1) how suitable for GDC and how not?

A: The Bayou isn’t suitable for the GDC project, the Bayou is mainly about the mobile user data sharing. I don’t think it’s a good idea to host Bayou system in our GDC, because the key roles in the Bayou were the PDA and other mobile device.

1.1) how many replicas of data do there tend to be?

A: They didn’t mention the exact number of the replicas, but in the fifth part, they showed an idea of holding two replicas in two servers.

1.2) do they handle cross data center or just within?

A: The Bayou is meanly about the actions between each single client device.

1.3) what do they do when data center fails? how confident do you feel in their proposal?

A: They didn’t use specific strategy for the data center failure, since they were more talking about the database strategy.

1.4) in general what kind of errors/failures do they talk about or handle? How confident are you?

A: The Bayou allowed ‘lightweight’ server stay on the mobile device; this means we can treat every client as a server in some sense. I like this idea, because it made very sufficient use of the servers and clients, technical speaking, every client can be a server.

1.5) Some metrics of size/scale - how many data centers? how many different time zones? how many servers? both in design and in actual use/testing

A: ‘In the Bayou system, each data collection is replicated in full at a number of servers’. This issued that there were at least two servers for each data. They didn’t concern about the time zones in the Bayou.

2) if the paper has a consistency model being defined, how could it be simulated cheaply - if we wanted to put it in the simulator we are building?

A: The consistency model in the Bayou is eventual consistency, if we want to simulate it in our simulator, we need to simulate some servers in every data center (because right now we just simulate the data center), and on the other hand we also need to decide what kind of connection should be between each server.
2.1) how does this consistency model relate to others? >> Eventual << serializable?

A: This is a development of the serializable consistency.

2.2) can you say more? is is >> or << than any other we've read about?

A: The Bayou consistency is different because the Bayou used the ‘anti-entropy’ which we never read before.

3) high level architecture pieces, masters - how many? storage servers - how many? picture?

A: According to the paper, there was no master in the Bayou and there were at least two servers (fully replicated at a number of servers). The most important part was that the client could be the server in some situation, this is real a creative architecture.

![Diagram](image.png)

Figure 1. Bayou System Model
4) what kind of applications did they support/target? was the workload read only? write rarely? write often? append only?

A: The workload in the Bayou didn’t have to be read only or write rarely, the read and write can be individual. Actually, the most significant part for reading and writing was the session guaranteeing when switched between servers.

5) Are there better questions for your paper?

A: For my paper, the ‘lightweight’ server will be my better question, what kind of lightweight server can be host on the mobile device (client)?