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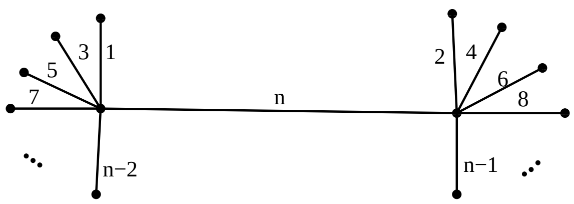
# Principles of Distributed Computing
# Solution 10

## 1 Lightest Edges

**a)** Clearly, the execution of this algorithm cannot take more than $n$ rounds. Let the $(n-1)$ lightest edges form two stars of the same size and the $n^{th}$ lightest edge connect the two centers of the stars. We are not interested in the distribution of the other weights. In this scenario it takes $\lceil n/2 \rceil$ rounds until the two center nodes announce the $n^{th}$ lightest edge. Since it is necessary to know this edge, the algorithm cannot terminate earlier and the time complexity of this algorithm is $\Omega(n)$.




**b)** We first prove that the time complexity is upper bounded by $\lceil \sqrt{2n} \rceil \in O(\sqrt{n})$. After $\lceil \sqrt{2n} \rceil$ rounds, all nodes with at most $\sqrt{2n}$ edges among the $n$ lightest edges have broadcast all relevant edges known to them. That means, after $\lceil \sqrt{2n} \rceil$ rounds, there can only be missing edges between nodes that initially had at least $\sqrt{2n}+1$ lightest edges leading to nodes that are also incident to at least $\sqrt{2n}$ lightest edges. Assume there is such a node. Since each edge connects two nodes, initially we must have had at least $(\sqrt{2n}+1)^2/2 > n$ lightest edges, a contradiction.

We now construct a worst-case example. Each edge connecting two nodes from a specific set of $\lfloor \sqrt{2n} \rfloor$ nodes is assigned one of the $n$ smallest weights. Since there are $\binom{\lfloor \sqrt{2n} \rfloor}{2} \leq n$ edges between these nodes, we know that all edges between these nodes must be broadcast. Apparently, the $\lfloor \sqrt{2n} \rfloor$ nodes will announce at most the same number of edges in each round. Thus, in total at least $\lfloor \sqrt{2n} \rfloor / 2 \in \Omega(\sqrt{n})$ rounds are required.

**c)** Node $v$ can send the $n^{th}$ smallest edge weight to all nodes. Every node $v_i$ can now determine how many among its edges $(v_i, v_j)$, where $i < j$, belong to the $n$ lightest edges and send this value $N_i$ to all nodes. Now, the nodes know to which node they have to send their edge weights such that they can be distributed in the next round without contention: Node $v_i$ sends its smallest weight to the node $v_k$, where $k = 1 + \sum_{j=1}^{i-1} N_j$, the next one to $v_{k+1}$, etc. Thus, every node receives exactly one edge weight to forward to all nodes. This procedure takes four rounds, i.e., the time complexity is $O(1)$.