

- 1a Explain how *remote procedure calls* work. Be accurate. 5pt
- 1b For most RPC systems you can either use a TCP-based or a UDP-based implementation. What are the advantages and disadvantages of using a UDP implementation? Also explain how an application will notice the difference between the two. 5pt
- 1c What is the major problem of using RPCs in a wide-area network. Describe solutions to make this problem less severe. 10pt
- 2a Describe several forms of *file sharing semantics* in distributed file systems, and explain why these semantics are so important when it comes to implementing distributed file systems. 5pt
- 2b What are the conditions for hierarchical file caches to be effective? Be sure to motivate your answer. 5pt
- 2c Explain how file sharing can take place in a distributed filesystem where each user has his own name space. 5pt
- 2d Name a few disadvantages of a distributed file system in which the server invalidates client caches. 5pt
- 3a Explain how you can implement totally ordered multicasts by using Lamport's logical clocks. 10pt
- 3b Explain how Amoeba implements *reliable* totally ordered multicasts. 10pt
- 3c Do you need totally ordered multicasting in a system that guarantees only weak consistency between replicas? Clearly motivate your answer! 5pt
- 4a Describe the *two-phase commit* protocol and its relation to *atomic multicasting*. 5pt
- 4b Explain how *optimistic concurrency control* for transactions works. 5pt
- 4c What is the difference between a *flat transaction* and a *nested transaction*? Name a few advantages of nested transactions. 5pt
- 4d What is the benefit of *strict two-phase locking* for nondistributed transactions? Explain also what the additional benefit is when using strict two-phase locking for distributed transactions. 10pt

Grading: The final grade is calculated by accumulating the scores per question (maximum: 90 points), and adding 10 bonus points. The maximum total is therefore 100 points.