**Report on Comparison Between DVR and SimpleDVR**

**SimpleDVR:** **Average no of hops** **Drop Rate**

Lambda (0.10) 1.14 38

**DVR:** **Average no of hops** **Drop Rate**

Lambda (0.10) 1.38 20

In our offline, we have seen that by applying SimpleDVR instead of DVR keeping Lambda=0.10, packet drop rate increases. When DVR is called, sometimes 15 to 20 packets are dropped. Due to state changer thread, we cannot say the exact drop rate. But when SimpleDVR is called, frequently above 30 packets are dropped because of count to infinity problem. In SimpleDVR algorithm, many packets are stuck in infinity loop because here if any distance is lower than the previous distance, routing table gets updated by ignoring whether any router is active or not. Even if any router becomes down, all the routing tables do not get fixed in SimpleDVR. In a nutshell, even if there is no routing path between two routers but the distance cannot be updated into infinity because it is greater than previous distance. Hence, packets are dropped because of stucking in infinity loop. But in DVR algorithm, we have added two extra conditions such as split horizon and forced update. Due to forced update, we can always update the distance between two routers by checking next hop and so here count to infinity problem decreases very much.