# Is Network Science a Science?



Roger Wattenhofer

# Confession

# I don't have a facebook® account.

# ... but I always loved networks\*

\*Computer Networks
Wireless Networks
Social Networks
Mobile Networks
Biological Networks
Economic Networks

# IS NETWORK SCIENCE....







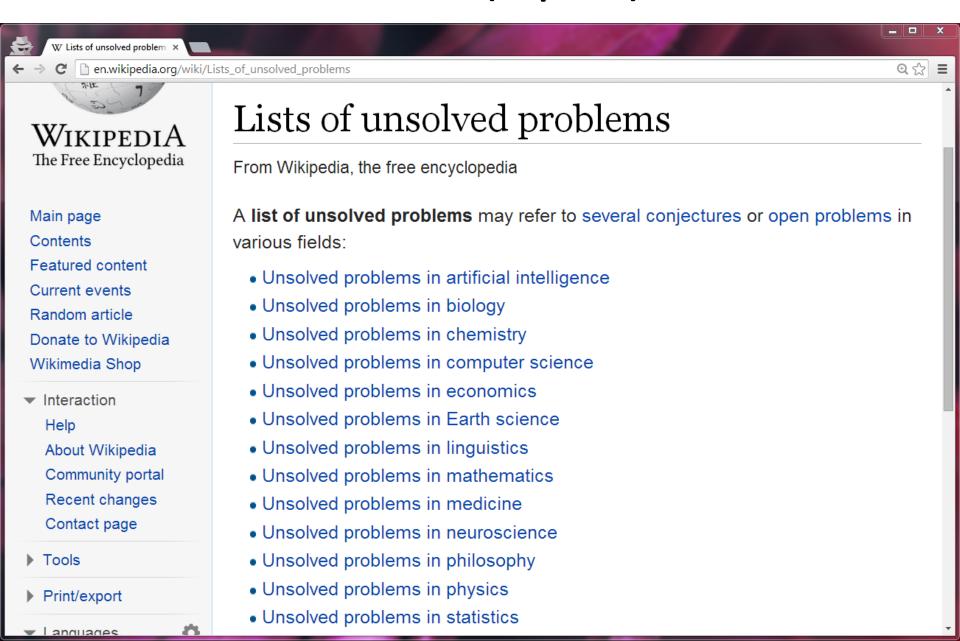
it's cool to be in network science

success stories

workshop established

But...

# Real Science has (Open) Problems



### Science: Still Interesting in 100 Years





**Engineering: Interesting Right Now!** 

# **Complexity Theory**

Can a Computer Solve Problem *P* in Time *t*?

# Distributed Complexity Theory

Can a Computer Solve Problem P in Time t?

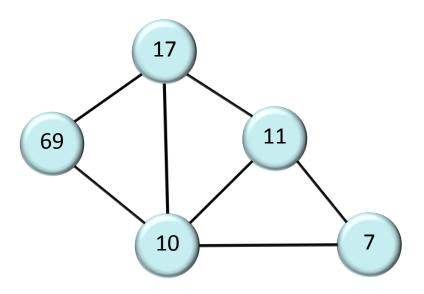
Network

Distributed
Complexity Theory

Can a Computer Solve Problem P in Time t?

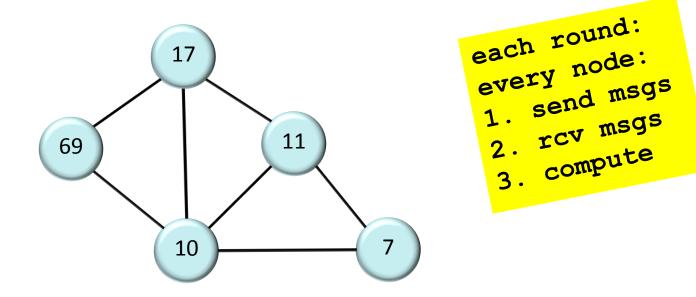
#### Distributed (Message-Passing) Algorithms

 Nodes are agents with unique ID's that can communicate with neighbors by sending messages. In each synchronous round, every node can send a (different) message to each neighbor.



