OSPF Hello and Dead Interval:

OSPF uses hello packets and two timers to check if a neighbor is still alive or not: The hello and dead interval values can be different depending on the OSPF network type. On Ethernet interfaces you will see a 10 second hello interval and a 40 second dead interval.

Hello Interval:

This defines how often we send the hello packet. OSPF enabled devices send hello packets at a fixed interval on all OSPF enabled interfaces to establish and maintain neighbor relationships. The hello interval is the length of time, in seconds, before the routing device sends a hello packet out of an interface. This interval must be the same on all routing devices on a shared network. By default, the routing device sends hello packets every 10 seconds (broadcast and point-to-point networks) and 30 seconds (nonbroadcast multiple access (NBMA) networks).

Dead Interval:

This defines how long we should wait for hello packets before we declare the neighbor dead. If an OSPF Layer 3 device does not receive a hello packet from a neighbor within a fixed time, the routing device understands that the neighbor is non-operational. The dead interval specifies the length of time, in seconds, that the routing device waits before declaring that a neighbor is unavailable. This is an interval during which the routing device receives no hello packets from the neighbor. This interval must be the same on all routing devices on a shared network. By default, this interval is four times the default hello interval, which is 40 seconds (broadcast and point-to-point networks) and 120 seconds (NBMA networks).