

CS 425 / ECE 428
Distributed Systems
Fall 2023

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Lecture 12: Time and Ordering

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Announcements

- (All) HW2 due 10/2 @ 2 pm (Monday!) US Central (hard deadline)
- HW1 grades released (until 9/28 4 pm to submit regrade requests)
- Midterm next Friday (10/6): Written, in class
- Locations:
 - Loomis 141: if your last name starts with A-L
 - 1110 W Green St, Urbana
 - 1002 ECE: if your last name starts with M-Z
- Material: Lecture 1-12
- Practice Midterm Released
- Check out the “Timestamps Song” on Piazza! (useful for remembering rules!)₂

Why Synchronization?

- **You want to catch a bus at 6.05 pm, but your watch is off by 15 minutes**
 - What if your watch is Late by 15 minutes?
 - You'll miss the bus!
 - What if your watch is Fast by 15 minutes?
 - You'll end up unfairly waiting for a longer time than you intended
- **Time synchronization is required for both**
 - Correctness
 - Fairness

Synchronization In The Cloud

- Cloud airline reservation system
- Server A receives a client request to purchase last ticket on flight ABC 123.
- Server A timestamps purchase using local clock **9h:15m:32.45s**, and logs it. Replies ok to client.
- That was the last seat. Server A sends message to Server B saying “flight full.”
- B enters “Flight ABC 123 full” + its own local clock value (which reads **9h:10m:10.11s**) into its log.
- Server C queries A’s and B’s logs. Is confused that a client purchased a ticket at A after the flight became full at B.
- **This may lead to further incorrect actions by C**

Why is it Challenging?

- **End hosts in Internet-based systems (like clouds)**
 - Each have their own clocks
 - Unlike processors (CPUs) within one server or workstation which share a system clock
- **Processes in Internet-based systems follow an *asynchronous* system model**
 - No bounds on
 - Message delays
 - Processing delays
 - Unlike multi-processor (or parallel) systems which follow a *synchronous* system model

Some Definitions

- An Asynchronous Distributed System consists of a number of **processes**
- Each process has a **state** (values of variables).
- Each process takes **actions** to change its state, which may be an **instruction** or a communication action (**send, receive**).
- An **event** is the occurrence of an action.
- Each process has a local clock – events *within* a process can be assigned **timestamps**, and thus ordered linearly.
- But – in a distributed system, we also need to know the time order of events *across* different processes.

Clock Skew vs. Clock Drift

- Each process (running at some end host) has its own clock.
- When comparing two clocks at two processes:
 - Clock **Skew** = Relative Difference in clock *values* of two processes
 - Like distance between two vehicles on a road
 - Clock **Drift** = Relative Difference in clock *frequencies (rates)* of two processes
 - Like difference in speeds of two vehicles on the road
- A non-zero clock skew implies clocks are not synchronized.
- A non-zero clock drift causes skew to increase (eventually).
 - If faster vehicle is ahead, it will drift away
 - If faster vehicle is behind, it will catch up and then drift away

How often to Synchronize?

- Maximum Drift Rate (**MDR**) of a clock
- Absolute MDR is defined relative to Coordinated Universal Time (UTC). UTC is the “correct” time at any point of time.
 - MDR of a process depends on the environment.
- Max drift rate between two clocks with similar MDR is $2 * \text{MDR}$
- Given a maximum acceptable skew M between any pair of clocks, need to synchronize at least once every: $M / (2 * \text{MDR})$ time units
 - Since time = distance/speed

External vs Internal Synchronization

- **Consider a group of processes**
- **External Synchronization**
 - Each process $C(i)$'s clock is within a bound D of a well-known clock S external to the group
 - $|C(i) - S| < D$ at all times
 - External clock may be connected to UTC (Universal Coordinated Time) or an atomic clock
 - E.g., Cristian's algorithm, NTP
- **Internal Synchronization**
 - Every pair of processes in group have clocks within bound D
 - $|C(i) - C(j)| < D$ at all times and for all processes i, j
 - E.g., Berkeley algorithm (not discussed in course)

External vs Internal Synchronization (2)

- **External Synchronization with $D \Rightarrow$ Internal Synchronization with $2 \cdot D$**
- **Internal Synchronization does not imply External Synchronization**
 - In fact, the entire system may drift away from the external clock S !

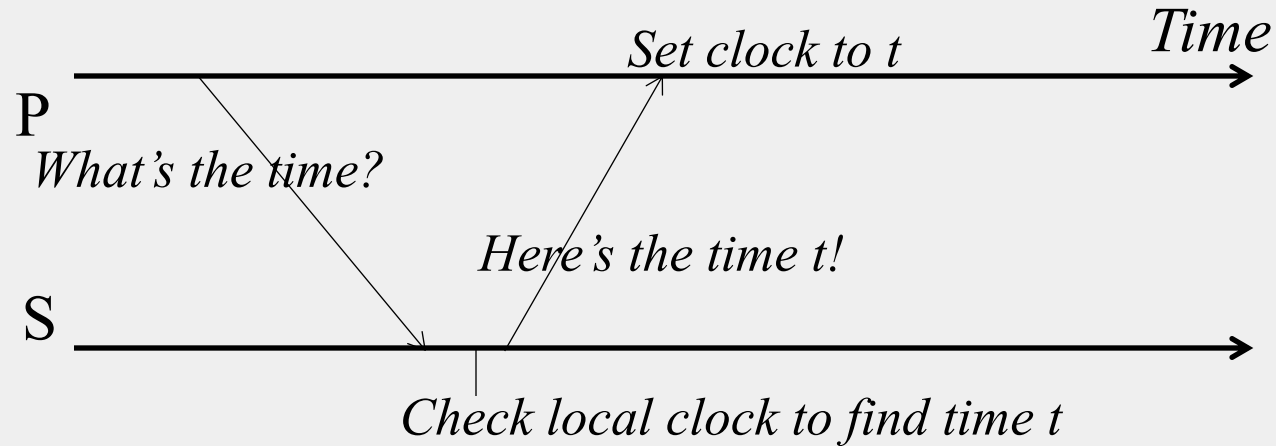
Next

- Algorithms for Clock Synchronization

Cristian's Algorithm

Basics

- **External time synchronization**
- **All processes P synchronize with a time server S**

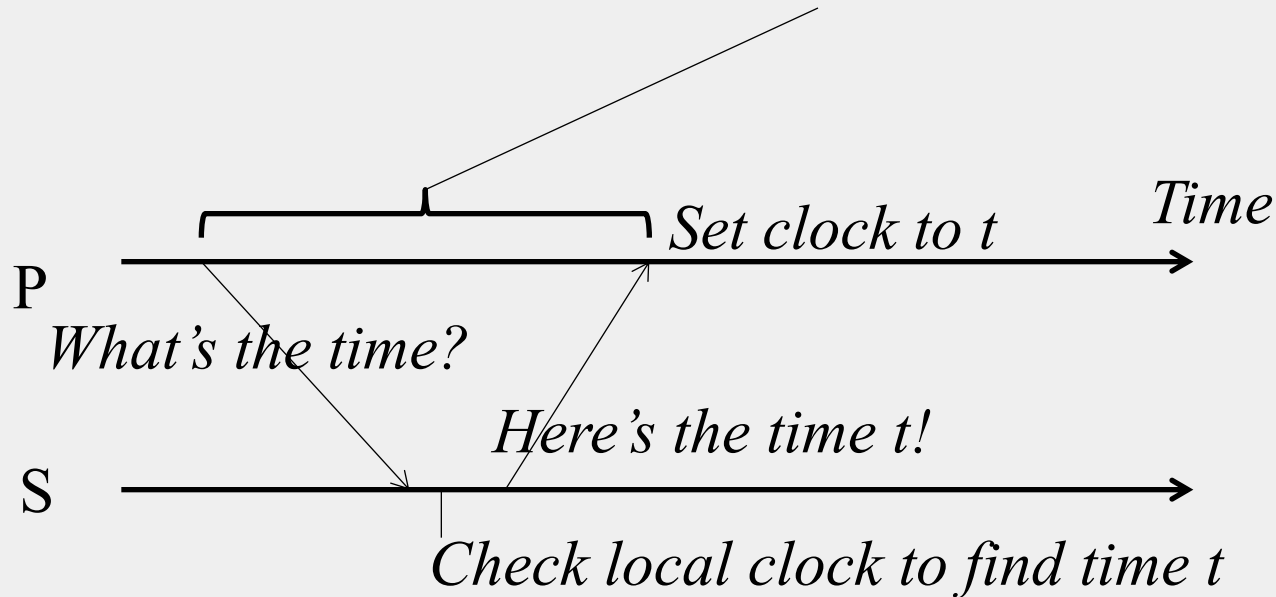


What's Wrong

- By the time response message is received at P, time has moved on
- P's time set to t is inaccurate!
- Inaccuracy a function of message latencies
- Since latencies unbounded in an asynchronous system, the inaccuracy cannot be bounded

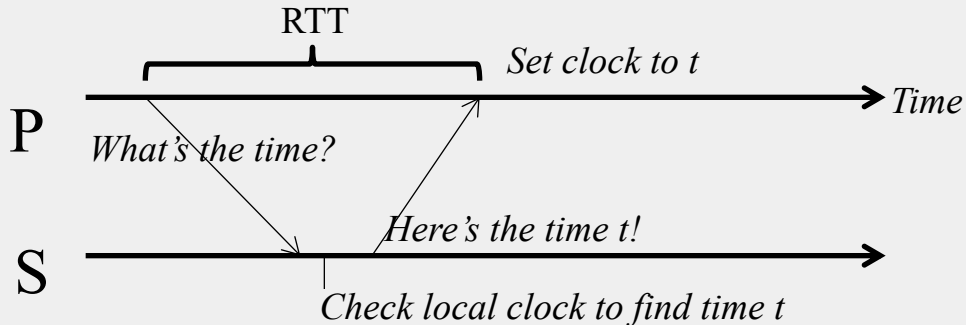
Cristian's Algorithm

- P measures the round-trip-time RTT of message exchange



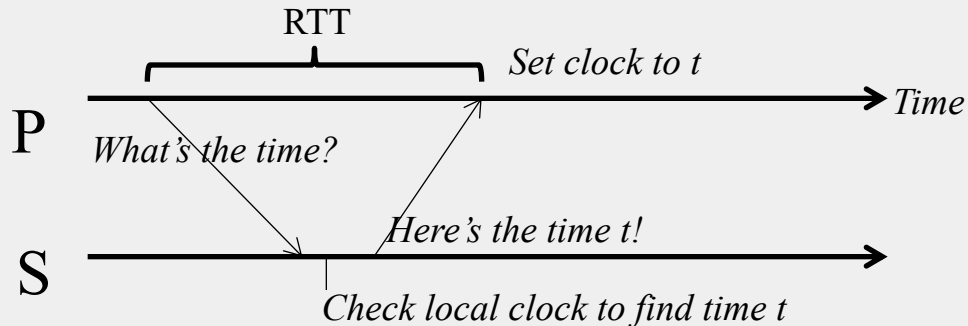
Cristian's Algorithm (2)

- **P** measures the round-trip-time RTT of message exchange
- Suppose we know the minimum $P \rightarrow S$ latency min1
- And the minimum $S \rightarrow P$ latency min2
 - min1 and min2 depend on Operating system overhead to buffer messages, TCP time to queue messages, etc.