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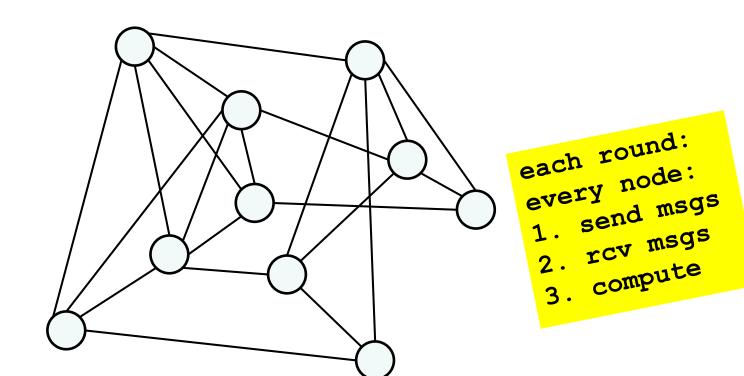


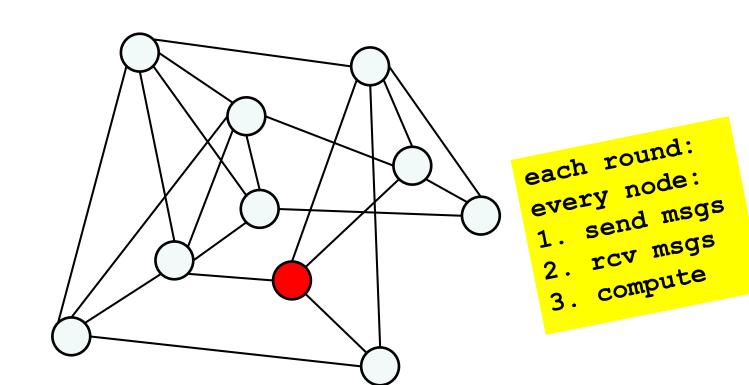
Distributed (Time) Complexity: How many rounds does problem take?

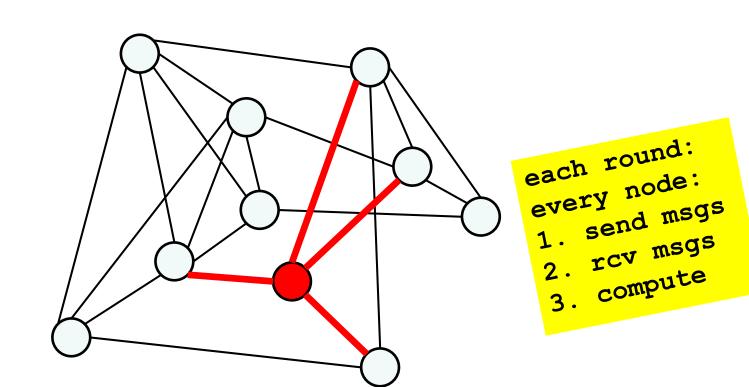
# An Example

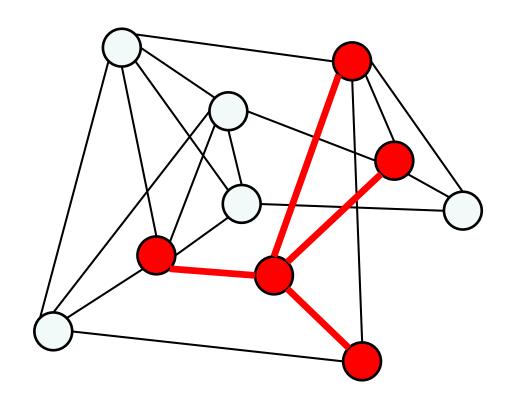
each round:
every node:
1. send msgs
2. rcv msgs

