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I. Introduction

As Telecom administrators are finding difficulties to fulfil the current requests of portable clients, new information intensified applications are created for standard use of versatile client, for example, proximity-aware administration services, however,4G phone advancements, which have exceptionally productive physical and MAC (Medium Access Control) layer execution are as yet falling behind portable clients expanding information requests. Thus scientists are searching for new strategies to change the customary specialized technique for cell system. Gadget (User) to Device (D2D) framework is one of such technique that give off an impression of being an empowering segment in future era cell network.D2D correspondence in cellular systems is defined as immediate correspondence between two portable clients without crossing the Base Station (BS) or centre system. D2D correspondence is by and large non-straightforward to the cell system and it can happen on cell range i.e., in band or unlicensed range i.e., out band. In a customary cell arrange, all interchanges ought to be done by means of base station (BS) regardless of the possibility that both imparting gatherings are in reach for D2D correspondence. These structural planning suits the ordinary low information rate versatile administrations, for example, voice call and instant message in which clients are not frequently sufficiently close to have direct correspondence. Let us assume, portable clients in today's phone systems utilize high information rate administrations, for example, feature sharing, gaming, and vicinity mindful person to person communication in which they could be in reach for direct interchanges Hence, D2D correspondences in such situations can profoundly expand the otherworldly efficiency of the system. By and large the benefit of D2D correspondences is not just constrained to upgraded ghostly efficiency. D2D correspondences can possibly enhance throughput, energyefficiencyand effective scheduling. Figure 1 shows structural engineering of imagined D2D correspondence.

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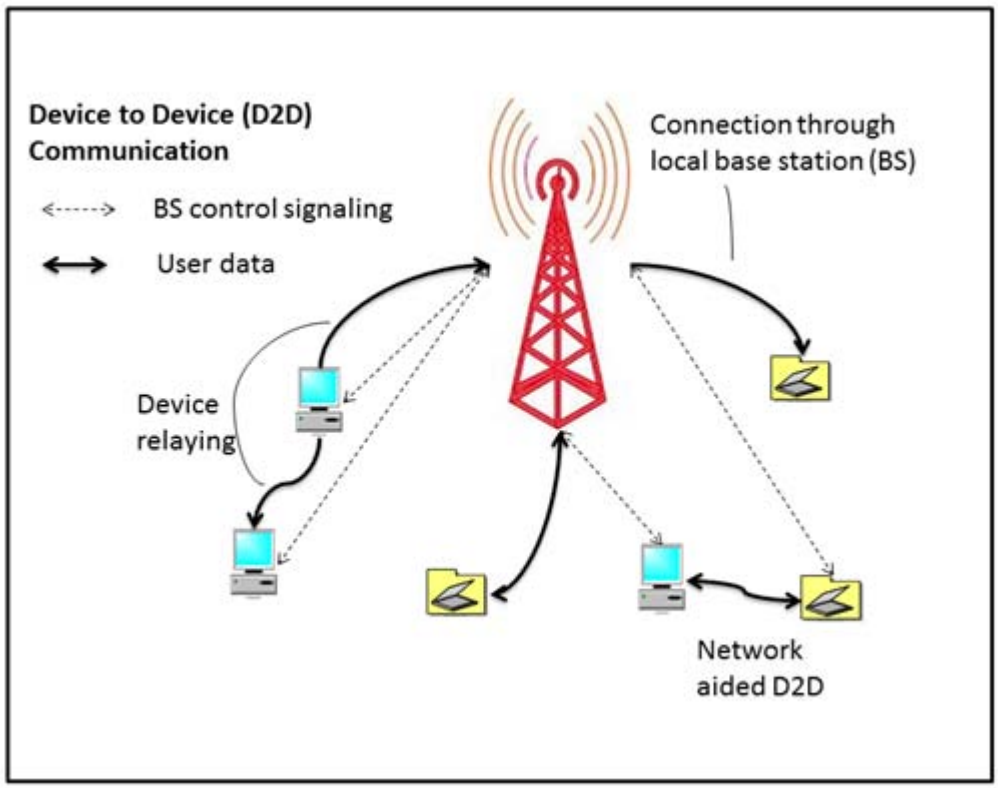

Figure 1 : Architecture of envisioned D2D ommunication

D2D correspondence was first proposed in Y.D et al., [16] to empower multihop transfers in cell systems. In T. Han et al., [2], B. Kaufman et al., [3], K. Doppler et al., [5], K. Doppler et al.,[6] scholars inspected the probability of D2D correspondences for enhancing ghastly efficiency of cell systems. In J. Du et al., [7], B. Zhou et al.,[8] other conceivable D2D utilization cases were presented in the writing, for example, multicasting and shared correspondence in L. Lei et al., [9], feature scattering in K. Doppler et al., [3] N. Golrezaei et al., [10], N. Golrezaei et al.,[11], J. C. Li et al., [12], machine-to-machine (M2M) correspondence in N. K. et al., [13] and cell of floading X. Bao et al[14]. The first endeavour to executing D2D correspondence in a cell system was made by Qualcomm's FlashLinQ X. Wu et al., [15] which is a PHY/MAC system construction modelling for D2D interchanges underlaying cell systems. FlashLinQ exploits OFDM/OFDMA advancements and circulated planning to make an efficient technique for timing synchronization, peer disclosure, and connection administration in D2D-empowered cell systems. Furthermore 3GPP (3rd Generation Partnership Project) is additionally examining D2D correspondences as Proximity Services. With fast development of radio access procedures and cell phones, a mixed bag of transmission capacity hungry applications and administrations are slowly moved to versatile systems, prompting an exponential increment in information activity in portable systems. The versatile information activity endures two noteworthy issues to current portable systems, as the critical information increment clogs versatile systems and prompts a long postpone in substance conveyance.T. Han et al., [1] and a nonstop stream of versatile movement bring about high increment in vitality utilization in versatile systems for giving higher system limit.T. Han et al., [17]. Portable activity offloading, which is referred to as using shared system correspondence methods to convey versatile movement, is a promising procedure to enhance blockage and lower the vitality utilization of portable systems.T. Han et al., [1]. Taking into account the system access mode, the portable activity offloading plans can be separated into two classes. The primary class is the foundation based versatile activity offloading and the second classification is the specially appointed based portable movement offloading, which refers to applying gadget to-gadget (D2D) interchanges as an underlay to offload portable activity from BSs. By presenting Internet of Things (IoT) innovations, brilliant gadgets inside of vicinity have the capacity to associate with one another and structure a correspondence system. Information movement among the gadgets can be offloaded to the interchanges arranges as opposed to conveying through BSs, by empowering D2D correspondences, some client gadgets/User Devices (UDs) download substance from BSs while alternate UDs may recover the substance through D2D associations with their companions. Along these lines, D2D correspondences simplicity movement blockage and reduce the vitality utilization of versatile systems. In