Cristian's Algorithm (4)

- The actual time at P when it receives response is between $[t+\min_2, t+\text{RTT}-\min_1]$
- P sets its time to halfway through this interval
 - To: $t + (\text{RTT}+\min_2-\min_1)/2$
- Error is at most $(\text{RTT}-\min_2-\min_1)/2$
 - Bounded!

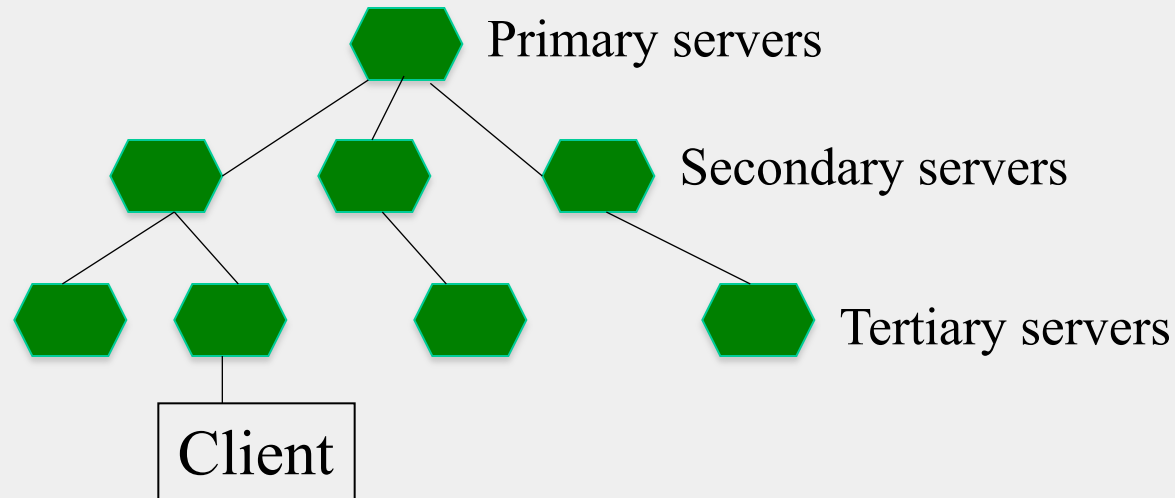


Gotchas

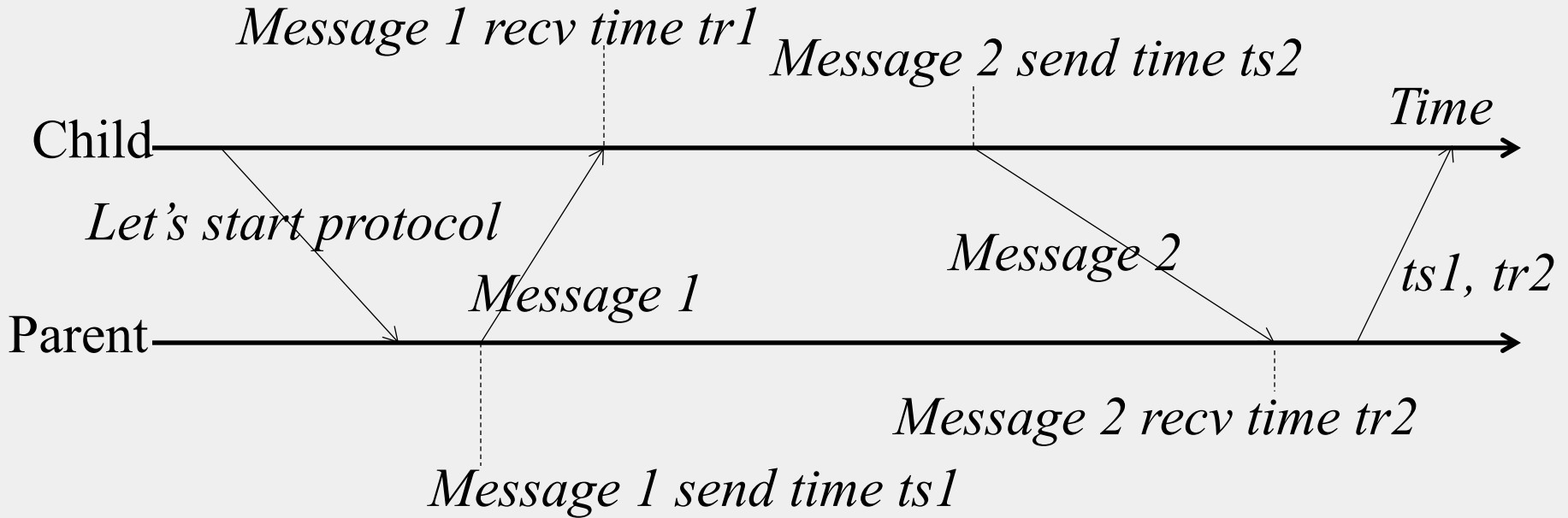
- **Allowed to increase clock value but should never decrease clock value**
 - May violate ordering of events within the same process
- **Allowed to increase or decrease speed of clock**
- **If error is too high, take multiple readings and average them**

NTP = Network Time Protocol

- NTP Servers organized in a tree
- Each Client = a leaf of tree
- Each node synchronizes with its tree parent



NTP Protocol



What the Child Does

- Child calculates *offset* between its clock and parent's clock
- Uses *ts1*, *tr1*, *ts2*, *tr2*
- Offset is calculated as

$$o = (tr1 - tr2 + ts2 - ts1)/2$$

Why $o = (tr1 - tr2 + ts2 - ts1)/2$?

- **Offset $o = (tr1 - tr2 + ts2 - ts1)/2$**
- **Let's calculate the error**
- **Suppose real offset is $oreal$**
 - Child is ahead of parent by $oreal$
 - Parent is ahead of child by $-oreal$
- **Suppose one-way latency of Message 1 is $L1$ ($L2$ for Message 2)**
- **No one knows $L1$ or $L2$!**
- **Then**

$$tr1 = ts1 + L1 + oreal$$

$$tr2 = ts2 + L2 - oreal$$

Why $o = (tr1 - tr2 + ts2 - ts1)/2$? (2)

- **Then**

$$tr1 = ts1 + L1 + o_{real}$$

$$tr2 = ts2 + L2 - o_{real}$$

- **Subtracting second equation from the first**

$$o_{real} = (tr1 - tr2 + ts2 - ts1)/2 + (L2 - L1)/2$$

$$\Rightarrow o_{real} = o + (L2 - L1)/2$$

$$\Rightarrow |o_{real} - o| < |(L2 - L1)/2| < |(L2 + L1)/2|$$

– Thus, the error is bounded by the round-trip-time

And yet...

- **We still have a non-zero error!**
- **We just can't seem to get rid of error**
 - Can't, as long as message latencies are non-zero
- **Can we avoid synchronizing clocks altogether, and still be able to order events?**

Lamport Timestamps

Ordering Events in a Distributed System

- **To order events across processes, trying to sync clocks is one approach**
- **What if we instead assigned timestamps to events that were not *absolute* time?**
- **As long as these timestamps obey *causality*, that would work**

If an event A causally happens before another event B, then $\text{timestamp}(A) < \text{timestamp}(B)$

Humans use causality all the time

E.g., I enter a house only after I unlock it

E.g., You receive a letter only after I send it

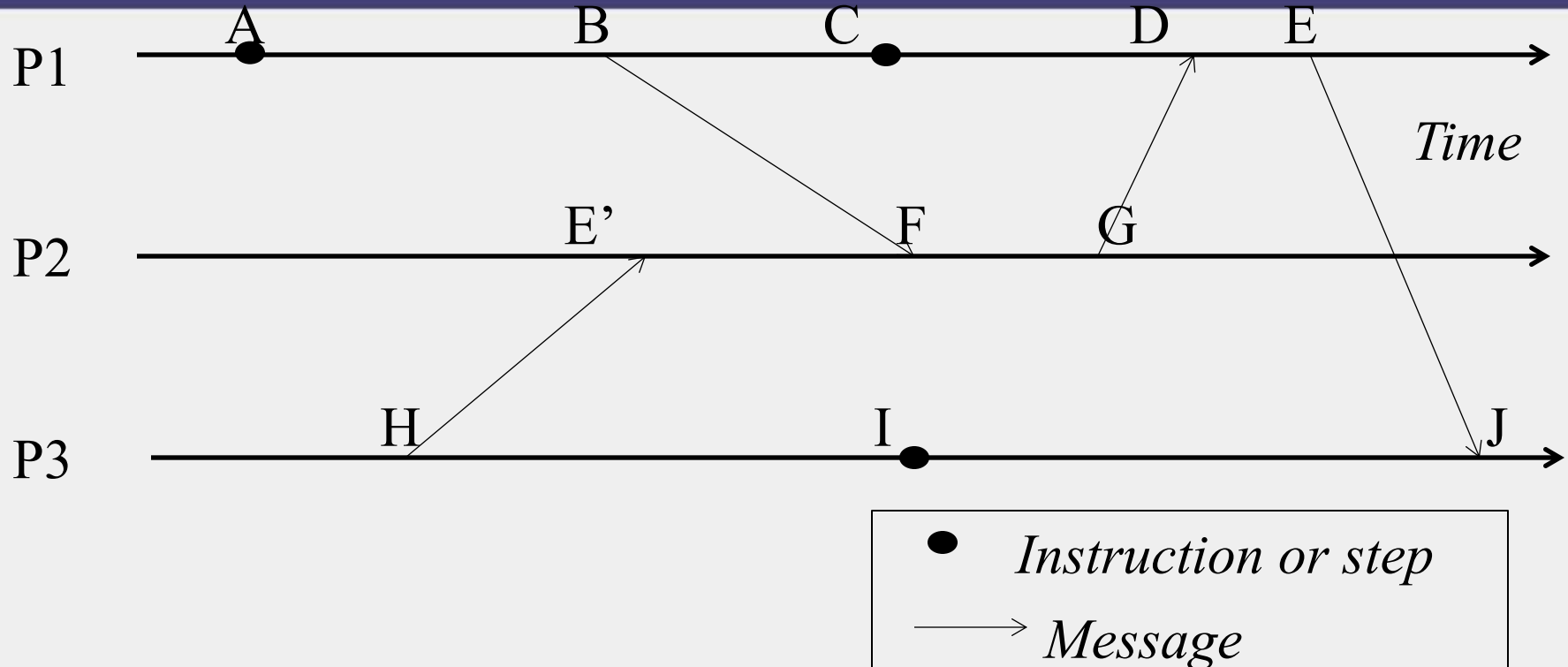
Logical (or Lamport) Ordering

- Proposed by Leslie Lamport in the 1970s
- Used in almost all distributed systems since then
- Almost all cloud computing systems use some form of logical ordering of events

