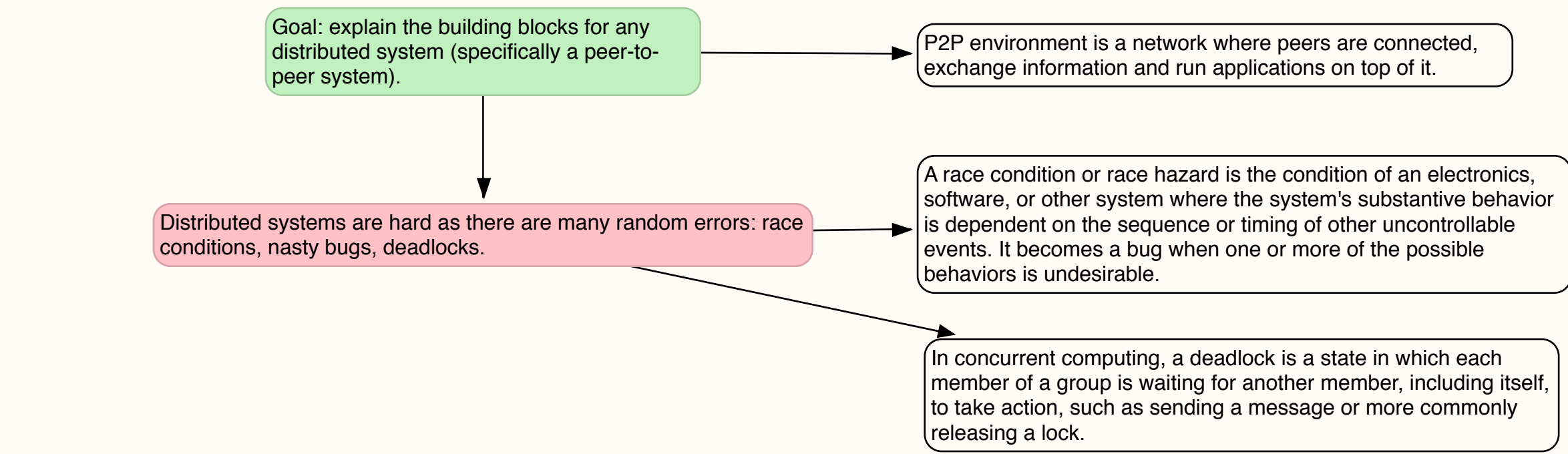
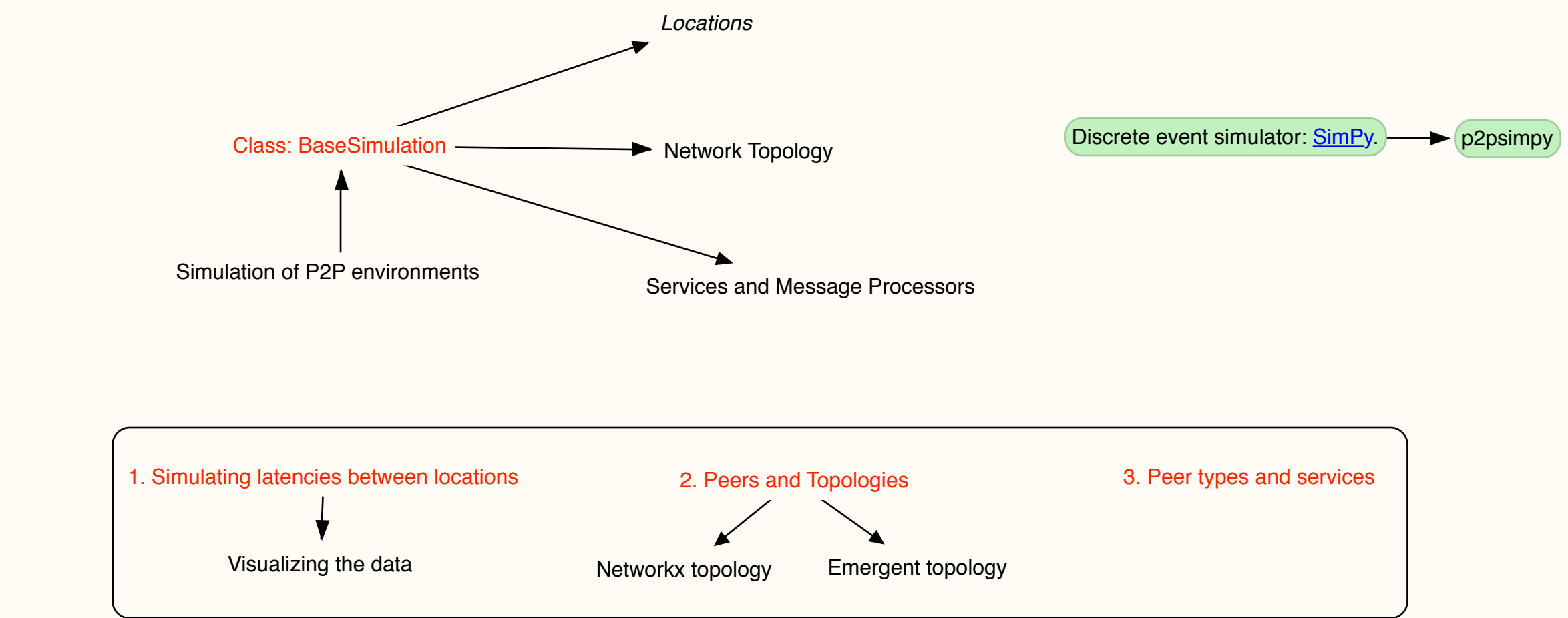


