

## Routing Protocols in Manet: A Survey

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### ABSTRACT

Versatile methods moving and specially appointed methods impermanent with no any fixed framework so portable impromptu organizations are a class of brief organizations wherein hubs are moving with no fixed foundation or incorporated administration. Because of the different applications that utilization MANETs are like war zone, crisis administrations, and catastrophe revelation, MANETs recommend numerous benefits such a large number of associations that need remote meandering. Directing in MANETs is a difficult assignment and has anticipated a lot of consideration from analysts all throughout the planet. To beat this trouble various steering conventions have been created and the number is quiet expanding step by step. It is fairly difficult to figure out which of the conventions may finish well under various diverse organization situations, for example, network size and geography and so on In this paper we present a survey of the current steering conventions with their qualities and usefulness. In future this will assist the scientists to get an outline of the current conventions.

**Keywords:** Portable Ad-hoc Network, Ad-Hoc directing table, Ad-Hoc steering convention, Ad-Hoc Network.

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### I. INTRODUCTION

A portable impromptu organization (MANET) comprises of a bunch of versatile hosts that realize how to speak with one another without the assistance of base stations As displayed in Fig. 1, the geography of a MANET can be very powerful because of the portability of versatile hubs The development of portable registering and specialized gadgets (e.g., mobile phones, workstations, individual computerized partners) is driving another adjustment of our data culture. Remote organizations comprise of various hubs which convey by one another over a remote channel. There are presently two varieties of portable remote organizations: framework organizations and foundation less organizations. The framework networks are the one, where cell phones speak with base stations that are associated with fixed organization foundation. Every hub in the foundation networks is inside the scope of a fixed passage like base station Infrastructure less remote organizations is a significant class of remote organizations that is most prominent suitable for situations where there is request of transitory and restricted media transmission interest. Such organizations comprise of remote gadgets that can frame an organization alone without the requirement for pre-sent telecom frameworks, for example, base-stations and passages



Fig 1: MANET Network

## **II. RESEARCH AND DEVELOPMENT IN MANET**

Portable Ad hoc network described into first, second and third era. The original of specially appointed organization can be followed back to 1970's. In 1970's, these are called Packet Radio Network (PRNET).

The PRNET then, at that point advanced into the Survivable Adaptive Radio Network (SURAN) in the mid 1980's. SURAN gave some benefit by working on the radio execution.

In 1990's the presentation gathering of MANET is brought into the world in Internet Engineering Task Force (IETF) who worked to standard directing conventions for MANET and brings about the improvement of different cell phones like PDA's ,palmtops, scratch pad, and so forth .

### **2.1 Characteristic in MOBILE AD-HOC NETWORKS**

#### *2.1.1 Dynamic Topologies*

Hubs are allowed to go arbitrarily with various velocities; in this manner the organization geography may change haphazardly and at unpredictable occasions.

#### *2.1.2 Energy Constrained Operation*

A few or the entirety of the hubs in a specially appointed organization may depend on batteries or other expendable methods utilized for their energy. The primarily significant framework plan improvement rules can be energy protection.

#### *2.1.3 Limited Bandwidth*

Remote connections keep on having a lot of lower limit than foundation organizations. The acknowledged throughput of remote correspondence - subsequent to representing the impacts of different access and impedance conditions, and so forth, is regularly significantly less than a radio's most extreme transmission rate.

#### *2.1.4 Security Threats*

Portable remote organizations are by and large more level to actual security dangers than fixed-link nets. The expanded chance of listening in satirizing and minimization of forswearing of-administration type assaults ought to be painstakingly thought of.

### **2.2 Issues in MANETS Networks**

#### *2.2.1 Routing*

Directing is quite possibly the most convoluted issues to tackle as impromptu organizations have a right network to different gadgets in its areas. Due to multi bounce directing no default course is accessible. Every hub goes about as a switch and advances each other's parcels to permit in succession dividing among portable hubs..

#### *2.2.2 Security*

Obviously a remote connection is significantly more in danger than a wired connection. The client can add bogus data into steering bundles and cause directing circles, long breaks and ads of bogus or old steering table updates. Security has not many strange issues that are critical to tackle to make the specially appointed organization into a decent arrangement.

#### *2.2.3 Quality of Service (QoS)*

QoS is a perplexing errand for the engineers, on the grounds that the geography of a specially appointed organization will consistently change. Holding assets and supporting a specific nature of administration, while the organization circumstance continually changes, is exceptionally difficult .