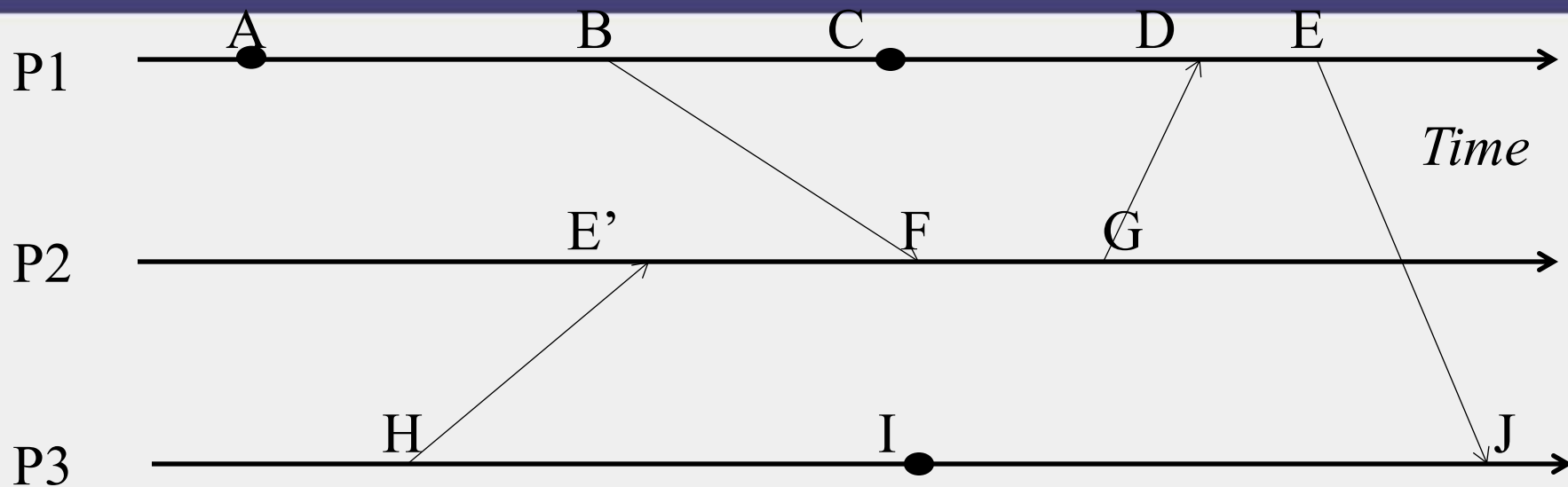
Logical (or Lamport) Ordering(2)

- Define a logical relation *Happens-Before* among pairs of events
- *Happens-Before* denoted as \rightarrow
- Three rules
 1. On the same process: $a \rightarrow b$, if $time(a) < time(b)$ (using the local clock)
 2. If p1 sends m to p2: $send(m) \rightarrow receive(m)$
 3. (Transitivity) If $a \rightarrow b$ and $b \rightarrow c$ then $a \rightarrow c$
- Creates a *partial order* among events
 - Not all events related to each other via \rightarrow

Example

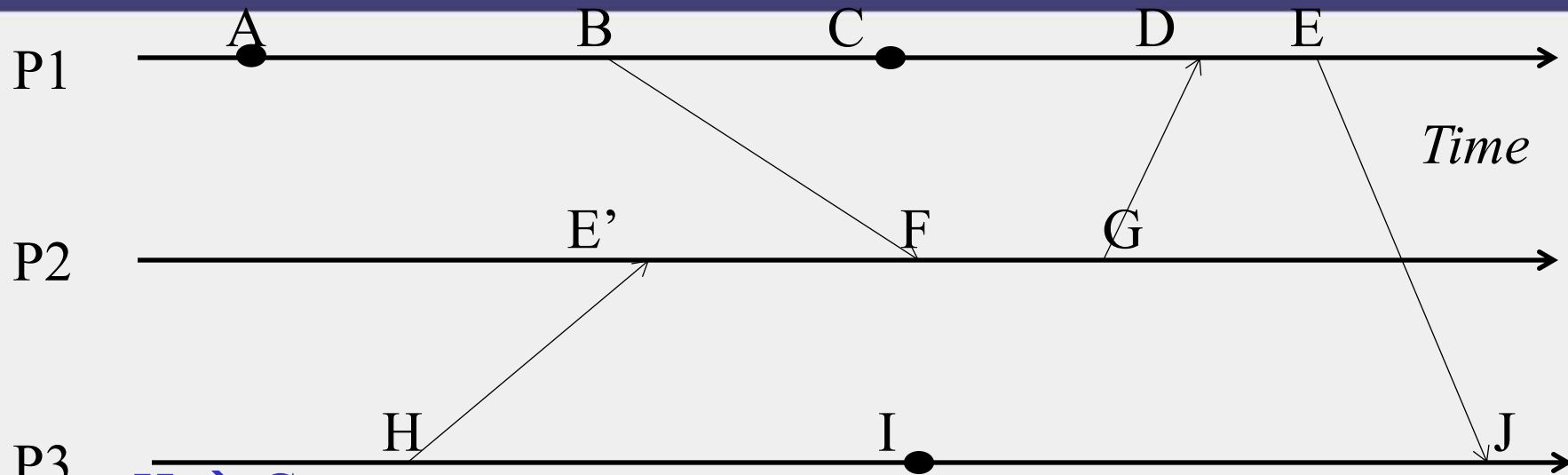


Happens-Before



- $A \rightarrow B$
- $B \rightarrow F$
- $A \rightarrow F$

Happens-Before (2)

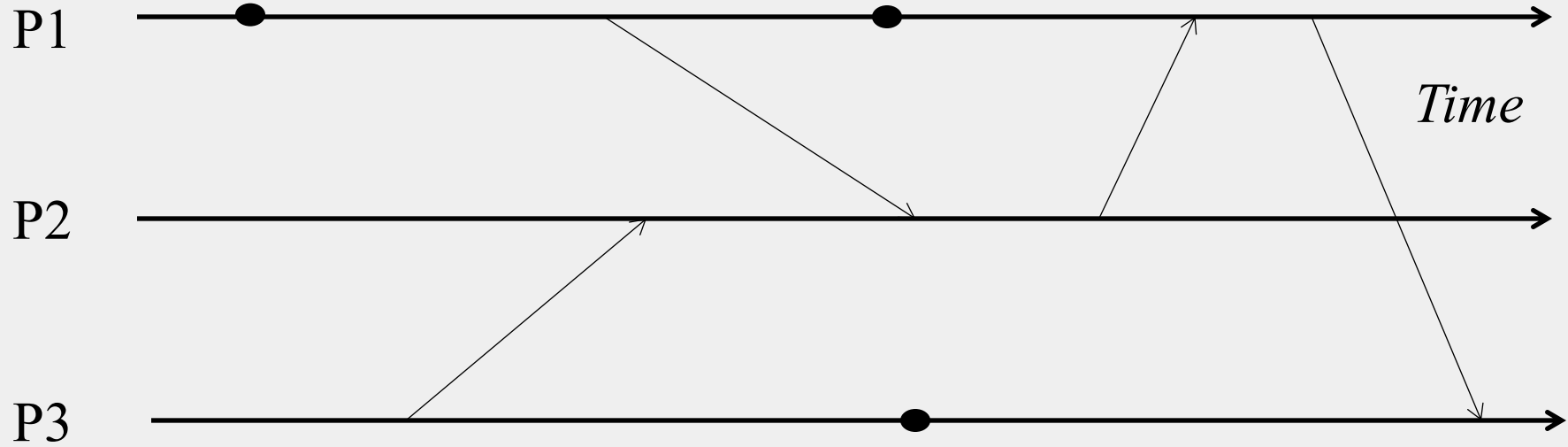


- $H \rightarrow G$
- $F \rightarrow J$
- $H \rightarrow J$
- $C \rightarrow J$

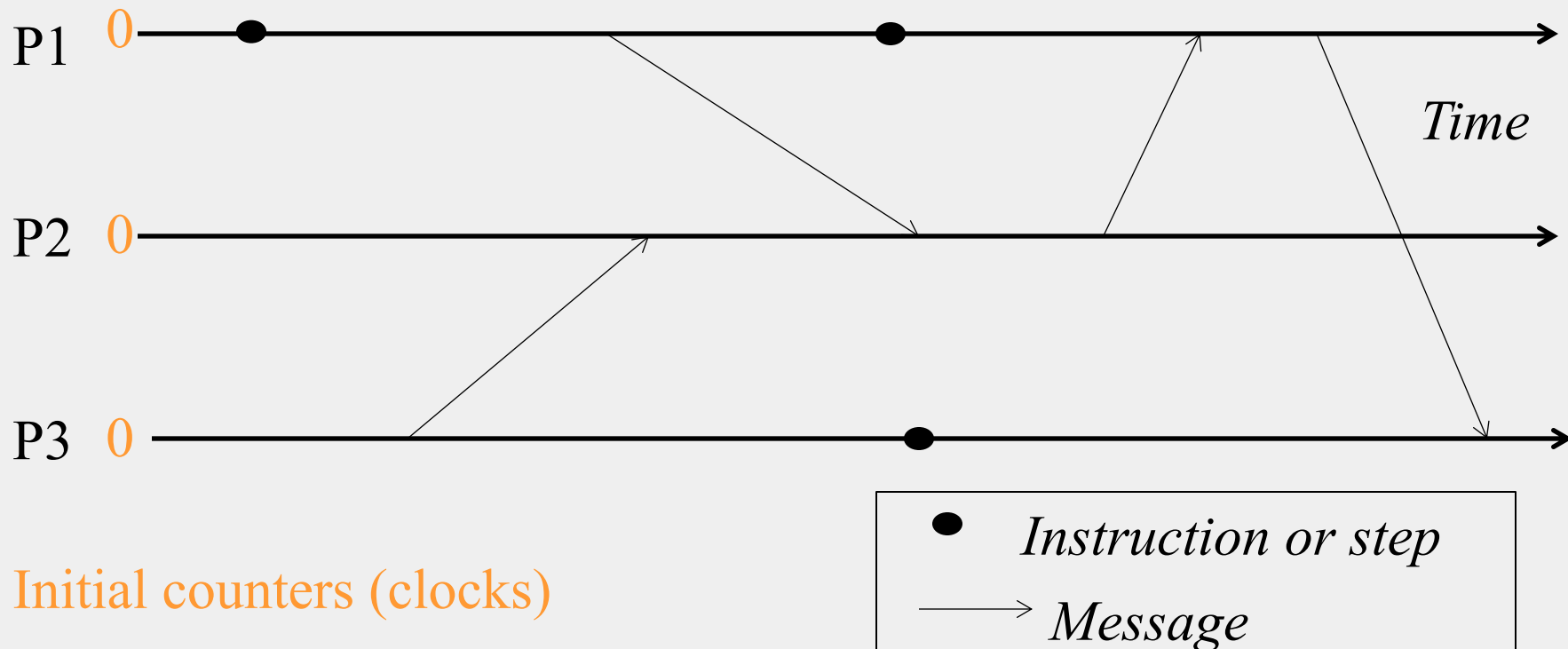
In practice: Lamport timestamps

- **Goal: Assign logical (Lamport) timestamp to each event**
- **Timestamps obey causality**
- **Rules**
 - Each process uses a local counter (clock) which is an integer
 - initial value of counter is zero
 - A process increments its counter when a **send** or an **instruction** happens at it. The counter is assigned to the event as its timestamp.
 - **A send (message)** event carries its timestamp
 - For a **receive (message)** event the counter is updated by
$$\max(\text{local clock, message timestamp}) + 1$$

