Leader Election

Chapter 3

Observations

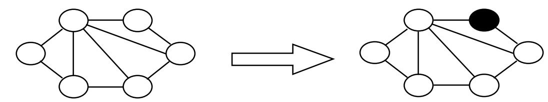
Election in the Ring

Election in the Mesh

Election in the Hypercube

Election in an arbitrary graph

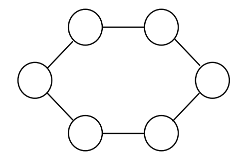
Election



Theorem *[Angluin 80]*

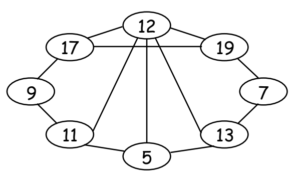
The election problem cannot be generally solved if the entities do not have different identities.

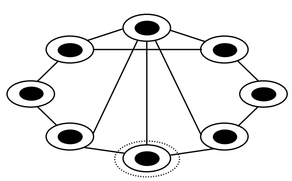
Consider the system where:
- Unique entities
- Same state
- Anonymous
- Synchronous



At each moment, they are doing the same thing.

Note: with distinct Ids Minimum Finding is an election



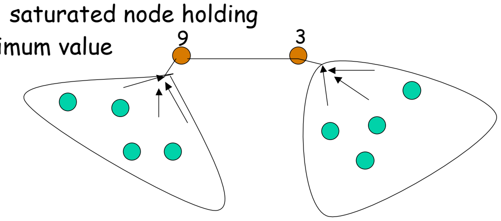


Election in the Tree

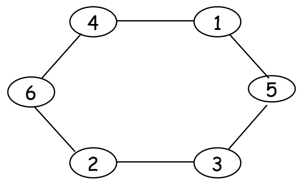
To each node x is associated a distinct identifier v(x)

A simple algorithm:

1) Execute the saturation technique,
2) Choose the saturated node holding the minimum value



Ring

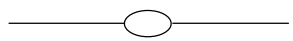


• n entities
• m= n links

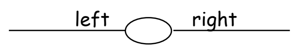
• n. of entities = n. of links

• Symmetric topology

• Each entity has two neighbors



When there is sense of direction:



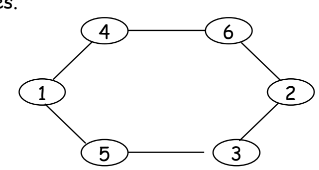
Election Algorithms in Rings

- All the way
- As Far
- Controlled distance
- Electoral stages
  --- bidirectional version
- Alternating steps

ELECTING THE MINIMUM

All the way

Basic Idea: Each id is fully circulated in the ring.
---> each entity sees all identities.



ASSUMPTIONS

• Two versions: unidirectional/bidirectional links.

• Local orientation (i.e. not necessarily a sense of direction)

• Distinct identities.

Correctness and Termination

To terminate we need:

either FIFO assumption

or knowledge of n

Note: knowledge of n can be acquired

States: S={ASLEEP, AWAKE, FOLLOWER, LEADER}
S INIT={ASLEEP};
S_TERM={FOLLOWER, LEADER}.

```
ASLEEP

Spontaneously
        INITIALIZE
        become AWAKE

Receiving(``Election'', value, counter)
        INITIALIZE;
        send(``Election'', value, counter+1)
                                to other
        min:= Min{min, value}
        count:= count+1
        become AWAKE
```

INITIALIZE

```
count:= 0
size:= 1
known:=  false
send("Election",id(x),size) to right;
min:= id(x)
```

```
AWAKE
Receiving ("Election", value, counter)
        If value ≠ id(x) then
            send ("Election",value,counter+1)  to  other
            min:= MIN{min,value}
            count:= count+1
            if  known = true   then
                        CHECK
            endif
        else
                ringsize:= counter
                known:=   true
                CHECK
        endif
```

```
CHECK
if count = ringsize then
        if  min = id(x) then
                become LEADER
        else
                become  FOLLOWER
        endif
endif
```

Complexity

Each identity crosses each link --> n^2

The size of each message is log(*id*)

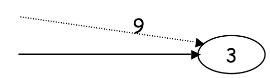
$O(n^2)$ messages
$O(n^2 \log(MaxId))$ bits

Observations:

1. The algorithm also solves the data collection problem.
2. It also works for unidirectional/bidirectional.

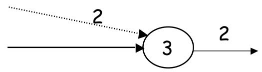
AsFar (as it can)

Basic Idea: It is not necessary to send and receive messages with larger *ids* than the *ids* that have already been seen.

