



# **Chapter 8**

# **Synchronization**

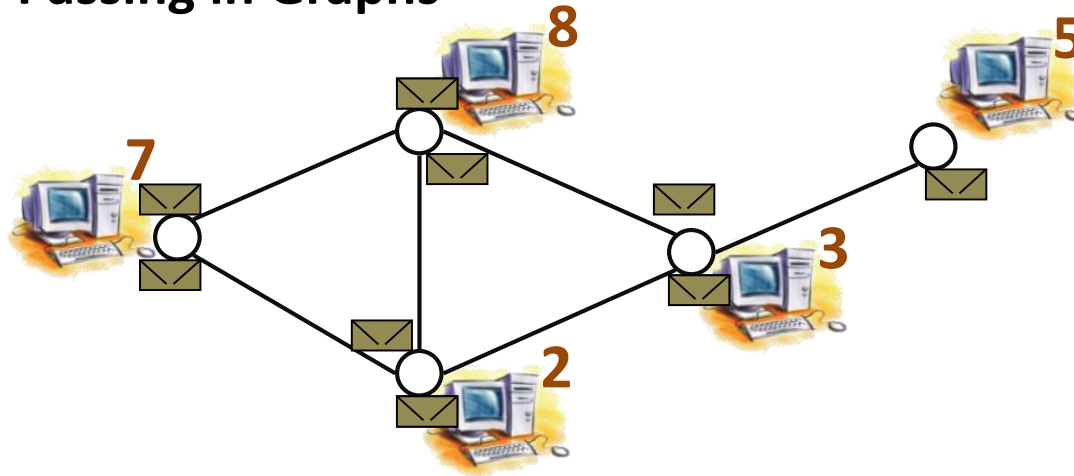
## **Distributed Systems**

### **SS 2019**

### **Fabian Kuhn**

# Repetition: Message Passing Models

## Message Passing in Graphs



### Asynchronous Message Passing

- Messages can have arbitrary (but finite) delays
- Event-based (do something upon receiving a message)

### Synchronous Message Passing

- Time is divided into synchronous rounds
- Each node can send a message to each neighbor in each round

## Synchronous systems:

- System runs in synchronous time steps (usually called **rounds**)
  - Discrete time  $0, 1, 2, 3, 4, \dots$
  - Round  $r$  takes place between time  $r - 1$  and time  $r$

## Synchronous message passing:

- **Round  $r$ :**
  - At time  $r - 1$ , each process sends out messages to its neighbors
- Messages are delivered and processed at time  $r$

## Time complexity:

- Total number of rounds until all nodes have terminated
  - Assumption: all nodes start at time  $0$

## Asynchronous systems:

- ~~Process speeds~~ and message delays are finite but otherwise completely unpredictable
- Assumption: ~~process speeds~~ / message delays are determined in a worst-case way by an adversarial scheduler

## Asynchronous message passing:

- Messages are always delivered (in failure-free executions)
- Message delays are arbitrary (chosen by an adversary)

## Asynchronous time complexity:

- Time of a worst-case execution where the message delays are normalized to be at most 1 time unit
  - Typical assumption: all nodes start at time 0

# Advantage of Synchronous Systems

## Simplicity of Algorithms

- Algorithms are often easier to describe and analyze
  - e.g., the coloring and MIS algorithms from the last two lectures

## Algorithm Efficiency

- Easier to get algorithms that are both time and message efficient
- Example from Chapter 2: Constructing a BFS tree
- **Synchronous BFS construction:**
  - Simple flooding, time complexity:  $O(D)$ , message complexity:  $O(|E|)$
- **Asynchronous BFS construction:**
  - Level-by-level (distributed Dijkstra-like algorithm)  
Time complexity:  $O(D^2)$ , message complexity:  $O(m + D \cdot n)$
  - Distributed Bellman-Ford  
Time complexity:  $O(D)$ , message complexity:  $O(m \cdot D) = O(m \cdot n)$

# Synchronizers: Idea

## Motivation:

- synchronous algorithms are often simpler and more efficient than asynchronous ones
- however, often real systems are asynchronous

**Goal:** Run synchronous algorithms in asynchronous systems

## Synchronizer:

- Locally simulates rounds at all nodes
- Needs to make sure that when running a synchronous algorithm using the locally simulated rounds:

**The local schedules are the same as in the synchronous execution**

# Clock Pulses

- A synchronizer generates a clock pulse for each round at each node

## Valid Clock Pulse:

- A **clock pulse of round  $i \geq 1$**  at node  $v$  is **valid** if it is generated after  $v$  has **received all the messages** of the synchronous algorithm sent by its neighbors in rounds  $< i$ .
- If we have a mechanism that generates valid clock pulses, a synchron. algorithm is turned into an asynch. algorithm in the obvious way
  - Node  $v$  sends messages of round  $i$  after  $i^{th}$  clock pulse at  $v$  is generated

**Theorem:** If all generated clock pulses are valid, the above method provides an asynchronous algorithm that behaves in exactly the same way as the given synchronous algorithm.

