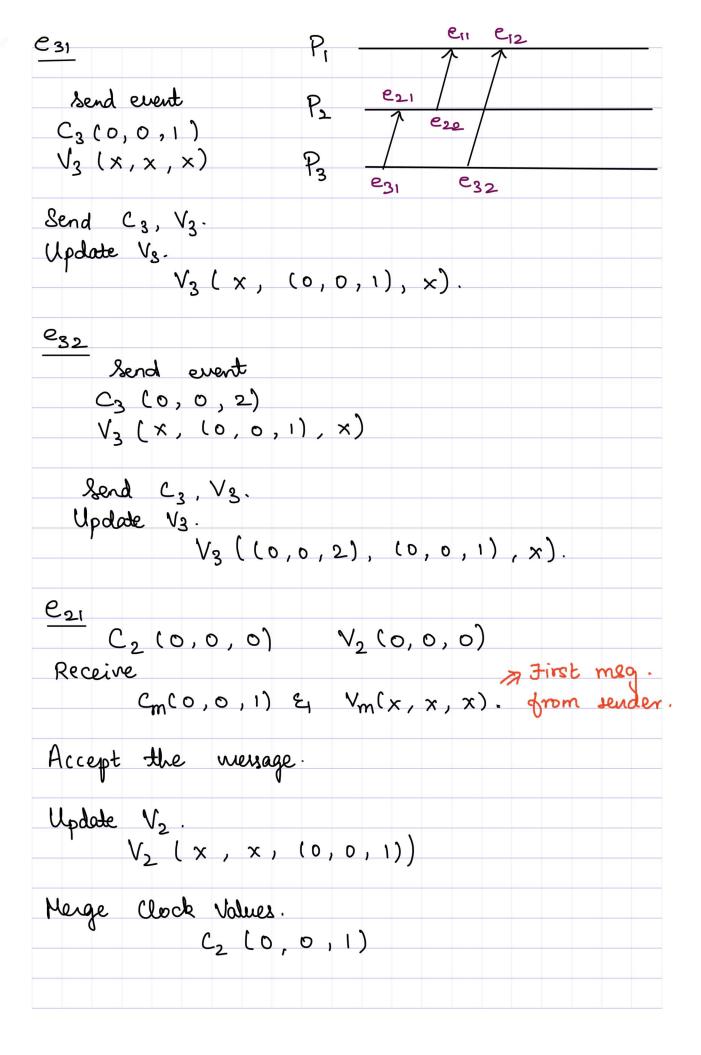
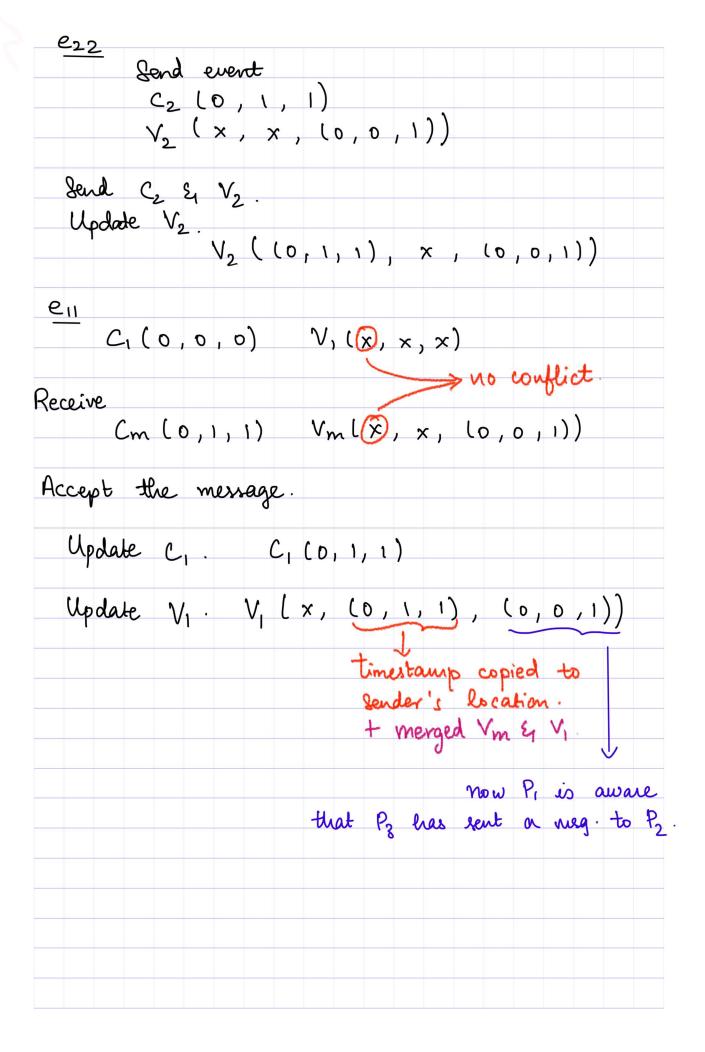
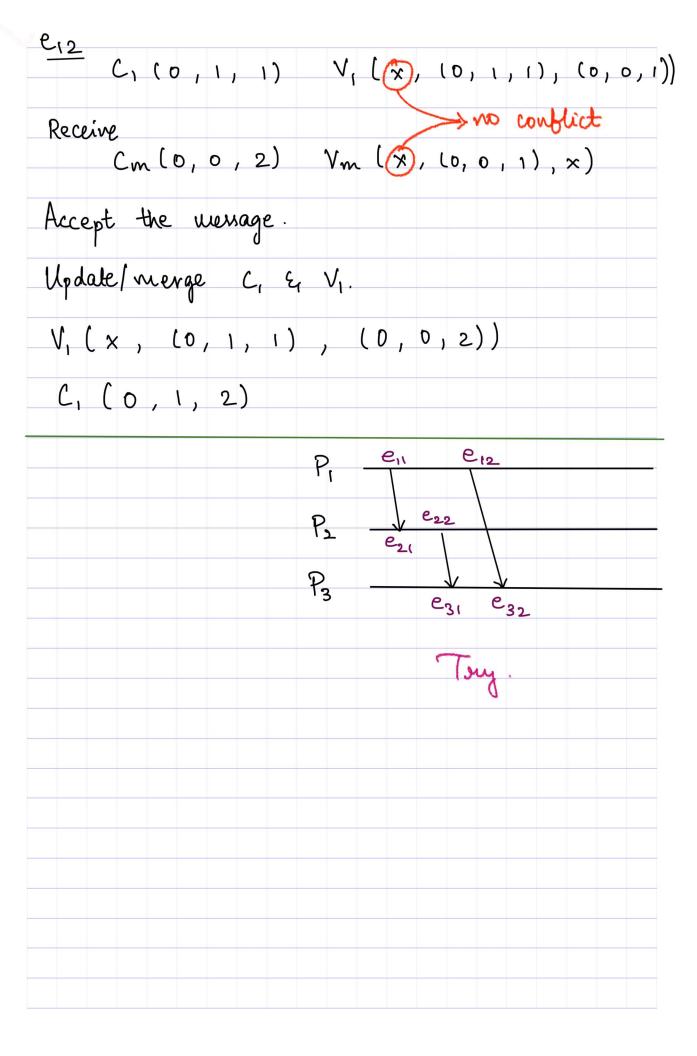


```
C(0,0,0) V_2(x,x) reconflict
   t (0,0,2) Vm ((0,0,1), (x), x)
V_2((0,0,1), x, (0,0,2)) c(0,0,2)
622
   C(0,1,2) V_2((0,0,1), x, (0,0,2))
Send C, V2.
Update V2.
