



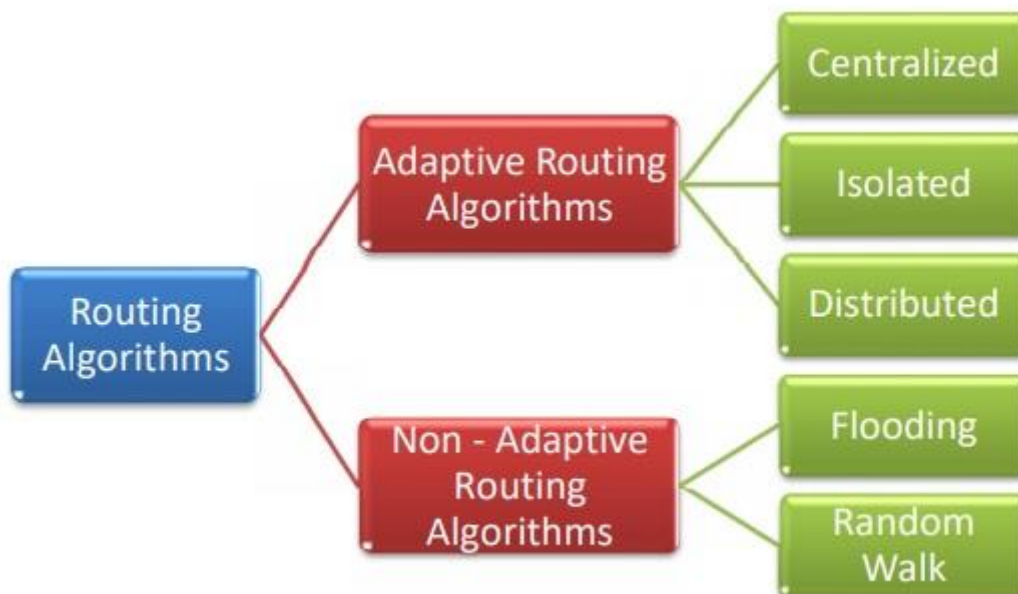
Routing algorithms

A routing algorithm is a procedure that lays down the route or path to transfer data packets from source to the destination. They help in directing Internet traffic efficiently. After a data packet leaves its source, it can choose among the many different paths to reach its destination. Routing algorithm mathematically computes the best path, i.e. “least – cost path” that the packet can be routed through.

- In order to transfer the packets from source to the destination, the network layer must determine the best route through which packets can be transmitted.
- Whether the network layer provides datagram service or virtual circuit service, the main job of the network layer is to provide the best route. The routing protocol provides this job.
- The routing protocol is a routing algorithm that provides the best path from the source to the destination. The best path is the path that has the "least-cost path" from source to the destination.
- Routing is the process of forwarding the packets from source to the destination but the best route to send the packets is determined by the routing algorithm.

Types of Routing Algorithms

Routing algorithms can be broadly categorized into two types, adaptive and nonadaptive routing algorithms. They can be further categorized as shown in the following diagram –



Adaptive Routing Algorithms

Adaptive routing algorithms, also known as dynamic routing algorithms, makes routing decisions dynamically depending on the network conditions. It constructs the routing table depending upon the



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

network traffic and topology. They try to compute the optimized route depending upon the hop count, transit time and distance.

The three popular types of adaptive routing algorithms are –

- **Centralized algorithm** – It finds the least-cost path between source and destination nodes by using global knowledge about the network. So, it is also known as global routing algorithm.
- **Isolated algorithm** – This algorithm procures the routing information by using local information instead of gathering information from other nodes.
- **Distributed algorithm** – This is a decentralized algorithm that computes the least-cost path between source and destination iteratively in a distributed manner.

Non – Adaptive Routing Algorithms

Non-adaptive Routing algorithms, also known as static routing algorithms, construct a static routing table to determine the path through which packets are to be sent. The static routing table is constructed based upon the routing information stored in the routers when the network is booted up.

The two types of non – adaptive routing algorithms are –

- **Flooding** – In flooding, when a data packet arrives at a router, it is sent to all the outgoing links except the one it has arrived on. Flooding may be uncontrolled, controlled or selective flooding.
- **Random walks** – This is a probabilistic algorithm where a data packet is sent by the router to any one of its neighbours randomly.

Differences b/w Adaptive and Non-Adaptive Routing Algorithm

Basis Of Comparison	Adaptive Routing algorithm	Non-Adaptive Routing algorithm
Define	Adaptive Routing algorithm is an algorithm that constructs the routing table based on the network conditions.	The Non-Adaptive Routing algorithm is an algorithm that constructs the static table to determine which node to send the packet.
Usage	Adaptive routing algorithm is used by dynamic routing.	The Non-Adaptive Routing algorithm is used by static routing.
Routing decision	Routing decisions are made based on topology and network traffic.	Routing decisions are the static tables.
Categorization	The types of adaptive routing algorithm, are Centralized, isolation and distributed algorithm.	The types of Non Adaptive routing algorithm are flooding and random walks.
Complexity	Adaptive Routing algorithms are more complex.	Non-Adaptive Routing algorithms are simple.



SNS COLLEGE OF TECHNOLOGY, COIMBATORE –35
(An Autonomous Institution)
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

