

**Demystifying Networking**  
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**Lecture – 45**  
**Discussing the Traveler's dilemma**

I had fun reading about Heralds adventures in Pacific Ocean. What I learnt was these fishermen have route table called dinardo and they exchange it with each other and update the information and they store numbers as the measure of distance between the islands. For example, all the neighboring islands from my island can have a number as 1, which means that it is directly traversable from my island. And if I give that to one of my neighbor, he would update the distance to that island as 2, so that, it is traversable using one hop or he should come to my island first and then go to that island, something like that.

And in case there are any changes in the island to island links, so what they can do is, they are able to immediately advertise it via sharing this information to the other island.

Right.

So, they are able to find out different routes for example, the pirate example that was there and they were able to change, they could take a different route because the pirates were there.

Yeah.

That was quite interesting when we look at the analogy.

Now, there are many optimizations which can be performed in such a system also. For example, the router could also share the distance to the next hop, as part of the information that it shares. The router could share other cost matrix along with this information. We will see soon, how all this happens in a real network.