Distributed Computation

- How to send messages to all nodes efficiently
- How to compute sums of values at all nodes efficiently

- Network as a graph
- Broadcasting messages
- Computing sums in a tree
- Computing trees in a network
- Communication complexity

Ref: NL
Network as a graph

- Network is a graph: $G = (V,E)$
- Each vertex/node is a computer/process
- Each edge is communication link between 2 nodes
- Every node has a Unique identifier known to itself.
  - Often used 1, 2, 3, ... n
- Every node knows its neighbors – the nodes it can reach directly without needing other nodes to route
  - Edges incident on the vertex
  - For example, in LAN or WLAN, through listening to the broadcast medium
  - Or by explicitly asking: Everyone that receives this message, please report back
- But a node does not know the rest of the network
Example: Unit disk graphs

- Suppose all nodes are wireless
- Each can communicate with nodes within distance $r$.
- Say, $r = 1$
- UDG is a model
- Not perfect
- In general, networks can be any graph
Directed graphs

• When A can send message to B, but B cannot send message to A
• For example, in wireless transmission, if B is in A’s range, but A is not in B’s range
Directed graphs

- When A can send message to B, but B cannot send message to A
- Or if protocol or technology limitations prevent B from communicating with A
Directed graphs

• Protocols more complex
• Needs more messages
Network as a graph

• Distance/cost between nodes p and q in the network
  – Number of edges on the shortest path between p and q (when all edges are same: unweighted)

• Sometimes, edges can be weighted
  – Each edge $e = (a,b)$ has a weight $w(e)$
  – $w(e)$ is the cost of using the communication link e (may be length e)
  – Distance/cost between p and q is total weight of edges on the path from p to q with least weight
Network as a graph

• Diameter
  – The maximum distance between 2 nodes in the network

• Radius
  – Half the diameter

• Spanning tree of a graph:
  – A subgraph which is a tree, and reaches all nodes of the graph
  – If network has n nodes
    • How many edges does a spanning tree have?
Computing sums in a tree

• Suppose root wants to know sum of values at all nodes
Computing sums in a tree

- Suppose root wants to know sum of values at all nodes
- It sends “compute” message to all children
- The values move upward
- Each node adds values from all children and its own value
- Sends it to its parent
Computing sums in a tree

• What can you compute other than sums?

• How many messages does it take?

• How much time does it take?
Communication complexity

• Used to represent communication cost for general scenarios
• Called Communication Complexity or Asymptotic communication complexity

• Use big oh notation: $O$
Big oh – upper bounds

• For a system of n nodes,
• Communication complexity c(n) is O(f(n)) means:
  – There are constants a and N, such that:
  – For n>N: c(n) < a*f(n)

Allowing some initial irregularity, ‘c(n)’ is not bigger than a constant times ‘f(n)’

In the long run, c(n) does not grow faster than f(n)
Examples

• $3n = O(?)$
• $1000n = O(?)$
• $n^2/5 = O(?)$
• $10\log n = O(?)$
• $2n^3+n+\log n + 200 = O(?)$
• $15 = O(?)$
Examples

• $3n = O(n)$
• $1000n = O(n)$
• $n^2/5 = O(n^2)$
• $10 \log n = O(\log n)$
• $2n^3+n+\log n+200 = O(n^3)$
• 15 or any other constant $= O(1)$
Example 1

- ‘Star’ network
- Computing sum of all values
- Communication complexity: O(n)
Example 2a

- ‘Chain’ topology network
- Simple protocol where everyone sends value to server
- Communication complexity:?
Example 2a

• ‘Chain’ topology network

• Simple protocol where everyone sends value to server

• Communication complexity: $1+2+\ldots+n = O(n^2)$

Server
Example 2b

- ‘Chain’ network
- Protocol where each node waits for sum of previous values and sends
- Communication complexity: \(1+1+...+1 = O(n)\)
Computing sums in a tree

• How many messages does it take?

• How much time does it take?
Global Message broadcast

- Message must reach *all nodes in the network*
  - Different from broadcast transmission in LAN
  - All nodes in a large network cannot be reached with single transmissions
Global Message broadcast

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Flooding for Broadcast

- The source sends a *Flood* message to all neighbors

- The message has
  - *Flood* type
  - *Unique id*: (source id, message seq)
  - *Data*
Flooding for Broadcast

• The source sends a *Flood* message, with a unique message id to all neighbors

• Every node $p$ that receives a flood message $m$, does the following:
  – *If* $m$.id *was seen before*, discard $m$
  – *Otherwise*, Add $m$.id to list of previously seen messages and send $m$ to all neighbors of $p$
Flooding for broadcast

• Storage
  – Each node needs to store a list of flood ids seen before
  – If a protocol requires $x$ floods, then each node must store $x$ ids
    • (there is a way to reduce this. Think!)
Assumptions

• We are assuming:
  – Nodes are working in synchronous communication rounds (e.g. transmissions occur in intervals of 1 second exactly)
  – Messages from all neighbors arrive at the same time, and processed together
  – In each round, each node can successfully send 1 message to all its neighbors
  – Any necessary computation can be completed before the next round

Distributed Systems, Edinburgh, 2014
Communication complexity

- The message/communication complexity is:
Communication complexity

• The message/communication complexity is:
  – $O(|E|)$
Communication complexity

• The message/communication complexity is:
  – $O(|E|)$
  – Worst case: $O(n^2)$
Reducing Communication complexity (slightly)

