

# Advanced Distributed Algorithms and Data Structures

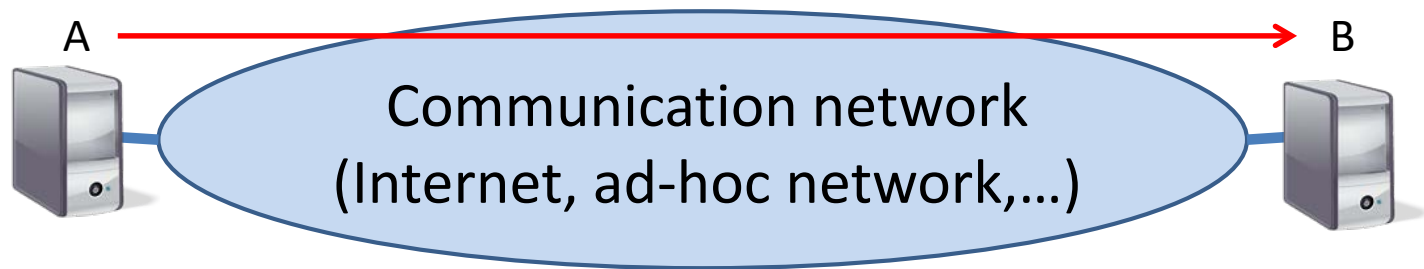
## Chapter 4: Link Primitives

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# Overview

- Model and basic primitives
- Universality
- Safe primitives

# Model and Basic Primitives



A knows (IP address, MAC address,... of) resp. has access authorization for B : network can send message from A to B

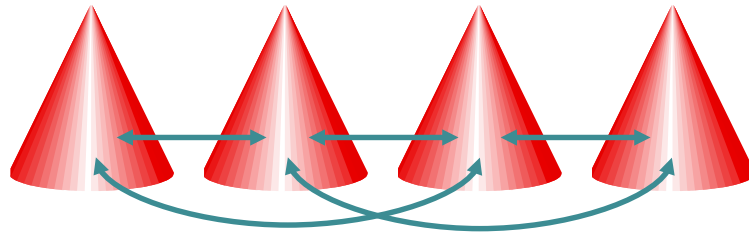
High-level view:

A knows B  $\Rightarrow$  **overlay edge** (A,B) from A to B ( A  $\rightarrow$  B )

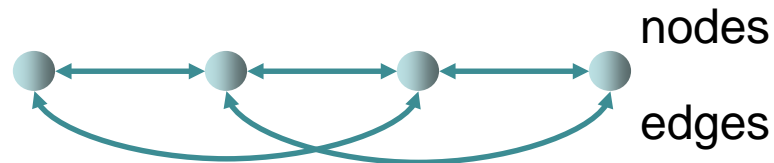
Set of all overlay edges forms directed graph known as **overlay network**.

# Model and Basic Primitives

- Overlay network established by processes:



- Graph representation:



- Edge  $A \rightarrow B$  means:  $A$  knows / has access to  $B$

# Model and Basic Primitives

- Edge set  $E_L$ : set of pairs  $(v,w)$  where  $v$  knows  $w$  (**explicit** edges).



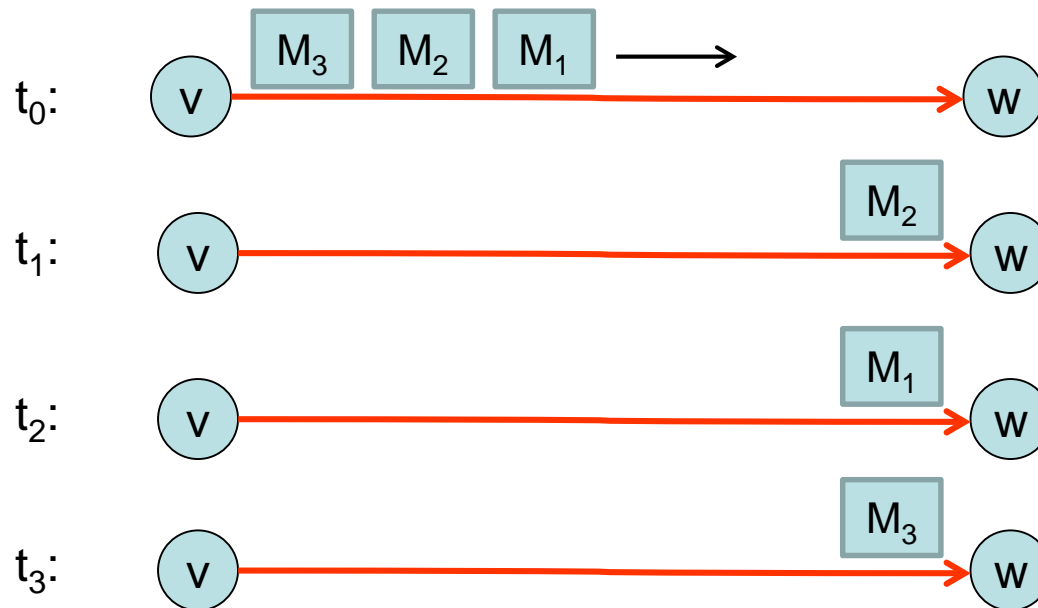
- Edge set  $E_M$ : set of pairs  $(v,w)$  with a **message** in transit to  $v$  containing a reference to  $w$  (**implicit** edges).



- Graph  $G=(V,E_L \cup E_M)$ : graph of all explicit and implicit edges.

# Model and Basic Primitives

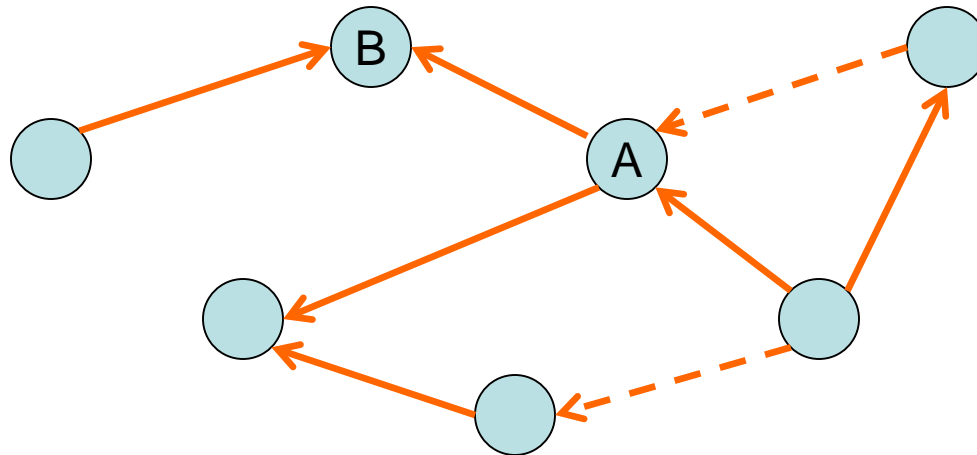
## Asynchronous message passing



- all messages are eventually delivered
- but no FIFO delivery guaranteed

# Model and Basic Primitives

Fundamental goal: topology of process graph (i.e.,  $G$ ) is kept **weakly connected** at any time

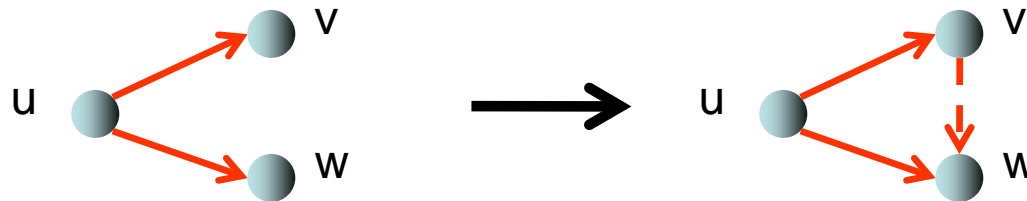


**Fundamental rule:** never just „throw away“ a reference!

# Model and Basic Primitives

Admissible rules for weak connectivity:

- Introduction:



**u** introduces **w** to **v** by sending a message to **v** containing a reference to **w**

- special case: **u** introduces itself to **v**

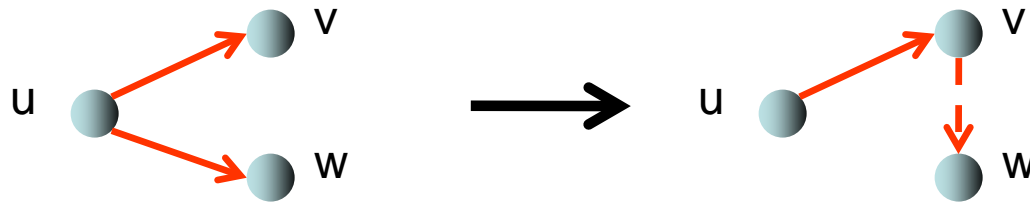




# Model and Basic Primitives

Admissible rules for weak connectivity:

- Delegation:



u delegates its reference of w to v (i.e., afterwards it does **not** store a reference of w any more)

- Fusion:



# Model and Basic Primitives

Admissible rules for weak connectivity:

- Reversal:



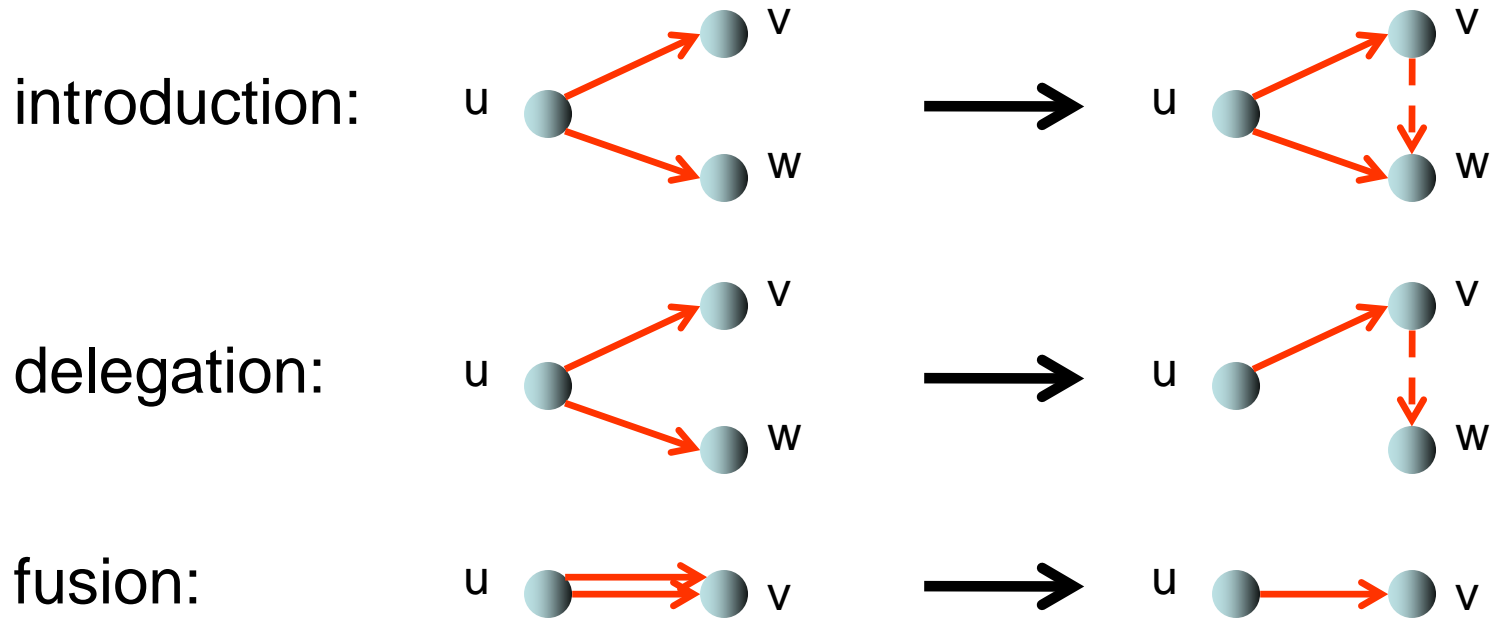
u sends a reference of itself to v and deletes v's reference

Remarks:

- Advantage: rules can be executed in a local, wait-free manner in arbitrary asynchronous environments
- Introduction, delegation and fusion preserve **strong** connectivity

# Universality

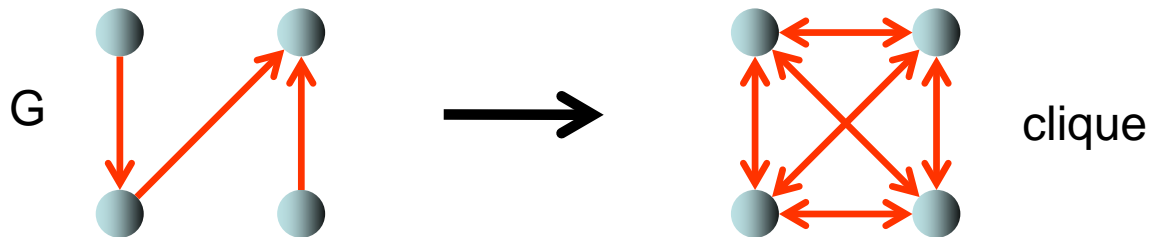
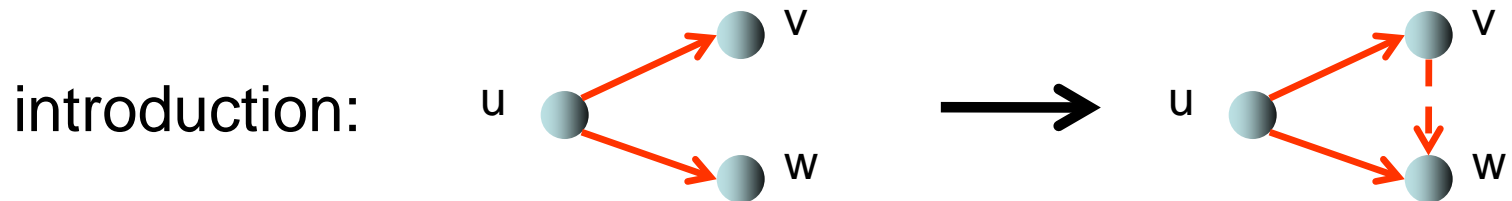
**Theorem 4.1:** The 3 primitives below are **weakly universal**, i.e., they can be used to transform any weakly connected graph  $G=(V,E)$  into any **strongly** connected graph  $G'=(V,E')$ .



# Universality

Proof: consists of two parts

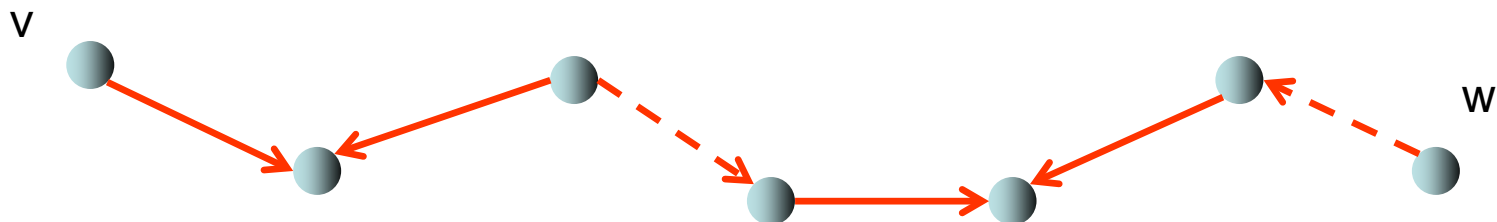
1. Using the **introduction rule**, one can get from any weakly connected graph  $G=(V,E)$  to the clique.



# Universality

How does that work?

Consider any two nodes  $v$  and  $w$ . Since  $G$  is weakly connected, there is a path from  $v$  to  $w$ .

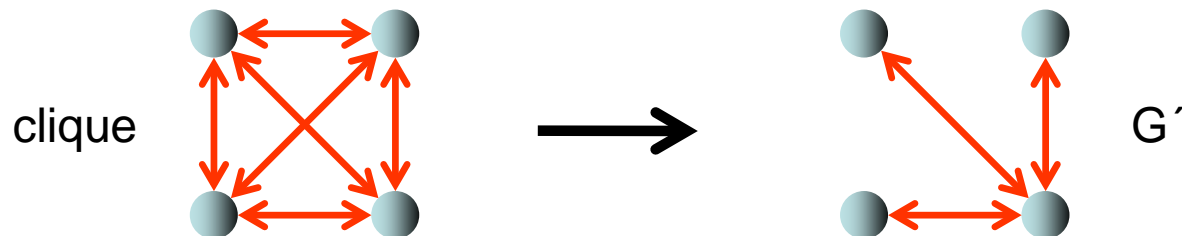
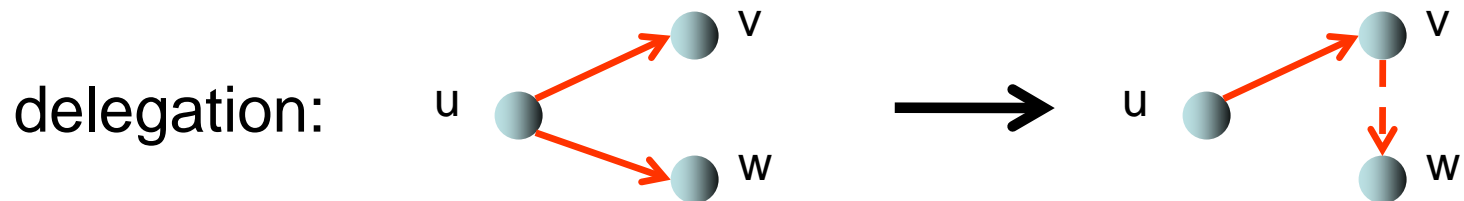


**Exercise:** If in each round every node introduces all of its neighbors and itself to all of its neighbors, then just  $O(\log n)$  rounds are needed till the clique is reached.

# Universality

Proof:

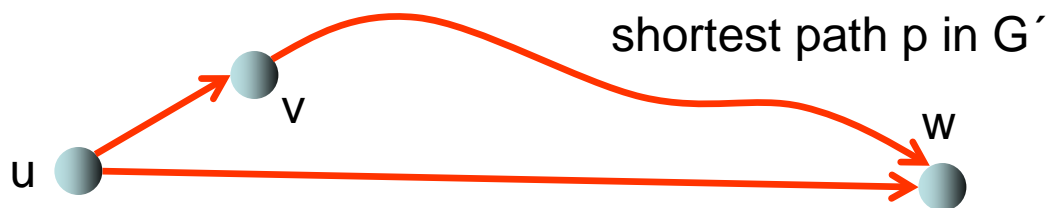
2. Using the **delegation and fusion primitives**, one can get from the clique to  $G'=(V,E')$ .



