

**An analysis of Node/Peer Discovery Approach and Routing  
Algorithms in Mobile & Traditional Peer-to-Peer Networks**

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UNIVERSITI UTARA MALAYSIA  
2012

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Algorithms in Mobile & Traditional Peer-to-Peer Networks**

A project submitted to Dean of Awang Had Salleh Graduate School in partial  
Fulfillment of the requirement for the degree of  
Master of Science (Information Technology)  
Universiti Utara Malaysia

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## **ABSTRACT**

Mobile devices are becoming an increasingly indispensable part of people's everyday life, in the form of mobile phones, PDAs and laptop computers to communicate or share data between them. Centralized client-server networks are being transformed to distributed peer-to-peer networks. Lessons learned from fixed networks have been applied in cellular network. So, there are many challenges faced by traditional and mobile peer-to-peer networks therefore, in this study we examine a comparative analysis of node/peer discovery approach and routing algorithms employed in both traditional and mobile peer-to-peer networks. A qualitative methodology approach was used for data sources. Documents related to node/peer discovery approach and routing algorithms were studied. A comparative method and content analysis were used to analyze the data collected.

Findings of the study indicated that there are two clear differences in the aspects of neighboring node/peer discovery approach beside the similarities. The study also showed another differences and similarities in the aspect of routing algorithms. This thesis hopes to offer all necessary useful tips of the divergence on these two aspects and thus to make a contribution allowing researchers to know such divergence.

## **ACKNOWLEDGEMENT**

All praise is due to Allah SWT, and peace and blessing be upon Prophet Muhammad SAW, his Family and his Companions. I would like to express my appreciation to the following persons who always help me during this project paper.

First and foremost, I wish to express my sincere gratitude to my supervisor, Dr. Ahmad Suki Che Bin Mohamed Arif, for having introduced me to the field and for his constant encouragement, guidance and support during the course of this project. Thank you for all the opportunities that you have showed me to which definitely will help me in my future career.

Secondly, I am grateful to the SIMAD University for providing the financial support which has enabled me to pursue this Masters degree. I would also like to give high appreciation to my family; my mother, Shukri Weheliye Tohow, who never stopped and always show their support and encouragement to my study, my Beloved wife Rahma Mohamed Abdulle, who always standing by me, supporting me, and giving me spiritual uplifting. I would not be able to achieve my success without her support.

Lastly, I would like to thank my dear friend Mohamed-Deeq Mohamud Yalahow and special thanks to my friends and colleagues who always patiently give me spirit and courage in order to finish my study.

"Sometimes our light goes out but is blown into flame by another human being. Each of us owes deepest thanks to those who have rekindled this light."

Albert Schweitzer

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## LIST OF ABBREVIATIONS

PDA	Personal Digital Assistant
P2P	Peer-To-Peer
ARPANET	Advanced Research Projects Agency Network
IMPs	Interface Message Processors
C/S	Client/Server
SRI	Stanford Research Institute
UCLA	University California, Los Angeles
UCSB	University California, Santa Barbara
UUCP	Unix-to-Unix Copy Protocol
TCP	Transmission Control Protocol
IP	Internet Protocol
NNTP	Network News Transport Protocol
DNS	Domain Name System
NAT	Network Addressable Translation
ADSL	Asymmetric Digital Subscriber Line
DHS	Distributed Hash Table
CAN	Content Addressable Network
WLAN	Wireless Local Area Network
IEEE	Institute of Electrical and Electronics Engineers
LAN	Local Area Network
WAN	Wide Area Network
CPU	Central Processing Unit
UCP2P	User-Centric Peer-to-Peer
DCP2P	Data-Centric Peer-to-Peer
HSDPA	High-Speed Downlink Packet Access
GSM	Global System for Mobile
CSD/GPRS	Circuit Switched Data/General Packet Radio Services
LTE	Long Term Evolution
Wi-Fi	Wireless Fidelity
WiMAX	World Wide interoperability for Microwave Access
TDMA	Time Division Multiple Access
FH	Frequency Hopping

DS	<b>D</b> irect <b>S</b> equence
IF	<b>I</b> nfrared
OFDM	<b>O</b> rthogonal <b>F</b> requency <b>D</b> ivision <b>M</b> ultiplexing
SNR	<b>S</b> ign to <b>N</b> oise <b>R</b> atio
MAC	<b>M</b> edium <b>A</b> ccess <b>C</b> ontrol
DCF	<b>D</b> istributed <b>C</b> oordination <b>F</b> unction
CSMA/CA	<b>C</b> arrier <b>S</b> ense <b>M</b> ultiple <b>A</b> ccess/ <b>C</b> ollision <b>A</b> voidance
RTS	<b>R</b> eady- <b>T</b> o- <b>S</b> end
CRT	<b>C</b> lear- <b>T</b> o- <b>S</b> end
TTL	<b>T</b> ime- <b>T</b> o- <b>L</b> ive
DBF	<b>D</b> istributed <b>B</b> ellman <b>F</b> ord
DSDV	<b>D</b> estination <b>S</b> equenced <b>D</b> istance <b>V</b> ector
DSR	<b>D</b> ynamic <b>S</b> ource <b>R</b> outing
AODV	<b>A</b> d hoc <b>O</b> n-demand <b>D</b> istance <b>V</b> ector
RREQ	<b>R</b> oute <b>R</b> equest
RREP	<b>R</b> oute <b>R</b> eply
OSI	<b>O</b> pen <b>S</b> ystems <b>I</b> nterconnection
FEC	<b>F</b> orward <b>E</b> rror <b>C</b> orrection

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# **CHAPTER ONE**

## **INTRODUCTION**

### **1.0.INTRODUCTION**

The emergence of mobile devices has changed the landscape of Peer-to-Peer computing. Traditionally, Peer-to-peer network is another network model which provides the architecture of traditional client-server [1]. Peer to peer networks use a form of decentralization where each machine, referred to as a peer, functions as a client with a layer of its own functionality of the server. The role of a client and a server will be played by a peer at the same time. Therefore, request initiation to other peer, and despite this, responses to the incoming requests from other peer will go through on the network. It is different from the traditional client-server model which only clients can send request to a server and then wait for the response of the server.

Now, with the drastic increment of mobile devices, Peer-to-Peer works differently and has shown their advantages and possibility over centralized approaches. Inspired by the fixed domain, peer-to-peer networks are now penetrating the wireless and mobile domain which is interesting to be studied.

With the approach of a client-server, the server performance degradation as the number of clients requesting services from server increase [2]. However, in Peer-to-Peer networks, the overall performance of the network actually improves as is added to a growing number of his peers to the network. Such peers organize themselves into ad hoc groups as they communicate and collaborate and share their bandwidth with each other to accomplish the tasks at hand (such as file sharing). Each peer uploads and downloads at the same time, as well as in such an operation, and the new peer can

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the thesis is for  
internal user  
only

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