

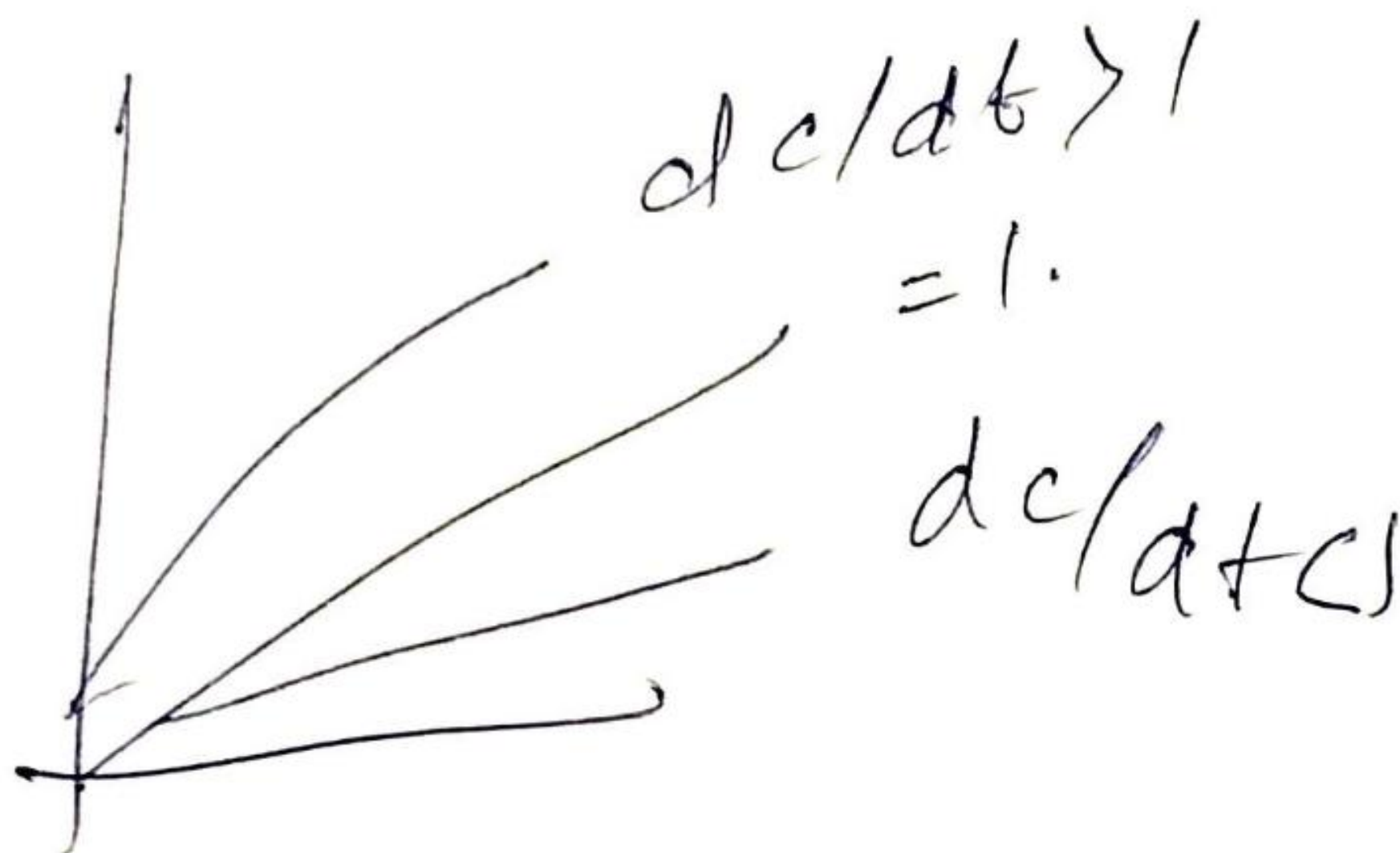
## Part - A

1. Absence of Shared Memory  
Absence of global clock.
2.  $a \rightarrow b$  ~~and~~  $b \rightarrow a$
3. partial order - 2 properties
4. 2 events @  $S_1$ , 4<sup>th</sup> event at  $S_2$ , 2 events  $S_1$  knows about  $S_3$ .
5. graphical line  
past / future
6. strongly consistency is  
practically not possible.  
freezing and snapshotting  
affects performance.