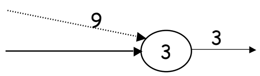


ASSUMPTIONS

- Unidirectional/bidirectional ring
- Different *ids*
- Local orientation

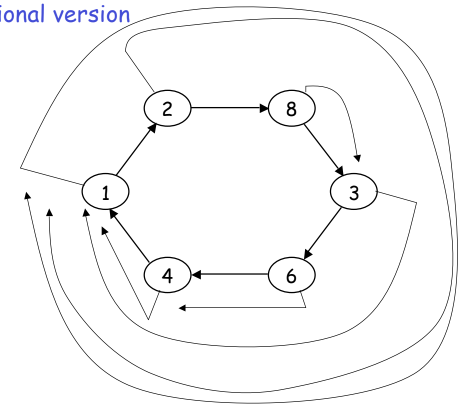


Receiving y smaller-than me
send(y) to other neighbour

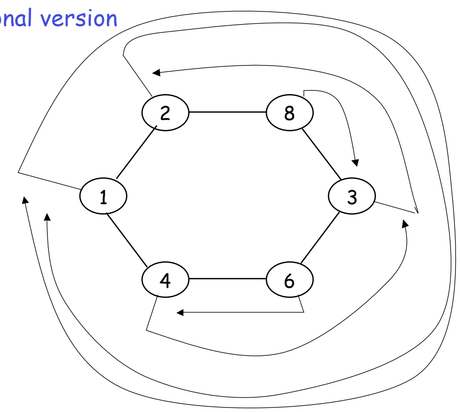


Receiving y bigger-than me
send(x) to other neighbour
(if not sent already)

unidirectional version



bidirectional version



States: S={ASLEEP, AWAKE, FOLLOWER, LEADER}
S_INIT={ASLEEP}
S_TERM={FOLLOWER, LEADER}

--- unidirectional version

ASLEEP

Spontaneously

    send("Election",id(x)) **to right**
    min:= id(x)
    become AWAKE

Receiving("Election", value)

    send("Election",id(x)) **to right**
    min:= id(x)
    If value < min then
        send("Election", value) **to other**
        min:= value
    endif
    become AWAKE

/* this could be avoided if id(x)>value

AWAKE

Receiving("Election'", value)
    if value < min then
        send("Election", value) **to other**
        min:= value
    else
        If value= min then NOTIFY endif
    endif

Receiving(Notify)
    send(Notify) to other
    become FOLLOWER

NOTIFY
    send(Notify) **to right**
    become LEADER

Correctness and **Termination**

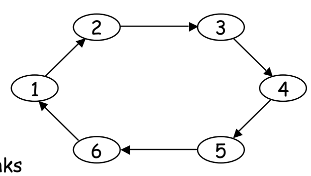
The leaders knows it is the leader when it receives its message back.

When do the other know ?
Notification is necessary !

Observations:

- Bidirectional version

Worst-Case Complexity (Unidirectional Version)

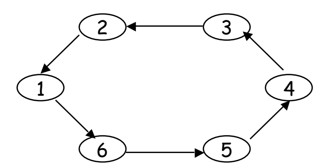


1 ---> n	links
2 ---> n - 1	links
3 ---> n - 2	links
… …	…
n ---> 1	link

$$n + (n - 1) + (n - 2) + \dots + 1 = \sum_{i=1}^{n} i = (n+1)(n)/2$$

Total: n (n+ 1) / 2 + n = $O(n^2)$
Last n: notification

Best-Case Complexity (Unidirectional Version)



1	---> n links
for all i ≠ 1	---> 1 link (--> total = n - 1)

Total: n + (n - 1) + n = **O(n)**
Last n: notification

Average-Case Complexity

Entities are ordered in an equiprobable manner.

