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## Distributed Systems Workshop

### Sriram Srinivasan

These writings and projects are relevant to the material covered in the workshop.

### Papers

Arranged in order from simple exposition to academic level.

1. [In search of an understandable consensus algorithm](#), by Diego Ongaro and John Ousterhout [Tech report 2014]
2. [Replicated Data Consistency Explained Through Baseball](#). Doug Terry. [Microsoft Tech Report 2011]
3. [What Every Programmer Should Know About Memory](#). Ulrich Drepper. [blog 2007]
4. [Shared Memory Consistency Models: A Tutorial](#). Sarita V. Adve, Kourosh Gharachorloo. [Digital WRL Research Report 95/7, 1995]
5. [Spanner: Google's Globally-Distributed Database](#). JC Corbett et al [OSDI 2012]
6. [Time, Clocks and the Ordering of Events in a Distributed System](#) by Leslie Lamport. [CACM 1978]
7. [The Part-Time Parliament](#). The "Paxos" paper by Leslie Lamport. [ACM TOCS 1990]
8. [Linearizability: a correctness condition for concurrent objects](#). Maurice Herlihy, Jeannette Wing. [ACM TOPLAS 1990]

### Books

Both these books are excellent. Martin Kleppman's book is much more relevant and up-to-date nowadays.

1. [Designing Data-Intensive Applications](#). Martin Kleppman [O'Reilly 2017. 1st ed.]
2. [Distributed Systems for Fun and Profit](#). Mikito Takada. [Free online book, 2013]