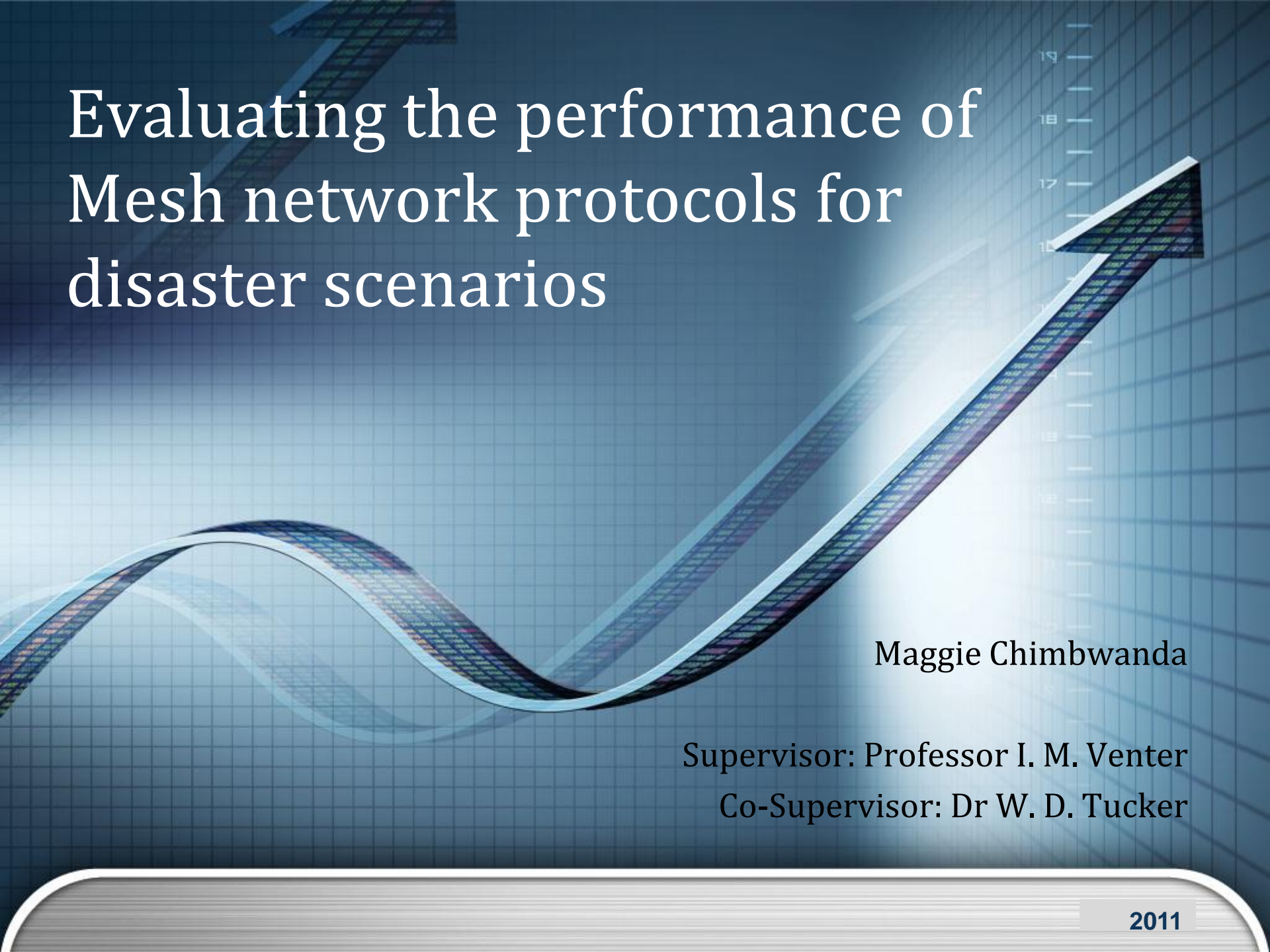


# Evaluating the performance of Mesh network protocols for disaster scenarios



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# Introduction

To revisit the project aim, the aim is to evaluate Mesh routing protocols for voice such as:

- **AODV** (ad hoc on demand vector),
- **DSR** (demand source routing),
- **OLSR** (optimized link-state routing),

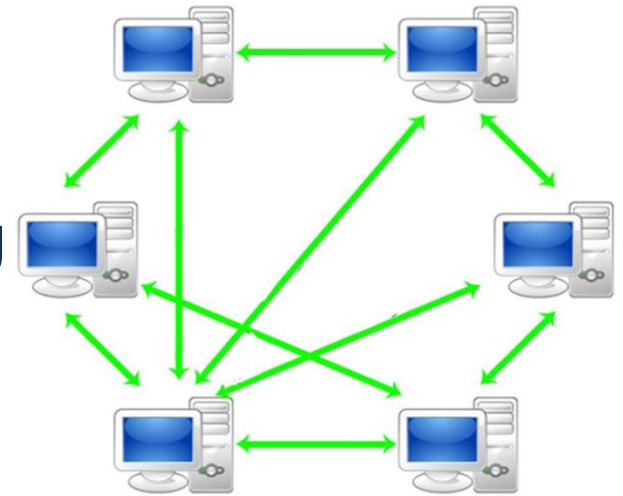
using **UDP** (user datagram protocol) in disaster scenarios.

# Introduction (2)

The aim is to simulate some scenarios with different numbers of nodes, permutations of nodes, and different radii of the disaster area.

The network topology being used is a peer-to-peer topology, since:

- It is easy to deploy.
- it offers promising solution to the challenges of information-sharing in disaster events.



# Introduction (3)

And then finally the aim is to test the performance metrics:

- **throughput,**
- **delay,** and
- **network load**

on these simulated networks using a simulation tool used is **OPNET** (optimized network evaluation tool)

# Simulation Approach

Keep every variable static except the aspects being tested.

Static variables:

- Protocols (AODV, DSR, OLSR, UDP)
- Throughput, Delay, Network load
- Mobility rate
- Simulation time
- Application

# Simulation Approach (2)

## Dynamic variables

- Number of nodes
- Radius size
- Permutations of the nodes

E.g. 4 node permutations could be:  
3 cellphones & 1 laptop, or  
2 cellphones & 2 laptops, or  
1 cellphone & 1 laptop, etc.

# Methodology

Scn.	Parameters							
	No. of nodes	Routing protocols	Other protocols	Performance metrics	Simulation radius	Mobility rate	Simulation time	Application
1	4	AODV, DSR & OLSR	UDP	Throughput, delay, network load	500m x 500m	5 meters/sec	10 min	Voice
2	7	AODV, DSR & OLSR	UDP	Throughput, delay, network load	1000m x 1000m	5 meters/sec	10 min	Voice
3	10	AODV, DSR, & OLSR	UDP	Throughput, delay, network load	2000m x 2000m	5 meters/sec	10 min	Voice



# Methodology (2)

Scenario	Number of nodes	Permutation
1	4	2 cellphones & 2 laptops
2	7	3 cellphones, 2 radios, & 2 laptops
3	10	4 cellphones, 2 radios, & 2 laptops

# Challenges

Routing protocol	Problem	Occurrence	Solution
DSR	Failed to simulate under video application.	Number of nodes is greater than 4	Settled with implementing with voice application only

# Timeline

## Term 3

## Term 4

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Methodology	█	█												
Implementation		█	█	█	█	█								
Documentation					█	█	█							
Results Analysis								█	█	█	█			
Results Discussion											█	█	█	
Documentation													█	█

