Fail-safe mode

Yellow lines - Atomic Mode

NO Text over lines

Not Byzantine Faults

Voting Consensus

Faults

Detection - Indication something is wrong

Diagnosis - Location of where/what is wrong

Checkpointing - State

Graceful Degredation - use past behavior to predict failure (trust)

Deadlock - nobody's working (waiting for a resource)

Livelock - everybody's working but fallback

Network Routing loops (TTL)