

IV B.Tech I Semester Supplementary Examinations, November 2008
DISTRIBUTED SYTEMS
(Common to Computer Science & Engineering and Electronics &
Computer Engineering)

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. (a) Are shared memory multiprocessors distributed systems? Explain
(b) Contrast the problems of implementing process migration between work stations and between processors within a shared memory multiprocessor. [2+6+4+4]
2. What are the key design issues of Remote Procedure Call System. [16]
3. (a) Can a server invoked by light weight procedure calls control the degree of concurrency within it? Explain.
(b) Explain why and how a client is prevented from calling arbitrary code within a server under lightweight RPC. [8+8]
4. What is a name service? What are the general name service requirements?[2+14]
5. Explain how the conversation takes place between a client and a server in detail. [16]
6. (a) Explain the two phases in the two-phase commit protocol with the help of a diagram.
(b) Discuss the performance of the two phase commit protocol. [6+4+6]
7. What is logic of authentication? What are the benefits derived from such a logic. [4+12]
8. Explain DSM using write-update with suitable diagram. [10+6]

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1. . Explain about various network technologies. [16]
2. (a) Explain in detail the various levels in the client software with respect to RPC's.
(b) What are the features of RPC's. [8+8]
3. (a) What is a Null RPC? Explain about RPC performance.
(b) What are the main components accounting for RPC delay apart from network transmission times? [2+6+8]
4. Write the methods for implementation of
 - (a) Request ordering
 - (b) Totally ordering. [8+8]
5. (a) Explain backward validation and forward validation.
(b) Compare forward and backward validation and explain about starvation. [8+8]
6. (a) Explain the reason to have transaction priorities.
(b) Explain in detail the situation “ Probes Travel Downhill” [8+8]
7. Explain log for banking service with relevant diagram. [10+6]
8. Summarize the abstractions provided by the Mach Kernel in detail. [16]

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1. Explain about various protocol layers in the ISO- OSI protocol model. [16]
2. What are the key design issues of Remote Procedure Call System. [16]
3. (a) Distinguish between Multiple processes and Threads.
(b) Explain in detail about “The aliasing Problem”. [8+8]
4. Explain about logical time and logical clocks. [8+8]
5. Explain ACID properties and how the transaction are failure and how they are recovered ? [16]
6. How the virtual partitions are implemented ? [16]
7. Explain various methods of attacking and defenses. [16]
8. Explain the problems of Write-Update and Write- Invalidation of distributed shared memory. [8+8]

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1. What are various issues involved in a design of a distributed system. [16]
2. (a) What are three protocols involved in RPC Exchange Protocols? Explain.
(b) Explain about the following:
 - i. an Idempotent Operation
 - ii. Multipacket messages. [2+6+4+4]
3. (a) Can a server invoked by light weight procedure calls control the degree of concurrency within it? Explain.
(b) Explain why and how a client is prevented from calling arbitrary code within a server under lightweight RPC. [8+8]
4. What is Election? Explain Bully algorithm and Ring based Election Algorithm. [2+7+7]
5. Explain how the conversation takes place between a client and a server in detail. [16]
6. Explain about two-phase commit protocol for nested transaction. [16]
7. Explain about authentication mechanisms and access control mechanisms. [16]
8. (a) Explain about the various kinds of consistency models that are weaker than sequential consistency.
(b) What are the advantages of sequential consistency compared to the other consistency models? [8+8]
