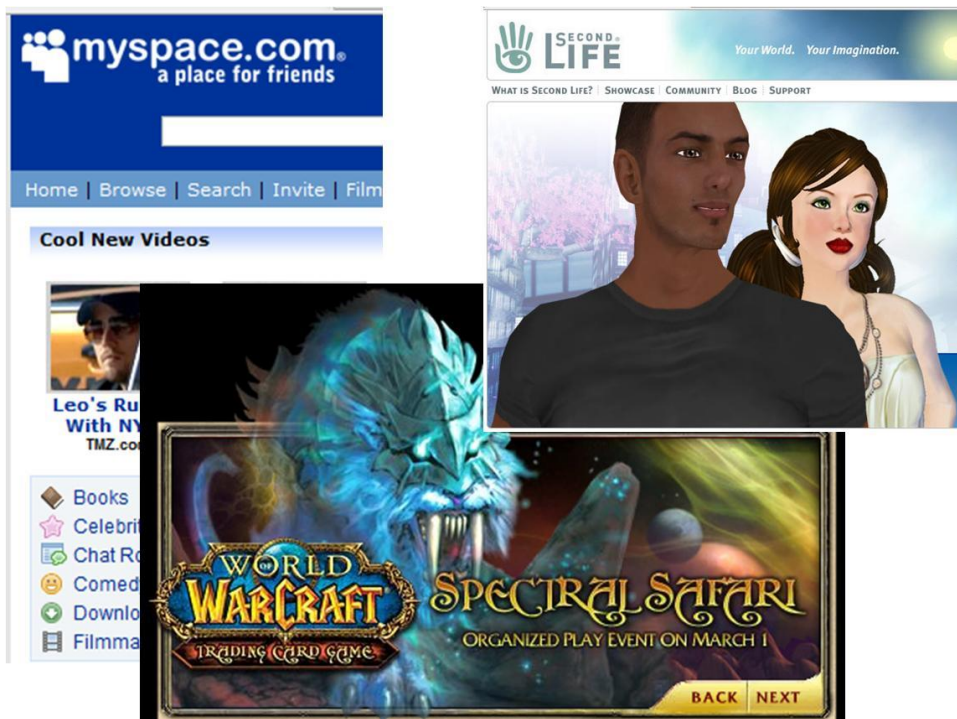
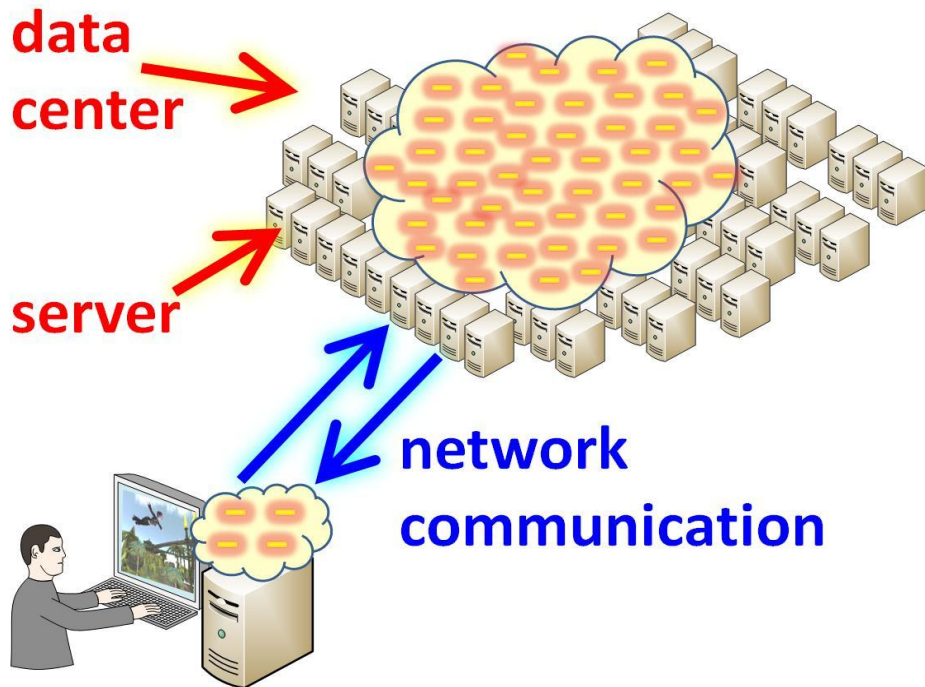
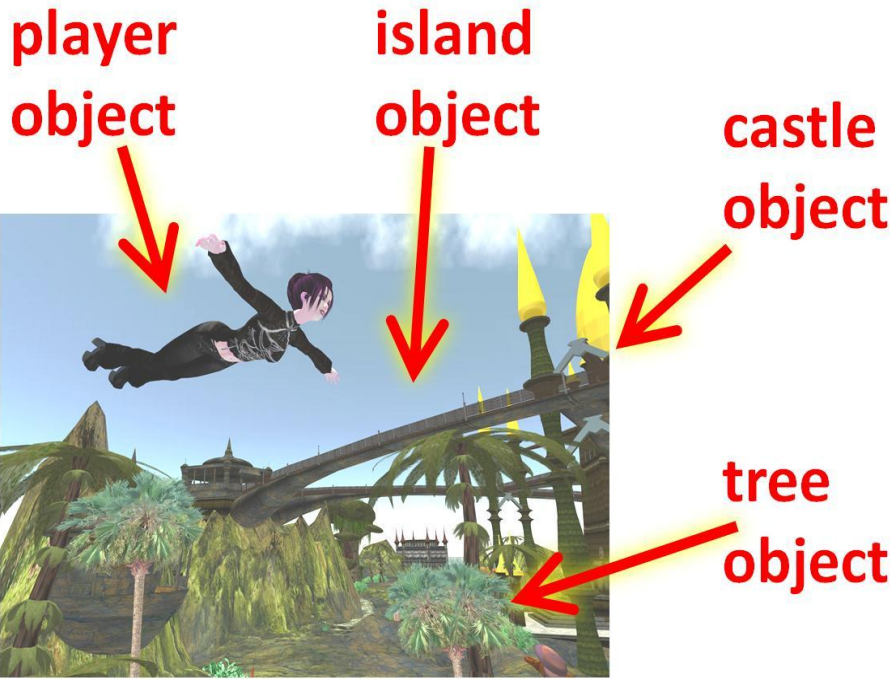
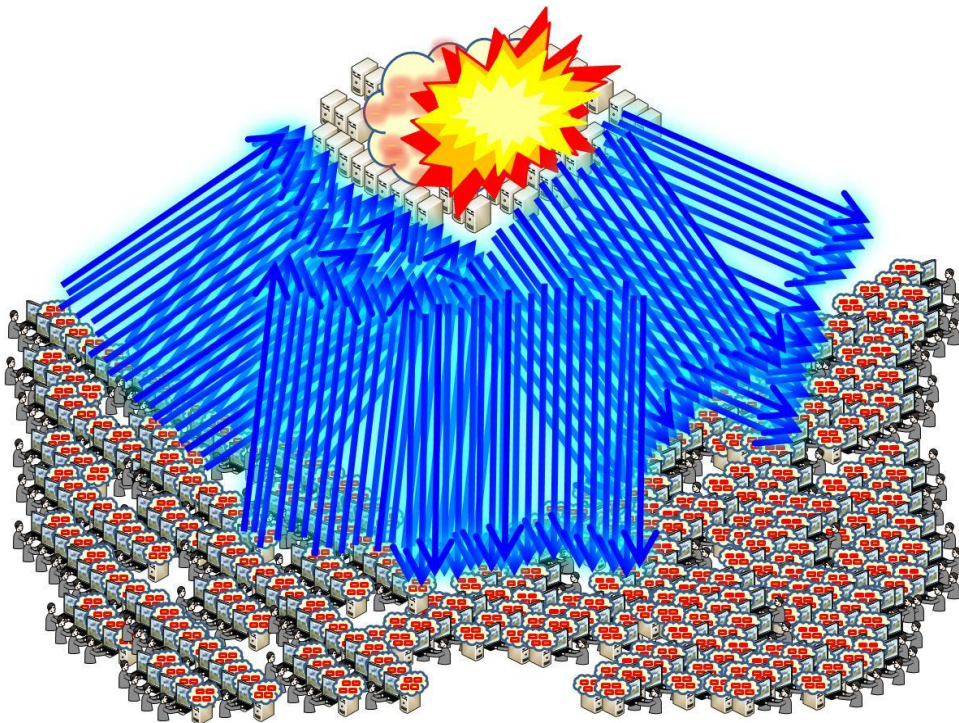
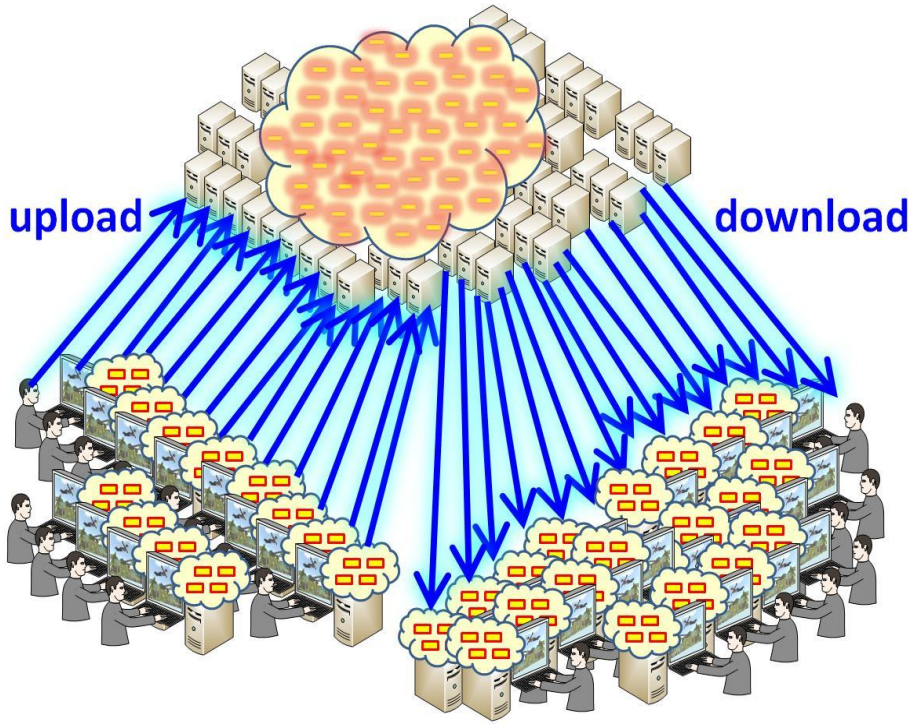


