Abstract

Wireless mesh networks are the next step in the evolution of wireless architecture, delivering services for a large variety of applications in personal, local, campus, and metropolitan areas. Supporting multimedia services in wireless mesh networks is receiving more attention from the research community. While wired networks have mature infrastructure and protocols providing QoS for multimedia, supporting multimedia in multihop Wireless mesh Networks faces greater technical challenges. The unreliable nature and shared media of multihop communications make the deployment of multimedia applications in wireless mesh networks a difficult task. In this paper, discussion and implementation of routing protocols in Wireless Mesh Network using Video and Voice streaming which enhances the reliability in the network. Routing protocols such as AODV, OLSR and DSR have been implemented using OPNET simulator.

References
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Index Terms

Computer Science

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Keywords

Mesh Aodv Olsr Dsr Routing