

Lecture 6 (Routing 2)

Distance-Vector Protocols

CS 168, Fall 2026 @ UC Berkeley

Slides credit: Sylvia Ratnasamy, Rob Shakir, Peyrin Kao, Iuniana Oprescu, Ion Stoica

- Instructor Office Hours are cancelled this week (I am away)
 - Office hours will be as per usual next week.
- Reminder: I will be travelling until next Thursday.
 - Will post recordings for both Tuesday and Thursday.

Routing allows us to find **paths** through the network.

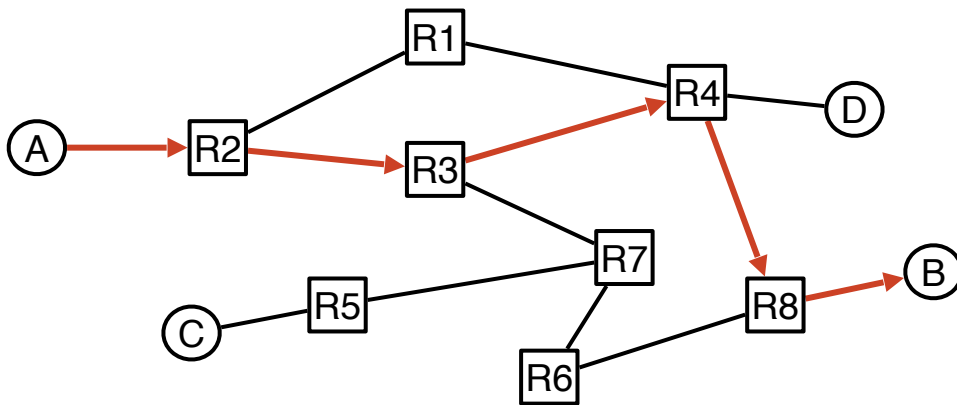
- Have to handle constant change, a non-global view, and best-effort links

The Internet uses **destination-based forwarding**.

- Each router keeps a table, mapping destinations to next hops.

We need a valid directed delivery tree with **no dead ends and no loops!**

Static or direct routes can be hard coded!



R3's Table (Conceptual)	
Destination	Next Hop
A	R2
B	R4
C	R7
D	R4

Distance-Vector Algorithm Sketch

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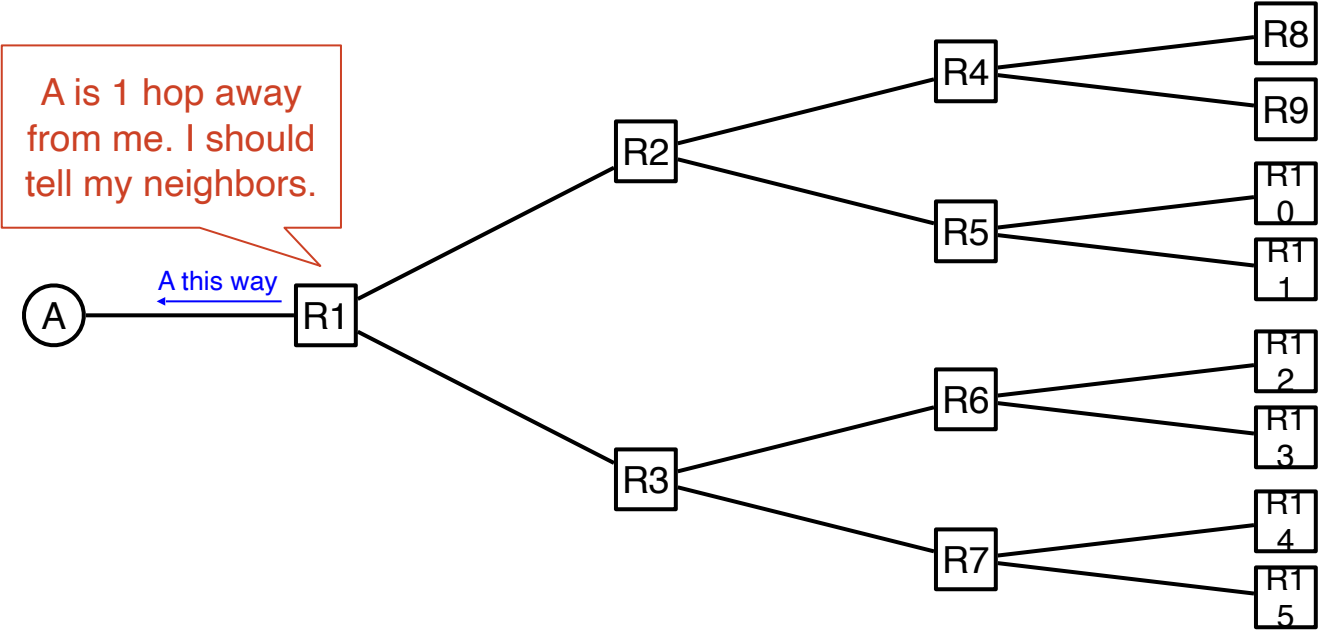
Distance-Vector Correctness

- **Algorithm Sketch**
- Rule 1: Bellman-Ford Updates
- Bellman-Ford Demo
- Rule 2: Updates From Next-Hop
- Rule 3: Resending
- Rule 4: Expiring

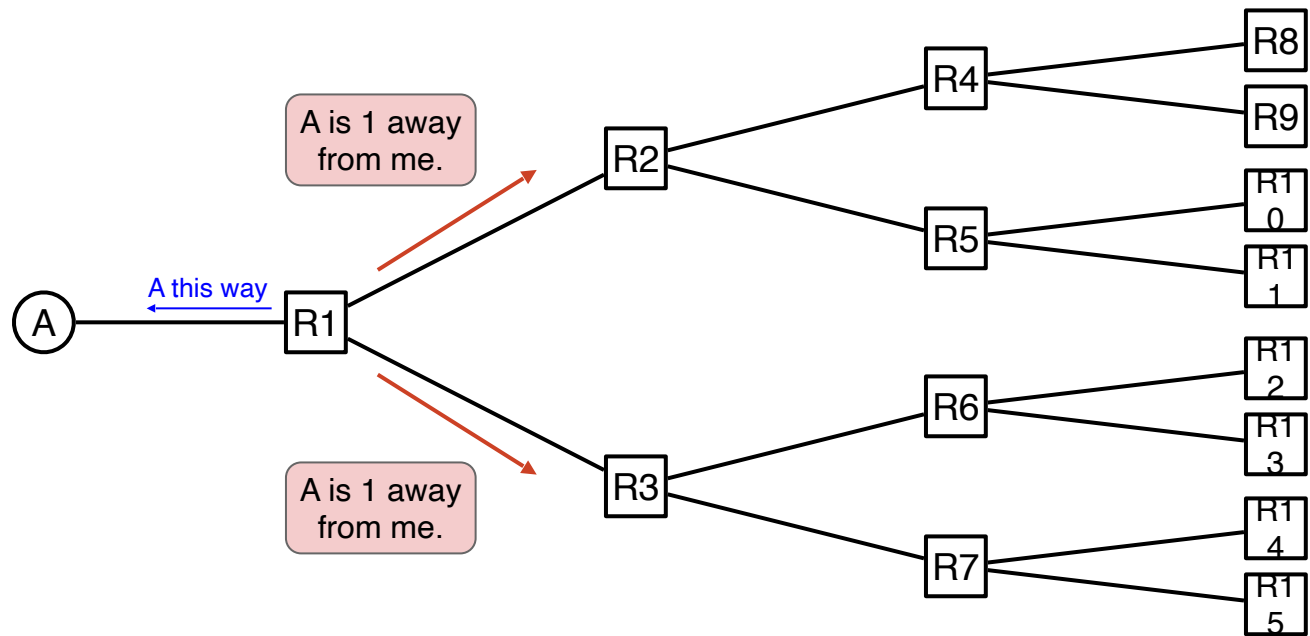
Distance-Vector Enhancements

- Rule 5: Poison Expired Routes
- Rule 6A: Split Horizon
- Rule 6B: Poison Reverse
- Rule 7: Count To Infinity
- Eventful Updates

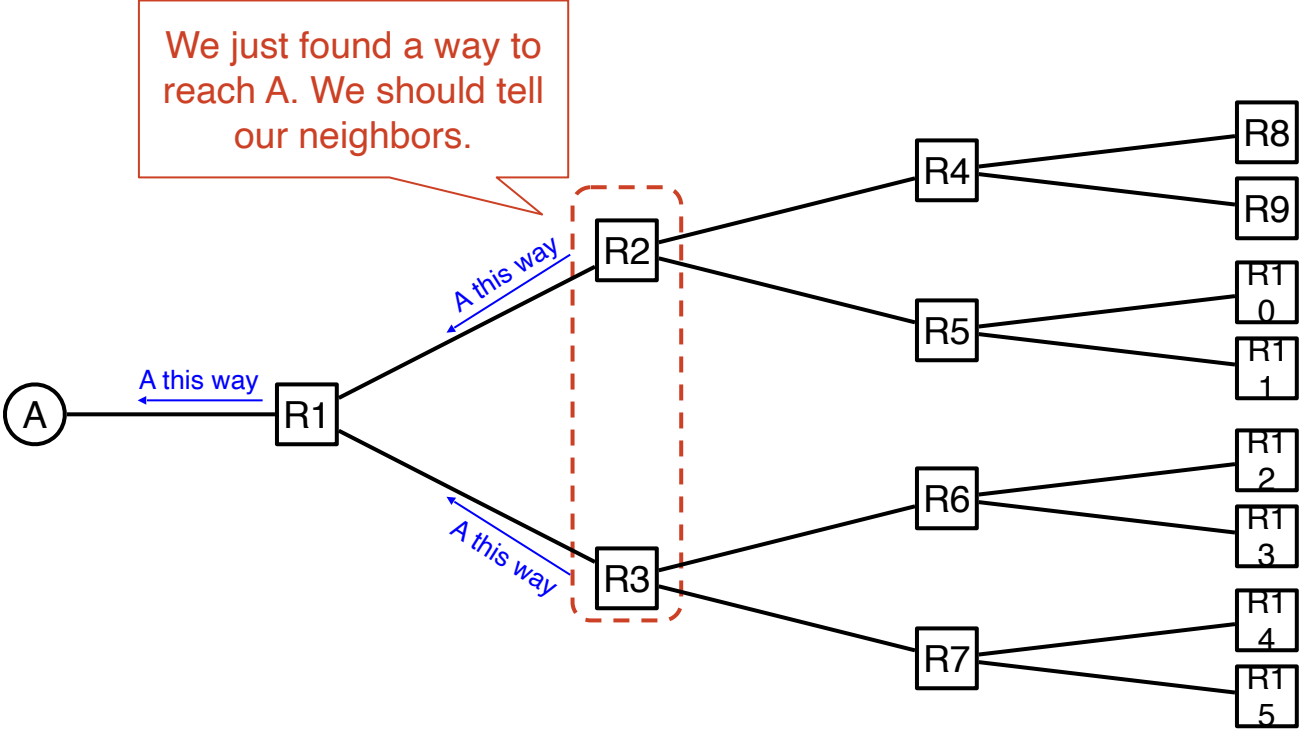
One-line algorithm: If you hear about a path to a destination, tell all your neighbors.



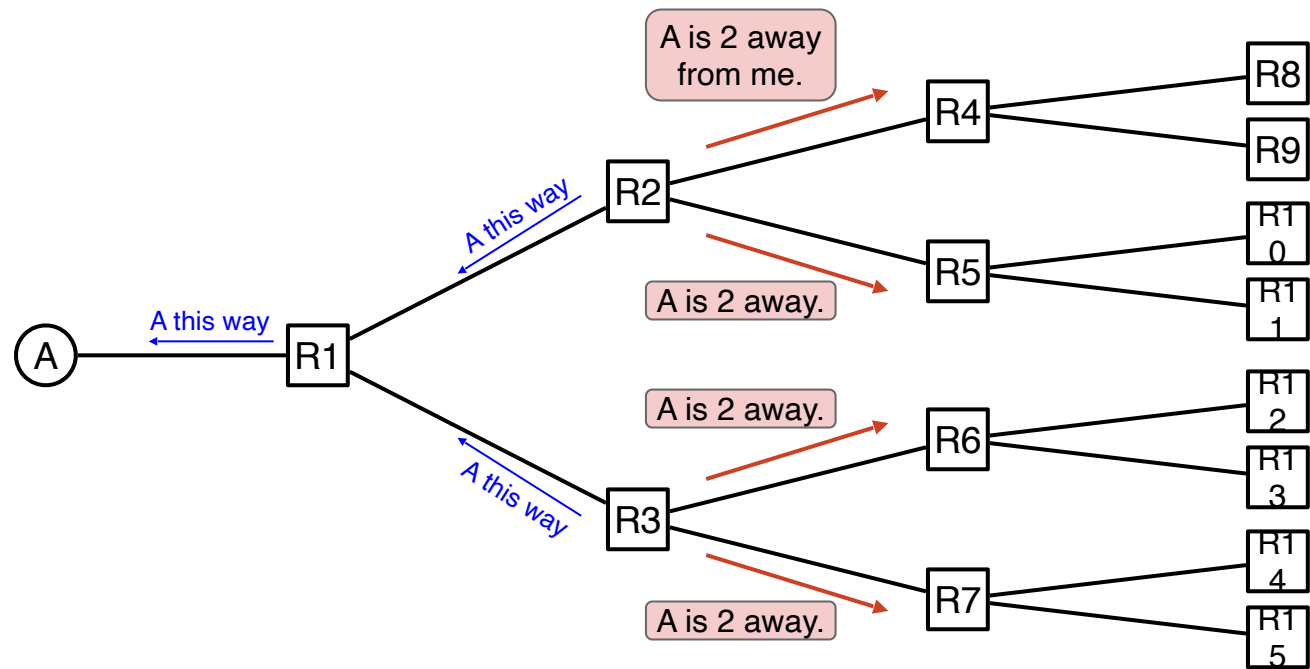
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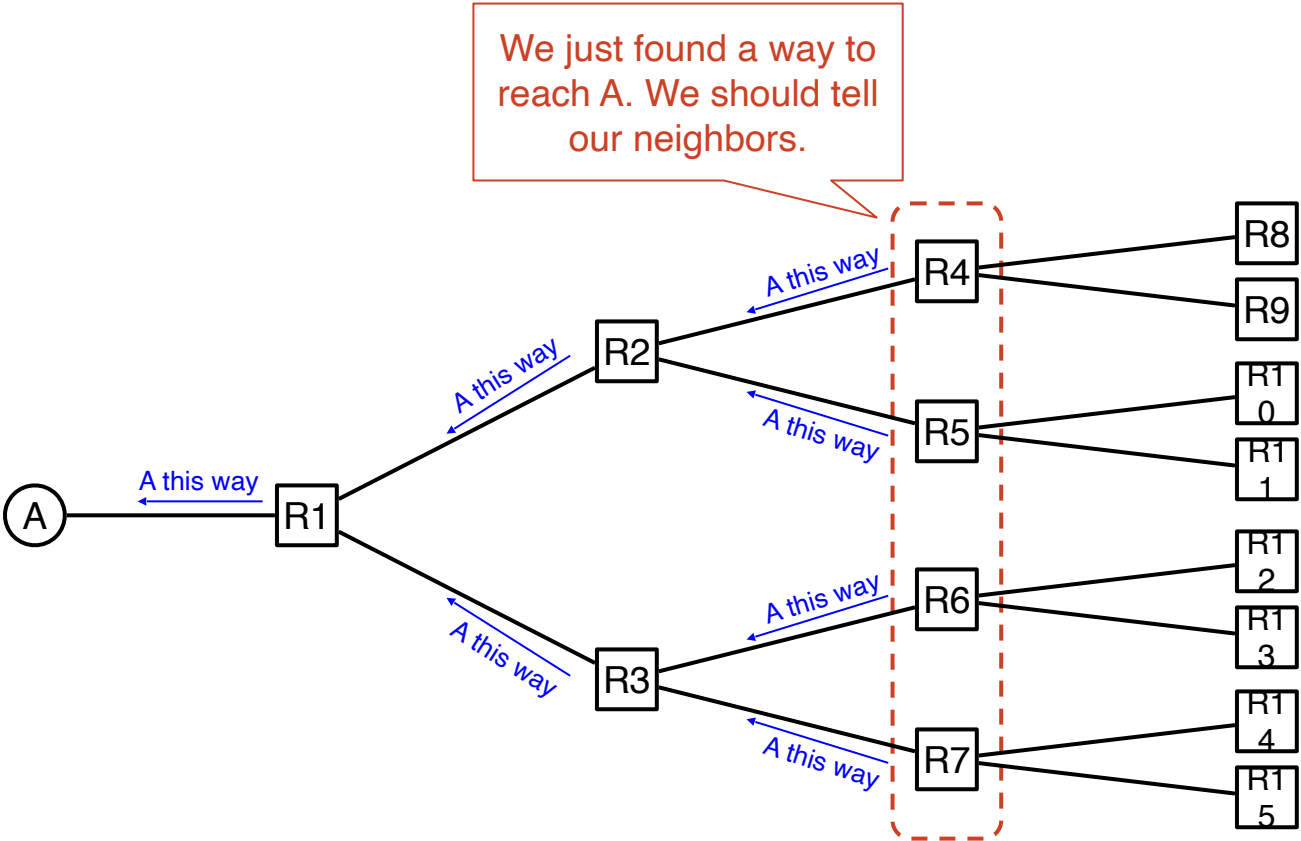
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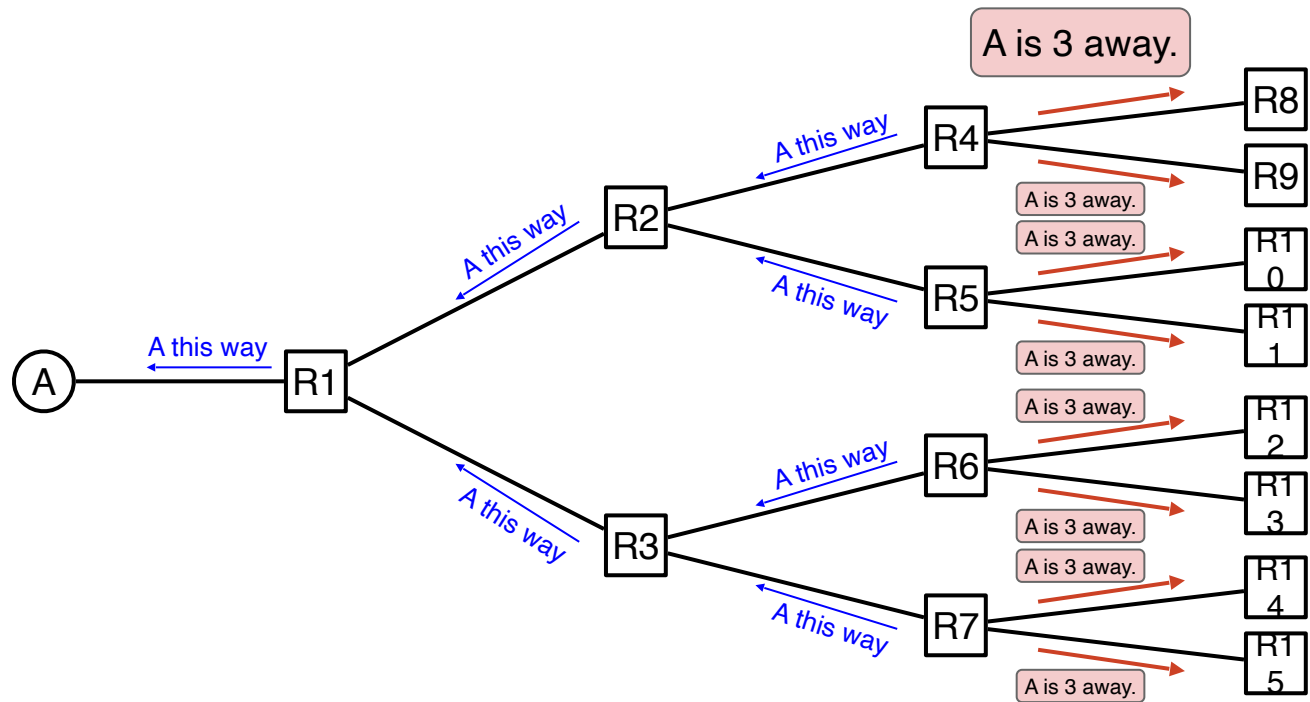
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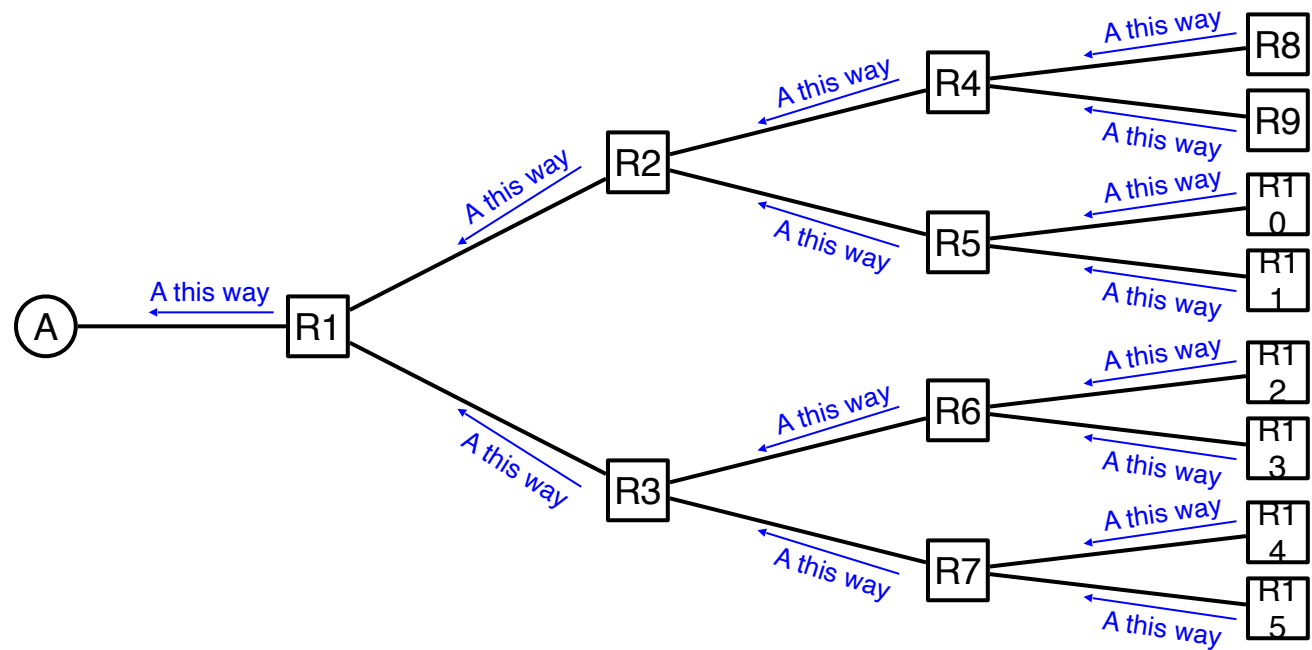