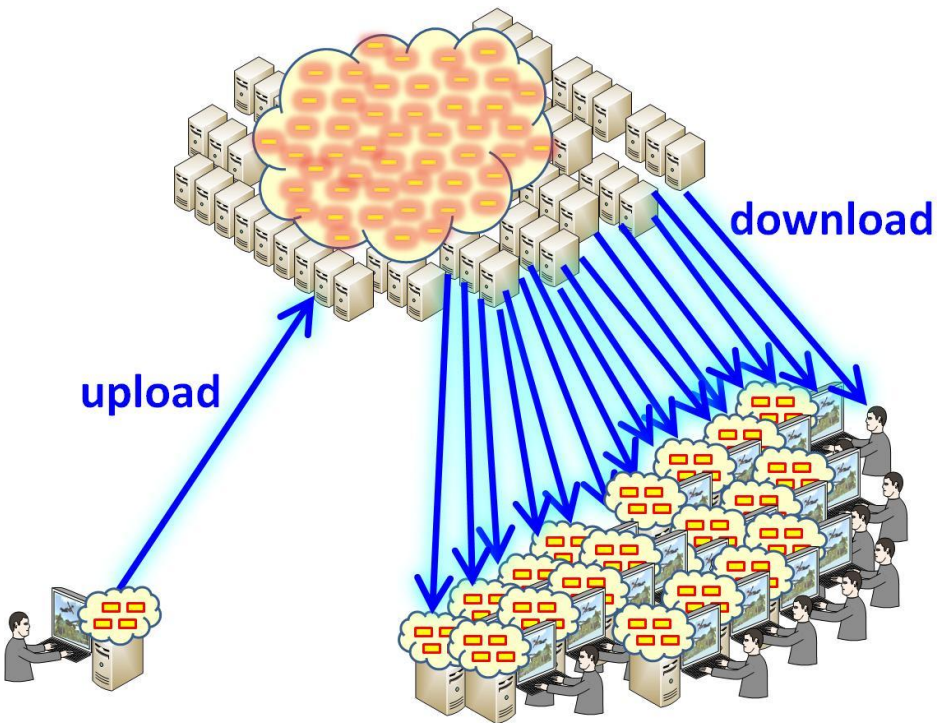
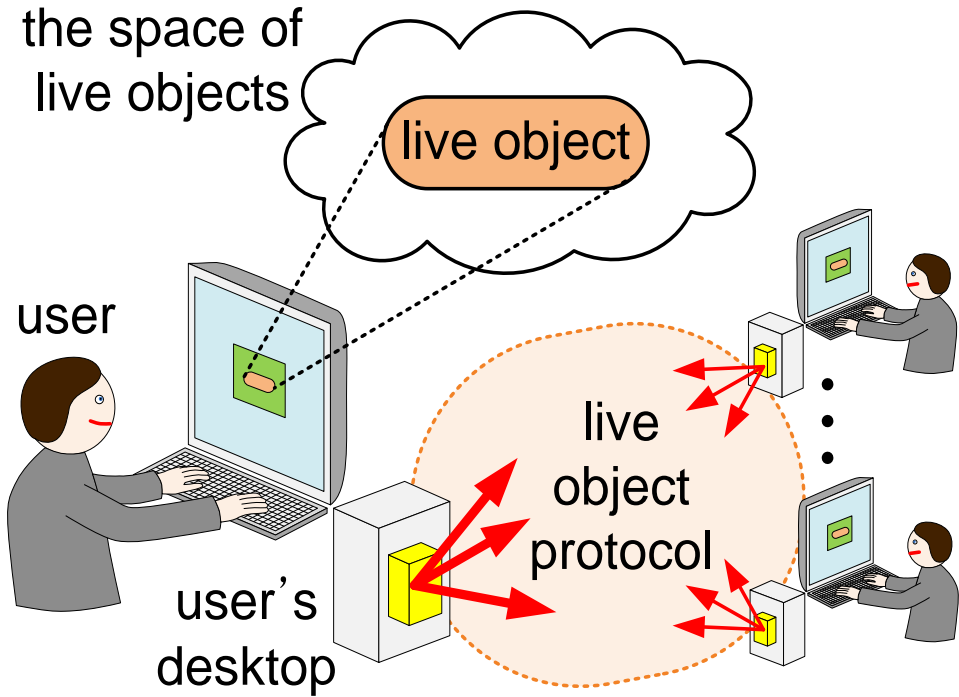
CS514: Intermediate Course in Operating Systems

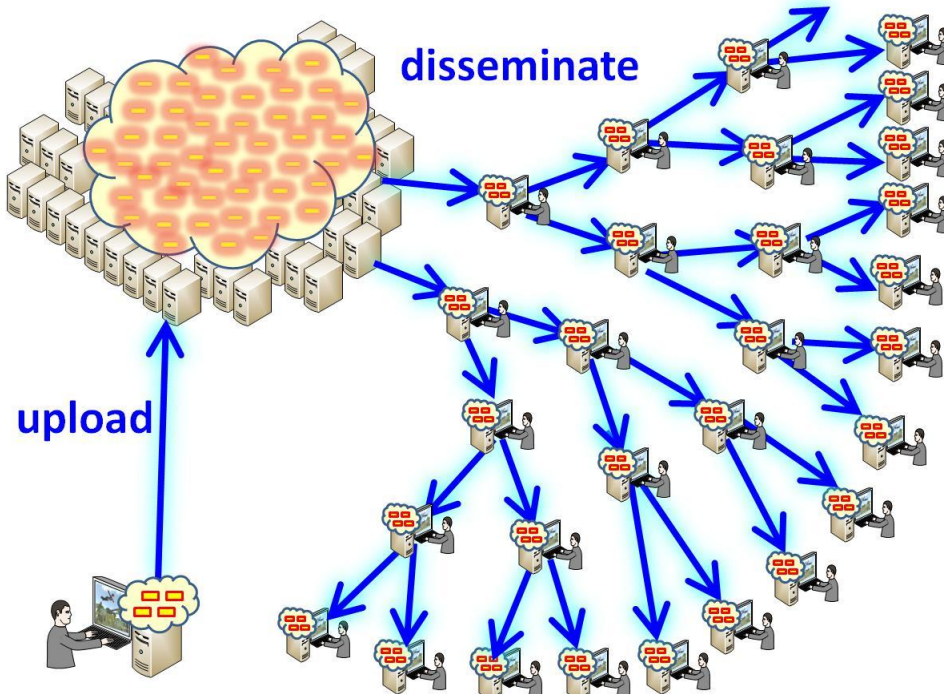
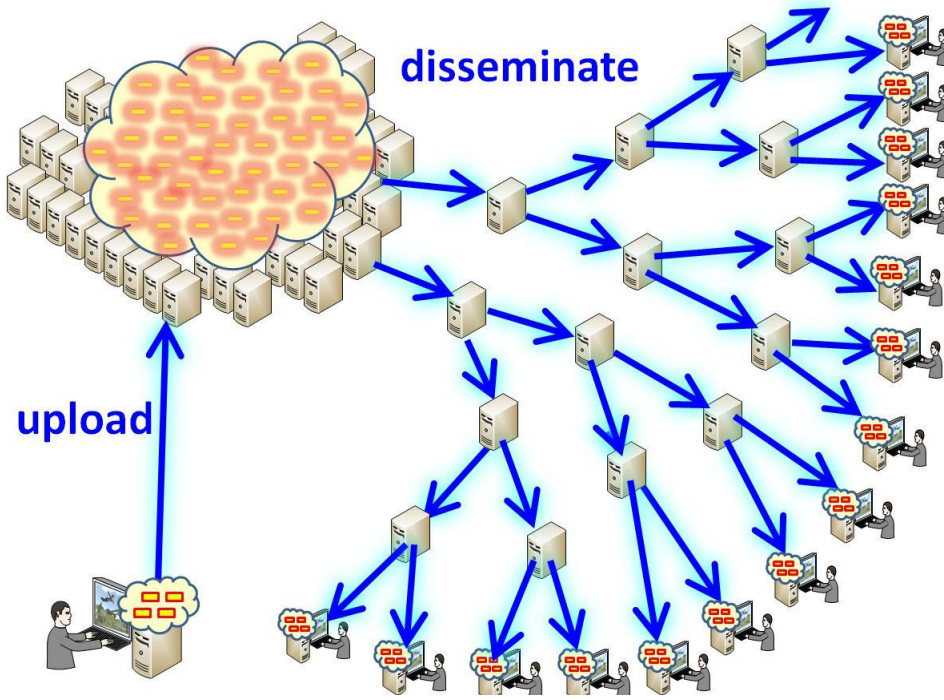
Professor Ken Birman
Krzysz Ostrowski: TA

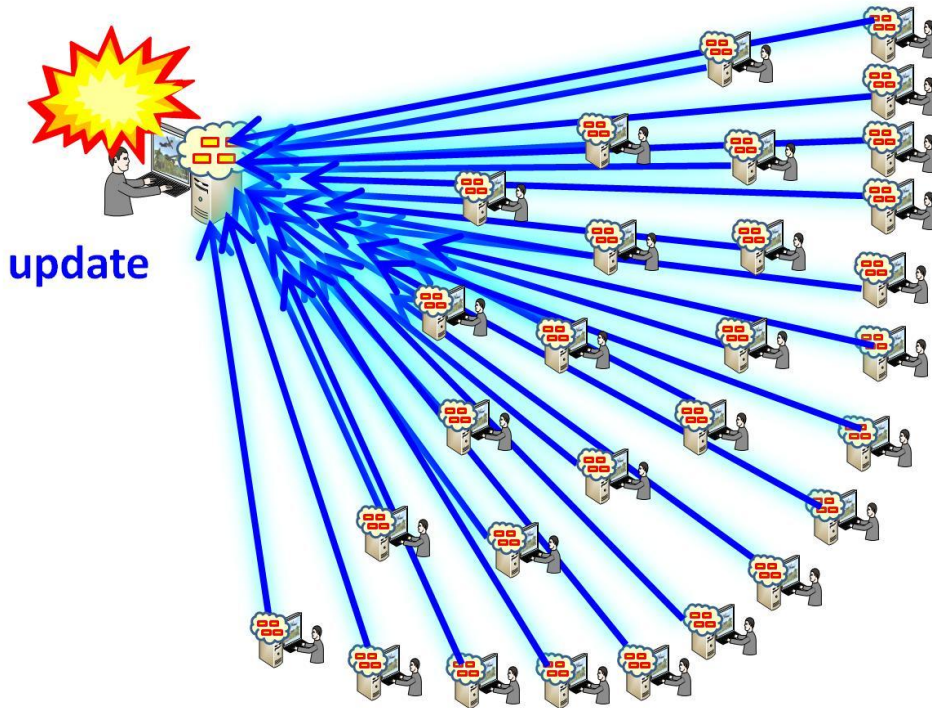
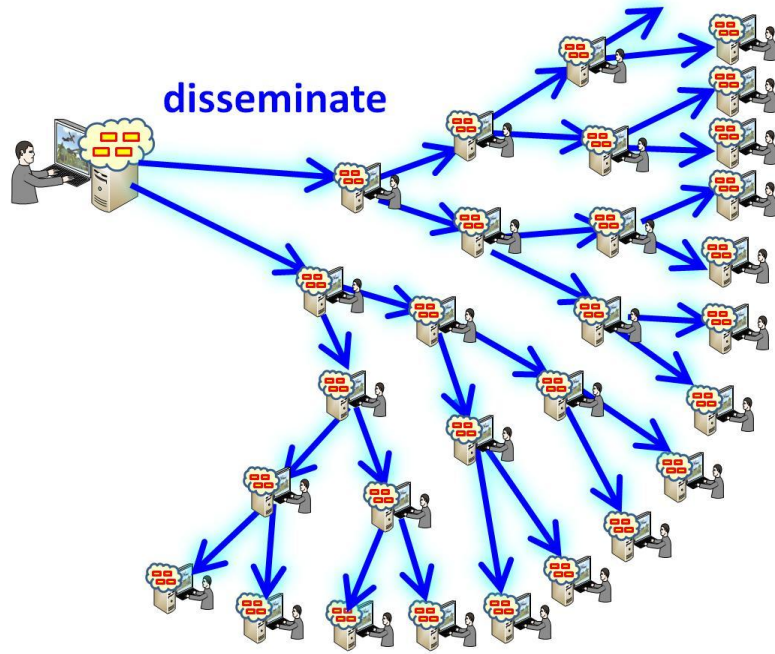










