Indian Institute of Technology Jodhpur

Fundamentals of Distributed Systems

Assignment– 1

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Question 1: Vector Clocks and Causal Ordering.

1. Introduction

In real-world distributed systems, events don't always arrive in the order we expect. A message might reach one machine before another, and a simple timestamp can't always capture the true sequence of events. That's where Vector Clocks come in. This project aims to solve that problem by creating a distributed key-value store where causal relationships are preserved across nodes—no matter the order of message delivery.

2. Objective

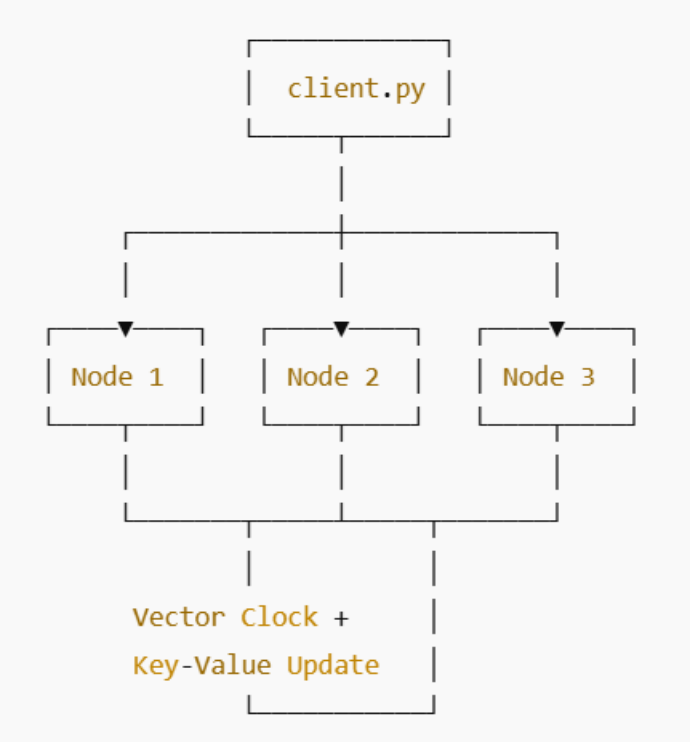
To build a distributed key-value store where:

- Updates are propagated with their causal history.
- Events are delivered only when causal dependencies are met.
- Each node handles its own **Vector Clock**.
- Communication is asynchronous and containerized using Docker and Docker Compose.

3. Components:

- **3 Nodes** (node1, node2, node3): Each maintains:
  - A local **key-value store**
  - A **Vector Clock** (dictionary {node_id: counter})
- **Client**:
  - Sends PUT/GET requests to random nodes.
  - Verifies causal consistency.
- **Message Passing**:
  - HTTP POST (JSON-based)
  - All messages contain a vector clock.
- **Buffer**:
  - Used when a received write's dependencies are not yet satisfied.

4. Communication Diagram.



5. Implementation.

A. Vector Clock Logic

- Each node maintains a vector: {'node1': 0, 'node2': 0, 'node3': 0}
- On local write:
  - Increment its own clock.

    - Broadcast to peers with updated clock.
- On receive:
    - If causally ready → apply write.
    - Else → buffer the write.

B. Python Files

node.py:

This file powers each node's internal logic. Each node is a Flask web server with the following key components:

- Routes:
    - /put: Accepts key-value writes with vector clocks
    - /get: Returns values for given keys
    - /replicate: Receives updates from other nodes
- Buffering System:
    - Incoming messages are stored temporarily if dependencies are not met.
- Delivery Checker:
    - Periodically scans the buffer and delivers messages once they become causally safe.

client.py:

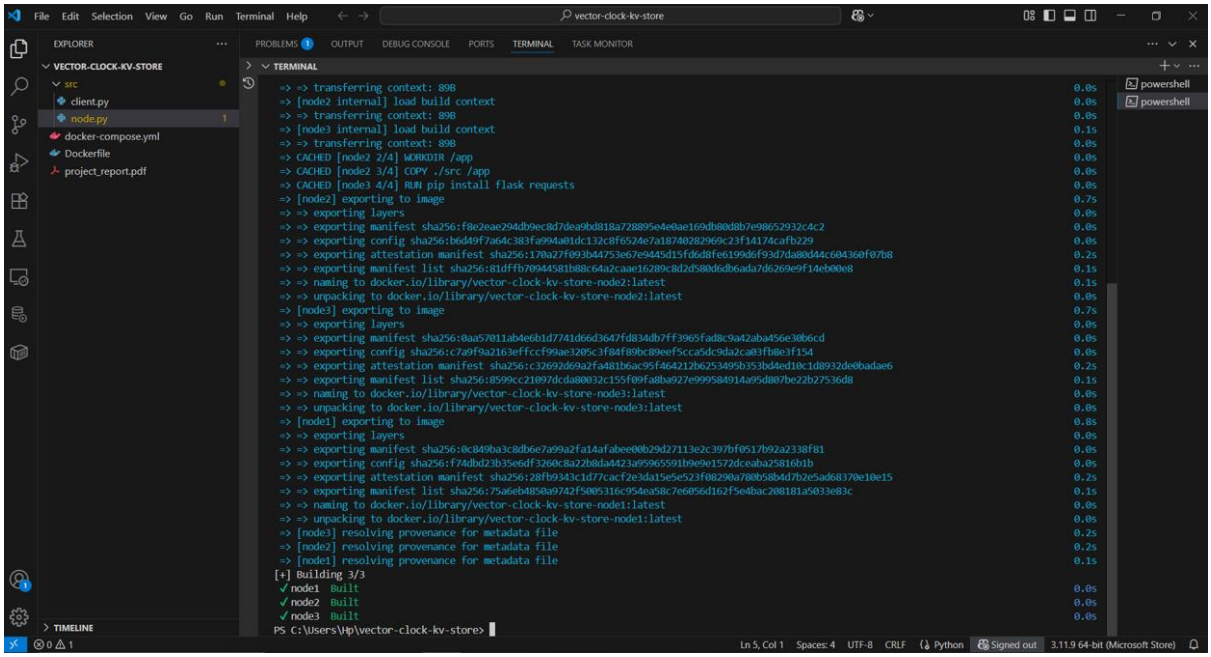
- Sends PUT → then GET to check data
- Simulates causality violation (e.g., update before receiving dependency)

5. Docker Setup

- **Dockerfile** (builds node container with Flask server)
- **docker-compose.yml**:
  - Defines 3 containers: node1, node2, node3
  - Network: bridge
  - Each node runs on a different port (e.g., 5001, 5002, 5003)

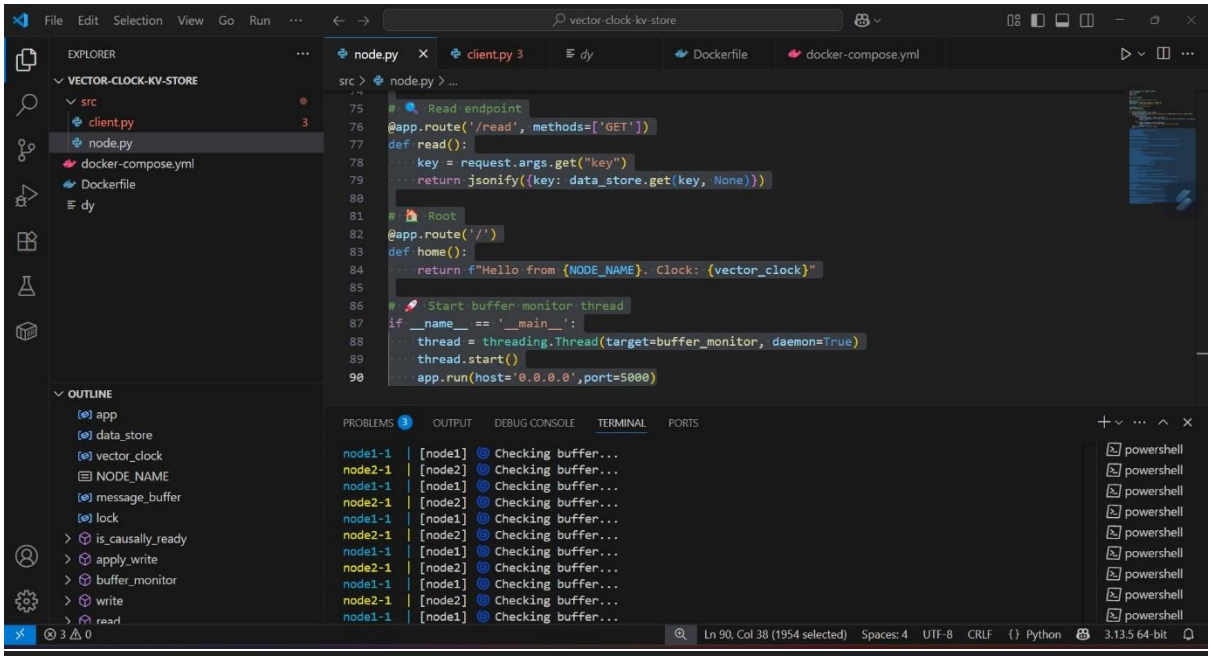
6. Sample Logs & Screenshots.

