

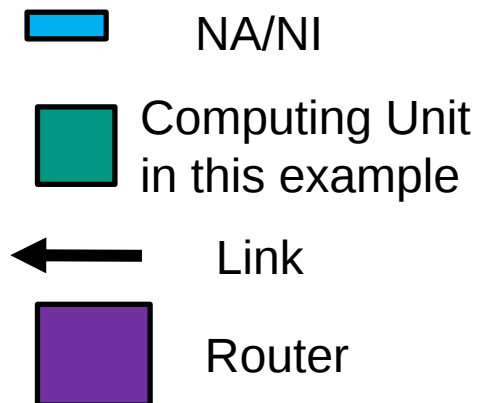
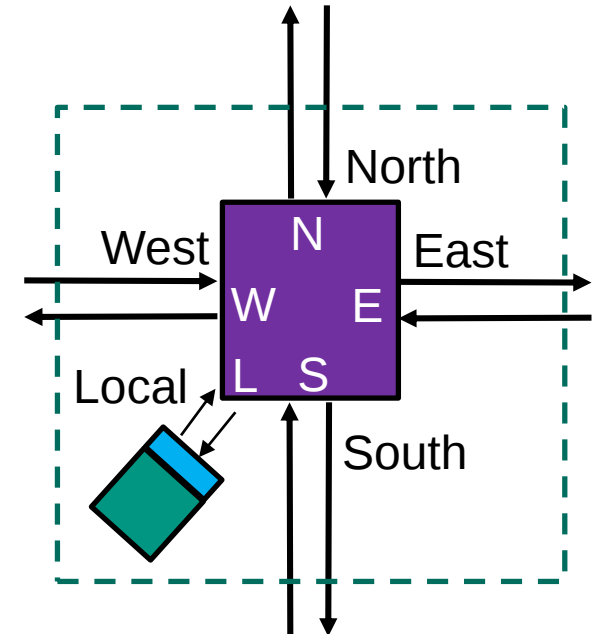
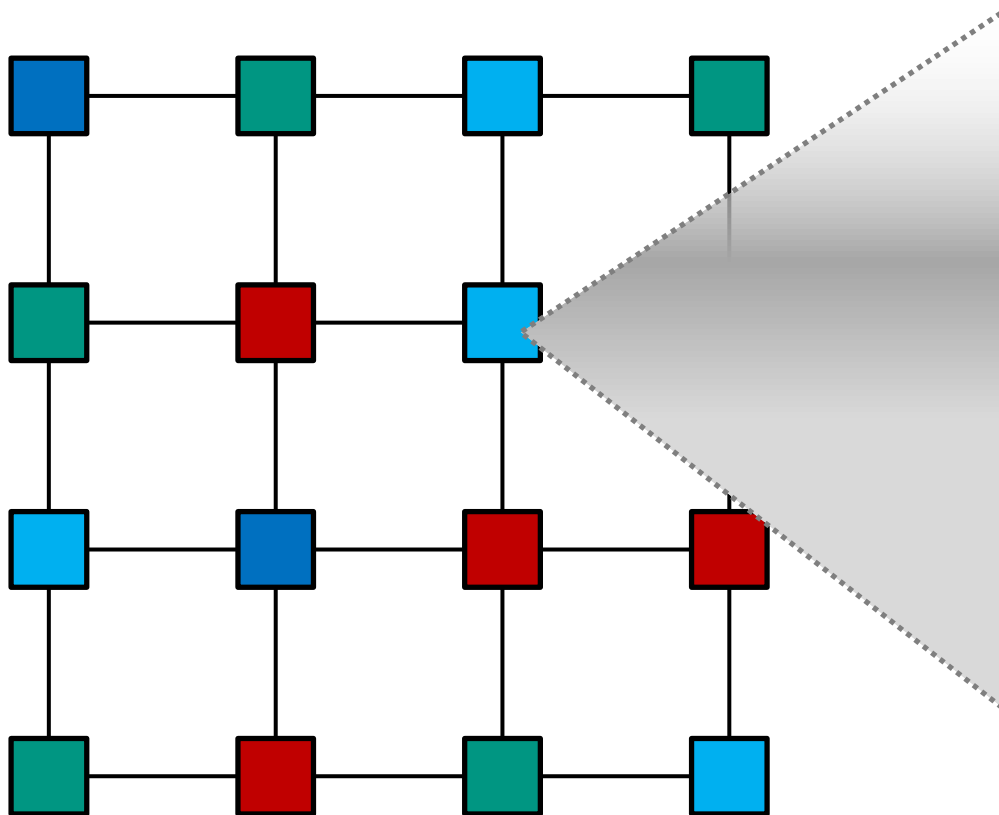
Dr.-Ing. Jens Becker (jens.becker@kit.edu) **Dipl.-Inform. Tanja Harbaum** (harbaum@kit.edu)

