

Counting in Practical Anonymous Dynamic Networks is Polynomial

Maitri Chakraborty, Alessia Milani, and
Miguel A. Mosteiro

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The Internet of Things



Vehicle, asset, person & pet monitoring & controlling



Agriculture automation



Energy consumption



Security & surveillance



Building management



Embedded Mobile

Internet of things

Everyday things get connected for smarter tomorrow

M2M & wireless sensor network



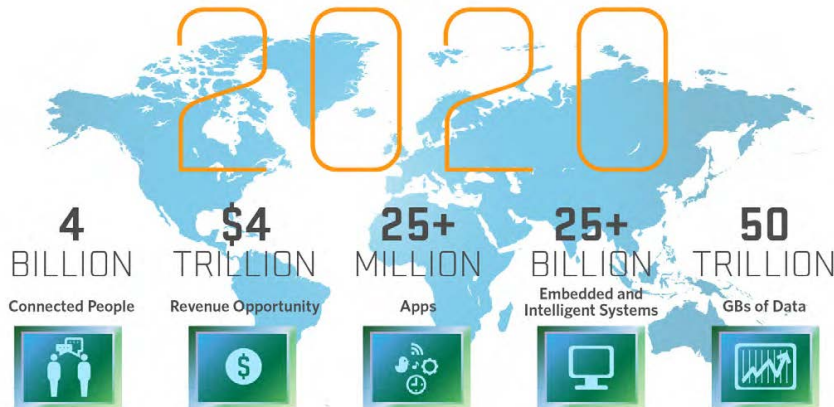
Everyday things



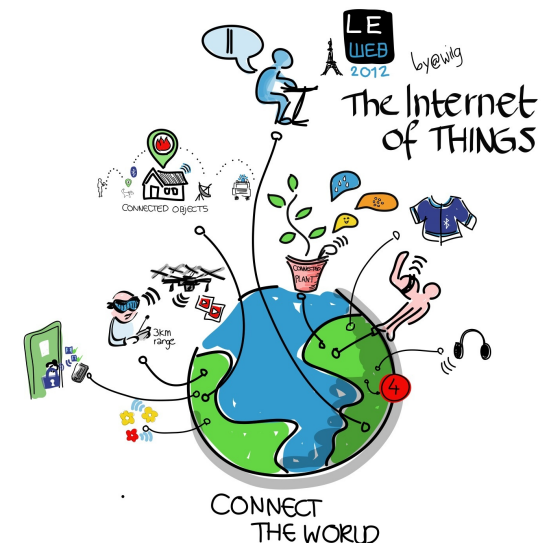
Smart homes & cities



Telemedicine & healthcare



Source: Mario Morales, IDC



The Counting Problem

How do you count the size of your group,
if the members are all identical and move?

You all look the same,
did I already count you?

I don't know!
You also look the same as
everyone else!!



Why do we care?

The problem is clean, but why do we care?

Distributed protocols

need the number of processors to decide **termination**.

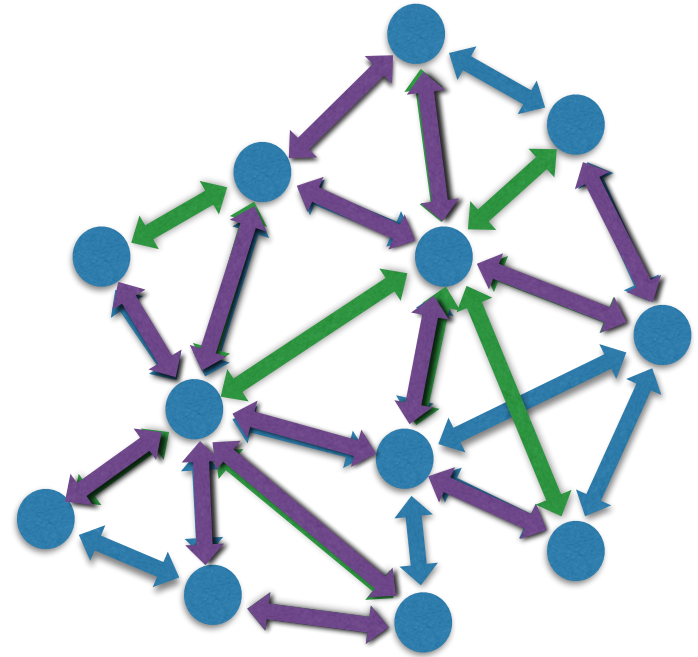
We need a **protocol**: « Given a system of n nodes,

all nodes eventually terminate knowing n »



