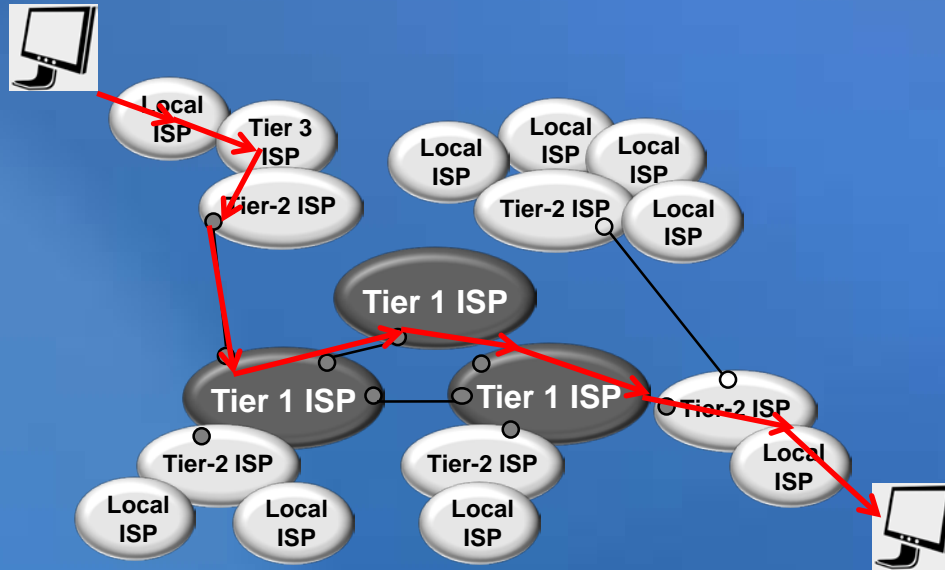


# Network Layer



application

transport

network

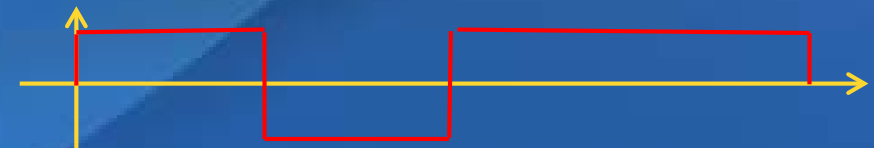
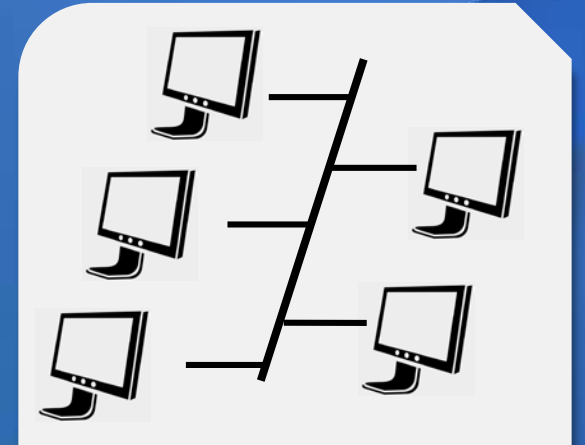
link

