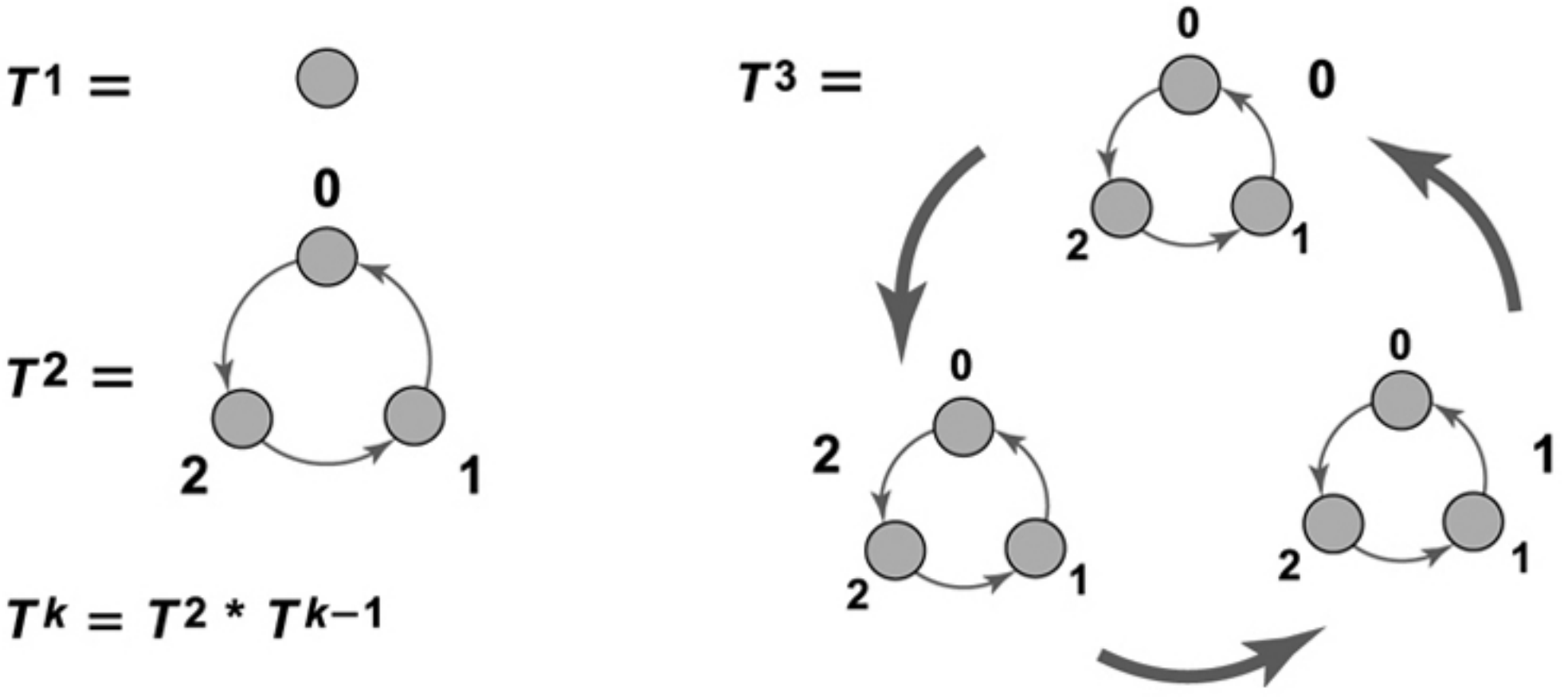

FIGURE 2.13 The precedence graph for a bounded timestamping system. Consider an initial situation in which there is a token *A* on node 12 (node 2 in subgraph 1) and tokens *B* and *C* on nodes 21 and 22 (nodes 1 and 2 in subgraph 2). Token *B* will move to node 20 to dominate the others. Token *C* will then move to node 21 to dominate the others, and *B* and *C* can continue to cycle in the T^2 subgraph 2 forever. If *A* is to move to dominate *B* and *C*, it cannot pick a node in subgraph 2 since it is full (any T^k subgraph can accommodate at most *k* tokens). Instead, token *A* moves to node 00. If *B* now moves, it will choose node 01, *C* will choose node 10, and so on.