One-line algorithm: If you hear about a path to a destination, tell all your neighbors.



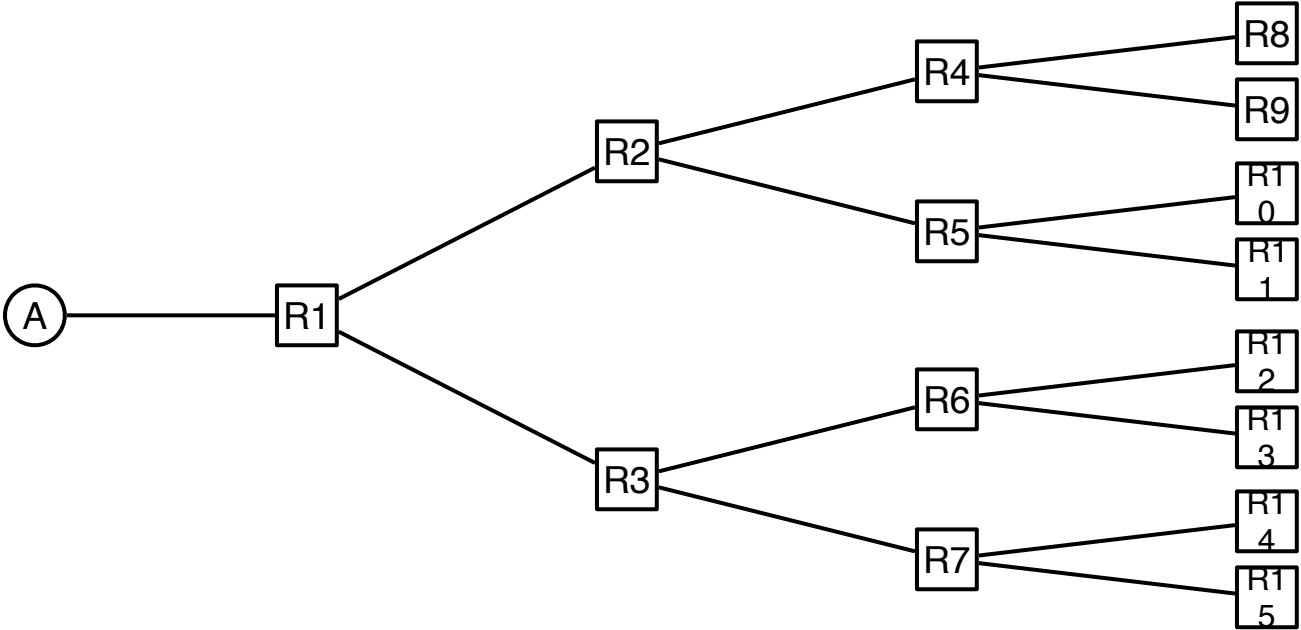
One-line algorithm: If you hear about a path to a destination, tell all your neighbors.

We did it! Everybody knows the next-hop to A now.



Routing announcements ("I can reach A") propagated *outward*, away from A.

When **forwarding** packets toward A, packets travel *inward*, toward A.



What if there are multiple destinations?

- Run the same path propagation algorithm, once per destination.
- Routers use **forwarding tables** to keep track of the next-hop of each destination.

We'll focus on a single destination for simplicity.

- But the protocol can extend to multiple destinations.

Rule 1: Bellman-Ford Updates

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Distance-Vector Correctness

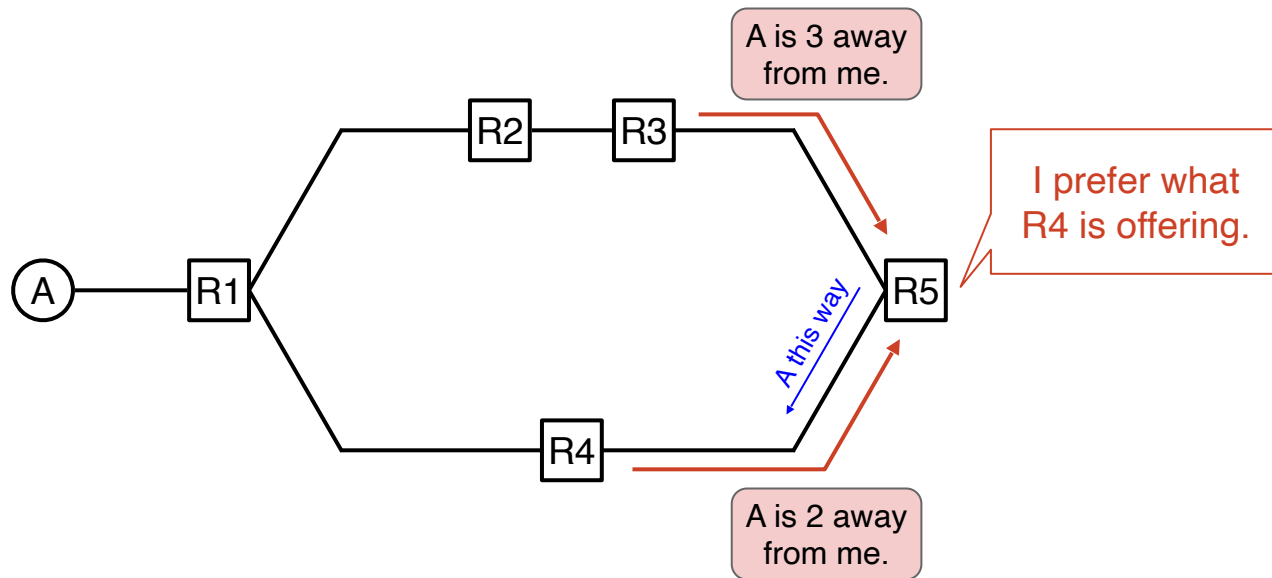
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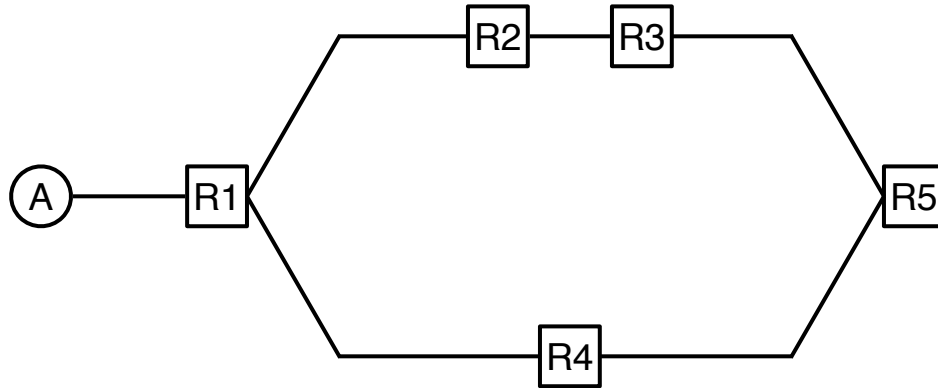
What if you hear about multiple paths to a single destination?

- Accept the shorter path.



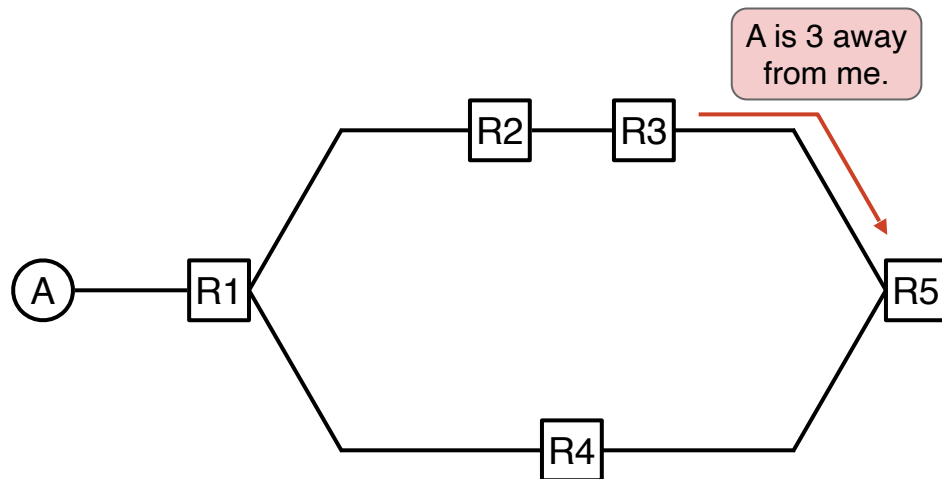
What if you hear about multiple paths to a single destination?

- Accept the shorter path.



You might not hear about both paths simultaneously.

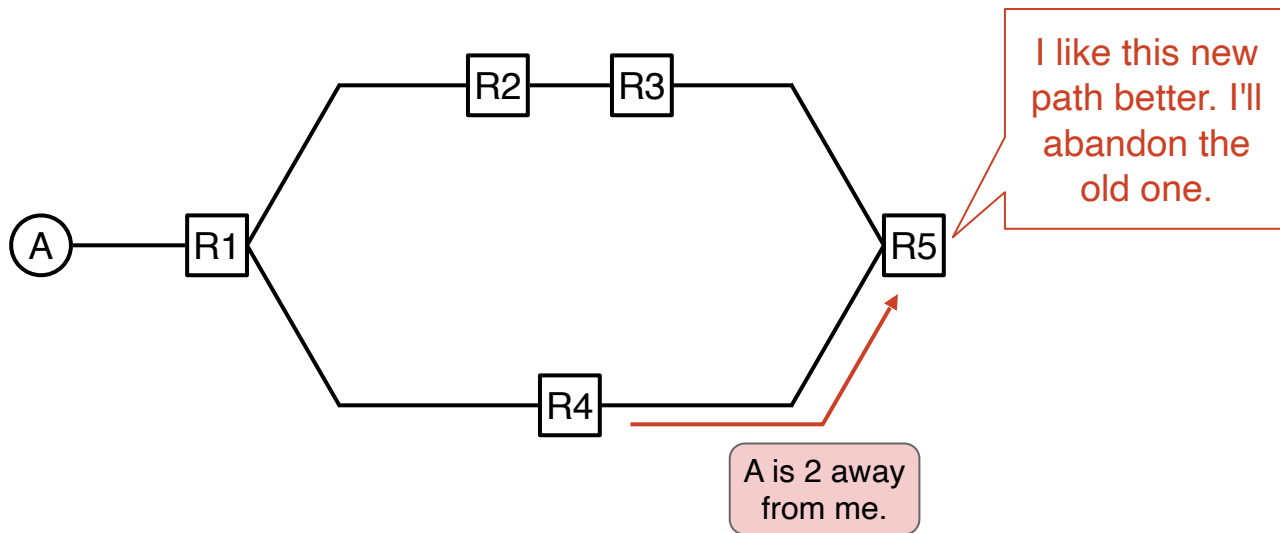
- In the forwarding table, record the best-known cost to a destination.
- If your table doesn't have a path to a destination, accept any path you hear about.



R5's Table		
To:	Via:	Cost:
A	R3	4

You might not hear about both paths simultaneously.

- In the forwarding table, record the best-known cost to a destination.
- If your table doesn't have a path to a destination, accept any path you hear about.
- If you hear about a better path later, update the table (next-hop and cost).



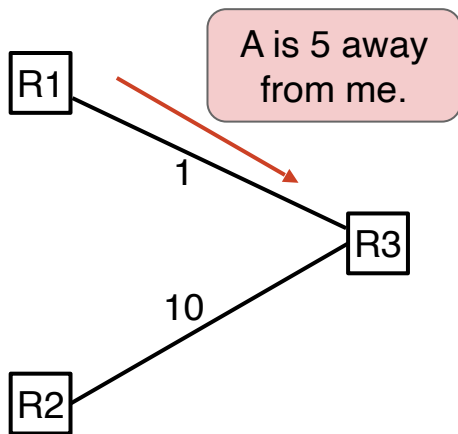
R5's Table		
To:	Via:	Cost:
A	R3	4
	R4	3

For each destination:

- If you hear about a path to that destination, update table if:
 - The destination isn't in the table.
 - The advertised cost is better than best-known cost.
- Then, tell all your neighbors.

