PROBLEM SET-3

A B C D 4

8 H G 2 F 9

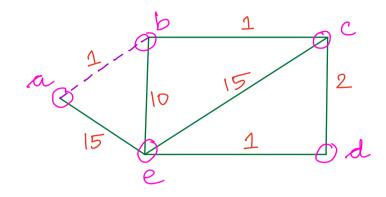
QN-1: Dijkstras Algorithm (computed at node A

	(computed at node A)									
LANG.	N. S.	(B,A)	(8,A)		(1,9)	1	1	1	1	
SAY	543	(m, -1)	(6,8)	(8/9)	1	ļ	l	1	1	
The state of the s	& B	$(i-1)(\omega,-1)(\omega,-1)$	(2,8)	l	1	l	1	1		
St.	SASS	$(1-'\infty)$	(1-100)	(1/h1)	(H,F)	(14,F)	(14,F)	(14,F)	1	
CAC	1840	(1-10)	(1-,8)	(m,-1)	(II,G)	(11,9)	(10, C)	1	١	
DAG.	JAC 1	(ı-'∞)	(q, B)	(a'b)	(4,8)	(g'B)	1	1	l	
S S	- 04kg	(I_7A)	1	١	1	Í	1	ļ	١	
à	\prec	8A3	{A,B}	{A,B,F3	{A,B,F,G}	{A,B,F,G,H}	{A,B, F,a,	{A,B,F,B, H,C,D}	{A,B,F, 6, H,C,D,F}	
tano.	Z.	0	\forall	જ	ω	4	ما	9	4	

QN-2 Bellman - Ford Algorithm (same fig as QNI; use only node A as destination).

·				
Stife Philo	(8,A)	(8, A)	(1,9)	
406	(1-18)	(6,8)	(g'9)	
CARA-		(1, A) $(9, B)$ $(0, -1)$ $(0, -1)$ $(5, B)$ $(6, B)$ $(8, A)$	(1,A) (9,B) (10,C) (14,F) (5,B) (6,B) (7,G)	
NER!	(I-'%)	(1-18)	(1/ t)	
44 / A47	(m,-1)	(1-18)	(10,0)	
scr.	(1-18)	(4,8)	(9, 8)	
GROWN WOR! WICH! WICH WICK! WICK! WICK! WICK! WICK! WICK! WICK! WICK!	(1, A)	(1, A)	(1, A)	
A MONOR HA	0	4	જ	

QN-3 (Transient loops)



Dijkstra's algorithm at node 'e'.

Iteration	Set K	Wea, Pea	Wes, Pes	wec, fec	Wed, Ped
D	2e3			(15,e)	(1,d)
1	ze,dz	(15,e)	(10,e)	(3,4)	(1,4)
2	₹e,d,c3	1 4 7		(3,d)	(1/4)
3	{e,d,c,b}	(5,6)	(4,C)	(3,d)	(1,d)
4	{e,d,c,ba}	(5,b)	(4,c)	(3,d)	(1,d)

Packets from 'e' to 'a' doesnot directly go to 'a' even though 'a' is a neighbour to 'e'. This is because the nouting table at 'e' shows fea = b' But 'b' knows link 'b-a' has failed. Hence packets from 'e' cannot reach a' but loops between 'c' and 'b'. (Note: Dijkstra's table at b shows best path between b to a is b> C>d>e>a 2 routes it back to c).