

Structure v.1.1.0

November 10, 2023

1 Previous Node State

- id; *string*;
- tier; *i32*;
- sck; *i32*: source clock. Incremented when node creates a slot;
- dck; *i32*;
- te; $\{i \mapsto \{(sck, n, elem)\}\}$;
- slots; $\{i \mapsto \{(sck_i, dck_j)\}\}$;
- cc; $\{(id, sck, n)\}$;
- token; $\{(i, j) \mapsto ((sck_i, dck_j), n_i, \{(sck_i, n', elem)\})\}$;
- transl; $\{((i, sck_i, n_i), (j, sck_j, n_j))\}$.

2 New State Differences

The *te* and *cc* were adapted to the same structure of Add-Wins Set:

- te; $\{i \mapsto \{(n, elem)\}\}$ or $\{(i, n, elem)\}$;
- cc; $\{(id, n)\}$;

For the token, there are two possibilities:

- token; $\{(i, j) \mapsto ((sck_i, dck_j), n_i, \{(n', elem)\})\}$; (1)
- token; $\{(i, j) \mapsto ((sck_i, dck_j), n_i, \{(id, n', elem)\})\}$; (2)