

# Computer Network Protocols

## Network Layer (Part 1)

### Lesson 2



جامعة المستقبل  
كلية الهندسة والتقنيات الهندسية  
قسم هندسة تقنيات الحاسوب  
المرحلة الرابعة

By

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# ***Dynamic Routing Algorithm***

*We will study two type of dynamic routing algorithm, these are:*

***1. Distance Vector Routing.***

***2. Link state routing.***

# ***Distance Vector Routing***

- Distance Vector routing is **intra-domain** protocols, **inside** Autonomous system, but not between Autonomous system.
- Distance-vector routing is based on the **least-cost** goal.
- Distance Vector developed by **Bellman-Ford** algorithm.
- Bellman **equation** is used to find the **least** cost (**shortest distance**) between a source and destination.
- A **distance vector routing algorithm** operates by having each router **maintain a table** (i.e., a **vector**) giving the best known distance to each destination.
- These tables are **updated by exchanging** information with the neighbor's router. Every router knows the **best link** to reach each destination.
- Distance Vector router **tells ONLY neighbors** about ALL routes
- **RIP** based on distance vector routing, each router **shares, at regular intervals**, its knowledge about entire AS with its neighbor.
- It is so **slow** and does not take **Bandwidth** into consideration when choose the root.

# Distance Vector Routing (Initialization)

*Ex/Update Router A using Distance vector algorithm.*

*Initialization of tables in distance vector routing (DVR)*

To	Cost	Next
A	0	—
B	5	—
C	2	—
D	3	—
E	$\infty$	—

A's table

To	Cost	Next
A	3	—
B	$\infty$	—
C	$\infty$	—
D	0	—
E	$\infty$	—

