

# A Self-Stabilizing and Local Delaunay Graph Construction

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# Motivation

## Peer-to-Peer Network

- ▶ Decentralized
- ▶ Recover from faults
- ⇒ **Self-stabilizing**
- ▶ Nice geometric properties

# Motivation

## Peer-to-Peer Network

- ▶ Decentralized
- ▶ Recover from faults
- ⇒ **Self-stabilizing**
- ▶ Nice geometric properties

## Related Work

- ▶ 1-D graphs: Line, ring, and skip graphs
- ▶ 2-D graphs: Delaunay graph in wireless systems

# Delaunay Graphs

Assume nodes in general position.

Definition (Delaunay Graph  $G_D$ )

$\{u, v\} \in G_D$  iff some circle  $C$  contains  $u, v$  but no other nodes.

# Delaunay Graphs

Assume nodes in general position.

Definition (Delaunay Graph  $G_D$ )

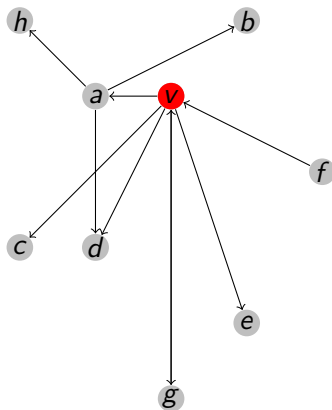
$\{u, v\} \in G_D$  iff some circle  $C$  contains  $u, v$  but no other nodes.

## Properties

- ▶ Triangulation
- ▶ Geometric spanner
- ▶ Allows greedy routing

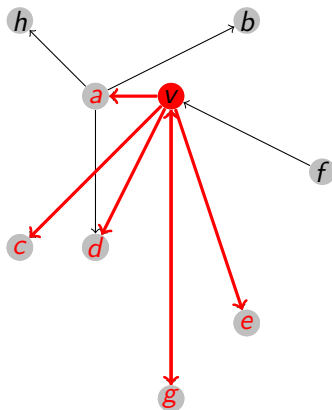
## Model (1)

- ▶ Only direct neighbors known



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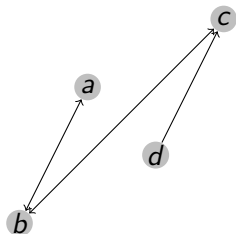
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## Model (2)

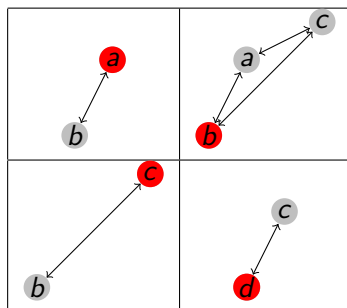
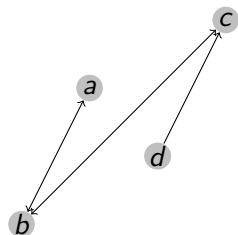
- Updates in rounds



Initial graph

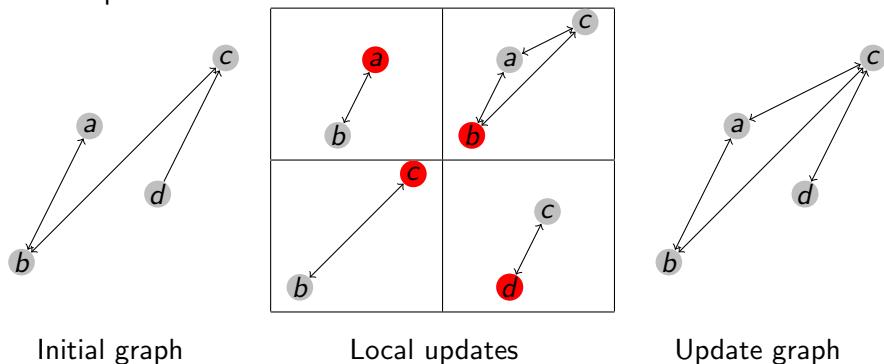
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# Problem Statement

## Situation

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- ▶ Nodes in general position

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## Task

- ▶ Converge to Delaunay graph
- ▶ Little resources (number of edges)
- ▶ Monotonous behaviour

## Trivial Strategy

1. If local incorrectness appears, calculate complete graph:  $O(n)$
2. Compute Delaunay graph.

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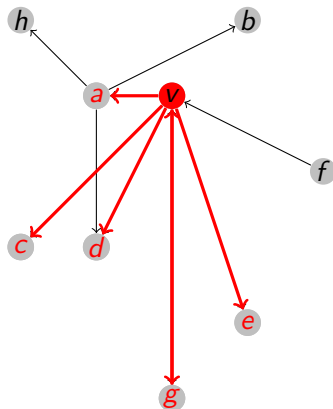
1. If local incorrectness appears, calculate complete graph:  $O(n)$
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### Criticism

- ▶ Too many edges
- ▶ Not monotonous

## Local Update

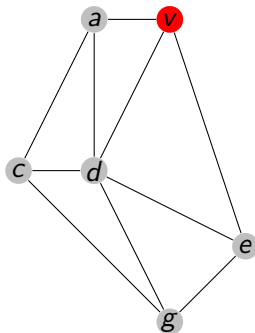
Compute Delaunay graph of neighbors of  $v$ .





