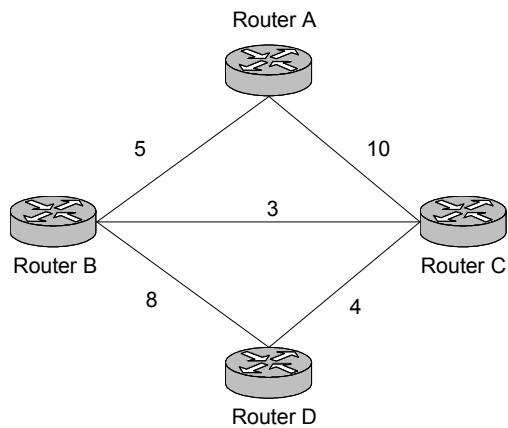


Dijkstra Algorithm Exercise



Objective: Find the shortest path from A to D.

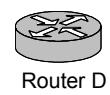
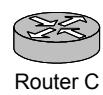
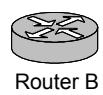
Router	{neighbor, cost} Pairs
A	
B	
C	
D	

TENT list

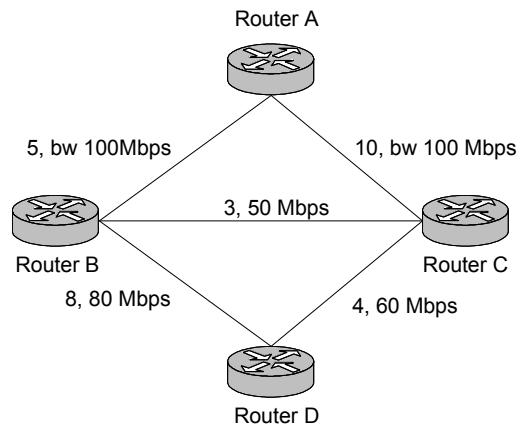
PATH list

Router A's routing table

Node: Cost: Next Hop



Dijkstra Algorithm Exercise



Objective: Find the shortest 60Mbps path from A to D.

Router	{neighbor, cost, bw} Pairs
A	
B	
C	
D	

TENT list

PATH list

Router A's routing table

Node: Cost: Next Hop

