CIS 457 Data Communication: Homework 5

The following are selected from the end of Chapter 5 problem set beginning at page 437 of the textbook. The problem numbers are shown in the parentheses. Total points 30.

- 1. (4 points) (R5) What is the "count to infinity" problem in distance vector routing?
- 2. (4 points) (R9) What is meant by an area in an OSPF autonomous system? Why was the concept of an area introduced?
- 3. (R11) Border Gateway Protocol.
 - (a) (4 points) How does BGP update and use the AS-PATH attribute?
 - (b) (4 points) How does BGP update and use the NEXT-HOP attribute?
- 4. (P6) Consider a general topology and a synchronous version of the distance-vector algorithm. Suppose that at each iteration, a node exchanges its distance vectors with its neighbor and receives their distance vectors. Assuming that the algorithm begins with each node knowing only the costs to its immediate neighbors.
 - (a) (2 points) what is the maximum number of iterations required before the distributed algorithm converges?
 - (b) (3 points) Justify your answer
- 5. (P7) Consider the network fragment shows on page 440, x has only two attached neighbors (w and y), w has a minimum cost path to destination u (not shown) of 5 and y has a minimum cost path to u of 6. The complete paths from w and y to u (and between w and y) are not shows. All link costs in the network have strictly positive values.
 - (a) (3 points) Give x's distance vector for destinations w, y, and u
 - (b) (3 points) Give link-cost change (either increase or decrease) for either c(x, w) or c(x, y) such that x will inform its neighbors of a new minimum cost path to u as a result of executing the distance-vector algorithm.
 - For cost increase, provide the lower-bound L (i.e. when link cost increases above L) that causes x to inform its neighbors,
 - For cost decrease, provide the upper-bound U (i.e. when link cost decreases below U), ...
 - (c) (3 points) For each case of link-cost change above, explain how it affects the shortest path.