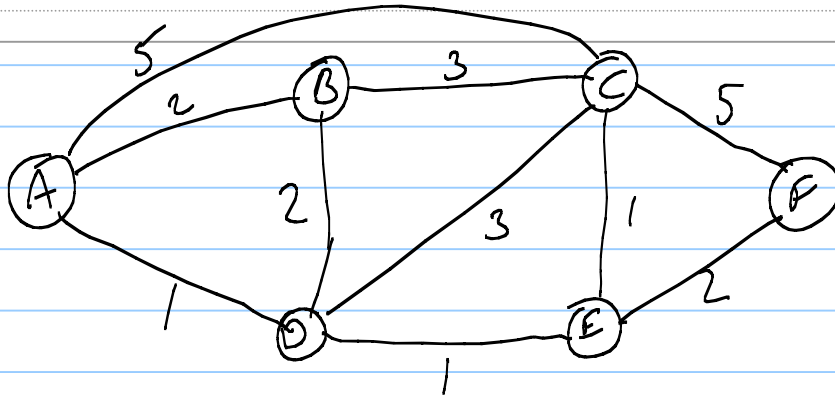


port # > 1023

Note Title

10/8/2008

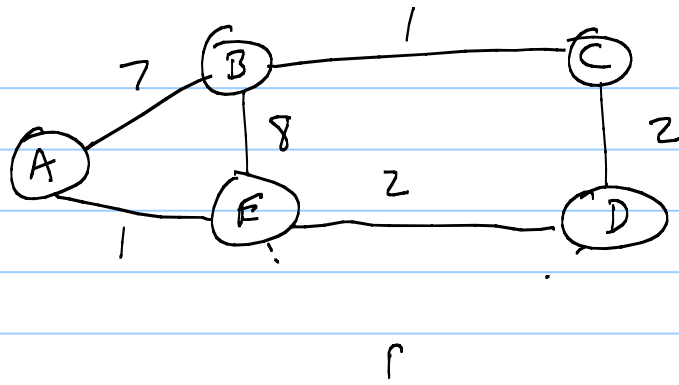


A → E

E D A (reverse)

A → C C E D A

Step	Finished	B ✓	C ✓	D ✓	E ✓	F ✓	
-1	-	∞	∞	∞	∞	∞	
0	A	2, A	5, A	1, A	∞	∞	A → F
1	A D		4, D		2, D	∞	F E D A
2	A D E		3, E			4, E	
3	A D E B						
4	A D E B C						



E's neighbors

DU ^E	A	B	D
A	①	14	5
B	7	8	⑤
C	6	9	④
D	4	11	②

Forwarding table easily derived.

Start w/ ∞ entries in table except for direct neighbors.
 Send update whenever entries change. (including 1st time)

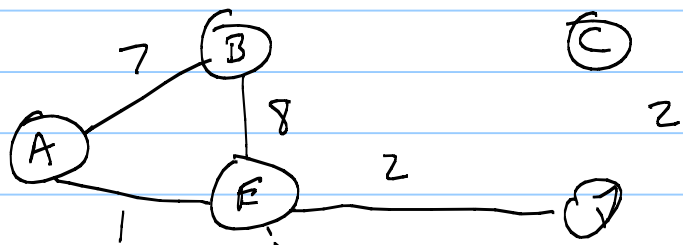
When update received, update the table.

Practicalities - Too many hosts! Even too many networks!

Count to infinity problem.

Flooding

Demo Progs for Shaikat } Sloan 353
 3⁰⁰ Monday
 or 4⁴⁵ Tuesday



	B	A	C	E	
A		7	∞	9	A: A, 7
C		∞	∞	17	C: E, 17
D		∞	∞	10	D: E, 10
E		∞	∞	8	E: E, 8

	A	B	D	
A	1	15	∞	A:
B	∞	8	∞	B:
C	∞	25	∞	C:
D	∞	18	2	D:

E: A, 1
 B, 8
 C, ∞
 D, 2

Count to infinity problem
 for D.V. algorithm.

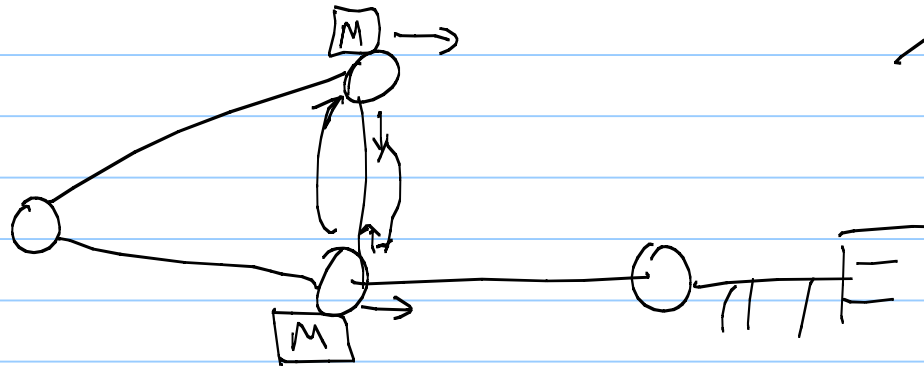
Poisoned Reverse — send ∞ as my distance

Poisoned reverse:

Send ∞ as my distance to x thru B if
I'm routing traffic for x through B

Routing by
Flooding

Sequence # in
msg. - Don't send
again if already
sent



Timeouts
Lifetimes
of
information
is
vital

Amount of traffic

Stability

Response to changes.

Bad states along the way.

Too Many Destinations -

Hierarchies -

Group hosts into networks

Group networks into regional/organizational networks.

Route between elements of hierarchy.