

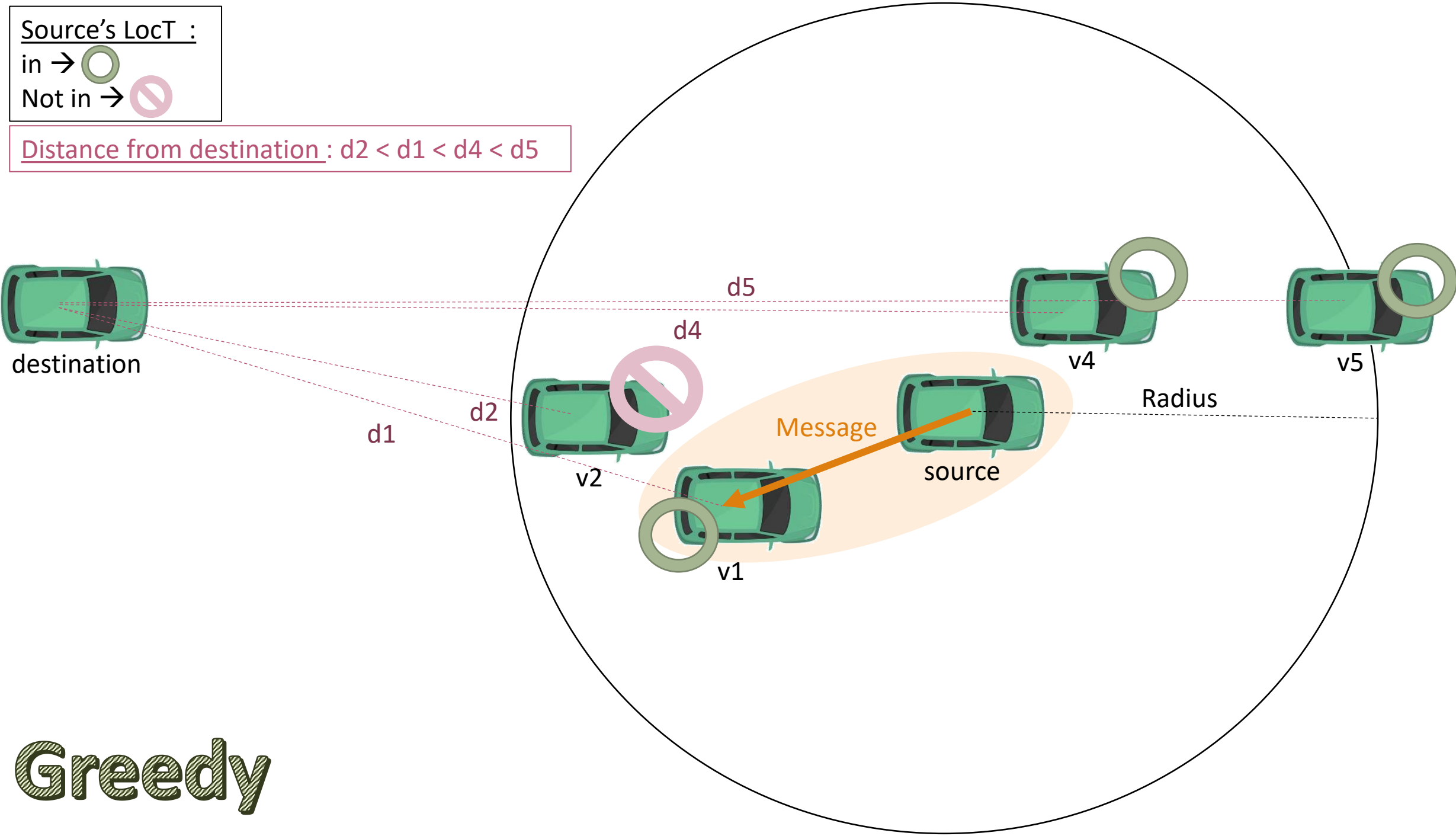


Non-Area forwarding algorithm

Source's LocT :
in → 
Not in → 

Distance from destination : $d_2 < d_1 < d_4 < d_5$



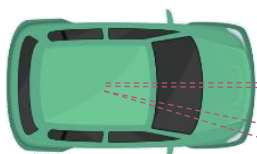
Greedy

Source's LocT :

in → ○

Not in → ⊘

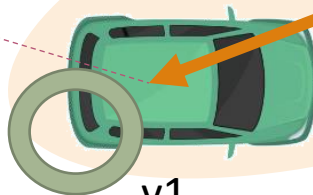
Distance from destination : $d2 < d1 < d4 < d5$