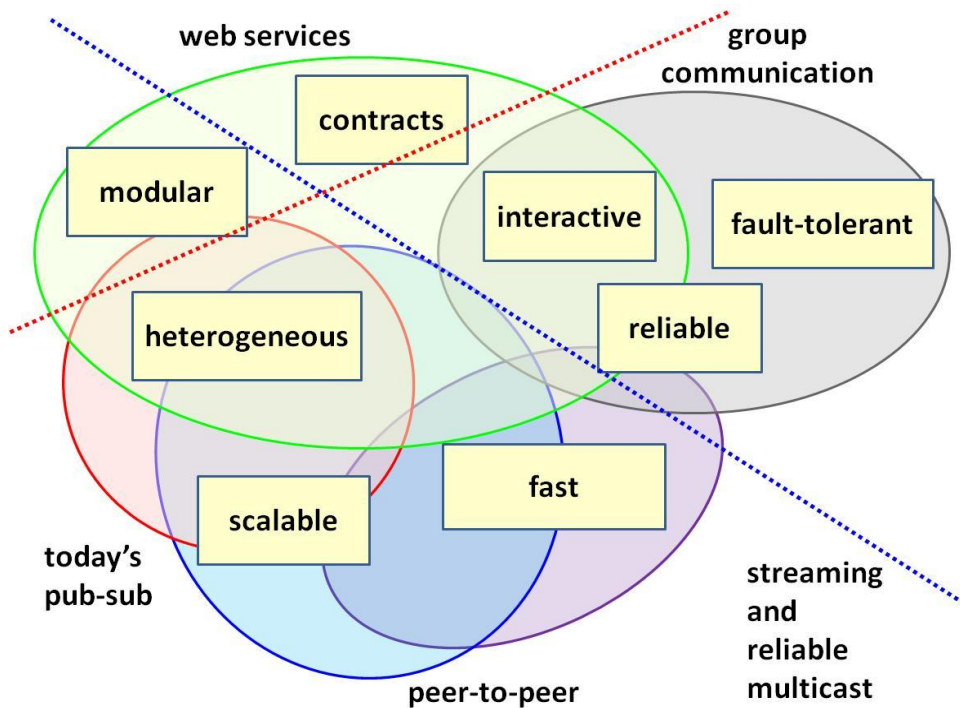


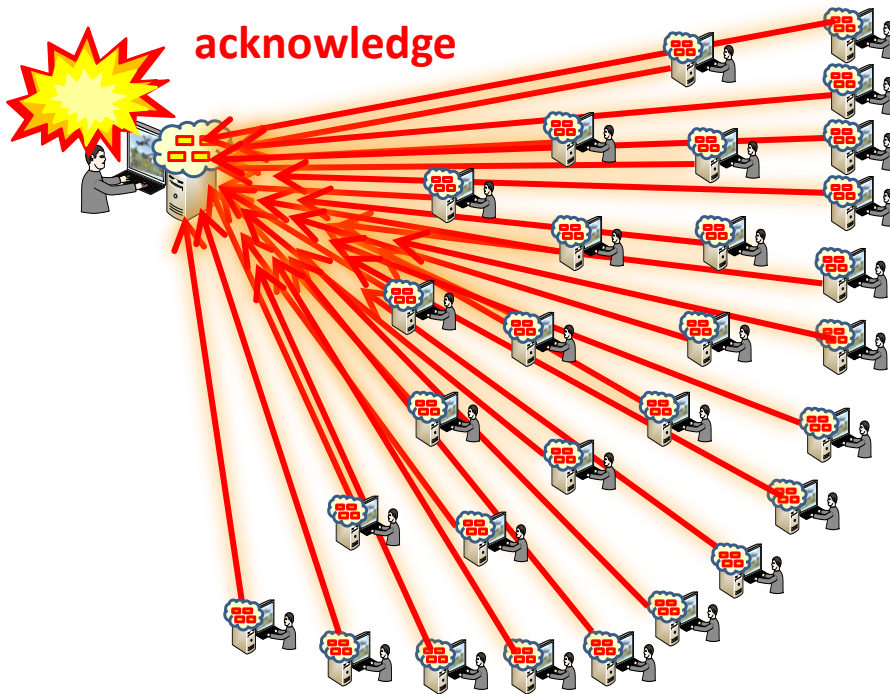
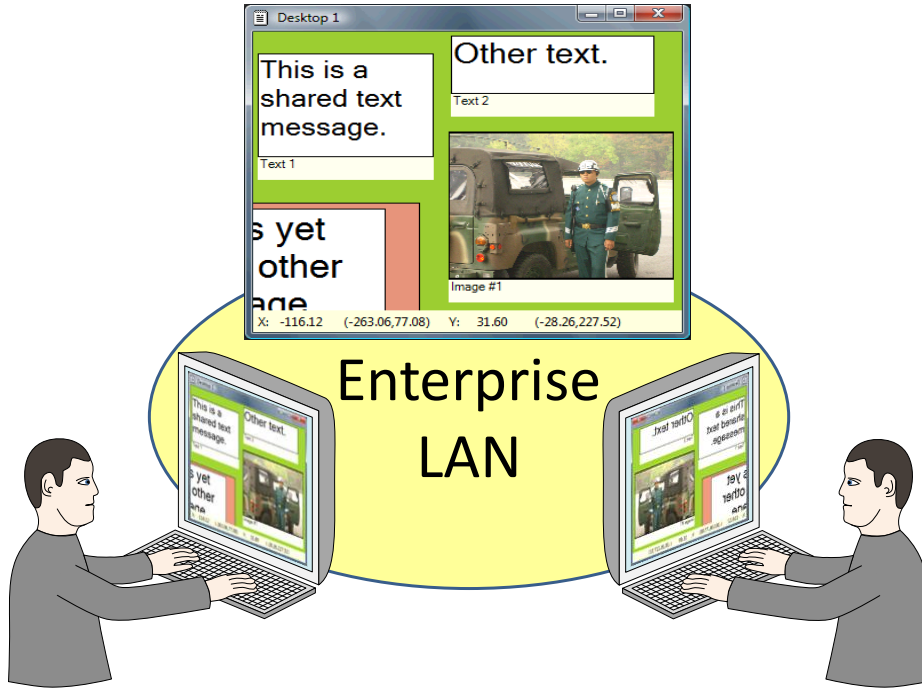
Wish List

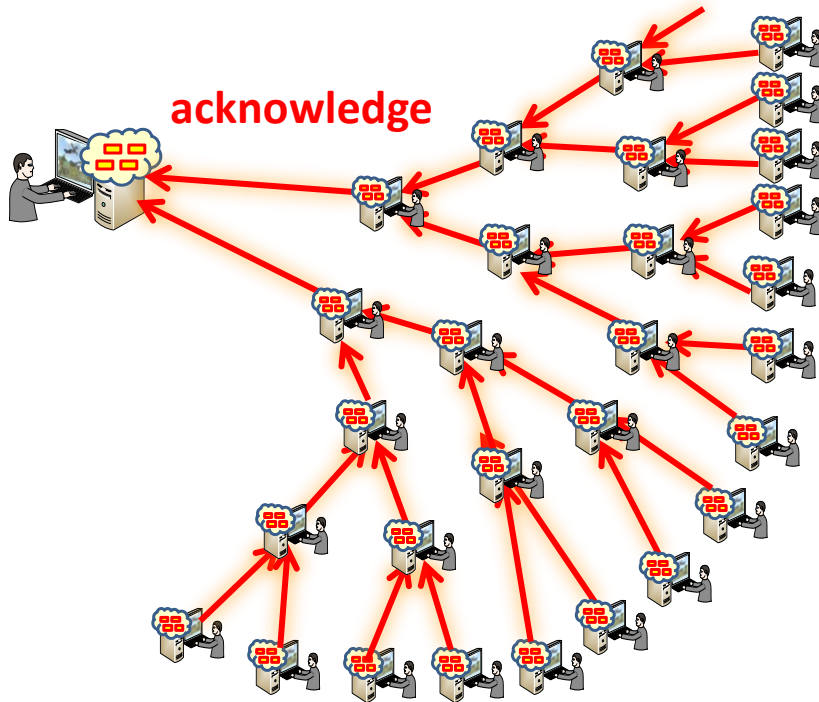
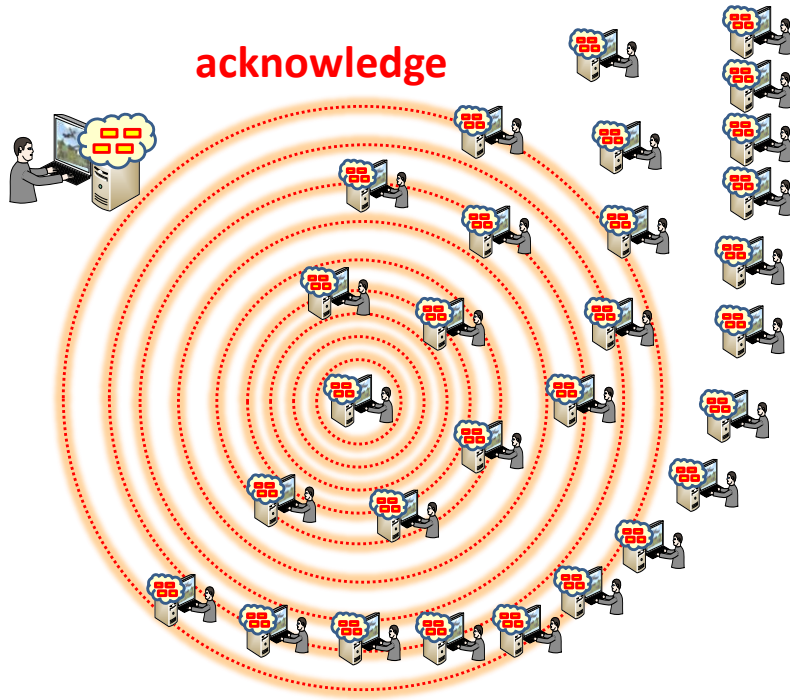
Scalable, Decentralized, Peer-to-Peer
High Throughput, Streaming Performance

