

# OLSRv2 Design Team Report

The OLSRv2 Design Team

# Status

- 3 (historic) OLSRv2 specification:
  - two individual I-Ds, one WG I-D (`draft-ietf-manet-olsrv2-00.txt`)
- (Many) DT meetings this week:
  - fix remaining issues in OLSRv2 spec
  - clarify, clean up, edit
  - ➡ ensure a specification, which is implementable without extracting material from OLSRv1 (RFC3626)

# OLSRv2 Features

- Improved extensibility
- Address compression
- Cleaning up issues
  - fragmentation, implementability,...
- Unified message format for simple parsing logic (or not parsing)
- Same algorithms, information exchange requirements as RFC3626



# Big Picture Items

- Multiple interfaces
- Multiple addresses on an interface
- Gateways
- Fragmentation
- Message scheduling (jitter, ...)

# Medium Picture Items

- IPv4/IPv6 addresses / mapped addresses
- Large message TLVs
- Improved ordering of TLVs
- Explicit section on extensibility
- Appendix on “options”
- Alignment

# Nits

- Editorial, typos, consistency, ...
- If you know of any, let us know
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# Post-01?

- Is fragmentation of protocol messages required?
- Extensions under development for possible inclusion?
  - Link metric TLVs

# Implementations

- Currently:
  - Two OLSR “v1.5” implementations
  - One OLSRv2 implementation
- In development:
  - 4 independent OLSRv2 implementations



# MANET WG

## Homework:

- Can you implement -01?
- Can you implement <favourite-extension> within the framework of OLSRv2?