

Deterministic Leader Election in Multi-Hop Beeping Networks

Klaus-Tycho Förster, Jochen Seidel, Roger Wattenhofer

What Algorithm to take?



Deterministic

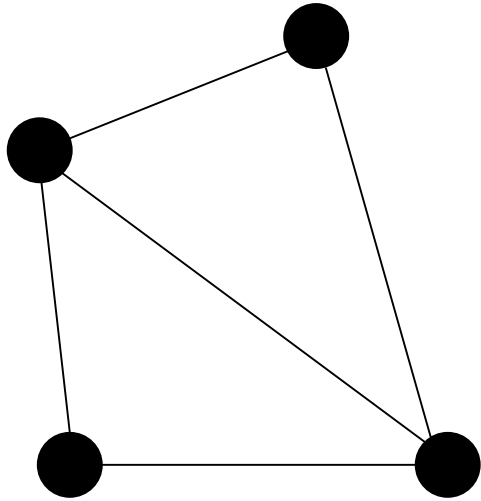


Randomization

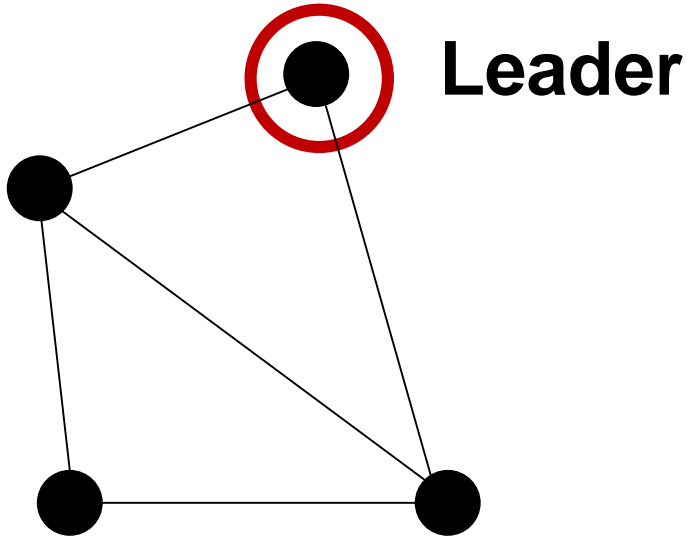


Heuristic

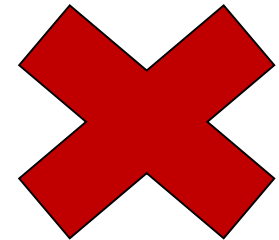
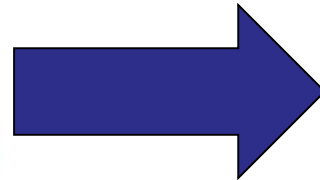
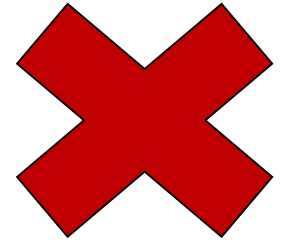
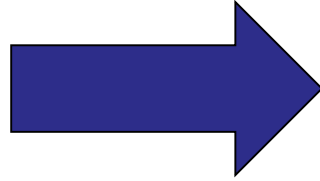
Leader Election



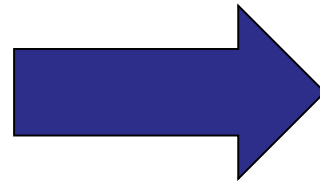
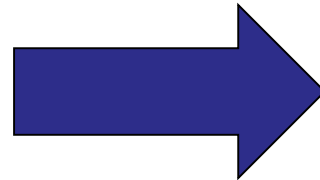
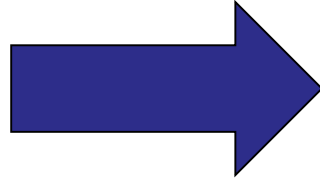
LeaderElection



Why deterministic leader election?



Why deterministic leader election?



Leader Election – Wireless Radio Networks

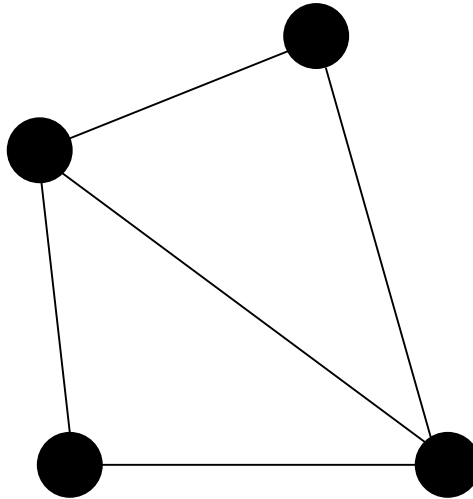
Single-Hop

- from $\Theta(\log \log n)$ [Willard, 1986] to $\Theta(n \log n)$ [Clementi et al., 2003] ...
 - (depending on the model)

Multi-Hop

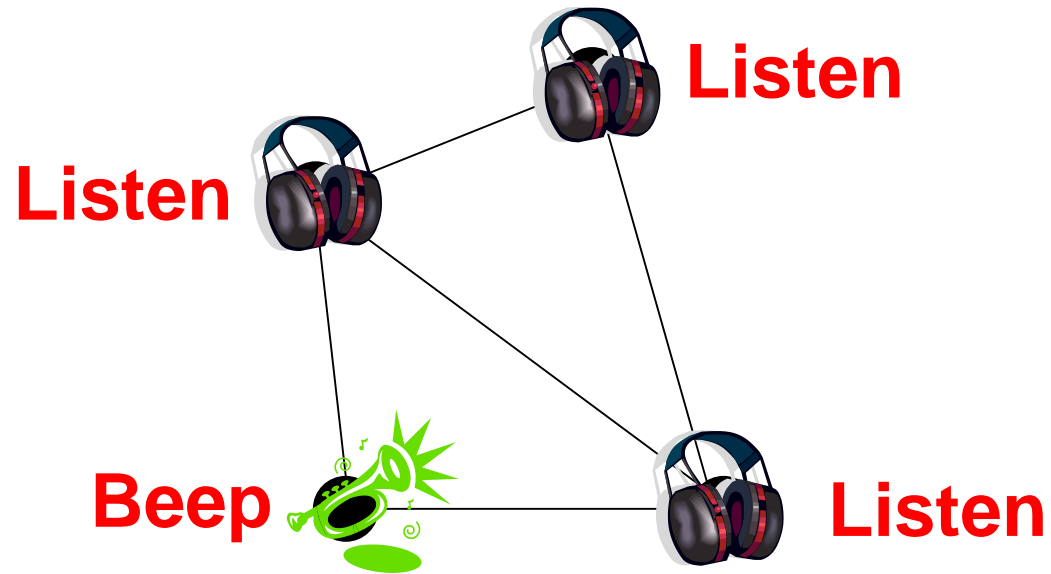
- with collision detection
 - (deterministic): $\Theta(n)$ [Kowalski & Pelc, 2009]
- without collision detection
 - (randomized): $O(n \log n)$ [Czumaj & Rytter, 2006], $\Theta(n)$ [Chlebus et al., 2012]
 - (deterministic): $O(n \log^{3/2} n \sqrt{\log \log n})$ [Chlebus et al., 2012]
 - $\Omega(n \log n)$ [Kowalski & Pelc, 2009]
 - $O(n \log^2 n \log \log n)$ [Vaya, 2011]

