

Routing

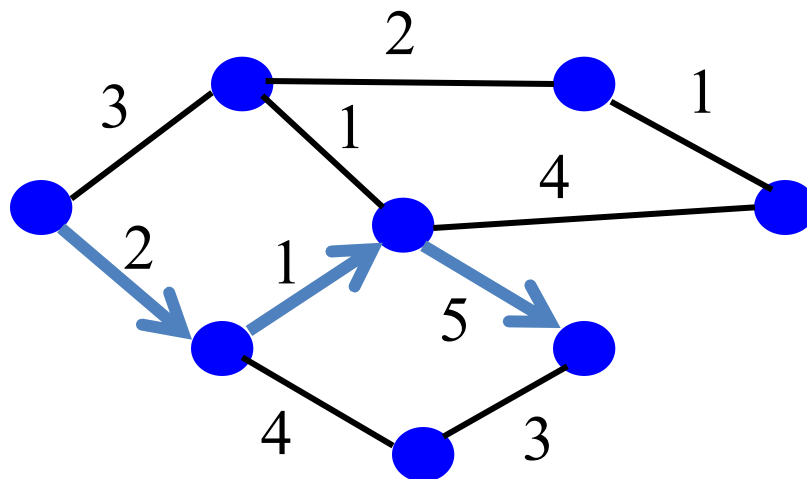
Credits: Prof. Sangtae
Ha

Computing the Shortest Paths

Assuming you already know
the topology

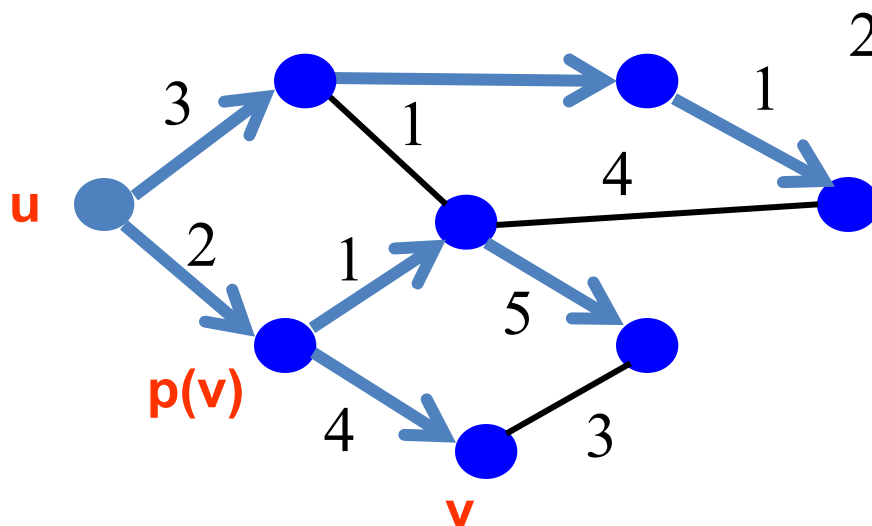
Shortest-Path Routing

- Path-selection model
 - Destination-based
 - Load-insensitive (e.g., static link weights)
 - Minimum hop count or sum of link weights



Shortest-Path Problem

- **Given: network topology with link costs**
