

BIRZEIT UNIVERSITY

FACULTY OF ENGINEERING AND TECHNOLOGY ENCS4130, COMPUTER NETWORK LABORATORY

Experiment 4 problem

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Teacher Assistant: Eng. Katy Sadi

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• Section: 6

Part1:

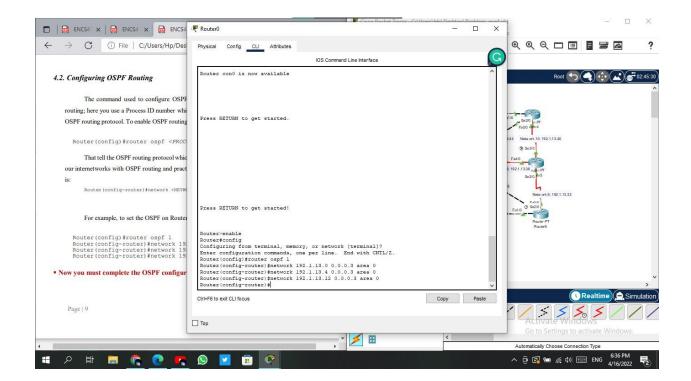
1- Dijkstra's Algorithm:

Step	N'	R1(P1)	R2(P2)	R3(P3)	R4(P4)	R5(P5)	R6 (P6)
0	RO	2,R0	∞	8,R0	4,R0	∞	∞
1	R0,R1		4,R1	8,R0	4,R0	∞	∞
2	R0,R1,R2			6,R2	4,R0	∞	104,R2
3	R0,R1,R2,R3				80,R3	24,R3	6,R3

- According to dijkstra's table, the shortest path from R0 to R6 with the least cost will be: R0, R1, R2, R3, R6 with the cost equals 8
- 2- The cost between R0 and R6 = the cost from R0 to R1 + the cost from R1 to R2 + the cost from R2 to R3 + the cost from R3 to R6 which equals 2+2+2+2 = 8

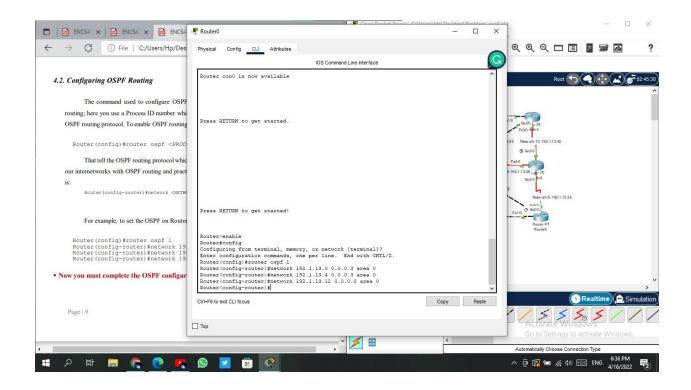
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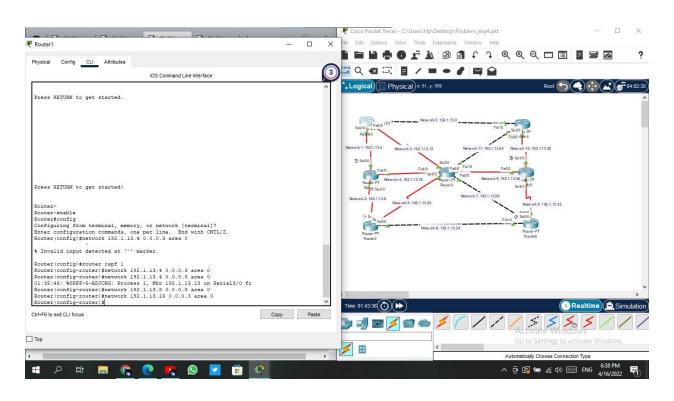
The Topology:

