

Self-stabilization

Algo 21

Self stabilization

Types of errors:

--- failures *of comm.*

-- Byzantine communication

-- temporal subversion

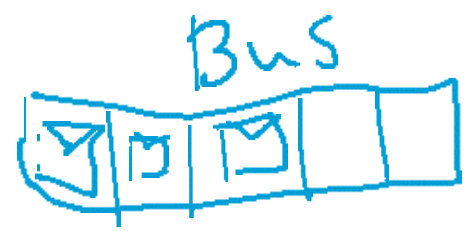
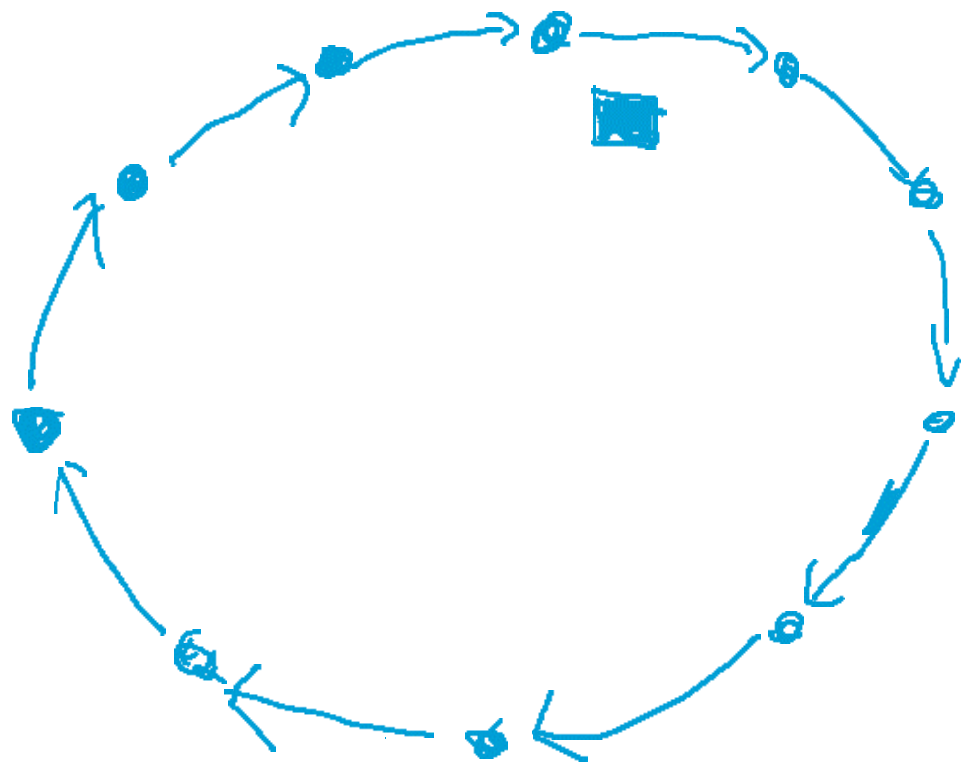
- local



Self stabilization

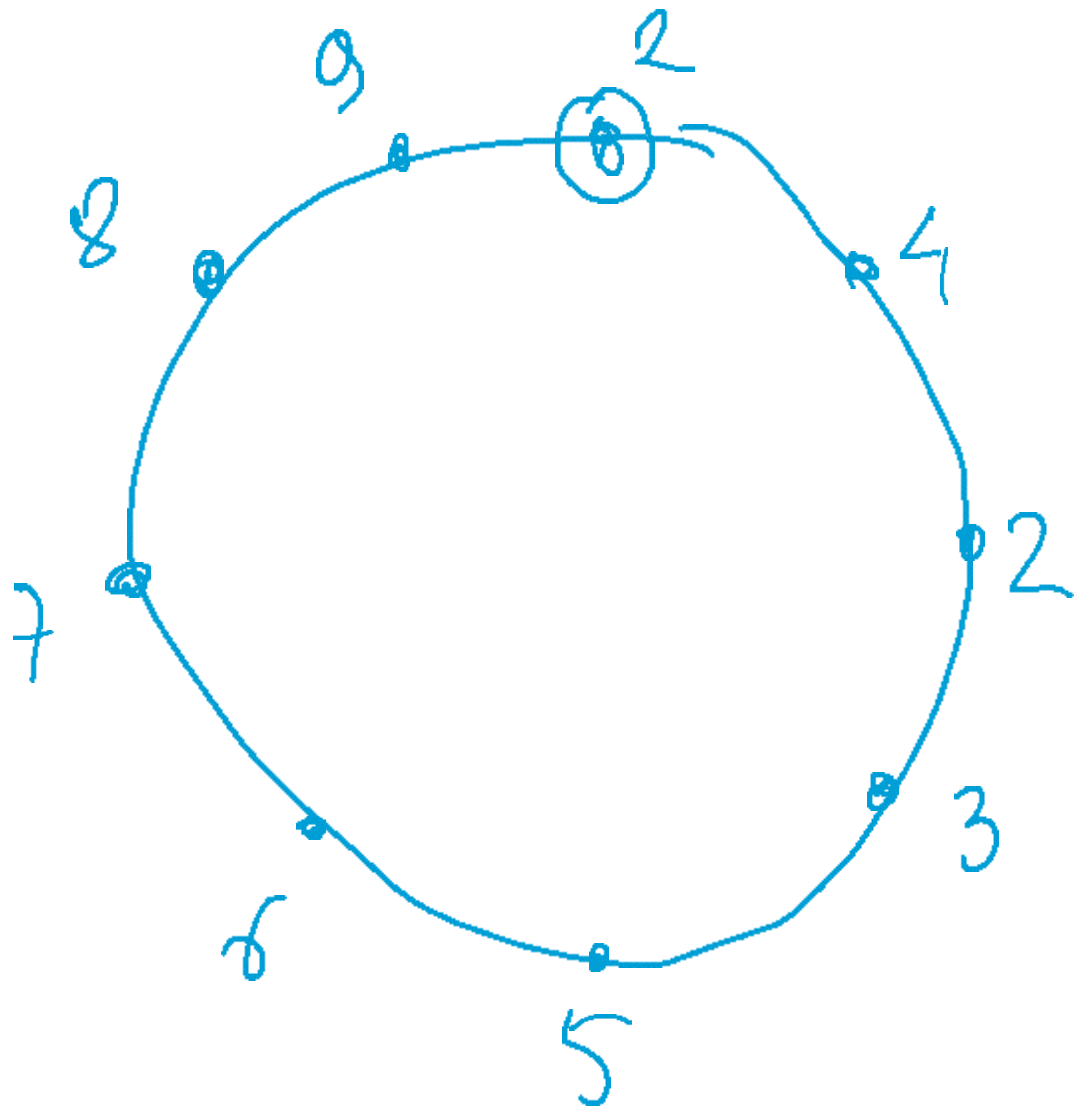
End of problems \square transition to a proper shape