 - $c(x,y)$: link cost from node x to node y
 - Infinity if x and y are not direct neighbors
- **Compute: least-cost paths to all nodes**
 - From a given source u to all other nodes
 - $p(v)$: predecessor node along path from source to v



Link-State Routing

Link State: Dijkstra's Algorithm

- Flood the topology information to all nodes
- Each node computes shortest paths to other nodes

Initialization

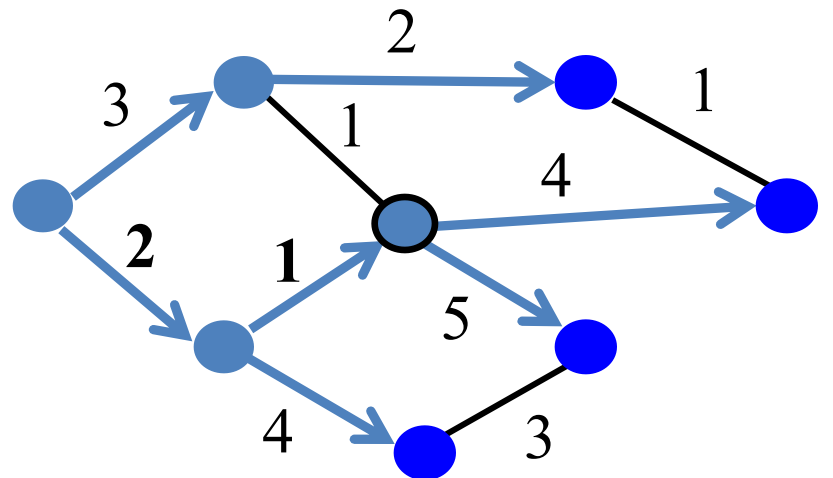
