

NETWORK ROUTING TABLE

USING GRAPHS

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Programming



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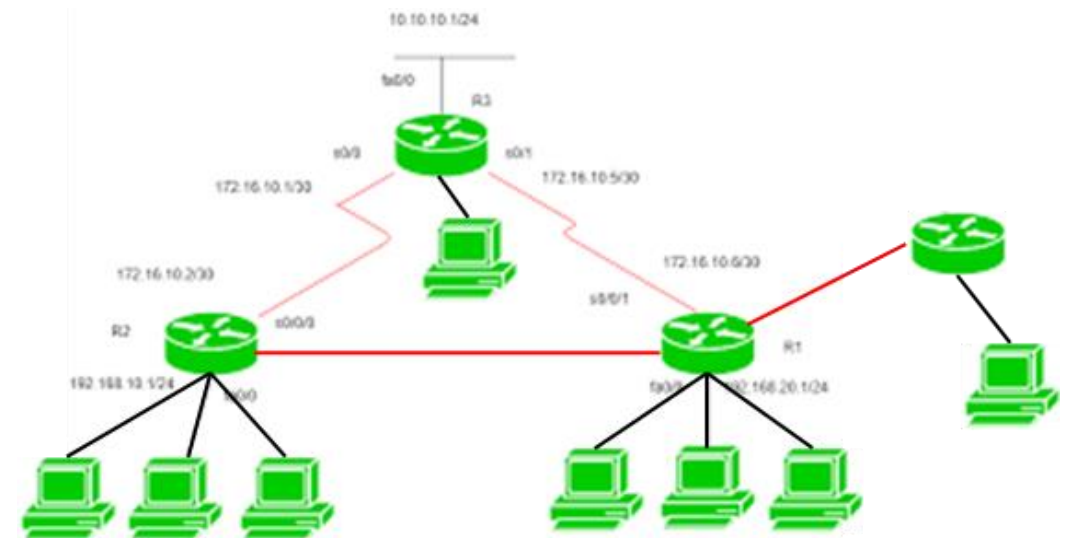
Dept. Of Science & Humanities

PROBLEM DEFINITION