The Beeping Model



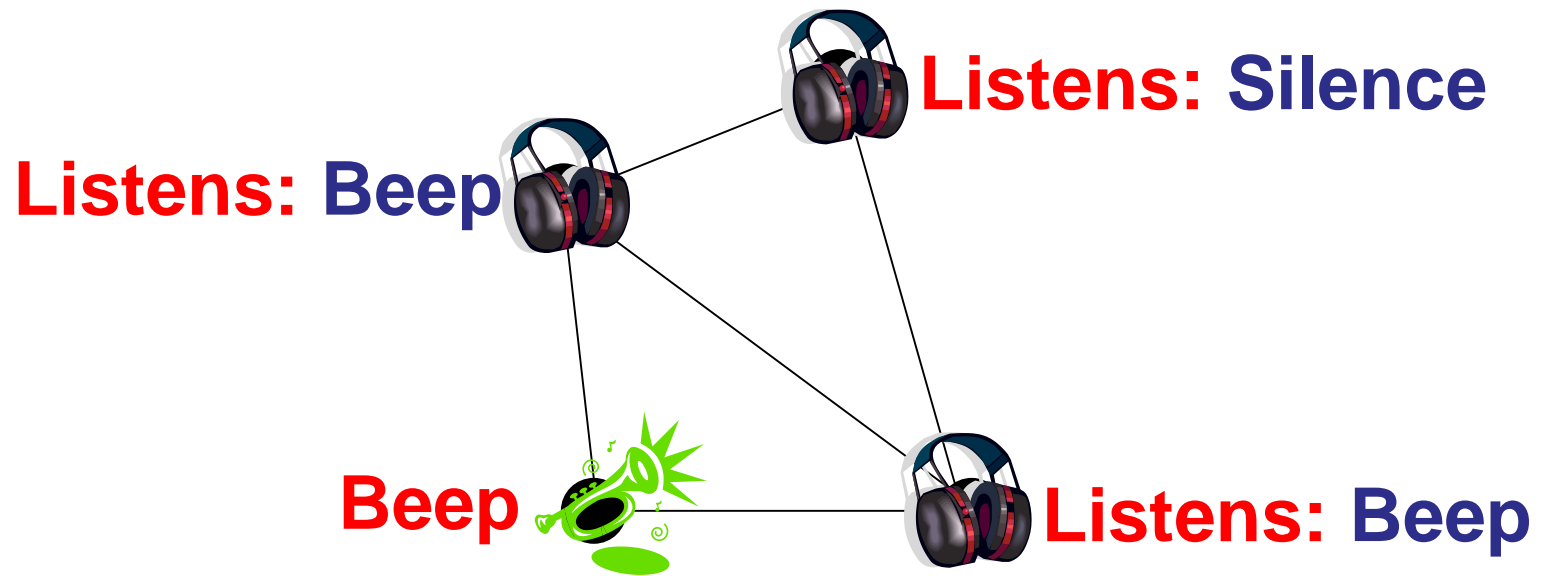
- Each round: **beep** or **listen**
- Listen: **silence** or **beep** (at least one neighbor beeps)

The Beeping Model



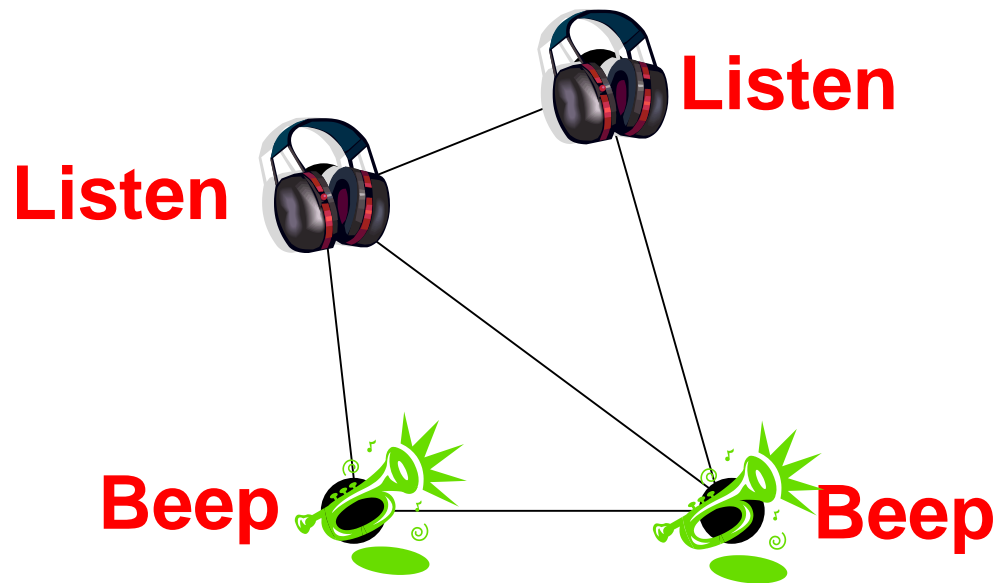
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The Beeping Model



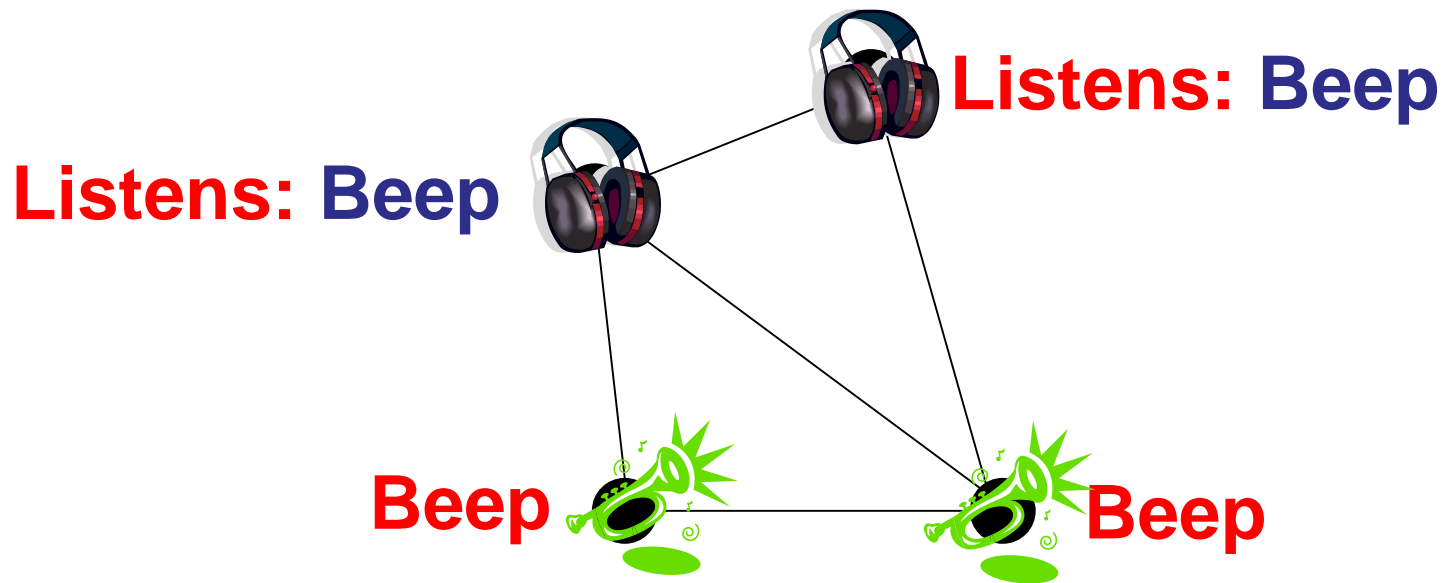
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The Beeping Model