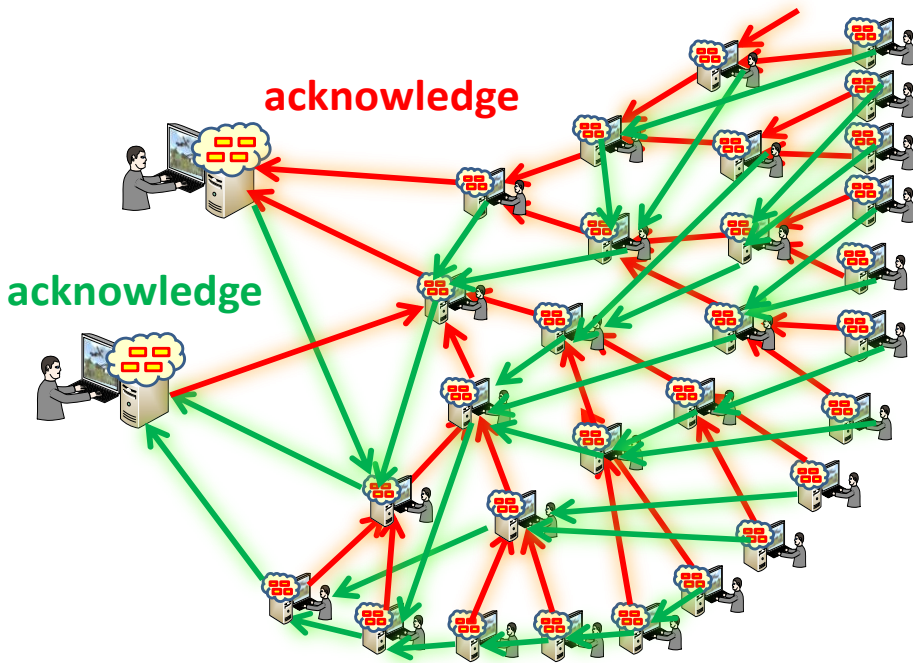
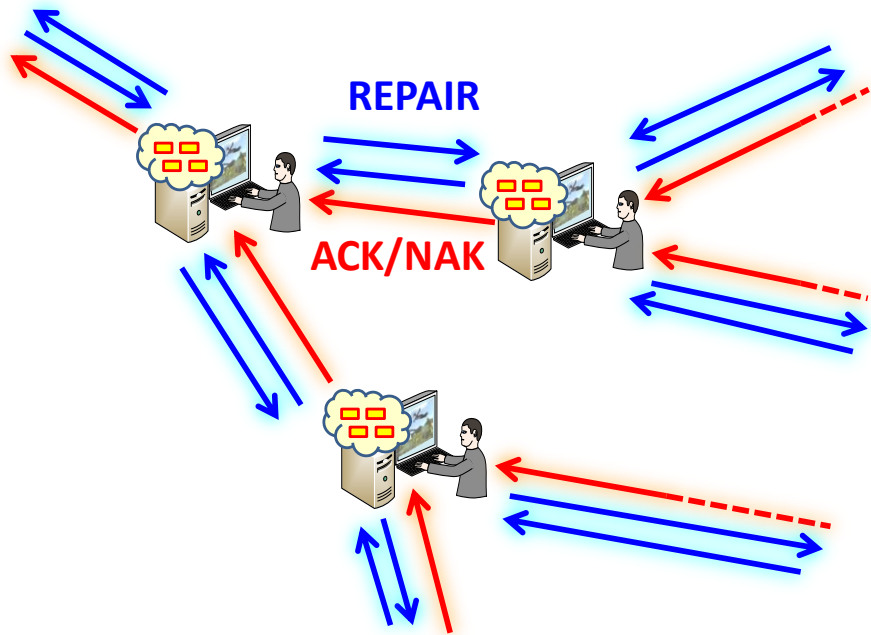
Interactive, Writable, Duplex, Input-Output
Responsive, Up-to-Date, Low-Latency

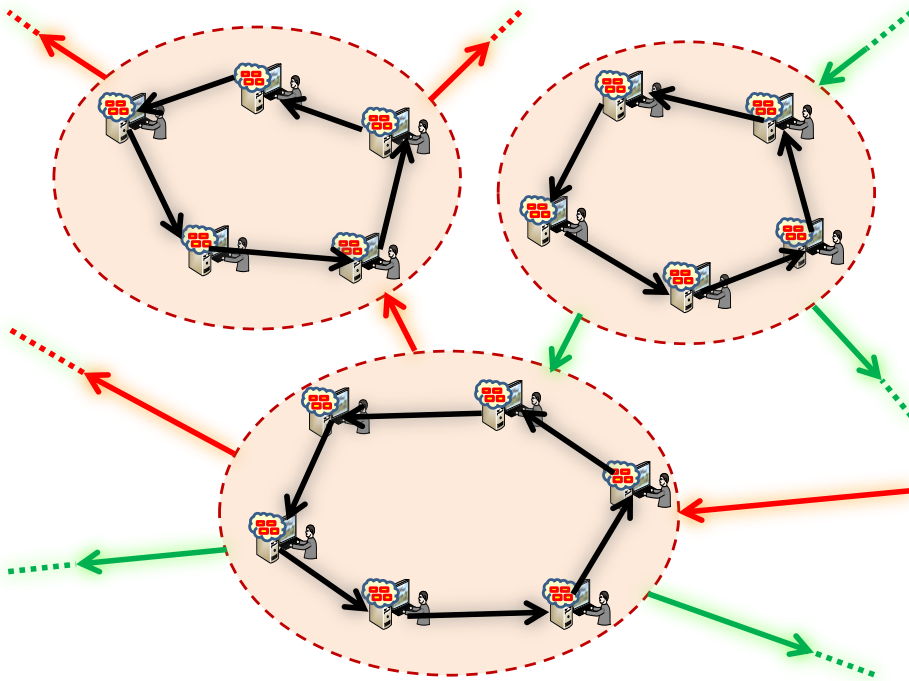
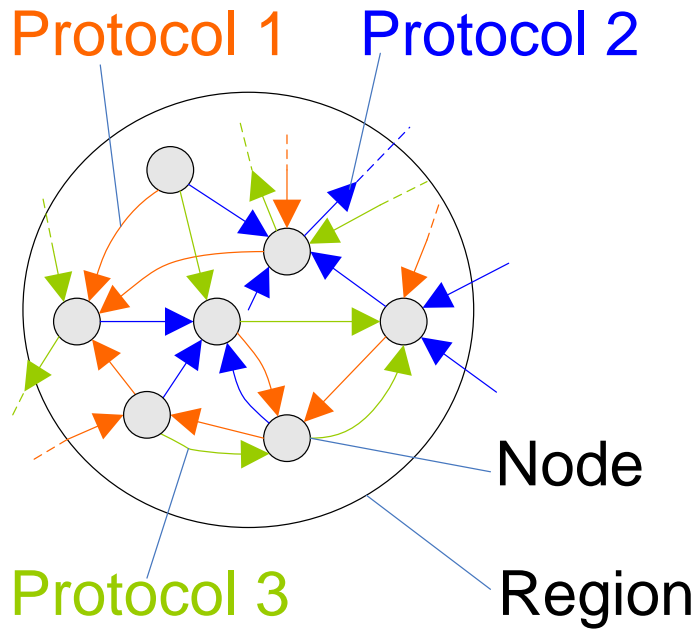
Stateful, Persistent, Reliable, Consistent

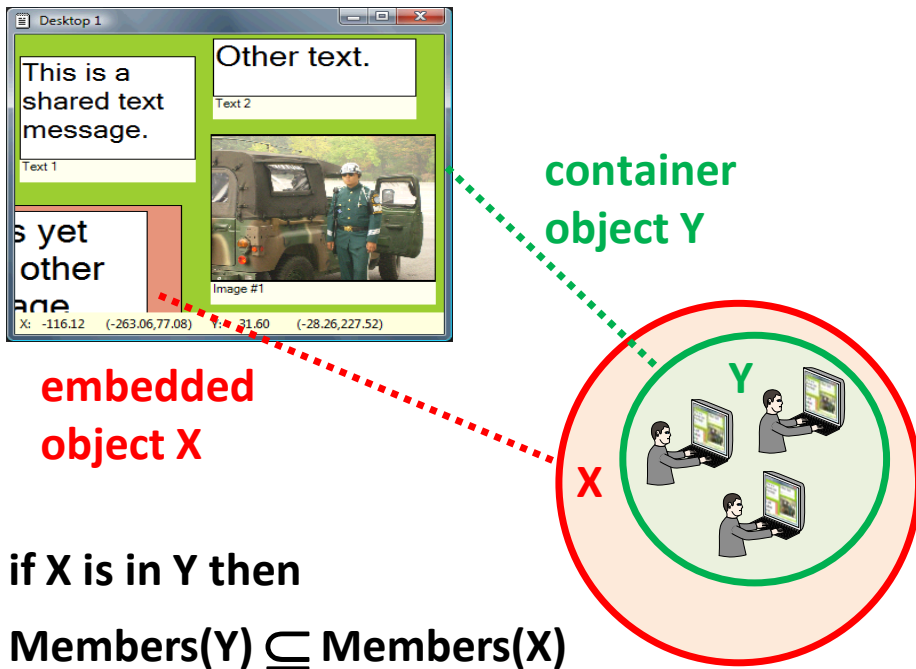
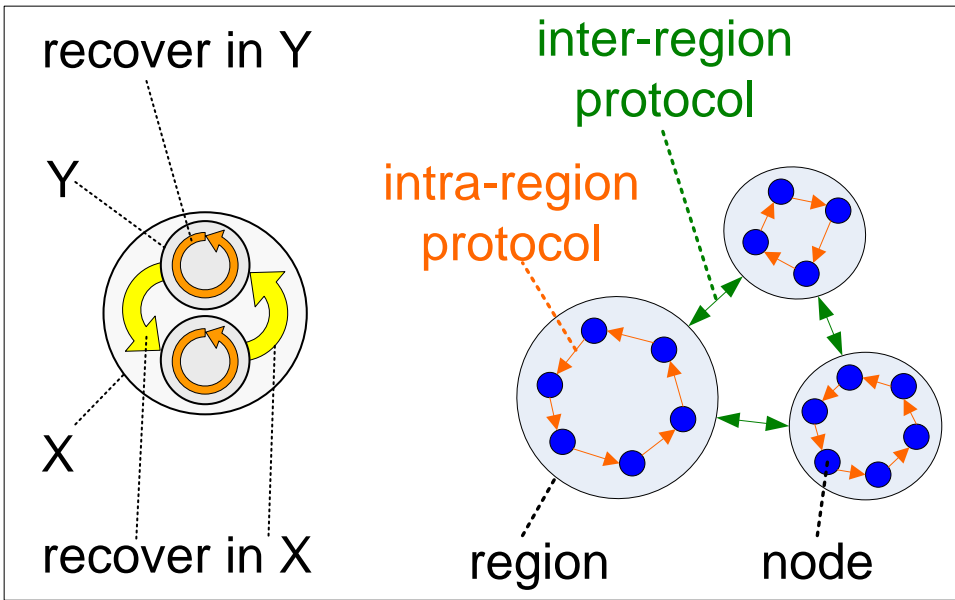


