

# AODVv2

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# Overview

- Recent changes
- Issues raised
- Next steps

# Recent changes

- **Algorithms for message handling**
- “DestOnly” flag to go to Intermediate RREP
- Changed route.broken “flag” to be a state
- Terminology made more consistent
- Reworded some text to avoid contentious terms like “downstream”
- Use “regenerate” instead of “retransmit”
- Eliminated some unused terminology.
- Various editorial improvements

# Previous issues

ISSUE	Description	Status
19	Use of square brackets	clarified
20	Idle routes must be marked as active after re-use	done
21	Document hard to read	Improvements
22	Multiple terms for same concept	Improvements
23	Format of processing algorithms	Appendix added
24	Ordering of processing instructions	Pending
25	Meaning of "suppose"	Improvements
26	Specification of optional features	Improvements
27	Processing AckReq	Text added
28	Routers with multiple interfaces	clarified
29	Choice of IP address	clarified
30	Use of word "node"	Pending

# Previous issues

ISSUE	Description	Status
31	Suitability for implementation on commodity OS	Pending
32	Multicast transmission	Pending
33	RFC 5444 processing constraint	Improvements
34	Section 13 must be removed	Pending/reject
35	A constant is constant	reject
36	Security Considerations: Reactive protocol conce	Pending
37	Security Considerations: what needs to be imple	Pending
38	difficulty to do security, in case messages are mu	Improvements
39	Route.Broken flag redundant	done
40	AckReq vs RREP_ACK	Pending
41	AckReq vs RREP_ACK	duplicate/reject
42	What happens if Active routes exceed RERR pack	Pending

# Recent issues raised

- Relying on bidirectional paths
- Hop count
- RFC 5498 compliance
- What is needed from IP and ICMP
- Security approach
- # of interfaces per router
- Locating pseudocode in appendix
- Gateways

# Next Steps

- Recover resolution status for old issues
- Resolve remaining open issues
- Python
- NS-2 / NS-3 Simulation

## Future work

- MPR integration (or other CDS)
- Possible integration with AODV-UU code