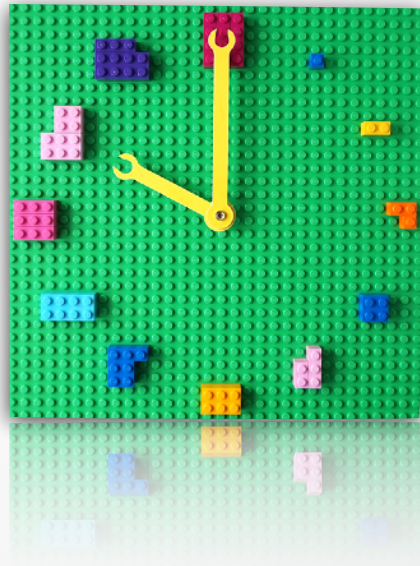


Advanced Course

Distributed Systems

Logical Clocks

a short intervention



Paris Carbone

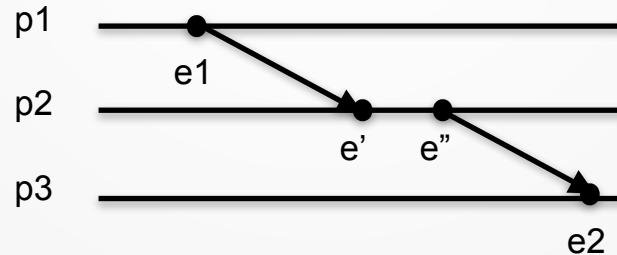
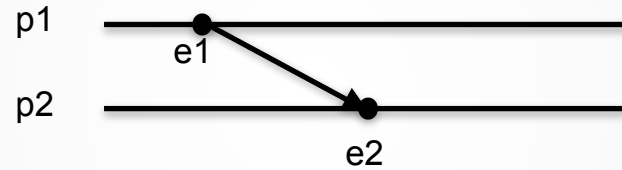
LOGICAL CLOCKS

- A **clock** is function \mathbf{t} from the events to a totally order set such that for events a and b
 - if $a \rightarrow b$ then $\mathbf{t}(a) < \mathbf{t}(b)$
- We are interested in \rightarrow being the **happen-before** relation

CAUSAL ORDER (HAPPEN BEFORE)

- The relation \rightarrow_{β} on the events of an execution (or trace β), called also **causal order**, is defined as follows
 - If a occurs before b on the same process, then $a \rightarrow_{\beta} b$
 - If a is a $\text{send}(m)$ and b $\text{deliver}(m)$, then $a \rightarrow_{\beta} b$
 - $a \rightarrow_{\beta} b$ is transitive
 - i.e. If $a \rightarrow_{\beta} b$ and $b \rightarrow_{\beta} c$ then $a \rightarrow_{\beta} c$
- Two events, a and b , are **concurrent** if not $a \rightarrow_{\beta} b$ and not $b \rightarrow_{\beta} a$
- $a || b$

CAUSAL ORDER (HAPPEN BEFORE)



OBSERVING CAUSALITY

So causality is all that matters...

...how to **locally** tell if two events are causally related?

LAMPORT CLOCKS AT PROCESS P

- Each process has a local **logical clock**, kept in variable t_p , initially $t_p = 0$
 - A process p piggybacks (t_p, p) on every message sent
- On internal event a :
 - $t_p := t_p + 1$; perform internal event a
- On send event message m :
 - $t_p := t_p + 1$; send($m, (t_p, p)$)
- On delivery event a of m with timestamp (t_q, q) from q :
 - $t_p := \max(t_p, t_q) + 1$; perform delivery event a

LAMPORT CLOCKS (2)

Observe the timestamp (t, p) is unique

Comparing two timestamps (t_p, p) and (t_q, q)

$$(t_p, p) < (t_q, q) \text{ iff } (t_p < t_q \text{ or } (t_p = t_q \text{ and } p < q))$$

i.e. break ties using process identifiers

$$\text{e.g. } (5, p_5) < (7, p_2), (4, p_2) < (4, p_3)$$

LAMPORT CLOCKS (2)

