

Distributed Algorithms 2020

6a Randomized coloring

(Δ = maximum degree)

Vertex coloring with $\Delta+1$ colors

Week 4: deterministic, $O(\Delta + \log^* n)$

(Δ = maximum degree)

Vertex coloring with $\Delta+1$ colors

Week 4: deterministic, $O(\Delta + \log^* n)$

Today: randomized, w.h.p. $O(\log n)$

Simplest possible idea:

- everyone tries to pick a *random free color*

Simplest possible idea:

- everyone tries to pick a *random free color*
- stop if successful

Pretty simple idea:

- nodes are *active* with probability $1/2$

Pretty simple idea:

- nodes are *active* with probability $1/2$
- only active nodes try to pick a *random free color*

Pretty simple idea:

- nodes are *active* with probability $1/2$
- only active nodes try to pick a *random free color*
- stop if successful

Lemma: A node that is still running, will stop in this round with probability ≥ 0.25

Lemma: A node that is still running, will stop in this round with probability ≥ 0.25

Corollary: The node is still running after T rounds with probability $\leq 0.75^T$

Lemma: A node that is still running, will stop in this round with probability ≥ 0.25

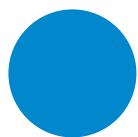
Corollary: The node will stop after $O(\log n)$ rounds w.h.p.

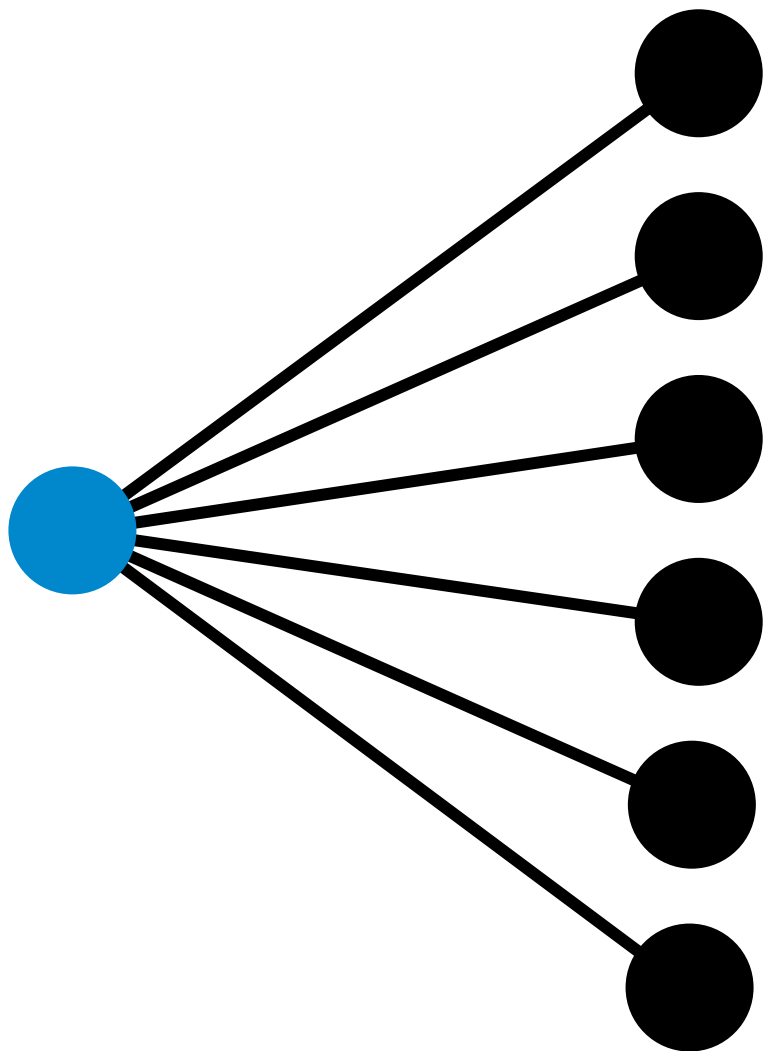
Lemma: A node that is still running, will stop in this round with probability ≥ 0.25

