

ECE 151  
Assignment 4  
Due Monday May 6

1. Select and describe applications that you use that operate according to the following consistency strategies:
  - a) Linearizable consistency
  - b) Causal consistency
  - c) Fifo consistency
  - d) Weak consistency
  - e) Eventual consistency

Describe one application for each strategy, unless you want to describe more.

Explain for each application what expectation of consistency you have when you use the application, and how the consistency strategy provides you with the results that you expected. Examples of results that you did not expect will also be welcome.

For each application, try to estimate the number of concurrent users and the number of concurrent servers each of which has a copy of the data or part of the data being used by the application.

Which of these algorithms do you think would be more appropriate for a multiplayer interactive game system?