# Universality

Proof: (details)

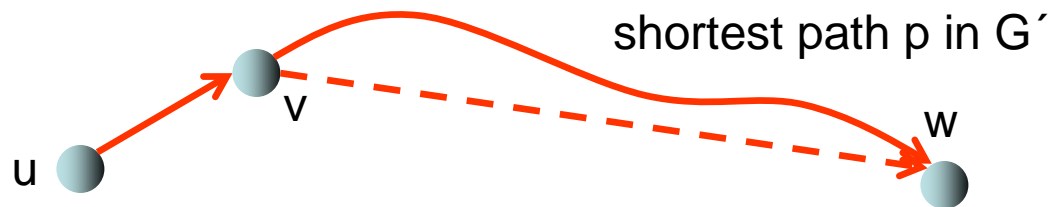
2. Suppose that  $G=(V,E)$  is a clique. Then  $G$  can be transformed into  $G'=(V,E')$  in the following way **without ever dropping edges of  $G'$** .
  - Let  $(u,w)$  be an arbitrary edge that needs to be removed because it is not in  $E'$ . Since  $G'=(V,E')$  is **strongly** connected, there is a **directed** path from  $u$  to  $w$  in  $G'$ . Let  $p$  be a shortest such path and let  $v$  be the next node along this path.



# Universality

Proof: (details)

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  - Then node  $u$  delegates  $(u,w)$  to  $v$ , i.e.,  $(u,w)$  is transformed into  $(v,w)$ .

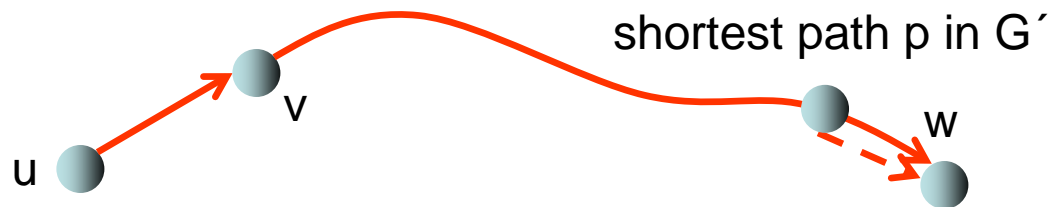




# Universality

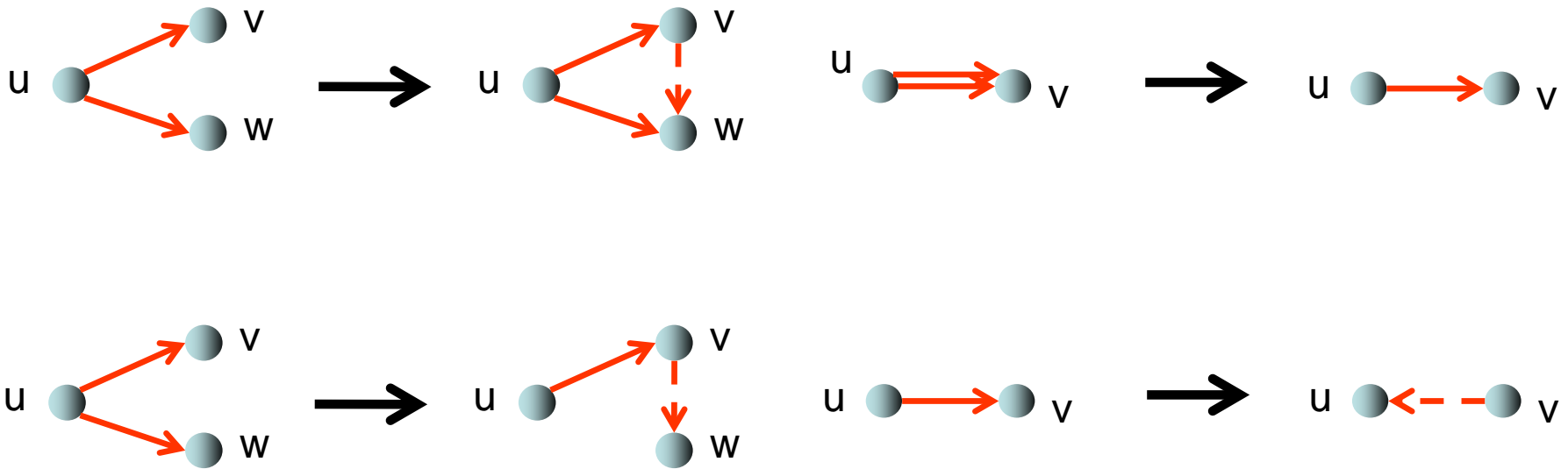
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  - Then node  $u$  delegates  $(u,w)$  to  $v$ , i.e.,  $(u,w)$  is transformed into  $(v,w)$ .
  - After at most  $n-2$  further delegations along  $p$ , the edge can be fused with an edge in  $G'$ . Doing that for all  $(u,w) \notin E'$ , we get  $G'$ .



# Universality

**Theorem 4.2:** The 4 rules below are **universal** in a sense that one can get from **any** weakly connected graph  $G=(V,E)$  to **any other** weakly connected graph  $G'=(V,E')$ .



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**Theorem 4.2:** The 4 rules below are **universal** in a sense that one can get from **any** weakly connected graph  $G=(V,E)$  to **any other** weakly connected graph  $G'=(V,E')$ .

**Proof:**

- Let  $G''=(V,E'')$  be the **bidirected** version of  $G'$ , i.e., for all  $(u,v)\in E'$ ,  $(u,v)\in E''$  and  $(v,u)\in E''$ .
- Certainly,  $G''$  is strongly connected. (**Why?**)
- Theorem 4.1: we can get from  $G$  to  $G''$ .
- From  $G''$  to  $G'$ : use reversal and fusion rule to remove wrong directions:



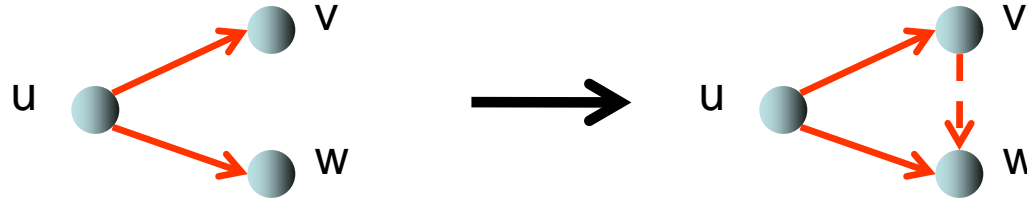
# Universality

## Remark:

- Each of the four rules is **necessary** for universality.
  - Introduction: only one that **generates** new edge
  - Fusion: only one that **removes** edge
  - Delegation: only one that **moves** edge **away**
  - Reversal: only one that makes nodes **unreachable**
- Theorems 4.1 and 4.2 only show that **in principle** it is possible to get from any weakly connected graph to any other weakly resp. strongly connected graph.
- Later, we will see distributed algorithms for that.

# Safe Primitives

Recall the definition of the introduction rule:

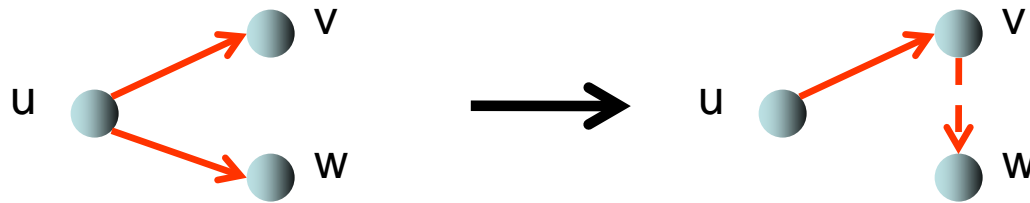


**u** introduces **w** to **v** by sending a message to **v** containing a reference to **w**

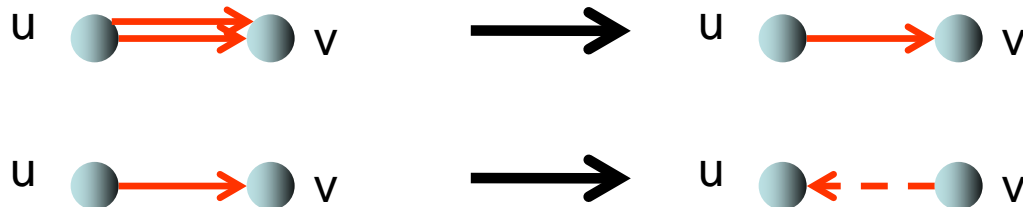
**This violates *w*'s right to decide who shall connect to it.**  
(But self-introduction is fine.)