physical

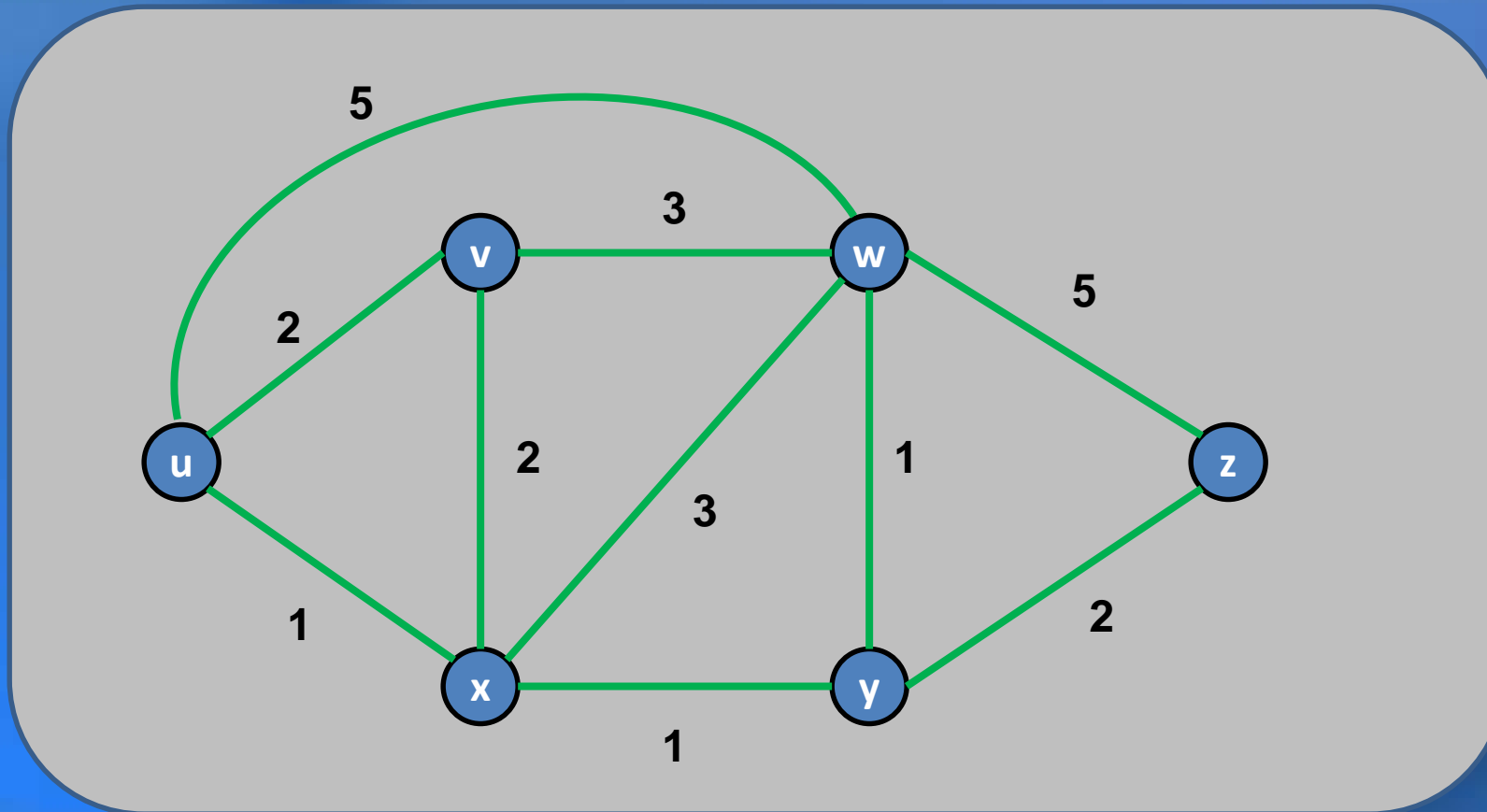
Forwarding & Routing

Data Transfer Between Neighbors

Bits "on the wire"