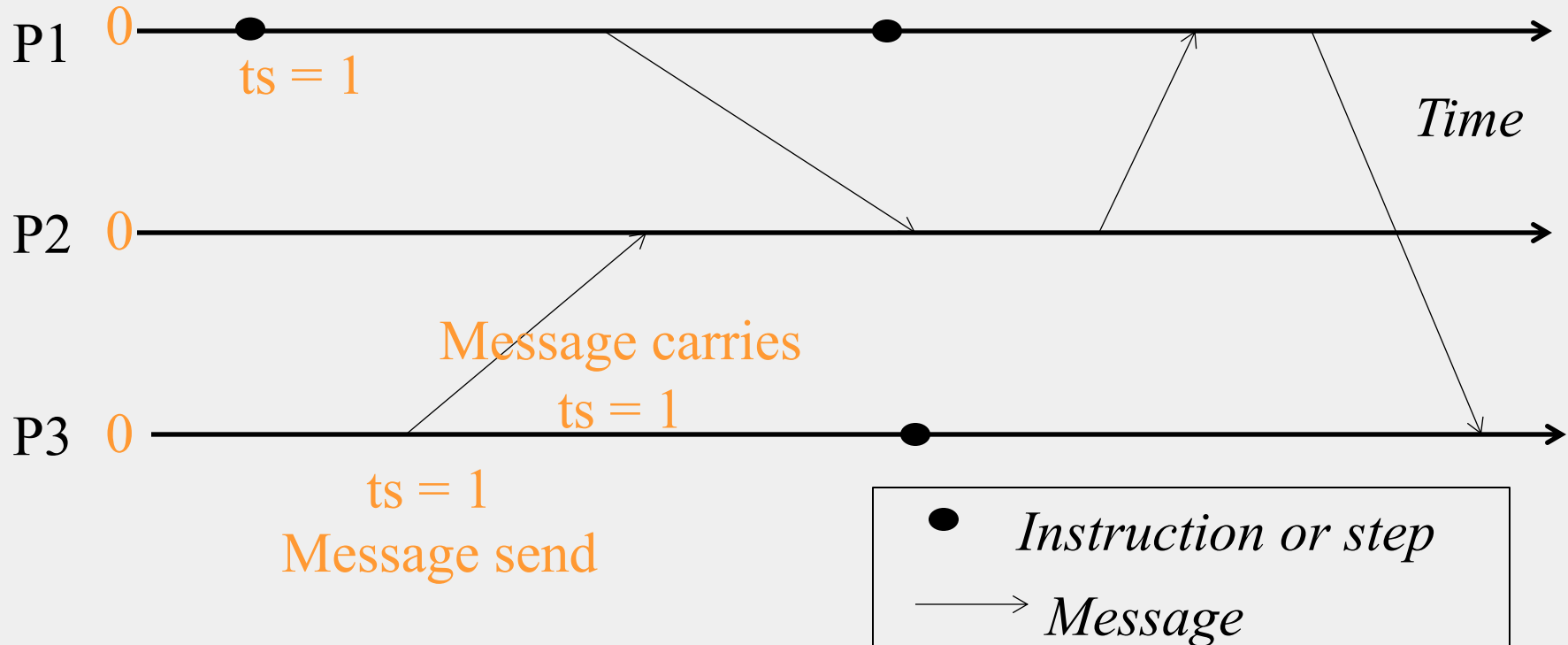
Example



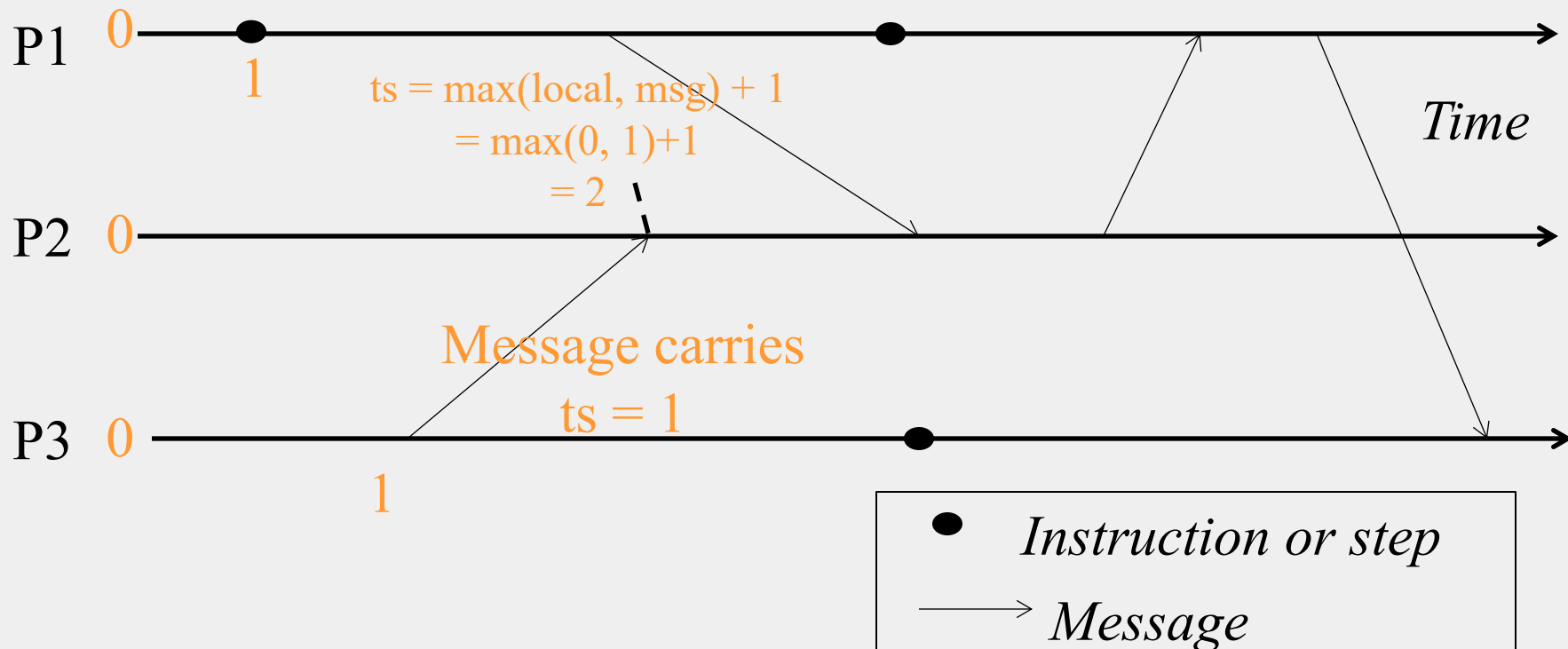
Lamport Timestamps



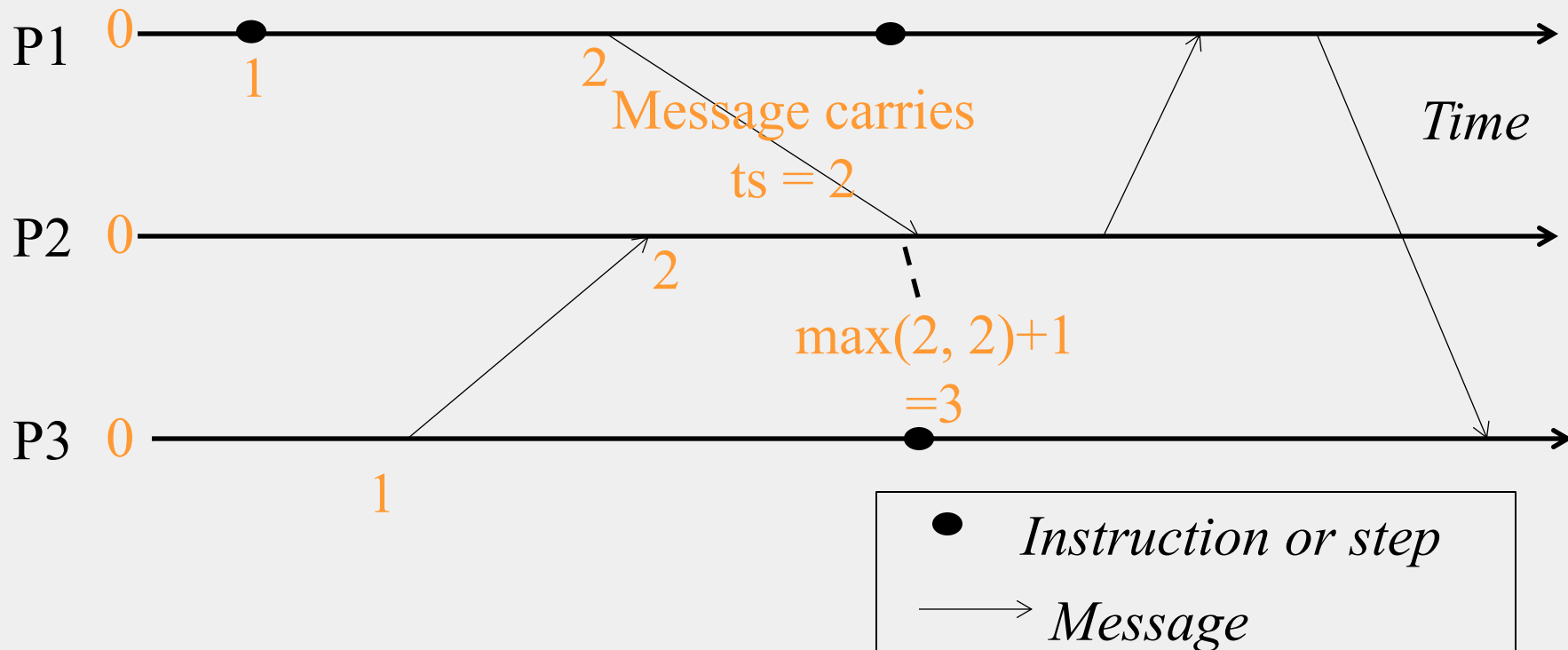
Lamport Timestamps



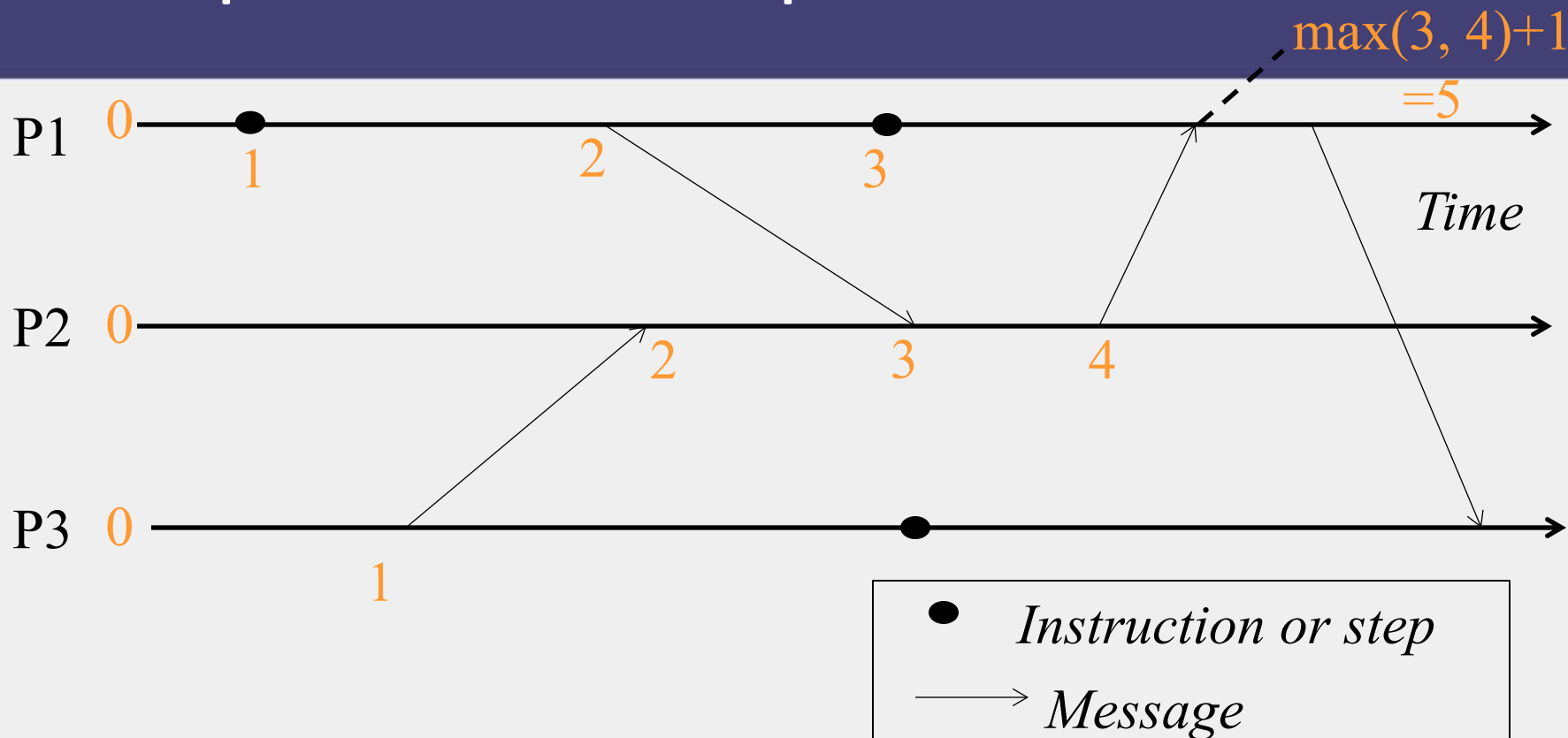
Lamport Timestamps



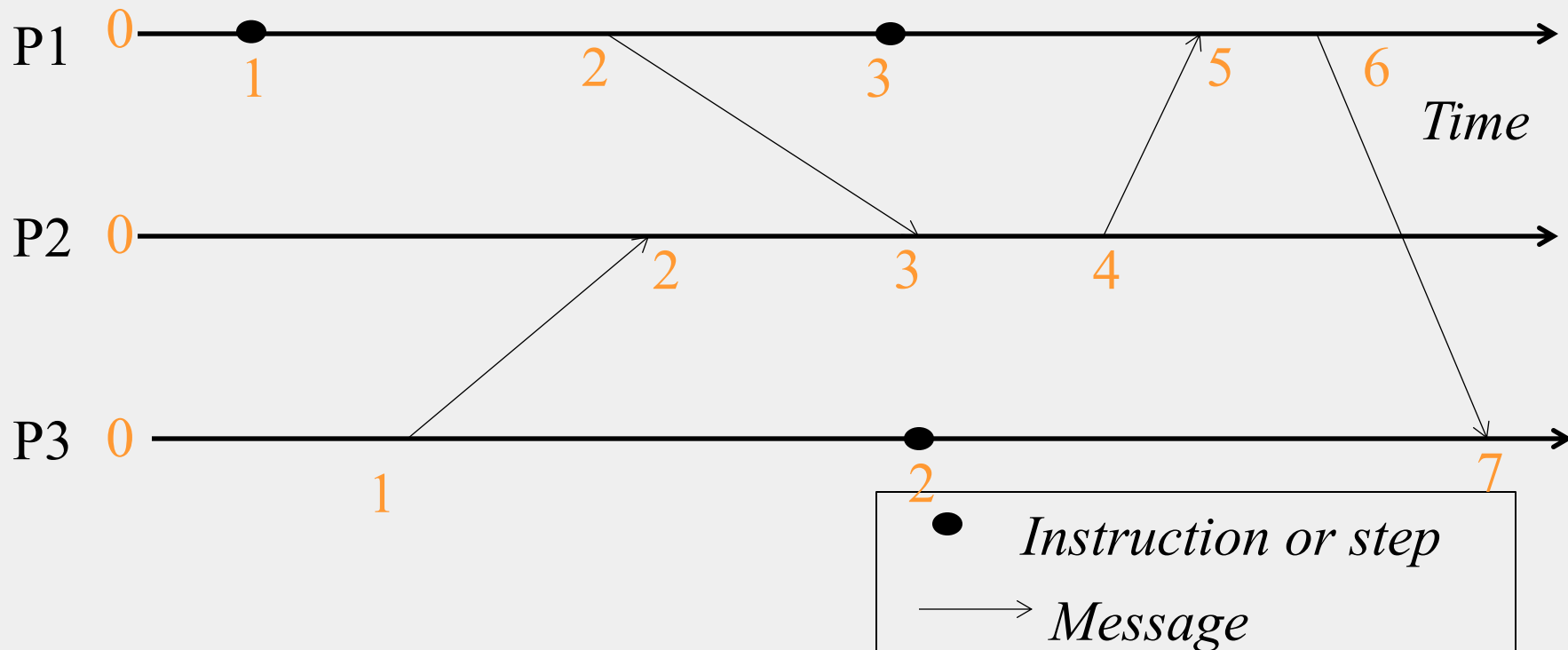
Lamport Timestamps



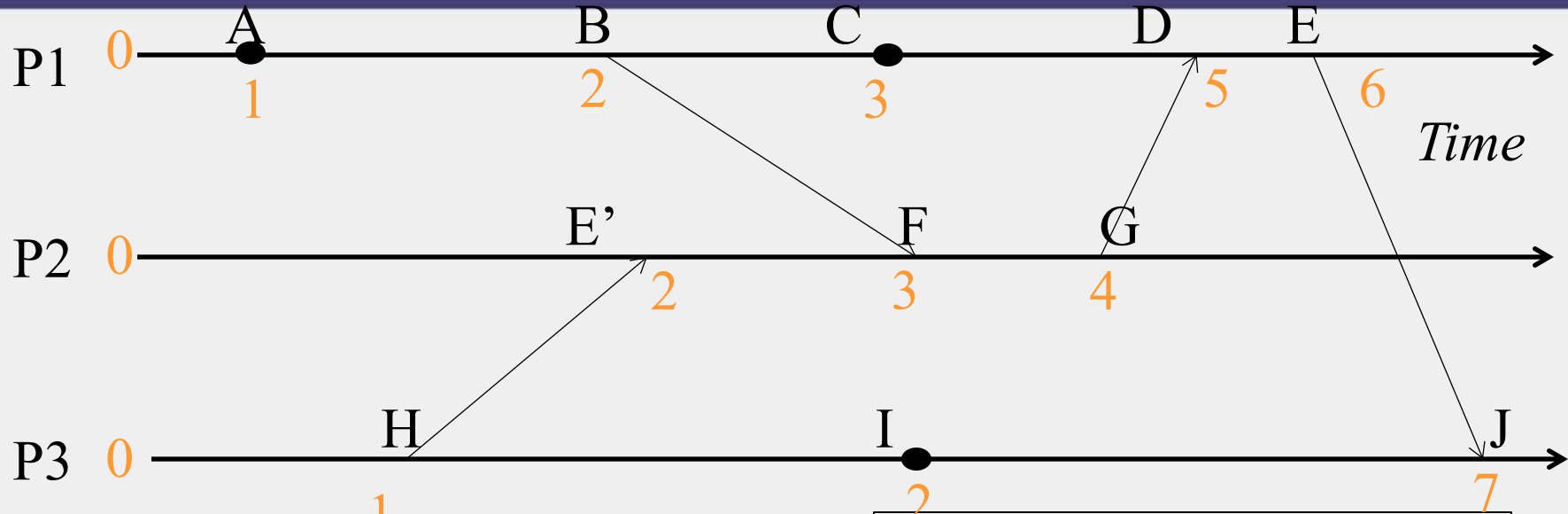
Lamport Timestamps



Lamport Timestamps



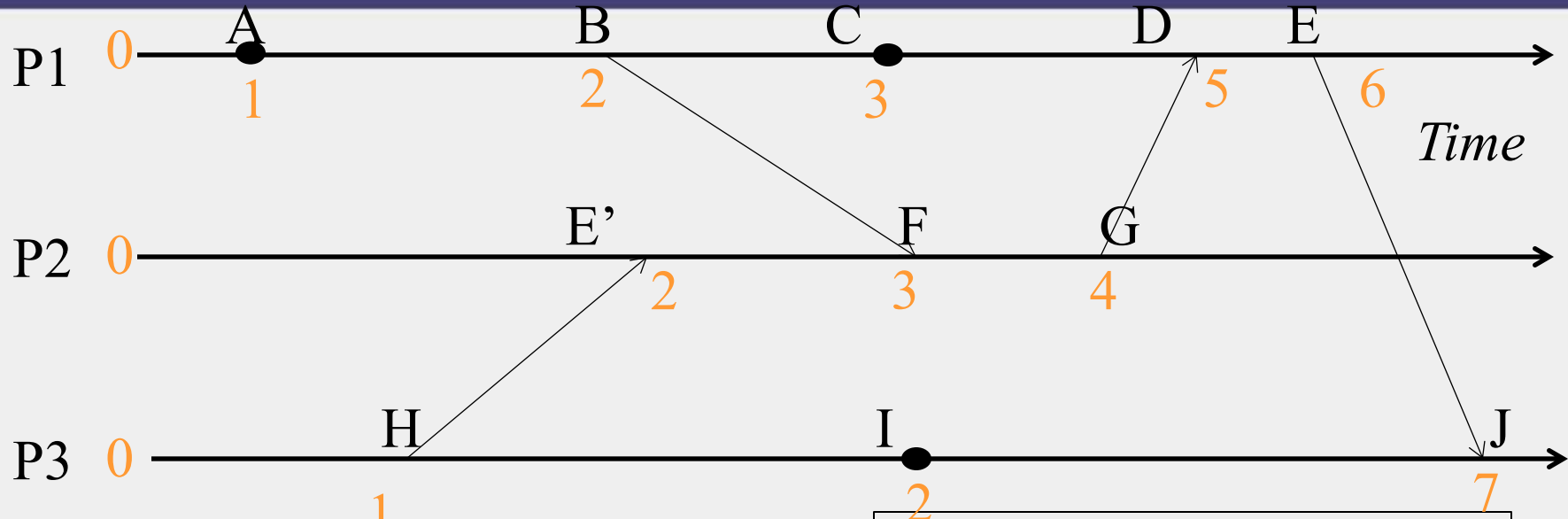
Obeying Causality



- $A \rightarrow B :: 1 < 2$
- $B \rightarrow F :: 2 < 3$
- $A \rightarrow F :: 1 < 3$

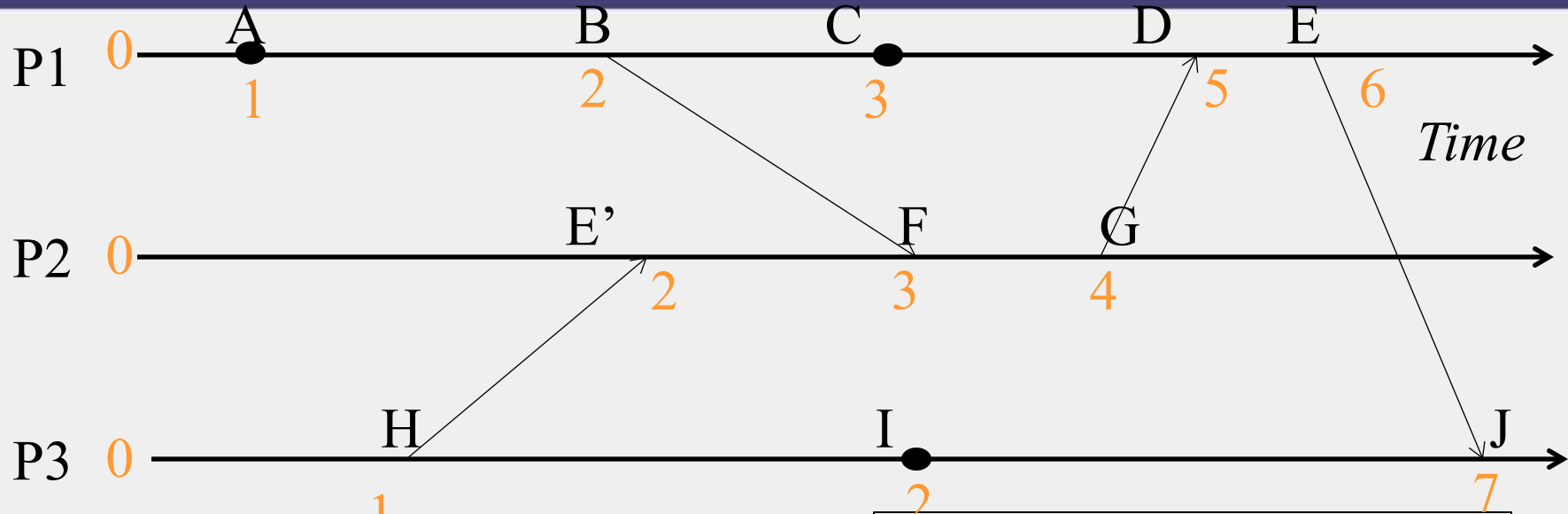


Obeying Causality (2)

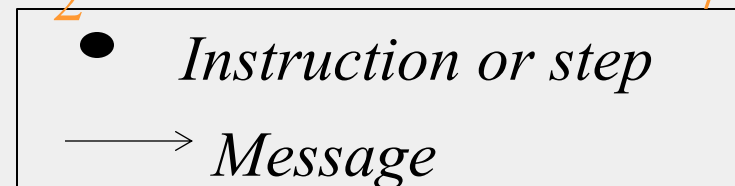


- $H \rightarrow G :: 1 < 4$
- $F \rightarrow J :: 3 < 7$
- $H \rightarrow J :: 1 < 7$