Program to handle routing table (network related) using the relevant data structures

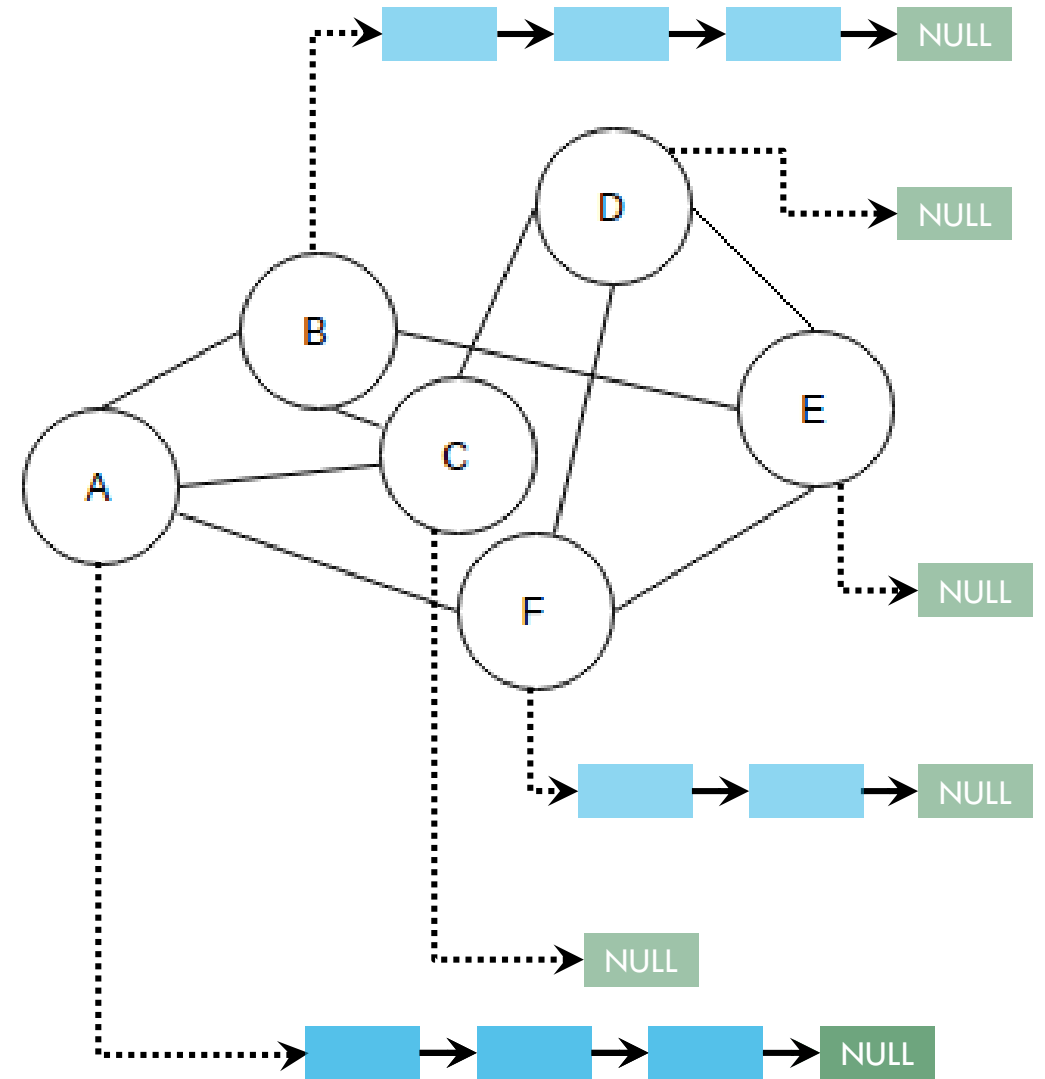
A routing table contains necessary information to forward data packets through a network of routers along the best path from origin to destination.