Not all link costs are 1.

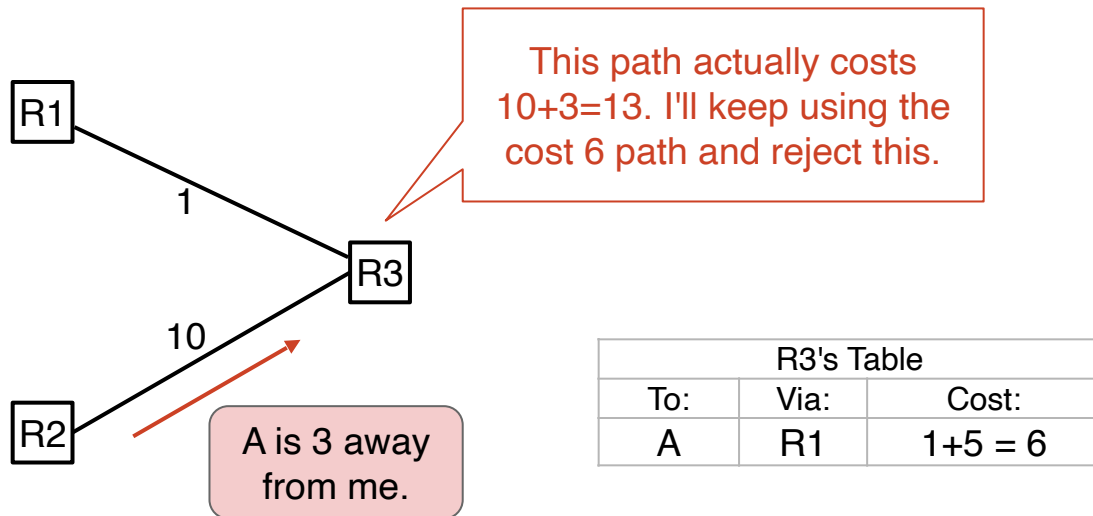
- When a neighbor advertises a path, the cost via that path is the sum of:
 - Link cost from you to the neighbor.
 - Cost from neighbor to destination (as advertised by neighbor).



R3's Table		
To:	Via:	Cost:
A	R1	$1+5 = 6$

Not all link costs are 1.

- When a neighbor advertises a path, the cost via that path is the sum of:
 - Link cost from you to the neighbor.
 - Cost from neighbor to destination (as advertised by neighbor).



For each destination:

- If you hear about a path to that destination, update table if:
 - The destination isn't in the table.
 - $\text{Advertised cost} + \text{link cost to neighbor} < \text{best-known cost}$. (#1)
- Then, tell all your neighbors.

Some of you might have noticed this operation looks familiar.

- "If cost to neighbor + cost from neighbor to destination $<$ best-known cost, accept update."
- This is the relaxation operation in Dijkstra's shortest path algorithm!

Bellman-Ford is another relaxation-based shortest path algorithm.

- Relax every edge repeatedly until we get shortest paths.
- Unlike Dijkstra's, does not require relaxing the edges in any specific order.

Distance-vector algorithms are a *distributed, asynchronous* version of Bellman-Ford.

- Distributed: Each router relaxes its own links. No global mastermind.
- Asynchronous: Nobody is syncing when the routers do relaxations.

The centralized Bellman-Ford algorithm for a single destination:

```
def bellman_ford(dst, routers, links):
```

```
    distance = {}; nexthop = {}  
    for r in routers:  
        distance[r] = INFINITY  
        nexthop[r] = None  
    distance[dst] = 0
```

Everyone starts infinity away from the destination, except for the destination itself (0 away).

Bellman-Ford loops through nodes and relaxes repeatedly.

```
    for _ in range(len(routers)-1):  
        for (r1, r2, linkcost) in links:
```

In distance-vector, each router relaxes in parallel, with both directions as links between routers.

```
            if distance[r1] + linkcost < distance[r2]:  
                distance[r2] = distance[r1] + linkcost  
                nexthop[r2] = r1
```

The relaxation operation.

```
    return distance, nexthop
```

Bellman-Ford Demo

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Distance-Vector Correctness

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Distance-Vector Enhancements

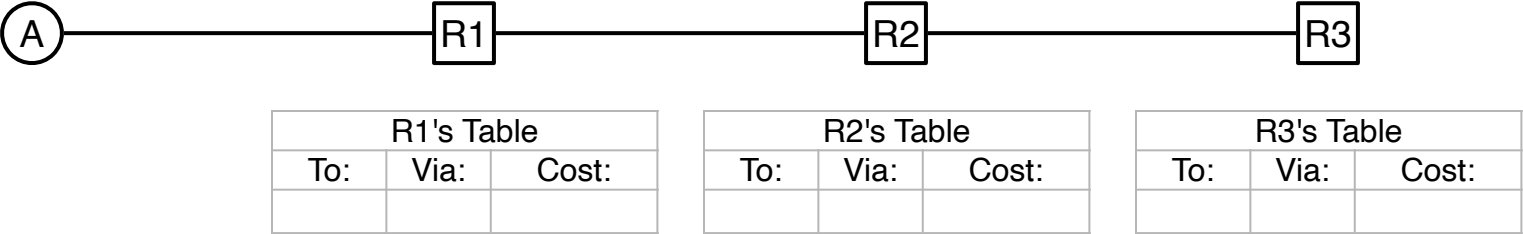
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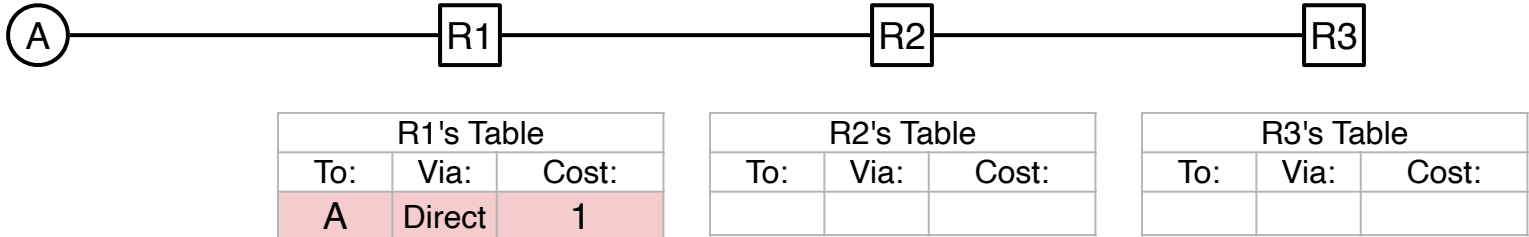
For each destination:

- If you hear **an advertisement**, update table if:
 - The destination isn't in the table.
 - $\text{Advertised cost} + \text{link cost to neighbor} < \text{best-known cost}$. (#1)
- Then, advertise to all your neighbors.

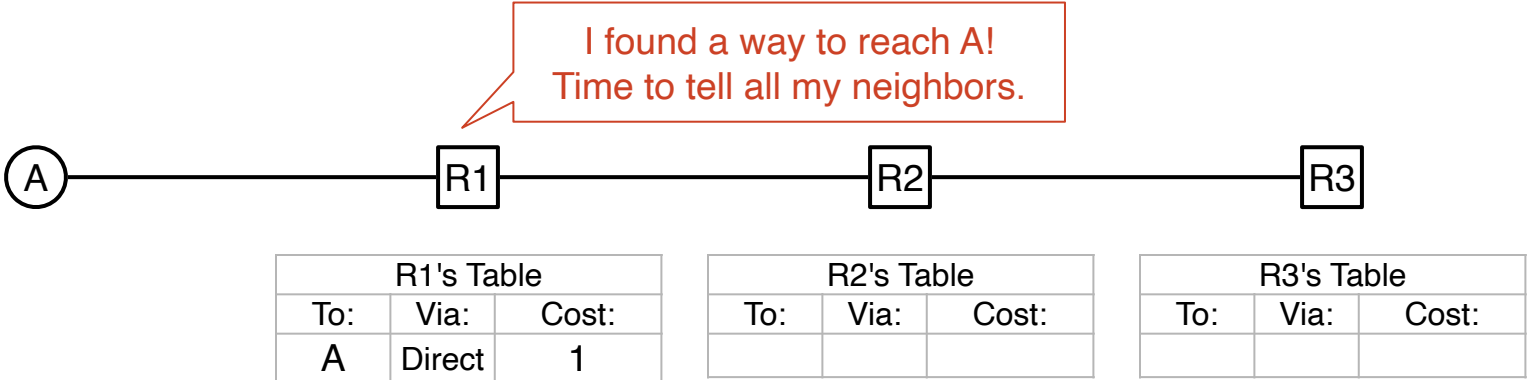
Terminology note:

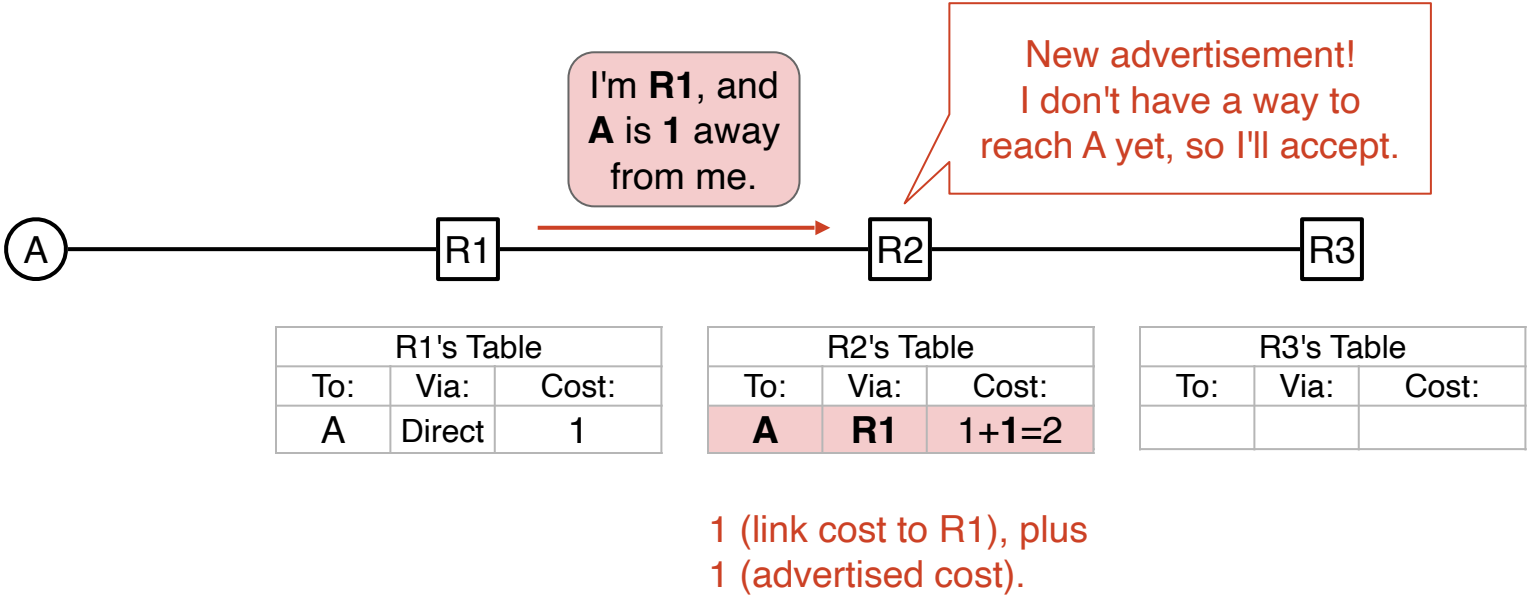
- Sending "I'm R1, and I can reach A with cost 5" is called **announcing** or **advertising** a route.

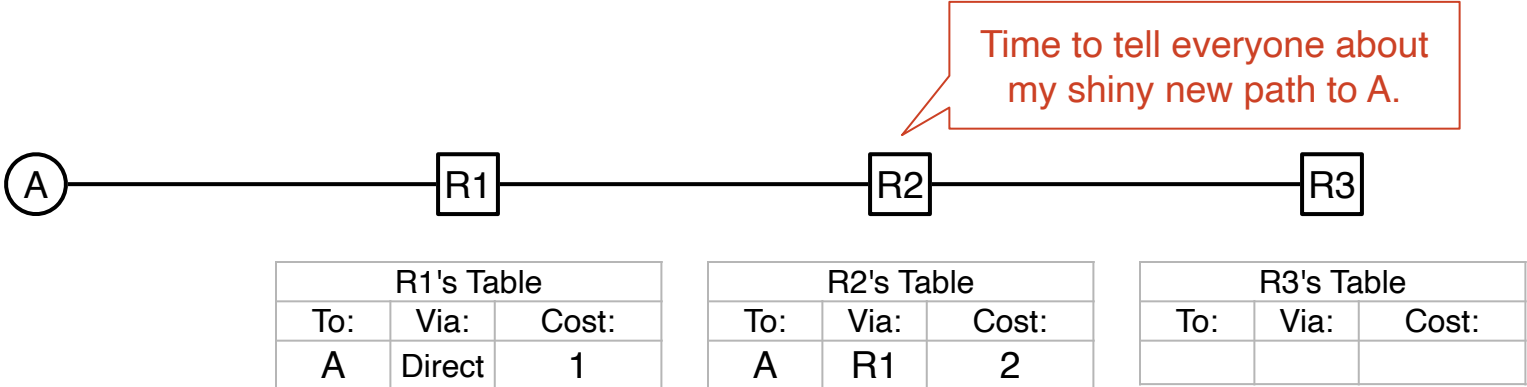


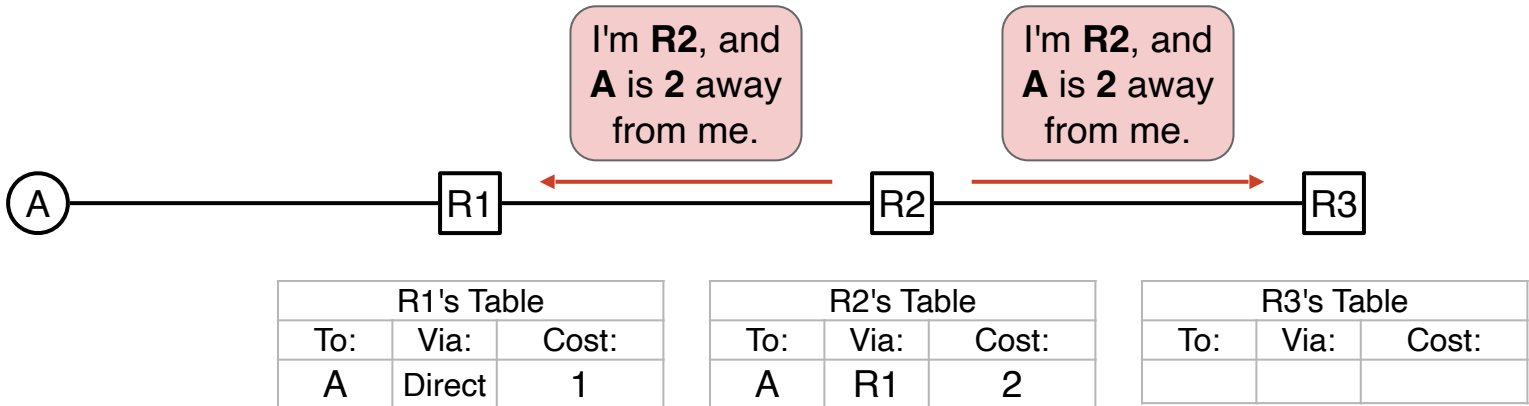


Static routing: Someone hard-codes R1's table to say it can reach A.

