

xinu01 172 \$ ./a.out

Enter TRACE:2

ROUTER 0: Initializing routing table...

```
      via
D0 |  1  2  3
----|-----
1 | 999 999 999
dest 2 | 999 999 999
3 | 999 999 999
```

ROUTER 0: Sending distance vectors to neighbors...

ROUTER 0, Sending distance vector to neighbour 1: [0 1 3 7]

ROUTER 0, Sending distance vector to neighbour 2: [0 1 3 7]

ROUTER 0, Sending distance vector to neighbour 3: [0 1 3 7]

ROUTER 1: Initializing routing table...

```
      via
D1 |  0  2
----|-----
0 | 999 999
dest 2 | 999 999
3 | 999 999
```

ROUTER 1: Sending distance vectors to neighbors...

ROUTER 1, Sending distance vector to neighbour 0: [1 0 1 999]

ROUTER 1, Sending distance vector to neighbour 2: [1 0 1 999]

ROUTER 2: Initializing routing table...

```
      via
D2 |  0  1  3
----|-----
0 | 999 999 999
dest 1 | 999 999 999
3 | 999 999 999
```

ROUTER 2: Sending distance vectors to neighbors...

ROUTER 2, Sending distance vector to neighbour 0: [3 1 0 2]

ROUTER 2, Sending distance vector to neighbour 1: [3 1 0 2]

ROUTER 2, Sending distance vector to neighbour 3: [3 1 0 2]

ROUTER 3: Initializing routing table...

```
      via
D3 |  0  2
----|-----
0 | 999 999
dest 1 | 999 999
2 | 999 999
```

ROUTER 3: Sending distance vectors to neighbors...

ROUTER 3, Sending distance vector to neighbour 0: [7 999 2 0]

ROUTER 3, Sending distance vector to neighbour 2: [7 999 2 0]

MAIN: rcv event, t=0.947, at 3 src: 0, dest: 3, contents: 0 1 3 7

ROUTER 3: Updating neighbor 0 distance vector

ROUTER 3: Executing Bellman-Ford updates

ROUTER 3: My distance vector has changed

ROUTER 3: Sending distance vectors to neighbors...

ROUTER 3, Sending distance vector to neighbour 0: [7 8 2 0]

ROUTER 3, Sending distance vector to neighbour 2: [7 8 2 0]

via

D3 | 0 2

----|-----

0 | 0 999

dest 1 | 1 999

2 | 3 999

MAIN: rcv event, t=0.992, at 0 src: 1, dest: 0, contents: 1 0 1 999

ROUTER 0: Updating neighbor 1 distance vector

ROUTER 0: Executing Bellman-Ford updates

ROUTER 0: My distance vector has changed

ROUTER 0: Sending distance vectors to neighbors...

ROUTER 0, Sending distance vector to neighbour 1: [0 1 2 7]

ROUTER 0, Sending distance vector to neighbour 2: [0 1 2 7]

ROUTER 0, Sending distance vector to neighbour 3: [0 1 2 7]

via

D0 | 1 2 3

----|-----

1 | 0 999 999

dest 2 | 1 999 999

3 | 999 999 999

MAIN: rcv event, t=1.209, at 3 src: 2, dest: 3, contents: 3 1 0 2

ROUTER 3: Updating neighbor 2 distance vector

ROUTER 3: Executing Bellman-Ford updates

ROUTER 3: My distance vector has changed

ROUTER 3: Sending distance vectors to neighbors...