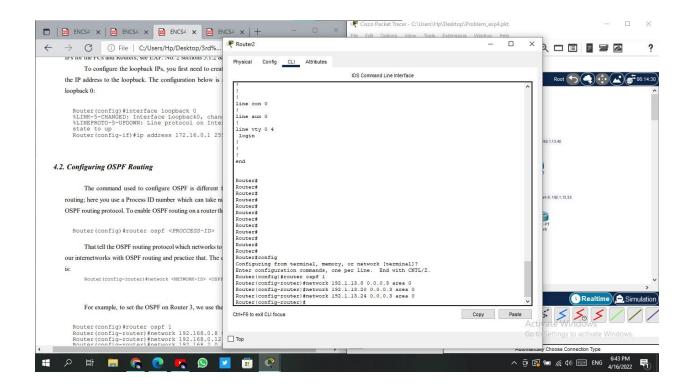


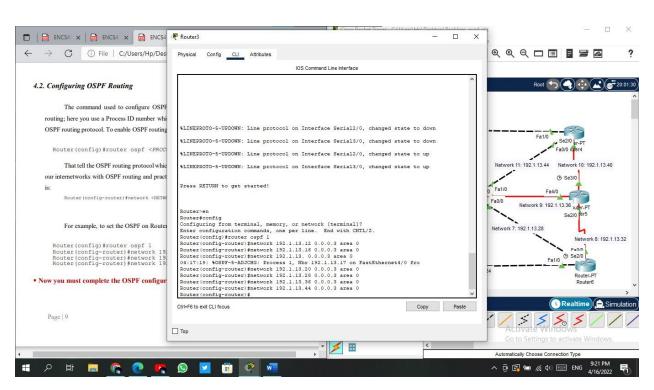
Enabling OSPF for each router with suitable network

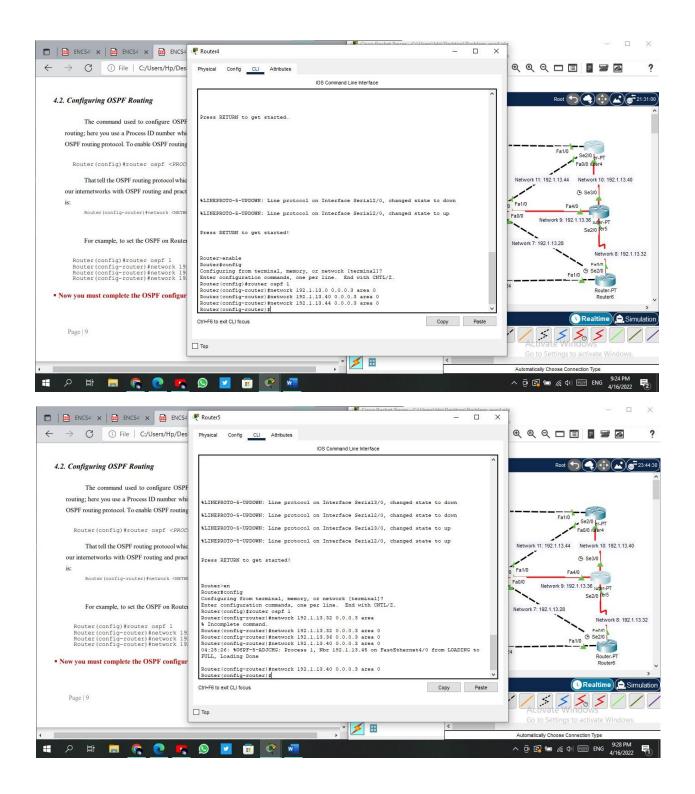
NOTE: I used the Config screen to fill the IPs for the interfaces which is faster to fill, but you can fill them by using CLI commands by entering the interface in the configured router to have the access for adding the required IPs.