J-th smallest id - crosses (n / J) links

$\sum_{J=1}^{n} (n / J)$ = n * Hn
Harmonic series of n numbers
(approx. 0.69 log n)

Total: n * Hn + n = 0.69 n log n + O(n) = **O(n log n)**

Controlled Distance

Basic idea: Operate in stages. An entity maintains control on its own message.

ASSUMPTIONS

- Bidirectional ring
- Different *ids*
- Local orientation

sense of direction only for simplicity - not needed

Ingredients

1) Limited distance (to avoid big msgs to travel too much)

   Ex: stage i: distance 2^{i-1}

2) Return messages (if seen something smaller does not continue)

3) Check both sides

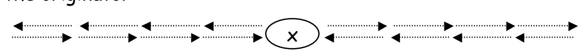
4) Smallest always win (regardless of stage number)

Candidate entities begin the algorithm.

Stage i:
- Each *candidate* entity sends a message with its own *id* in both directions

- the msg will travel until it encounters a smaller Id or reaches a certain distance

- If a msg does not encounters a smaller Id, it will return back to the originator

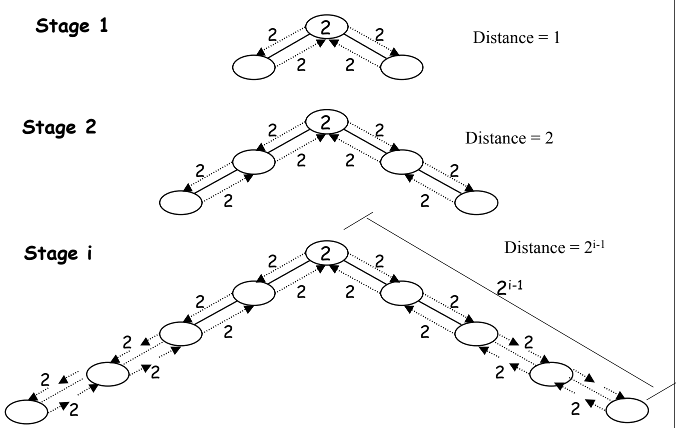


- A candidate receiving its own msg back from both directions survives and start the next stage

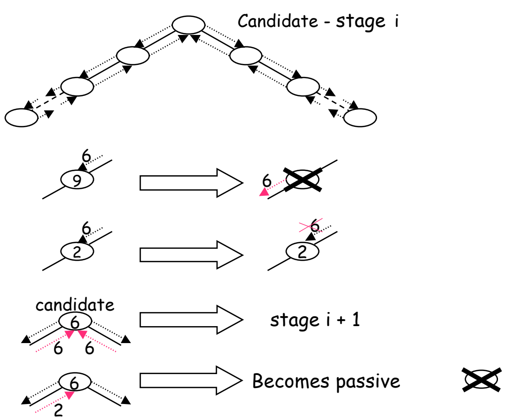
Entities encountered along the path read the message and:

- Each entity i with a greater identity Id_i becomes defeated (passive).
- A defeated entity forwards the messages originating from other entities, if the message is a notification of termination, it terminates

More...



More...



Correctness and Termination

If a candidate receives its message from the opposite side it sent it, it becomes the leader and notifies.

-The smallest id will always travel the max distance defeating every entity it encounters

-The distance monotonically increases eventually becoming greater than n

-The leader will eventually receive its message from the opposite directions

Note: we do not need message ordering.
What happens if an entity receives a message from a higher stage ?