Learned	Network Address	Hop	Interface
C	10.0.10.0	0	Eth0
C	10.0.11.0	0	Eth1
C	200.200.4.0	0	S0
R	10.0.20.0	1	S0
R	10.0.21.0	1	S0



DATA STRUCTURES USED

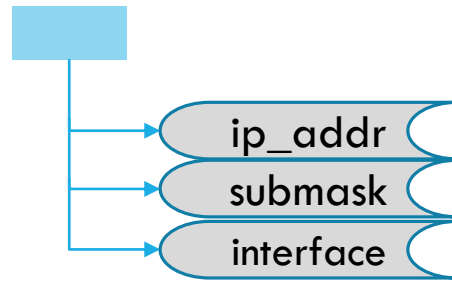
- Graphs
 - Router Nodes (A, B, C, D, E & F)
- Linked List
 - Devices (Blue Boxes)



APPROACH TO PROBLEM SOLVING

- **Devices**

- IP address
- Sub net masks
- Interface

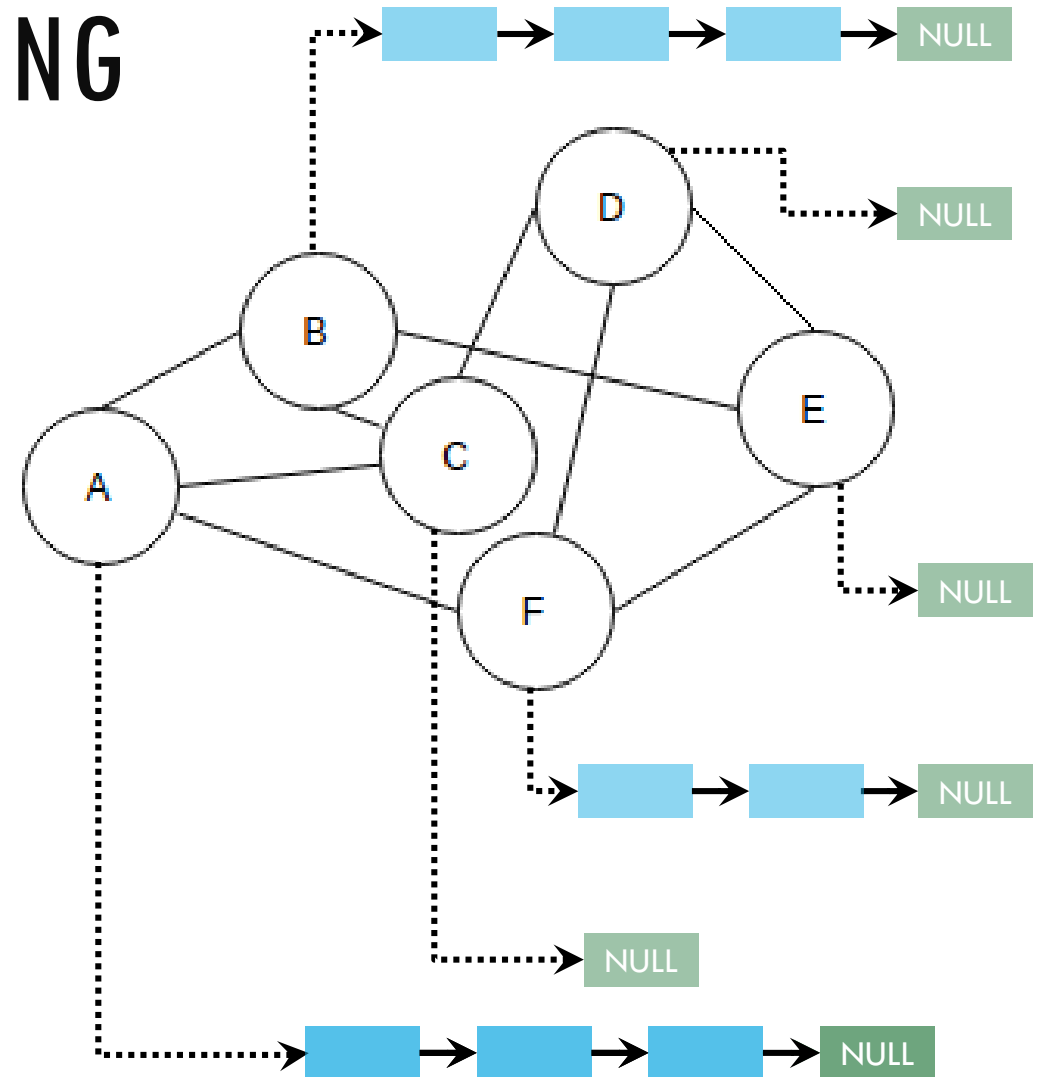


- Usage of **Dijkstra's Algorithm**

- to find the shortest path between two clients or routers

- Usage of **Depth First Search Algorithm**

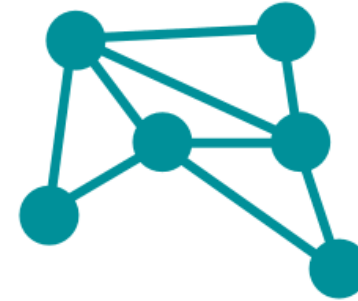
- to find devices



ASSUMPTIONS MADE

- Weights of all edges are constant
- Graph is undirected and simple
- No self referential edges
- Max of 50 devices per router node
- All routers are connected to Source Node – 0
- Single Connected Component

