
TITLE

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Abstract

ABSTRACT

4.1. Future Work

additional tests we plan to do or didn't get to

References

1. Introduction

basic description of system (maybe 1/2 page)

2. Simulating Partitions

concepts for simulating partitions, sniffing packets - iptables and packet redirection - sniffing with libtins

3. System Overview

discussion of different modules in system, and how we support adaptation for different raft implementations

- test driver (glue that holds everything together) - setup scripting - the monitor/sniffer module - the Client API - API functions to read/write using a specific Raft implementation - system-wide API also getting tucked in here - (The Client API will probably be renamed to something else to better reflect its meaning- something like an "Adaptation Layer") - teardown, if it's worth it

3.1. Future Work

- plans for additional checkers for more raft implementations - more functionality in monitors? delaying or blocking packets

4. Tests

discussion of tests supported by the system: - basic sanity check (client does op expected to succeed) - multiple clients writing to file system - failure and restart of raft nodes - partitions

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