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4. Three sender-initiated load distribution algorithms were studied by Eager, Lazowska, and Zohorjan, which differ only in their location policy. Would the use of broadcast or multicast (broadcast to a specific subset of nodes) improve any of these three location policies or would that only decrease performance? Explain. (13 points)

5. Why do receiver-initiated load distribution algorithms tend to be stable at high system loads, whereas sender-initiated load distribution algorithms are unstable at high system loads? (15 points)

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6. Define strict memory consistency, and explain why it is impossible to achieve in a distributed system with shared memory. (15 points)

7. How does a polyalphabetic cipher such as the vigenere cipher improve on the Caesar cipher? (10 points)

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8. Define private key cryptography, and explain the key distribution problem. (15 points)

9. What is an embedded system? (10 points)