



Distributed Systems

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Objectives

- To discuss the concept of clock synchronization (NTP).
- To introduce Lamport's logical (scalar) clock and discuss its properties.
- To introduce Vector clock and discuss its properties.

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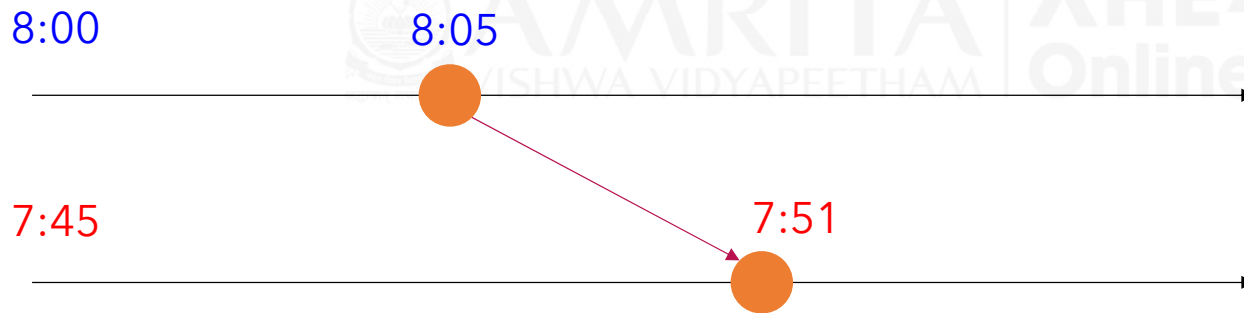
Difficulty with Physical Clock

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Two system clocks may not be in perfect sync or run in unison.

- P1 sends a message m to P2 at time t
- P2 receives m at time $< t$ (why would this happen??)

P2's clock is
behind P1



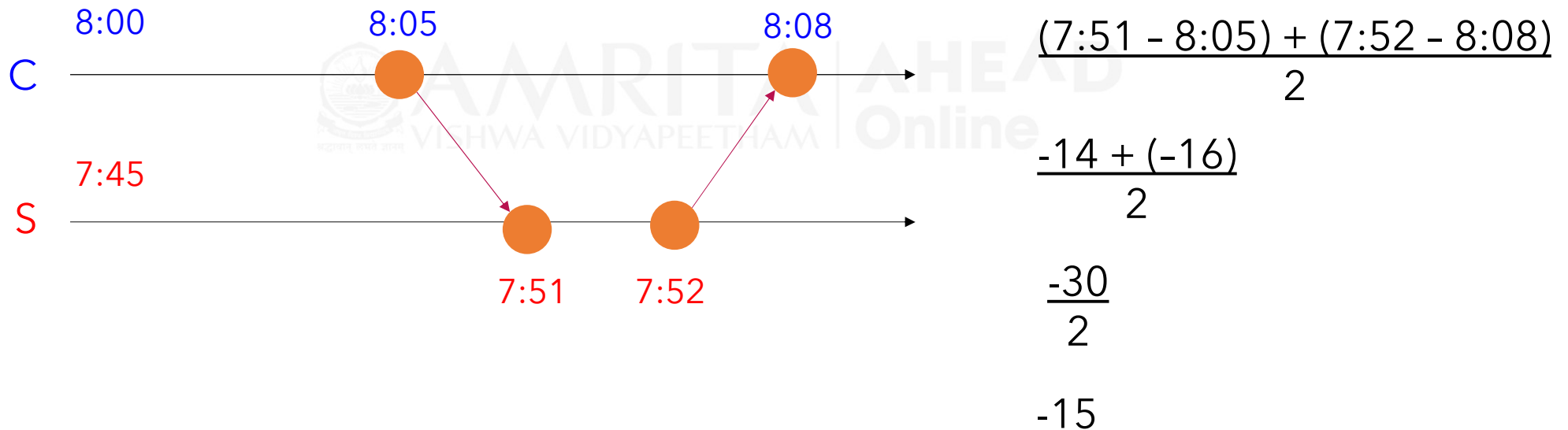
- Debugging and troubleshooting can be very challenging.
- You need to know the order of events that happened.

