

# Distributed Algorithms 2023

1 Warm-up

# Welcome!

- You should have already done this:
  - register in **Sisu**
  - read instructions in **MyCourses**
  - join our **Zulip workspace**
  - watch two **pre-recorded videos**
  - solve this week's **quiz**

This week: extra time  
to solve the quiz until  
midnight tomorrow!

# Our weekly routine

- **Mon:** prerecorded videos
- **Tue:** quiz (**noon**), lecture (**12:15pm**)
- **Wed:** 1 exercise (**midnight**)
- **Thu:** exercise session (**10:15am**)
- **Fri:** 2 exercises (**midnight**)

**Workload:  
10–11 h/week**

# Quiz

- One quiz per week, in **MyCourses**
- Solve by *Tuesday* at noon
- Automatically graded
  - 2 points for correct answer
  - 0.5-point penalty per wrong answer

# Exercises

- 5+ exercises per week, in the **textbook**
- Solve 1 by *Wednesday*, 2 more by *Friday*
- Submit your answers in **MyCourses**
  - preferably as an easy-to-read PDF file
- *The answers need to be complete*
  - full details, complete proofs
  - e.g. why does your algorithm work correctly?

# Challenging exercises

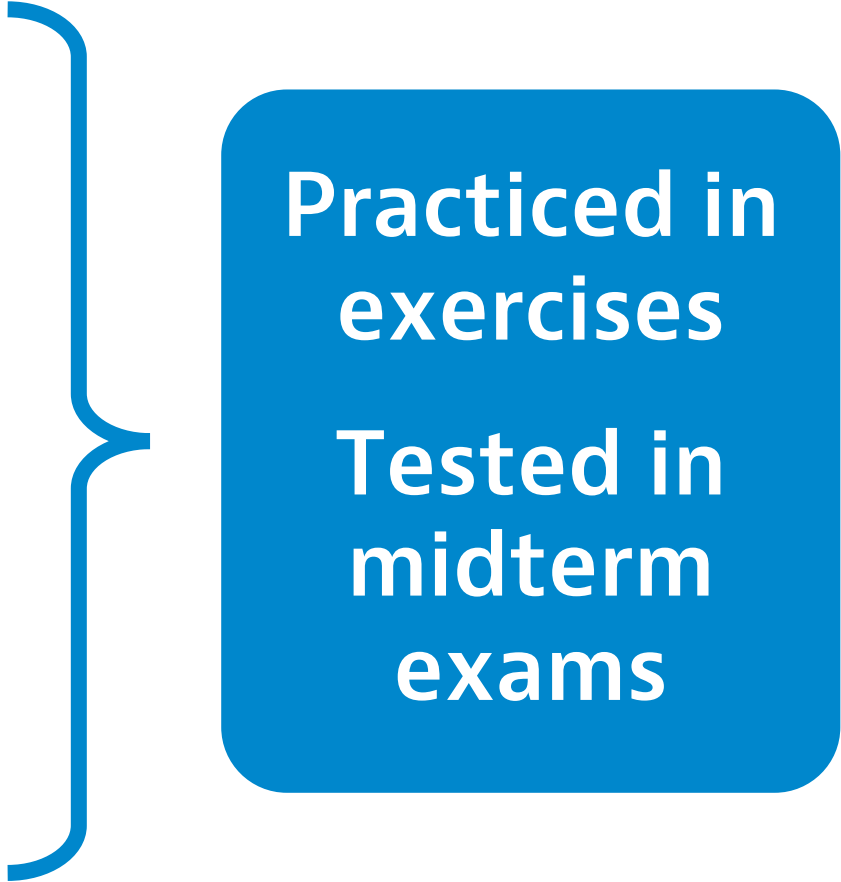
- In the textbook, marked with a star ★
- Solve *at any point* during the course
- *Again, the answers need to be complete*

# Grading

- **To pass the course:**
  - you need to pass both *exams*
- **For a good grade:**
  - you need to *solve exercises*
  - quiz + exercises = max 96 points in total
  - challenging exercises = 4 extra points each
  - 80 points = grade 5/5

# Learning objectives

- Understand models of distributed computing
- Design and analyze efficient distributed algorithms
- Prove impossibility results
- Use standard graph-theoretic concepts



**Practiced in  
exercises**

**Tested in  
midterm  
exams**



# This is a theory course

- **100% mathematics**

- definitions
- theorems
- proofs ...

