# Assignment 6, part two
# Clarifications on Routing
# Mundane Logistical Details

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# More on Demos

- Demos will be May 10, 11, 14 in CSUG.
- Sign up via CMS, schedule will be up later
- Email me if no slot works for you.
- You'll download your code from CMS in front of us.  (Can add other tests)
- If you fix a bug in your sockets after submission, you will be duly rewarded.

# Apologies and clarifications

- There's two ways to do routing: reactive and proactive. We switched from the former to latter last year, and I assumed the skeleton code was updated.
- It wasn't, and as a result the skeleton conflicts with my slides.
- Follow the slides. We're doing proactive routing.

# What “proactive” means

- No notion of route responses. Ignore references to them.
- You learn a route when you see the announcement for it.
- Implicitly unidirectional.  (is this realistic?)

# An optimization

- Optionally, you can learn routes by looking at headers of data packets.
- So if you get a packet from X, you learn the route to X by reversing the route of X's packet.
- This is optional, but is cute. And will make things go faster.

# Routing and sockets

- You should call *miniroute_send()* instead of *network_send()* everywhere.
- So both reliable and unreliable messages will live strictly on top of miniroute.
- Should be able to test with both.

# Change to spec:

- It occurs to me that miniroute_send doesn't really need to block if no route exists.
- So you can just return an error if there's no route.
- Why does this make sense?

# Questions?

- That’s all I have...

# Footnote:

- Steven Weinberg (Cornell ’54, Nobel prize ‘79) is giving a set of Messenger lectures starting today.
- First one is at 4:30 pm in Schwartz Auditorium in Rockafeller today
- Topic is “*The Invention of Science: Poetry and Technology*”