Distributed Computing II

April 4, 2022

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Presented for the Software Architecture course at the University of Queensland



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Software Architecture

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1 Scalable Software

- 1.1 Scaling Up
- 1.2 Scaling Out
- 2 Load Balancing
- 3 Replication
- 3.1 Leaders and Followers
- 3.2 Multi-leader Replication
- 3.2.1 Conflict Resolution
- 3.3 Leaderless
- 4 Partitioning/Sharding
- 4.1 Partition by Primary Key
- 4.2 Partition by Secondary Index
- 4.3 Re-balancing
- 5 Transactions
- 5.1 ACID