Anonymous Dynamic Networks

- **Fixed set of n nodes**
 - No identifiers or labels
 - A special node, called the leader [1]
- **Synchronous communication** : At each round
 - a node broadcasts a message to its neighbors
 - receives the messages of its neighbors
 - executes some local computation
- **1-interval connectivity** [2]
 - communication links may change from round to round, but
 - at each round the network is connected
- **An upper bound Δ on the maximum degree is known by all nodes**



[1] O. Michail, I. Chatzigiannakis, and P. G. Spirakis. Naming and counting in anonymous unknown dynamic networks. SSS 2013

[2] Fabian Kuhn, Nancy A. Lynch, Rotem Oshman. Distributed computation in dynamic networks. STOC 2010

Previous work

- **Previous Counting Protocols**

- Guarantee only an exponential upper bound on the network size [1] or
- They guarantee the exact size but
 - Take **double-exponential number of rounds** [2] or
 - Take exponential number of rounds, but **do not terminate** [2] or
 - Terminate but **no running-time guarantees** [3]
- (very) recently, exact-size exponential time Counting with termination:
 - [5] Incremental Counting (IC): poly space.
 - [6] EXT Counting: no Δ but exponential space.

Exponential speedup,
but still not practical

- **Lower bound on the time complexity**

- $\Omega(D)$ where D is the dynamic diameter and
- $\Omega(\log n)$ even if D is constant [4]

Huge gap

[1] O. Michail, I. Chatzigiannakis, and P. G. Spirakis. Naming and counting in anonymous unknown dynamic networks. SSS 2013

[2] G. A. Di Luna, R. Baldoni, S. Bonomi, and I. Chatzigiannakis. Conscious and unconscious counting on anonymous dynamic networks. ICDCN 2014

[3] G. A. Di Luna, R. Baldoni, S. Bonomi, and I. Chatzigiannakis. Counting in anonymous dynamic networks under worst-case adversary. ICDCS 2014

[4] G. A. Di Luna and R. Baldoni. Investigating the cost of anonymity on dynamic networks. 2015.

[5] A. Milani and M. A. Mosteiro. A faster counting protocol for anonymous dynamic networks. OPODIS 2015.

[6] R. Baldoni and G. A. Di Luna. Non Trivial Computations in Anonymous Dynamic Networks. OPODIS 2015.

Contributions

- Experimental evaluation of Incremental Counting:
 - Incremental Counting is polynomial (and practical)
 - variety of input network topologies that may appear in practice
 - insight on network dynamics impact on dissemination

Incremental Counting

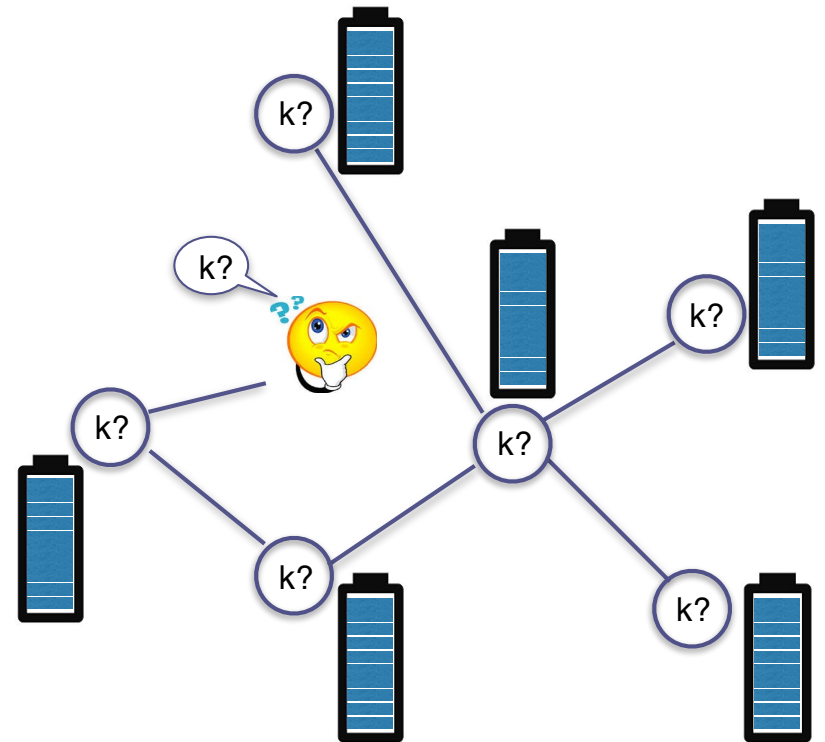
Initially, each non-leader has "energy" 1