ROUTER 3, Sending distance vector to neighbour 0: [5 3 2 0]

ROUTER 3, Sending distance vector to neighbour 2: [5 3 2 0]

via

D3 | 0 2

----|-----

0 | 0 3

dest 1 | 1 1

2 | 3 0

MAIN: rcv event, t=1.276, at 3 src: 0, dest: 3, contents: 0 1 2 7

ROUTER 3: Updating neighbor 0 distance vector

ROUTER 3: Executing Bellman-Ford updates

via

```

D3 | 0 2
----|-----
0 | 0 3
dest 1 | 1 1
2 | 2 0
MAIN: rcv event, t=1.642, at 2 src: 0, dest: 2, contents: 0 1 3 7
ROUTER 2: Updating neighbor 0 distance vector
ROUTER 2: Executing Bellman-Ford updates

```

```

via
D2 | 0 1 3
----|-----
0 | 0 999 999
dest 1 | 1 999 999
3 | 7 999 999
MAIN: rcv event, t=1.871, at 1 src: 0, dest: 1, contents: 0 1 3 7
ROUTER 1: Updating neighbor 0 distance vector
ROUTER 1: Executing Bellman-Ford updates
Router 1: My distance vector has changed
ROUTER 1: Sending distance vectors to neighbors...

```

```

ROUTER 1, Sending distance vector to neighbour 0: [1 0 1 8]
ROUTER 1, Sending distance vector to neighbour 2: [1 0 1 8]
via
D1 | 0 2
----|-----
0 | 0 999
dest 2 | 3 999
3 | 7 999

```

```

MAIN: rcv event, t=2.166, at 2 src: 1, dest: 2, contents: 1 0 1 999
ROUTER 2: Updating neighbor 1 distance vector
ROUTER 2: Executing Bellman-Ford updates
ROUTER 2: My distance vector changed
ROUTER 2: Sending distance vectors to neighbors...

```

```

ROUTER 2, Sending distance vector to neighbour 0: [2 1 0 2]
ROUTER 2, Sending distance vector to neighbour 1: [2 1 0 2]
ROUTER 2, Sending distance vector to neighbour 3: [2 1 0 2]
via
D2 | 0 1 3
----|-----
0 | 0 1 999
dest 1 | 1 0 999
3 | 7 999 999

```

```

MAIN: rcv event, t=2.407, at 0 src: 2, dest: 0, contents: 3 1 0 2
ROUTER 0: Updating neighbor 2 distance vector
ROUTER 0: Executing Bellman-Ford updates

```

ROUTER 0: My distance vector has changed

ROUTER 0: Sending distance vectors to neighbors...

ROUTER 0, Sending distance vector to neighbour 1: [0 1 2 5]

ROUTER 0, Sending distance vector to neighbour 2: [0 1 2 5]

ROUTER 0, Sending distance vector to neighbour 3: [0 1 2 5]

via

```
D0 | 1 2 3
----|-----
1 | 0 1 999
dest 2 | 1 0 999
3 | 999 2 999
```

MAIN: rcv event, t=2.421, at 2 src: 3, dest: 2, contents: 7 999 2 0

ROUTER 2: Updating neighbor 3 distance vector

ROUTER 2: Executing Bellman-Ford updates

via

```
D2 | 0 1 3
----|-----
0 | 0 1 7
dest 1 | 1 0 999
3 | 7 999 0
```

MAIN: rcv event, t=2.811, at 1 src: 2, dest: 1, contents: 3 1 0 2

ROUTER 1: Updating neighbor 2 distance vector

ROUTER 1: Executing Bellman-Ford updates

Router 1: My distance vector has changed

ROUTER 1: Sending distance vectors to neighbors...

ROUTER 1, Sending distance vector to neighbour 0: [1 0 1 3]

ROUTER 1, Sending distance vector to neighbour 2: [1 0 1 3]

via

```
D1 | 0 2
----|-----
0 | 0 3
dest 2 | 3 0
3 | 7 2
```

MAIN: rcv event, t=3.293, at 2 src: 3, dest: 2, contents: 7 8 2 0

ROUTER 2: Updating neighbor 3 distance vector

ROUTER 2: Executing Bellman-Ford updates

via

```
D2 | 0 1 3
----|-----
0 | 0 1 7
dest 1 | 1 0 8
3 | 7 999 0
```

MAIN: rcv event, t=3.602, at 3 src: 2, dest: 3, contents: 2 1 0 2

ROUTER 3: Updating neighbor 2 distance vector

ROUTER 3: Executing Bellman-Ford updates

ROUTER 3: My distance vector has changed

ROUTER 3: Sending distance vectors to neighbors...