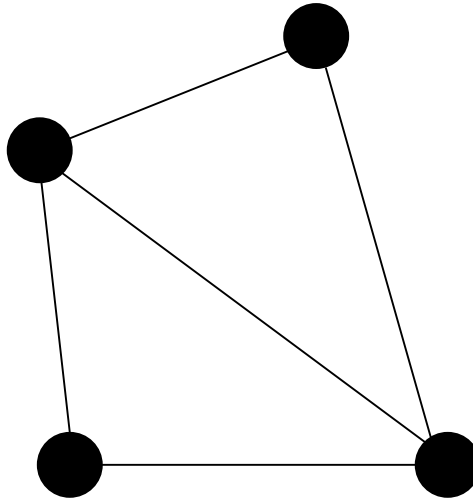
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The Beeping Model



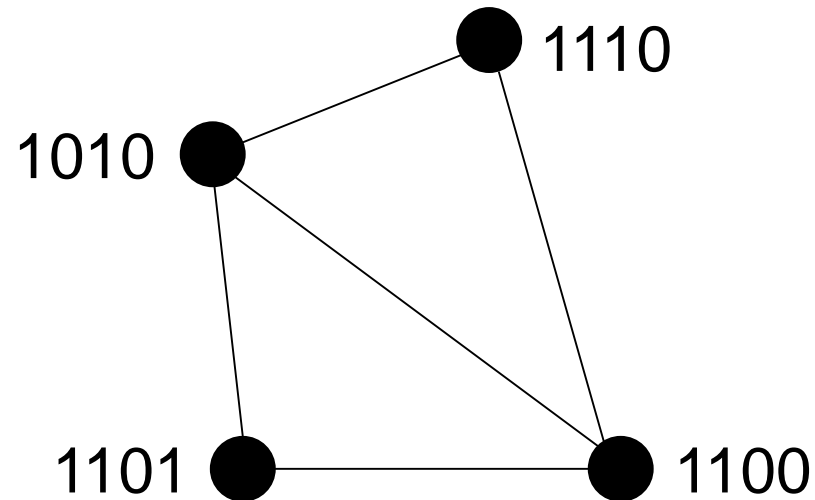
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Leader Election – in the Beeping Model



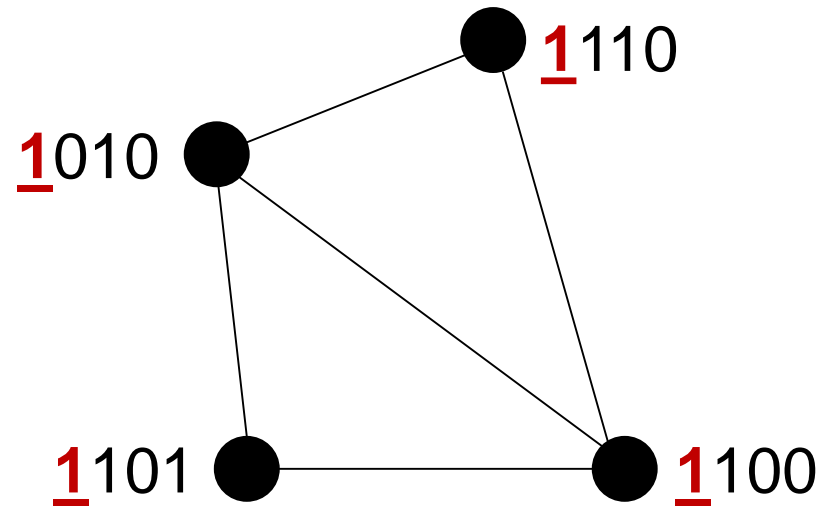
- Randomized: [Ghaffari & Haeupler, 2013]
 - $O((D + \log n \log \log n) * \min(\log \log n, \log n / D))$

Deterministic Leader Election – in the Beeping Model

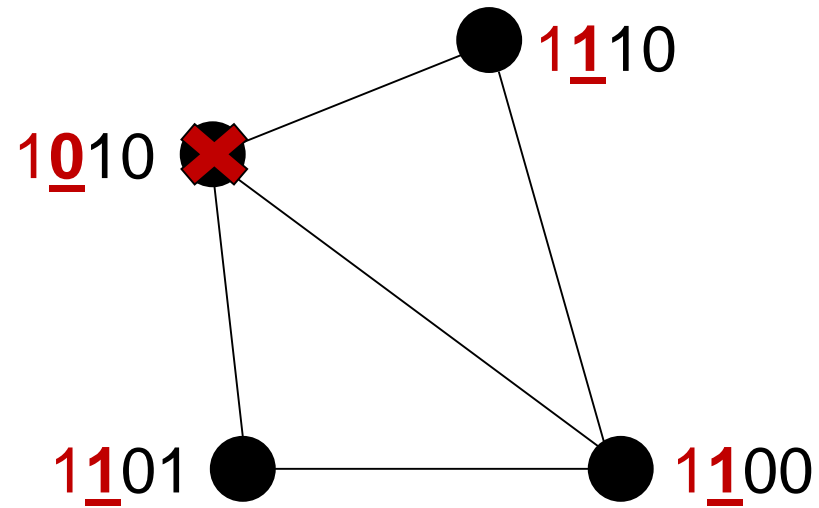


- Deterministic & Uniform: $O(D \log n)$ [this paper]

