Eventually Consistent Partying

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Abstract

In distributed systems and life in general, eventual consistency is the desirable state of agreement. In this paper, we show how to reach this state in the context of parties with regards to the buzz factor (also known as inebriation quotient).

Keywords Party System Design, Buzz Factor

1 Introduction

In classical distributed systems, eventual consistency is a state of agreement between nodes in a system that is reached at a certain point in time. This property is usually desirable because it provides clear grounds on which to base assumptions about the state of the system.

At parties, too, there is a certain state of agreement—or agreeability, if you want—that is usually beneficial to the mood of the actors in the system, a property worth optimizing for. This property is in strong correlation with the buzz factor—also known as inebriation quotient—, which describes the state of alcohol saturation of a given actor.

In this paper, we describe a novel approach to reason about eventual consistency as it relates to partying.

2 Preliminaries

Our foremost goal for eventual consistency in a party setting is reaching a quorum. It is said to be almost impossible to set up a perfectly consistent system unless you set up a group of exclusively sober actors. There is no consensus on whether a group of sober actors can be classified as a party in the literature, as some authors prefer to call those systems "tea parties".

We characterize an actor by their buzz intake behaviour and their buzz threshold. If the buzz threshold is reached, we characterize an actor as having dropped out and disregard them when checking for a quorum. The buzz threshold seems to be correlated to the actor's gender, age, and bodyweight.

2.1 Archetypes

In our research we discovered four primary archetypes of actors at parties in relation to attaining the buzz factor. We will describe them in the following.

Serious Business. Actors in the "Serious Business" class—also known as "winos" or "boozehounds"—are characterized by a quick intake of buzz. Depending on their buzz threshold, they might drop out early.

Dead Sober. Actors in the "Dead Sober" class—also known as "buzzkills" or "designated drivers"—do not intake buzz. Accordingly, they either have to be in the majority to achieve what is known as an *a priori* quorum, or be in the minority, in which case they will work against the quorum of the other actors.

Low and Slow. The "Low and Slow" class of actors—also known as "normies"—shows a slow, steady intake of buzz. Any spikes in buzz may be counteracted by the intake of water or other non-

alcoholic substances, though the increase of buzz over time is almost inevitable.

Sugar Rush. Favoring Cocktails and longdrinks, this class of actors—also known as "fancypants" or "amateur baristas"—show almost no signs of buzz for a period of time—this period is unpredictable and largely based on the compounds used when intaking buzz—before a sudden spike of buzz that can easily overshoot the buzz threshold.

While this collection of archetypes is helpful in building a vocabulary for expressing actor behavior, it should not be taken as canonical or exhaustive. Party architecture is an understudied area of systems design, and we expect many novel, more accurate categorizations to emerge in the coming years.

3 Practical Discussion

Now that we have laid the groundwork to conceptualize the system, we can talk

4 Conclusion