

Time In Distributed Systems Pt.1



Hello



Denis Golovachev

Hello



Hello



Saint-Petersburg

Hello



Hello



Hello



Hello



Time



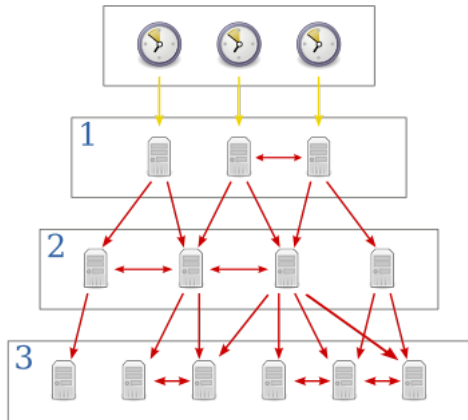
Time



Time



Time



Question

What is time?

Time is ...



MYSTERY SOLVED

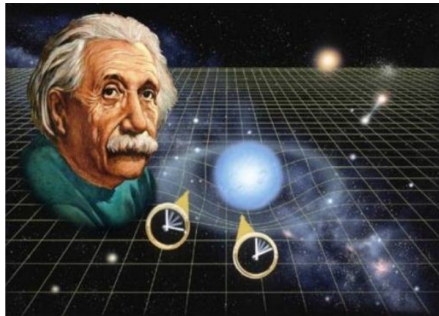
Way of arrange the order of events

Time is ...



MYSTERY SOLVED

Way of arrange the order of events



Another dimension

Definition of time

Compact and robust definition of time has proved to be remarkably tricky and elusive.

- What clocks measure (attr. to physicists Albert Einstein, Donald Ivey, and others)

Definition of time

Compact and robust definition of time has proved to be remarkably tricky and elusive.

- What clocks measure (attr. to physicists Albert Einstein, Donald Ivey, and others)
- What prevents everything from happening at once (physicist John Wheeler and others)
- A linear continuum of instants (philosopher Adolf Grünbaum)

Religion



Wikipedia

In Zurvanism, Zurvan was perceived as the god of infinite time and space and was aka ("one", "alone").

Time is ...

Time is something we deal with every day, and something that everyone thinks they understand

Game Time

Let's play a game

Round 1

There are always 24 hours in a day

Round 1

Daylight saving time

There are always 24 hours in a day



*Daylight Saving
Time Begins*

Round 2

A month always ends in the same
year it started

Round 2

A month always ends in the same year it started

- Fiscal year/calendar
- Chinese Year



Round 3

Months have either 28, 29, 30 or 31 days

Round 3

Months have either 28, 29, 30 or 31 days

September 1752 had
19 days in British
Empire



Everyone do it wrong!?



Red Hat Bugzilla – Bug 479765

[Home](#) [New](#) [Q](#) [My Links](#) [Help](#)

Bug 479765 - Leap second message can hang the kernel

Status: CLOSED ERRATA**Alias:** None**Product:** Red Hat Enterprise Linux 5**Component:** kernel **Sub Component:** (Show other bugs)**Version:** 5.2**Hardware:** All Linux**Priority:** high**Severity:** medium**Target Milestone:** rc**Target Release:** ---**Assignee:** Prarit Bhargava**QA Contact:** Red Hat Kernel QE team**Docs Contact:****URL:****Whiteboard:****Keywords:** Reopened, ZStream**Duplicates (1):** [800289](#) (view as bug list)**Depends On:****Blocks:** [1300182](#) [483701](#) [485929](#) [801794](#)**TreeView+** [depends on](#) / [blocked](#)**Reported:** 2009-01-12 22:31 UTC by Chris Adams**Modified:** 2018-11-28 20:21 UTC ([History](#))**CC List:** 15 users ([show](#))**Fixed In Version:****Doc Type:** Bug Fix**Doc Text:****Clone Of:****Environment:****Last Closed:** 2009-09-02 08:33:56 UTC**Dependent Products:**

Everyone do it wrong!?

JDK-6900441 : PlatformEvent.park(millis) on Linux could still be affected by changes to the time-of-day clock

Type: Bug

Component: hotspot

Sub-Component: runtime

Affected Version: e5.0u21,hs24,hs25,6,6u29,7

Priority: P3

Status: Closed

Resolution: Fixed

OS: linux,linux_ubuntu

CPU: generic,x86,ppc

Submitted: 2009-11-11

Updated: 2015-11-27

Resolved: 2013-09-24

Versions (Unresolved/Resolved/Fixed) ⓘ

JDK 6	JDK 7	JDK 8	Other
6u71 Fixed	7u60 Fixed 🔻	8 b109 Fixed 🔻	hs25 Fixed

Related Reports

Duplicate : [JDK-8024036](#) - Thread.sleep(long) is not immune to system time shifts with Linux kernel 3.7.10

