

HKUSTx: ELEC1200.3x A System View of Communications: From Signals to Packets (Part 3)



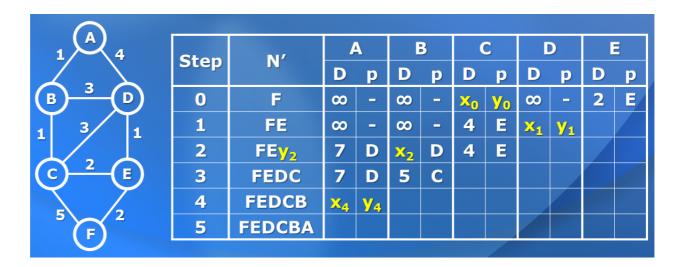
- Pre-courseMaterials
- Topic 1: CourseOverview
- ► Topic 2: The Link Layer
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- 4.1 Routing
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 Vector Algorithm
 Week 2 Quiz due Feb 01,
 2016 at 15:30 UTC
- 4.3 Routing: Routing Link State Algorithm

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4.3 QUIZ QUESTION 1 (6/8 points)

Consider the network shown below, as well as the partial computation of Dijkstra's algorithm to find the best path to each node from node F.

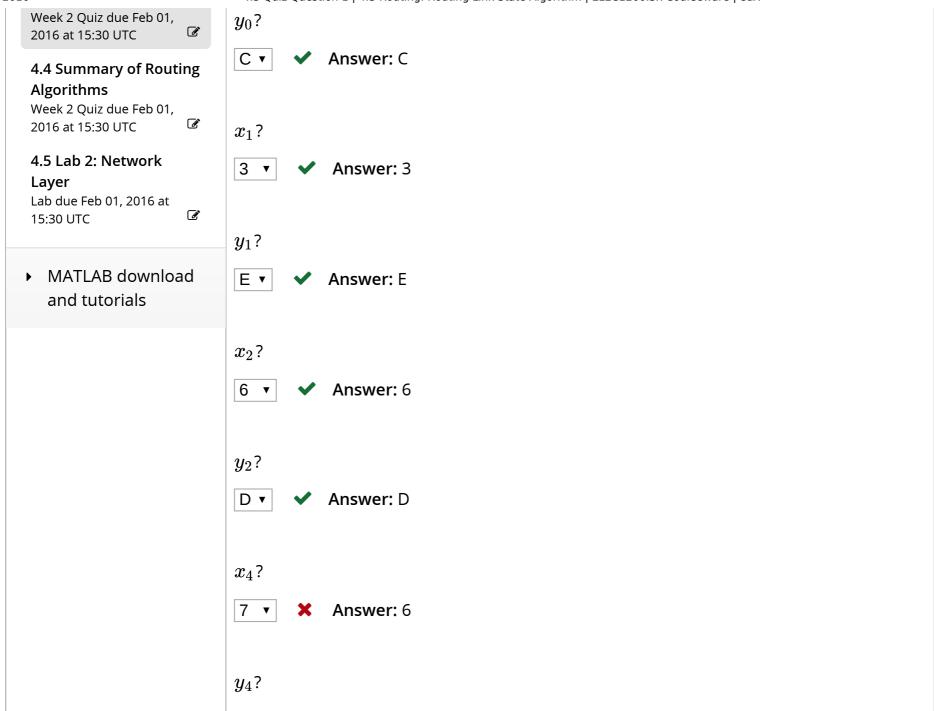


Give the value for each of the unknown quantities, marked in yellow.

 x_0 ?

5 ▼

Answer: 5







Answer: B

EXPLANATION

At step 0, the table is initialized with node F's neighbors. Node C is a neighbor with link cost 5.

At step 1, node E is added to N'. The nodes reachable from node E are C, D and F. Thus, the existing cost estimates of going to those nodes from step 0 are compared to the costs going through node E. It turns out that going through E results in a lower cost for both nodes C and D. Thus their entries are updated wiht the new costs, and the predecessor node C. The cost of going to D through E is 2 + 1.

At step 2, we look across all nodes still not in N' from step 1. Node D can be reached with the lowest cost. Thus, we add it to N' and check the costs to nodes A, B, C and E. We can reach node B through D with a cost of 3 (the cost to reach node D found in step 1) + 3 (the cost to reach node B from D). Thus, the cost to reach node B is 6 with predecessor node D. The previous cost was infinity (the algorithm did not know whether B was reachable from F).

At step 4, we have added node B to N'. When we check the cost to go to node A, we note that the cost to get to A through B (6), is lower than our current estimate. Thus, we update the entry for node A.

You have used 2 of 2 submissions

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