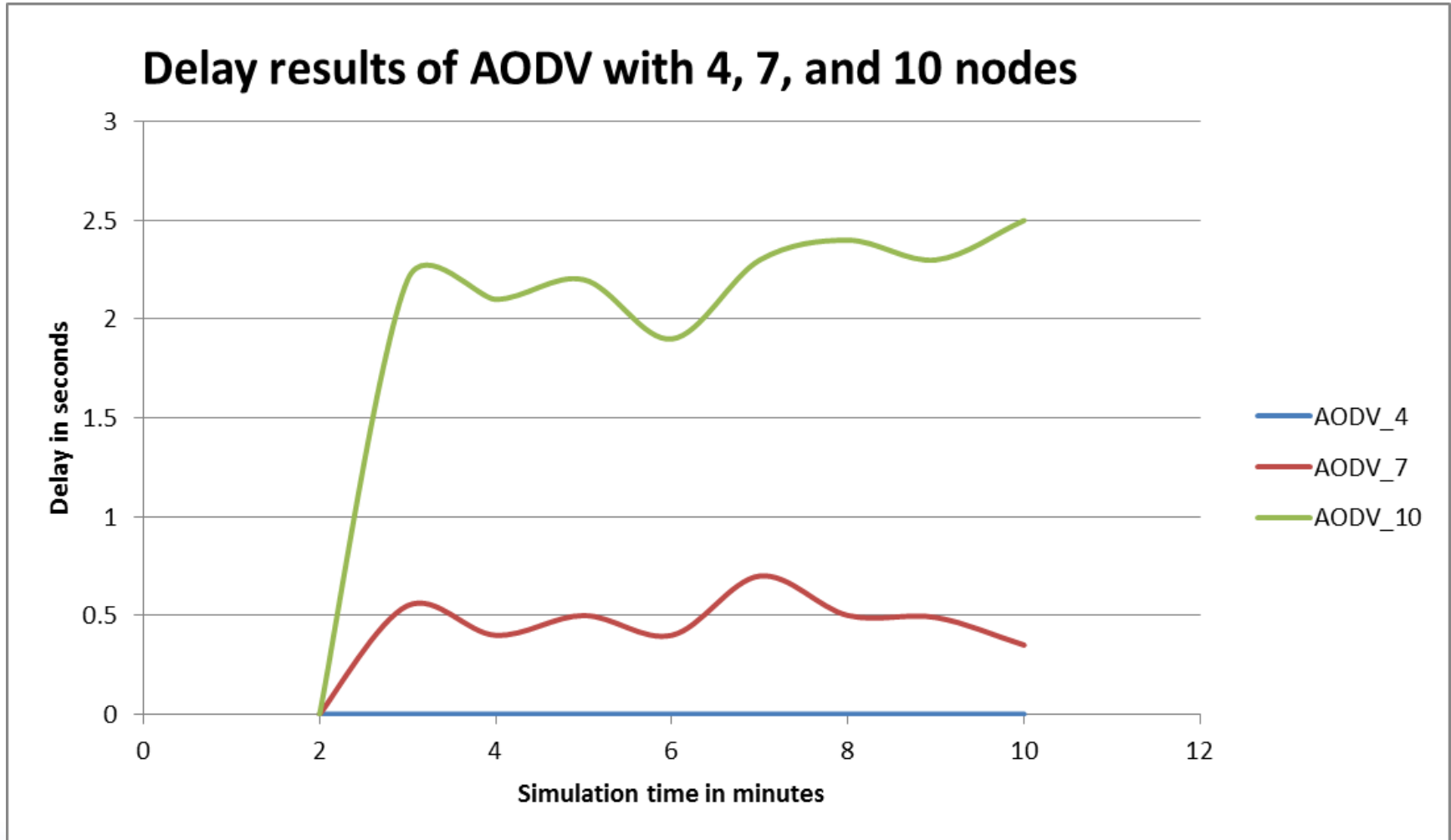
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