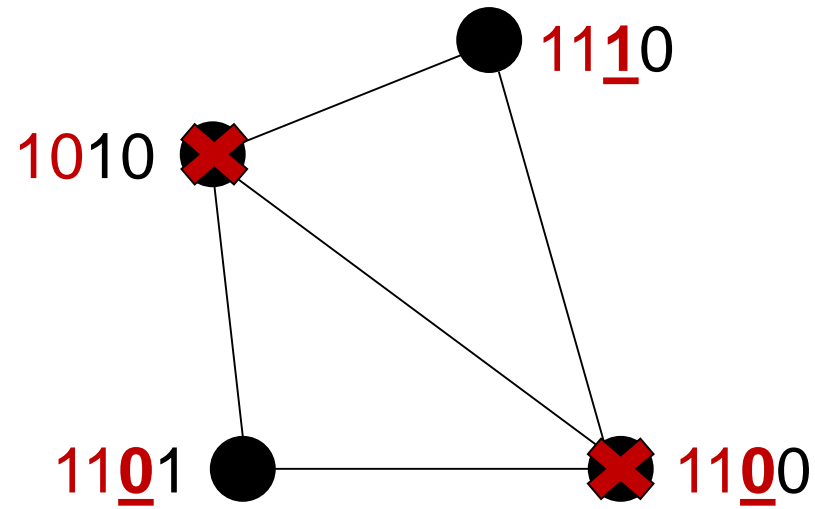
Deterministic Leader Election – in the Beeping Model



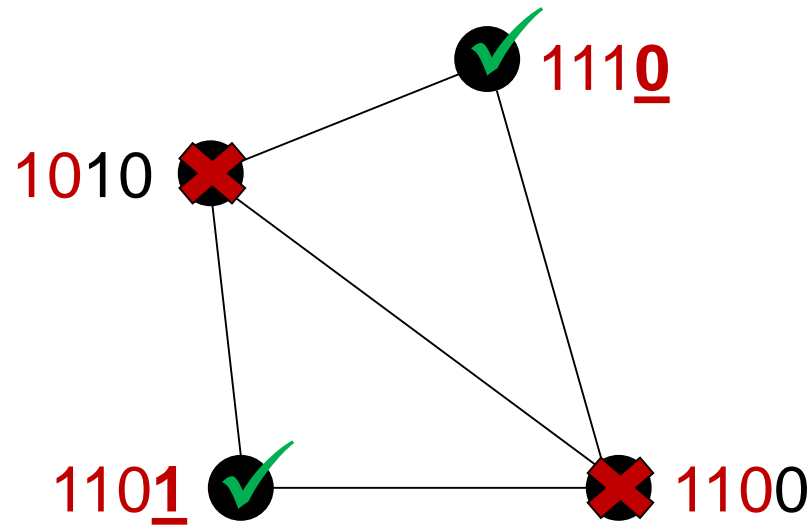
Deterministic Leader Election – in the Beeping Model



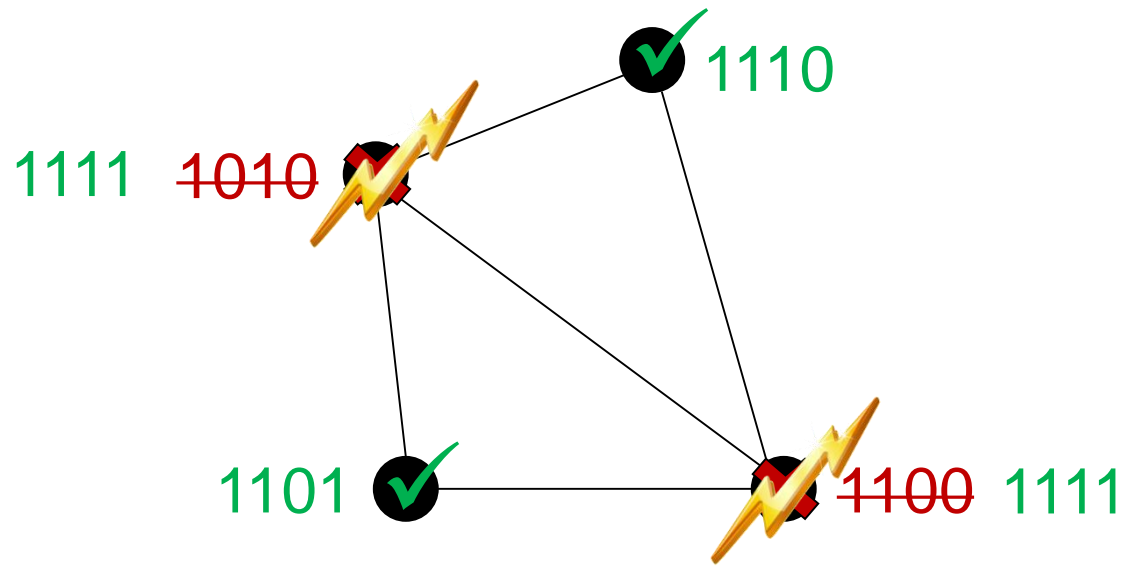
Deterministic Leader Election – in the Beeping Model



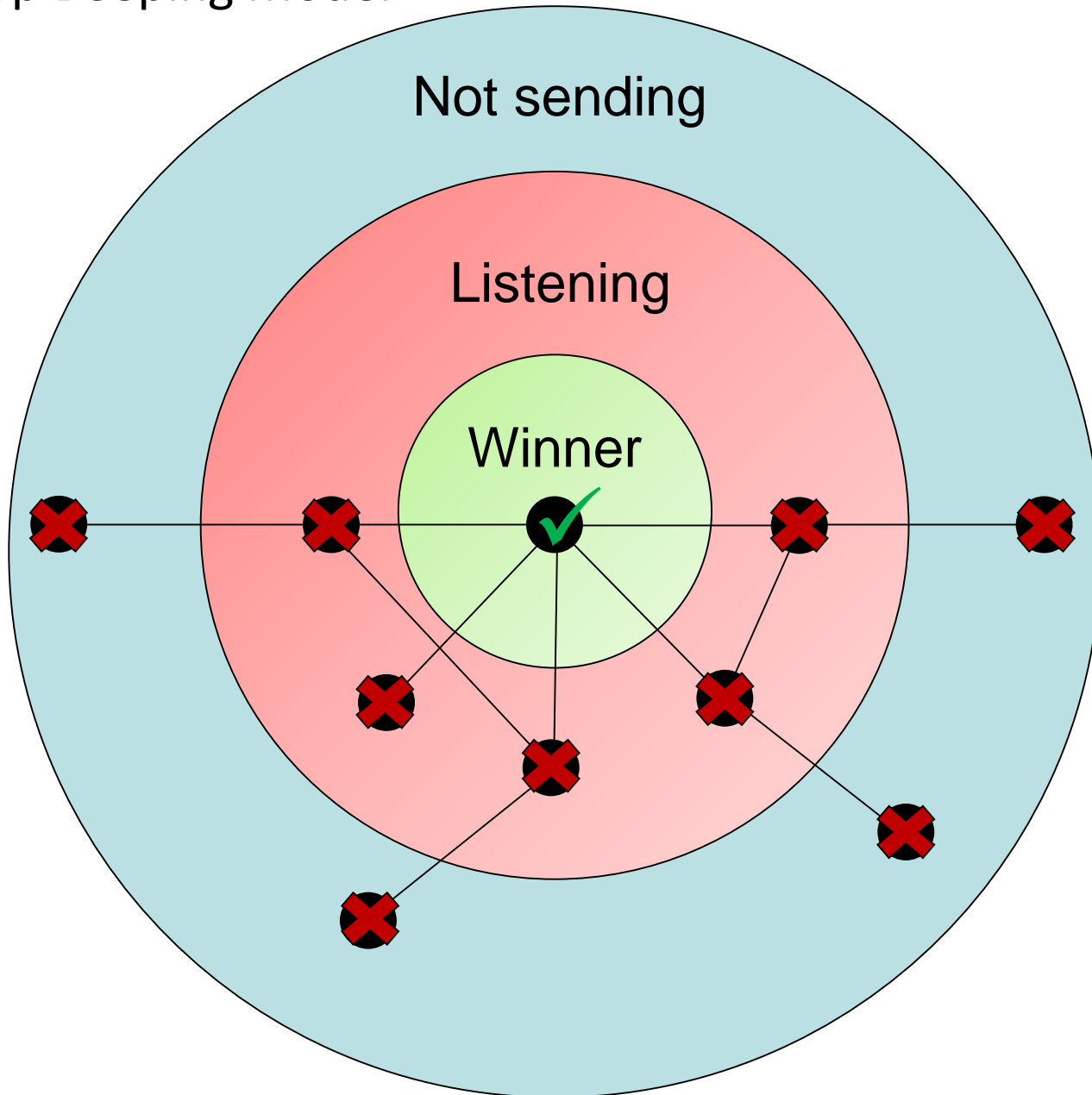
Deterministic Leader Election – in the Beeping Model