*Proof:* When the  $i^{th}$  pulse is generated at a node  $v$ ,  $v$  has sent and received exactly the same messages and performed the same local computations as in the first  $i - 1$  rounds of the synchronous algorithm. ■

# Synchronizer Complexity

## Synchronizer $\mathcal{S}$ :

- Algorithm that generates *valid clock pulses* in an *asynchronous network*
  - w.r.t. a given synchronous alg.  $\mathcal{A}$
  - Assumption: synchronous time and message complexity of  $\mathcal{A}$ :  $T(\mathcal{A})$  and  $M(\mathcal{A})$

## $T(\mathcal{S})$ : time complexity of synchronizer $\mathcal{S}$

- (Asynch.) time complexity per clock pulse (i.e., for simulating 1 round)

## $M(\mathcal{S})$ : <sup>msg.</sup> ~~time~~ complexity of synchronizer $\mathcal{S}$

- Number of synchronization messages per clock pulse
  - Synchronization messages are all messages that are not sent by  $\mathcal{A}$  anyway

## Initialization cost of $\mathcal{S}$ : time compl. $T_{\text{init}}(\mathcal{S})$ , msg. compl. $M_{\text{init}}(\mathcal{S})$

- Synchronizer might require some initialization (e.g., a leader, a spanning tree, or some other graph structure)



# Synchronizer Complexity

- Assume that a synchronous alg.  $\mathcal{A}$  with time compl.  $T(\mathcal{A})$  and msg. compl.  $M(\mathcal{A})$  is run in an asynch. network by using synchronizer  $\mathcal{S}$

**Total cost of the resulting asynchronous algorithm  $\mathcal{A}'$ :**

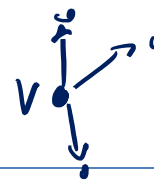
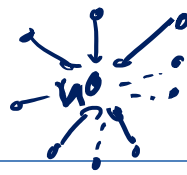
**Time complexity:**

$$T_{\text{ASYNC}}(\mathcal{A}') = T_{\text{init}}(\mathcal{S}) + \boxed{T(\mathcal{S}) \cdot T(\mathcal{A})}$$

**Message complexity:**

$$M_{\text{ASYNC}}(\mathcal{A}') = M_{\text{init}}(\mathcal{S}) + \boxed{M(\mathcal{S}) \cdot T(\mathcal{A}) + M(\mathcal{A})}$$

**Remark:** Since the initialization of  $\mathcal{S}$  in a given network  $G$  only needs to be done once, we are mostly interested in minimizing the per round costs  $T(\mathcal{S})$  and  $M(\mathcal{S})$  of a synchronizer  $\mathcal{S}$



## Challenge: How to generate valid clock pulses?

- A node  $v$  needs to know when it has received all messages of its neighbors from a previous round
  - $v$  does not know which of its neighbors want to send it a message

**Safe Node:** A node  $v$  is called **safe w.r.t. clock pulse (round)  $i$**  if all its **messages of round  $i$**  have been **received** by the neighbors

**Observation:** A node  $u$  can generate clock pulse  $i + 1$  when all its neighbors  $v$  are safe w.r.t. clock pulse  $i$

- This in particular implies that  $u$  has received the messages of its neighbors

**How can a node  $v$  detect that it is safe?**

*send acknowledgements*

# Detecting Node Safety

## Protocol to detect node safety:

- Assume that we send an acknowledgement for each message of the algorithm  $\mathcal{A}$
- After receiving all acknowledgements, a node  $v$  is certainly safe

## Cost of sending acknowledgements:

- The total additional message cost is at most  $M(\mathcal{A})$
- The additional time cost per clock pulse (round) is 1
- Hence, acknowledgements do not increase the asymptotic cost

In the following, we will assume that our algorithm sends acknowledgements for all messages of  $\mathcal{A}$  without explicitly analyzing the cost of these messages.

# Synchronizers: Ideas?

A node  $v$  can generate the next clock pulse when all neighbors are safe.

How can a node  $v$  detect that all neighbors are safe?

all nodes  $u$  send a msg. to all neighbors when  $u$  is safe.

