***Average Drop Count***

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| LAMBDA | 0.01 | 0.05 | 0.1 | 0.25 | 0.5 | 0.8 |
| *SimpleDVR* | 1.8 | 2.2 | 1.75 | 1.5 | 1.1 | 0.95 |
| *DVR* | 1.6 | 1.5 | 1.25 | 1.8 | 1 | 0.5 |

***Drop Rate***

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| LAMBDA | 0.01 | 0.05 | 0.1 | 0.25 | 0.5 | 0.8 |
| *SimpleDVR* | 0.25 | 0.33 | 0.6 | 0.73 | 0.8 | 0.9 |
| *DVR* | 0.21 | 0.27 | 0.51 | 0.62 | 0.74 | 0.82 |

In SimpleDVR,the update function doesn’t work if the distance is not less than before. So,when a router is off , the distance becomes infinity but it doesn’t get updated. Then,the packets want to got through that route and get dropped. But in DVR, the infinity distance is updated by forced update.So,the packet knows before that this route is not convenient.So,the drop rate is low.