

Glossary

- ...or my attempt at it, at least
 - Incore in memory
 - Inode data structure that tracks a file
 - Filegroup filesystem
 - Partition Not a disk partition



Transparency

- How much transparency?
- Transparency-scalability trade-off?
- Efficiency - programmer time trade-off?



Scalability

- Partition and Merge are essentially election+broadcast
 - Are these scalable? (My guess is no)
- Conflict management: email the owner
 - This doesn't look scalable either



Security

- Not mentioned in paper
- I don't think security was a big concern
 - a single loose cable terminator can isolate all machines...
- Where do you delimit between “trusted” and “untrusted”?



Error Recovery

- Do partitions necessarily occur?
 - How often must they occur?
 - Modern networks appear rather reliable...
- Conflict management: email the owner
 - Can it be better?
 - Perhaps it's best to avoid the problem entirely?



Process Management

- Process migration
 - Seems like it only starts remote processes, not migrate
- Finer-grain? (Remote threads)
 - Coarser-grain?
- Communication \leftrightarrow processing trade-off...?



Performance

- Performance if there is a popular file?
 - Seems like number of replicas is determined at file creation time.
- What happens with /tmp?
- Synchronizing the recovery algorithm?
- When are communication costs “too high” to build a system that looks like one machine?

