

# DISTRIBUTED SYSTEMS

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## Problems :

- Absence of global memory
- Absence of global clock.

## Need :

- Accomplish a common task
- Networking solutions worry about resource sharing, not load sharing.

Cloud is a DS.

→ Communicates thro WSDL (XML-Based)  
(Web Services based Description Language)

## Deadlocks in DS (Absence of shared memory)

Deadlock detection can be inconsistent  
due to state change during  
message passing overhead.

$t_0$   
request

$t_1$   
reply

$t_2$   
detection of  
deadlock

↓  
inconsistent! deadlock @  $t_1$   $\nRightarrow$   
deadlock @  $t_2$ .