Routing: Link State Algorithm

Common Plan for Distributed Routing

- Determine live neighbors
 - HELLO protocol: send HELLO packet periodically to neighbors
- Advertisement step
 - Periodically send some information to neighbors
- Integration step
 - Compute routing/forwarding table from advertisements

Link-State Routing

Advertisement:

- Each node sends information about its links to its neighbors
- They re-send this to their neighbors, etc.
- Each node discovers every other node and link in the network (the complete graph)

Integration:

Each node then runs a shortest path computation, e.g. Dijkstra's Algorithm, over its local version of the graph

Dijkstra's Algorithm

Initialization:

```
N' = {u}
For all nodes v adjacent to u, set
D(v) = c(u,v) and p(v) = u
Otherwise, set
D(v) = ∞ and p(v) undefined
```

Loop until all nodes in N':

Find w ∉ N' with smallest D(w),
 add w to N'
For all v adjacent to w and w ∉ N',
 If D(w) + c(w,v) < D(v), set
 D(v) = D(w) + c(w,v) and
 p(v) = w</pre>

Notation:

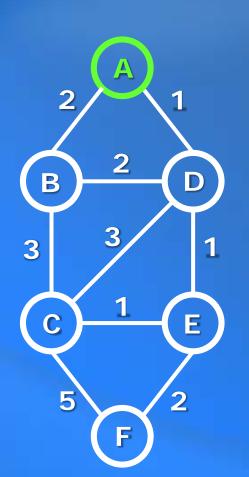
u = source node

N' = set of nodes whose least cost path is known

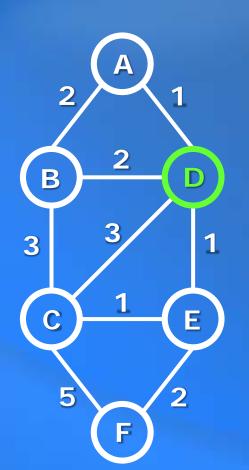
c(x,y) = link cost from x to y

D(v) = current estimate of path cost from u to v

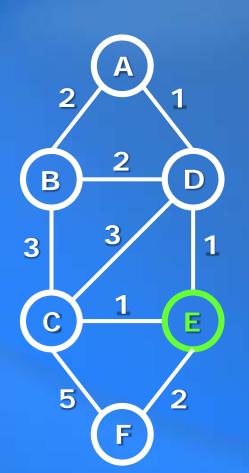
p(v) = predecessor node along path from u to v



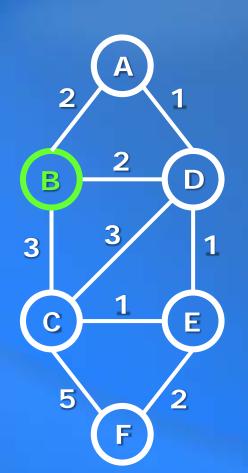
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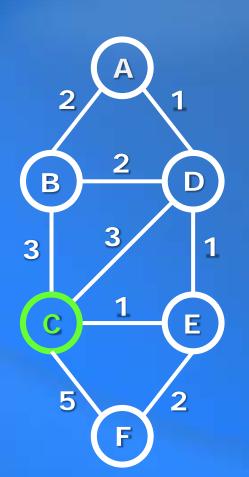
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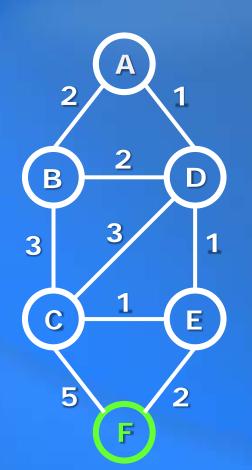
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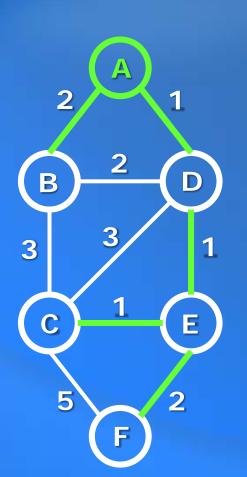


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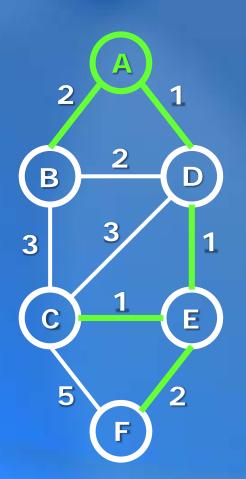
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2	ADE	2	A	3	Ε					4	Ε	
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Shortest Paths



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2	ADE	2	A	3	Ε					4	Ε
3	ADEB			3	Ε				1	4	Ε
4	ADEBC									4	Е
5	ADEBCF							1			

Forwarding Table



Dest	Link
В	В
C	D
D	D
E	D
F	D