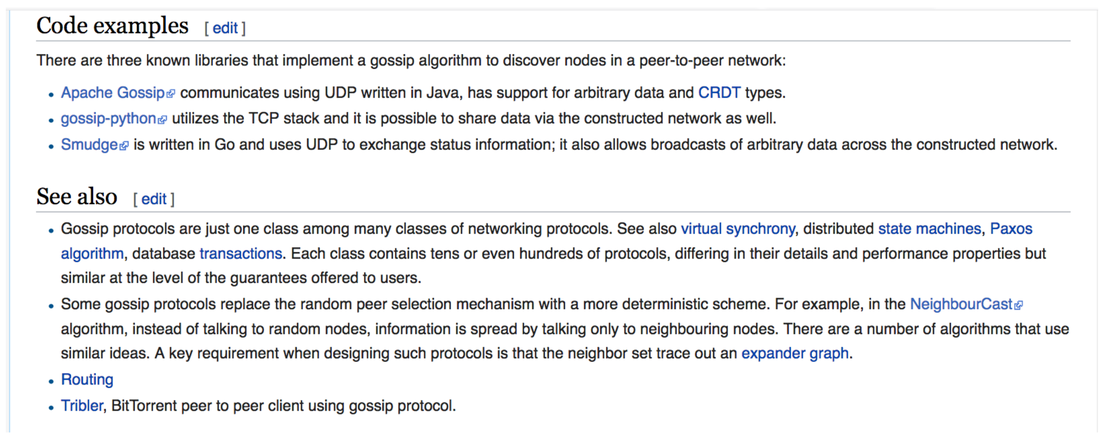
Gossip messaging

Saludos,

El jefe de proyecto nos ha pedido que cojamos la tarea de “traducir al castellano la entrada Gossip messaging” de la wikipedia.

https://www.wikidata.org/wiki/Q5587504#sitelinks-wikipedia

Nos ponemos en contexto:



Code examples [edit]

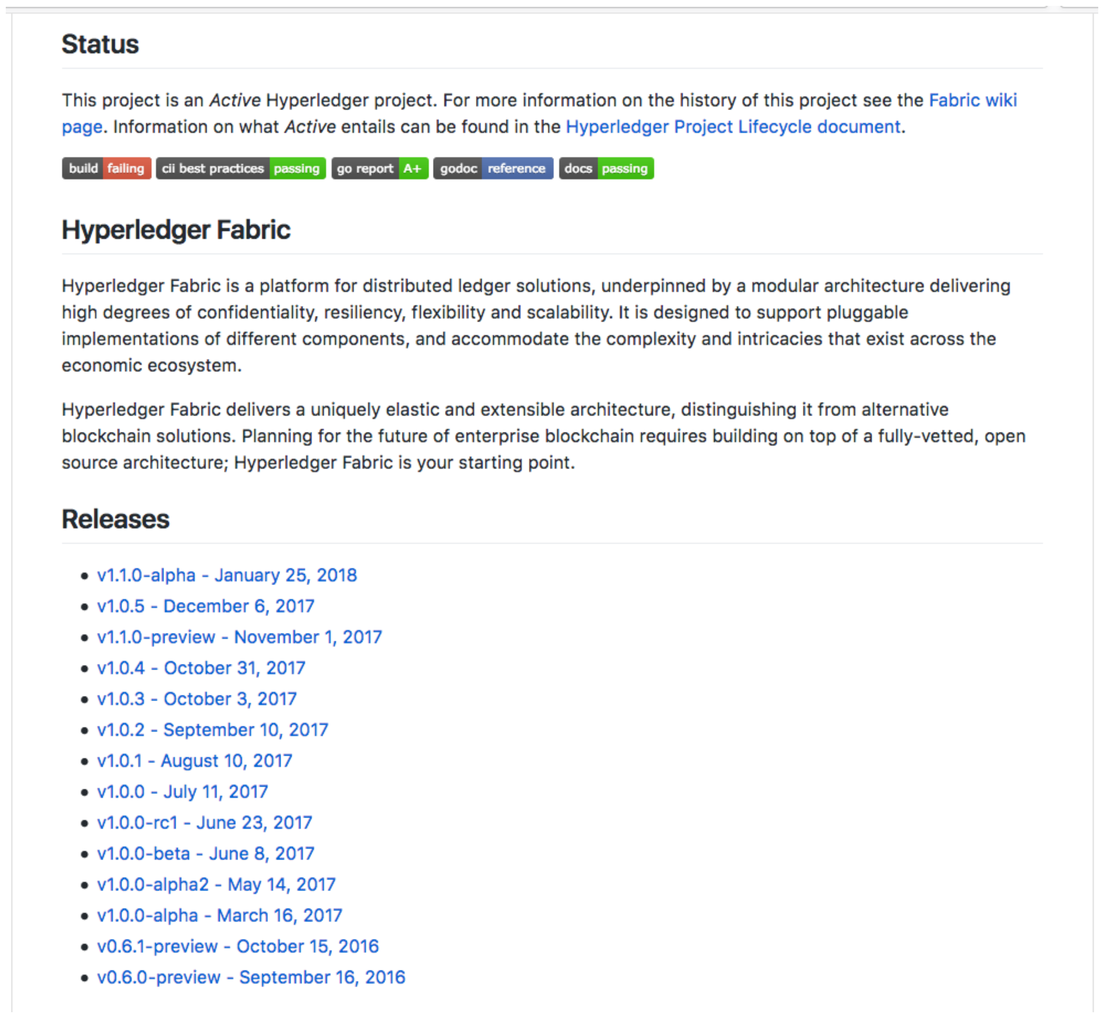
There are three known libraries that implement a gossip algorithm to discover nodes in a peer-to-peer network:

- Apache Gossip communicates using UDP written in Java, has support for arbitrary data and CRDT types.
- gossip-python utilizes the TCP stack and it is possible to share data via the constructed network as well.
- Smudge is written in Go and uses UDP to exchange status information; it also allows broadcasts of arbitrary data across the constructed network.

See also [edit]

- Gossip protocols are just one class among many classes of networking protocols. See also virtual synchrony, distributed state machines, Paxos algorithm, database transactions. Each class contains tens or even hundreds of protocols, differing in their details and performance properties but similar at the level of the guarantees offered to users.
- Some gossip protocols replace the random peer selection mechanism with a more deterministic scheme. For example, in the NeighbourCast algorithm, instead of talking to random nodes, information is spread by talking only to neighbouring nodes. There are a number of algorithms that use similar ideas. A key requirement when designing such protocols is that the neighbor set trace out an expander graph.
- Routing
- Tribler, BitTorrent peer to peer client using gossip protocol.

Y, buscando, buscando, descubrimos una plataforma donde se practica tal método de comunicación:



Status

This project is an *Active* Hyperledger project. For more information on the history of this project see the Fabric wiki page. Information on what *Active* entails can be found in the Hyperledger Project Lifecycle document.

build failing | cii best practices passing | go report A+ | godoc reference | docs passing

Hyperledger Fabric

Hyperledger Fabric is a platform for distributed ledger solutions, underpinned by a modular architecture delivering high degrees of confidentiality, resiliency, flexibility and scalability. It is designed to support pluggable implementations of different components, and accommodate the complexity and intricacies that exist across the economic ecosystem.

Hyperledger Fabric delivers a uniquely elastic and extensible architecture, distinguishing it from alternative blockchain solutions. Planning for the future of enterprise blockchain requires building on top of a fully-vetted, open source architecture; Hyperledger Fabric is your starting point.

Releases

- v1.1.0-alpha - January 25, 2018
- v1.0.5 - December 6, 2017
- v1.1.0-preview - November 1, 2017
- v1.0.4 - October 31, 2017
- v1.0.3 - October 3, 2017
- v1.0.2 - September 10, 2017
- v1.0.1 - August 10, 2017
- v1.0.0 - July 11, 2017
- v1.0.0-rc1 - June 23, 2017
- v1.0.0-beta - June 8, 2017
- v1.0.0-alpha2 - May 14, 2017
- v1.0.0-alpha - March 16, 2017
- v0.6.1-preview - October 15, 2016
- v0.6.0-preview - September 16, 2016

http://hyperledger-fabric.readthedocs.io/en/latest/architecture.html

junio 1, 2019 Encargado del contenido online de la nonata editorial e-Artesanía peer to peer com, rumores Editar

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