# Synchronizer $\alpha$

## Synchronizer $\alpha$ at node $v$ (for each clock pulse)

1. **wait** until  $v$  is safe (until all ack. have been received)
2. **send** SAFE to all neighbors
3. **wait** until  $v$  receives SAFE from all neighbors
4. start next clock pulse



$r \cdot T(S)$

**Theorem:** The time and message complexities of synchronizer  $\alpha$  per synchronous round (clock pulse) are

$(T(\alpha) = 3)$        $T(\alpha) = O(1)$       and       $M(\alpha) = \underline{\underline{O(m)}}$   <sup>$\downarrow$  #edges</sup>

# Simpler Version of Synchronizer $\alpha$

- Synchronizer  $\alpha$  was presented by using the general framework
- There is an easier and slightly more efficient way to achieve the same
- In each round, each node  $u$  sends a message to each neighbor  $v$  containing the following data
  - The data of the message  $u$  sends to  $v$  in algorithm  $\mathcal{A}$  (if there is such a msg.)
  - The current round number  
(If in  $\mathcal{A}$ ,  $u$  does not send a msg. to  $v$ ,  $u$  sends a dummy message that just contains the round number)
- A node can then move on to the next round when it has received the messages of the previous round from all neighbors

→ asynch. with the same time compl. as the synch. one.

# Synchronizer $\alpha$ : Discussion

## Advantages of synchronizer $\alpha$ :

- does not require any precomputation
- **very time-efficient**  $T(\alpha) = O(1)$

$\Rightarrow$  time complexity of resulting asynchronous alg. is  $O(T(\mathcal{A}))$

- i.e.,  $\alpha$  allows to turn a synchronous algorithm into an asynchronous algorithm with the same asymptotic time complexity

## Disadvantages of synchronizer $\alpha$ :

- very high message cost:  $M(\alpha) = \underline{O(m)}$

$\Rightarrow$  msg. complexity of resulting asynch. alg. is  $O(M(\mathcal{A}) + m \cdot T(\mathcal{A}))$

- Example: Synchronous BFS construction has  $T(\mathcal{A}) = \underline{D}$  and  $M(\mathcal{A}) = \underline{O(m)}$ , using  $\alpha$ , we get an asynch. alg. with msg. compl.  $O(m \cdot D)$  (same as distr. Bellman-Ford)

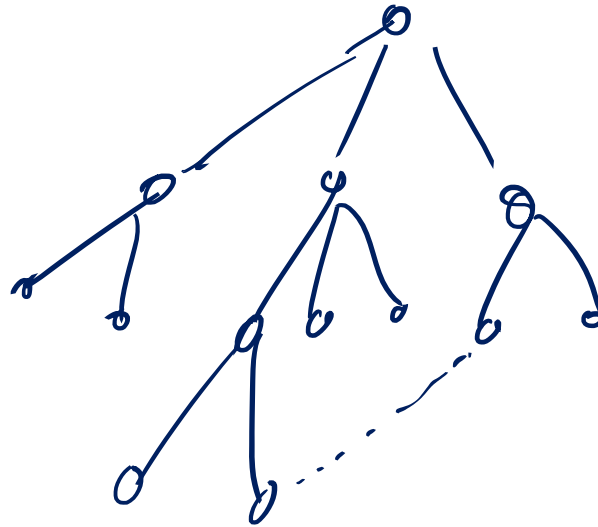
Is it possible to be more message-efficient?

- maybe at the cost of a higher time complexity...

# Message-Efficient Synchronization

Ideas?

build a spanning tree  $T$





# Synchronizer $\beta$

- As a precomputation, compute a rooted spanning tree  $T$

## Synchronizer $\beta$ at node $v$ (for each clock pulse)

1. **wait** until  $v$  is safe (until all ack. have been received)
2. **wait** until  $v$  receives SAFE message from all children in  $T$
3. **if**  $v \neq$  root **then**
4.     **send** SAFE to parent in  $T$
5.     **wait** until PULSE message received from parent in  $T$
6. **send** PULSE message to all children in  $T$
7. start next clock pulse

# Synchronizer $\beta$

**Theorem:** The time and message complexities of synchronizer  $\beta$  per synchronous round (clock pulse) are

$$T(\beta) = O(n) \quad \text{and} \quad M(\beta) = O(n)$$

$$T(\beta) = O(\text{depth of tree } T) = O(n)$$

$$M(\beta) = O(\# \text{ edges of } T) = O(n)$$

## Cost of initialization

- There is an asynchronous distributed algorithm that computes a spanning tree in time  $O(n)$  with message complexity  $O(m + n \log n)$ .
  - Does not require a leader, optimal with some natural assumptions
  - The diameter of this tree might be linear in  $n$  even if the diameter of  $G$  is small

# Synchronizer $\beta$ : Discussion

## Advantages of synchronizer $\beta$ :

- relatively message-efficient  $M(\beta) = O(n)$

$\Rightarrow$  msg. complexity of resulting asynch. alg. is  $O(M(\mathcal{A}) + n \cdot T(\mathcal{A}))$