ROUTER 3, Sending distance vector to neighbour 0: [4 3 2 0]

ROUTER 3, Sending distance vector to neighbour 2: [4 3 2 0]

via  
D3	0 2
0 | 0 2  
dest 1 | 1 1  
2 | 2 0

MAIN: rcv event, t=4.063, at 2 src: 0, dest: 2, contents: 0 1 2 7

ROUTER 2: Updating neighbor 0 distance vector

ROUTER 2: Executing Bellman-Ford updates

via  
D2	0 1 3
0 | 0 1 7  
dest 1 | 1 0 8  
3 | 7 999 0

MAIN: rcv event, t=4.104, at 0 src: 3, dest: 0, contents: 7 999 2 0

ROUTER 0: Updating neighbor 3 distance vector

ROUTER 0: Executing Bellman-Ford updates

via  
D0	1 2 3
1 | 0 1 999  
dest 2 | 1 0 2  
3 | 999 2 0

MAIN: rcv event, t=4.169, at 2 src: 3, dest: 2, contents: 5 3 2 0

ROUTER 2: Updating neighbor 3 distance vector

ROUTER 2: Executing Bellman-Ford updates

via  
D2	0 1 3
0 | 0 1 5  
dest 1 | 1 0 3  
3 | 7 999 0

MAIN: rcv event, t=4.330, at 0 src: 3, dest: 0, contents: 7 8 2 0

ROUTER 0: Updating neighbor 3 distance vector

ROUTER 0: Executing Bellman-Ford updates

via  
D0	1 2 3

```

1| 0 1 8
dest 2| 1 0 2
3| 999 2 0
MAIN: rcv event, t=4.643, at 1 src: 0, dest: 1, contents: 0 1 2 7
ROUTER 1: Updating neighbor 0 distance vector
ROUTER 1: Executing Bellman-Ford updates
      via
D1 | 0 2
----|-----
0| 0 3
dest 2| 2 0
3| 7 2
MAIN: rcv event, t=5.213, at 0 src: 3, dest: 0, contents: 5 3 2 0
ROUTER 0: Updating neighbor 3 distance vector
ROUTER 0: Executing Bellman-Ford updates
      via
D0 | 1 2 3
----|-----
1| 0 1 3
dest 2| 1 0 2
3| 999 2 0
MAIN: rcv event, t=5.384, at 3 src: 0, dest: 3, contents: 0 1 2 5
ROUTER 3: Updating neighbor 0 distance vector
ROUTER 3: Executing Bellman-Ford updates
      via
D3 | 0 2
----|-----
0| 0 2
dest 1| 1 1
2| 2 0
MAIN: rcv event, t=5.820, at 1 src: 2, dest: 1, contents: 2 1 0 2
ROUTER 1: Updating neighbor 2 distance vector
ROUTER 1: Executing Bellman-Ford updates
      via
D1 | 0 2
----|-----
0| 0 2
dest 2| 2 0
3| 7 2
MAIN: rcv event, t=6.042, at 2 src: 1, dest: 2, contents: 1 0 1 8
ROUTER 2: Updating neighbor 1 distance vector
ROUTER 2: Executing Bellman-Ford updates
      via
D2 | 0 1 3