# Safe Primitives

Same problem with delegation:



But fusion and reversal are fine:

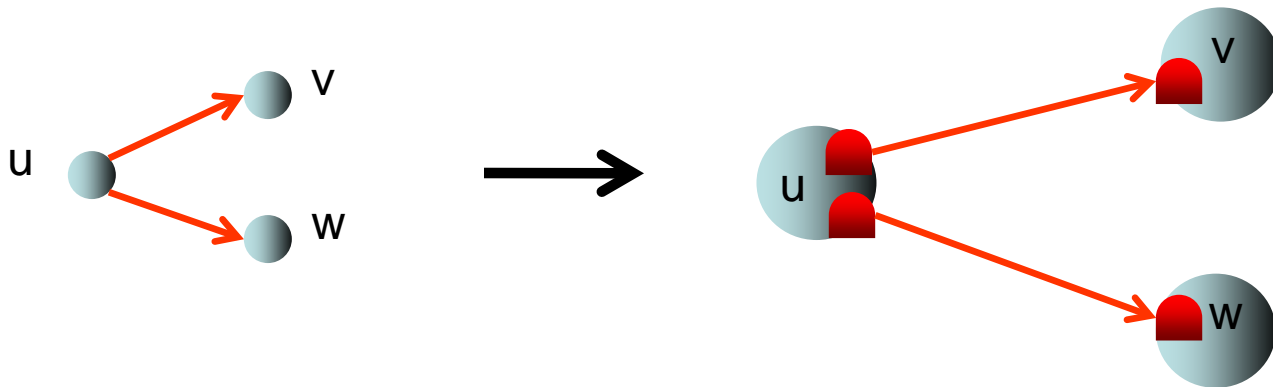


# Safe Primitives

How to obtain safe forms of introduction and delegation?

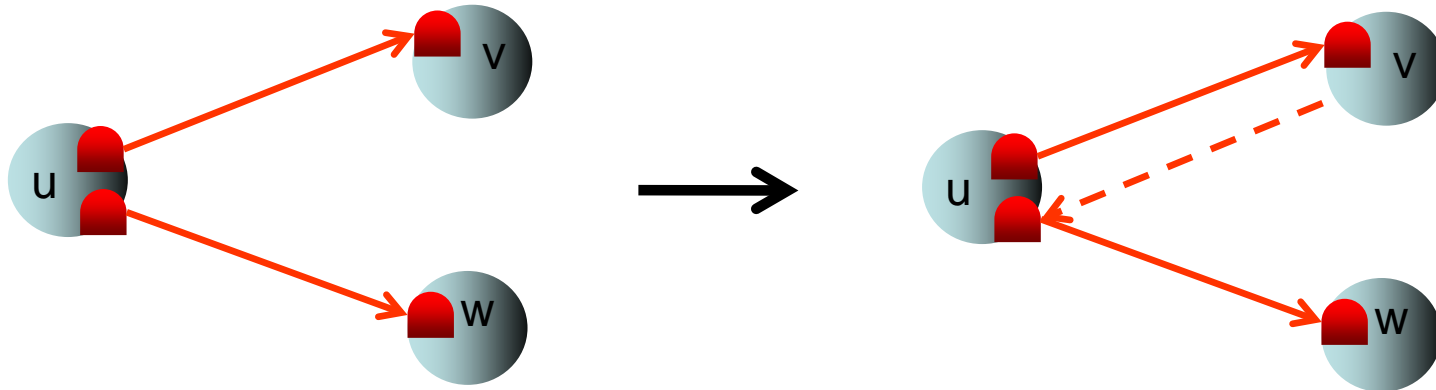
→ Use the concept of **relays** (  )

Extension of picture with relays:



# Safe Primitives

Safe introduction:

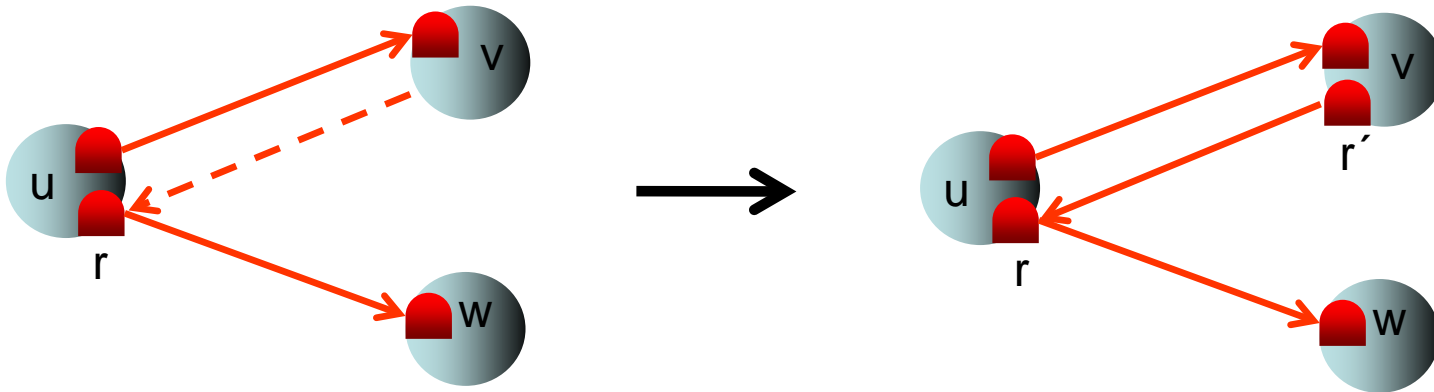


Instead of introducing **w** to **v**, **u** can only introduce its **relay** to **w** to **v**.



# Safe Primitives

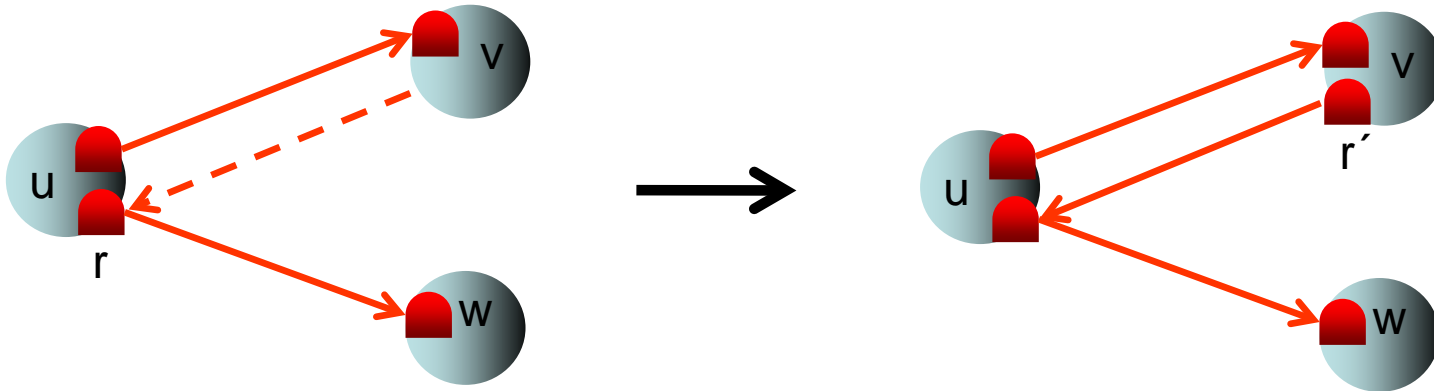
Safe introduction:



Once the reference of relay  $r$  to  $w$  is received by  $v$ , it is tied to a new relay  $r'$  at  $v$  pointing to  $r$ .

# Safe Primitives

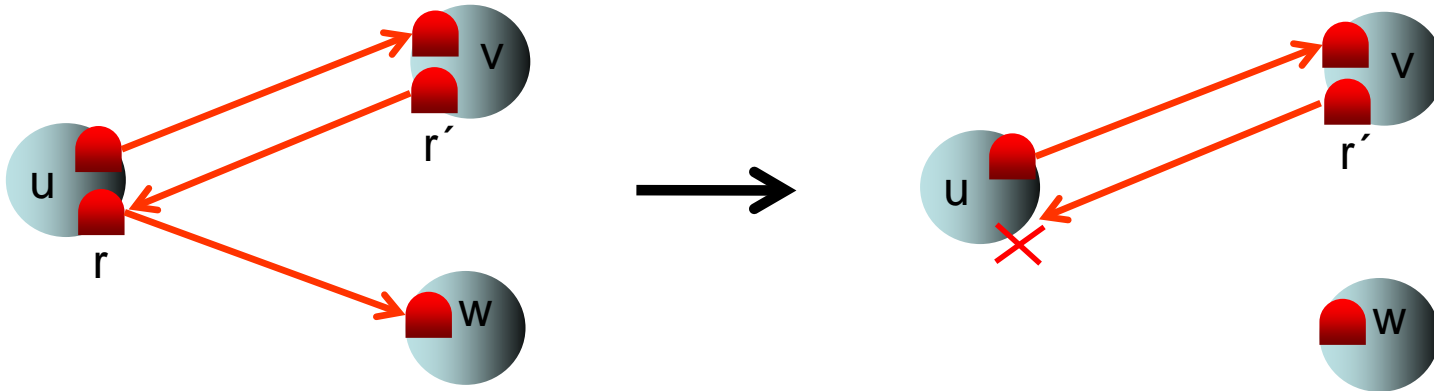
Safe introduction:



**No access rights violated:**  $u$  could have just forwarded anything from  $v$  to  $w$  by itself.

# Safe Primitives

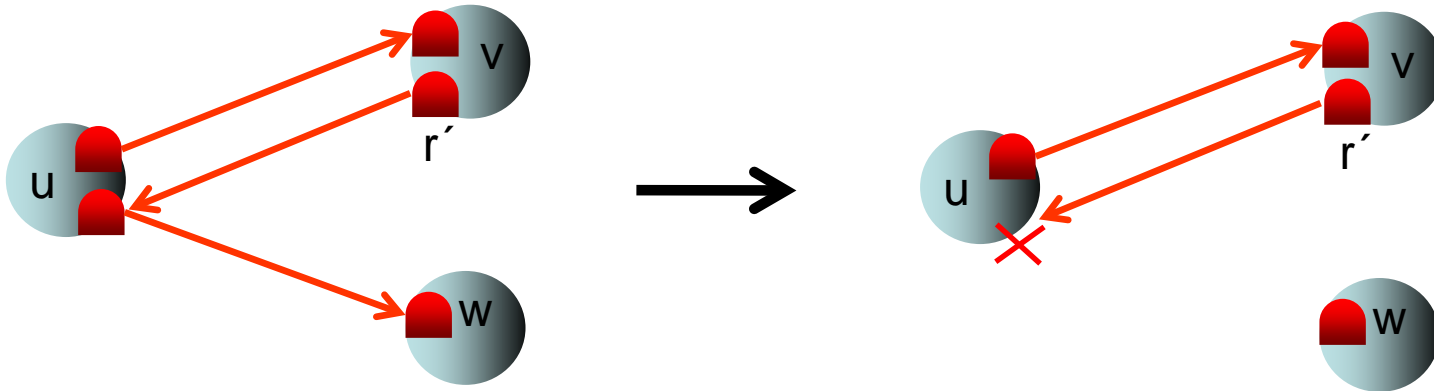
Safe introduction:



Most importantly, if  $u$  kills its relay to  $w$ , **also  $v$ 's connection to  $w$  is gone.**

# Safe Primitives

Safe introduction:



→ **Principle of least exposure:** when killing all relays with incoming links, no request can reach a node any more

# Safe Primitives

Possible outcome of safe introductions:



Remarks:

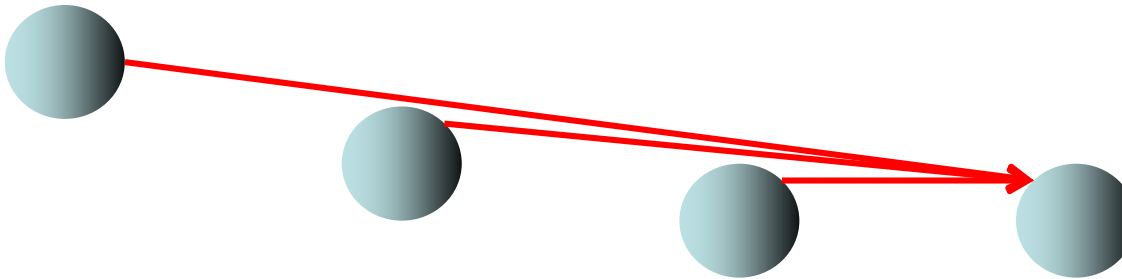
- Whenever a reference of some relay  $r$  is received, the Trusted Communication Layer (TCL) automatically creates a local relay  $r'$  pointing to  $r$  and forwards  $r'$  to the corresponding process instead. Thus, processes only have references to local relays.
- Any relay that is created by a process (not the TCL) is a **sink relay** (see  $v$ ), i.e., all messages sent to it will be forwarded to the process owning it.
- Any one of the processes between  $u$  and  $v$  can send a message to  $v$ , but only  $v$  will ever see them since the TCLs of the other processes directly forward the messages (i.e., the TCL acts like a bridge).

# Safe Primitives

Possible outcome of safe introductions:

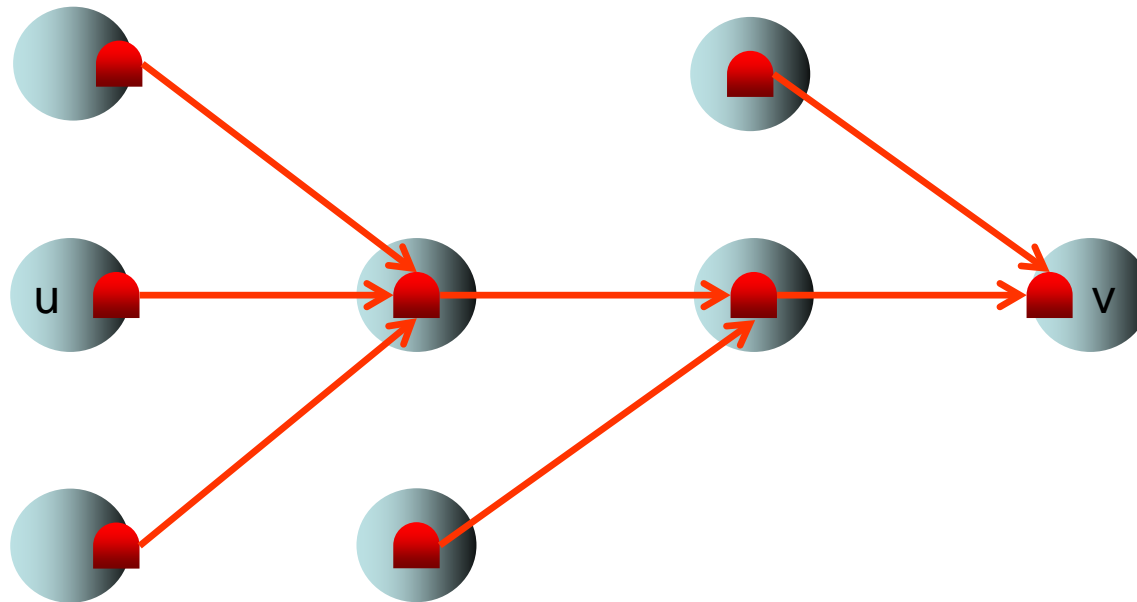


In our old graph terminology, the corresponds to the following connections (though there are now dependencies among them):



# Safe Primitives

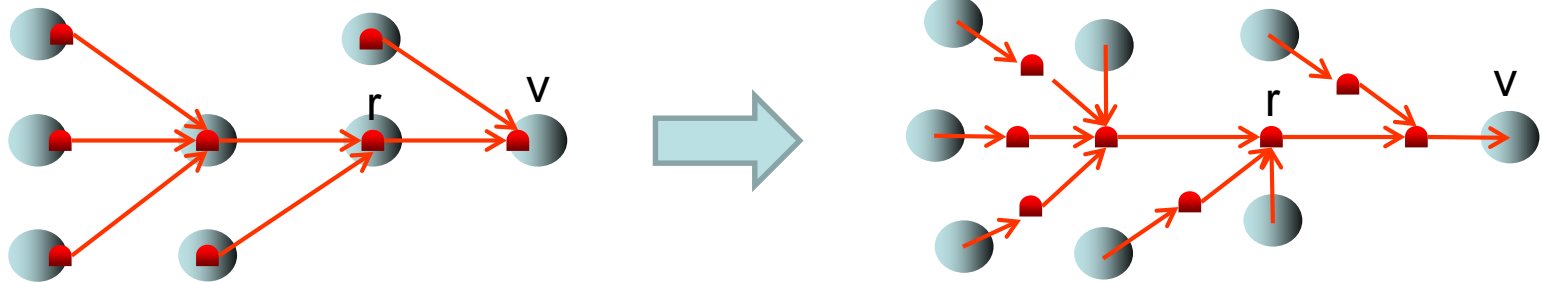
Another possible outcome of safe introductions:



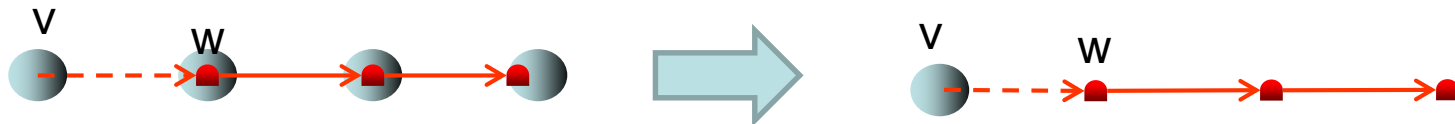
# Safe Primitives

Relay graph  $G=(V, E_L \cup E_M)$ :

- $V=R \cup P$ , where  $R$  is the set of relays and  $P$  is the set of processes
- $E_L$  (**explicit** edges): set of edges  $(v,w)$  where either  $(v \in P$  and  $w \in R)$ , or  $(v \in R$  and  $w \in R)$ , or  $(v \in R$  and  $w \in P)$



- $E_M$  (**implicit** edges): set of edges  $(v,w)$  where  $v \in P$  and  $w \in R$ , which represents a **message** in transit to  $v$  with a reference to relay  $w$





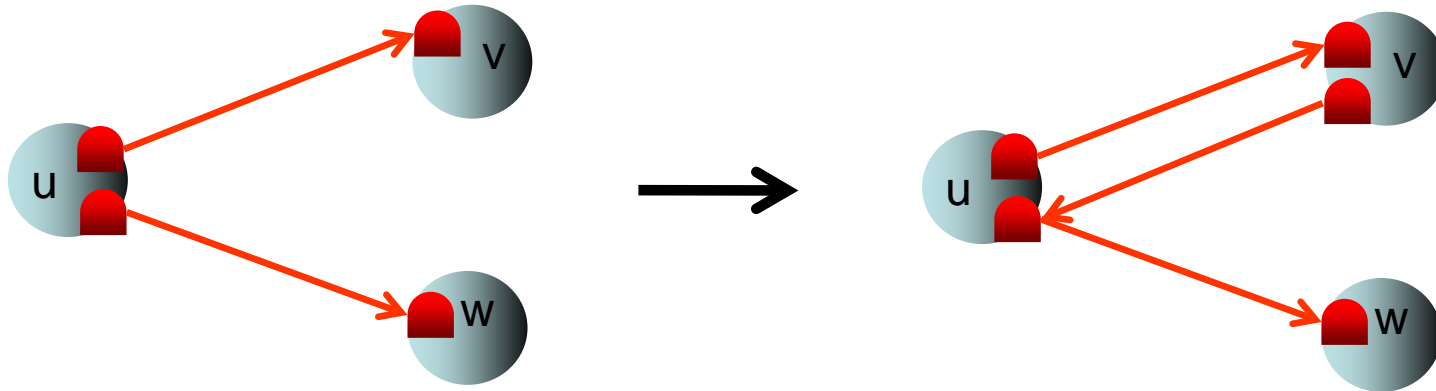
# Safe Primitives

A relay graph  $G=(R \cup P, E_L \cup E_M)$  is called

- **weakly connected** if for all pairs  $v, w \in P$  there is a path from  $v$  to  $w$  in  $G$  when ignoring the directions of the edges
- **strongly connected** if for all pairs  $v, w \in P$  there is a directed path from  $v$  to  $w$  in  $G$

