FACULTY OF ENGINEERING & TECHNOLOGY

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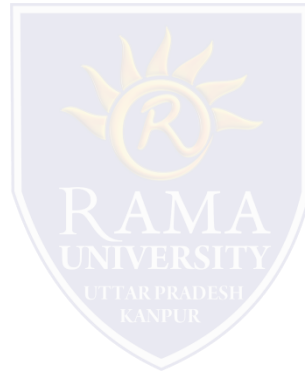Department of Computer Science & Engineering

Dynamic source routing (DSR)
Restricting bandwidth
Advantages and disadvantages of DSR

Dynamic source routing (DSR)

Dynamic Source Routing (**DSR**) is a routing protocol for wireless mesh networks. It is similar to AODV in that it forms a route on-demand when a transmitting node requests one. However, it uses source routing instead of relying on the routing table at each intermediate device.

Determining source route requires accumulating the address of each device between the source and destination during route discovery. The accumulated path information is cached by nodes processing the route discovery packets. The learned paths are used to route packets. To accomplish source routing, the routed packets contain the address of each device the packet will traverse. This may result in high overhead for long paths or large addresses, like [IPv6](IPv6). To avoid using source routing, DSR optionally defines a flow id option that allows packets to be forwarded on a hop-by-hop basis.
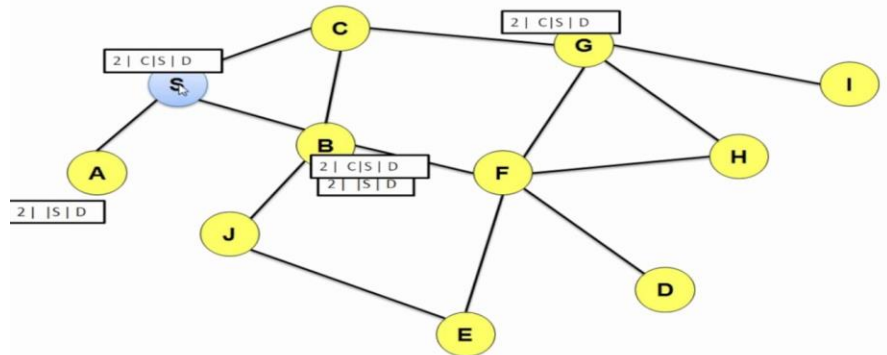
Restricting bandwidth

Dynamic source routing protocol (DSR) is an on-demand protocol designed to restrict the [bandwidth](#) consumed by control packets in ad hoc wireless networks by eliminating the periodic table-update messages required in the table-driven approach. The major difference between this and the other on-demand routing protocols is that it is beacon-less and hence does not require periodic hello packet (beacon) transmissions, which are used by a node to inform its neighbors of its presence. The basic approach of this protocol (and all other on-demand routing protocols) during the route construction phase is to establish a route by flooding RouteRequest packets in the network. The destination node, on receiving a RouteRequest packet, responds by sending a RouteReply packet back to the source, which carries the route traversed by the RouteRequest packet received.

This protocol uses a reactive approach which eliminates the need to periodically flood the network with table update messages which are required in a table-driven approach. In a reactive (on-demand) approach such as this, a route is established only when it is required and hence the need to find routes to all other nodes in the network as required by the table-driven approach is eliminated. The intermediate nodes also utilize the route cache information efficiently to reduce the control overhead. The disadvantage of this protocol is that the route maintenance mechanism does not locally repair a broken link. Stale route cache information could also result in inconsistencies during the route reconstruction phase. The connection setup delay is higher than in table-driven protocols. Even though the protocol performs well in static and low-mobility environments, the performance degrades rapidly with increasing mobility. Also, considerable routing overhead is involved due to the source-routing mechanism employed in DSR. This routing overhead is directly proportional to the path length.