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Communication

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	Socket primitives for TCP/IP
Primitive	Meaning
Socket	Create a new communication endpoint
Bind	Attach a local address to a socket
Listen	Announce willingness to accept connections
Accept	Block caller until a connection request arrives
Connect	Actively attempt to establish a connection
Send	Send some data over the connection
Receive	Receive some data over the connection
Close	Release the connection
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	RPC Semantics					
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LPC has ex	LPC has exact-once semantics, how about RPC?					
Server dea	Server dead? RPC request lost? Reply lost?					
<ul> <li>Re-sendin</li> </ul>	Re-sending RPC (time out)					
<ul> <li>Replica fi</li> </ul>	Replica filtering					
<ul> <li>Re-sendin</li> </ul>	<ul> <li>Re-sending results</li> </ul>					
Re-sending RPC	Replica filtering	Re-sending results	RPC semantics			
no	no	no	maybe			
ves	no	no	at-Least-once			
ves	ves	no	maybe-once			
yes	yes	yes	at-most-once			
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