- **0% practice**

- programming
- hardware
- protocols ...

Expected: basic  
knowledge of  
university-level  
mathematics

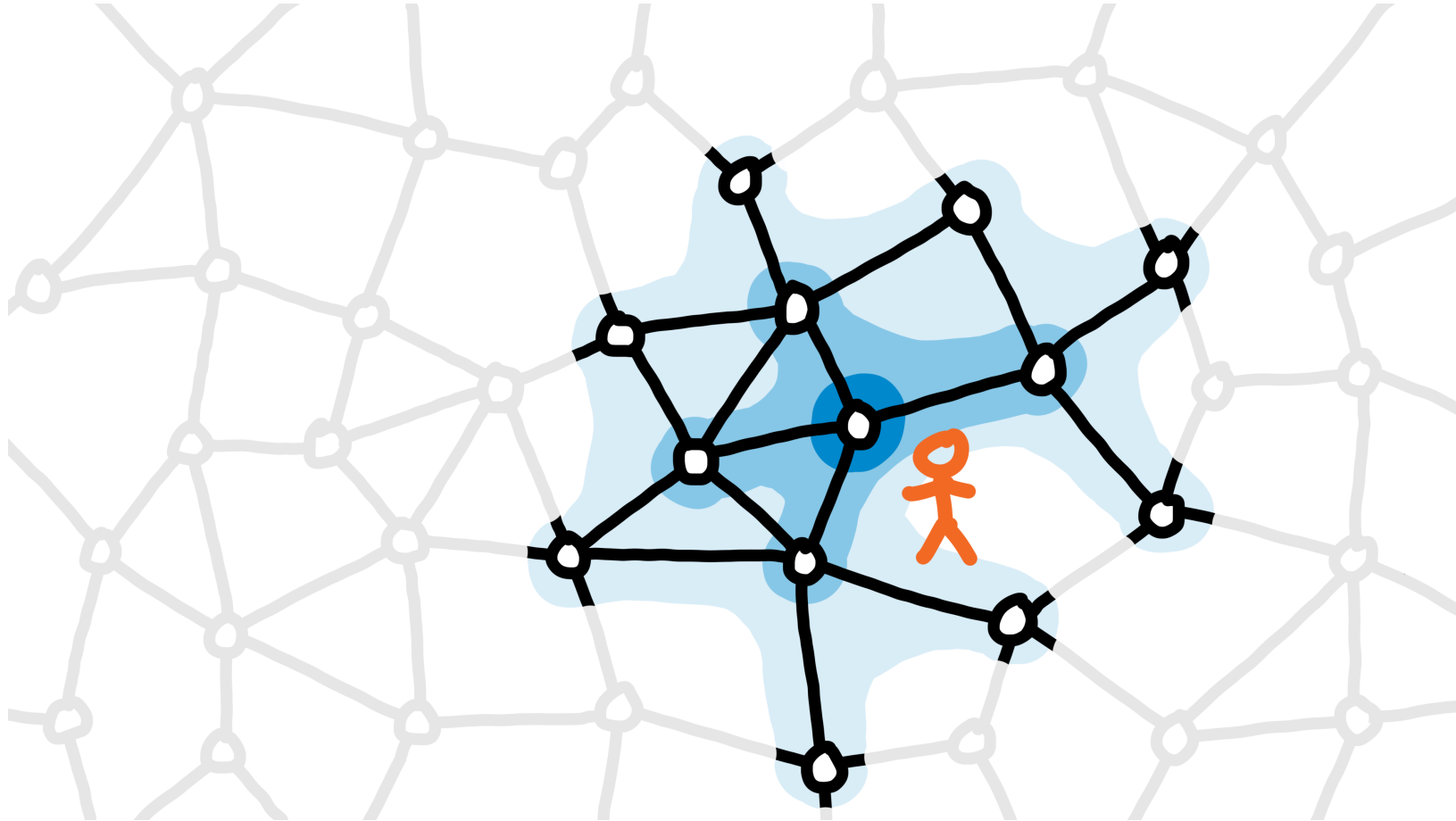
Example: what is a  
mathematical proof