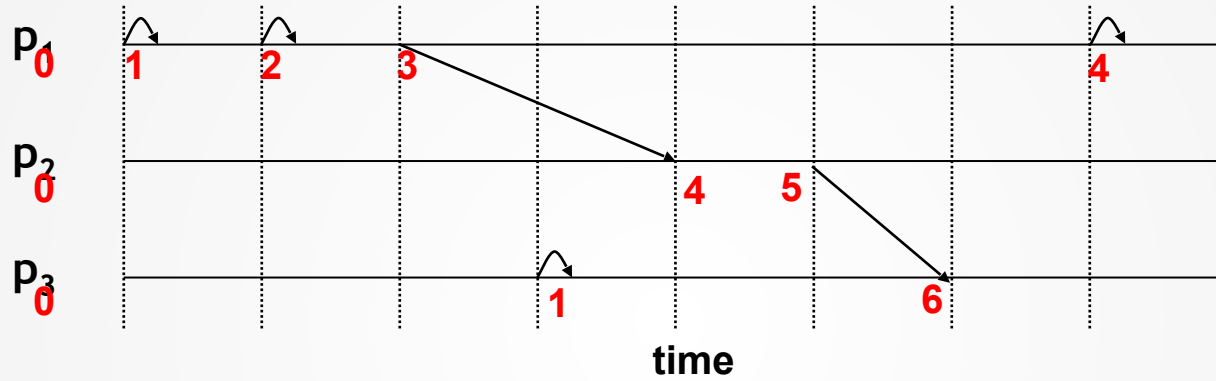
Lamport logical clocks guarantee that:

If $a \rightarrow_{\beta} b$, then $\mathbf{t}(a) < \mathbf{t}(b)$,

where $\mathbf{t}(a)$ is Lamport clock of event a

- events a and b are on the same process p , t_p is strictly increasing, so if a is before b , then $\mathbf{t}(a) < \mathbf{t}(b)$
- a is a send event with t_q and b is deliver event, $\mathbf{t}(b)$ is at least one larger than t_q ($\mathbf{t}(a)$)
- transitivity of $\mathbf{t}(a) < \mathbf{t}(b) < \mathbf{t}(c)$ implies the transitivity condition of the happen before relation

LAMPORT LOGICAL CLOCKS



Lamport logical clocks guarantee that:

If $a \rightarrow_{\beta} b$, then $\mathbf{t}(a) < \mathbf{t}(b)$,

if $\mathbf{t}(a) \geq \mathbf{t}(b)$, then not $(a \rightarrow_{\beta} b)$

Vector Clocks

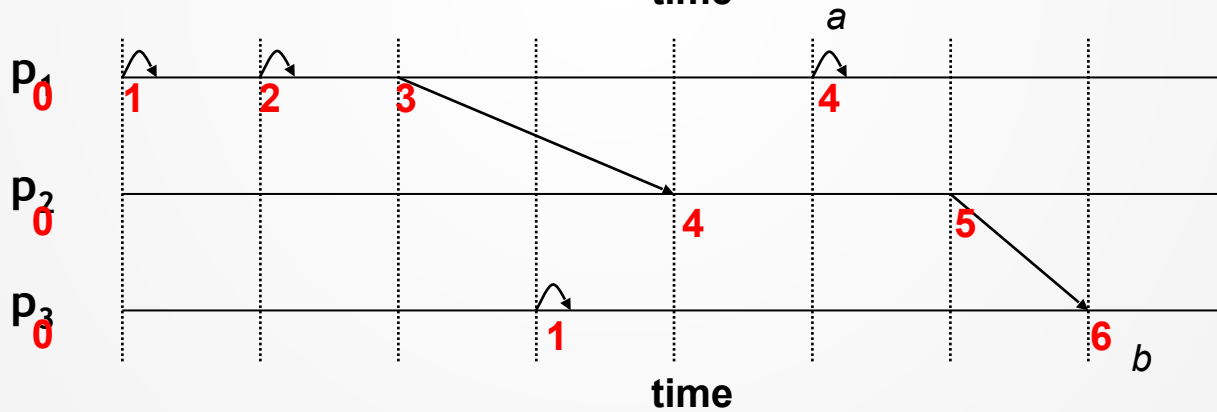
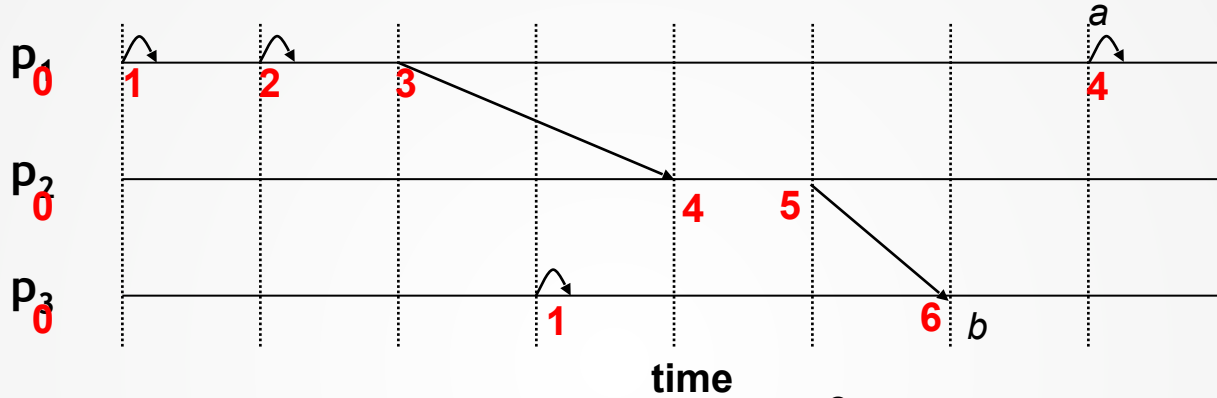
VECTOR CLOCKS