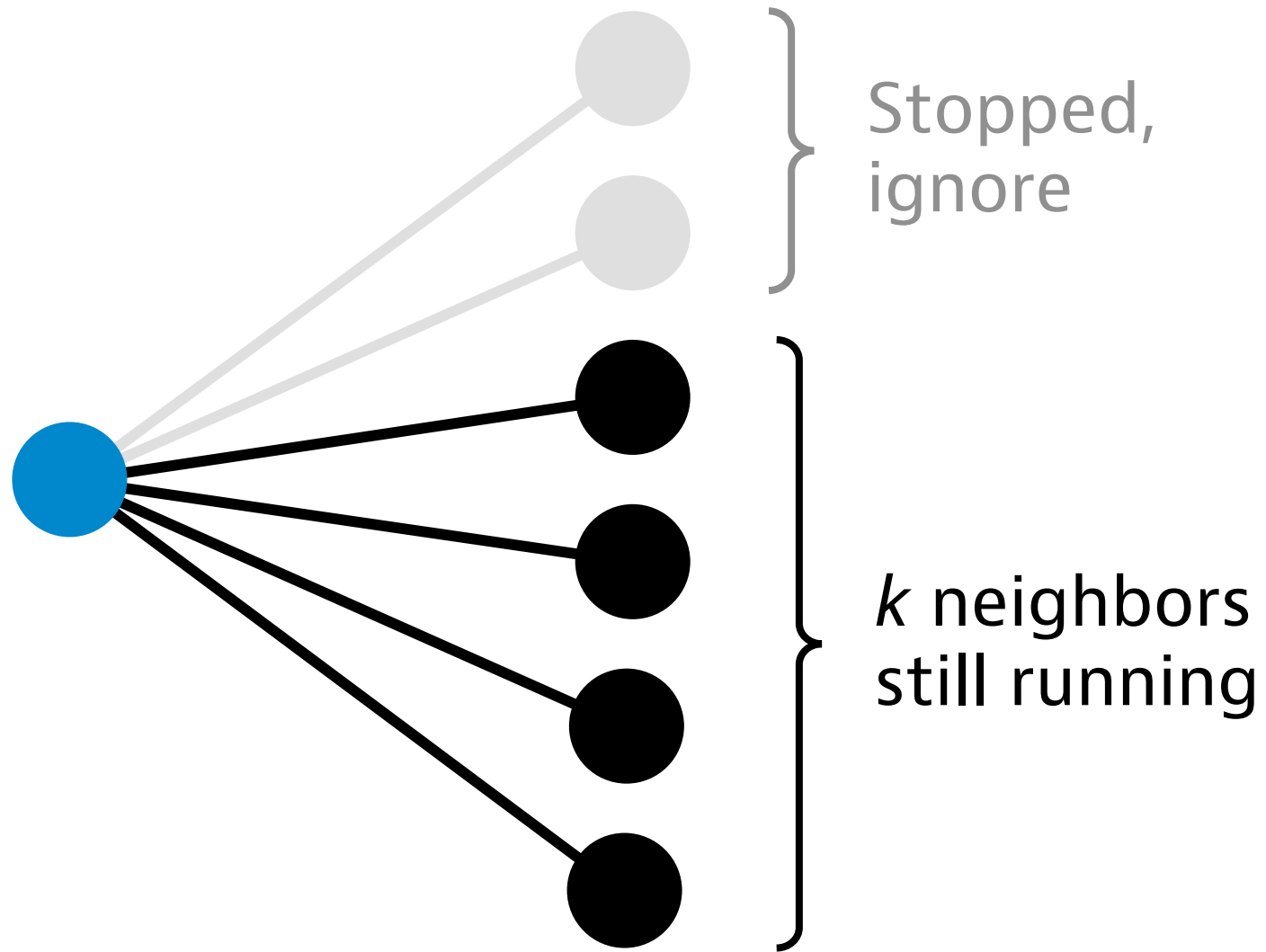
Corollary: *All* nodes will stop after $O(\log n)$ rounds w.h.p.