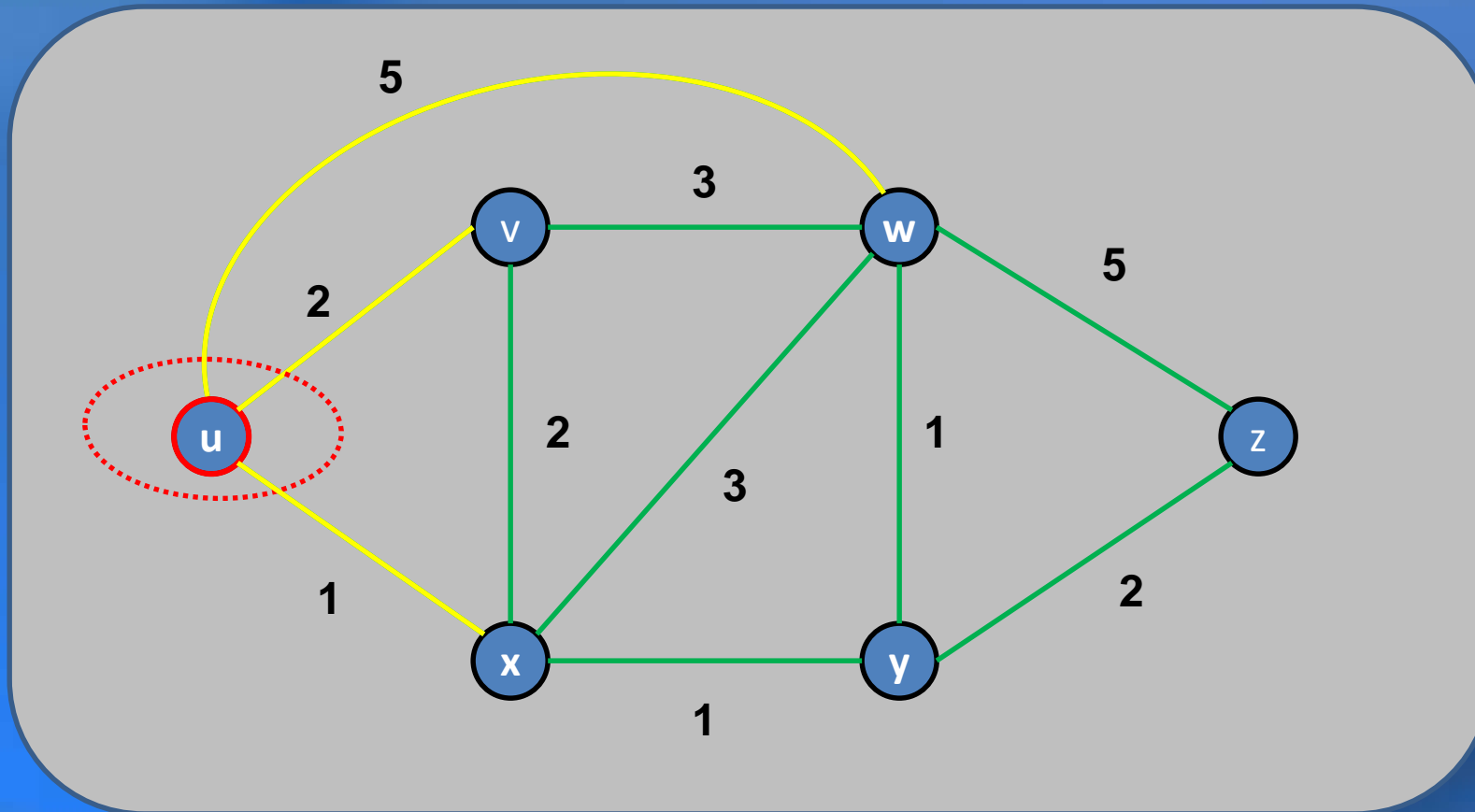


# Routing: Dijkstra's Algorithm

