

Solution of Looping Problem in Learning Bridges

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ABSTRACT

Bridges plays an important role as internetworking devices, especially when we use learning bridges as compare to simple or multi-port bridges. Basically when we connect two or more different sub-network using simple bridges only it require to update the network information in its routing table manually, but if we use learning bridges, it automatically update itself and maintain the information of the node of the network in its table which one node is located in which particular sub-network.

But it also create a very critical problem of looping, means different bridges add the different information of the node in the their table of different sub-network , so that the data move again and again in same sub-networks and creates a infinite loop.

So here we introduce a solution of the above problem by implementing the Spanning tree algorithm to break the loop and we also analyse how the time is increase to break the loop when we increase the numbers of bridges in between the sub-network.

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