1. Guess a size k of the system

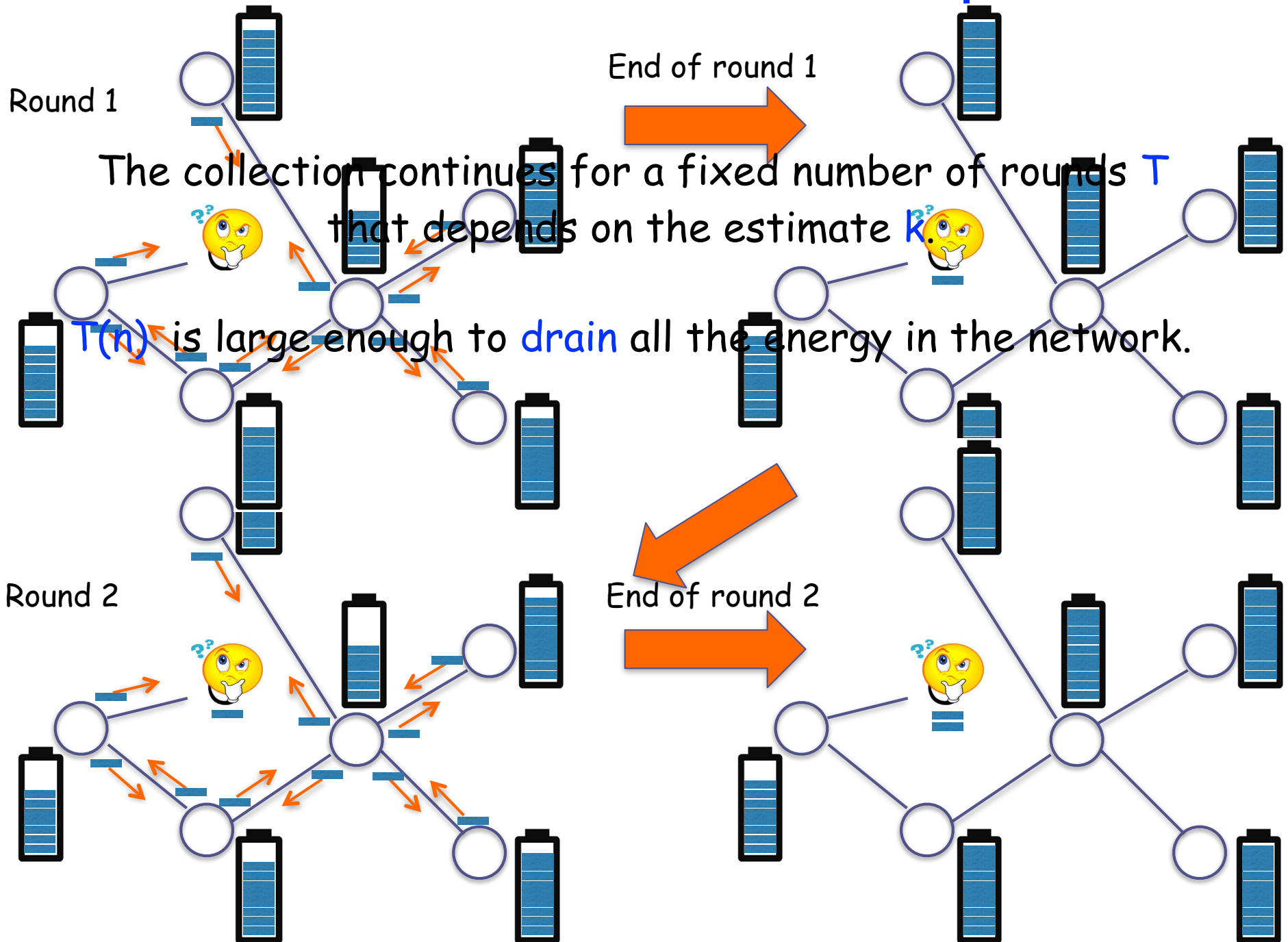
– start from $k=2$

2. **Collection** phase:

– to let the leader collect "enough" energy



IC Collection Phase example



Incremental Counting

Initially, each non-leader has "energy" 1

1. Guess a size k of the system

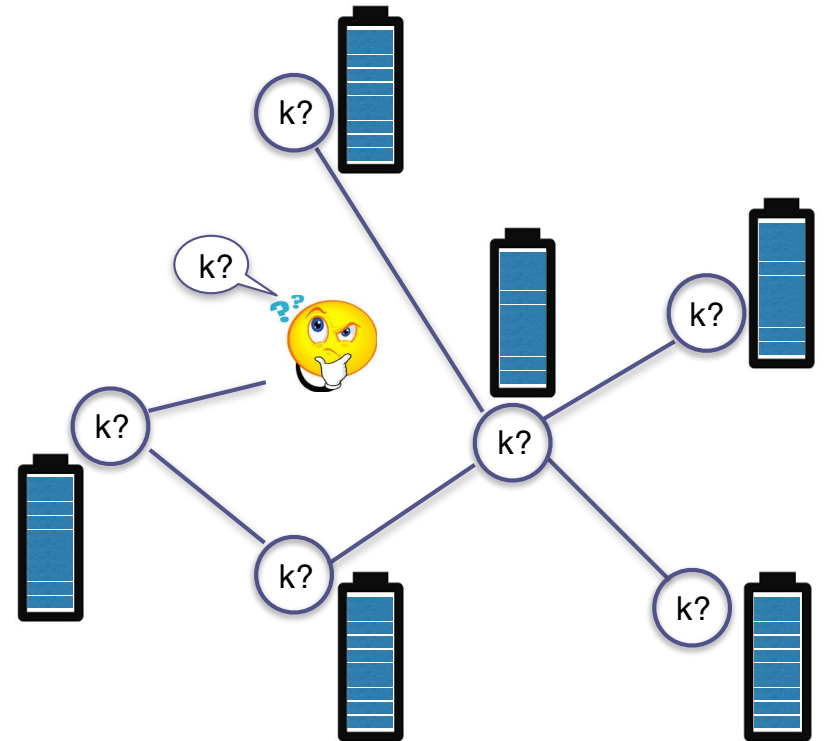
- start from $k=2$

2. **Collection** phase:

- to let the leader collect "enough" energy

3. **Verification** phase:

- to check whether the guess k is correct



Challenges for Verification

IC Verification Phase:

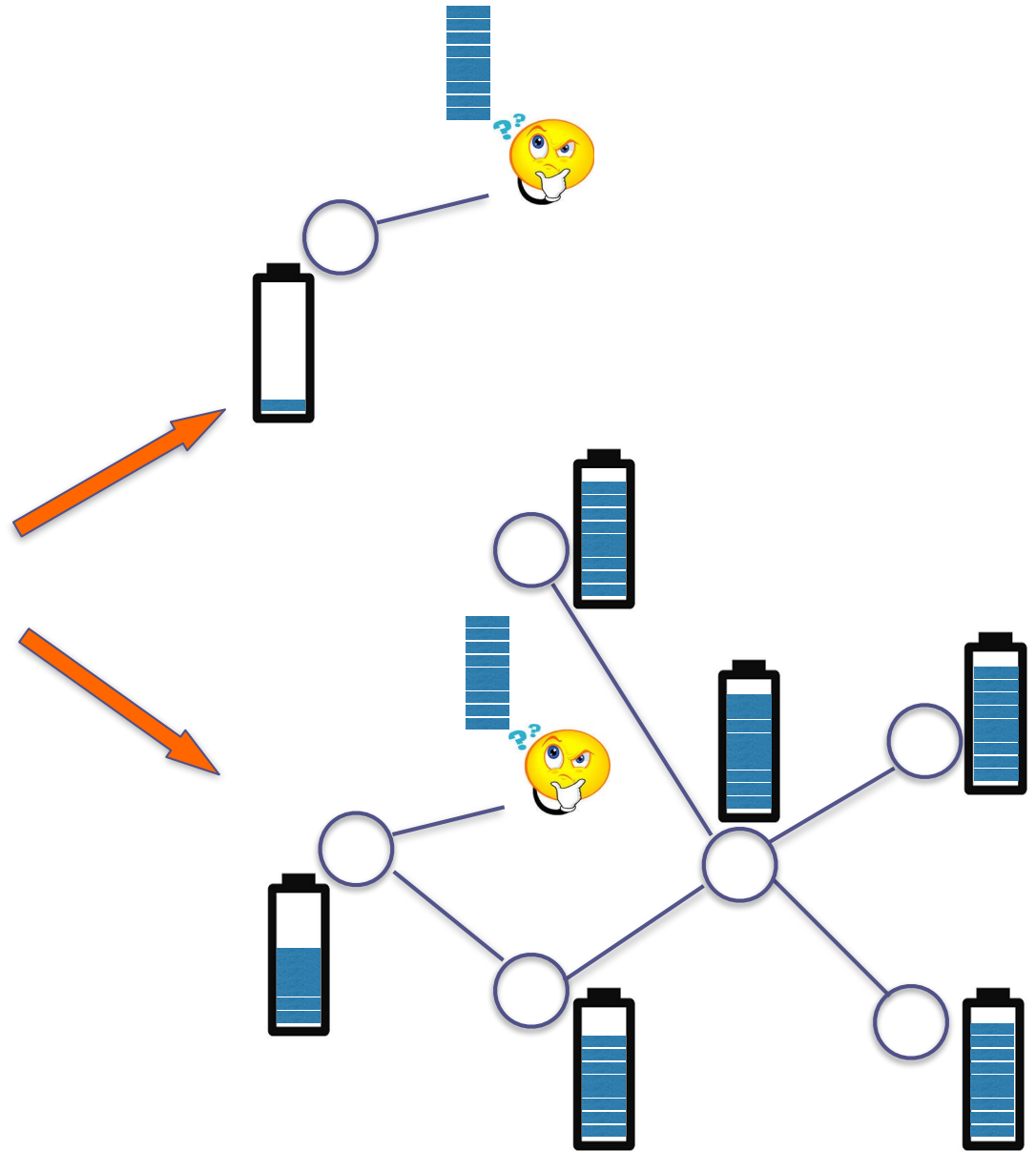
If $e_{\text{leader}} > k-1$  $k < n$

But,

if $k-1-1/k^c \leq e_{\text{leader}} \leq k-1$???



Need to check if some non-leader has more than $1/k^c$ energy left.



Incremental Counting

Initially, each non-leader has "energy" 1

1. Guess a size k of the system

- start from $k=2$

2. Collection phase:

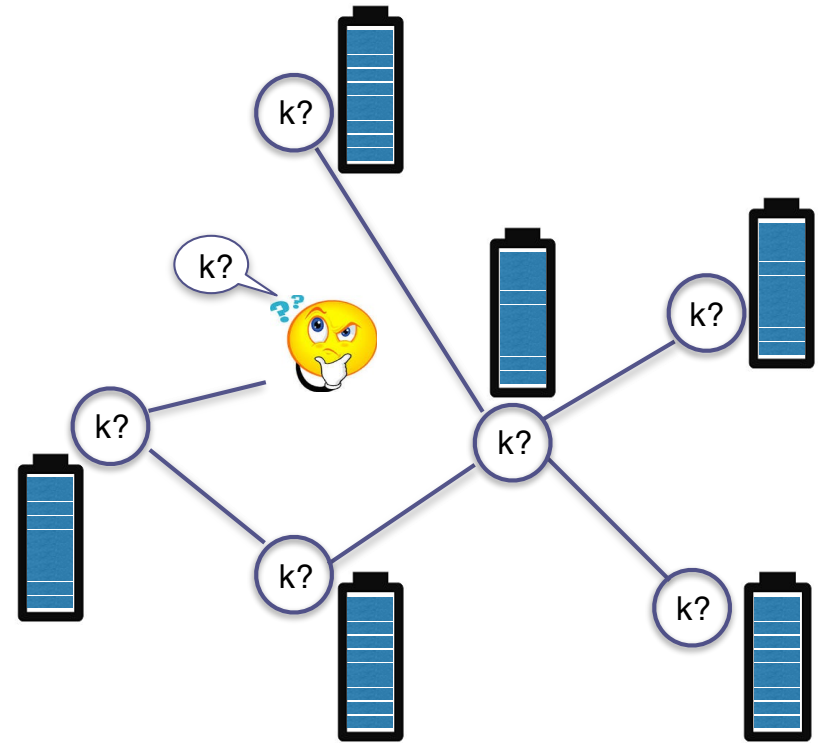
- to let the leader collect "enough" energy

3. Verification phase:

- to check whether the guess k is correct

4. Notification phase:

- $k=n$: let all nodes know that k is the size
- $k < n$: wait and go to step 2, guessing $k+1$



Incremental Counting

Initially, each non-leader has "energy" 1

1. Guess a size k of the system

- start from $k=2$

2. **Collection** phase:

- to let the leader collect "enough" energy

3. **Verification** phase:

- to check whether the guess k is correct

4. **Notification** phase:

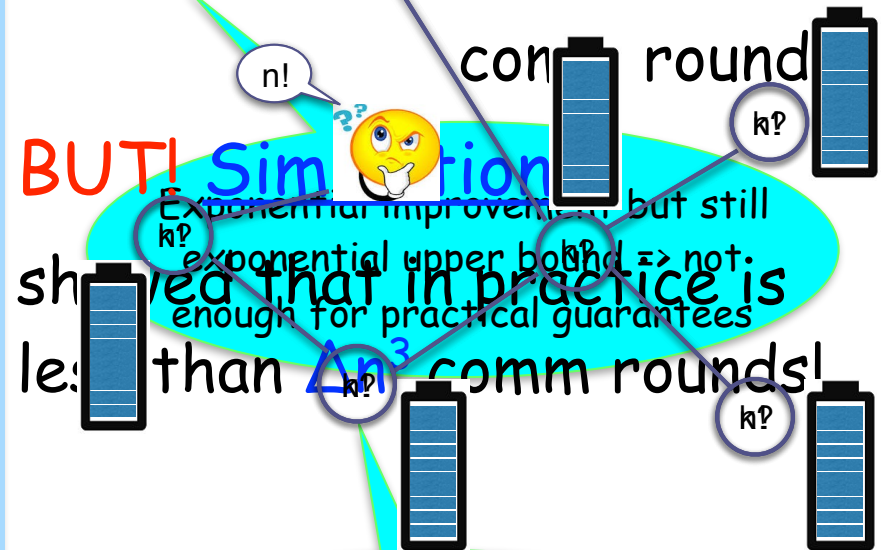
- $k=n$: let all nodes know that k is the size
- $k < n$: wait and go to step 2, guessing $k+1$

Worst-case analysis:

IC computes **exact** size

in less than

$$(2\Delta)^{n+1}(n+1)/\ln(2\Delta)$$



IC Simulations: inputs

- Extremal cases:
 - path with the leader in one end
 - star centered at the leader
- Random graph (Erdos-Renyi)
 - need to handle disconnections
- Random tree rooted at the leader:

Uniform from
equivalence classes
defined by
isomorphisms

Pruned down to
max degree Δ

Algorithm 2: Random tree generator algorithm. Auxiliary functions in Algorithm 3.

```
1 Function GENTREE( $n, \Delta$ )
2    $t \leftarrow \text{SIZES}(n)$  // Compute number of unlabeled rooted trees of size
    $1, 2, \dots, n$ .
    $p \leftarrow \text{DISTRIB}(t, n)$  // Compute distributions on subtrees for each  $n$ .
4    $\text{tree} \leftarrow \text{RANRUT}(p, n)$  // Choose an unlabeled rooted tree uniformly at
   random.
   PRUNE ( $\text{tree}, \Delta$ ) // Move subtrees downwards until max degree of tree
   is  $\Delta$ .
6   return tree
```

Centralized simulator

Algorithm 1: INCREMENTAL COUNTING algorithm for the leader node.

```

1  $k \leftarrow 1$ 
2  $halt \leftarrow false$ 
3 while  $\neg halt$  do
4    $k \leftarrow k + 1$ 
5    $IsCorrect \leftarrow true$ 
6    $e_\ell \leftarrow 0$ 
7   // Collection Phase
8   for each of  $\tau(k)$  communication rounds do
9     receive  $e_1, e_2, \dots, e_s$  from neighbors, where  $1 \leq s \leq \Delta$ 
10     $e_\ell \leftarrow e_\ell + e_1 + e_2 + \dots + e_s$ 
11   // Verification Phase
12   for each of  $1 + \lceil \frac{k}{1-1/k^c} \rceil$  communication rounds do
13     receive  $e_1, e_2, \dots, e_s$  from neighbors, where  $1 \leq s \leq \Delta$ 
14     if  $k - 1 - 1/k^c \leq e_\ell \leq k - 1$  then
15       for  $j := 1 \dots s$  do
16         if  $e_j > 1/k^c$  then
17            $IsCorrect \leftarrow false$ 
18       else
19          $IsCorrect \leftarrow false$ 
20   // Notification Phase
21   for each of  $k$  communication rounds do
22     if  $IsCorrect$  then
23       broadcast  $\langle Halt \rangle$ 
24        $halt \leftarrow true$ 
25     else
26       do nothing
27   output  $k$ 

