6.a) Explain RPC with a neat example.
b) Discuss about the communication between distributed objects in RMI. [5+5]

**OR**

7.a) Explain the implementation of the RMI and distributed garbage collection.
b) Define the interface to the election service in the CORBA IDL, and JAVA RML. Note that CORBA IDL provides type long for 32-bit integers. Compare the methods in the two languages for specifying input and output arguments. [5+5]

8.a) Explain sequential consistency and IVY in detail.
b) Discuss in detail about Munin. [5+5]

**OR**

9.a) Explain directory and discovery services.
b) Explain release consistency with an example. [5+5]

10.a) Define deadlock? And explain how deadlocks are occurred and recovered in the distributed systems?
b) Explain with an example how two transactions are interleaved which are serially equivalent at each server but is not serially equivalent globally? [5+5]

**OR**

11.a) Distinguish all the locking protocols in distributed transactions.
b) Discuss the edge-chasing algorithm. Give examples to show that it could detect phantom deadlocks. [5+5]

---ooOoo---