```

```

----|-----
0| 0 1 5
dest 1| 1 0 3
3| 7 8 0
MAIN: rcv event, t=6.071, at 0 src: 1, dest: 0, contents: 1 0 1 8
ROUTER 0: Updating neighbor 1 distance vector
ROUTER 0: Executing Bellman-Ford updates
      via
D0 | 1 2 3
----|-----
1| 0 1 3
dest 2| 1 0 2
3| 8 2 0
MAIN: rcv event, t=6.532, at 1 src: 0, dest: 1, contents: 0 1 2 5
ROUTER 1: Updating neighbor 0 distance vector
ROUTER 1: Executing Bellman-Ford updates
      via
D1 | 0 2
----|-----
0| 0 2
dest 2| 2 0
3| 5 2
MAIN: rcv event, t=7.021, at 0 src: 2, dest: 0, contents: 2 1 0 2
ROUTER 0: Updating neighbor 2 distance vector
ROUTER 0: Executing Bellman-Ford updates
      via
D0 | 1 2 3
----|-----
1| 0 1 3
dest 2| 1 0 2
3| 8 2 0
MAIN: rcv event, t=7.160, at 2 src: 0, dest: 2, contents: 0 1 2 5
ROUTER 2: Updating neighbor 0 distance vector
ROUTER 2: Executing Bellman-Ford updates
      via
D2 | 0 1 3
----|-----
0| 0 1 5
dest 1| 1 0 3
3| 5 8 0
MAIN: rcv event, t=7.405, at 0 src: 1, dest: 0, contents: 1 0 1 3
ROUTER 0: Updating neighbor 1 distance vector
ROUTER 0: Executing Bellman-Ford updates
ROUTER 0: My distance vector has changed

```

ROUTER 0: Sending distance vectors to neighbors...

ROUTER 0, Sending distance vector to neighbour 1: [0 1 2 4]

ROUTER 0, Sending distance vector to neighbour 2: [0 1 2 4]

ROUTER 0, Sending distance vector to neighbour 3: [0 1 2 4]

via

D0 | 1 2 3

----|-----

1| 0 1 3

dest 2| 1 0 2

3| 3 2 0

MAIN: rcv event, t=7.579, at 3 src: 0, dest: 3, contents: 0 1 2 4

ROUTER 3: Updating neighbor 0 distance vector

ROUTER 3: Executing Bellman-Ford updates

via

D3 | 0 2

----|-----

0| 0 2

dest 1| 1 1

2| 2 0

MAIN: rcv event, t=7.941, at 1 src: 0, dest: 1, contents: 0 1 2 4

ROUTER 1: Updating neighbor 0 distance vector

ROUTER 1: Executing Bellman-Ford updates

via

D1 | 0 2

----|-----

0| 0 2

dest 2| 2 0

3| 4 2

MAIN: rcv event, t=8.086, at 0 src: 3, dest: 0, contents: 4 3 2 0

ROUTER 0: Updating neighbor 3 distance vector

ROUTER 0: Executing Bellman-Ford updates

via

D0 | 1 2 3

----|-----

1| 0 1 3

dest 2| 1 0 2

3| 3 2 0

MAIN: rcv event, t=8.639, at 2 src: 1, dest: 2, contents: 1 0 1 3

ROUTER 2: Updating neighbor 1 distance vector

ROUTER 2: Executing Bellman-Ford updates

via

D2 | 0 1 3

----|-----

0| 0 1 5



```
dest 1| 1 0 3
3| 5 3 0
```

MAIN: rcv event, t=8.943, at 2 src: 3, dest: 2, contents: 4 3 2 0

ROUTER 2: Updating neighbor 3 distance vector

ROUTER 2: Executing Bellman-Ford updates

```
via
D2 | 0 1 3
----|-----
0| 0 1 4
dest 1| 1 0 3
3| 5 3 0
```

MAIN: rcv event, t=9.960, at 2 src: 0, dest: 2, contents: 0 1 2 4

ROUTER 2: Updating neighbor 0 distance vector

ROUTER 2: Executing Bellman-Ford updates

```
via
D2 | 0 1 3
----|-----
0| 0 1 4
dest 1| 1 0 3
3| 4 3 0
```

MAIN: rcv event, t=10000.000, at -1

ROUTER 0: cost has changed for link 1 from 1 to 20

ROUTER 0: Executing Bellman-Ford updates

ROUTER 0: My distance vector has changed

ROUTER 0: Sending distance vectors to neighbors...