this paper, the author propose a novel network graph processing way to deal with empower movement designing and improve the execution of energy proficiency regarding system life time by QoS provisioning, to addressfare multicast routing issue in MANETS. This methodology fused the organized affirmation control plan to communicate D2D interchanges into cell system to conquer the restrictions of MANETs. In this affirmation control is an essential capacity for the procurement of QoS as it figures out which parcel is permitted to enter and which bundle is not permitted to go into the system. The choice may be in view of numerous variables, for example, what may be the result of permitting a bundle to go into the system. The approach is improving the evaluated system execution which is picked up from offloading cell movement onto D2D structural engineering.

a) Issues and challenges

In an adhoc system the cell phones (devices) are associated through remote connections that are more inclined to lapses when contrasted with their wired connections. There are issues, for example, hidden terminal, multipath distorting, and so forth. Rather than a wired system, there are no different switches, consequently, the cell phones need to course parcels of each other towards their last destination. Generally cell phones are furnished with omni-directional reception gadgets/devices, and afterward, transmissions of a hub are heard by hubs in its encompassing. This causes an issue, for example, hubs need to facilitate among themselves for transmissions through a mutual channel. At the end of the day, a hub can't settle on its own about the season of the start of a transmission in light of the fact that the channel may be involved by another hub in its encompassing. Thus the time taken in sitting tight for the transmission relies on who are the other neighbouring hubs going after the channel or there may be numerous bounces from an offered source to a destination in an ad-hoc system and at every jump hubs may go after the channel. Because of channel dispute, it is hard to give any guarantees about the end-to-end delays. Be that as it may, there is no such issue in wired systems as the channel is not shared ,On the other hand, the topology of an ad-hoc system changes rapidly because of either development of cell phones or depletion of battery force. It may influence QoS assurances gave by the system in light of the fact that an adjustment in the topology of the system may require to rediscover the courses adding to the latencies and hence influencing the QoS. It might likewise happen that the newfound courses are longer than the courses accessible before the topological change which will influence the QoS all the more seriously, as the assets that were saved for a stream before the topological change are no more held, they must be saved along more up to date courses. It might likewise happen that the measure of assets needed by the information stream or application is no more accessible, including further latencies and influencing the QoS. In this manner, another issue included in the procurement of QoS in versatile ad-hoc systems is the way to handle changes in the topology of the system. Extra issue if there should arise an occurrence of portable specially appointed systems is that the assets of participating hubs are constrained. Along these lines, a convention that requires broad calculations and correspondences may not be a decent alternative in such systems. Hence, a convention for giving QoS in specially appointed systems ought to be light-weight beyond what many would consider possible and ought to have the capacity to use assets in a productive and viable way.

II. Related Work

A large portion of the ordinary multicast conventions are intended for expanding the throughput or minimizing the end-to-end delay. At the point when QoS is viewed as a few conventions may be inadmissible because, the absence of the asset and the exorbitant calculation overhead Luo Junhai et al., [18]. A few calculations Luo Junhai et al., [19] give heuristic answers for the NP-(Nondeterministic Polynomial) complete compelled Steiner tree issue, which is to discover the deferral obliged minimum expense multicast trees. These calculations however are not down to earth in the internet environment in light of the fact that they have unreasonable processing overhead, oblige information about the worldwide system state, and don't handle element groupenrolment. InLi Layaun et al., [20] gives different guarantees to fulfilling various imperatives however it doesn't keep up any worldwide system state. In J. H. Cui et al., [21] another versatile QoS multicast directing convention that has little correspondence overhead and obliges no state outside the multicast tree is proposed. Huayi Wu et al., [22] propose a QoS Multicast Routing convention (QMR) with an adaptable cross breed plan for QoS multicast routing ,QMR is a lattice construct convention which is set up in light of interest to unite bunch individuals and gives QoS ways to multicast bunches. The QMR convention coordinates data transfer capacity reservation capacity into a multicast steering convention with the suspicion that accessible transmission capacity is consistent and equivalent to the crude channel transmission capacity. Affirmation control system is utilized to keep middle of the road hub from being over-burden and reject solicitations of new sources if there is no accessible transmission capacity. In S.S. Manvi et al., [23] An operator based multicast directing plan (ABMDP) in MANETs, which utilizes an arrangement of static and portable specialists for course disclosure and upkeep is proposed but it doesn't consider the various QoS imperatives. Ad-hoc construct portable (packet

traffic) activity offloading depend with respect to D2D interchanges to telecast information parcels. Rather than downloading information specifically from BSs, UDs may recover substance from their neighbouring UDs. In B. Han et al., [24] proposed a system to choose a subset of User Equipment's (UEs) in light of either UEs' exercises or motilities, and to convey substance to them through cell systems, and let these UEs further disperse the substance through D2D correspondences to alternate clients. In A. Mashhadi et al., [25] the creator proposed a proactive storing system for UEs keeping in mind the end goal to offload the versatile activity. At the point when the nearby stockpiling does not have the asked for substance, the proactive reserving system will set an objective deferral for this solicitation, and investigates chances to recover information from the neighbouring UEs. The proactive store system demands information from cell systems when the objective deferral is damaged. To support versatile clients take an interest in the activity offloading, in X. Zhuo et al., [26] proposed a motivator system that incentive clients to influence their deferral resistance for cell information offloading.