Token ring communication

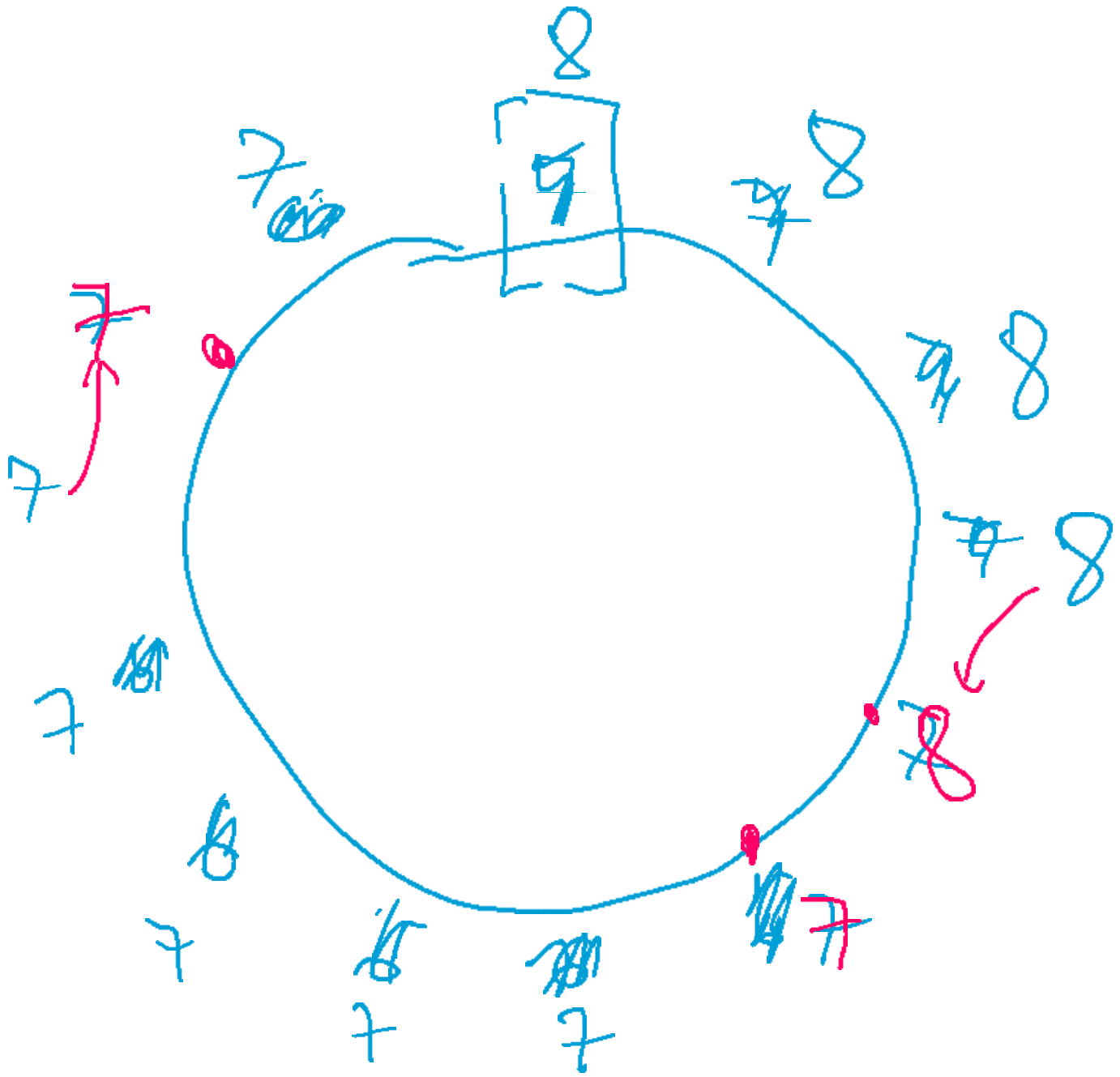


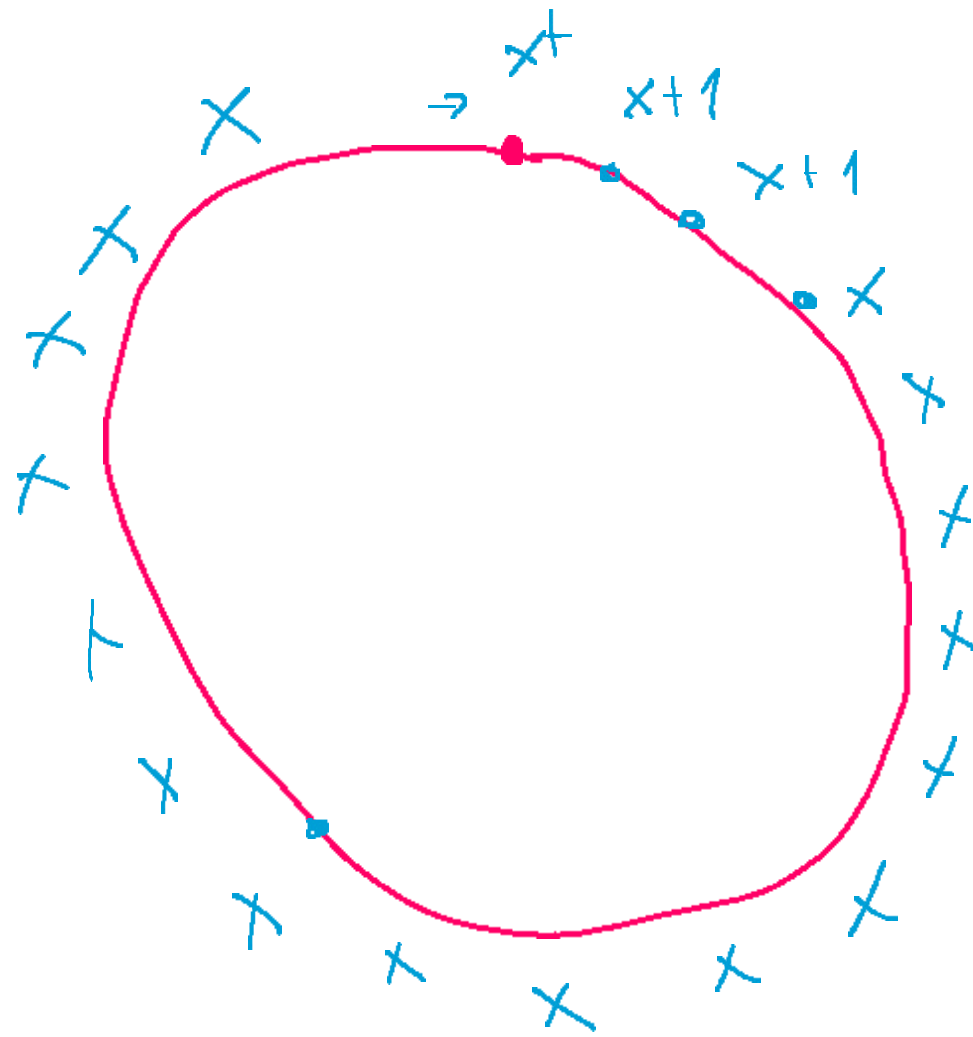
Algorithm 13.3 Self-stabilizing Token Ring

