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## CHAPTER 15

# *Multicasting and Multicast Routing Protocols*

### Exercises

1. See Tables below:

<i><b>R2 Table</b></i>	
<i><b>Dest.</b></i>	<i><b>Next-hop</b></i>
N1	---
N2	---
N3	---
N4	<b>R3</b>
N5	<b>R1</b>
N6	<b>R1</b>

<i><b>R3 Table</b></i>	
<i><b>Dest.</b></i>	<i><b>Next-hop</b></i>
N1	<b>R2</b>
N2	<b>R2</b>
N3	---
N4	---
N5	<b>R2</b>
N6	<b>R2</b>

<i><b>R4 Table</b></i>	
<i><b>Dest.</b></i>	<i><b>Next-hop</b></i>
N1	<b>R1</b>
N2	<b>R1</b>
N3	<b>R1</b>
N4	<b>R1</b>
N5	---
N6	---

3. See the entry in the table below:

<i><b>Destination</b></i>	<i><b>Interface</b></i>
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10.0.0.0	2
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5. No, RPF does not create a shortest path tree because a network can receive more than one copy of the same multicast packet. RPF creates a graph instead of a tree.
7. Yes, RPM creates a shortest path tree because it is actually RPB (see previous answer) with pruning and grafting features. The leaves of the tree are the networks.

