**UNIT-III**

* Deadlocks in Distributed Systems (Deadlock Detection and Prevention)
* Process and Threads – Introduction, Usage, Implementing Thread in User Space and Kernel Space
* Threads and RPC. System Models- The Workstation Model, Using Idle Workstations, The Processor Pool Model
* Processor Allocation Algorithms – Graph-Theoretic, Centralized, Hierarchical, Sender-Initiated, Receiver-Initiated and Bidding
* Scheduling in Distributed Systems

UNIT-IV

* Data-Centric Consistency Models
* Client-Centric Consistency Models
* Replica Management, Consistency Protocols