

DAFTAR ISI

ABSTRAK.....	i
ABSTRACT.....	ii
KATA PENGANTAR	iii
UCAPAN TERIMAKASIH.....	iv
DAFTAR ISI	v
DAFTAR GAMBAR	vii
DAFTAR TABEL.....	ix
DAFTAR SINGKATAN	x
DAFTAR ISTILAH	xi
BAB I PENDAHULUAN	1
1.1 Latar Belakang	1
1.2 Rumusan Masalah.....	2
1.3 Batasan Masalah	2
1.4 Tujuan	2
1.5 Manfaat Penelitian	3
1.6 Hipotesis Penelitian	3
1.7 Penelitian Terkait	3
1.8 Metodologi.....	4
1.9 Sistematika Penulisan	5
1.10 Relevansi.....	6
BAB II LANDASAN TEORI.....	8
2.1 DTN.....	8
2.2 VDTN	10
2.3 IEEE 802.11	13
2.4 MODEL MOBILITAS PADA ONE SIMULATOR	14
2.4.1 Model Mobilitas Map-Based Movement	14
2.4.2 Model Mobilitas Stationary	15
2.4.3 Model Mobilitas Shortest Path Map Based Movement	15
2.4.4 Model Mobilitas Bus Movement	16
2.4.5 Model Mobilitas Work Day Movement.....	16

2.5	ALGORITMA ROUTING.....	17
2.5.1	Epidemic Routing	17
2.5.2	Probabilistic Routing Protocol using History of Encounters and Transitivity (PRoPHET)	17
2.5.3	Game Theory Based Decision Making (GTDM).....	17
BAB III	DESAIN & PERANCANGAN TEORI.....	24
3.1	Desain Simulasi	24
3.2	Algoritma Routing GTDM.....	27
3.3	Variasi baru algoritma routing protocol GTDM	31
BAB IV	PENGUJIAN DAN ANALISIS	34
4.1	Pengukuran Konsumsi Energi.....	34
4.2	Pengukuran Packet Delivery Ratio	50
4.3	Pengukuran Average Latency	53
4.4	Pengukuran Overhead Ratio	55
BAB V	KESIMPULAN DAN SARAN.....	58
5.1	Kesimpulan	58
5.2	Saran	60
	DAFTAR PUSTAKA	61
I.	Source Code algoritma routing NVGTDM.....	1
II.	Source Code algoritma routing GTDM	8
III.	Skenario Simulasi	11