- $C \rightarrow J :: 3 < 7$

Not always implying Causality



- ? $C \rightarrow F$? :: $3 = 3$
- ? $H \rightarrow C$? :: $1 < 3$
- (C, F) and (H, C) are pairs of concurrent events



Concurrent Events

- **A pair of concurrent events doesn't have a causal path from one event to another (either way, in the pair)**
- **Lamport timestamps not guaranteed to be ordered or unequal for concurrent events**
- **Ok, since concurrent events are not causality related!**
- **Remember**

$E1 \rightarrow E2 \Rightarrow \text{timestamp}(E1) < \text{timestamp}(E2)$, **BUT**

$\text{timestamp}(E1) < \text{timestamp}(E2) \Rightarrow$

$\{E1 \rightarrow E2\}$ OR $\{E1 \text{ and } E2 \text{ concurrent}\}$

Next

- Can we have causal or logical timestamps from which we can tell if two events are concurrent or causally related?

Vector Timestamps

- Used in key-value stores like Riak
- Each process uses a vector of integer clocks
- Suppose there are N processes in the group $1 \dots N$
- Each vector has N elements
- Process i maintains vector $V_i[1 \dots N]$
- j th element of vector clock at process i , $V_i[j]$, is i 's knowledge of latest events at process j

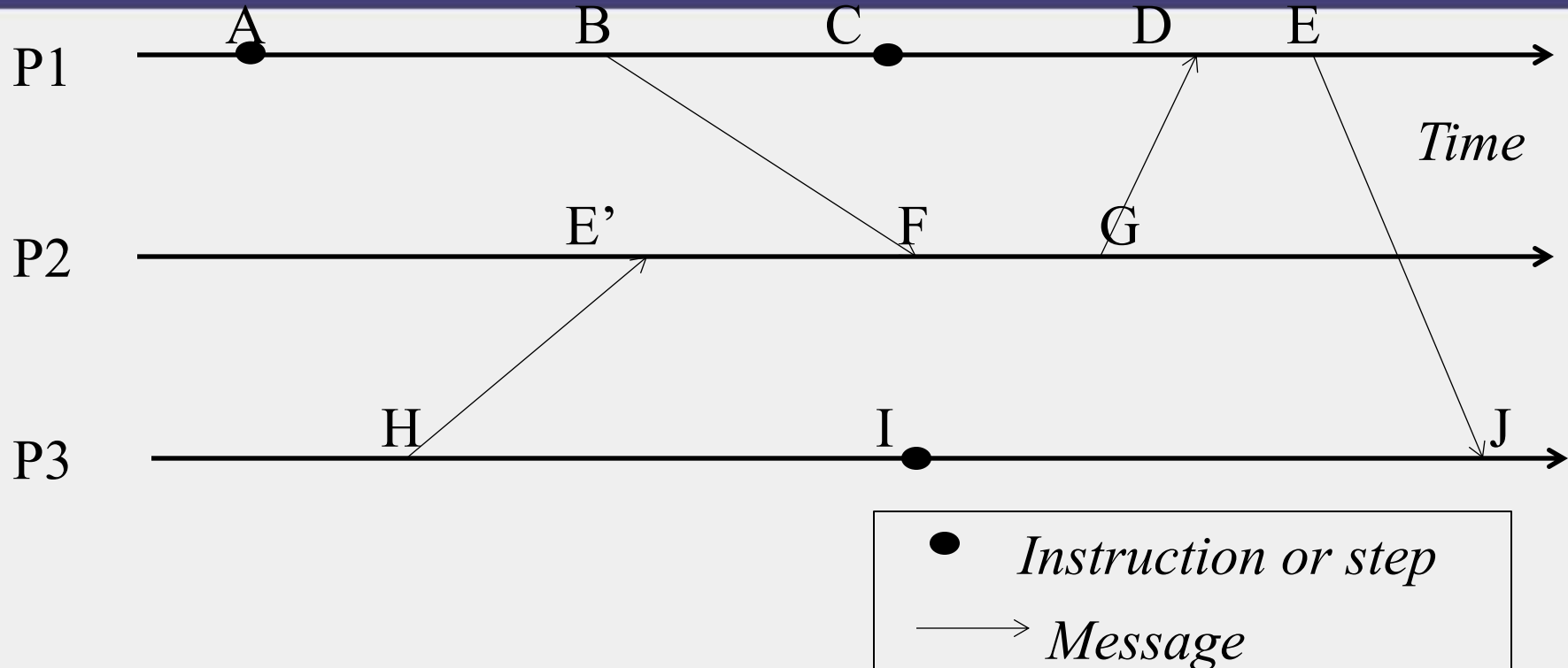
Assigning Vector Timestamps

- Incrementing vector clocks
 1. On an instruction or send event at process i , it increments only its i th element of its vector clock
 2. Each message carries the send-event's vector timestamp $V_{\text{message}}[1 \dots N]$
 3. On receiving a message at process i :