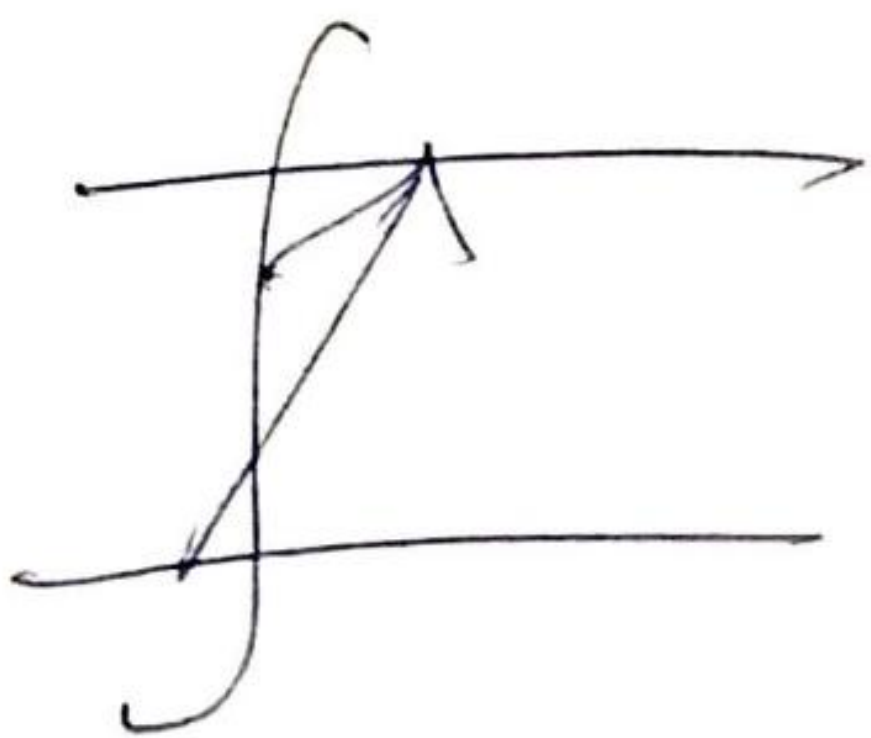


part - B

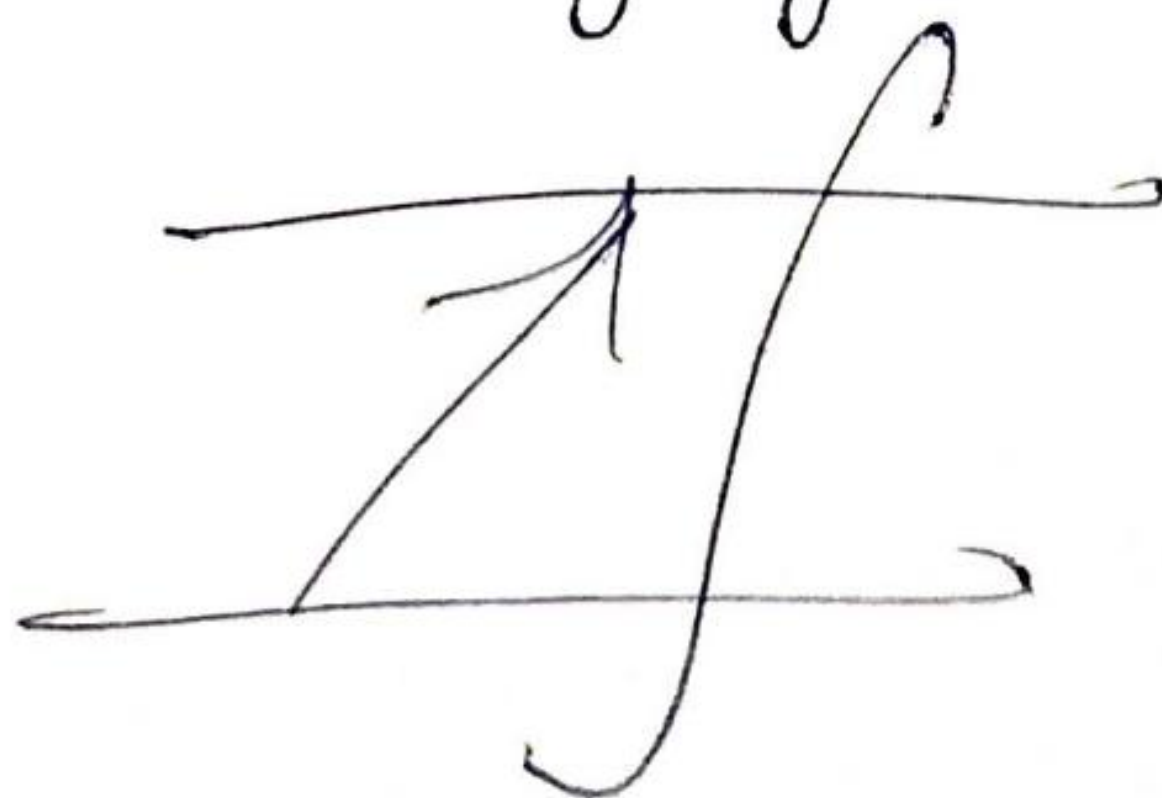
7. Time diff between two clocks.