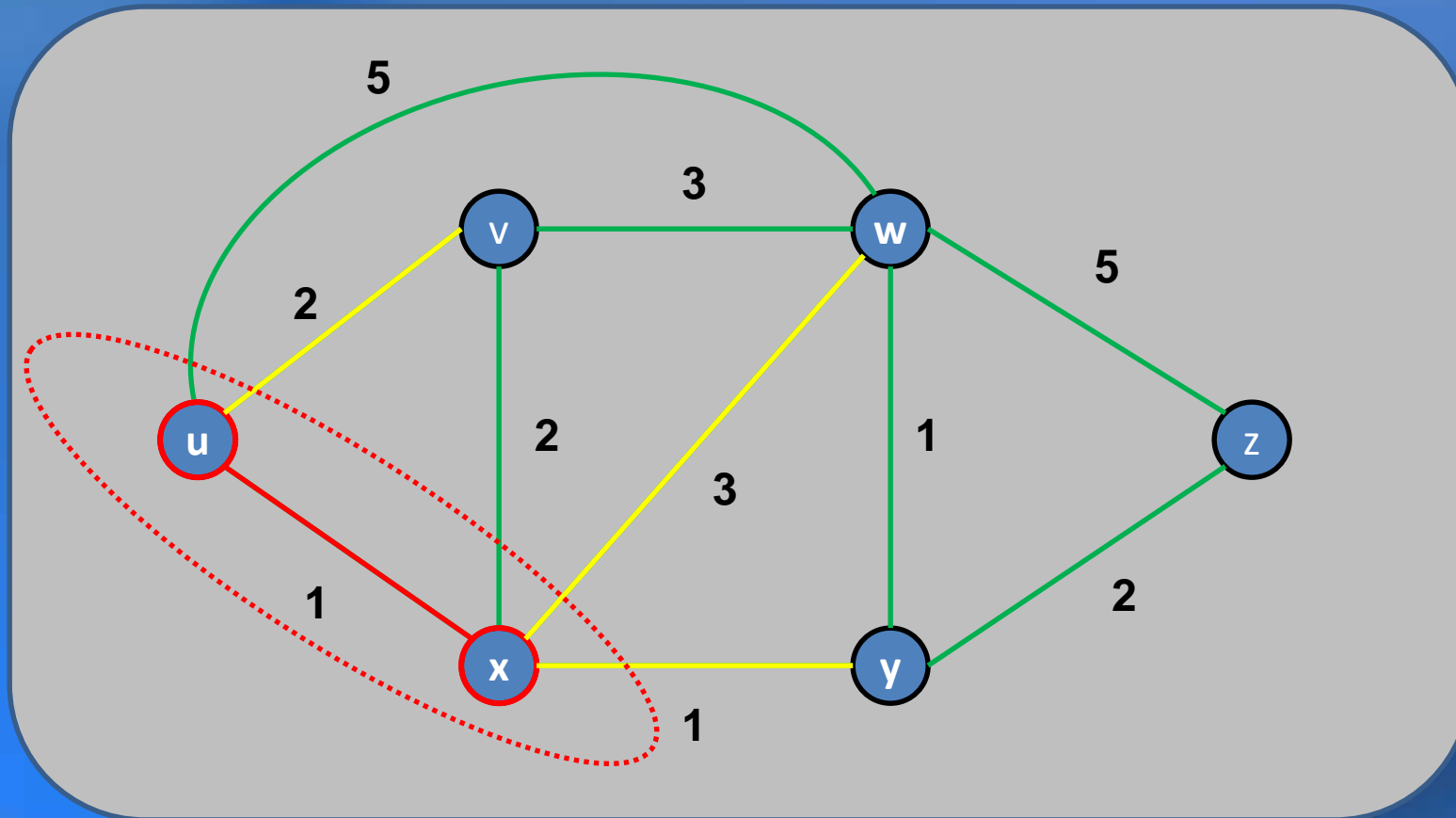


Find the path from **u** to **z** with minimum cost.

