

M. Tech. Computer Science & Engineering (CBCS Pattern) Semester-I  
**PCSS12 - Advanced in Operating System Design**

P. Pages : 1

Time : Three Hours



**GUG/W/24/10941**

Max. Marks : 70

- 
- Notes :
1. Solve **any five** questions.
  2. Assume suitable data wherever necessary.
  3. Illustrate your answers wherever necessary with the help of neat sketches.

- |    |    |   |   |
|----|----|---|---|
| 1. | a) | Write a short note on Birman-Schiper-Stephenson Protocol.   | 5 |
|    | b) | Compare and contrast the following  | 9 |
|    |    | i) Traditional Time Sharing System Vs Distributed system.   |   |
|    |    | ii) Synchronous Vs Asynchronous Primitives.   |   |
|    |    | iii) Blocking Vs Non Blocking primitives.   |   |
| 2. | a) | What are the requirements that mutual exclusion algorithm should satisfy? Also discuss how to measure performance of mutual exclusion algorithms? | 7 |
|    | b) | Discuss in detail the Ricart-Agrawala Non-Token based Distributed mutual exclusion algorithm.   | 7 |
| 3. | a) | What are different design issues in RPC? Explain with diagrams.   | 7 |
|    | b) | Explain Singhal's Heuristic algorithm in detail. Also write what data structure used for same.  | 7 |
| 4. | a) | What are different network naming mechanism for distributed system.   | 7 |
|    | b) | Explain in brief Hierarchical dead lock detection Algorithm.  | 7 |
| 5. | a) | Describe an Edge-chasing Algorithm for deadlock detection in Distributed systems.   | 8 |
|    | b) | Which are different deadlock handling strategies in distributed systems.  | 6 |
| 6. | a) | Explain Ho-Ramamoorthy Algorithm for deadlock detection.  | 8 |
|    | b) | Define live locks? What is the differences between a deadlock and a live locks.   | 6 |
| 7. | a) | Write in brief about the Mach operating system.   | 7 |
|    | b) | Explain the voting algorithms for controlling access to replicated data.  | 7 |
| 8. | a) | Explain the central server and migration algorithm for implementation of distributed shared memory.   | 5 |
|    | b) | What are threads? How do they differ from a process? How do threads speeds up the execution of application.                                       | 5 |
|    | c) | Explain the design issues in real time operating systems.   | 4 |

\*\*\*\*\*