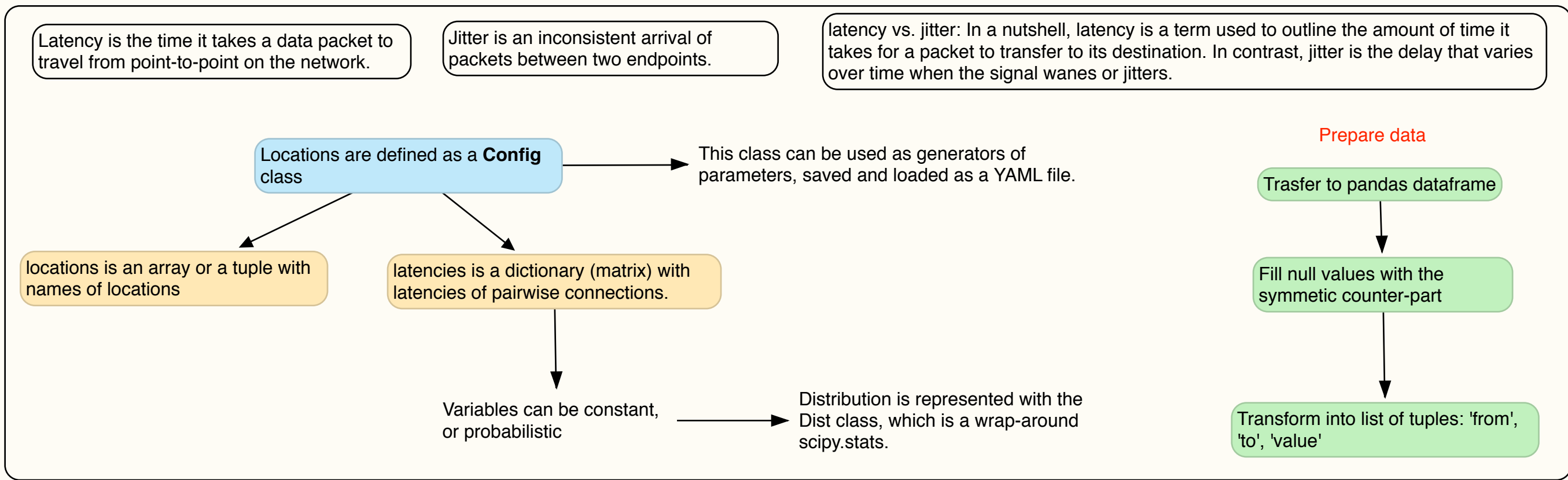
1. Introduction to Distributed Systems



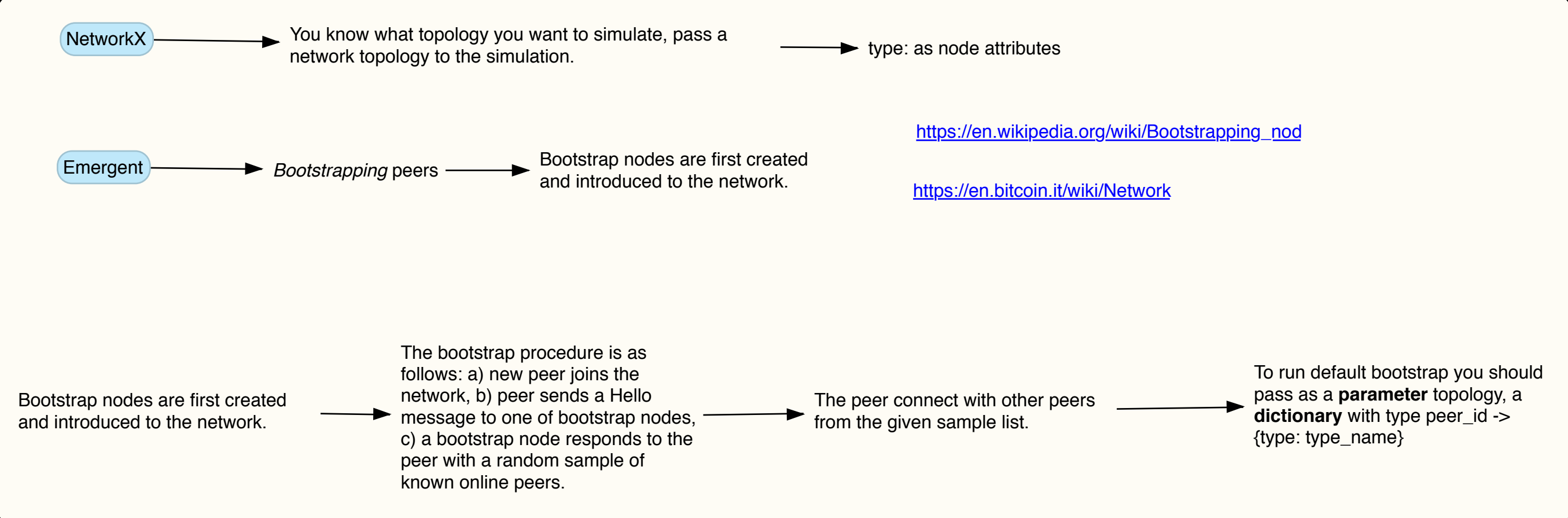
Simulation of P2P environments



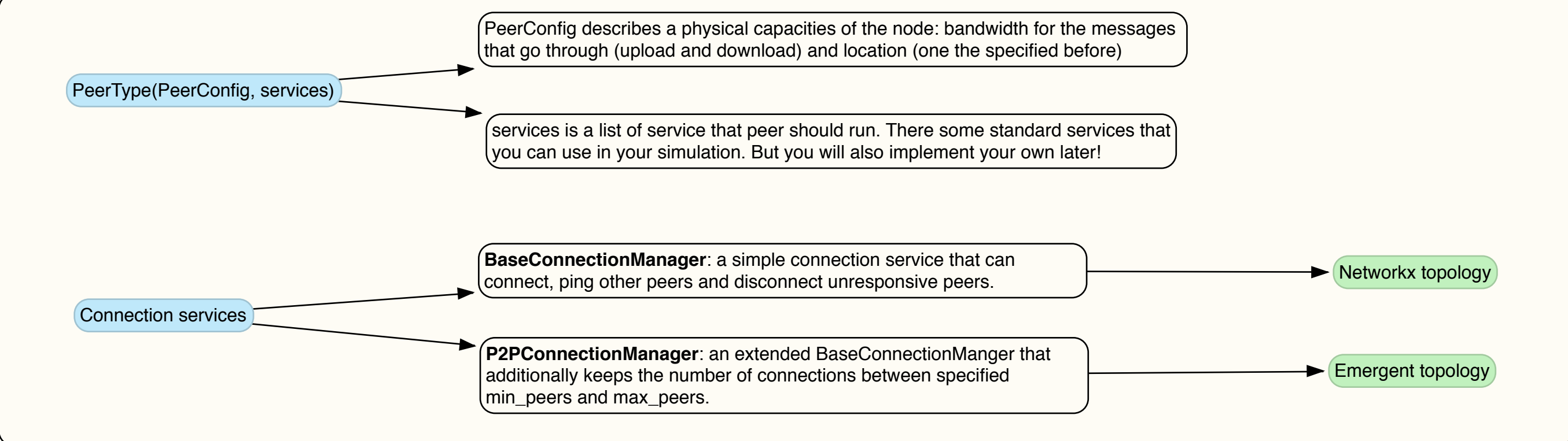
Simulating latencies between locations