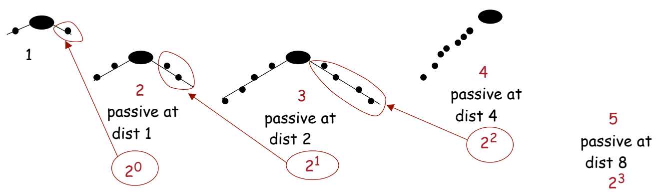
Message Complexity

When the distance is doubled at each stage
i.e., $dis(i) = 2^{i-1}$:

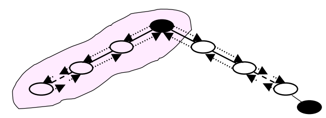
Notion of Logical Stage

n_i entities start stage i

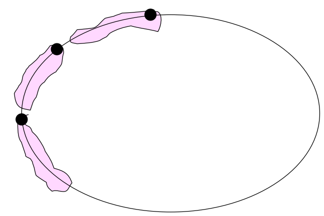
If x starts stage i (i.e., survived stage i-1) the Id of x must be smaller than the Ids of the neighbours at distance up to 2^{i-2} on each side



Within any group of $2^{i-2}+1$ consecutive entities
at most one can survive stage i-1.



$n_i \le n/ (2^{i-2} + 1)$



Starting stage i:

"Forth" messages:

each will travel at most 2^{i-1} in both directions

Tot: $2\ n_i\ \ 2^{i-1}$

"Back" messages:

each survivor will receive one from each side

$2\ n_{i+1}\ \ 2^{i-1}$

each entity that started the stage but did not survive
will receive none or one

$\le (n_{i+1} - n_i)\ 2^{i-1}$

Tot: $2\ n_{i+1}\ \ 2^{i-1} + (n_{i+1} - n_i)\ 2^{i-1}$

---

stage i>1

Tot: $2\ n_i\ \ 2^{i-1} + 2\ n_{i+1}\ \ 2^{i-1} + (n_{i+1} - n_i)\ 2^{i-1}$

$= (3\ n_i\ + n_{i+1})\ 2^{i-1}$

$n_i \le n/ (2^{i-2} + 1)$

$\le\ (3 \lfloor n/ (2^{i-2} + 1)\rfloor + \lfloor n/ (2^{i-1} + 1) \rfloor)\ 2^{i-1}$

$< \dfrac{3\ n\ 2^{i-1}}{(2^{i-2} + 1)} + \dfrac{n\ 2^{i-1}}{(2^{i-1} + 1)}$

$< \dfrac{3\ n\ 2^{i-1}}{2^{i-2}} + \dfrac{n\ 2^{i-1}}{2^{i-1}}$

$=\ 6\ n\ +\ n\ = 7\ n$

The first stage is a bit different:

If everybody starts:

the survivors $4\ n_2\ 2^0$ 2 "forth", 2 "back"

the others $3\ (n - n_2)\ 2^0$
2 "forth", 1 "back"

$\boxed{n_2 \leq n / (2^0+1)}$

$4\ n_2 + 3\ n - 3n_2 = n_2 + 3\ n$

$= n/2 + 3\ n \quad < \ 4n$

Total Number of Stages

The ring is fully traversed as soon as
2^{i-1} is greater than or equal to n

$2^{i-1} \geq n$

That is, when:

$i \geq \log n + 1$

----> log n + 1 stages

first stage

$$TOT \leq \sum_{i=1}^{\log n} 7n + O(n)$$

$$= n \sum_{i=2}^{\log n} 7 = 7\ n \log n + O(n)$$

$\boxed{O(n \log n)}$

Conjecture:

In unidirectional rings,
the worst case complexity is (n^2);
to have a complexity of $O(n \log n)$ messages,
bidirectionality is necessary.

NOT TRUE !

Stages

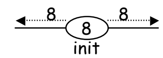
Basic idea:

A message will travel until it reaches another candidate
A candidate will receive a message from both sides

ASSUMPTIONS

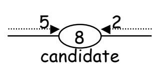
- Distinct *ids*
- Bidirectional ring (+ unidirectional version)
- Local orientation
- Message ordering (for simplicity only: not needed)

Each *candidate* sends its own *Id* in both directions.



When a *candidate i* receives two messages Id_j (from the right) and Id_k (from the left), it determines if it becomes *passive* (= it is not the smallest), or if it remains *candidate* (= it is the smallest).

