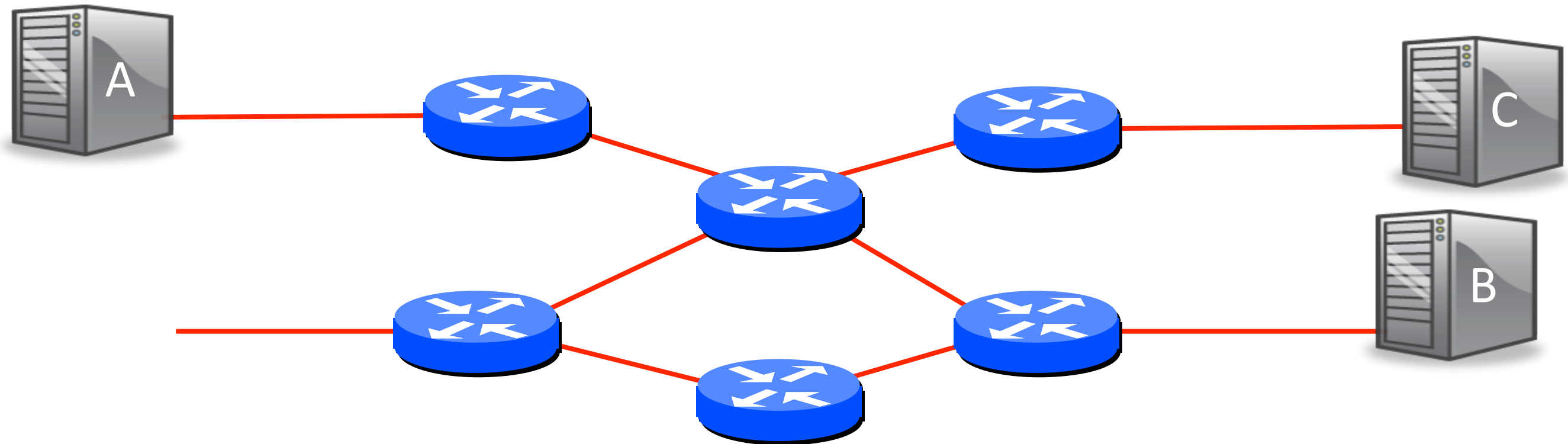# CS144
An Introduction to Computer Networks

Unit 6: Routing

The Problem

How should packets from A reach B?

What you learned

Approaches

- – Flooding
- – Source routing
- – Forwarding table
- – Spanning tree

What you learned

Algorithms

1. Bellman-Ford "distance vector" algorithm. Used by RIP.

2. Dijkstra's shortest path first "link state" algorithm. Used by OSPF.

What you learned

Internet routing

1. Hierarchical routing.

2. BGP – path vector routing and local policies.

3. Multicast routing

4. Spanning Tree Protocol (STP)