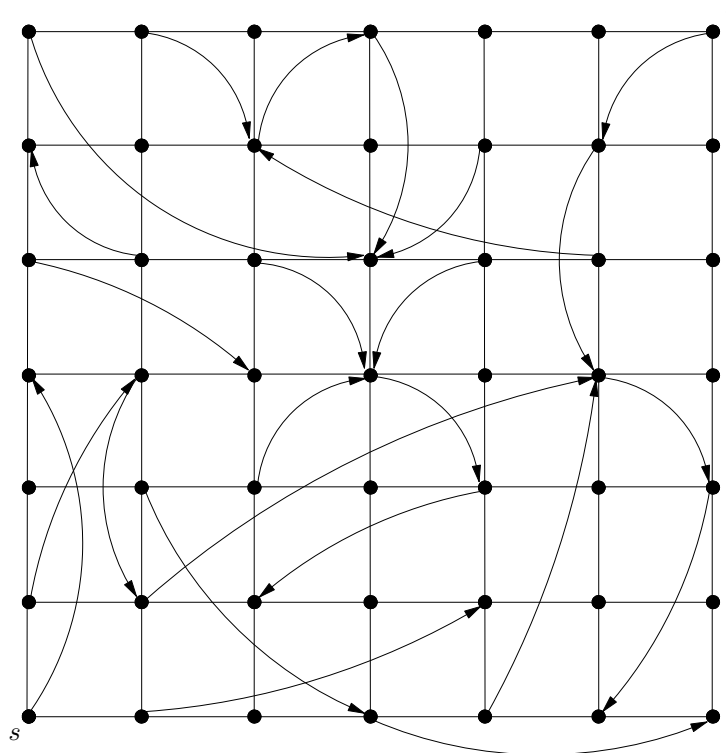


# Principles of Distributed Computing

## Exercise 4

### 1 Greedy algorithm with lookahead

Consider a 2-dimensional Small-World network with  $r = 2$  and  $p = q = 1$ . At any current node  $u$ , algorithm **Greedy** forwards the message to a neighbor of  $u$  that is as close to the target  $t$  as possible. The algorithm **Look**( $k$ ), where  $k > 1$  is an integer, is an extension of algorithm **Greedy**, and uses a lookahead of  $k$  steps as follows. At a current node  $u$ , **Look**( $k$ ) considers the set  $U$  of all the nodes within lattice distance  $k - 1$  from  $u$ , as well as all the nodes reachable from  $U$  via either a local or a long-range contact. We call this set  $N^k(u)$ . From node  $u$ , algorithm **Look**( $k$ ) forwards the message to a node in  $N^k(u)$  that is as close to the target  $t$  as possible. Notice that this may require traversing up to  $k$  arcs. Answer to the following questions



- a) In the Small-World network above, all local contacts (grid arcs) are bi-directed while the directed long-range contacts are only shown when different from the local contacts. Construct an  $s - t$  path for **Look**(2).
- b) What is the expected delivery time of algorithm **Look**(2)?
- c) What is the expected delivery time of algorithm **Look**( $\log n$ )?

## 2 3-dimensional Small-World networks

Consider the Small-World network for a 3-dimensional grid, where each node  $u$  has its 6 neighbors as local contacts, and long-range contacts are generated with the proportional long-range contact probabilities

$$\Pr[u \text{ has a long-range contact } x] = \frac{d(u, x)^{-3}}{\sum_{v \neq u} d(u, v)^{-3}}$$

- a) Show that the normalizing constant  $\sum_{v \neq u} d(u, v)^{-3}$  for this probability distribution is at most  $k_1 \ln(k_2 n)$  for some constants  $k_1, k_2$ .
- b) What is the expected delivery time of algorithm **Greedy** (defined in Exercise 1) for the case  $p = q = 1$ ?