

# Algorithmique Répartie

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## 1 Introduction

- State of the Art
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## 2 Weaker models

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

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## Background and Motivations :

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- **Pioneering work** Suzuki, I., & Yamashita, M. (1999).  
Distributed anonymous mobile robots : Formation of geometric patterns.

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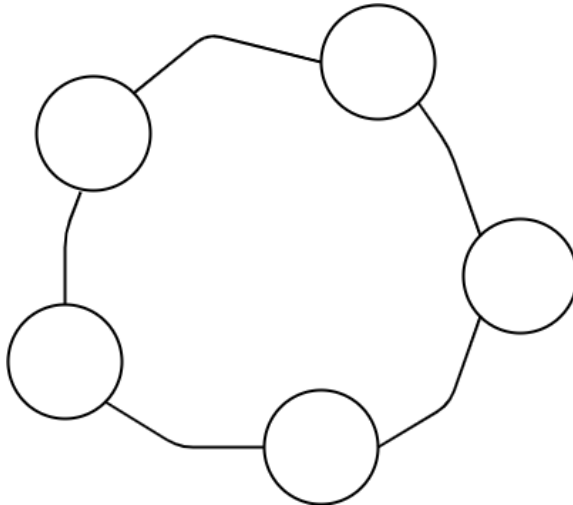
- **mobile robot network** goal : achieve tasks by a team of mobile robot with weak capacity.
- **Pioneering work** Suzuki, I., & Yamashita, M. (1999). Distributed anonymous mobile robots : Formation of geometric patterns.
- it studies **self-stabilizing** algorithms for anonymous and oblivious robots in uniform ring network.

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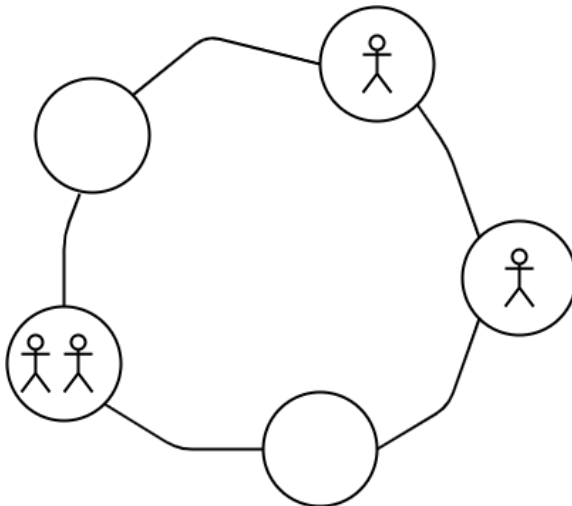


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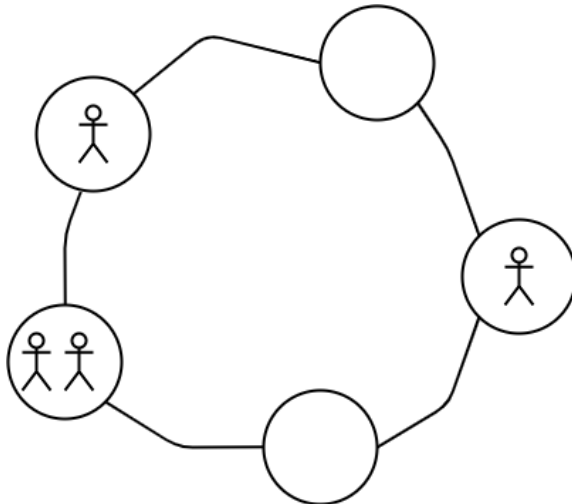


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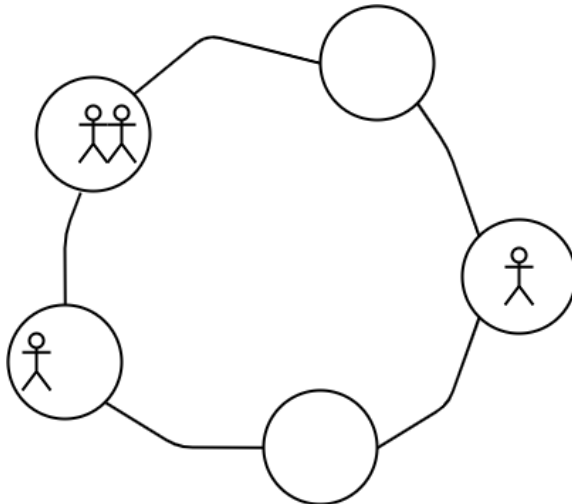