III. Proposed System

a) Wireless cellular network (WCN)

In remote cell system (WCN) Base station (source) shape a base of spine for destination hubs, for the most part source have negligible portability and work like a system for settled switches and get joined by remote connections, for example, IEEE 802.11.even some source hub have passage usefulness since they are associated with web with physical wire. In any case, each source hub is furnished with movement accumulation gadget, for example, 802.11 entrance point that communicates with every destination hubs. The source hub conveys totalled information movement of destination hubs to and from the web. In this paper, spine i.e. source hub is framed by 802.11.Usually a switch is outfitted with different remote interfaces, each of which is comparing to one remote channel. These remote channels have diverse components, in light of the fact that remote interfaces are running on distinctive frequencies and based on either the same or distinctive remote access innovations, for example, IEEE 802.11a/b/g/n. Continuously situation, to combine two switches with higher data transfer capacity limit, different remote channels can be set up between two switches. Expecting that in cell arrange the remote connection between two switches has altered data transfer capacity limit for the reasons, for example, backing of base i.e., a spine can be manufactured amongst remote switches I. F. Akyildiz et al., [27]and procedures, for example, directional receiving wire and pillar framing can be utilized to enhance the execution of remote correspondence and keep up the "remote connections" , On the other hand, if the omni-directional reception apparatus is utilized, "remote connections" can in any case be built however topology control N. Li et al., [28],for the limit of remote connection, a "successful limit" methodology has been created to unravel the outline of energy efficient QoS backing in remote system. In such a case, the powerful limit of the remote connection, which is settled, can be utilized for QoS steering, despite the fact that the genuine limit of the remote connection can in any case be changing lastly, because of the multifaceted nature of the physical layer and medium access control (MAC) layer, numerous current studies in the literature additionally expect that the connection limit is altered.

b) Energy Efficient QoS Multicast Routing

Multicast is an effective approach to transmit information from one source hub to a gathering/group of destination hubs. In later year's quick development of group oriented applications in remote/wireless environment, it gets to be vital to bolster multicast in wireless cell network systems. Since multicast client normally require energy efficient QoS ensured services, which thus depends on QoS multicast routing. Once the cellular remote/wirelessnetwork is conveyed the spine can be representedby ainfrastructure/ networkgraph$NG(V,E)$. In the graph, hubs (V) stand for correspondence endpoints, edges (E) stand for correspondence links. To perform QoS directing, allot every edge a weight, indicated by $W_{lQoS} = (w_{lc}, w_{lb}, w_{ld})$ where w_{lc} denotecost, w_{lb} data transfer capacity limit andw_{ld}transmission deferral/delay of connection/link$l$ separately. In this proposed model to encourage the routing process, the different remote/wirelesschannels between two switches are taken care by consolidating after two methodologies. In the first place, if these wireless channels utilize the same convention and have indistinguishable information transmission execution, then the channels are essentially converged into one virtual connection. In any case, the traffic burden routed on the virtual connection would be equitably circulated on distinctive channels at the MAC layer. Then again, if numerous remote/wireless channels utilize diverse conventions or have unmistakable information transmission execution because of the assorted qualities of channel conditions on distinctive working frequencies, then every wireless channel will considered as a virtual connection and an auxiliary/assistant hub is added to it. From the point of view of routing conventions, auxiliary hubs are not quite the same as switches in light of the fact that they don't create any traffic load and can't assume the part of source or destination. A multicast association solicitation can be portrayed as$M_{req} = (s, D, QoS)$where s is the source hub, $D = \{d_1, d_2 \dots \dots \dots d_n\}$is a set of destination hubs,

and QoS is a set of QoS necessities, for example, data transfer capacity and deferral/delay bound. At the point when deploying MANET for Internet access, the multicast source hub is typically one of the portal switches/gateway, for example, $NG1, NG2$ and $NG3$. The multicast tree T for solicitationM_{req} is a subtree of $NG(V, E)$ which roots from s, contains every one of the hubs of D, and can meet the energy efficient QoS imperative QOS. In this manner, the expense (cost) of multicast tree T is given by following equation.

$$C_T = \sum_{l \exists T} w_{lc} \quad (1)$$

To set up a multicast association, for the most part QoS multicast routing algorithm will be utilized to locate the ideal multicast tree that has the least cost while fulfilling all QoS prerequisites. This said QoS multicast routing issue is otherwise called compelled Steiner tree issue, which has been ended up being NP-complete. In [29] heuristic calculations have been created to take care of obliged Steiner tree issue. These heuristic calculations can be characterized into two classes the centralized algorithm and the distributed algorithm. As most algorithm proposed so far have a place with centralized class, proposed strategy additionally address the centralized QoS multicast directing algorithm. Some late studies proposed to bolster multicast correspondence utilizing network coding [30], where all connections in the system may be used, rather than a tree. Despite the fact that network coding can accomplish the best throughput hypothetically, it requires the change of existing packet sending components, which is not a simple task. Here the routing policy of obliged Steiner tree and its heuristic algorithm is considered for QoS multicast routing, the input/information is the link/connection state graph. The principle distinction between link state graph and network foundation/infrastructure graph is that, in connection/link state graphw_{lb} signifies the leftover data transfer capacity on connection/link which can change every now and then, while in network framework/infrastructuregraph w_{lb} denotes the transmission capacity limit of the connection/link/ which is a steady/constant.

