

CSE 486/586 Distributed Systems

Logical Time

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Last Time

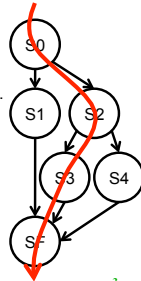
- Clock skews do happen
- Cristian's algorithm
 - One server
 - Server-side timestamp and one-way delay estimation
- NTP (Network Time Protocol)
 - Hierarchy of time servers
 - Estimates the actual offset between two clocks
 - Designed for the Internet
- Logical time
 - For ordering events, relative time should suffice.
 - Will continue today

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Basics: State Machine

- State: a collection of values of variables
- Event: an occurrence of an action that changes the state, (i.e., instruction, send, and receive)
- As a program,
 - We can think of all possible execution paths.
- At runtime,
 - There's only one path that the program takes.
- Equally applicable to
 - A single process
 - A distributed set of processes



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Ordering Basics

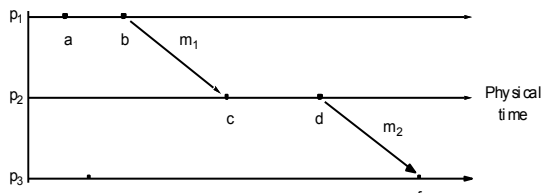
- Why did we want to synchronize physical clocks?
- What we need: Ordering of events.
- Arises in many different contexts...



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Abstract View

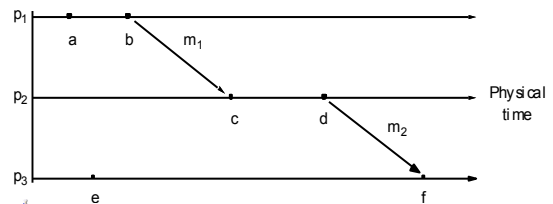


- Above is what we will deal with most of the time.
- Ordering question: what do we ultimately want?
 - Taking two events and determine which one happened before the other one.

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What Ordering?

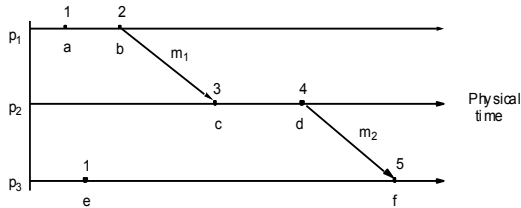


- Ideal?
 - Perfect physical clock synchronization
- Reliably?
 - Events in the same process
 - Send/receive events

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Lamport Timestamps



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Logical Clocks

- Lamport algorithm assigns **logical timestamps**:
 - All processes use a counter (clock) with initial value of zero
 - A process increments its counter when a **send** or an **instruction** happens at it. The counter is assigned to the event as its timestamp.
 - A **send (message)** event carries its timestamp
 - For a **receive (message)** event the counter is updated by $\max(\text{local clock}, \text{message timestamp}) + 1$
- Define a logical relation **happened-before** (\rightarrow) among events:
 - On the same process: $a \rightarrow b$, if $\text{time}(a) < \text{time}(b)$
 - If p1 sends m to p2: $\text{send}(m) \rightarrow \text{receive}(m)$
 - (Transitivity) If $a \rightarrow b$ and $b \rightarrow c$ then $a \rightarrow c$
- Shows **causality** of events

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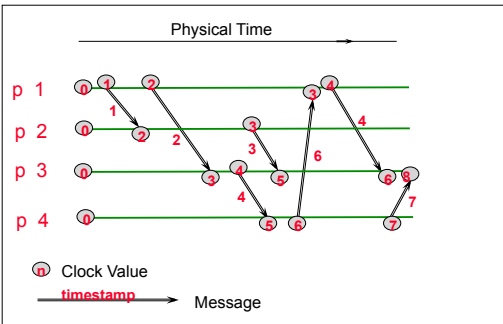
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- PA2 will be out very soon.
 - Sorry for my delay; waiting on new TAs first.
- Please pay attention to your coding style.