## Local Update

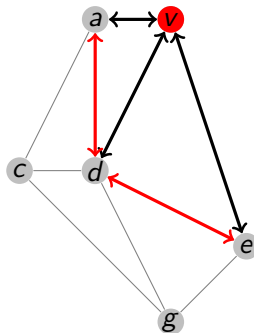
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## Rule I (2)

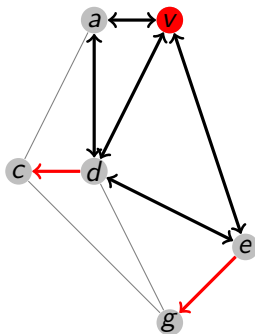
Select circular edges around  $v$ .



## Rule II

Connect local non-neighbors (nearest neighbor strategy).

"Temporary edges"



# Main Theorem

## Theorem

*Using this algorithm, any weakly connected graph  $G$  converges in  $O(n^3)$  rounds to the Delaunay graph.*

*If  $G$  is a super graph of the Delaunay graph, it converges in  $O(n)$  rounds.*

## Proof Idea

- ▶ Delaunay edges don't disappear.
  - ▶ Temporary edges (Rule II) shorten in each step.
  - ▶ Define potential  $\phi(G)$  which
    - ▶ has only  $O(n^2)$  values,
    - ▶ decreases at least every  $n$  steps, and
    - ▶ is zero if and only if  $G$  is a super graph of the Delaunay graph.
  - ▶ Superfluous edges disappear in  $n - 1$  rounds.
- ⇒ Convergence in  $O(n^3)$  rounds

## Example Proof

### Lemma

*The only 'stable' graph is the Delaunay graph.*

### Proof.

- ▶ 'Stable' means 'locally triangulated'.
  - ▶ 'Locally triangulated' implies planar.
  - ▶ Planar and 'stable' implies triangulated.
  - ▶ From any triangulation, edge flips lead to the Delaunay graph.
- ⇒ 'Stable' implies Delaunay graph.



# Experiments

## Setting

- ▶ Random graphs
- ▶ Up to 500 nodes
- ▶ Various topologies:
  - ▶ Random tree
  - ▶ Maximum spanning tree
  - ▶ Clique
  - ▶ Slightly disturbed circle



# Experiments

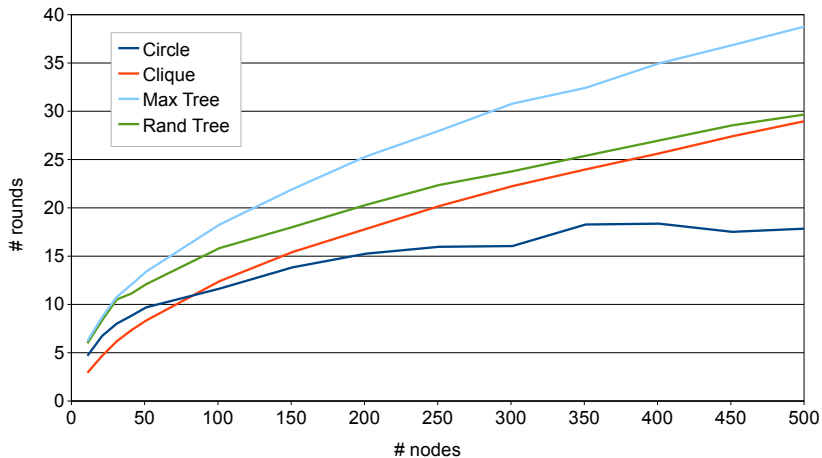
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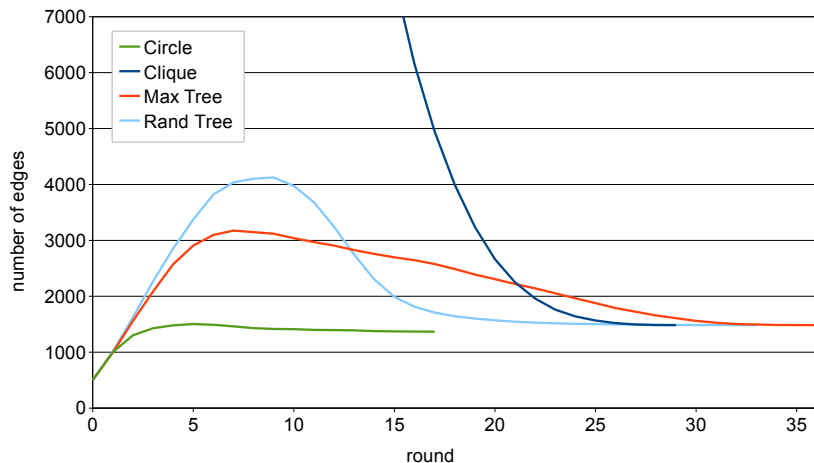
## Measurements

- ▶ Number of rounds
- ▶ Number of edges

## Statistics: Runtime



## Statistics: Number of edges



## Results

- ▶ Run time much better than analysis
- ▶ Number of edges can rise in first rounds, but not too much
- ▶ Results stable for randomly distributed nodes
- ▶ High variance for CIRCLE topology

# Conclusion

- ▶ Self-stabilizing Delaunay graph construction
- ▶ Worst case time bound:  $O(n^3)$  rounds
- ▶ Experiments on random graphs:
  - ▶ Less than  $n$  rounds
  - ▶ Moderate edge growth

# Open Problems

- ▶ Better bound on number of rounds
- ▶ Bounds for edge growth
- ▶ Construct worst case examples
- ▶ Alternative strategies (Rule II)
- ▶ Resolve round scheduling

Thank you!