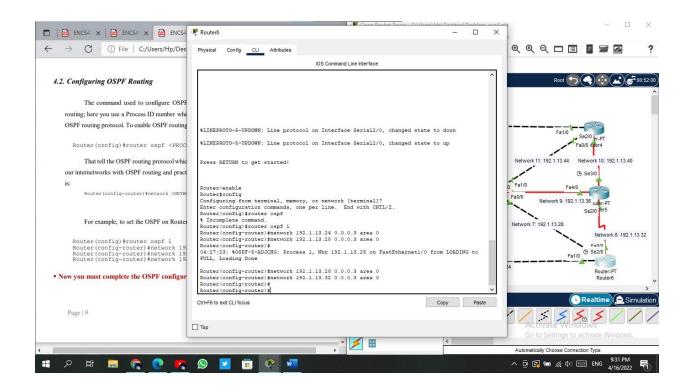


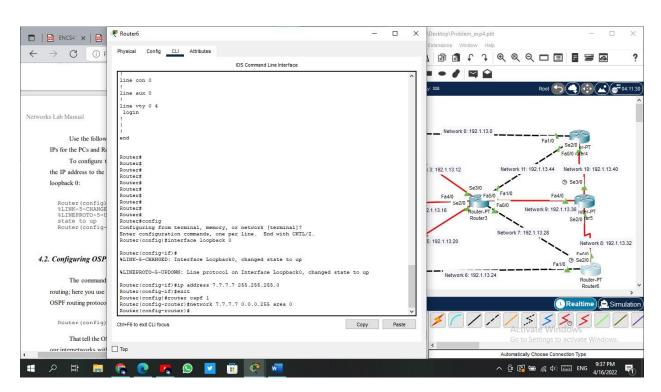








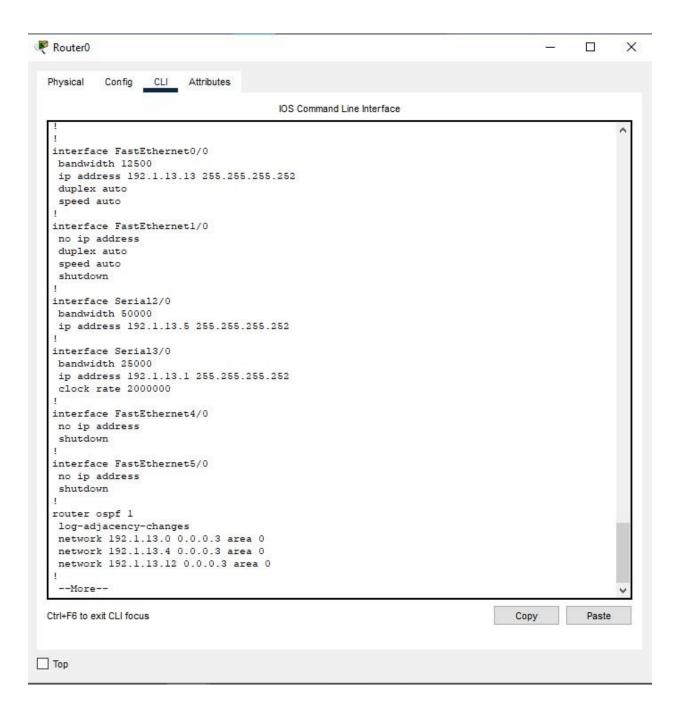


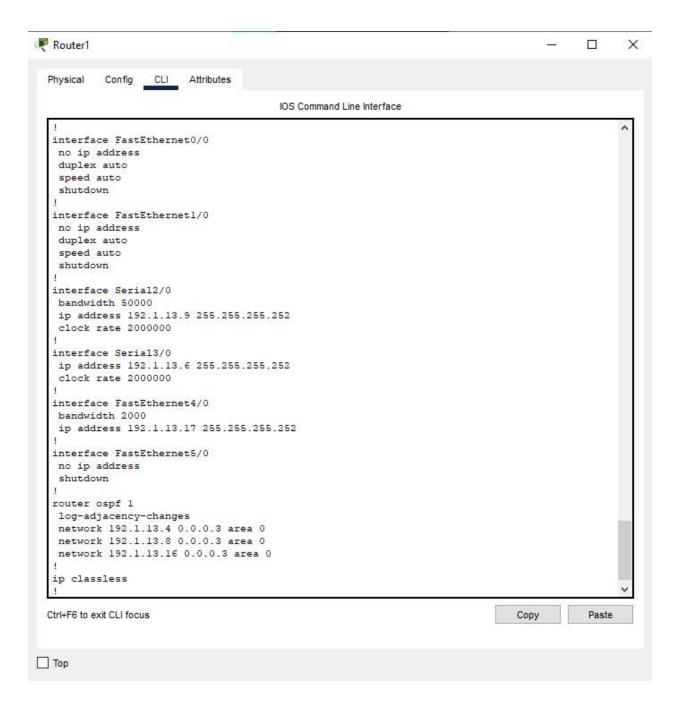


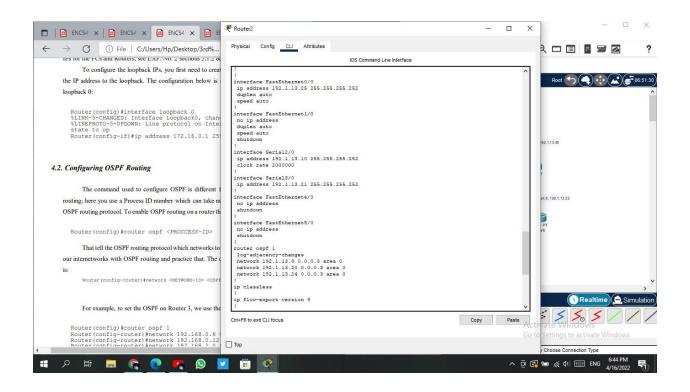
Router6 loopBack