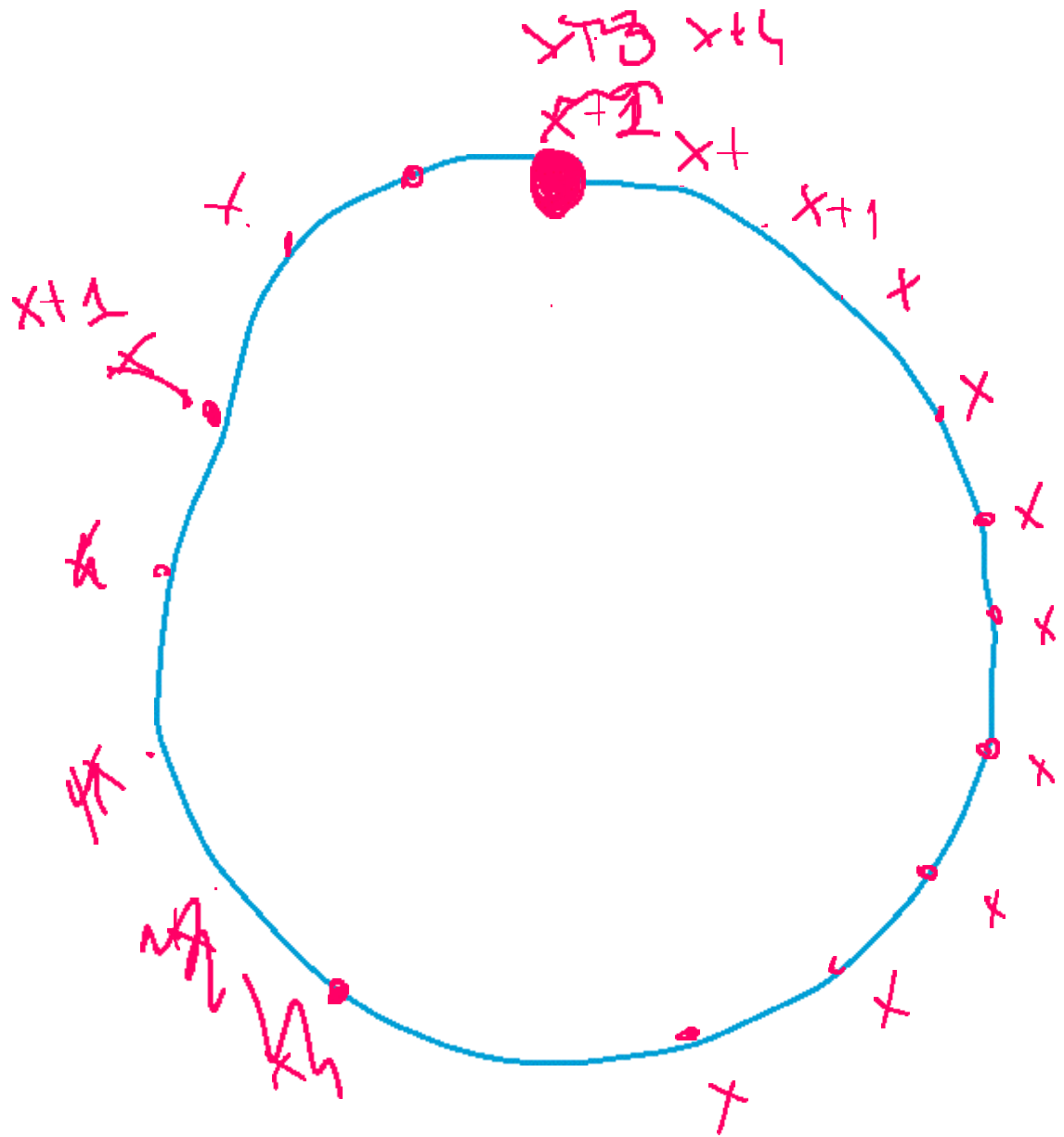
1: **if** $v = v_0$ **then**
2: **if** $S(v) = S(p)$ **then**
3: $S(v) := S(v) + 1 \pmod{n}$
4: **end if**
5: **else**
6: $S(v) := S(p)$
7: **end if**



