

Lamport Clocks, Vector Clocks,
Totally Ordered Multicast
and Causally Ordered Multicast

Assumptions:

- a group of processes $G = \{P_1, \dots, P_n\}$ in a distributed system;
- for Lamport Clocks, initially: forall i , $C_i = 0$
- for Vector Clocks, initially: forall i , $VC_i = [0, \dots, 0]$
- $\text{pack}(x,y)$ builds a message from its payload x and timestamp y
- $\text{send}(x,y)$ sends message x to process y

Lamport Clocks

```
LCsend(payload) { // @Pi
    // update local Lamport clock
    Ci = Ci + 1
    // build message with timestamp
    m = pack(payload, Ci)
    // send message
    send(m,Pj)
}

LCreceive(m) { // @Pj
    // get message timestamp
    ts = timestamp(m)
    // update local Lamport clock
    Cj = max { Cj, ts }
}

LCdeliver(m) { // @Pj
    // pass message to local process
    deliver m to Pj
    // update local Lamport clock
    Cj = Cj + 1
}
```

Totally Ordered Multicast

```
TOMsend(payload) { // @Pi
    // update local Lamport clock
    Ci = Ci + 1
    // build message with timestamp
    m = pack(payload, Ci)
    // send to all processes in group except sender
    forall P in G\{Pi}
        send(m,P)
}

TOMreceive(m) { // @Pj
    // adjust local Lamport clock
    ts = timestamp(m)
    Cj = max { Cj, ts }
    // send acks if message not an ack
    if (payload(m) is not "ack") {
        m = pack("ack", Cj)
        forall P in G
            send(m,P)
    }
    // add message to priority queue
    add m to Q
}

TOMdeliver(m) { // @Pj
    forever {
        // check message at the front of the queue
        m = front of Q
        if (payload(m) is "ack") {
            // discard acks
            remove m from Q and discard it
        } else {
            // check if queue has messages from all other processes
            if(forall k<>i, exists mk from Pk in Q) {
                // remove message from queue and pass it to local process
                remove m from Q and deliver to Pj
                // update local Lamport clock
                Cj = Cj + 1
            }
        }
    }
}
```

Vector Clocks

```
VCsend(payload) { // @Pi
    // update local clock in vector clock
    VCi[i] = VCi[i] + 1
    // build message with timestamp vector
    m = pack(payload, VCi)
    // send message
    send(m,Pj)
}

VCreceive(m) { // @Pj
    // get message timestamp vector
    ts = timestamp(m)
    // update vector clock in local process
    for all k in {1,...,|G|}
        VCj[k] = max { VCj[k], ts[k] }
}

VCdeliver(m) { // @Pj
    // update local clock in vector clock
    VCj[j] = VCj[j] + 1
}
```

Causally Ordered Multicast

```
COMsend(payload) { // @Pi
    // update local clock in vector clock
    VCi[i] = VCi[i] + 1
    // build message with timestamp
    m = pack(payload, VCi)
    // send to all processes in group except sender
    forall P in G\{Pi}
        send(m,P)
}

COMreceive(m) { // @Pj
    // place message in queue
    add m to Q
}

COMdeliver(m) { // @Pj
    forever {
        // check if there are deliverable messages
        forall m in Q {
            ts = timestamp(m)
            // check the causality conditions
            if ( ts[i] == VCj[i] + 1 and
                forall k <> i, ts[k] <= VCj[k] ) {
                // update local vector clock
                forall k in {1,...,|G|}
                    VCj[k] = max { VCj[k], ts[k] }
                // deliver message
                remove m from Q and deliver to Pj
            }
        }
    }
}
```