Solution 1: Synchronize clock

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- Network Time Protocol (NTP)

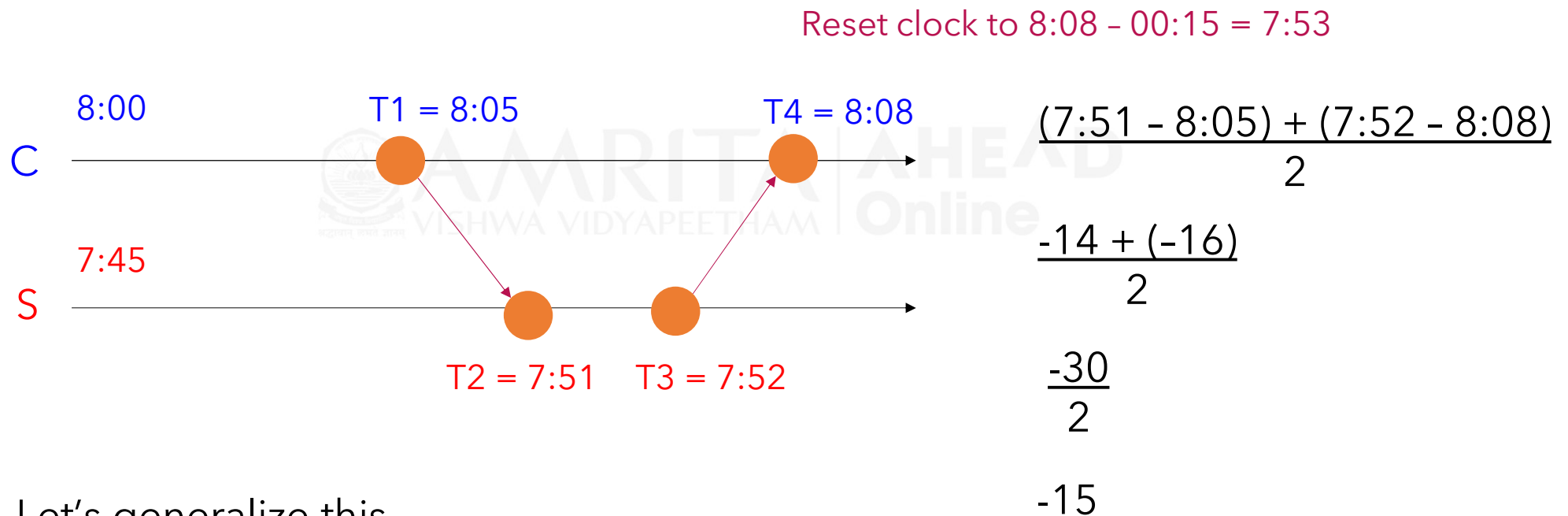
Reset clock to $8:08 - 00:15 = 7:53$



Solution 1: Synchronize clock

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- Network Time Protocol (NTP)