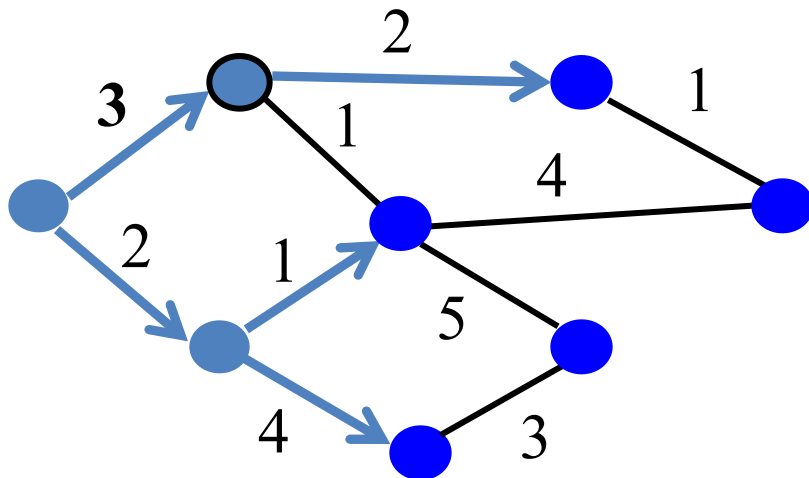
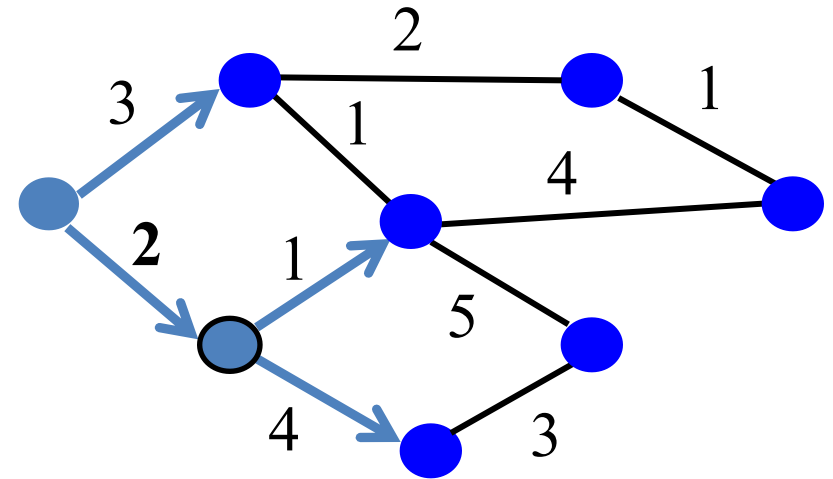
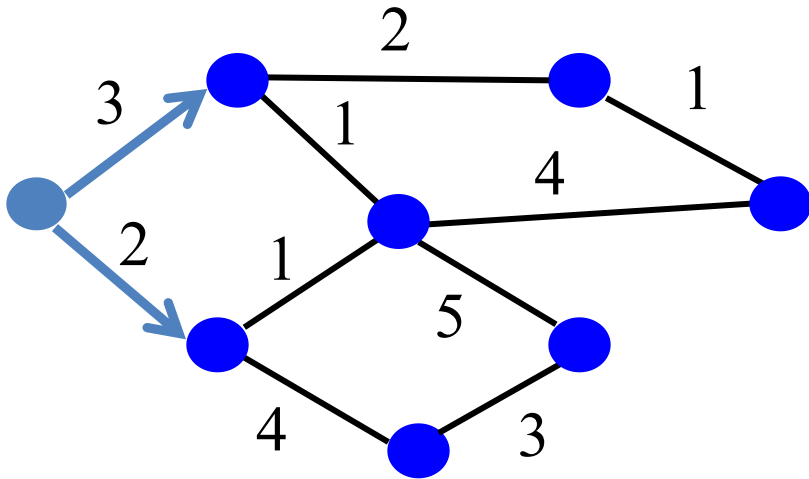
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S = {u}
for all nodes v
  if (v is adjacent to u)
    D(v) = c(u,v)
  else D(v) = ∞
```

Loop

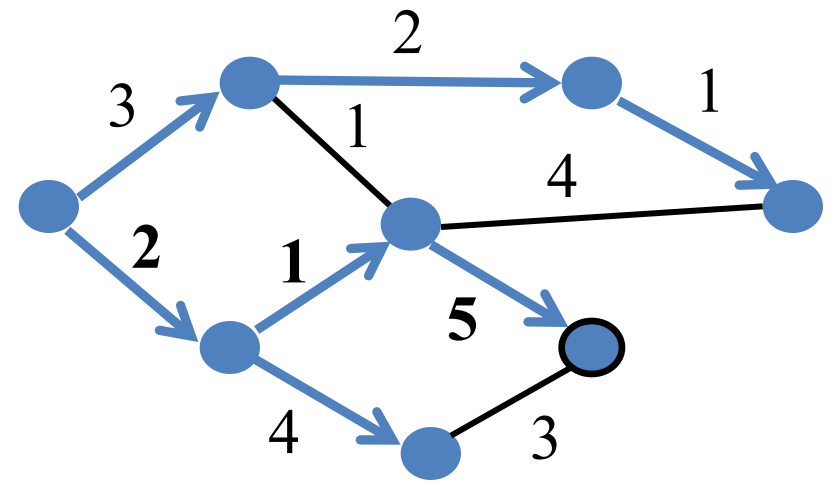
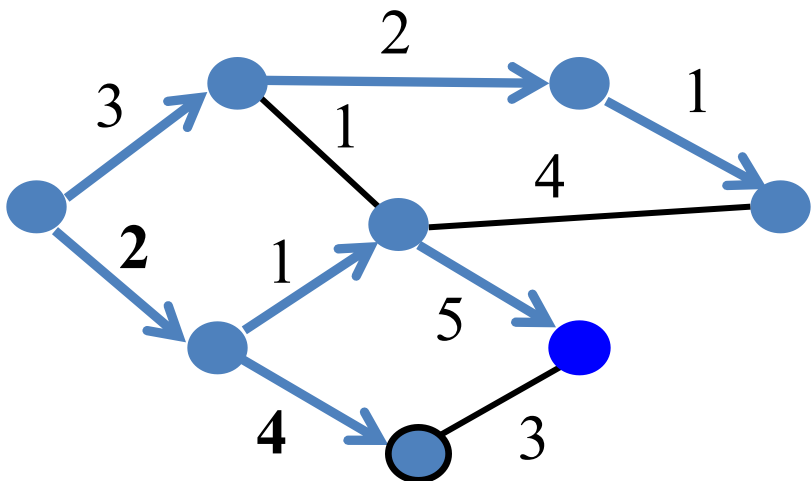
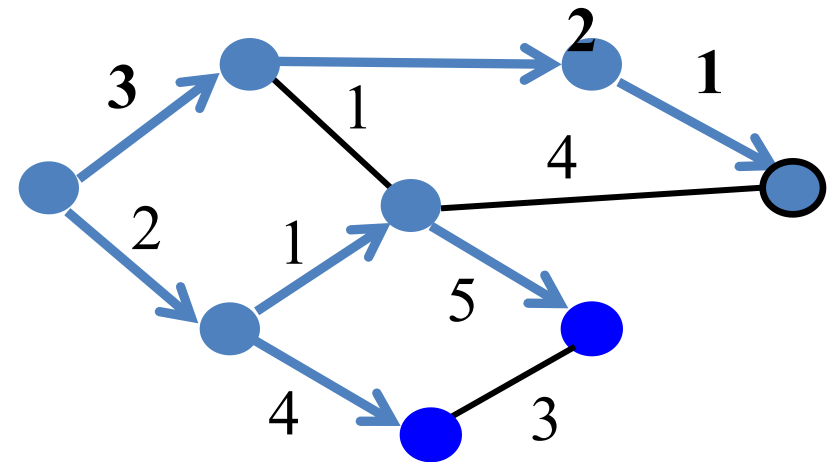
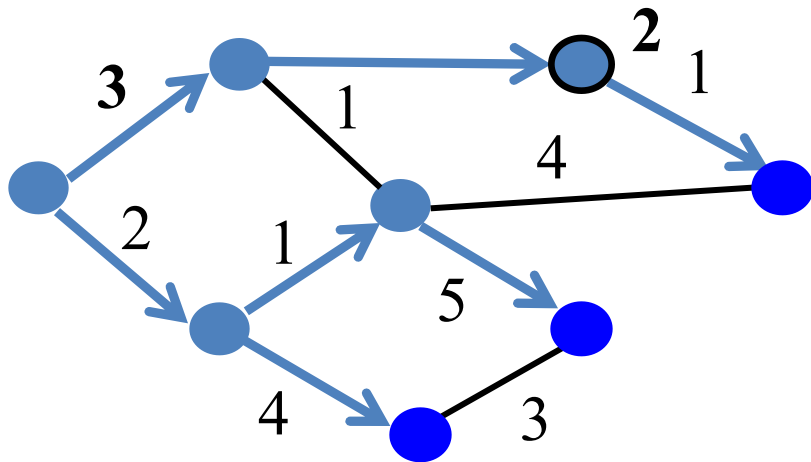