# Safe Primitives

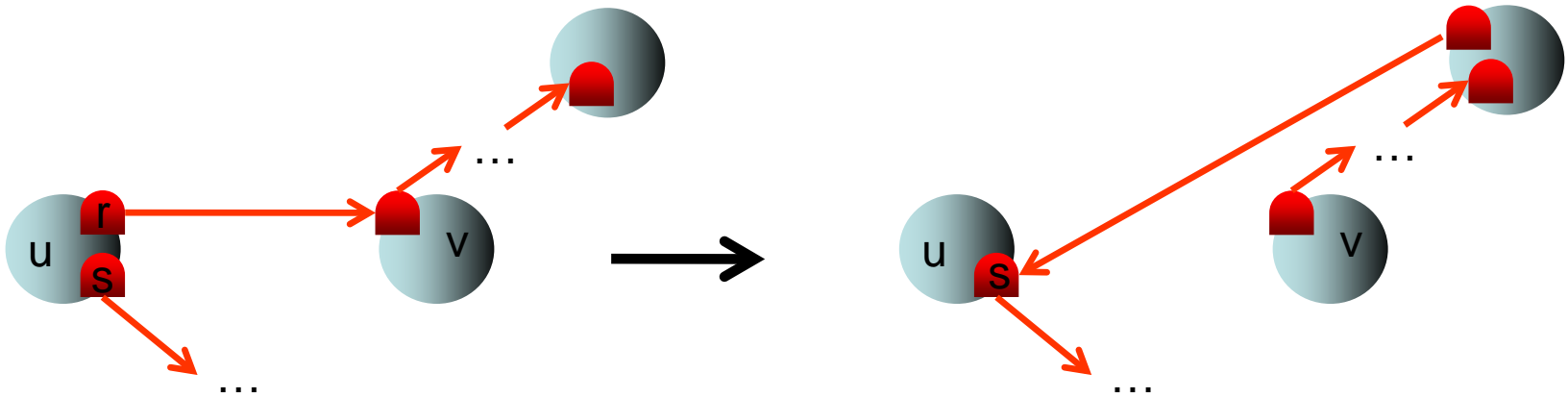
Safe introduction:



Certainly, safe introduction preserves weak (and strong) connectivity in relay graphs as this only adds an edge to  $G$ .

# Safe Primitives

Safe reversal:

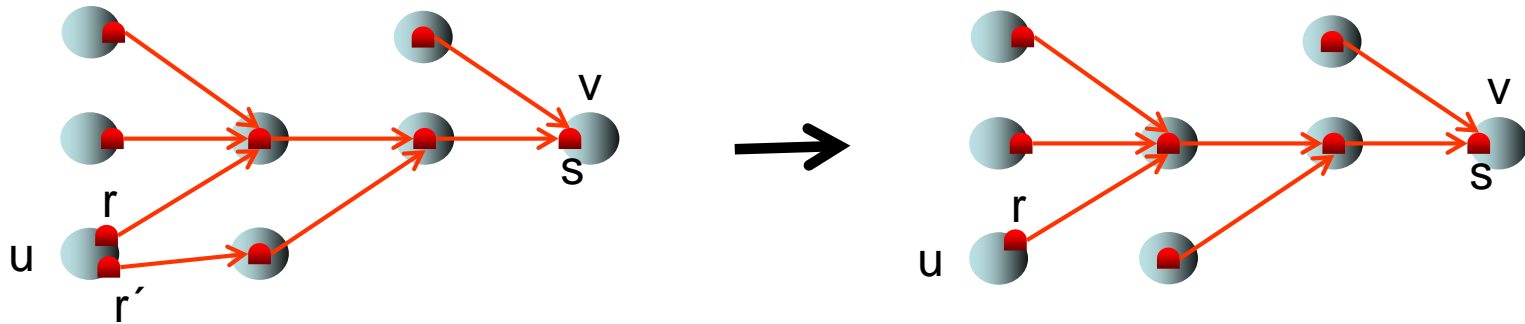


$u$  safely introduces relay  $s$  to the process owning the sink relay of  $r$  and drops  $r$  (if  $r$  has no incoming links).

**Exercise:** safe reversal preserves weak connectivity

# Safe Primitives

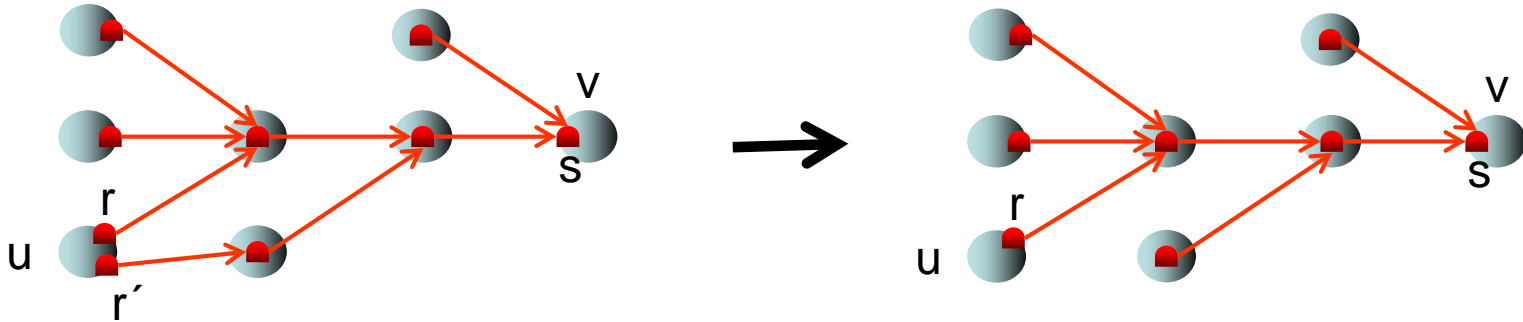
Safe fusion:



Whenever two relays (here,  $r$  and  $r'$ ) of a process (here,  $u$ ) point **to the same sink relay** (here,  $s$ ), one of them can be dropped. Certainly, safe fusion preserves weak and strong connectivity.

# Safe Primitives

Safe fusion:



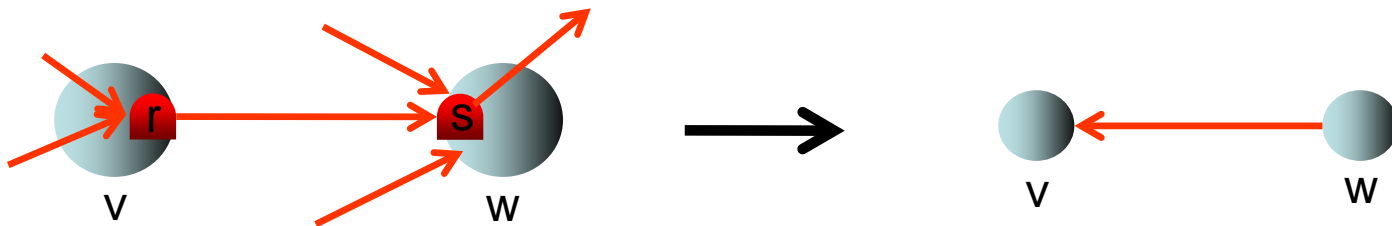
**Remark:** The TCL only tells processes whether two references point to the same **relay** or not (not to the same **process**). This allows processes to maximize anonymity since different relays can be used for different tasks.

# Safe Primitives

**Theorem 4.3:** Safe introduction, fusion, and reversal are universal in a sense that one can get from any weakly connected relay graph  $G=(R \cup P, E)$  to any other weakly connected relay graph  $G'=(R' \cup P, E')$  (where w.l.o.g.  $E$  and  $E'$  consist solely of explicit edges).

**Proof:**

- For any process  $v \in P$  let  $R(v)$  be the set of all relays local to  $v$ .
- Let  $G_1=(P, E_1)$  be the graph where  $(w, v) \in E_1$  if and only if there is an edge  $(r, s) \in E$  with  $r \in R(v)$  and  $s \in R(w)$ . Define  $G_2=(P, E_2)$  in the same way for  $E'$ .



