

Distributed Algorithms 2020

9a Round elimination

Proving lower bounds

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- **Claim:** solving problem X *takes ≥ 5 rounds*
- **Equivalent:** *any 4-round algorithm A fails* to solve problem X
- How to show something like this?
 - huge number of possible 4-round algorithms

Proving lower bounds

- **Easy to do directly:**
showing that 0-round algorithms fail

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Proving lower bounds

- **Easy to do directly:**
showing that 0-round algorithms fail
- **Hard to do directly:**
showing that 4-round algorithms fail
- Solution: *round elimination technique*

Round elimination

problem X_0

Round elimination

Assume: A_0 solves problem X_0 in 4 rounds

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$$X_1 = \text{re}(X_0)$$

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problem $X_4 = \text{re}(X_3)$

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→ A_4 solves problem $X_4 = \text{re}(X_3)$ in 0 rounds

Round elimination

Assume: A_0 solves problem X_0 in 4 rounds

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Assume: A_0 solves problem X_0 in 4 rounds

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→ A_2 solves problem $X_2 = \text{re}(X_1)$ in 2 rounds

→ A_3 solves problem $X_3 = \text{re}(X_2)$ in 1 round

→ A_4 solves problem $X_4 = \text{re}(X_3)$ in 0 rounds



Round elimination

Assume: A_0 solves problem X_0 in 4 rounds



→ A_1 solves problem $X_1 = \text{re}(X_0)$ in 3 rounds

→ A_2 solves problem $X_2 = \text{re}(X_1)$ in 2 rounds

→ A_3 solves problem $X_3 = \text{re}(X_2)$ in 1 round

→ A_4 solves problem $X_4 = \text{re}(X_3)$ in 0 rounds

Round elimination

Assume: A_0 solves problem X_0 in 10 rounds

→ A_1 solves problem $X_1 = \text{re}(X_0)$ in 9 rounds

...

→ A_{10} solves problem $X_{10} = \text{re}(X_9)$ in 0 rounds



Round elimination

turns problem X_0
into a new problem X_1
that **can be solved**
1 round faster

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Bipartite
locally
verifiable
problems



```
graph LR; A[Bipartite locally verifiable problems] --> B["problem X0"]; A --> C["new problem X1"];
```

Locally verifiable

- Defined using “local constraints”

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 - constraint on each edge: endpoints must have different colors

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- Defined using “local constraints”
- **Example:** *vertex coloring*
 - constraint on each edge: endpoints must have different colors
- **Example:** *maximal independent set*
 - constraint on each edge: independence
 - constraint on each node: maximality

Locally verifiable

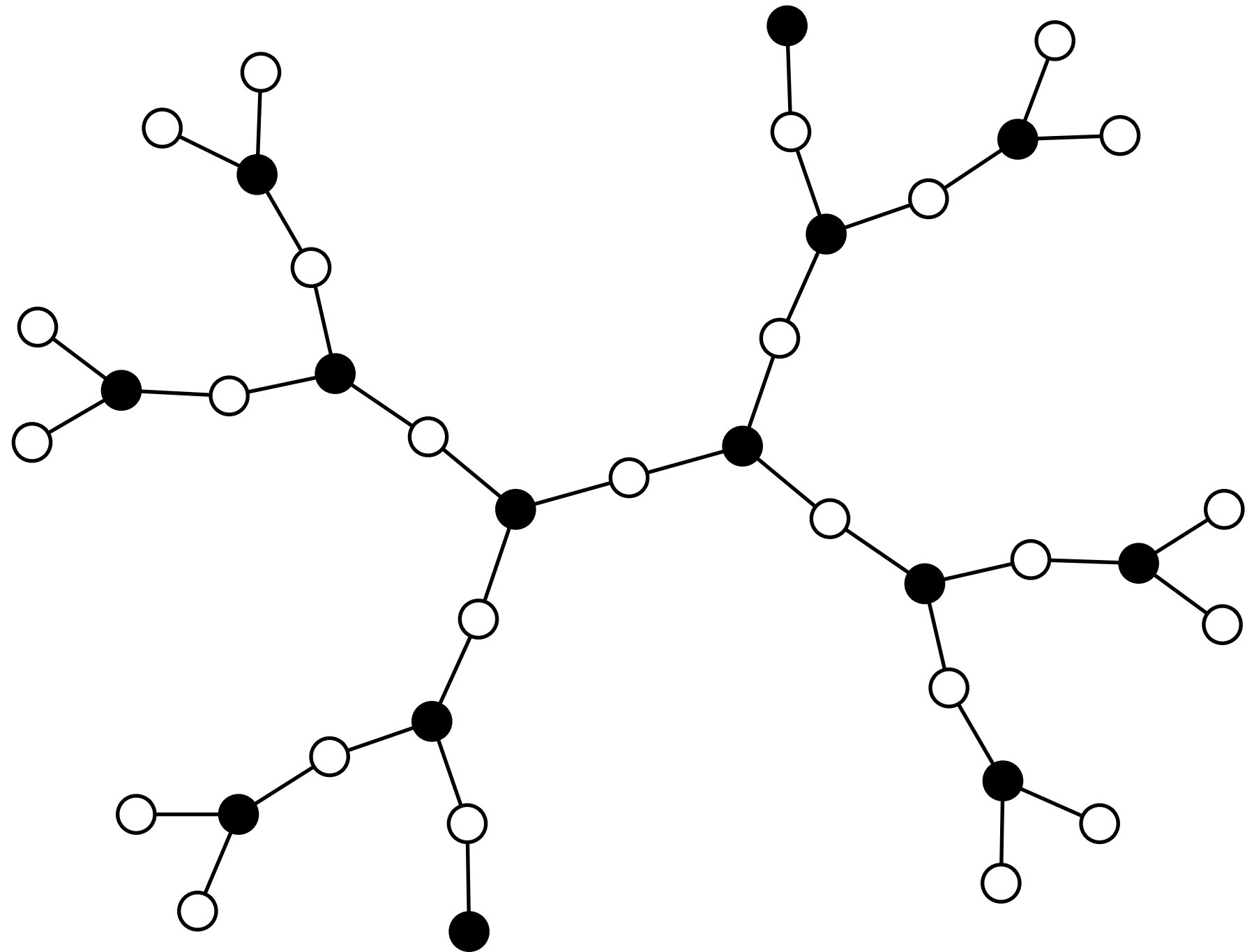
- **Not locally verifiable:** *spanning tree*
 - "connectivity" is a global constraint
 - "acyclicity" is a global constraint