### **2.3 Application in MANET**

#### *2.3.1 Military Battlefield*

Impromptu systems administration would consent to the military to get benefit of routine organization innovation to keep a data network between the warriors, vehicles, and military data head quarter.

#### *2.3.2 Collaborative Work*

For different business conditions, the requirement for normal registering may be more significant external office conditions than inside and where individuals do have to have outside gatherings to help and trade data on a given venture.

2.3.3 Local Level

Impromptu organizations can independently connect a moment and momentary media network utilizing note pad PCs to broaden and impart data to members. For example gathering or homeroom.

2.3.4 Personal area network and Bluetooth

An individual region network is a little reach, limited organization here hubs are normally associated with a given individual. Short - range MANET like Bluetooth.

2.3.5 Commercial Sector

Impromptu can be utilized in pressing circumstance tasks for disappointment help endeavors, for example in fire, flood, or tremor. Crisis salvage activities should take position where non-existing or harmed correspondences foundation and quick sending of a correspondence network is required.

**III. CATEGORIZATION OF PRESENT ROUTING PROTOCOLS IN (MANET)**

In the ad hoc networks, every node should be capable to forward data for other nodes. So different routing schemes have been offered to supply enough performance of ad hoc networks. Ad hoc routing is classified into proactive routing and reactive routing and hybrid routing protocols .As shown in Fig. 2.

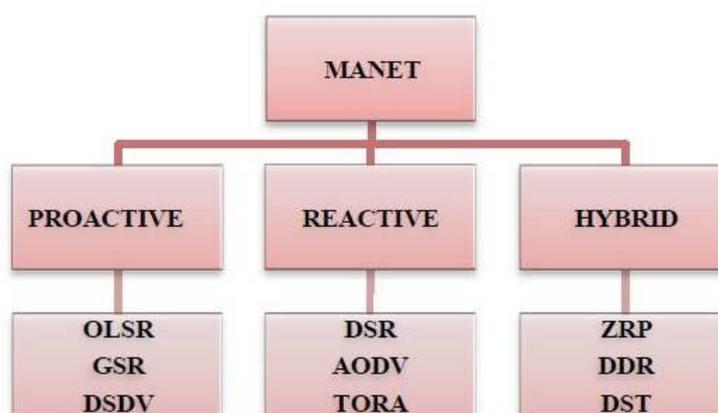


Fig 2: Routing Protocols for MANET

**3.1 Proactive Routing Protocols/Table Driven**

In table driven steering conventions, the conventions acknowledged and cutting-edge directing in series to all hubs is kept up with at every hub where as in on-request steering the courses are delivered just when like by the source have .Nodes now and then search for directing data inside an organization. The fixed expense of these conventions is conceivable, in light of the fact that it is free to the traffic profiles and has a fixed upper bound. This is benefit of proactive directing conventions for example OLSR, GSR, DSDV .

3.1.1 Optimized Link State Routing (OLSR)

OLSR is a streamlining of unadulterated connection state calculation, utilizes the hypothesis of Multi point Relays (MPR) for sending control traffic, proposed for circulation into the whole organization. The MPR set is picked with the end goal that it covers all hubs that are two jumps away. OLSR works with an occasional supplant of messages like Hello messages and Topology Control (TC) message just through its MPR. The boundaries utilized by OLSR to control the convention overheads are Hello-stretch boundary, TC span boundary, MPR announcing boundary and TC-repetition boundary

3.1.2 Global state routing (GSR)

The GSR convention depends on the fixed Link State calculation. GSR has upgraded the way in succession is appropriated in Link State calculation by limiting the update messages among transitional hubs as it were. In GSR, each hub keeps a connection state table dependent on the modern data anticipated from adjoining hubs, and occasionally trades its connection state data with adjoining hubs as it were. This has a lot of decreased the quantity of control message communicated during the organization. The size of update messages is fairly enormous, and as the size of the organization develops they will settle the score bigger.

3.1.3 Destination Sequenced Distance Vector (DSDV)

In DSDV convention each hub keeps up with directing in succession for every single known objective. The directing data is refreshed every now and then. Every hub keeps a table, which contains data for every

single existing objective, the following hub to show up at the objective, number of bounces to arrive at the objective and succession number. The hubs occasionally send this table to all neighbors to keep up with the geography, which adds to the organization overhead. Each passage in the directing table is set apart with a request number relegated by the objective hub. The series numbers permit the portable hubs to recognize flat courses from new ones, so keeping away from the construction of directing circles .The synopsis of above conversation is displayed in Table 1.