# Safe Primitives

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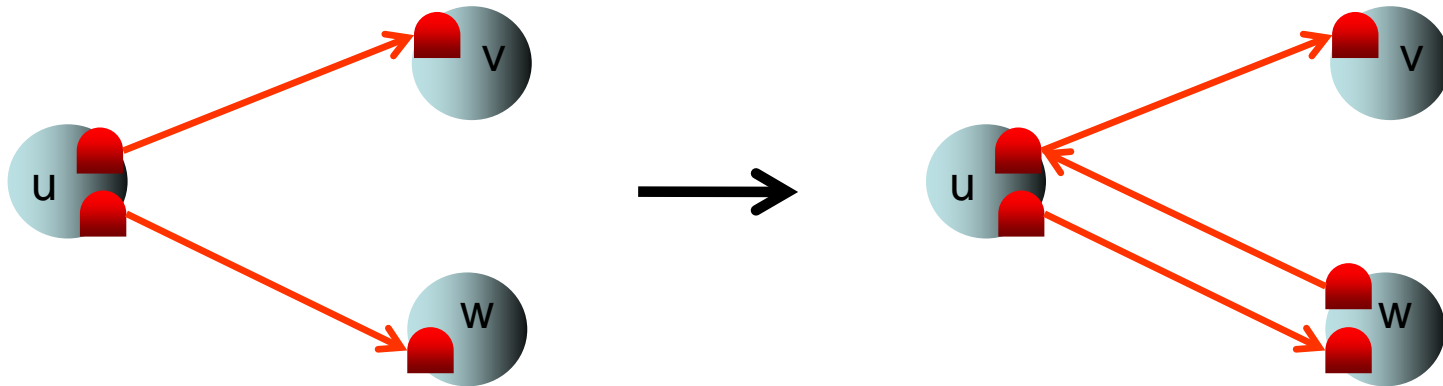
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First, we show how to emulate the standard introduction and delegation rules by our safe rules. The remaining proof then proceeds in three parts:

1. Transform  $G$  into  $G_1$ .
2. Transform  $G_1$  into  $G_2$ .
3. Transform  $G_2$  into  $G'$ .

# Proof of Theorem 4.3

Emulation of introduction rule ( $u$  introduces  $w$  to  $v$ ):

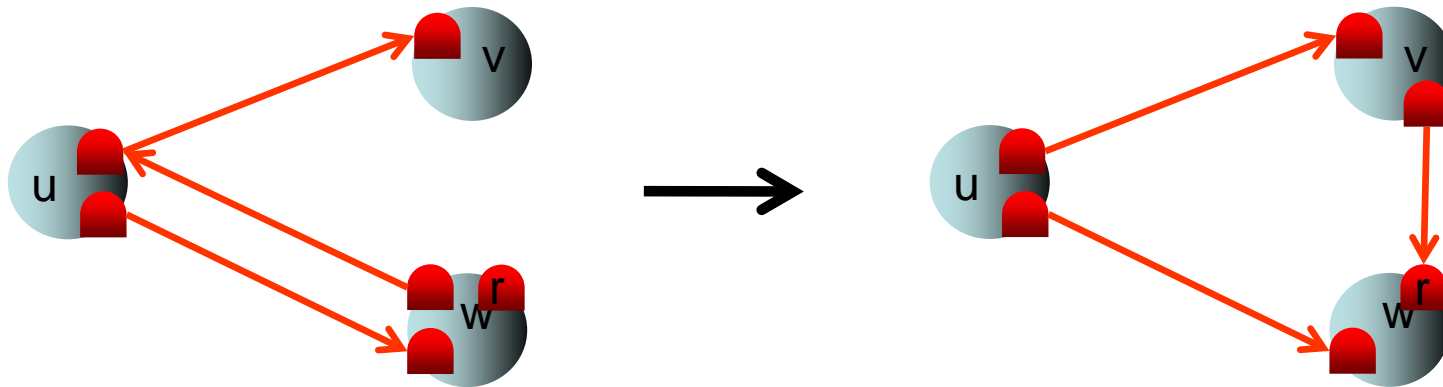


First,  $u$  introduces  $w$  to its relay to  $v$  (using the safe introduction rule).



# Proof of Theorem 4.3

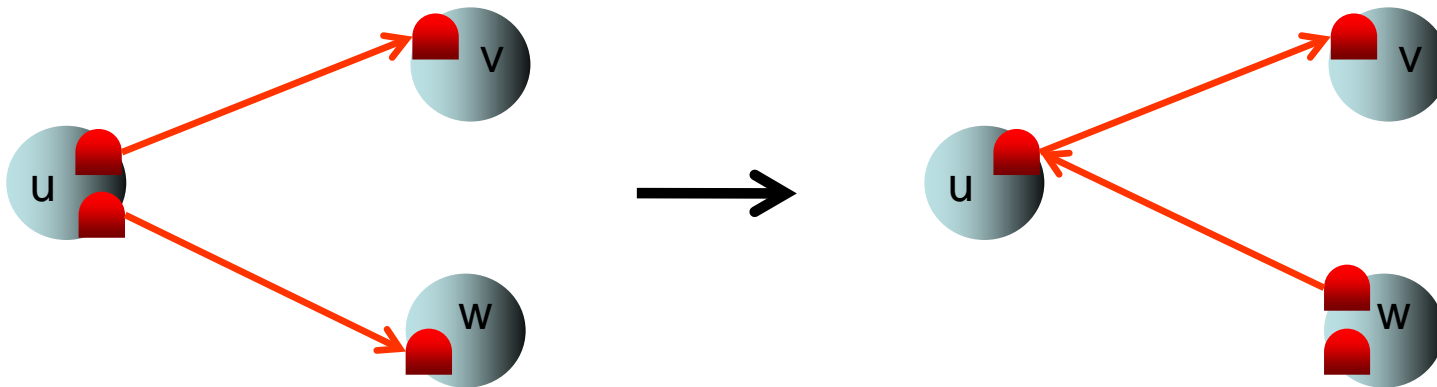
Emulation of introduction rule ( $u$  introduces  $w$  to  $v$ ):



Then  $w$  establishes a new relay  $r$ , sends its reference via  $u$  to  $v$  and drops its relay to  $u$  (which resembles the safe reserval rule).

# Proof of Theorem 4.3

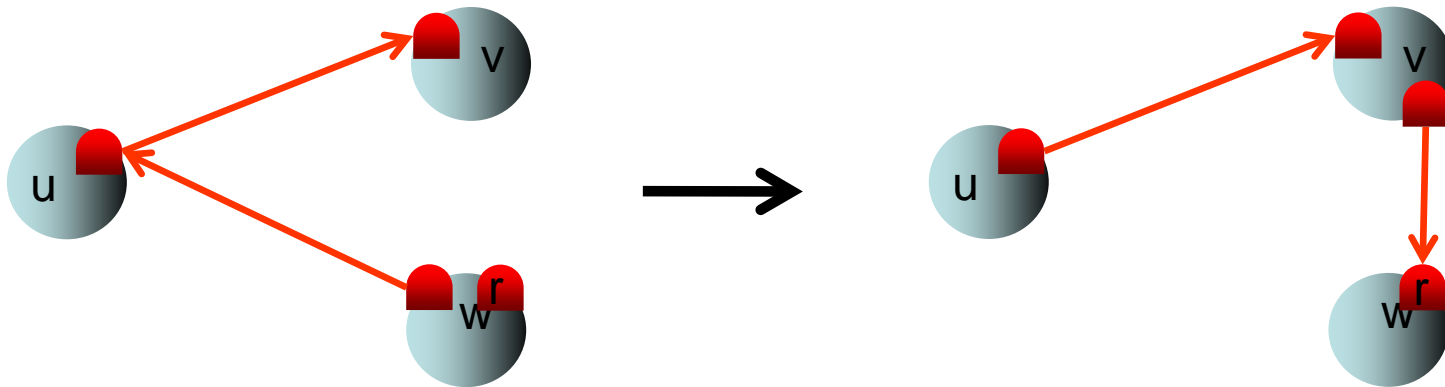
Emulation of delegation rule ( $u$  delegates  $w$  to  $v$ ):



First,  $u$  introduces  $w$  to its relay to  $v$  and drops its relay to  $w$  (which resembles the safe reversal rule).

# Proof of Theorem 4.3

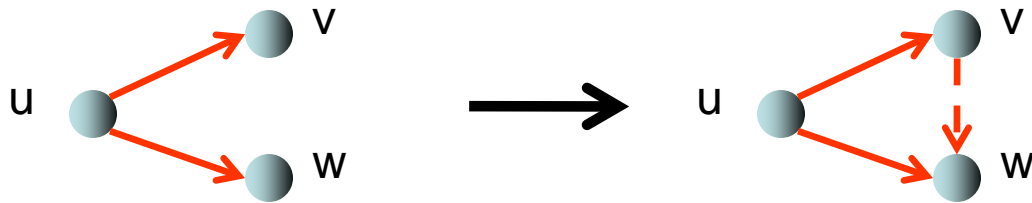
Emulation of delegation rule ( $u$  delegates  $w$  to  $v$ ):



Then  $w$  establishes a new relay  $r$ , sends its reference to  $u$  (which will be forwarded to  $v$ ) and drops its relay to  $u$  (which resembles the safe reserval rule).