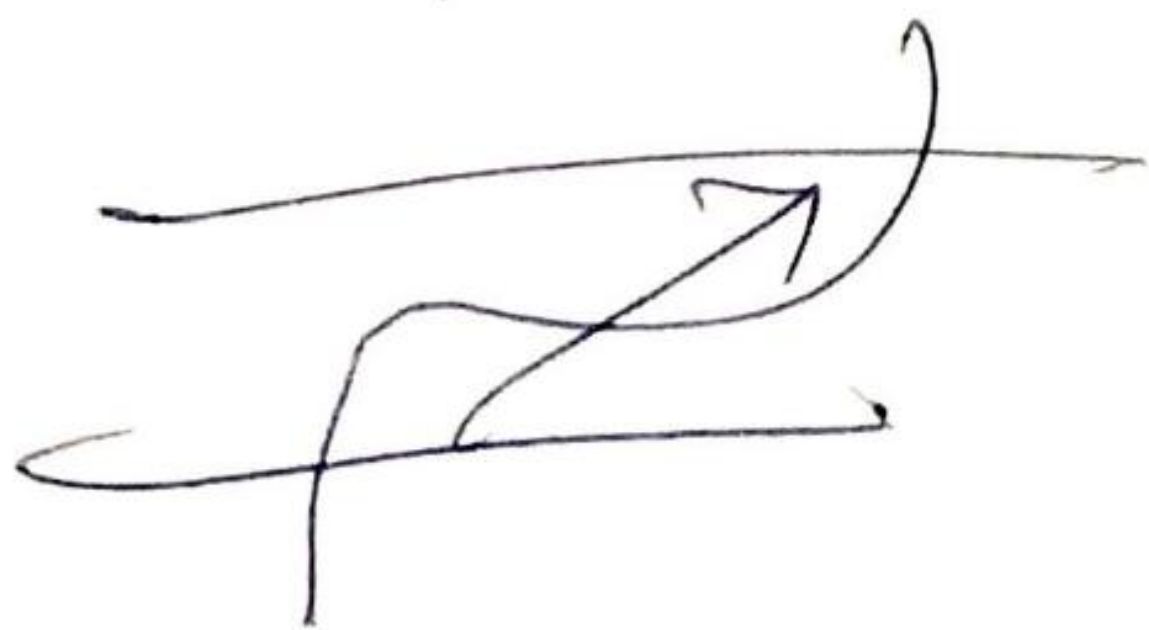
8. consistent



strongly consistent

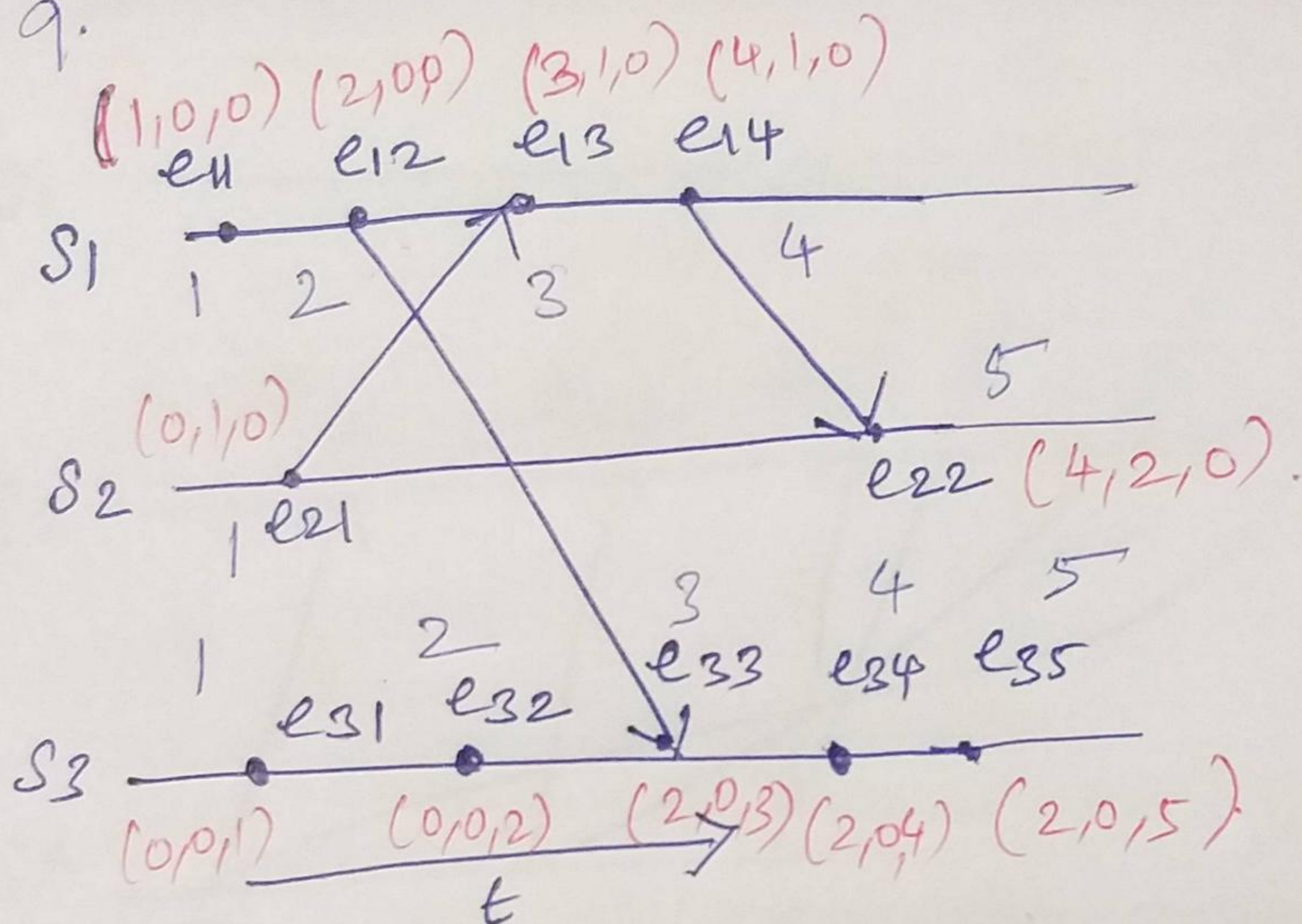


inconsistent





9.