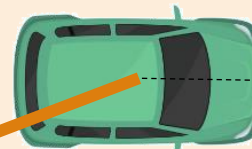
destination



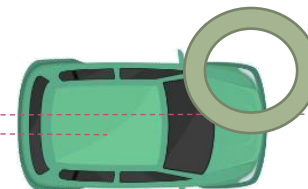
v2



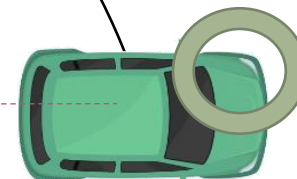
v1



source



v4



v5

d5

d4

d2

d1

Radius

Message

RETURNS :

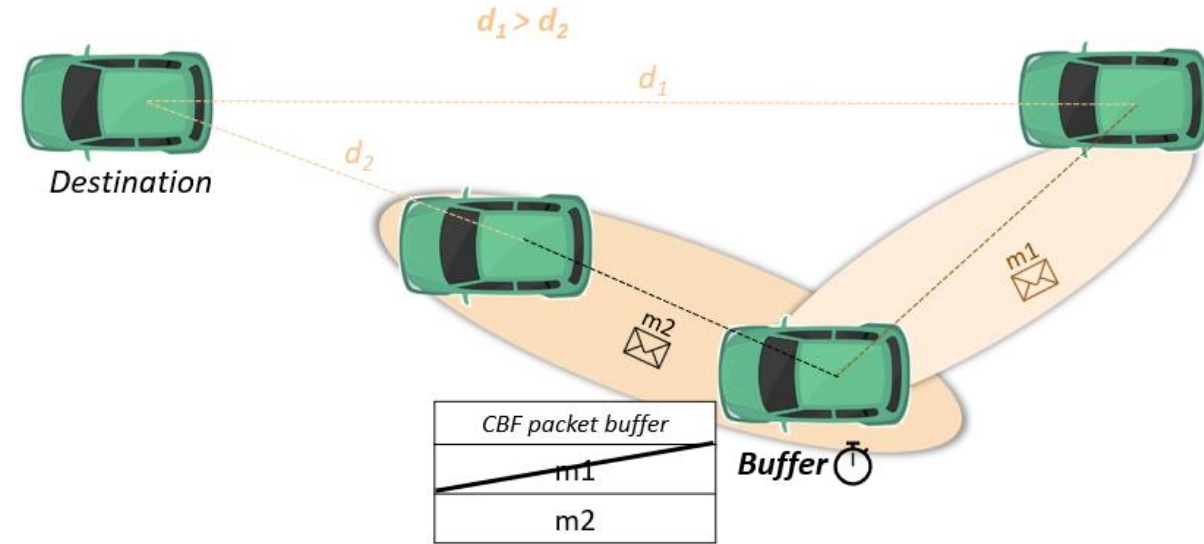
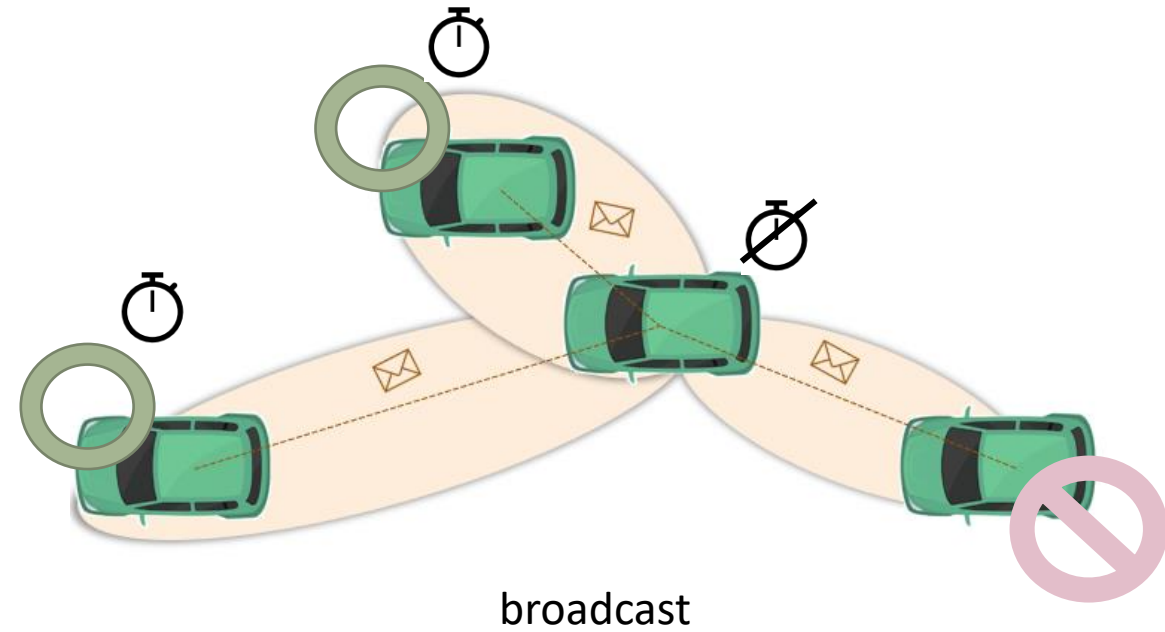
- LL address of the next hop
- 0 → no forwarder could be found