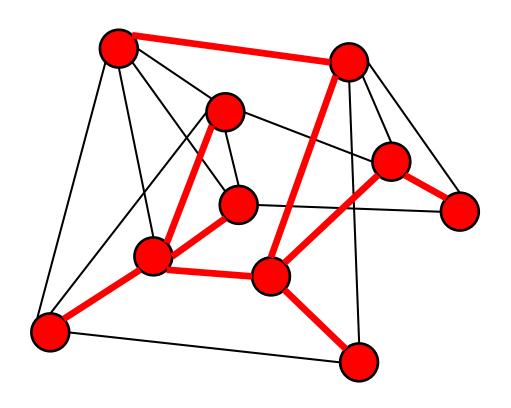
3. compute

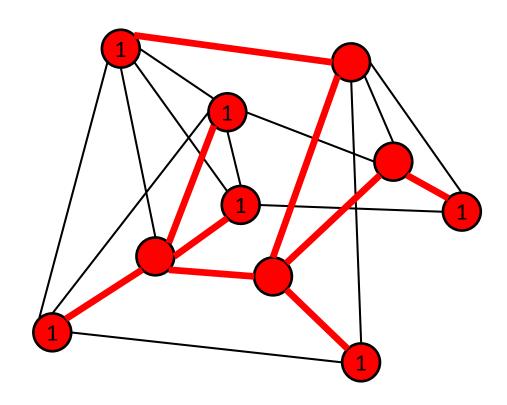


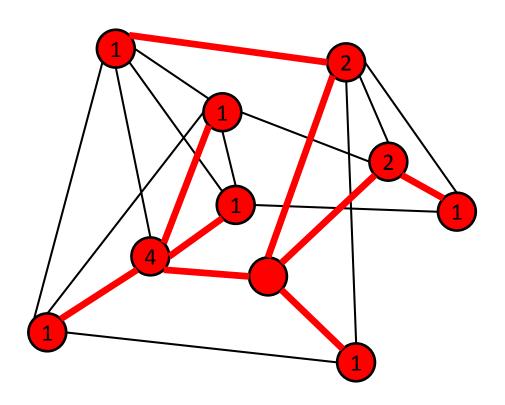


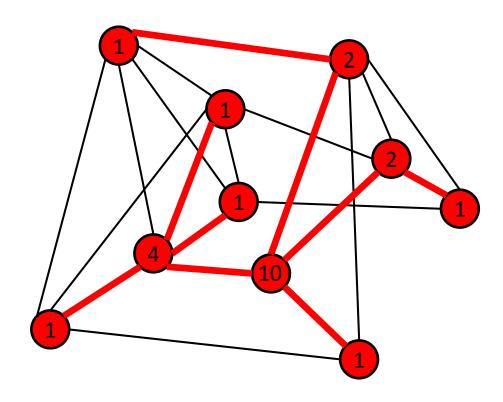




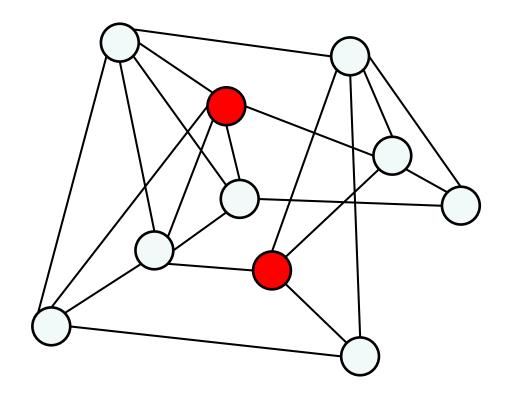




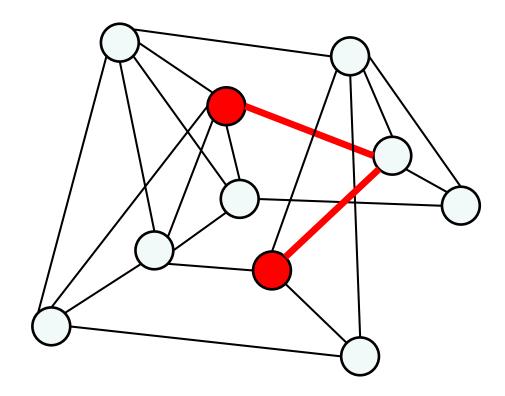




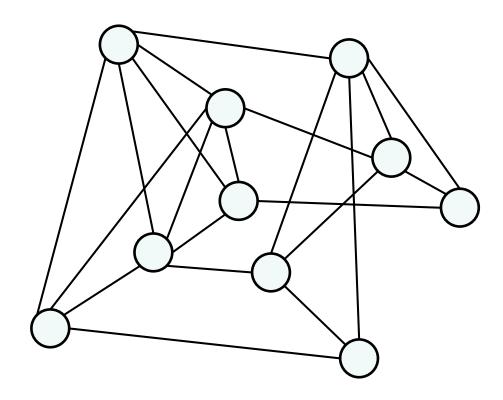
With a simple flooding/echo process, a network can find the number of nodes in time O(D), where D is the diameter (size) of the network.



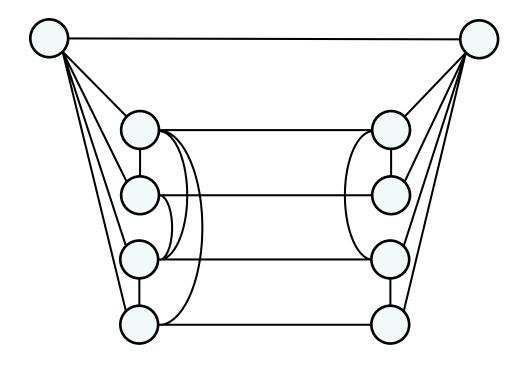
Distance between two nodes = Number of hops of shortest path