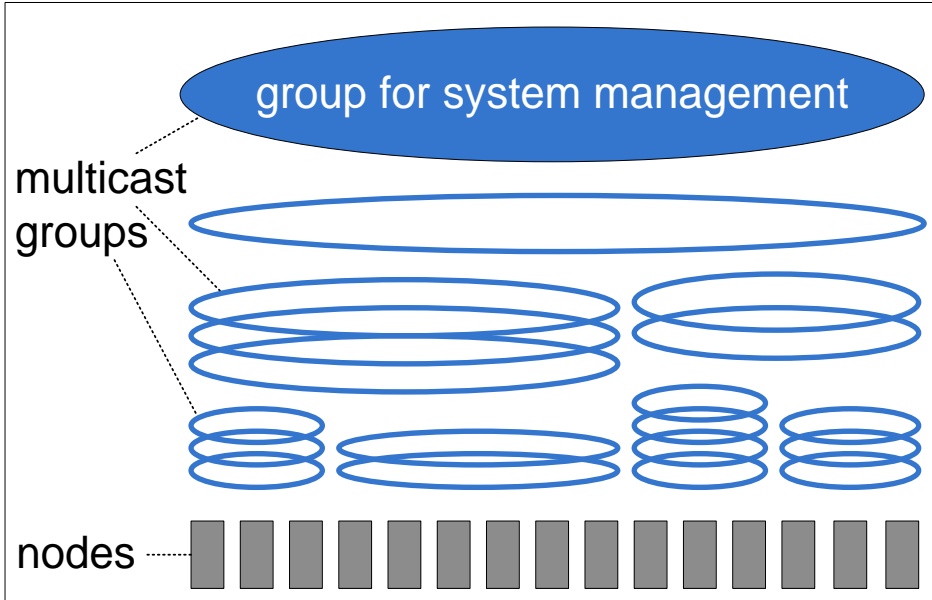




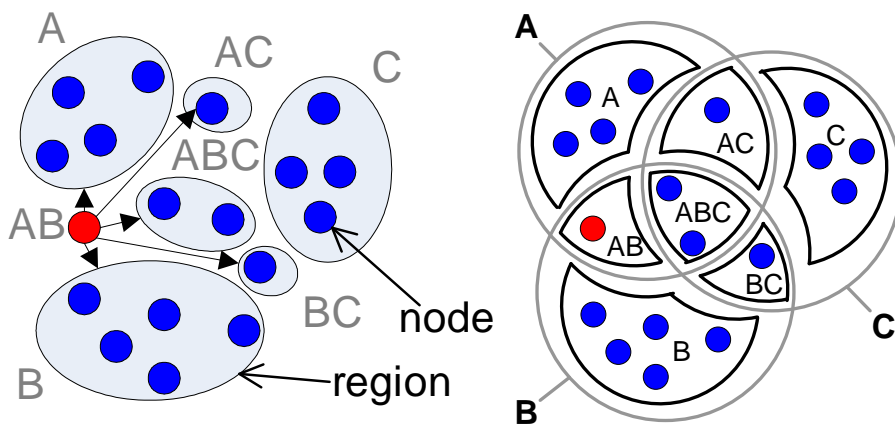




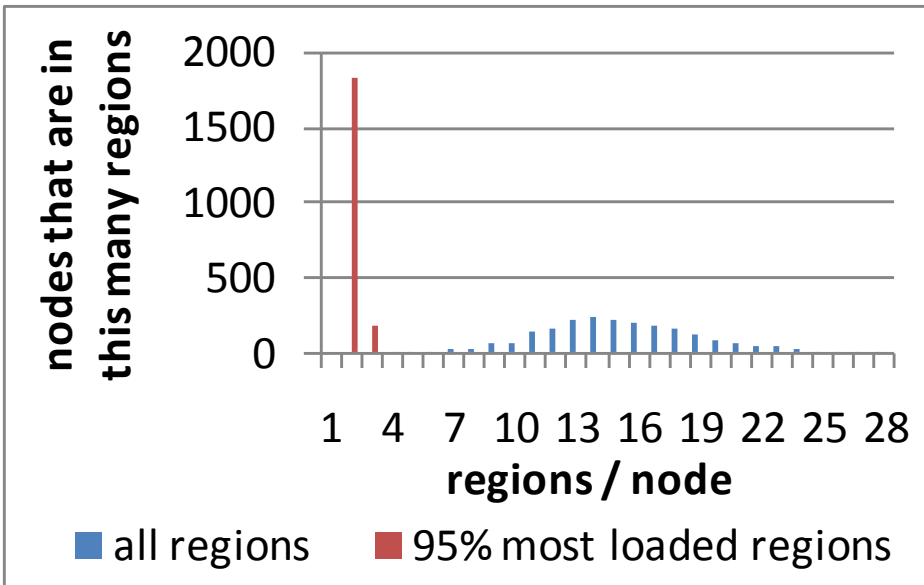
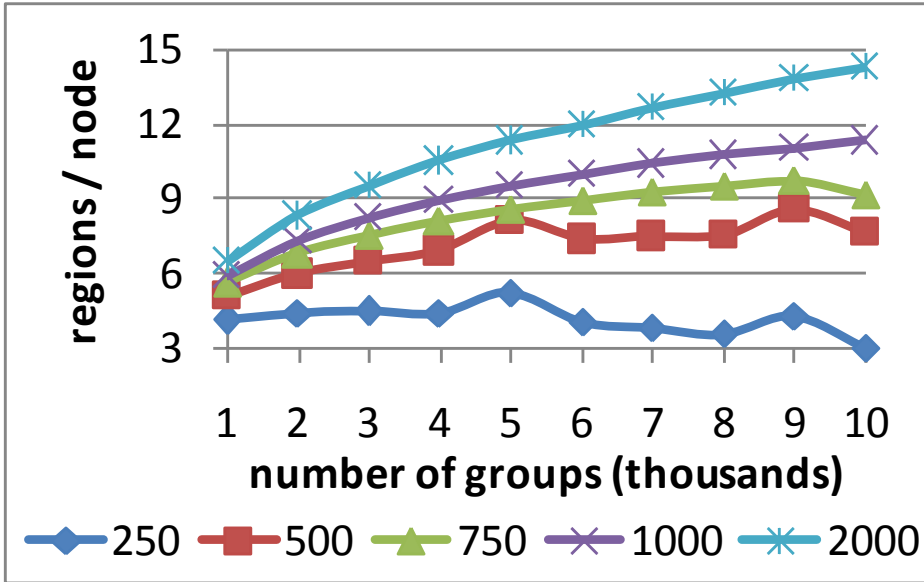


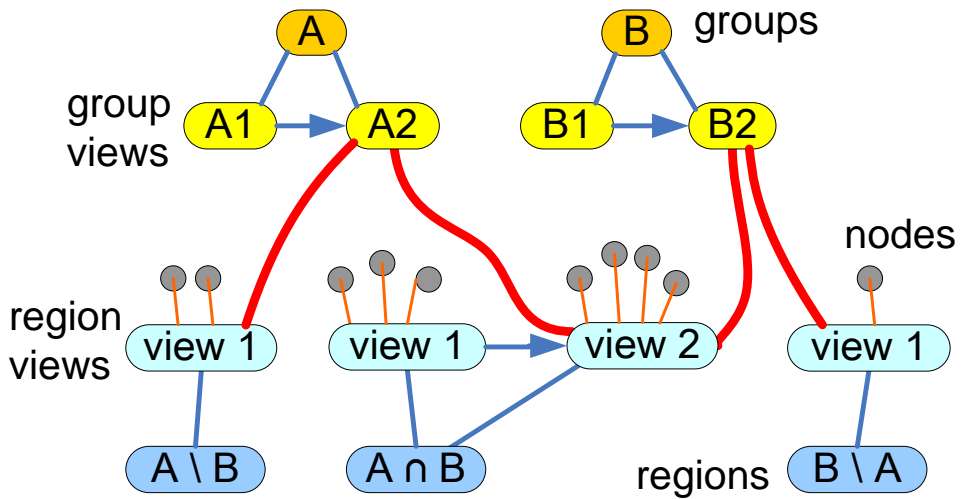
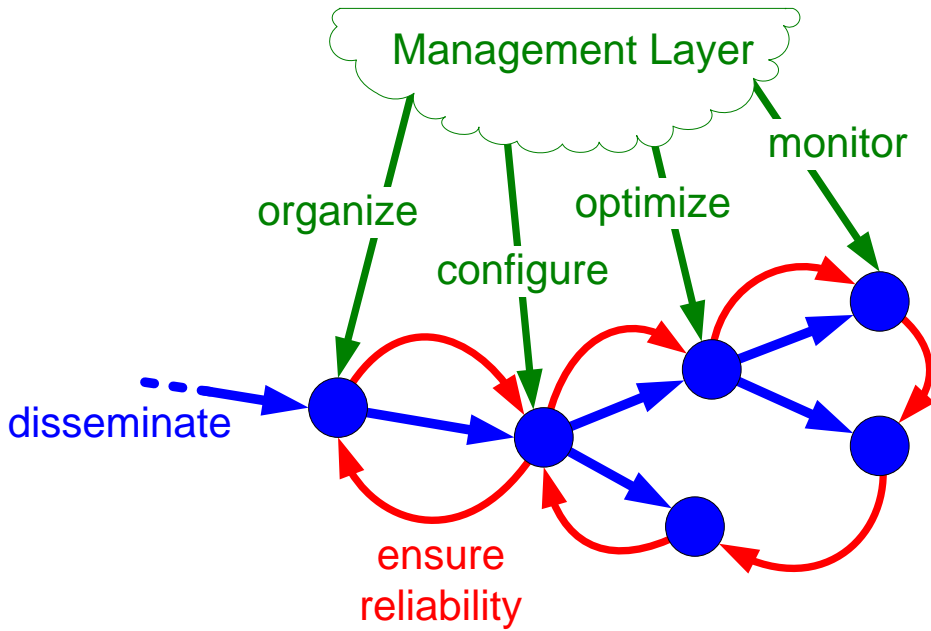


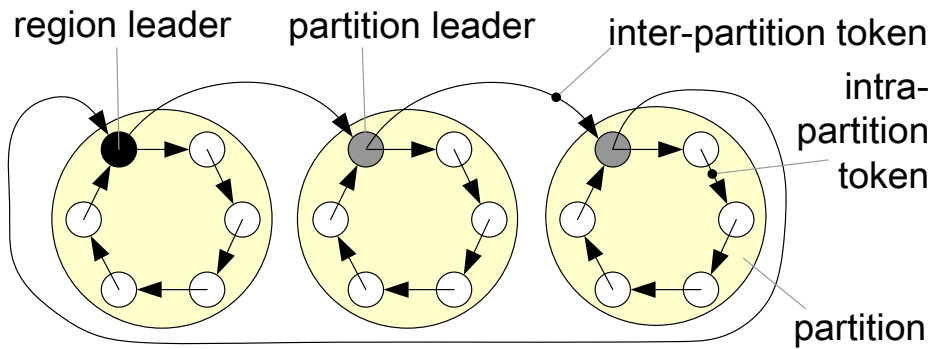
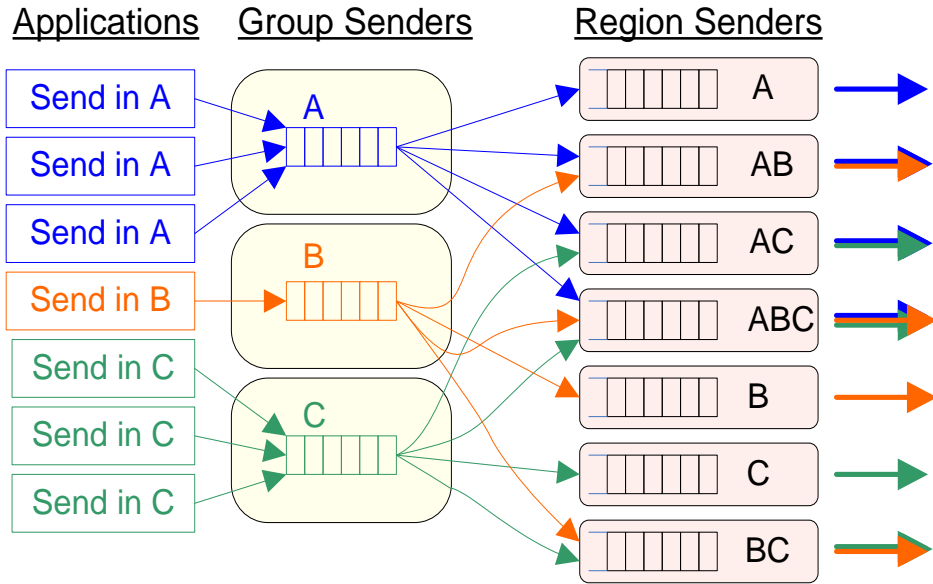
Regions of Overlap