```
add w with smallest D(w) to S
update D(v) for all adjacent v: D(v) =
  min{D(v), D(w) + c(w,v)}
until all nodes are in S
```

Used in OSPF and IS-IS

Link-State Routing Example

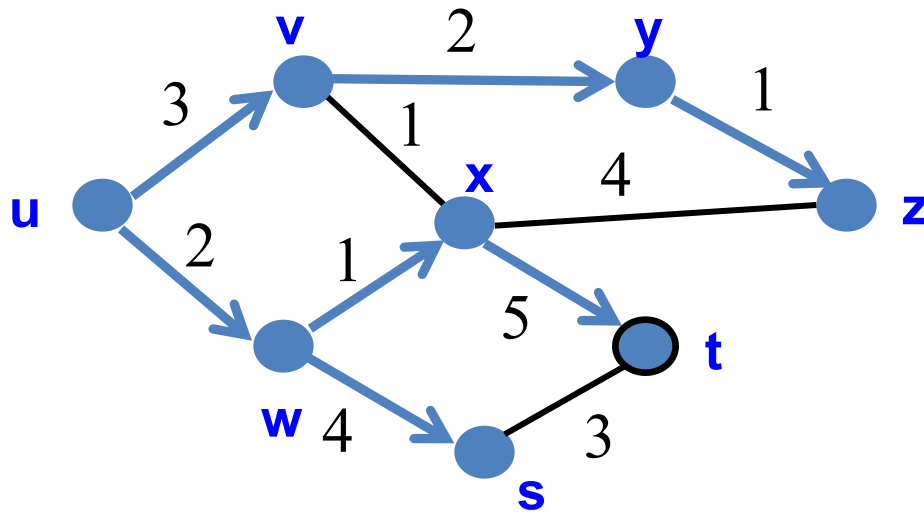


Link-State Routing Example (cont.)



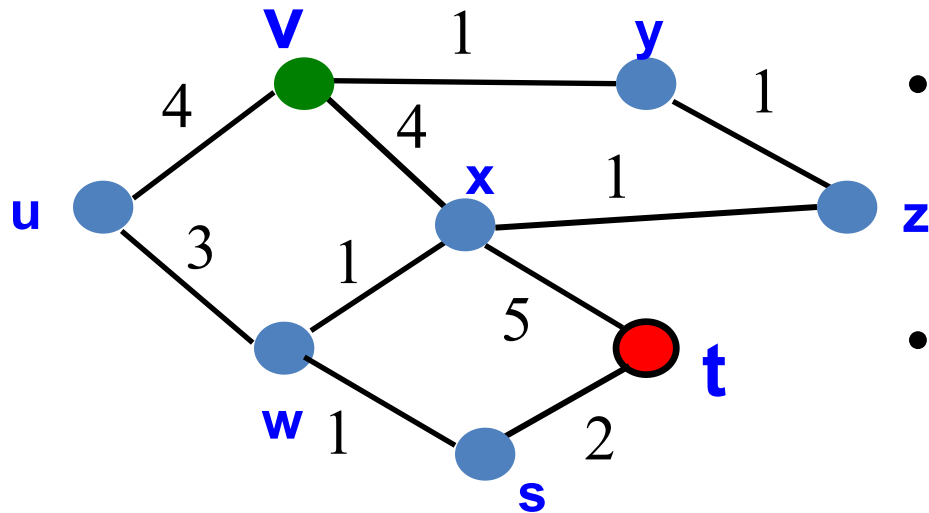
Link State: Shortest-Path Tree

- Shortest-path tree from u
- Forwarding table at u



	link
v	(u,v)
w	(u,w)
x	(u,w)