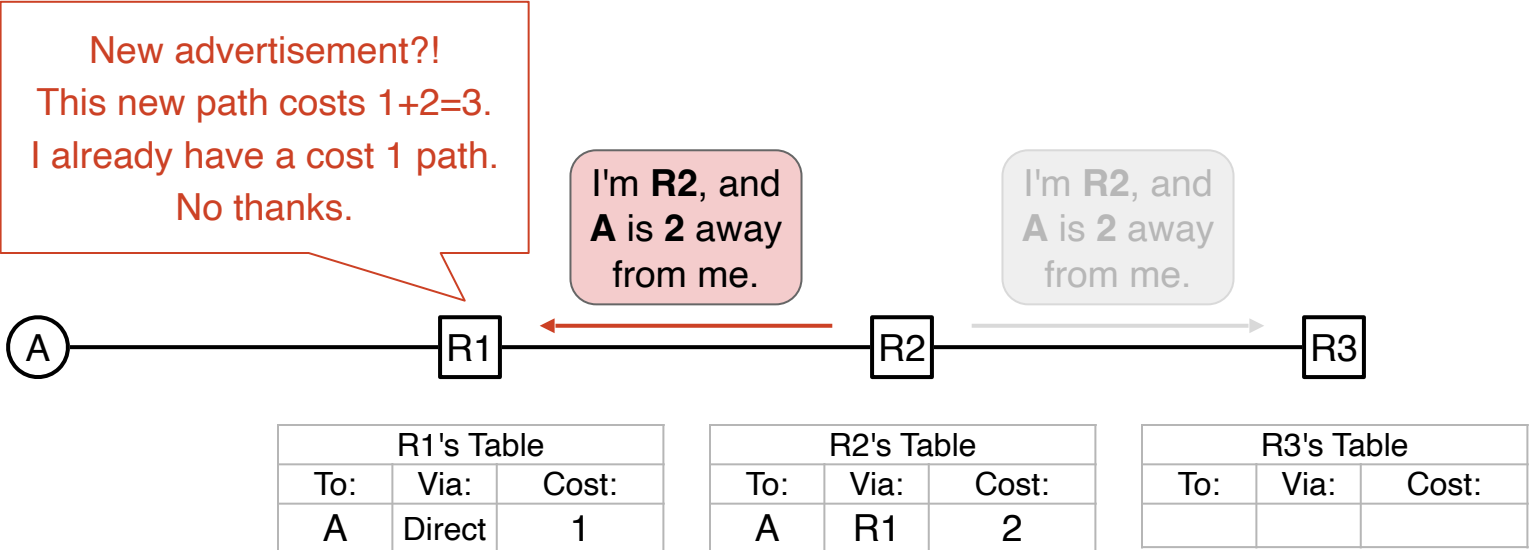


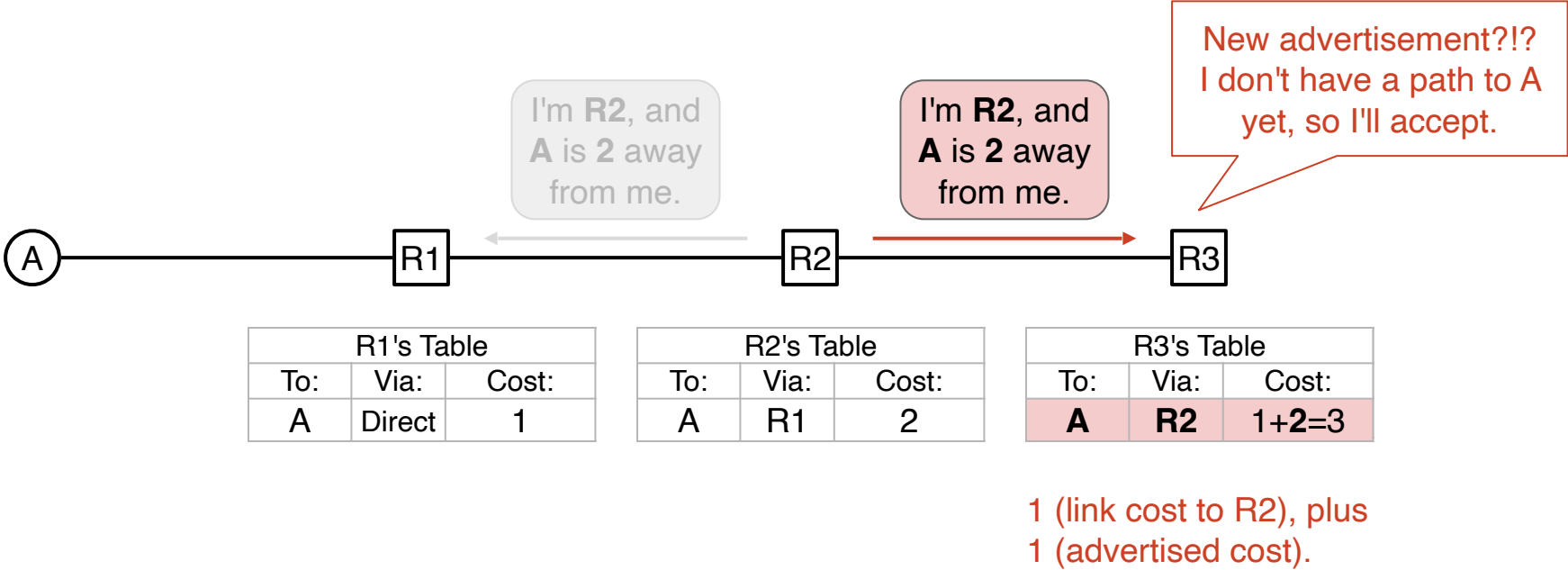


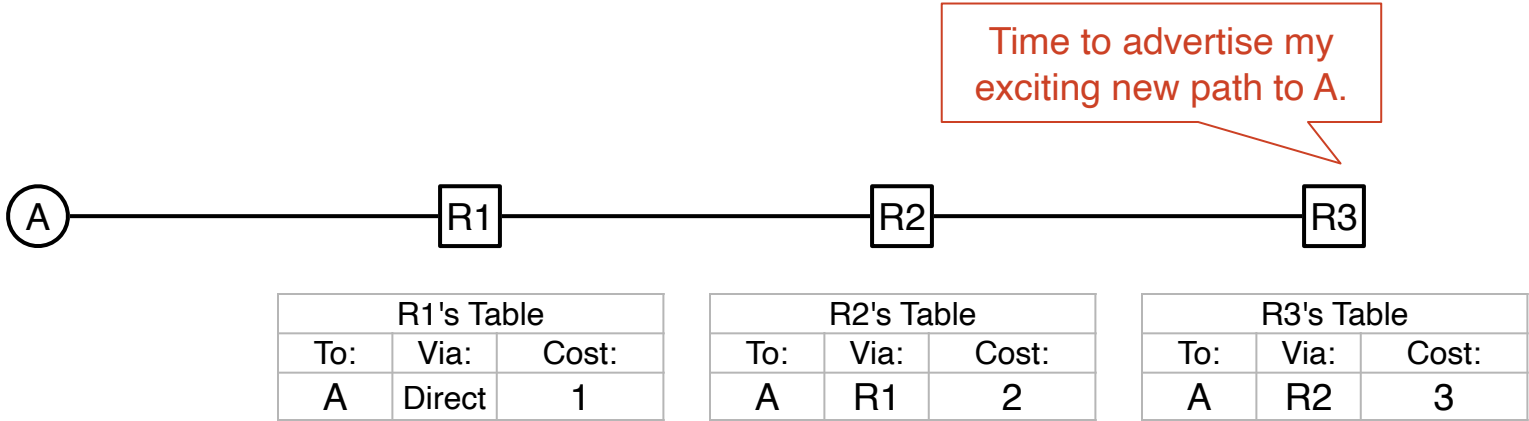


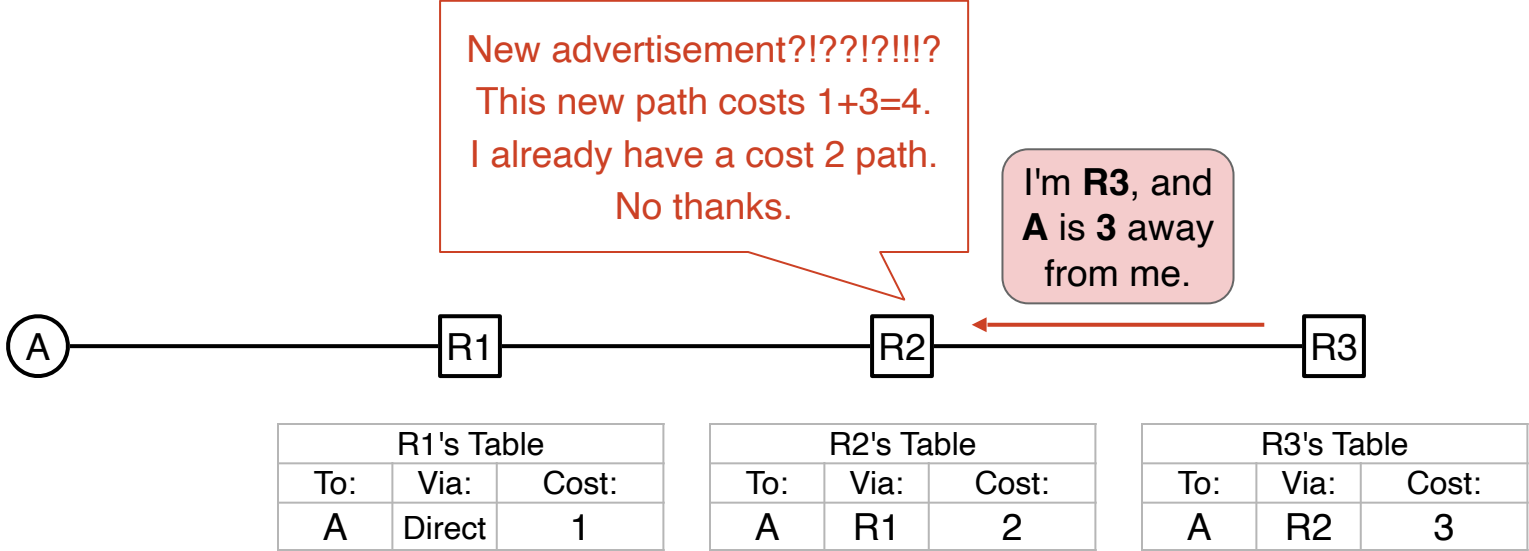


Notice: R2's announcement doesn't include the next-hop.
Nobody else cares *how* R2 reaches A, just that R2 *can* reach A.

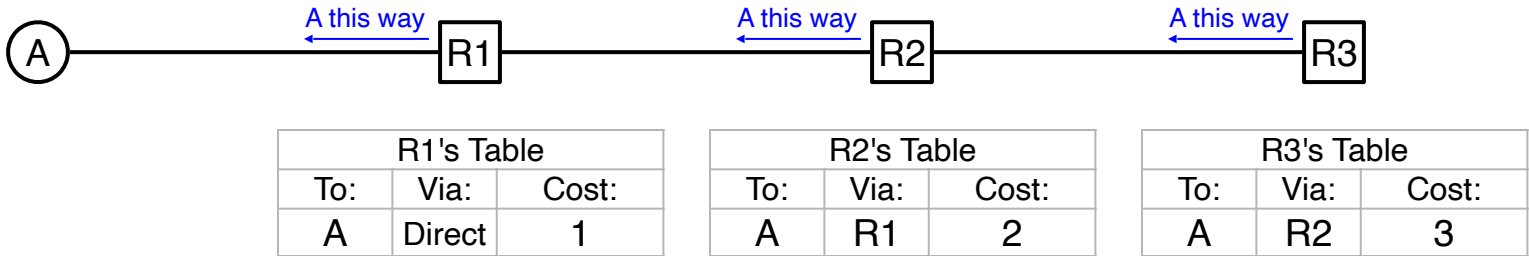








We did it! Everybody has a way to reach A now.



Rule 2: Updates from Next-Hop

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Distance-Vector Correctness

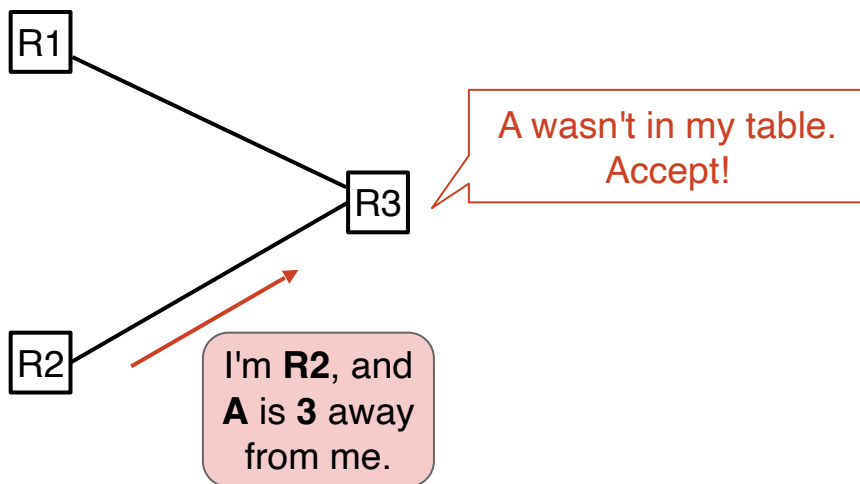
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Recall our routing challenges: Topology can change.

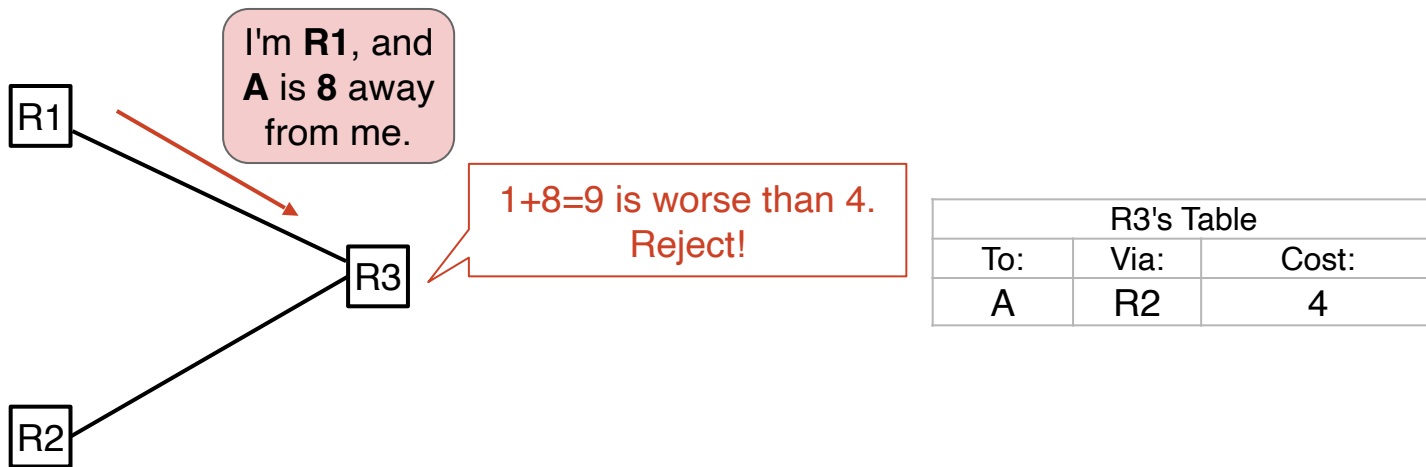
- So far: We update if we get a better path (or if we didn't have a path before).
- Fix: If our current next hop sends us an announcement, accept it, *even if the path is worse*.
- This lets the next-hop notify us if the topology changed.



R3's Table		
To:	Via:	Cost:
A	R2	$1+3 = 4$

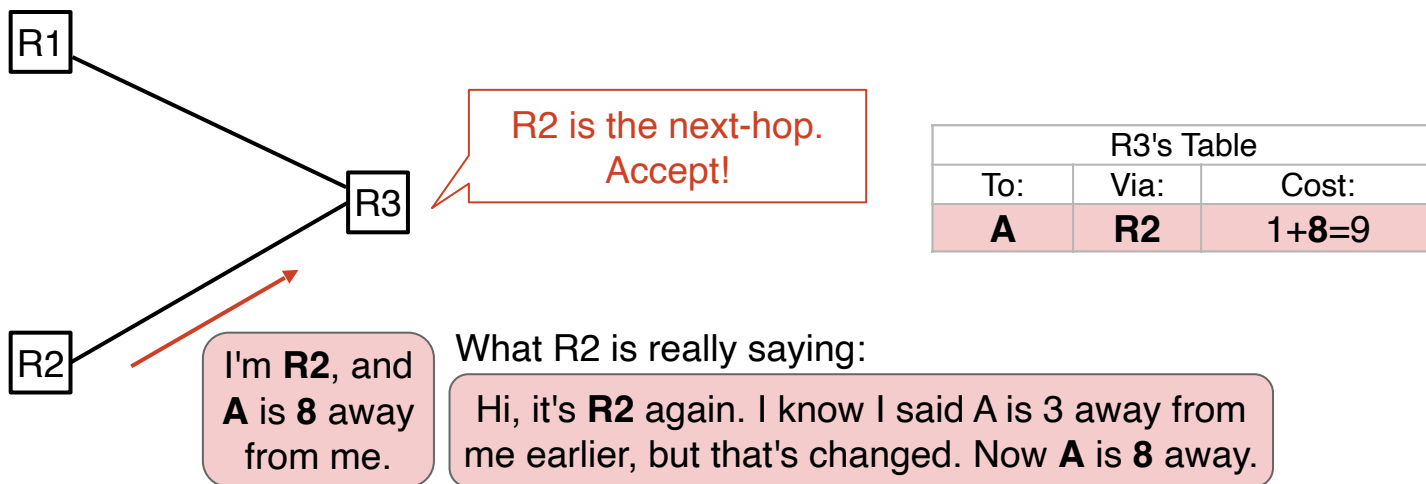
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For each destination:

- If you hear an advertisement, update table if:
 - The destination isn't in the table.
 - Advertised cost + link cost to neighbor < best-known cost. (#1)
 - The advertisement is from current next-hop. (#2)
- Then, advertise to all your neighbors.

If the network never changes:

- After running this protocol for some time, it will **converge**.
- Everyone's forwarding table has the least-cost next hop.
- All future announcements will be rejected.

If a change happens (e.g. a link goes down):

- Some new announcements are sent.
- Some forwarding tables are updated.
- Eventually, we converge again to the new routing state.

The network topology is constantly changing, so routers run the protocol *indefinitely*.

- **Steady-state** occurs when the network has converged.
- In steady-state, everything stays the same until the next topology change.

