

# On Green Leader Election

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# Leader election by Philippe Jaquet

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- You have  $n$  (unknown) competitors



- How to elect a leader
  - With equal chances



# Maximum propagation technique

Maximum propagation: technique propagated by **C. Baquero, P. S. Almeida, R. Menezes** (2009), *Fast estimation of aggregates in unstructured networks*

## Description

- 1 We have a linearly ordered set  $S = \{1, \dots, L\}$  or  $S = \mathbb{N}$
- 2 each node  $v \in \{1, \dots, n\}$  selects independently a number  $a_v \in S$  using the same distribution
- 3 winner - this node which selects  $\max(\{a_v : v = 1, \dots, n\})$

## Remarks

- PLUS: easy to implement in Ad Hoc network
- WARNING: we must control collisions

# MaxPropagation

## Probability of Success

$$\Pr[\text{max is unique}] = \binom{n}{1} \Pr["1" \text{ is the unique max}] =$$
$$n \sum_{k \in S} \Pr["1" \text{ select } k] \Pr["1" \text{ selects number } < k]^{n-1}$$

## Uniform distribution on $\{1, \dots, L\}$

$$\Pr[\text{max is unique}] = n \sum_{k=1}^L \frac{1}{L} \left( \frac{k-1}{L} \right)^{n-1} =$$
$$\frac{n}{L^n} \sum_{k=0}^{L-1} k^{n-1} > 1 - \frac{n}{L}$$

# How to select a loser?

Put  $S = \{0, 1, \dots, 2^M - 1\}$  and  $L = 2^M$  in previous formula:

## Leader Binary Election

$$\Pr[\text{max is unique}] = \frac{n}{2^{Mn}} \sum_{k=0}^{2^M-1} k^{n-1} > 1 - \frac{n}{2^M}$$

- **H. Prodinger**, (1993), *How to select a loser*
- **J. A. Fill, H. Mahmoud, W. Szpankowski**, (1995), *On the Distribution for the Duration of a Randomized Leader Election Algorithm*

# Transformation of max-propagation to beep model

- represent  $x \in \{0, \dots, 2^M - 1\}$  as  $x = \sum_{i=1}^M \epsilon_i 2^{M-i}$
- use  $(\epsilon_1, \dots, \epsilon_M)$  in the following game:

## Leader Binary Election

```
1: Leader = true
2: for  $i = 1 \dots M$  do
3:   if  $\epsilon_i = 1$  then
4:     send beep
5:   else
6:     listen
7:     if beep or collision then
8:       Leader = false
9:       exit
10:    end if
11:  end if
12: end for
```

# Leader Green Election

**P. Jacquet, D. Milioris, P. Muhlethaler**, 2013, *A novel energy efficient broadcast leader election*

- each node  $v$  selects independently a random number  $X_v$  according to Geo( $p$ ) distribution
- $X_v = \epsilon_0 3^0 + \epsilon_1 3^1 + \dots + \epsilon_M 3^M$ ,  $\epsilon_i \in \{0, 1, 2\}$
- node  $v$  uses the sequence

$$b(\epsilon_M) \| b(\epsilon_{M-1}) \| \dots \| b(\epsilon_0)$$

in the previous algorithm, where  $b(0) = 00$ ,  $b(1) = 01$  and  $b(2) = 11$ .

- winner: the node which selects max

FIRST QUESTION: how large  $M$  should we choose ?

# Max Geo

## Definition

$X \sim \text{MGeo}(n, p)$  iff there are independent  $X_1, \dots, X_n \sim \text{Geo}(p)$  and

$$X = \max\{X_1, \dots, X_n\}$$

## Theorem

If  $X \sim \text{MGeo}(n, p)$  then

$$\Pr[X > \frac{C \ln n}{\ln \frac{1}{1-p}}] < \frac{1}{n^{C-1}}$$

## Example

If  $p = \frac{1}{100}$  and  $n \leq 10^5$  then  $\Pr[X > 8200] < \frac{1}{10^{30}}$ ,  
so we need

$$2 \cdot (\lceil \log_3(8200) \rceil + 1) = 20 \text{ bits.}$$



# Number of winners

## Definition

$W \sim \text{WMGeo}(n, p)$  iff there are independent  $X_1, \dots, X_n \sim \text{Geo}(p)$  and

$$W = \text{card}(\{i : X_i = \max\{X_1, \dots, X_n\}\})$$

- **P. Kirschenhofer and H. Prodinger** (1996), *The Number of Winners in a Discrete Geometrically Distributed Sample*
- **G. Louchard and H. Prodinger** (2009), *The asymmetric leader election algorithm: Another approach.*

Thanks to an anonymous reviewer !!!

# Number of winners

## Theorem

If  $W_{n,p} \sim \text{WMGeo}(n, p)$  then

$$\Pr[W_{n,p} = a] = \binom{n}{a} p^a \sum_{b=0}^{n-a} \binom{n-a}{b} \frac{(-1)^b}{1 - q^{a+b}}$$

and

$$\mathbf{E}[W_{n,p}] = \frac{np}{q} \sum_{b=0}^{n-1} \binom{n-1}{b} \frac{(-1)^b}{1 - q^{b+1}}.$$

We may use Rice method for finding precise approximations of these formulas.