**Bipartite locally
verifiable problem**

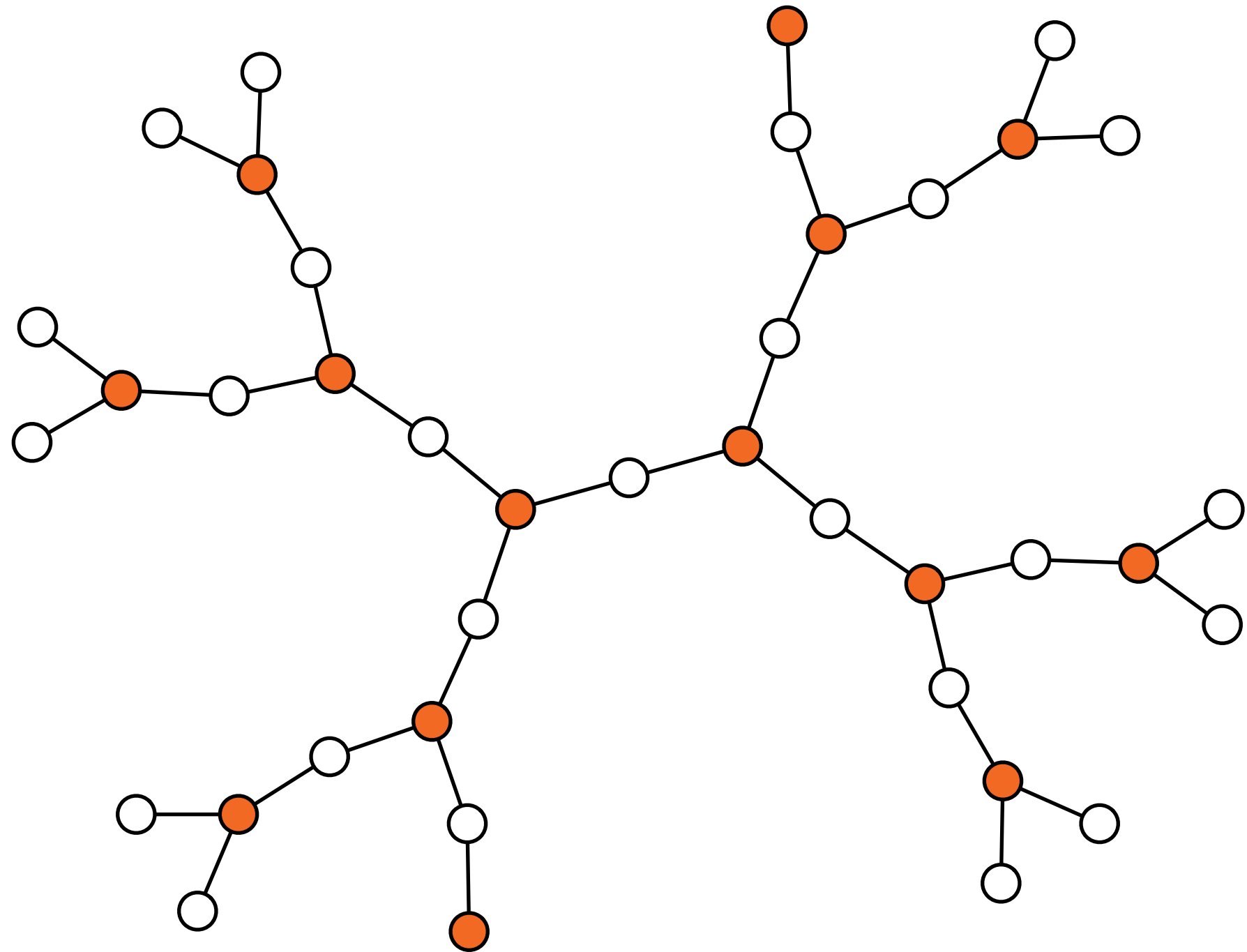
Bipartite locally verifiable problem

defined on regular trees

**Weak
3-labeling**

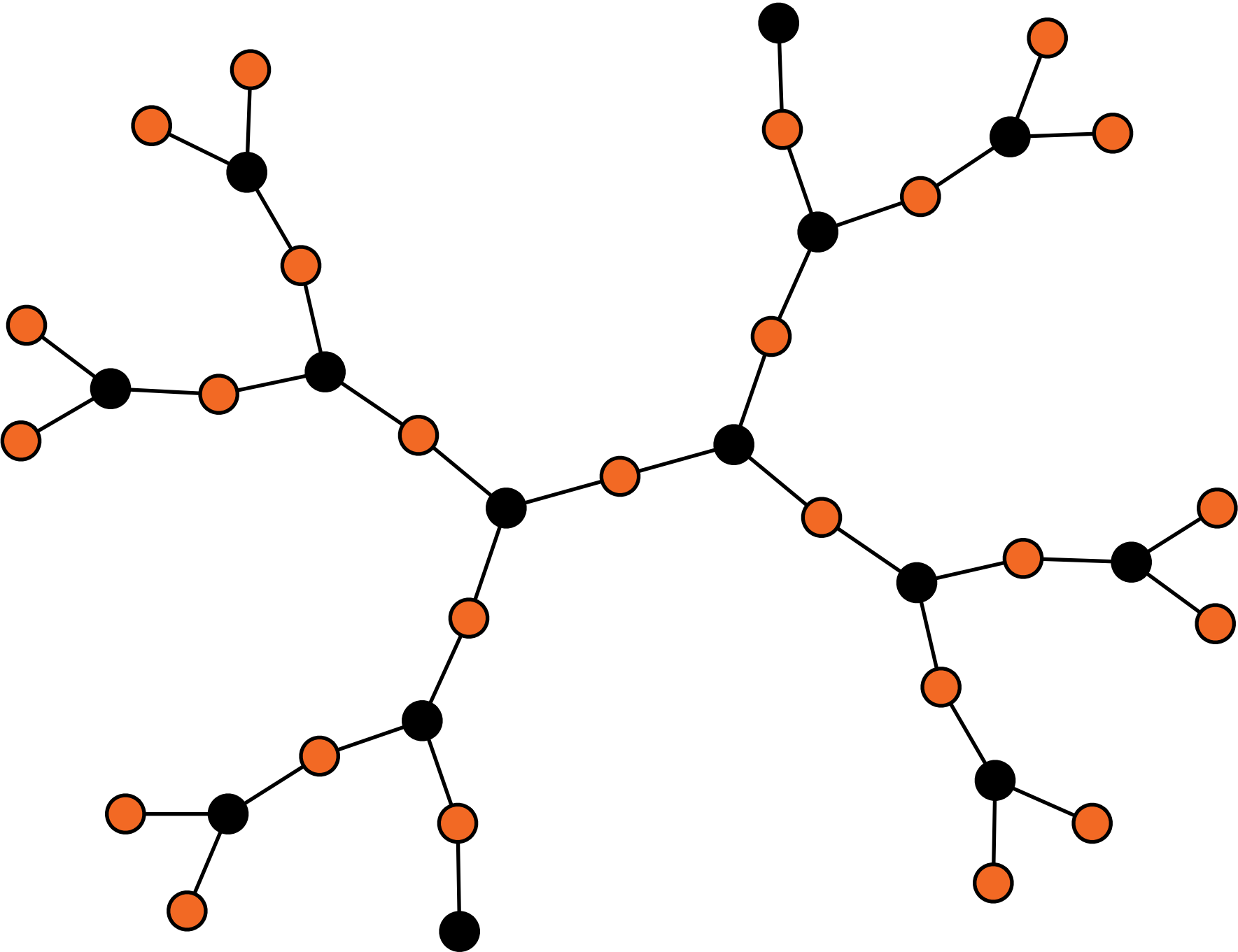


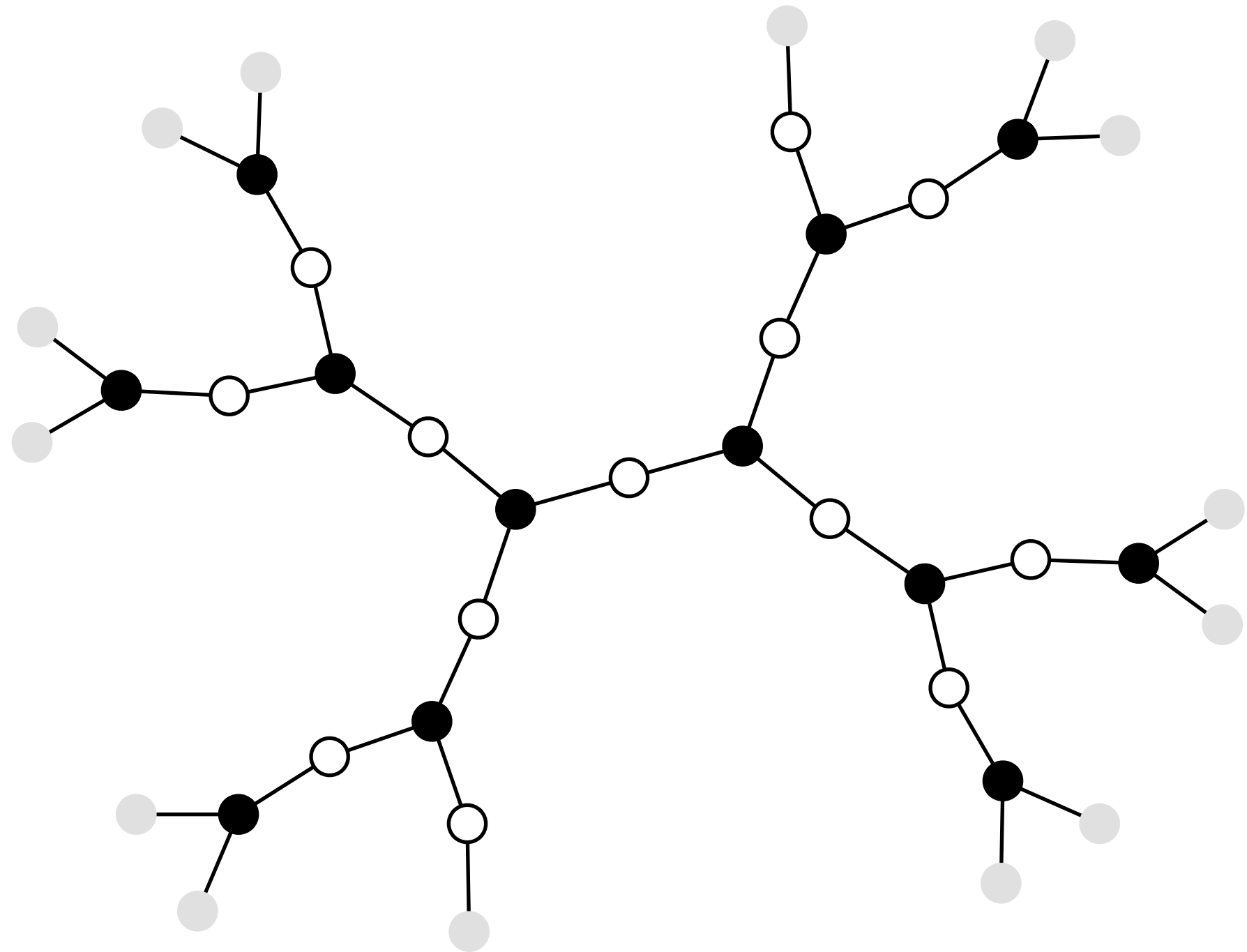
**Weak
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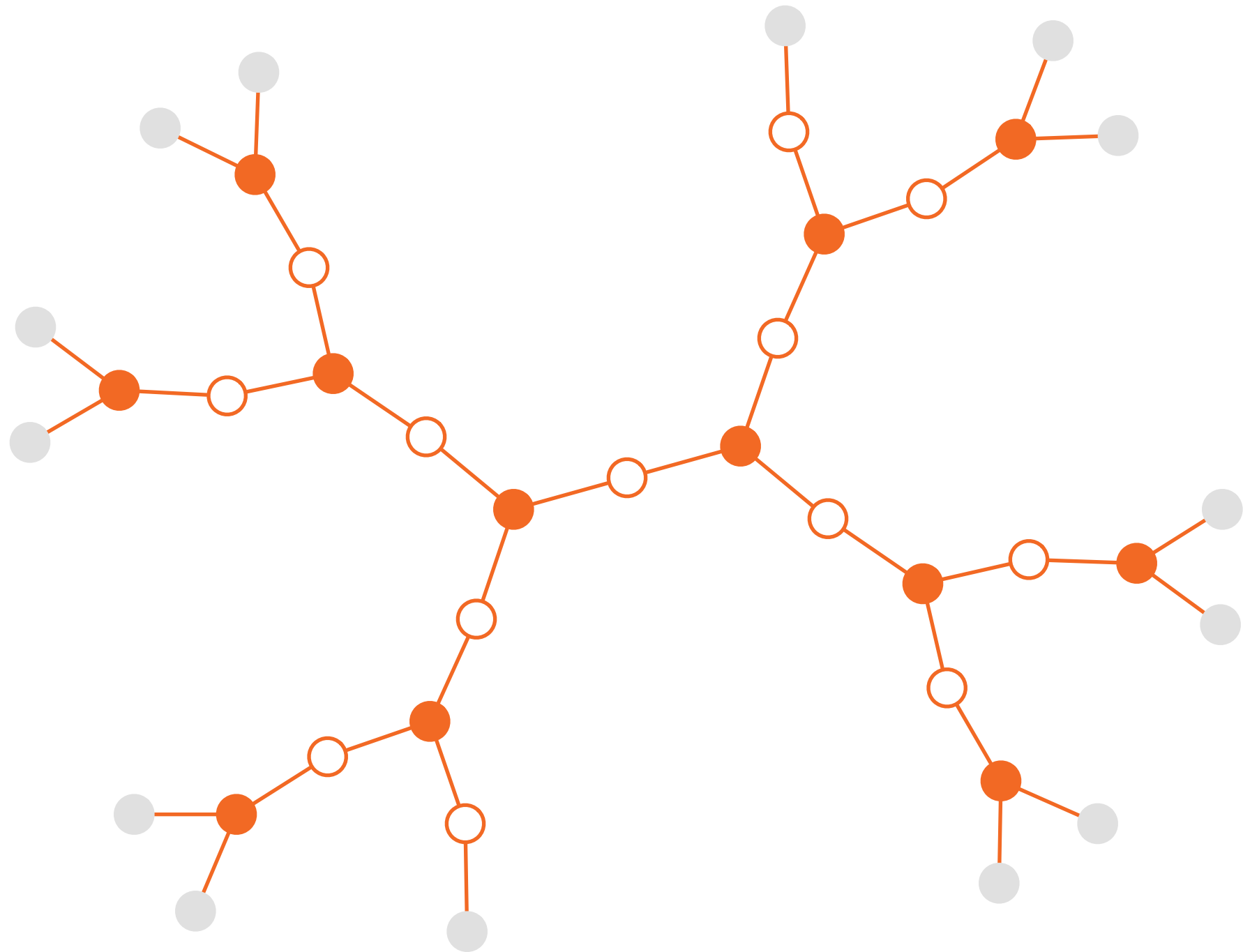
Weak 3-labeling



