

# **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

$D(v) = \infty$  and  $p(v)$  undefined

## Loop until all nodes in $N'$ :

Find  $w \notin N'$  with smallest  $D(w)$ ,  
add  $w$  to  $N'$

For all  $v$  adjacent to  $w$  and  $w \notin N'$ ,

If  $D(w) + c(w,v) < D(v)$ , set  
 $D(v) = D(w) + c(w,v)$  and  
 $p(v) = w$

## Notation:

$u$  = source node

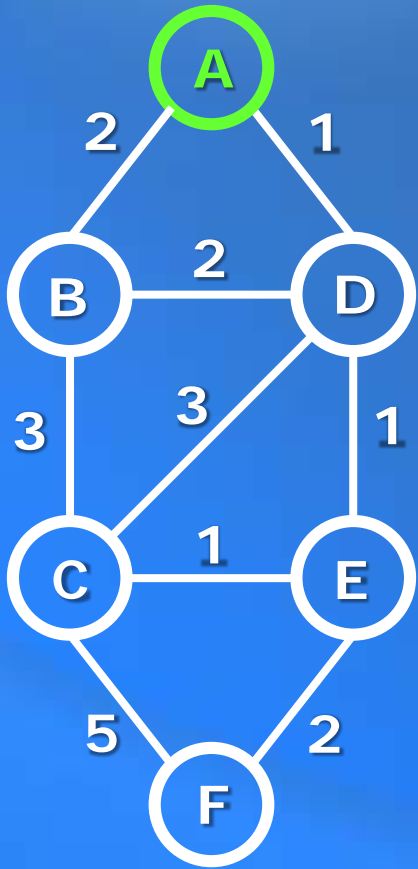
$N'$  = set of nodes whose least  
cost path is known

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

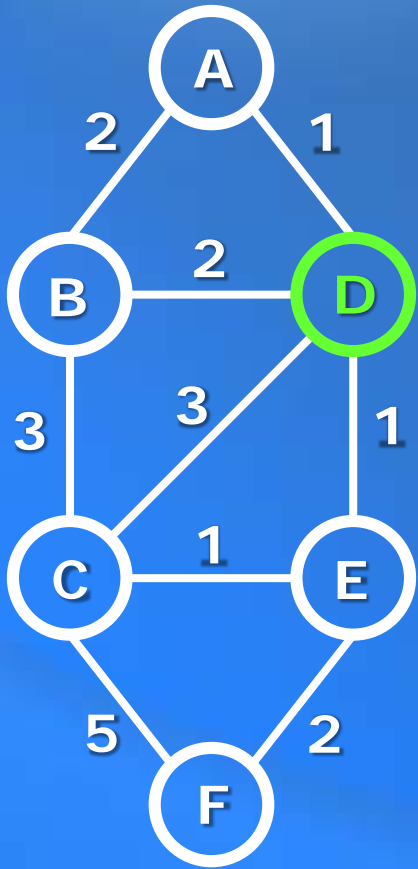
$D(v)$  = current estimate of  
path cost from  $u$  to  $v$

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

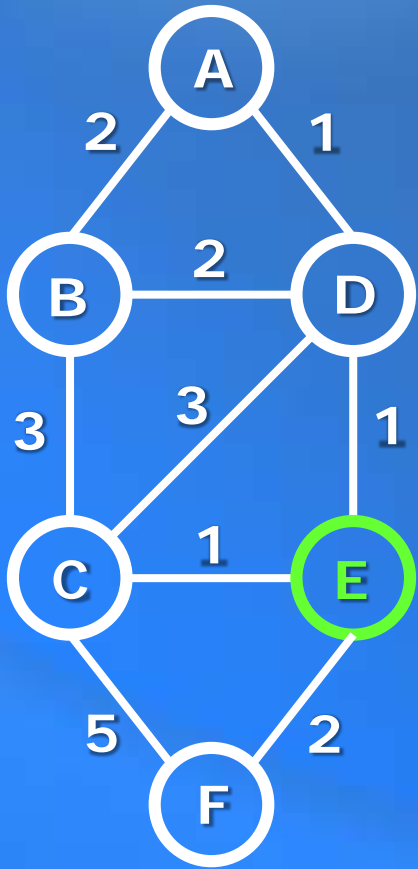
# Example (Source = A)

[illegible]

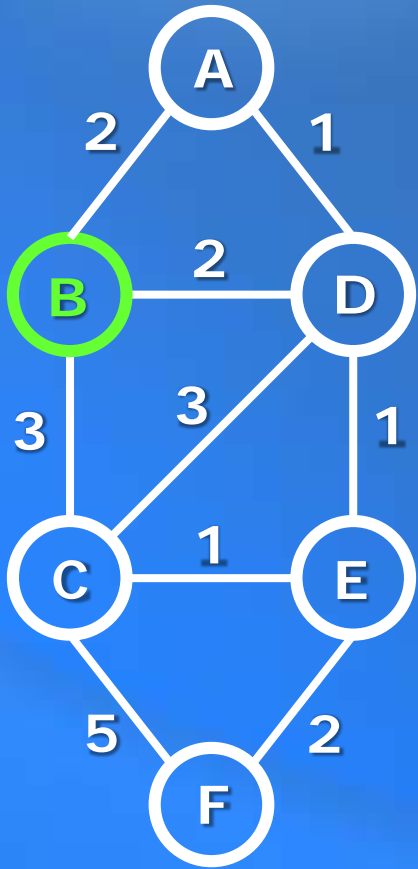
# Example (Source = A)

