CSI3344 Distributed Systems

Workshop 04

Q1.   Assume a client calls an asynchronous RPC to a server, and subsequently waits until the server returns a result using another asynchronous RPC. Is this approach the same as letting the client execute a normal RPC?

Q2.   With persistent communication, a receiver generally has its own local buffer where messages can be stored when the receiver is not executing. To create such a buffer, we may need to specify its size. Give an argument why this is preferable, as well as one against specification of the size.

Q3.   Explain why transient synchronous communication has inherent scalability problems, and how these could be solved.

END OF THE WORKSHOP QUESTIONS