Institut für Technik der Informationsverarbeitung (ITIV)

Communication Systems and Protocols

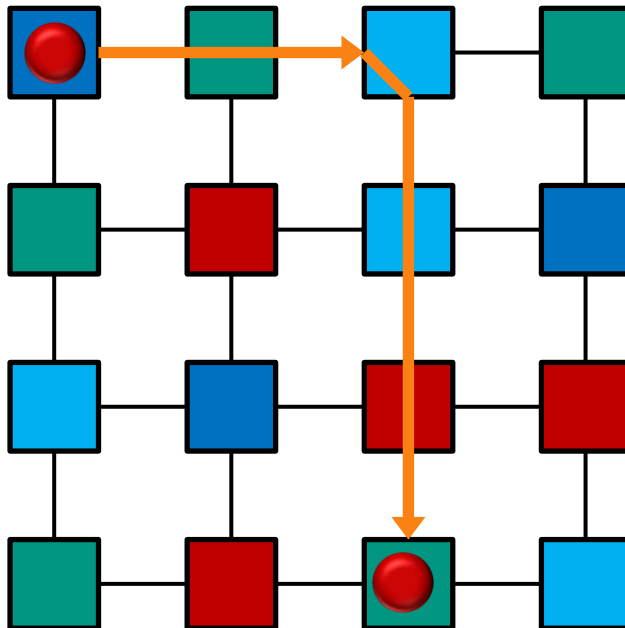
Exercise 7

Network Nodes – Basic Setup



X-Y Routing

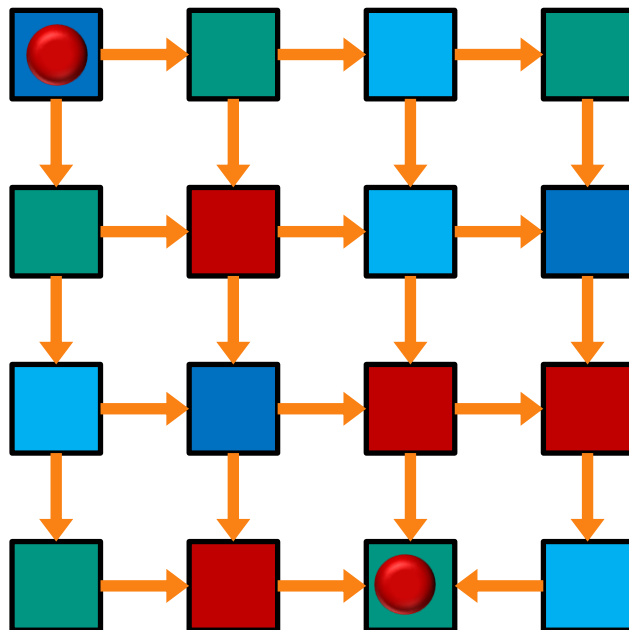
- Only applicable for mesh based networks
- Routing always towards destination
- First in X direction, then in Y direction



- Nodes have to know their position within the network
- Address has to be map able to the location within the network (coordinates)
- + Simple and small algorithm
- + Deadlock free
- Only works for meshes (rectangular)

