Abstract

An Ad hoc wireless network consists of mobile terminals communicating with each other without the help of traditional infrastructure for communication. Optimized Link State Protocol (OLSR) is a proactive routing protocol, wherein routes are discovered and updated continuously and available when required. Hello messages are generated by each node to seek information about its neighbor’s. If a neighboring node does not respond for specified number of hello messages specified by the neighborhood hold time, the node assumes the neighbor is not in its range. In this paper it is proposed to evaluate OLSR routing protocol in a random mobility network with different neighborhood hold time intervals. The throughput and delivery ratio are also studied to evaluate the efficiency of the routing protocol for multimedia loads. Investigations are specifically carried out for G. 711 Codec based packets and compared with AODV routing protocol.

References

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