mess





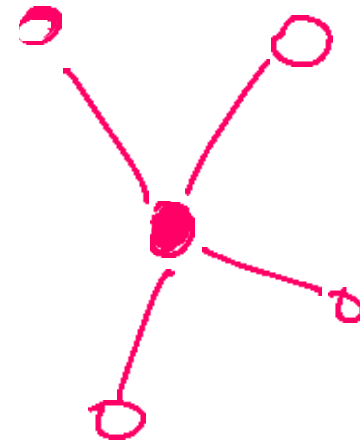
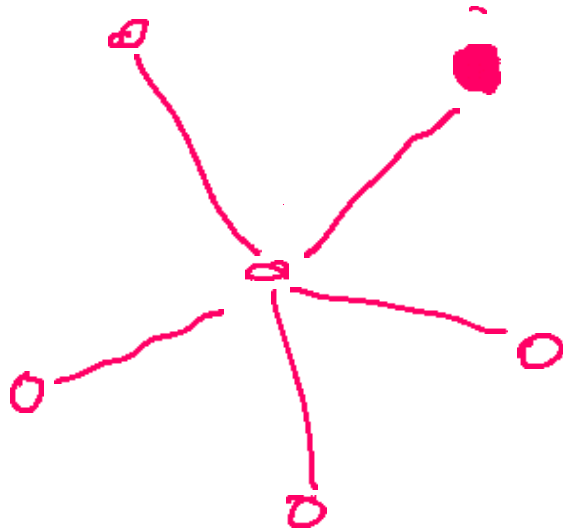


Algorithm 13.5 Self-stabilizing MIS

Require: Node IDs

Every node v executes the following code:

- 1: **do atomically**
 - 2: Leave MIS if a neighbor with a larger ID is in the MIS
 - 3: Join MIS if no neighbor with larger ID joins MIS
 - 4: Send (node ID, MIS or not MIS) to all neighbors
 - 5: **end do**
-

