**Mid 3 Question bank**

**UNIT-4**

1 MARK

1. What is time?

a)A concept of order in which event occurred.

1. What are clocks?

a)These are electronic devices that counts oscillations occurring in a crystal at define frequency

1. Write about clock skew?

a)Instantanous difference between the reading of any two clocks

1. What is clock drift?

a)Clock count time at different rate.

1. What is internal synchronization?

a)Measuring two synchronized clocks interval b/w 2 events occurring at different computers.

1. What is external synchronization?

a)To know at what time of day event occur at the process in ds,it is necessary to synchronise the processes clock c with an c; authoritative external source of time.

1. Explain synchronization?

a)In synchronous system a process send t time in message there will be t-turns transmit time b/w receiving process.

1. What is master and slave?

a)In benkeley algorithm a coordination computer is chosen to act as Master .This computer periodically polls the other computers whose clocks are to be synchronized called slaves.

1. What is a logical clock?

a)A mechanism for capturing chronological and causal relationships in ds .

1. What is dead lock?

a)A set of processes have requests for resources that can never be satisfied.

1. What is multicast mode?

a)A server within a high speed LAN mulicasts time to others which set clocks assuring somr delay.

1. What are vector clocks?

a)It is an algorithm for generating a partial ordering of events in DS

1. What is distributed mutual exclusion?

a)If a collection of processes shares a resource or collection of resources then mutual exculsion is required to prevent interference and ensure consistency when accessing the resources.

1. Discuss the algorithms for mutual exclusion?

a)ME1(Safety):At most 1 process may execute in CS at a time.

ME2(Liveness):Request sto enter and exit the CS eventually Succed.

ME3(ordering):If 1 requests to enter the CS happend before another then entry to cs is granted

1. What is deadlock and starvation?

a)A DEADLOCK would involve 2 or more of the processes becoming stuck indefinitely while attempting to enter on exit the cs.

STARVATION:is the indefinite postponments of entry for a process that has Requested

1. What is debugging?

a)A standard approach to gaining insight into system activity is to analyse system logs.

1. What are global states?

a)The set of local States of each individual processes involves in the system + the state of communication channel.

1. What is synchronization and types of synchronization?

a)Refer to ans 7

Types of synch

1)Lamport’s logical clock

2)vector clock.

1. List the types of ordered multicast.

a)1)FIFO ordered multicasts.

2)causal ordered multicasts.

1. What is byzantine general problem?

a)A distinguish process supplies a value that the other must agree upon.

10 MARKS

1. Explain in detail synchronization of physical clocks.
2. Explain in detail logical time and logical clocks.
3. Explain in detail global states.
4. Explain in detail algorithms of mutual exclusion
5. Discuss about multicast communication.

**UNIT-5**

1 MARK

1. What is distributed shared memory (DSM)?

a)It is an abstraction used fro sharing date b/w computers that do not share physical memory .

1. List out the implementation approaches to DSM.

a)i)H/W

ii)Paged virtual Memory

iii)Middleware.

1. What is synchronization model?

a)Applications apply constratints concerning the values stared in shared memory which are based on DSK.

1. What are coherence?

a)Every process agree at the order they do not necessarily agree on the ordering of write operation to some location.

1. What is granularity?

a)It is the sharing of content by processes in DSM,

1. Thrashing means:

a)Potenitial problem with write invalidate protocols.

1. What is consistency?

a)It deals with the ordering of operations to multiple locations w.r.t all processe.

1. Define CORBA

a)Common Object Request Broken ArchiTecture Designed to facilitate the coomunicaton of systems that are displayed on diverse platform.

1. What is type object?

a)It is a datatype that Is used in oop to wrap a non-object type to make it look like a dynamic object

1. What is thrashing?

a)Refer to ans 6.

1. What is the main feature of OSH

a)

1. What is programming model?

a)Refer to the style of programming whrer ececution is invoked by making what appearrto be library calls

1. What are the types of memory access?

a)Ram & Rom

1. Name the consistency models?

a)Causal consistency

processor

pipelined

release

sequential

cache consistency.

1. What is CORBA’s object model?

a)In cobra iot used to define object interface independent of programming language used to implement these methods.

1. What is CORBA naming service?

a)API’s for mapping object reference into hireracical naming structure.

1. List out the IDL constructed types.

a)integer ,char ,Boolean,float ,string ,renamed ,Struct,Enum.

1. List out the CORBA services.

a)Naming service

Event

Notification

Security

1. What are the parameters which is used in munin sharing annotations?

a)Read-only

Migratory

Write shared

Producer -consumer

1. The issues in write-update in Ivy.

a)Before a write to a page allows all other read only copies are invalidated

10 MARKS

1. Discuss about the architecture of CORBA.
2. Explain in detail design and implementation issues of DSM.
3. Explain in detail sequential consistency and Ivy.
4. Explain in detail release consistency and Munin.
5. Explain in detail CORBA IDL.