ABSTRACT

Mobile Ad hoc Network (MANET) is a network whose nodes are able and tend to move. Another characteristic of MANET is the dualism of the nodes which are able to act as host and router both. The connection among them is self-configured by nodes without any centralized administration. Routing algorithm has responsibilities in deciding which path will taken. The path selection also influences the network performance of MANET.

In this final project, there was performance comparison between two routing algorithm. They were OLSR and BATMAN. MANET was used as background network in this Final Project's scenario. There were four QoS parameters would be measured, those were Delay, Jitter, Packetloss, and Throughput. There two kinds of scenario used in this experiment. The first one is Static Scenario and the second one is Dynamic Scenario.

Based on this experiment, it can be inferred that node mobility is more influencing than number of node variance. The two-node network can increase up to 400% when number of node is increased to 5 nodes. And static delay only increase to 180% in dynamic scenario. Last, in this small scale MANET. BATMAN is the better and more recommended routing algorithm in performance, compared to OLSR

Keywords: MANET, BATMAN, OLSR, Video Streaming, QoS