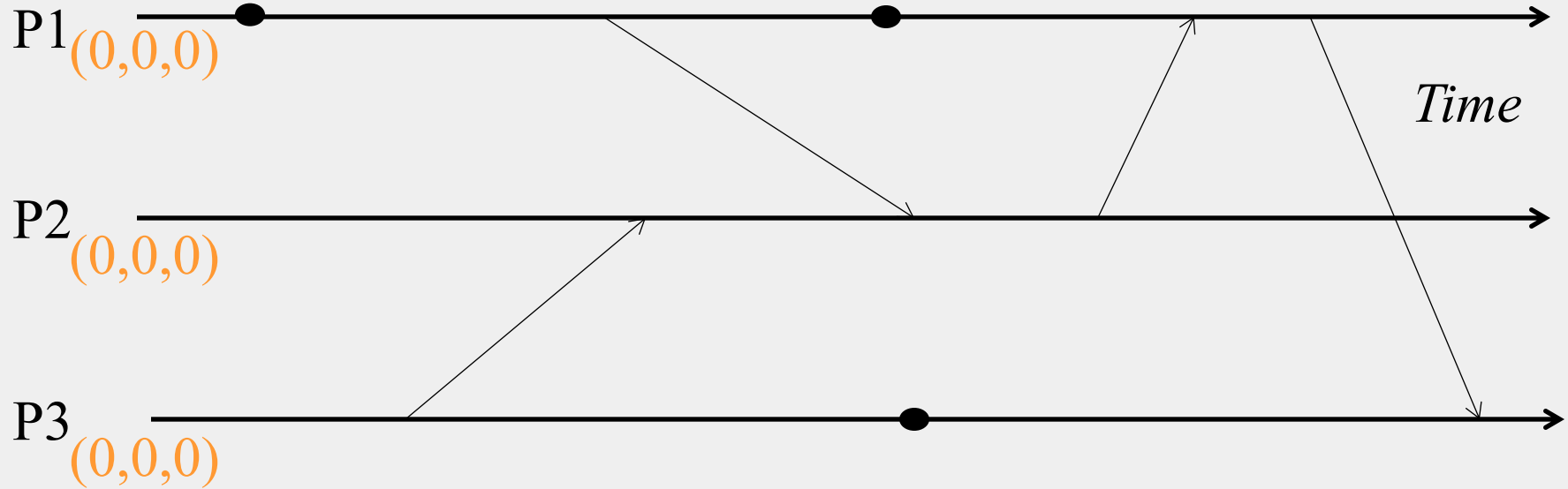
$$V_i[i] = V_i[i] + 1$$

$$V_i[j] = \max(V_{\text{message}}[j], V_i[j]) \text{ for } j \neq i$$

Example

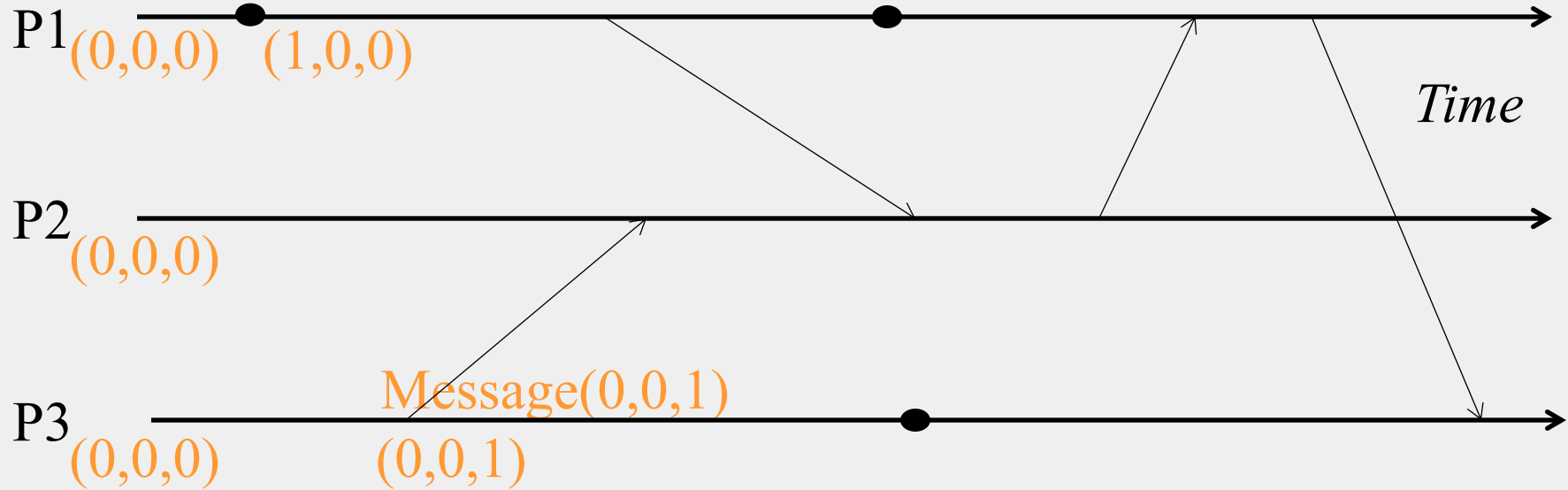


Vector Timestamps

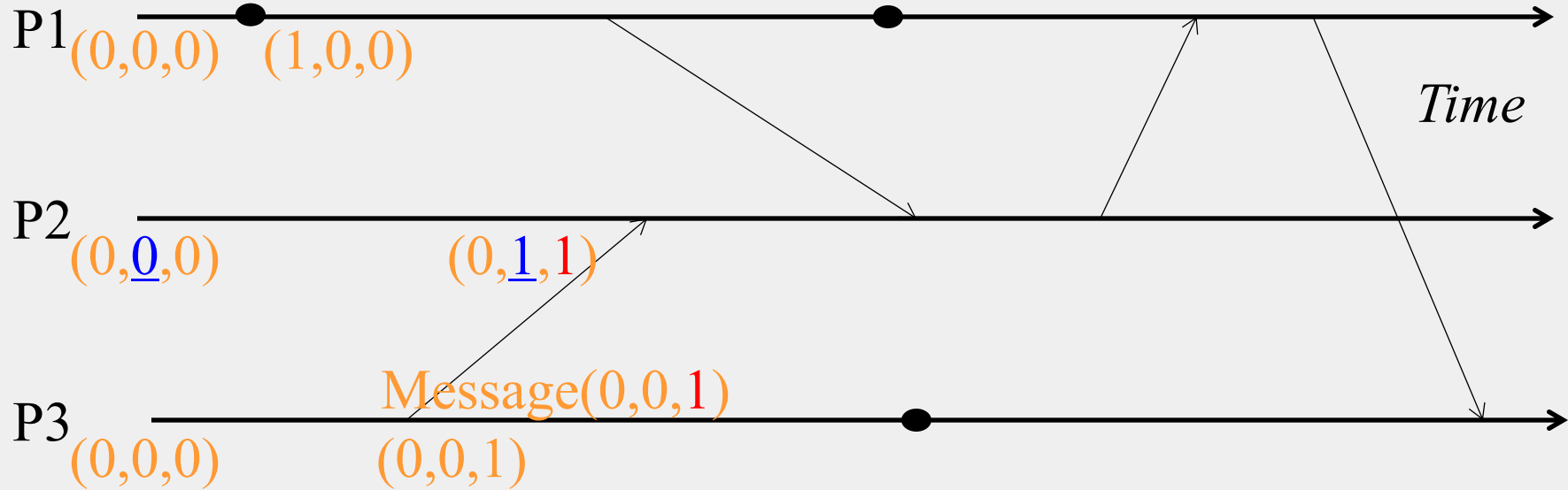


Initial counters (clocks)

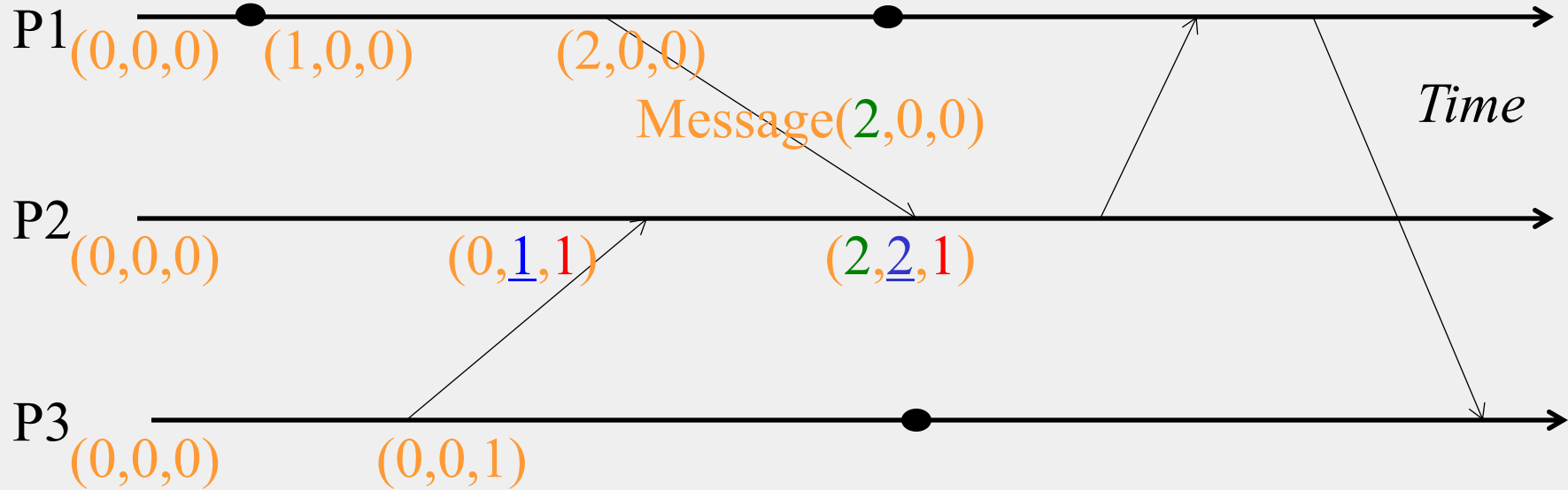
Vector Timestamps



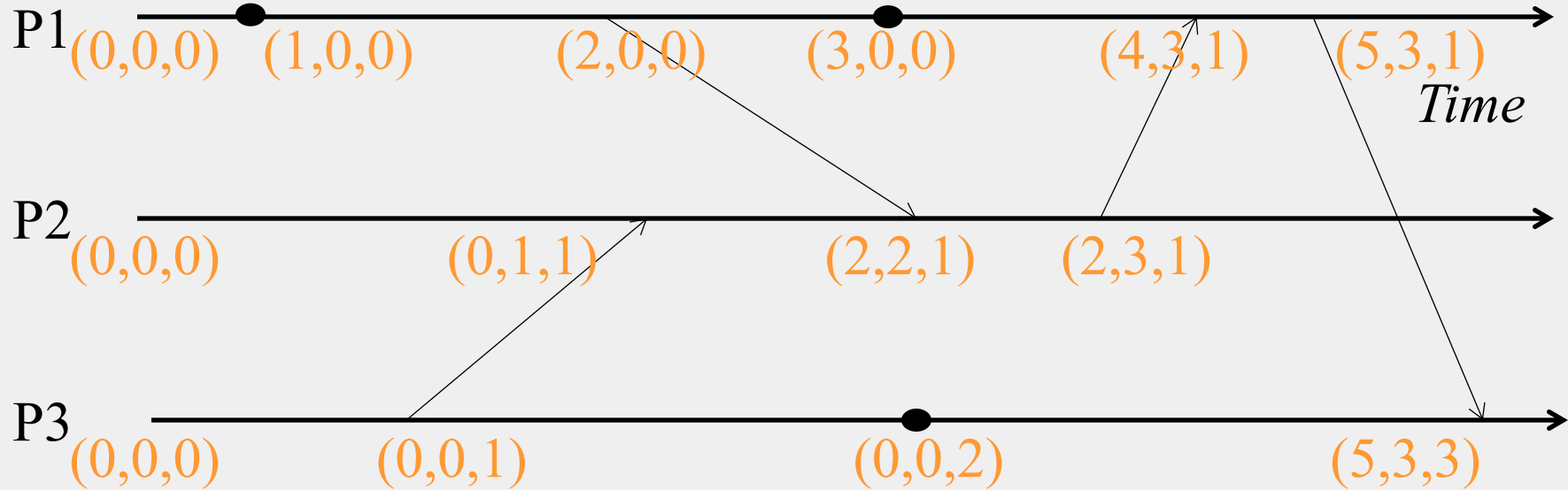
Vector Timestamps



Vector Timestamps



Vector Timestamps



Causally-Related ...