- Example: Synchronous BFS construction has  $T(\mathcal{A}) = D$  and  $M(\mathcal{A}) = O(m)$ , using  $\beta$ , we get an asynch. alg. with msg. compl.  $O(m + D \cdot n)$  (same as distr. Dijkstra)

## Disadvantages of synchronizer $\beta$ :

- Needs a leader and a spanning tree (precomputation)
- very high time cost:  $T(\beta) = O(\text{tree diameter}) = O(n)$

$\Rightarrow$  time complexity of resulting asynch. alg. is  $O(n \cdot T(\mathcal{A}))$

- Example: Synchronous BFS construction has  $T(\mathcal{A}) = D$  and  $M(\mathcal{A}) = O(m)$ , using  $\beta$ , we get an asynch. alg. with time complexity  $O(D \cdot n)$   $O(D \cdot T(\beta))$   
(if tree has diameter  $O(D)$ , we time  $O(D^2)$  as in the distr. Dijkstra alg.)

Can be we efficient w.r.t. time and message complexity?

Ideas?

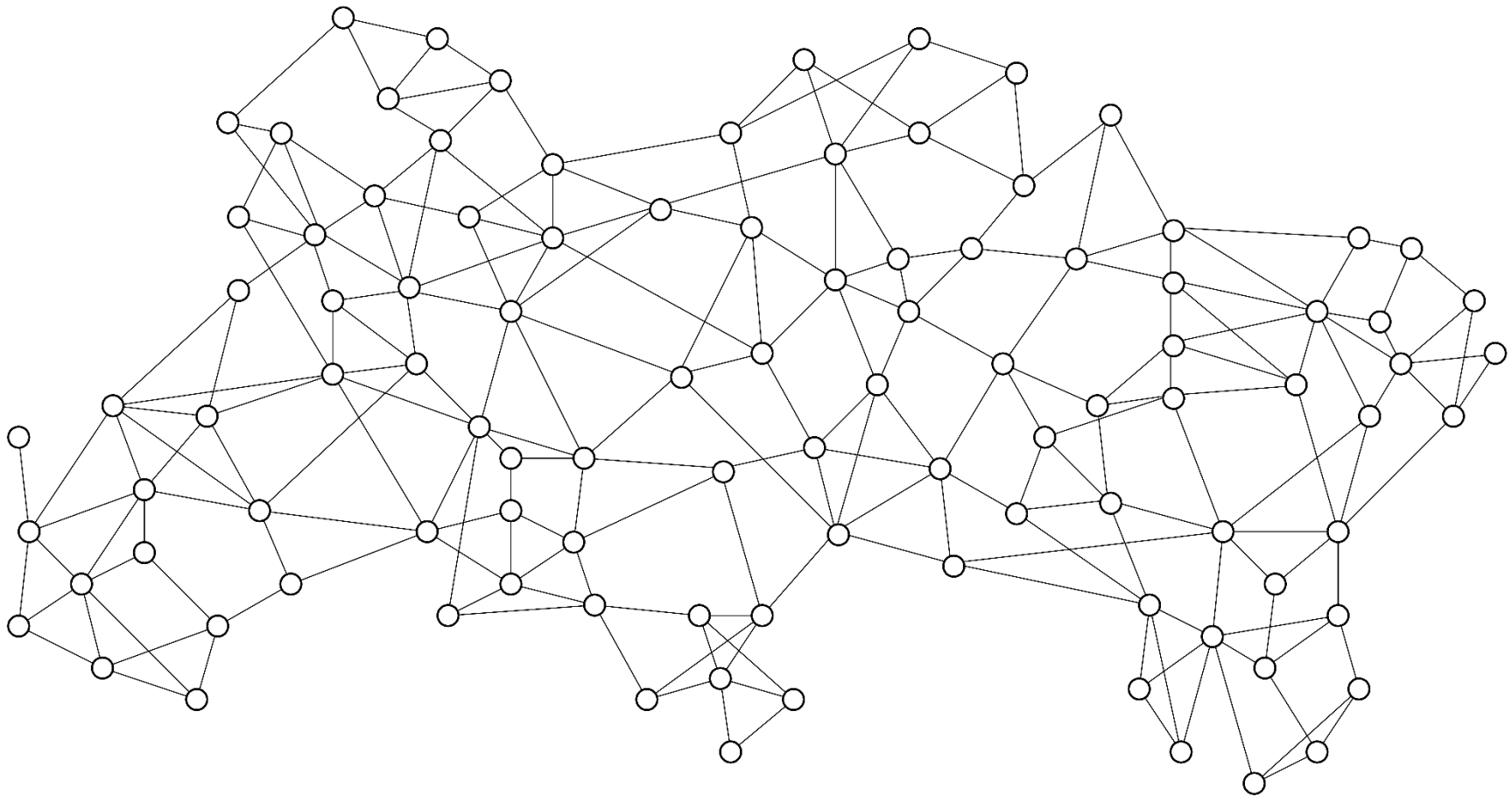
combine  $\alpha$  and  $\beta$

build clusters of small diameter  
+ spanning trees of clusters

idea: use  $\beta$  inside clusters  
&  $\alpha$  between clusters

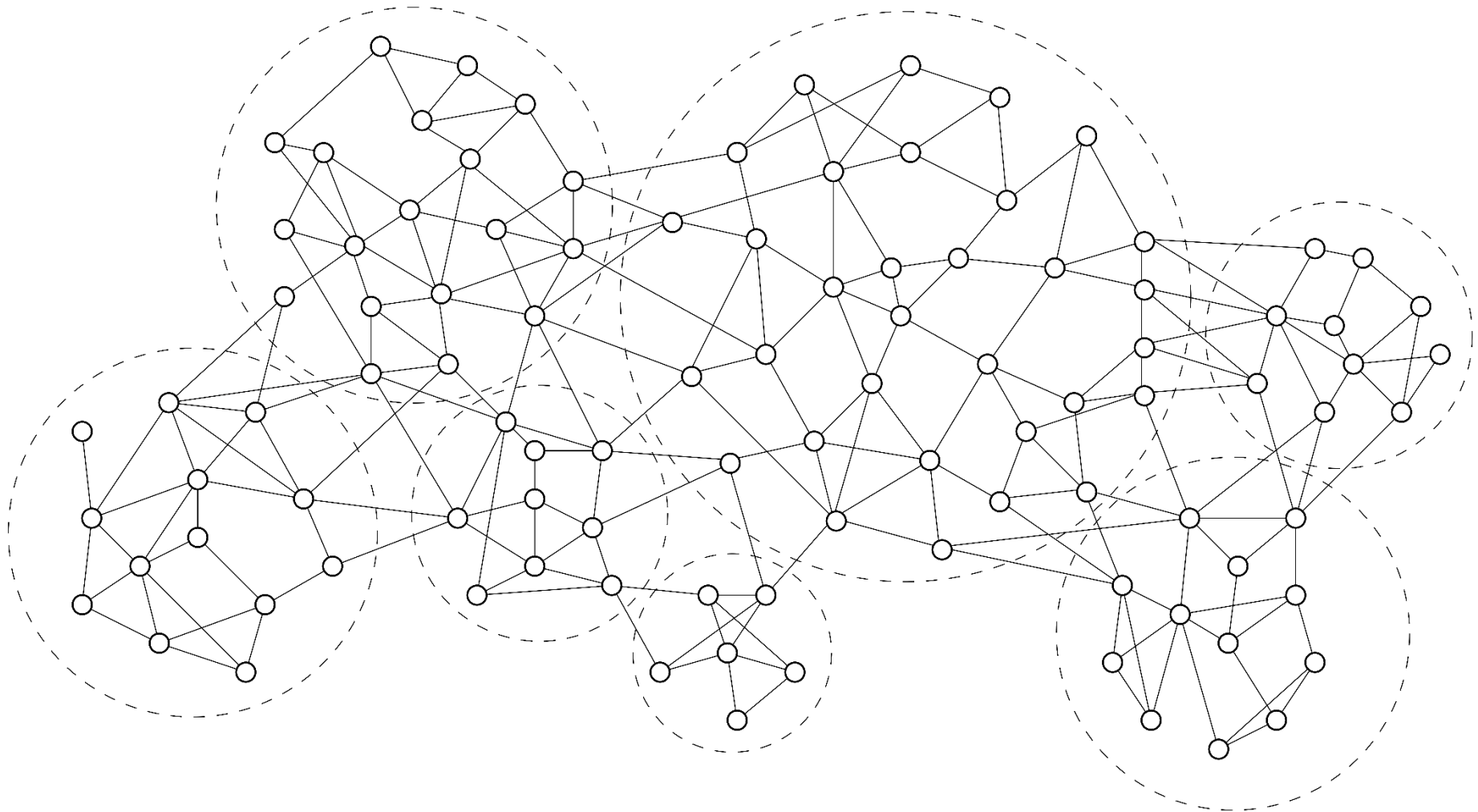
# Clustering of Network

**Precomputation:** A partition into clusters of small diameter



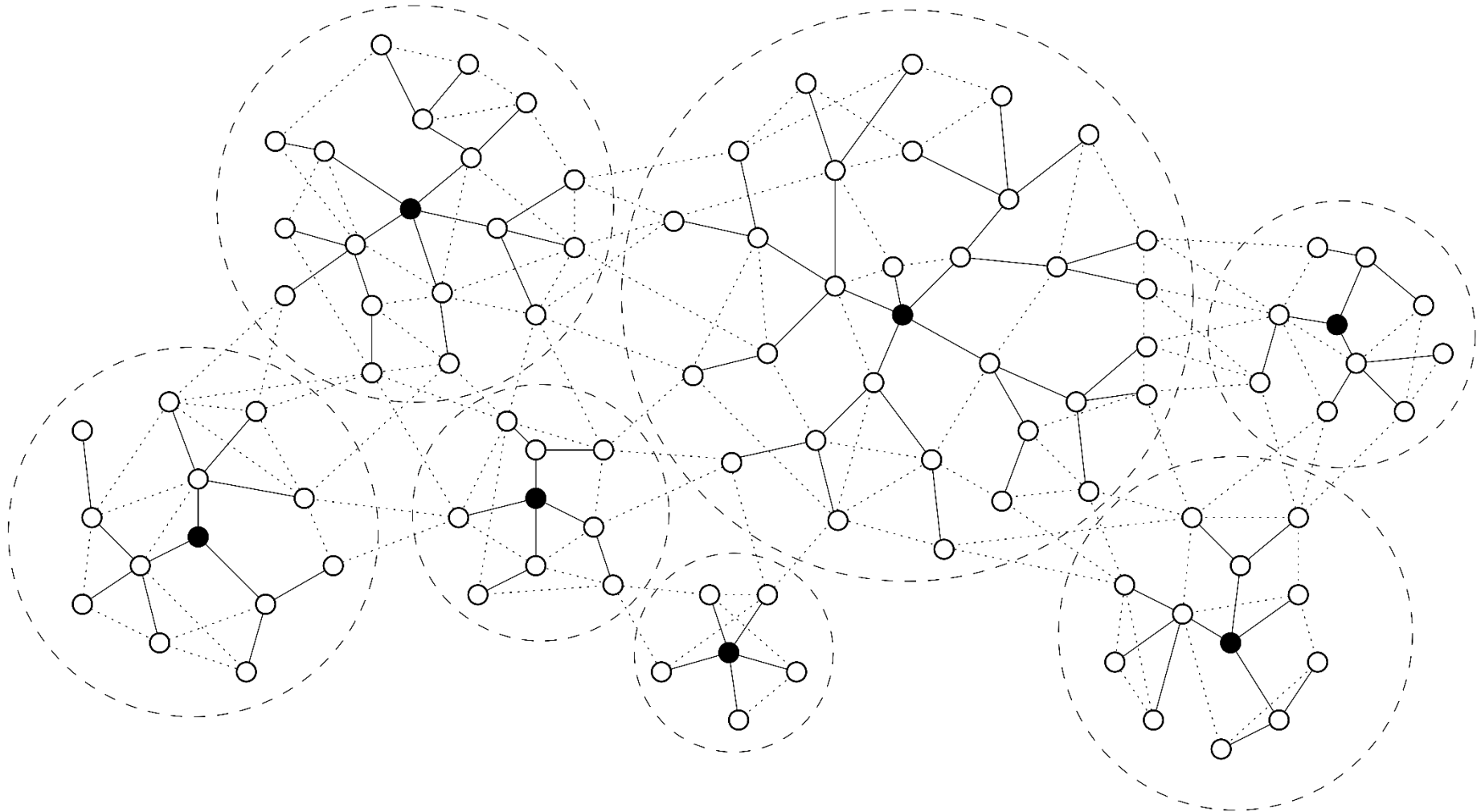
# Clustering of Network

**Precomputation:** A partition into clusters of small diameter



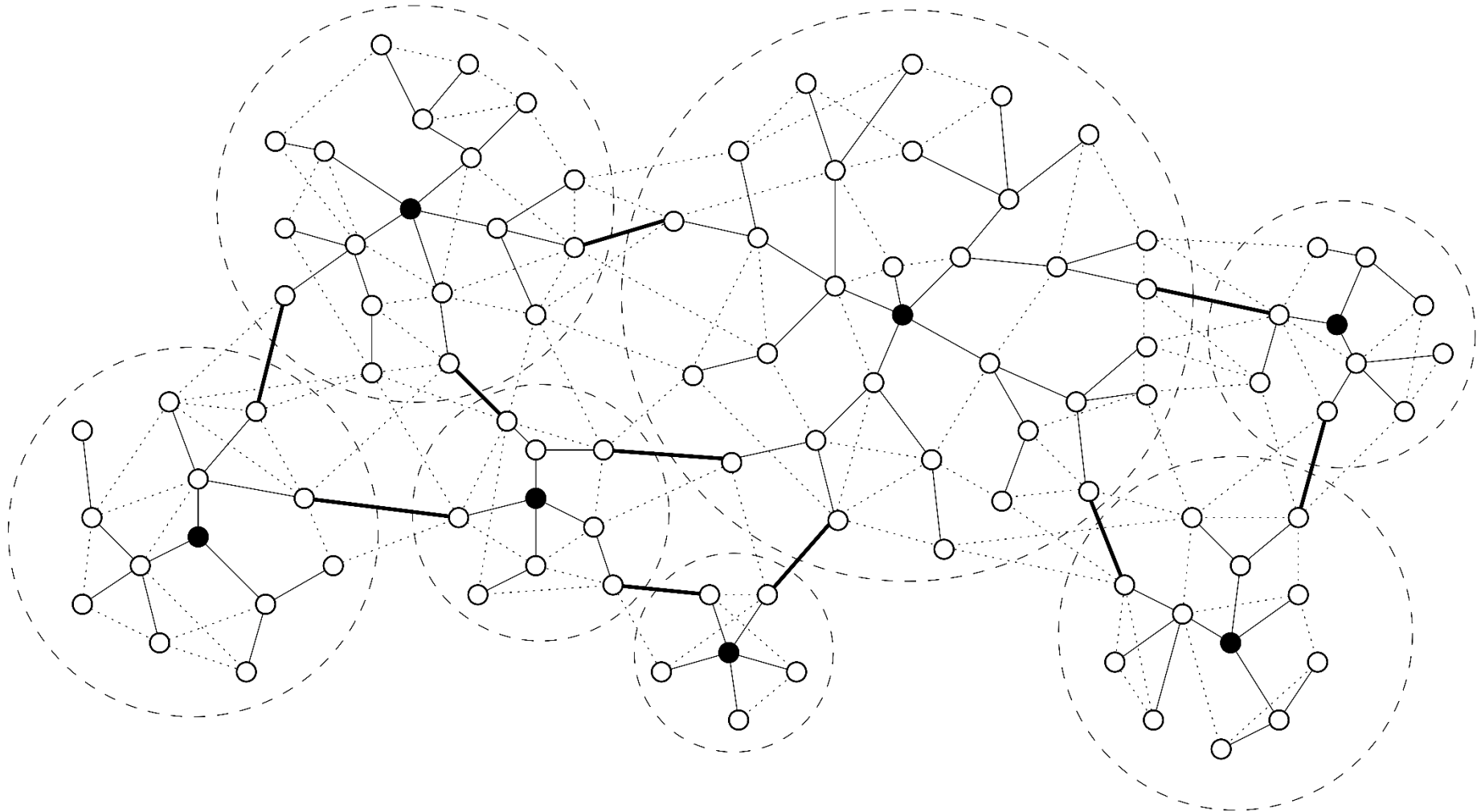
# Clustering of Network

**Precomputation:** A partition into clusters of small diameter



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# Clustering of Network

**Precomputation:** A partition into clusters of small diameter

## Properties of clustering:

- Maximum cluster radius  $R$  (also max. tree depth)
