Name:		(FIRST NAME FIRST) <b>Score</b> :	
COSC 6360		SECOND MIDTERM	OCTOBER 26, 2006
1.	THIS EXAM IS <b>CLOSED BOOK</b> . YOU CAN HAVE ONE SHEET (I.E., TWO PAGES) OF NOTES  Explain why Spin is (a) more <i>extensible</i> than Unix, (b) more <i>efficient</i> than Mach and (c) <i>safer</i> than Windows? (3×5 points)  a) Spin is more extensible than Unix because _ you can add extensions to the Spin kernel  b) Spin is more efficient than Mach because _ extensions reside in the kernel address space  c) Spin is safer than Windows because _ extensions cannot trash the kernel		
2.		with four data blocks per stripe $(b_0, b_1, b_2)$ isk space is used by the parity blocks? (5)	

\_\_ **20** \_\_\_\_ percent **b)** What is the most efficient way to update block  $b_1$ ? (10 points) Read block(s)  $b_1$  and  $b_2$  (assuming we did not have the old value of  $b_1$  in memory) \_\_\_\_ Compute \_ new p = old  $b_1 \oplus \text{old } p \oplus \text{new } b_1 \oplus$  \_\_\_\_\_\_ Write new block  $b_1$  and \_ new block p \_\_\_\_\_\_ 3. Which conditions should be met before *Totem* can deliver *an agreed delivery* message? (2×5 points) a) A processor will not deliver a message before it has delivered all prior messages that have been issued by processors in the current configuration. b) The previous messages to consider messages all have time-stamps within the duration of that configuration. (Note: Should I rewrite the question today I would not have used this unnatural decomposition of the answer.) **4.** A Totem system has three rings A, B and C. Which messages will a processor X be able to deliver assuming that it has received but not yet delivered messages with the following timestamps? (10 points) From ring A: 4:50 PM From ring B: 4:55 PM and 5:00 PM From ring C: 4:45 PM and 5:05 PM,

Process X will deliver the messages that arrived at \_ 4:45 PM and 4:50 PM \_\_\_\_\_\_

8. Give *one* example of a *covert channel*? (5 points)

\_ Encoding some .information in the price billed for the service \_\_\_\_\_

**9.** What is a *replay?* (5 points) What does Kerberos to allow servers to distinguish relays from authentic messages? (10 points)

Or \_ *producer* process terminates \_\_\_\_\_

A replay is a retransmission of a legitimate message transmitted by an intruder that does not understand its contents. Kerberos detects replays by asking clients to include <u>authenticators</u> in their messages. These authenticators contain among other things a timestamp and are encrypted with a session key shared between the service and the user. Since the intruder does not know this session key, it cannot create new authenticators and can only resent them.

Kerberos detects previously sent authenticators by keeping track of the timestamps of recent authenticators and rejecting older ones.