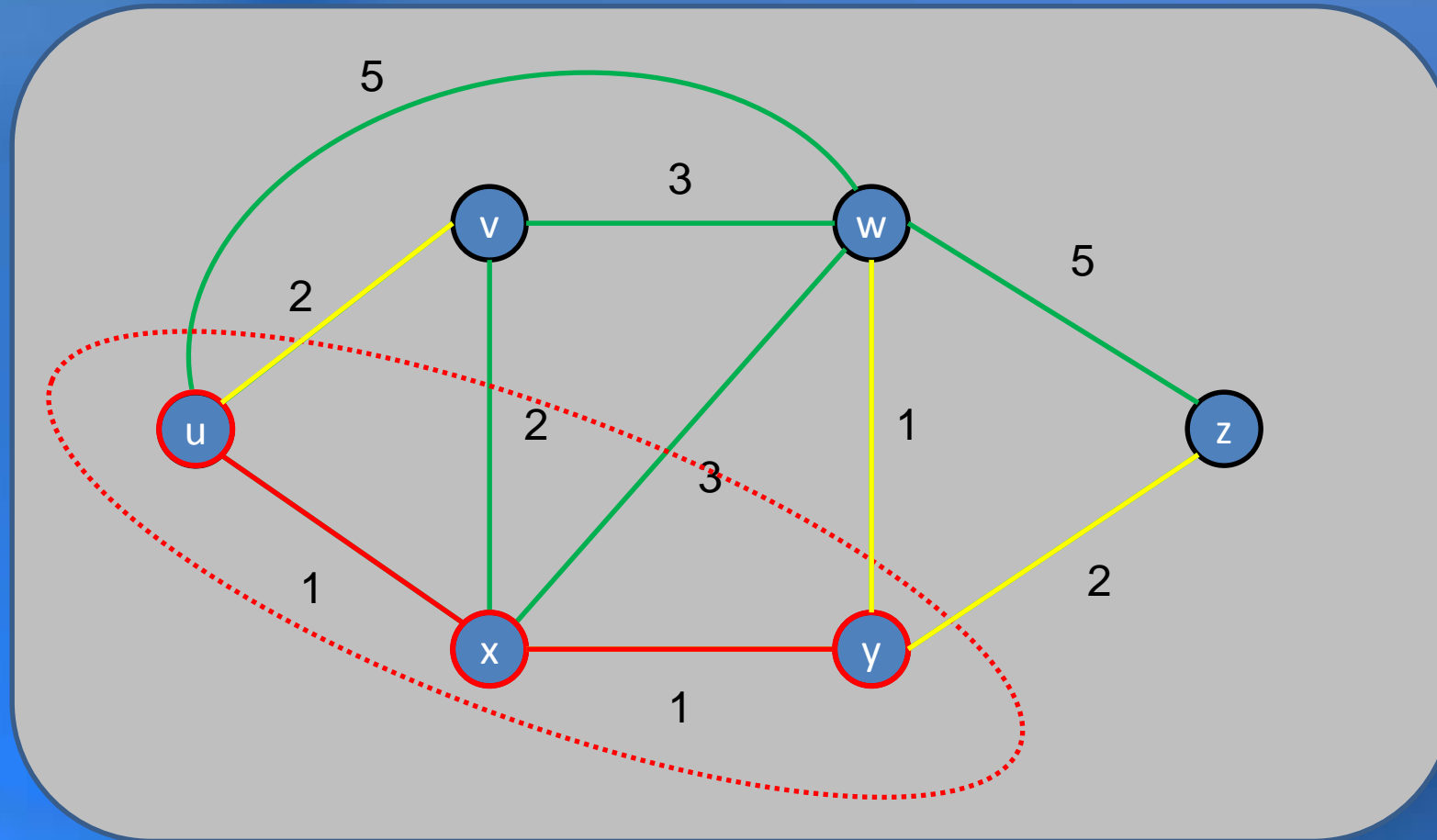
# Routing: Dijkstra's Algorithm



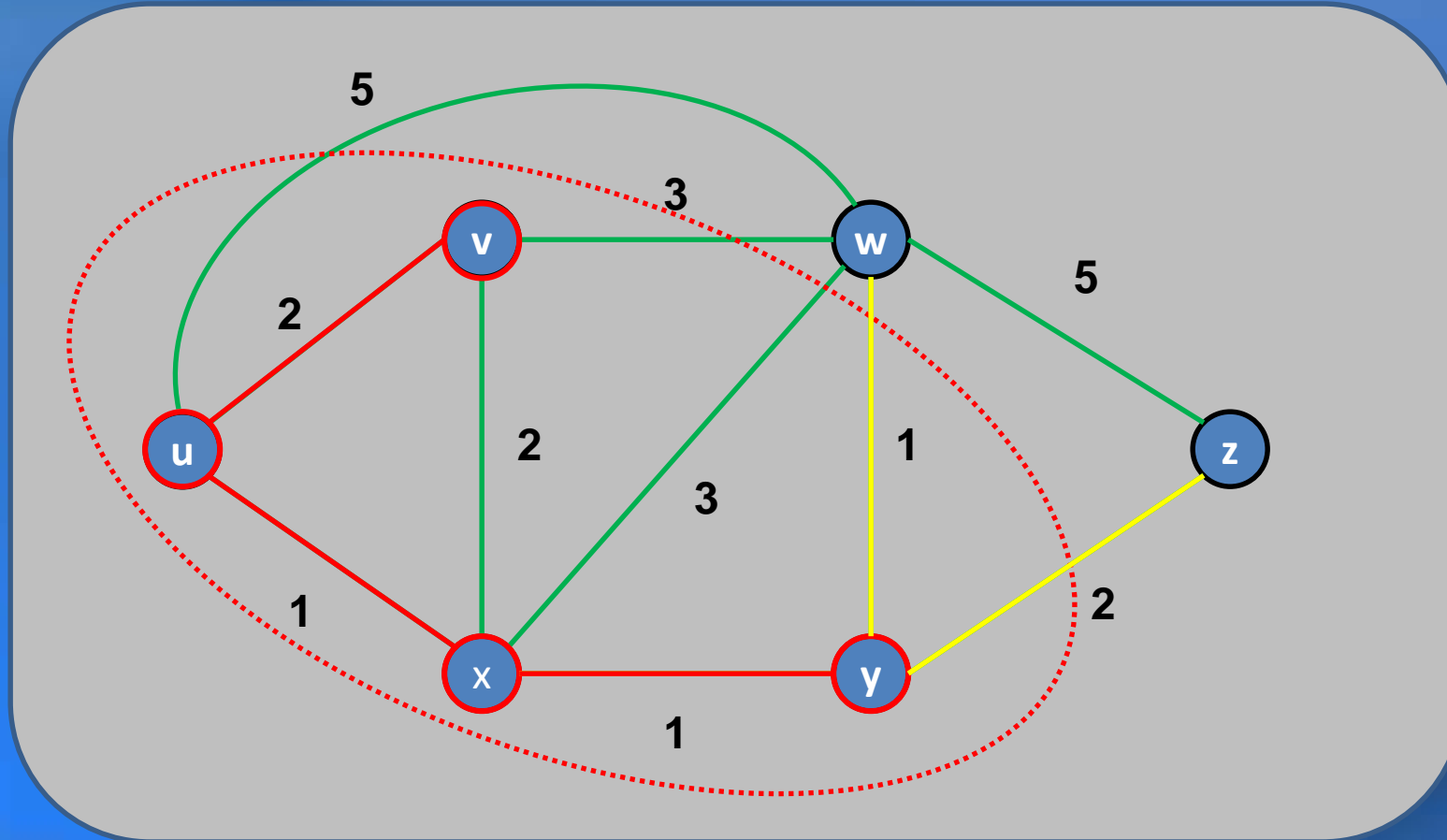