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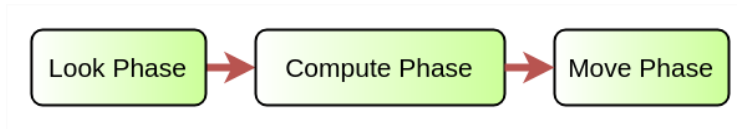


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- we propose three algorithms :
  - self-stabilizing gathering algorithm
  - self-stabilizing orientation algorithm
  - self-stabilizing formation algorithm



Related work :

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- Global-Strong Multiplicity Detection

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

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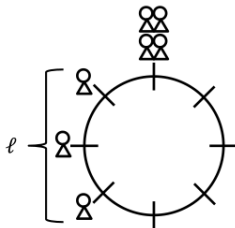
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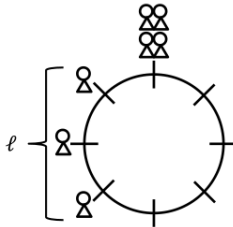
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**Set formation problem** : The goal of the set formation problem is to gather the robots in a specific predefined configuration.





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

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



(absurd) We assume that there is a algorithm  $A$  which works with probability at least  $p(k, n)$ .

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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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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  $v_{+i}$  :

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Stop when  $Q = +n$  or  $Q = -n$  (or  $X$  steps).

- prop 1 and 2 or clearly statisfied.



- prop 1 and 2 are clearly satisfied.
- for prop 3 :
  - $P(Q_{h+1} - > Q_h + 1) = p_1$
  - $P(Q_{h+1} - > Q_h - 1) = p_2$
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This implies from any configuration  $Q$ ,  $Q = +/ - n$  is achieved is less than  $2n$  step with probability  $p > p_1^{2n} + p_2^{2n}$ .

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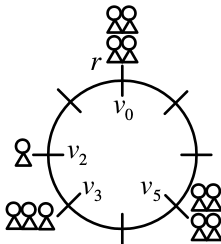






## Gathering problem :

- We consider  $n$  nodes and  $k$  robots in an unoriented node
- 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.
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Idea :

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- **Take care !** The scheduler is an enemy and will activate the robots in the worst way.

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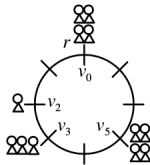
Let's consider the  $M(C)$  nodes :

**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.

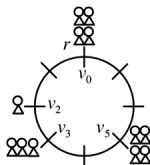
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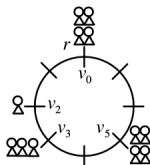


Case 2 There are multiple such nodes :



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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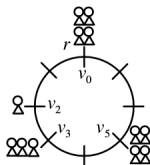


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Cas 2.1  $|R| = 1$  - This robot gets to his closer M(C)-robot node.

Cas 2.2  $|R| > 1$  - The robots move to their close M(C)-robot node with probability  $\frac{1}{2|R|}$ .

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

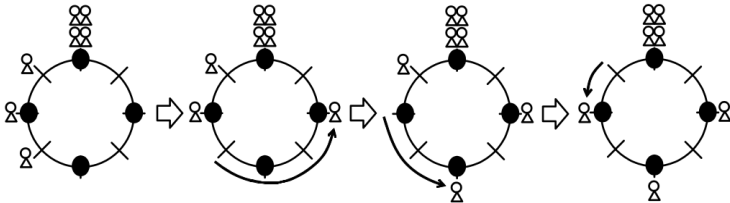


We can now apply the two previous algorithms to solve the **set formation problem**.

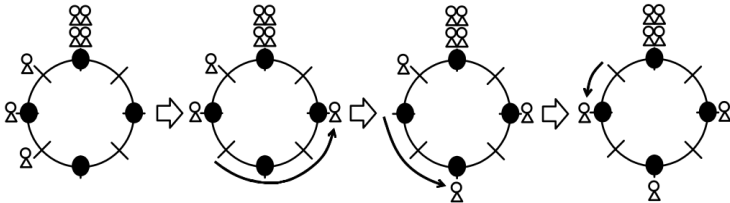
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## In order to go further we could :

- 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.