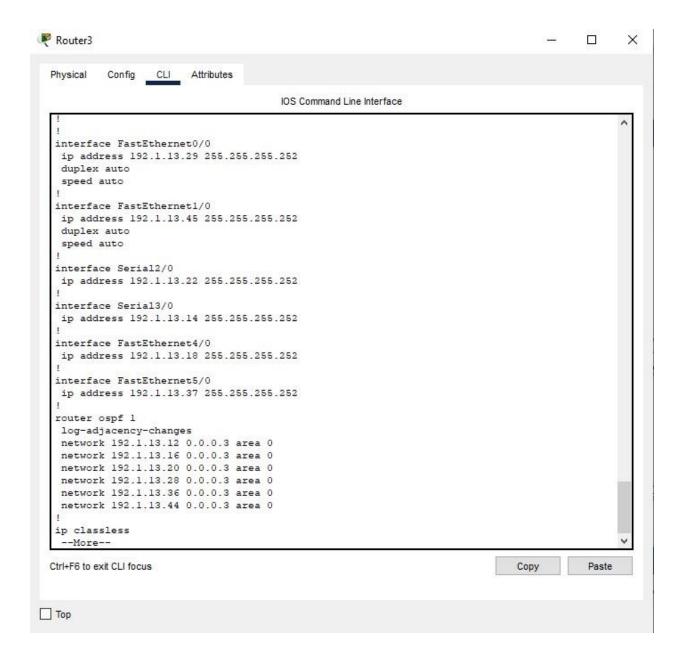
Routers Interfaces:

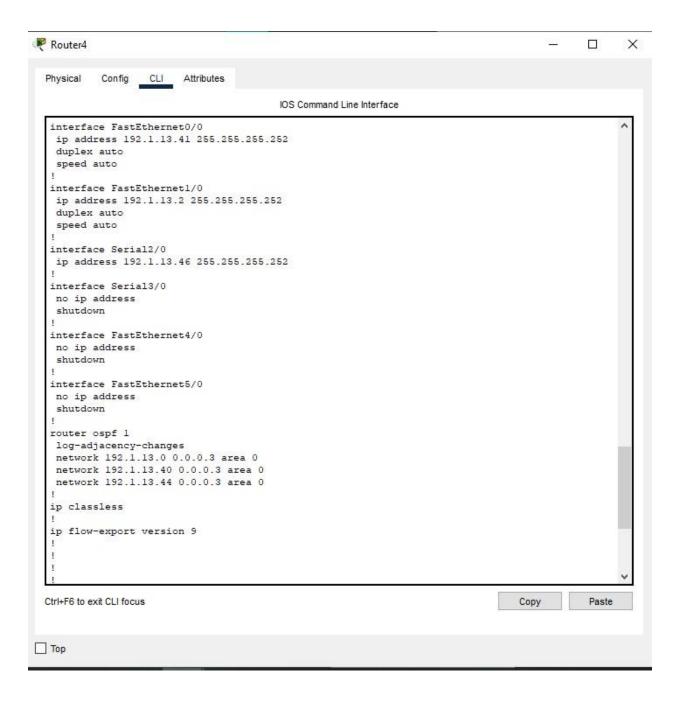
- we got all interfaces IPs data by typing the command #sh run in the CLI which shows all connections for the router.