ROUTER 0, Sending distance vector to neighbour 1: [0 4 3 5]

ROUTER 0, Sending distance vector to neighbour 2: [0 4 3 5]

ROUTER 0, Sending distance vector to neighbour 3: [0 4 3 5]

```
via
D0 | 1 2 3
----|-----
1| 0 1 3
dest 2| 1 0 2
3| 3 2 0
```

ROUTER 1: cost has changed for link 0 from 1 to 20

ROUTER 1: Executing Bellman-Ford updates

Router 1: My distance vector has changed

ROUTER 1: Sending distance vectors to neighbors...

ROUTER 1, Sending distance vector to neighbour 0: [3 0 1 3]

ROUTER 1, Sending distance vector to neighbour 2: [3 0 1 3]

```
via
D1 | 0 2
----|-----
```

```

    0|  0  2
dest 2|  2  0
    3|  4  2
MAIN: rcv event, t=10000.178, at 1 src: 0, dest: 1, contents:  0  4  3  5
ROUTER 1: Updating neighbor 0 distance vector
ROUTER 1: Executing Bellman-Ford updates
      via
    D1 |  0  2
    ----|-----
    0|  0  2
dest 2|  3  0
    3|  5  2
MAIN: rcv event, t=10000.702, at 0 src: 1, dest: 0, contents:  3  0  1  3
ROUTER 0: Updating neighbor 1 distance vector
ROUTER 0: Executing Bellman-Ford updates
      via
    D0 |  1  2  3
    ----|-----
    1|  0  1  3
dest 2|  1  0  2
    3|  3  2  0
MAIN: rcv event, t=10001.166, at 3 src: 0, dest: 3, contents:  0  4  3  5
ROUTER 3: Updating neighbor 0 distance vector
ROUTER 3: Executing Bellman-Ford updates
      via
    D3 |  0  2
    ----|-----
    0|  0  2
dest 1|  4  1
    2|  3  0
MAIN: rcv event, t=10001.964, at 2 src: 0, dest: 2, contents:  0  4  3  5
ROUTER 2: Updating neighbor 0 distance vector
ROUTER 2: Executing Bellman-Ford updates
      via
    D2 |  0  1  3
    ----|-----
    0|  0  1  4
dest 1|  4  0  3
    3|  5  3  0
MAIN: rcv event, t=10003.342, at 2 src: 1, dest: 2, contents:  3  0  1  3
ROUTER 2: Updating neighbor 1 distance vector
ROUTER 2: Executing Bellman-Ford updates
ROUTER 2: My distance vector changed
ROUTER 2: Sending distance vectors to neighbors...

```

ROUTER 2, Sending distance vector to neighbour 0: [3 1 0 2]

ROUTER 2, Sending distance vector to neighbour 1: [3 1 0 2]

ROUTER 2, Sending distance vector to neighbour 3: [3 1 0 2]

via

```
D2 | 0 1 3
----|-----
0 | 0 3 4
dest 1 | 4 0 3
3 | 5 3 0
```

MAIN: rcv event, t=10003.448, at 0 src: 2, dest: 0, contents: 3 1 0 2

ROUTER 0: Updating neighbor 2 distance vector

ROUTER 0: Executing Bellman-Ford updates

via

```
D0 | 1 2 3
----|-----
1 | 0 1 3
dest 2 | 1 0 2
3 | 3 2 0
```

MAIN: rcv event, t=10004.307, at 1 src: 2, dest: 1, contents: 3 1 0 2

ROUTER 1: Updating neighbor 2 distance vector

ROUTER 1: Executing Bellman-Ford updates

Router 1: My distance vector has changed

ROUTER 1: Sending distance vectors to neighbors...