- $VT_1 = VT_2$,
iff (if and only if)
 $VT_1[i] = VT_2[i]$, for all $i = 1, \dots, N$
- $VT_1 \leq VT_2$,
iff $VT_1[i] \leq VT_2[i]$, for all $i = 1, \dots, N$
- Two events are **causally related** *iff*
 $VT_1 < VT_2$, i.e.,
iff $VT_1 \leq VT_2$ &
there exists j such that
 $1 \leq j \leq N$ & $VT_1[j] < VT_2[j]$

... or Not Causally-Related

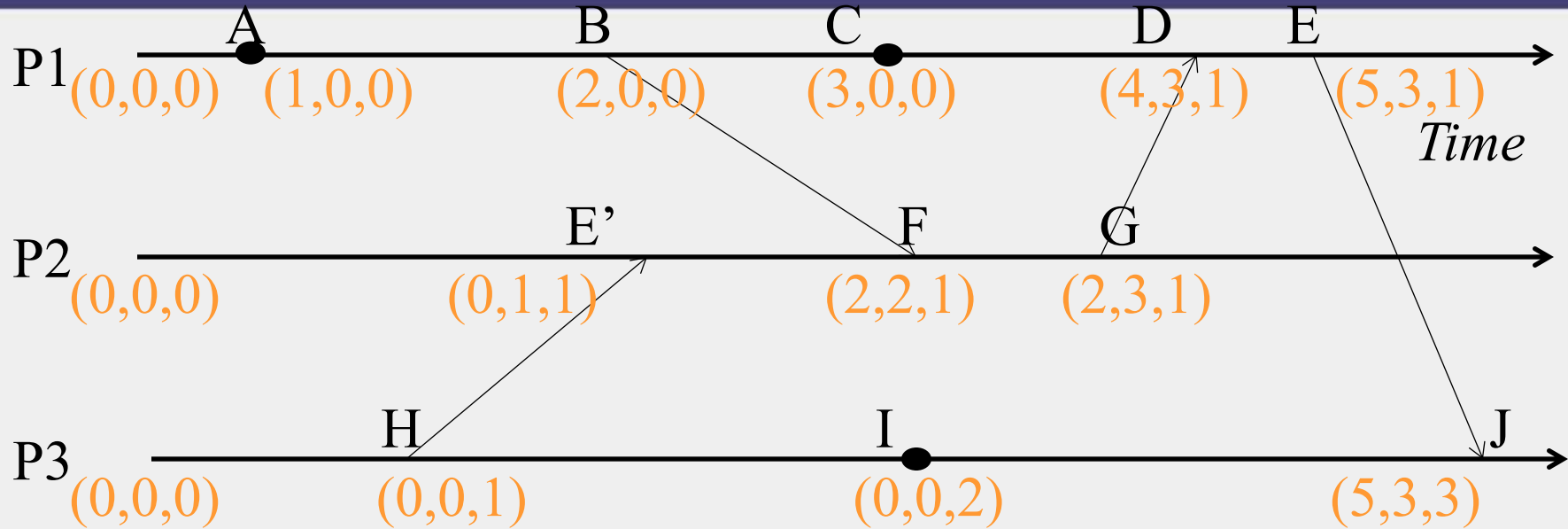
- Two events VT_1 and VT_2 are **concurrent**

iff

NOT ($VT_1 \leq VT_2$) AND NOT ($VT_2 \leq VT_1$)

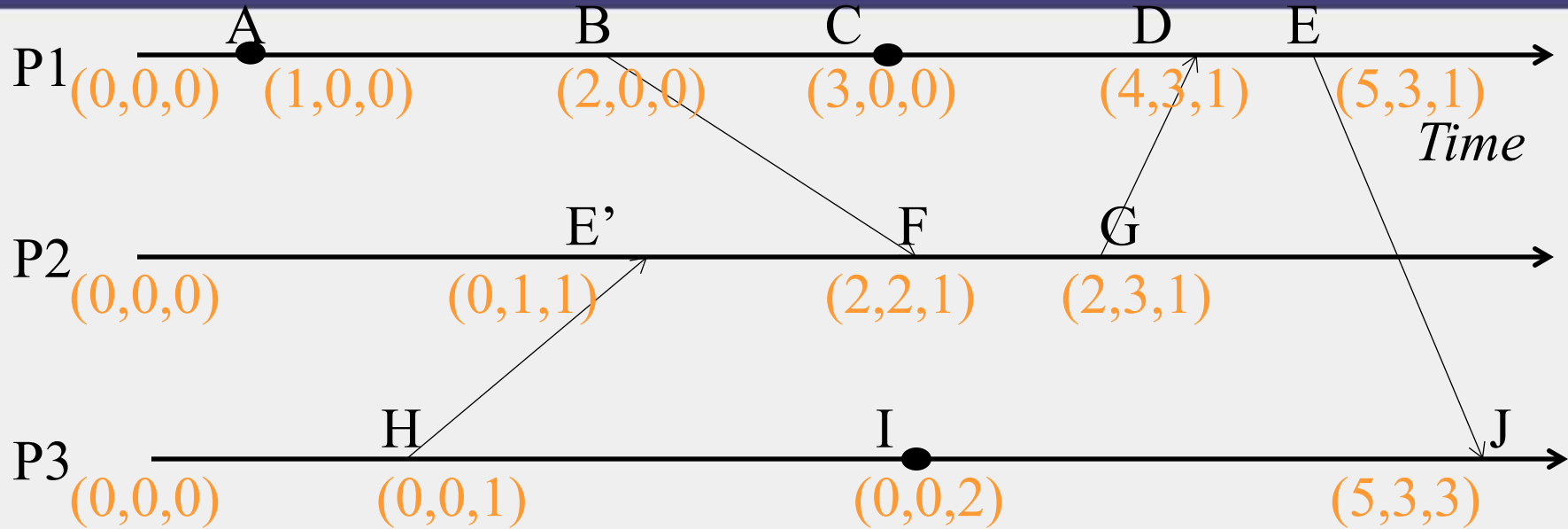
We'll denote this as $VT_2 \parallel VT_1$

Obeying Causality



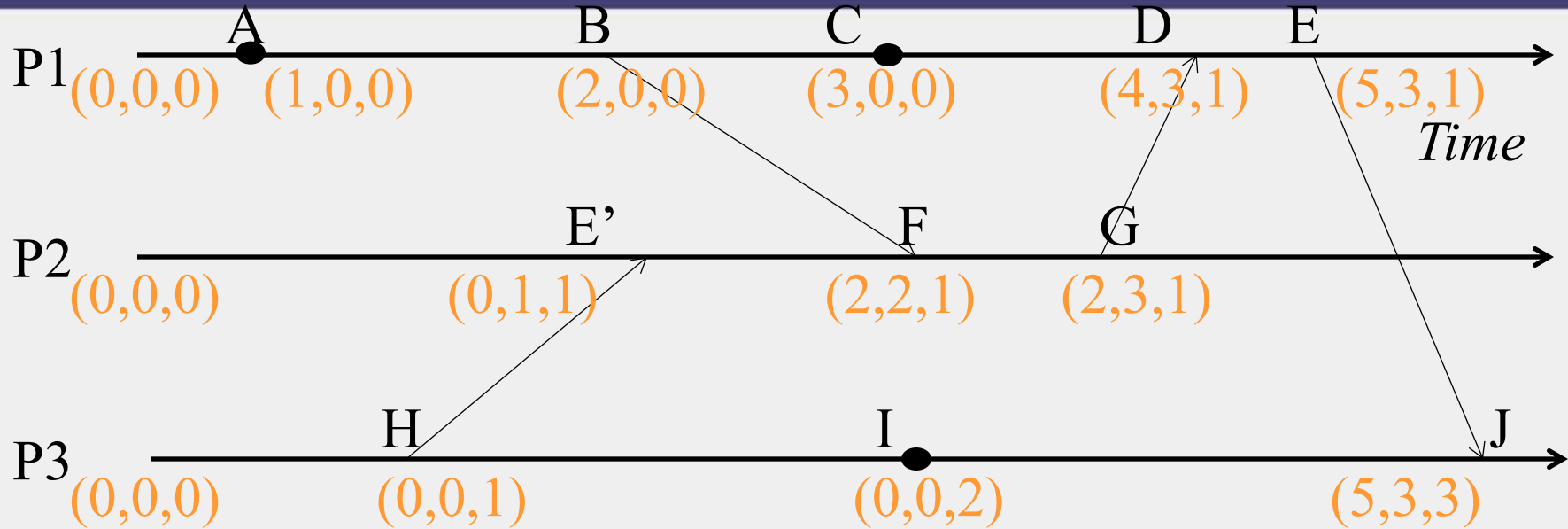
- $A \rightarrow B :: (1,0,0) < (2,0,0)$
- $B \rightarrow F :: (2,0,0) < (2,2,1)$
- $A \rightarrow F :: (1,0,0) < (2,2,1)$

Obeying Causality (2)



- $H \rightarrow G :: (0,0,1) < (2,3,1)$
- $F \rightarrow J :: (2,2,1) < (5,3,3)$
- $H \rightarrow J :: (0,0,1) < (5,3,3)$
- $C \rightarrow J :: (3,0,0) < (5,3,3)$

Identifying Concurrent Events



- C & F :: $(\underline{3},0,0) \parallel (2,2,\underline{1})$
- H & C :: $(0,0,\underline{1}) \parallel (\underline{3},0,0)$
- (C, F) and (H, C) are pairs of concurrent events

Logical Timestamps: Summary

- **Lamport timestamps**
 - Integer clocks assigned to events
 - Obeys causality
 - Cannot distinguish concurrent events
- **Vector timestamps**
 - Obey causality
 - By using more space, can also identify concurrent events

Time and Ordering: Summary

- **Clocks are unsynchronized in an asynchronous distributed system**
- **But need to order events, across processes!**
- **Time synchronization**
 - Cristian's algorithm
 - NTP
 - Berkeley algorithm (not in syllabus)
 - But error a function of round-trip-time
- **Can avoid time sync altogether by instead assigning logical timestamps to events**

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