

FloodMax Algorithm for Leader Election

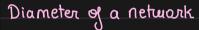


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FloodMax algorithm for leader Election

leader Election is an automobid way of System Recovery, when the leader node is down, the leader Election algorithm

is triggered which elects the new leader thus restoring the system



Diameter of a network is the maximum distance between two nodes in the network

The FloodMax Algorithm

FloodMax algorithm works with a network that is arbitrarily connected

Ring topology not enforced

Every node is given a comparable UID that may be randomly allotted, and

every node knows the diameter of the network.

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max (d(i,j) + i,j)

The algorithm FloodMax selects the node with max UID to be the new leader and the core idea is Flooding the network with the max UID. Election happens across multiple rounds 4 number of nounds = diameter of network including its own In each stound, every node keeps track of max UID seen so far and it broadcasts the max to all the nodes connected to it Thus every nound, every node will neceive the max its neighbours have seen. and after 'diameter' number of nounds we would be sure the message from node with max UID would have neached everyone. thus, after diameter sound, each node if selfuid == max_seen → leader if selfuid! = max seen → non-leader

Every node hence knows if it is the leader ar not

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Complexity Analysis It takes Oldiameter) number of rounds to elect the leader. The number of messages exchanged is O(diameter x IEI) IEI = number of directed edges in the network Reducing communication complexity To decrease the number of messages exchanged during election, nodes can send the max UID only when it changes. This would significantly neduce the messages exchanged across the network Another approach to reduce the communication messages is to NOT send the max uso in the direction of the neighbour from which it was neceived Send max up 9 in all direction except in

the direction of node 9

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