When a *candidate i* receives two messages Id_j (from the right) and Id_k (from the left),



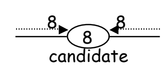
After receiving the first message:
close-port (enqueue messages possibly arriving later)

After receiving the second message, perform the action and re-**open-port**

Correctness and termination

The minimal entity will never cease to send messages.

When an entity knows that it is the *leader*

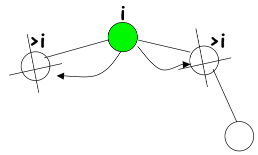


it sends a *notification* message which travels around the ring.

Complexity - Worst Case

At each step: At least half the entities became passive.

$n_{i+1} \leq \frac{n_i}{2}$



$n_0 = n$
$n_1 \leq n/2$
$n_i \leq n/2^i$

$n/2^k \leq 1$

when

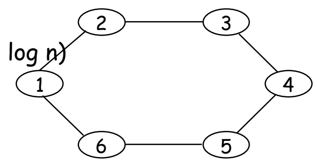
$k \geq \log n$

 # steps: At most $\lfloor (\log n) \rfloor$

Each entity sends or resends 2 messages.
 # messages: 2n
 # bits: $2n * \lfloor(\log n)\rfloor$

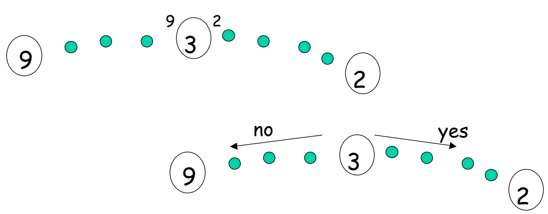
Last entity: 2n messages to understand that it is the last active entity, then n notification messages.

Total: $2n * \lfloor(\log n)\rfloor + 3n = O(n \log n)$
Best Case ?

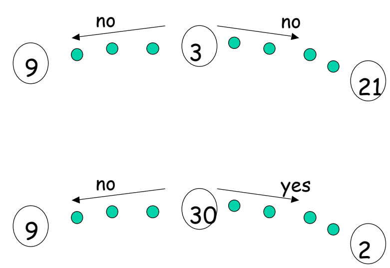


Stages with Feedback

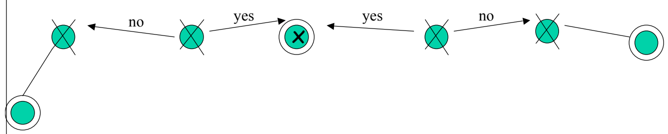
A feedback is sent back to the originator of the message



send YES to the smallest of the two IF it is smaller than me
(otherwise send NO)
send NO to the other



If x survives, it must have received a feedback from both neighbouring candidates …



$$n_{i+1} \leq \frac{n_i}{3}$$

Unidirectional version

Simulation of the bidirectional algorithm with the same complexity.

Examples ….

The Conjecture is false.

Alternating Steps

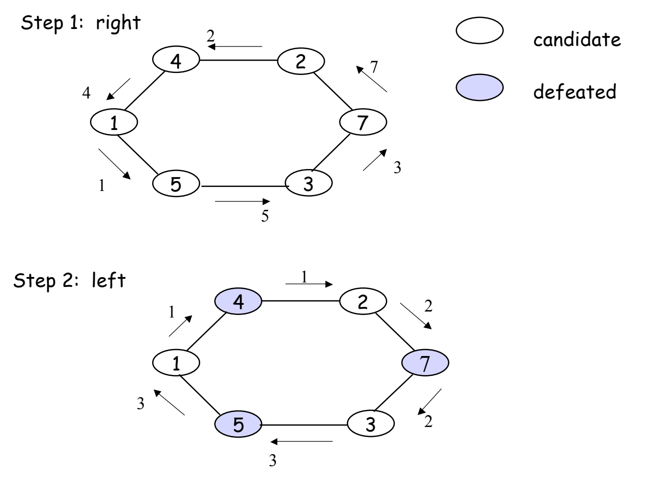
Basic idea: Alternating directions.

