

Participating Sets, Simulations, and the Consensus Hierarchy

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Abstract

The participating set problem can be solved in an asynchronous system using only registers. I will gently explain this problem and its solution, followed by a new extension, called consistent ordered partition. Next, I will present a wait-free simulation by $f + 1$ processes of any set-consensus algorithm that tolerates f faults. I will also describe how to extend this simulation using consistent ordered partition. Finally, I will discuss how this extension can be used to prove that, within every level $m > 1$ of the consensus hierarchy, there is an infinite sequence of increasingly more powerful deterministic objects.

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