Rule 3: Resending

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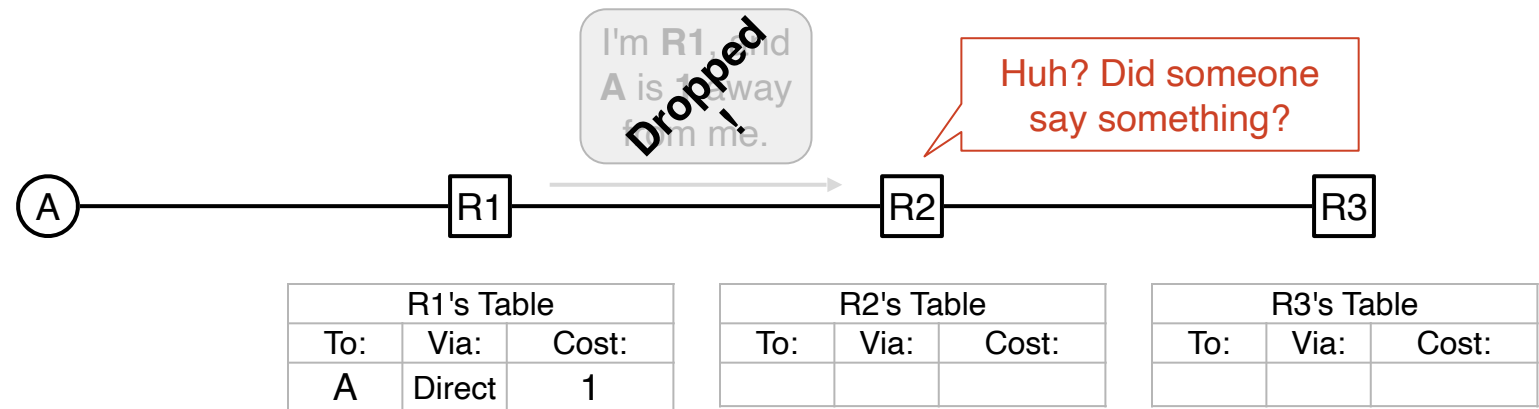
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- Eventful Updates

Recall our routing challenges: Packets can get dropped.

Solution: Resend advertisements every X seconds.

- X is the "advertisement interval."
- This should work eventually, assuming the link is functional ($>0\%$ delivery rate).



For each destination:

- If you hear an advertisement, update table if:
 - The destination isn't in the table.
 - Advertised cost + link cost to neighbor $<$ best-known cost. (#1)
 - The advertisement is from current next-hop. (#2)
- Advertise to all your neighbors **when the table updates, and periodically.** (#3)

Rule 4: Expiring

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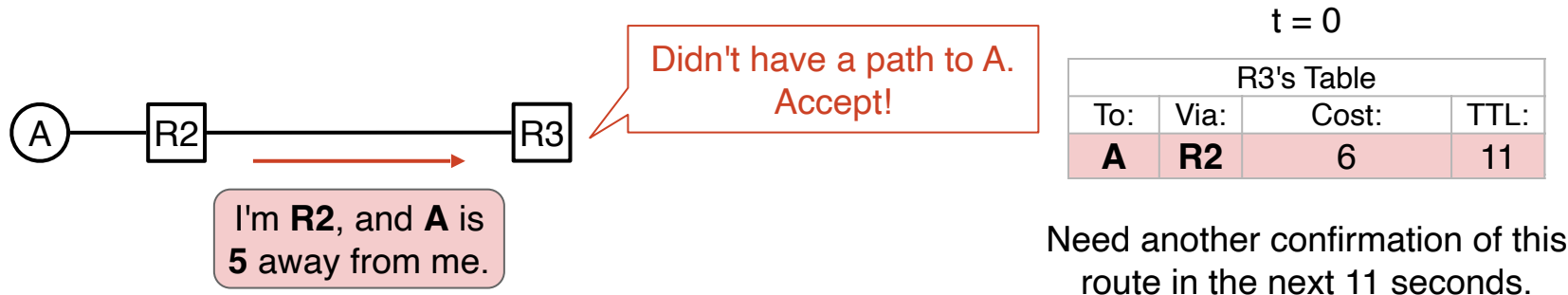
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Recall our routing challenges: Links and routers can fail.

Solution: Each route has a finite **time to live (TTL)**.

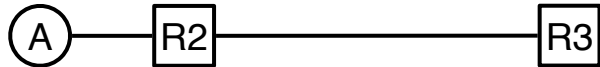
- Periodic advertisements help us confirm that a route still exists.
 - When we get an advertisement, reset ("recharge") the TTL.
- If a link goes down, we stop getting periodic updates, and the TTL will expire.
 - If the TTL expires, delete the entry from the table.



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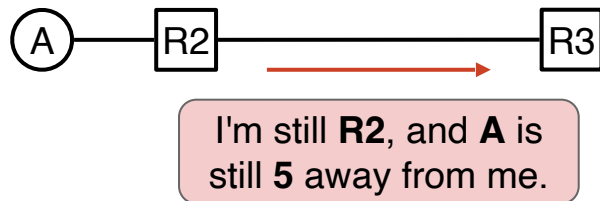
$t = 4$

R3's Table			
To:	Via:	Cost:	TTL:
A	R2	6	7

Recall our routing challenges: Links and routers can fail.

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$t = 5$

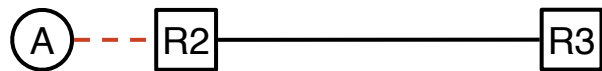
R3's Table			
To:	Via:	Cost:	TTL:
A	R2	6	11

We got a confirmation!
Reset TTL back to 11.

Recall our routing challenges: Links and routers can fail.

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- Periodic advertisements help us confirm that a route still exists.
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Link
goes
down!

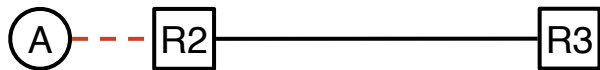
t = 15

R3's Table			
To:	Via:	Cost:	TTL:
A	R2	6	1

Recall our routing challenges: Links and routers can fail.

Solution: Each route has a finite **time to live (TTL)**.

- Periodic advertisements help us confirm that a route still exists.
 - When we get an advertisement, reset ("recharge") the TTL.
- If a link goes down, we stop getting periodic updates, and the TTL will expire.
 - If the TTL expires, delete the entry from the table.



Link
goes
down!

t = 16

R3's Table			
To:	Via:	Cost:	TTL:
A	R2	6	0

Timeout! Delete expired entry.

Routers maintain multiple timers:

- Advertisement interval: How long before we advertise routes to neighbors.
 - Usually one timer for all entries in the table.
- TTL: How long before we expire a route.
 - Each table entry has its own TTL.

For each destination:

- If you hear an advertisement, update table **and reset TTL** if:
 - The destination isn't in the table.
 - Advertised cost + link cost to neighbor < best-known cost. (#1)
 - The advertisement is from current next-hop. (#2)
- Advertise to all your neighbors when the table updates, and periodically. (#3)
- **If a table entry expires, delete it.** (#4)

This is a mostly-functional protocol now.

Let's add some optimizations for faster convergence.

Rule 5: Poison Expired Routes

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Distance-Vector Correctness

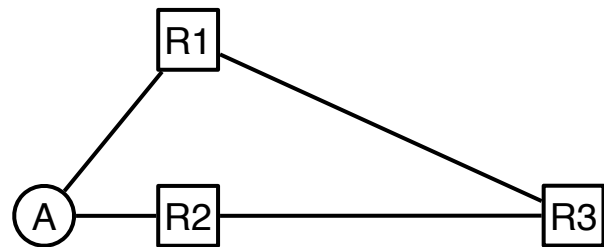
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Distance-Vector Enhancements

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- Eventful Updates

Waiting for routes to expire is slow. Let's watch the demo again.

- R1 is offering a new path to A, but R3 has to wait for the old busted route to expire before accepting the new path.



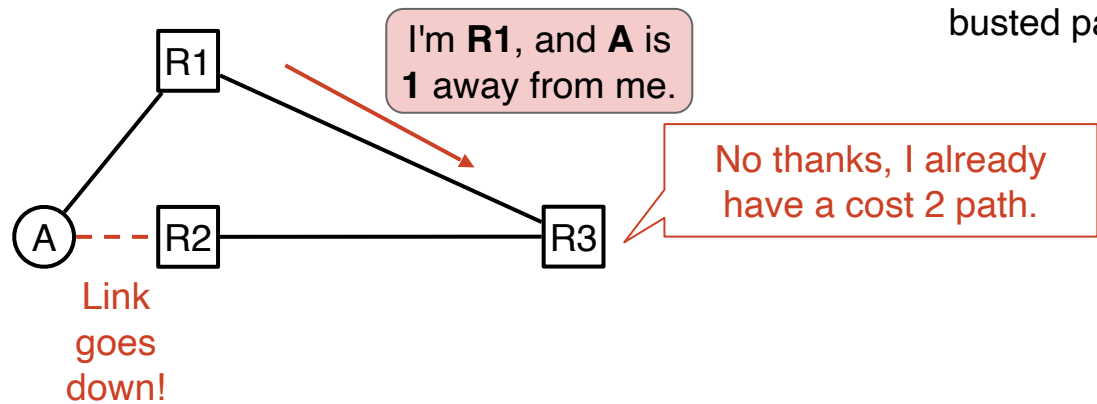
Assume that by $t=3$, R3 knows a route to A.

$t = 5$

R3's Table			
To:	Via:	Cost:	TTL:
A	R2	2	11

Waiting for routes to expire is slow. Let's watch the demo again.

- R1 is offering a new path to A, but R3 has to wait for the old busted route to expire before accepting the new path.



Pause right here.

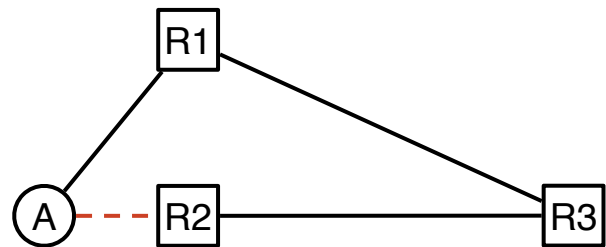
- At this point, we know the path via R2 is busted.
- But R3 won't know until the timeout 10s later.
- If R3 knew now, it could accept the new path. Instead, R3 rejects the new path, thinking the busted path is still valid.

t = 6

R3's Table			
To:	Via:	Cost:	TTL:
R2	A	2	10

Waiting for routes to expire is slow. Let's watch the demo again.

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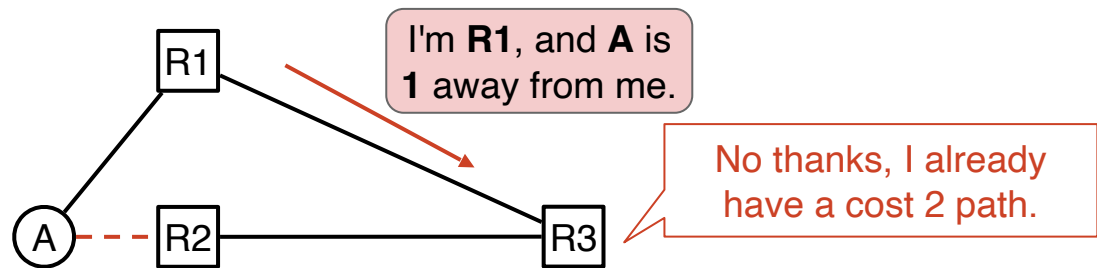
t = 10

R3's Table			
To:	Via:	Cost:	TTL:
R2	A	2	$\hat{6}$

Waiting for routes to expire is slow. Let's watch the demo again.

- R1 is offering a new path to A, but R3 has to wait for the old busted route to expire before accepting the new path.

Again, R3 is forced to reject this new path, because it's still waiting for the busted path to time out.

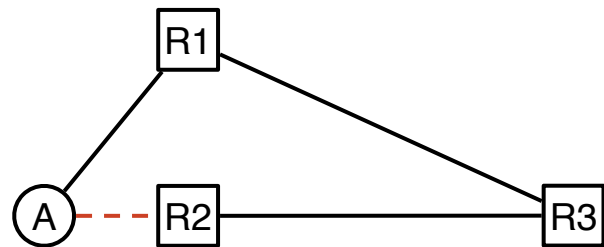


t = 11

R3's Table			
To:	Via:	Cost:	TTL:
R2	A	2	5

Waiting for routes to expire is slow. Let's watch the demo again.

- R1 is offering a new path to A, but R3 has to wait for the old busted route to expire before accepting the new path.

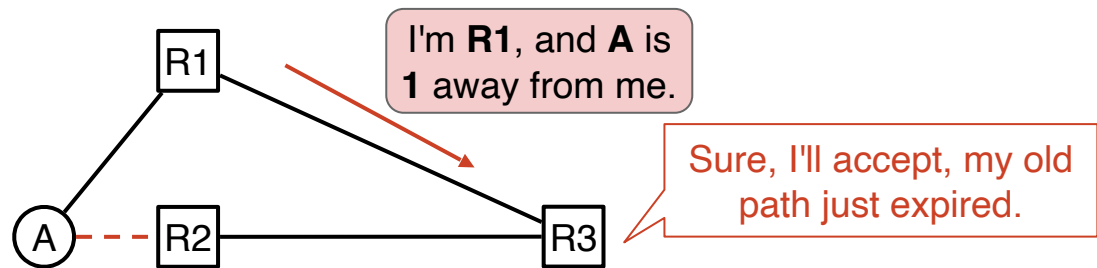


t = 15

R3's Table			
To:	Via:	Cost:	TTL:
R2	A	2	1

Waiting for routes to expire is slow. Let's watch the demo again.

- R1 is offering a new path to A, but R3 has to wait for the old busted route to expire before accepting the new path.



Can we alert R3 of the failure *sooner*, so it can delete the old busted path earlier (and start accepting new paths)?

t = 16

R3's Table			
To:	Via:	Cost:	TTL:
R2	A	2	0

Timeout! Delete expired entry.

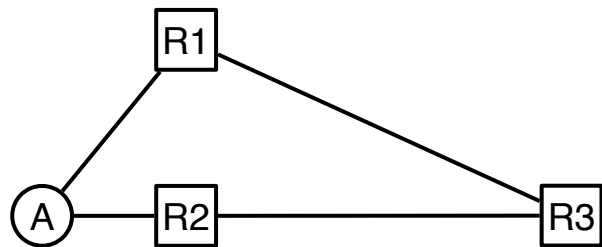
Waiting for routes to expire is slow.

- You keep a busted path in the forwarding table for a long time.
 - Packets might get lost during this time.
 - You might advertise that busted route to other people.
- You might reject new paths, thinking the busted path is still valid.
 - Could have converged on a better path earlier.
- Key problem: When something fails, nobody's reporting it.

Solution: **Poison**.

- Explicitly advertise that a path is busted.
- A path with cost infinity represents a busted path.
- This path propagates just like any other path.
 - Routers accept the poison path to invalidate the route.
- Can be much faster than waiting for timeouts!

Poison lets us detect busted routes faster. Let's watch the demo again.

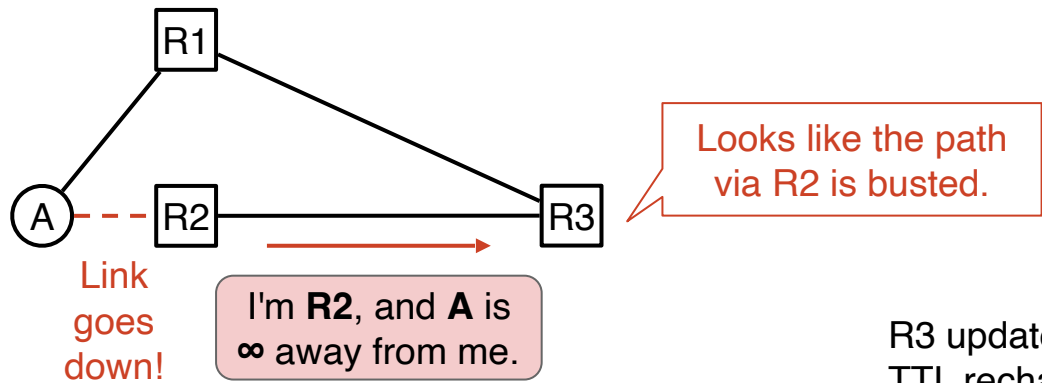


Assume that by $t=3$, R3 knows a route to A.

$t = 5$

R3's Table			
To:	Via:	Cost:	TTL:
A	R2	2	11

Poison lets us detect busted routes faster. Let's watch the demo again.



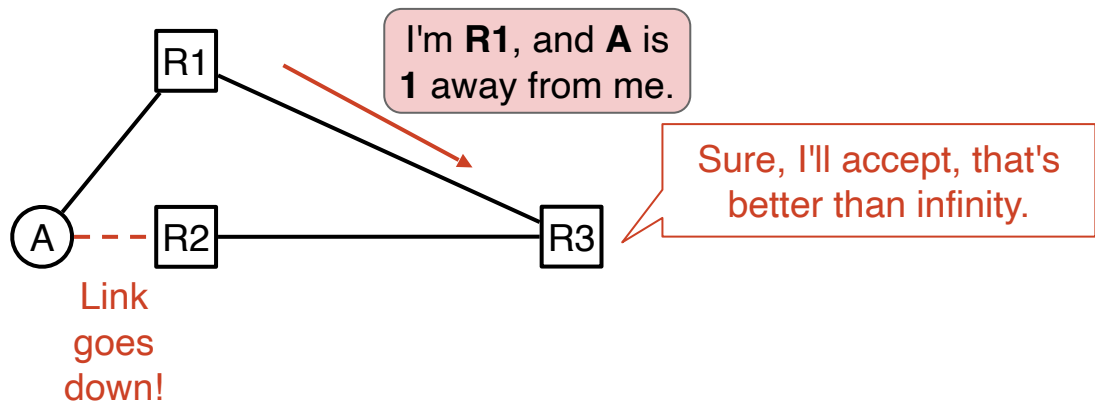
t = 6

R3's Table			
To:	Via:	Cost:	TTL:
A	R2	∞	16

R3 updates the table to indicate the path is busted. TTL recharges, just like any other update.