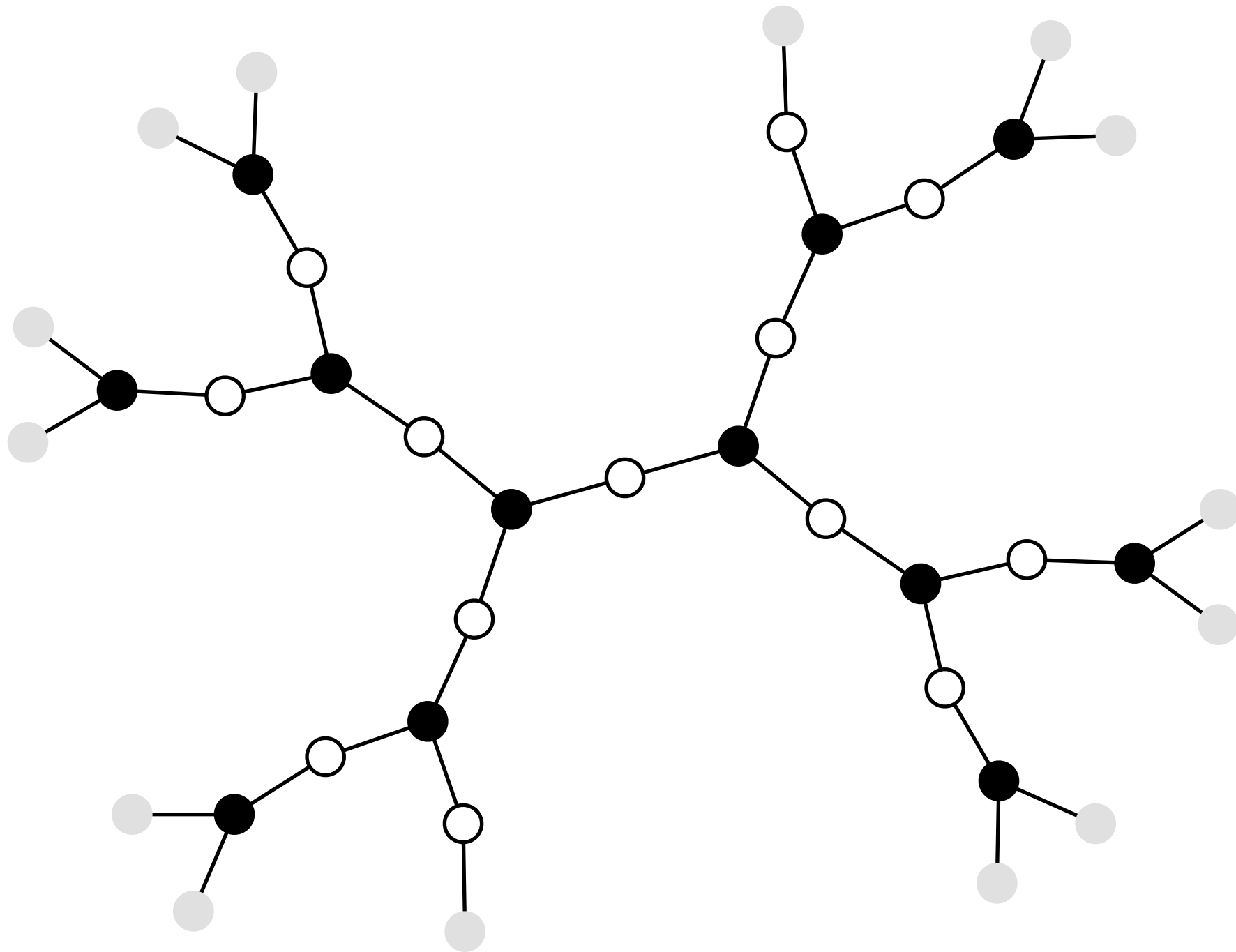


**Weak
3-labeling**

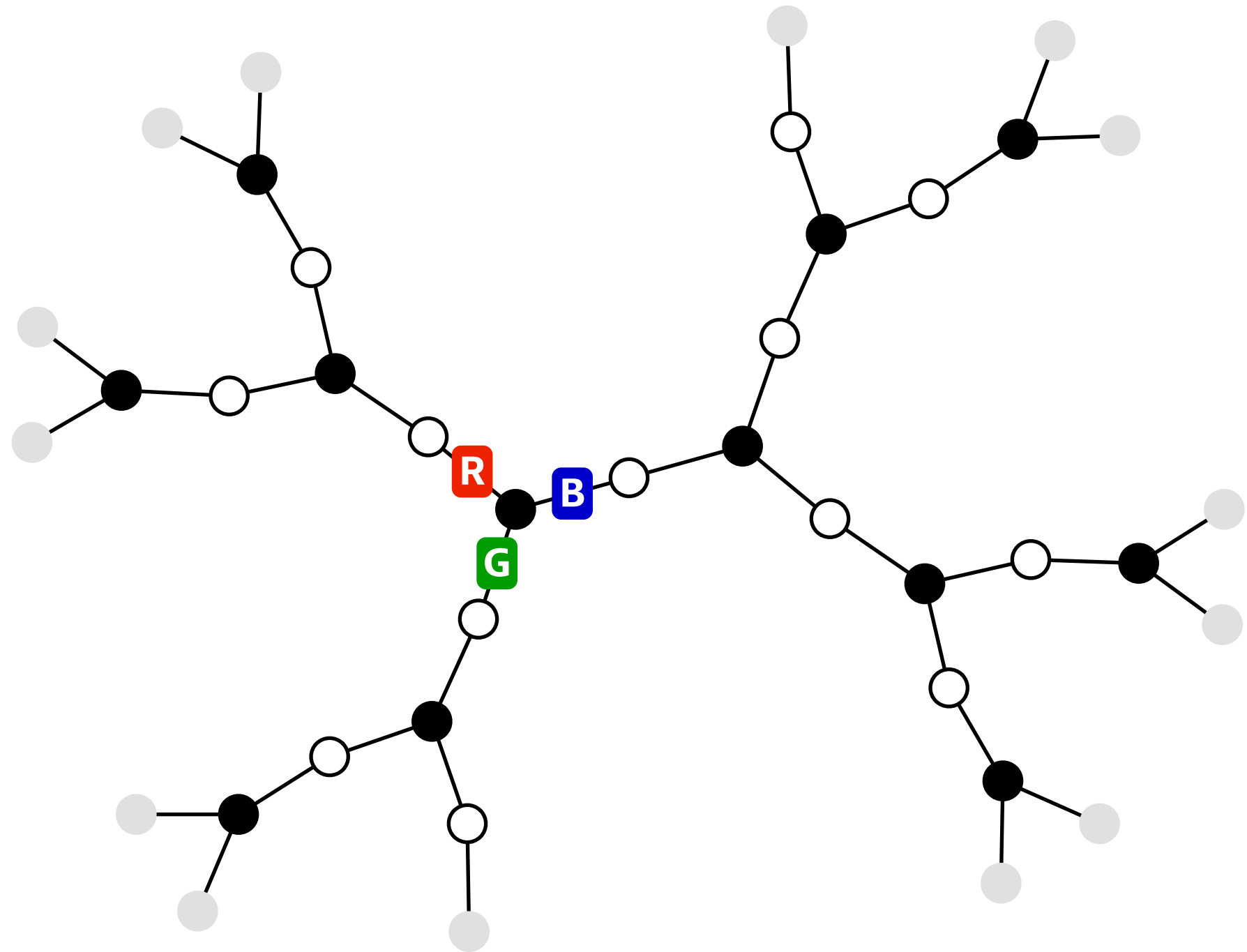
Weak 3-labeling



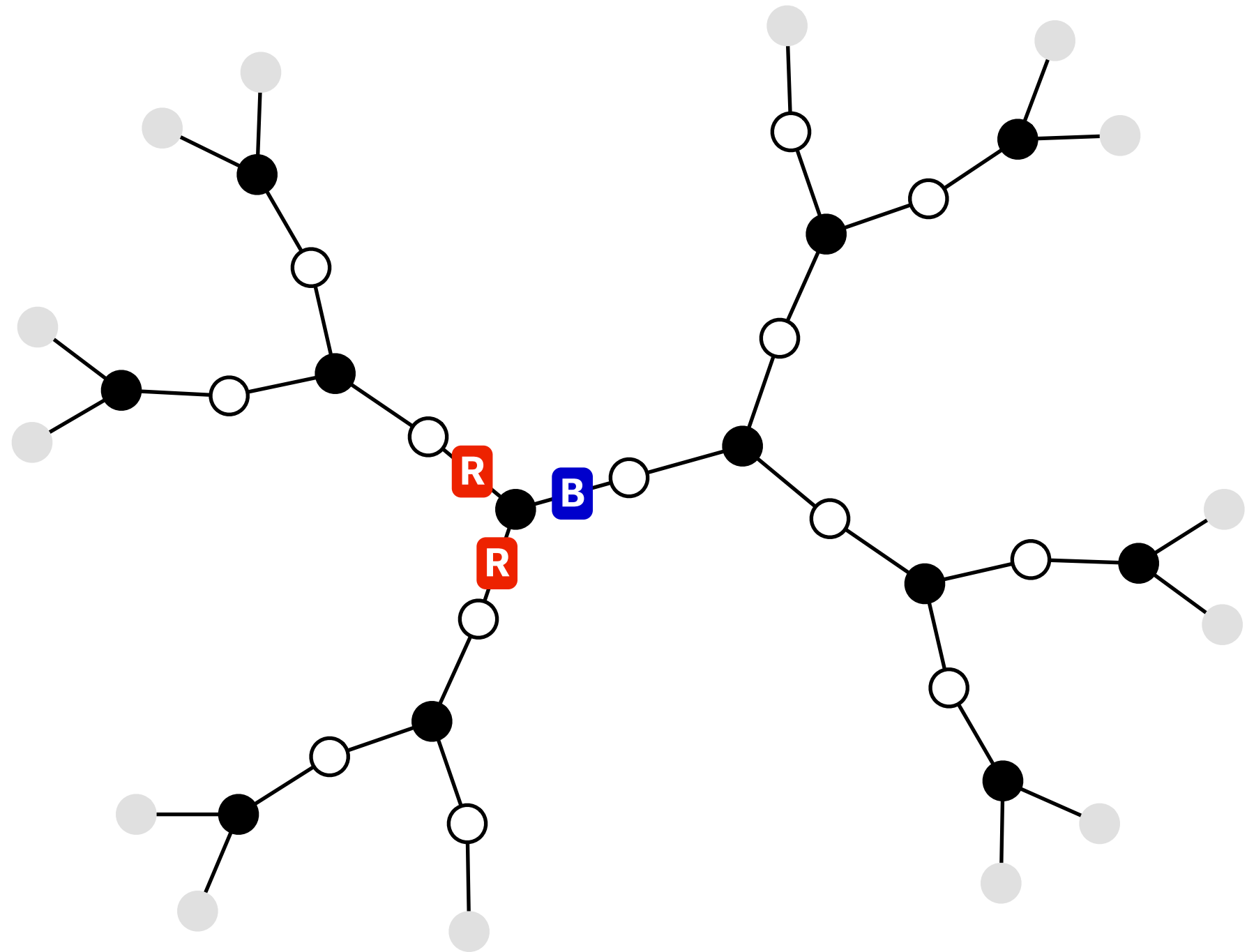
R G B



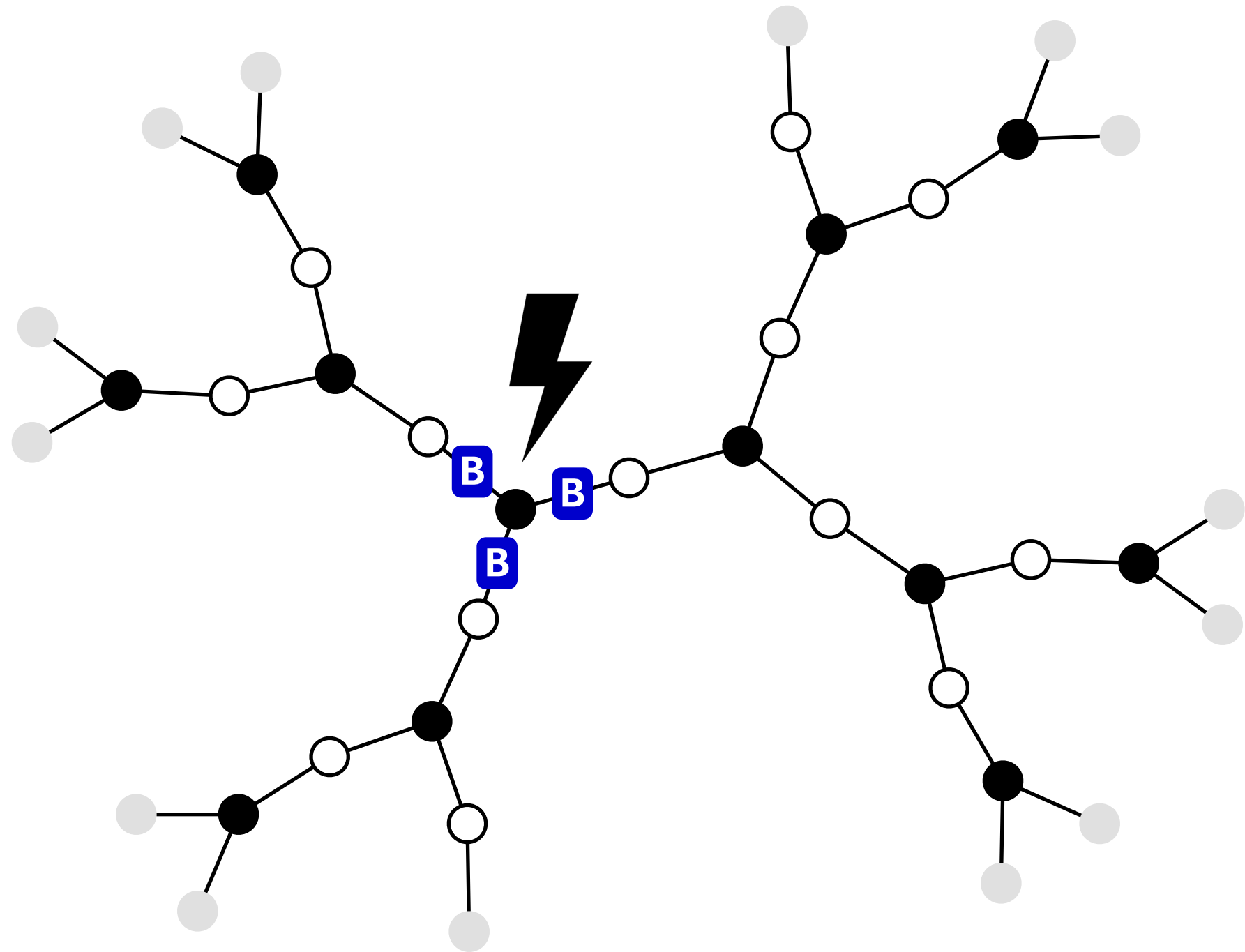
**Weak
3-labeling**



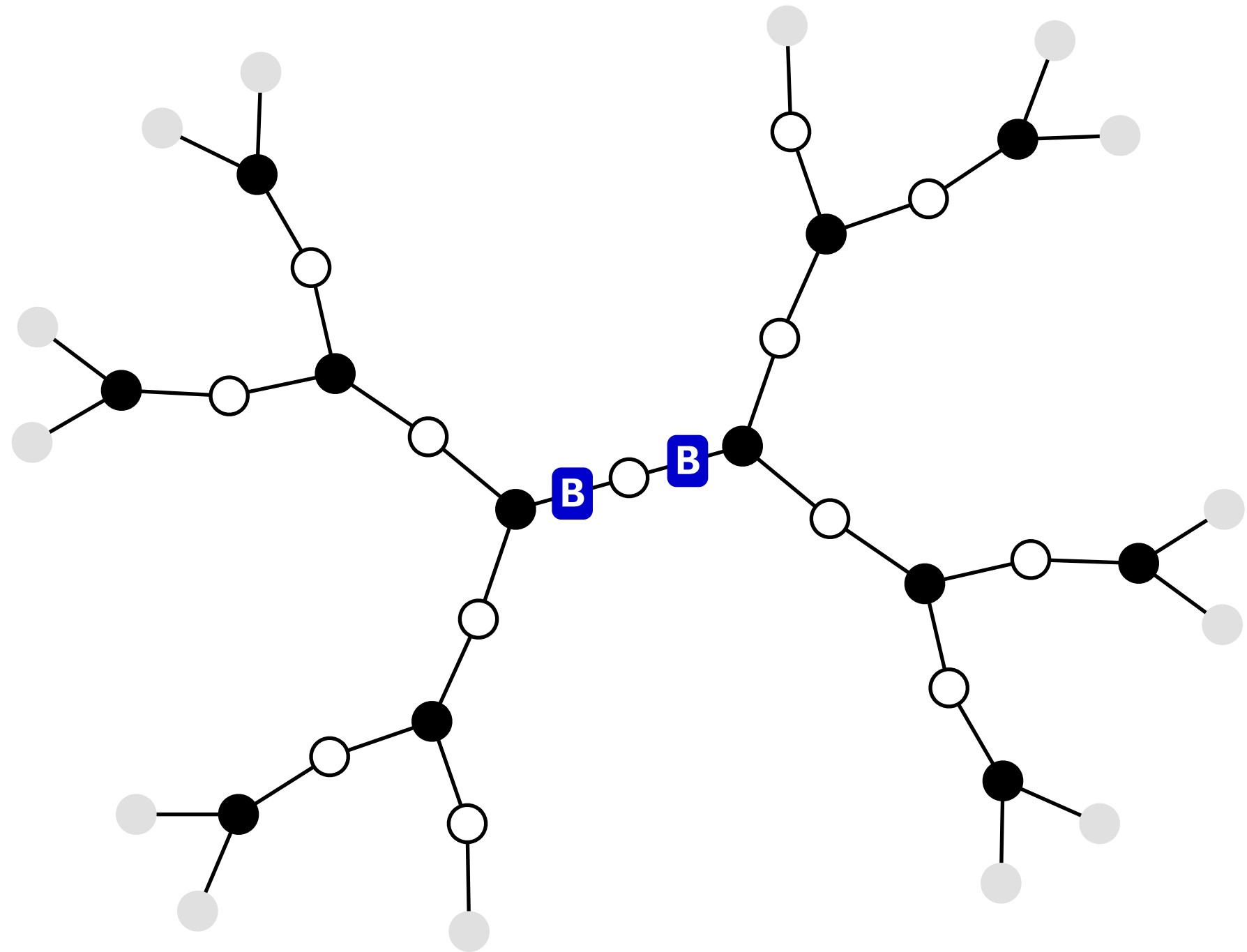
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A molecular structure diagram showing a central bond between a blue 'B' atom and a green 'G' atom, with a lightning bolt symbol above it. The structure consists of black, white, and grey spheres connected by lines, representing a complex organic or inorganic molecule.