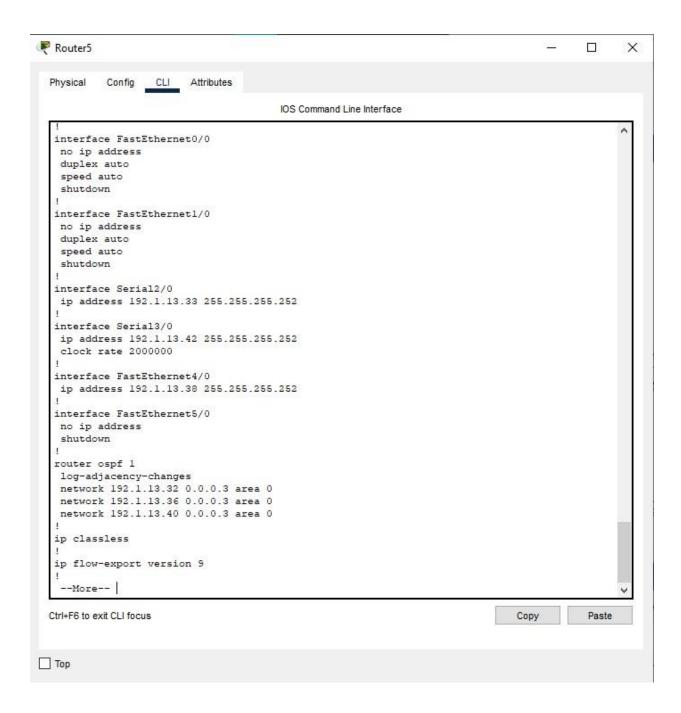


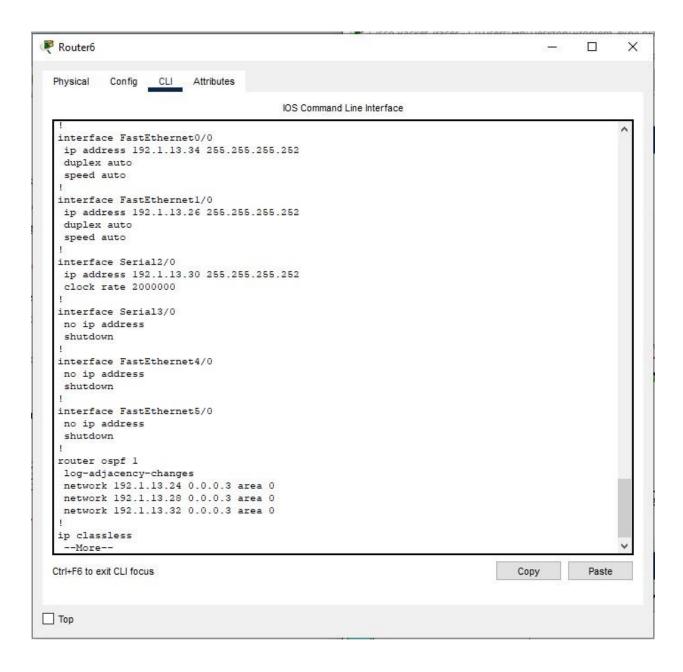








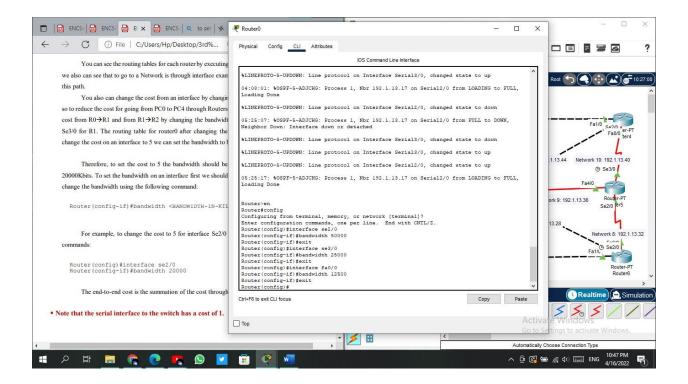


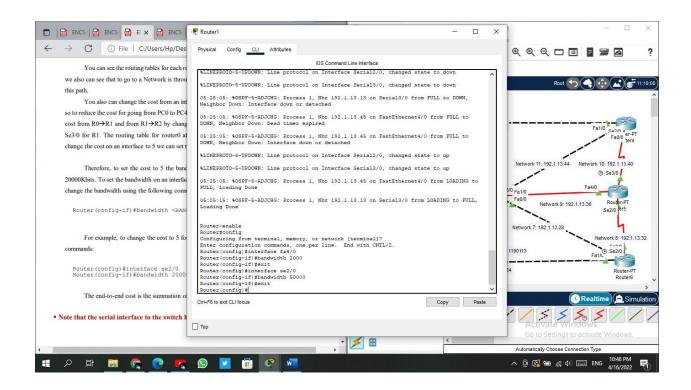