c) Energy Efficient Network Graph Pre-processing

Existing QoS multicast transmission (routing) are intended to discover ideal trees for multicast associations and they don't guarantee that the system runs productively/efficiently. To better use system assets in remote cell system environment (WCN), traffic engineering (TE) can be used to enhance asset effectiveness by accomplishing burden adjusting over the network system. Then again, past traffic engineering (TE)mechanism may not be specifically used to connect Wireless cell system (WCN). In this approach two central point in wireless cell system (WCN) are considered in traffic engineering deployment: 1) the transmission capacity prerequisites of uses are various and a few applications require extensively higher transfer speed than that of the others; and 2) the limits of numerous remote connections are not altogether huge, contrasted with the transfer speed necessity of high-information rate applications. As another issue that ought to be taken care of is normal burden adjusting plan which could prompt data transfer capacity discontinuity, thus hurts the acknowledgment of high transmission capacity associations and results in access injustice. At the point when transfer speed fracture happens, low-transmission capacity associations can at present perhaps get to the system, while most high data transfer capacity associations are blocked. To manage the aforementioned difficulties in wireless cell system (WCN), here the authors propose a network graph pre-processing methodology taking into account PAC policy. The fundamental thought of the proposed methodology is the point at which another (user request) association solicitation arrives, the first network graph is pre-generated and after that another new graph is produced. In this work, the authors utilize organized affirmation control (i.e. PAC) to accomplish traffic engineering (TE). Next, the new network graph is used as the info of a QoS multicast transmission algorithm to discover the QoS ensured tree. In this work authors include network graph pre-preparing as a methodology just before the QoS multicast transmission algorithm. In the literature survey, most existing QoS transmission/routing algorithm regard transmission capacity necessity as a non-added substance requirement, which can be effortlessly managed by editing from the network graph every one of the connections whose remaining transfer speed is not exactly the imperative. To coordinate traffic engineering (TE) component into QoS multicast routing/transmission, we adjust the method for data transmission requirement taking care of, and outline another organized affirmation control model (PAC). In this model, distinctive confirmation control approaches can be utilized on diverse connections/links and group association demands into two categories:1) high data transfer capacity connection/associations, and 2) low-transmission capacity associations. To do network graph pre-processing, a few connections/links are selectedfrom the NG pre-processing as best/special connections/link, and rest of the connections/link are characterized as conventional/normal connections/links. Here, best/special connections/link is intended to predominantly acknowledge high-transfer speed associations. Naturally, the great possibility for extraordinary connections is the ones that have high data transmission limit and are midway/centrally situated in the system. Indeed, even low-data transfer capacity

associations can likewise get to the exceptional/best connections, while high-transmission capacity associations are given more need on them. The data transfer capacity designation relies upon the need of the association, as well as the traffic burden profile in the network system. Case in point, high-data transfer capacity associations could be assigned a little measure of transmission capacity on exceptional/best connections if their traffic burden is light. Then again, low-data transmission associations could be dispensed a lot of transfer speed on special connections if their traffic burden is expansive. Organized affirmation control approach (PAC) is utilized to offer inclination to high-transmission capacity associations. At the point when another association (connection) solicitation (request) comes, the organized confirmation control approach (PAC) is utilized to make transfer speed affirmation test just on extraordinary/best connections. Thus for disparity, no action is made on common (normal) connections, if the organized confirmation control (PAC) arrangement chooses to dismiss the association ask for on some best connections, these connections are then expelled from the network graph. At that point pruned network graph is characterized as pre-generated/pre-process network graph, in which some extraordinary/best connections may vanish while every single customary/normal connection isretained. When the network graph pre-generation/processing is finished, the transmission/routing algorithm uses the pre-generated/processed as the data to discover a QoS ensured multicast tree for the association/connection demand/request. Utilizing network graph pre-processing, high-transfer speed associations and low-transmission capacity associations may have diverse pre-processed graph. Notwithstanding for two association asks for that have the same source and destinations, there is a probability to have distinctive QoS ensured multicast trees, if their data transmission prerequisites are not the same. Subsequently, high-transfer speed activity can be basically accumulated on unique/special connections, while low-transmission capacity movement can be dispersed on conventional\ordinary connections. Because of this element, theproposed network graph pre-processing methodology as shown in figure 2 can furnish energy efficient QoS multicast routing with a better load adjusting ability and can keep away from data transfer capacity fragments.

