount of packets received - amount of packets forwarded

There are three causes of packet loss in the network

- A break in Physical connection that keeps the transmission of a packet.
- A packet that is defiled by a commotion and is distinguished by a checksum disappointment at downstream hub and Network blockage that prompts cradle flood.

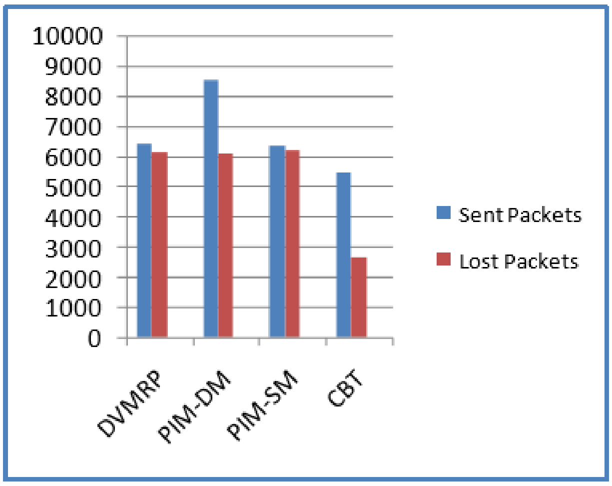


Figure 1.7 Packet Loss (Infra. Based)

The no. of packets that are lost during simulations and can be computed by subtracting the no. of received packets from forwarded packets[17]. The no. of Packets lost by CBT are much less as compared to all another protocols.

In case of ad-hoc only 10 percent as compared to infrastructure based are forwarded.

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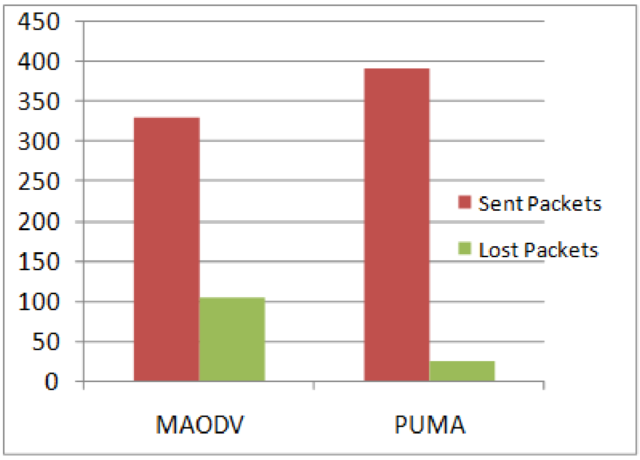

Figure 1.8 Packet Loss (Infra. Less)

VII. CONCLUSION

At the point when Multicast routing protocols are contrasted based on end to end, then all protocols demonstrates altogether different outcomes then PIM-DM give better execution that is less deferral, while CBT has maximum delay so it best to choose PIM-DM. Multicast routing protocols performance differed when compared in terms of performance metrics. The test results recommend that arrangement parameters do to be sure assume a job in how well the different multicast routing protocol perform. A system creator ought to know about this reality and ought to pick a suitable Routing Protocol. As a rule, in different circumstances DVMRP and PIM-DM performed correspondingly to each other in a particular traffic design setting. When Multicast routing protocols are compared on the basis of throughput then CBT give Best performance as compared to all while PIM-SM is also giving better results as Compared to both dense mode Protocols. When Multicast routing protocols are compared it is minimum of all which is desired while at the same time we had seen that the Throughput of CBT is highest because of its Implementation issues it can lack its Performance. When Multicast routing protocols are compared according to packet loss: then PIM-SM drops much more packets as compared to all. PUMA causes far less overhead when contrasted with MAODV. It has higher bundle conveyance part and throughput. The lesser estimations of End-to-end delay suggest a superior execution than other protocol. Along these lines, PUMA has been chosen best from foundation less protocols.

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AUTHORS PROFILE

Gurjeet Singh is a dynamic author in the field of Computer Science & Engineering. He did his M.Tech Computer Science & Engineering from Lovely Professional University, Jalandhar. He has published 20 books in the field of computer science & engineering and also published 30 papers of National and International repute. Currently he is pursuing Ph.D in Computer Science & Engineering from Sant Baba Bhag Singh University, Jalandhar. His area of interest is Mobile Adhoc Networks.

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Prof (Dr.)Vijay Dhir is working as a Director Research at Sant Baba Bhag Singh University, Jalandhar. He has published more than 80 research papers of National and International repute in the field of Computer Science & Engineering. He has a teaching experience of 20 years. He has also delivered expert talks at abroad and also the member of ISTE & IEEE.

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