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Self-Stabilizing Algorithms for graph parameters

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Self-stabilization

Self-stabilization was introduced by E. Dijkstra en 1974.



A system is "self-stabilizing" if it can start from any possible configuration and converges to a desired configuration in finite time by itself without any external intervention.

Self-stabilization: advantages & inconvenients

Self-stabilization presents many advantages:

- Self-recovering.
- No initialization.
- Dynamic topology adaptation.

However, there are of course some disadvantages of selfstabilization which cannot be ignored:

- High complexity.
- No termination detection.



Goal of my thesis

Proposing distributed and self-stabilizing algorithms for graph decompositions. These algorithms are very useful for organization and optimization protocols in large scale systems/networks.

Challenges and originality of the research work •Focus on the problems of decomposition of graphs subgraphs (triangles, stars, chains, ...)

•Proving convergence of self-stabilizing algorithms,

•Providing distributed algorithms with low complexities.

•Using One-hop knowledge (*i.e.* each node can read only states of its neighbors.



First contribution

Triangle decomposition problem for arbitrary graphs

Decomposition into triangles

Instance graph G = (V,E) |V| = 3n

Question

Can the vertices of G be partitioned into n disjoint V_1 , V_2 , ..., V_n such that each V_i contains exactly 3 vertices forming a triangle in G?

The perfect triangle partitioning problem is one of the classical NP-complete problems [Garey & Johnson 1979] Finding the maximum number of node disjoint triangles (k) in graph is NP-Hard. Problem called Node Disjoint Triangle Packing

[Albertto & Rizzi 2002]

Maximal decomposition into triangles

Since perfect partitioning does not always exist for an arbitrary graph, and finding the maximum number of disjoint triangles is hard, we consider **the local maximization** of this decomposition.



Maximal decomposition into triangles





Results

First step:

We propose a first distributed and **self-stabilizing algorithm** for maximal graph decomposition into disjoint triangles .

The complexity of the first algorithm is **O(n⁴)** where n is the number of nodes in the graph (More details can be found in the published paper: Self-stabilizing Algorithm for Maximal Graph Partitioning into Triangles. 14th International Symposium on Stabilization, Safety, and Security of Distributed Systems, 2012, Toronto, Canada).

Second step:

A second algorithm is proposed that stabilizes within O(m) where m is the number of edges in graph (Submited).



Second contribution

P-Star decomposition problem of arbitrary graphs



A p-star has one center node and p leaves where $p \ge 1$.



A p-star decomposition subdivides a graph into p-stars

Variant of generalized matchings and general graph factor problems that were proved to be NP-Complete [D. Kirkpatrick et al. in STOC 78], Journ. Comp. 83]

p-Star Decomposition of General Graphs

Graph G = (V,E) *p=3*



Graph G = (V,E) *p=3*





Results

We propose the first distributed and **self-stabilizing algorithm** for decomposing a graph into p-stars.

The algorithm operates under a **Distributed Scheduler** and stabilizes within O(n) rounds (More details can be found in the published paper: Self-stabilizing Algorithm for Maximal p-star decomposition of arbitrary graph. 15th International Symposium on Stabilization, Safety, and Security of Distributed Systems 2013, Osaka, Japan)



Thank you for your attention