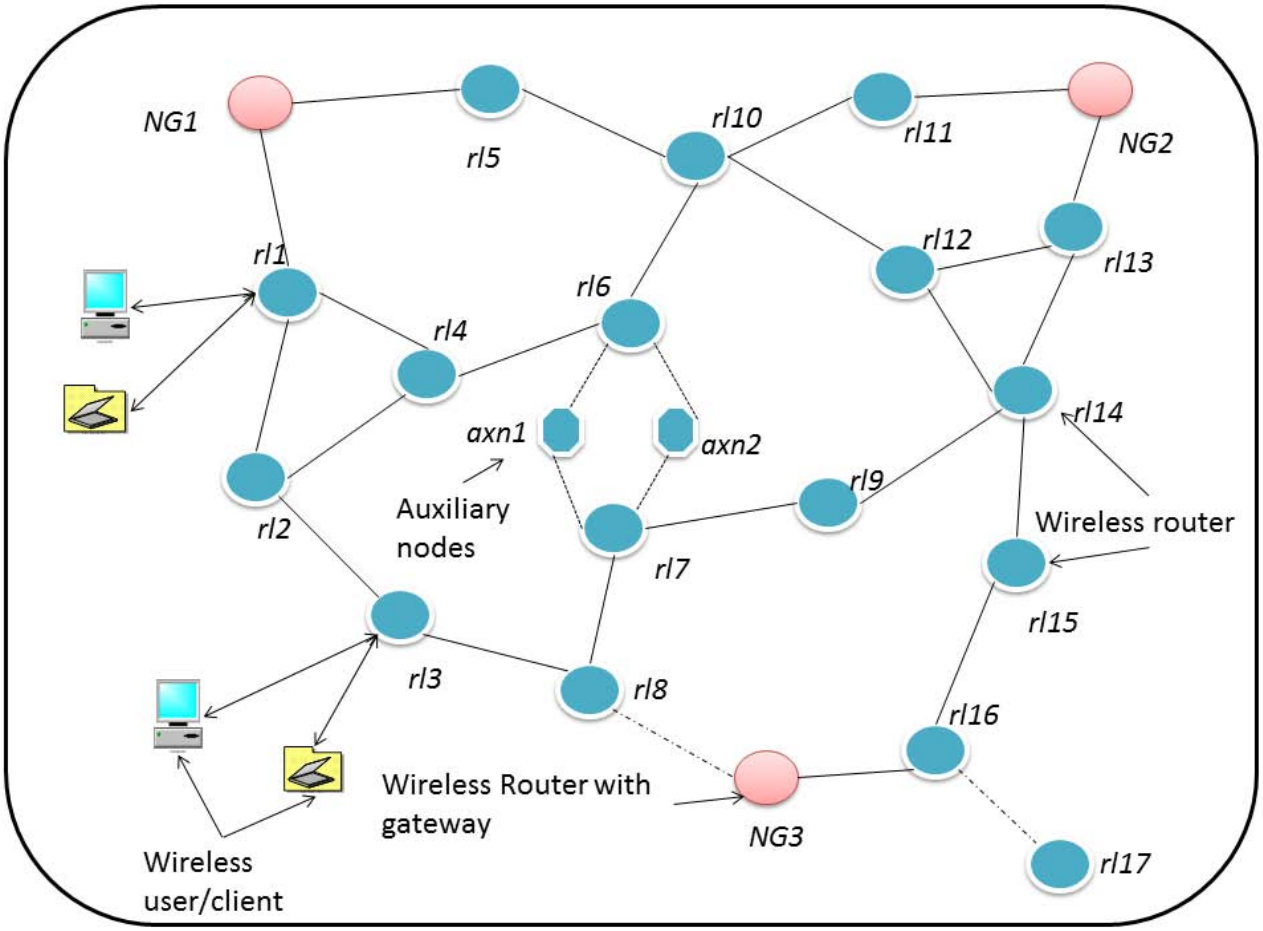

Figure 2 : Proposed Energy Efficient QOS Provisioning Model

d) Special Link Selection

In this proposed methodology special link (connection)selection and organized affirmation control (PAC) are two vital steps to accomplish good and efficient performance. Initiallywe investigate the speciallink (connection)selection issue by considering two noteworthy criteria in picking extraordinary (best) connections. Firstly, extraordinary (special) connections ought to be halfway (centrally) situated in the wireless network topology and furthermore, special link (connections) must have high data transfer capacity limit. With these two criteria, a Shortest Path (SP)based model to pick special connections from wireless network framework/infrastructuregraph is produced, as shown in Algorithm 1.

Algorithm 1 Shortest Path Based Special Link Selection

Step 1 : Start

Step 2 : Input the bandwidth threshold $(Bw_{\mathcal{T}})$ and number of special links $(N_{\mathbb{Spl}})$

Step 3 : **for** any router pair (rl_1, rl_2) in network infrastructure graph **do**

Step 4 : use w_{lc}as metric to find special link i.e. $Spl(rl_1, rl_2)$ which represents the shortest path between rl_1 and rl_2

Step 5: **for** any link $l \in Spl(rl_1, rl_2)$**do**

Step 6 : $fl = fl + 1;$ where fl is the frequency that link l emerges in the shortest paths

Step 7: **end for**

Step 8: **end for**

Step 9: In network infrastructure graph, select the links whose bandwidth capacity is higher than $Bw_{\mathcal{T}}$ to form set $L_{\mathcal{T}}$;

Step 10 : From $L_{\mathcal{T}}$, choose the top N_{Spl} links with the highest value of fl as special link;

Step 11 : End

To meet the first standard/criteria, just the connections emerging/rising most often in the shortest path, will be picked as special connections and for second measure a data transfer capacity limit edge$Bw_{\mathcal{T}}$ is used in this algorithm. Any connection with a transfer speed limit lower than $Bw_{\mathcal{T}}$ will be disposed of furthermore the quantity of exceptional/special connections meant byN_{Spl}can be balanced by network director/administrator as indicated by the extent of high data transmission activity in the system. While the info parameters $Bw_{\mathcal{T}}$and $N_{Spl}$are intended for the multicast environment. In remote cell (WCN), the source hub of a multicast session more often than not is one of the Internet passages/ gateway, for example $\{NG1, NG2, NG3 \ldots \ldots NGn\}$. On the off chance that theproposed objective is to choose special connections for unicast directing,it is just need to consider the shortest path from the Internet passages/gateway. In any case, in network set-up graph all the shortest path are considered, following for multicast transmission, any switch is conceivable to serve as intermediate hub in multicast tree as shown in figure 2 and figure 3.

