

Interconnection Topologies :

Assumptions :

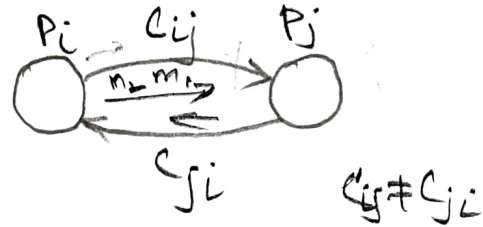
- No node failure
- channels are reliable
- Commn delay is finite but unpredictable



↳ channel Modelling

Fault-free
Setting
of { nodes
channels }

↳ FIFO, Non-FIFO
↓
Network stack.



Process Failures :

→ Fail-stop :

→ Crash :

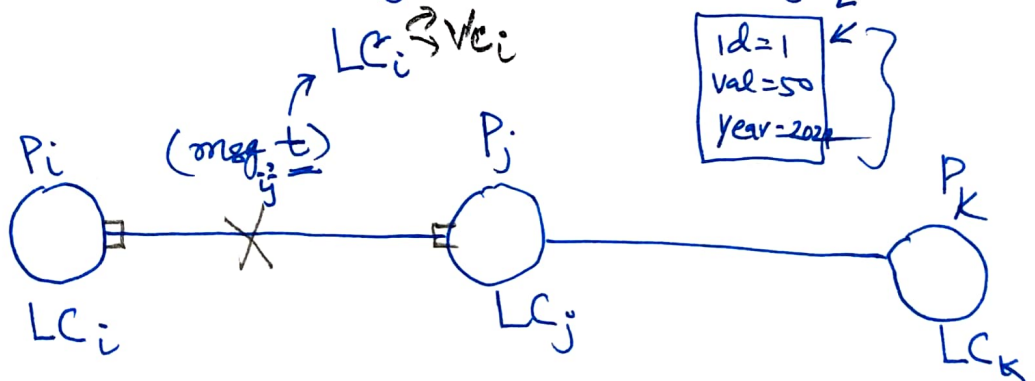
→ Receive omission : receive

→ Send — : Send

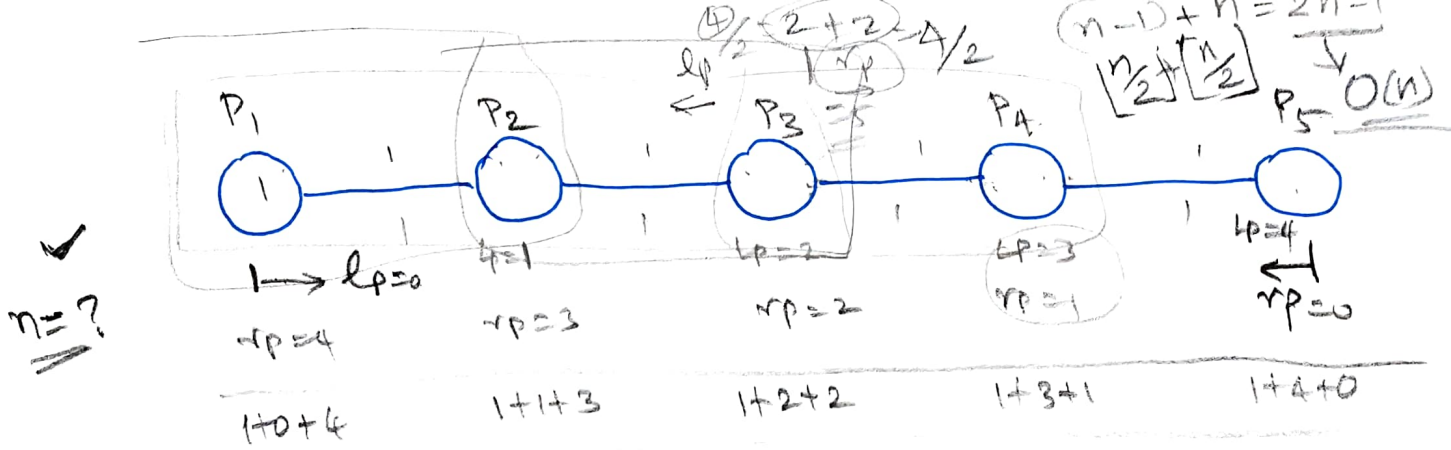
→ General omission : Send + receive

→ Byzantine failures : ~~Process~~

- Verifiability



$LC_i \rightarrow$ logical clock.



