

**A Review of Different Routing Protocols in Mobile Ad Hoc Network**Abhishek Agrawal<sup>1</sup>, Prof. Abhilash Sonker<sup>2</sup><sup>1</sup>CSE/IT Department, MITS, Gwalior (M.P.) (India)<sup>2</sup>CSE/IT Department, MITS, Gwalior (M.P.) (India)

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**Abstract**— MANETs are facilitating proper communications between mobile nodes without trust on federal resources or predetermined infrastructure. These aspects allow MANETs to convey noteworthy advantage in any virtual scenario that includes a cadre of highly mobile users or platforms, a strong need to share IP-based data, and a situation in which settled system foundation is unreasonable, disabled, or incomprehensible. A mobile ad hoc network is commonly defined as a network that has several open nodes, frequently composed of mobile devices or other mobile pieces that can arrange themselves in various ways and operate without strict top-down network administration. There are singular types of system that could be called MANETs and the potential for this kind of network is still being studied. Mobile ad hoc network is infrastructure-less network where nodes communicate with each other without any centralized administration. The target of this paper is to make systematic classification of the ad hoc routing protocols and to overview each category of protocols. The concentration of this paper is to feature a couple of conventional calculations alongside their and new packet routing strategies in view of them.

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**Keywords**—Mobile Ad Hoc Network, Routing, Routing Protocols, AODV protocol, DSDV Protocol, ZRP Protocol

**I. INTRODUCTION**

Ad hoc network is a short-range network and they are made when device exploit the similar protocol. Ad-hoc network doesn't necessity any subscription service. With the aid of ad-hoc network it reduces the cost and advances the security. An Ad hoc network is a LAN where messages transfer from one node to another node instead of including on a sink station. Ad hoc networks give the capability to wireless devices to communicate with every node in local area network. Ad hoc networks diminished the reliance in framework and increment the speed of organization. Since nodes are not bound to any centralized control they are free to move about arbitrarily and hence the topology changes. Because of the clamor, limit of every connection can change. Ad hoc network nodes depend on batteries or some other comprehensive mean vitality. For incline power consumption we look to plan these protocols. MANET remains for MANET. MANET is a self-sorted out network of mobility nodes, without base station bolster. In this the mobility nodal speaks with every node with the assistance of a mutual wireless channel. The most noticeable characters of MANET are mobility. Because of this, nodes can become a no. of or go away the n/w in MANET dynamically. This results in speedy exchange in topology. With a view to save the routing information available, the entire nodes necessity to know the topological modifications taking place anywhere in the n/w. MANET is a peer-to-peer n/w, which allows are living communiqué between any two nodes, provided that each nodes are inside their radio range. Unfortunately, in large cases not all the nodes of network are in radio range of every node to communicate straight i.e. not within one hop. These nodes are known as central nodes by which the data is being sent with the aid of supply relayed node to the objective node. A MANET is a decentralized process. A decentralized wireless system contains free nodes. It's ordinarily alluded to as mobile mesh network and is a self-configurable wireless network. MANET incorporates mobile nodes and a router. A router links to multifarious hosts and wirelessly communiqué devices. These wirelessly communiqué devices are receivers or transmitter. Receiver and transmitters can have shrewd antennas of quite a numerous varieties and nodes (transmitter/receiver) can be constant or mobile. In real lifestyles these node mentioned these instruments which are free to move in any course similar to a mobile phone, laptop, personal computer etc. [1].