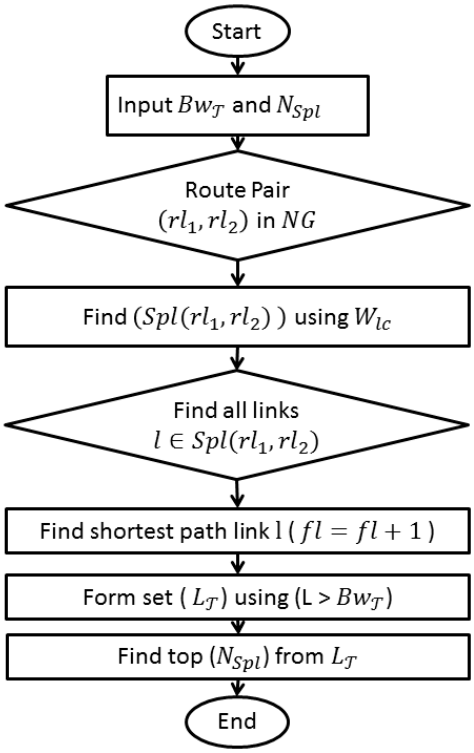

Figure 3 : Flow diagram of proposed shortest path based special link selection

IV. Simultion Result and Analysis

The system environment used is windows 7 enterprises 64-bit operating system. Authors have used dot net general purpose simulator which is based on C# programming and used dot net framework 4.0 visual studios 2010 and conducted simulation study on following parameter for slot/link selection, throughput and energy efficiency and compared the proposed energy efficient QoS PAC model with existing D2D (Device to Device) protocol.

a) Slot success ratio analysis

From figure 4 the number of users varied from 6, 12, 18, 24 and 30 and the simulation result show that the proposed PAC model improved by 13.8%, 11.8%, 10.6%, 10.1% and 12% respectively over existing D2D model.

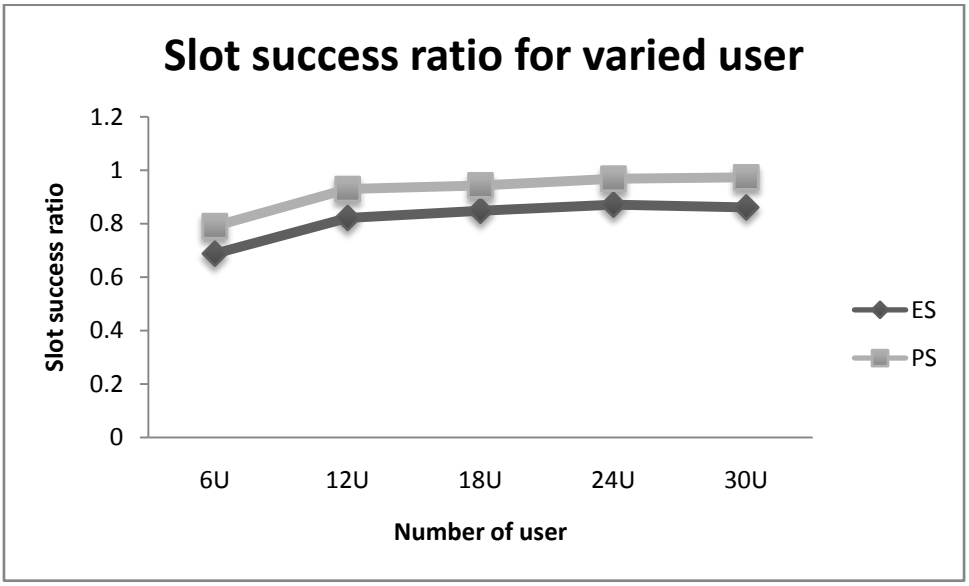

Figure 4 : Slot success ratio for varied user

From figure 5 itshows that the proposed PAC model performs better than existing D2D model in term of slot success ratio. The experimental result shows that proposed model slot/link utilization ratio is improved by 12 % over the existing model

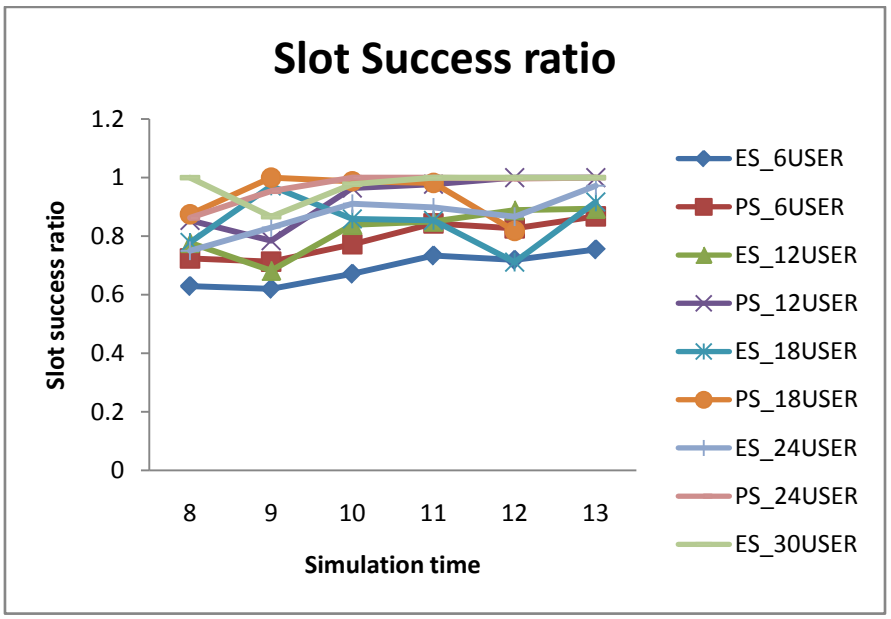

Figure 5 : Slot success ratio

b) Throughput analysis

In figure 6 the throughput efficiency is analysed by varying the number of user from 6, 12, 18, 24 and 30 and the simulation result show that the proposed PAC model improves the throughput efficiency by 7.8%, 8.2%, 8.34%, 8.38% and 7.88% respectively over existing D2D mode

