

Node A

Node B



:ProcSync

:ProcSync

sync(nodes: 2)

INCR nodes_waiting

nodes_waiting: 1

Waits for other nodes

INCR nodes_waiting

nodes_waiting: 2

sync(nodes: 2)

EXPIRE nodes_waiting

Calculates continue_time

PUBLISH continue_time

PUBLISH continue_time

*Waits until continue_time**Waits until continue_time*

return

return