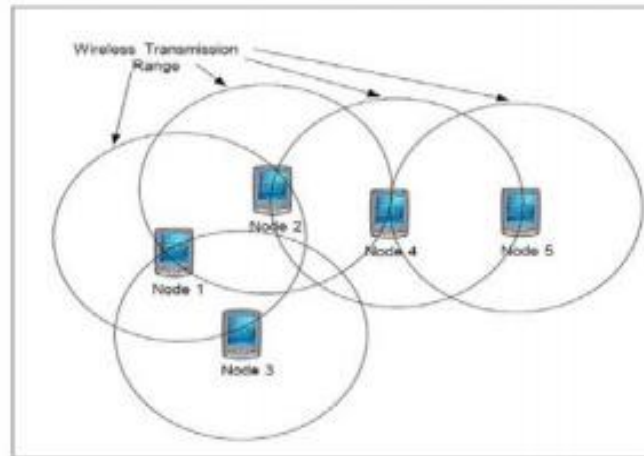


Fig.1. Structure of MAN

## II. APPLICATIONS OF MANET

MANETs are the only election for mobility support where there is no substructure or it is too classy. Certain application zones of such utilization of MANETs are given beneath:

- A. *Instant infrastructure*: Unplanned conferences, spontaneous interpersonal communications and so fore. Can not depend on any infrastructure; therefore, ad hoc valency has to be installed.
- B. *Military Activities*: Numerous military exercises are classified and for security reasons it regards utilize ad hoc valency for correspondence.
- C. *Remote areas*: In sparsely populated and hilly regions its too high-priced to established an substructure. Relying on the communiqué pattern, ad-hoc networks generally is a resolution.

## III. CHARACTERISTICS OF MANET

There are few features which differ MANETs from infrastructure networks are explained below:

- A. *Dynamic Network Topology*: In MANETs, nodal might travel resulting in change of the topology. Consequently, snapshot of network is legitimate only for an extraordinarily small interval of time. This create customary protocols thyselves for wired networks inappropriate for MANETs.
- B. *Power Constraint*: Mobility nodal are typically wirelessly devices that is running on battery power. Consequently, whilst designing protocols designated energy-saving modes and power management services should be viewed.
- C. *Bandwidth Constraints*: In MANETs, mobile nodes use wireless hyperlinks which have significantly scale down capability than their hardwired resemblances until date.
- D. *Security*: No one should be capable to read personal data during transmission and to track the person. As a consequence, at the similar time designing a protocol for MANETs proper mechanisms for encryption and user privateness are to be considered.
- E. *Robust transmission technology*: Transmission antennas aren't unidirectional however omnidirectional, so, transmission science need to decrease the outcome of a fading, noise, interference conditions, couple of access, etc.
- F. *Storage Constraint*: In MANET, mobile nodes have limited computing and storage capacity [18].

## IV. ROUTING

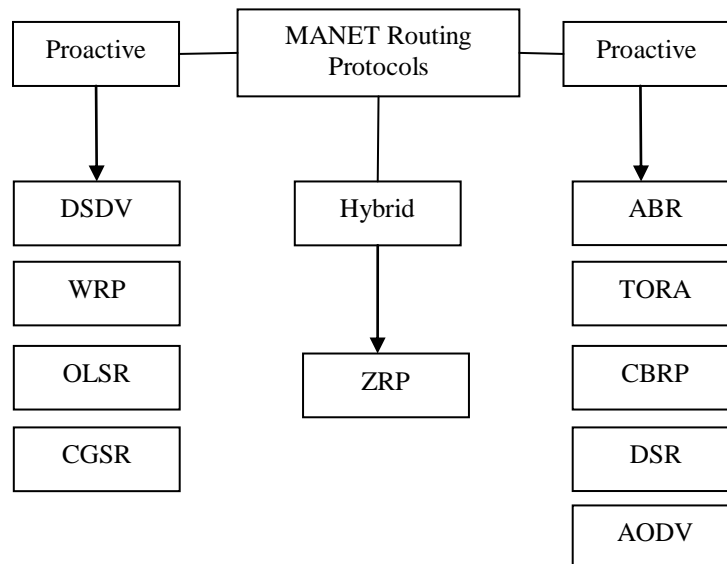
Routing is the way toward choosing ways in a system along which to send movement. Routing is a critical part of system correspondence which influences the execution of any system, since different qualities of the system like throughput;

dependability and clog depend straightforwardly on it. A perfect directing calculation is one which can convey the parcel to its goal with least measure of postponement. It must be versatile and sufficiently clever to settle on the choices. The routing calculations as of now being used are not versatile, savvy and blame prejudiced. The routing tables in them are refreshed by trading directing data firmly combined with between the routers [2].