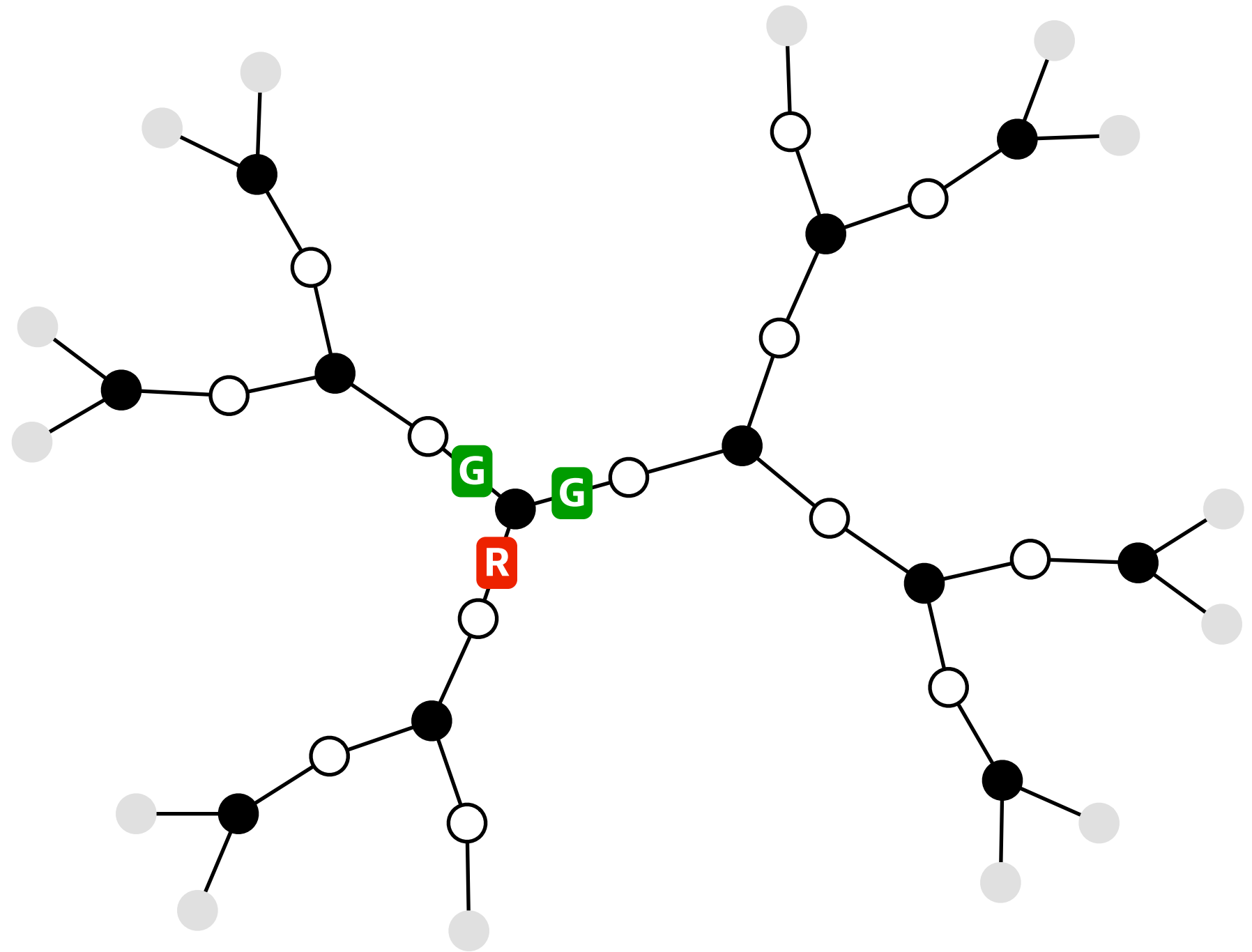
X_0 : labels **R**, **G**, **B**

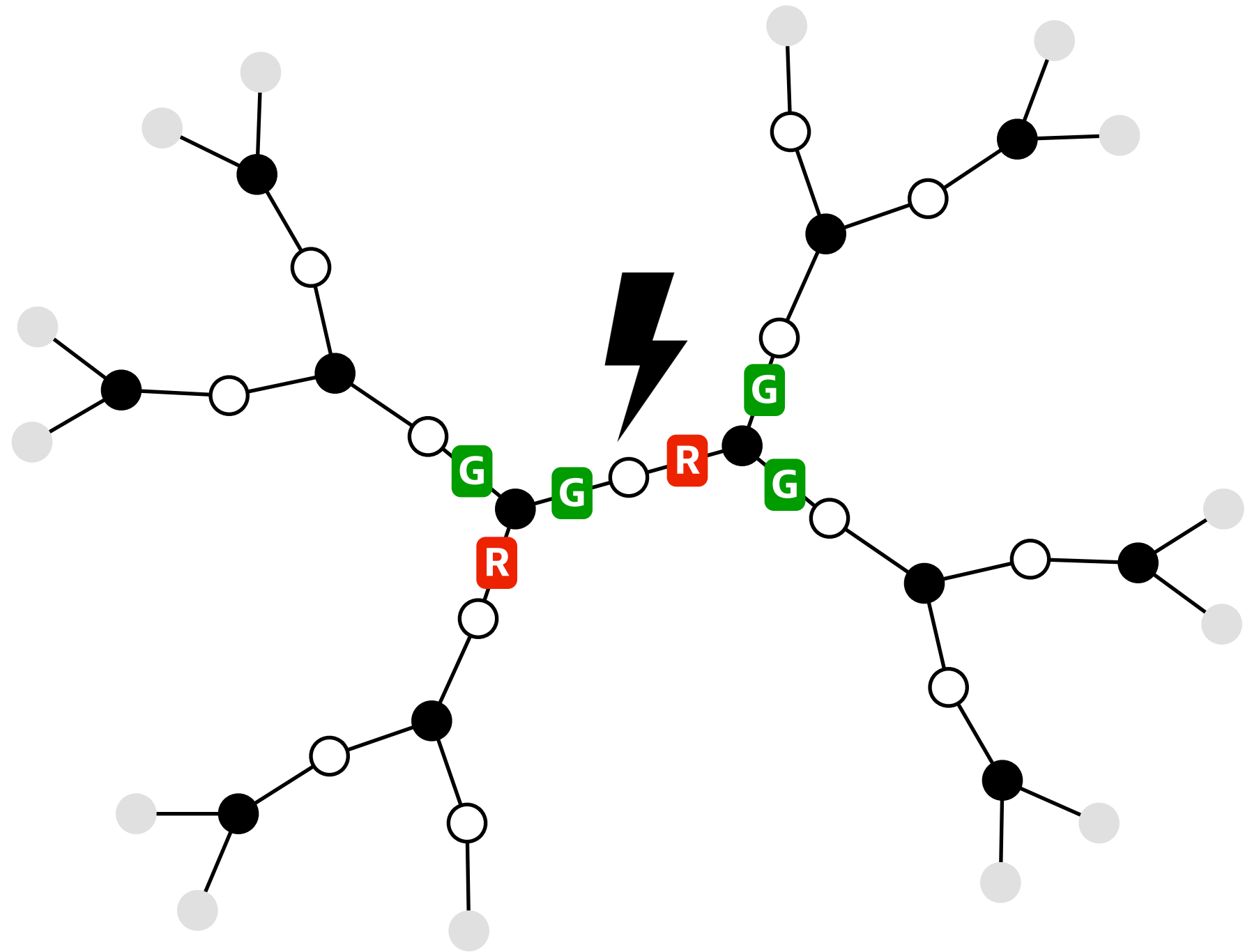
- active (deg 3): not all **R**, not all **G**, not all **B**
- passive (deg 2): equality

X_0 : labels **R**, **G**, **B**

- active (deg 3): not all **R**, not all **G**, not all **B**
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Not solvable
in 0 rounds





X_0 : labels **R**, **G**, **B**

- active (deg 3): not all **R**, not all **G**, not all **B**
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$X_1 = \text{re}(X_0)$:

X_0 : labels **R**, **G**, **B**

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- active (deg 2): equality
- passive (deg 3): not all **R**, not all **G**, not all **B**

X_0 : labels **R**, **G**, **B**

- active (deg 3): not all **R**, not all **G**, not all **B**
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$X_1 = \text{re}(X_0)$: labels **R**, **G**, **B**

- active (deg 2): equality
- passive (deg 3): not all **R**, not all **G**, not all **B**

Not solvable
in 0 rounds

X_0 : labels **R**, **G**, **B**

- active (deg 3): not all **R**, not all **G**, not all **B**
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$X_1 = \text{re}(X_0)$: labels **R**, **G**, **B**

- active (deg 2): equality
- passive (deg 3): not all **R**, not all **G**, not all **B**

Not solvable
in 1 round

Not solvable
in 0 rounds

X_0 : labels **R**, **G**, **B**

- active (deg 3): not all **R**, not all **G**, not all **B**
- passive (deg 2): equality

$X_1 = \text{re}(X_0)$: labels **R**, **G**, **B**

- active (deg 2): equality
- passive (deg 3): not all **R**, not all **G**, not all **B**

$X_2 = \text{re}(X_1)$:

X_0 : labels **R**, **G**, **B**

- active (deg 3): not all **R**, not all **G**, not all **B**
- passive (deg 2): equality

$X_1 = \text{re}(X_0)$: labels **R**, **G**, **B**

- active (deg 2): equality
- passive (deg 3): not all **R**, not all **G**, not all **B**