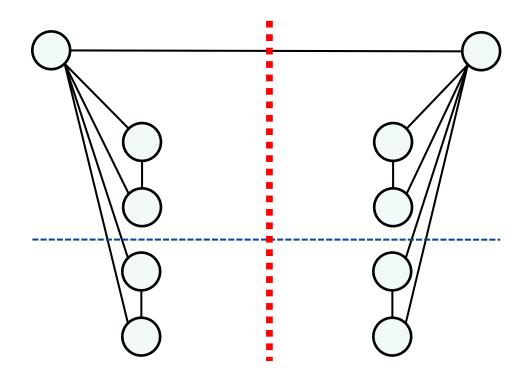


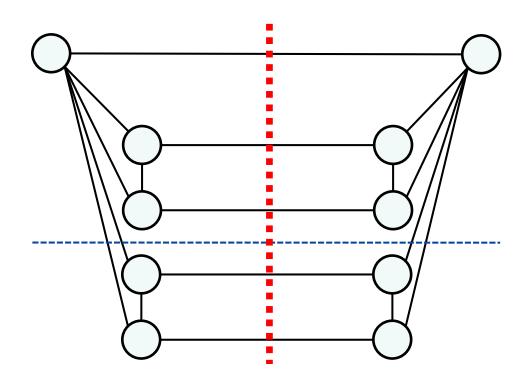
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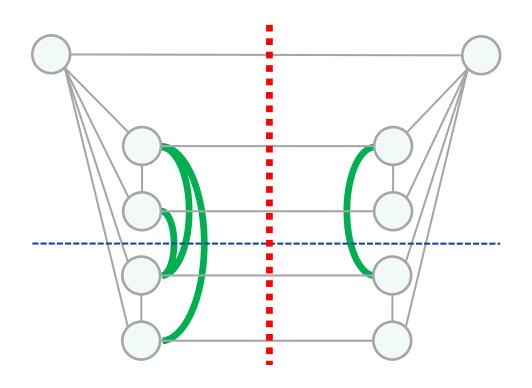


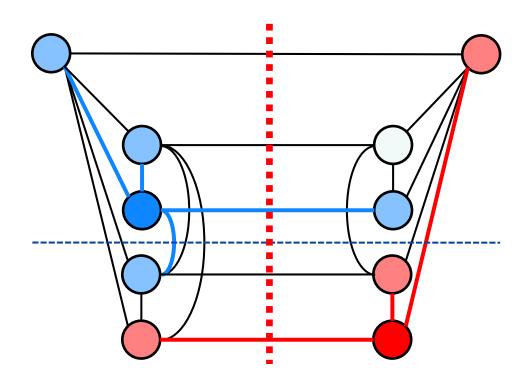
- Distance between two nodes = Number of hops of shortest path
- Diameter of network = Maximum distance, between any two nodes