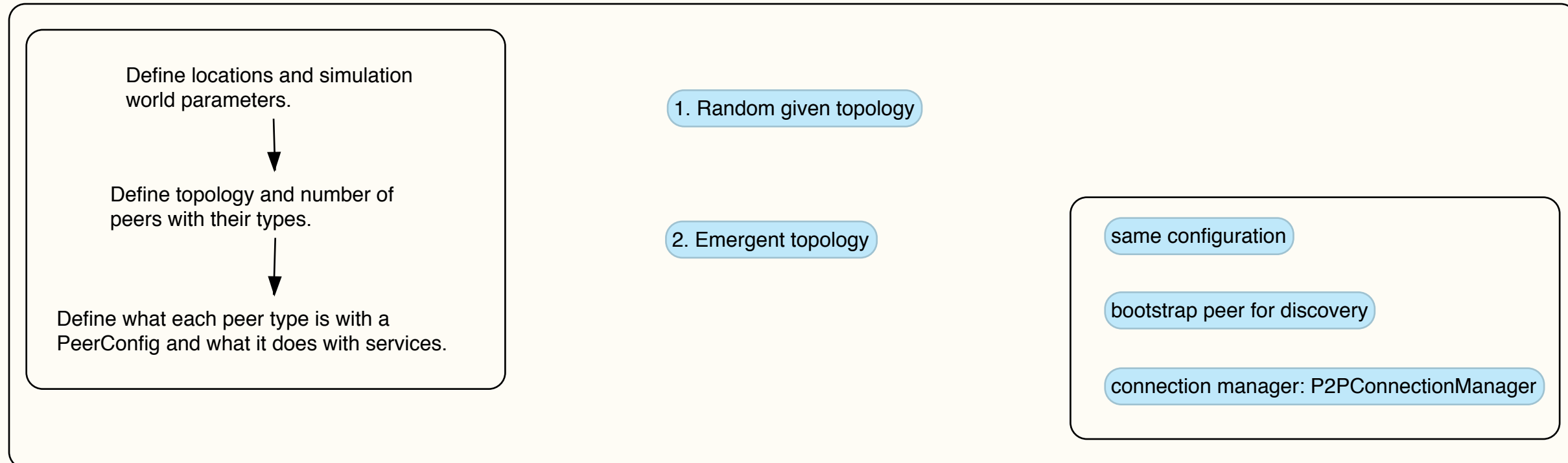
Peers and Topologies



Peer types and services



Putting it all together

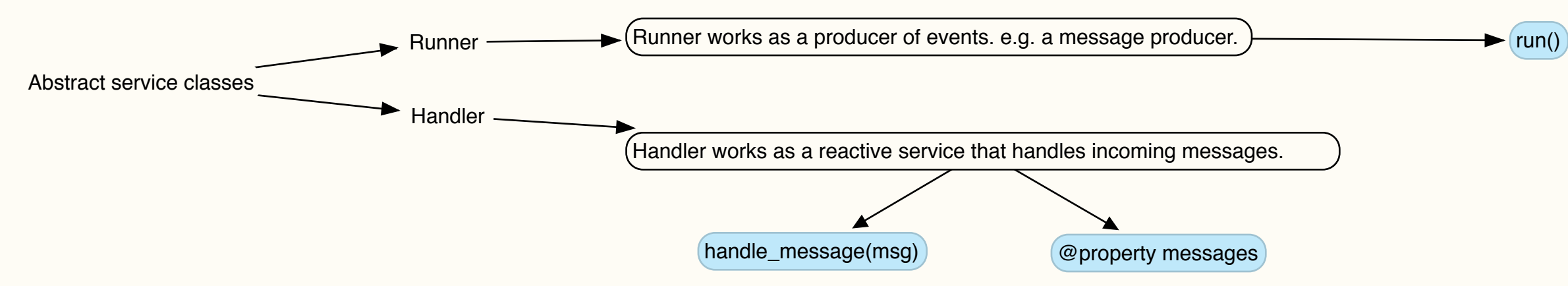


Experiments

1. Change the latency between the locations and look at the logs.