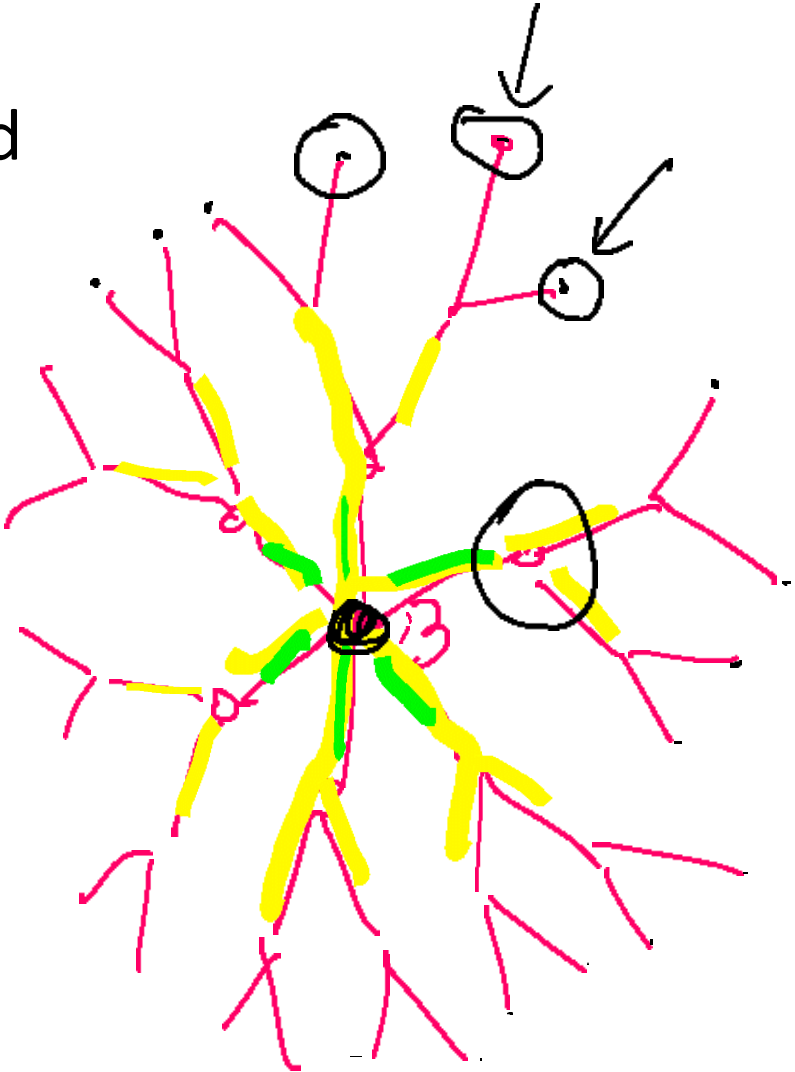


Transformation of deterministic algorithms into self-stabilization

time: d

idea: run d independent copies of the algorithm

neighborhood

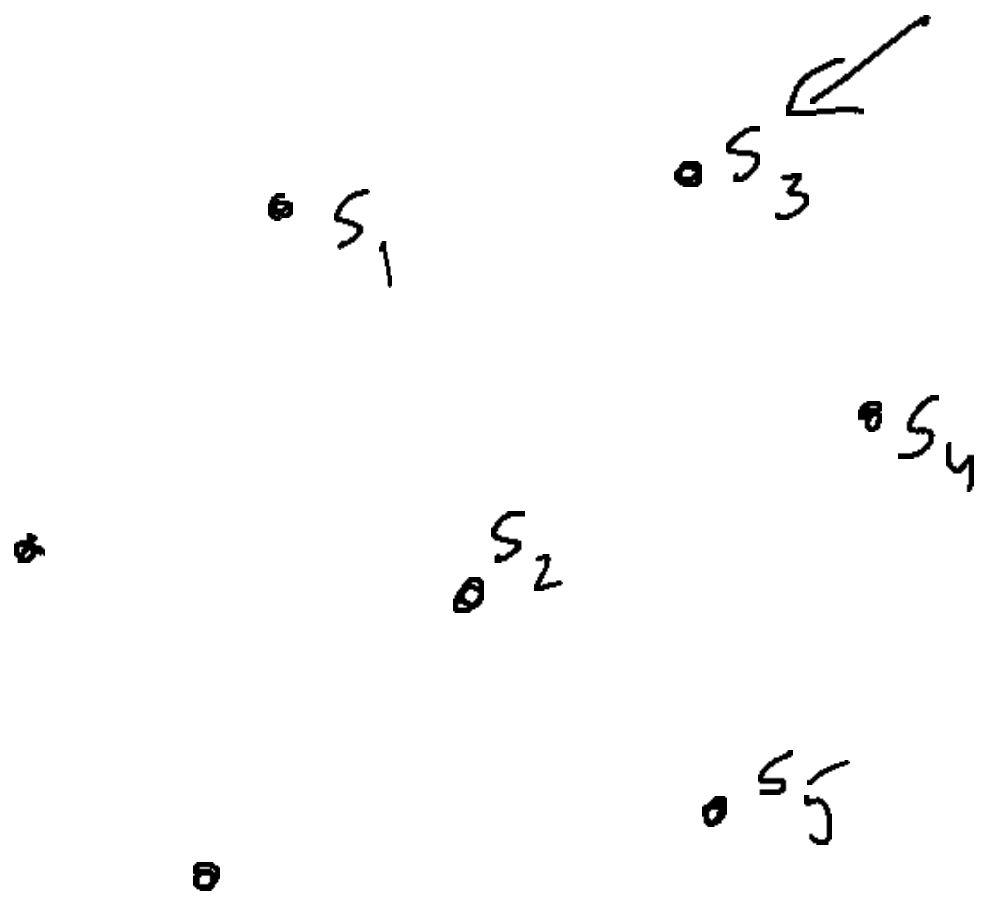


messages from radius b !

run algorithm - emulate

Randomized case

Verifiable randomness



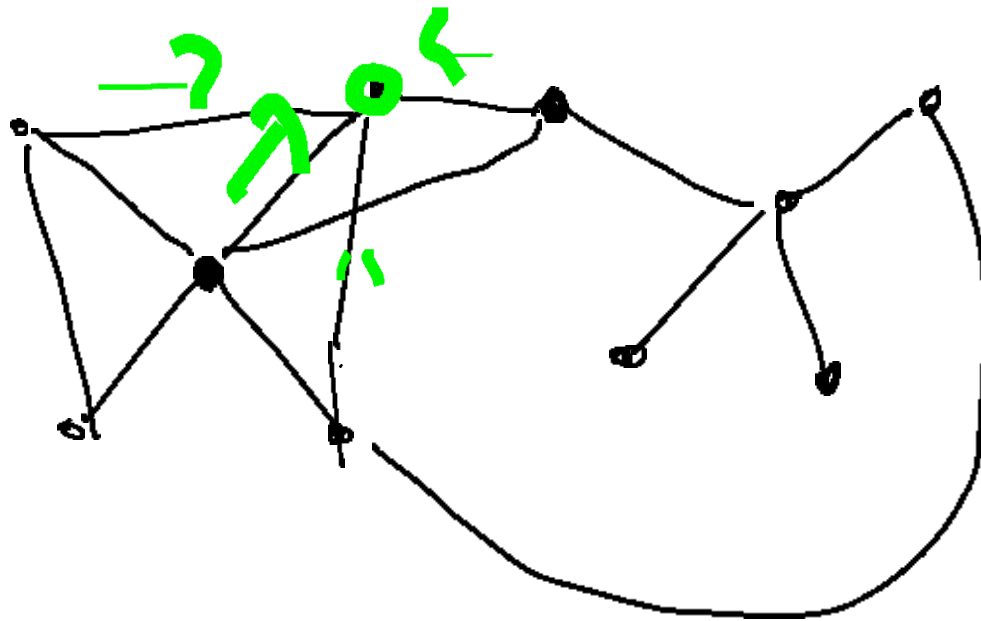
$$\text{PRNG}(s_3) = \text{[]}$$

The right side of the equation shows a horizontal sequence of four overlapping circles, each containing a horizontal dashed line, all enclosed within a larger rounded rectangular frame.

Advance example of self-stabilization

Every evening:

- a voter calls the friends
- the friends give their recommendations
- the voter changes preference according to majority of recommendations



- Is eventually everybody voting for the same party? **No**.
- Will each citizen eventually stay with the same party? **No**.
- Will citizens that stayed with the same party for some time, stay with that party forever? **No**.
- And if their friends also constantly root for the same party? No.
- **Will this beast stabilize at all? No!**

Theorem 13.7 (Dems & Reps). *Eventually every citizen is rooting for the same party every other day.*

1) Dem Dem Dem . . .

2) Rep De Re De Re . . .