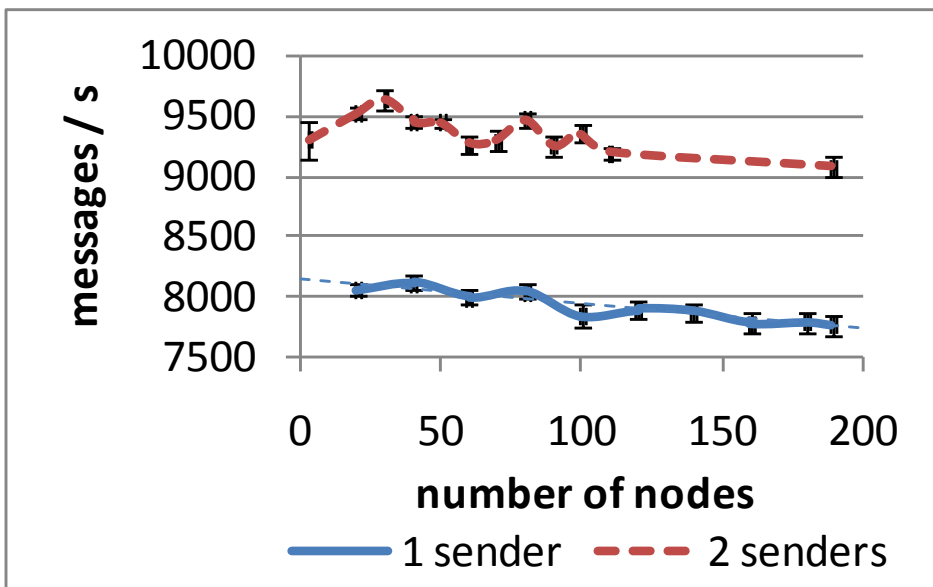
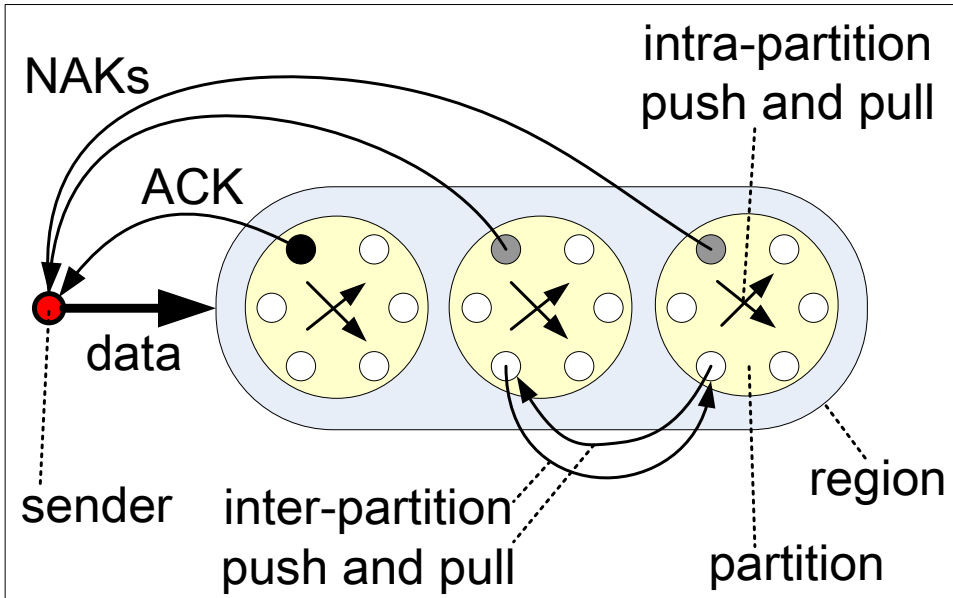


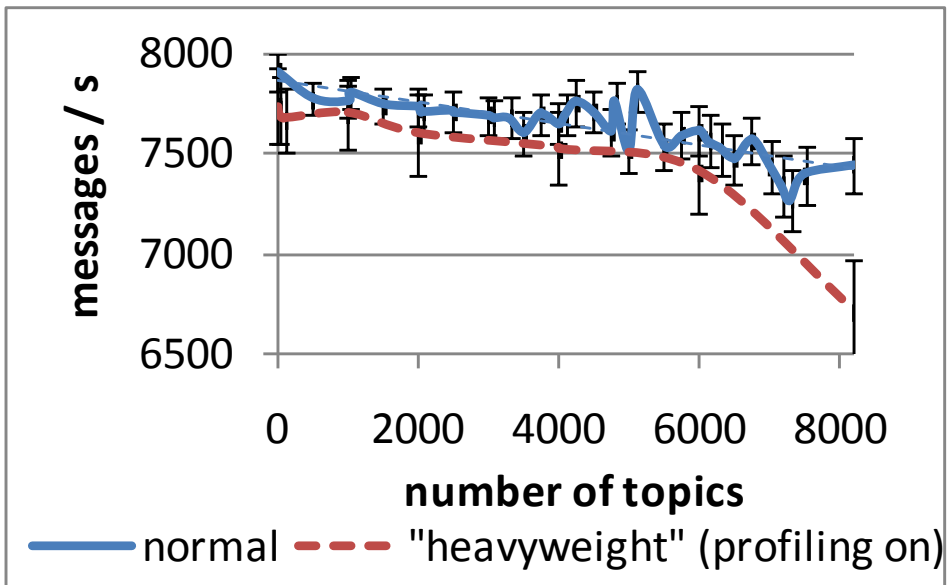
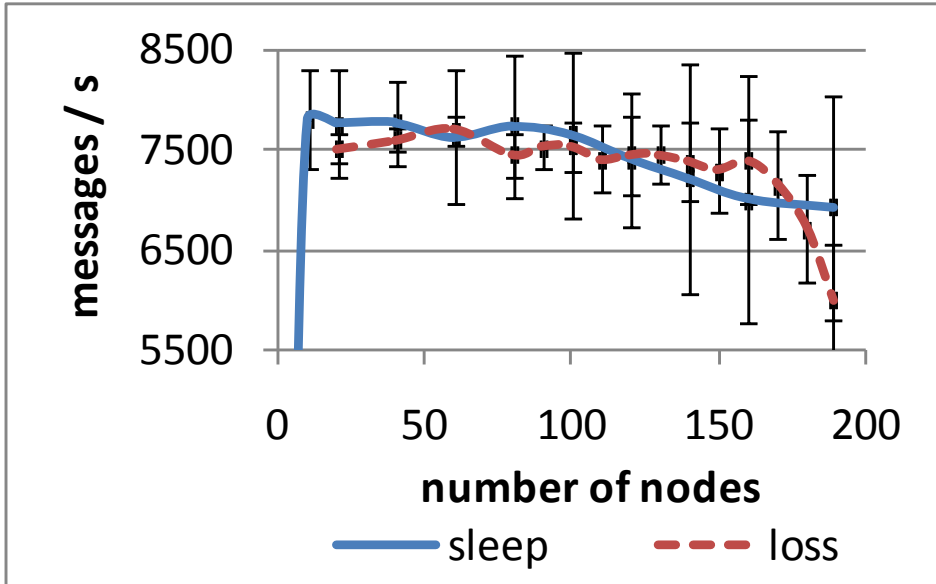
“region” = set of nodes with “similar” membership

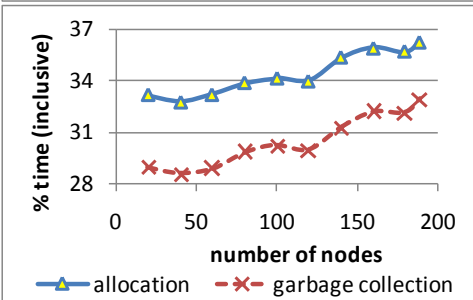
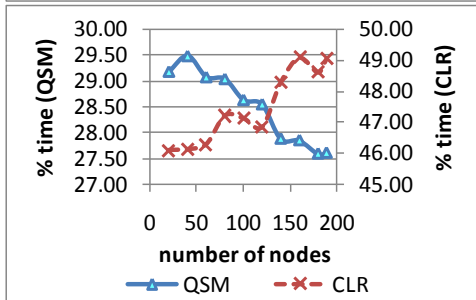
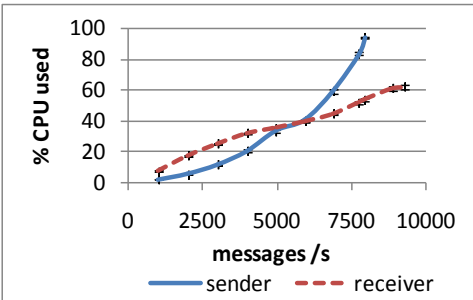
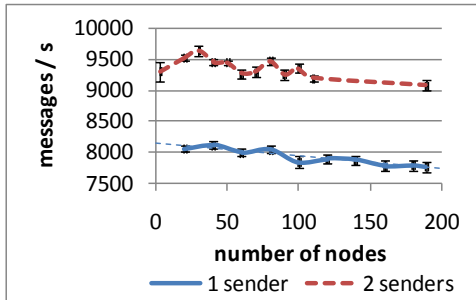
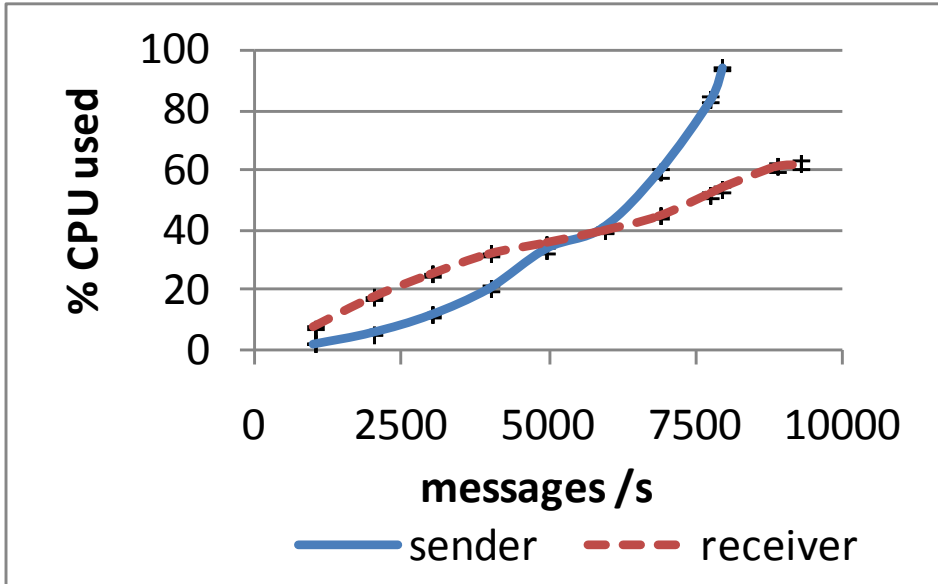