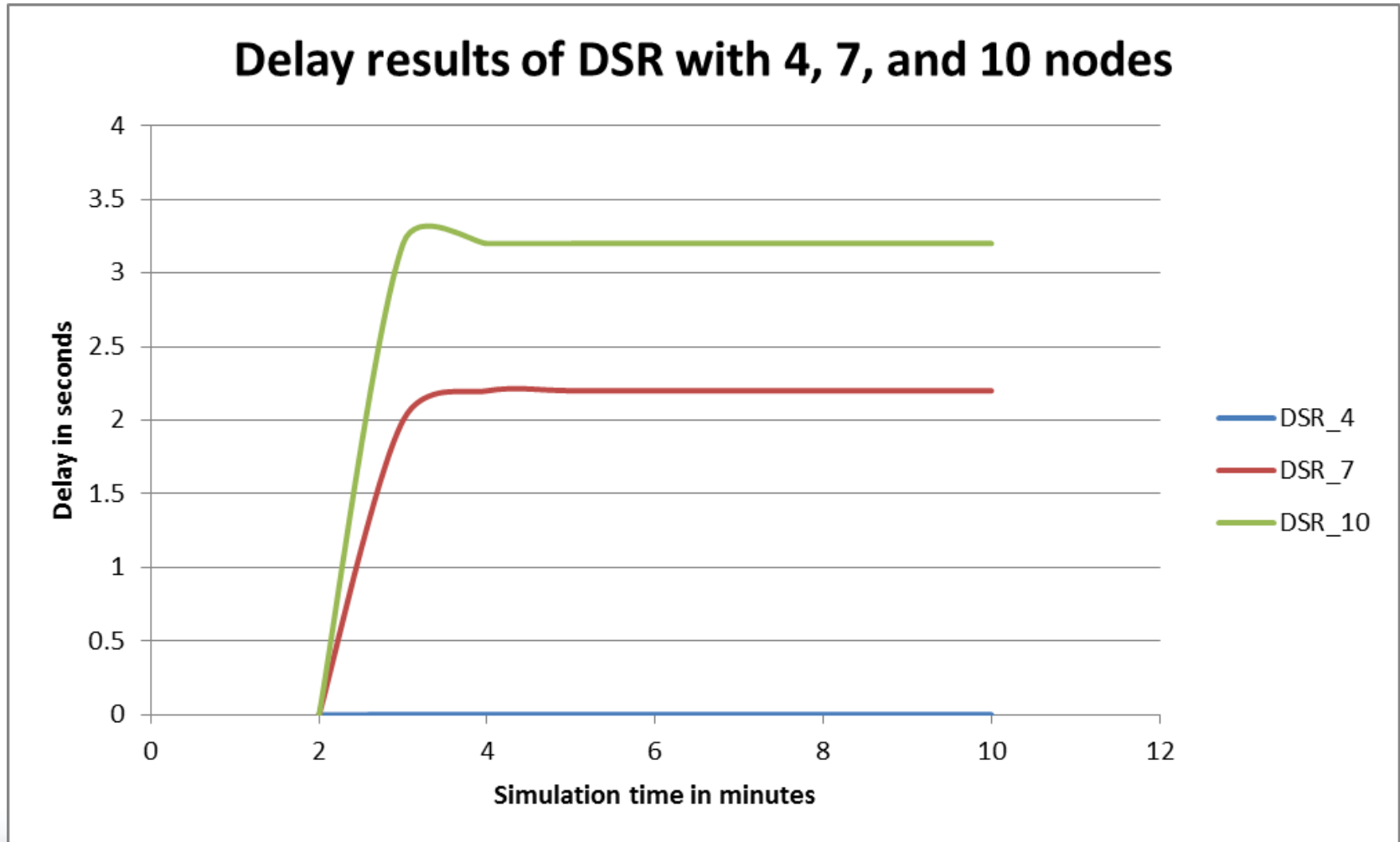
# Demo