ROUTER 1, Sending distance vector to neighbour 0: [4 0 1 3]

ROUTER 1, Sending distance vector to neighbour 2: [4 0 1 3]

via

```
D1 | 0 2
----|-----
0 | 0 3
dest 2 | 3 0
3 | 5 2
```

MAIN: rcv event, t=10004.417, at 3 src: 2, dest: 3, contents: 3 1 0 2

ROUTER 3: Updating neighbor 2 distance vector

ROUTER 3: Executing Bellman-Ford updates

ROUTER 3: My distance vector has changed

ROUTER 3: Sending distance vectors to neighbors...

ROUTER 3, Sending distance vector to neighbour 0: [5 3 2 0]

ROUTER 3, Sending distance vector to neighbour 2: [5 3 2 0]

via

```
D3 | 0 2
----|-----
0 | 0 3
dest 1 | 4 1
2 | 3 0
```

MAIN: rcv event, t=10004.669, at 0 src: 1, dest: 0, contents: 4 0 1 3

ROUTER 0: Updating neighbor 1 distance vector

ROUTER 0: Executing Bellman-Ford updates

```
      via
D0 | 1  2  3
----|-----
1 | 0  1  3
dest 2 | 1  0  2
3 | 3  2  0
```

MAIN: rcv event, t=10005.498, at 2 src: 1, dest: 2, contents: 4 0 1 3

ROUTER 2: Updating neighbor 1 distance vector

ROUTER 2: Executing Bellman-Ford updates

```
      via
D2 | 0  1  3
----|-----
0 | 0  4  4
dest 1 | 4  0  3
3 | 5  3  0
```

MAIN: rcv event, t=10005.692, at 2 src: 3, dest: 2, contents: 5 3 2 0

ROUTER 2: Updating neighbor 3 distance vector

ROUTER 2: Executing Bellman-Ford updates

```
      via
D2 | 0  1  3
----|-----
0 | 0  4  5
dest 1 | 4  0  3
3 | 5  3  0
```

MAIN: rcv event, t=10006.615, at 0 src: 3, dest: 0, contents: 5 3 2 0

ROUTER 0: Updating neighbor 3 distance vector

ROUTER 0: Executing Bellman-Ford updates

```
      via
D0 | 1  2  3
----|-----
1 | 0  1  3
dest 2 | 1  0  2
3 | 3  2  0
```

MAIN: rcv event, t=20000.000, at 0

ROUTER 0: cost has changed for link 1 from 20 to 1

ROUTER 0: Executing Bellman-Ford updates

ROUTER 0: My distance vector has changed

ROUTER 0: Sending distance vectors to neighbors...

ROUTER 0, Sending distance vector to neighbour 1: [0 1 2 4]

ROUTER 0, Sending distance vector to neighbour 2: [0 1 2 4]

ROUTER 0, Sending distance vector to neighbour 3: [0 1 2 4]

```

      via
D0 | 1  2  3
----|-----
1 | 0  1  3
dest 2 | 1  0  2
3 | 3  2  0

```

ROUTER 1: cost has changed for link 0 from 20 to 1

ROUTER 1: Executing Bellman-Ford updates

Router 1: My distance vector has changed

ROUTER 1: Sending distance vectors to neighbors...