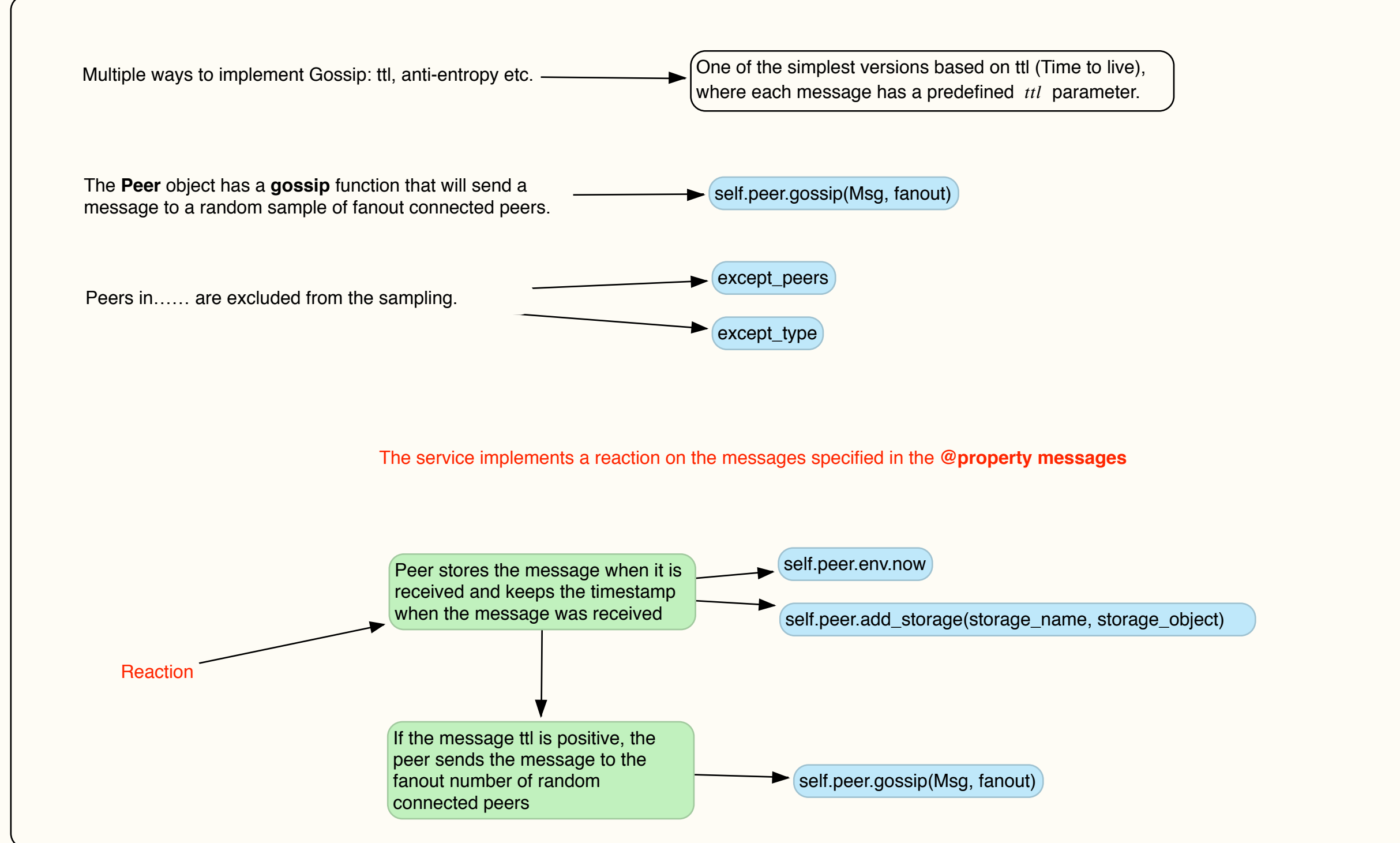
2. Change the rules for the discovery

2. Adding Services to the Simulation(gossip)

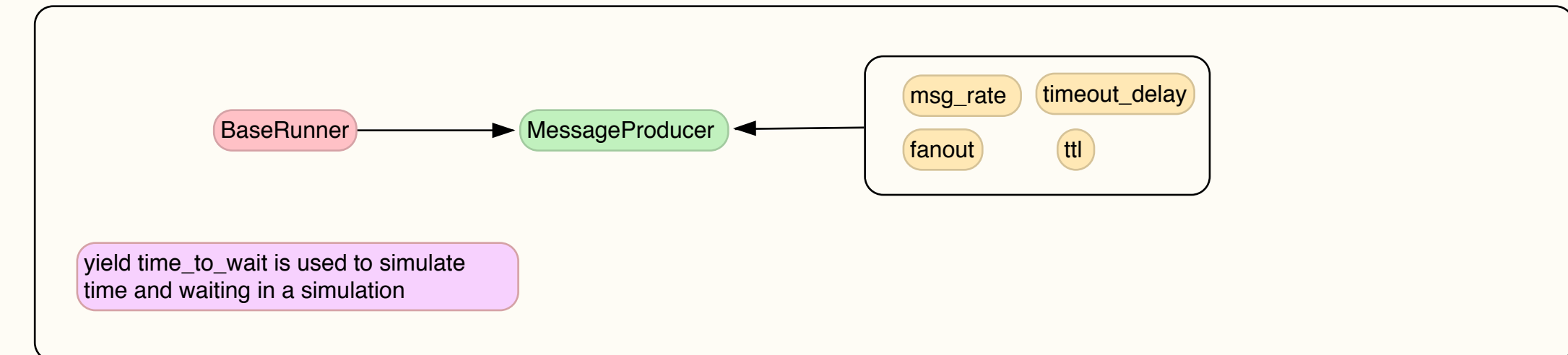


Creating new services