- ❖ Simulate a scenario
- ❖ Apply variables to nodes
- ❖ Comparison of results

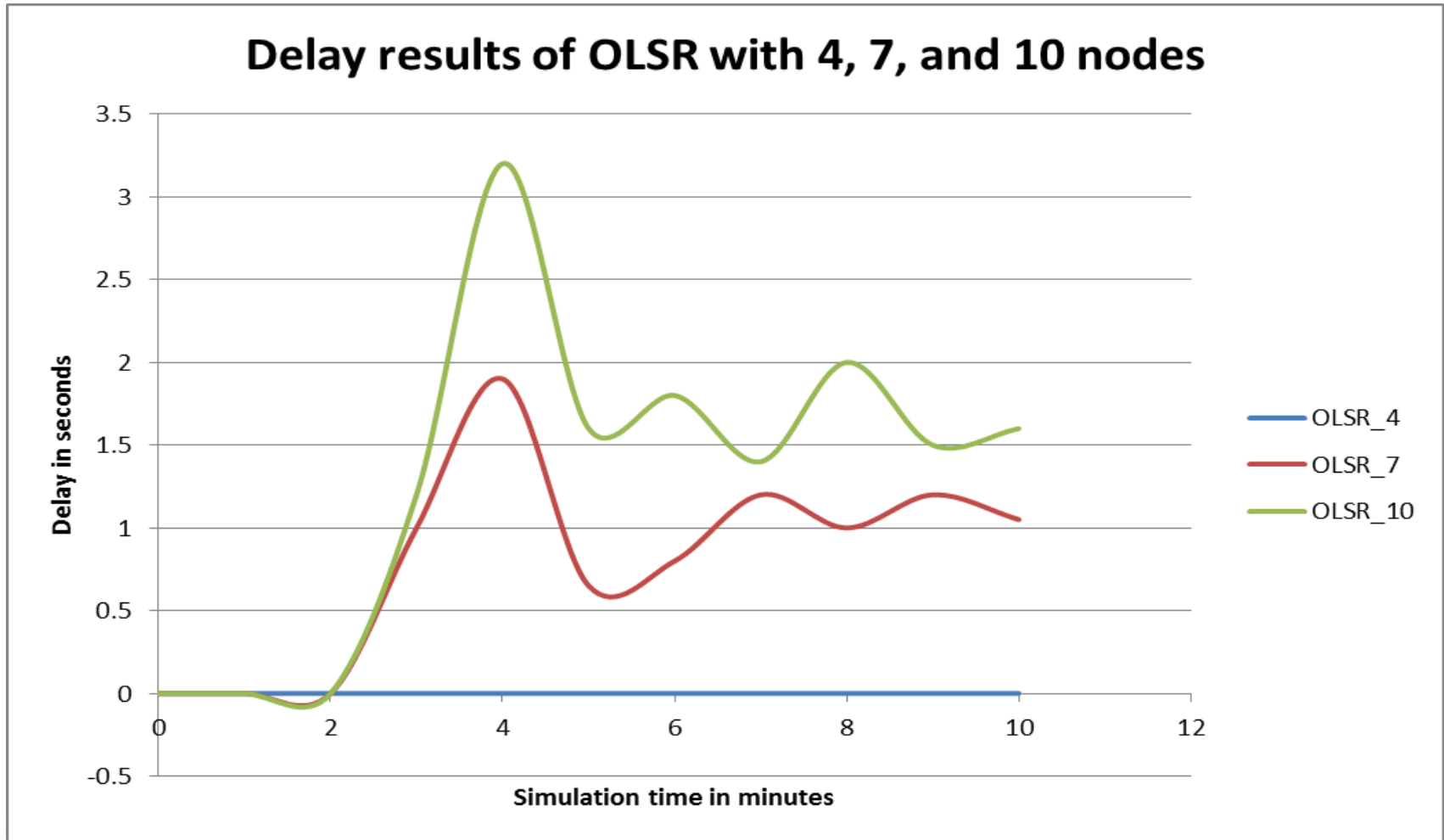
# Example of delay results



# Example of delay results (2)



# Example of delay results (3)





# Example of delay results (4)

## Delay results of AODV, DSR, OLSR with 4, 7, and 10 nodes

