

B.E.(Computer Engineering)
DISTRIBUTED OPERATING SYSTEMS
(2008 Pattern) (Semester - II)

Time : 3 Hours]

[Max. Marks : 100

Instructions to the candidates:

- 1) Answer any three questions from each section.*
- 2) Answers to the two sections should be written in separate answer books.*
- 3) Figures to the right side indicate full marks.*
- 4) Neat diagrams must be drawn wherever necessary.*
- 5) Assume suitable data if necessary.*

SECTION-I

- Q1)** a) Differentiate between Network operating system and Distributed operating systems w.r.t. degree of transparency, basis of communication and resource management. **[10]**
- b) What is meant by transparency and give examples of different types of transparency. **[8]**

OR

- Q2)** a) Explain what is meant by absolute ordering, consistent ordering and causal ordering of messages in a distributed message passing system. Give a mechanism to implement each one of these. **[10]**
- b) What is IDL and how is it used? What is the role of the Interface Repository in CORBA. Where and how is it used? **[8]**
- Q3)** a) Explain Lamport's logical clock? What are the conditions satisfied by logical clocks? List the limitation of Lamport's clock how do overcome those. **[10]**
- b) What are the major issues in designing a distributed operating systems?[6]

OR

P.T.O.

- Q4) a)** What is Process Migration? Explain desirable features of a good process migration Mechanism. [10]
- b) Explain Election algorithms for selecting co-ordinator. [6]

- Q5) a)** Explain distributed algorithm for Mutual Exclusion. What are the advantages and disadvantages of it over centralized algorithm? [10]
- b) Explain Token based & Non Token based Mutual Exclusion Algorithm. [6]

OR

- Q6) a)** Discuss the impact of message loss on following deadlock detection algorithms. [10]
- i) A path pushing algorithms.
- ii) Edge chasing algorithms.
- b) Explain the following agreement problem [6]
- i) Byzantine Agreement Problem
- ii) Consensus Problem
- iii) Interactive Consistency Problem

SECTION-II

- Q7) a)** Explain distributed shared memory architecture. What is the main motivation behind implementing DSM. [10]
- b) What is distributed scheduling? Why it is needed? What are the different issues in load distribution? Explain receiver initiated algorithm in detail. [8]

OR

- Q8) a)** What are the various design issues in implementation of distributed file systems? [10]
- b) How does granularity affect DSM system performance? & What are the various advantages of DSM systems. [8]

- Q9) a)** How checkpointing is done in distributed database Systems? Write an algorithms for checkpointing in distributed database Systems. [10]
- b) Explain with suitable example Backward and forward error recovery.[6]

OR

- Q10)a)** How do we achieve the security in the distributed operating system? Explain it with access matrix model for security. [10]
- b) What are the features of capability based addressing? Also discuss advantages and disadvantages of capability based protection systems.[6]

- Q11)a)** Explain the following system. [10]
- i) Grid computing
- ii) Service Oriented Architecture
- b) What are web services? How do you compare it to components? And then Compare between service oriented architecture and component based architecture. [6]

OR

- Q12)a)** Explain in brief types/Classification of cluster. Compare cluster computing with Grid Computing. [10]
- b) What is Cloud computing? Explain types of cloud based on location and services. [6]