- Number of intercluster edges  $m_C$

## Synchronizer $\gamma$ Ideas:

- Use synchronizer  $\beta$  to synchronize within each cluster
- Use synchronizer  $\alpha$  to synchronize between cluster

# Synchronizer $\gamma$ at node $v$

1. **wait** until  $v$  is safe (until all ack. have been received)
2. **wait** until  $v$  receives SAFE message from all children in cluster tree
3. **if**  $v \neq$  cluster root **then**
4.     **send** SAFE message to parent in cluster tree
5.     **wait** until CLUSTERSAFE msg. received from parent in cluster tree
6. **send** CLUSTERSAFE message to all children in cluster tree
7. **send** NEIGHBORSAFE msg. over all intercluster edges of  $v$
8. **wait** until  $v$  receives NEIGHBORSAFE msg. over all intercluster edges of  $v$  and from all children in cluster tree
9. **if**  $v \neq$  cluster root **then**
10.     **send** NEIGHBORSAFE message to parent in cluster tree
11.     **wait** until PULSE message received from parent in cluster tree
12. **send** PULSE message to all children in cluster tree
13. start next clock pulse



# Synchronizer $\gamma$

**Theorem:** The time and message complexities of synchronizer  $\gamma$  per synchronous round (clock pulse) are

$$T(\gamma) = O(R) \quad \text{and} \quad M(\gamma) = \underline{O(m_C + n)}$$

- where  $R = \text{max. cluster radius}$  and  $m_C = \# \text{ of intercluster edges}$

$T(\gamma)$ : 2 conv.-case + flooding  
in clusters

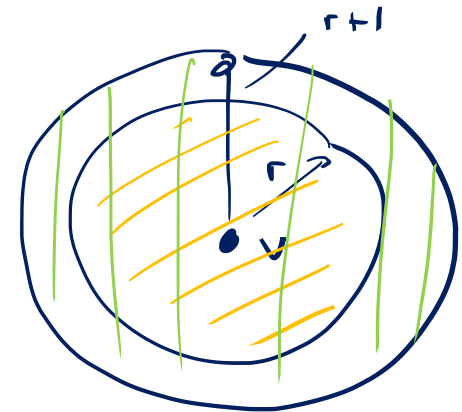
↳ time  $O(\text{max cluster radius})$

$M(\gamma)$ : messages inside clusters :  $O(n)$   
msg. between clusters :  $O(m_C)$