Deterministic Leader Election – in the Beeping Model



Multi-Hop Beeping Model



But what about
Uniformity?

I know nothing
(I'm Jon Snow)



IDs of different length?

1100

111

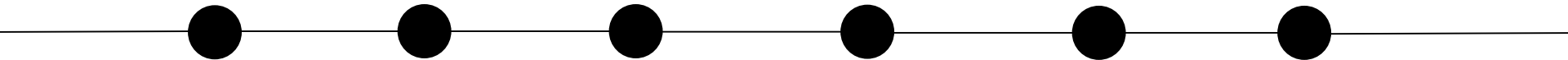
10

11

1

10...01

"∞"



IDs of different length?

1100



111



10



11



1

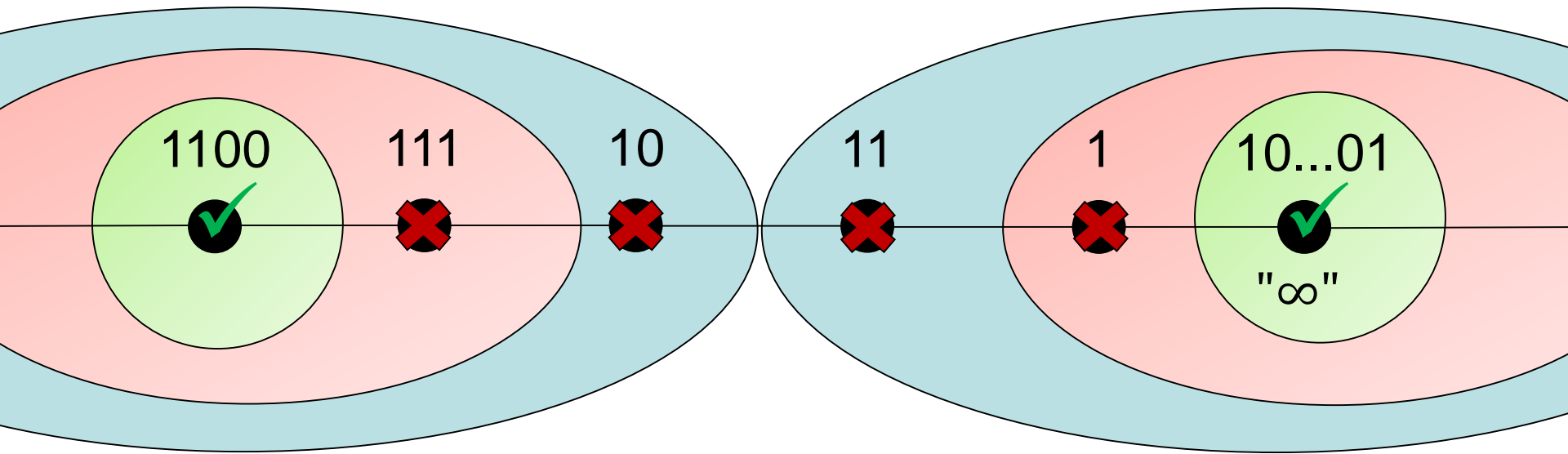


10...01

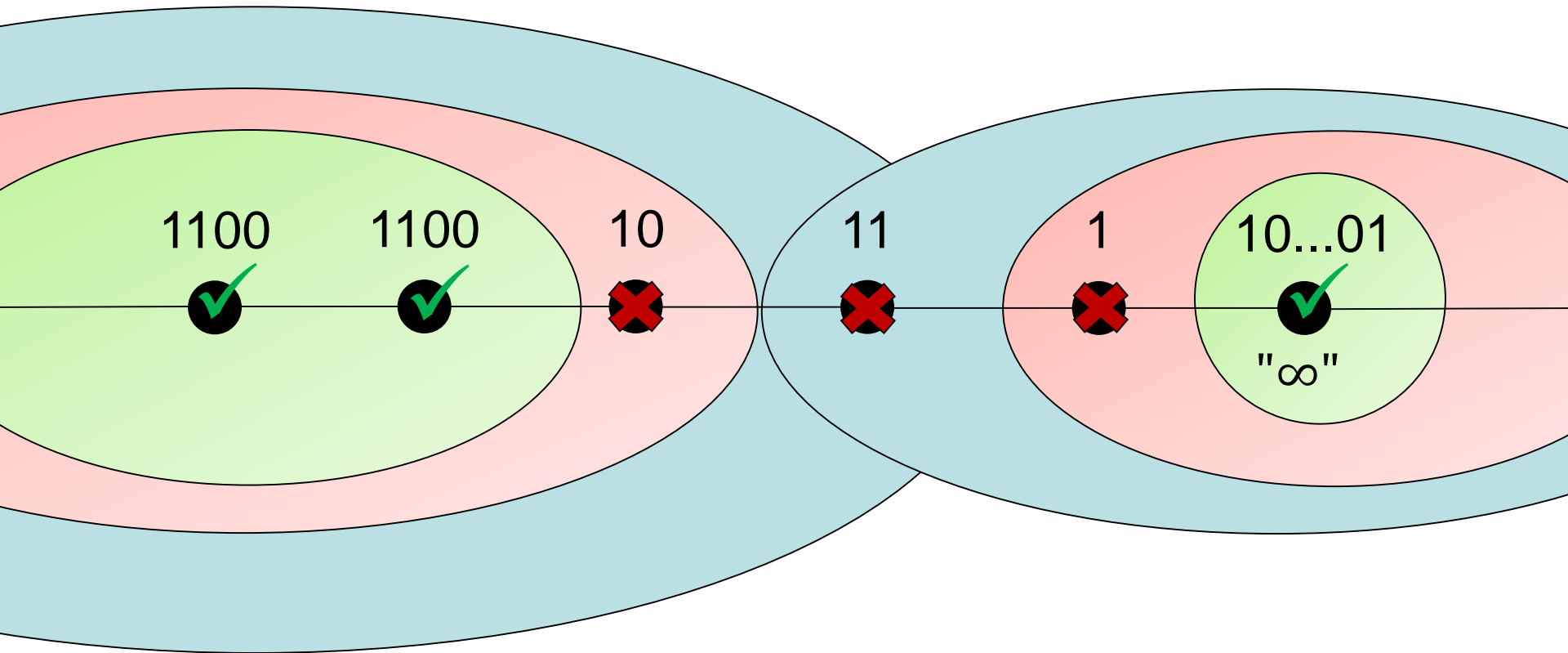


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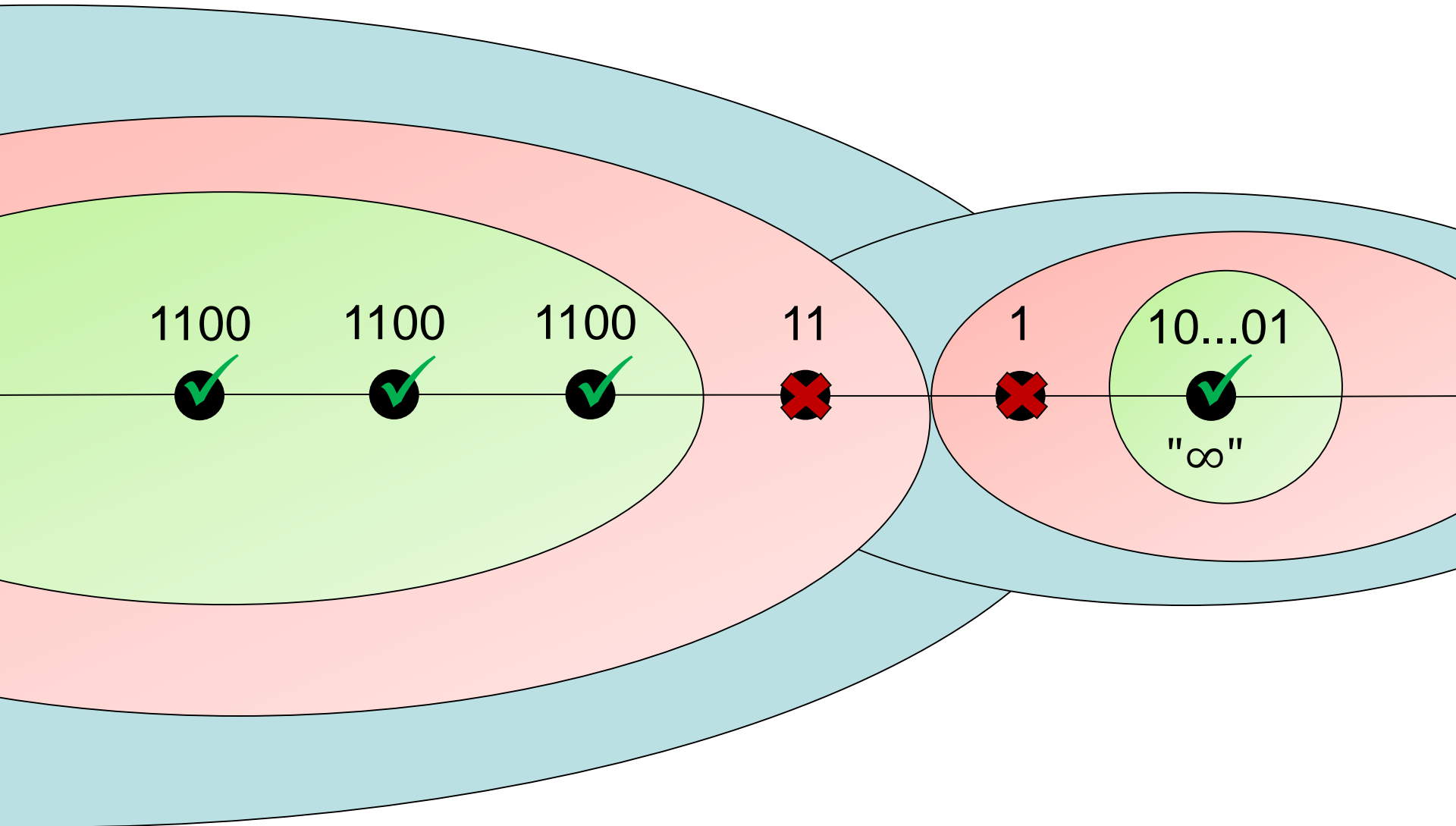
IDs of different length?



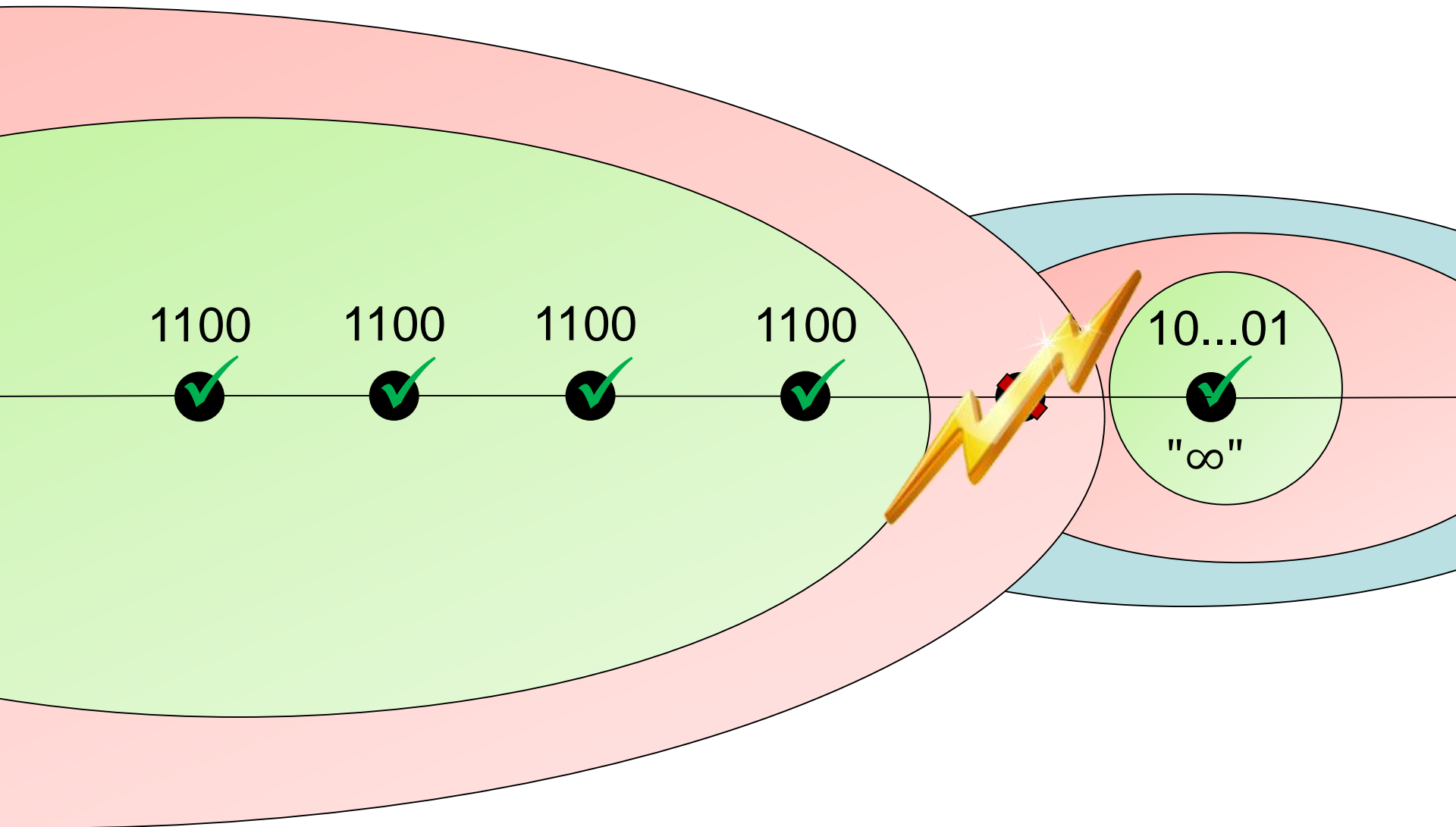
IDs of different length?