- The happen-before relation is a partial order
- In contrast logical clocks are total
 - Information about non-causality is **lost**
 - We cannot tell by looking to the timestamps of event a and b whether there is a causal relation between the events, or they are **concurrent**
- Vector clocks guarantee that:
 - if $\mathbf{v}(a) < \mathbf{v}(b)$ then $a \rightarrow_{\beta} b$, in addition to
 - if $a \rightarrow_{\beta} b$ then $\mathbf{v}(a) < \mathbf{v}(b)$
 - where $\mathbf{v}(a)$ is a vector clock of event a

NON-CAUSALITY AND CONCURRENT EVENTS

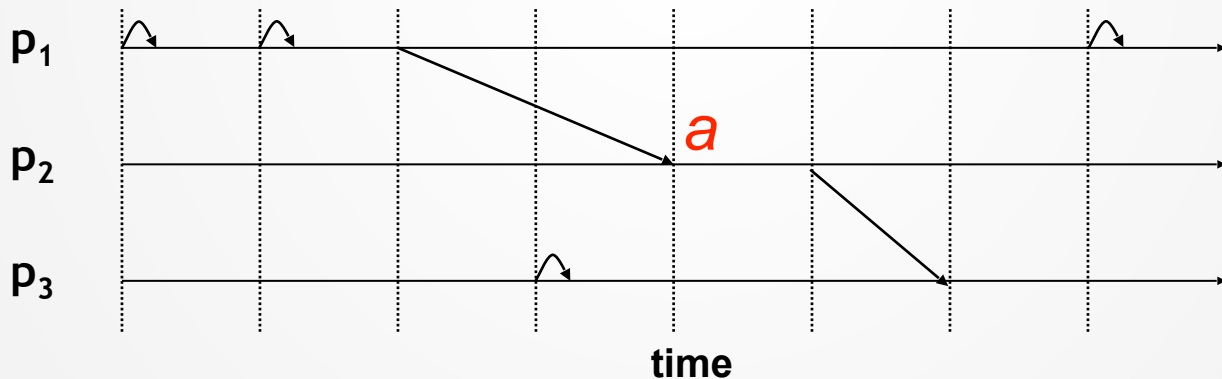
- Two events a and b are **concurrent** ($a \parallel_{\beta} b$) in an execution E ($\text{trace}(E) = \beta$) if
 - **not** $a \rightarrow_{\beta} b$ and **not** $b \rightarrow_{\beta} a$
- Computation theorem implies that if $(a \parallel_{\beta} b)$ in β then there are **two executions** (with traces β_1 and β_2) that are **similar** where a occurs before b in β_1 , b occurs before a in β_2

NON-CAUSALITY AND CONCURRENT EVENTS



VECTOR CLOCK DEFINITION

- Vector clock for an event a
 - $\mathbf{v}(a) = (x_1, \dots, x_n)$
 - x_i is the number of events at p_i that happens-before a
 - for each such event e : $e \rightarrow a$



VECTOR TIMESTAMPS

- Processes p_1, \dots, p_n
- Each process p_i has local vector \mathbf{v} of size \mathbf{n} (number of processes)
 - $\mathbf{v}[i] = 0$ for all i in $1 \dots n$
 - Piggyback \mathbf{v} on every sent message
- For each transition (on each event) update local \mathbf{v} at p_i :
 - $\mathbf{v}[i] := \mathbf{v}[i] + 1$ (internal, send or deliver)
 - $\mathbf{v}[j] := \max(\mathbf{v}[j], \mathbf{v}_q[j])$, for all $j \neq i$ (deliver)
 - where \mathbf{v}_q is clock in message received from process q