• Node $p$ need not send message $m$ to any node from which it has already received $m$
  – Needs to keep track of which nodes have sent the message
  – Saves some messages
  – Does not change asymptotic complexity
Time complexity

• The number of rounds needed to reach all nodes: *diameter of G*
Computing Tree from a network

• BFS tree
  – The Breadth first search tree
  – With a specified root node
BFS Tree

• Breadth first search tree
  – Every node has a parent pointer
  – And zero or more child pointers

  – BFS Tree construction algorithm sets these pointers
BFS Tree Construction algorithm

• Breadth first search tree
  – The root(source) node decides to construct a tree
  – Uses flooding to construct a tree
  – Every node $p$ on getting the message forwards to all neighbors
  – Additionally, every node $p$ stores parent pointer: node from which it first received the message
    • If multiple neighbors had first sent $p$ the message in the same round, choose parent arbitrarily. E.g. node with smallest id
  – $p$ informs its parent of the selection
    • Parent creates a child pointer to $p$
Time & message complexity

- Asymptotically Same as Flooding
Tree based broadcast

• Send message to all nodes using tree
  – BFS tree is a *spanning* tree: connects all nodes

• Flooding on the tree

• Receive message from parent, send to children
Tree based broadcast

• Simpler than flooding: send message to all children

• Communication: Number of edges in spanning tree: $n-1$
Aggregation: Find the sum of values at all nodes

• With BFS tree

• Start from *leaf* nodes
  – Nodes without children
  – Send the value to parent

• Every other node:
  – Wait for all children to report
  – Sum values from children + own value
  – Send to parent
Aggregation

• Without the tree

• Flood from all nodes:
  – $O(|E|)$ cost per node
  – $O(n^*|E|)$ total cost: expensive
  – Each node needs to store flood ids from $n$ nodes
    • Requires $\Omega(n)$ storage at each node
  – Good fault tolerance
    • If a few nodes fail during operation, all the rest still get some value
Aggregation

• With Tree

• Also called Convergecast
Aggregation

• With Tree

• Once tree is built, any node can use for broadcast
  – Just flood on the tree

• Any node can use for convergecast
  – First flood a message on the tree requesting data
  – Nodes store parent pointer
  – Then receive data

• What is the drawback of tree based aggregation?
Aggregation

• With Tree

• Once tree is built, any node can use for broadcast
  – Just flood on the tree

• Any node can use for convergecast
  – First flood a message on the tree requesting data
  – Nodes store parent pointer
  – Then receive data

• Fault tolerance not very good
  – If a node fails, the messages in its subtree will be lost
  – Will need to rebuild the tree for future operations
Shortest paths

• BFS tree rooted at node $p$ contains shortest paths to $p$ from all nodes in the network

• From any node $q$, follow $parent$ pointers to $p$
  – Gives shortest path
BFS trees can be used for routing

- From each node, create a separate BFS tree
- Each node stores a parent pointer corresponding to each BFS tree
- Acts as routing table
BFS trees can be used for routing

- From each node, create a separate BFS tree
- Each node stores a parent pointer corresponding to each BFS tree
- Acts as routing table
- $O(n*|E|)$ message complexity in computing routing table
Observation on complexity

• Suppose $c(n) = n$
  – Then $c(n)$ is $O(n)$ and also $O(n^2)$
  – Although, when we ask for the complexity, we are looking for the tightest possible bound, which is $O(n)$
Big $\Omega$ – lower bounds

• For a system of $n$ nodes,
• Communication complexity $c(n)$ is $\Omega(f(n))$
  means:
  – There are constants $a$ and $N$, such that:
  – For $n>N$: $b*f(n) < c(n)$

Allowing some initial irregularity, ‘$c(n)$’ is not smaller than a constant times ‘$f(n)$’

In the long run, $f(n)$ does not grow faster than $c(n)$
Big $\theta$ – tight bounds: both $O$ and $\Omega$

- For a system of $n$ nodes,
- Communication complexity $c(n)$ is $\theta(f(n))$

  means:
  - There are constants $a, b$ and $N$, such that:
  - For $n > N$:
    $b \cdot f(n) < c(n) < a \cdot f(n)$

Allowing some initial irregularity, $c(n)$ and $f(n)$ are
Within constant factors of each other.
In the long run, $c(n)$ grows at same rate as $f(n)$,
upto constant factors.
Bit complexity of communication

• We have assumed that each communication is 1 message, and we counted the messages
• Sometimes, communication is evaluated by bit complexity – the number of bits communicated
• This is different from message complexity because a message may have number of bits that depend on n or |E|
• For example, node ids in message have size Θ(log n)

• In practice this is may not be critical since log n is much smaller than packet sizes, so it does not change the number of packets communicated
• But depending on what other data the algorithm is communicating, sizes of messages may matter
Size of ids

• In a network of n nodes
• Each node id needs $\Theta(\log n)$ (that is, both $O(\log n)$ and $\Omega(\log n)$) bits for storage
  – The binary representation of n needs $\log_2 n$ bits

• $\Omega$ – since we need at least this many bits
  – May vary by constant factors depending on base of logarithm
Computing Trees:

• What if the edges have weights?
Aggregation using Trees:

• What if the edges have weights?
• The cost may not be $O(n)$ since weights can be higher

• How to get the best performance?
Minimum spanning tree is

- A spanning tree (reaches all nodes)
- With minimum possible total weight

- How can we compute a minimum spanning tree efficiently in a distributed system?
- (remember, a node knows only its neighbors and edge weights)