

Algorithmique Répartie

Jeremy Krebs - Guillaume Soulié

Université Paris Saclay

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- State of the Art
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- Problems

2 Weaker models

- ASYNC Model - global-strong multiplicity detection
- SSYNC Model - global-weak / local strong multiplicity detection

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- Problem
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4 Orientation Problem

5 Set Formation Problem

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Background and Motivations :

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- **mobile robot network** goal : achieve tasks by a team of mobile robot with weak capacity.

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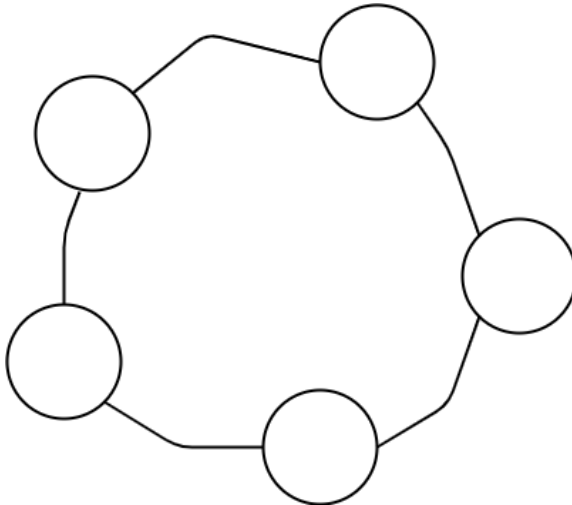
- **mobile robot network** goal : achieve tasks by a team of mobile robot with weak capacity.
- **Pioneering work** Suzuki, I., & Yamashita, M. (1999).
Distributed anonymous mobile robots : Formation of geometric patterns.

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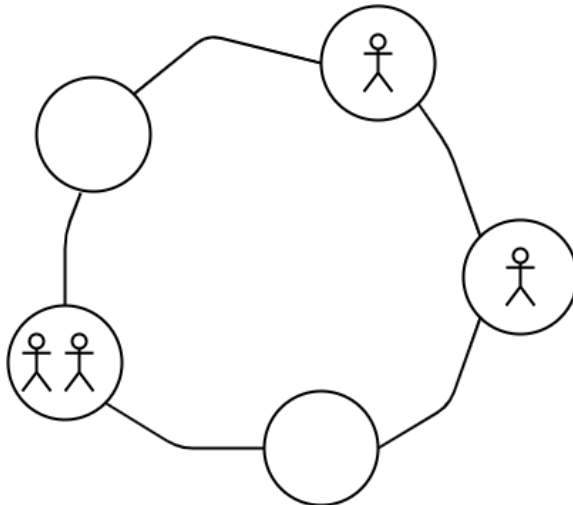


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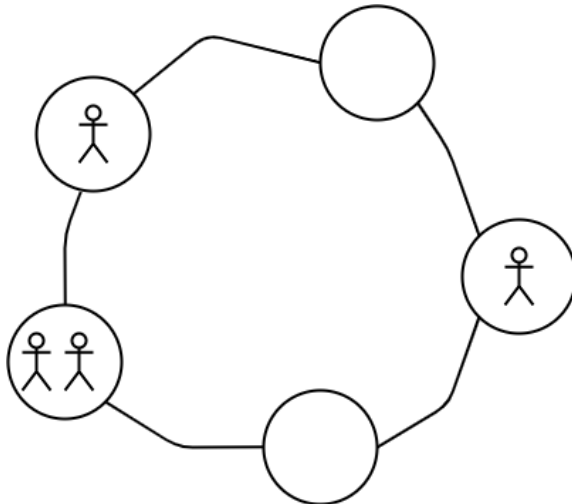


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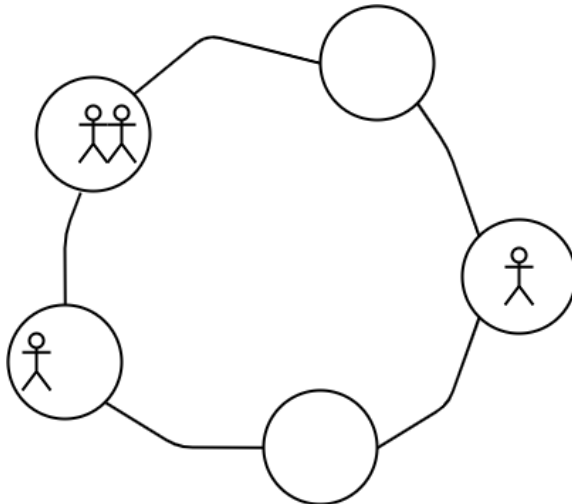


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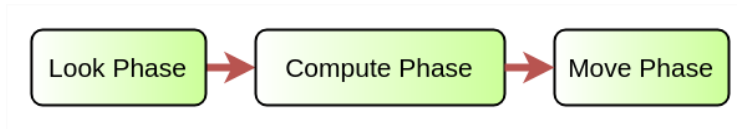


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- no such algorithms on very weak condition (ASYNC or global-weak multiplicity)
- we propose three algorithms :
 - self-stabilizing gathering algorithm
 - self-stabilizing orientation algorithm
 - self-stabilizing formation algorithm

Related work :

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 - none of them are self stabilizing

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- Global-Strong Multiplicity Detection
- Local-Strong and Global-Weak Multiplicity Detection

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The scheduler can be of two types :

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- ASYNC** Asynchronous - The robots are activated/executed asynchronously

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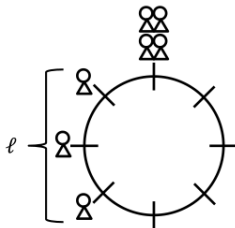
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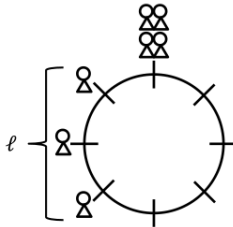
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Set formation problem : The goal of the set formation problem is to gather the robots in a specific predefined configuration.