D's table

To	Cost	Next
A	2	—
B	4	—
C	0	—
D	$\infty$	—
E	4	—

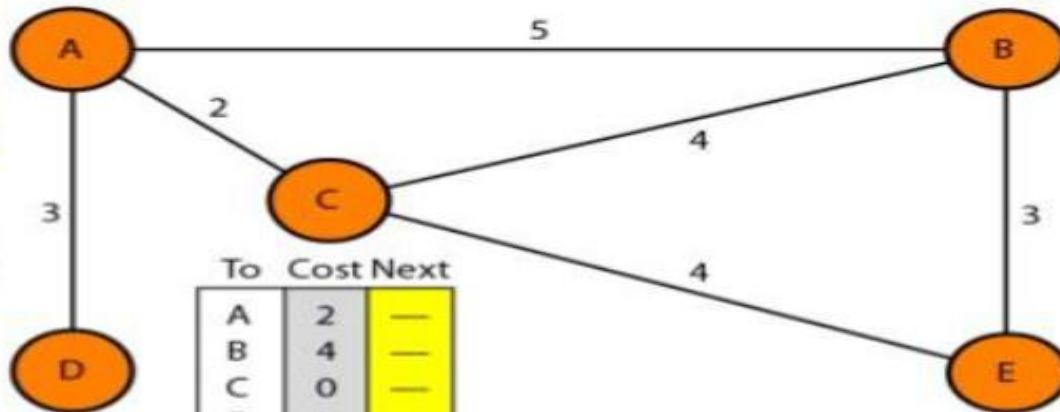
C's table

To	Cost	Next
A	5	—
B	0	—
C	4	—
D	$\infty$	—
E	3	—

B's table

To	Cost	Next
A	$\infty$	—
B	3	B
C	4	C
D	$\infty$	—
E	0	D

E's table



# Distance Vector Routing (Updating)

To Cost

A	2
B	4
C	0
D	$\infty$
E	4

Received  
from C

To Cost Next

A	4	C
B	6	C
C	2	C
D	$\infty$	C
E	6	C

A's modified  
table

Compare

To Cost Next

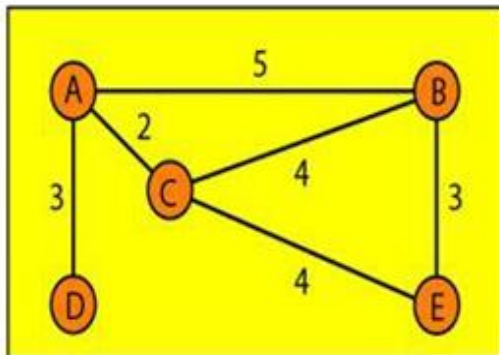
A	0	—
B	5	—
C	2	—
D	3	—
E	$\infty$	—

A's old table

To Cost Next

A	0	—
B	5	—
C	2	—
D	3	—
E	6	C

A's new table





# ***Distance Vector Routing***

## Distance vector algorithm

*Bellman-Ford equation (dynamic programming)*

let

$d_x(y) :=$  cost of least-cost path from  $x$  to  $y$

Then

$$d_x(y) = \min_v \{ c(x,v) + d_v(y) \}$$

$v$

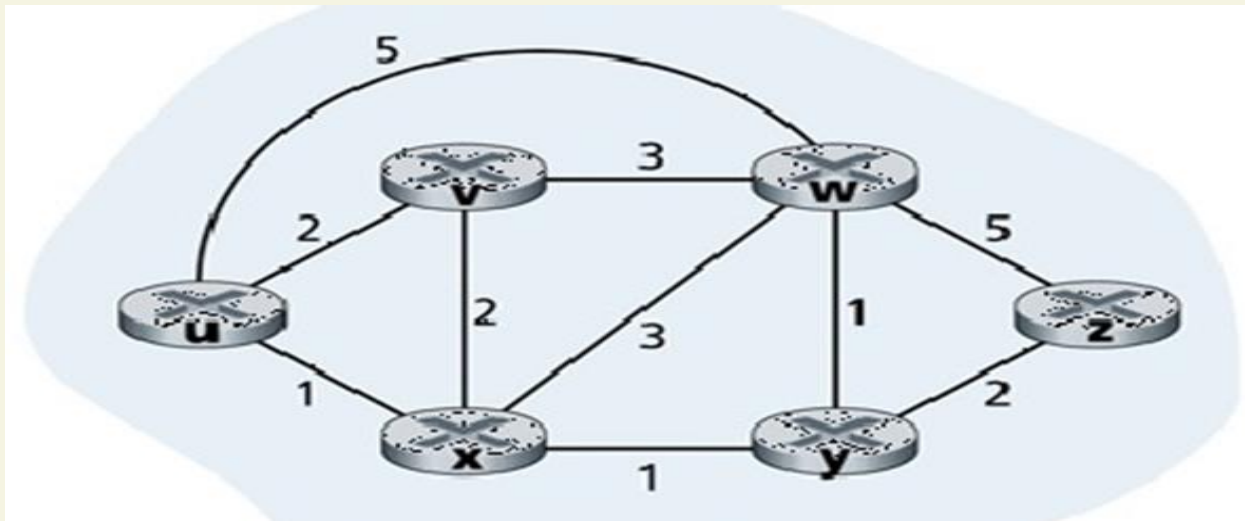
cost from neighbor  $v$  to destination  $y$

cost to neighbor  $v$

$\min$  taken over all neighbors  $v$  of  $x$

# Distance Vector Routing Example

Consider the following network, using Bellman-Ford equation. Calculate routing graph abstraction cost (shortest path) from U to Z



$$\begin{aligned} \text{Distance}_u^z &= \min \{ \text{cost}(U,V) + d_v^z, \text{cost}(U,X) + d_x^z, \text{cost}(U,W) + d_w^z \} \\ &= \min \{ 2 + 5, 1 + 3, 5 + 3 \} \\ &= \min \{ 7, 4, 8 \} = 4 \end{aligned}$$

# ***Distance Vector Routing***

*The primary problem in distance vector that the algorithm often took too **long to converge** after the network topology changed (due to the count-to-infinity problem). Consequently, it was replaced by a new algorithm, now called **link state routing**.*



***End Of Lesson 2***

***Thanks For Listening***