GUJARAT TECHNOLOGICAL UNIVERSITY

BE - SEMESTER-VIII (OLD) EXAMINATION - SUMMER 2019

Subject Code: 180701 Date: 13/05/2019 **Subject Name:Distributed Systems** Time: 10:30 AM TO 01:00 PM **Total Marks: 70 Instructions:** 1. Attempt all questions. 2. Make suitable assumptions wherever necessary. 3. Figures to the right indicate full marks. **Q.1 07** (a) Define distributed system. What is main motivation of distributed system? Explain advantages and disadvantages of distributed systems. Write and explain the algorithm of constructing a DFS spanning tree with **07 (b)** specified root. Why traditional network protocols are not suitable for distributed systems? **Q.2** 07 Explain VMTP protocol used for distributed system. What is atomic broadcast? Explain Group Communication Mechanism **(b) 07** OR Draw and explain ATM cell format. **07 (b) Q.3** (a) Explain construction a DFS spanning tree for a specified root. 07 Discuss and compare various election algorithms 07 **(b)** Explain RPC Architecture. What is the role of IDL file in RPC? 07 0.3 (a) Enumerate the various issues in clock synchronization. Classify the clock **07** synchronization algorithms and explain Berkeley algorithm with an example. **Q.4** (a) Discuss load estimation policy and Process transfer policy in load balancing **07** algorithms. How does process migration takes place in heterogeneous systems? **07 (b)** What is object location? How is it carried out in a distributed system? Discuss **Q.4 07** various object-locating mechanisms.

07

How problem is specified using formal model? Explain asynchronous point to point message passing and asynchronous broadcast.

Which are the different types of process scheduling techniques? Explain Q.5 **07** (a) desirable features for good scheduling algorithm.

What is coherence protocol? Explain how the MRMW protocol is implemented. **(b) 07** OR

0.5 Explain the DNS name service and bind implementation of DNS. **07** (a) **07**

Write a note on following (any 4) **(b)**

(1) Name Space (2) Name resolution

(3) Name Server

(4) Context binding

(5) Broadcast and converge cast on spanning tree.