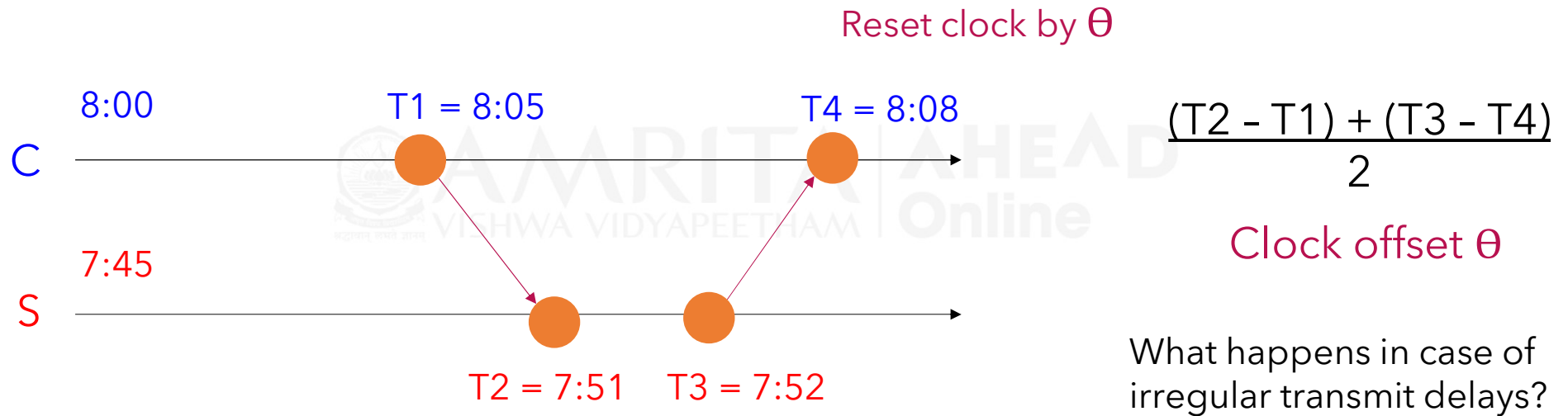


Let's generalize this

Solution 1: Synchronize clock

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- Network Time Protocol (NTP)



Let's generalize this

Clocks tend to drift over time

Solution 2: Logical clock

- Maintain a separate logical clock (like counter)
- Adjust the clock whenever necessary.

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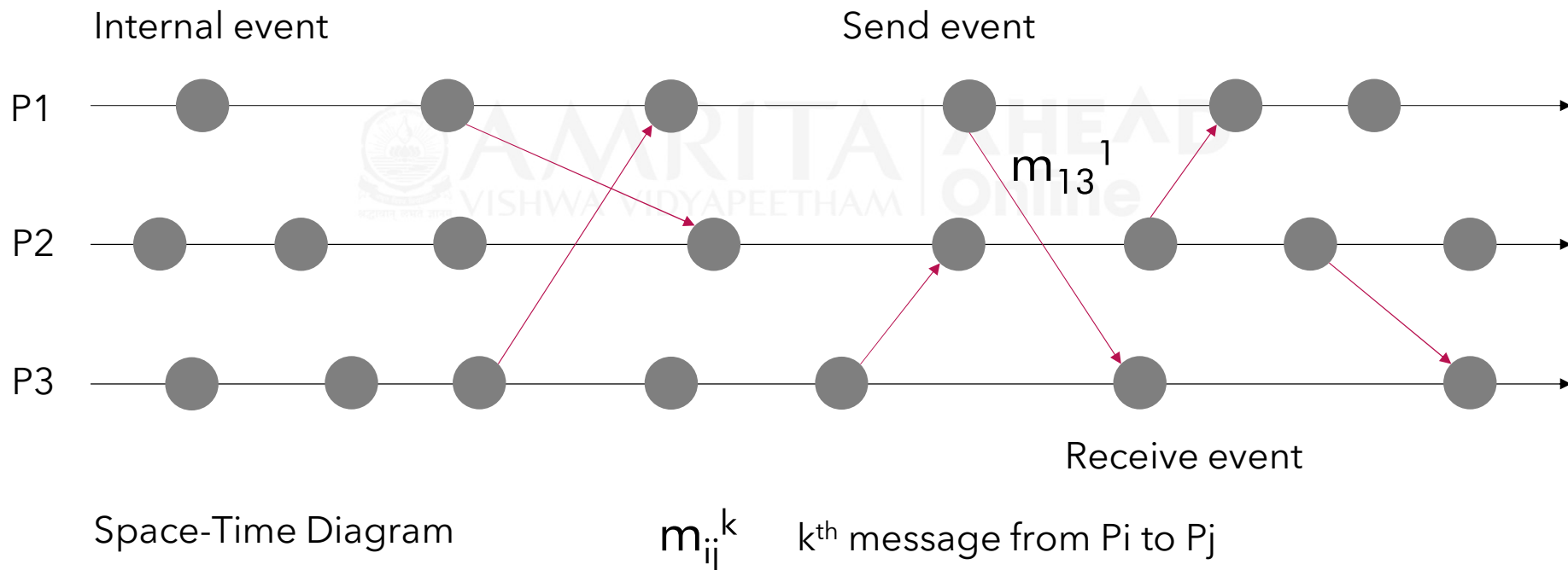
Time ticks only when
an event happens

