# **Causally Consistent Key-Value Store using Vector Clocks**

## **Project Report**

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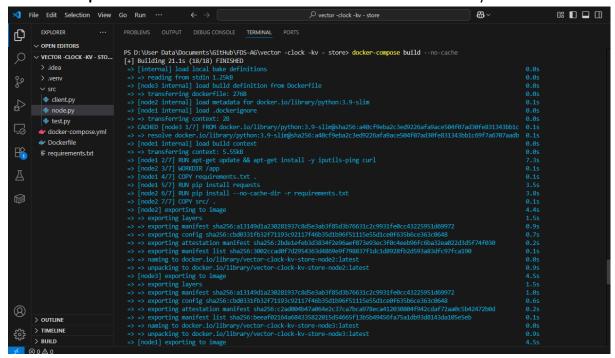
# 1 Objective

To implement a distributed, multi-node key-value store that ensures **causal consistency** by using **Vector Clocks** to track the causal relationship between events across nodes.

## 2 Architecture Overview

### 2.1 System Components

- Nodes: Independent Flask-based services representing key-value store instances.
   Each node maintains:
  - A local vector clock
  - A local key-value store
  - A replication buffer for causality-enforcing message delivery
- Client: A Python script to simulate operations and validate causal consistency across nodes
- Docker Compose: Used to containerize and orchestrate the three-node system



#### 3 nodes created

## 2.2 Key Features

- Nodes replicate updates to all other nodes using HTTP POST.
- Vector clocks are sent along with every replicated write.
- Each node uses the **Causal Delivery Rule** to determine whether an update can be immediately applied or should be buffered.

#### **Vector Clock Rules:**

- On a local write: increment the node's clock.
- On receive: compare vector clock to decide if causal dependencies are met.
- Buffer updates if causal dependencies are not yet satisfied.

# 3 Implementation Details

## 3.1 Vector Clock Logic

- Each node tracks a dictionary-based vector clock (e.g., {"node1": 1, "node2": 0, "node3": 0}).
  - o **On local write**: Increment own clock
  - On receiving a write: Merge clocks and check causality

## 3.2 Node Operations

• /write: Handles client writes (increments clock, replicates)

- /receive: Processes replicated writes (checks causality, buffers if needed)
- /read: Returns key-value pair with latest clock

### 3.3 Causal Consistency Rules

- A write is applied only if:
  - All preceding operations (per vector clock) have been processed
  - o Otherwise, it is buffered and retried later

## 4 Test Scenario & Verification

## 4.1 Causal Consistency Test

Using client.py, the following scenario is executed:

1. Write x=5 to node1

```
node1 | * Running on http://172.20.0.3:5000
node1 | Press CTRL+C to quit
node1 | 172.20.0.1 - [23/Jun/2025 07:57:29] "GET /health HTTP/1.1" 200 -
node1 | node1 | Received write request
node1 | [node1] Received write request
node1 | [node1] Replicating to http://node2:5000/receive key=x, value=5
node1 | 172.20.0.1 - [23/Jun/2025 07:57:29] "POST /write HTTP/1.1" 200 -
node1 | [node1] Replicating to http://node3:5000/receive key=x, value=5
node1 | node1] Replicating to http://node3:5000/receive key=x, value=5
node1 | node1] Replicating to http://node3:5000/receive key=x, value=5
node1 | node1 | 172.20.0.2 - [23/Jun/2025 07:57:30] "POST /receive HTTP/1.1" 200 -
node1 | [node1] Received replication: {'key': 'x', 'value': 10, 'sender': 'node2', 'timestamp': {'node1': 1, 'node2': 1, 'node3': 0}}
node1 | [node1] Applied replication: x=10, clock={'node1': 1, 'node2': 1, 'node3': 0}
PS D:\User Data\Documents\GitHub\FDS-AG\vector -clock -kv - store>
```

2. **Read x from node2**, capturing its vector clock

```
node2 | 172.20.0.1 - - [23/Jun/2025 07:57:29] "GET /health HTTP/1.1" 200 - node2 | 172.20.0.3 - - [23/Jun/2025 07:57:29] "POST /receive HTTP/1.1" 200 - node2 | 172.20.0.1 - - [23/Jun/2025 07:57:30] "GET /read?key=x HTTP/1.1" 200 - node2 | node3 |
```

3. Update x=10 on node2, using the clock from step 2 as causal context

```
node2 | [node2] Received write request
node2 | [node2] Merged context from client: {'node1': 1, 'node2': 0, 'node3': 0}
node2 | [node2] Write: x=10, clock={'node1': 1, 'node2': 1, 'node3': 0}
node2 | [node2] Replicating to http://node1:5000/receive key=x, value=10
node2 | 172.20.0.1 - [23/Jun/2025 07:57:30] "POST /write HTD?1.1" 200 -
node2 | [node2] Replicating to http://node3:5000/receive key=x, value=10
PS D:\User Data\Documents\GitHub\FDS-AG\vector -clock -kv - store>
```