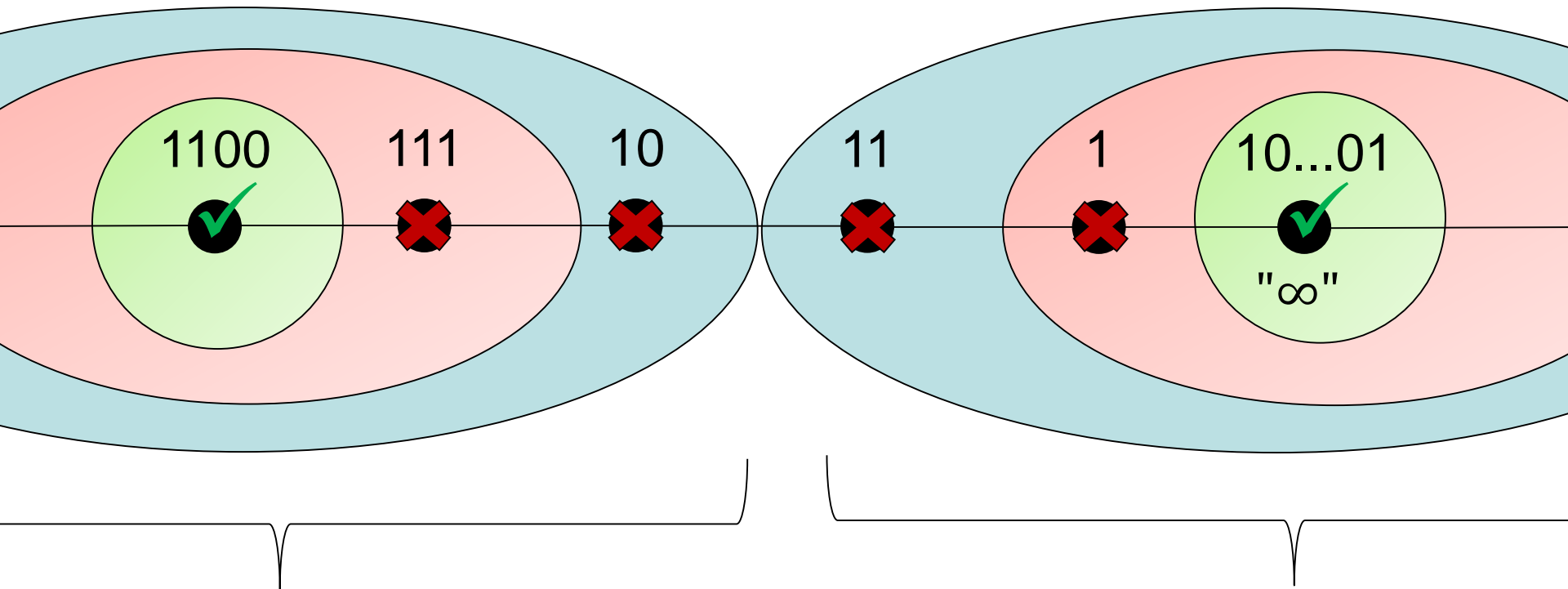
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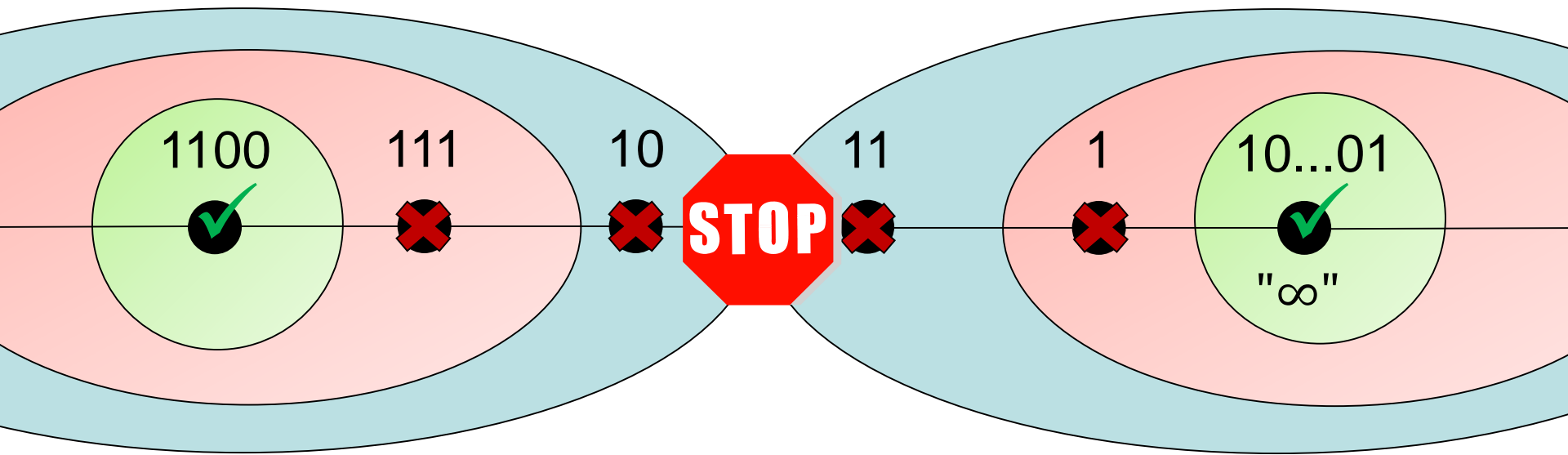
IDs of different length?