Greedy

Progress buffer:

Positive → buffered the packet ○

Not positive → ⊘

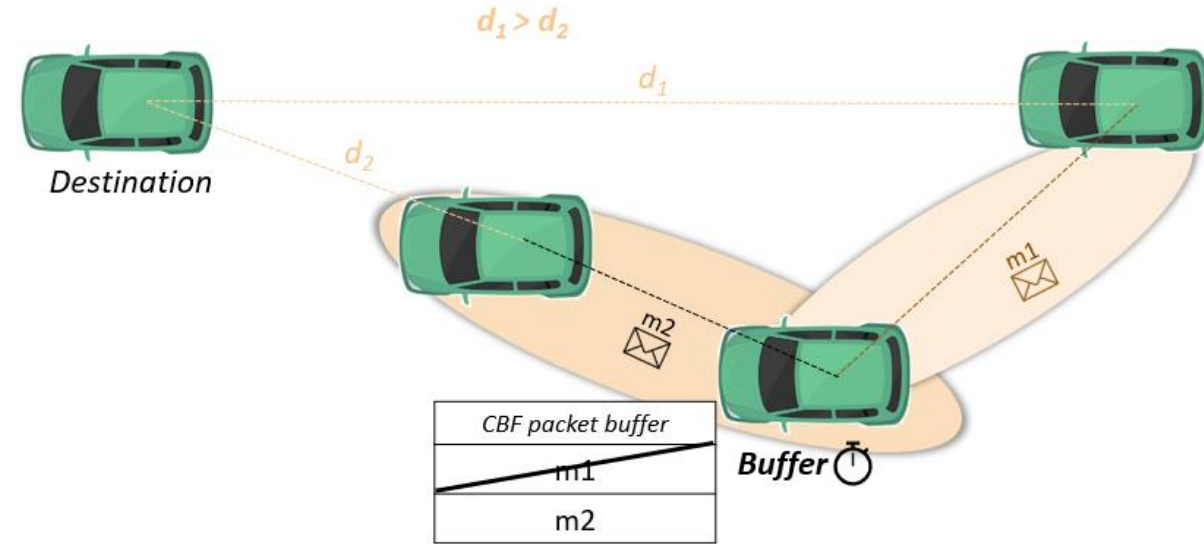
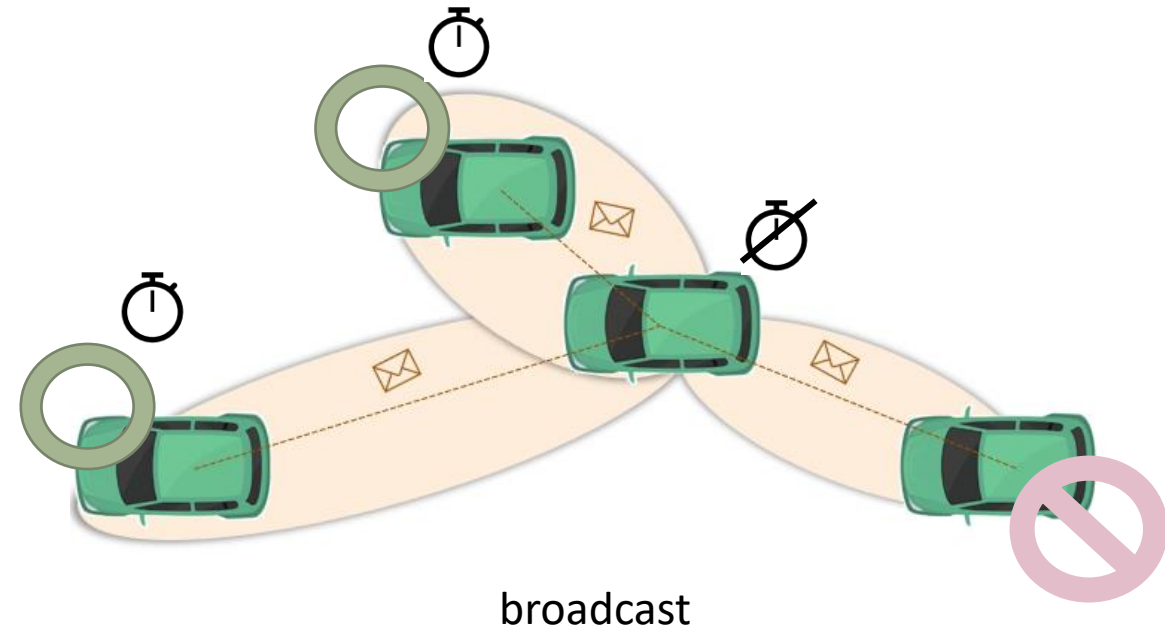