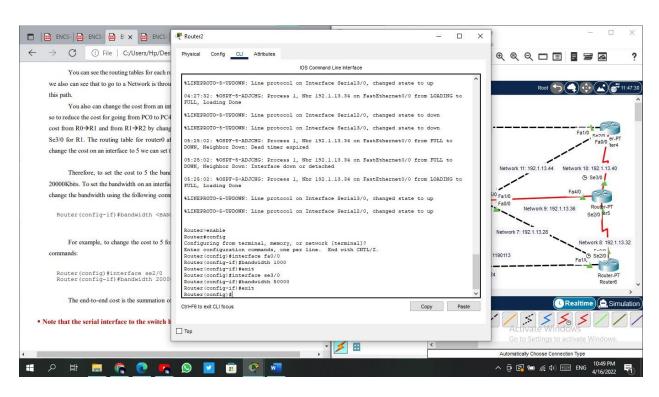
Setting Costs

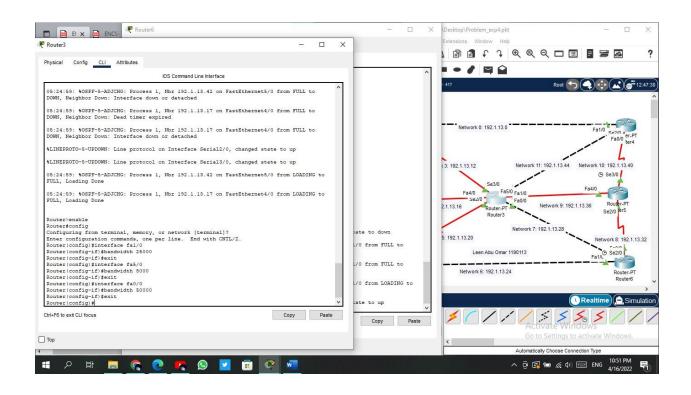
BandWidth = $(100 * 10^6)/\cos t$ and the result should be written in Kilobits in the CLI screen.

