

















































<section-header><section-header><section-header><section-header><section-header><section-header><list-item><list-item>



































- Large numbers of personal workstations are connected and many computers could be idle at any given time
- Idle workstations allow Sprite to use process migration to balance the workload of the system
- When the central migration server is notified that a workstation is idle, it will migrate a process to that target computer
- When the user of the target computer returns, the workstation notifies the central migration server about the return, and the process is migrated back to the home computer

© 2004 Deitel & Associates, Inc. All rights reserved.



17.8 Case Study: The Amoeba Distributed Operating System

- Amoeba:
 - Users share processors located in one or more processor pools
 - When a user issues a command to execute a process, the processor pool dynamically allocates the processors for the user
 - When the user process terminates, the user returns the allocated processors to the processor pool

© 2004 Deitel & Associates, Inc. All rights reserved.



17.8 Case Study: The Amoeba Distributed Operating System

- The Amoeba file system
 - Standard file server called the bullet server which has a large primary memory
 - The files stored in the bullet server are immutable
 - If a file is modified, a new file is created to replace the old one, and the old one is deleted from the server
 - The bullet server also stores files contiguously on the disk so that it can transfer files faster than Sprite

© 2004 Deitel & Associates, Inc. All rights reserved.