Contention based

Progress buffer:

Positive → buffered the packet ○

Not positive → ❌



RETURNS :

- Broadcast LL address
- 0 → packet is buffered
- -1 → discard

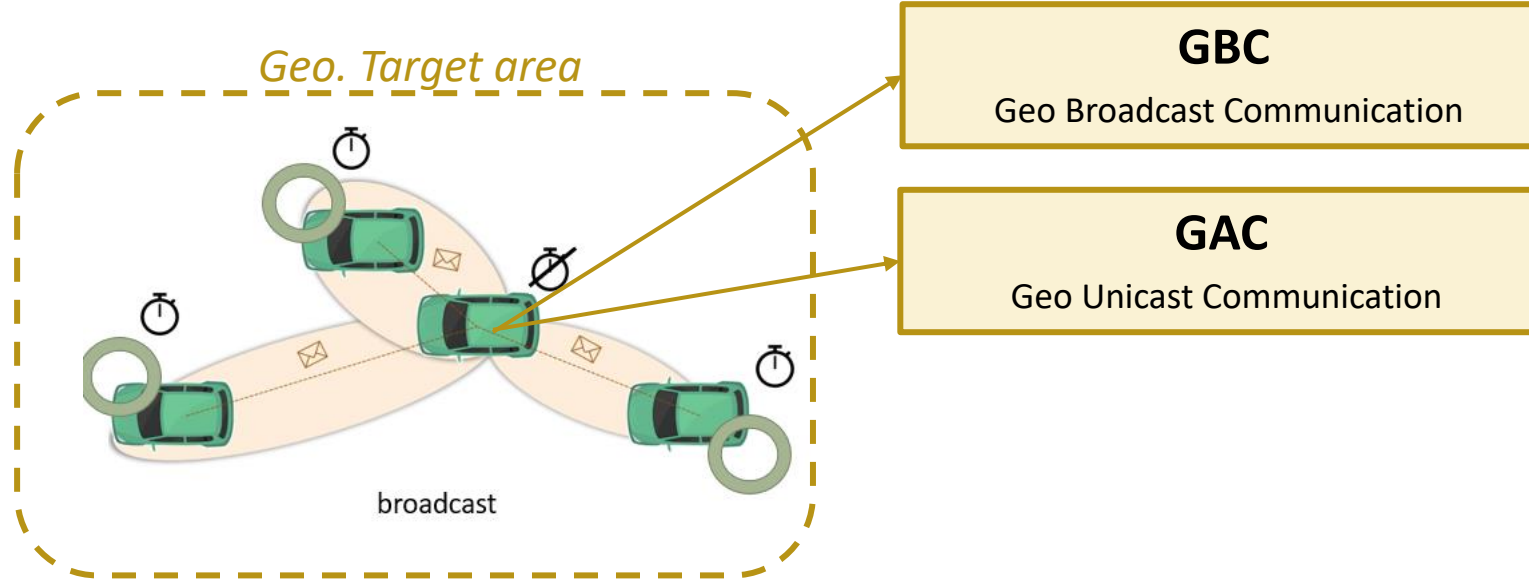
Contention based

Area forwarding algorithm

Progress buffer:

Positive → buffered the packet ○

Not positive → ⊘

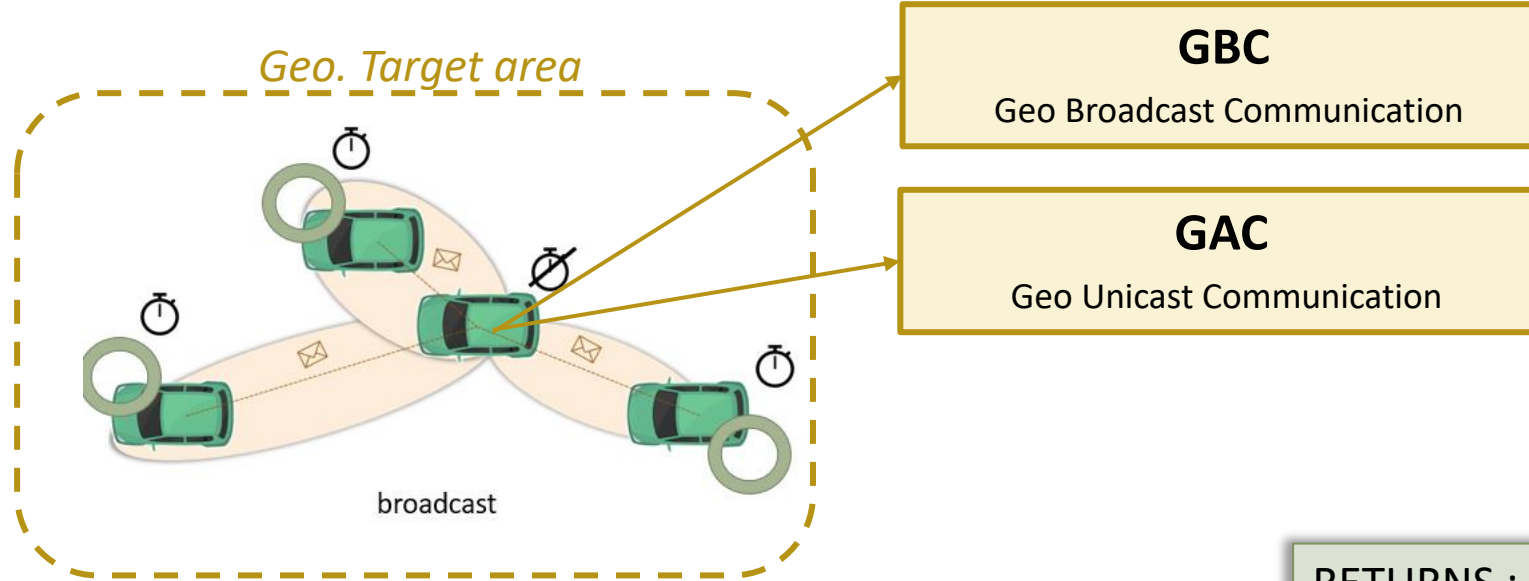


Contention based

Progress buffer:

Positive → buffered the packet ○

Not positive → ⊘

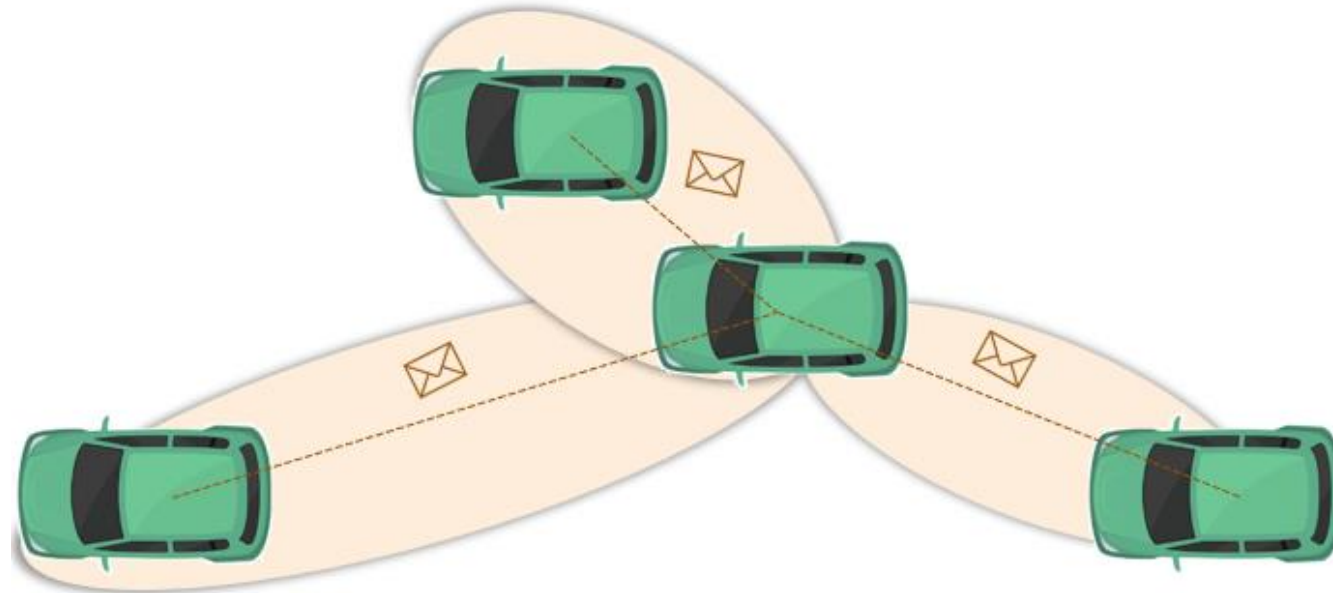


RETURNS :

- Broadcast LL address
- 0 → packet is buffered
- -1 → discard
- LL address of the next hop