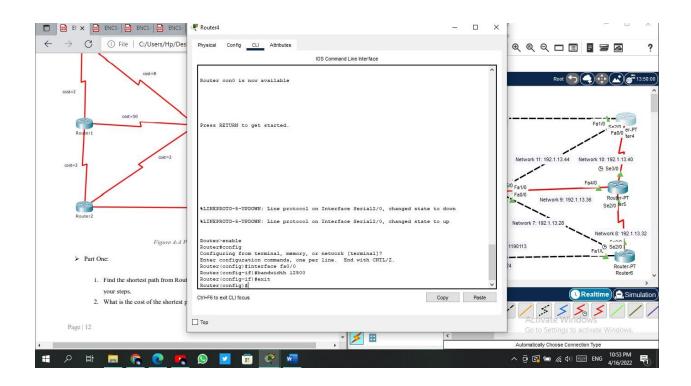
Here are screenshots for each router while setting the cost for each one.

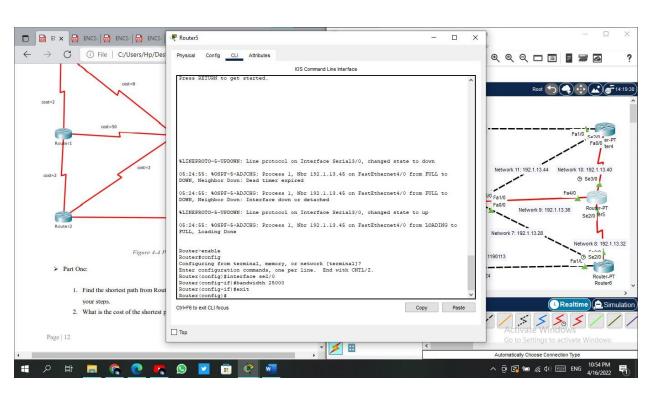


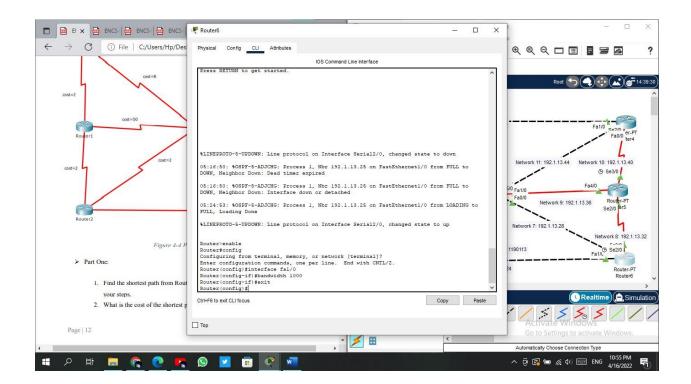










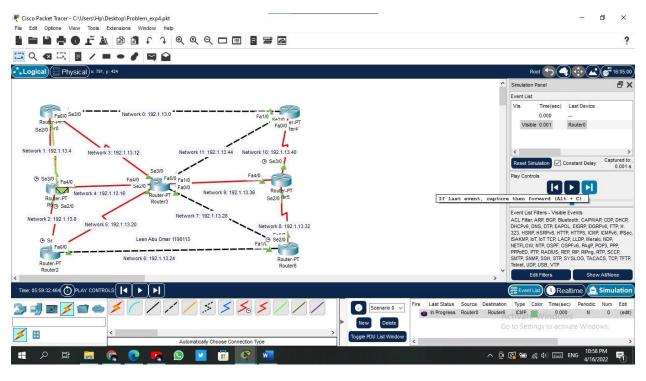


Bandwidth calculated according to the previous equation is:

- For Cost = 2, BW = 50000 Kbits
- For Cost = 4, BW = 25000 Kbits
- For Cost = 8, BW = 12500 Kbits
- For Cost = 20, BW = 5000 Kbits
- For Cost = 50, BW = 2000 Kbits
- For Cost = 100, BW = 1000 Kbits

The Final Result:

Here are screenshots implements the way of routing done according to dijkstra's algorithm (by crossing the least cost starting from RO, ending in R6 with Cost = 8)





And finally R3 reached to R6 by the shortest path with the cost of 8.