eventual

Drawback of sequential consistency（P17-18）

Eventual consistency

- **Directly write to the server closest to the clients（P23）**

    - problem：

        - **write-write conflict（P24）**

- **Eventual consistency的概述（P27-28）**

- **Handling write-write conflict**

    - we directly replace the old value with the new writes:No! （P31）

    - **Solution: update function(P32)**

    - **Ordered Update Log(P35)**

    - **Assign unique IDs to the updates(P39)**

    - **Rollback and Replay(P45)**

    - **Causal ordering(P52)**

    - **Lamport clock(P54-56)**

    - **Realizing partial order: vector clock(P60-64)**

    - **distinguish tentative writes from stable ones(P68)**

        - **De-centralized approach(P69)**

        - **Centralized approach(P70-71)**

        - **CSN order not preserve causality:not always(P72-79)**

        - **Trimming the log(P80)**

- summary(P85)

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