1. Iteration done

1. Iteration running

IDs of different length?



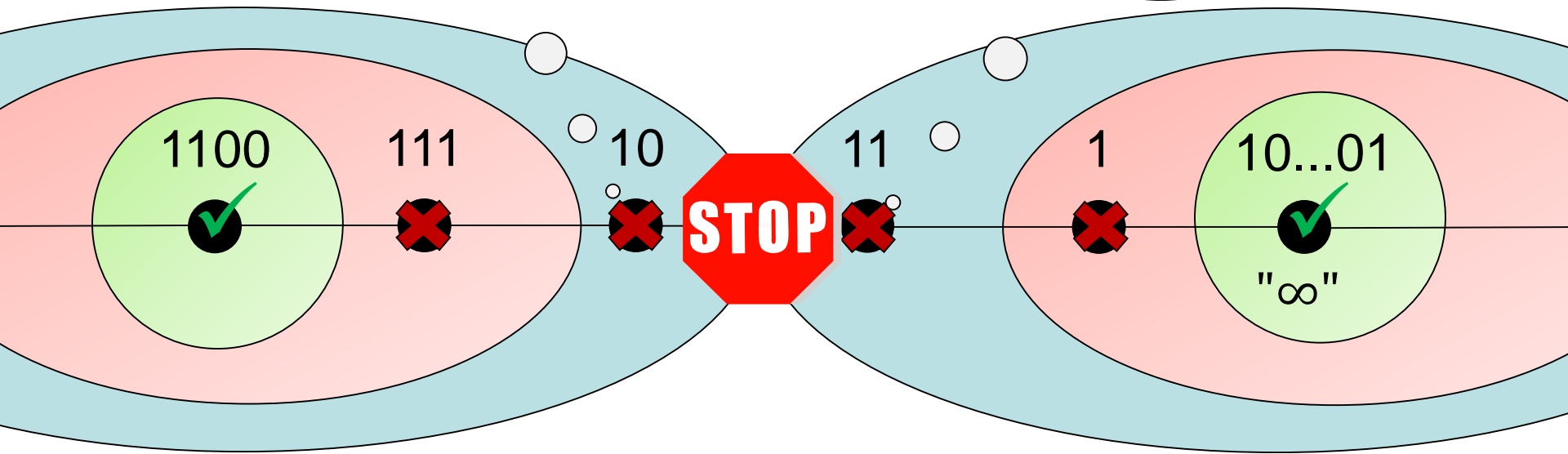
1. Iteration done

1. Iteration running

IDs of different length?

I want to start with Iteration 2!

But I am still in Iteration 1!



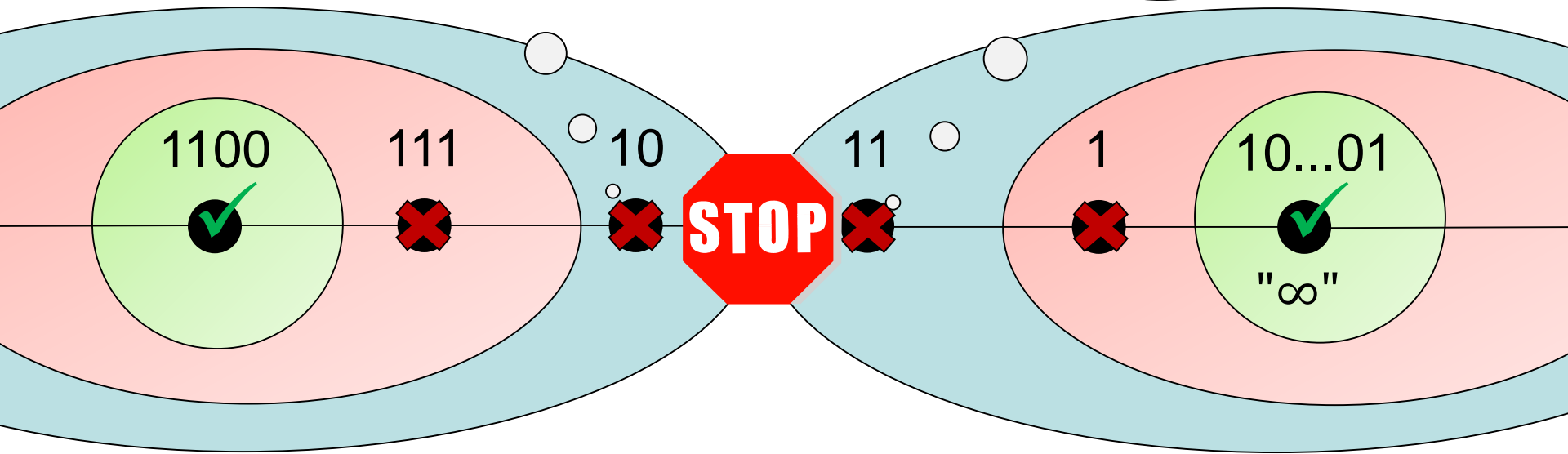
1. Iteration done

1. Iteration running

IDs of different length?

Iteration $\text{mod } 3 = 0$? **LISTEN**
Iteration $\text{mod } 3 = 1$? **LISTEN**
Iteration $\text{mod } 3 = 2$? **BEEP**

Iteration $\text{mod } 3 = 0$? **LISTEN**
Iteration $\text{mod } 3 = 1$? **BEEP**
Iteration $\text{mod } 3 = 2$? **LISTEN**



1. Iteration done

1. Iteration running

Quiescence?

- Repeat the campaigning process D times $\rightarrow O(D \log n)$
- But how big is D ?
- How do we stop?



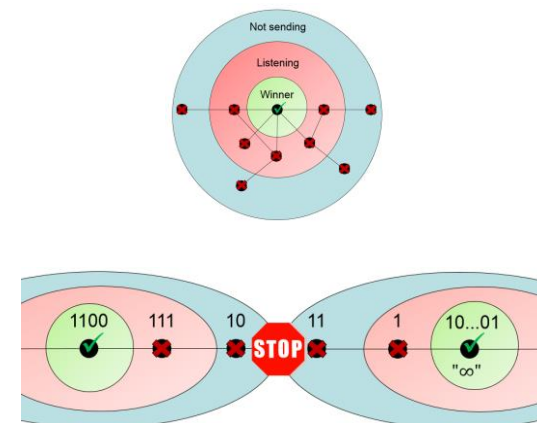
Quiescence?

Solution: Overlay Onion Network



Conclusion

- Multi-Hop Leader Election in the Beeping Model
 - $O(D \log n)$ rounds
 - Deterministic
 - Uniform
 - Quiescent
- Combines
 - a local campaigning algorithm
 - a technique to sequentially execute algorithms
 - an overlay onion network



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