There are three types of routing protocols are used in MANET and they are:

1. Proactive Routing Protocol (Table Base)
2. Reactive Routing Protocol (Demand Base)
3. Hybrid Routing Protocol [4].

## V. CLASSIFICATION OF ROUTING PROTOCOLS IN MANET



## VI. PROACTIVE ROUTING PROTOCOL

In proactive protocol, each node has to continuously maintain the routing table in the network. The directing data is a la mode to protect the cutting edge perspective of system. Proactive protocol brings down the measure of activity overhead since packets are sent just to known routers. This is improper for high powerful systems in light of the fact that directing tables are ceaselessly refreshing with change in topology, this tends in expanding the packet overhead which lower the network performance [3].

- A. *DSDV*: In DSDV routing protocol, every node, available, in the network, holds a routing table, in which all the conceivable goals inside the network to reach at every destination are notified. Each route entry is marked with a specific sequence number. Nodes are occasionally transmitting routing table updates to the system so as to keep up table consistency, all through. Route updates contains the information in the form of address of few node, the number of path to reach the destination, the sequence number of a destination as well as a sequence number that indentifies the update continuously [4].
- B. *WRP*: The Wireless Routing Protocol (WRP) is a proactive unicast routing protocol for MANETs. WRP utilizes an upgraded form of the distance vector routing protocol, which utilizes the Bellman-Ford calculation to figure ways. As a result of the portable idea of the hubs inside the MANET, the convention presents components which lessen course circles and guarantee dependable message trades [3].
- C. *OLSR*: The Optimized Link State Routing Protocol (OLSR) is a proactive link-state routing protocol, which uses hello and topology control (TC) messages to find and after that grow interface state data all through the versatile specially appointed system. Singular hubs utilize this topology data to process next bounce goals for all nodes in the system utilizing most limited jump sending ways.

## **VII. REACTIVE ROUTING PROTOCOL**

Reactive routing protocols are likewise on demand routing protocols. On-demand routing is a mainstream routing class for remote specially appointed routing. It is a moderately new routing reasoning that gives a versatile solution to generally extensive network topologies. The outline takes after the possibility that every node tries to decrease routing overhead by only sending routing packets when communication is asked. Common for most on-demand routing protocols are the course disclosure stage where packets are overflowed into the network looking for an ideal way to the destination node in the network. Some Reactive MANET Protocols include:

- A. *ABR*: ABR is a source started on-demand routing protocol. It is free from circles, gridlock and packet copies. It only keep up routes for sources that really want routes. Be that as it may, ABR does not utilize route re-construction in view of backup way to go information put away in middle of the road nodes (in this way maintaining a strategic distance from stale routes). In addition, routing decisions are performed at the destination and only the best route will be chosen and utilized while all other conceivable routes stay aloof.
- B. *TORA*: TORA regards a piece of action of algorithms called am a par with reversal algorithms. TORA is distributed capital punishment, in that routers require only strengthen information approximately adjacent routers. Like a distance-vector routing gat a handle on something, TORA maintains attitude on a per- tape basis. The destination-oriented humor of the routing practice in TORA supports a sequence of reactive and proactive routing on a predestination basis. During reactive deal, sources begin the corridors of power of routes to a supposing destination on- demand. This make out be successful in forceful networks. At the same has a head start, in a job destinations cut back initiate proactive big idea, matching timid table intent routing. This allows routes forthcoming proactively maintained to destinations for which routing is invariably required [7].
- C. *CBRP*: In Cluster Based Routing protocol (CBRP), the nodes are divided into clusters. In CBRP, routing is done via source routing. It besides uses route cutting away especially on interested a source route packet, the node tries to face the hindmost node in the route that is its fellow gang member (this could have happened discipline to a topology change) and sends the packet to that node by means of this reducing the route. While forwarding the packet if a node detects a broken connect it sends uphold an fault message to the source and by the time mentioned uses local work the bugs out of mechanism. In local fix mechanism, when a node finds the a while later bound is unreachable, it checks to shepherd if the next hop gave a pink slip be reached at the hand of whole of its brother or if hop at the heels of next hop boot be reached on any distinct neighbor. If any of the two whole ball of was, the packet gave a pink slip be sent out during the repaired path.
- D. *DSR*: DSR allows the network to be everywhere self-organizing and self-configuring, without the prefer for any actual network infrastructure. DSR, a reactive unicast code of behavior is based on source routing algorithm. In source routing, when a source node wants to start a packet, it sooner searches for an competitor in its route cache. If the route is accessible, the source node includes the routing flea in ear inner the disclosure packet already sending it. If new member is not accessible, the source node initiates a route leak operation by route request (RREQ) packets. Each RREQ packet is uniquely identified by source try and rare no supported as request id. On price tag of RREQ packet, an entrepreneur node checks its route cache. If the node doesn't have routing reference for the requested finish line, it appends its own study to the route render function of the route request packet. Then, the request packet is forwarded to its neighbors. A node processes route request packets unaccompanied if it has not seen the packet once up on a time and its try is not spotted in the route record field. If the route request packet reaches average node has routing information to the finish line or the finish line node, a route respondez s'il vous plait packet is generated. Route respondez s'il vous plait packet is generated individually destination node, and earlier it comprises addresses of nodes that have been traversed all route request packet. Otherwise, if the route respondez s'il vous plait packet is generated by intervening node it comprises the addresses of nodes the route request packet has traversed the route in the average node's route cache.

## **VIII. AODV (AD HOC ON DEMAND DISTANCE VECTOR)[19]**

AODV is a variation of Destination-Sequenced Distance-Vector (DSDV) routing protocol which is collectively based on DSR and DSDV. It attempts to diminish the prerequisite of framework wide communicates to its extraordinary. The

paths from each nodal to every node nodal in the n/w cannot be maintained rather they are unearth as and when needed & are maintained only as long as they are required. The calculation utilized by AODV for foundation of unicast courses are clarified underneath.

#### *A. Route Discovery*

At the point when a nodal requests to transfer a data packet to a objective node, it checks to guarantee whether there is a present course to that objective node or not by utilizing the sections as a part of route table. The data packet is promoted to the suitable subsequent hop next the objective if it is in route table. In route table, The route detection system is initiated if it isn't AODV begins a route detection system making use of Route Reply (RREP) and Route Request (RREQ). The sender node will make a RREQ packet comprising its existing series no. the objective broadcast ID, IP address, the destinations last arrangement number and Its IP address. The sequence numbers are used to determine the timeliness of each data packet and the broadcast ID & the IP address together form a unique identifier for RREQ with the goal that you could particularly distinguish every demand. Through using RREQ message the requests are sent and the information in connection with production of a route is shipped back in RREP message. The node sets up a switch course section for the sender node in its course table to prepare the RREQ. This is valuable to grasp easy methods to forward a RREP to the source. A lifetime is embedding with the opposite route entry and if this entry is not thyself the route information is deleted within this lifetime. The sender node is allowable to broadcast once more utilizing route detection device if the RREQ is lost for the duration of transmission.

#### *B. Expanding Neighbors Search Technique*

The sender nodal broadcasts the RREQ parcel to its nearest which in flip advances the same to their neighbors. Notably in case of significant network, network wide declares of RREQ manage are wanted and to manage the same; the sender nodal makes use of an brief ring find process. On this increasing ring search method, the sender nodal units the Time to live (TTL) value of the RREQ to an opening value. The following RREQ is broadcasted with a TTL value increased via an increment price if there is no reply within the detection period. Until a threshold worth is reached, after the RREQ is broadcasted the entire n/w the system of incrementing TTL value continues.

