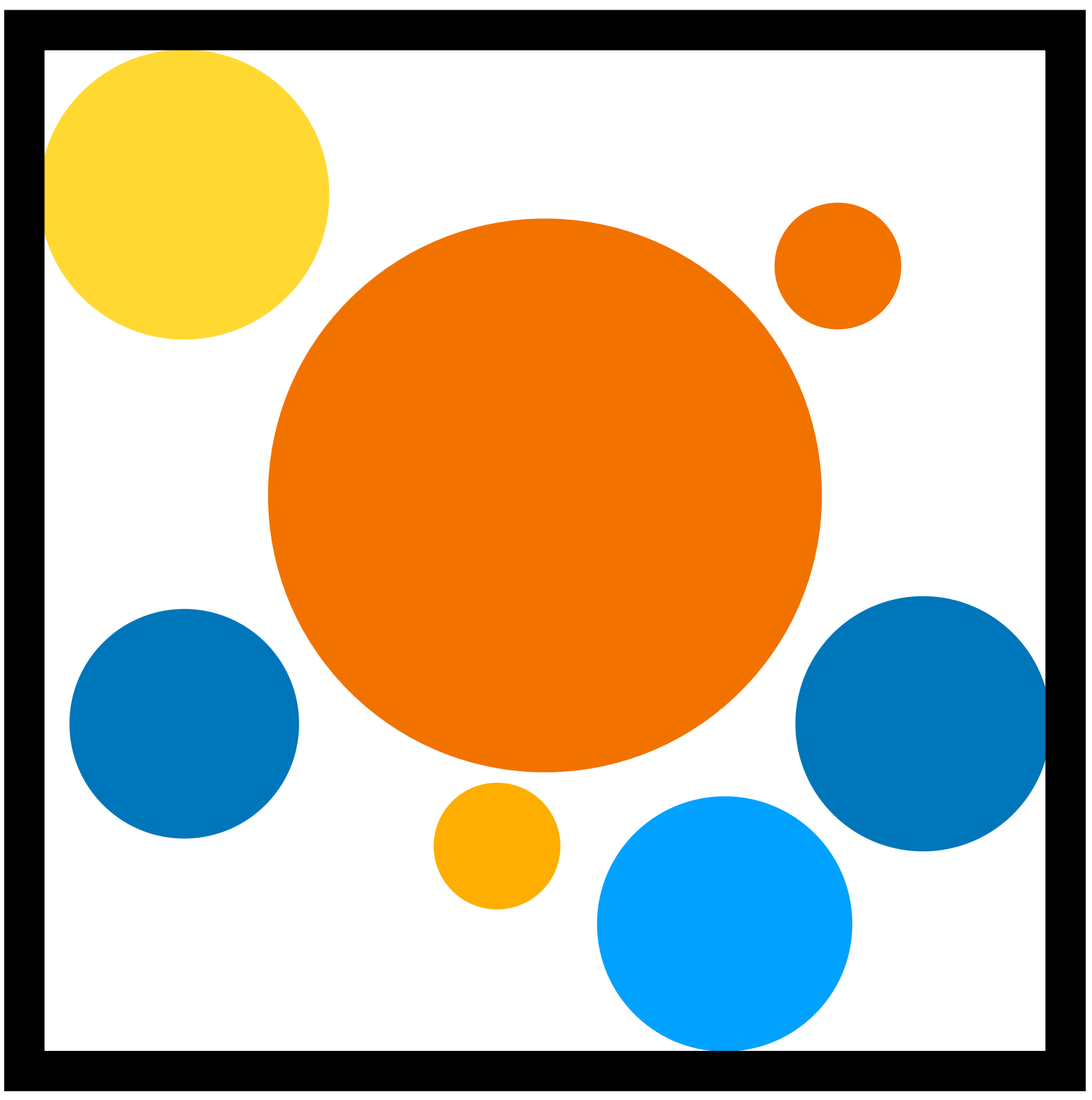
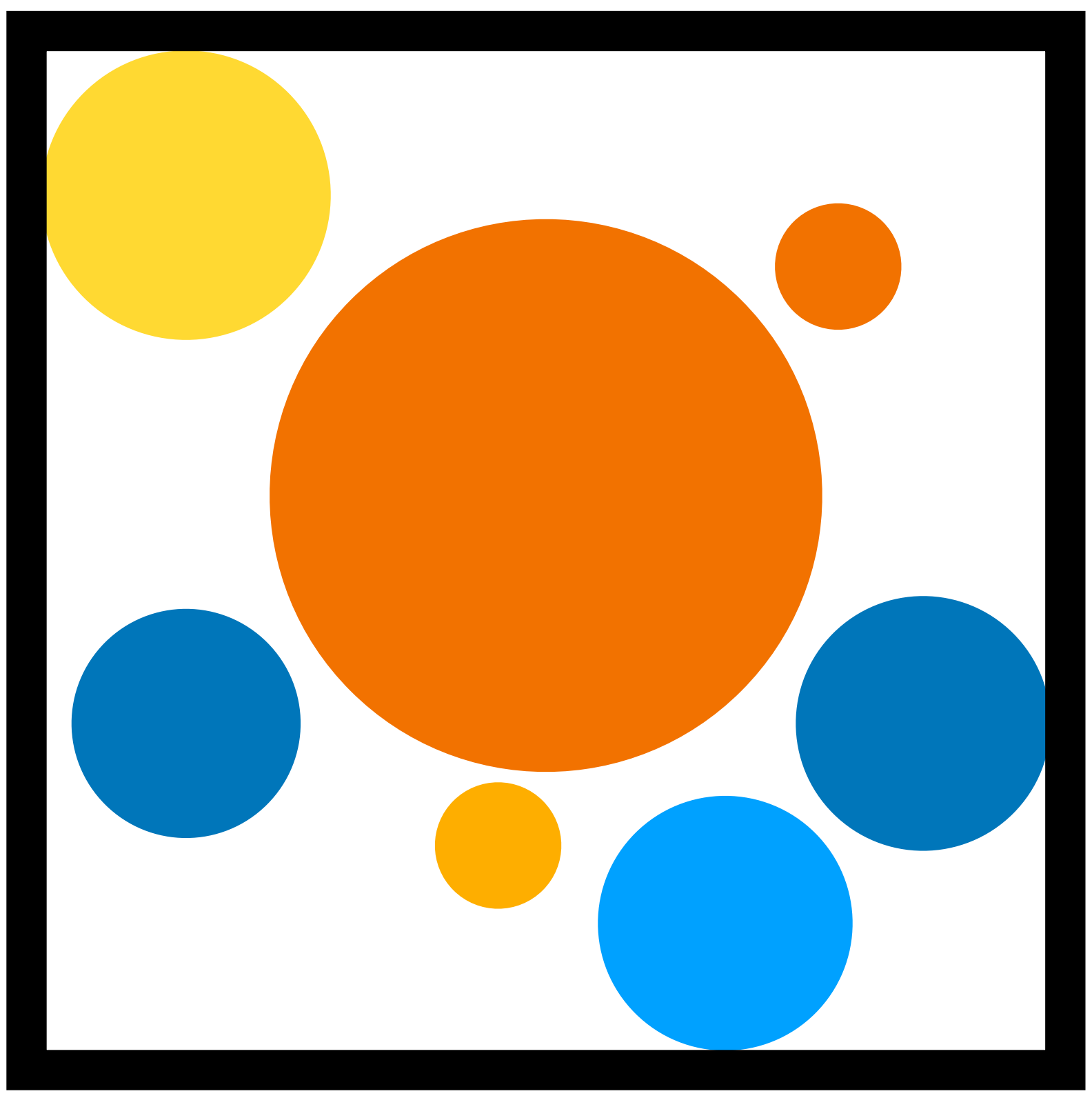
