COMPUTER NETWORKS

DISTANCE VECTOR ROUTING PROTOCOL

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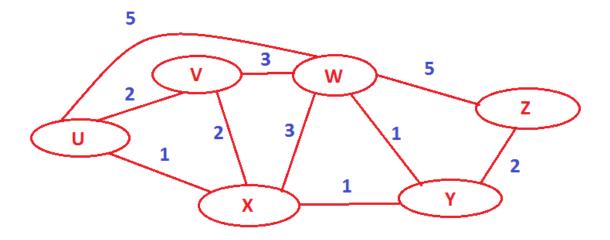
HOW TO RUN?

Let's assume name of my file from where data is to be retrieved: input.txt

Command to run: python BT18CES096_dvr.py input.txt

THE WORKING

- 1. THE DATA FROM INPUT FILE IS RETRIEVED AND THE CONNECTIVITY IS STORED IN A GLOBAL GRAPH.
- 2. A GLOBAL QUEUE IS INITIALIZED SO THAT ROUTERS ARE ABLE TO COMMUNICATE AMONG THEMSELVES.
- 3. 'N' NUMBER OF THREADS ARE CREATED, WHERE N = NUMBER OF ROUTERS PRESENT.
- 4. EACH ROUTER/THREAD CREATES ITS OWN 'ROUTING_TABLE' OBJECT FROM THE GLOBAL GRAPH.
- 5. 'ROUTING_TABLE' STORES: NAME, DISTANCE VECTORS, MODIFIED LIST
- 6. EACH ROUTER PRINTS ITS INITIAL ROUTING TABLE.
- 7. EACH ROUTER EXECUTES FOLLOWING FOR 4 ITERATIONS:
 - a) SLEEP/WAIT FOR 2 SECONDS.
 - b) UNCLEAR OLD ASTERISKS FROM MODIFIED LIST.
 - c) Send its copy of table to its immediate neighboring routers via the shared queue.
 - d) Wait until all immediate neighboring routers send their copy of tables.
 - e) EXTRACT THE ROUTING TABLES FROM ITS QUEUE.
 - f) Perform the Bellman-Ford algorithm for updating its distance vectors.
 - g) PRINT ITS UPDATED ROUTING TABLE.
- 8. WAIT FOR ALL THREADS TO JOIN THE MAIN PROGRAM AND EXIT.



THE ABOVE GIVEN NETWORK WAS PROVIDED AS THE TEST INPUT

THE OUTPUT

THE INITIALIZED ROUTING TABLES: ('-1' REFERS TO INFINITE COST)

PROBLEMS OUT	PUT DEBUG C	ONSOLE TERMINAL
Name of Router		
Destination		Modified
v	2	
W	5	
X	1	
Y	-1	
Z	-1	
Name of Router		
Destination	Cost	Modified
U	2	
W	3	
X	2	
Υ	-1	
Z	-1	
Name of Router		
Destination	Cost	Modified
U V	5 3	
v X	3	
Ŷ	1	
Z	5	

PROBLEMS OUT	PUT DEBUG	CONSOLE TERMINAL
Name of Router		
Destination		Modified
U	1	
V		
W		
Y	1	
z	-1	
Name of Router	~ : Y	
Destination	Cost	Modified
U	-1	
v	-1	
W	1	
x	1	
Z	2	
Name of Router		
		Modified
U	-1	
v	-1	
W	5	
x	-1	
Y		

$\mathbf{1}^{\mathsf{st}}$ **ITERATION:** ('*' REPRESENTS THE CHANGE)

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
Iteration Number: 1 for Router Name: Z
Name of Router : Z
           Cost
Destination
                         Modified
      10
Iteration Number: 1 for Router Name: V
Name of Router : V
Destination Cost
                        Modified
W
X
Y
Iteration Number: 1 for Router Name: U
Name of Router : U
Destination Cost Modified
W
X
Y
             10
```

PROBLEMS OU	TPUT DEBUG	CONSOLE TERMINAL
	ber: 1 for	Router Name: X
Name of Route	er: X	
		Modified
U	1	
W	2	
Y Z	1 3	
Iteration Num	ber: 1 for	Router Name: W
Name of Route		
Destination	Cost	Modified
U V	4	
X	3 2	
Y Z	1 3	
Iteration Num	ber: 1 for	Router Name: Y
Name of Route		
Destination	Cost	Modified
U V	2 3	*
W	1	
X Z	1 2	

$\mathbf{2}^{\text{nd}}$ **Iteration :** ('*' represents the change)

PROBLEMS OUT	TPUT DEBU	IG CONSOLE TERMINAL
Iteration Num	ber: 2 f	or Router Name: Y
Name of Route	r: Y	
Destination	Cost	Modified
U	2	
V	3	
W	1	
X	1	
Z	2	
Iteration Num	ber: 2 f	or Router Name: Z
Name of Route	r: Z	
Destination	Cost	Modified
U	4	*
V		
W	3	
X	3	
Υ	2	
Iteration Num	ber: 2 f	or Router Name: U
Name of Route		
		Modified
V	2	-
W	3	*
X	1	
Y	2	
Z	4	*

PROBLEMS OU	TPUT DE	BUG CONSOLE TE	RMINAL	
Iteration Num	ber: 2	for Router Nam	e: V	
Name of Route				
Doctination		Modi		
U	2			
W	3			
X	2			
Ÿ	3			
Z				
Iteration Num	ıber: 2	for Router Nam	e: X	
Name of Route	er: X			
D				
Destination	Cost	Modi	t1ea	
U	1			
v	2			
W	2			
Y	1			
ž	3			
Iteration Num	mber: 2	for Router Nam	e: W	
Name of Route	er: W			
		Modi	fied	
U	3			
V	3			
X	2			
Y	1			
Z	3			

3RD **ITERATION**: (HERE, NO CHANGE)

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
Iteration Number: 3 for Router Name: U
Name of Router : U
Destination
                          Modified
             Cost
Iteration Number: 3 for Router Name: V
Name of Router : V
Destination
             Cost
                          Modified
Iteration Number: 3 for Router Name: W
Name of Router : W
Destination
             Cost
                          Modified
```

4TH **ITERATION**: (HERE, NO CHANGE)

PROBLEMS OU	TPUT DEBU	JG CONSOLE TE	RMINAL	
Iteration Num		for Router Name	e: V	
Name of Route	r: V			
Destination		Modi		
U W	2 3			
x	2			
Y Z	3 5			
		For Router Name		
Name of Route				
Destination	Cost	Modi	fied	
U V	1 2			
W	2			
Y Z	1 3			
Iteration Num	ber: 4 1	For Router Name		
Name of Route				
Destination		Modi		
U	3			
v x	3 2			
Y Z	1 3			

CONCLUSION: EVERY ROUTER TABLE WAS COMPLETELY MODIFIED AFTER 2 ITERATIONS