1. NT （Neighbor Table）
   1. position （用于计算两跳邻居转发率表，可以在选择转发节点集时计算）
   2. etx （收到HELLO包时修改）
   3. nfr （Neighbor Table Rate Table， 用于存储一跳邻居转发率。）
2. NFRT （Neighbor Forward Rate Table）

NFRT链表，存储本地经过此邻居到某一Dest的etx

* 1. RoutingOpspInsertNfrTable
  2. RoutingOpspDeleteNfrTable
  3. RoutingOpspUpdateNfrTable
  4. 表项存活时间问题，应与路由表项存活时间同步

1. RT (Routing Table)

加入对etx (from local to dest)的修改

* 1. RoutingAodvReplaceInsertRouteTable
  2. RoutingAodvReplaceRouteTable

1. 报文修改
   1. 发包
      1. HELLO包中加入position
         1. RoutingAodvInitiateHELLO
      2. RREP包中加入到某一Dest的etx
         1. RoutingAodvInitiateRREP
         2. RoutingAodvRelayRREP
         3. RoutingAodvInitiateRREPbyIN
   2. 收包
      1. 收到HELLO时修改NT.position和NT.etx
         1. RoutingAodvHandleHello
      2. 收到RREP时计算etx(from local to Dest)，修改RT
         1. RoutingAodvHandleReply
         2. RoutingAodvRelayRREP
         3. RoutingAodvReplaceInsertRouteTable
         4. RoutingAodvReplaceRouteTable
      3. Overhear RREP时计算etx(from local to Dest)，修改相应NT.nfr.dest
         1. RoutingOPSPHandleOverhearRREP

???????????????????????????????????

precursor list

RTLE (Routing Table List Entry) 可选路径表，到某一目的节点的多个下一跳选择节点。

????????????????????????????????????

1. add ETX to RREP
   1. get ETX from location
   2. add ETXi-j and ETXj-D , get ETXi-D (one-hop neighbors’ delivery rate table)
2. set two tables
   1. Two-hop ETX values table (TEVT)
      1. Add neighbor’ ETX to Hello packets
   2. one-hop neighbors’ delivery rate table (NDRT)
      1. store ETXi-D into the table
3. select candidate
   1. when a packet arrives, select candidate for NDRT to add them into candidate set (CS)

(ETXi->j->D - ETXi->jk->D < threshold) && (ETXj->jk < threshold)

* 1. sort candidates in CS

1. Forwarding
   1. Delay
   2. Decided to forwarding or discarding

建立转发节点集的时间是在收到数据包后还是在多路径建立后？！