Proof of the non existence of gathering algorithm in two weak conditions :

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How to prove non existence of an algorithm ? **play the scheduler**

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Probability that A achieve gathering in j cycle :

$$P^* < (1 - P(X_1)) + (1 - P(X_2)) + \dots + (1 - P(X_j)) < p \quad \square$$

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- $Q = +i$ ($0 \leq i \leq n$) indicates (v_0, \dots, v_{i-1}) decides to move forward.

We want to achieve $Q = +n$ or $Q = -n$.

In $proc(X)$, scheduler repeat following steps :

- if $Q = 0$: look and compute phases on robot r on v_0 :
 - if r want to stay $\Rightarrow Q := 0$
 - elif r want to move forward $\Rightarrow Q := 1$
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- if $Q = +i$: look and compute phases on robot r on v_{+i} :
 - if r want to stay $\Rightarrow Q := +i$
 - if r want to move forward $\Rightarrow Q := +(i + 1)$
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Stop when $Q = +n$ or $Q = -n$ (or X steps).

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- for prop 3 :
 - $P(Q_{h+1} - > Q_h + 1) = p_1$
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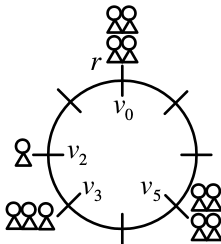
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$$\lim_{X \rightarrow \infty} P(X) = 1$$

Gathering problem :

- We consider n nodes and k robots in an unoriented ring
- For any configuration C we not $M(C)$ the maximum number of robots on one node



- If there is only once $M(C)$ -node, then the robots "know" where to go
- If there is multiple, the idea is to try to make them move one by one so that a tower node "wins the fight". We must find a way to elect a candidate.
- If there are multiple candidates, find a way to make, in expectation, exactly one of them move

Idea :

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- If there is multiple, the idea is to try to make them move one by one so that a tower node "wins the fight". We must find a way to elect a candidate.
- If there are multiple candidates, find a way to make, in expectation, exactly one of them move
- **Take care !** The scheduler is an enemy and will activate the robots in the worst way.

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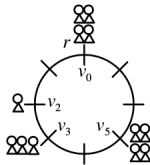
Let's consider the $M(C)$ nodes :

Case 1 There is only one such node : the tower can be identified by the robots and they can get closer to the tower node.

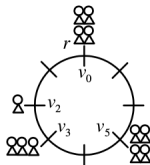
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Case 2 There are multiple such nodes :

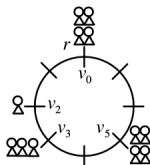


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Take h_{min} the minimal distance between a M(C)-robot node and a neighboring robot node. Take V the set of nodes at distance h_{min} of a M(C)-node and R the robots on these nodes.

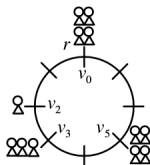
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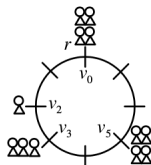


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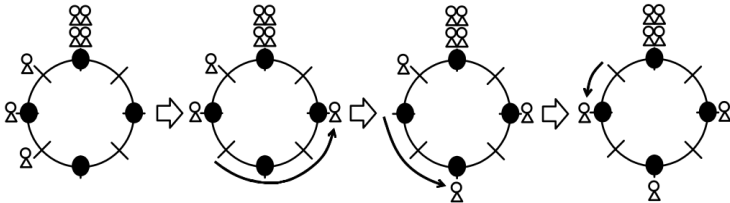
Complexity : $O(n \log k)$ rounds and $O(kn)$ moves.

We can now apply the two previous algorithms to solve the **set formation problem**.

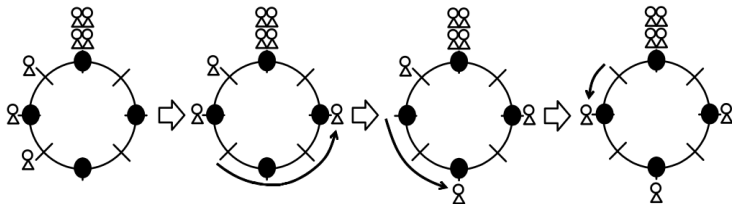
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Complexity : $O((\log k + |SET|)n)$ rounds and $O(kn)$ moves.

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- Solving the gathering and orientation issues is very important and leads to tons of other problems solved

In order to go further we could :

- Find the problems we can solve with weaker hypotheses,
- Work with a weaker scheduler, like an oblivious one,
- Work with a more complex graph than a ring.