# Course practicalities

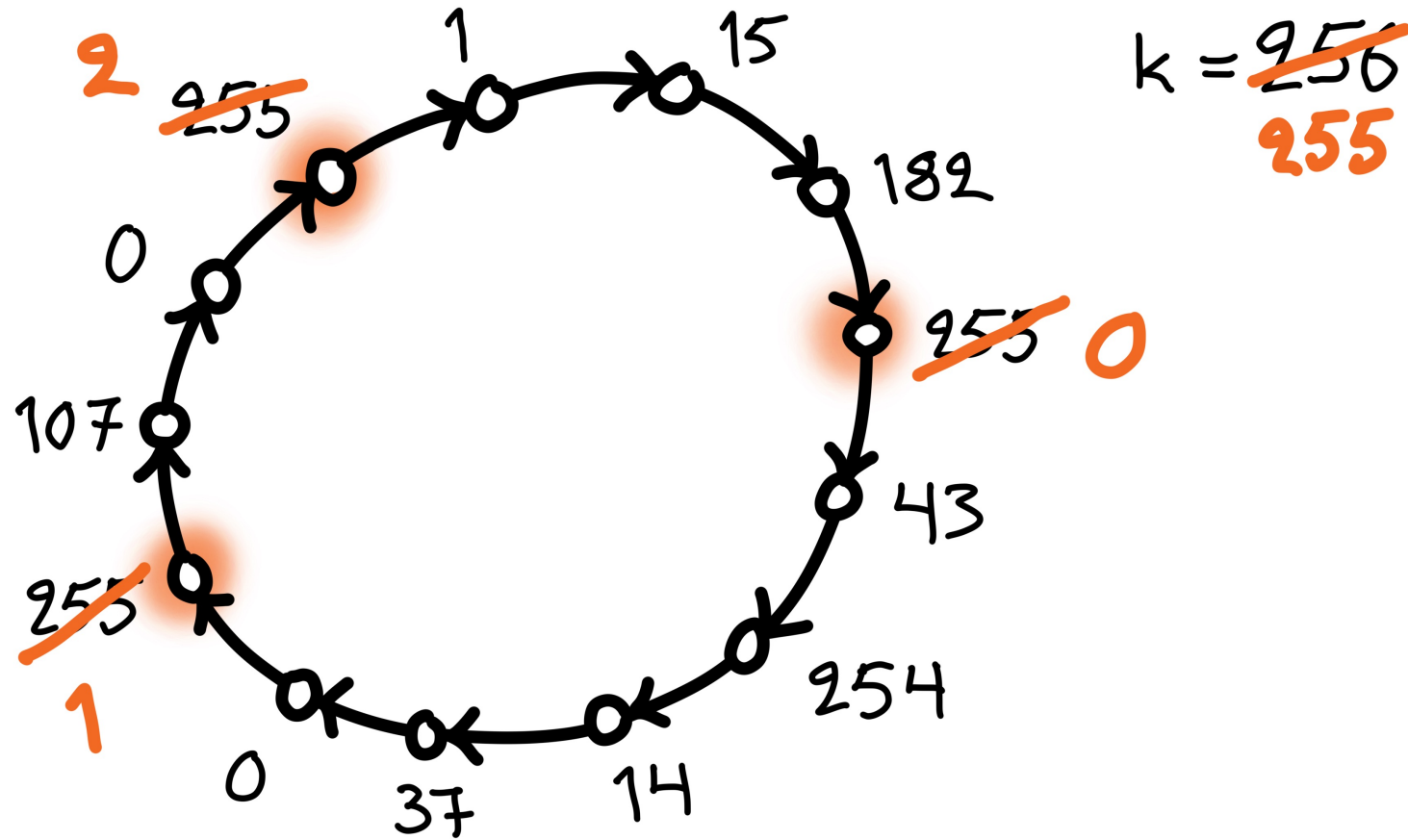
- Traditional on-campus course
  - on-campus lectures
  - on-campus exercise sessions
  - on-campus exams
- Primary tool for communication: **Zulip**
- Course material, submitting solutions: **MyCourses**

