

17HS067 Distributed Systems

Course Objectives

- To expose the fundamentals of distributed computer systems, assuming the availability of facilities for data transmission.
- To discuss multiple levels of distributed algorithms, distributed file systems, distributed databases, security and protection.

Course Outcomes

- Create models for distributed systems.
- Apply different techniques learned in the distributed system.

UNIT I

Introduction to Distributed Computing Systems, System Models, and Issues in Designing a Distributed Operating System, Examples of distributed systems.

UNIT II

Features of Message Passing System, Synchronization and Buffering, Introduction to RPC and its models, Transparency of RPC, Implementation Mechanism, Stub Generation and RPC Messages, Server Management, Call Semantics, Communication Protocols and Client Server Binding.

UNIT III

Introduction, Design and implementation of DSM system, Granularity and Consistency Model, Advantages of DSM, Clock Synchronization, Event Ordering, Mutual exclusion, Deadlock, Election Algorithms.

UNIT IV

Task Assignment Approach, Load Balancing Approach, Load Sharing Approach, Process Migration and Threads.

UNIT V

File Models, File Accessing Models, File Sharing Semantics, File Caching Schemes, File Replication, Atomic Transactions, Cryptography, Authentication, Access control and Digital Signatures.

Reference Books

1. Pradeep. K. Sinha: “Distributed Operating Systems: Concepts and Design ”, PHI, 2007.
2. George Coulouris, Jean Dollimore, Tim Kindberg: “Distributed Systems”, Concept and Design, 3rd Edition, Pearson Education, 2005.

Student Activity

1. Implementation of Distributed Mutual Exclusion Algorithm.
2. Create a Distributed Simulation Environment.