

## Hierarchical routing

Essentially a 'divide and conquer' strategy

The n/w is divided into different regions and a router for a particular region knows only about its own domain & other routers.

The n/w is viewed at two levels -

- i) Sub-network level
- ii) Network level

## Advantages -

- Smaller sizes of routing tables
- Substantially lesser calculations & updates of routing tables

## Disadvantage -

- Since the hierarchy is imposed on the n/w, it is followed and possibility of direct path is ignored. This may lead to sub-optimal routing.

## Non-hierarchical routing

Interconnected n

## Adaptive routing

Uses algo and routing protocols that react and respond to changes in n/w topology.

## Non-adaptive routing

When a router uses a non-adaptive routing algo it consults a static table in order to determine to which computer it should send a packet of data.

## BGP

- Path was presented as a list of ~~as~~ ~~attributes~~, autonomous systems, actually path is a list of attributes.

Well known path attributes

Types

Mandatory

A well known mandatory attribute is one that must appear in the description of a route.

Discretionary

A well known discretionary attribute is ~~one~~ in which ~~that~~ resources are controlled by system admin. (up to the discretion of BGP implementation)

BGP: optional path attributes

Types:

i) Optional Transitive Attribute

One that must be passed on to other peers even if the attrib. are not supported.

~~RAPP~~

~~A discretionary~~

ii) Non-transitive - Ignores update if doesn't recognize attrib.