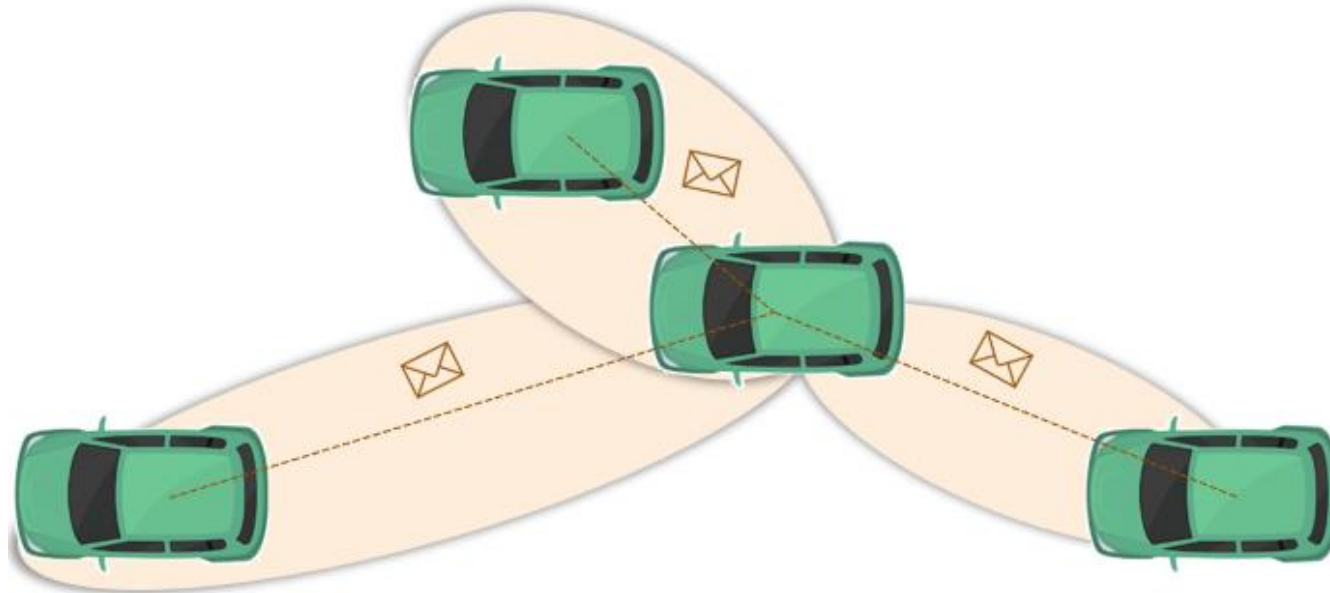
Contention based

Geo. Target area



Simple

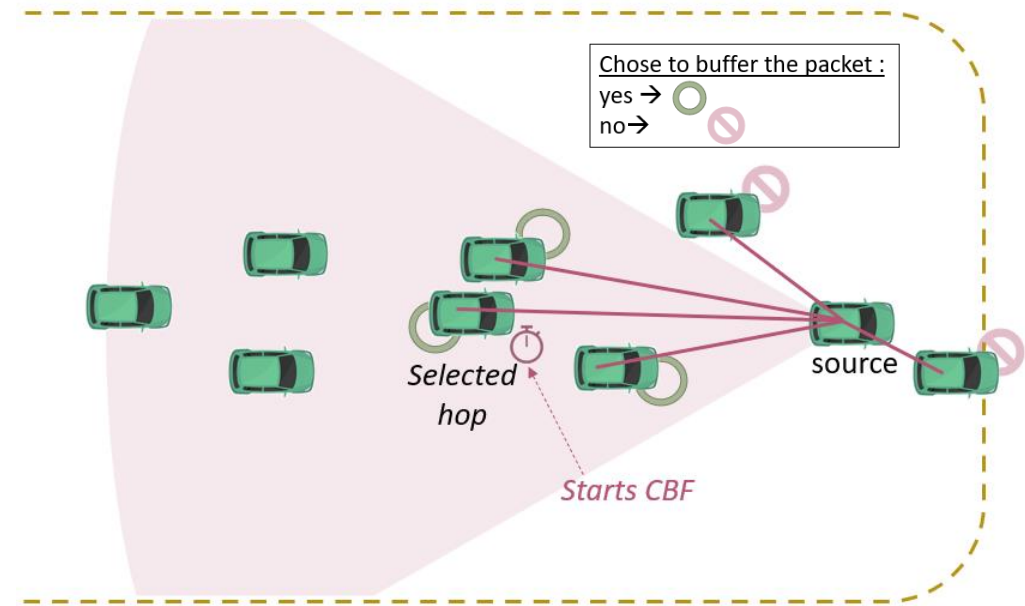
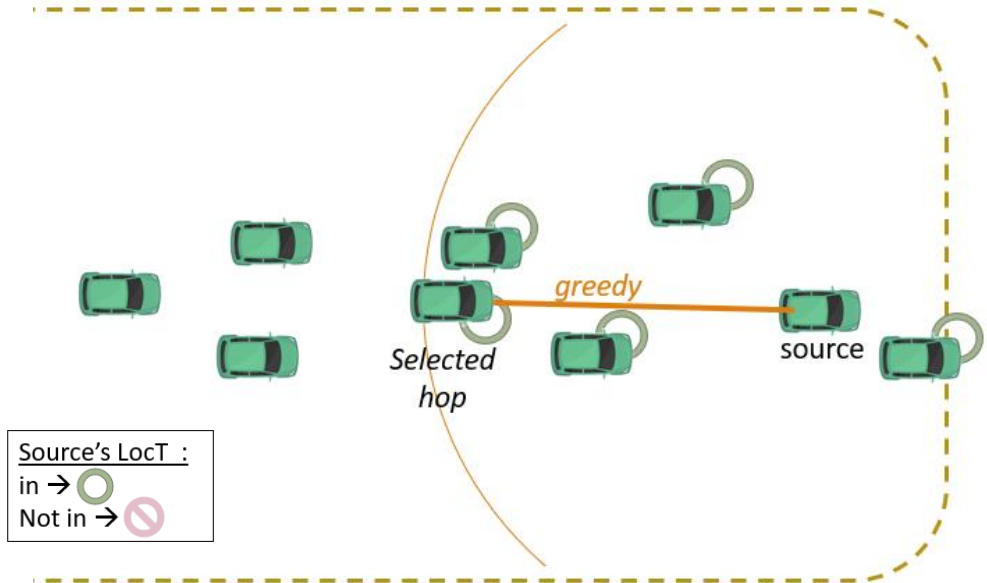
Geo. Target area



