

Message Passing

Design issues

- ▶ Message can be lost by network; — ACK
- ▶ What if the ACK is lost? — SEQ
- ▶ What if two processes have the same name? — socket
- ▶ Am I talking with the right guy? Or maybe a MIM? — authentication
- ▶ What if the sender and the receiver on the same machine? — Copying messages is always slower than doing a semaphore operation or entering a monitor.