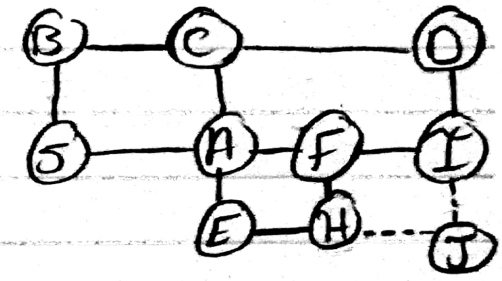
Sheet 6

Q:1 Compare:

* **Proactive Routing**
  - is based on Periodic exchanges that update the routing tables to all Possible destinations, even if no traffic goes through
  - Better for stable networks.
* **Reactive Routing**
  - is based on on-demand route discovery that update routing Tables only for the distination that has traffic going through
  - Better for highly dynamic networks.

Q:2 DSR ⇒ Do Route discovery first.



Node	RREQ	Dst[Neighbours]
S	[S]	~~A~~, ~~B~~
A	[S, A]	~~C~~, ~~F~~, ~~E~~, ~~S~~
B	[S, B]	~~C~~, ~~S~~
C	[S, A, C]	~~A~~, ~~B~~, D
F	[S, A, F]	~~A~~, ~~H~~, ~~I~~
E	[S, A, E]	~~A~~, H
D	[S, A, C, D]	~~C~~, I
H	[S, A, F, H]	~~E~~, ~~F~~
I	[S, A, F, I]	~~D~~, ~~F~~

a) Path from S → D:

S → A → C → D

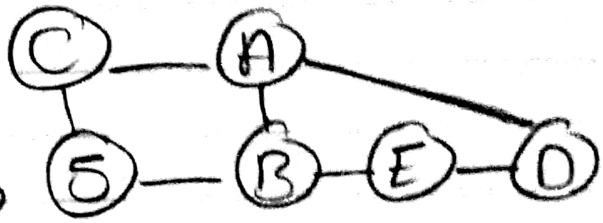
b) After adding (J), Path from A → J

J → H → F → A

Node	RREQ	Dst
J	[J]	H, I
H	[S, A, F, H]	E, F

F cached

Q:2 AODV: From S → D



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Node	[Neighbours] DST	[Goal] dst	Next Hop	Hop Count
S	B, C	S	-	0
B	A, E, ~~S~~	S	S	1
C	A, S	S	S	1
A	~~B~~, ~~C~~, D	S	B	2
E	B, D	S	B	2
D	~~A~~, ~~E~~			

* Reverse Path/Route [RREQ Path]
* Each node, has a table showing Next Hop & Hop Count for each goal
* this is a contact one

*

Node	[Goal] dst	Next Hop	Hop Count
A	D	D	1
B	D	A	2
S	D	B	3

* Forward Path/Route [RREP]
* use the reverse path.