



- automatic gen of stubs (NFS RPC, RMI, SOAP/XML).
- RPC looks like procedure call, appears to be transparent, but it isn't.
- client must be prepared for server failure!

NFS

- split FS in client + server
- rename ("a", "b").
- Transparency violated
- = different semantics
- ~~performance~~ → bad perf
- changes both client + server
- marshalling and unmarshalling
- ~~changes both client + server~~
- mainly transparency difficult.

① on failure  
 ② performance (e.g. X-axis)  
 ③ security  
 ④ concurrency

⑩ RPC semantics

- ① at least once (random-point).
- ② at most once (error: don't know what happened).
- ③ exactly-once (close to impossible).

NFS

- split FS in C + S
- transparency violated
- ① on failure
- ② performance (e.g. X-axis) → close
- ③ concurrency.
- ④ security.