Routing Algorithms Summary

	Distance-Vector	Link State
Information transmitted	All known nodes, and the distance, or "cost", to them (distance vector)	All neighbours (nodes on directly connected links), and the cost for reaching them (link state)
Information transmitted to	All neighbours	All nodes (using flooding)
Processing	• Compare received distance vector to own distance vector. • Update own distance vector accordingly. • "Bellman-Ford"	• Compute the network graph from received link state advertisements. • Run shortest path algorithm ("Dijkstra") to compute shortest path to each node in the network.
Used in routing protocols	RIP	OSPF, IS-IS

Check out Dijkstra animations on Wikipedia: http://en.wikipedia.org/wiki/Dijkstra's_algorithm