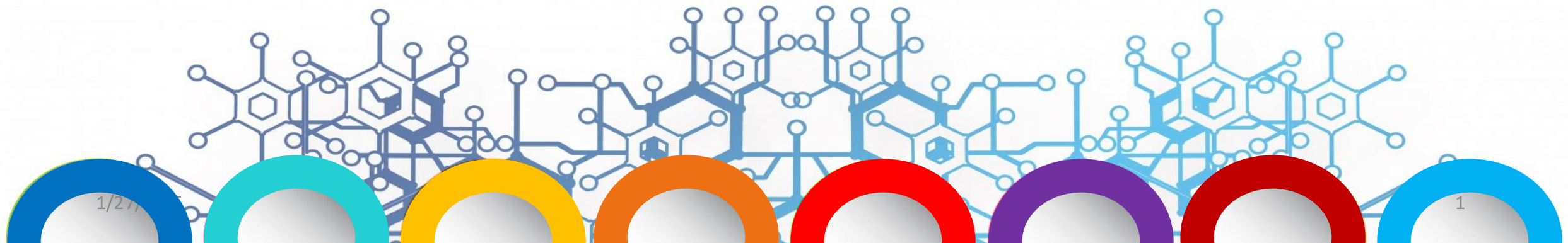


# Active Learning

## Network . Compute . Store



# Question (1)

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Remember our discussion on VL2!

For each of the items below, discuss how it helped achieving service agility in VL2:

- OSPF
- AnyCast
- H(ft)
- ECMP

# Question (2)

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*(local variables)*

$\text{int length} \leftarrow \infty$

$\text{set of int Neighbors} \leftarrow \text{set of neighbors}$

$\text{set of int } \{\text{weight}_{i,j}, \text{weights}_{j,i} \mid J \in \text{Neighbors}\} \leftarrow \text{The known values of the weights of incident links}$

*(message types)*

UPDATE

**If  $i=i_0$  then**

$\text{length} \leftarrow 0;$

    send UPDATE( $i_0, 0$ ) to all neighbors; terminate.

**When UPDATE( $i_0, \text{length}_j$ ) arrives from  $j$ :**

    if ( $\text{length} > \text{length}_j + \text{weight}_{j,i}$ ) then

$\text{length} \leftarrow \text{length}_j + \text{weight}_{j,i}; \text{parent} \leftarrow j;$

        send UPDATE( $i_0, \text{length}$ ) to all neighbors;

# Question (2)

---

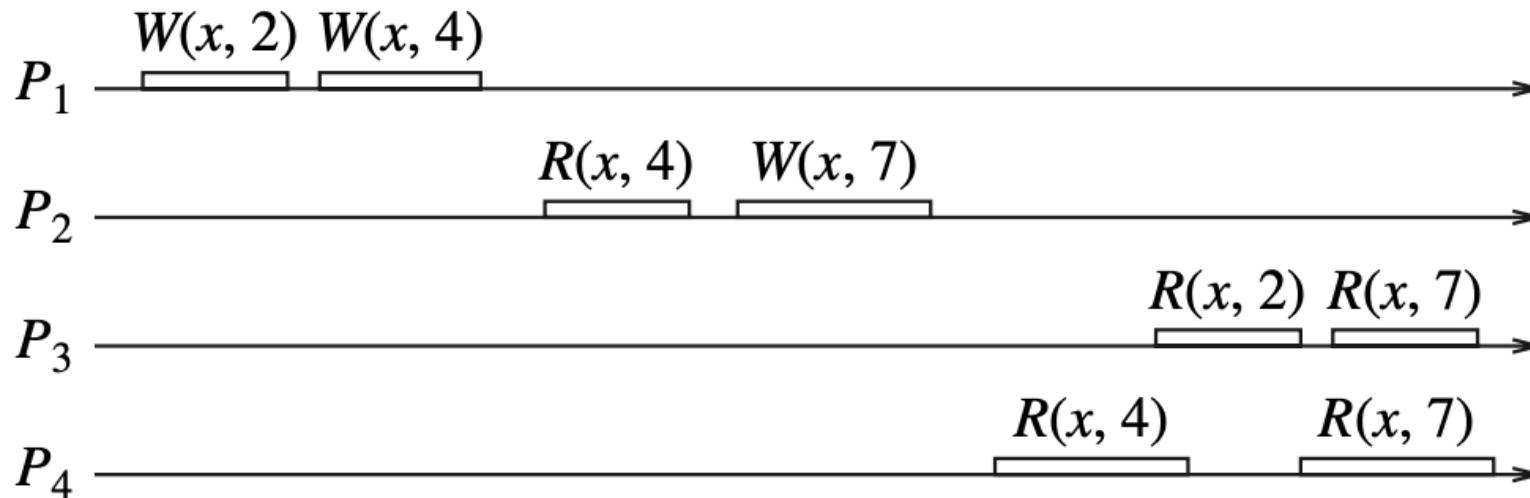
- Is this a synchronous or an asynchronous algorithm? How did you know?
- What is the termination condition of this algorithm?
- Can you run this algorithm on asynchronous systems? How?
- Do you know a distributed and/or cloud system/service that uses this algorithm in practice?
- Is there any other way to design an algorithm that performs the same task?