COMPARING VECTOR CLOCKS

- $\mathbf{v_p} \leq \mathbf{v_q}$ iff

- $v_p[i] \leq v_q[i]$ for all i

- $\mathbf{v_p} < \mathbf{v_q}$ iff

- $\mathbf{v_p} \leq \mathbf{v_q}$ and for some i , $v_p[i] < v_q[i]$

- $\mathbf{v_p}$ and $\mathbf{v_q}$ are concurrent ($\mathbf{v_p} \parallel \mathbf{v_q}$) iff

- not $\mathbf{v_p} < \mathbf{v_q}$, and not $\mathbf{v_q} < \mathbf{v_p}$

$$[3,0,0] \leq [3,1,0]$$

$$[3,0,0] < [3,1,0]$$

$$[3,1,0] \nleftrightarrow [4,0,0]$$

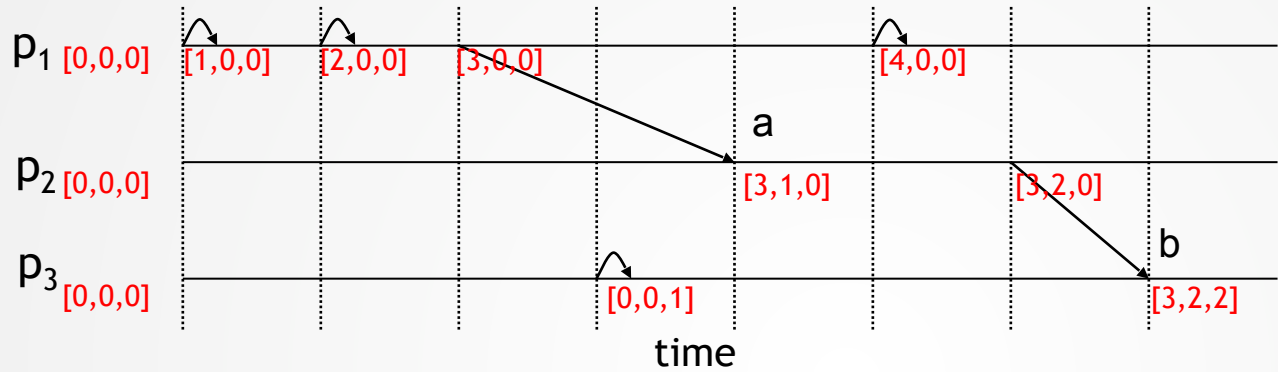
- Vector clocks guarantee

- If $v(a) < v(b)$ then $a \rightarrow b$, and

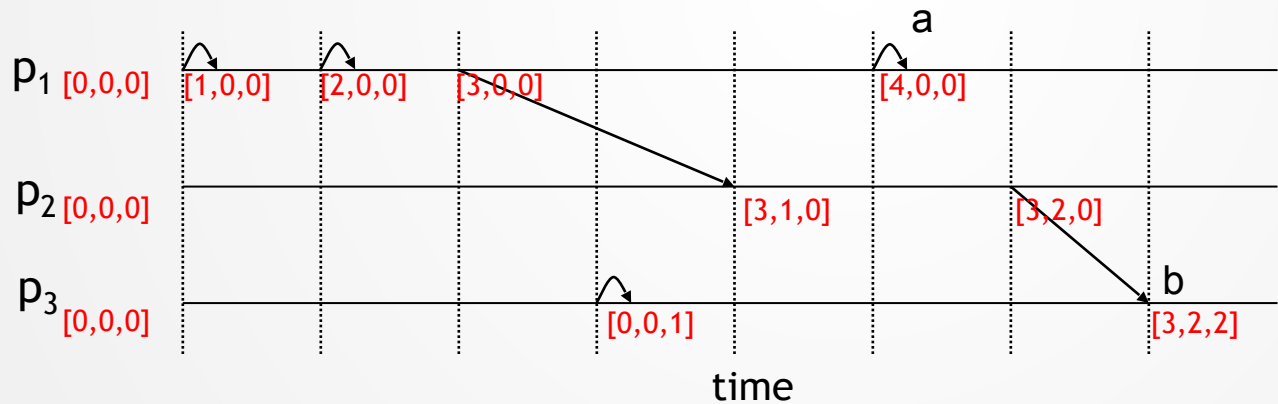
- If $a \rightarrow b$, then $v(a) < v(b)$