Red - vector clocks TS

Blue - Lamport's logic clock TS.

Limitation in proving events.

$e_{13}, e_{33}$ .

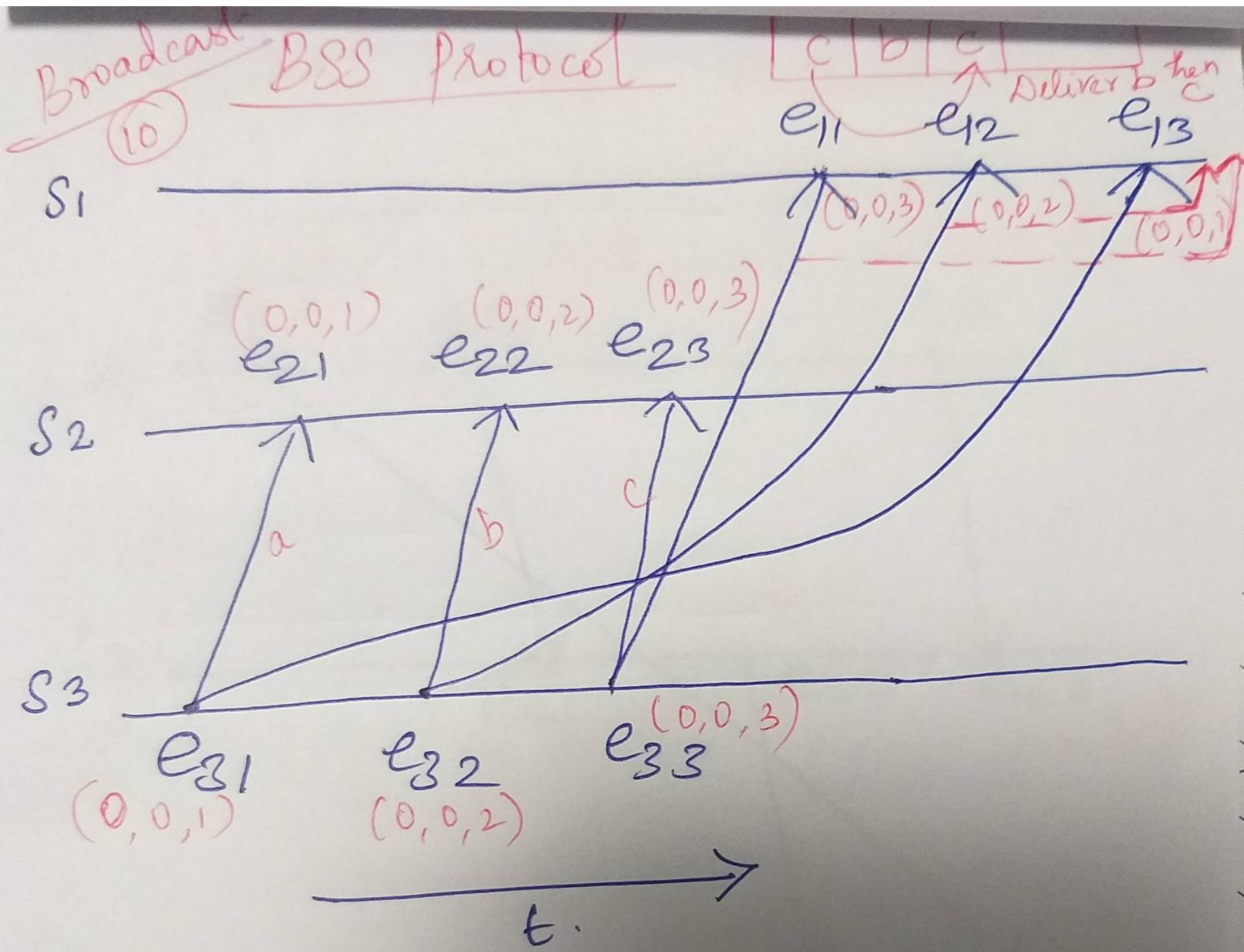