# Question (3)

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Determine the consistency level (Strict, Sequential, Causal, PRAM).

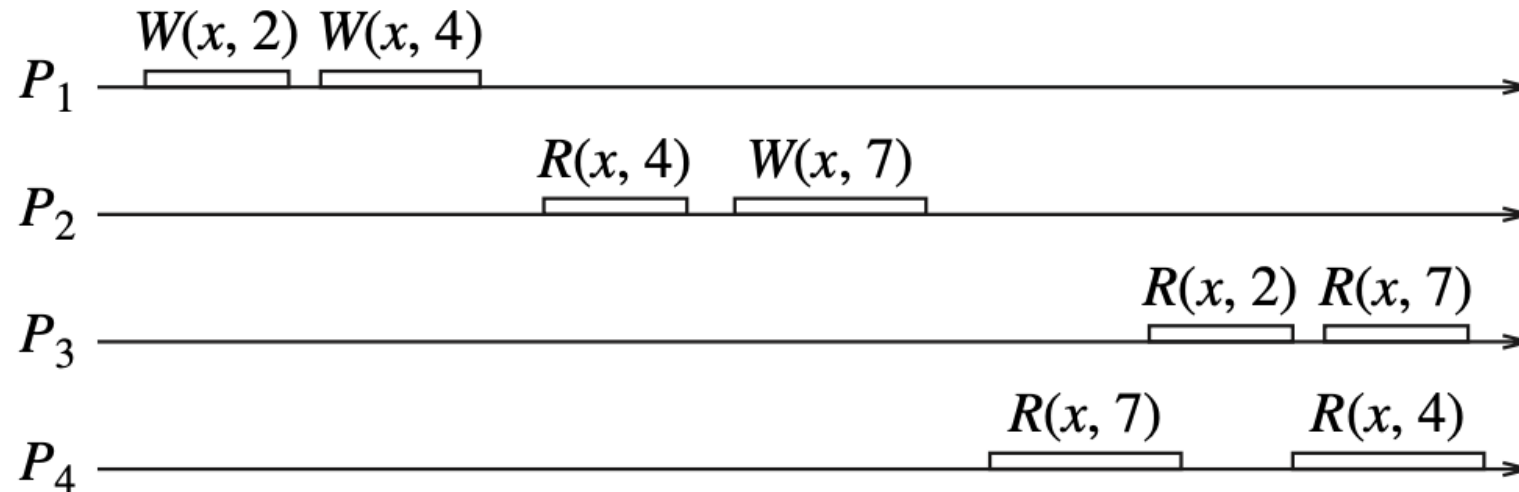
- P1-P4: Distributed Processes
- $W(x,v)$ : Write value  $v$  on resource  $x$
- $R(x,v)$ : Read value  $v$  from resource  $x$



# Question (4)

Determine the consistency level (Strict, Sequential, Causal, PRAM).

- P1-P4: Distributed Processes
- $W(x,v)$ : Write value  $v$  on resource  $x$
- $R(x,v)$ : Read value  $v$  from resource  $x$



# Acknowledgement

The list of resources used in preparation of this slide set are provided on:

<https://canvas.sfu.ca/courses/88212/pages/references>

Pictures and quoted resources are mentioned in each use.

