2. to issue a system call, a process generates a trap which interrupts its own CPU. The information that a slave CPU has had a trap has to be conveyed to the master CPU. This does not happen in the first model. If there are interprocessor trap instructions, this can be used to signal the master.

8. It is good like TSL. It is used by preloading a 1 into the register to be used. Then that register and the memory word are atomically swapped. After the instruction, the memory word is locked. Its previous value is now contained in the register. If it was previously locked, the word has not be changed and the caller must loop. If it was previously unlocked, it is now locked.

13. Diameter is k.

20. On broadcast network, a broadcast request could be made. Also, a centralized database of who has which page could be maintained.The home base could keep track of the location of each of its pages.

22. The kernel is full of bits and pieces of information about the process, and they have to be successfully migrated as well. First problem, the table of open files is kept in the kernel, so if a process has open files, when it is unfrozen and tries to use one of its files, the new kernel does not know about them. Second problem is the signal mask, which is also stored on the original kernel. Third problem is that if an alarm is pending, it will go off on the wrong machine.

25. Entire program can be translated but why to translate something that might not be used specially if it is large portion of translation. But on demand translation cause the translator to start then stop and then start it again then stop it and so on , which is not efficient for the translator.

26. Yes. Linux has been paravirtualized because the source code is available. Windows has not been paravirtualized because the source code is not available.

28. Ethernet nodes should detect collisions between packets, so the propagation delay between the two most widely separated nodes must be less than the duration of the shortest packet to be sent.

29. Reduce memory usage would be by identifying shared code and only keep one copy of this code in memory.

32. It is hierarchically maintained. To look up cs.uni.edu, a machine would first look up uni at the .edu server, then go there to ask about cs, and so on.

38. Object-based access eliminates shared memory problems and allows a finer grain of sharing.