4. Read from node3 to validate that x=10 is seen only after x=5 is processed

```
node3 | node3 | node3 | Received replication: {'key': 'x', 'value': 5, 'sender': 'node1', 'timestamp': {'node1': 1, 'node2': 0, 'node3': 0}} node3 | [node3] Applied replication: x=5, clock={'node1': 1, 'node2': 0, 'node3': 0} node3 | 172.20.0.3 - - [23/Jun/2025 07:57:29] "POST /receive HTTP/1.1" 200 - node3 | node3 | node3 | Received replication: {'key': 'x', 'value': 10, 'sender': 'node2', 'timestamp': {'node1': 1, 'node2': 1, 'node3': 0}} node3 | [node3] Applied replication: x=10, clock={'node1': 1, 'node2': 1, 'node3': 0} node3 | 172.20.0.2 - - [23/Jun/2025 07:57:30] "POST /receive HTTP/1.1" 200 - node3 | 172.20.0.1 - [23/Jun/2025 07:57:31] "GET /read/key=x HTTP/1.1" 200 - PS D:\User Data\Documents\GitHub\FDS-AG\vector -clock -kv - store>
```

## 4.2 Out of Order Delivery Test

- 1. x=100 is written to node1 and artificially delayed in delivery to node3
- 2. Meanwhile, x=200 is written to node2 using the vector clock of the delayed message
- 3. node3 receives x=200 first, buffers it
- 4. Later, x=100 arrives, allowing x=200 to be applied correctly

```
[node3] Received replication: {'key'
                                                     value': 200, 'sender': 'node2', 'timestamp': {'node1': 2, '
node3
         [node3] Cannot deliver yet, buffering...
       | 172.20.0.3 - - [23/Jun/2025 08:28:22] "POST /receive HTTP/1.1" 200 -
node3
node3
       | [node3] Received replication: {'key': 'x', 'value': 100, 'sender': 'node1', 'timestamp': {'node1': 2, 'n
node3
       [ [node3] Applied replication: x=100, clock={'node1': 2, 'node2': 1, 'node3': 0}
node3
       | 172.20.0.2 - - [23/Jun/2025 08:28:24] "POST /receive HTTP/1.1" 200
node3
       | [node3] Applied replication: x=200, clock={'node1': 2, 'node2': 2, 'node3': 0}
node3
node3 | 172.20.0.1 - - [23/Jun/2025 08:28:25] "GET /read?key=x HTTP/1.1" 200 -
```

```
=== Testing Out-of-Order Delivery Handling ===
Writing x=100 to node1...
Write successful. Clock: {'node1': 2, 'node2': 1, 'node3': 0}
Reading from node2...
Read value: 100 | Clock: {'node1': 2, 'node2': 1, 'node3': 0}
Updating to x=200 at node2...
Update successful. Clock: {'node1': 2, 'node2': 2, 'node3': 0}
Final value at node3: 200 | Clock: {'node1': 2, 'node2': 2, 'node3': 0}

✓ Out-of-order delivery handled correctly

✓ All tests passed!
PS D:\User Data\Documents\GitHub\FDS-AG\vector -clock -kv - store>
```

#### **Console Output**

```
PS D:\User Data\Documents\GitHub\FDS-AG\vector -clock -kv - store> py src/client.py
Checking node availability...
√ node1 ready | Clock: {'node1': 0, 'node2': 0, 'node3': 0}
√ node2 ready | Clock: {'node1': 0, 'node2': 0, 'node3': 0}
√ node3 ready | Clock: {'node1': 0, 'node2': 0, 'node3': 0}
Writing x=5 to node1...
Write successful. Clock: {'node1': 1, 'node2': 0, 'node3': 0}
Reading from node2...
Read value: 5 | Clock: {'node1': 1, 'node2': 0, 'node3': 0}
Updating to x=10 at node2... Update successful. Clock: {'node1': 1, 'node2': 1, 'node3': 0}
Final value at node3: 10 | Clock: {'node1': 1, 'node2': 1, 'node3': 0}

√ Causal consistency verified

   == Testing Out-of-Order Delivery Handling ===
Writing x=100 to node1...
Write successful. Clock: {'node1': 2, 'node2': 1, 'node3': 0}
Reading from node2..
Read value: 100 | Clock: {'node1': 2, 'node2': 1, 'node3': 0}
Updating to x=200 at node2...
Update successful. Clock: {'node1': 2, 'node2': 2, 'node3': 0}
Final value at node3: 200 | Clock: {'node1': 2, 'node2': 2, 'node3': 0} 

Vout-of-order delivery handled correctly
 All tests passed!
PS D:\User Data\Documents\GitHub\FDS-AG\vector -clock -kv - store>
```

## 5. Conclusion

The project successfully implements causal consistency using vector clocks. Logs and output prove that:

- Nodes do not apply dependent writes until prior causal operations are received.
- Vector clocks are correctly merged and incremented.
- Buffered messages are correctly applied once causal constraints are met.

A demo video captures the architecture, operations, and both test cases

### Folder structure in Github