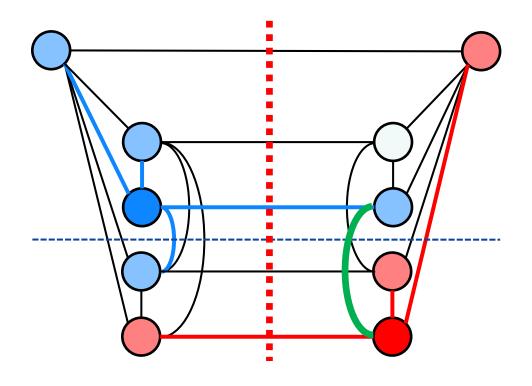


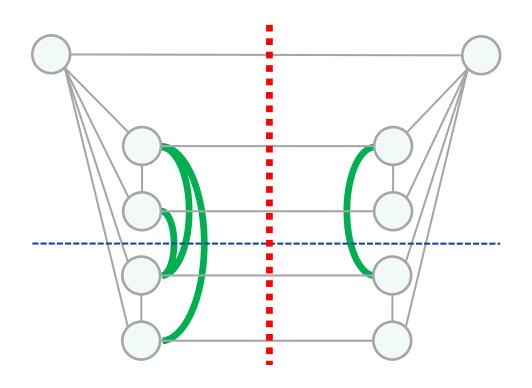






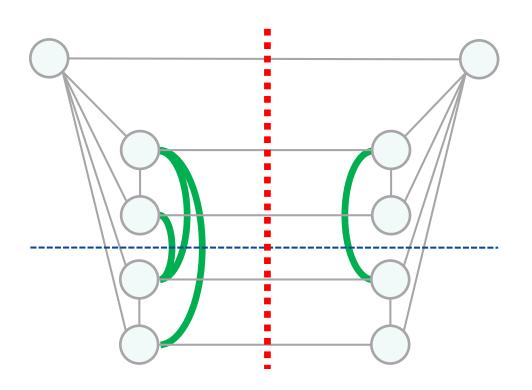






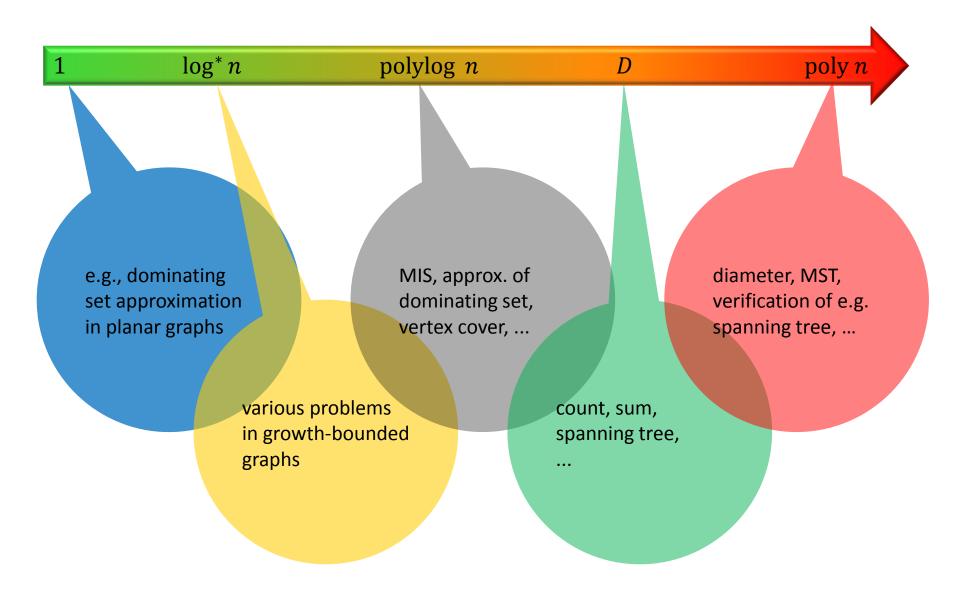
#### Networks Cannot Compute Their Diameter in Sublinear Time!

(even if diameter is just a small constant)

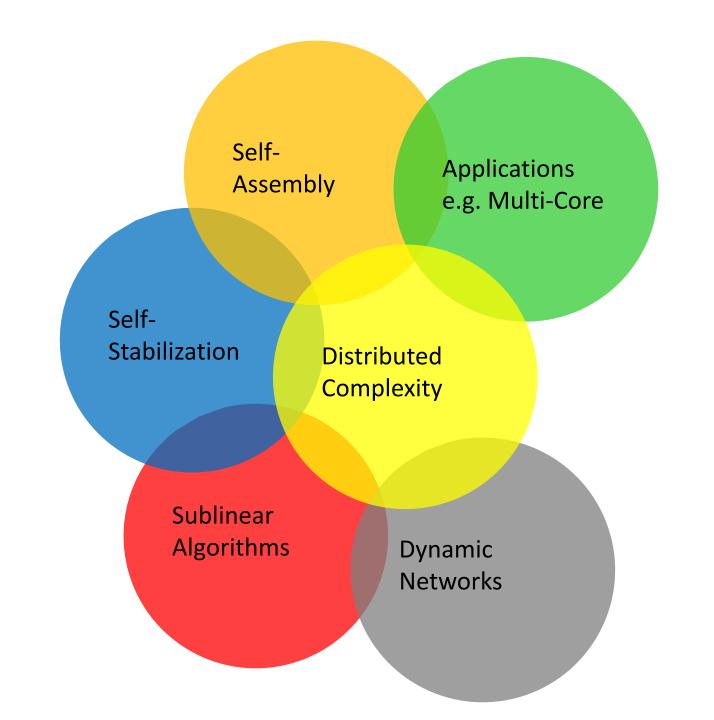


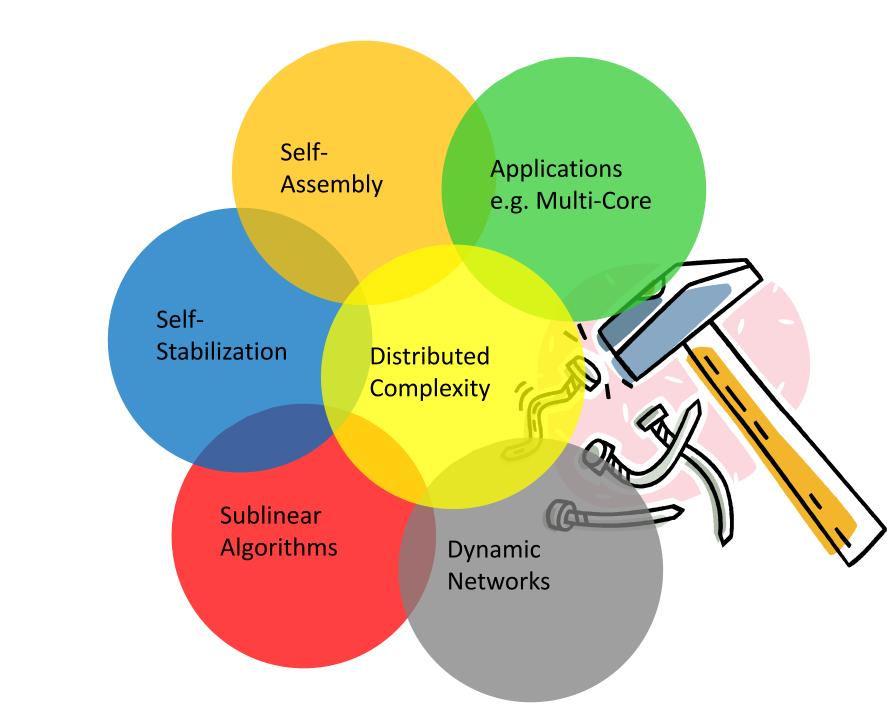
Pair of rows connected neither left nor right? Communication complexity: Transmit  $\Theta(n^2)$  information over O(n) edges  $\rightarrow \Omega(n)$  time!

