

		✓	✗
Single node		Consistent data Operational simplicity	Failure-prone Vertical scalability only
Distributed	Strong consistency <small>(Real-time consensus)</small>	Consistent data High-availability	Higher latency Relatively low throughput Harder to implement <small>(assuming you want to roll your own system)</small>
	Eventual Consistency <small>(Deferred consensus)</small>	High-availability Highest throughput Lowest latency Suitable for offline-first apps	State isn't immediately consistent Possible data losses due to conflicts

		✓	✗
Single node		Consistent data Operational simplicity	Failure-prone Vertical scalability only
Distributed	Strong consistency <small>(Real-time consensus)</small>	Consistent data High-availability	Higher latency Relatively low throughput Harder to implement <small>(assuming you want to roll your own system)</small>
	Eventual Consistency <small>(Deferred consensus)</small>	High-availability Highest throughput Lowest latency Suitable for offline-first apps	State isn't immediately consistent Possible data losses due to conflicts
	Something else?		