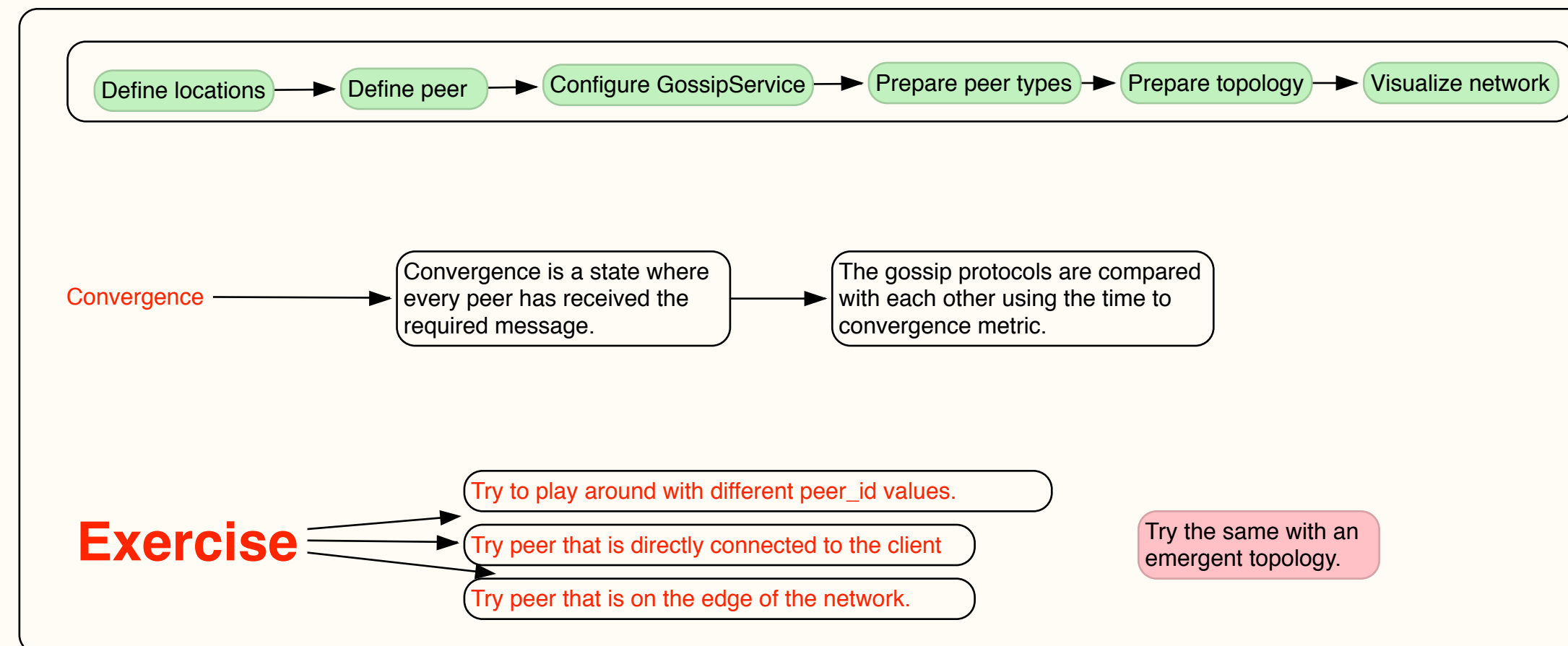
Gossip Message Handler



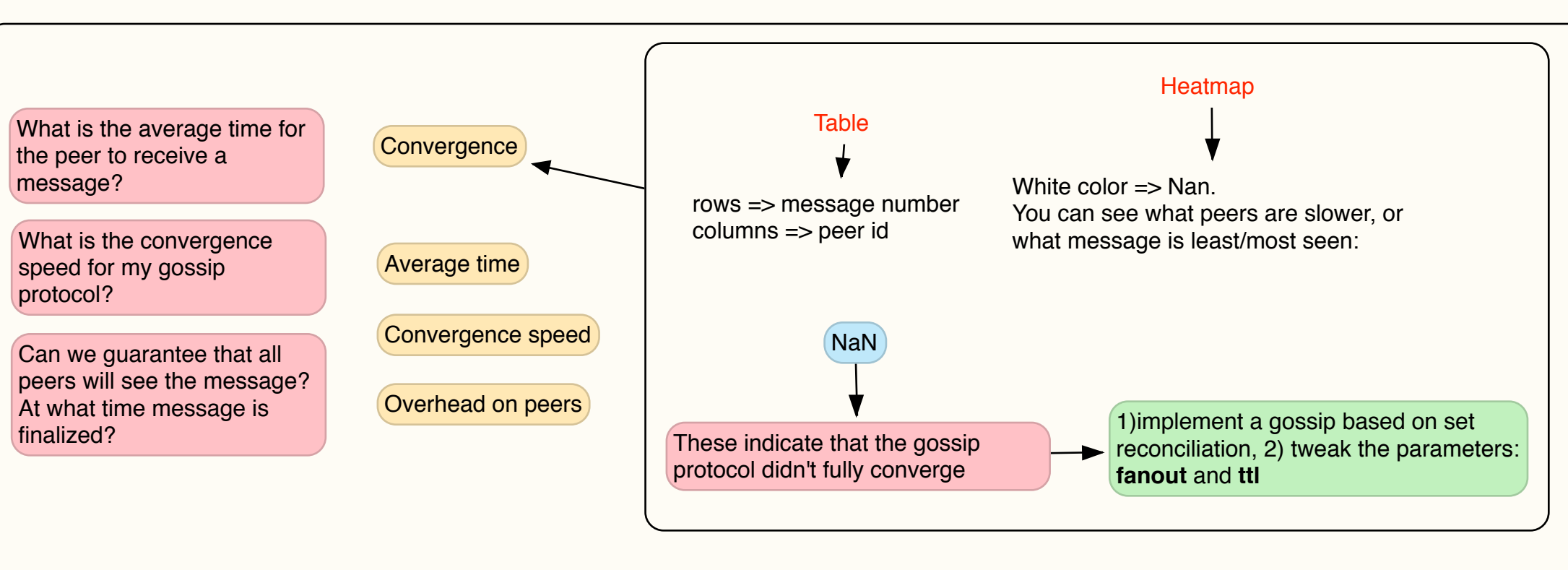
Message producer



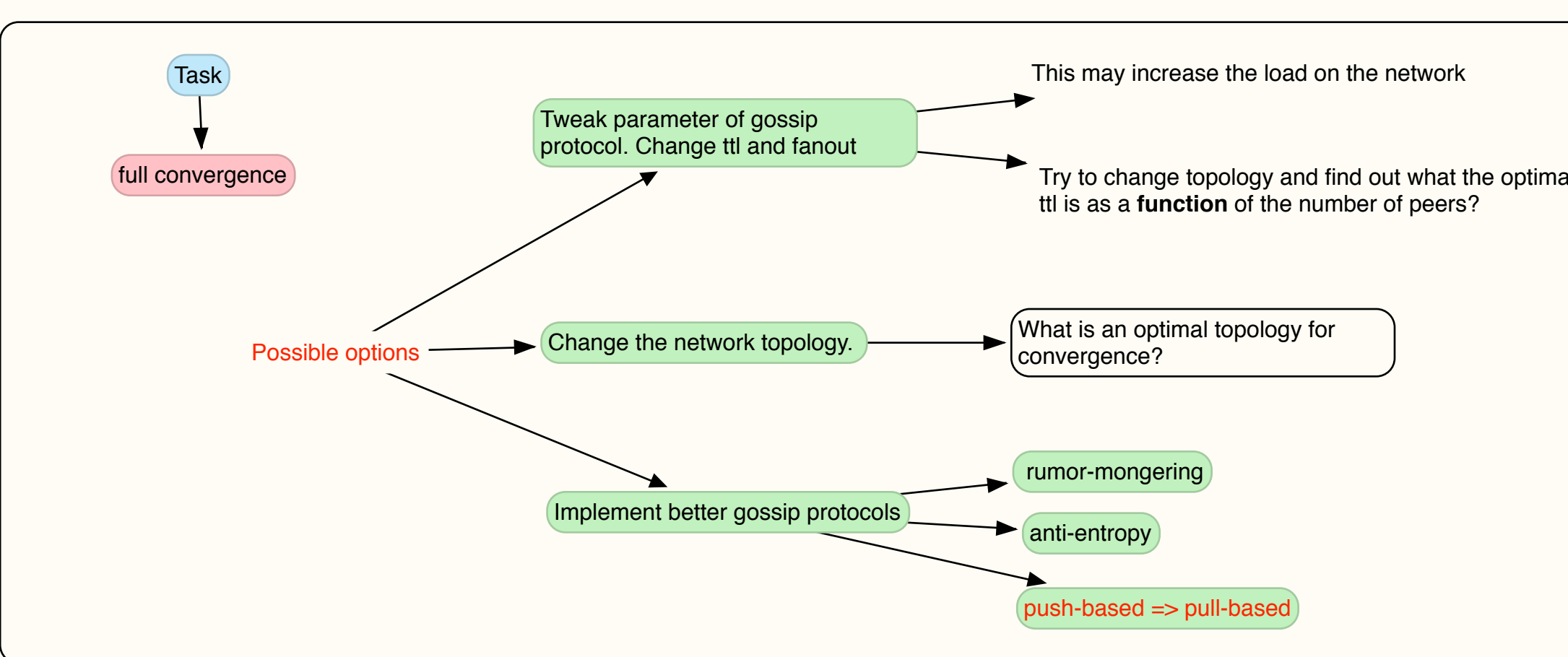
Preparing an Experiment



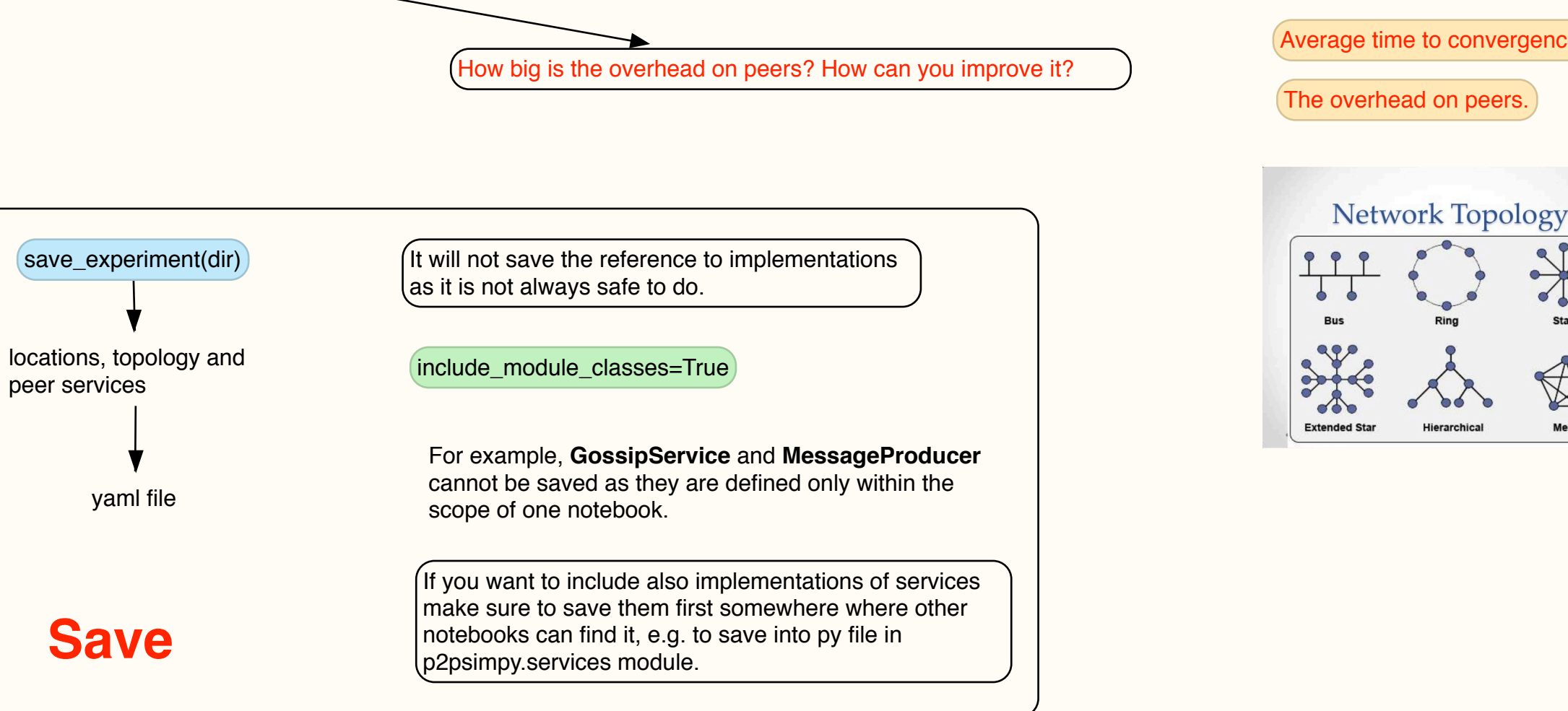