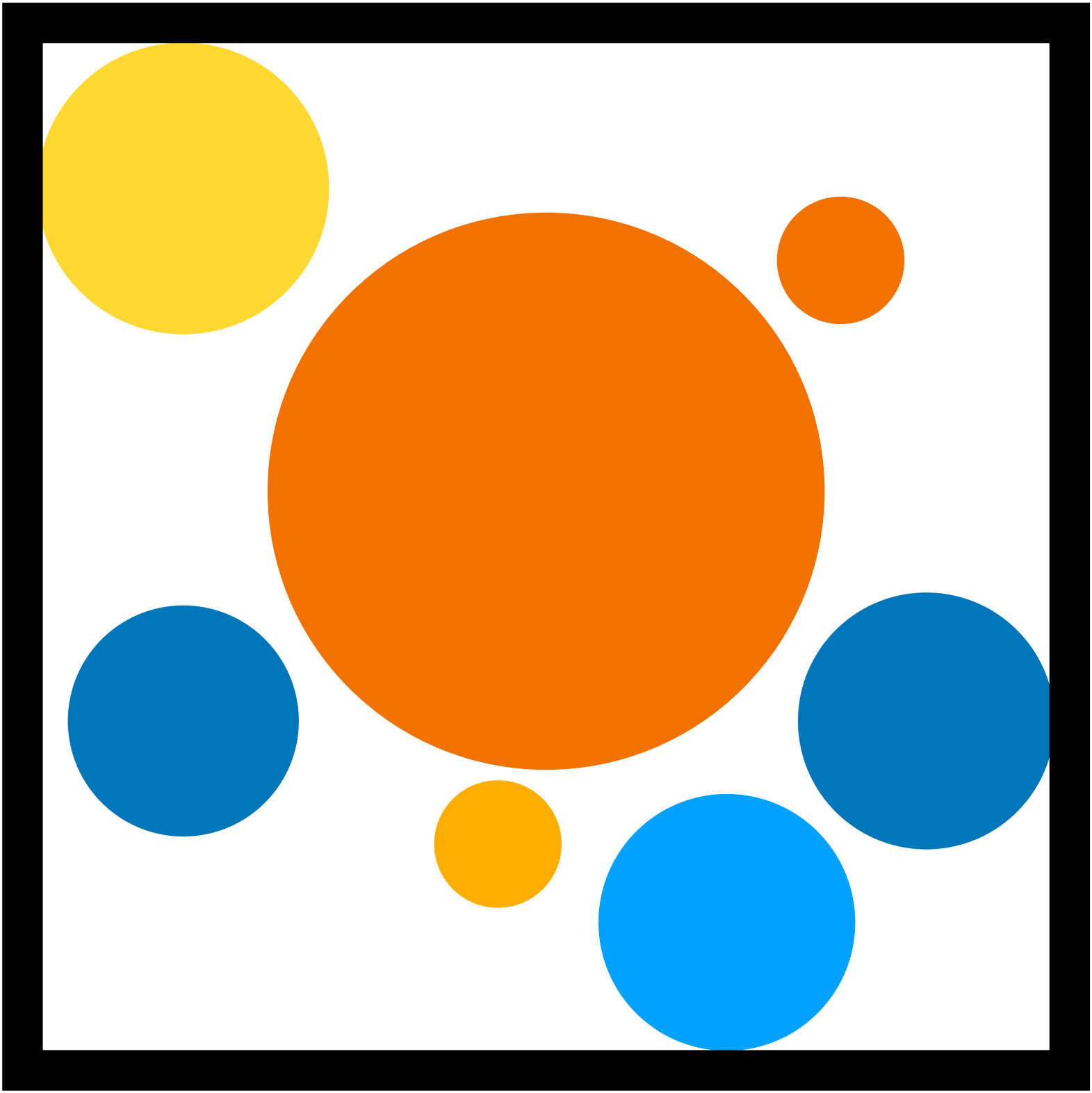


