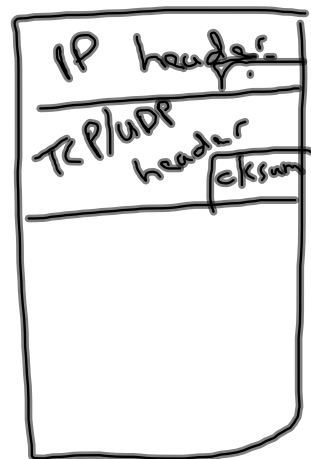
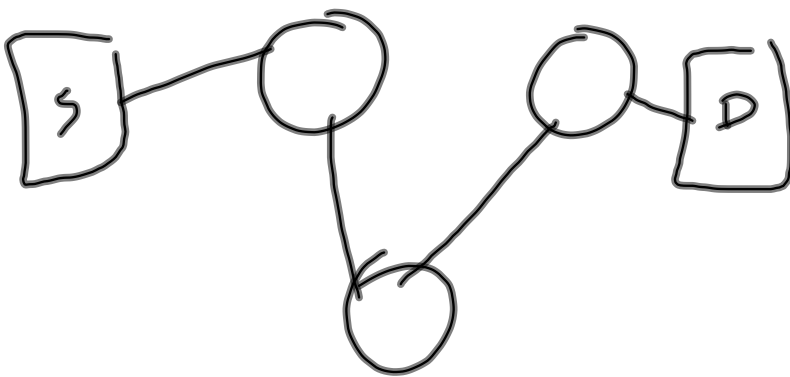
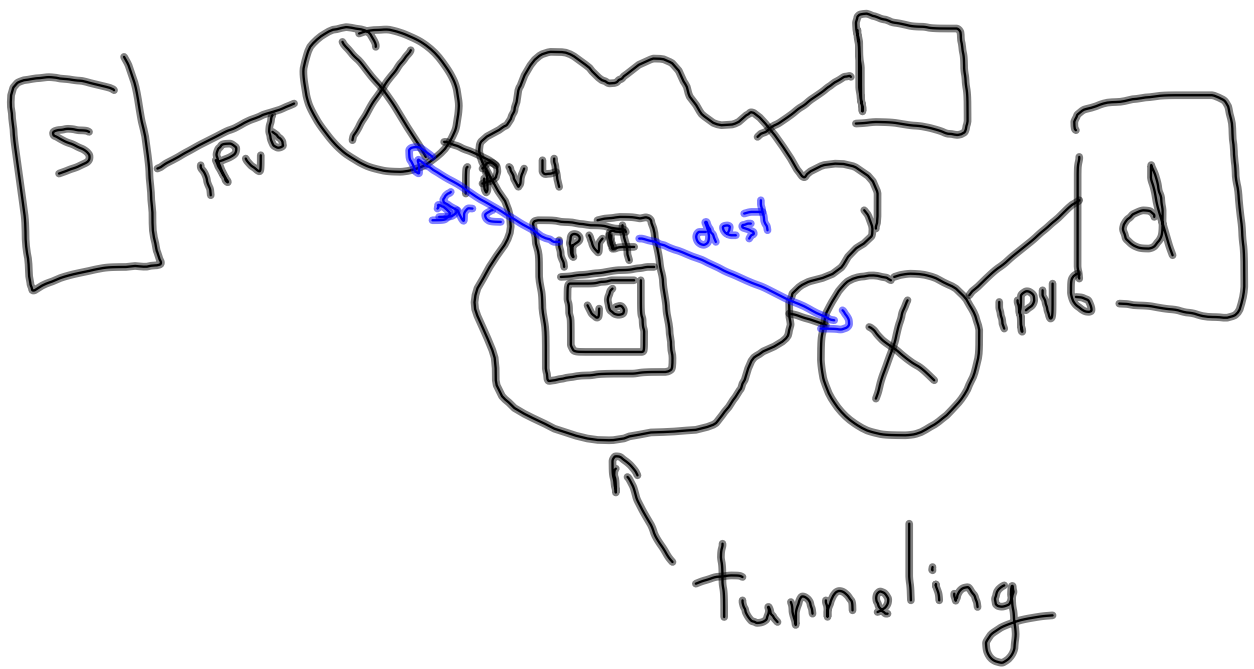


IPv6

128 bit addr.

- fixed length headers (40 bytes)
 - source/dest addr.
 - version
 - next header - (upper level proto.)
 - data length
 - hop limit (#H)
- no checksum





Routing Algorithms

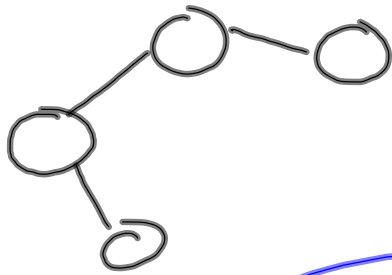
Global v. Decentralized

- all routers know the network Topology
 - connections
 - costs

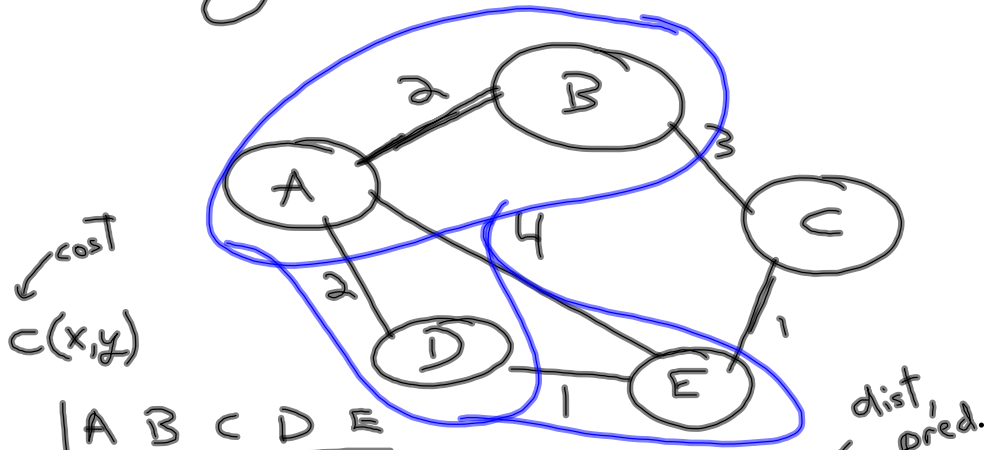
each router has info. about neighbors

Static v. Dynamic

Link State Routing (Dijkstra's shortest path)



Global Static



cost
 $C(x,y)$

	A	B	C	D	E
A	0	2	∞	2	4
B	2	0	3	∞	∞
C	∞	3	0	∞	1
D	2	∞	∞	0	1
E	4	∞	1	1	0

Node A

N'	B	C	D	E
A	2, A \checkmark	∞	2, A	4, A
AB		5, B	\checkmark	
ABD				3, D \checkmark
ABDE		\checkmark	4, E	
ABCDE				

forwarding table for A

Dest	link
B	(A,B)
C	(A,D)
D	(A,D)
E	(A,D)

$$\sum_{i=1}^n i = \frac{n(n-1)}{2}$$

$$O(n^2)$$

Distance Vector Alg.

Each node knows

- neighbors
 - links
- } transmit to neighbors

