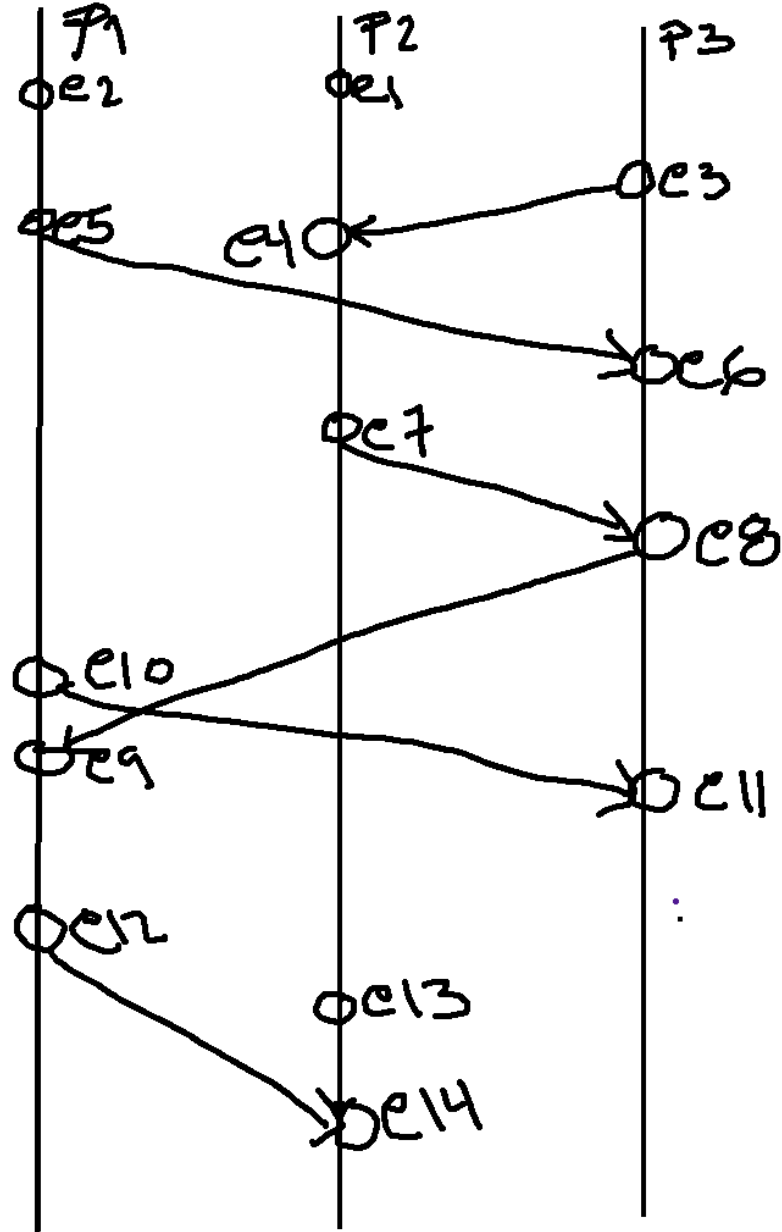


TIME ↓



| EVENT | LAMPORT | VECTOR CLOCK |
|-------|---------|--------------|
| e1 | 1.2 | [0 1 0] |
| e2 | 1.1 | [1 0 0] |
| → e3 | 1.3 | [0 0 1] |
| e4 | 2.2 | [0 2 1] |
| e5 | 2.1 | [2 0 0] |
| e6 | 3.3 | [2 0 2] |
| e7 | 3.2 | [0 3 1] |
| e8 | 4.3 | [2 3 3] |
| e9 | 5.1 | [4 3 1] |
| e10 | 3.1 | [3 0 0] |
| e11 | 5.3 | [3 3 4] |
| e12 | 6.1 | [5 3 3] |
| e13 | 4.2 | [2 5 3] |
| e14 | 7.2 | [5 5 3] |

