

# Outline

## *Distributed systems:*

1. An introduction
2. Physical and architectural models
3. Logical models
4. Time and clocks
5. Broadcast, replication, and consistency

*Introduction to Docker*

*Introduction to Erlang*

*Additional slides and material*

## *Distributed algorithms:*

6. Algorithms on graphs
7. Leader election
8. Consensus problem
9. Snapshot and deadlock detection
10. Termination detection and garbage collection
11. Mutual exclusion
12. Peer to peer