Simple Graph



Multigraph



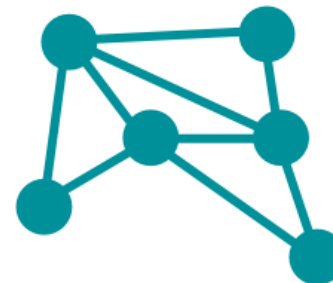
Unweighted Edge



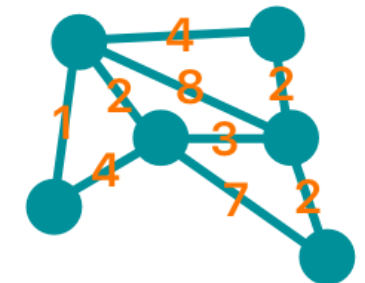
Weighted Edge



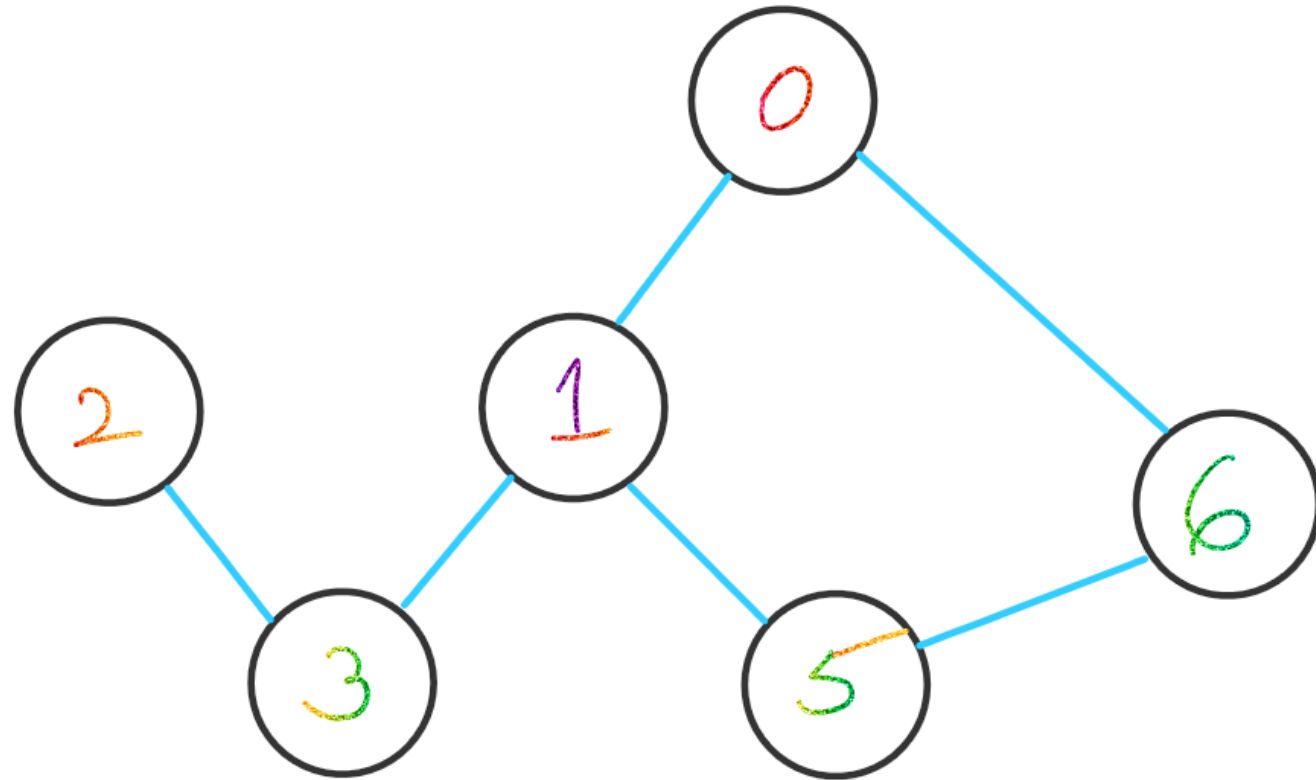
Undirected Graph



Directed Graph



DEMONSTRATION



KMAP & Co. Presents Routing Table Organizer

Enter max number of router:

KMAP & Co. Presents Routing Table Organizer

Enter max number of router:0

No Graph Created! Exit Successful!

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KMAP & Co. Presents Routing Table Organizer

Enter max number of router:-1

Routers are marked from 0 to -2

Root Node starts at 0 - Single Connected Component Only!

Memory Allocation Failed!

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KMAP & Co. Presents Routing Table Organizer

Enter max number of router:7

Routers are marked from 0 to 6

Root Node starts at 0 - Single Connected Component Only!

Available Options:

- 1.Add Edge
 - 2.Delete Edge
 - 3.Find Quick Path from Root Node 0
 - 4.Print Routing Table Graph
 - 5.Add Device to Router
 - 6.Print Devices
 - 7.Search Device
 - 8.Exit
- \$>_

KMAP & Co. Presents Routing Table Organizer

Routers are marked from 0 to 6

Root Node starts at 0 - Single Connected Component Only!

