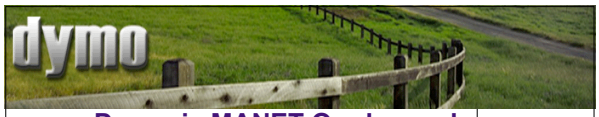

Dynamic MANET On-demand Routing Protocol

IETF 66 DYMO-05
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Changes DYMO 04->05->06pre

- PacketBB naming & TLVs
  - Including basic PacketBB structure in -06
- Explicitly state required components
  - Operation with small code/packet size
- Checking routing information freshness
  - Being further updated in -06

DYMO-06pre
Checking routing information freshness

- When routing information is received, it is compared with the information in the routing table
- Sequence Number, Hop Count, Valid/Invalid, RREQ/RREP
- Information categories
  - Fresh
  - Stale / loop-prone
  - Disqualified / loop-prone “loop-possible”
  - Inferior
  - Superior

DYMO-06pre

- Routing information freshness
  - Naming suggestions?
- Packet diagram nits
- Timeouts - remove implementation details
- Lots of other great comments have already been incorporated

DYMO-06pre - Open Questions These will be going to list

- Guidance for when to append/process/pass additional routing information to RREQ/RREP
- Ignore address TLV - stop default processing
- Type semantic bits defining default behavior
  - Ignore, remove, discard message, mark, modify
  - Where does the check happen in the processing chain?
    - Message, message header, message tlv, address block, address tlv
- Use cases - Please mail manet@ietf.org

6lowpan WG

- 6lowpan wants L2 MANET routing
- They are depending on us to define the protocols (algorithms)
- They will define specific optimized packet formats if needed
- Memory, code, and packets must be tiny
- For unicast, DYMO seem applicable
- NHDP & SMF might also be needed

Open Discussion

Questions & Comments

http://moment.cs.ucsb.edu/dymo

Implementation Issues

https://lists.sourceforge.net/lists/listinfo/aodvimpl-public