Strong consistency in a distributed system can be obtained through *consensus protocols* (e.g. Raft, Paxos, PBFT)





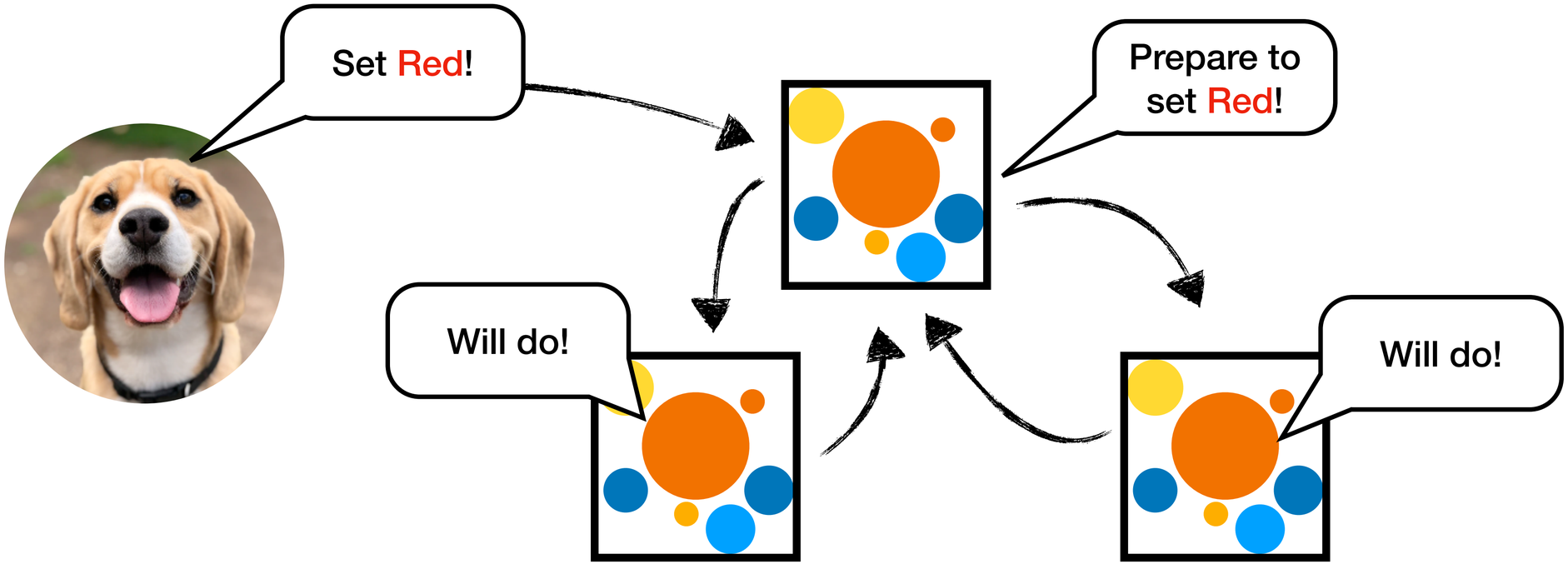

Set Red!


Prepare to
set Red!


Will do!


Will do!

Strong consistency in a distributed system can be obtained through *consensus protocols* (e.g. Raft, Paxos, PBFT)



- The system will continue to work as long as *(n / 2) + 1* nodes are alive
- Consensus algorithms typically require a lot of interaction between the nodes
- Consensus algorithms offer high availability and data consistency, but relatively poor throughput and relatively high latency