

The methodology below is for the this title

FAST HANDOVER MECHANISMS FOR DISTRIBUTED MOBILITY
MANAGEMENT IN VEHICULAR-TO-INFRASTRUCTURE
COMMUNICATIONS

CHAPTER III METHODOLOGY

- 3.1 Introduction
- 3.2 General Methodology
- 3.3 Conceptual Framework
- 3.4 Analytical Framework
 - 3.4.1 System Model
 - 3.4.2 Mobility Model
 - 3.4.3 Traffic Model
- 3.5 Handover Performance Models of PMIPv6 and PMIPv6-based DMM Protocols
 - 3.5.1 Handover Latency
 - 3.5.2 Session Recovery Time
 - 3.5.3 Handover Failure probability
 - 3.5.4 Packet Loss
 - 3.5.5 Signalling Cost
- 3.6 Simulation Design
 - 3.6.1 Simulation Tools
 - 3.6.2 Simulation Topologies
 - 3.6.3 Mobility Scenarios
- 3.7 Performance Evaluation Metrics
- 3.8 Summary

And the methodology below is for this tile:

GEOGRAPHIC ROUTING ALGORITHMS FOR VEHICLE-TO-VEHICLE
COMMUNICATIONS IN AN URBAN VEHICULAR
AD HOC NETWORKS ENVIRONMENT

CHAPTER III RESEARCH METHODOLOGY

- 3.1 Introduction
- 3.2 Conceptual Framework
 - 3.2.1 Identification of the Problem Statement
 - 3.2.2 Implementation and Performance Evaluation of the Previous Routing Protocols
 - 3.2.3 Design and Implementation of the Proposed Algorithms
 - 3.2.4 Simulation Design and Comparative Experiments
- 3.3 Simulation Model
 - 3.3.1 Wi-Fi Model
 - 3.3.2 Mobility Model
 - 3.3.3 Propagation Channel Model
 - 3.3.4 System Environment Model
 - 3.3.5 Network Model
 - 3.3.6 Traffic Model
- 3.4 Summary

Also see bellow content

EVOLUTIONARY ALGORITHMS FOR SENSING STATIC AND DYNAMIC PRIMARY USER SIGNALS IN COGNITIVE RADIO NETWORKS

- 3.1 Introduction
- 3.2 Static Primary User Signal Scenario
- 3.3 Dynamic Waveform Detection under Constant False Alarm Rate Mode
 - 3.3.1 Mathematical Formulation for Dynamic Threshold based CFAR-DWD Model
 - 3.3.2 Mathematical Formulation for Two-Stage based CFAR-DWD Model
 - 3.3.3 Mathematical Formulation for Adaptive Two-Stage based CFAR-DWD Model
- 3.4 Performance Evaluation of Proposed CFAR-DWD Model
- 3.5 Analysis of Normalized Throughput and Transmission Capacity of Secondary Network
- 3.6 Summary