INTERNET OF THINGS

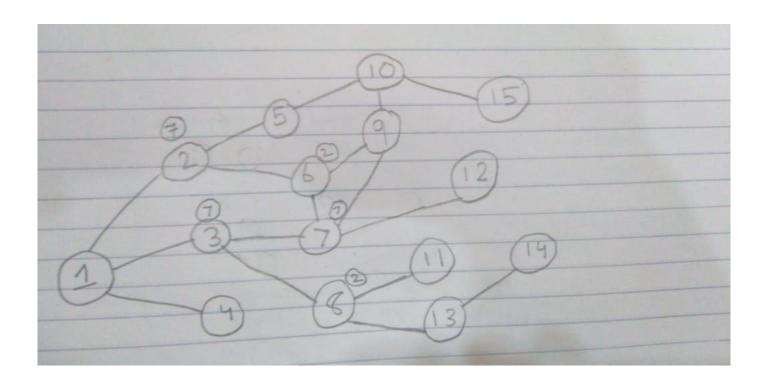
ASSIGNMENT 1



TEAM MEMBERS:

Hashaam Ahsan (16i-0095) Hamza Khan (16k-3638) Zubair Shahid (16i-0081)

TOPOLGY



Source Node: 2

Destination Node: 13

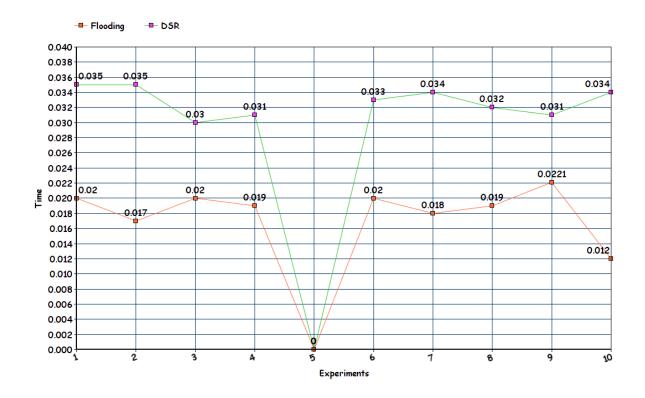
Node 1 drops its neighbour randomly to simulate mobility

MESSAGE RATE LOW

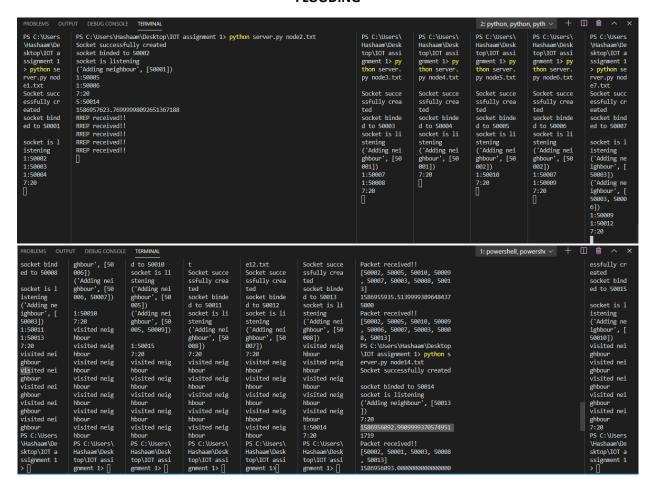
CASE 1 (Drop Rate 20%)		
Experiments	Flooding	DSR
experiment1	0.02	0.035
Experiment2	0.0169	0.03499
Experiment3	0.0199	0.0309998
Experiment4	0.0189	0.0312643
Experiment5	(Dropped message by 3,7 and	(Dropped message by 3,7 and
	10)	10)
Experiment6	0.0201	0.033982
Experiment7	0.01799	0.03499926
Experiment8	0.019	0.0319
Experiment9	0.02211185	0.0319263
Experiment10	0.0189	0.034823

Average Vale:

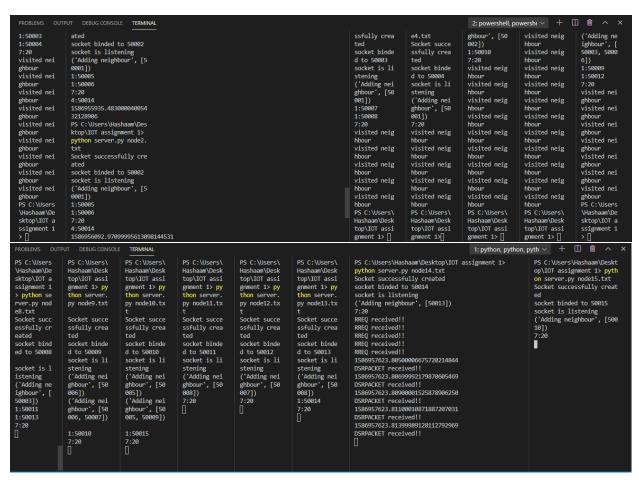
Flooding: 0.0155 DSR: 0.026



FLOODING



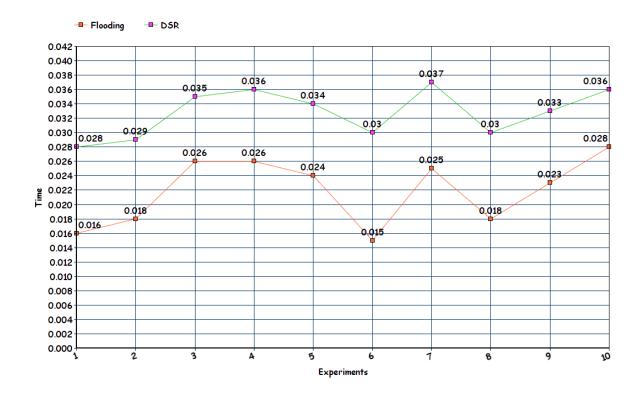
DSR



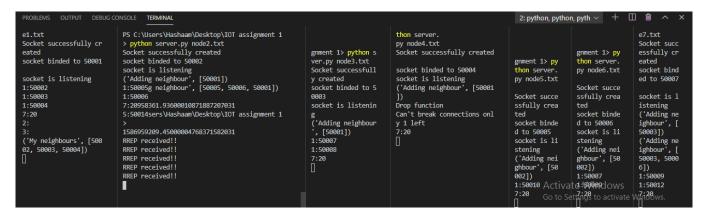
CASE 2:		
Experiments	Flooding	DSR
experiment1 (Node 4 dropped)	0.01600003242	0.02799987793
Experiment2 (Node 4 dropped)	0.017834	0.02899984771
Experiment3 (Node 3 dropped)	0.026099	0.03499984741
Experiment4 (Node 1 dropped)	0.026223	0.035871
Experiment5 (Node 3 dropped)	0.024011	0.033999
Experiment6 (Node 4 dropped)	0.0153545	0.030771
Experiment7 (Node 4 dropped)	0.02555	0.0369871
Experiment8 (Node 4 dropped)	0.018222	0.0299841
Experiment9 (Node 3 dropped)	0.02319	0.03294741
Experiment10 (Node 1 dropped)	0.028022	0.03682231

Average Vale:

Flooding: 0.022 DSR: 0.033

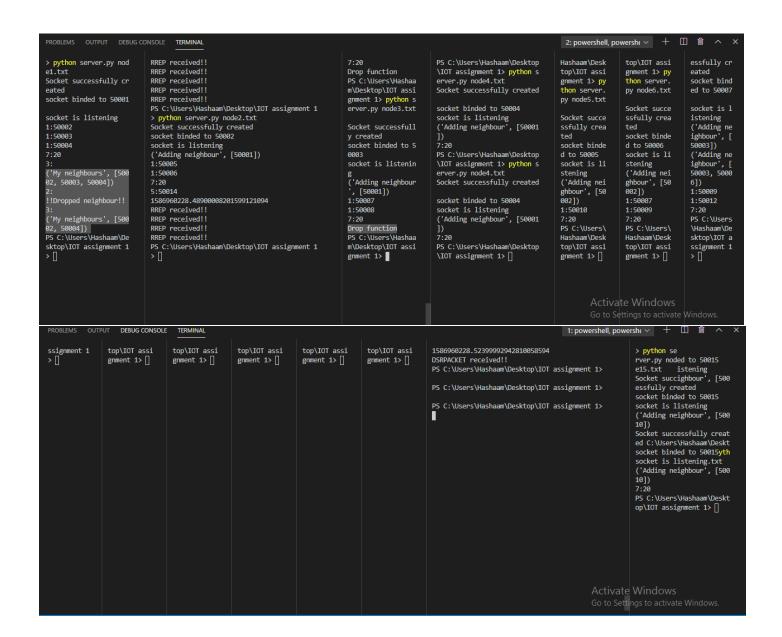


The Node doesn't drop the link if only one neighbour left to avoid Partition



Flooding

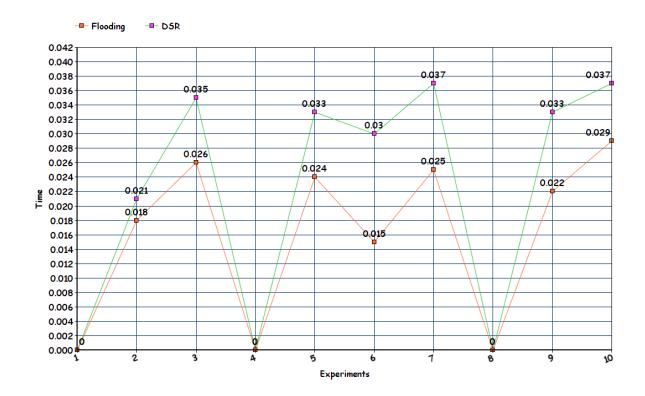




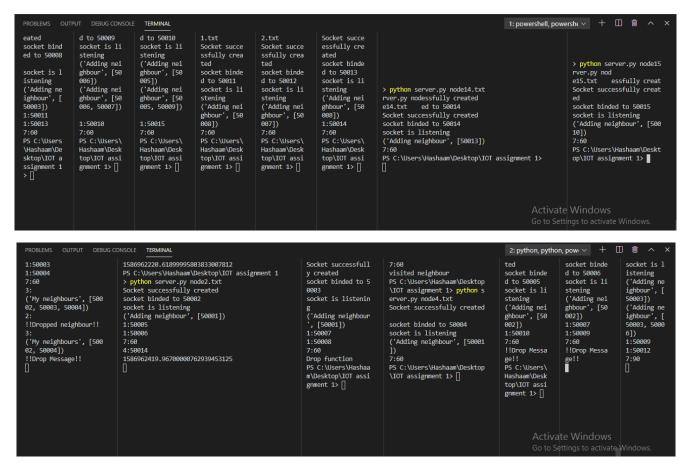
CASE 3 (Drop Rate 60%)		
Experiments	Flooding	DSR
experiment1 (Node 3 dropped)	(Dropped message by 8 and 6)	(Dropped message by 8 and 6)
Experiment2 (Node 4 dropped)	0.01799	0.0212247
Experiment3 (Node 3 dropped)	0.026559	0.034947
Experiment4 (Node 1 dropped)	(Dropped message by 3 and 7)	(Dropped message by 3 and 7)
Experiment5 (Node 3 dropped)	0.024022	0.033545
Experiment6 (Node 4	0.01545	0.0307722
dropped)		
Experiment7 (Node 3 dropped)	0.025151	0.0369991
Experiment8 (Node 4 dropped)	(Dropped message by 9,15,7	(Dropped message by 9,15,7
	and 1)	and 1)
Experiment9 (Node 3 dropped)	0.022239	0.032943
Experiment10 (Node 1	0.028772	0.0368731
dropped)		

Average Vale:

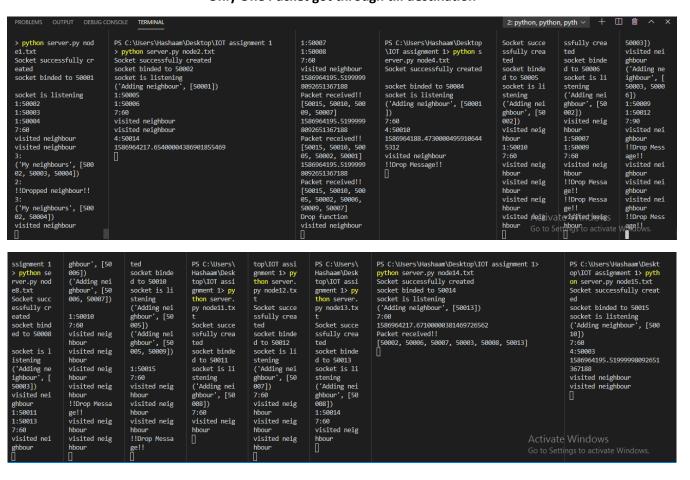
Flooding: 0.016 **DSR:** 0.027



Message was dropped and couldn't get to its destination



Only One Packet got through till destination

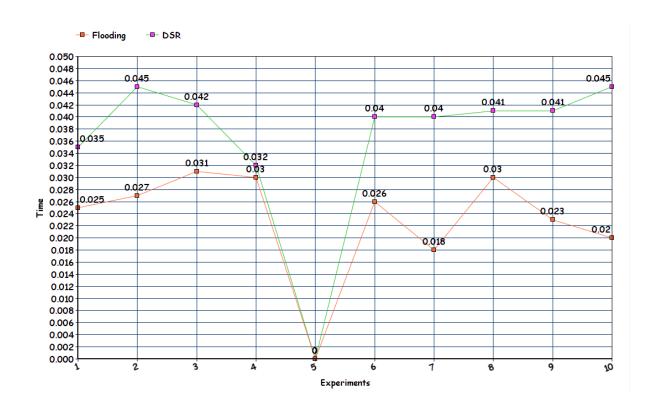


MESSAGE RATE HIGH

CASE 1 (Drop Rate 20%)		
Experiments	Flooding	DSR
experiment1	0.0255	0.03555
Experiment2	0.0268	0.04489
Experiment3	0.0309	0.0419
Experiment4	0.0299	0.0323643
Experiment5	(Dropped message by 3 and	(Dropped message by 3 and
	10)	10)
Experiment6	0.0256	0.039482
Experiment7	0.01854	0.0404
Experiment8	0.0290	0.0418
Experiment9	0.0231	0.0418
Experiment10	0.02009	0.0458

Average Vale:

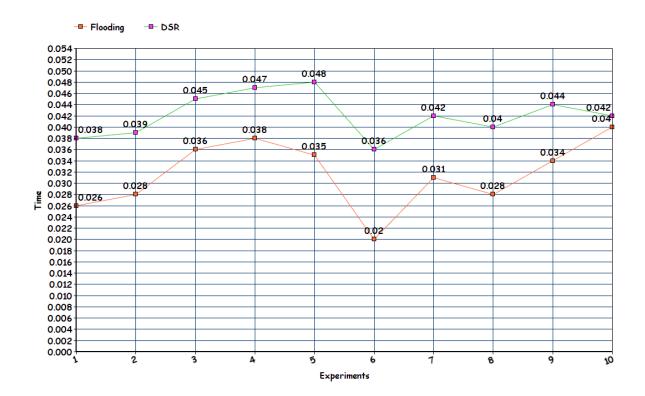
Flooding: 0.047 **DSR:** 0.036



CASE 2:		
Experiments	Flooding	DSR
experiment1 (Node 4 dropped)	0.0259	0.0378
Experiment2 (Node 4 dropped)	0.0277	0.0388
Experiment3 (Node 3 dropped)	0.0359	0.0448
Experiment4 (Node 1 dropped)	0.0372	0.0468
Experiment5 (Node 3 dropped)	0.0350	0.0449
Experiment6 (Node 4 dropped)	0.0208	0.0362
Experiment7 (Node 4 dropped)	0.0310	0.0423
Experiment8 (Node 4 dropped)	0.0281	0.0398
Experiment9 (Node 3 dropped)	0.0341	0.0439
Experiment10 (Node 1 dropped)	0.0390	0.0423

Average Vale:

Flooding: 0.0315 DSR: 0.042

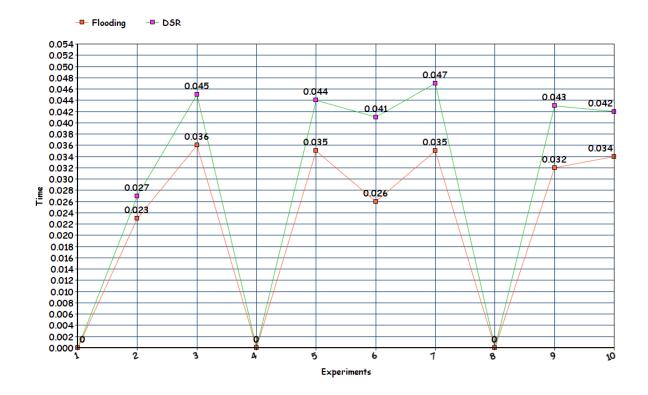


CASE 3 (Drop Rate 60%)		
Experiments	Flooding	DSR
experiment1 (Node 3 dropped)	(Dropped message by 8 and 6)	(Dropped message by 8 and 6)
Experiment2 (Node 4 dropped)	0.0234	0.0267
Experiment3 (Node 3 dropped)	0.0364	0.0448
Experiment4 (Node 1 dropped)	(Dropped message by 3 and 7)	(Dropped message by 3 and 7)
Experiment5 (Node 3 dropped)	0.0350	0.0445
Experiment6 (Node 4	0.0264	0.0417
dropped)		
Experiment7 (Node 3 dropped)	0.0350	0.0468
Experiment8 (Node 4 dropped)	(Dropped message by 9,15,7	(Dropped message by 9,15,7
	and 1)	and 1)
Experiment9 (Node 3 dropped)	0.0321	0.0428
Experiment10 (Node 1	0.0342	0.0423
dropped)		

CASE 3:

Average Vale:

Flooding: 0.022 DSR: 0.029



CACHE IN DSR (BONUS)

We have added the cache in DSR, the cache saves the source and destination path both for all the nodes in between and if the message is sent again it uses cache to deliver the DSR packet without sending the RREQ and RREP.