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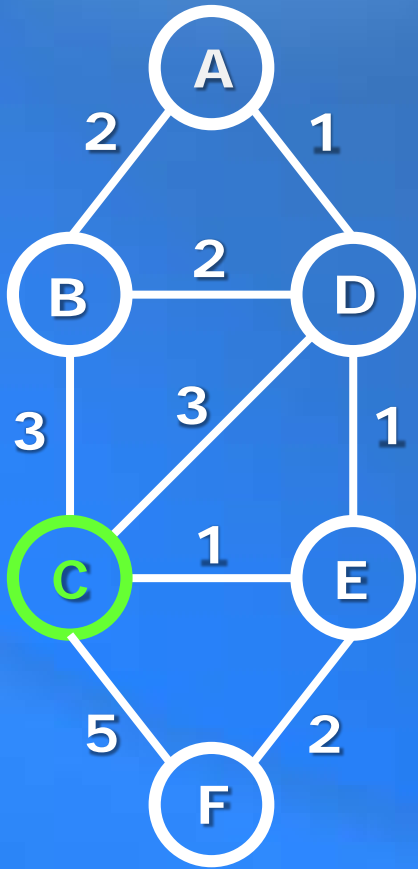
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# Example (Source = A)

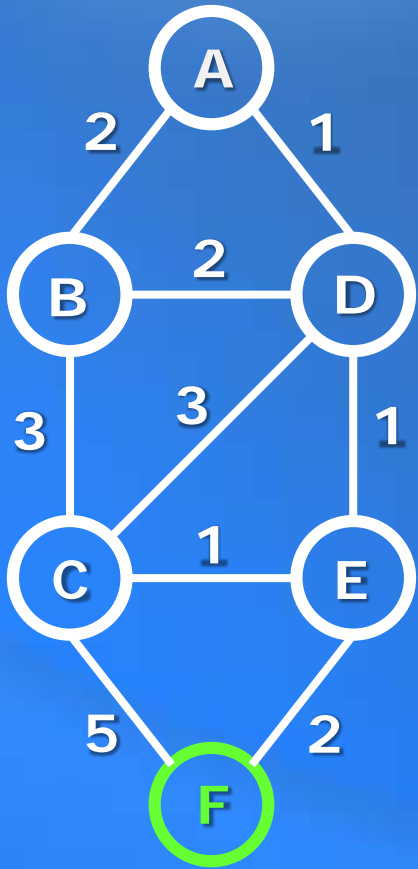
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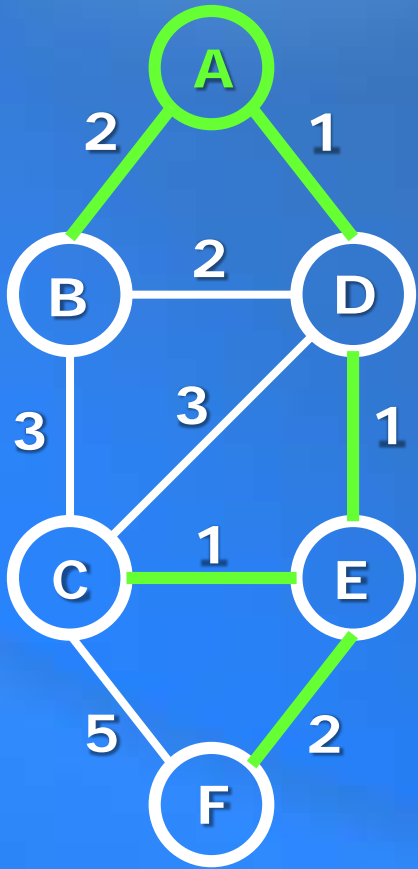
# Example (Source = A)

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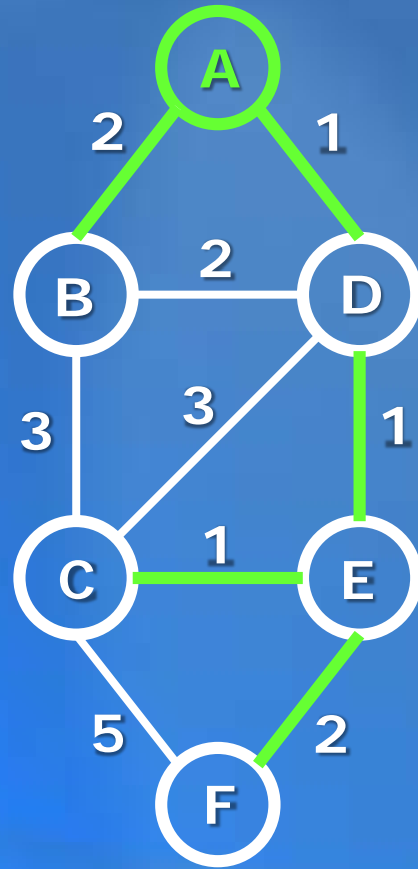
# Example (Source = A)

[illegible]

# Shortest Paths

[illegible]

# Forwarding Table



Dest	Link
B	B
C	D
D	D
E	D
F	D