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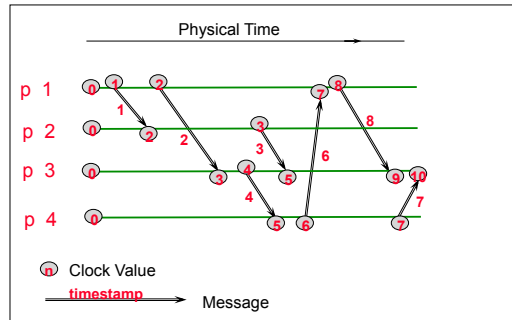
Find the Mistake: Lamport Logical Time



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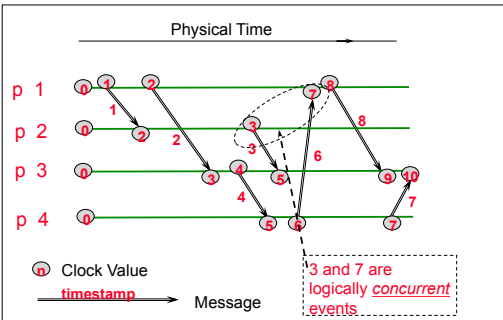
Corrected Example: Lamport Logical Time



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One Issue

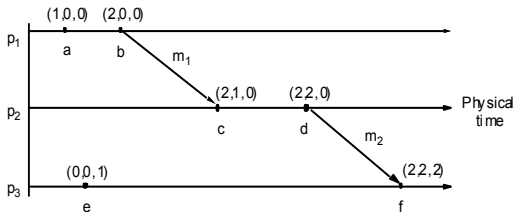


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Vector Timestamps

- With Lamport clock
 - e "happened-before" f \Rightarrow timestamp(e) < timestamp (f), but
 - timestamp(e) < timestamp (f) $\not\Rightarrow$ e "happened-before" f
- Idea?



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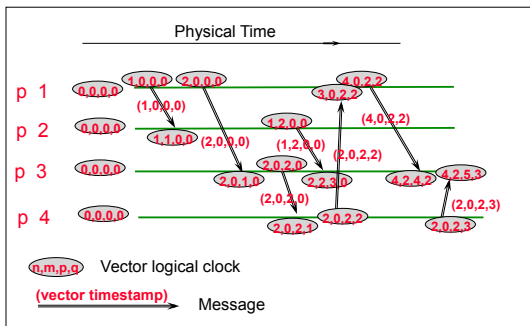
Vector Logical Clocks

- Vector Logical time addresses the issue:
 - All processes use a vector of counters (logical clocks), i^{th} element is the clock value for process i , initially all zero.
 - Each process i increments the i^{th} element of its vector upon an **instruction** or **send** event. Vector value is timestamp of the event.
 - A **send(message)** event carries its vector timestamp (counter vector)
 - For a **receive(message)** event, $V_{\text{receiver}}[j] =$
 - $\text{Max}(V_{\text{receiver}}[j], V_{\text{message}}[j])$, if j is not self,
 - $V_{\text{receiver}}[j] + 1$, otherwise

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Find a Mistake: Vector Logical Time



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Comparing Vector Timestamps

- $VT_1 = VT_2$,
 - iff $VT_1[i] = VT_2[i]$, for all $i = 1, \dots, n$
- $VT_1 \leq VT_2$,
 - iff $VT_1[i] \leq VT_2[i]$, for all $i = 1, \dots, n$
- $VT_1 < VT_2$,
 - iff $VT_1 \leq VT_2$ & $\exists j (1 \leq j \leq n \ \& \ VT_1[j] < VT_2[j])$
- VT_1 is concurrent with VT_2
 - iff (not $VT_1 \leq VT_2$ AND not $VT_2 \leq VT_1$)

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The Use of Logical Clocks

- Is a design decision
- NTP error bound
 - Local: a few ms
 - Wide-area: 10's of ms
- If your system **doesn't care about this inaccuracy**, then NTP should be fine.
- Logical clocks impose an arbitrary order over concurrent events anyway
 - Breaking ties: process IDs, etc.

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Summary

- Relative order of events enough for practical purposes
 - Lamport's logical clocks
 - Vector clocks
- Next: How to take a global snapshot

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Acknowledgements

- These slides contain material developed and copyrighted by Indranil Gupta at UIUC.