Poison lets us detect busted routes faster. Let's watch the demo again.

R3 was able to accept the new route way earlier!
t=6 with poison, t=16 without poison.



t = 6

R3's Table			
To:	Via:	Cost:	TTL:
A	R1	2	16

Where does poison come from?

- One of your routes times out.
- You notice a local failure, e.g. one of your links goes down.

When one of those occurs:

- Poison the entry: Set cost to infinity, reset TTL.
- Advertise the poison to your neighbors.

When you get a poison advertisement from the current next-hop:

- Accept it, even if you have a better path.
 - Because the next-hop is telling you that the route no longer exists.
 - Similar to Rule #2: accept worse paths from current next-hop.

When you update the table with a poison route:

- Reset the TTL, just like any other table update.
- Advertise the poison to your neighbors, so they also know about the busted route.

Don't forward packets along a poisoned route.

To:	Via:	Cost:
A	R1	∞

← Don't forward to R1.

For each destination:

- If you hear an advertisement, update table and reset TTL if:
 - The destination isn't in the table.
 - Advertised cost + link cost to neighbor $<$ best-known cost. (#1)
 - The advertisement is from current next-hop. (#2)
Includes poison advertisements. (#5)
- Advertise to all your neighbors when the table updates, and periodically. (#3)
- If a table entry expires, make the entry poison and advertise it. (#4, #5)

Rule 6A: Split Horizon

Lecture 6, CS 168, Spring 2026

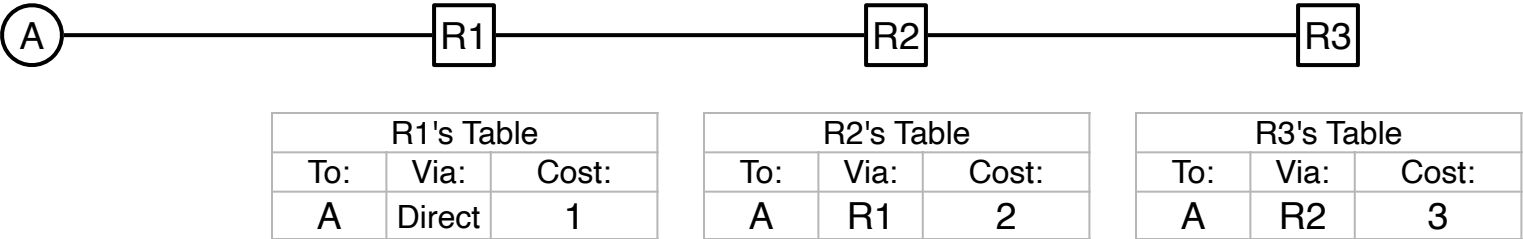
Distance-Vector Correctness

- Algorithm Sketch
- Rule 1: Bellman-Ford Updates
- Bellman-Ford Demo
- Rule 2: Updates From Next-Hop
- Rule 3: Resending
- Rule 4: Expiring

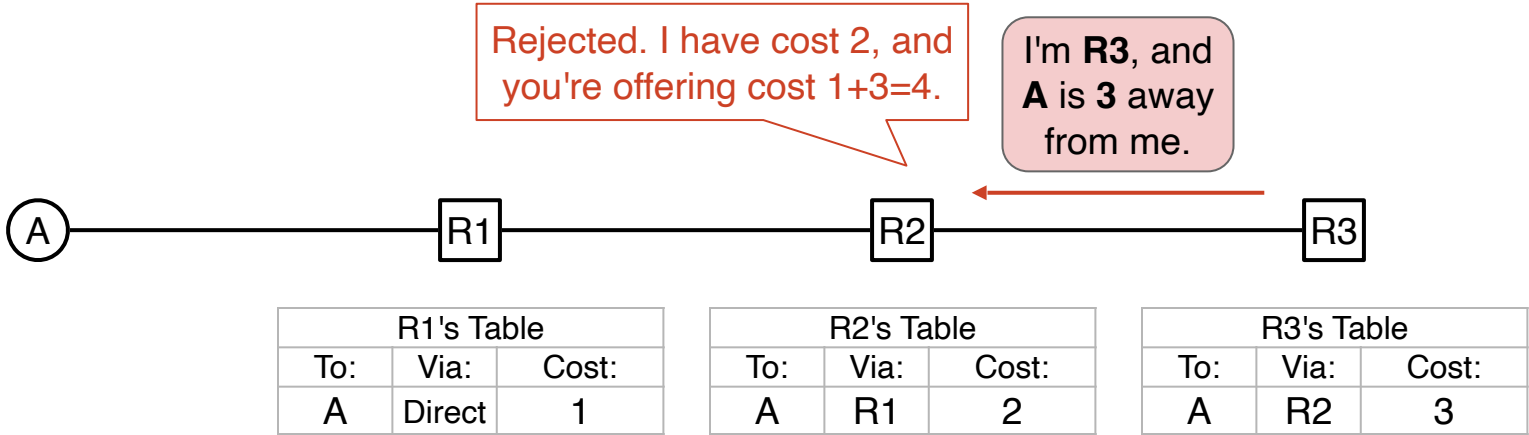
Distance-Vector Enhancements

- Rule 5: Poison Expired Routes
- **Rule 6A: Split Horizon**
- Rule 6B: Poison Reverse
- Rule 7: Count To Infinity
- Eventful Updates

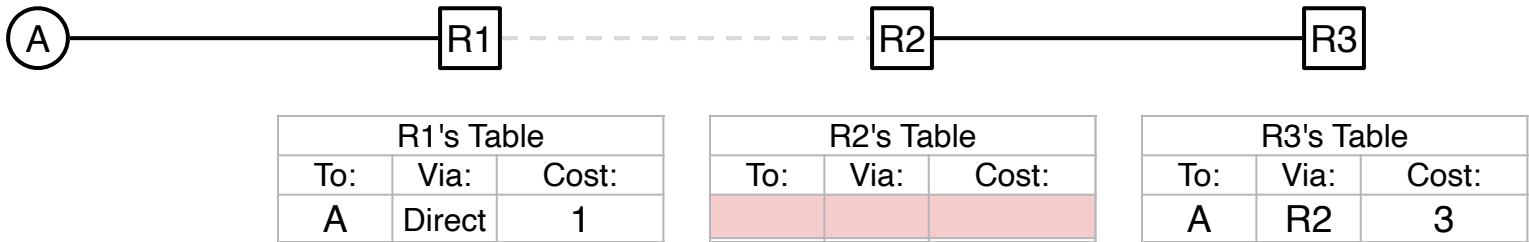
We ran the algorithm for some time, and we converged to this steady-state.
All subsequent advertisements will be rejected.



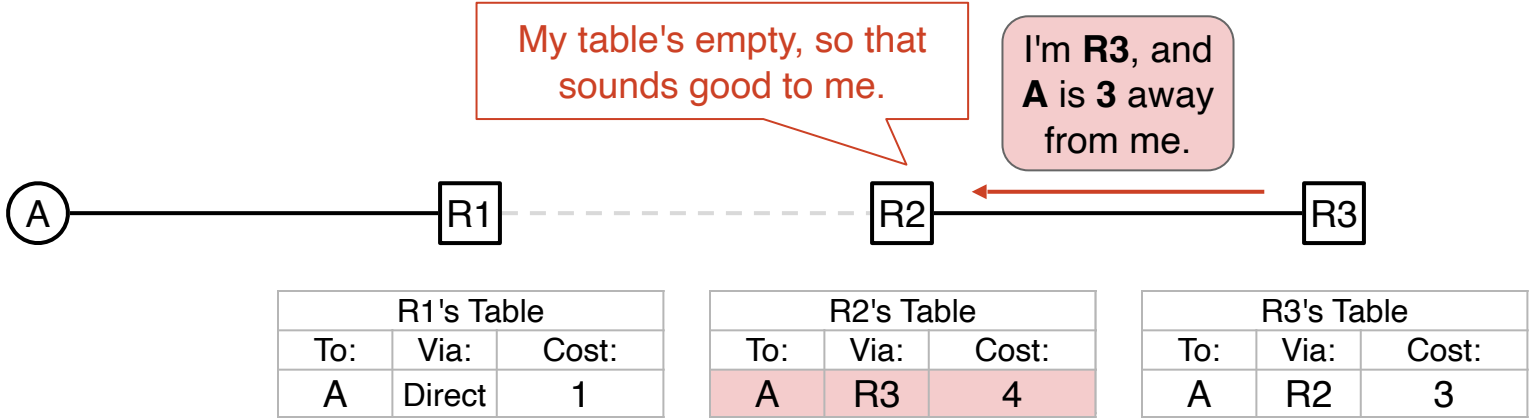
Split Horizon – The Problem



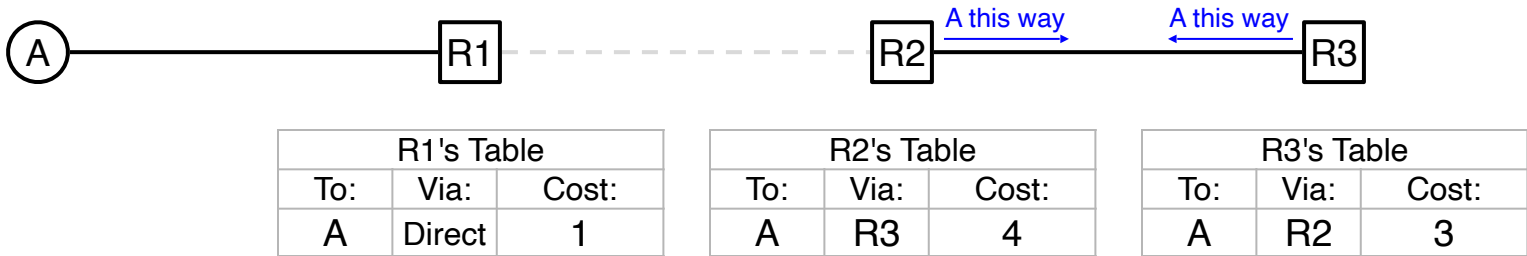
A link goes down, and R2's entry expires (no more updates from R1).
What happens now?



Split Horizon – The Problem

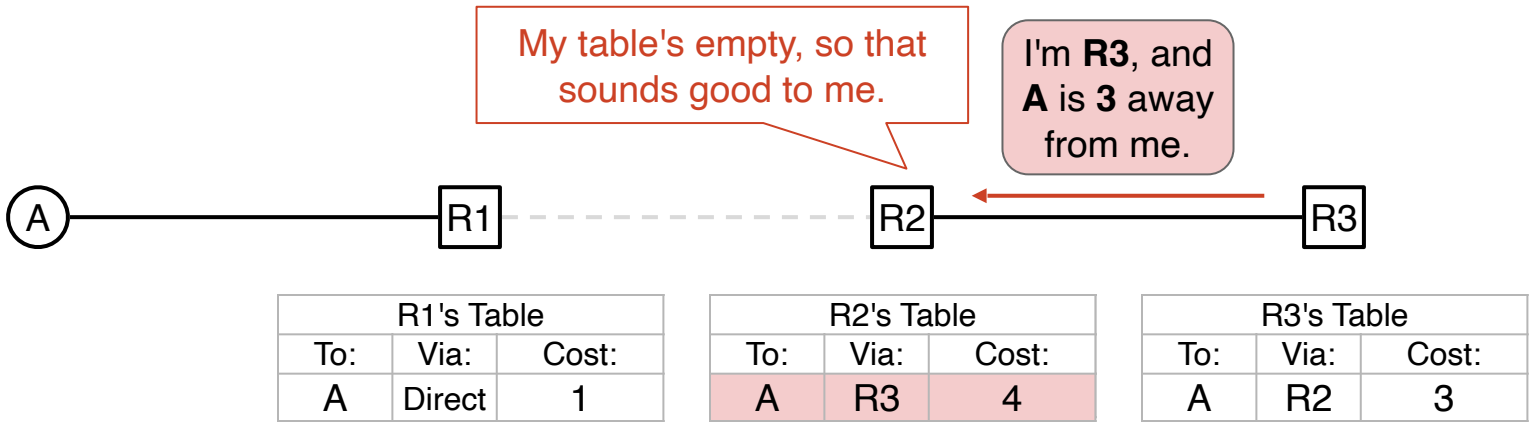


We made a routing loop!



Problem ("me" = R2):

- I gave R3 a path via me, and R3 accepted.
- Then, R3 turned around and gave me that same path.
- I'm being offered a path that goes through myself!
- Normally, I would never accept, because a path with a loop is longer.
- But if I lost my earlier route, I might accept and create a loop.



The split horizon problem: When I give someone a path, they advertise it back to me.

- Path goes from me $\rightarrow$ them $\rightarrow$ me.
- Path with extra loop is always longer, so I'd never accept.
- But if I lost my earlier routes, I might accept.
- I might not realize the path is going through me.

Solution: Don't advertise a path back to the person who gave it to you.

- A advertises a route to B.
- B can advertise that route to everybody *except* A.
- More generally: Don't advertise paths back to the next-hop (the person who gave you the path).

For each destination:

- If you hear an advertisement, update table and reset TTL if:
 - The destination isn't in the table.
 - Advertised cost + link cost to neighbor < best-known cost. (#1)
 - The advertisement is from current next-hop. (#2)
Includes poison advertisements. (#5)
- Advertise to all your neighbors when the table updates, and periodically. (#3)
 - But don't advertise back to the next-hop. (#6A)
- If a table entry expires, make the entry poison and advertise it. (#4, #5)

Rule 6B: Poison Reverse

Lecture 6, CS 168, Spring 2026

Distance-Vector Correctness

- Algorithm Sketch
- Rule 1: Bellman-Ford Updates
- Bellman-Ford Demo
- Rule 2: Updates From Next-Hop
- Rule 3: Resending
- Rule 4: Expiring

Distance-Vector Enhancements

- Rule 5: Poison Expired Routes
- Rule 6A: Split Horizon
- **Rule 6B: Poison Reverse**
- Rule 7: Count To Infinity
- Eventful Updates

Split horizon: If R1 gives me a route, don't advertise it to R1.

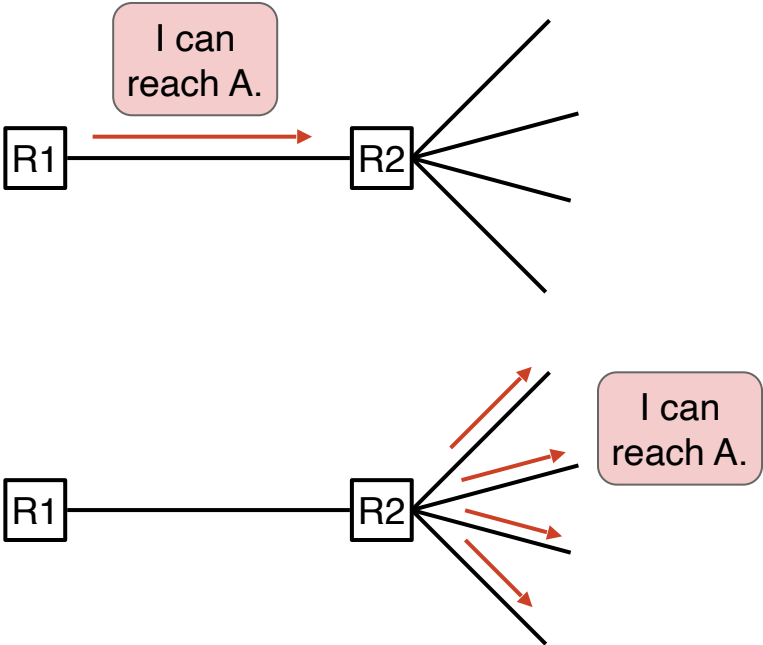
- Don't tell R1 anything.

Poison reverse: If R1 gives me a route, advertise poison back to R1.

- Explicitly tell R1: "Do not forward packets to me."

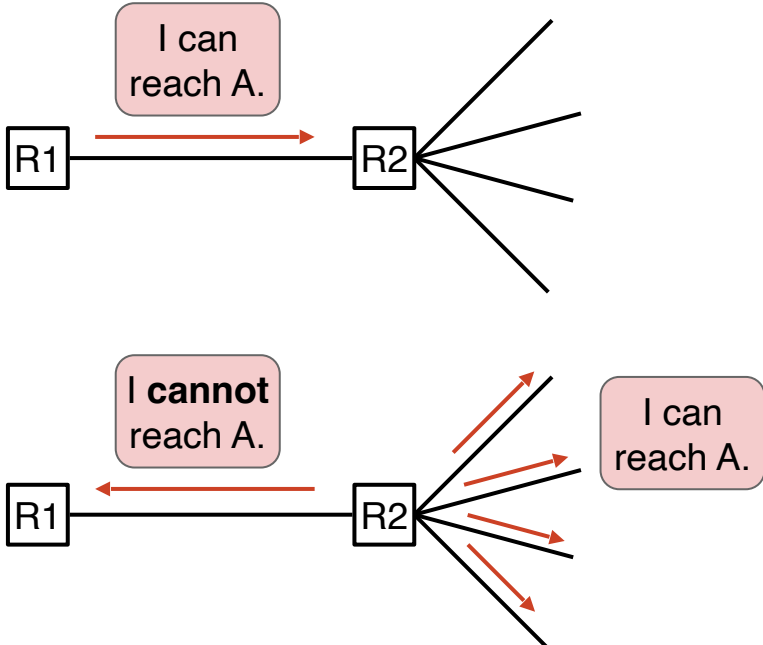
Poison reverse is an alternative way to avoid routing loops.