**Table 1. Proactive routing protocols/table driven**

| Protocol  | Routing Protocol Class     | Routing Structure | Multiple Routes | Route Metric Method      | Route Maintenance                               | Advantage/ Disadvantage   |
|---|----------------------------|-------------------|-----------------|--------------------------|---|---|
| <b>Optimized link state routing (OLSR)</b>          | Proactive Routing Protocol | Flat              | No              | Periodic                 | Reduces control overhead using Multipoint Relay | Reduced control overhead and contention / 2-hop neighbor knowledge required |
| <b>Global state routing (GSR)</b>                   | Proactive Routing Protocol | Flat              | No              | Periodic and local       | Localized updates                               | Localized updates / High memory overhead                                    |
| <b>Destination-sequenced distance vector (DSDV)</b> | Proactive Routing Protocol | Flat              | No              | Periodic and as required | Loop free                                       | Loop free / High overhead   |

### 3.2 Reactive Routing Protocols

The on request directing conventions, "on request" implies that it constructs courses between hubs just as liked by source hubs. It keeps up with these courses as long as they are needed by the sources .The responsive (on-request) directing conventions depict the ideal idea of specially appointed organization, which is significantly more powerful than infra organized organizations. In its place of every once in a while refreshing the directing data, the responsive steering conventions update steering data when a directing need is introduced, along these lines diminishing the control overhead, for the most part in high portability networks where the periodical update will manual for huge pointless overhead for example AODV, DSR, TORA .

#### 3.2.1 Ad Hoc On-Demand Distance Vector (AODV)

AODV is a combination of on-request and distance vector for example jump to-bounce steering technique. At the point when a hub needs to know a course to a specific objective it makes a ROUTE REQUEST. Then, at that point the course demand is sent by middle of the road hubs which likewise produce an opposite course for itself to objective. At the point when the interest arrives at a hub with course to objective it's anything but a REPLY which contains the quantity of bounces that are need to arrive at the objective. All hubs that have an influence in sending this answer to the source hub make a forward course to objective. This course delivered from every hub from source to objective is a jump by-bounce state and not the total course as in source steering.

#### 3.2.2 Dynamic Source Routing Protocol (DSR)

In Dynamic Source Routing, starting hub produces Route Request (RREQ), which is sent over information bundle and It determines source hub just as objective. Thereafter, the bundle sends by flooding calculation in MANET. Every hub gets RREQ parcel and doesn't think about the course to the objective so consolidate its name on the rundown which is set on bundle's header then, at that point broadcast parcel. In the event that every hub can't communicate the information bundle to different hubs in the MANET, then, at that point a Route Error (RERR) information parcel is produced and retransmitted it on the course.

#### 3.2.3 Temporally Ordered Routing Algorithm (TORA)

Briefly requested directing calculation (TORA) is exceptionally versatile, circle free, conveyed steering calculation dependent on connect trade. It utilizes coordinated non-cyclic charts (DAG) to clarify the Routes both as upstream or downstream. TORA includes four significant capacities: making, keeping up with, deleting and advancing courses. As each hub should have a tallness, some hub which doesn't have a stature is considered as a deleted hub and its tallness is considered as invalid. In some cases the hubs are sure new statures to improve the connecting structure. This object is called advancement of routes.The outline of above conversation is displayed in Table 2.

**Table 2. Reactive routing protocols**

| Protocol   | Routing Protocol Class    | Routing Structure | Multiple Routes | Route Metric Method                             | Route Maintenance | Advantage/Disadvantage   |
|--|---------------------------|-------------------|-----------------|---|-------------------|--|
| <b>Ad hoc on-demand distance vector (AODV)</b>     | Reactive Routing Protocol | Flat              | No              | Freshest and shortest path                      | Route Table       | Adaptable to highly dynamic Topologies / Scalability problems, large delays, hello messages                      |
| <b>Dynamic source routing (DSR)</b>                | Reactive Routing Protocol | Flat              | Yes             | Shortest path, or next available in route cache | Route Cache       | Multiple routes, Promiscuous Overhearing / Scalability problems due to source routing and flooding, large delays |
| <b>Temporally ordered routing algorithm (TORA)</b> | Reactive Routing Protocol | Flat              | Yes             | Shortest path, or next available                | Route Table       | Multiple routes / Temporary routing loops  |

**3.3 Hybrid Routing Protocols**

The cross breed steering conventions that enjoy the benefit of both proactive and responsive directing conventions to adjust the deferral and control overhead (as far as arrange bundles). Cross breed directing conventions attempt to expand the benefit of proactive steering and receptive steering by using proactive directing in little organizations (to diminish delay), and responsive steering in enormous scope organizations (to diminish control overhead) for example ZRP,DST, DDR .