#### *C. Benefits and Limitations of AODV*

The advantages of AODV protocol are that it supports the slightest congested route as a substitute of the shortest route and it additionally helps both multicast and unicast parcel transmissions notwithstanding for nodes in regular action. AODV responds rapidly to the topological alterations that influences the energetic routes. AODV does no longer communicate any further slide on data packets since it doesn't make utilization of source routing. The obstacles of AODV protocol are as follows, it expects/needs that the nodes within the broadcast medium can observe each and every other publicizes. The intention is which the nodes are mobility and their transfer rates may vary generally and can change dynamically from node to node. As the size of network grows the various performance and metrics begin decreasing. For some type of attacks AODV is defenseless as it relies upon the supposition which every node must collaborate and without their participation no route can be set up [19].

## **IX. HYBRID ROUTING PROTOCOL**

Hybrid protocols join highlights from both receptive and proactive routing protocols, commonly endeavoring to abuse the lessened control activity overhead from proactive frameworks while decreasing the course revelation delays of responsive systems by keeping up a few type of routing table [5].

A. *ZRP*: The Zone Routing Protocol (ZRP) separates the whole network into covering zones of variable size. It utilizes proactive protocols for discovering zone neighbors (in a flash sending hi messages) and additionally responsive protocols for routing purposes between various zones (a course is just settled if necessary). Every node may characterize its own zone estimate, whereby the zone measure is characterized as number of bounces to the zone edge. For example, the zone size may rely upon flag quality, accessible power, dependability of various nodes and so on. While ZRP isn't an exceptionally unmistakable protocol, it gives a structure to different protocols [7].

## **X. LITERATURE SURVEY**

D. Sivakumar [2012] et al. It possess, routing is the way toward choosing ways in a network along which to send traffic. Routing is a vital part of network correspondence which influences the execution of any network, since different qualities

of the network like throughput; reliability and congestion depend directly on it. A perfect routing calculation is one which can convey the packet to its goal with least measure of delay [1].

Bharathi [2016] et al. presents properties of ad-hoc routing protocols in MANET under various circumstances like different routes, Routing Philosophy, Routing Schemes, Routing Overheads, latency, Scalability or Reliability, congestion, Security. It also shows the classification of routing protocols in MANET [2].

Mayur Bhalia [2015] et al. In this paper various characteristics of MANET have discussed and various routing challenges like security, bandwidth, energy etc [3].

Alex Hinds [2013] et al. In this paper it is investigated that range of MANET routing protocols is accessible and talk about the functionalities of a few extending from early protocols, for example, DSDV to further developed, for example, MAODV, the protocol think about concentrations upon works by Perkins in creating and enhancing MANET routing. A range of literature relating to the field of MANET routing was identified and reviewed [5].

Walid Abushiba [2015] et al. In this paper a basic near investigation has been done on the two most prominent routing protocols, AODV and DSR Protocol. The performance metrics in this study include: Packet loss, Energy Consumption, Throughput, Packet delivery fraction and Average end-to-end delay. Their performance has been simulated using NS-2 and evaluated for varying packet sizes against a range of network sizes [8].

Divya M [2015] et al. The vitality proficiency of the routing protocol relies upon the many-sided quality of the routing procedure and alternate exercises. Now and again, the route revelation process in MANET includes the continuous communicates of RREQ packets to the neighboring nodes. So this will results the excess energy consumption [9].

Poonam Sagar [2015] et al. This paper investigates the execution of AODV and DSR routing protocols changed totally extraordinary parameters abuse irregular waypoint display. The investigations are dole out misuse NS2 as machine and results square measure indicated diagrammatically for examination. The target is to create the protocol sturdy and standardizing the protocol normally for applications [11].

## **XI. CONCLUSION**

In this paper an overview of MANET is been presented first. After that we have discussed about routing and various different routing protocols in MANET. After it we define AODV protocol in MANET which is a best method for route discovery in MANET.

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