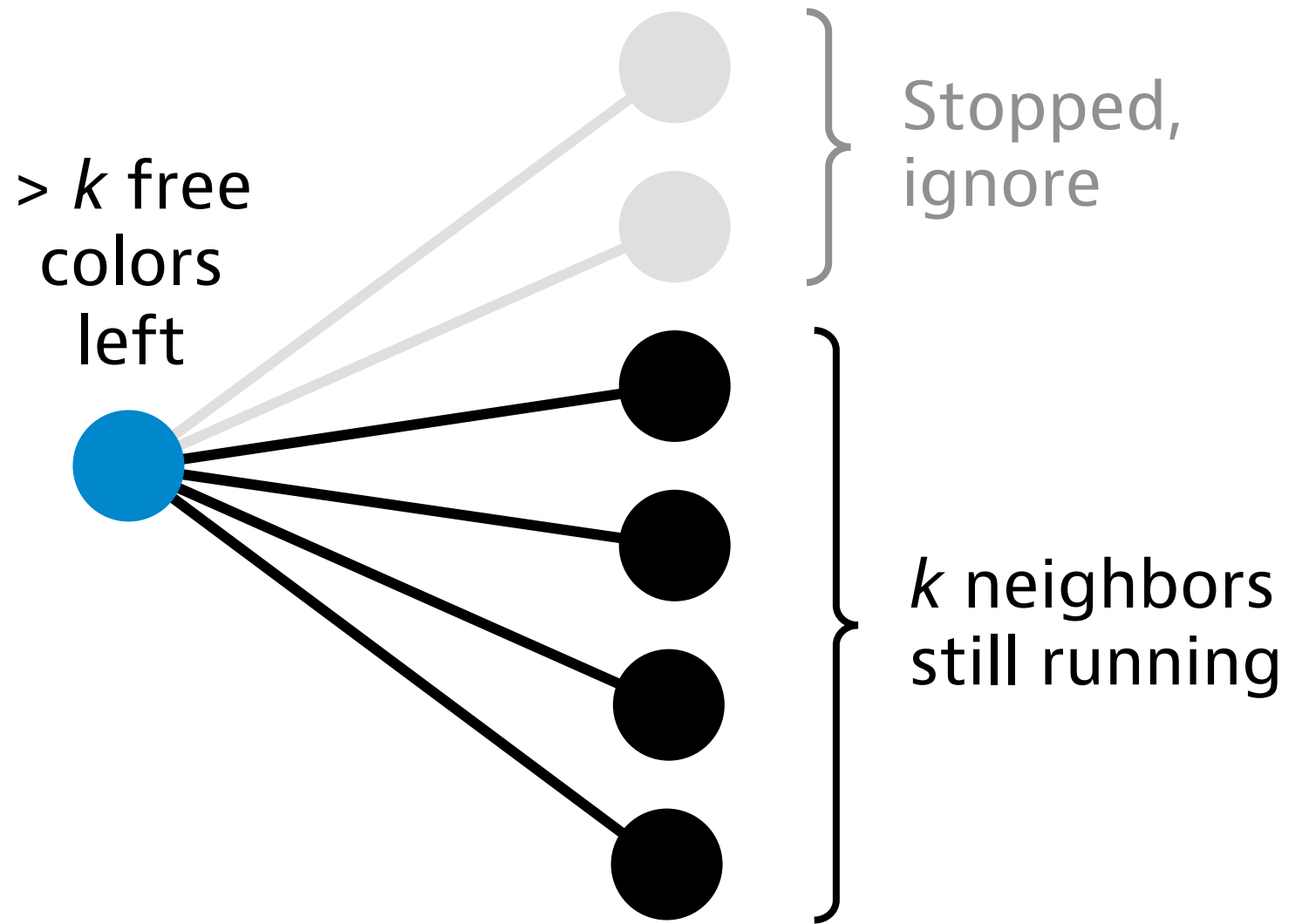
Lemma: A node that is still running, will stop in this round with probability ≥ 0.25

