

# Roll Www.FirstRanker.com www.FirstRanker.com

#### B. TECH.

# THEORY EXAMINATION (SEM-VIII) 2016-17 DISTRIBUTED SYSTEM

Time: 3 Hours Max. Marks: 100

Note: Be precise in your answer. In case of numerical problem assume data wherever not provided.

#### SECTION-A

Explain the following :

 $(10 \times 2 = 20)$ 

- a) List out the short comings of Lamport's logical clock.
- b) Why there is no Global clock in Distributed System? Give reason
- c) Give the limitations of Distributed System.
- d) What do you mean by Termination Detection?
- e) Name Distributed Deadlock Detection Algorithms.
- f) Differentiate between Process and Threats?
- g) Explain the term Phantom Deadlock.
- h) What is Digital Signature?
- i) Differentiate between Fault & Failure?
- j) Which layer provides a security handshake to initiate the TCP/IP connection?

### SECTION-B

Attempt any five of the following :

 $(10 \times 5 = 50)$ 

- a) What is Lamport's Logical Clock? For Lamoport clock system prove that for any two events 'a' & 'b' if a-> b, then C(a)<C(b), but vice versa is not true.</p>
- b) Explain Bully Algorithm.
- c) Define Distributed System with example.
- d) Write short note on-
  - Atomic Commit in Distributed DBMS
  - Communication Deadlock
- Show that Byzantine Agreement cannot always be reached among four processors if two processor are faulty.
- Explain Ricart-Agrawala Algorithm for Mutual Exclusion.
- g) Describe Memory Coherence.
- h) Fault Tolerance can be achieved by Error Processing? Explain.

## SECTION-C

### Attempt any two of the following:

 $(15 \times 2 = 30)$ 

- What are the design issues of Distributed System? Also discuss challenges in Distributed System.
- 4. Discuss the following
  - a. "An approach to Concurrency Control based on Time Stamping is inherently superior to an approach based on Locking". Give argument either in favor of or against the statement.
  - b. Explain why Time Stamping cannot lead to Deadlock and Locking can.
- 5. Discuss the following
  - a. ARP
  - b. RARP
  - Deadlock Free Packet Switching

