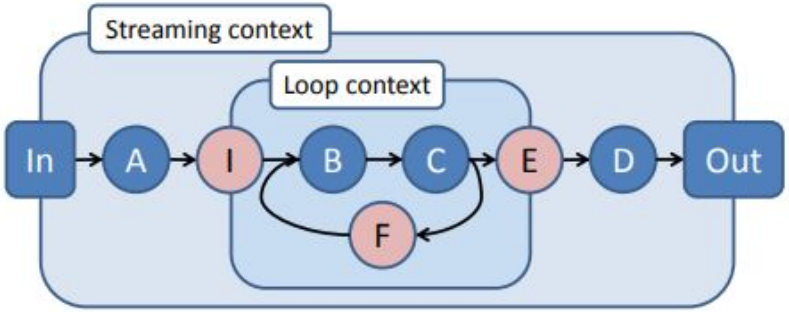
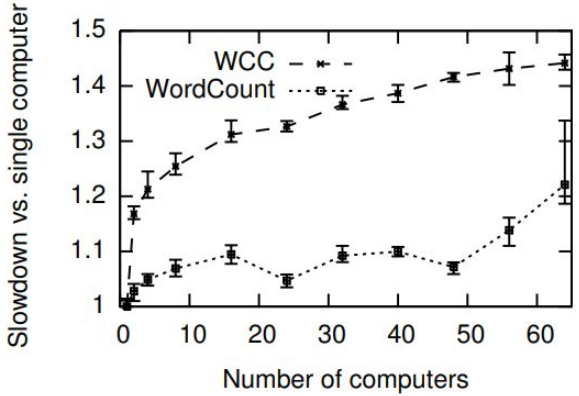


All loops must be structured and fixpoint. Could there be applications which require unstructured loops or loops supporting early termination?

If so, how do we have basic guarantees of monotonicity for progress, and how do we know if a predecessor is done (logical points cannot handle cycles)?



(e) Weak scaling (§5.4)

Does Naiad scale well to large systems? The paper evaluation is on a relatively small system (64 computers), with simple network topology (one core switches, two top-of-rack switches).

Separately: Does local coordination scale with more computers and more complex network topologies seen in the modern datacentre?