Analyze and visualize gossip



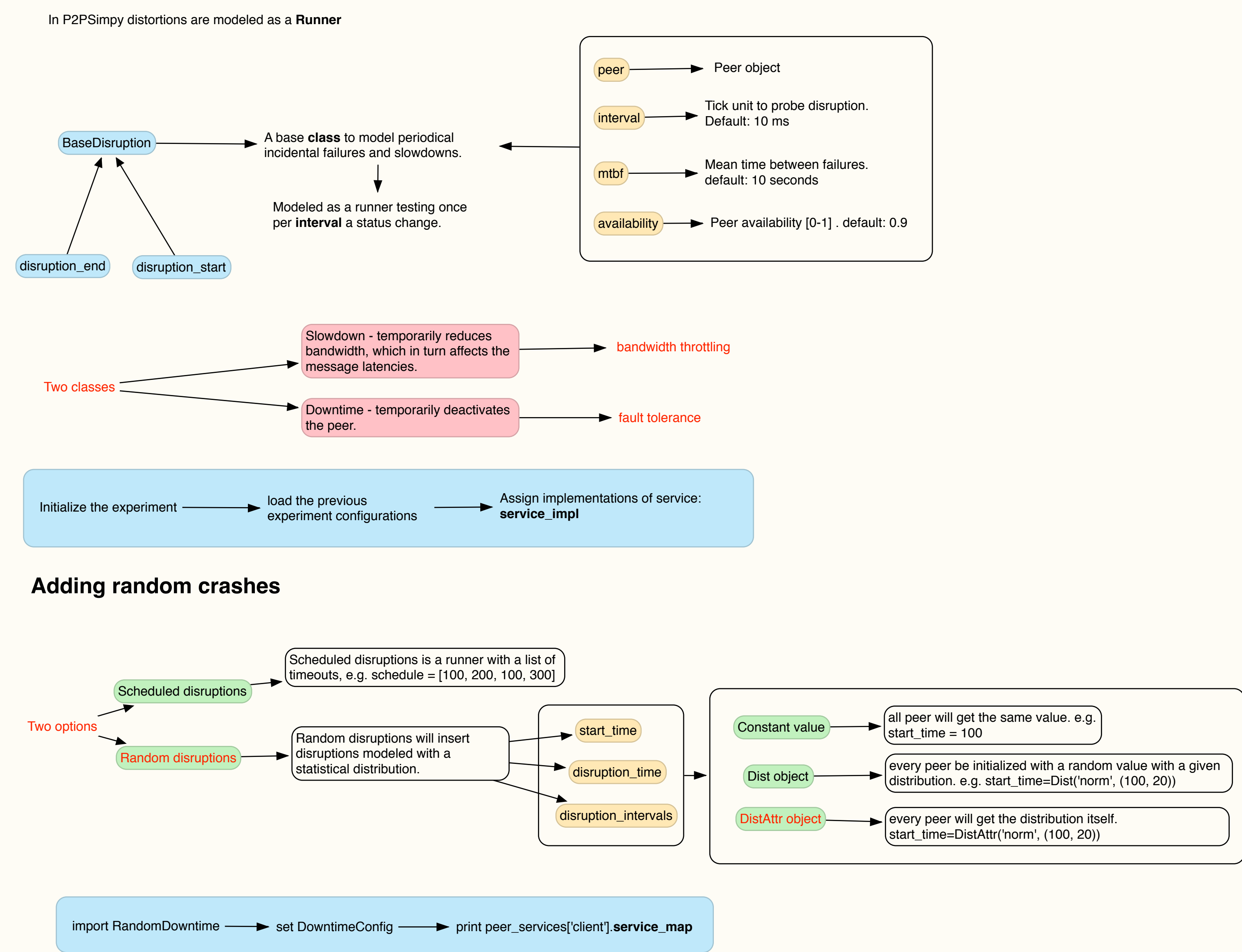
Achieving full convergence



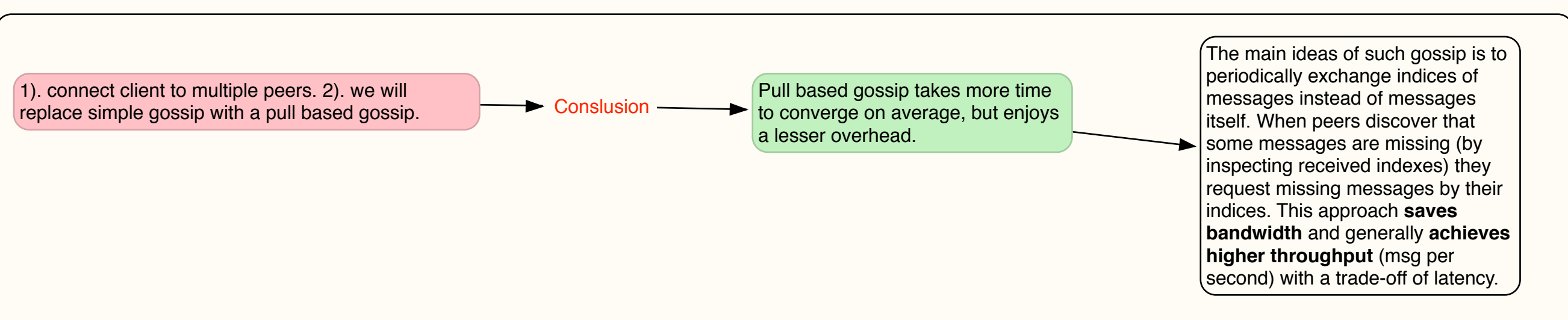
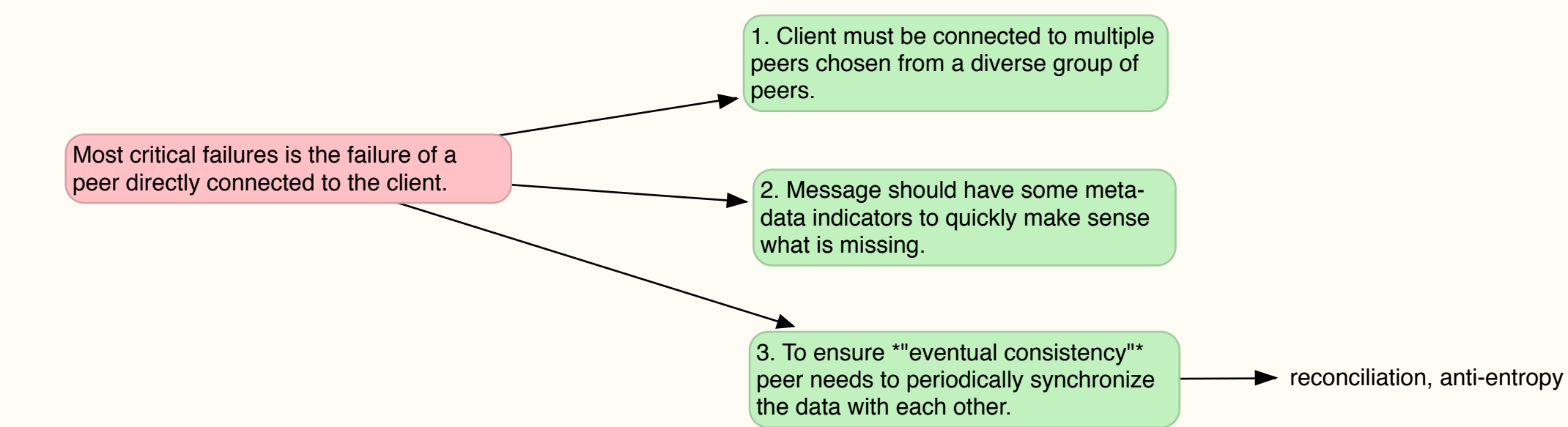
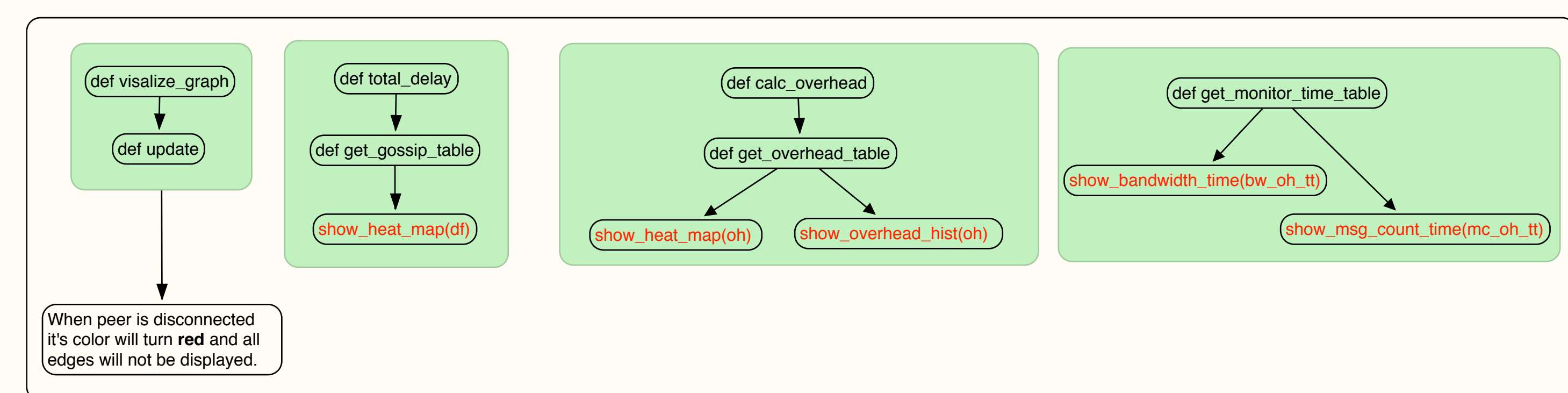
Report