If $\text{recv time (m)} < \text{send time (m)}$
Reset clock at receiver

Basic Terms

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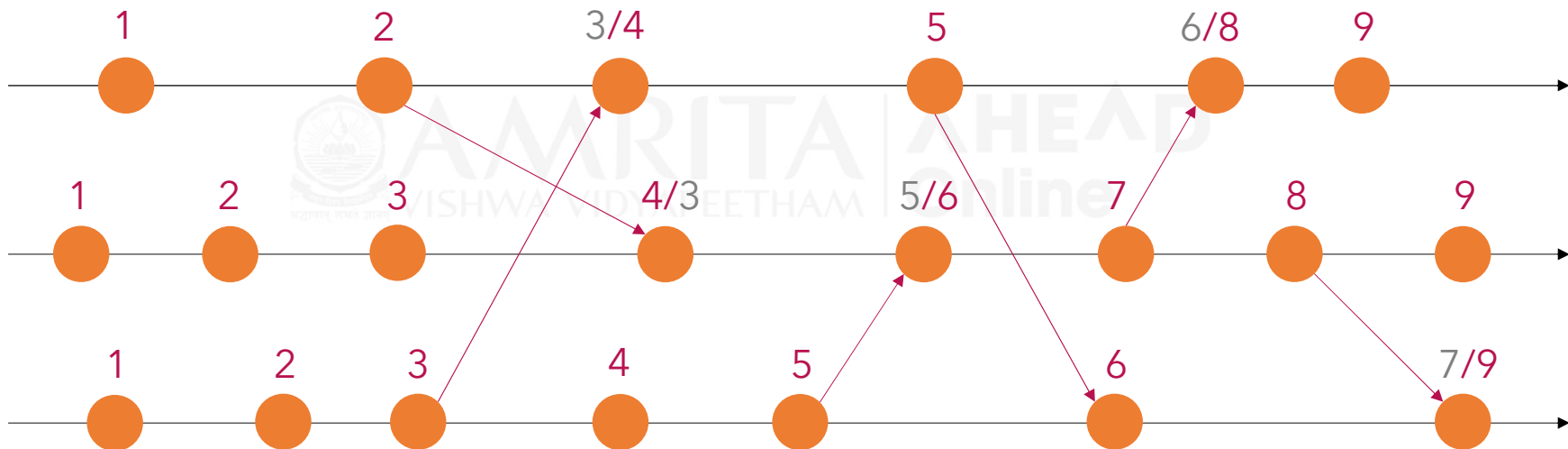
- Space-Time diagram, Events, Sender, Receiver, Messages, 'happens before' relation.



Lamport's Scalar Clock

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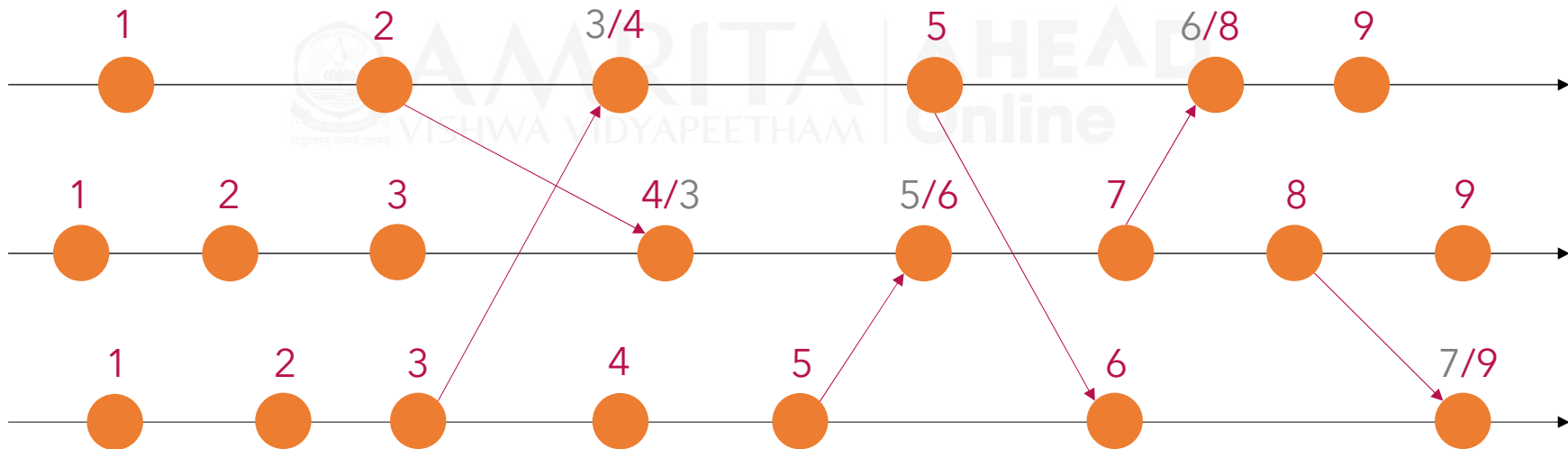
- Consider the space-time diagram of 3 processes and the events given below.



