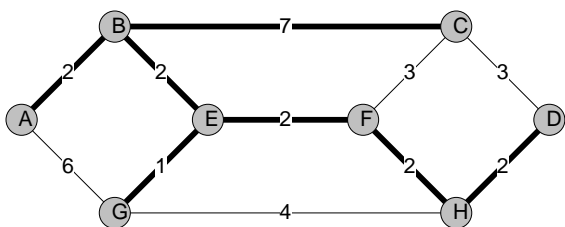
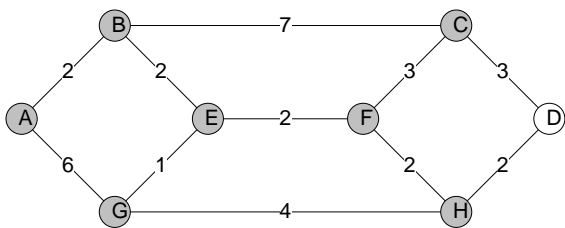
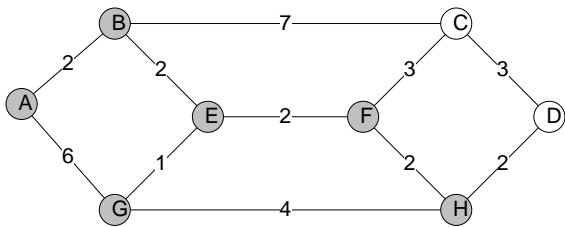
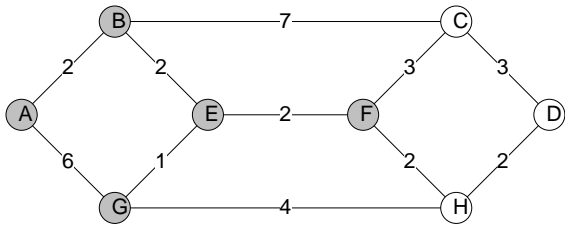
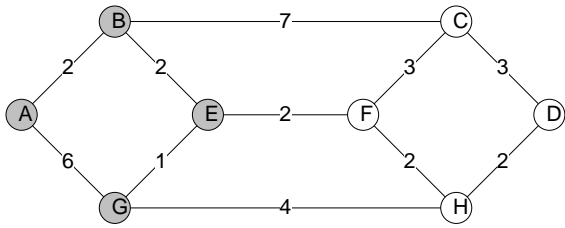
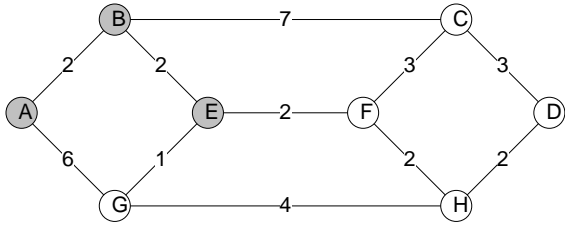
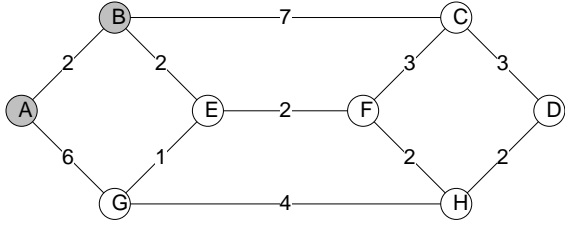
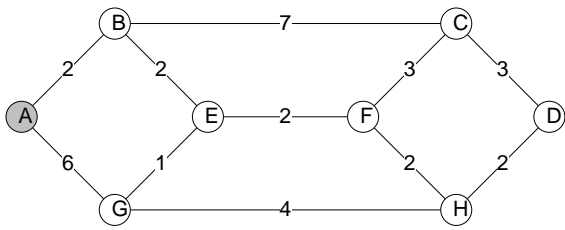
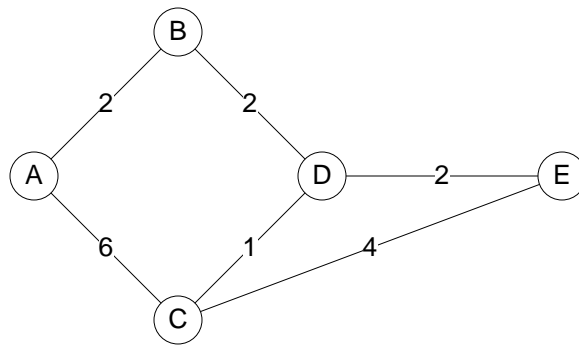


Dijkstra's shortest path algorithm for A -> D



D(B),p(B)	D(C),p(C)	D(D),p(D)	D(E),p(E)	D(F),p(F)	D(G),p(G)	D(H),p(H)
2,A	inf,-	inf,-	inf,-	inf,-	6,A	inf,-
(2,A)	9,B	inf,-	4,B	inf,-	6,A	inf,-
	9,B	inf,-	(4,B)	6,E	5,E	inf,-
	9,B	inf,-		6,E	(5,E)	9,G
	9,B	inf,-		(6,E)		8,F
	9,B	10,H				(8,F)
	(9,B)	10,H				
		(10,H)				

Distance vector algorithm



D ^A	B	C	D ^B	A	D	D ^C	A	D	E	D ^D	B	C	E	D ^E	C	D
B	(2)		A	(2)		A	(6)			A				A		
C		(6)	C			B				B	(2)			B		
D			D		(2)	D		(1)		C		(1)		C	(4)	
E			E			E			(4)	E			(2)	D		(2)

A sends update:

D ^A	B	C	D ^B	A	D	D ^C	A	D	E	D ^D	B	C	E	D ^E	C	D
B	(2)		A	(2)		A	(6)			A				A		
C		(6)	C	(8)		B	(8)			B	(2)			B		
D			D		(2)	D		(1)		C		(1)		C	(4)	
E			E			E			(4)	E			(2)	D		(2)

D sends update:

D ^A	B	C	D ^B	A	D	D ^C	A	D	E	D ^D	B	C	E	D ^E	C	D
B	(2)		A	(2)		A	(6)			A				A		
C		(6)	C	8	(3)	B	8	(3)		B	(2)			B		(4)
D			D		(2)	D		(1)		C		(1)		C	4	(3)
E			E		(4)	E		(3)	4	E			(2)	D		(2)

B sends update:

D ^A	B	C	D ^B	A	D	D ^C	A	D	E	D ^D	B	C	E	D ^E	C	D
B	(2)		A	(2)		A	(6)			A	(4)			A		
C	(5)	6	C	8	(3)	B	8	(3)		B	(2)			B		(4)
D	(4)		D		(2)	D		(1)		C	5	(1)		C	4	(3)
E	(6)		E		(4)	E		(3)	4	E	6		(2)	D		(2)

C sends update:

D ^A	B	C	D ^B	A	D	D ^C	A	D	E	D ^D	B	C	E	D ^E	C	D
B	(2)	9	A	(2)		A	(6)			A	(4)	7		A	(10)	
C	(5)	6	C	8	(3)	B	8	(3)		B	(2)	4		B	7	(4)
D	(4)	7	D		(2)	D		(1)		C	5	(1)		C	4	(3)
E	(6)	9	E		(4)	E		(3)	4	E	6	4	(2)	D	5	(2)