Proof...?

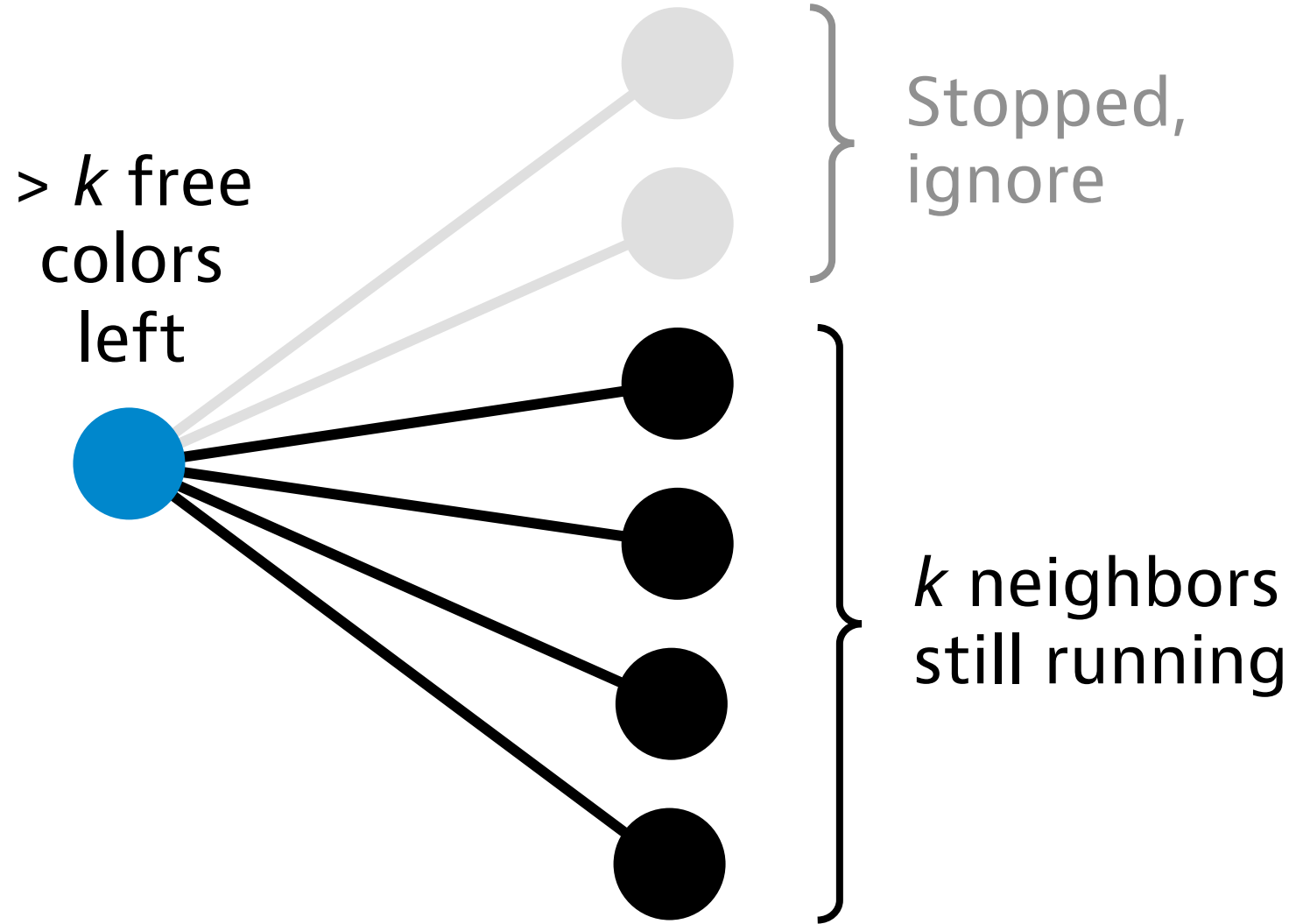




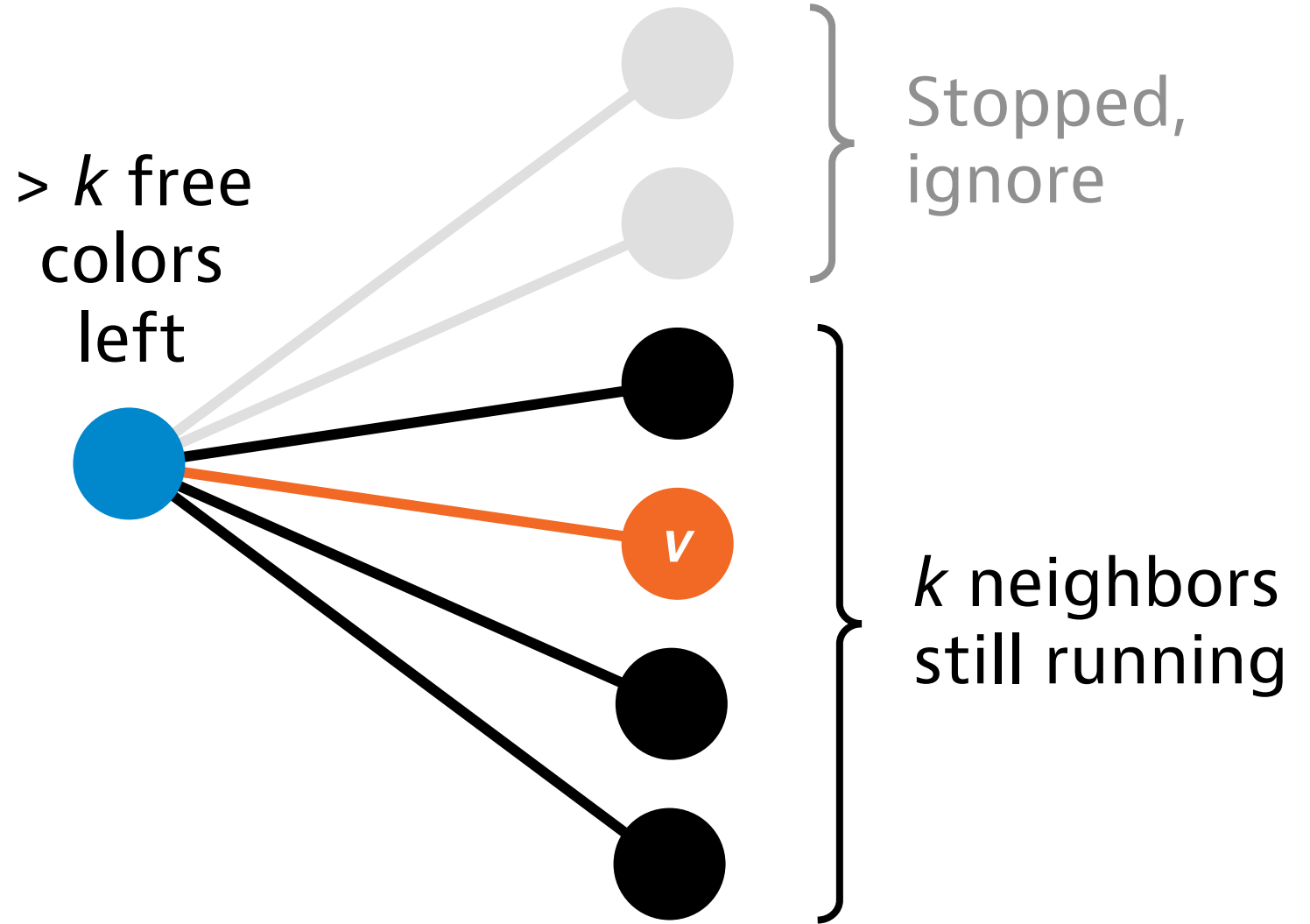




I'm active:



I'm active:

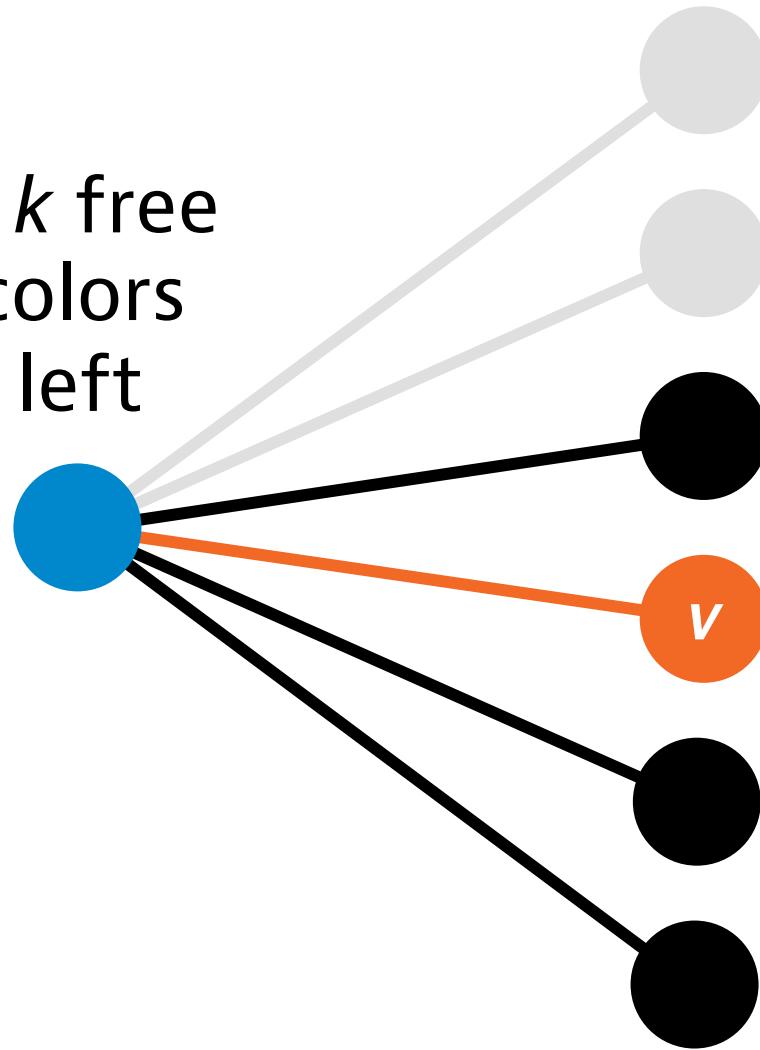


I'm active:

case 1:
v is passive

conflict
probability 0

$> k$ free
colors
left



Stopped,
ignore

k neighbors
still running

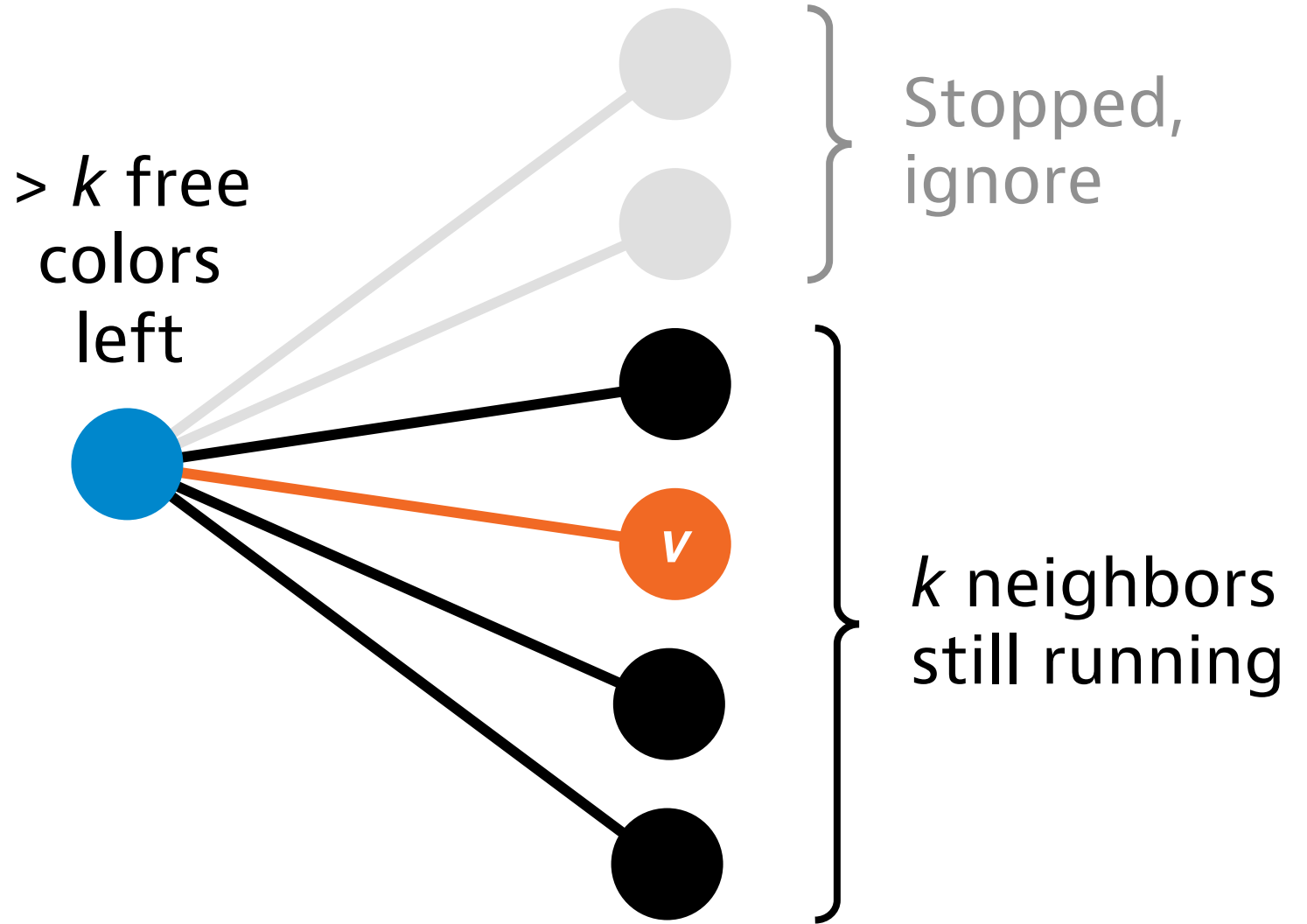
I'm active:

case 1:
v is passive

conflict
probability 0

case 2:
v is active

conflict
probability $< 1/k$



I'm active:

case 1:
v is passive

conflict
probability 0

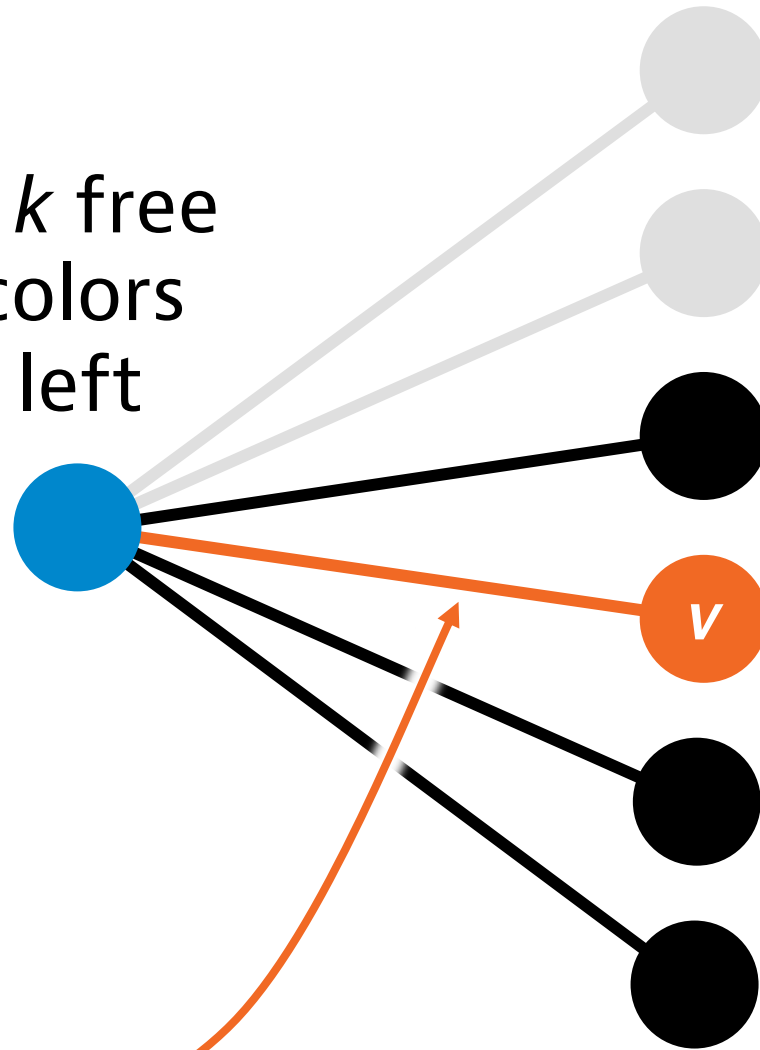
case 2:
v is active

conflict
probability $< 1/k$

overall:

conflict
probability $< 1/(2k)$

$> k$ free
colors
left



Stopped,
ignore

k neighbors
still running

I'm active:

case 1:
v is passive

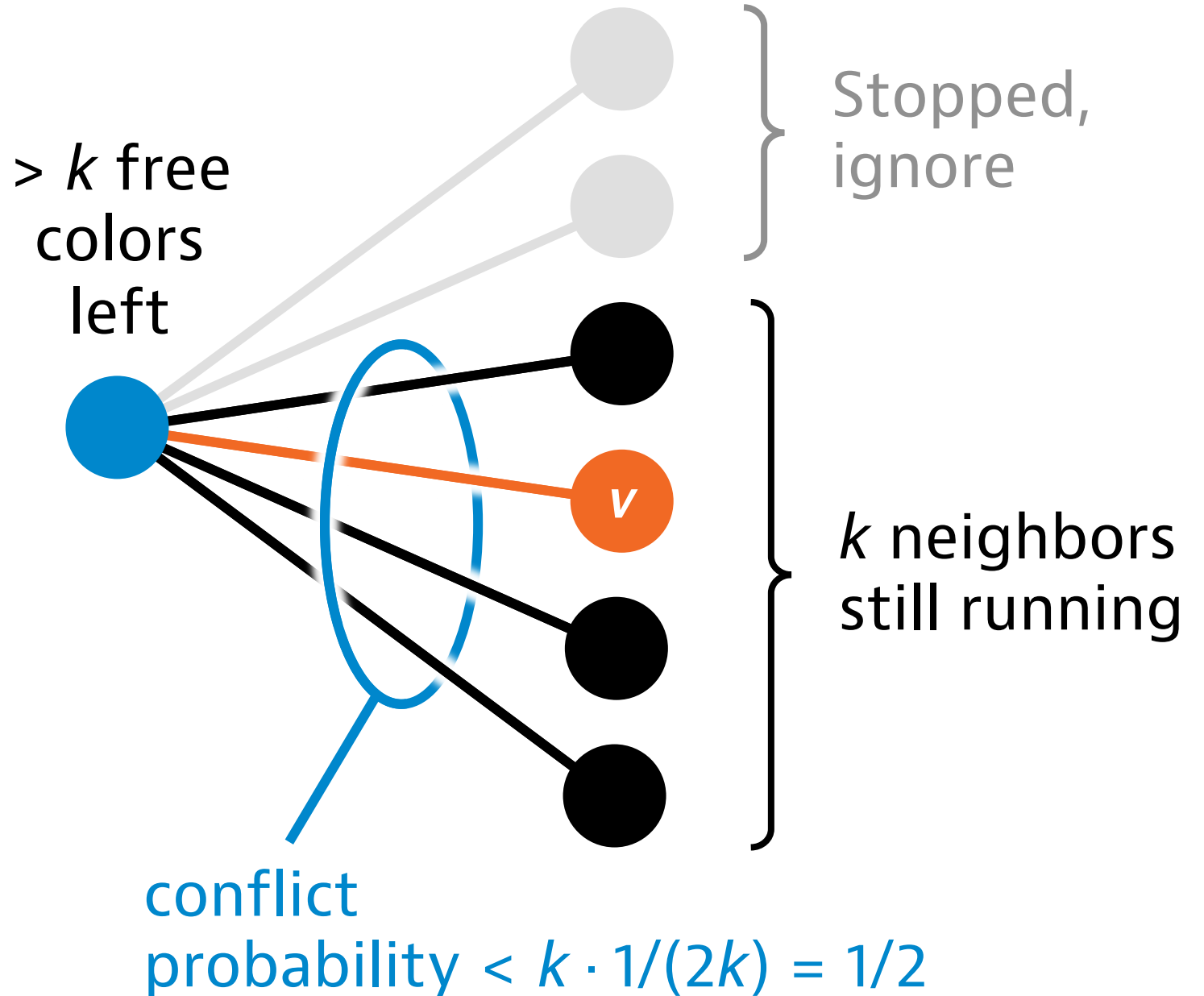
conflict
probability 0

case 2:
v is active

conflict
probability $< 1/k$

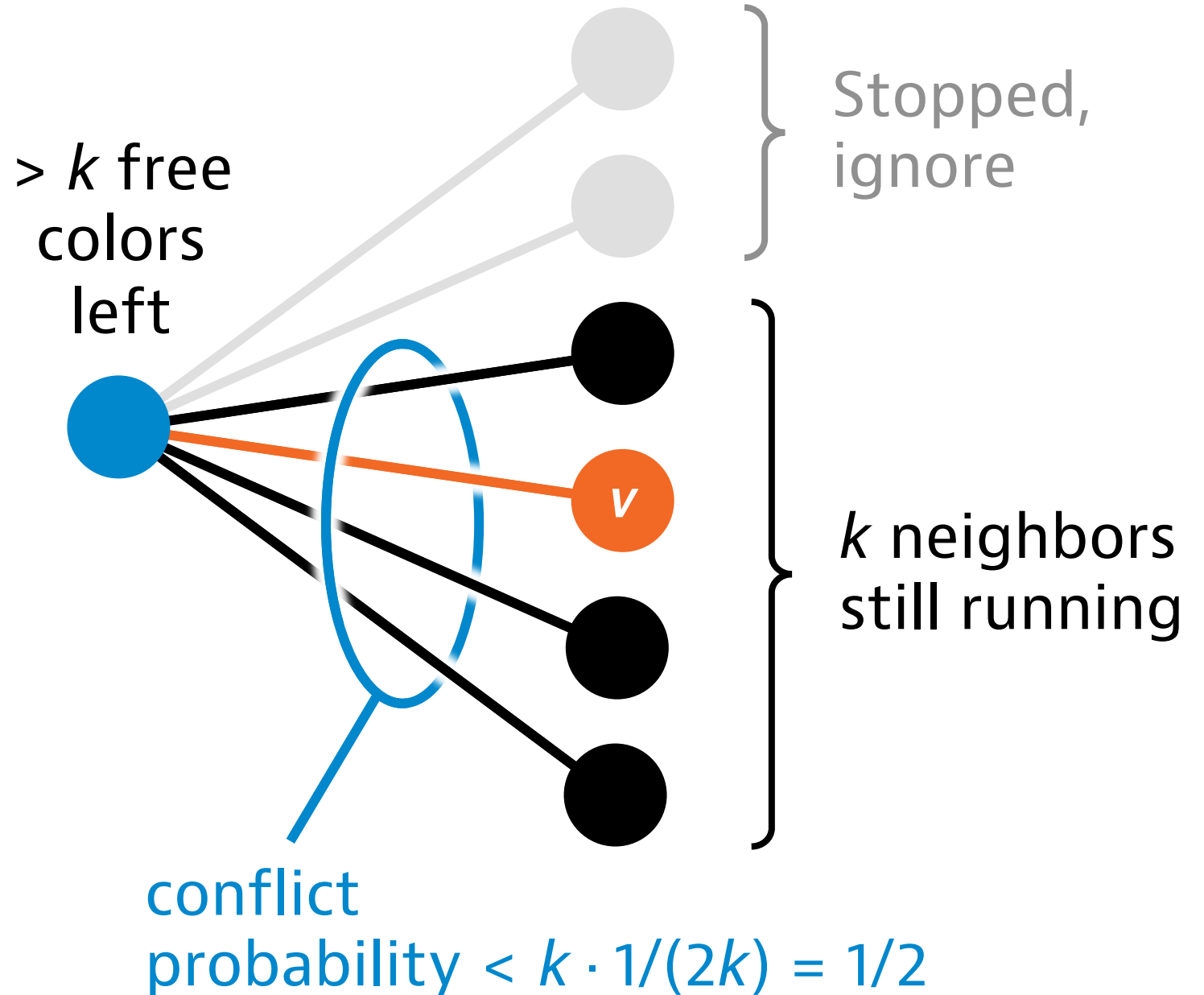
overall:

conflict
probability $< 1/(2k)$



I'm active:

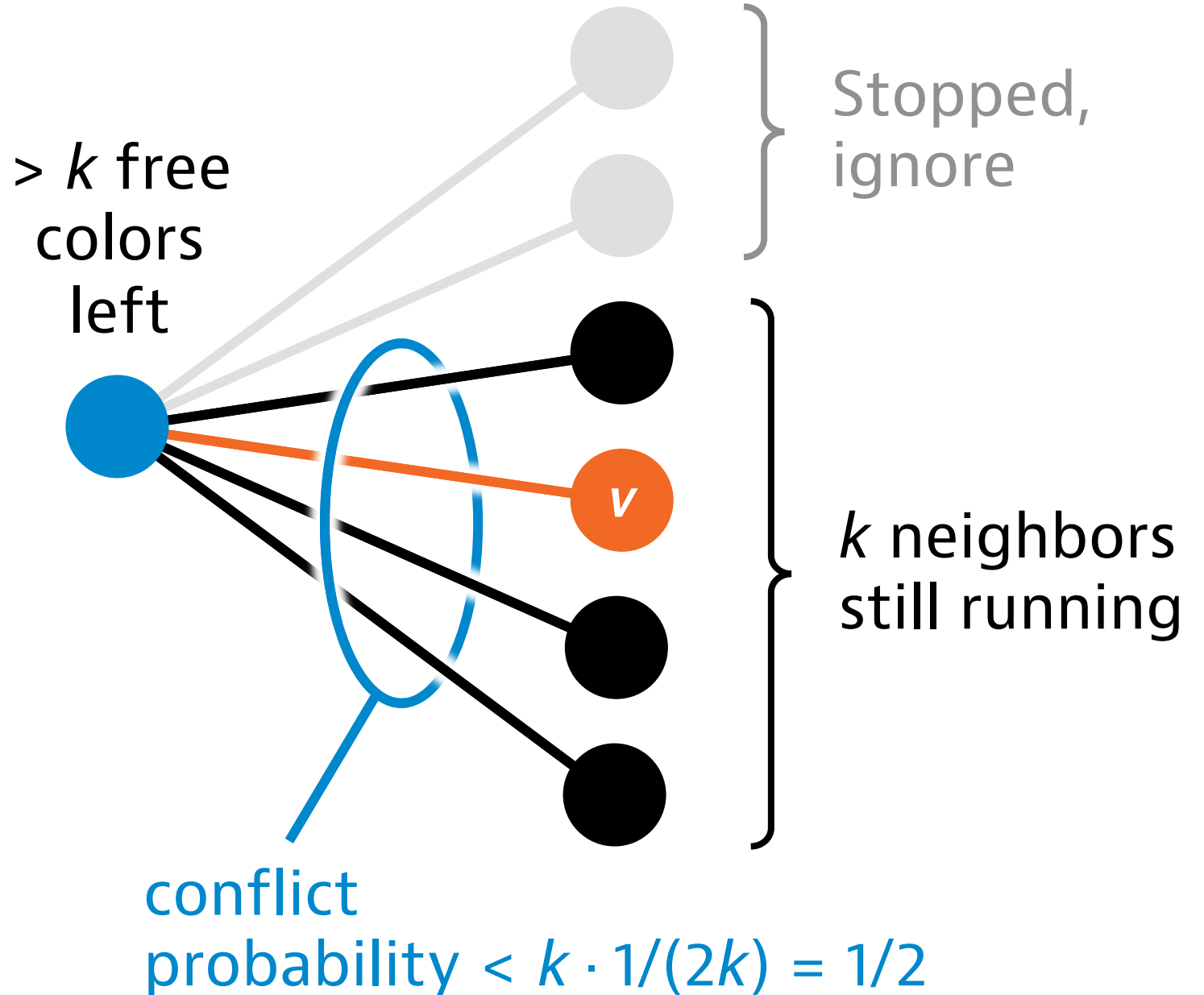
*I can stop with
probability $> 1/2$
if I'm active*



I'm active:

*I can stop with
probability $> 1/2$
if I'm active*

*I'm active with
probability $1/2$*



I'm active:

*I can stop with
probability $> 1/2$
if I'm active*

*I'm active with
probability $1/2$*

Overall:

*I can stop with
probability $> 1/4$*