Properties of Scalar clock

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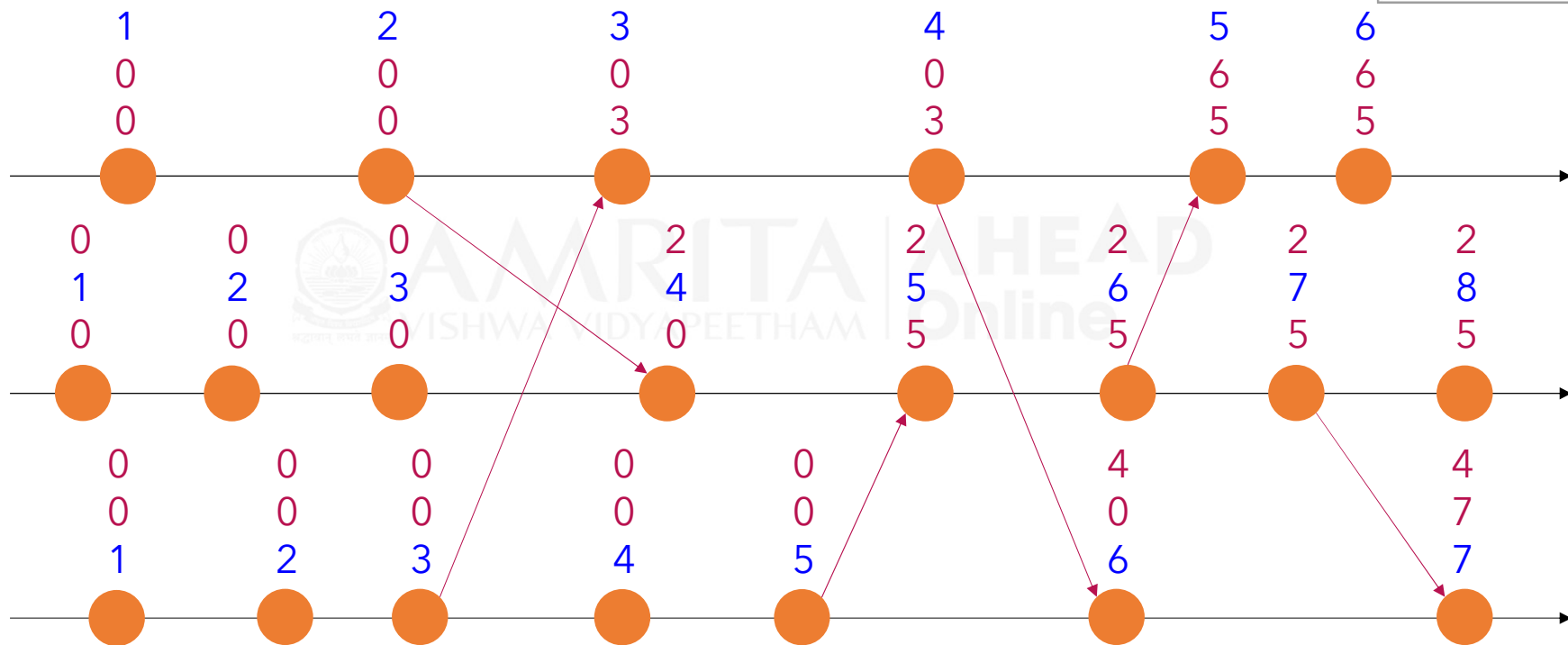
- Consistency Property: $e_i \rightarrow e_j \Rightarrow C(e_i) < C(e_j)$
- Not strongly consistent: $C(e_i) < C(e_j) \not\Rightarrow e_i \rightarrow e_j$
- Total ordering



