VECTOR LOGICAL CLOCK

(Formal Definition as part of process *Pi*)

***Pi***::

**{STATE VARIABLES}**

T *tVClock[N]*

**{EVENTS}**

**OnInit:**

{VC1 Rule}

**For All *k***

*tVClock[k]* := 0;

**EndFor**

**OnInternalEvent:**

{VC2 Rule}

*tVClock[i]*  := *tVClock[i]* + 1

**OnSend of <m>:**

{VC2 Rule}

*OnInternalEvent()*

{VC3 Rule}

*m* := *<m, tVClock>*

**OnReceive of <m, Vj>:**

{VC4 Rule}

**For All *k***

*tVClock[k]* := max(*tVClock[k]*, *Vj[k]*)

**EndFor**