```

fixed # rounds for the leader to collect at least $k-1-1/k^c$ energy

fixed # rounds

```

1  $k \leftarrow 1, IsCorrect \leftarrow false, r \leftarrow 1, E \leftarrow \text{new set of links}$ 
2 while  $\neg IsCorrect$  do
3    $k \leftarrow k + 1, IsCorrect \leftarrow true$ 
4   // Collection Phase:
5    $(e_1, e_2, e_3, \dots, e_n) \leftarrow (0, 1, 1, \dots, 1)$ 
6   while  $e_1 < k - 1 - 1/k^{1.01}$  do
7      $(e_1, e_2, \dots, e_n) \leftarrow F(E) \cdot (e_1, e_2, \dots, e_n)^T$  // broadcast simulation
8     if  $r \equiv 0 \pmod T$  then  $E \leftarrow \text{new set of links}$ 
9      $r \leftarrow r + 1$ 
10  // Verification Phase:
11  if  $e_1 > k - 1$  then  $IsCorrect \leftarrow false$ 
12   $(e'_1, e'_2, e'_3, \dots, e'_n) \leftarrow (0, e_2, e_3, \dots, e_n)$ 
13  for  $1 + \lceil k/(1 - 1/k^{1.01}) \rceil$  iterations do
14    for each  $i$  do  $e''_i \leftarrow \max_{j \in N(i, E) \cup \{i\}} e'_j$  // broadcast simulation
15     $(e'_1, e'_2, \dots, e'_n) \leftarrow (e'_1, e''_2, \dots, e''_n)$ 
16    if  $r \equiv 0 \pmod T$  then  $E \leftarrow \text{new set of links}$ 
17     $r \leftarrow r + 1$ 
18  if  $e'_1 > 1/k^{1.01}$  then  $IsCorrect \leftarrow false$ 
19  // Notification Phase:
20   $(h_1, h_2, h_3, \dots, h_n) \leftarrow (IsCorrect, false, false, \dots, false)$ 
21  halt flags
22  for  $k$  iterations do
23    for each  $i$  do  $h'_i \leftarrow \bigvee_{j \in N(i, E)} h_j$  // broadcast simulation
24     $(h_1, h_2, \dots, h_n) \leftarrow (h'_1, h'_2, \dots, h'_n)$ 
25    if  $r \equiv 0 \pmod T$  then  $E \leftarrow \text{new set of links}$ 
26     $r \leftarrow r + 1$ 
27  output  $k$ 