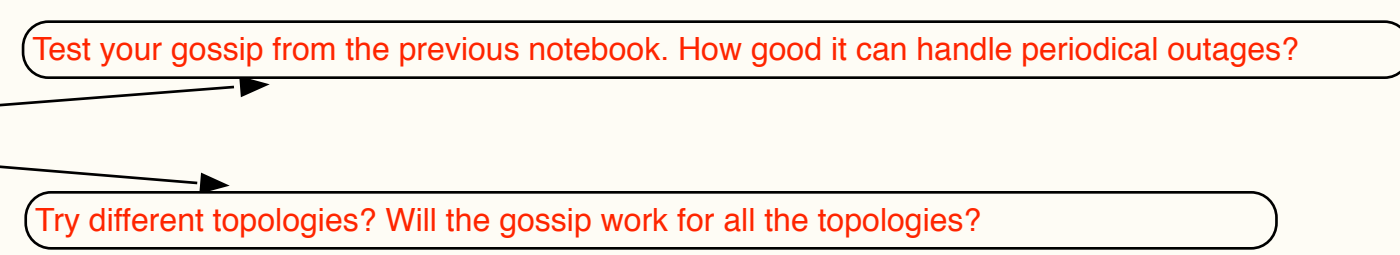
3. Faults and Disruptions



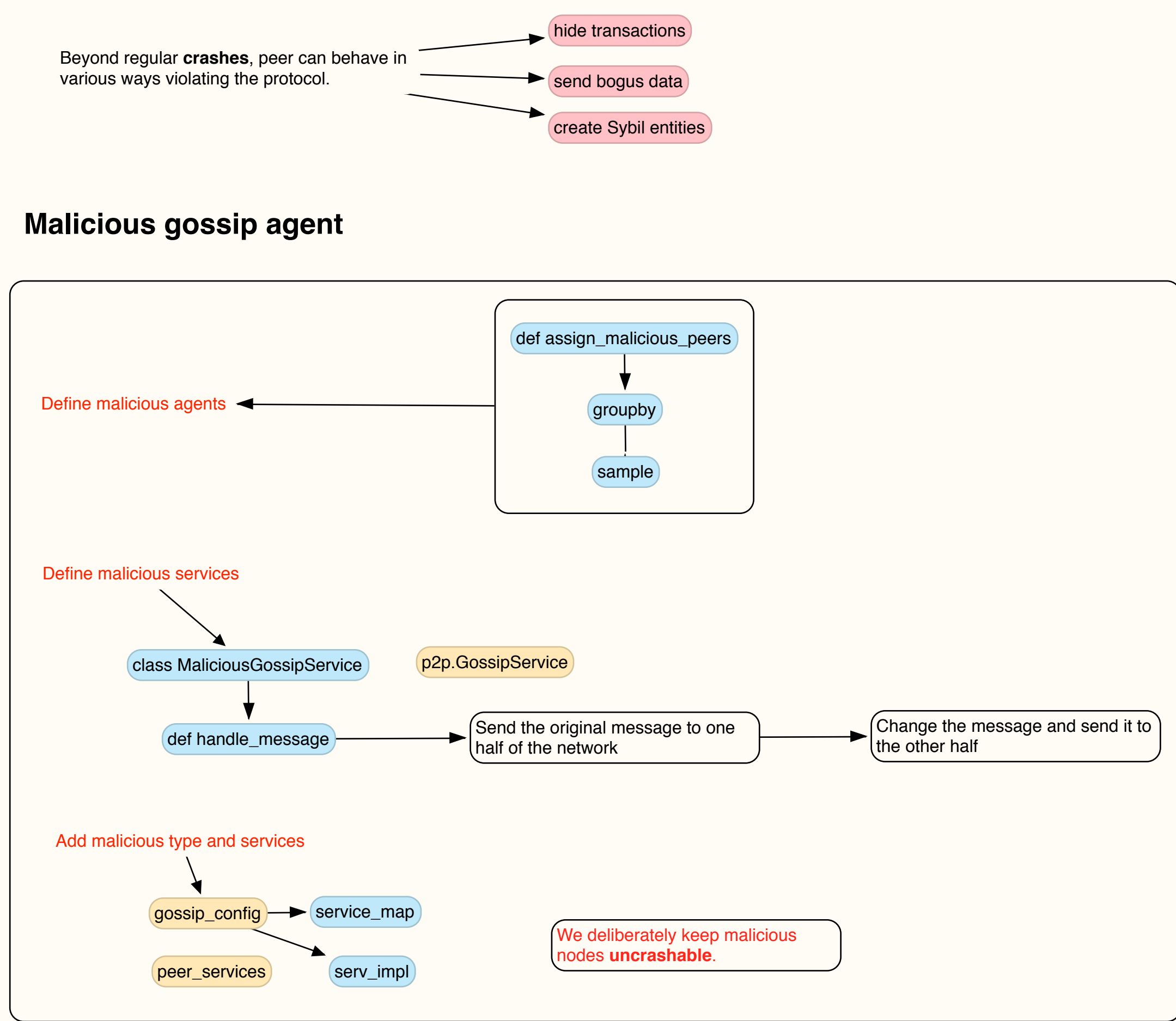
Visualizing peers connections



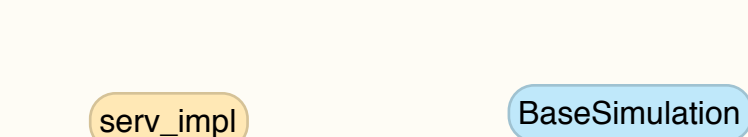
More experiments



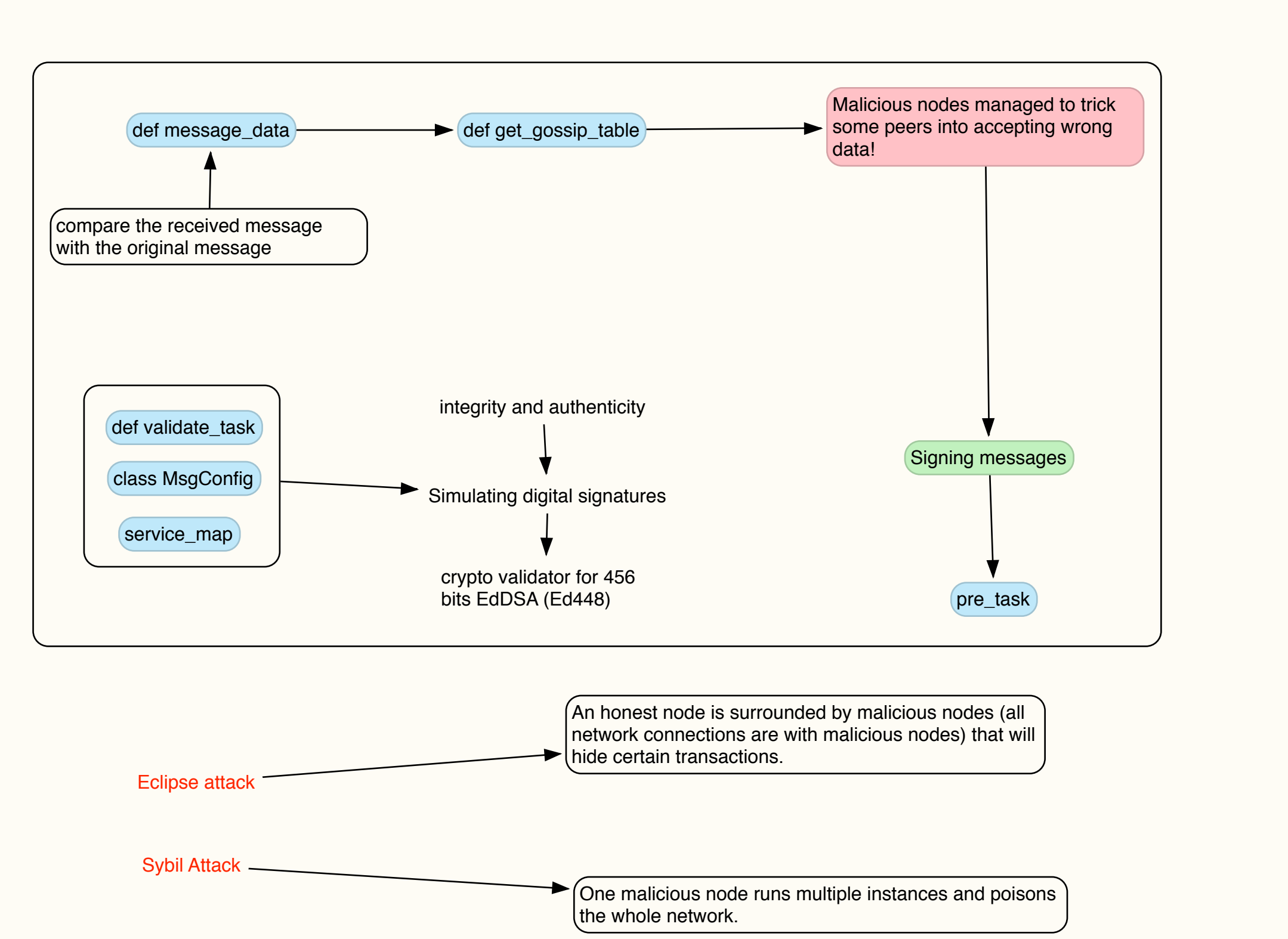
4. Beyond CFT: Attacks on the Network and Convergence