# Routing: Dijkstra's Algorithm



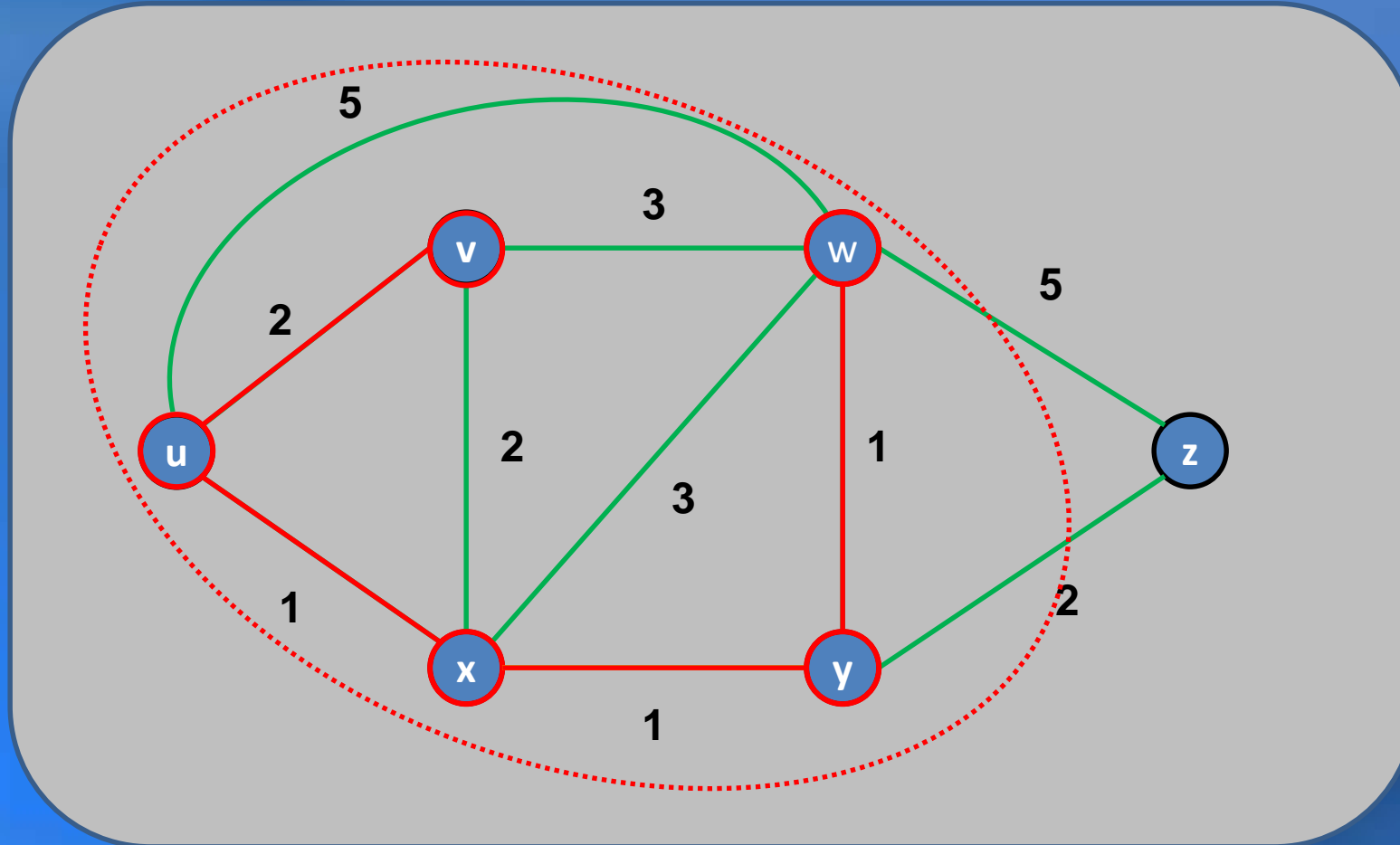
# Routing: Dijkstra's Algorithm



