Distributed Computing PWr, WIT, 2021

Prof. Mirosław Kutyłowski



Broadcasting to the whole network

Message complexity:

The total number of messages sent

Time complexity

time needed so that all nodes get the message





Broadcasting by flooding

Algorithm 2.9 Flooding

- 1: The source (root) sends the message to all neighbors.
- 2: Each other node v upon receiving the message the first time forwards the message to all (other) neighbors.
- 3: Upon later receiving the message again (over other edges), a node can discard the message.



Flooding

Algorithm 2.9 Flooding

- 1: The source (root) sends the message to all neighbors.
- 2: Each other node v upon receiving the message the first time forwards the message to all (other) neighbors.
- 3: Upon later receiving the message again (over other edges), a node can discard the message.

Problem: message complexity



Flooding

Algorithm 2.9 Flooding

- 1: The source (root) sends the message to all neighbors.
- 2: Each other node v upon receiving the message the first time forwards the message to all (other) neighbors.
- 3: Upon later receiving the message again (over other edges), a node can discard the message.

Problem: message complexity

każda krangdź użyta krangolie > zlożonośc = # wienchalków

Flooding

Algorithm 2.9 Flooding

- 1: The source (root) sends the message to all neighbors.
- 2: Each other node v upon receiving the message the first time forwards the message to all (other) neighbors.
- 3: Upon later receiving the message again (over other edges), a node can discard the message.

Problem: message complexity

L

czos = sreduica gunfu radius

Echo

Algorithm 2.10 Echo

- 1: A leave sends a message to its parent.
- 2: If an inner node has received a message from each child, it sends a message to the parent.



Echo

Algorithm 2.10 Echo

- 1: A leave sends a message to its parent.
- 2: If an inner node has received a message from each child, it sends a message to the parent.



Bellman-Ford BFS (broad first search)

Find the shortests paths to the root

Algorithm 2.13 Bellman-Ford BFS

- 1: Each node u stores an integer d_u which corresponds to the distance from u to the root. Initially $d_{\text{root}} = 0$, and $d_u = \infty$ for every other node u.
- 2: The root starts the algorithm by sending "1" to all neighbors.
- 3: if a node u receives a message "y" with $y < d_u$ from a neighbor v then
- 4: node u sets $d_u := y$
- 5: node u sends "y + 1" to all neighbors (except v)
- 6: end if

Bellman-Ford

Algorithm 2.13 Bellman-Ford BFS

- 1: Each node u stores an integer d_u which corresponds to the distance from u to the root. Initially $d_{\text{root}} = 0$, and $d_u = \infty$ for every other node u.
- 2: The root starts the algorithm by sending "1" to all neighbors.
- 3: if a node u receives a message "y" with $y < d_u$ from a neighbor v then
- 4: node u sets $d_u := y$
- 5: node u sends "y + 1" to all neighbors (except v)

6: end if -



くk

Bellman-Ford

Algorithm 2.13 Bellman-Ford BFS

- 1: Each node u stores an integer d_u which corresponds to the distance from u to the root. Initially $d_{\text{root}} = 0$, and $d_u = \infty$ for every other node u.
- 2: The root starts the algorithm by sending "1" to all neighbors.
- 3: if a node u receives a message "y" with $y < d_u$ from a neighbor v then
- 4: node u sets $d_u := y$
- 5: node u sends "y + 1" to all neighbors (except v)
- 6: end if

For a graph with diameter D, the number of edges m, and n nodes: Time complexity O(D) Message complexity O(mn)

time for 1 message: E [0,1]

Bellman-Ford

Algorithm 2.13 Bellman-Ford BFS

- 1: Each node u stores an integer d_u which corresponds to the distance from u to the root. Initially $d_{\text{root}} = 0$, and $d_u = \infty$ for every other node u.
- 2: The root starts the algorithm by sending "1" to all neighbors.
- 3: if a node u receives a message "y" with $y < d_u$ from a neighbor v then
- 4: node u sets $d_u := y$
- 5: node u sends "y + 1" to all neighbors (except v)
- 6: end if

For a graph with diameter D, the number of edges m, and n nodes:

Minimum Spanning Tree

- A tree containing each node of the graph
- Each edges has a weight
- The sum of weigths in the tree should be minimum possible



ZX; = mini-alua

MST- key observation

Theorem

Assume: the weights are different

Partition the nodes of the graph into disjoint subsets A and B. Let <u>e</u> <u>be the lightest edge connecting A and B</u>

then: e must belong to the spanning tree





Algorithm 2.18 GHS (Gallager–Humblet–Spira)

MST

1: Initially each node is the root of its own fragment. We proceed in phases:

2: repeat

- 3: All nodes learn the fragment IDs of their neighbors.
- 4: The root of each fragment uses flooding/echo in its fragment to determine the blue edge b = (u, v) of the fragment.
- 5: The root sends a message to node u; while forwarding the message on the path from the root to node u all parent-child relations are inverted {such that u is the new temporary root of the fragment}
- 6: node u sends a merge request over the blue edge b = (u, v).
- 7: if node v also sent a merge request over the same blue edge b = (v, u) then
- 8: either u or v (whichever has the smaller ID) is the new fragment root
- 9: the blue edge b is directed accordingly
- 10: else
- 11: node v is the new parent of node u
- 12: end if
- 13: the newly elected root node informs all nodes in its fragment (again using flooding/echo) about its identity
- 14: until all nodes are in the same fragment (i.e., there is no outgoing edge)



- 3: All nodes learn the fragment IDs of their neighbors.
- 4: The root of each fragment uses flooding/echo in its fragment to determine the <u>blue edge</u> b = (u, v) of the fragment.
- 5: The root sends a message to node u; while forwarding the message on the path from the root to node u all parent-child relations are inverted {such that u is the new temporary root of the fragment}



- 3: All nodes learn the fragment IDs of their neighbors.
- 4: The root of each fragment uses flooding/echo in its fragment to determine the blue edge b = (u, v) of the fragment.
- 5: The root sends a message to node u; while forwarding the message on the path from the root to node u all parent-child relations are inverted {such that u is the new temporary root of the fragment}



- 6: node u sends a <u>merge</u> request over the blue edge b = (u, v).
- 7: if node v also sent a merge request over the same blue edge b = (v, u) then
- 8: either u or v (whichever has the smaller ID) is the new fragment root
- 9: the blue edge b is directed accordingly
- 10: else
- 11: node v is the new parent of node u
- 12: end if



- 6: node u sends a <u>merge</u> request over the blue edge b = (u, v).
- 7: if node v also sent a merge request over the same blue edge b = (v, u) then
- 8: either u or v (whichever has the smaller ID) is the new fragment root
- 9: the blue edge b is directed accordingly
- 10: else
- 11: node v is the new parent of node u
- 12: end if

13: the newly elected root node informs all nodes in its fragment (again using flooding/echo) about its identity

Algorithm 2.18 GHS (Gallager–Humblet–Spira)

MST

1: Initially each node is the root of its own fragment. We proceed in phases:

2: repeat

- 3: All nodes learn the fragment IDs of their neighbors.
- 4: The root of each fragment uses flooding/echo in its fragment to determine the blue edge b = (u, v) of the fragment.
- 5: The root sends a message to node u; while forwarding the message on the path from the root to node u all parent-child relations are inverted {such that u is the new temporary root of the fragment}
- 6: node u sends a merge request over the blue edge b = (u, v).
- 7: if node v also sent a merge request over the same blue edge b = (v, u) then
- 8: either u or v (whichever has the smaller ID) is the new fragment root
- 9: the blue edge b is directed accordingly
- 10: else
- 11: node v is the new parent of node u
- $12: \quad \mathbf{end} \ \mathbf{if}$
- 13: the newly elected root node informs all nodes in its fragment (again using flooding/echo) about its identity
- 14: until all nodes are in the same fragment (i.e., there is no outgoing edge)

ZIOZONOSC: (Zasowa 1 runda time - Sireduica fragueta) $\leq D$ # rund ? < 2 fragation k fragmentów # rund $\in \log(n)$

••

••

••

••

••

••