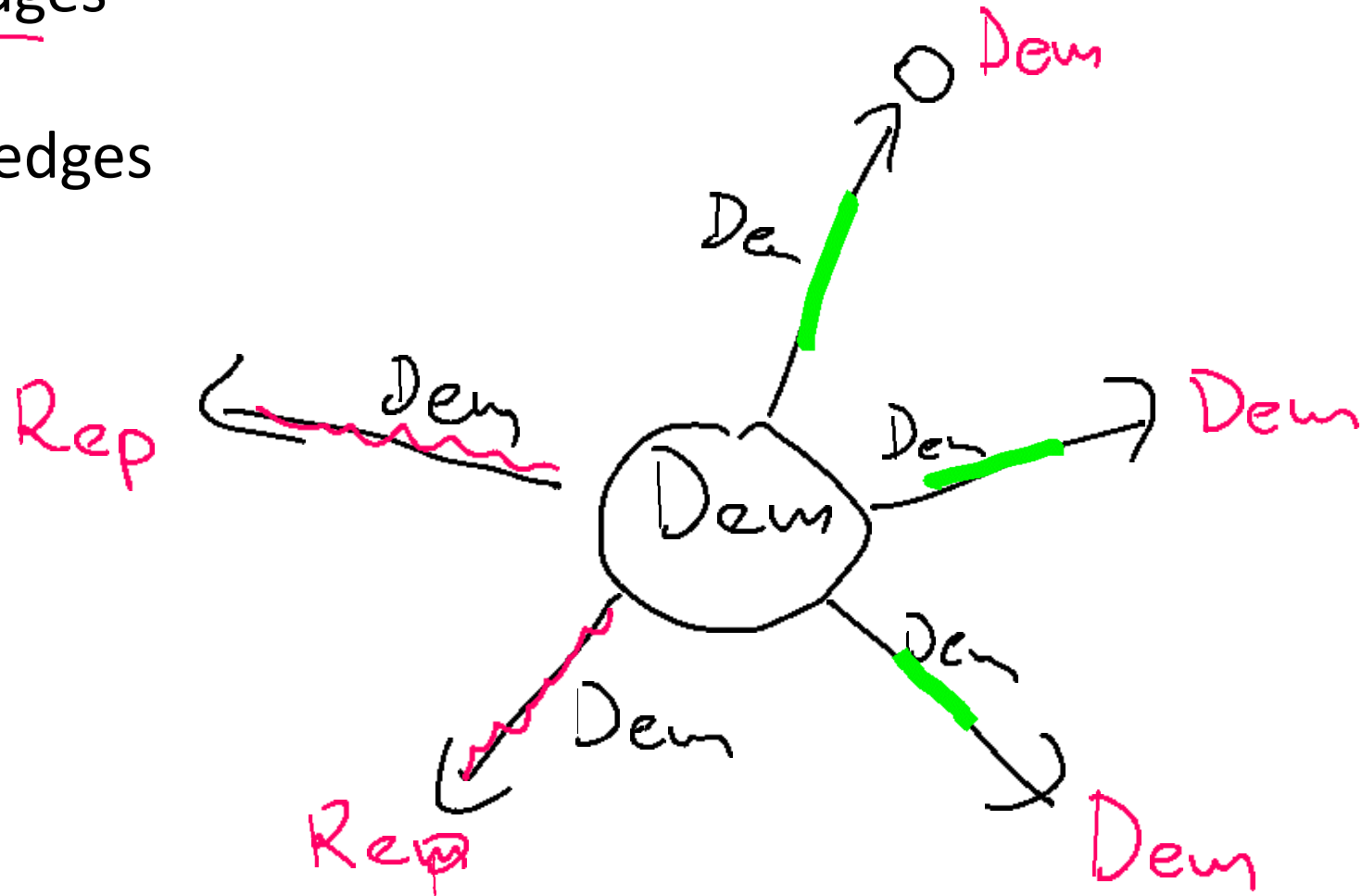
3) De Rep Re Rep . . .

4) Rep Rep Rep . . .

Day t: supporter of Dems

Bad out-edges

Good out-edges



Day t:

b bad out-edges from step t

g good out-edges from step t

Day t+1:

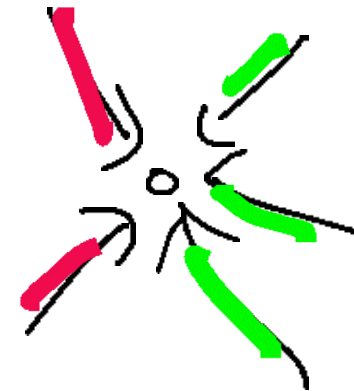
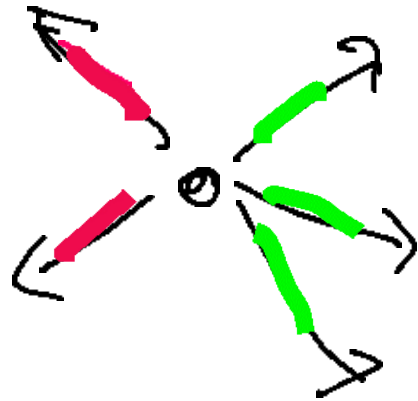
 recommendations for Reps

 recommendations for Dems

Case: $g > d$

The voter roots Dems again

bad in-edges at step $t+1$ = # bad out-edges at step t

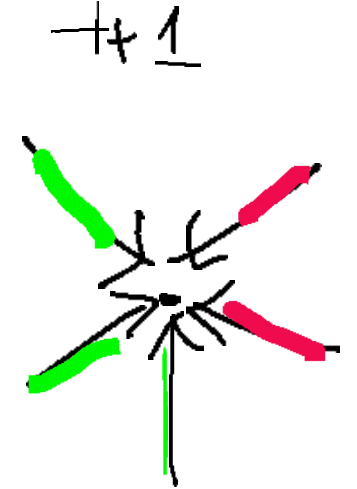
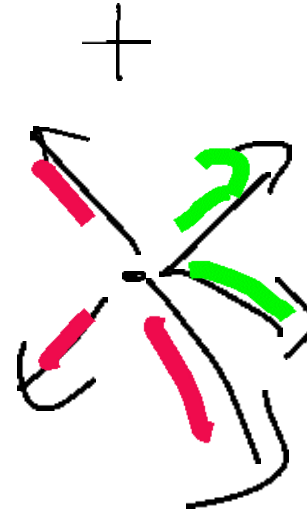