#### **Distributed Complexity Classification**



e.g., [Kuhn, Moscibroda, W, 2014]





## Science: Still Interesting in 100 Years





Engineering: Interesting Right Now!



**Bitcoin** 

#### Bank of Bitcoin

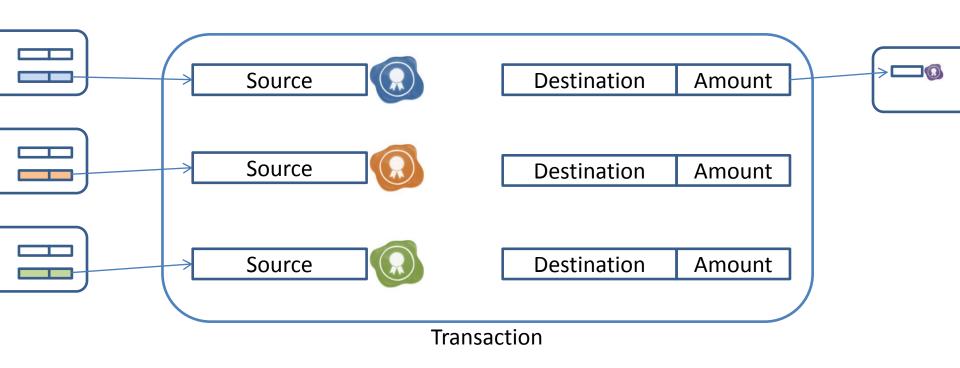


## Spending Money

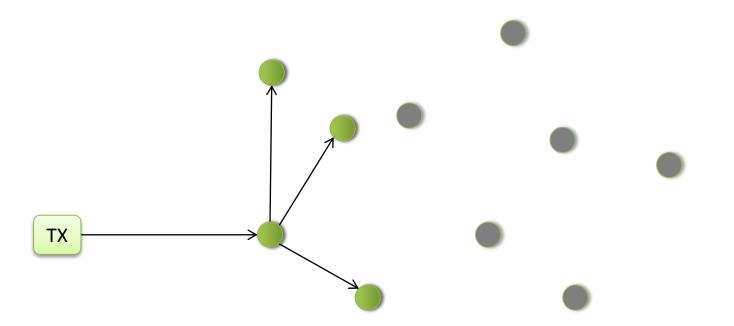




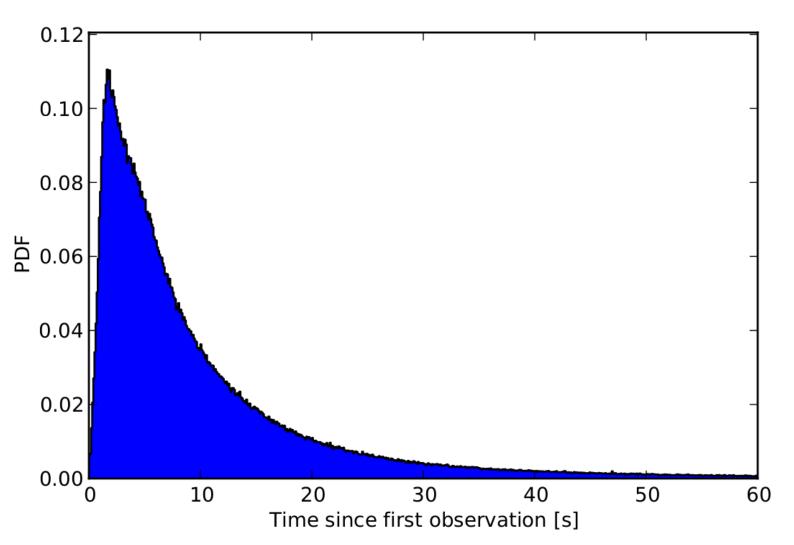
## Moving Money



#### Distributing the Bank

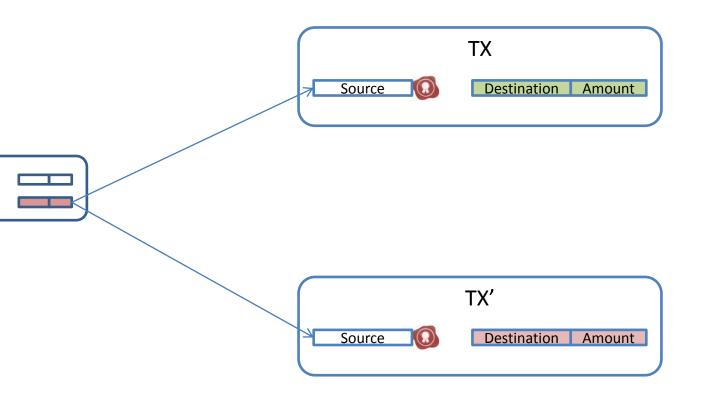


## **Propagation Time**

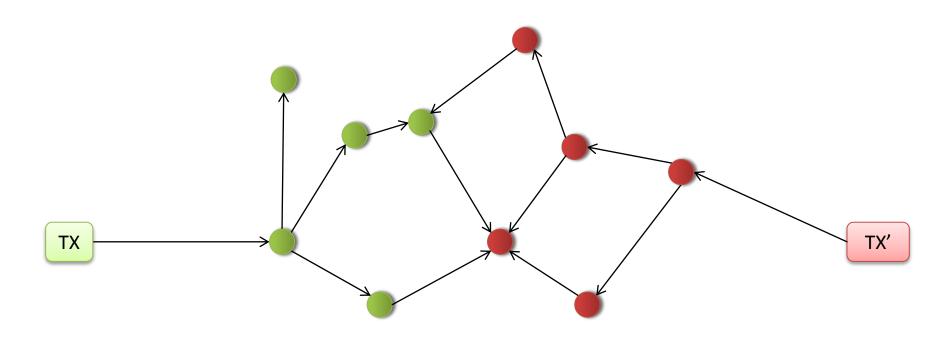