- Different *id*s.
- Bidirectional ring and sense of direction.
- Local orientation.
- Message ordering.

send-left begin-to-defeat (if possible) send-right

Algorithm:

1. **Each entity** sends a message **to its right**. This message contains the entity's own *id*.
2. Each entity compares the *id* it received from its left to its own *id*.
3. If its own *id* is greater than the received *id*, the entity becomes passive.
4. All entities that remained active (surviving) send their *ids* **to their left**.
5. A surviving entity compares the *id* it received from its right with its own *id*.
6. If its own *id* is greater than the *id* it received, it becomes passive.
7. Go back to step 1 and repeat until an entity receives its own *id* and becomes *leader*.



Complexity

Analyze # of steps in worst case:

Last phase k — 1 active entity

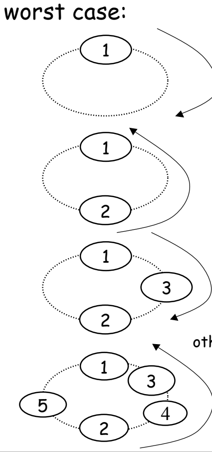
Phase k - 1 — at least 2 active entities

(2) will become passive at the next step.

Phase k - 2 — at least 3 active entities

(3) must be there; otherwise, (2) would be killed.

Phase k - 2 — at least 5 active entities



1 2 3 5 8 13 21 ....

 # steps =
index of the lowest Fibonacci number >= n

F_1 = 1
F_2 = 2
F_3 = 3
F_4 = 5
F_5 = 8
. . .

F_k = i = ?
= approx. 1.45 $\log_2$ n

 # Messages = n for each step

Total = approx. 1.45 n $\log_2$ n

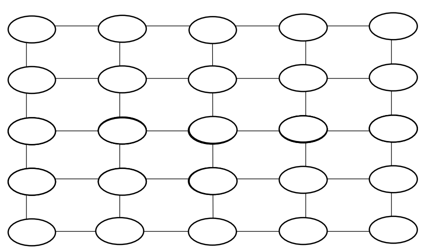
upper bounds

Bidirectional		Unidirectional	
LeLann (1977) "All the way"	n^2	LeLann (1977) Unidirectional simulation	n^2
Chang & Roberts (1979) "As far as you can" average case n log n	n^2	Chang & Roberts	n^2
Hirshberg & Sinclair (1980) stages message control	$7n \log n$		
Franklin (1982) stages	$2n \log n$	Dolev, Klawe & Rodeh Unidirectional simulation	$2n \log n$
Peterson (1982) Alternate	$1.44n \log n$	Peterson 1982 Unidirectional simulation	$1.44n \log n$
		Dolev, Klawe & Rodeh (1982)	$1.36n \log n$
		Higham, Przytycka (1984)	$1.22n \log n$

lower bounds

Burns	$0.5n \log n$
Pachl, Korach Rotem (1984)	$0.69n \log$

Mesh



If it is square mesh: n nodes = $n^{\frac{1}{2}} \times n^{\frac{1}{2}}$

m = O(n)

Asymmetric topology
- corners
- border
- internal

Idea: Elect as a leader one of the four corners

Three phases:

1) Wake up

2) Election (on the border) among the corners

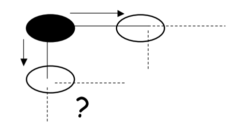
3) Notification

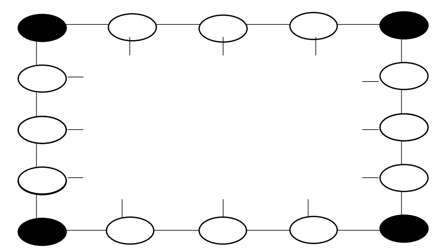
1) Wake up

- Each initiator send a wake-up to its neighbours
- A non-initiator receiving a wake up, sends it to its other neighbours

$O(m) = O(n)$

2) Election on the border started by the corners





$O(\sqrt{n})$

3) Notification

by flooding

$O(m) = O(n)$

TOT: $O(n)$

Torus