$(3, 1, 0)$

$(2, 0, 3)$

$2 < 3$

$1 > 0$

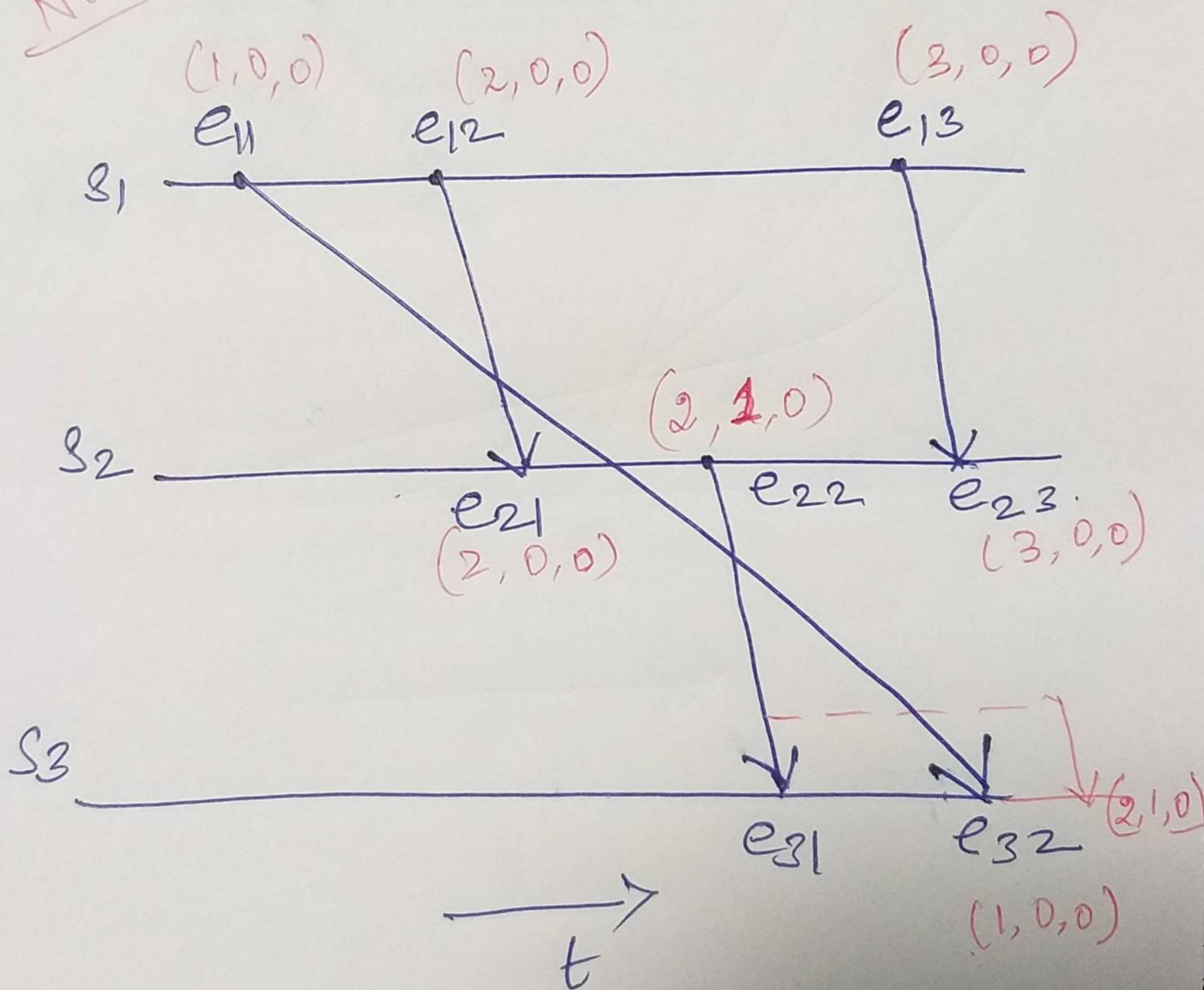






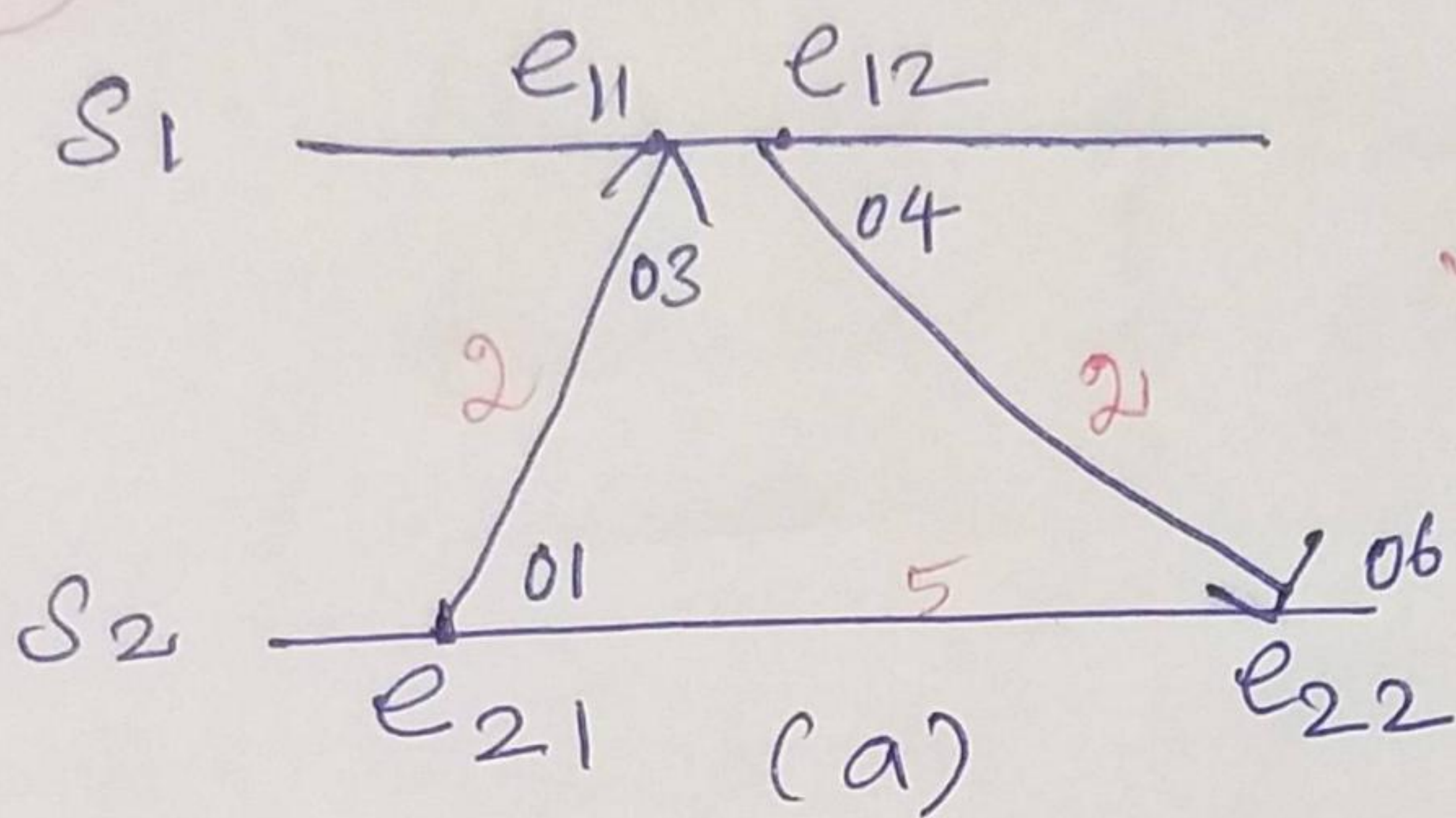
