There exist several popular algorithms for routing in ad hoc networks. While a particular algorithm works well for an advertised property, it might perform poorly in some other realistic measure. A standard example is the tradeoff between finding the optimal path and storing very little information at each node.

The goal of this thesis is to gain a deeper understanding of routing in ad hoc networks. We want to understand when and how an algorithm performs as well as it can and when it is disastrous.

The technical part will consist of an implementation of several routing algorithms (you can even devise some of your own). The other part will be determining several interesting yet realistic success metrics of the chosen algorithms. One criterion worth investigating is mobility. In that case, however, one needs to come up with one or several good models for such mobile nodes.

**Skills**
- It is highly recommended that the student has attended the lecture “Mobile Computing” and preferably also “Principles of Distributed Computing”
- Programming skills

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