Split Horizon:



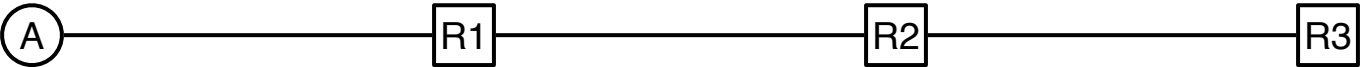
Don't advertise anything back to R1.

Poison Reverse:



Explicitly advertise poison back to R1.

Let's watch the demo again, but with poison reverse this time.
As before, we first reach steady state.



R1's Table		
To:	Via:	Cost:
A	Direct	1

R2's Table		
To:	Via:	Cost:
A	R1	2

R3's Table		
To:	Via:	Cost:
A	R2	3

A link goes down, and R2's entry expires (no more updates from R1).
What happens now?



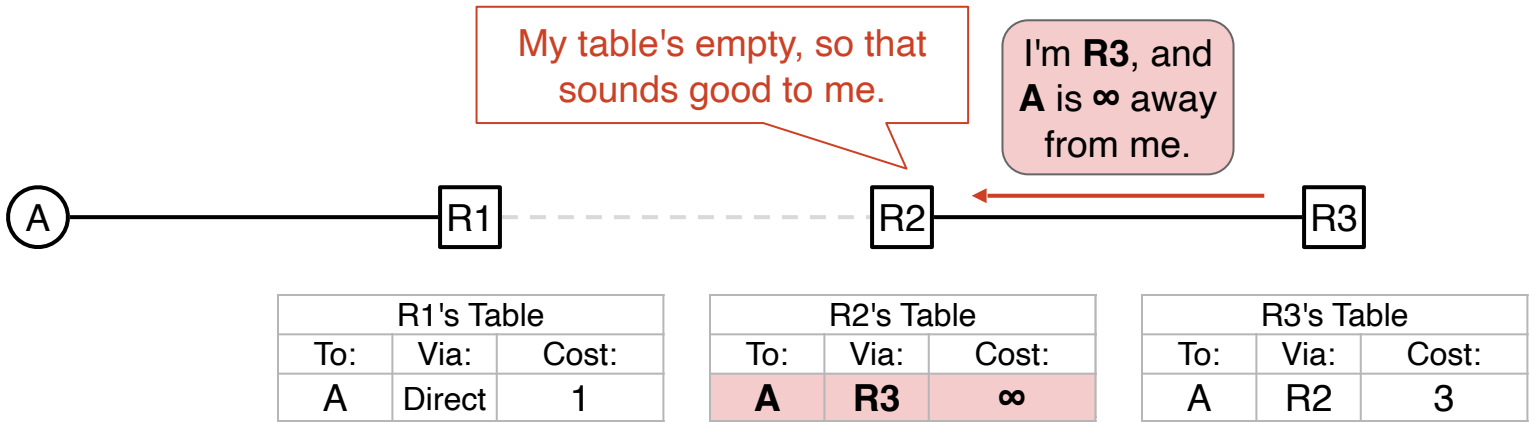
R1's Table		
To:	Via:	Cost:
A	Direct	1

R2's Table		
To:	Via:	Cost:

R3's Table		
To:	Via:	Cost:
A	R2	3

R2's table now explicitly says: Do not send packets to R3.

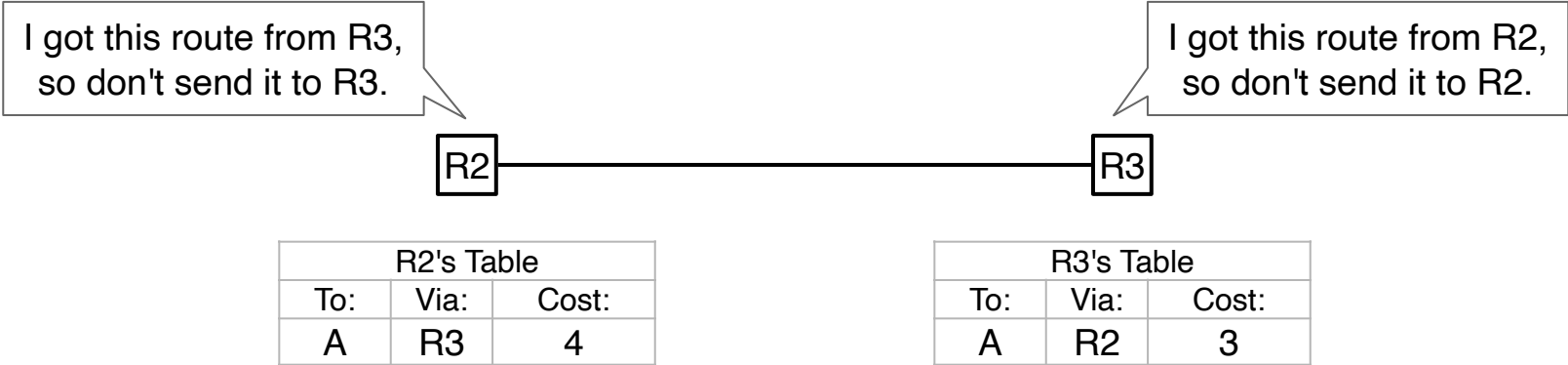
- Because R3 would just send the packet back to R2.



Suppose we end up with a routing loop somehow.

Split horizon: No poison is sent.

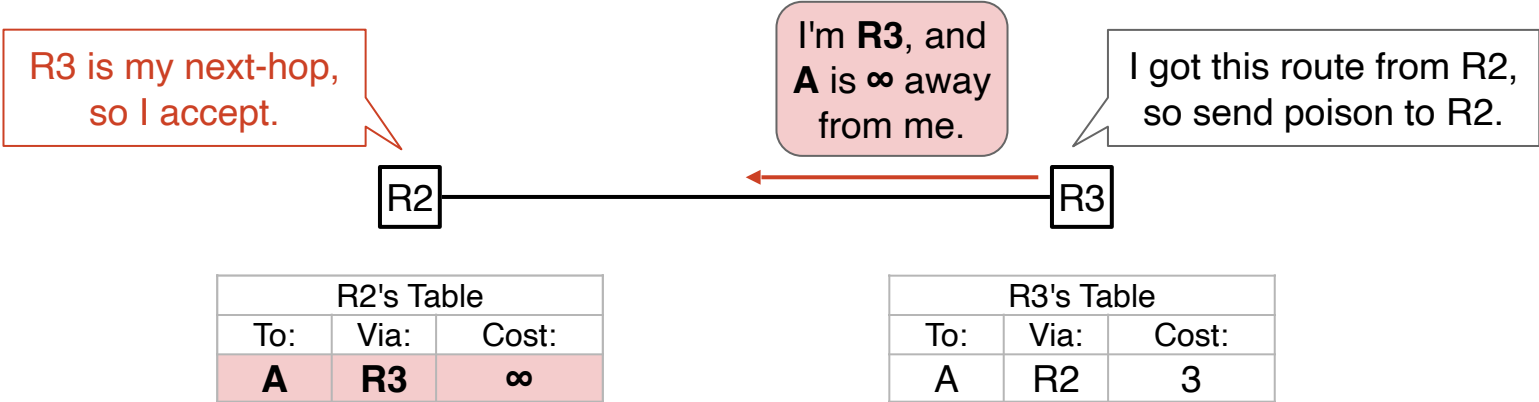
- Loop stays until the routes expire.



Suppose we end up with a routing loop somehow.

Poison reverse: R3 explicitly sends poison back to R2.

- Loop is immediately eliminated!
- Faster than split horizon.



For each destination:

- If you hear an advertisement, update table and reset TTL if:
 - The destination isn't in the table.
 - Advertised cost + link cost to neighbor $<$ best-known cost. (#1)
 - The advertisement is from current next-hop. (#2)
Includes poison advertisements. (#5)
- Advertise to all your neighbors when the table updates, and periodically. (#3)
 - But don't advertise back to the next-hop. (#6A)
 - ...Or, advertise poison back to the next-hop. (#6B)
- If a table entry expires, make the entry poison and advertise it. (#4, #5)

Rule 7: Count to Infinity

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Distance-Vector Correctness

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- Rule 2: Updates From Next-Hop
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- Rule 4: Expiring

Distance-Vector Enhancements

- Rule 5: Poison Expired Routes
- Rule 6A: Split Horizon
- Rule 6B: Poison Reverse
- **Rule 7: Count To Infinity**
- Eventful Updates

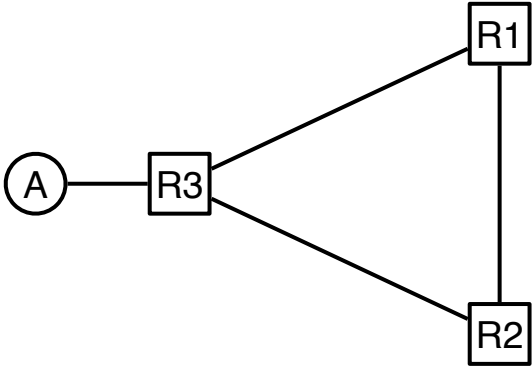
Split horizon (or poison reverse) helps us avoid length-2 loops.

- R1 forwards to R2.
- R2 forwards to R1.

But we can still get routing loops with 3 or more routers.

Suppose the tables reach steady-state.

R3's Table		
To:	Via:	Cost:
A	Direct	1



R1's Table		
To:	Via:	Cost:
A	R3	2

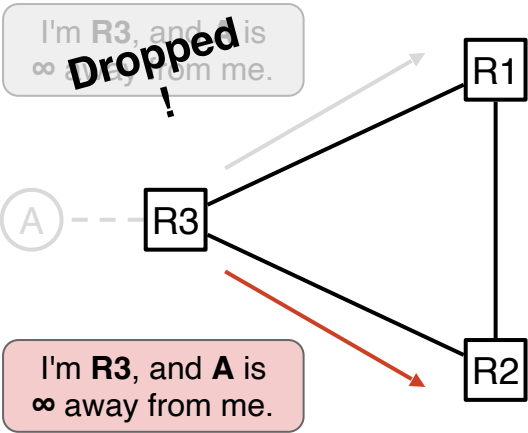
R2's Table		
To:	Via:	Cost:
A	R3	2

Link goes down! A now unreachable.

R3 updates table and sends poison.

Poison reaches R2, but not R1!

R3's Table		
To:	Via:	Cost:
A	Direct	∞



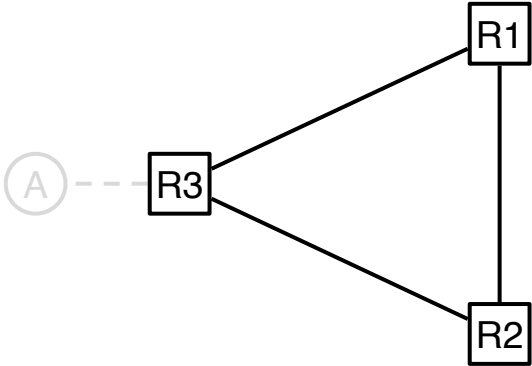
R1's Table		
To:	Via:	Cost:
A	R3	2

R2's Table		
To:	Via:	Cost:
A	R3	∞

At this point, R3 and R2 know A is unreachable.

But R1 still thinks there's a path to A!

R3's Table		
To:	Via:	Cost:
A	Direct	∞



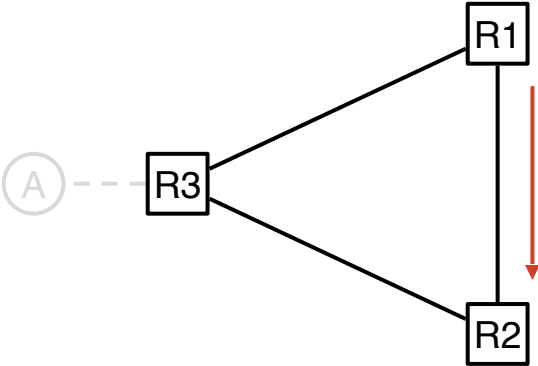
R1's Table		
To:	Via:	Cost:
A	R3	2

R2's Table		
To:	Via:	Cost:
A	R3	∞

R1 announces it can reach A.

Split horizon: R1's path came from R3, so don't tell R3.

R3's Table		
To:	Via:	Cost:
A	Direct	∞



I'm **R1**, and **A** is 2 away from me.

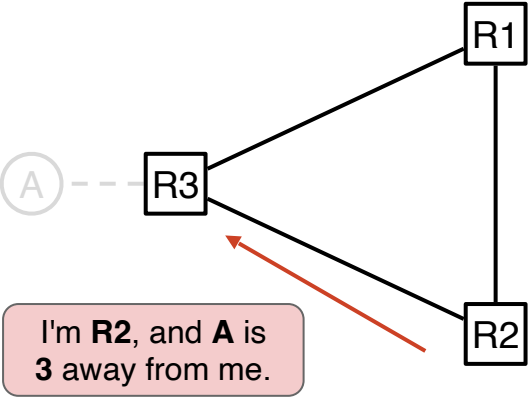
R1's Table		
To:	Via:	Cost:
A	R3	2

R2's Table		
To:	Via:	Cost:
A	R1	3

R2 announces it can reach A.

Split horizon: R2's path came from R1, so don't tell R1.

R3's Table		
To:	Via:	Cost:
A	R2	4



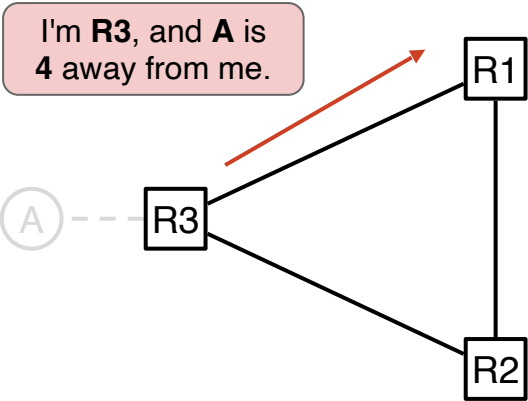
R1's Table		
To:	Via:	Cost:
A	R3	2

R2's Table		
To:	Via:	Cost:
A	R1	3

R3 announces it can reach A.

Split horizon: R3's path came from R2, so don't tell R2.

R3's Table		
To:	Via:	Cost:
A	R2	4

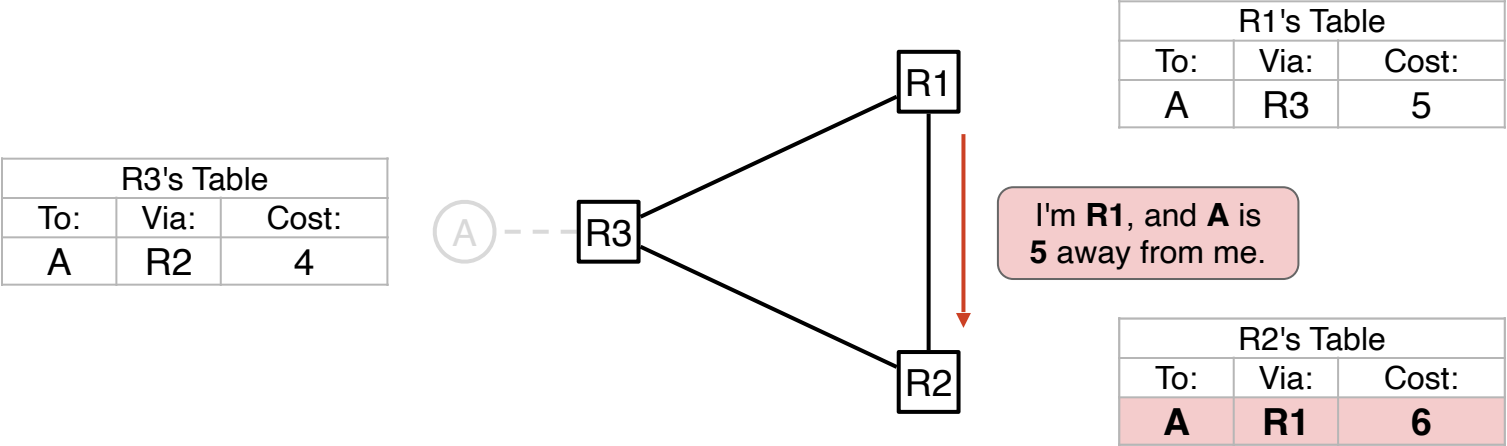


R1's Table		
To:	Via:	Cost:
A	R3	5

R2's Table		
To:	Via:	Cost:
A	R1	3

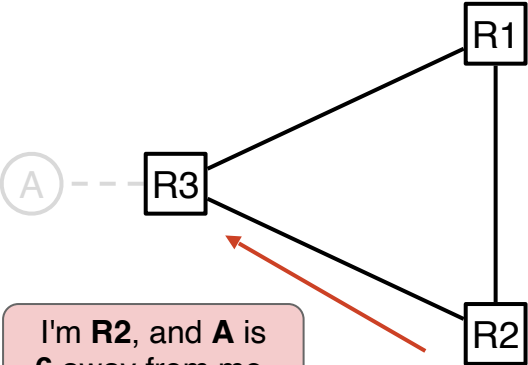
We keep advertising in a cycle, and costs keep increasing!