(11) Non-Broadcast

## SFS Protocol

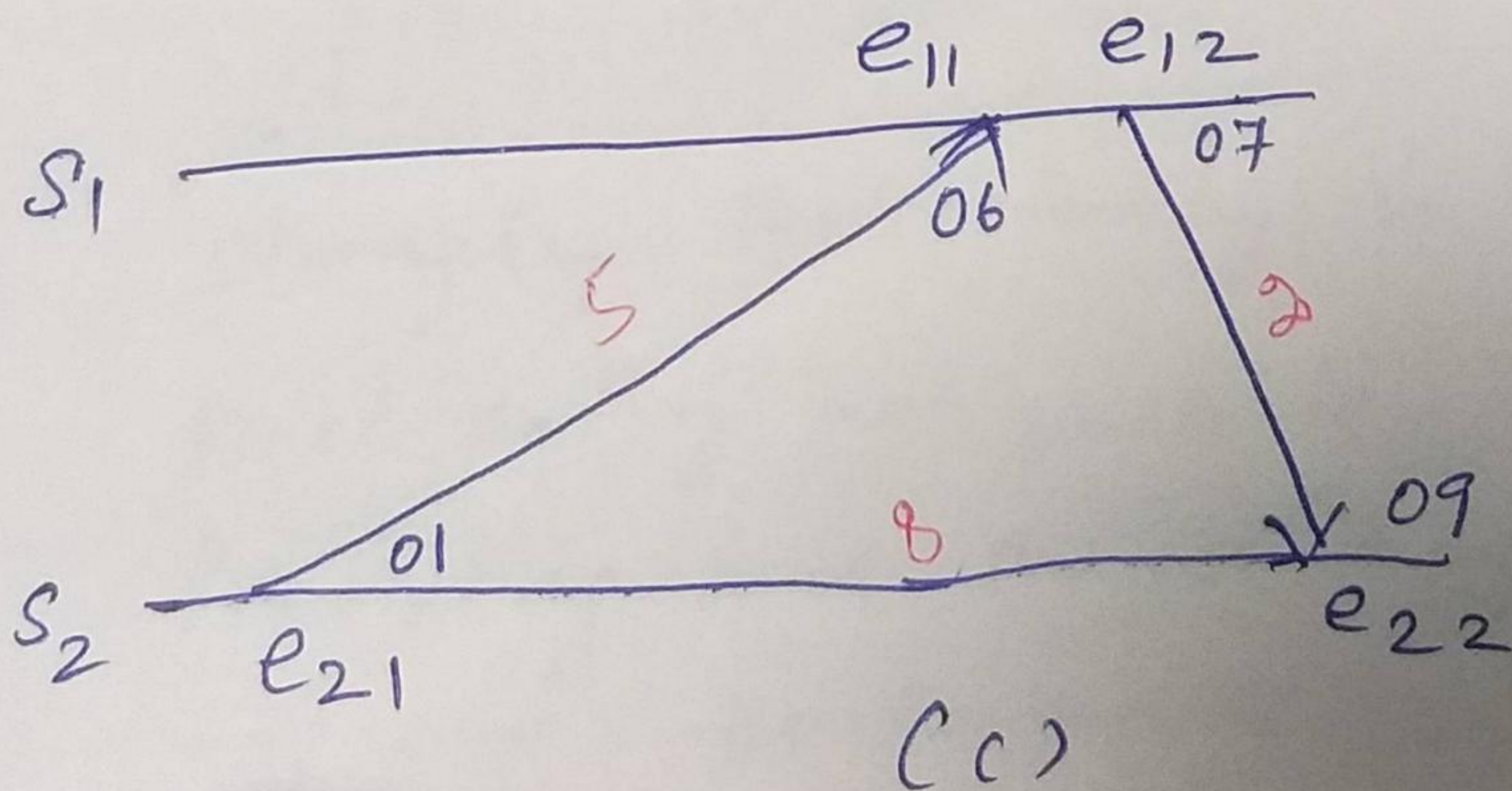
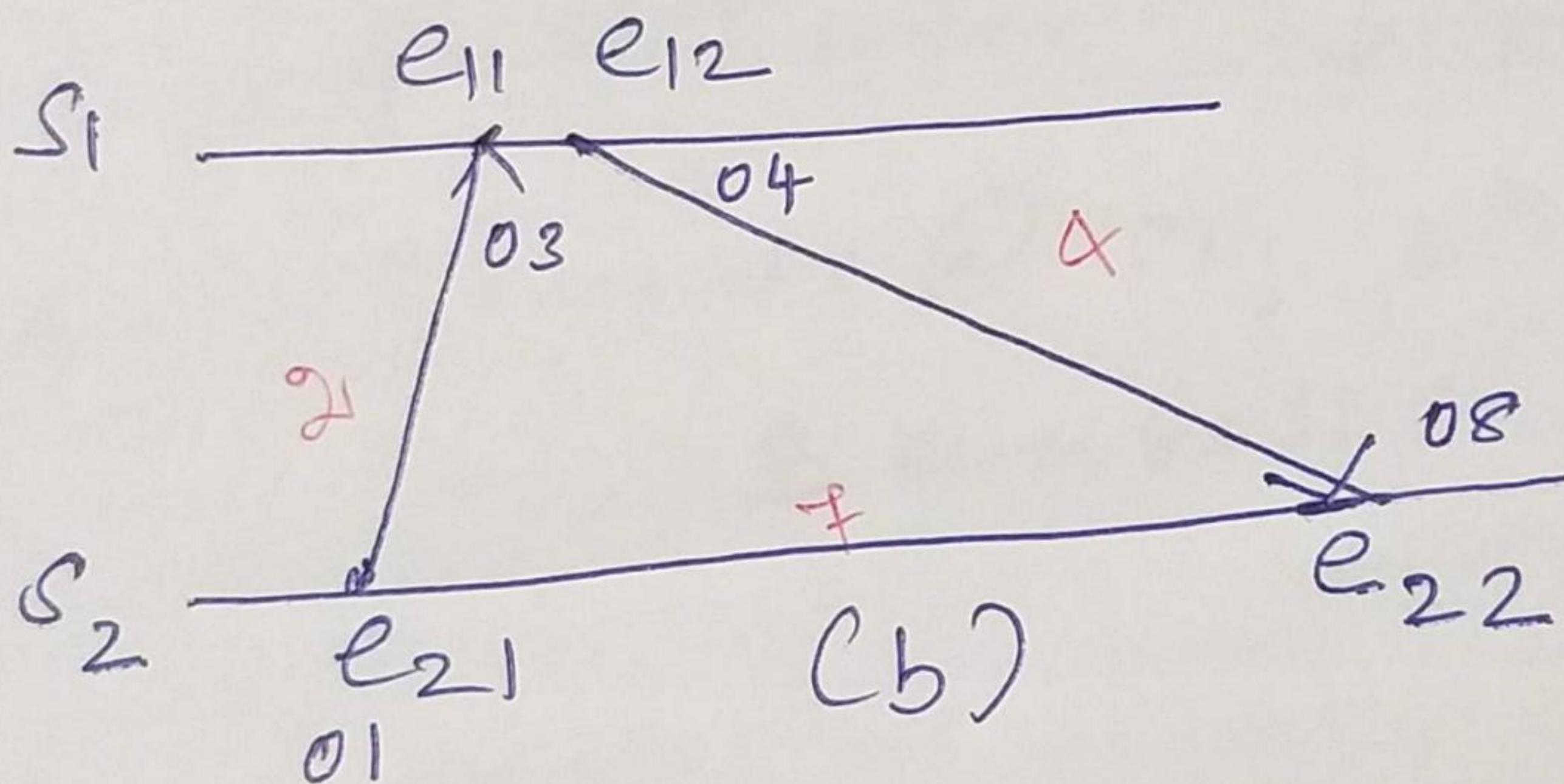




