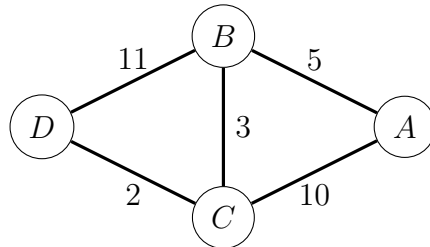


For the network shown below, assume that link state routing is used to build the routing tables. Suppose that node *A* has received the link state packets from all the other nodes. Detail the steps of Dijkstra's algorithm for calculating the shortest paths at node *A* by adding the rows to the table given below.



| Step | M | $N - M$ | Cost to B , Next hop to B | Ct to C , NH to C | Ct to D , NH to D |
|------|---------|---------------|-------------------------------|-----------------------|-----------------------|
| 1 | { A } | { B, C, D } | 5, B | 10, C | ∞ ,- |
| | | | | | |

Pseudocode for Dijkstra's algorithm is given below for your convenience. It calculates the shortest paths at a source node S . N is the set of all nodes, $C_S(X)$ is the cost of reaching node X from node S and $l(S, X)$ is the cost of the edge from node S to node X .

```

M = {S}
for each X in N - {S}
    C_S(X) = l(S, X)
    if C_S(X) < ∞, next hop for X is X itself
while (N ≠ M)
    M = M ∪ {Y} such that C_S(Y) is the minimum among all Y in (N - M)
    for each X in (N - M)
        C_S(X) = min{C_S(X), C_S(Y) + l(Y, X)}
        if C_S(X) has changed, next hop for X is the next hop to reach Y from S
    
```