ROUTER 1, Sending distance vector to neighbour 0: [1 0 1 3]

ROUTER 1, Sending distance vector to neighbour 2: [1 0 1 3]

```

      via
D1 | 0  2
----|-----
0 | 0  3
dest 2 | 3  0
3 | 5  2

```

MAIN: rcv event, t=20000.014, at 2 src: 0, dest: 2, contents: 0 1 2 4

ROUTER 2: Updating neighbor 0 distance vector

ROUTER 2: Executing Bellman-Ford updates

```

      via
D2 | 0  1  3
----|-----
0 | 0  4  5
dest 1 | 1  0  3
3 | 4  3  0

```

MAIN: rcv event, t=20000.068, at 0 src: 1, dest: 0, contents: 1 0 1 3

ROUTER 0: Updating neighbor 1 distance vector

ROUTER 0: Executing Bellman-Ford updates

```

      via
D0 | 1  2  3
----|-----
1 | 0  1  3
dest 2 | 1  0  2
3 | 3  2  0

```

MAIN: rcv event, t=20000.885, at 2 src: 1, dest: 2, contents: 1 0 1 3

ROUTER 2: Updating neighbor 1 distance vector

ROUTER 2: Executing Bellman-Ford updates

ROUTER 2: My distance vector changed

ROUTER 2: Sending distance vectors to neighbors...

ROUTER 2, Sending distance vector to neighbour 0: [2 1 0 2]

ROUTER 2, Sending distance vector to neighbour 1: [2 1 0 2]

ROUTER 2, Sending distance vector to neighbour 3: [2 1 0 2]

via  
D2	0 1 3
0 | 0 1 5  
dest 1 | 1 0 3  
3 | 4 3 0

MAIN: rcv event, t=20001.076, at 3 src: 0, dest: 3, contents: 0 1 2 4

ROUTER 3: Updating neighbor 0 distance vector

ROUTER 3: Executing Bellman-Ford updates

via  
D3	0 2
0 | 0 3  
dest 1 | 1 1  
2 | 2 0

MAIN: rcv event, t=20001.125, at 3 src: 2, dest: 3, contents: 2 1 0 2

ROUTER 3: Updating neighbor 2 distance vector

ROUTER 3: Executing Bellman-Ford updates

ROUTER 3: My distance vector has changed

ROUTER 3: Sending distance vectors to neighbors...

ROUTER 3, Sending distance vector to neighbour 0: [4 3 2 0]

ROUTER 3, Sending distance vector to neighbour 2: [4 3 2 0]

via  
D3	0 2
0 | 0 2  
dest 1 | 1 1  
2 | 2 0

MAIN: rcv event, t=20001.834, at 0 src: 2, dest: 0, contents: 2 1 0 2

ROUTER 0: Updating neighbor 2 distance vector

ROUTER 0: Executing Bellman-Ford updates

via  
D0	1 2 3
1 | 0 1 3  
dest 2 | 1 0 2  
3 | 3 2 0

MAIN: rcv event, t=20001.961, at 1 src: 0, dest: 1, contents: 0 1 2 4

ROUTER 1: Updating neighbor 0 distance vector

ROUTER 1: Executing Bellman-Ford updates

via  
D1	0 2

```

0| 0 3
dest 2| 2 0
3| 4 2
MAIN: rcv event, t=20002.221, at 0 src: 3, dest: 0, contents: 4 3 2 0
ROUTER 0: Updating neighbor 3 distance vector
ROUTER 0: Executing Bellman-Ford updates

```

```

      via
D0 | 1 2 3
----|-----
1| 0 1 3
dest 2| 1 0 2
3| 3 2 0

```

```

MAIN: rcv event, t=20002.854, at 2 src: 3, dest: 2, contents: 4 3 2 0
ROUTER 2: Updating neighbor 3 distance vector
ROUTER 2: Executing Bellman-Ford updates

```

```

      via
D2 | 0 1 3
----|-----
0| 0 1 4
dest 1| 1 0 3
3| 4 3 0

```

```

MAIN: rcv event, t=20002.979, at 1 src: 2, dest: 1, contents: 2 1 0 2
ROUTER 1: Updating neighbor 2 distance vector
ROUTER 1: Executing Bellman-Ford updates

```

```

      via
D1 | 0 2
----|-----
0| 0 2
dest 2| 2 0
3| 4 2

```

Simulator terminated at t=20002.978516, no packets in medium