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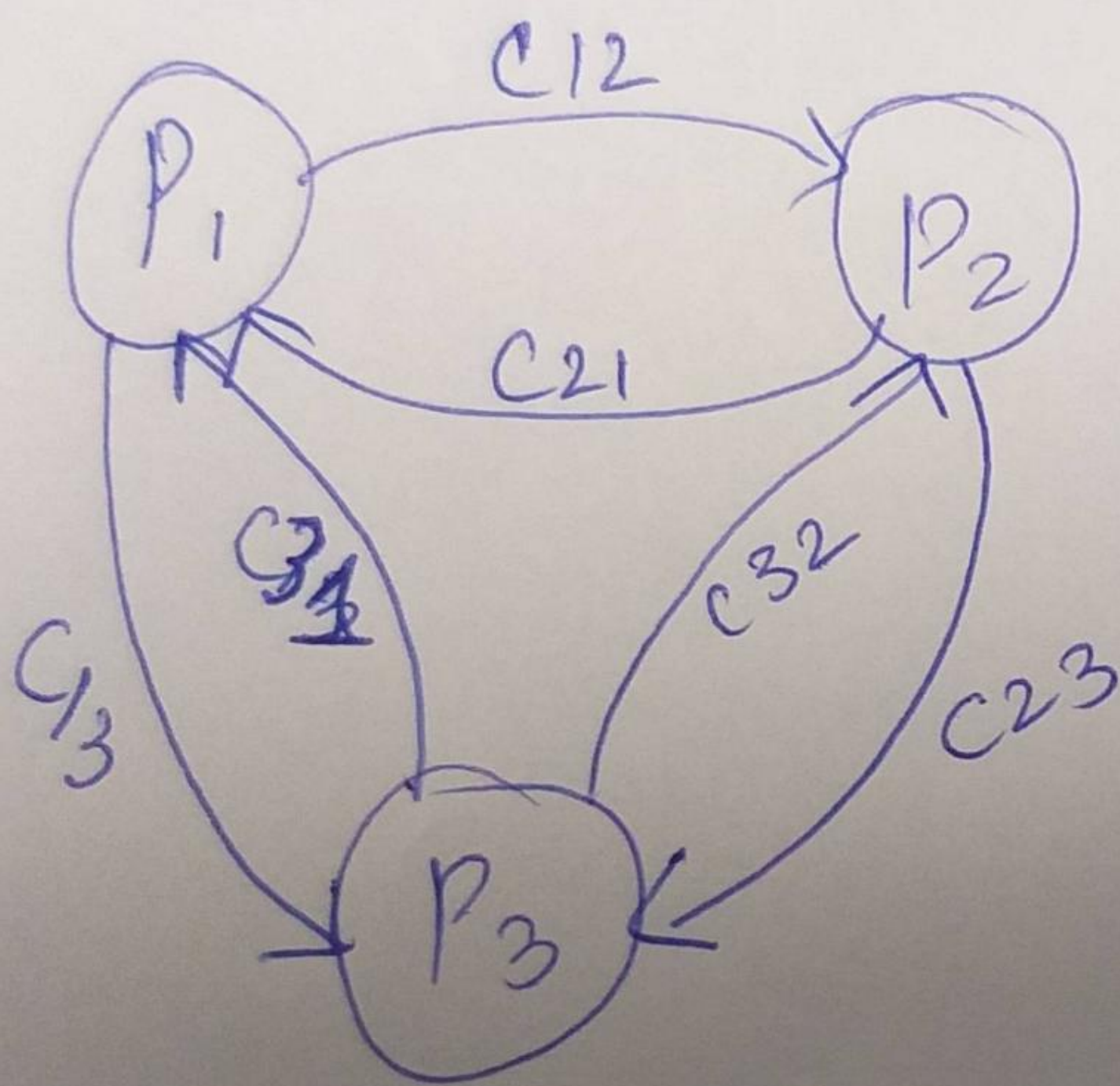


