Distributed Computing

Programming Assignment – 1 Implementing Vector Clock

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Comparison of the performance of vector-clocks and Singhal-Kshemkalyani optimization.

Vector Clock - Each process p_i maintains a vector $vt_i[1..n]$ where $vt_i[i]$ is the local logical clock of p_i and describes the logical time progress at process p_i . $vt_i[j]$ represents process p_i 's latest knowledge of process p_j local time.

Rules -

Before executing an event, process p_i updates its local logical time as follows:

$$vt_i[i] = vt_i[i] + d$$
 $d = 1$, for our program

Each message m is piggybacked with the vector clock vt of the sender process at sending time. On the receipt of such a message (m,vt):-

- p_i updates its global logical time
 - $1 \le k \le n \ vt_i[k] = max(vt_i[k], vt_i[k])$
- executes above rule.

Therefore for each transfer of message from process p_i to p_j , p_i sends it entire vector clock to process p_j . Thus, the space required for transferring is O(n), for any single message.

The memory required at each process is O(n) to store its vector clock data.

Singhal-Kshemkalyani's differential technique:-

This is an efficient implementation of vector clocks.

The technique works as follows: if entries i_1 , i_2 .. i_{n1} of the vector clock at p_i have changed to v_1 , v_2 .. v_{n1} , respectively, since the last message sent to p_j , then process p_i piggybacks a compressed timestamp of the form $\{(i_1, v_1), (i_2, v_2)$... $(i_{n1}, v_{n1})\}$ to the next message to p_j .

When p_j receives this message, it updates its vector clock as follows: $vt_i[i_k] = max(vt_i[i_k], v_k)$ for $k = 1, 2 ... n_1$.

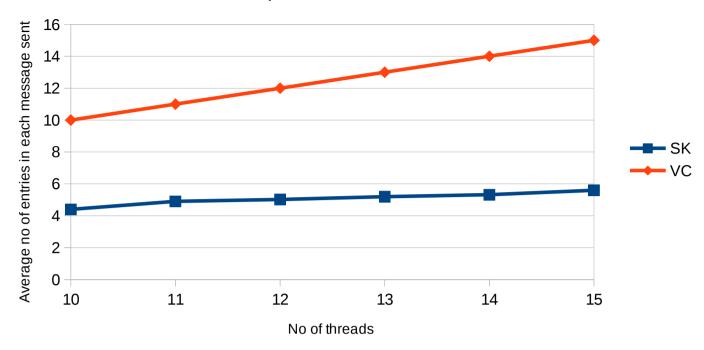
Thus this technique cuts down the message size, communication bandwidth and buffer requirements.

In the worst of case, every element of the vector clock has been updated at p_i since the last message to process p_j , and the next message from p_i to p_j will need to carry the entire vector timestamp of size n. However, on the average the size of the timestamp on a message will be less than n.

However in this technique we require 2 more array of LastSent and LastUpdate at each process inaddition to vector clock. Therefore, total storage space for each process is O(3n).

Graph comparison btw VC and SK optimization.

Comparison btw SK and VC



Analysis of the result

As we can see from the graph the average no of entries send in each message is lower for SK optimization as compared to VC.

This difference becomes more prominent for higher threads(i.e. more number of messages sent).

This difference is due to the observation that between successive message sends to the same process, only a few entries of the clock at the vector clock at the sender process are likely to change. Hence we only need to send the updated tuple.

Advantages – If the process interactions exhibit temporal and spatial localities, the cost of maintaining vector clocks in large systems can be significantly reduced by this technique. Though in this method we need to maintain 2 additional vector clocks as compared to the earlier method.

The space utilized by each process for storing the vector clocks and sending messages by both the algorithm is displayed at the end of log file. e.g.

For inp-params:-9 20 1.5 50 1 2 3 4 6 2 1 9 4 3 1 2 4 2 5 7 8 9 5 4 6 8 1 6 2 4 1 9 7 5 7 1 2 4 5 3 9 8 8 2 9 1 3 9 1 4 3

Result by VC -

Total space for vector clocks storage in this method = 9 blocks Total messages(vector clocks)send in this method = 4050 blocks

Result by SK-

Total space for vector clocks storage in this method = 27 blocks Total tuples send in this method = 1569

The log file for SK -