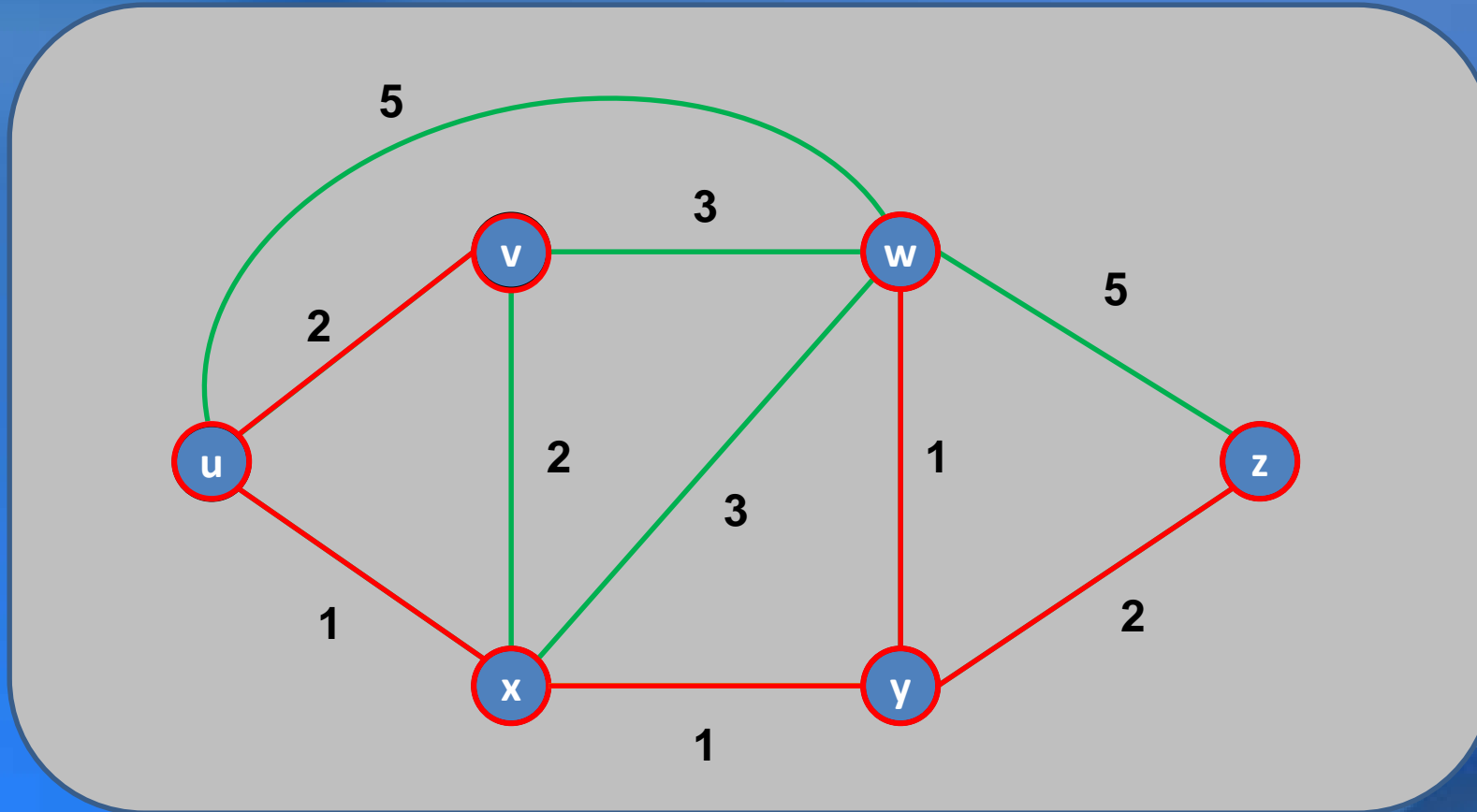
# Routing: Dijkstra's Algorithm



# Routing: Dijkstra's Algorithm



# Routing: Dijkstra's Algorithm



The minimum cost path from u to z:  $u \Rightarrow x \Rightarrow y \Rightarrow z$ .