Flooding

- Packets are forwarded to all ports except the receiving port
- Packet will eventually arrive at destination



- Time-to-live (TTL)
 - small number within a packet that is decreased by every router
 - if $TTL = 0$ packet is not forwarded
- Each packet is forwarded only once by a router
 - add Router ID to the packet when forwarding

- + No need for routing table
- + very robust
- May swamp network

Task 1: Networks

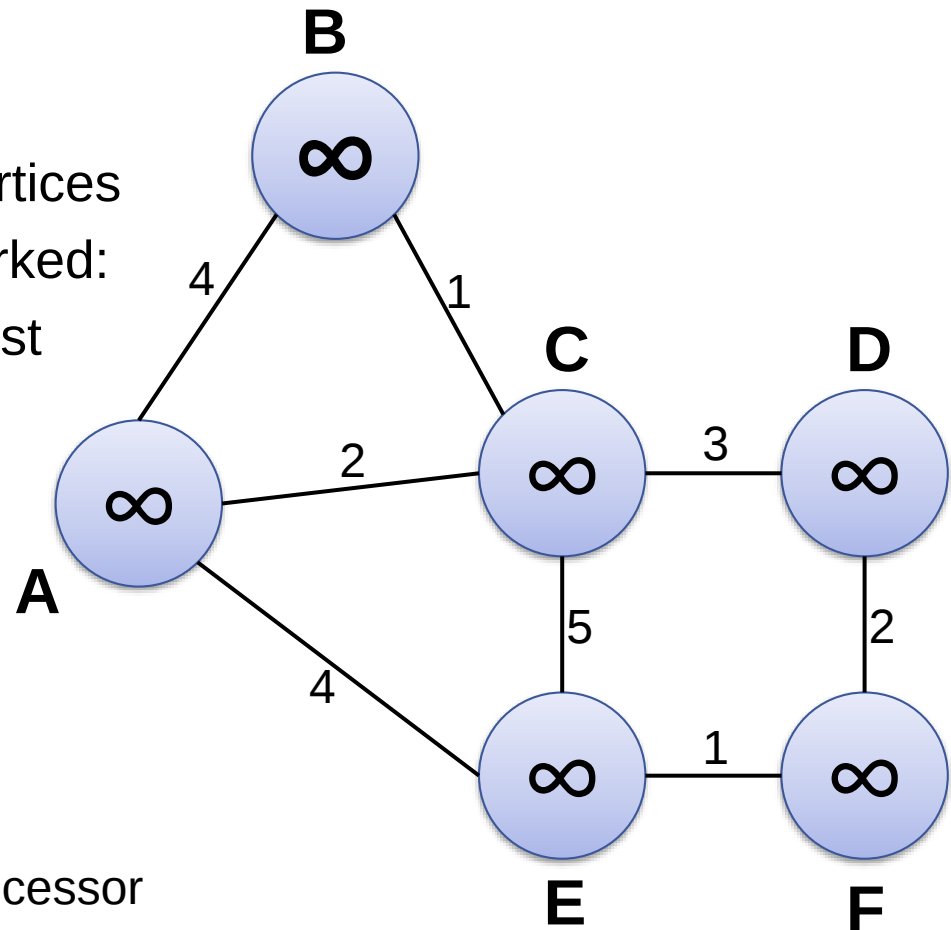
Time remaining

‘15

Dijkstra-Algorithm

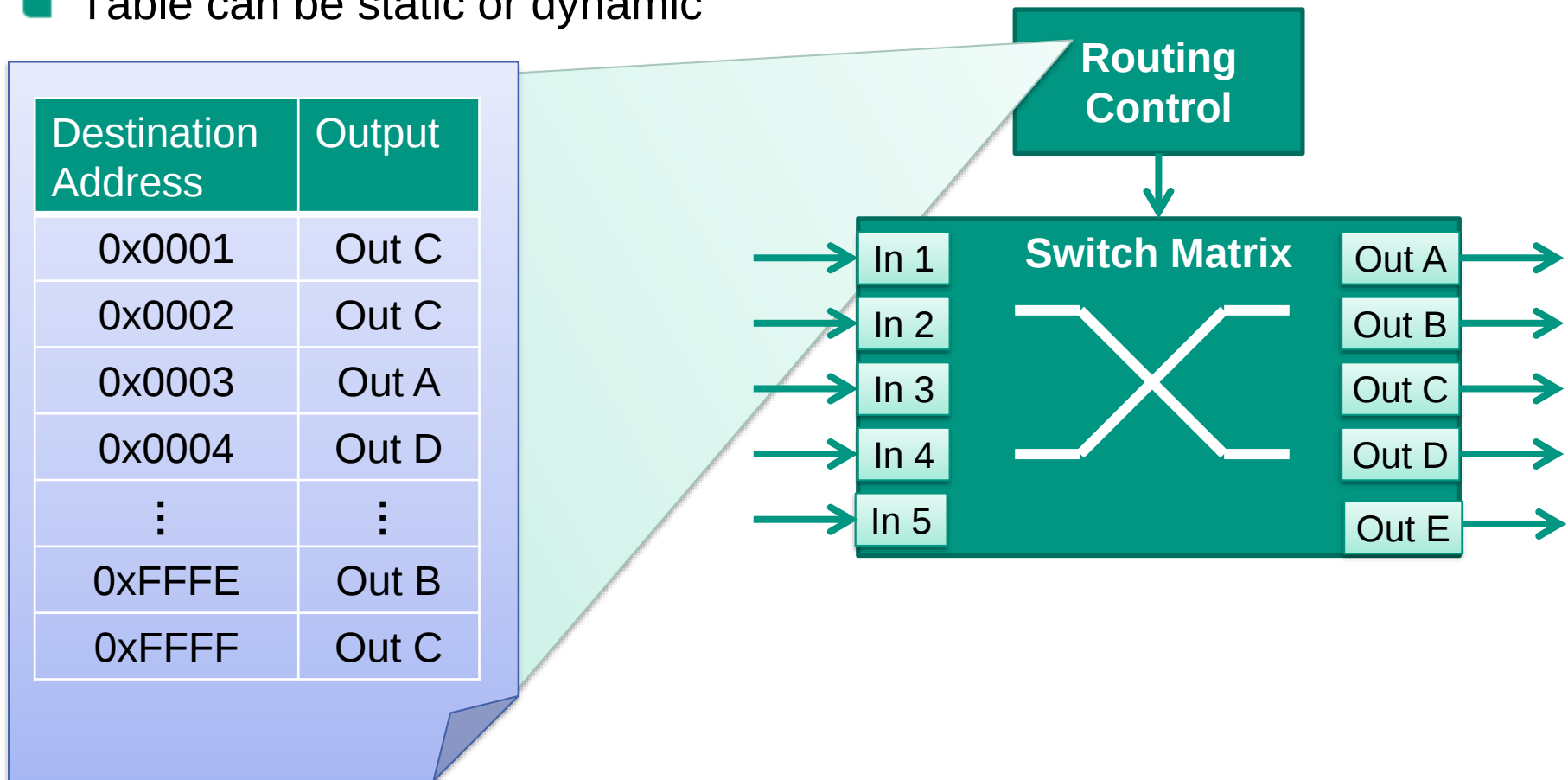
- Finds the shortest path from a starting node to all other nodes in a known topology

- Set distance to infinity for all vertices
- Repeat until all vertices are marked:
 - Mark the vertex with smallest distance
 - For all neighbors add current distance and edge weight
→ update distance
 - If sum is smaller than current distance
→ update distance
→ set marked vertex as predecessor



Example for Routing Control – Routing Table

- One row per destination address
- Content stores output port for a given destination
- Table can be static or dynamic



Task 2: Dijkstra

Time remaining

‘10