[Decker, W, 2013]

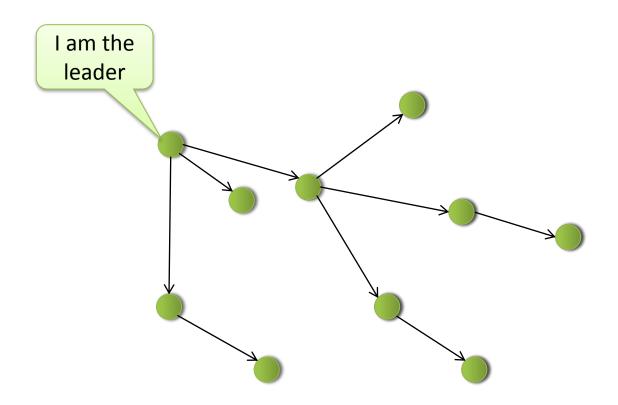
## Double-spending



#### Double-spending in the Network



#### Distributing the Bank

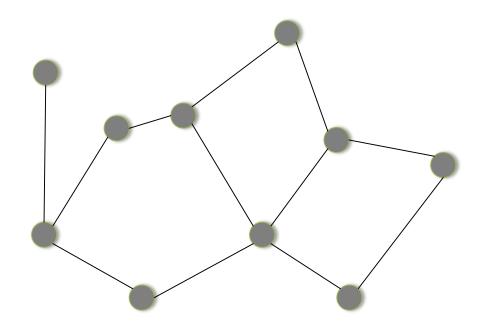


#### Double-spending in the Real World

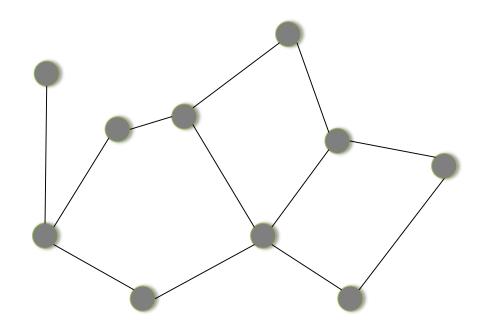
[Bamert, Decker, Elsen, W, Welten, 2013]



#### Where would you inject your transaction?



#### Double-spending, the Theory



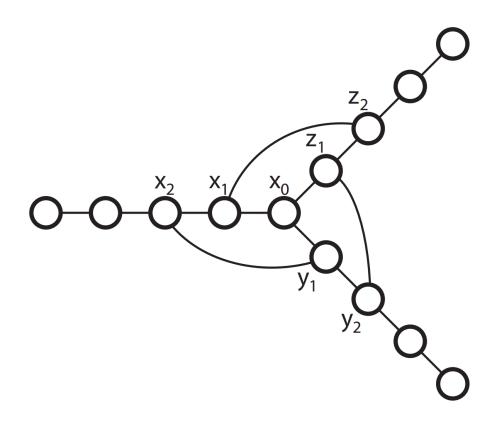
Player 1: Where to inject original transaction?