Split horizon can't save us.



We keep advertising in a cycle, and costs keep increasing!
Split horizon can't save us.

R3's Table		
To:	Via:	Cost:
A	R2	7



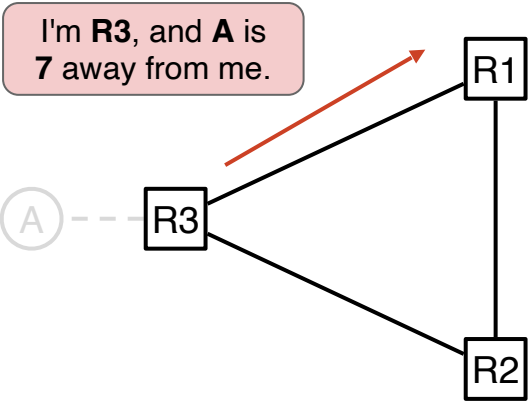
I'm R2, and A is 6 away from me.

R1's Table		
To:	Via:	Cost:
A	R3	5

R2's Table		
To:	Via:	Cost:
A	R1	6

We keep advertising in a cycle, and costs keep increasing!
Split horizon can't save us.

R3's Table		
To:	Via:	Cost:
A	R2	7

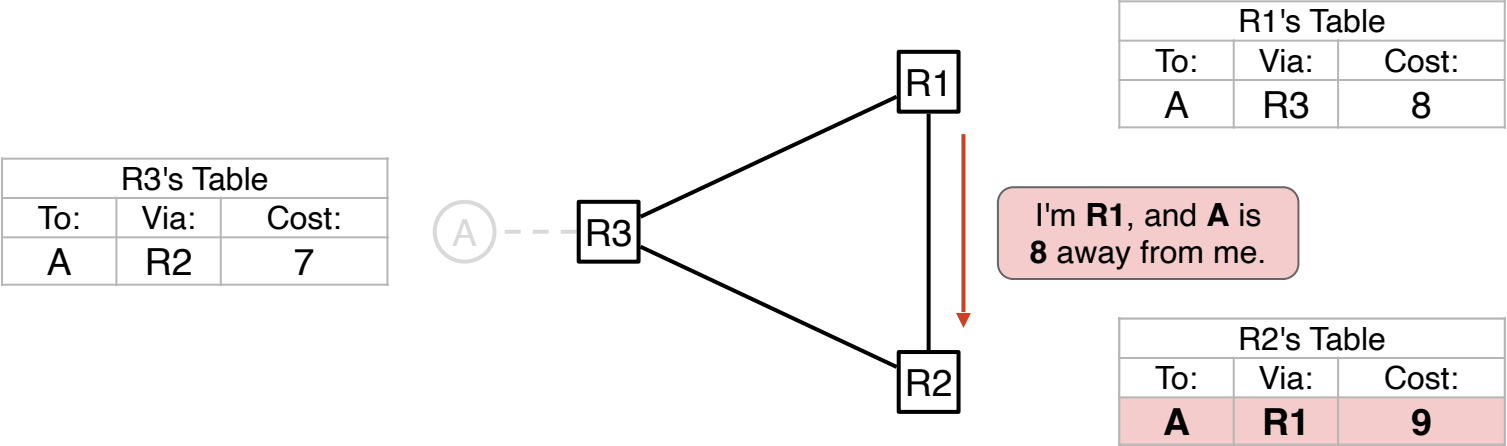


R1's Table		
To:	Via:	Cost:
A	R3	8

R2's Table		
To:	Via:	Cost:
A	R1	6

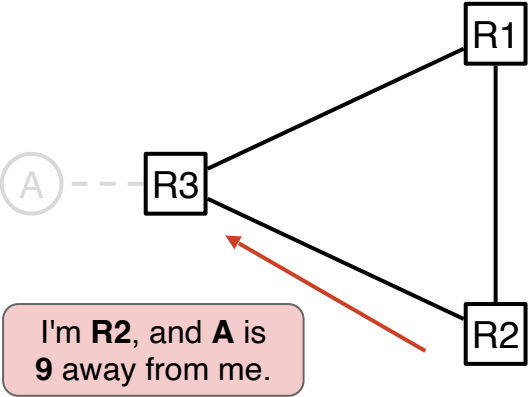
We keep advertising in a cycle, and costs keep increasing!

Split horizon can't save us.



We keep advertising in a cycle, and costs keep increasing!
Split horizon can't save us.

R3's Table		
To:	Via:	Cost:
A	R2	10



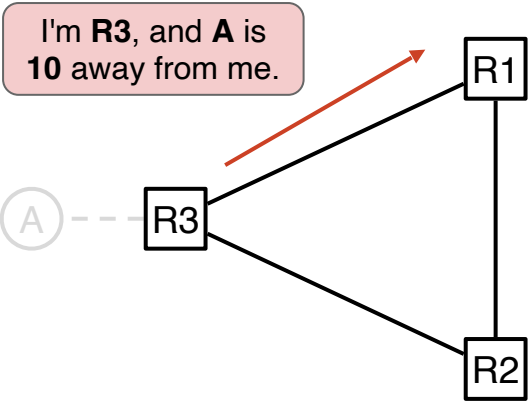
R1's Table		
To:	Via:	Cost:
A	R3	8

R2's Table		
To:	Via:	Cost:
A	R1	9

We keep advertising in a cycle, and costs keep increasing!

Split horizon can't save us.

R3's Table		
To:	Via:	Cost:
A	R2	10



R1's Table		
To:	Via:	Cost:
A	R3	11

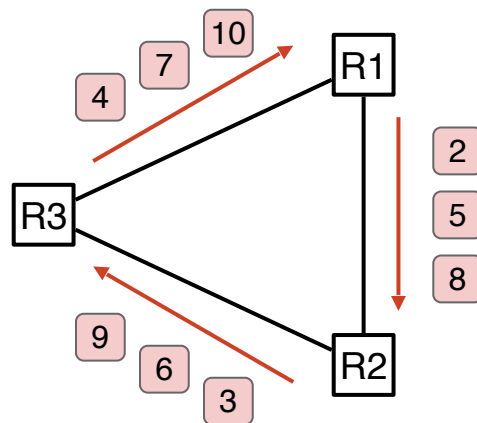
R2's Table		
To:	Via:	Cost:
A	R1	9

The problem, restated:

- Poison wasn't propagated properly. A router had a busted path.
- Busted path is advertised in a loop.

Split horizon won't save us.

- We're never advertising a path back to the next-hop.



Solution: Enforce a maximum cost.

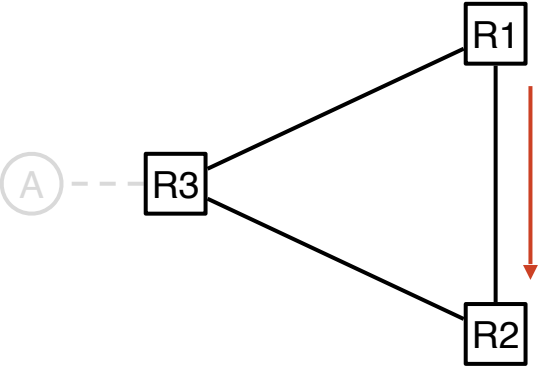
- 15 is a common choice.
- All numbers ≥ 16 are considered infinity.

Result:

- Loop will stop when all costs reach 16.
- Busted path will expire, or get replaced by another non-infinite-cost path.

All numbers ≥ 16 are considered infinity.

R3's Table		
To:	Via:	Cost:
A	R2	10



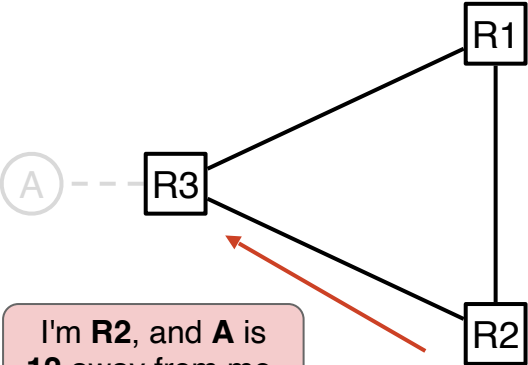
R1's Table		
To:	Via:	Cost:
A	R3	11

I'm **R1**, and **A** is **11** away from me.

R2's Table		
To:	Via:	Cost:
A	R1	12

All numbers ≥ 16 are considered infinity.

R3's Table		
To:	Via:	Cost:
A	R2	13



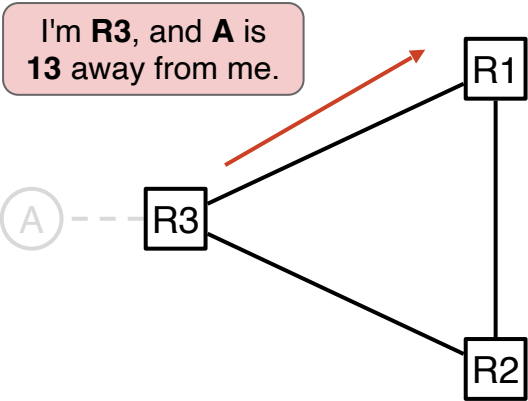
I'm **R2**, and **A** is **12** away from me.

R1's Table		
To:	Via:	Cost:
A	R3	11

R2's Table		
To:	Via:	Cost:
A	R1	12

All numbers ≥ 16 are considered infinity.

R3's Table		
To:	Via:	Cost:
A	R2	13

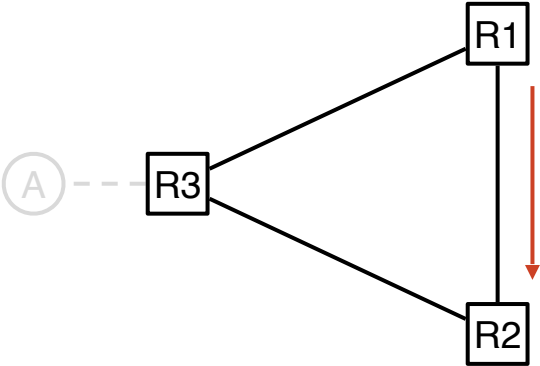


R1's Table		
To:	Via:	Cost:
A	R3	14

R2's Table		
To:	Via:	Cost:
A	R1	12

All numbers ≥ 16 are considered infinity.

R3's Table		
To:	Via:	Cost:
A	R2	13



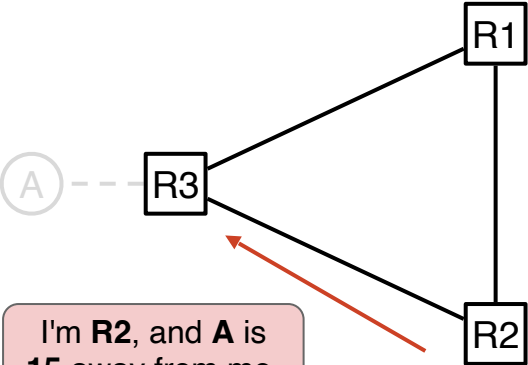
I'm **R1**, and **A** is **14** away from me.

R1's Table		
To:	Via:	Cost:
A	R3	14

R2's Table		
To:	Via:	Cost:
A	R1	15

All numbers ≥ 16 are considered infinity.

R3's Table		
To:	Via:	Cost:
A	R2	16 ∞



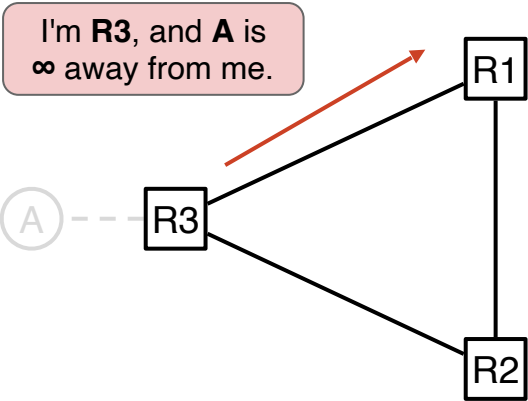
I'm R2, and A is 15 away from me.

R1's Table		
To:	Via:	Cost:
A	R3	14

R2's Table		
To:	Via:	Cost:
A	R1	15

All numbers ≥ 16 are considered infinity.

R3's Table		
To:	Via:	Cost:
A	R2	∞

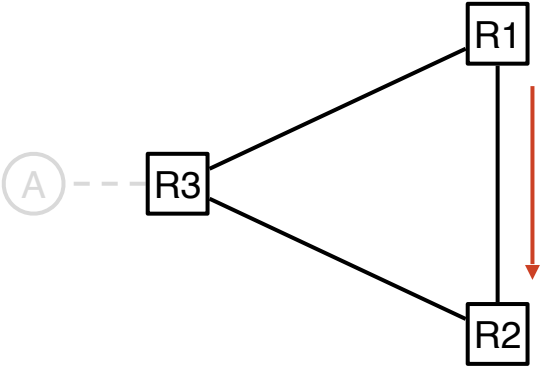


R1's Table		
To:	Via:	Cost:
A	R3	∞

R2's Table		
To:	Via:	Cost:
A	R1	15

All numbers ≥ 16 are considered infinity.

R3's Table		
To:	Via:	Cost:
A	R2	∞



I'm **R1**, and **A** is ∞ away from me.

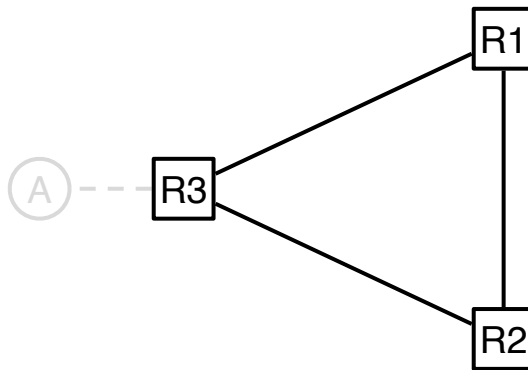
R1's Table		
To:	Via:	Cost:
A	R3	∞

R2's Table		
To:	Via:	Cost:
A	R1	∞

We've reached steady state!

- Future advertisements won't change the tables.
- Routes for A will soon expire.
 - Or, if another route to A appears, it'll replace the infinite-cost entry.

R3's Table		
To:	Via:	Cost:
A	R2	∞



R1's Table		
To:	Via:	Cost:
A	R3	∞

R2's Table		
To:	Via:	Cost:
A	R1	∞

For each destination:

- If you hear an advertisement, update table and reset TTL if:
 - The destination isn't in the table.
 - Advertised cost + link cost to neighbor < best-known cost. (#1)
 - The advertisement is from current next-hop. (#2)
Includes poison advertisements. (#5)
- Advertise to all your neighbors when the table updates, and periodically. (#3)
 - But don't advertise back to the next-hop. (#6A)
 - ...Or, advertise poison back to the next-hop. (#6B)
 - Any cost ≥ 16 is advertised as ∞ . (#7)
- If a table entry expires, make the entry poison and advertise it. (#4, #5)

Eventful Updates

Lecture 6, CS 168, Spring 2026

Distance-Vector Correctness

- Algorithm Sketch
- Rule 1: Bellman-Ford Updates
- Bellman-Ford Demo
- Rule 2: Updates From Next-Hop
- Rule 3: Resending
- Rule 4: Expiring

Distance-Vector Enhancements

- Rule 5: Poison Expired Routes
- Rule 6A: Split Horizon
- Rule 6B: Poison Reverse
- Rule 7: Count To Infinity
- **Eventful Updates**

When do we send advertisements?

- When the table changes (**triggered updates**).
 - When we accept a new advertisement.
 - When a new link is added. (*Add static routes and advertise them.*)
 - When a link goes down. (*Poison routes and advertise poison.*)
 - When a table entry expires. (*Poison routes and advertise poison.*)
- Periodically (once every "advertisement interval").

Triggered updates are an optimization.

- Instead of advertising when the table changes, we could just wait for the interval. Protocol is still correct.
- Triggered updates help us converge faster.

For each destination:

- If you hear an advertisement, update table and reset TTL if:
 - The destination isn't in the table.
 - Advertised cost + link cost to neighbor < best-known cost. (#1)
 - The advertisement is from current next-hop. (#2)
Includes poison advertisements. (#5)
- Advertise to all your neighbors when the table updates, and periodically. (#3)
 - But don't advertise back to the next-hop. (#6A)
 - ...Or, advertise poison back to the next-hop. (#6B)
 - Any cost ≥ 16 is advertised as ∞ . (#7)
- If a table entry expires, make the entry poison and advertise it. (#3, #5)

1. **Bellman-Ford Updates:** Accept if advertised cost + link cost to neighbor < best-known cost.
2. **Updates From Next-Hop:** Accept if advertisement is from next hop.
3. **Resending:** Advertise periodically.
4. **Expiring:** Expire an entry if TTL runs out.
5. **Poison Expired Routes:** Send poison if an entry expires.
- 6A. **Split Horizon:** Don't advertise path back to the person who gave it to you.
- 6B. **Poison Reverse:** Send poison back to the person who gave you the path.
7. **Count To Infinity:** Any cost ≥ 16 is advertised as ∞ .

This is now a pretty good routing protocol!