

# Self-stabilizing $\alpha$ -maximal-partitioning

## Group 43

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### Pseudocode

#### processor\_logic()

do forever:

    temp\_set = my\_set

    if i am not in my set:

        temp\_set = me

    if size(temp\_set) > alpha // ensures that size is never greater than alpha

        temp\_set = me

    if check\_if\_set\_is\_a\_connected\_tree(me, temp\_set) is false

        temp\_set = me

    for every neighbor:

        if neighbor in temp\_set and I am not in neighbor.set and  
size(neighbor.set) >= size(temp\_set)

            // ensures that there is no intersection between partitions

            temp\_set = me

            // assigns my set to me since neighbor's set is larger

        if neighbor.set has me and size(neighbor.set) > size(temp\_set)

            temp\_set = neighbor.set

        if neighbor is not my temp\_set and neighbor.set does not contain  
me and size(temp\_set) + size(neighbor.set) <= alpha

            // unions two sets to ensure that this is a maximal partition

            temp\_set = temp\_set + neighbor.set

    end

my\_set = temp\_set

end

As you can see from the algorithm that no partition is empty will at least have one element. Other properties of the partitioning are reached and explained with the help of the comments in the pseudocode above.

**check\_if\_set\_is\_a\_connected\_tree(root, set) // bfs algorithm**

for each p in set:

    explored[p] = false

end

explored[root] = true

q = empty queue

q.enqueue(root)

while q is not null:

    tmp = q.dequeue()

    for each neighbor n of tmp:

        if n belongs to set and explored[n] = false

            explored[n] = true

            q.enqueue(n)

    end

end

if explored contains one false

    return false

else

    return true

The above functions helps when the configuration loaded is bad one has elements in the set that do not form a tree. The above is done using bfs algorithm. Thus the algorithm will stabilize with any starting system configuration.