

List of Figures

1-1	Percentage of Individuals using Internet during 2005-2014	2
2-1	WiFi-based Long Distance Network Architecture	16
2-2	Multiradio Operation at a Single Node	26
3-1	Types of Nodes in WiLD Network Architecture	55
3-2	Simultaneous Synchronous Operation (SynOp)	56
3-3	TDMA Frame Format	57
3-4	Network Synchronization in 2C: An Example	61
3-5	Node's State Transition between SynTx and SynRx	63
3-6	FTP Throughput with increasing Slot Size: 2C vs. 2P	69
3-7	VoIP Delay with increasing Slot Size: 2C vs. 2P	70
3-8	Throughput and Delay Characteristics at Normal Load: 2C vs. 2P	71
3-9	Throughput and Delay Characteristics at Saturated Load: 2C vs. 2P	73
3-10	No. of Hops vs. Node Joining Time in 2C	74
4-1	Explaining Various Concepts Related to DQBA in a Tree Topology	83
4-2	A Customized Superframe Structure	85
4-3	A Cluster-based Network Architecture	87

List of Figures

4-4	A Figure Depicting Static Slot Allocation Process	92
4-5	A Figure Depicting Dynamic Slot Allocation Process	93
4-6	Simulation Topology for DQBA	94
4-7	Network configuration for 1-hop scenario with uniform load from both the children nodes	96
4-8	Throughput achieved by RT and BE traffic with uniform load from both the children in 1-hop topology	96
4-9	Delay of RT and BE traffic with uniform load from both the children in 1-hop topology	96
4-10	Network Configuration for 2-hop scenario with uniform load from both the children of a sub-tree	97
4-11	Throughput achieved by RT and BE traffic with uniform load from both the children of a sub-tree in a 2-hop topology	97
4-12	Delay of RT and BE traffic with uniform load from both the children of a sub-tree in a 2-hop topology	98
4-13	Network configuration for 3-hop scenario with uniform load from both the children of a sub-tree	99
4-14	Throughput achieved by RT and BE traffic with uniform load from both the children of a sub-tree in a 3-hop topology	99
4-15	Delay of RT and BE traffic with uniform load from both the children of a sub-tree in a 3-hop topology	99
4-16	Network configuration for 1-hop scenario with skewed traffic load from single side of a sub-tree	100
4-17	Throughput achieved by RT and BE traffic load from single side of a sub-tree in a 1-hop topology	101
4-18	Delay of RT and BE traffic with RT traffic load from single side of a sub-tree in a 1-hop topology	101
4-19	Network configuration for 2-hop scenario with skewed traffic load from single side of a sub-tree in 2-hop topology	102

List of Figures

4-20	Throughput achieved by RT and BE traffic load from single side of a sub-tree in a 2-hop topology	102
4-21	Delay of RT and BE traffic with RT traffic load from single side of a sub-tree in a 2-hop topology	103
4-22	Network configuration for 3-hop scenario with skewed traffic load from single side of a sub-tree in a 3-hop topology	103
4-23	Throughput achieved by RT and BE traffic load from single side of a sub-tree in a 3-hop topology	104
4-24	Delay of RT and BE traffic with RT traffic load from single side of a sub-tree in a 3-hop topology	104
5-1	A TDMA Frame with p number of Slots	113
5-2	Active and Inactive States of a Flow in RPS	114
5-3	TDMA Packet Scheduling: An Example	120
5-4	Throughput performance of different priority classes of traffic using RPS and 2C protocols with probabilistic traffic	124
5-5	Delay performance of different priority classes of traffic using RPS and 2C protocols with probabilistic traffic	125
5-6	Delay Performance over variable Queue Size: RPS vs. 2C	125
6-1	Route Discovery procedure for finding multiple paths from Source to Gateway node	145
6-2	Admission Control and Load Balancing in QGMR: An Example	150
6-3	Multi-path Route Maintenance: An Example	152
6-4	Simulation Topology for QGMR	155
6-5	Control overhead of QGMR and AOMDV protocols	156
6-6	VoIP Performance: QGMR vs. AOMDV	157
6-7	Video Streaming Performance: QGMR vs. AOMDV	158

List of Figures

6-8	Throughput Performance of VoIP and Video Streaming using QGMR and AOMDV with Path Failure	159
6-9	Throughput Performance of Best-effort traffic using QGMR and AOMDV protocols with path failure	160
6-10	Throughput Performance of VoIP, Video Streaming and Best-effort Traffic in AOMDV and QGMR protocols considering Path Failure .	160