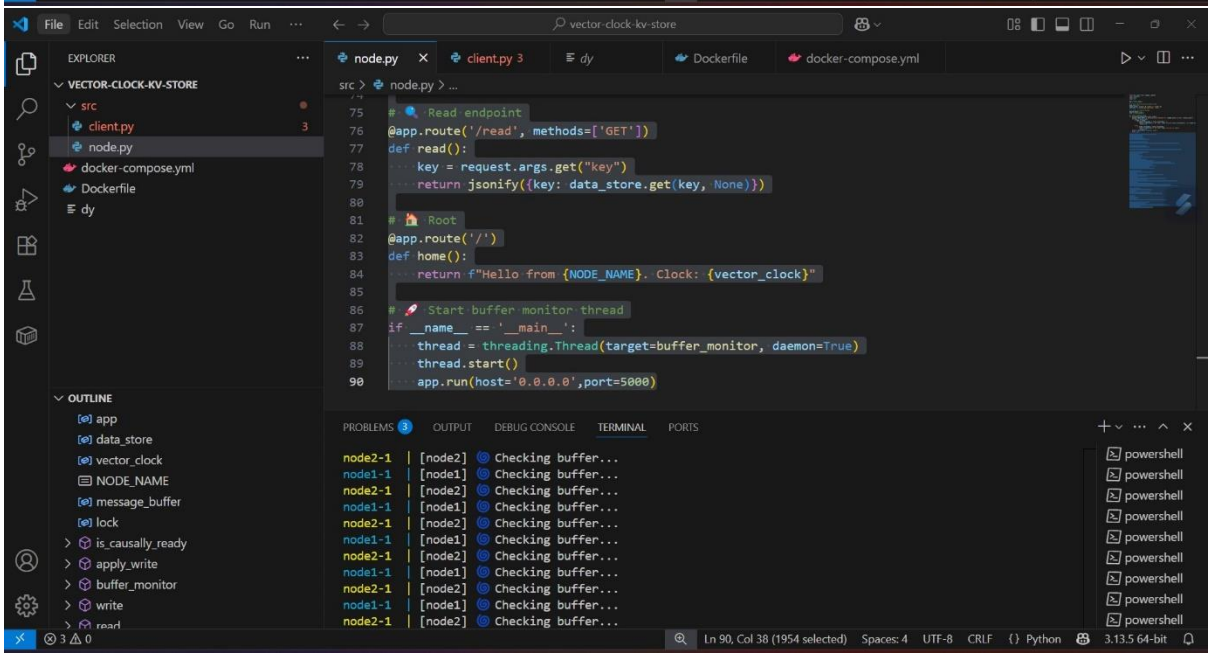
- Docker context was transferred and prepared.
- pip install fetched necessary Python dependencies, specifically flask and requests.
- Each node was assigned and tagged properly, with layers cached where applicable.



Now the below screenshot shows

- A GET route (/read) that allows the client to query key-value pairs.
- A home route that returns a heartbeat message with the node's ID and current vector clock.
- A threaded buffer monitor, started in the __main__ block, which constantly checks for causally safe messages to apply.
- All three nodes (node1, node2, node3) are running in parallel.
- The logs show each node periodically checking its buffer:


File Edit Selection View Go Run
vector-clock-kv-store
EXPLORER
VECTOR-CLOCK-KV-STORE
src
client.py 3
node.py
docker-compose.yml
Dockerfile
dy
node.py
client.py 3
dy
Dockerfile
docker-compose.yml
src > node.py > ...
🔍 Read endpoint
@app.route('/read', methods=['GET'])
def read():
key = request.args.get("key")
return jsonify({key: data_store.get(key, None)})
🏠 Root
@app.route('/')
def home():
return f"Hello from {NODE_NAME}. Clock: {vector_clock}"
# 🚀 Start buffer monitor thread
if __name__ == '__main__':
thread = threading.Thread(target=buffer_monitor, daemon=True)
thread.start()
app.run(host='0.0.0.0',port=5000)
OUTLINE
app
data_store
vector_clock
NODE_NAME
message_buffer
lock
is_causally_ready
apply_write
buffer_monitor
write
read
PROBLEMS 3
OUTPUT
DEBUG CONSOLE
TERMINAL
PORTS
node1-1 | [node1] Checking buffer...
node2-1 | [node2] Checking buffer...
powershell
Ln 90, Col 38 (1954 selected)
Spaces: 4
UTF-8
CRLF
Python
3.13.5 64-bit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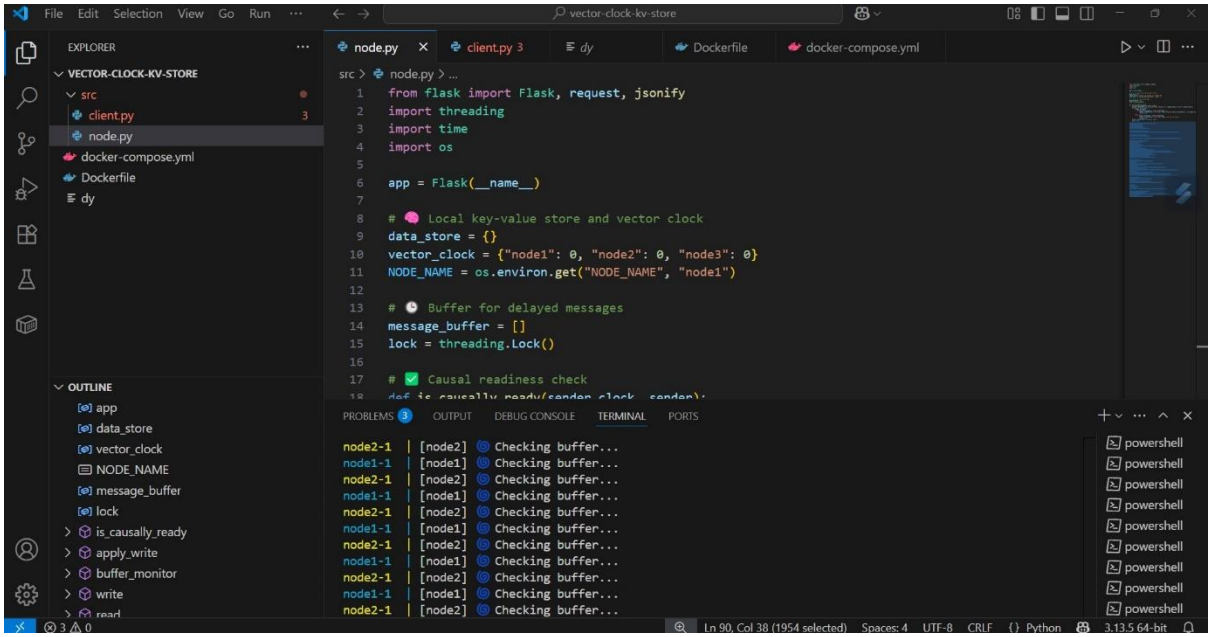
data_store
vector_clock
NODE_NAME
message_buffer
lock
is_causally_ready
apply_write
buffer_monitor
write
read
PROBLEMS 3
OUTPUT
DEBUG CONSOLE
TERMINAL
PORTS
node2-1 | [node2] Checking buffer...
node1-1 | [node1] Checking buffer...
powershell
Ln 90, Col 38 (1954 selected)
Spaces: 4
UTF-8
CRLF
Python
3.13.5 64-bit