RETURNS :

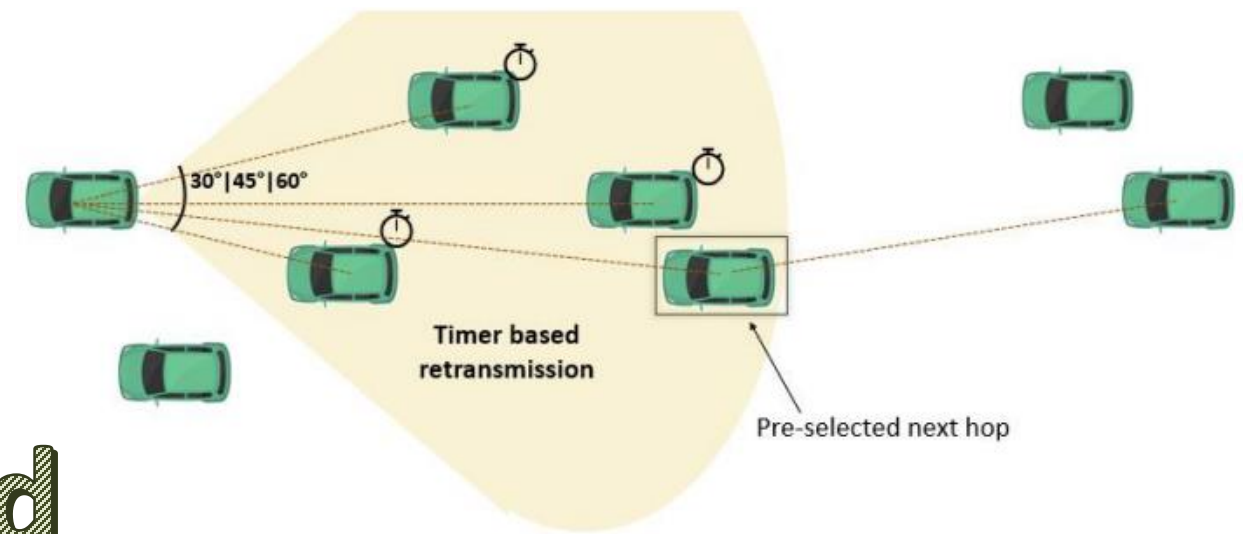
- Broadcast LL address

Simple

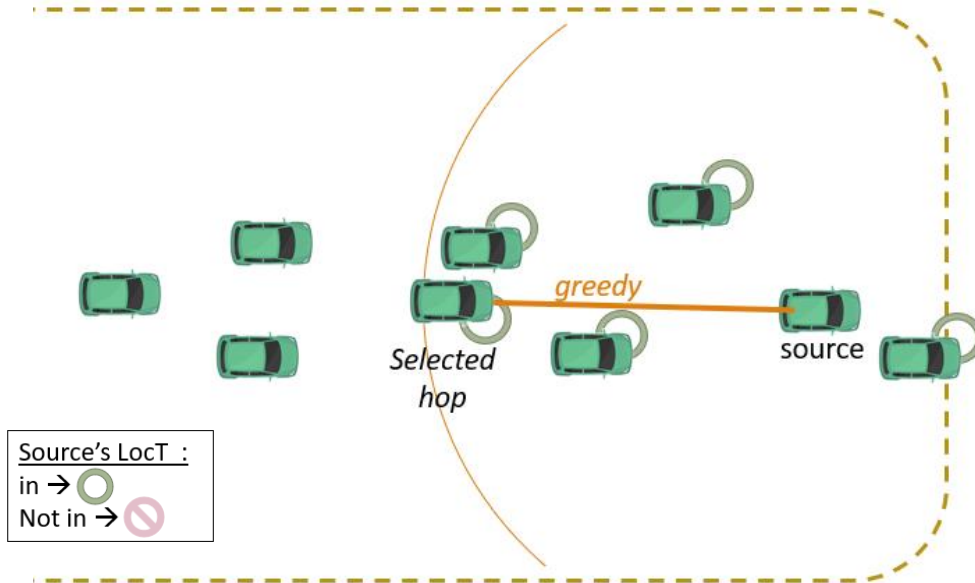


GF

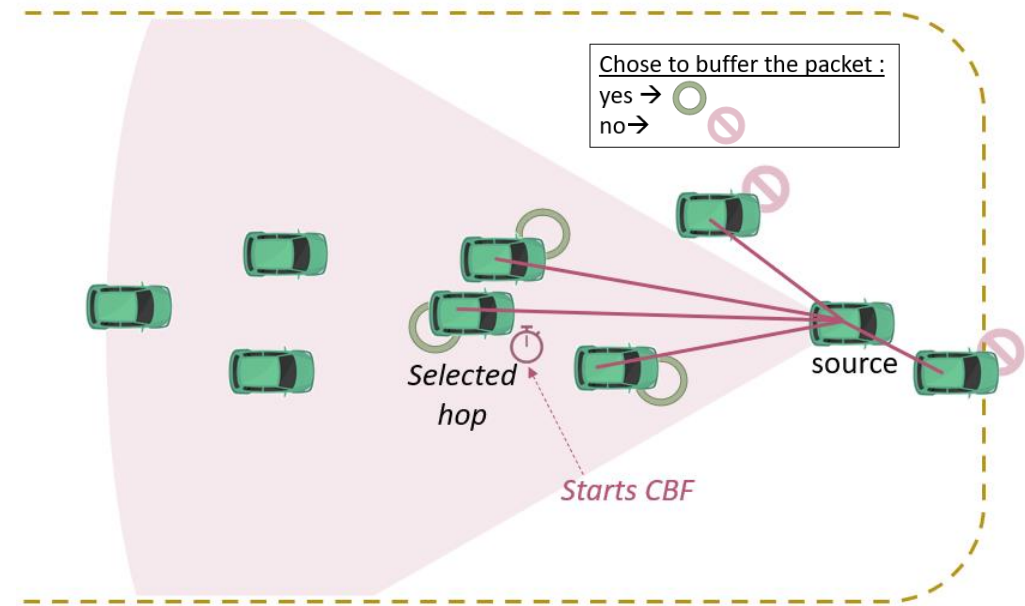
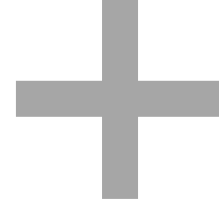