y	(u,v)
z	(u,v)
s	(u,w)
t	(u,w)

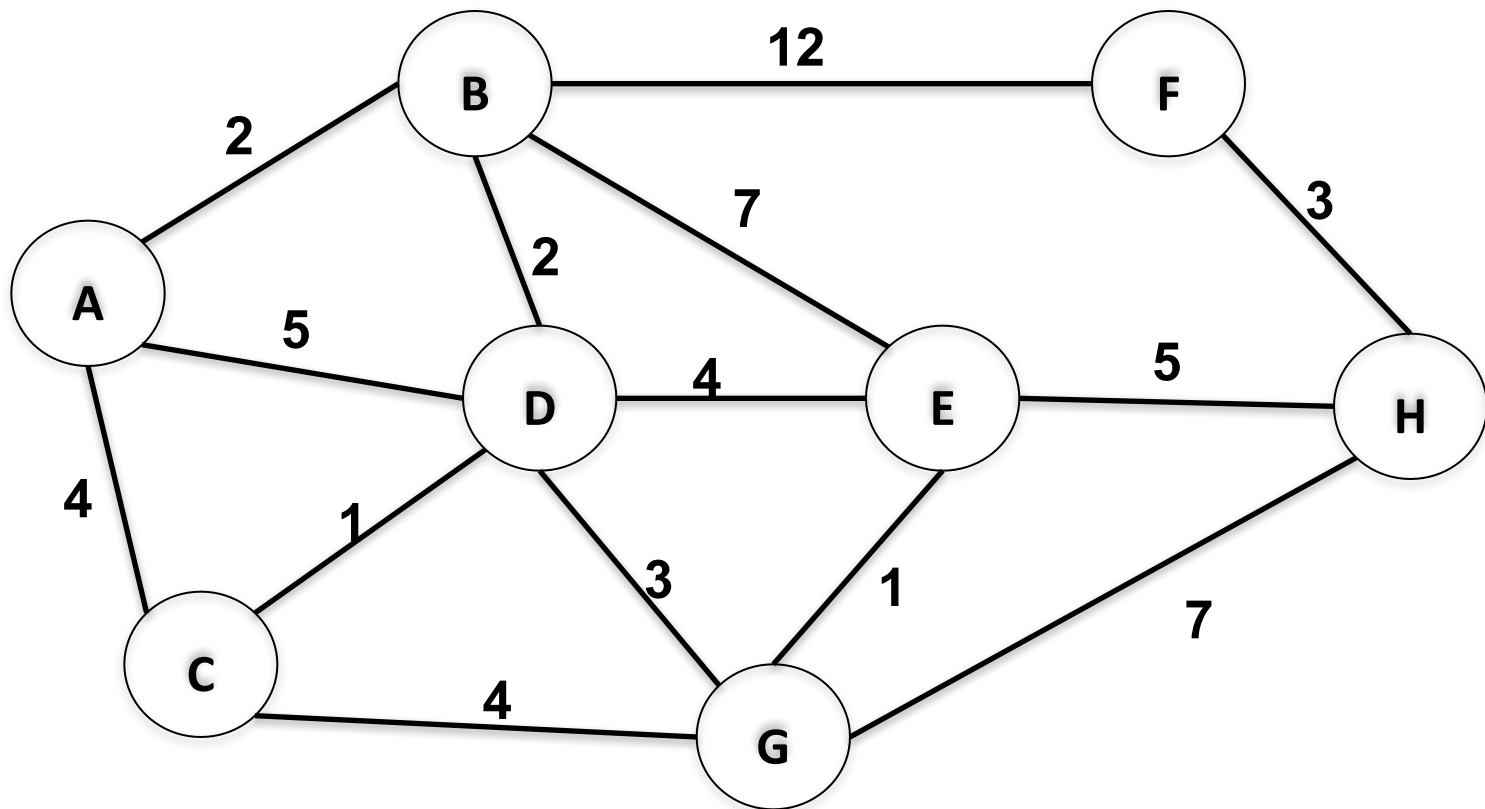
Link State: Shortest-Path Tree



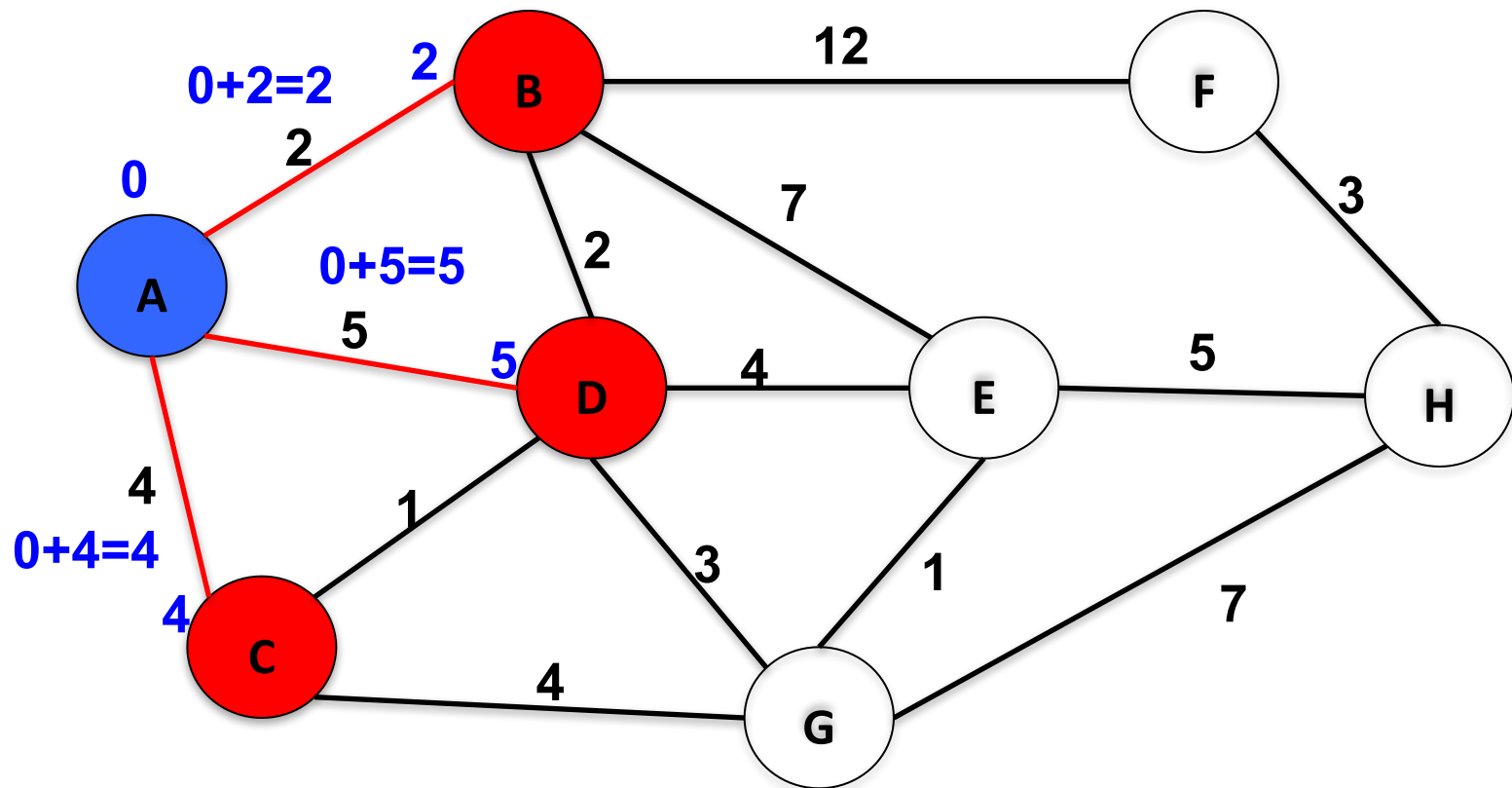
Find shortest path t to v

- Forwarding table entry at t
(A) (t,x) (B) (t, s)
- Distance from t to v
(A) 6 (B) 7 (C) 8 (D) 9

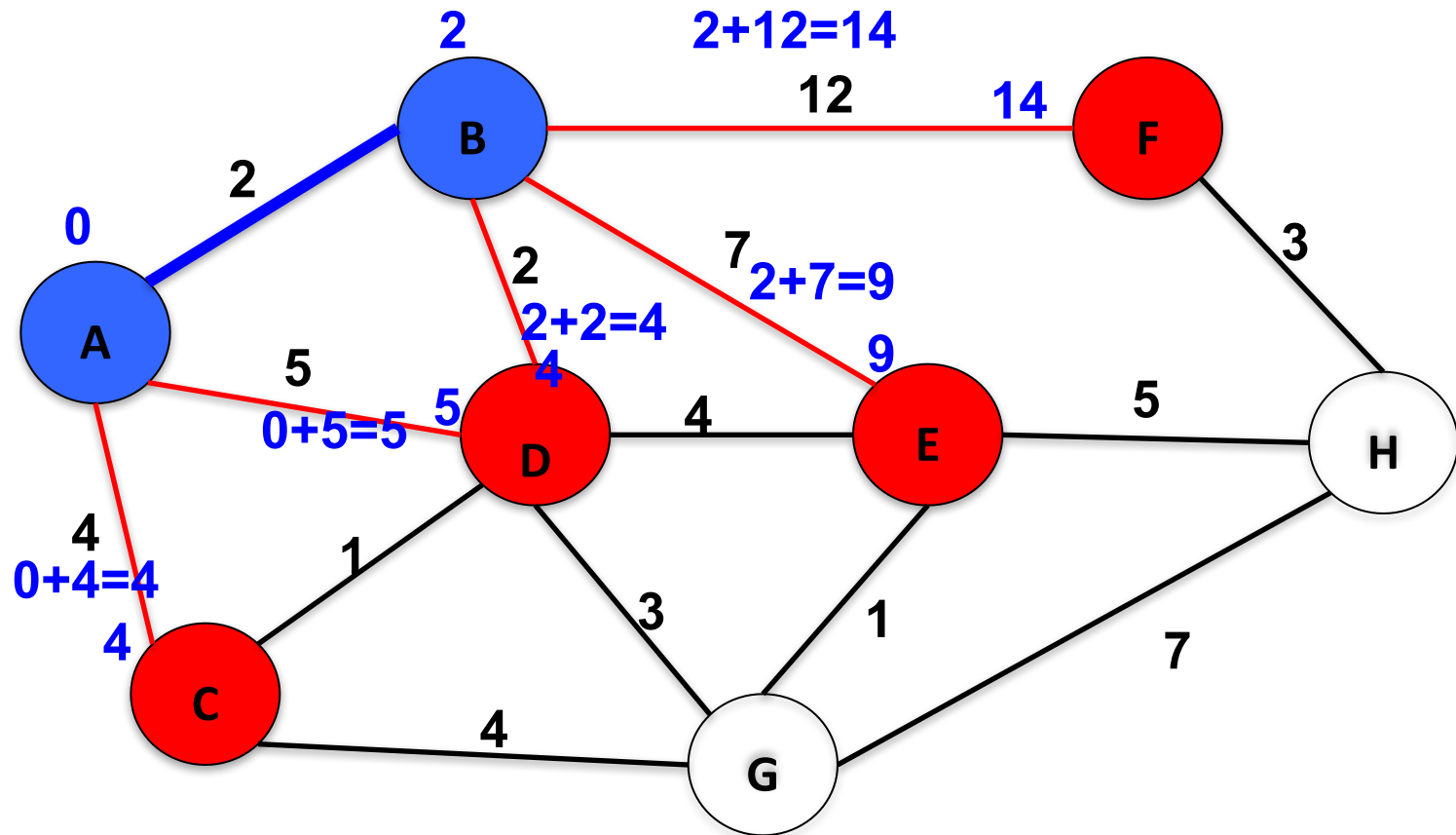
Link-State Algorithm Example 2



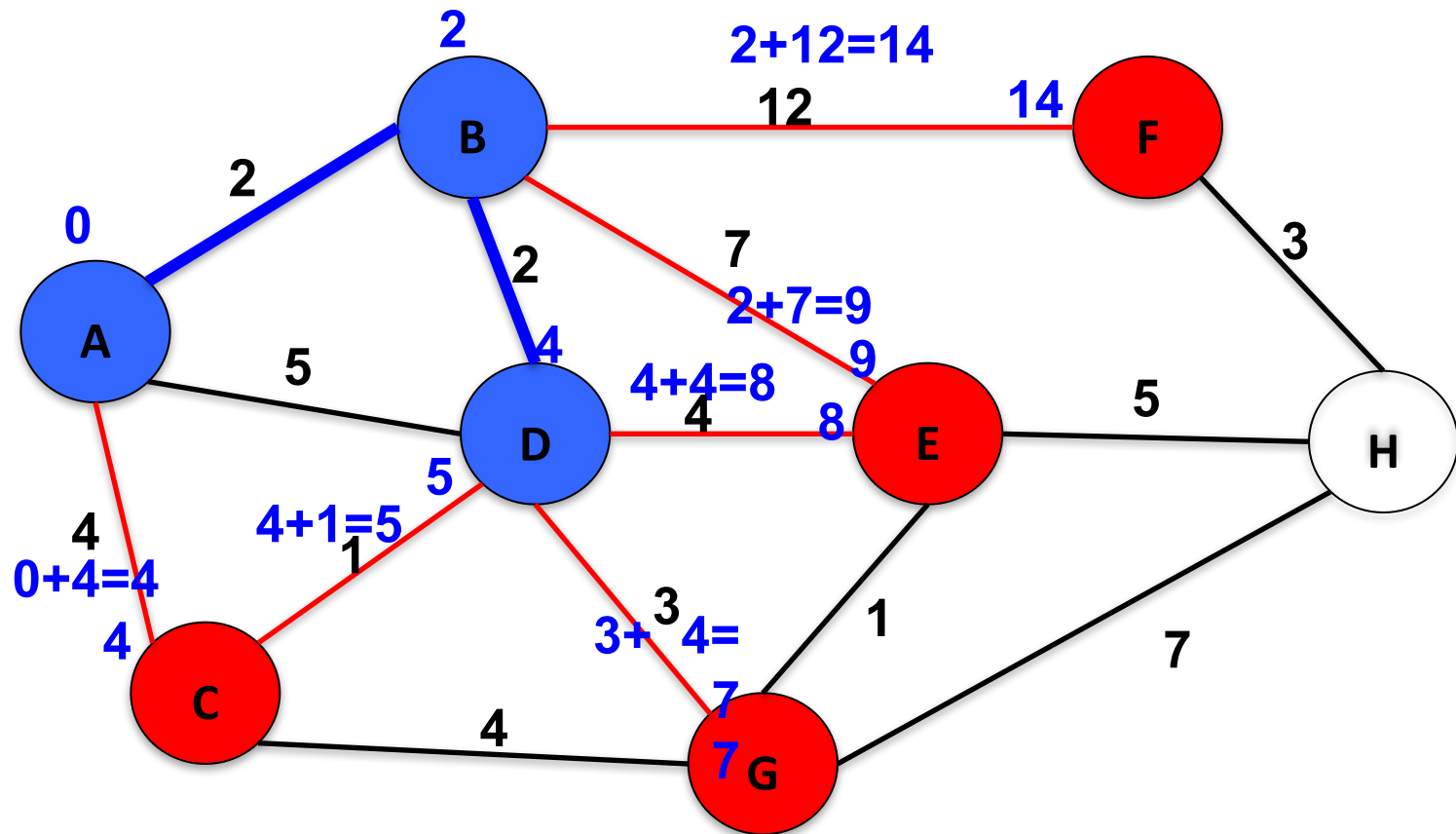
Link-State Algorithm Example 2 (Cont.)