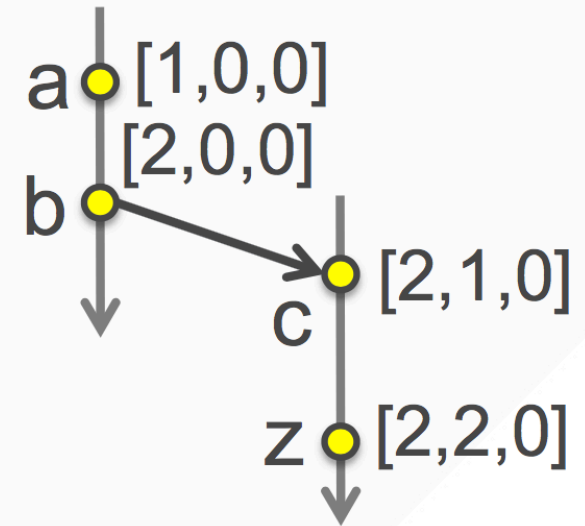
IS e4 DESCENDANT
FROM e2
T F

IS e10 DESCENDANT
FROM e2
T F

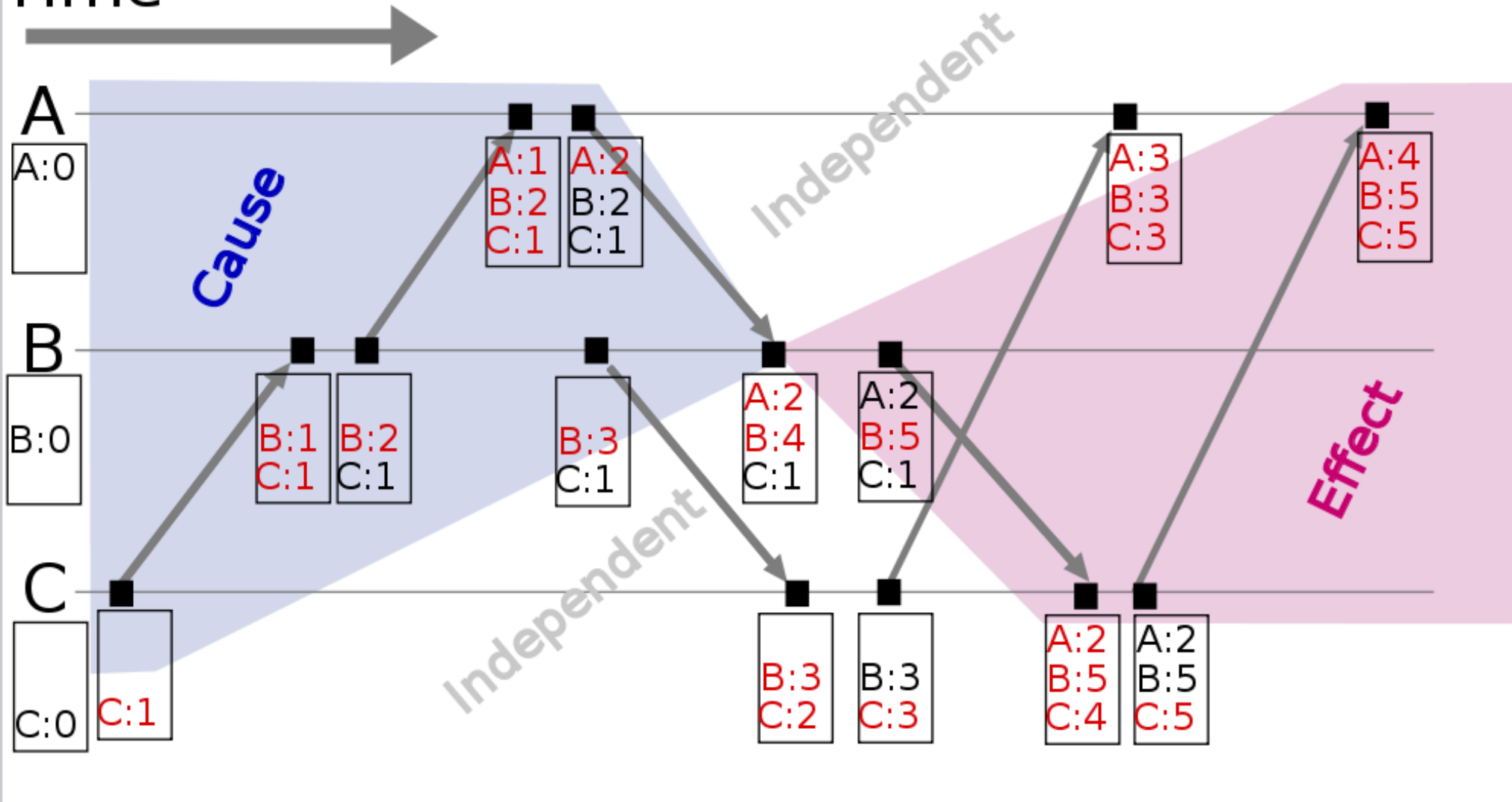
IS e9 DESCENDANT
FROM e6
T F

VECTOR CLOCKS CAN ESTABLISH CAUSALITY

- Rule for comparing vector clocks:
 - $V(a) = V(b)$ when $a_k = b_k$ for all k
 - $V(a) < V(b)$ when $a_k \leq b_k$ for all k and $V(a) \neq V(b)$
- **Concurrency:** $a \parallel b$ if $a_i < b_i$ and $a_j > b_j$, some i, j
- $V(a) < V(z)$ **when** there is a chain of events linked by \rightarrow between a and z



Time



Example of a system of vector clocks. Events in the blue region are the causes leading to event B4, whereas those in the red region are the effects of event B5