## Principles of Distributed Computing

## Exercise 6

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## Network Decompositions

Exercise 1: Explain how given a $(\mathcal{C}, \mathcal{D})$ network decomposition of graph $G$, we can deterministically compute a $(\Delta+1)$-coloring of the graph in $O(\mathcal{C D})$ rounds. Here, $\Delta$ denotes an upper bound on the maximum degree of the graph, and is given to the algorithm as an input.

Exercise 2: In this exercise, we prove that every $n$-node graph $G$ has an $(\mathcal{C}, \mathcal{D})$ (strongdiameter) network decomposition for $\mathcal{C}=O(\log n)$ and $\mathcal{D}=O(\log n)$. The process that we see that be viewed as a simple and efficient sequential algorithm for computing such a network decomposition.

We determine the blocks $G_{1}, G_{2}, \ldots, G_{\mathcal{C}}$ of network decomposition one by one, in $C$ phases. Consider phase $i$ and the graph $G \backslash\left(\cup_{j=1}^{i-1} G_{j}\right)$ remaining after the first $i-1$ phases which defined the first $i$ blocks $G_{1}, \ldots, G_{i-1}$. To define the next block, we repeatedly perform a ball carving starting from arbitrary nodes, until all nodes of $G \backslash\left(\cup_{j=1}^{i-1} G_{j}\right)$ are removed. This ball carving process works as follows: consider an arbitrary node $v \in G \backslash\left(\cup_{j=1}^{i} G_{j}\right)$ and consider gradually growing a ball around $v$, hop by hop. In the $k^{\text {th }}$ step, the ball $B_{k}(v)$ is simply the set all nodes within distance $k$ of $v$ in the remaining graph. In the very first step that the ball does not grow by more than a 2 factor - i.e., smallest value of $k$ for which $\left|B_{k+1}(v)\right| /\left|B_{k}(v)\right| \leq 2$ - we stop the ball growing. Then, we carve out the inside of this ball - i.e., all nodes in $B_{k}(v)$ - and define them to be a cluster of $G_{i}$. Hence, these nodes are added to $G_{i}$. Moreover, we remove all boundary nodes of this ball -i.e., those of $B_{k+1}(v) \backslash B_{k}(v)$-and from the graph considered for the rest of this phase. These nodes will never be put in $G_{i}$. We will bring them back in the next phases, so that they get clustered in the future phases. Then, we repeat a similar ball carving starting at an arbitrary other node $v^{\prime}$ in the remaining graph. We continue a similar ball carving until all nodes are removed. This finishes the description of phase $i$. Once no node remains in this graph, we move to the next phase. The algorithm terminates once all nodes have been clustered.

Prove the following properties:

1. Each cluster defined in the above process has diameter at most $O(\log n)$. In particular, for each ball that we carve, the related radius $k$ is at most $O(\log n)$.
2. In each phase $i$, the number of nodes that we cluster -and thus put in $G_{i}$ - is at least $1 / 2$ of the nodes of $G \backslash\left(\cup_{j=1}^{i} G_{j}\right)$.
3. Conclude that the process terminates in at most $O(\log n)$ phases, which means that the network decomposition has at most $O(\log n)$ blocks.

Exercise 3 (optional): Develop a deterministic distributed algorithm with round complexity $2^{O(\sqrt{\log n \cdot \log \log n)}}$ for computing an $(\mathcal{C}, \mathcal{D})$ (strong-diameter) network decomposition in any $n$ node network, such that $\mathcal{C}=O(\log n)$ and $\mathcal{D}=O(\log n)$.

