

On initialization

state := RELEASED;

To enter the section

state := WANTED;

Multicast request to all processes; } **request processing deferred here**

T := request's timestamp;

Wait until (number of replies received = (N - 1));

state := HELD;

On receipt of a request $\langle T_i, p_i \rangle$ at p_j ($i \neq j$)

if (state = HELD or (state = WANTED and $(T, p_j) < (T_i, p_i)$))

then

queue request from p_i without replying;

else

reply immediately to p_i ;

end if

To exit the critical section

state := RELEASED;

reply to any queued requests;