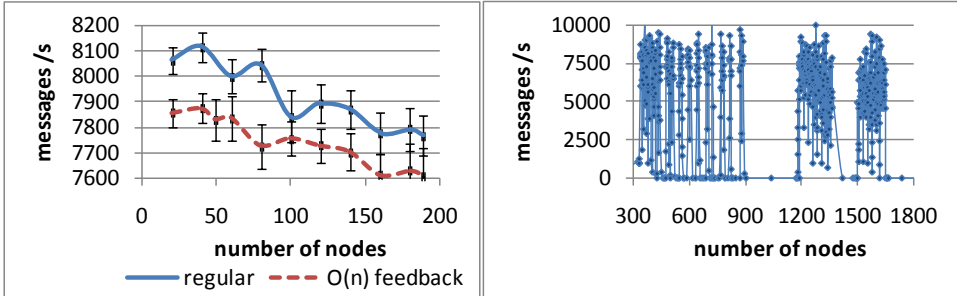
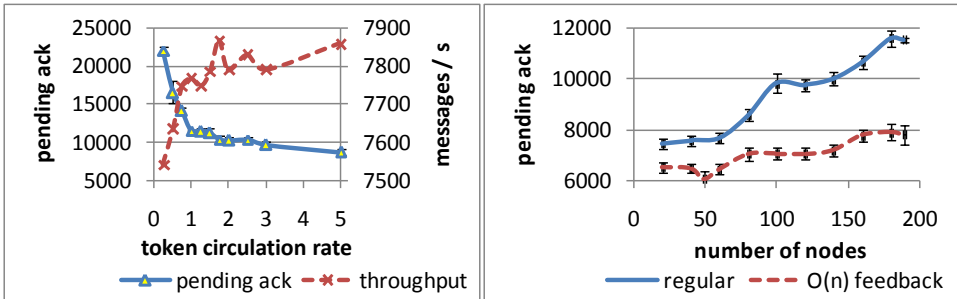
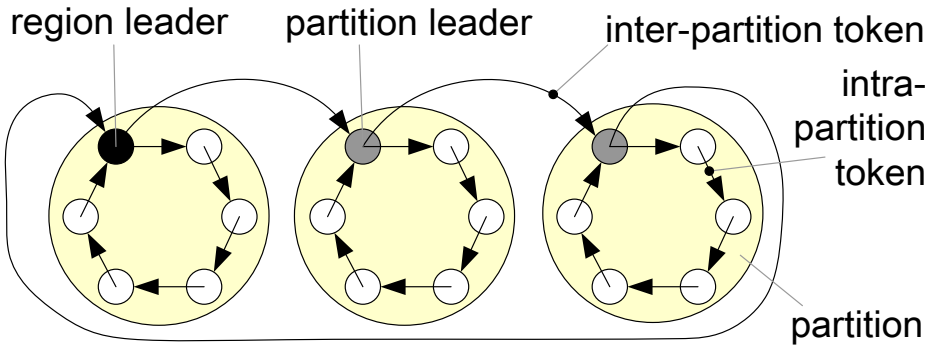
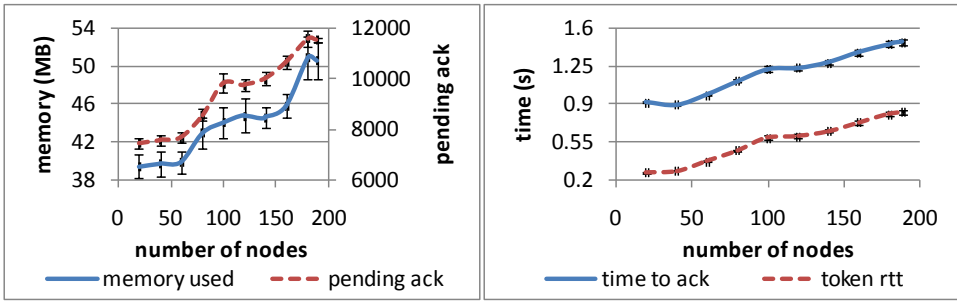


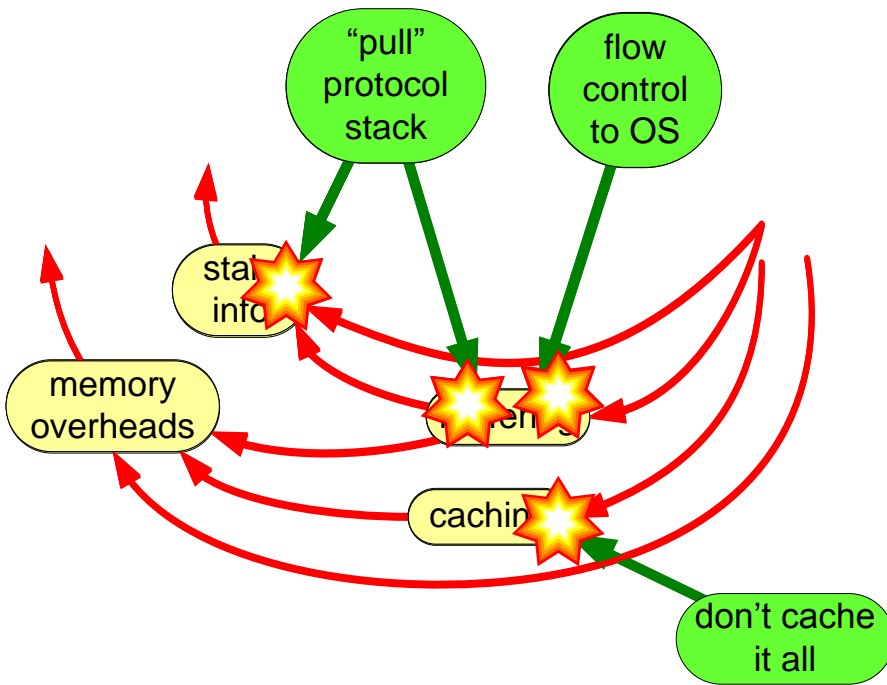
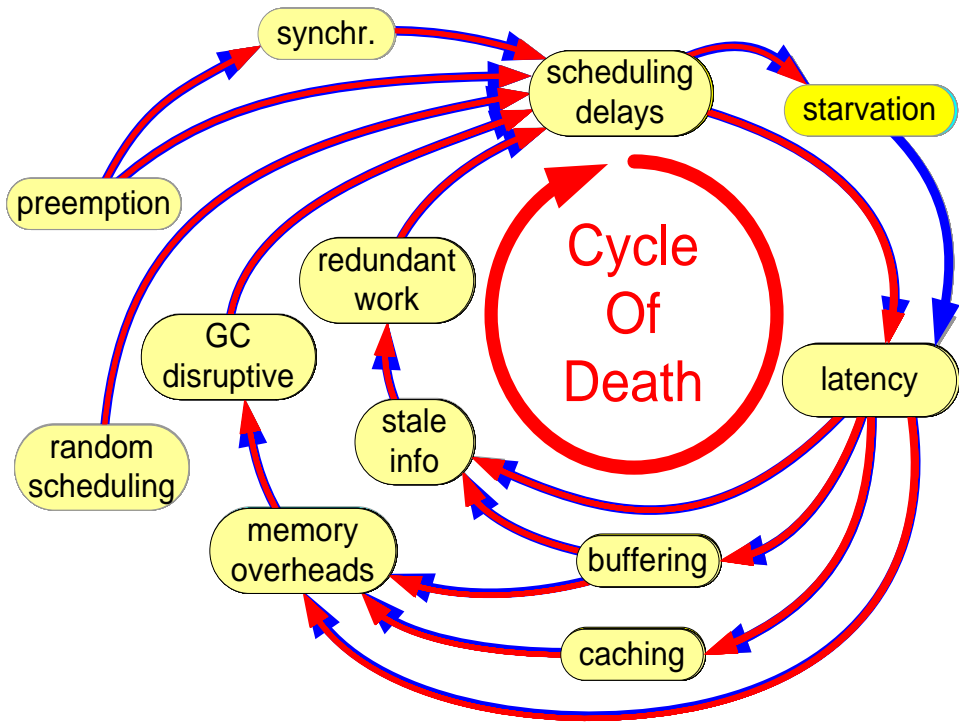




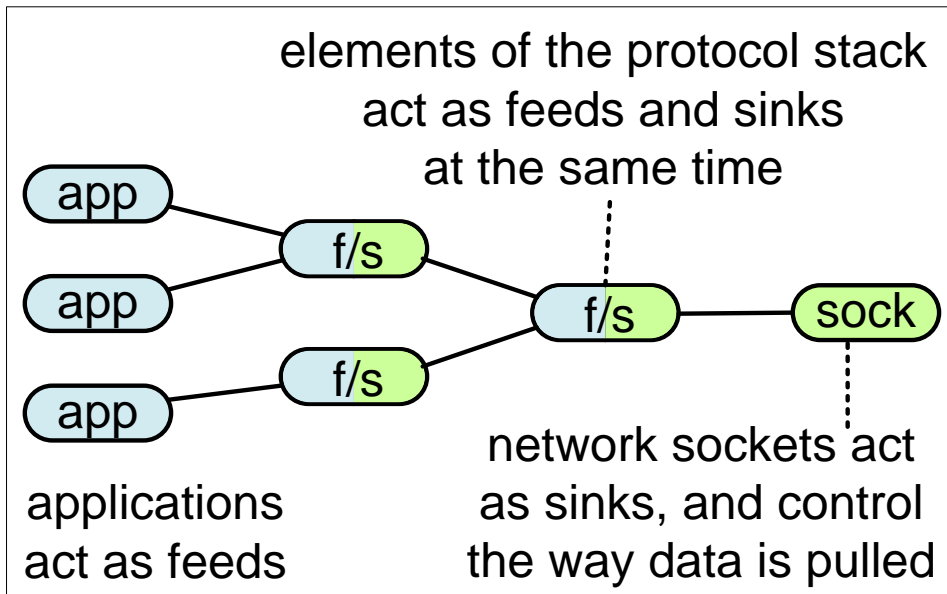
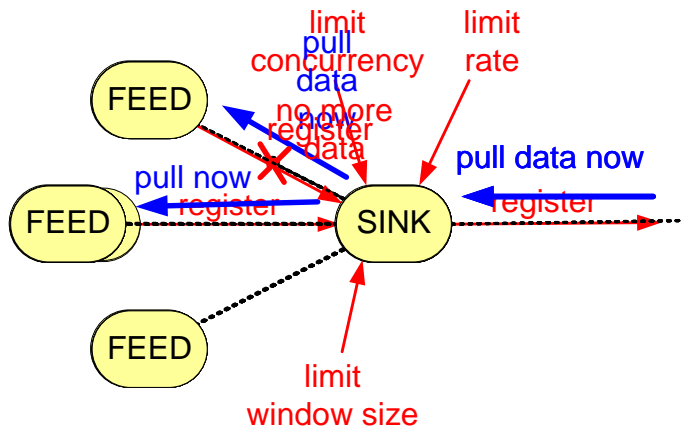