✓ (a) leads to closer / Approximate Synchronization compared to (b) & (c)





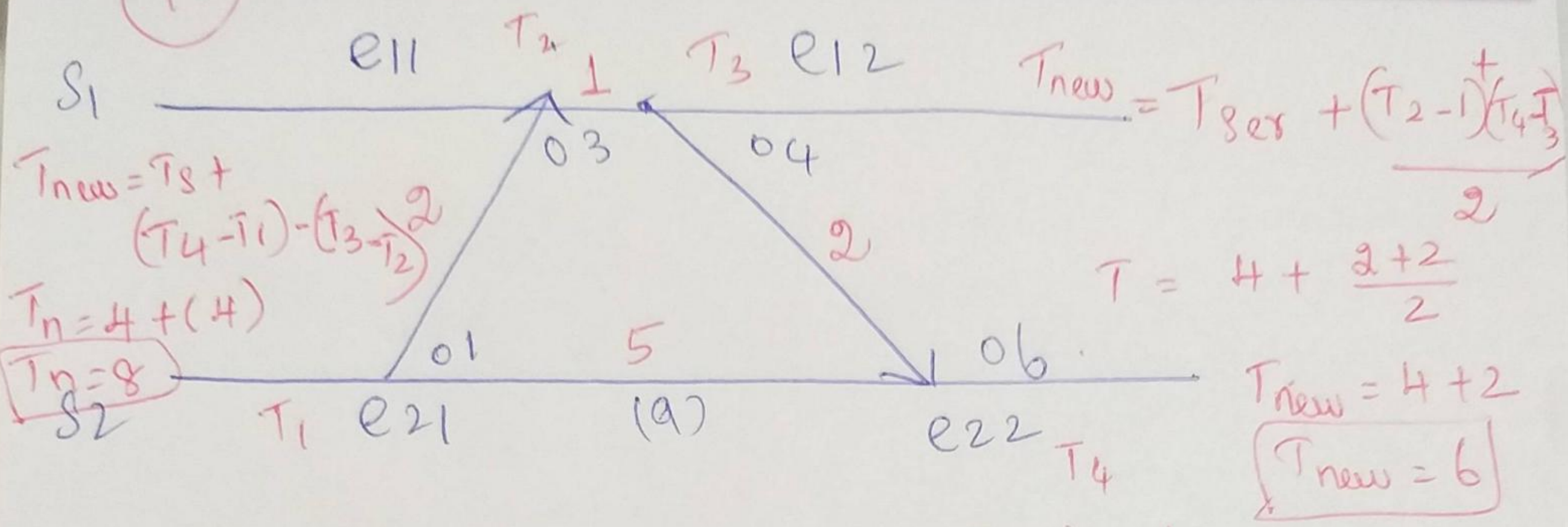
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Marker Sending  
&  
Marker Receiving  
Rules  
Steps.



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a → leads to closer Approximate time