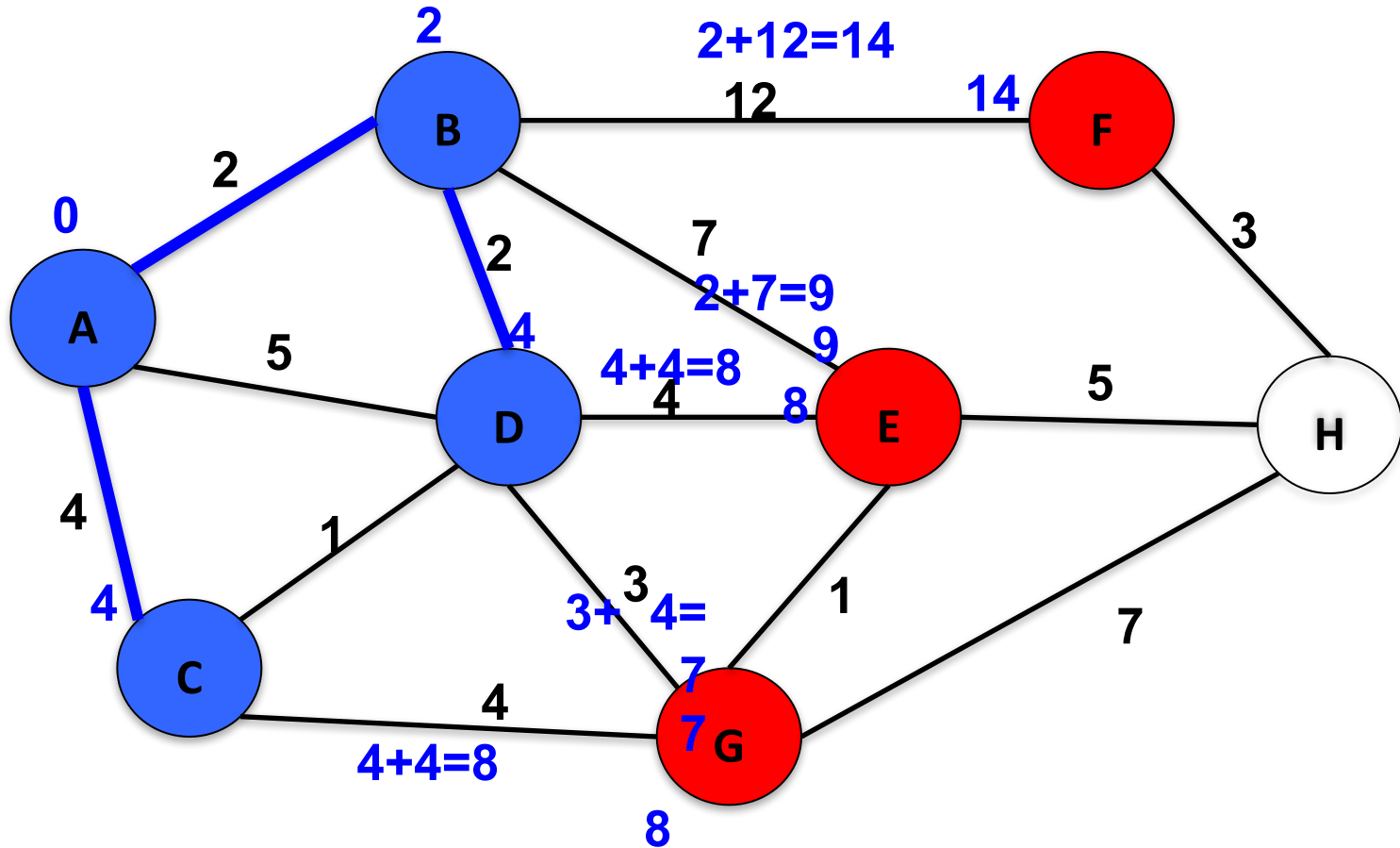
Link-State Algorithm Example 2 (Cont.)



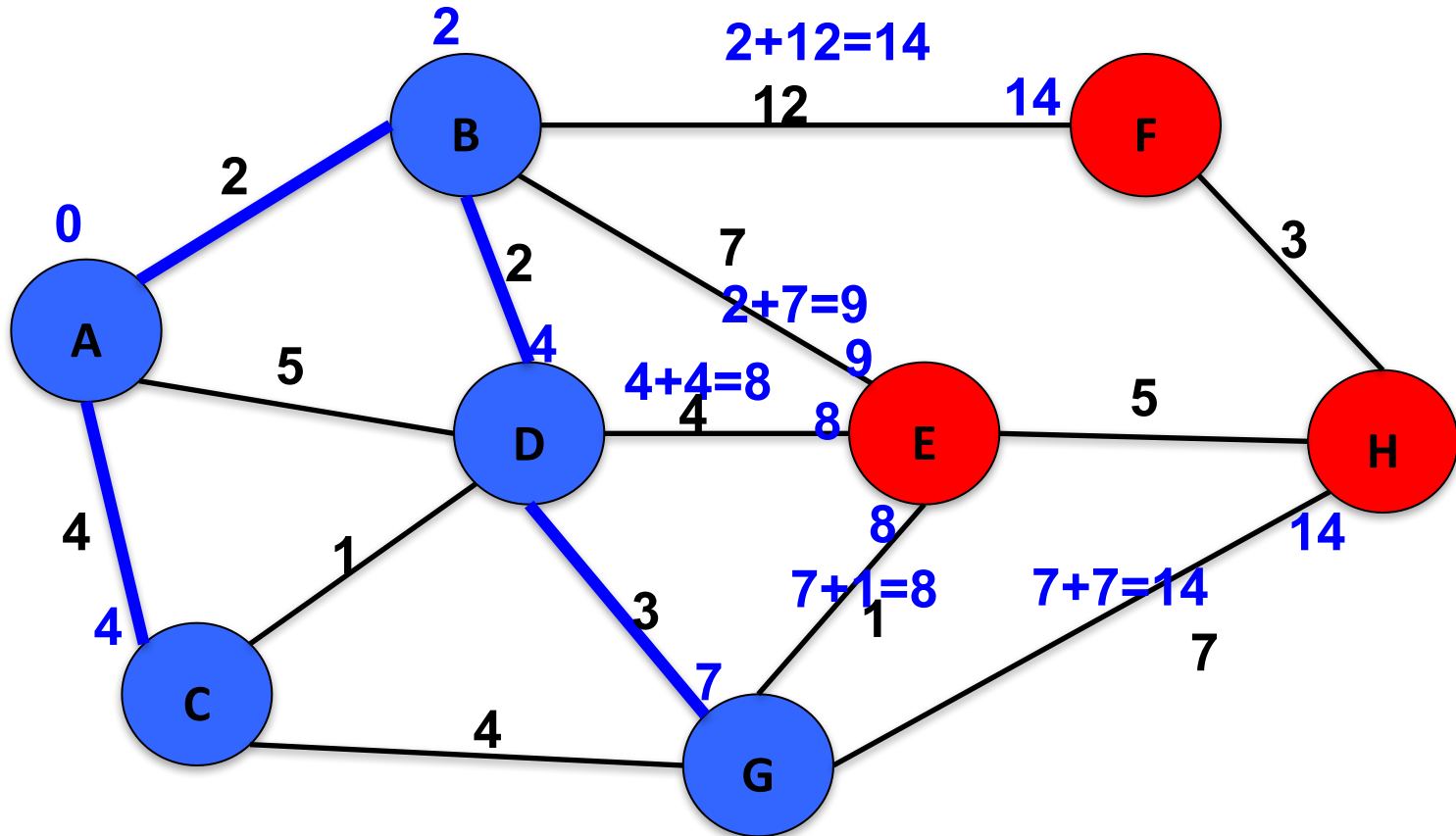
Link-State Algorithm Example 2 (Cont.)



