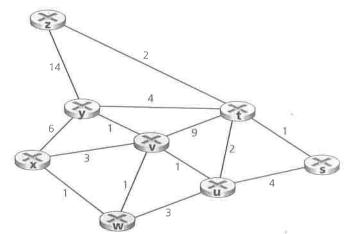
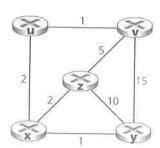
21. Consider the following network. With the indicated link costs, use Dijkstra's shortest-path algorithm to compute the shortest path from x to all network nodes. Show how the algorithm works by computing a table similar to Table 4.3.



- 22. Consider the network shown in Problem 21. Using Dijkstra's algorithm, and showing your work using a table similar to Table 4.3, do the following.
 - a. Compute the shortest path from s to all network nodes.
 - b. Compute the shortest path from *t* to all network nodes.
 - c. Compute the shortest path from u to all network nodes.
 - d. Compute the shortest path from ν to all network nodes.
 - e. Compute the shortest path from w to all network nodes.
 - f. Compute the shortest path from y to all network nodes.

 - g. Compute the shortest path from z to all network nodes.
- 23. Consider the network shown below, and assume that each node initially knows the costs to each of its neighbors. Consider the distance vector algorithm and show the distance table entries at node z.



- 24. Consider: and a sync each itera receives t node knov number o tify your
- √ 25. Consider bors, w ai and y has (and betv strictly po

- a. Give
- b. Give neigh tance
- c. Give infor ing tl
- 26. Conside link cos 2. Comt tion of a earlier c
- 27. Describ
- 28. Conside regiona and Cp from A (so that

while C (so that