Comments

Q1: Overall good answers, no persistent problems, perhaps the question with the best average mark overall. Answers were occasionally not focussing on the question: for example, in 1)d) the question was about rmiregistry not RPC in general, in 1)g) the question was about the specific context of lab exercise 2.

Q2: Overall good, no particular issues in general. Perhaps 2)d) caused most of the issues as the answers were sometimes dependent on a given order of processes. Even though processes may be executed in any order (and instructions may be interleaved in any possible way), the consistency model has some rules about how the replicated storage will work for every given consistency model.

Q3: Overall good. In 3)a) the question was about relevance to distributed computing not about Byzantine generals (that have to do with how to reach consensus in the presence of faulty/inconsistent components). In 3)c) the difficulty is related to the interplay of arrival rate / processing time not one of them: in some cases it may be possible to have an upper bound. In 3)j), the first algorithm was not the Bully algorithm and the comparison needs to take into account that in some cases ring-based may win (fewer messages) but not always. Finally, in 3)e) the main issue is that this strategy leaves unmatched slots as correctly pointed out by several students.