```

collect until leader has at least $k-1-1/k^c$ energy

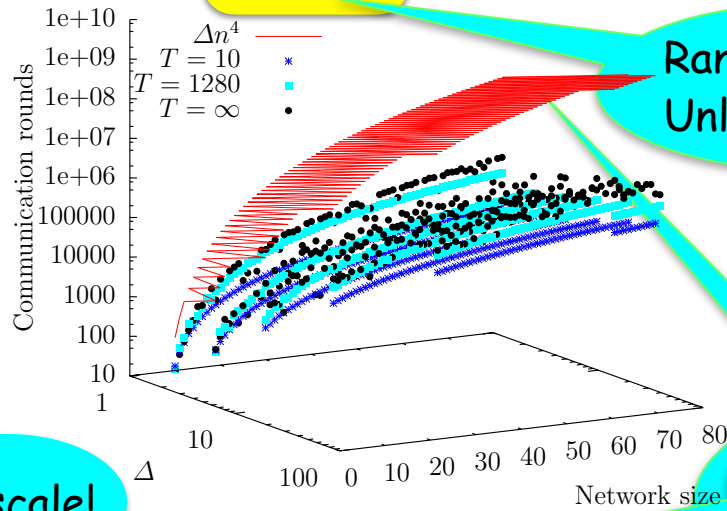
parametric Δ

parametric dynamics

to handle disconnection in $G(n, p)$

IC Simulations

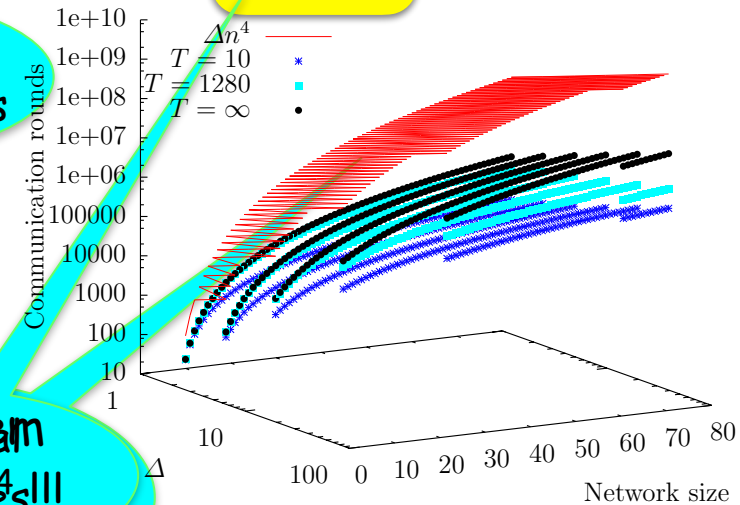
Tree topology, average of 20 runs



log scale!

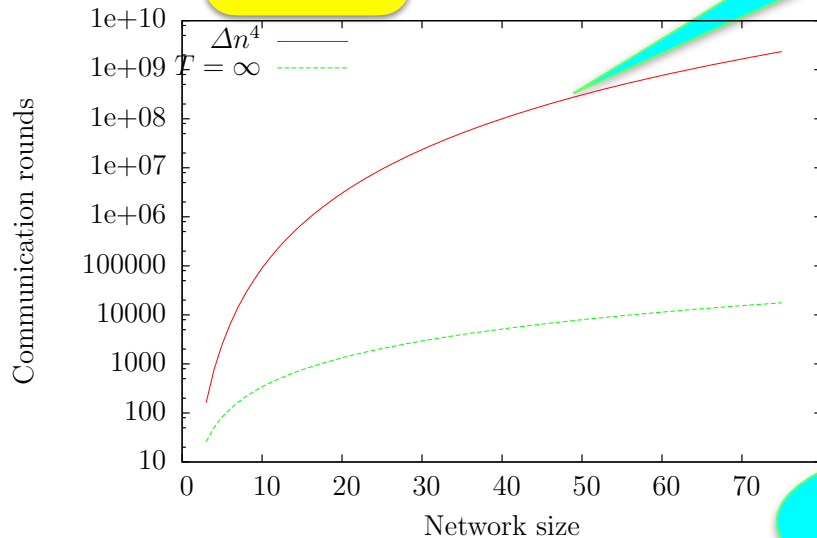
Random Rooted
Unlabeled Trees

Path topology, average of 20 runs

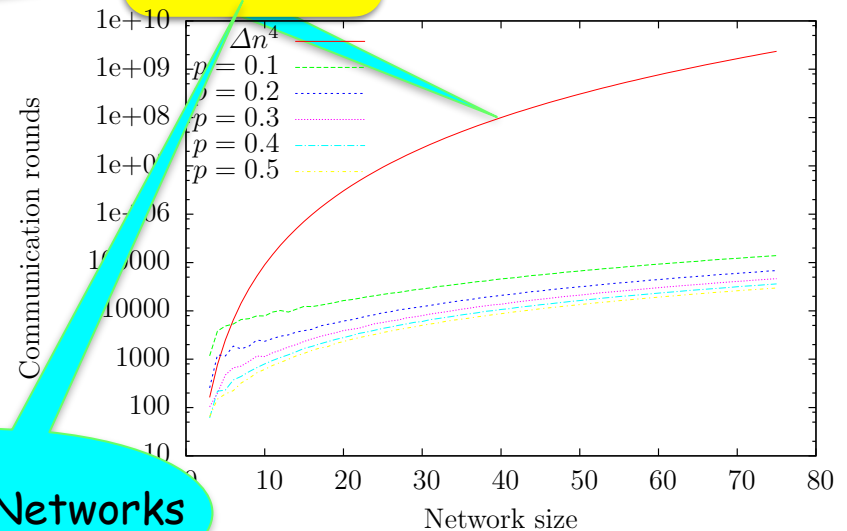


All of them
below Δn^4 !!!
(actually Δn^3)

Star topology, $\Delta = n - 1$, average of 20 runs



$G(n, p)$ topology, $\Delta = n - 1$, $T = 160$, average of 20 runs



Random Networks

Centralized simulator provides upper bound for distributed implementation.

Future and Ongoing Work

- Improve lower bound.
- Distributed implementation that does not require synchronization.
- Remove the knowledge of Δ using $o(2^n)$ space.
- Other computations in ADNs.

Thank you!