# Number of winners

## Theorem

If  $W \sim \text{WMGeo}(n, p)$  then  $\mathbf{E}[W] = \frac{1}{1-p} \Pr[W_{n,p} = 1]$ .

## Corollary

If  $W \sim \text{WMGeo}(n, p)$  then  $\Pr[W = 1] \geq 1 - \frac{1}{2} \frac{p}{1-\frac{p}{2}} \approx 1 - \frac{1}{2}p$

This is an "almost" precise result !!! . More precisely:

## Rice analysis

$$\Pr[W = 1] \approx 1 - \frac{p}{2} - \frac{p^2}{12} - \frac{p^3}{24}$$

So: probability of failure is QUITE large.

## Number of winners: Rice analysis

Let us fix  $p \in (0, 1)$ , let  $Q = \frac{1}{1-p}$ . We put

$$\phi_p(a) = \frac{p^a}{a \ln Q} + \frac{(a+1)^2}{12a} p^a \ln Q.$$

### Theorem

If  $W \sim \text{WMGeo}(n, p)$  then

$$\Pr[W \geq k] < \frac{\phi(k)}{1 - 2p}$$

### Corollary

If  $W \sim \text{WMGeo}(n, \frac{1}{100})$  then

$$\Pr[W > 10] \leq \frac{1}{10^{21}}.$$

# How to use Leader Green Election

For  $n \leq 10^5$  and probability of success  $\geq 1 - \frac{1}{10^{20}}$



LGE  
20 bits

LBE  
70 bits

Arbitrary  $n$  and probability of success  $\geq 1 - \frac{1}{10^{20}}$



$2 \log_3 \left( \frac{7 \ln(n)}{\ln \frac{1}{1-0.01}} \right)$

LBE  
70 bits

# Why we need $\log\log(n)$ bits?

- we have  $L$  urns
- we have  $2 \leq Q \leq n$  balls ( $Q$  is fixed)
- $p_i$  ( $i = 1, \dots, L$ ) is the probability of choosing  $i$ -th urn
- $\Sigma_L = \{(p_1, \dots, p_L) \in [0, 1]^L : p_1 + \dots + p_L = 1\}$
- $S_{\vec{p}, Q}$  : **at least one urn contains precisely one ball**

$$\text{MSP}(L, n) = \max_{\vec{p} \in \Sigma_L} \min_{2 \leq Q \leq n} \Pr[S_{\vec{p}, Q}] .$$

## Theorem

*For arbitrary  $L \geq 1$  and  $n \geq 2$ , we have*

$$\text{MSP}(L, n) < \frac{L - 1}{H_n - 1} .$$

# Why we need $\log\log(n)$ bits?

Sketch of proof: part I

- 1 put:  $S_{\vec{p},Q,i}$  =  $i$ -th urn contains exactly one ball”
- 2 then:  $\Pr[S_{\vec{p},Q,i}] = Qp_i(1 - p_i)^{Q-1}$
- 3 observe that:  $\Pr[S_{\vec{p},Q}] \leq \sum_{i=1}^L \Pr[S_{\vec{p},Q,i}]$
- 4 **D. E. Willard (1986) TRICK:** define  $f(\vec{p}) = \sum_{Q=2}^n \frac{\Pr[S_{\vec{p},Q}]}{Q}$
- 5 calculate

$$\begin{aligned} f(\vec{p}) &\leq \sum_{Q=2}^n \sum_{i=1}^L \frac{\Pr[S_{\vec{p},Q,i}]}{Q} = \sum_{Q=2}^n \sum_{i=1}^L p_i(1 - p_i)^{Q-1} \leq \\ &\sum_{Q=2}^n \sum_{i=1}^{\infty} p_i(1 - p_i)^{Q-1} = \dots = L - 1 \end{aligned}$$

# Why we need $\log\log(n)$ bits?

Sketch of proof : part II

1 take best  $p^*$ :

$$\min_{2 \leq Q \leq n} \Pr[S_{p^*, Q}] = \max_{\vec{p}} \min_{2 \leq Q \leq n} \Pr[S_{\vec{p}, Q}] =: M$$

2 calculate

$$f(p^*) = \sum_{Q=2}^n \frac{\Pr[S_{p^*, Q}]}{Q} \geq \sum_{Q=2}^n \frac{M}{Q} = M(H_n - 1)$$

So we have

$$L - 1 \geq f(p^*) \geq \text{MSP}(L, n) (H_n - 1) .$$



# Why we need $\log\log(n)$ bits?

Suppose now the our urns are indexed by  $\{0, 1\}^K$ . They are used for distribution random bits.

## Theorem

*If  $K < \log_2(\frac{1}{2} \ln n)$  then  $\text{MSP}(2^K, n) \leq \frac{1}{2}$ .*

THANK YOU !!!