Polling and Voting

Polling and voting is the integrity (fixity) checking process by which LOCKSS nodes operating in a network conduct randomized polls over LCAP to confer on the integrity values of co-preserved content. Polling and voting takes place on a continuous basis.

After Archival Units have been ingested to the MetaArchive LOCKSS network via a staging server, the polling and voting system checks across storage nodes to make sure none of the files has changed.