CBF



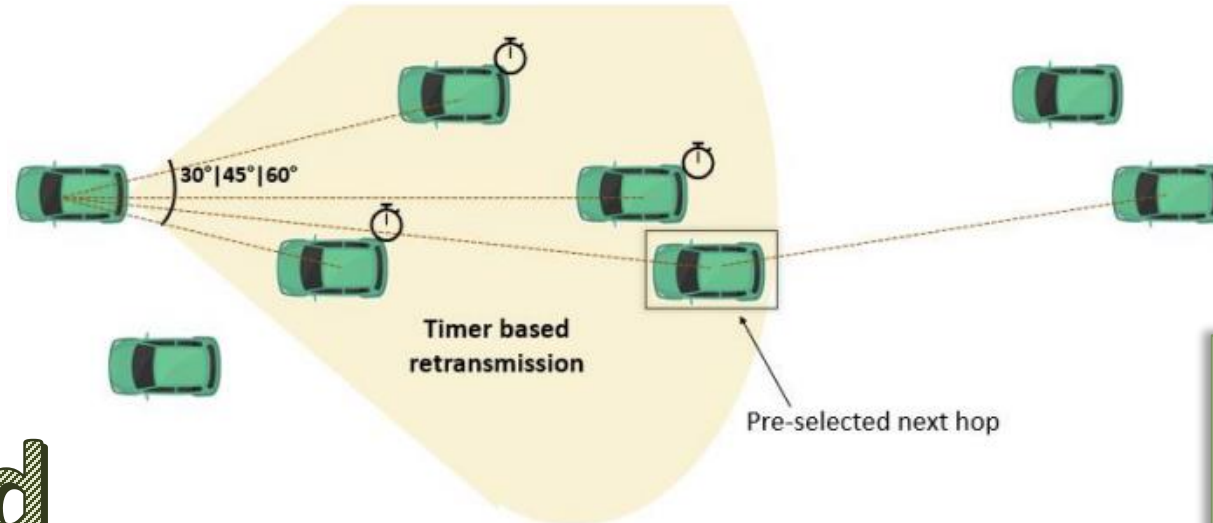
Advanced



GF



CBF



Advanced

RETURNS :

- The LL address of the next hop
- The broadcast address
- 0 → packet is buffered
- -1 → packet is discarded