/Shortest Path from Root Node 0/

Vertex	HopDistance	Path
0 -> 1	1	0 1
0 -> 2	3	0 1 3 2
0 -> 3	2	0 1 3
0 -> 4	-1	0 No Path!
0 -> 5	2	0 6 5
0 -> 6	1	0 6

KMAP & Co. Presents Routing Table Organizer

Routers are marked from 0 to 6

Root Node starts at 0 - Single Connected Component Only!

/Router Topology/

Adjacency Router list of vertex 0 => 6 -> 1 -> NULL

Adjacency Router list of vertex 1 => 5 -> 3 -> 0 -> NULL

Adjacency Router list of vertex 2 => 3 -> NULL

Adjacency Router list of vertex 3 => 2 -> 1 -> NULL

Adjacency Router list of vertex 4 => NULL

Adjacency Router list of vertex 5 => 6 -> 1 -> NULL

Adjacency Router list of vertex 6 => 0 -> 5 -> NULL

/Routing Table/

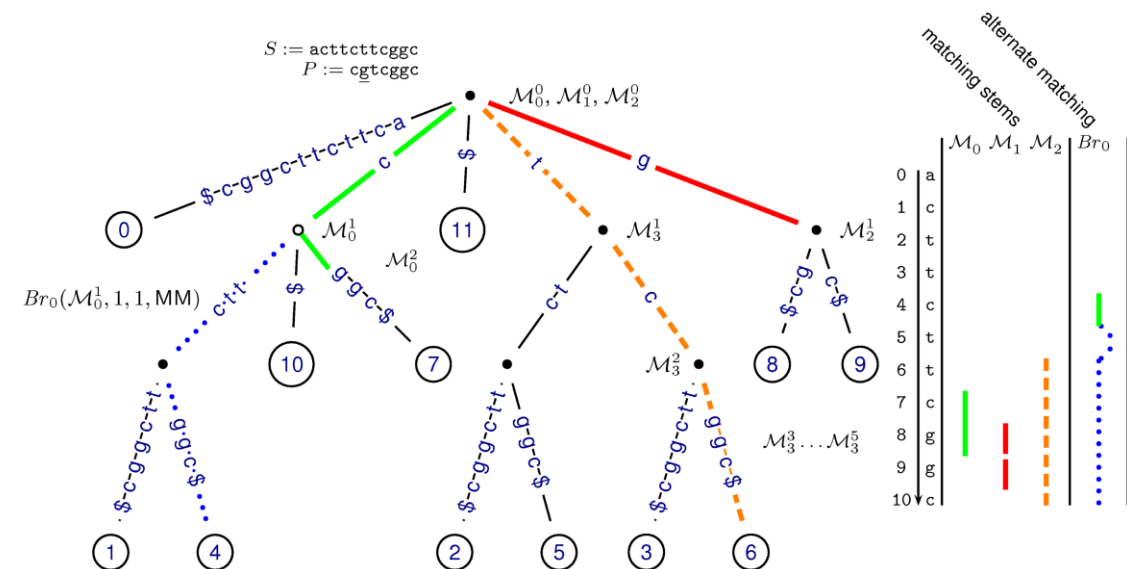
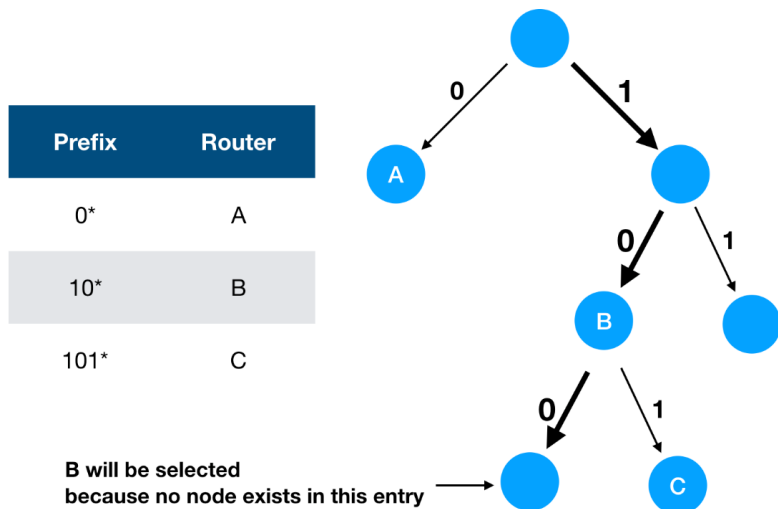
Router	IPaddress	Submask	Interface
0	No devices connected!		
1	5.5.5.5	255.255.8.7	eth0
1	192.168.0.11	8.8.8.8	wifi
2	No devices connected!		
3	No devices connected!		
4	No devices connected!		
5	No devices connected!		
6	10.10.10.25	201.193.95.90	optical