# Proof of Theorem 4.3

**Remark:** Since now  $w$  is always directly involved whenever it is introduced or delegated to a node  $v$ ,  $w$  can also ensure that no corrupted information about it is sent to  $v$ . This is not guaranteed by the old way introduction and delegation is handled:

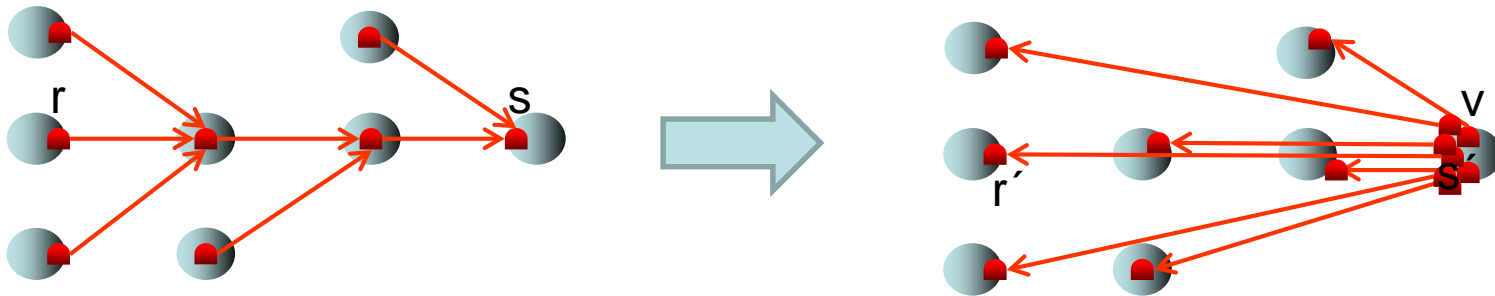


$u$  sends a message to  $v$  containing  $w$ 's reference.

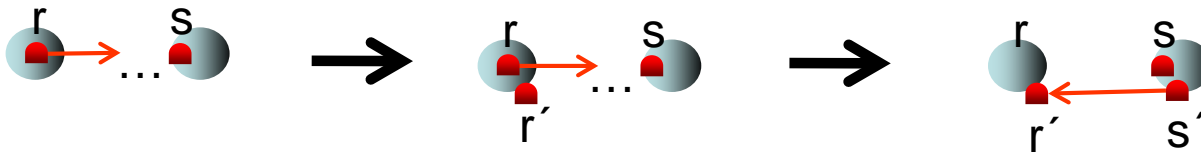
# Proof of Theorem 4.3

Transforming  $G$  into  $G_1$ :

First, transform any relay tree in the following way starting with the most distant relays  $r$  from  $s$



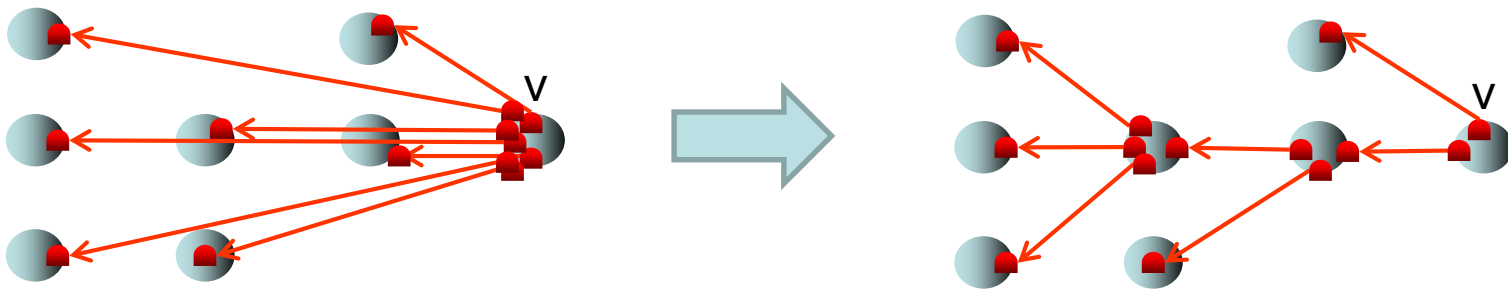
using safe reservel for any pair  $(r,s)$ :



# Proof of Theorem 4.3

Transforming  $G$  into  $G_1$ :

Then, transform the star back into the original tree, but with **reversed, isolated** edges



using the safe rules emulating the standard delegation rule. Since at the end just isolated edges are left, we can simplify that to our standard graph on processes,  $G_1$ .

# Proof of Theorem 4.3

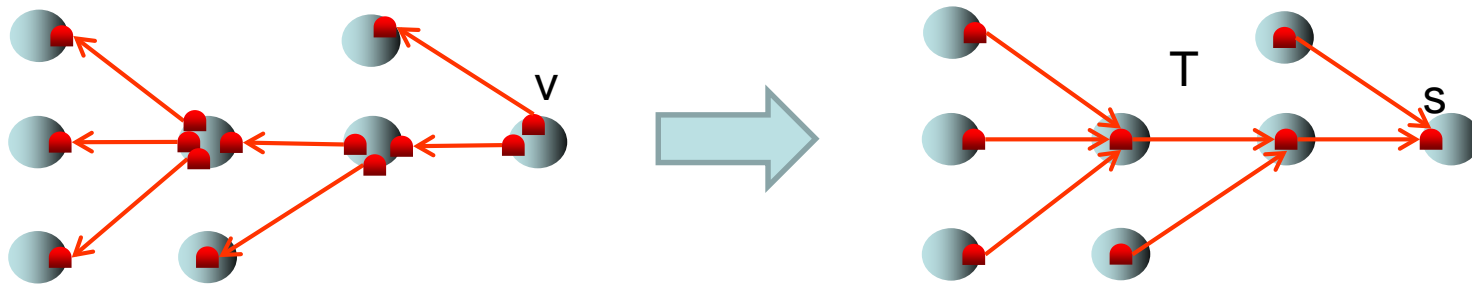
Transforming  $G_1$  into  $G_2$ :

This follows from Theorem 4.2 since introduction, delegation, fusion, and reversal can be emulated by our safe primitives.

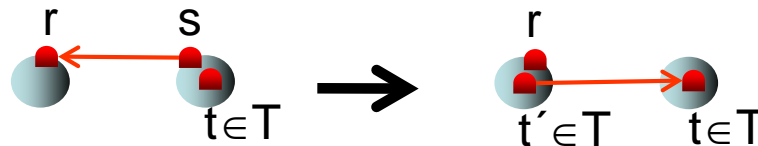
# Proof of Theorem 4.3

Transforming  $G_2$  into  $G'$ :

For any relay tree  $T$  in  $G'$ , transform the individual edges belonging to it in  $G_2$  into that tree starting with the closest relays to  $v$



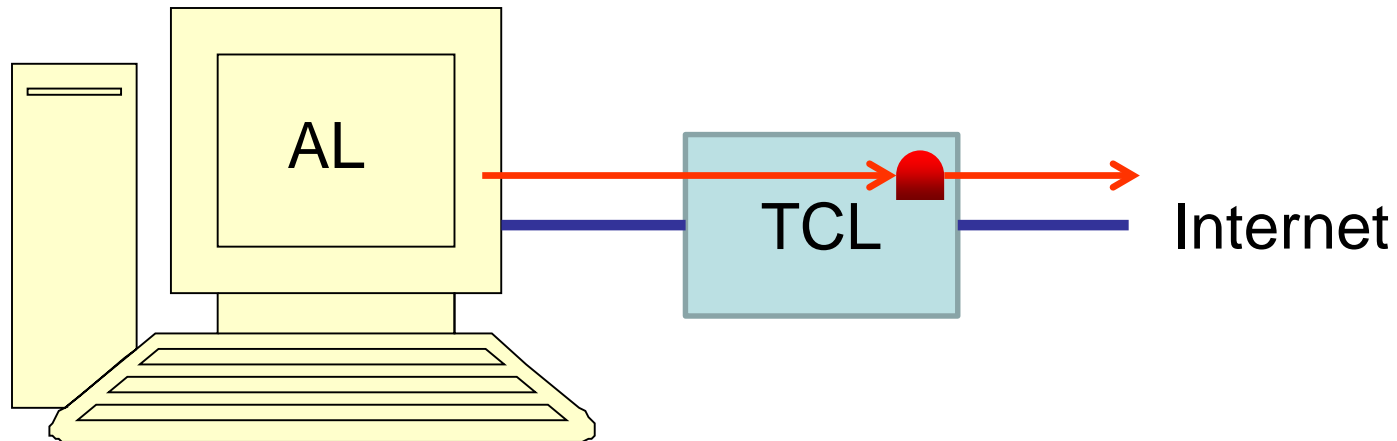
by using safe reserval for any pair  $(r,s)$ :



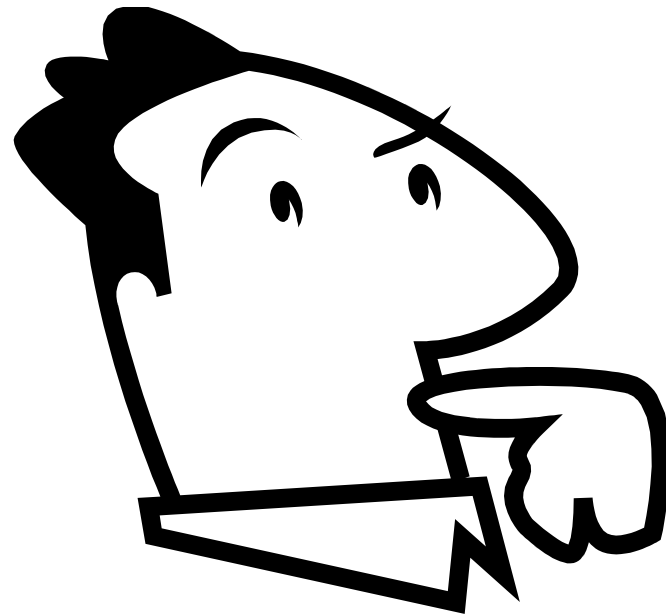


# Safe Primitives

Embedding into Trusted Communication Model (TCM):



- AL manages references to relays that may be passed on to establish a connection to that relay
- TCL manages relays (on top of TCP/IP)



Questions?