Duplicate : [JDK-7139684](#) - ScheduledExecutorService doesn't schedules correctly if sys time drifts back

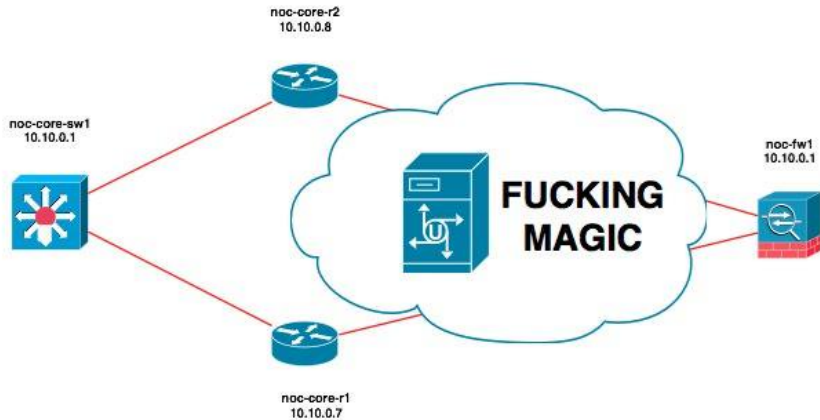
Relates : [JDK-8029453](#) - java/util/concurrent/locks/ReentrantLock/TimeoutLockLoops.java failed by timeout

Relates : [JDK-8024036](#) - Thread.sleep(long) is not immune to system time shifts with Linux kernel 3.7.10

Relates : [JDK-8144167](#) - [OS_X] ConditionObject#awaitNanos waits too long if system clock is turned back

Relates : [JDK-6546236](#) - Thread interrupt() of Thread.sleep() can be lost on Solaris due to race with signal handler

Distributed environment



I am the Law and Order



Needed to establish the order of events that have occurred in the system or when they will occur in the future

Order in Chaos

- Maintain consistency
- Build reliable systems

Order in Chaos

- Maintain consistency
- Build reliable systems
- Mutual exclusions
- Debug [Resumption of execution]

Distributed Systems

Synchronization in distributed systems is hard

- No shared memory
- No common clock

Common Clock

We can reliably define

Common Clock

We can reliably define

- simultaneous: all events that happen between clock ticks
- before: an event that happens in a previous clock tick
- after: an event that happens in a subsequent clock tick

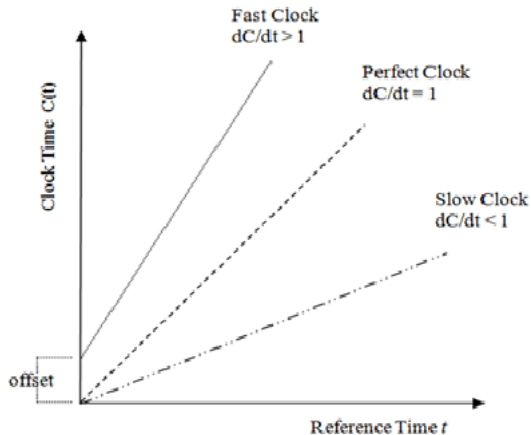
Wall Clock



When kept under tension the quartz crystal oscillates at a well-defined frequency

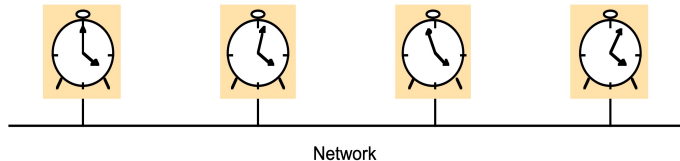
Clock Drift

We can't have perfect clocks



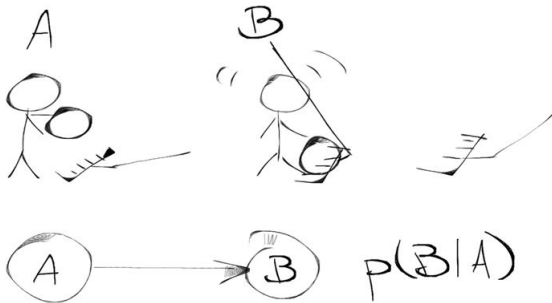
Ordinary quartz clocks drift by about 1 sec in 11-12 days

Clock Skew



Skew: the difference
between the times on two clocks (at any instant)

Causality



Causal relations

An example of a causal relation and its representation in a graph.

Credits: C. Giarmatzi

The WHY of things

- The concept of causality between events is fundamental to the design and analysis of parallel and distributed computing and operating systems
- Usually causality is tracked using physical time

The WHY of things

- The concept of causality between events is fundamental to the design and analysis of parallel and distributed computing and operating systems
- Usually causality is tracked using physical time
- In distributed systems, it is not possible to have a global physical time



