Distributed Systems, Summer Term 2019 Exercise Sheet 2

In the following exercises we consider the CONGEST model. This is a **synchronous** message passing model with the additional property that the **size** of each message is bounded. If we assume that the nodes have IDs in $\{1, \ldots, n\}$ and communicate by exchanging bitstrings, then each message is only allowed to contain $O(\log n)$ bits. This means that each message may contain for example (the binary representation of) a constant number of integers $\leq n^c$ for some constant c. However, it is not possible that a node sends another node the IDs of all its neighbors in a single message, as the degree of the network may not be bounded.

Remark: Do not confuse the message size and the message complexity.

1. k-Selection Problem in Graphs

Given a graph G with n nodes that have pairwise distinct input values $\leq n^c$ for some constant c, the k-selection problem for a $k \leq n$ is the problem of finding the k^{th} -smallest value in the graph. Our goal is to describe a randomized distributed algorithm in the CONGEST model that solves the k-selection problem with an expected runtime of $O(D \cdot \log n)$.

- a) Assume a tree T of depth D. Describe an algorithm that computes in O(D) rounds for every node v a value s_v which equals the size (number of nodes) of the subtree with root v.
- b) Assume a tree T of depth D and root r in which each node is able to flip coins. Describe a method to choose a node from the tree uniformly at random (i.e., each node has the same probability to be chosen) in time O(D).

Hint: Use the algorithm from a).

c) Describe a randomized algorithm that solves the k-selection problem with an expected runtime of $O(D \cdot \log n)$.

Hint: Use the algorithm from b).

2. Leader Election

Given a graph G, describe a deterministic algorithm in the CONGEST model such that every node learns the smallest ID in the graph and terminates after O(D) rounds. Analyse the message complexity of the algorithm.