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**Grading:**

For each question there is exactly one correct answer. If the good answer and only the good answer box is crossed  $\Rightarrow +1$  point. If one bad answer box is crossed and no other box is crossed  $\Rightarrow -\frac{1}{3}$  point. If 0 or more than 1 answer box is crossed  $\Rightarrow 0$  point.

$\leftarrow$  Please encode your SCIPER number here and write your full name in the box below.  $\downarrow$

Name, First Name:

.....

**Question 1** Router  $R$  has a flow table and a routing table as shown below.  $R$  receives a packet on eth0, with destination address 128.178.151.1. On which interface does  $R$  transmit the packet ?

<i>Flow Table</i>			<i>Routing Table</i>		
<i>Flow spec</i>	<i>Action</i>	<i>Prio</i>	<i>Destination</i>	<i>Next-Hop</i>	<i>Interface</i>
input eth0, dest IP addr 128.178/12	output eth3	9	128.178/16	128.178.15.1	eth1
			128/8	128.178.15.9	eth2

- eth0  
 eth2

- eth1  
 eth3

**Question 2** The routers  $A$ ,  $B$  and  $C$  use distance vector routing i.e. distributed Bellman-Ford. The cost of the links  $A \rightarrow B$  and  $A \rightarrow C$  are 1. The routing table at  $A$  contains the entry “destination =  $n$ , cost = 4, next hop =  $B$ ”.  $A$  receives from  $B$  the routing update “Cost to  $n$  is 5”. What is the cost to  $n$  at  $A$  after processing this routing update ?

- 4  
 6

- 5  
 3

**Question 3** In a fully connected network, which of the following algorithms always converge to the correct distance regardless of initial conditions ?

- both centralized and distributed Bellman-Ford.  
 centralized Bellman-Ford but not distributed Bellman-Ford.

- distributed Bellman-Ford but not centralized Bellman-Ford.  
 neither centralized nor distributed Bellman-Ford.

**Question 4** Bart claims that he can recognize whether an IP packet is multicast simply by looking at the IP destination address. Is he right ?

- No.  
 Yes.

- No with IPv4 but yes with IPv6.  
 Yes with IPv4 but no with IPv6.

**Question 5** The routers  $A$ ,  $B$  and  $C$  use distance vector routing i.e. distributed Bellman-Ford. The cost of the links  $A \rightarrow B$  and  $A \rightarrow C$  are 1. The routing table at  $A$  contains the entry “destination =  $n$ , cost = 4, next hop =  $B$ ”.  $A$  receives from  $C$  the routing update “Cost to  $n$  is 2”. What is the cost to  $n$  at  $A$  after processing this routing update ?

- 4  
 6

- 5  
 3

**Question 6** Route poisoning means that...

- a source that detects that destination  $n$  is unreachable sends a source-routed packet to destination  $n$  in order to inform all routers along the route that  $n$  is unreachable.
- a router that receives a malformed routing sends it back to its originator.
- a router that detects that destination  $n$  is unreachable immediately sends the update “Cost to  $n$  is infinite” to all neighbours.
- a router  $A$  that has  $B$  as next-hop to destination  $n$  does not send to  $B$  updates about destination  $n$ .

**Question 7** In order to send packets via IP multicast to a group that corresponds to multicast address  $m$ , a host  $A$  should ...

- simply send IP packets with destination IP address equal to  $m$ .
- first broadcast an IGMP/MLD message inside  $A$ 's LAN, and only then send IP packets to IP address  $m$ .
- first send an IGMP/MLD message to  $A$ 's gateway, and only then send IP packets to IP address  $m$ .
- send an IGMP/MLD message to all destinations of the multicast group.

**Question 8** Count to infinity may occur ...

- in a non fully connected network, with centralized Bellman-Ford but not with distributed Bellman-Ford.
- in a non fully connected network, both with centralized and distributed Bellman-Ford.
- in a non fully connected network, with distributed Bellman-Ford but not with centralized Bellman-Ford.
- with distributed Bellman-Ford, regardless of whether the network is fully connected or not.

**Question 9** With link state routing ...

- all routers have a map of the network and its links.
- all routers keep a record of the distances to destination as seen by all their neighbours.
- all routers keep a record of which among their neighbouring links is the best towards the destination.
- the computed distance to a destination depends on the state of network links.

**Question 10** Source routing means that ...

- the path is written in the packet header at the source.
- the routing protocol involves not only routers but also hosts (which are packet sources).
- the selection of a source for multicast IP is based on reverse path routing.
- the routing decision at intermediate systems depends not only on the destination but also on the source of the packet.