

# Assignment 6

## Routing

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# Thoughts on grading

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- We're going to grade P5 and P6 via demo.
- Idea is that you set up a demo, than we go through your code with you.
- We'll bring extra test cases.
- Thoughts?



# Due dates

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- Design doc not due until May 3
- (You should have your design reviewed BEFORE May 3)
- Project six due May 10



# Routing

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- In projects 3 and 5, we've assumed that you can address a packet to anywhere and get it there.
- This doesn't happen by magic.
- Nodes can only send to neighbors.
- Need routers that know to forward things.



# What we give you

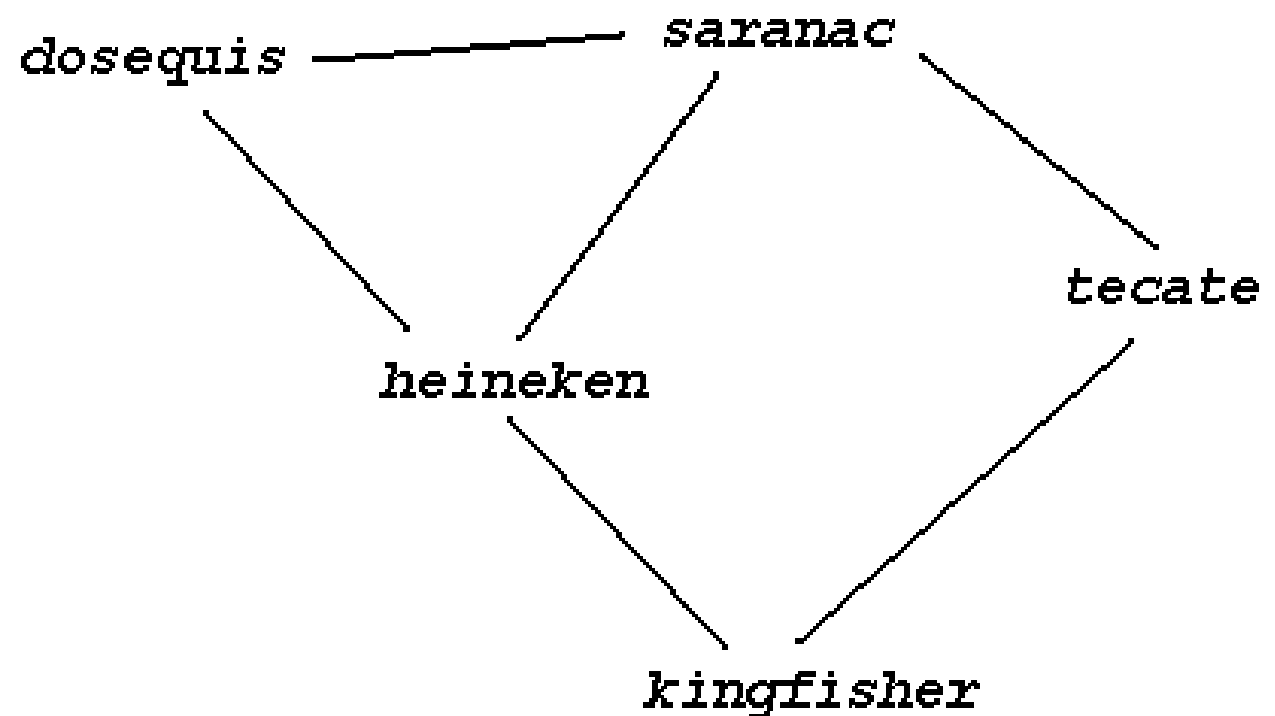
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- In network.h
  - `#define BCAST_ENABLED 1`
  - `#define BCAST_USE_TOPOLOGY_FILE 1`
- Create a topology file

# A routing file

```
saranac  
heineken  
dosequis  
kingfisher  
tecate
```

```
.xx.x  
x.xx.  
xx...  
.x..x  
x..x.
```





# We'll do it BGP style

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- We'll do the routing “BGP style”
- Each node broadcasts a packet saying “I’m here” every five seconds.
- Broadcast gets repeated across network; nodes add selves to header of packet.
- A node hears “A is here (heard through B, C, and D)”



# Code organization

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- Your routing framework needs only one public interface method:  
*miniroute\_send\_packet()* in *miniroute.[ch]*
- Keep a routing table: fill in *routetable.[ch]*
- Also a revised interrupt handler, and a system thread to broadcast.



# Handling interrupts

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- Also modify interrupt handler to forward packets not for us and to handle routing broadcasts.
- Drop packets if no route exists.



# Formats

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- The miniroute header is defined for you.
- Format is a list of nodes, and a length.
- See if you can make your implementations interoperable!



# Routing table

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- Route table should give fast (better than linear time) access to routes.
- Routes should go stale after 30 seconds.
- What thread should expire the routes?  
(Design question!)



# Broadcasts

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- A broadcast starts off with only one name on the route in the header.
- Each succeeding node forwards if it's not in the route and doesn't already have a better route.
- At end, everybody has route to broadcaster.
- Have a system thread broadcast every few seconds...every 5-10 s would be fine.



# Mini-IM

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- We'd also like you to build a toy chat application on top of your routing.
- Doesn't have to be fancy. Just able to send and receive simple text messages.
- Use `miniterm_read()` in `read.h`
- Initialize it with `miniterm_initialize()` in `read_private.h`