**Connect two nodes w. cable**

1. **Network Layer**
   - **Forwarding**: once you have a path.
   - **Routing**: finding a path (dijkstra)
   - **Scale**: hierarchy, graphology
   - {adjacents}

2. ** adjacency table**
   - Cost
     - A: C: A, B: B
     - B: D: C, D: A
     - C: E, D: E

3. **Bottleneck**
   - 1. **Centralized**
   - 2. **Distributed**

4. **Slides**
   - 1. Use: 10 sites — one eyeball path
   - 2. Case: only two paths
   - 3. Path: 5x round trip, fixed path
   - 4. Load capacity, more to try

5. **Mesh**

6. **Path-vector model**
   - No cycles: tree rooted at C (abc shortest path)

7. **Path-vector update**
   - No agent required
   - Queued and host control
   - Already done:
     - Large headers
     - One signal per path
     - (Packets backlogged to do)

8. **Path-vector control**
   - N nodes
   - N x N - 1 edges
   - Indec: 16 routers?

9. **Net hierarchy**
   - Top
   - 1. Loop
   - 2. Protocols
   - 3. Paths
   - 4. Depth: 2, A.

A: BEAD
B: BEAD