The algorithm

- Keep a table with an entry for each destination D in the network.
- Store the metric M (distance) and next-hop N for each D in the table.
- Periodically, send the table to all neighbors (the distance-vector).
- For each update that comes in from neighbor N' (to D with a new metric):
  - –Add the cost of the link to N' to the new metric to get M'.
  - –Replace the route if M' < M.
  - –If N = N', always replace the route.
- In most protocols, M is bounded, typically to 16. This upper bound is defined as unreachable(infinity).