$X_2 = \text{re}(X_1)$: labels **R**, **G**, **B**, **RG**, **RB**, **GB**, **RGB**

X_0 : labels **R**, **G**, **B**

- active (deg 3): not all **R**, not all **G**, not all **B**
- passive (deg 2): equality

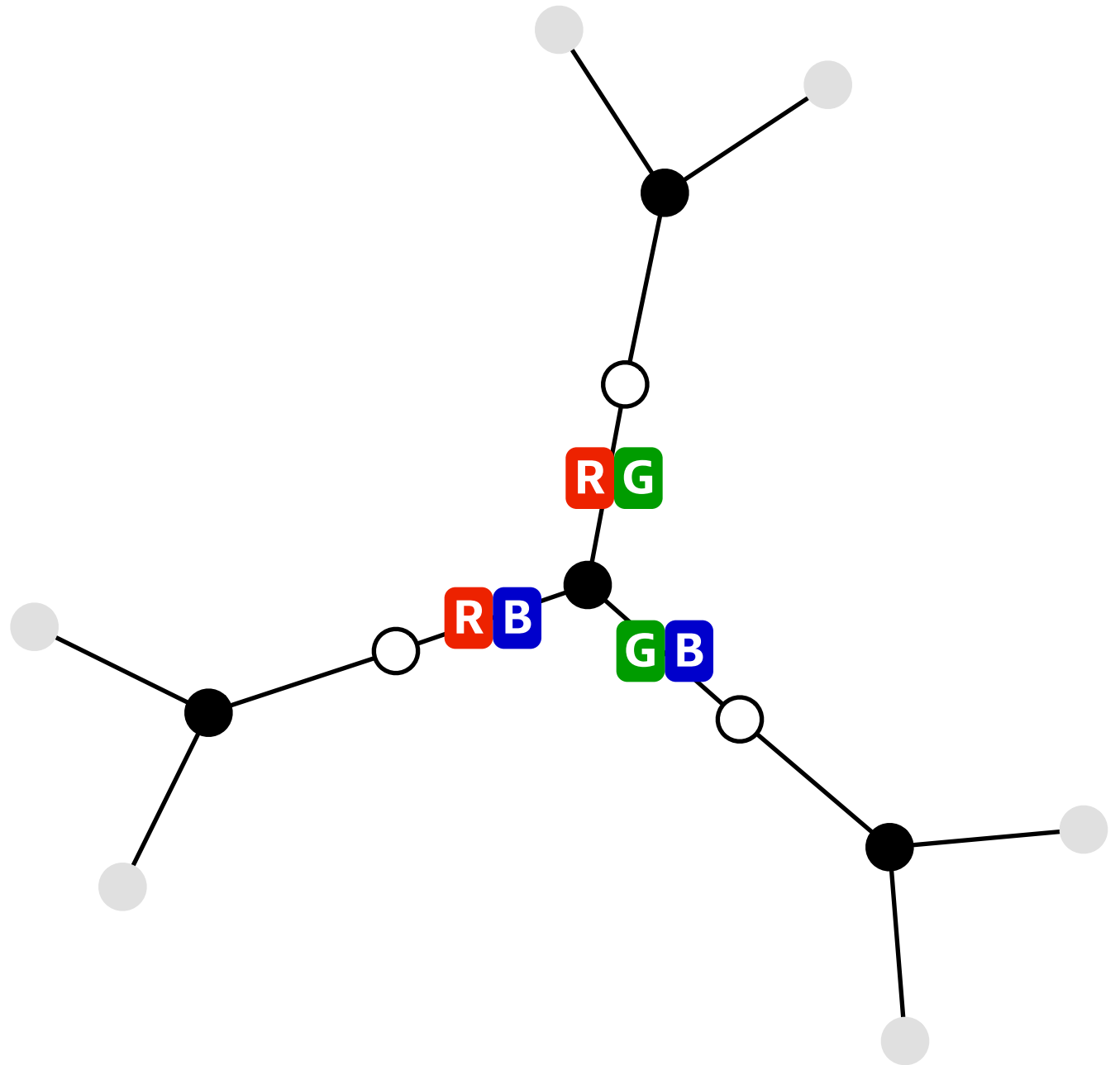
$X_1 = \text{re}(X_0)$: labels **R**, **G**, **B**

- active (deg 2): equality
- passive (deg 3): not all **R**, not all **G**, not all **B**

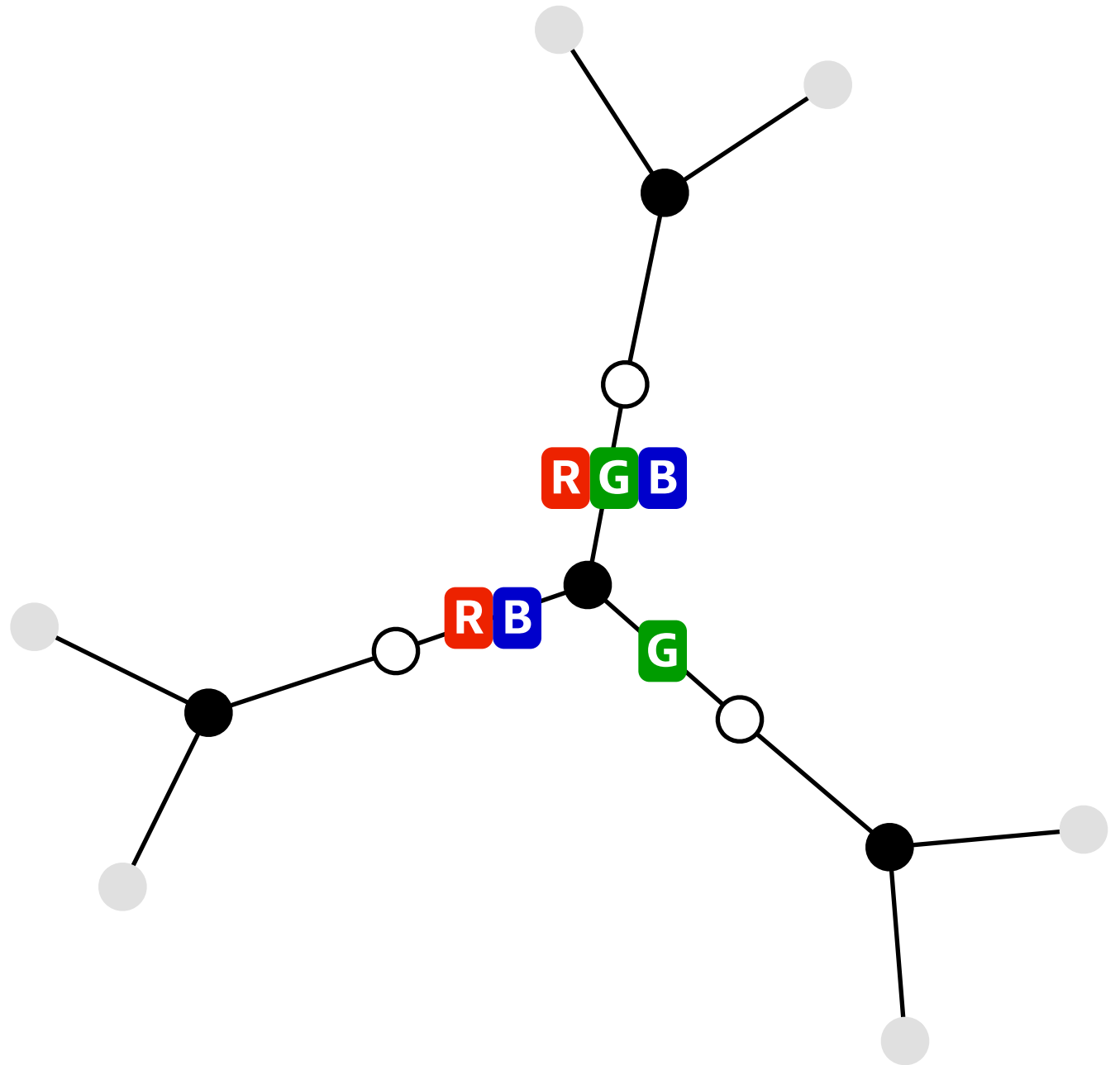
$X_2 = \text{re}(X_1)$: labels **R**, **G**, **B**, **RG**, **RB**, **GB**, **RGB**