**This week's  
content...**

# Video 1a: introduction

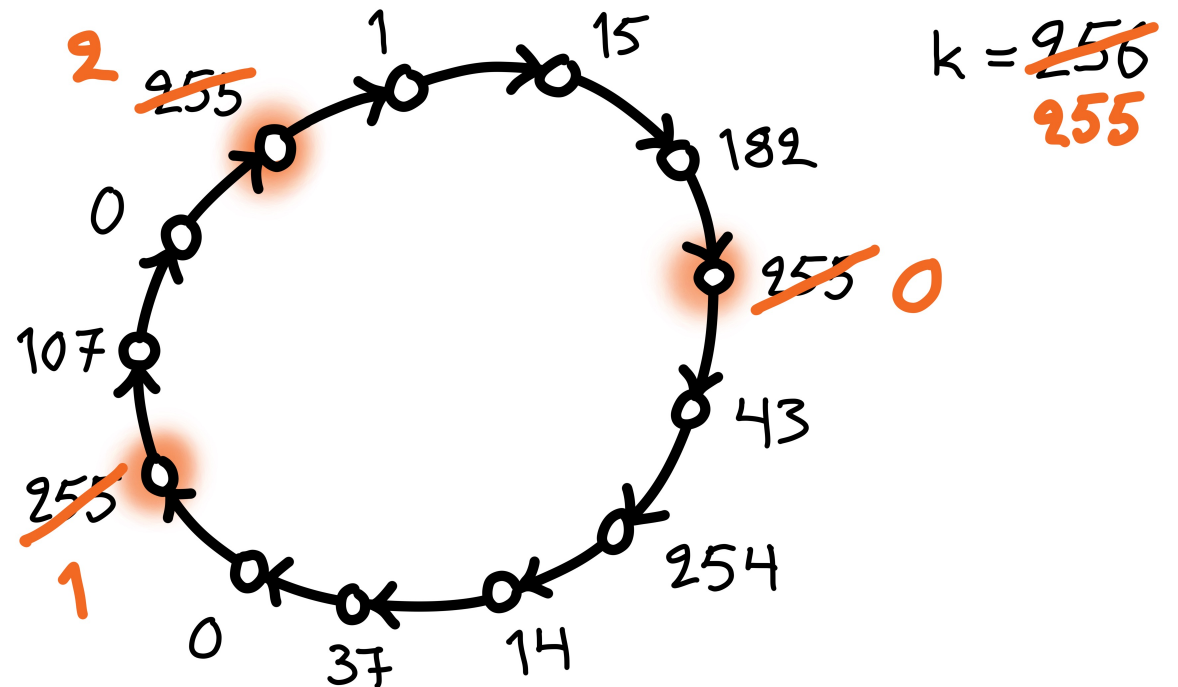


# Video 1b: coloring



# Slow color reduction

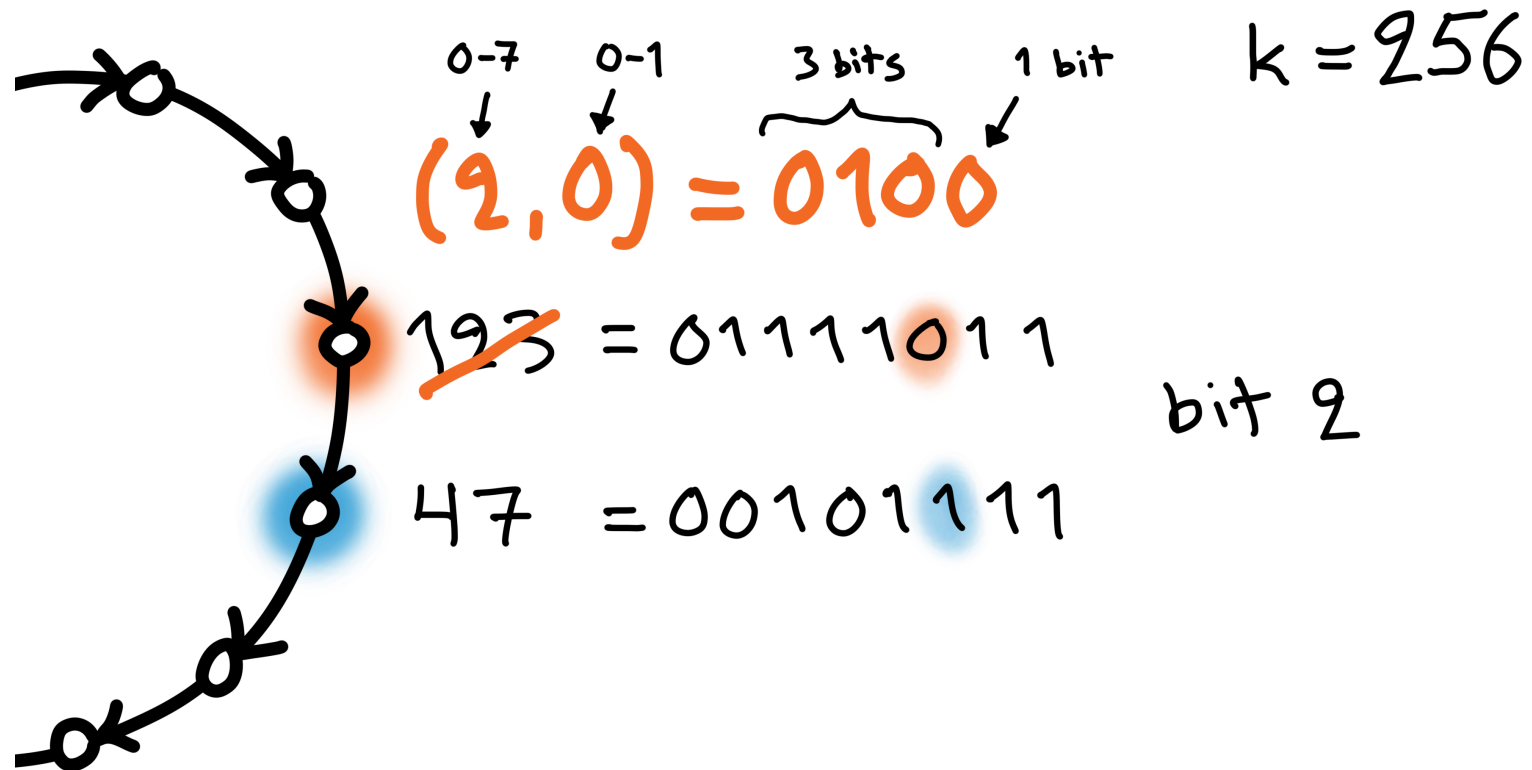
- Algorithm idea:
  - all nodes with the **largest color** are active
  - active nodes pick the *smallest color that is not used by their neighbors*