Available Options:

- 1.Add Edge
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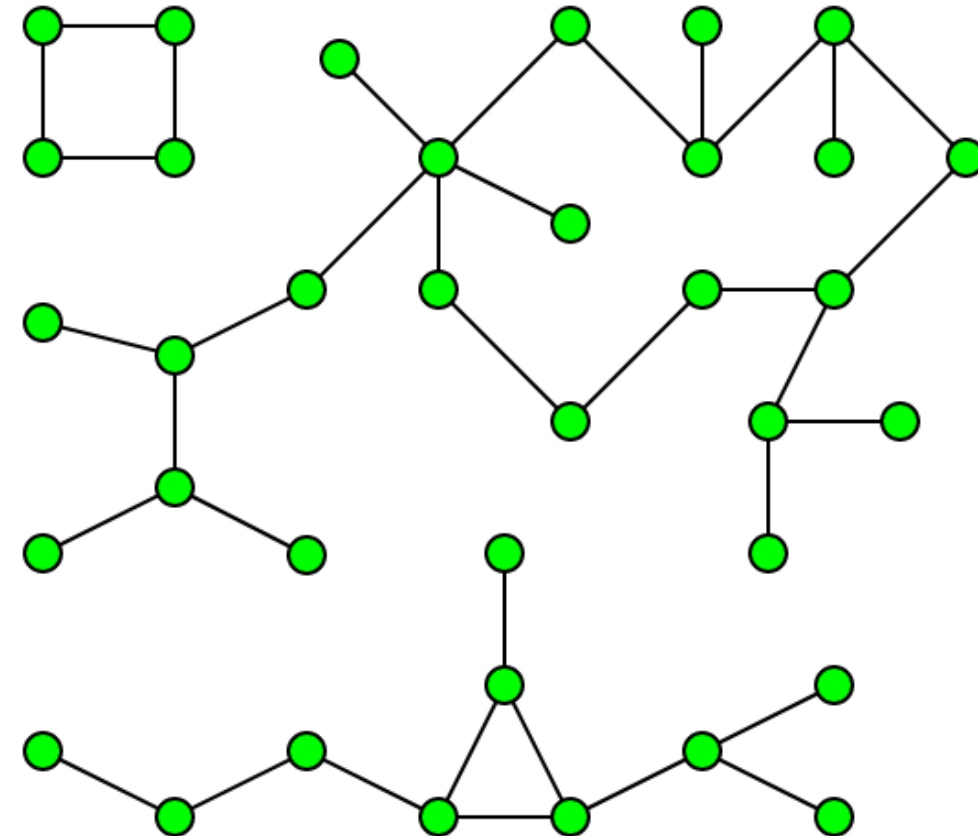
LIMITATIONS/CONSTRAINTS

- Two or more Routers need to be initialised to add an edge
- Routers need be connected to add devices
- Longest prefix match for IP Address is not possible with current data structure
 - Required data structure is Trie



KNOWN DEFECTS

- Program does not work with multiple component graphs
 - Error handling is in place to check for the same
- Adding new edges with pre-existing edges causes devices to be reset with node being connected
 - Hence Routers design needs to be added first then devices





ANY QUESTIONS?

THANK YOU FOR LISTENING