Case: $g < b$

The voter roots REPs

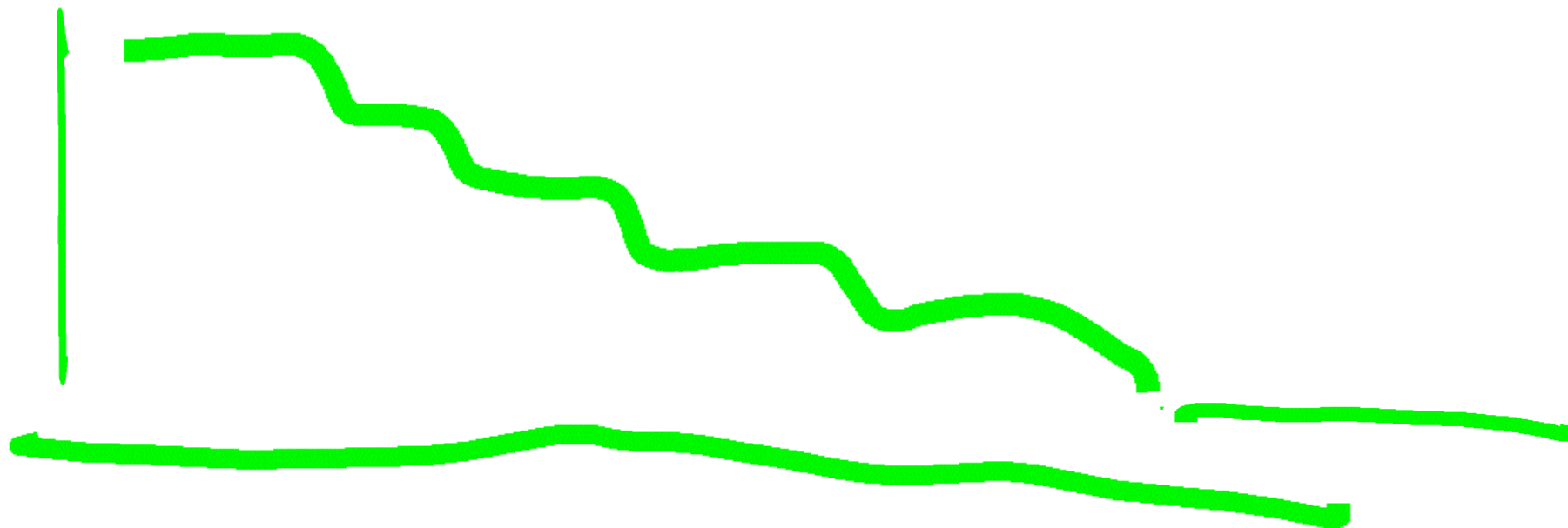
bad in-edges at step $t+1 = g$

bad out-edges at step $t = b$



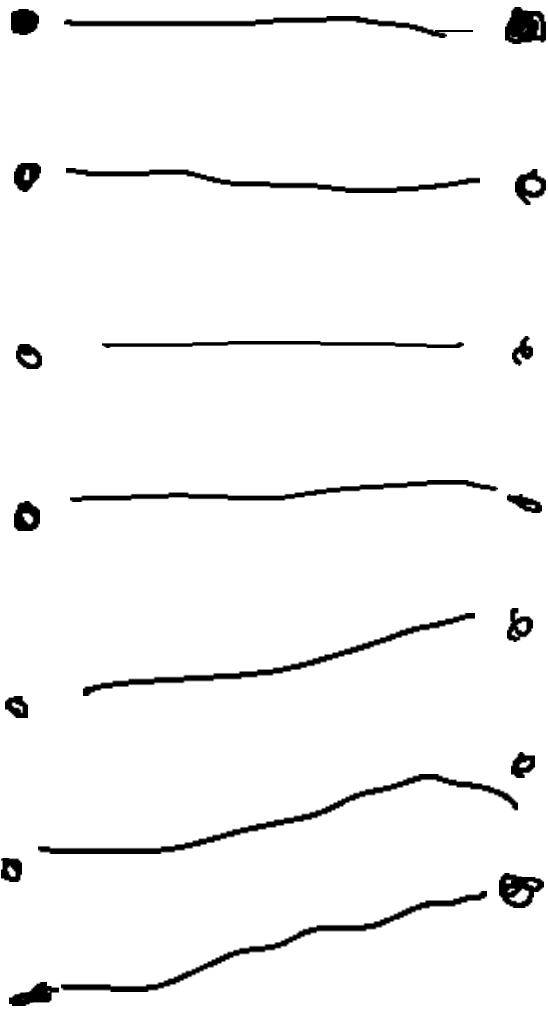
Total number of bad edges in the graph

Total number of bad edges in the graph