# Group work 1

- Consider a simpler algorithm idea:
  - *all nodes* pick the smallest color that is not used by their neighbors
- **What would go wrong?**
  - *construct an example in which this algorithm fails!*

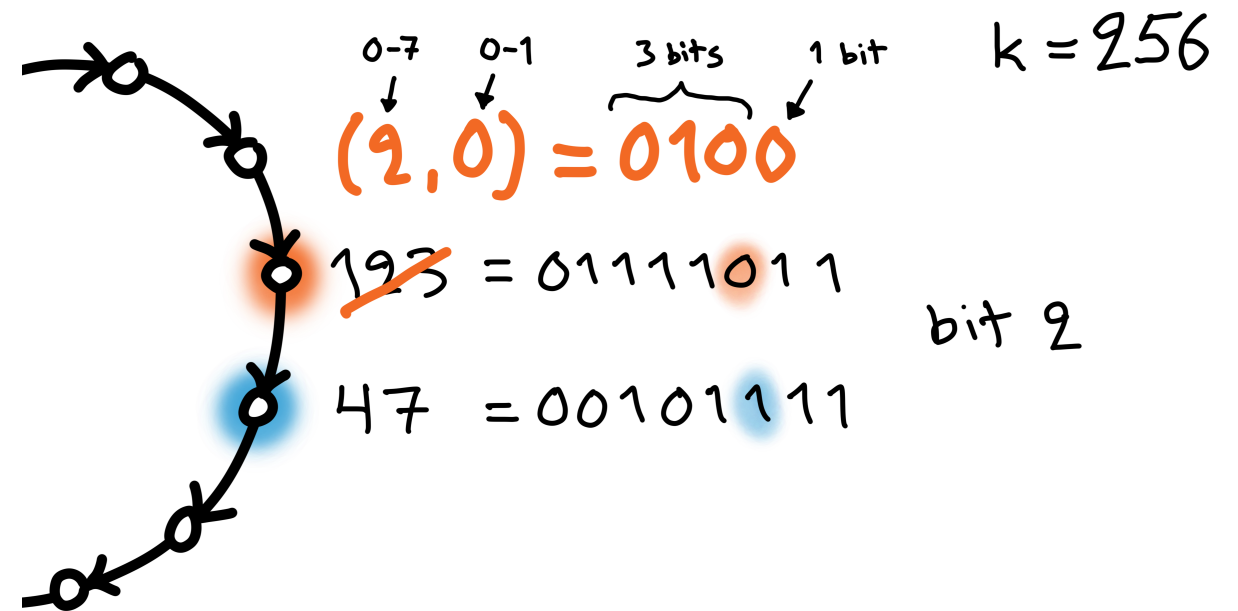
# Video 1b: coloring fast





# Fast color reduction

- Algorithm idea:
  - find the first bit that differs in successor
  - index  $i$ , bit value  $b$
  - new color is  $(i, b)$



# Group work 2

- Algorithm idea:
  - find the first bit that differs in successor
  - index  $i$ , bit value  $b$
  - new color is  $(i, b)$
- **What would go wrong if the new color was just  $b$ ?**
  - *construct an example in which it fails!*

# Group work 3

- Algorithm idea:
  - find the first bit that differs in successor
  - index  $i$ , bit value  $b$
  - new color is  $(i, b)$
- **What would go wrong if the new color was just  $i$ ?**
  - *construct an example in which it fails!*

# Group work 4

- Algorithm idea:
  - find the first bit that differs in successor
  - index  $i$ , bit value  $b$
  - new color is  $(i, b)$
- **Why does the algorithm work correctly?**
  - *why is my new color always different from the new colors of my successor and my predecessor?*

# Coming next

- **Week 2:** graph theory
- **Weeks 3–6:** models of distributed computing
  - examples of efficient distributed algorithms
- **Weeks 7–11:** proving impossibility results
- **Week 12:** conclusions, recap