V_2((0,1,2), \times, (0,0,2))
e12
    C(0,0,1) V_1(x,x,(0,0,1))
    t(0,1,2) V_m((0,0,1),x,(0,0,2))
```

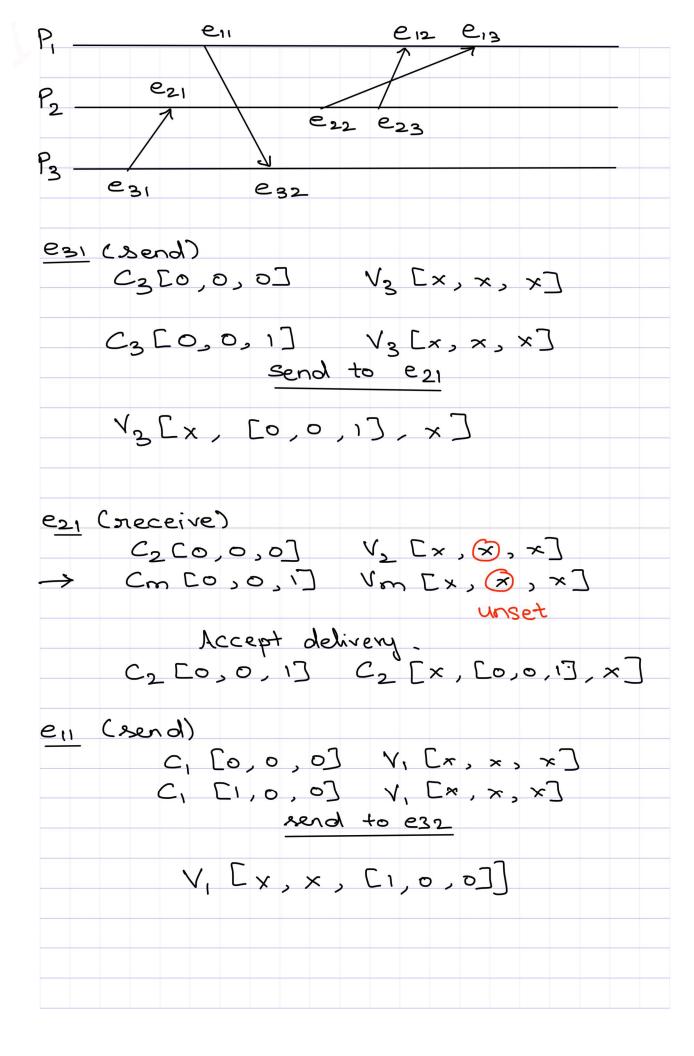






```
Example
                                 en
e21
                                 e22
 γ [x x x]
send (3 [0 0 1]; V3 [x x x] to e12.
update C3 [001]; V3 [(001) x x]
\frac{e_{32}}{C_3} C_3 \begin{bmatrix} 0 & 0 & 1 \end{bmatrix}
  V_3 \quad [(0 \circ i) \times \times]
 send C_3[0\ 0\ 2]; V_3[(0\ 0\ 1)\times\times] to e_{21}.
 update C3[002]; V3 [(001)(002)x]
     C_2 \ [0 \ 0 \ 0] \ V_2 \ [\times \times \times]
reau [0 0 2]; Vm [(0 01) x x]
update (2 [0 02]; V2 [(0 01) (0 02) x]
    C2[002]; V2[(001)(002)x]
send (2 [012]; V2 [(001) (002) x]
update C2 C012] ; V2 [(012)(002)x7
e_{11}
      C, Cooo] V, [x x x]
 rew C, CO 12] Vm [(001) (602) x]
 send C, [012] Vm [(001)(002) x]
      to buffer-
```

 $\frac{e_{12}}{C_1 C_0 O_0 O_1 V_1 C_X \times X_1}$ recu. [0 0 1] Vm [x x x] update C, [001] V, [(001) x x] since clock (, is updated, check buffer. update C, [0 12] V, [(001) (002) x]



```
e32 (neceive)
        C_3[0,0,1] V_3[x,[0,0,1],x]
        Cm [1,0,0] Vm[x,x,x]
                            urset
             Accept delivery
        C3 [1,0,1]
        V3 [x, co,0,1], [1,0,0]]
C22 (send)
       C2 C0,0,1) V2 [x, C0,0,1], x]
       C_2 C_0, C_1, C_2 C_1, C_2 C_2, C_3, C_4, C_5, C_6, C_7, C_7, C_7
               send to e13
        V2 C Co, 1, 13, Co, 0, 17, x]
ezz (send)
       C2C0,2,1] V2CC0,1,1], [0,0,1],x]
                 send to e12
         V2 [ Co, 2, 1], [0,0,1],x]
e12 (seceive)
       C_1C_1, o, o V_1C_8, \times, C_1, o, o
       Cm [0,2,1) Vm (Co,1,1) (co,0,1),x)
                          buffer it.
e13 (receive)
  - C, C1, 0, 0] V, [x] \times, C1, 0, 0]
    Cm [0,1,1] Vm (3, [0,0,1], x]
            accept delivery
  C(C(,1,1) V(CC0,1,1), x , [1,0,0])
```