# Construction of Clustering (Sequential Alg.)

- Construction has a parameter  $\rho > 1$  (think of  $\rho=2$ )
- $B(v, r)$  means ball of radius  $r$  around  $v$ 
  - Set of nodes at distance at most  $r$  from  $v$

1. **while** there are unprocessed nodes **do**
2.     select an arbitrary unprocessed node  $v$
3.      $r := 0$
4.     **while**  $|B(v, r + 1)| > \rho \cdot |B(v, r)|$  **do**
5.          $r := r + 1$
6.     makeCluster( $B(v, r)$ )
7.     nodes in  $B(v, r)$  are now processed and removed from graph
8.     add one intercluster edge between any two neighboring clusters



# Properties of Clustering

**Theorem:** The radius of each cluster is at most  $R = O(\log_{\rho} n)$

building cluster:

grow  $r$  until  $|B(v, r+1)| \leq \rho |B(v, r)|$

$$n \geq |B(v, r)| > \rho^r$$

$$\hookrightarrow r < \log_{\rho} n$$

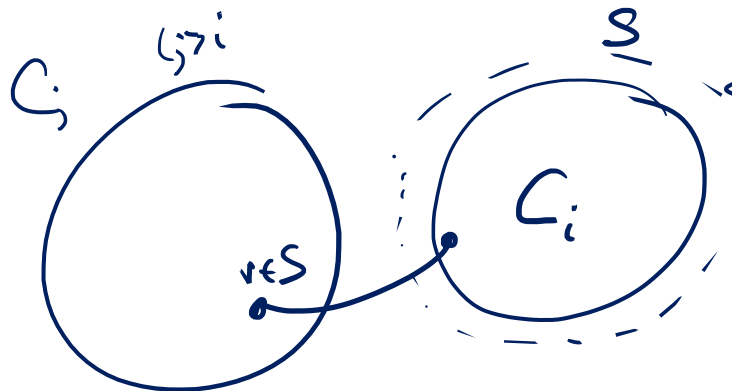
# Properties of Clustering

**Theorem:** The number of intercluster edges is  $m_c \leq (\rho - 1) \cdot n$



$C_i$ :  $i^{\text{th}}$  cluster constructed

# intercl. edges between  $C_i$  and some  $C_j$  for  $j > i$



← set of neighbors

$$\underline{|S \cup C_i|} \leq \rho |C_i|$$

$$\hookrightarrow \underline{|S|} \leq \underline{(\rho - 1) |C_i|}$$

# Synchronizer $\gamma$ ~~the~~

**Theorem:** The time and message complexities of synchronizer  $\gamma$  per synchronous round (clock pulse) are

$$T(\gamma) = \underline{O(\log_{\rho} n)} \quad \text{and} \quad M(\gamma) = O(\rho \cdot n)$$

$$M(\gamma) = O(m_c + n)$$

$$m_c \leq (\rho - 1)n$$

$$\underline{\rho=2} : T(\gamma) = \Theta(\log_2 n), \quad M(\gamma) = O(n)$$

↑ almost as good as  $\alpha$

↑ the same as for  $\beta$

BFS: time:  $O(D \cdot \log n)$ , msg.:  $O(m + D \cdot n)$

$$\underline{\rho = n^{1/k}} : T(\gamma) = O\left(\frac{\log n}{\log n^{1/k}}\right) = O(k), \quad M(\gamma) = O(n^{1+1/k})$$

# Discussion of Synchronizer $\gamma$

- Precomputation can be done in time  $O(n)$  with  $O(m + n \log n)$  msg.
- When applying to computing a BFS tree, we get

*→ definitely up to  $O(\log n)$  factors*

time compl.:  $O(n + D \cdot \log n)$ , msg. compl.:  $O(m + n \log n + D \cdot n)$

- $\alpha$ ,  $\beta$ , and  $\gamma$  achieve global synchronization (every node generates every clock pulse). Often (e.g., BFS construction) each node only participates in a few synchronous rounds. In such cases, it is possible to achieve a synchronizer with time and message complexity  $O(\log^3 n)$  (no initialization)
- The time/msg. trade-off of synchronizer  $\gamma$  is optimal if all nodes need to generate all clock pulses
- Partitions/coverings of networks with clusters of small diameter come in different variants and have many applications in distributed computations, e.g., for routing, constructing sparse spanning subgraphs, distributed data structures, and also computations of local graph structures such as colorings or maximal independent sets