*3.3.1 Zone Routing Protocol (ZRP)*

In ZRP the hubs control a directing zone, which characterizes an assortment that every hub is needed to keep up with network availability proactively. Subsequently, for hubs inside the directing zone, courses are quickly available. For hubs that lie external the directing zone, courses are resolved on-request (for example responsively), and it can utilize any on-request steering convention to check a course to the necessary objective.

*3.3.2 Distributed Spanning Tree (DST)*

The hubs in the organization are assembled into various trees. Each tree has two kinds of hubs; course hub, and inside hub. The root controls the assortment of the tree and regardless of whether the tree can consolidate with another tree, and the remainder of the hubs inside each tree are the ordinary hubs. Everything hub can be in one three unique states; switch, combine and design contingent upon the classification of errand that it attempting to perform. DST proposes two techniques to end a course between a source and an objective pair: Hybrid Tree Flooding (HTF), Distributed Spanning Tree (DST) transporting

*3.3.3 Distributed Dynamic Routing (DDR)*

Planned a tree based steering convention without the expected of a root hub. The trees are built utilizing steady beaconing messages, which are traded by closest hubs as it were. The DDR calculation incorporate the accompanying six stages: (I) favored neighbor political decision; (ii) intra-tree grouping; (iii) between tree bunching; (iv) timberland development; (v) zone naming; and (vi) zone dividing .The synopsis of above conversation is displayed in Table 3.

**Table 3. Hybrid routing protocols**

| Protocol   | Routing Protocol Class  | Routing Structure | Multiple Routes   | Route Metric Method  | Route Maintenance              | Advantage/Disadvantage                     |
|--|-------------------------|-------------------|-------------------|--|--------------------------------|--|
| <b>Zone routing protocol (ZRP)</b>                             | Hybrid Routing Protocol | Flat              | No                | Shortest path  | Intrazone and interzone tables | Reduce retransmissions / Overlapping zones |
| <b>Distributed spanning trees based routing protocol (DST)</b> | Hybrid Routing Protocol | Hierarchical      | Yes, if available | Forwarding using the tree neighbors' and the bridges using shuttling | Route tables                   | Reduce retransmissions / Root node         |

|  |                         |              |   |                |                               |   |
|--|-------------------------|--------------|---|----------------|-------------------------------|---|
| <b>Distributed dynamic routing (DDR)</b> | Hybrid Routing Protocol | Hierarchical | Yes, it alternate Gateway nodes are available | Stable routing | Intrazone and interzone table | No zone map or zone coordinator / Preferred neighbours may become bottlenecks |
|--|-------------------------|--------------|---|----------------|-------------------------------|---|

**IV. COMPARISON OF ROUTING PROTOCOL**

Table 4 shows the examination of three directing conventions (Proactive, Reactive, and Hybrid).

**Table 4. Comparison of routing protocols**

| Parameters                 | Proactive            | Reactive  | Hybrid   |
|----------------------------|----------------------|---|--|
| <b>Storage Requirement</b> | Higher               | Dependent on no. of Routes maintained or needed | Depends on size of each zone or cluster            |
| <b>Routing Schema</b>      | On demand            | Table driven                                    | Combination of both                                |
| <b>Mobility Support</b>    | Route Maintenance    | Periodical updates                              | Combination of both                                |
| <b>Routing Overhead</b>    | Low                  | High  | Medium   |
| <b>Routing Information</b> | Keep stored in table | Doesn't store                                   | Depends on requirement                             |
| <b>Storage Capacity</b>    | Low generally        | High ,due to the routing tables                 | Depends on the size of Zone                        |
| <b>Philosophy</b>          | Mostly flat          | Flat  | Hierarchical                                       |
| <b>Delay</b>               | Low                  | High  | Low for local destinations and high for Inter-zone |

**V. CONCLUSION**

In this paper, we have introduced the order of directing conventions in portable specially appointed organizations and gave correlations table among them. The conventions are isolated into three principle classifications: (I) supportive of dynamic (table-driven), (ii) responsive (on-request), (iii) half and half conventions. For each these module, the agent we looked into and analyzed a few things about conventions. A relationship of three conventions, alongside benefits and weaknesses has been introduced as table. There are various benefits and inconveniences in various steering conventions. In future work this can be useful to get an outline of the current conventions

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