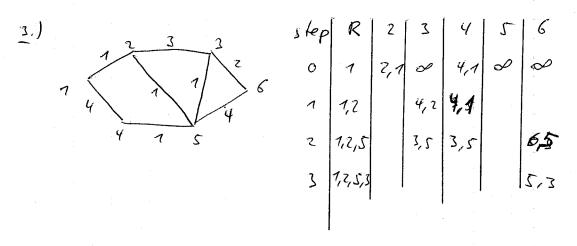
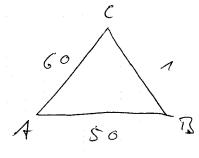
1) If the least cost path is - same result expected -deflerent results possible

Dijkstra is a greede algo vittem





C activer 1.30.

to reach A with a cost of 6  $C \to B \to C \to A$ c actives the se able

-> count to in finity pro blem

in DV protocols nodes do not have a complete know ledge at the net work topology - they base their decisions on butted information

- they only find the forward Ing Link to each cles time How

## -> routing loops

I		D		E	Masurement
Dst	P;s	DSF	Q15	Det Dis	Ost Par
A	2	1	16	1 7	8 6
R	0	O	12	\$ 6	D 3
$\mathcal{C}_{i}^{i}$	8	C	<b>\$</b> 6	C 3	E S
$\mathcal{D}_{i}^{0}$	17	D	O	D 3	
$\mathbf{E}_{i}^{\prime}$	6	E	2	<b>E</b> 0	
F	7	F	10	f ý	

Via

	P()	<u> </u>	0	Ē
Dos Huchan	A	6+5=(1)	3+16=13	5+4=12
		6	15	11
	C			
	D	18	3	14
	F	-17	12	6
	F	8	13	g
		,	•	