Player 2: Where to inject copy?

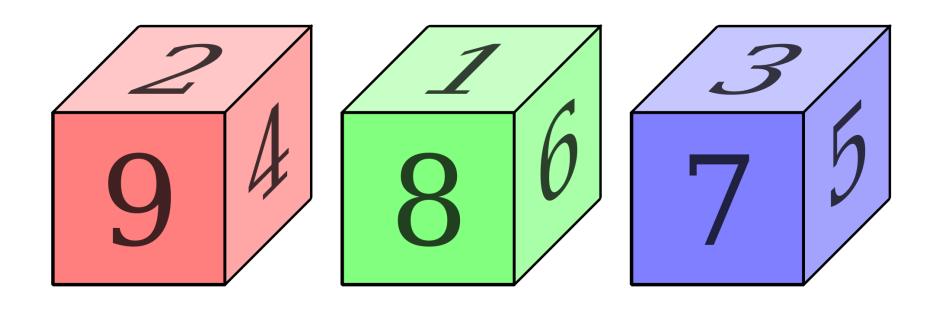


# Really?

#### Sometimes, being second is better!



#### Another Example: Nontransitive Dice



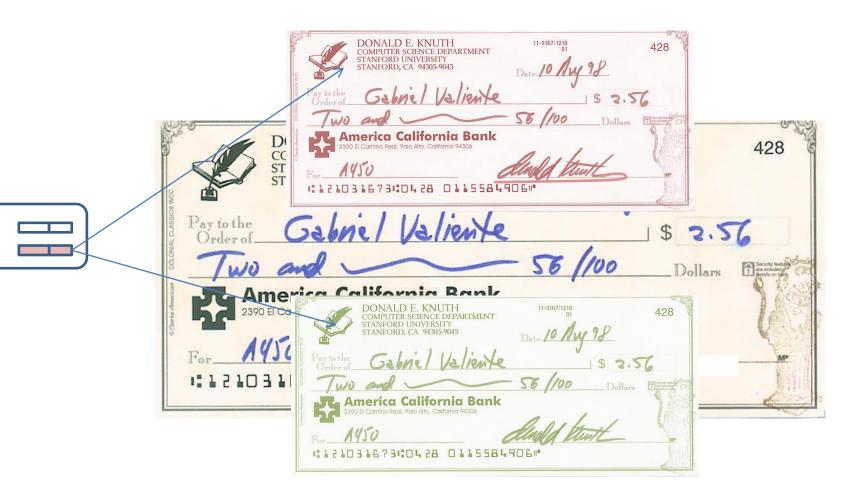


#### Transaction Malleability

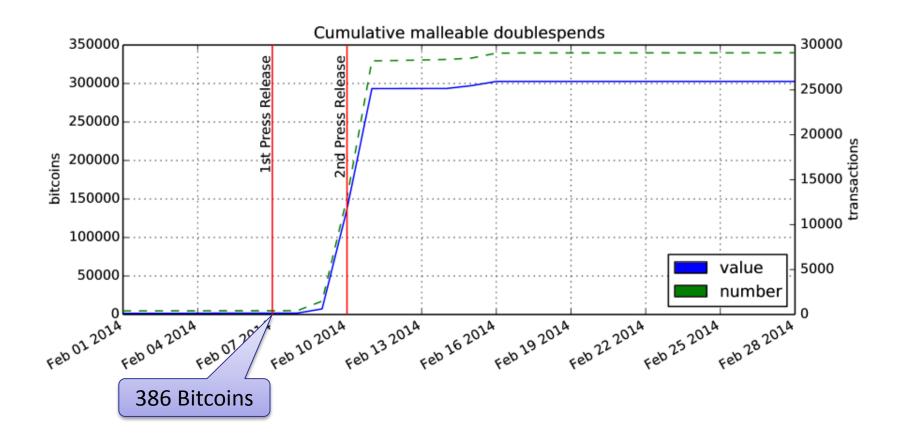


February 10, 2014: "Addressing Transaction Malleability: MtGox has detected unusual activity on its Bitcoin wallets and performed investigations during the past weeks."

#### Transaction Malleability

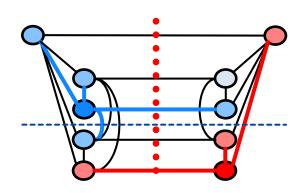


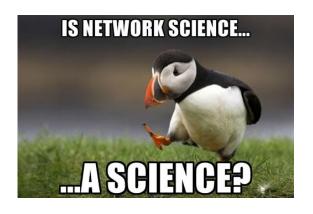
#### Transaction Malleability in Real Life





#### Summary









## Thank You!

**Questions & Comments?** 



Thanks to my co-authors, mostly Christian Decker Silvio Frischknecht Stephan Holzer