- active (deg 3): not all with **R**,
not all with **G**, not all with **B**

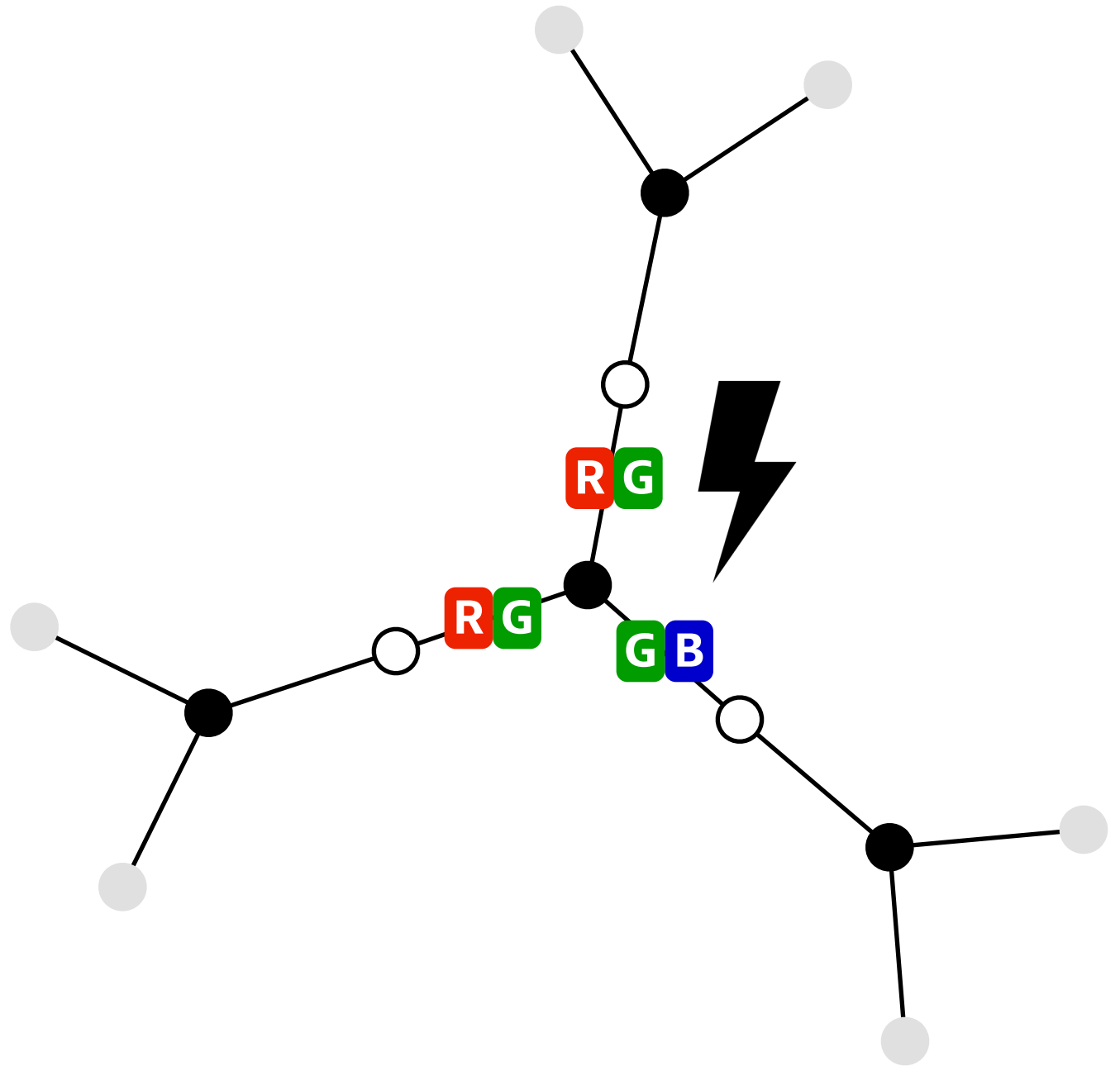
$$X_2 = \text{re}(\text{re}(X_0))$$



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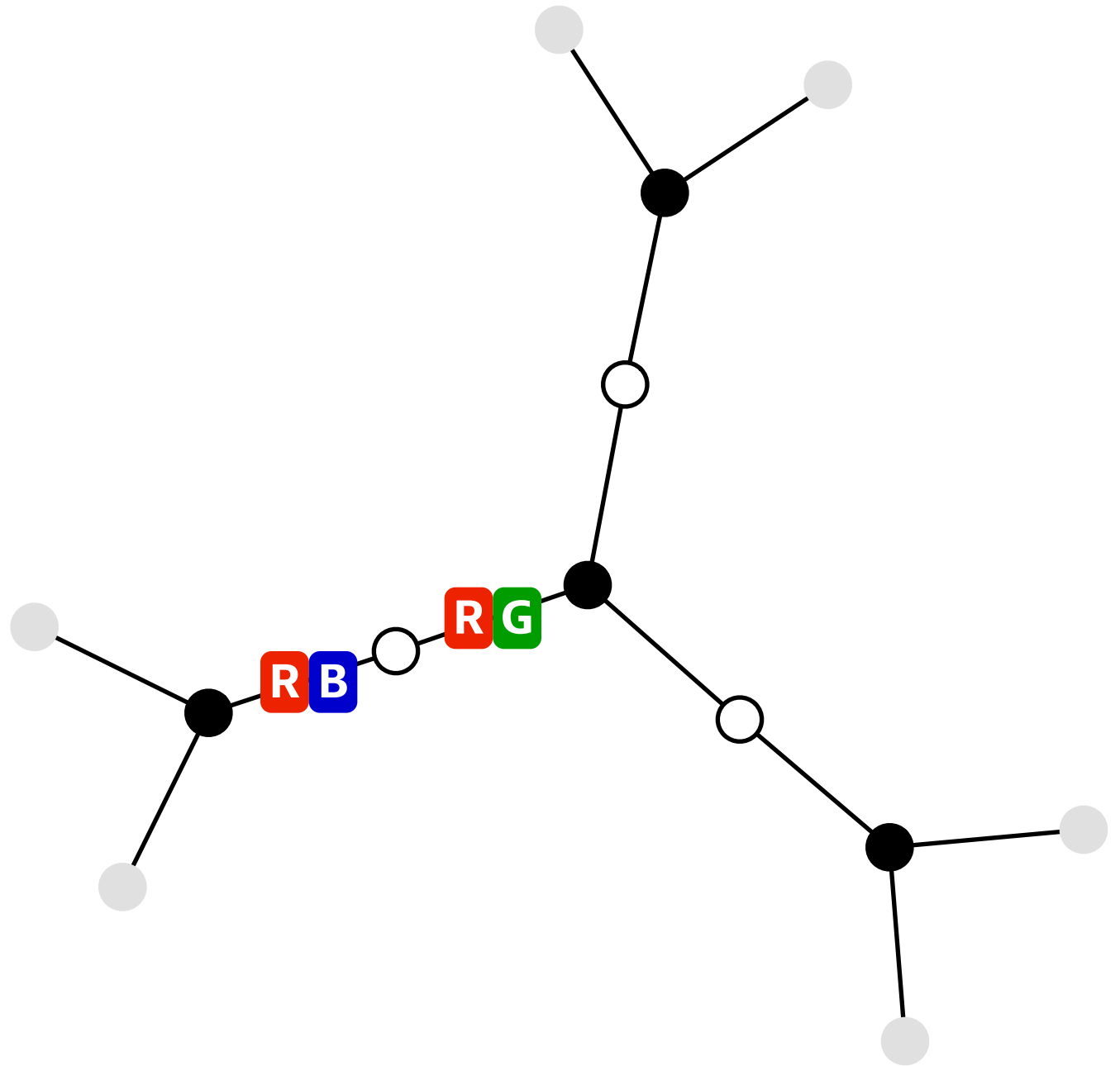
$X_1 = \text{re}(X_0)$: labels **R**, **G**, **B**

- active (deg 2): equality
- passive (deg 3): not all **R**, not all **G**, not all **B**

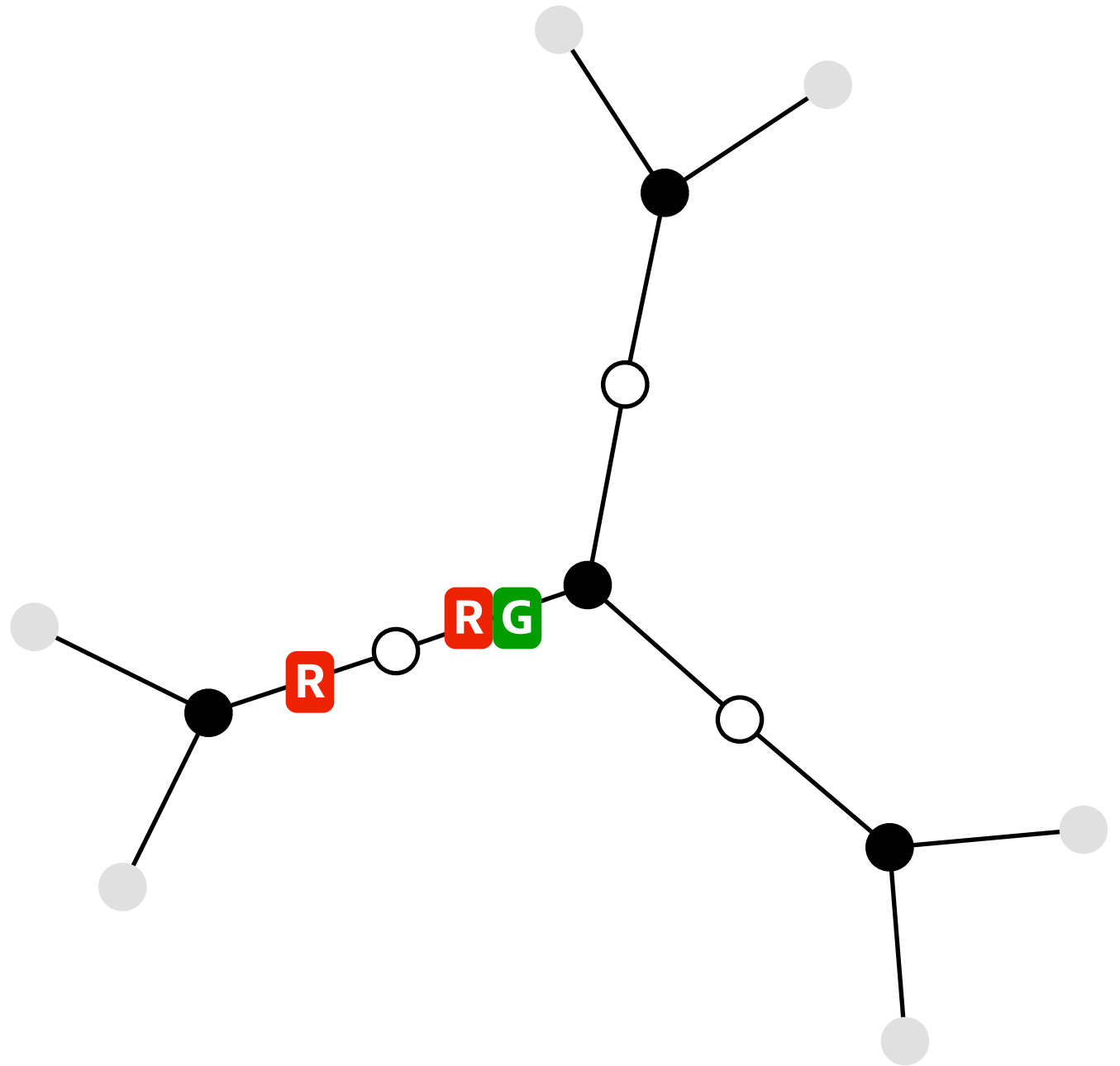
$X_2 = \text{re}(X_1)$: labels **R**, **G**, **B**, **RG**, **RB**, **GB**, **RGB**

