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Total Number of Pages: 02

M.TECH CSPC 202

2nd Semester Regular / Back Examination 2016 DISTRIBUTED OPERATING SYSTEM Q.CODE:W761

Time: 3 Hours Max marks: 70

Answer Question No.1 which is compulsory and any five from the rest. The figures in the right hand margin indicate marks.

Q1	a) b) c)	Answer the following questions: Distinguish between connection oriented and connectionless oriented communication protocols. What is the need of clock synchronization in distributed systems? Differentiate between safe, unsafe and deadlock states.	(2 x 10)
	ď)	What are the main similarities between the RPC model and ordinary procedure call model?	
210	e) f) g) h) i) j)	Why confinement problem in computer security is unsolvable? What do you mean by false sharing? Differentiate between buffering and caching. What do you mean by happened-before-relation of event ordering? In the Two-Phase Commit Protocol, what is the purpose of logging? What is the role of "binding agent" in client server binding?	2
Q2	a) b)	What do you mean by fault tolerance? What are transient, intermittent and permanent faults? Explain. Discuss various communication protocols for use in Remote Procedure calls.	(5) (5)
Q3		Discuss various commonly used models with their relative advantages and disadvantages for configuring Distributed Computing systems.	(10)
210 Q4	a) b)	What is a stub? How are they generated? State their functionality and purpose. What are the different ways of server implementation? Which is	(5) (5)
0.5		preferred in distributed system and why?	
Q5 210	a) b)	Explain Bernstein conditions for detection of parallelism. Why election algorithms are needed in a distributed system? Explain the Bully algorithm to elect a coordinator process.	(5) (5)

Q6	a)	Explain the different ways of dealing with the files in distributed file system. Distinguish between mutable and immutable files.						
210	b)	Differentiate between passive and active attacks. Which of the two is more harmful and why?						
Q7	a) b)	be made in distributed systems?						
Q8 a) b) c) d)		Parallel Computer Structure Cache Consistency						
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