Now the below screenshot shows

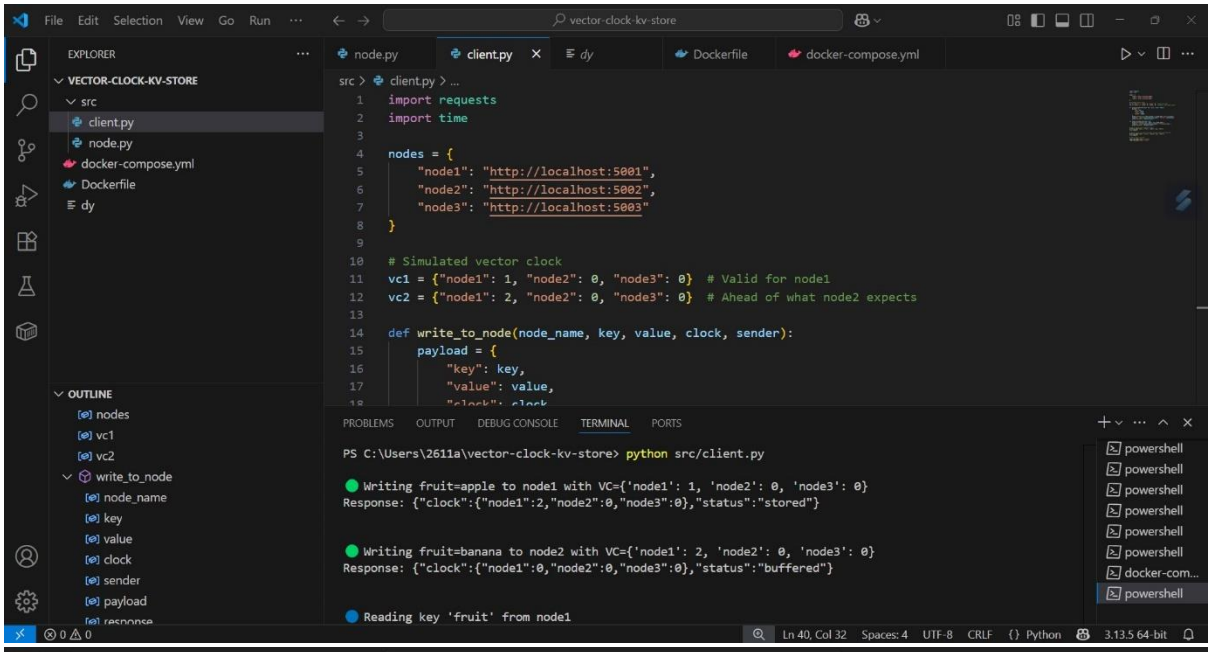
The client defines a dictionary of node URLs (Node 1–3).

It prepares simulated vector clocks:

- vc1 is a valid state for Node 1.
- vc2 simulates an event that is ahead of what Node 2 has seen, triggering a buffered response.

Function write_to_node() sends a PUT request containing:

- key, value, vector clock, and sender info.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src
client.py
node.py
docker-compose.yml
Dockerfile
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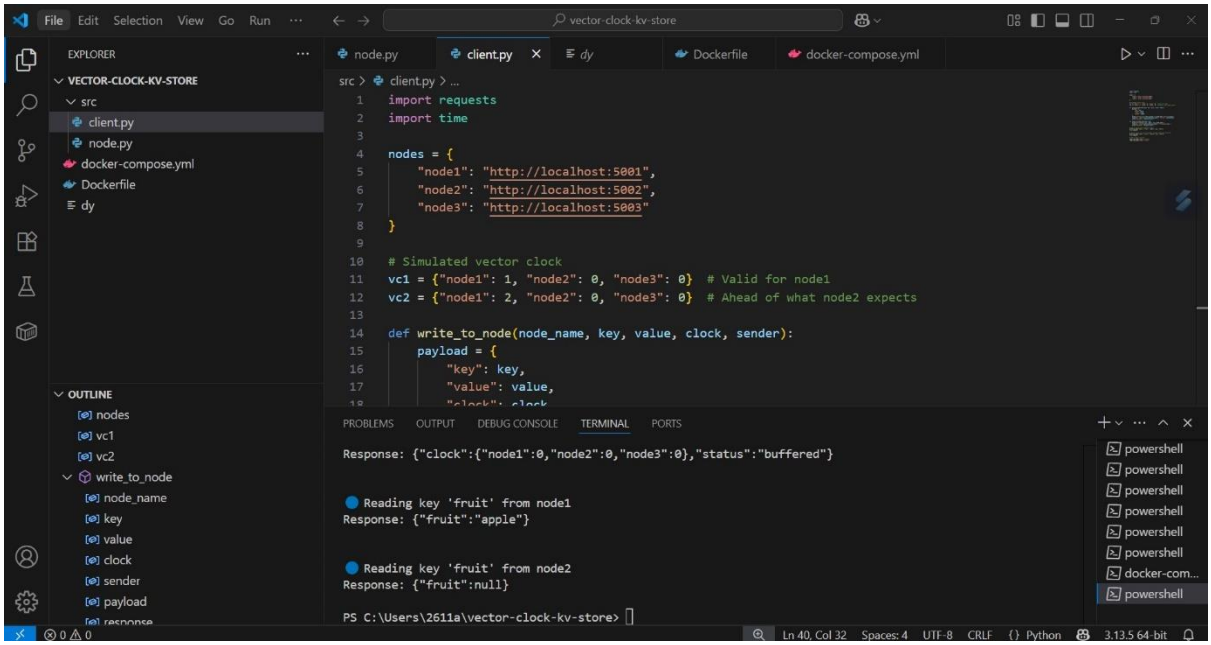
node.py
client.py
dy
Dockerfile
docker-compose.yml
src > client.py > ...
import requests
import time
nodes = {
"node1": "http://localhost:5001",
"node2": "http://localhost:5002",
"node3": "http://localhost:5003"
}
# Simulated vector clock
vc1 = {"node1": 1, "node2": 0, "node3": 0} # Valid for node1
vc2 = {"node1": 2, "node2": 0, "node3": 0} # Ahead of what node2 expects
def write_to_node(node_name, key, value, clock, sender):
payload = {
"key": key,
"value": value,
OUTLINE
nodes
vc1
vc2
write_to_node
node_name
key
value
clock
sender
payload
response
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
PS C:\Users\2611a\vector-clock-kv-store> python src/client.py
Writing fruit=apple to node1 with VC={'node1': 1, 'node2': 0, 'node3': 0}
Response: {"clock":{"node1":2,"node2":0,"node3":0},"status":"stored"}
Writing fruit=banana to node2 with VC={'node1': 2, 'node2': 0, 'node3': 0}
Response: {"clock":{"node1":0,"node2":0,"node3":0},"status":"buffered"}
Reading key 'fruit' from node1
powershell
powershell
powershell
powershell
powershell
powershell
docker-com...
powershell
Ln 40, Col 32 Spaces: 4 UTF-8 CRLF {} Python 3.13.5 64-bit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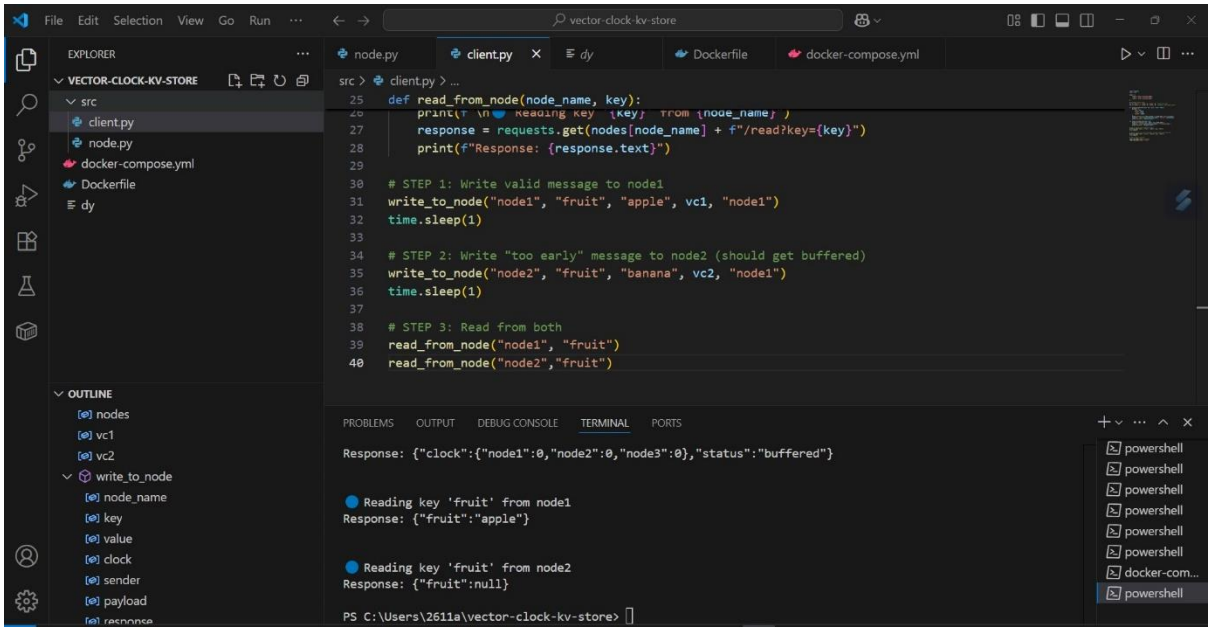
