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.