

# 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).

## 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 calculate the probabilities of eventual consistency as it relates to partying.