$n=5$

$$\begin{aligned} & \left[\begin{array}{l} 2(n-1) \text{ messages} \\ 2(n-1) \text{ messages} \end{array} \right] = 4(n-1) \\ & = O(n) \\ & \text{big } O(n) \end{aligned}$$

Metrics:

Space $\left[\begin{array}{l} - \text{Space complexity / node} \\ \rightarrow \text{system-wide } \underline{SC} \text{ for all events that occur simultaneously.} \end{array} \right.$

Time $\left[\begin{array}{l} \rightarrow TC / \text{node} \\ \rightarrow \underline{SW} \quad \underline{TC} \end{array} \right.$

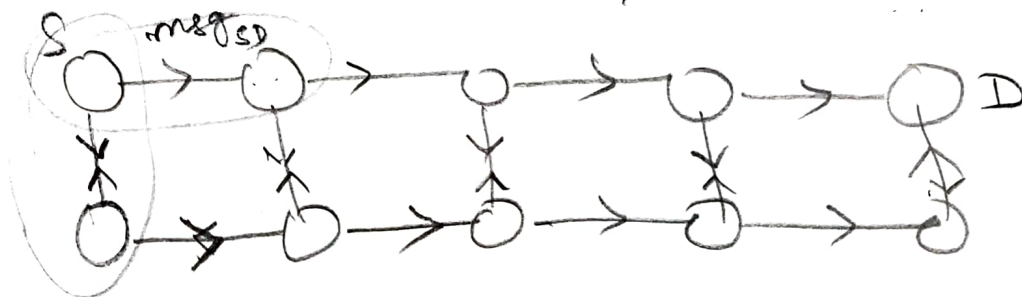
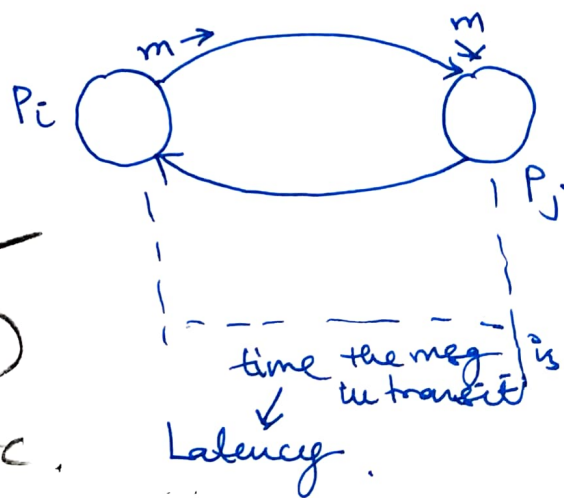
Message Complexity:

\Rightarrow # msgs ✓

size of the msgs ✓

Latency (msg TC)

send, # receive, etc.

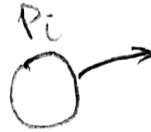


Message Ordering and Group Communication

① Models of Communication

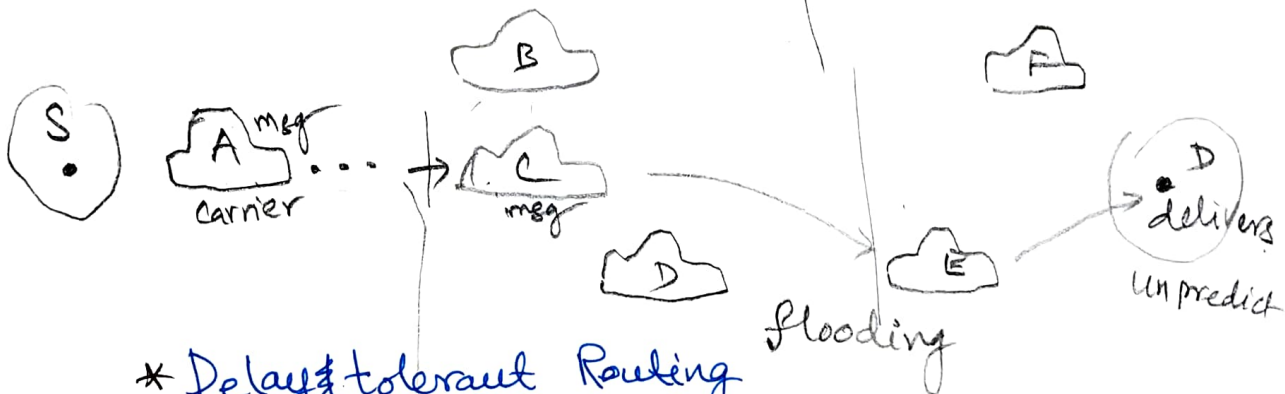
* 1-1

→ unicast
→ point-to-point



Any cast

→ 1 → nearest 1 of many identical nodes



* Delay-tolerant Routing

→ no fixed infra between P_i and P_j

→ msg sent will eventually be delivered in finite

* 1-many

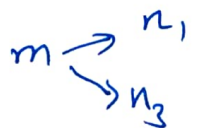
→ multicast message

→ radio broadcast

1-m

Group Comm: (m, \underline{n})

↓ is known



→ Broadcast

1- All Recipients are not known