Three Major problems:

1. Retransmission

Broadcast storm

1. Contention

**Contention** means competition for resources. The term is used especially in **networks** to describe the situation where two or more nodes attempt to transmit a message across the same wire at the same time. ...

**Due to retransmission nodes are close to each other.**

1. Collision

RTS/CTS dialogue is inapplicable, and the timing of retransmissions is highly correlated, **Request to send / clear to send.**

**Beaconing** is a process which allows the **network** to render their **network** problems by them-selfToken ring and FDDI(Fibre Distributed Data Interface) **networks** make use of this process.

<https://people.eecs.berkeley.edu/~culler/cs294-f03/papers/bcast-storm.pdf> (2.2) for all the above.

**Some work is already proposed in 12, 13, 19 papers.**

Each node of network maintainces a local (information of how this node has other 2-hop neighbours).

relays the message only to a small subset of 1-hop neighbors which cover (in terms of radio range) all nodes that are two hops away. The subset of 1-hop neighbors selected by each node is referred to as forwarding set [19] or multipoint relaying set [12,13]

This paper Proposed: Finding a forwarding set of minimum size.

[19] DSR and AODV are CEDAR is proposed using some core broadcast.

Set Cover (Greedy algorithm problem)

The greedy algorithm iteratively selects a 1-hop neighbor covering the maximum number of 2-hop neighbors not yet covered, and terminates when all 2-hop neighbors have been covered.

Unit disk graph:

e. The Minimum Forwarding Set problem for a given source node s asks for a minimum size set of 1-hop neighbors of s dominating 2-hop neighbors of s in the unit-disk graph. The related Dominating Set problem in unit-disk graphs [5]

Complexity of Minimum forwarding set finding problem:

The complexity of Minimum Forwarding Set problems is not known. A constant-ratio approximation algorithm for Disk Cover, and therefore also for Minimum Forwarding Set, was given by Bronnimann and Goodrich [2]

However, their algorithm – which is a special case of a sophisticated algorithm for spaces with bounded VC-dimension – has impractical running-time and its proven approximation ratio is a very large constant. **Problem with algorithm [2]**

Unit Disk Graph:

MFSP is a N p hard disk cover problem.

Evaluation ratio approximation for Disk Cover.