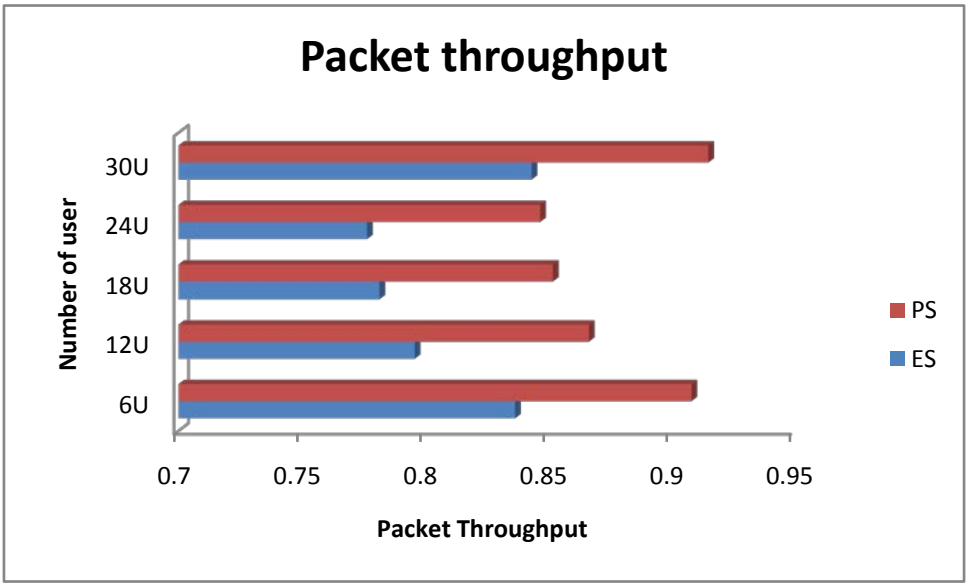

Figure 6 : Packet throughput

Figure 7 shows that the proposed PAC model performs better than existing D2D model in term network throughput efficiency. The experimental result shows that proposed model throughput efficiency is improved by 8.58 % over the existing model.

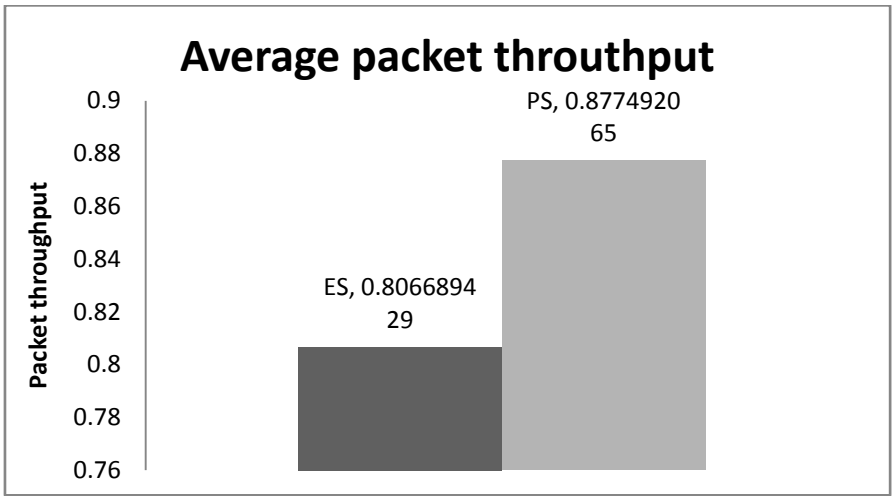

Figure 7 : Average packet throughput

c) Energy efficiency analysis

From figure 8 it shows the network energy efficiency by varying the number of user from 6, 12, 18, 24 and 30 and the simulation result show that the proposed PAC model improves the network energy efficiency by 23.62%, 24.35%, 26.32%, 23.21% and 34.56% respectively over existing D2D model.

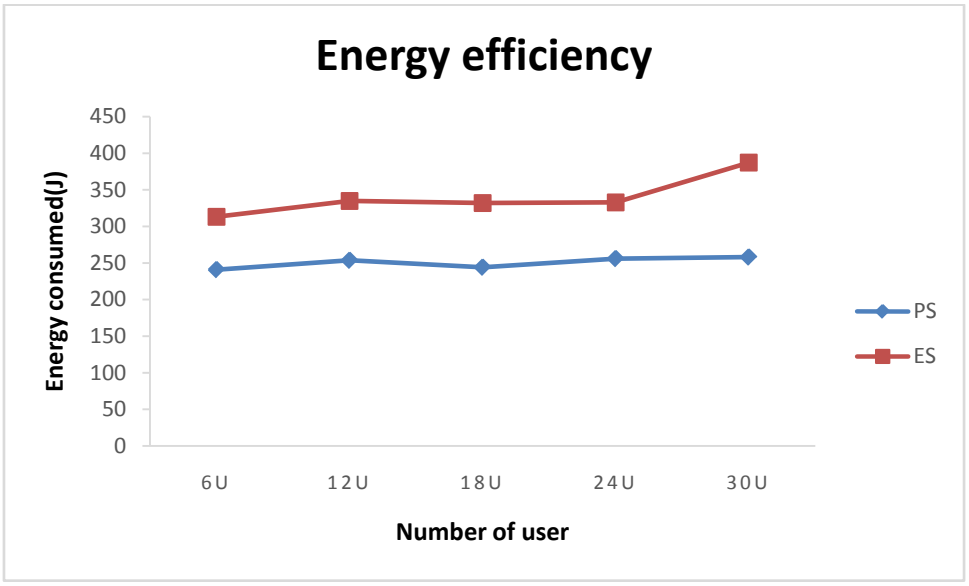

Figure 8 : Energy efficiency

The figure 9 shows that the proposed PAC model performs better than existing D2D model in term network energy efficiency. The experimental result shows that proposed model energy efficiency is improved by 27 % over the existing model.

