

Causal consistency

- Writes that are potentially causally related must be seen by all processes in the same order. Concurrent writes may be seen in a different order by different processes.
- Example:

Eventual consistency

- Given a sufficiently long period of time over which no changes are sent, all updates are expected to propagate, and eventually all replicas will be consistent.

Where to place replica servers

- ① Find the total cost of accessing each site from all the other sites
- ② Choose the site with the minimum total cost, make it a replica server (i.e. host the other guys' contents)
- ③ Go to ①, taking into account sites hosting replicas, choose by $\min(\text{value}, \text{value-to-nearest-replica})$.
- ④ Do this until you have the desired number of replicas.

Denial of Service Attack in Lab2

- Ignore the 1s-delay-rule.
- Send requests within an infinite loop, while (true) ...
- Make more people do the same.