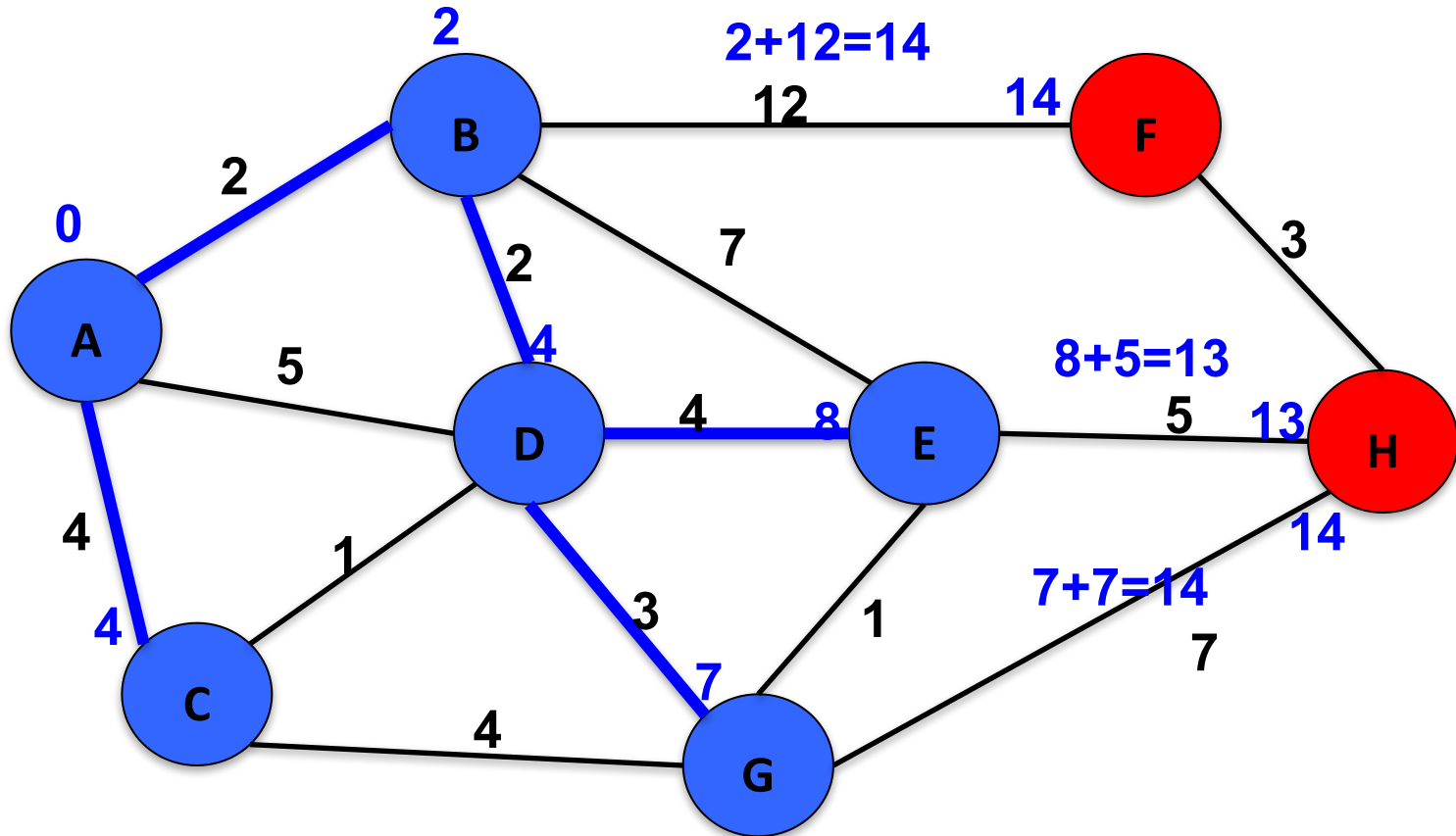
Link-State Algorithm Example 2 (Cont.)