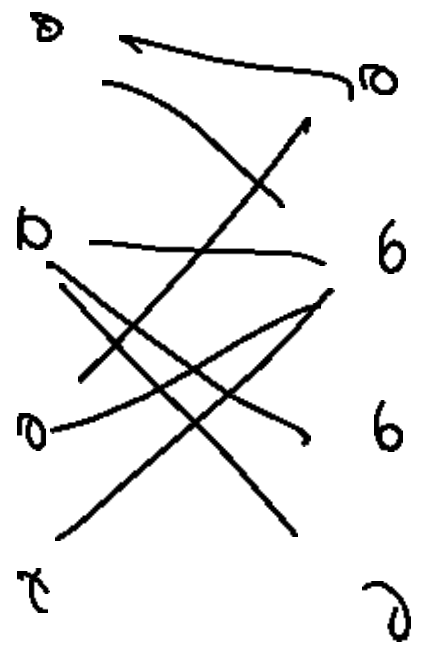
Dem
Rep
Dem

Rep
Dem
Rep

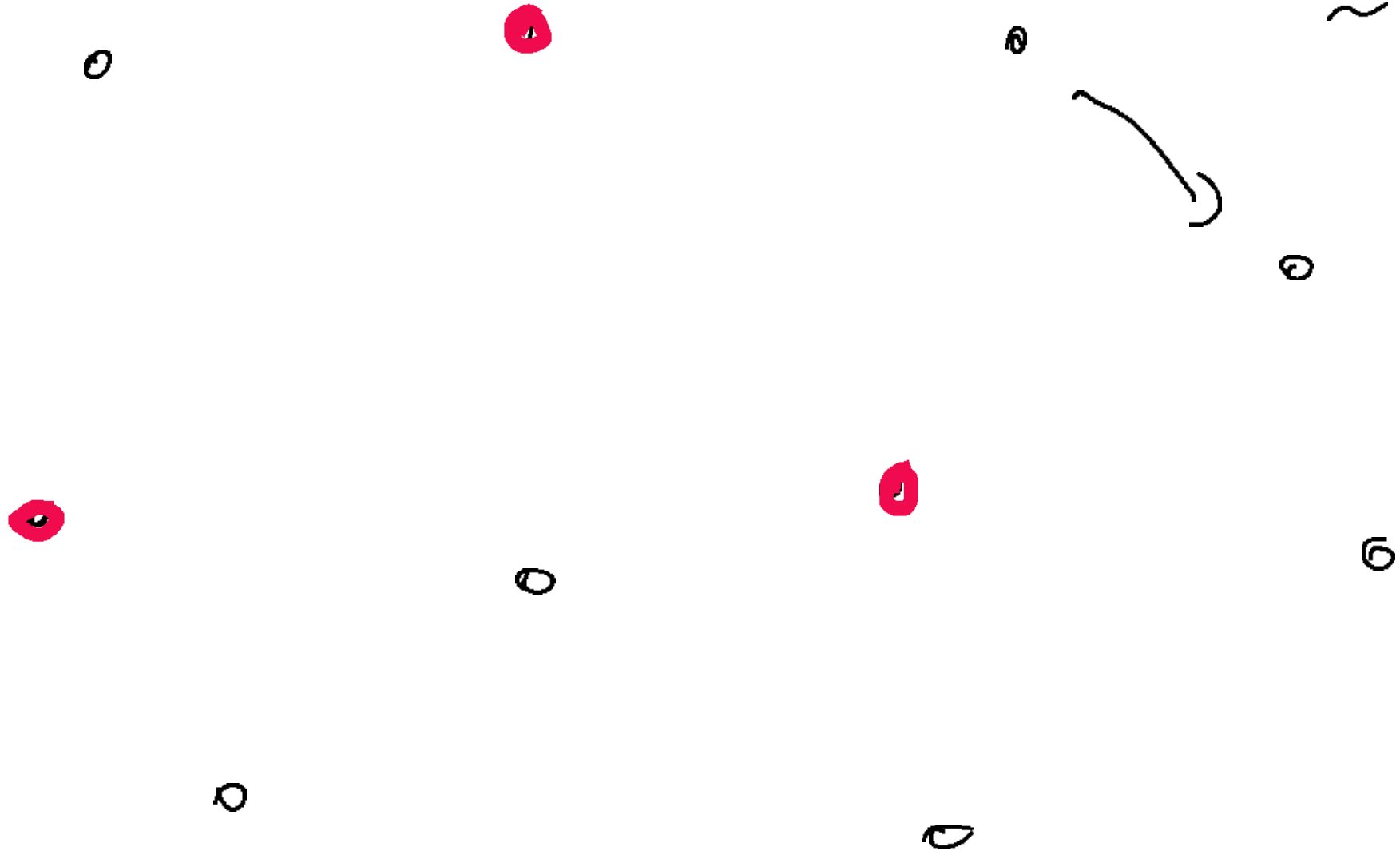


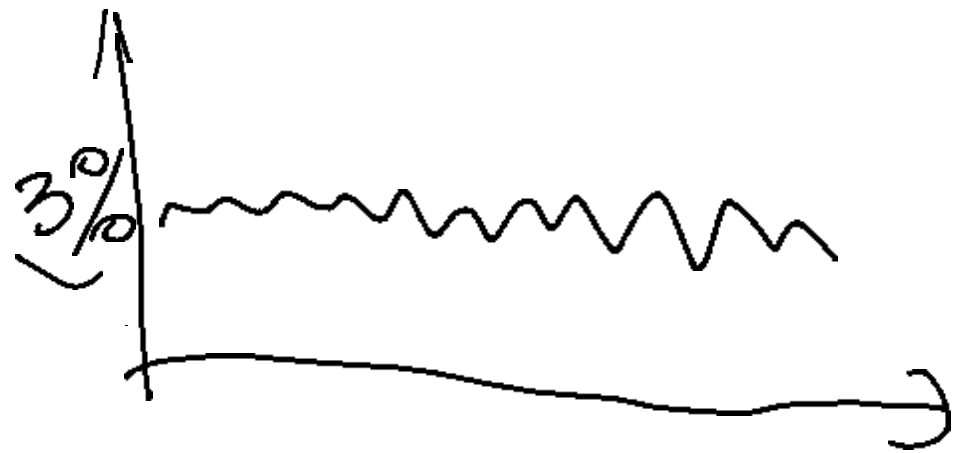
Dem
Rep

Rep
Dem

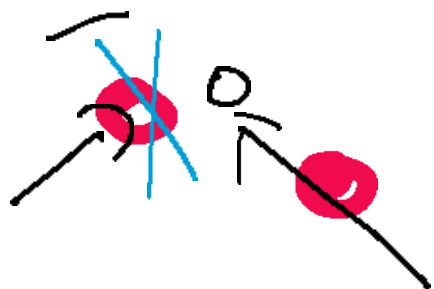


attached:
≈ 30% node





0



0