Vector Clock

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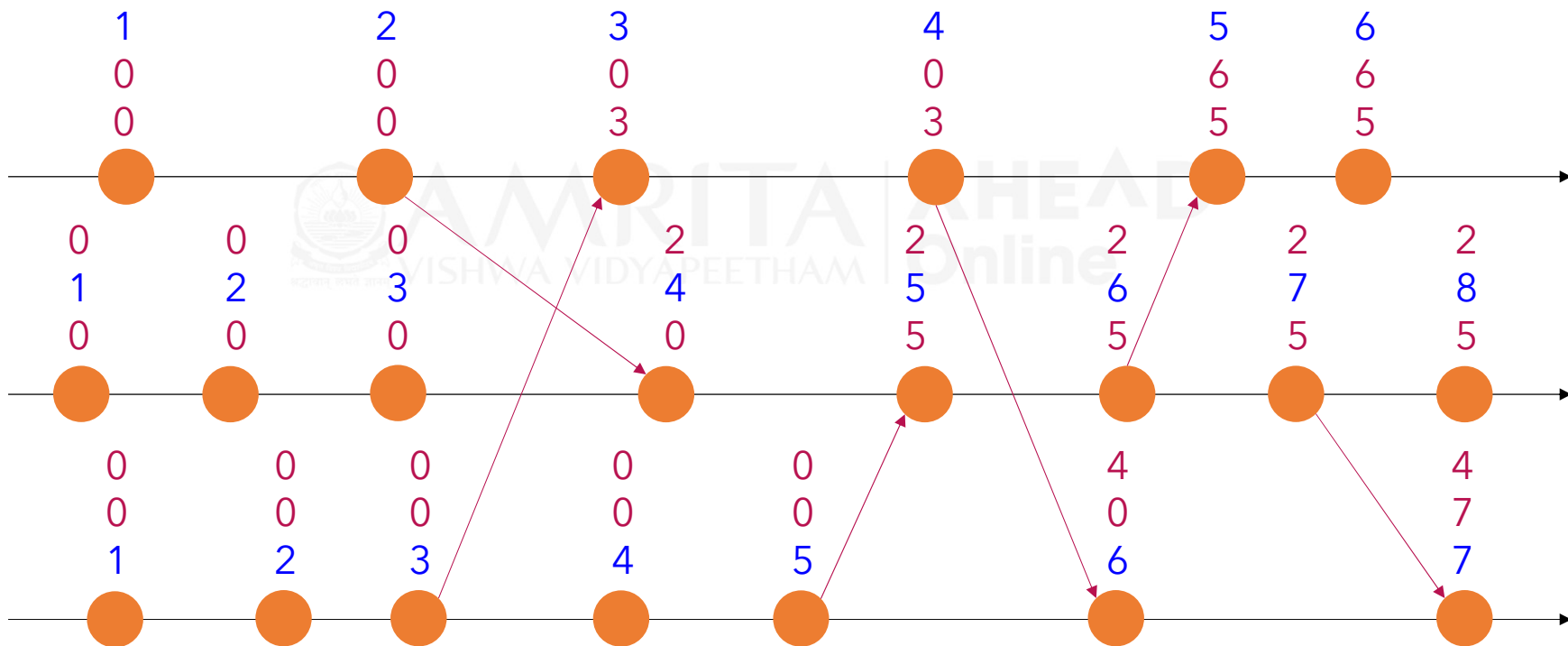
- Consider the space-time diagram of 3 processes.



Properties of Vector Clock

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- Strong clock consistency: (1) $e_i \rightarrow e_j \Leftrightarrow C(e_i) < C(e_j)$
and (2) $e_i \parallel e_j \Leftrightarrow C(e_i) \parallel C(e_j)$



Summary

- We discussed NTP, Scalar and Vector clocks.



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