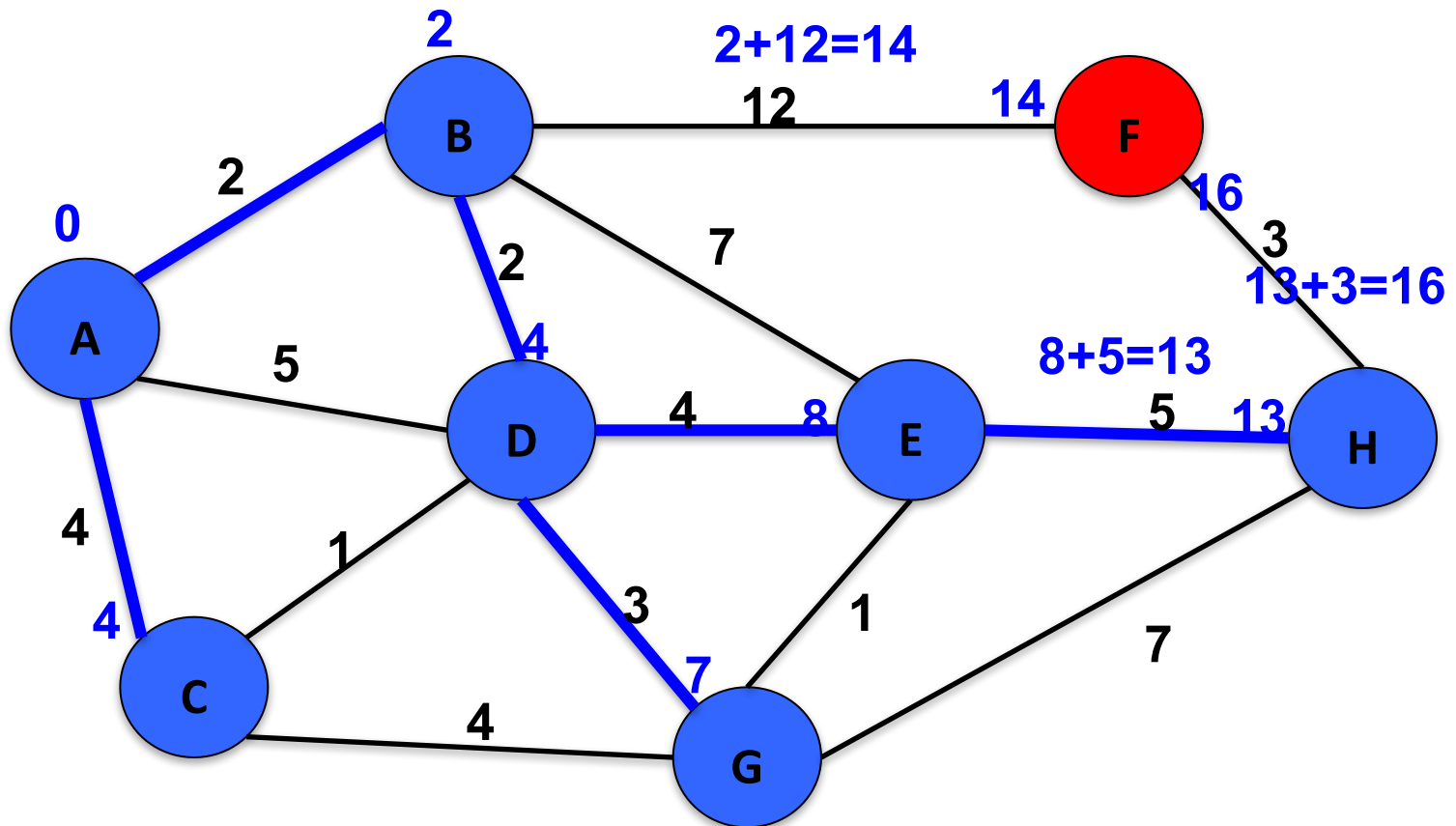
Link-State Algorithm Example 2 (Cont.)



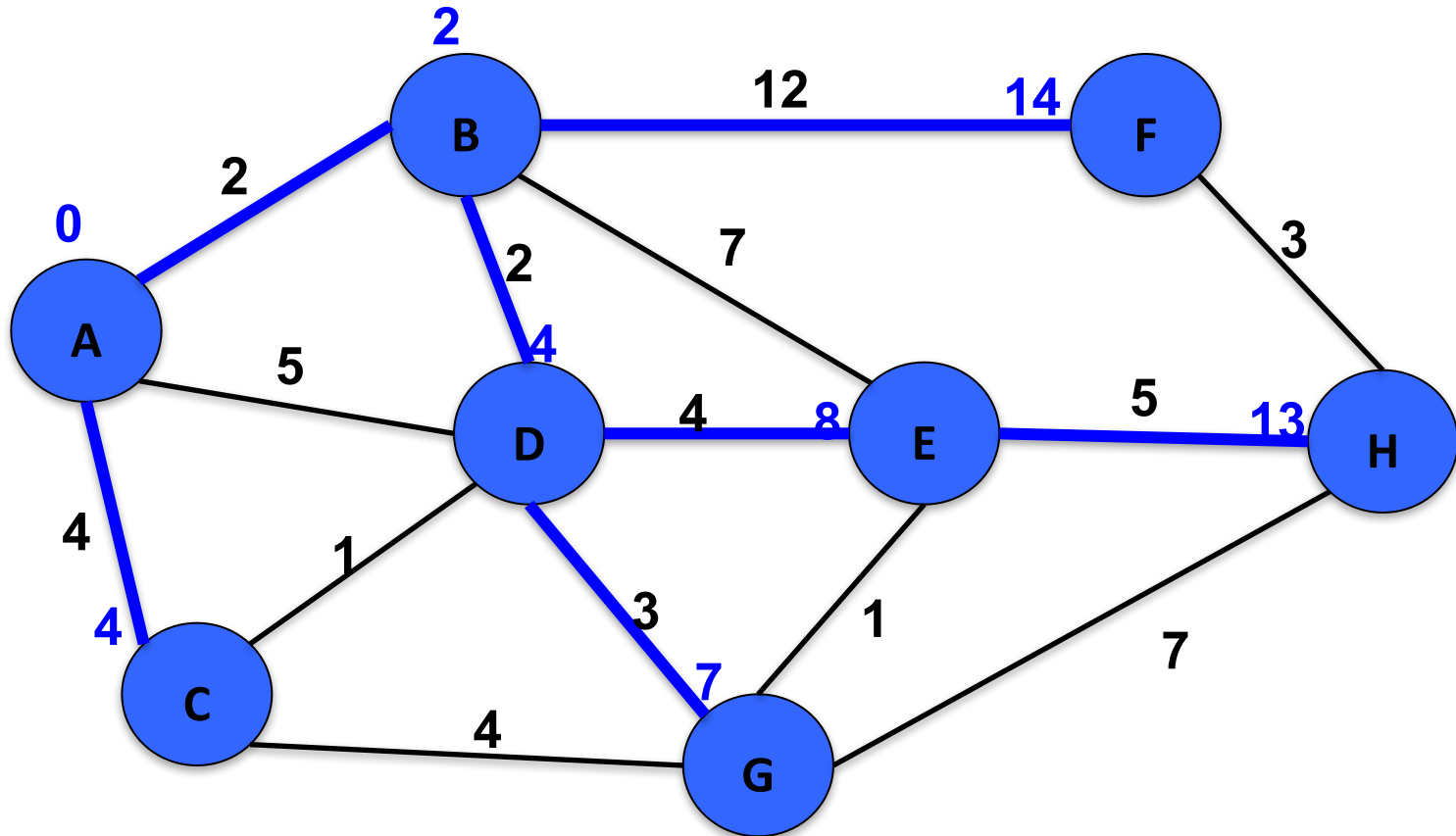
Link-State Algorithm Example 2 (Cont.)



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