

# Features of Link-state routing protocols

## **Link-state advertisement (LSA) or Link-state Packet(LSP)**

- a small packet of routing information that is sent between routers

## **Topological database or Link-state Database**

- a collection of information gathered from LSAs

## **SPF algorithm**

- a calculation performed on the database that results in the SPF tree

## **Routing table**

- a list of the known paths and interfaces

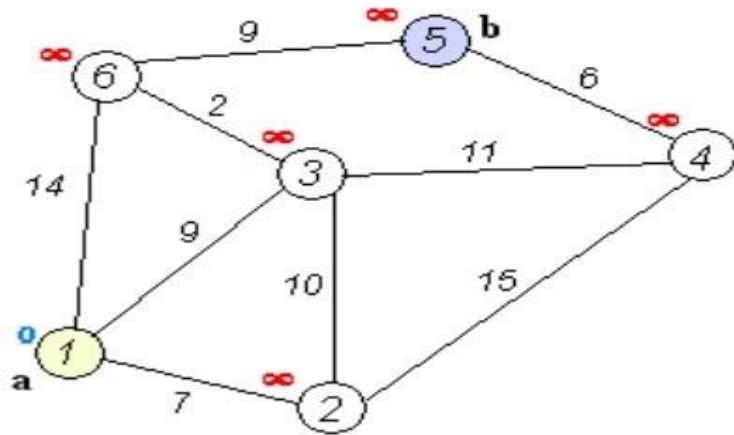
# link-state routing algorithm

1. Each router is responsible for meeting its neighbors and learning their names.
  - Used a **Hello Protocol**, which send a data packet contains RID and address of the network on which the packet is being sent
2. Each router constructs a **LSP/LSA** which consists of a list of names and cost for each of its neighbors.
3. The **LSP/LSA** is transmitted to ***all other routers***. Each router stores the most recently generated **LSP/LSA** from each other router.
  - Link-state flooding: **Sequencing** and **Aging** procedures
  - Each routers store the identical **Link State Database**
4. Each router uses complete information on the network topology to compute the ***shortest path route*** to each destination node.
  - Use **SPF or Dijkstra's algorithm** to calculate the shortest path

# Dijkstra's algorithm

Also known as the **shortest path first (SPF)** algorithm

Nodes	2	3	4	5(b)	6
1(a)	7	9	$\infty$	$\infty$	14
2	7	$9 < 7+10$	$7+15$	$\infty$	14
3	7	9	$22 < 11+10+7$	$\infty$	$14 < 7+10+2$
6	7	9	22	$9+2+10+7$	14



# Dijkstra's algorithm(Cont.)

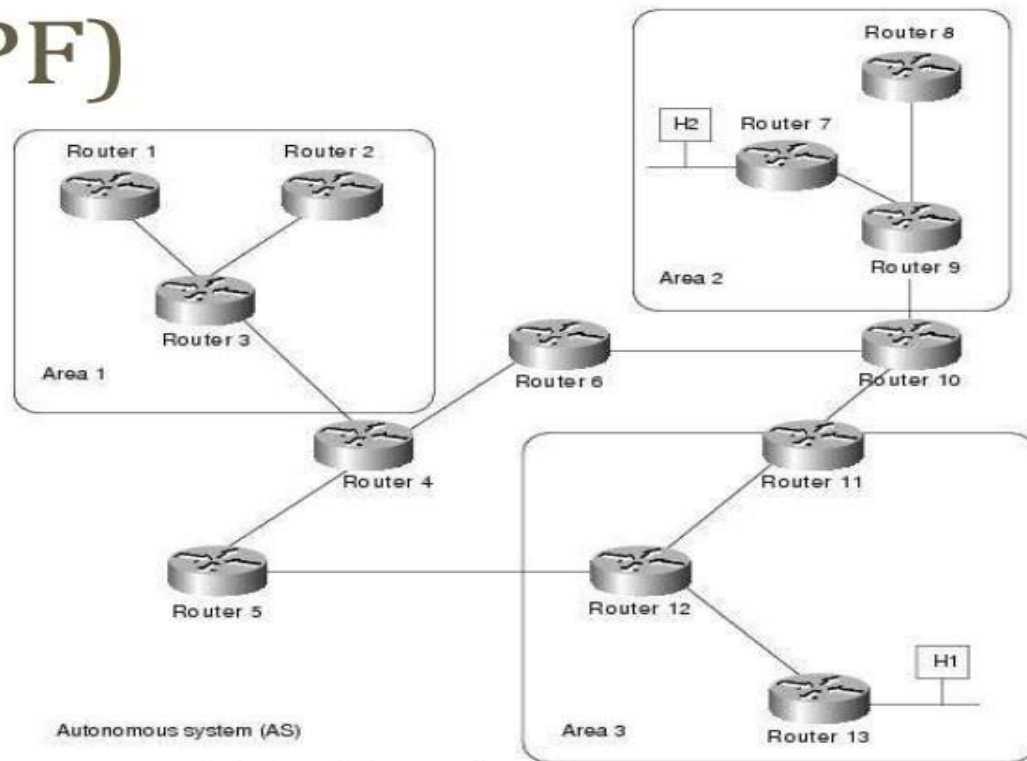
Link-State (LS) Algorithm for Source Node  $u$

```
1  Initialization:
2       $N' = \{u\}$ 
3      for all nodes  $v$ 
4          if  $v$  is a neighbor of  $u$ 
5              then  $D(v) = c(u,v)$ 
6              else  $D(v) = \infty$ 
7
8  Loop
9      find  $w$  not in  $N'$  such that  $D(w)$  is a minimum
10     add  $w$  to  $N'$ 
11     update  $D(v)$  for each neighbor  $v$  of  $w$  and not in  $N'$ :
12          $D(v) = \min( D(v), D(w) + c(w,v) )$ 
13     /* new cost to  $v$  is either old cost to  $v$  or known
14        least path cost to  $w$  plus cost from  $w$  to  $v$  */
15 until  $N' = N$ 
```

# Open Shortest Path First (OSPF)

- A routing protocol developed for Internet Protocol networks by the Interior Gateway Protocol (IGP)
- Based on the Dijkstra's Algorithm
- Serving large, heterogeneous internetworks
  
- **OSPF Version 1** (1988)
- **OSPF Version 2** (1998) Supported IPv4
- **OSPF Version 3** (2008) Supported IPv6

# Open Shortest Path First (OSPF)



## **OSPF can operate within a hierarchy**

Collection of networks under a common administration that share a common routing strategy