

1. The addition of new hosts to a domain will not negatively affect the performance of the rest of the distributed system by much because of the hierarchical domain name structure and zoning. Subdomains can be created freely under a domain and will be mapped to the name servers for that zone. The name servers handle the traversal of these domains, so the rest of the system is not affected by any changes to a domain (although the actual routing of messages will slow down as a domain becomes more bloated, but this would require a massive network).
2. The portmapper acting as a server between clients reduces client overhead, since it manages the port information for remote procedure calls. Each client then does not have to manage its own table of this information. The portmapper also makes the addition of new clients easier, since it is the only thing that a client has to know how to connect to, rather than a client having to talk to all of the other hosts on the network when it is added.
However, if the portmapper goes down, none of the services can be accessed, and so remote calls are impossible for all clients. Also, having an additional machine to pass the data through adds delay, making remote calls take longer.
3. When a server crashes we need to deal with ensuring that the clients continue to behave correctly or gracefully halt. The clients need to be able to keep running without the server's services or must halt with minimal impact. The server needs to determine the state of the clients when it comes back up and handle any potentially lost requests.
A crash at the client's site is not as severe as a crash at the server site because a server crash cannot be handled perfectly, there is always a situation in which either a duplicate message is sent needlessly or the request is lost. This is a major problem for safety-critical or important systems.