- where $v(a)$ is the vector clock of event a

EXAMPLE OF VECTOR TIMESTAMPS

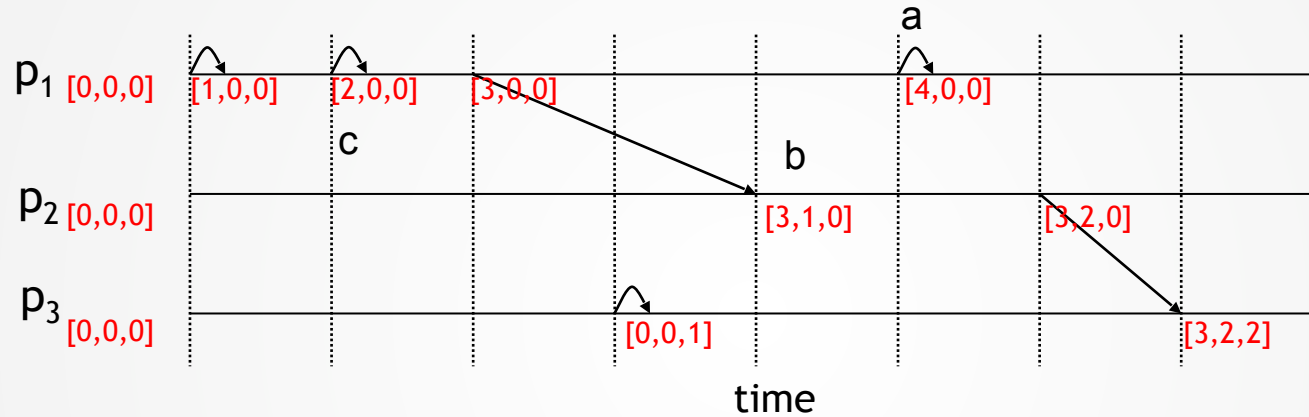


$v(a) < v(b)$ implies $a \rightarrow b$



$v(a) < v(b)$ implies $a \parallel b$

VECTOR TIMESTAMPS

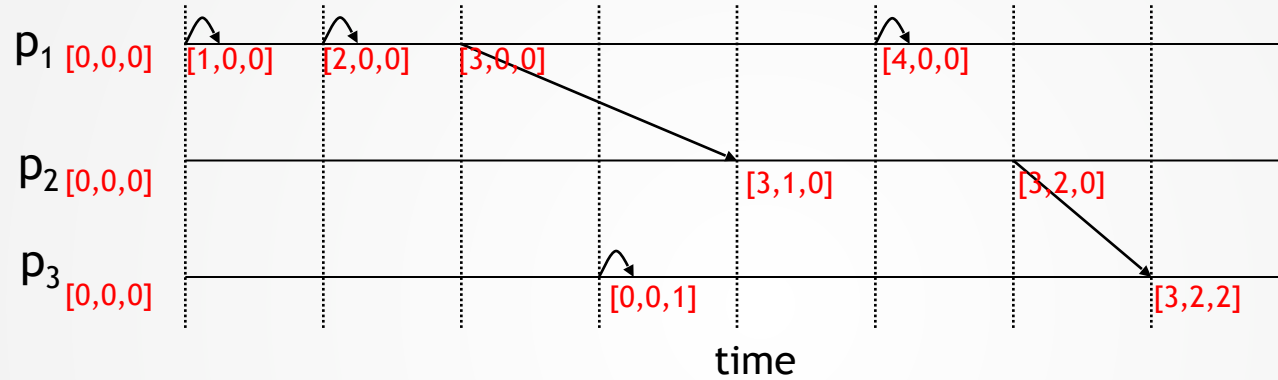


For any events a and b , and trace β :

$\mathbf{v}(a)$ and $\mathbf{v}(b)$ are incomparable if and only if $a \parallel b$

$\mathbf{v}(a) < \mathbf{v}(b)$ if and only if $a \rightarrow b$

EXAMPLE OF VECTOR TIMESTAMPS



Great! But cannot be done with smaller vectors than size n , for n nodes

PARTIAL AND TOTAL ORDERS

- Only a partial order or a total order? [d]
 - the relation \rightarrow_{β} on events in executions
 - Partial: \rightarrow_{β} doesn't order concurrent events
 - the relation $<$ on Lamport logical clocks
 - Total: any two distinct clock values are ordered (adding pid)
 - the relation $<$ on vector timestamps
 - Partial: timestamp of concurrent events not ordered

LOGICAL CLOCK VS. VECTOR CLOCK

Logical clock

$$\text{If } a \rightarrow_{\beta} b \text{ then } t(a) < t(b) \quad (1)$$

Vector clock

$$\text{If } a \rightarrow_{\beta} b \text{ then } v(a) < v(b) \quad (1)$$

$$\text{If } v(a) < v(b) \text{ then } a \rightarrow_{\beta} b \quad (2)$$

Which of (1) and (2) is more useful? [d]

What extra information do vector clocks give? [d]