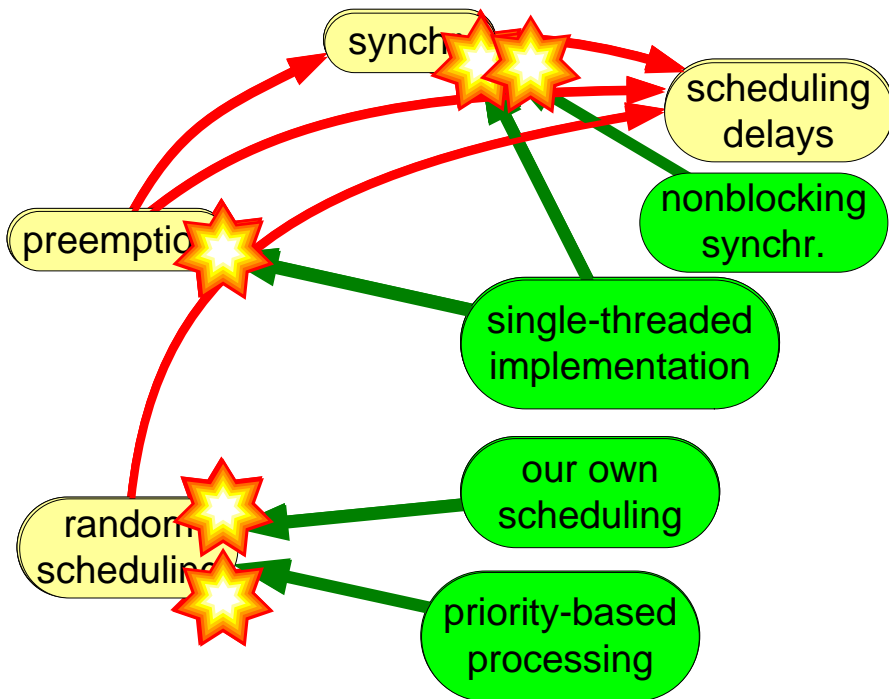
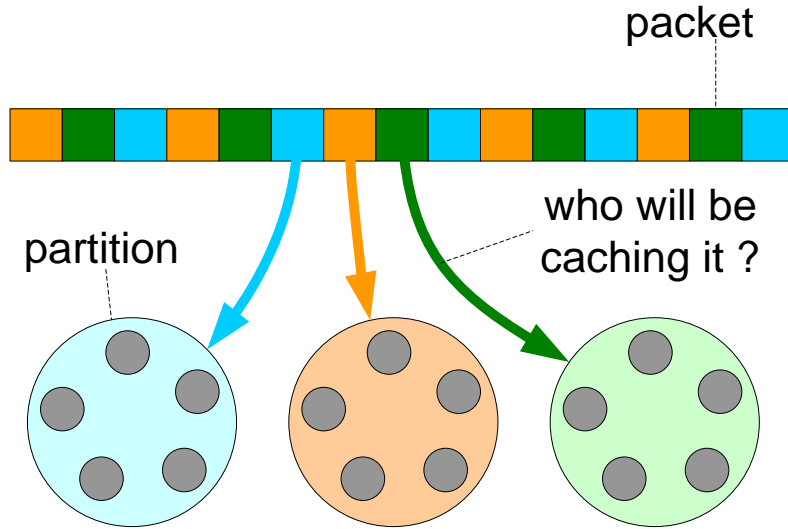


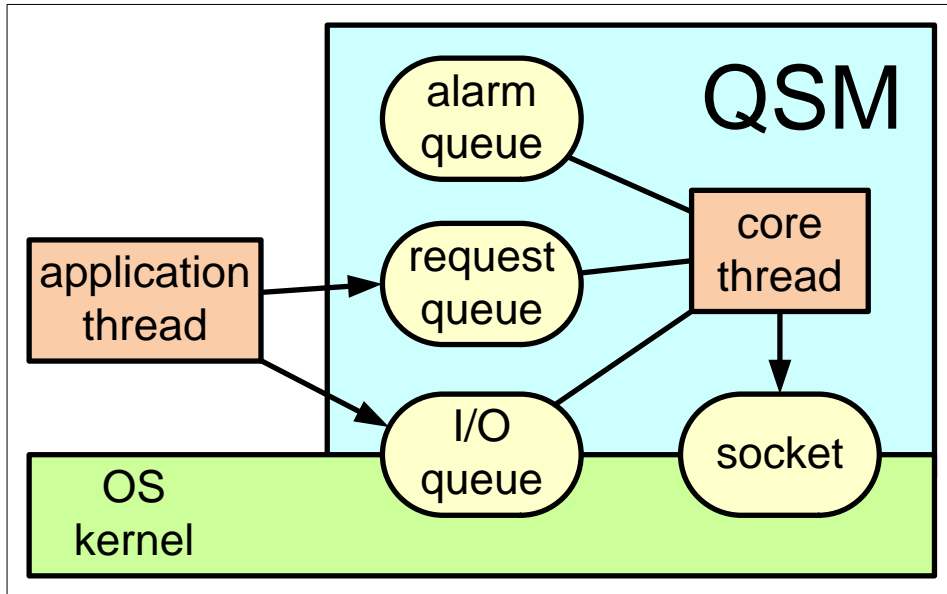


“Pull” Protocol Stack

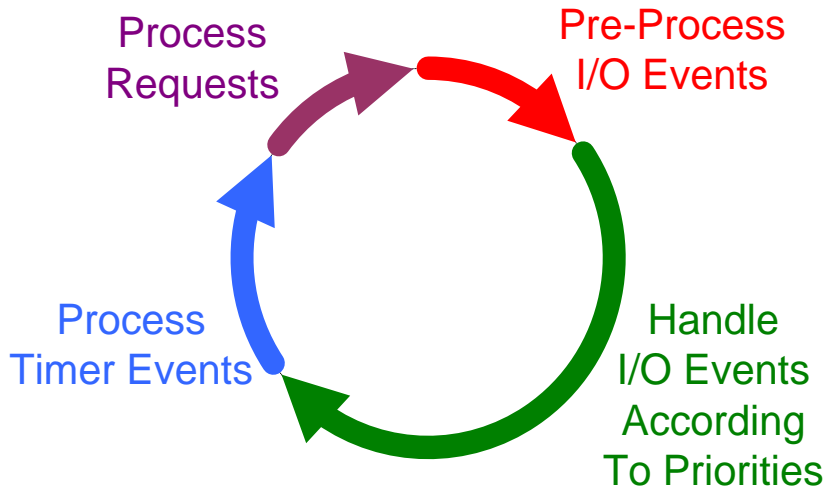


Cooperative Caching

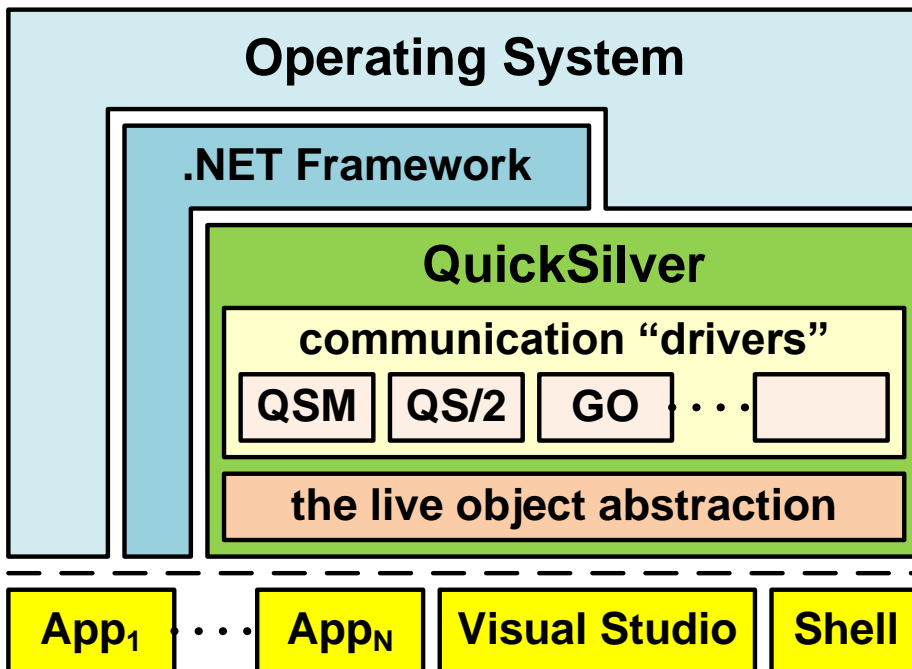
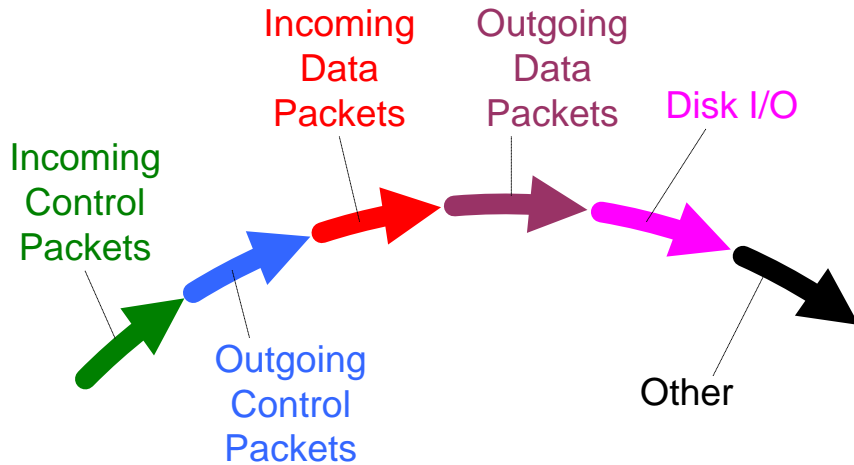




Time-Sharing Policy



Priority-Based Processing



<http://liveobjects.cs.cornell.edu/doc/communication.html>

QuickSilver Live Objects

Configuring Network Communication

Note: Contents of this tutorial may depend on code that has been written, debugged, or extended 5 minutes ago. If something doesn't work, make sure you're running the latest version of the platform. To update your installation without reinstalling everything, follow these [easy manual steps](#), or configure an [automatic update](#).

[Default Communication](#)

[Capabilities](#)

[Configuration](#)

[QuickSilver Scalable Multicast \(QSM\)](#)

[Capabilities](#)

[Configuration](#)

[An Example Application Scenario Using QSM](#)

more... coming soon...

[Custom Transports](#)

coming soon...

HERE

