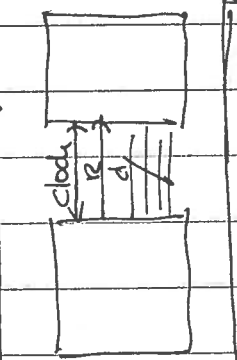


Board plan (3/13/07)

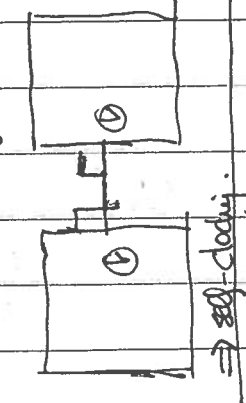
①

Stawman link layer (1)



②

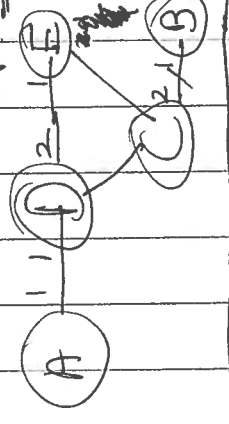
Stawman link layer (2)



modify

③

Ex



avoid loops.
short paths

appropriate

④

path = null
D

~~avoid loops~~
avoid loops

recurse
if n ∈ P ⇒ drop.
if P = null
if first(P) = first(road) } path ← P.
if P < path

⑤

Temporary loops?

is it

hop count defense

Scale:
 $N \times N \times \sqrt{N}$