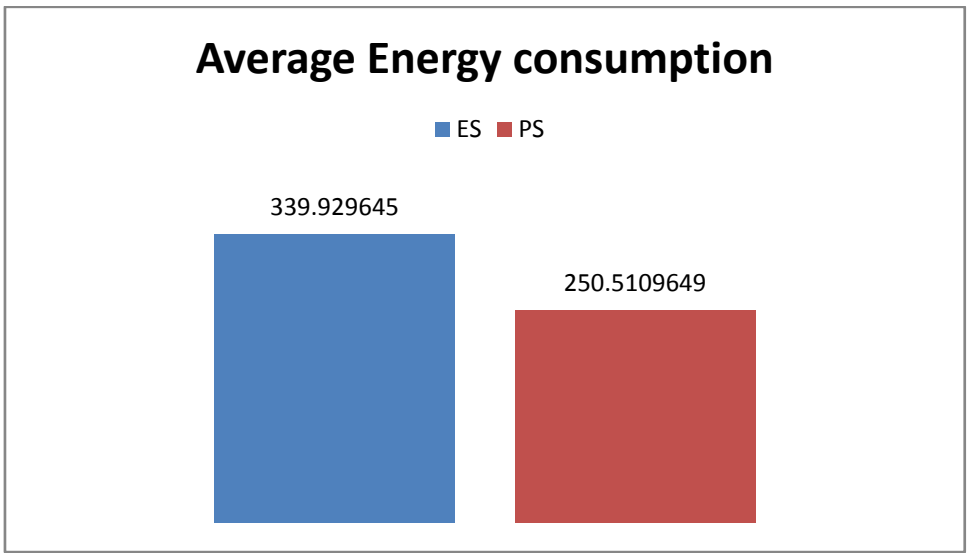

Figure 9 : Average energy consumption

In figure 10 we have obtained the average energy consumed by proposed model by varying simulation time from 200 to 1000 seconds for varied number of user and found that the average minimum energy was around 180 joules and the maximum average energy was around 322 joules.

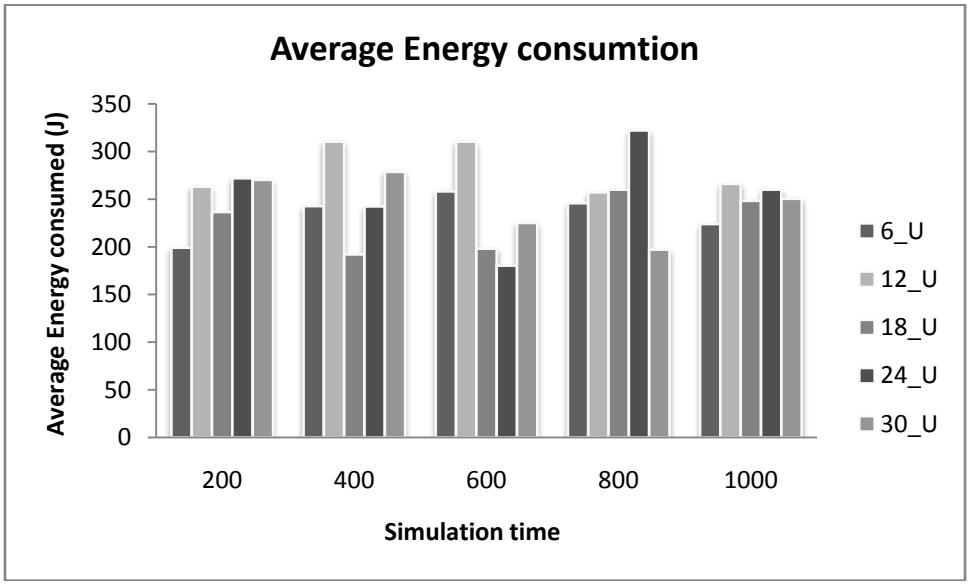

Figure 10 : Average energy consumption v/s simulation time

V. Conclusion

In this paper, a Traffic Engineering (TE) enhanced model is proposed and implemented to improve the performance efficiency of QoS multicast routing algorithms in mobile ad-hocenvironment. Particularly, the author has proposed a new approach of network graph pre-processing based on PAC (Prioritized Admission Control) to achieve a desirable traffic engineering capability from the admission control scheme, precisely, a set/group of links isselected from the ad-hoc network as special links, where PAC policy is then conducted. A special link/Best link will be removed from the network graph if the connection request does not pass the PAC test. As a result, different connections (user network) may have different pre-processed ad-hoc network graphs, and the traffic/packet load can be evenly distributed in the ad-hoc network. Simulation results demonstrate that the new approach can obtain good performance in terms of link/slotutilization, energy efficiency, and network throughput. Further the work can be extended to develop an optimal priority gain policy considering varied network traffic load and different network services (UGS, RTPS, NRTPS (such as VoIP, MPEG video etc..)) and then design a traffic load estimating mechanism/model to accurately track the traffic summary/profile in mobile ad-hoc network, so that PACpolicy can be adaptive to the varying traffic scenario/patterns.

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