Many Interesting Design Problems

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- Real distributed systems
  - Cloud Computing, Peer to peer systems, Hadoop, key-value stores/NoSQL, distributed file systems, sensor networks, measurements, graph processing, stream processing, …
- Classical Problems
  - Failure detection, Asynchrony, Snapshots, Multicast, Consensus, Mutual Exclusion, Election, …
- Concurrency
  - RPCs, Concurrency Control, Replication Control, Paxos, …
- Security
  - ACLs, Capabilities, …
- Others…
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