- active (deg 3): not all with **R**,
not all with **G**, not all with **B**
- passive (deg 2):
non-empty intersection

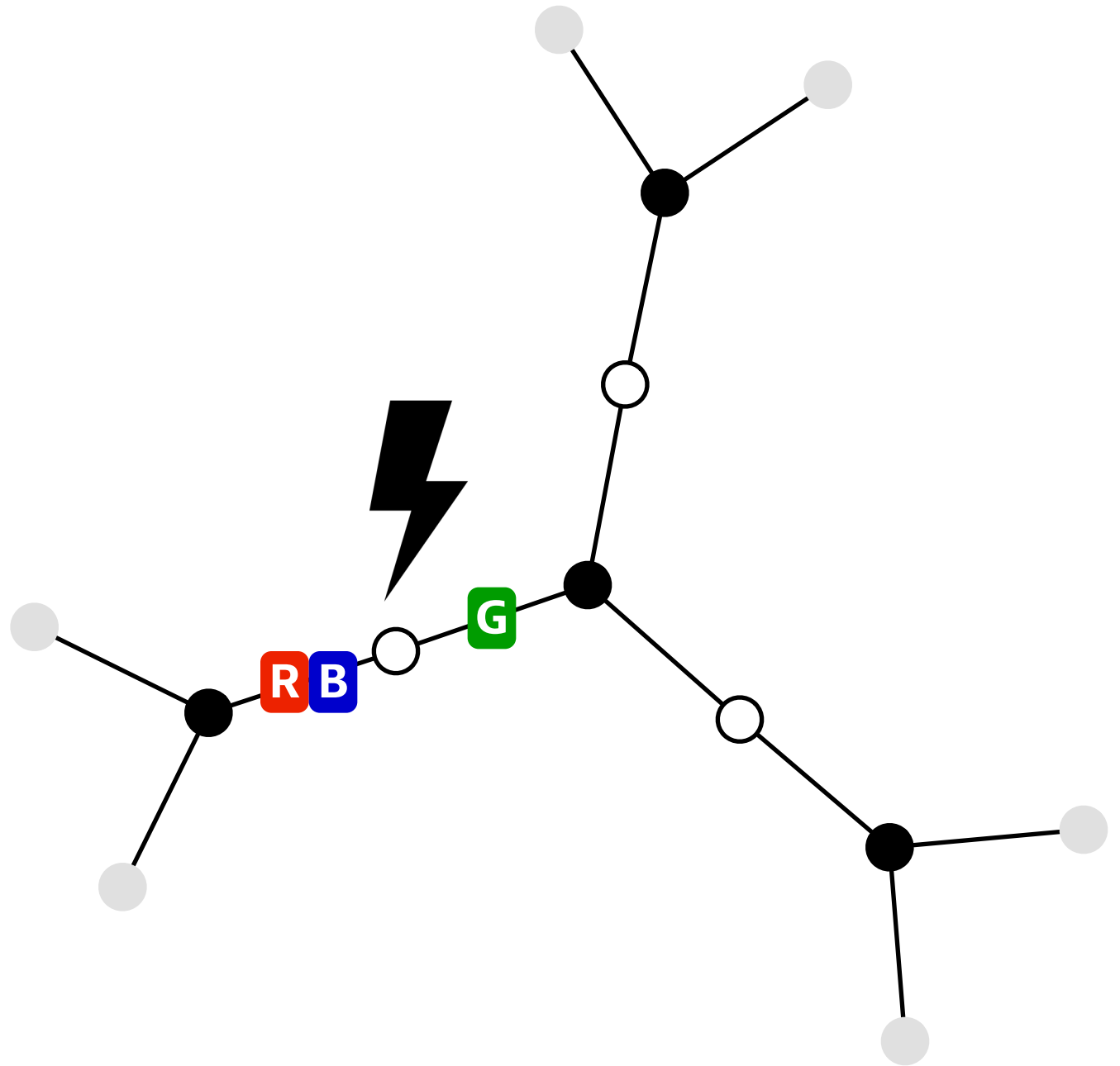
$$X_2 = \text{re}(\text{re}(X_0))$$



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X_0 : labels **R**, **G**, **B**

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$X_1 = \text{re}(X_0)$: labels **R**, **G**, **B**

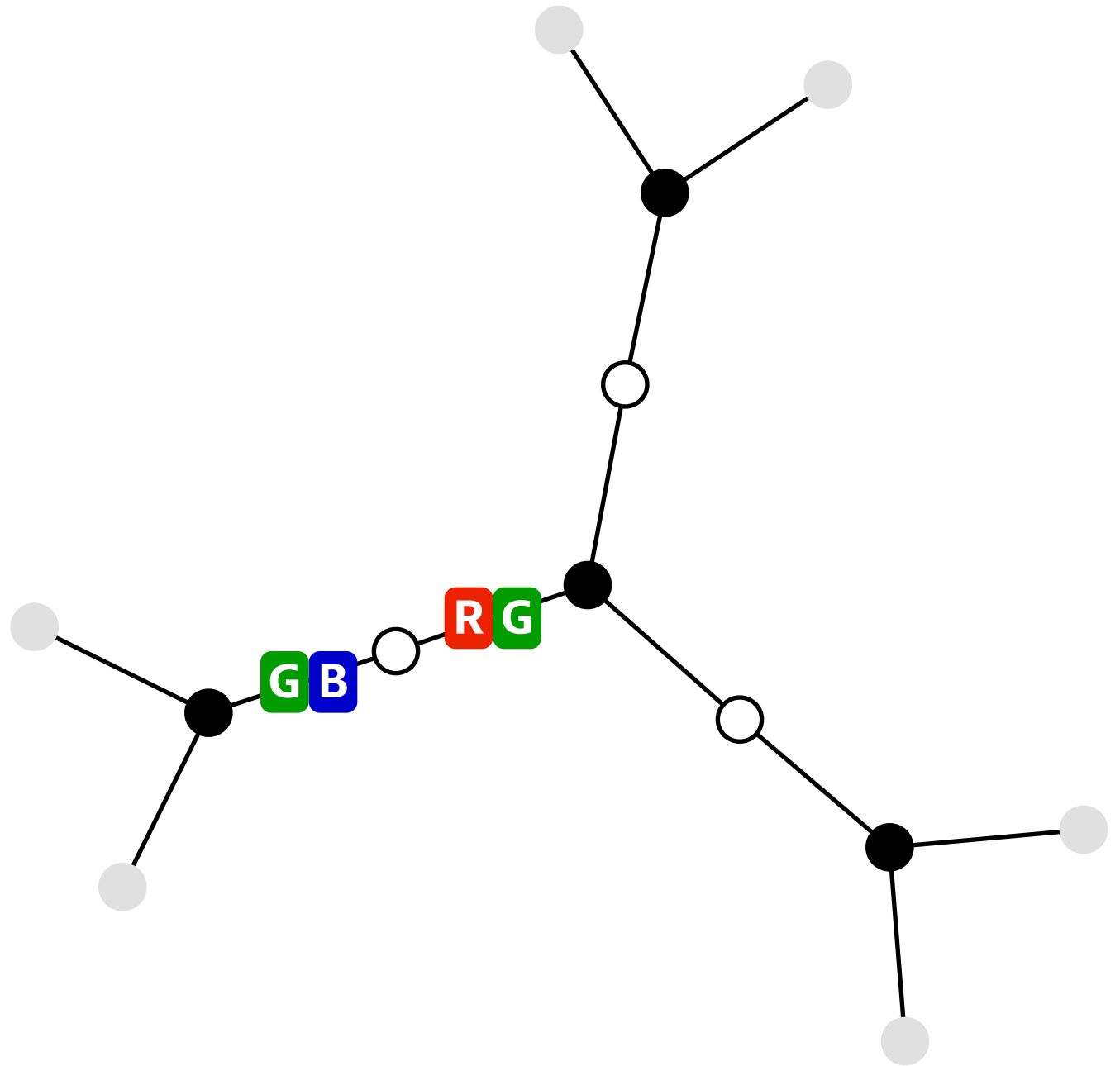
- active (deg 2): equality
- passive (deg 3): not all **R**, not all **G**, not all **B**

$X_2 = \text{re}(X_1)$: labels **R**, **G**, **B**, **RG**, **RB**, **GB**, **RGB**

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not all with **G**, not all with **B**
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non-empty intersection

Solvable
in 0 rounds

$$X_2 = \text{re}(\text{re}(X_0))$$



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- passive (deg 3): not all **R**, not all **G**, not all **B**

$X_2 = \text{re}(X_1)$: labels **R**, **G**, **B**, **RG**, **RB**, **GB**, **RGB**

- active (deg 3): not all with **R**,
not all with **G**, not all with **B**
- passive (deg 2):
non-empty intersection

$T = 0$

X_0 : labels **R**, **G**, **B**

- active (deg 3): not all **R**, not all **G**, not all **B**
- passive (deg 2): equality

$X_1 = \text{re}(X_0)$: labels **R**, **G**, **B**

- active (deg 2): equality
- passive (deg 3): not all **R**, not all **G**, not all **B**

$$T = 1$$

$X_2 = \text{re}(X_1)$: labels **R**, **G**, **B**, **RG**, **RB**, **GB**, **RGB**

- active (deg 3): not all with **R**,
not all with **G**, not all with **B**
- passive (deg 2):
non-empty intersection

$$T = 0$$

X_0 : labels **R**, **G**, **B**

- active (deg 3): not all **R**, not all **G**, not all **B**
- passive (deg 2): equality

$$T = 2$$

$X_1 = \text{re}(X_0)$: labels **R**, **G**, **B**

- active (deg 2): equality
- passive (deg 3): not all **R**, not all **G**, not all **B**

$$T = 1$$

$X_2 = \text{re}(X_1)$: labels **R**, **G**, **B**, **RG**, **RB**, **GB**, **RGB**

- active (deg 3): not all with **R**,
not all with **G**, not all with **B**
- passive (deg 2):
non-empty intersection

$$T = 0$$