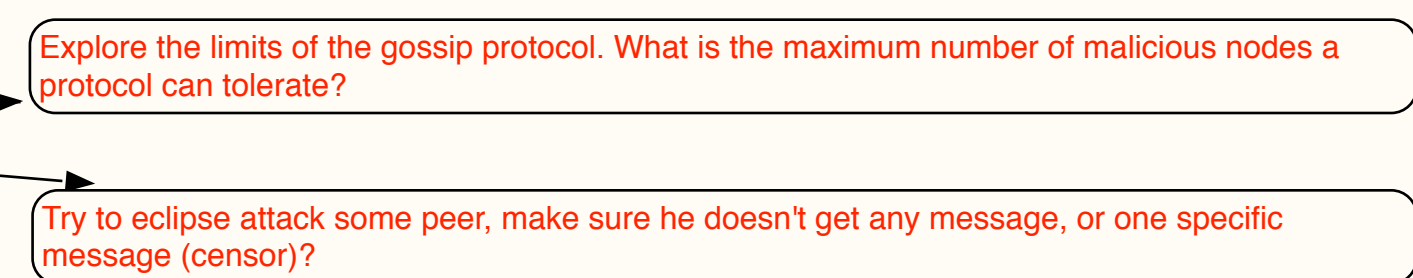
Run simulation



Analyze the storage data

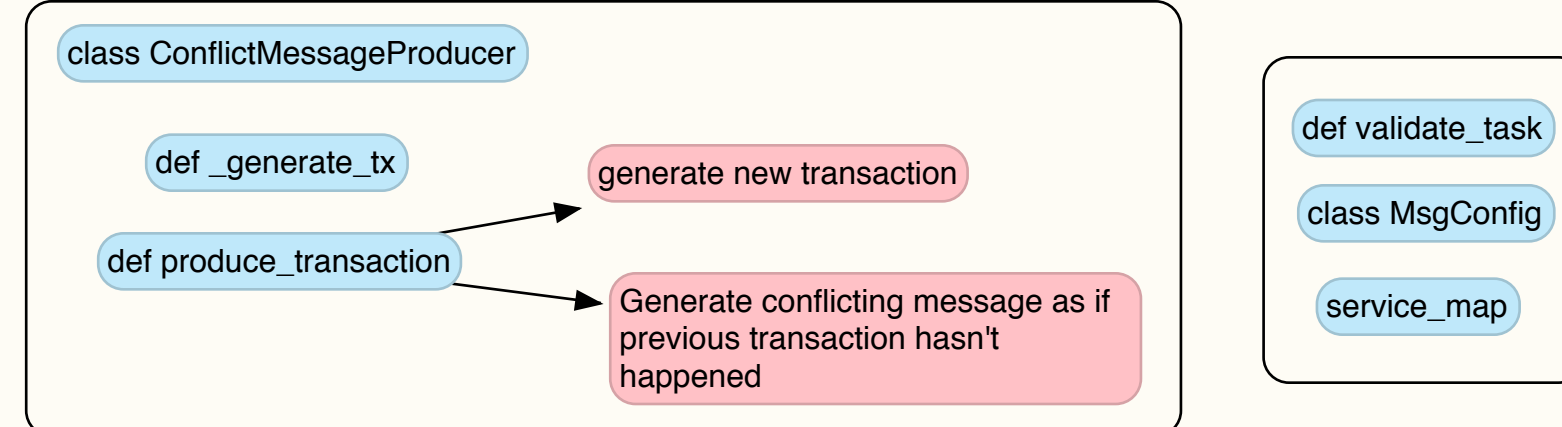


Exercises

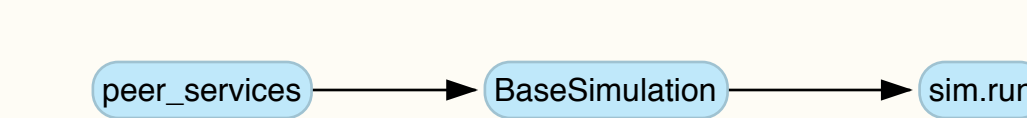


5. Conflicts and versions

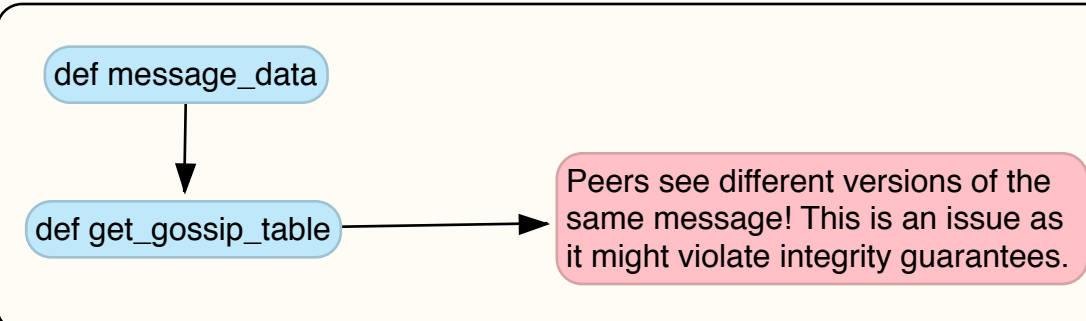
Client generating conflicting information



Run simulation



Message analysis



Exercises