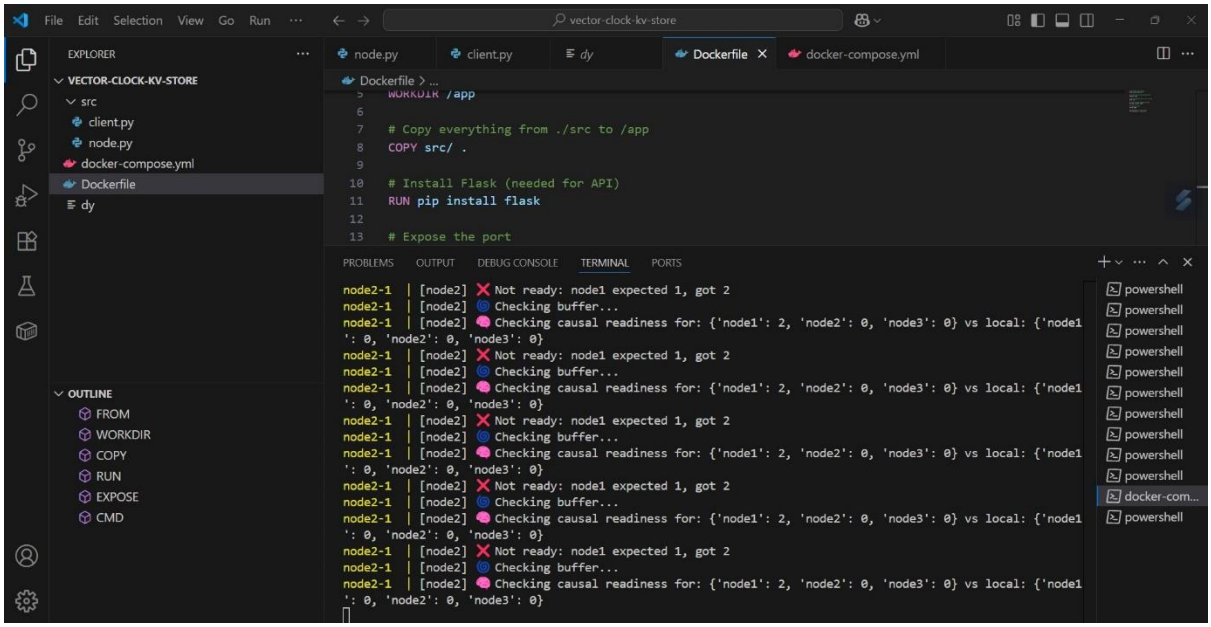
src > client.py > ...
import requests
import time
nodes = {
"node1": "http://localhost:5001",
"node2": "http://localhost:5002",
"node3": "http://localhost:5003"
}
# Simulated vector clock
vc1 = {"node1": 1, "node2": 0, "node3": 0} # Valid for node1
vc2 = {"node1": 2, "node2": 0, "node3": 0} # Ahead of what node2 expects
def write_to_node(node_name, key, value, clock, sender):
payload = {
"key": key,
"value": value,
OUTLINE
nodes
vc1
vc2
write_to_node
node_name
key
value
clock
sender
payload
response
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
Response: {"clock":{"node1":0,"node2":0,"node3":0},"status":"buffered"}
Reading key 'fruit' from node1
Response: {"fruit":"apple"}
Reading key 'fruit' from node2
Response: {"fruit":null}
PS C:\Users\2611a\vector-clock-kv-store>
powershell
powershell
powershell
powershell
powershell
powershell
docker-com...
powershell
Ln 40, Col 32 Spaces: 4 UTF-8 CRLF {} Python 3.13.5 64-bit



Now the below screenshot shows

- The system is not blindly applying updates.
- Every node does a vector-wise causal check before applying a message.
- The buffer is working exactly as intended—holding back events until they're safe to deliver.



Video Demo Link.

https://drive.google.com/file/d/1zbZ-tpDGxyrB7qJTjiQEmGathZD45Pzp/view?usp=sharing