## Plurality Consensus in the Gossip Model

Emanuele Natale


joint work with
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- There is a plurality of nodes having the same color.
- We want to reach consensus on the plurality color.



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- Local memory and message size: $O(\log n)$.


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$\mathcal{G O S S I P}$ model with neighbors chosen randomly: Telephone Call, Push\&Pull, Uniform Gossip...

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But. . . using the preceding theorem, message size grows dramatically!

## (Main) Related Works

|  |  <br> mess. size | \# of <br> colors | Time <br> efficiency | Comm. <br> Model |
| :--- | :---: | :---: | :---: | :---: |
| Kempe et al. <br> FOCS '03 | $O(k \log n)$ | any | $O(\log n)$ | $\mathcal{G O S S I P}$ |
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## Our Contribution: Characterizing the Initial Bias

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& c_{i}^{(t)}:=\mid\{i \text {-colored nodes }\} \mid, \text { color } 1 \text { is the plurality }, \\
& q^{(t)}:=\mid\{\text { undecided nodes }\} \mid, \quad \mathbf{c}^{(t)}:=\left(c_{1}^{(t)}, \ldots, c_{k}^{(t)}, q^{(t)}\right)
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\text { wait slides! }
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## The Monochromatic Distance

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\operatorname{md}\left(\mathbf{c}^{(\mathbf{0})}\right):=\sum_{i=1}^{k}\left(\frac{c_{c}^{(0)}}{c_{1}^{(0)}}\right)^{2}=1+\mathcal{D}\left(\prod \xrightarrow[\square]{\longrightarrow}, \downarrow\right)
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## Our Results

First analysis for $k=\omega(1)$ of the Undecided-State Dynamics [Angluin et al., Perron et al., Babaee et al., Jung et al.]:

## Upper Bound

If $k=O\left((n / \log n)^{1 / 3}\right)$ and $c_{1} \geq(1+\epsilon) \cdot c_{2}$ with $\epsilon>0$, then w.h.p. the Undecided-State Dynamics reaches plurality consensus in $O\left(\operatorname{md}\left(\mathbf{c}^{(0)}\right) \cdot \log n\right)$ rounds.

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## Lower Bound

If $k=O\left((n / \log n)^{1 / 6}\right)$ then w.h.p. the Undecided-State
Dynamics converges after at least $\Omega\left(\operatorname{md}\left(\mathbf{c}^{(0)}\right)\right)$ rounds.

## The Undecided-State Dynamics



Some nodes can be "undecided".

## The Undecided-State Dynamics



At the beginning of each round, each node observes a neighbor picked uniformly at random.

## The Undecided-State Dynamics



If the observed node shares the same color...

## The Undecided-State Dynamics


... nothing happens;

## The Undecided-State Dynamics


if the node observes an undecided one...

## The Undecided-State Dynamics


... nothing happens too;

## The Undecided-State Dynamics


but, if the observed node has a different color...

## The Undecided-State Dynamics


... then the node becomes undecided.

## The Undecided-State Dynamics



Once undecided. . .

## The Undecided-State Dynamics


... the node copies the first color it sees.

## Overview of the Process

$$
\begin{aligned}
& \mathbf{E}\left[c_{i}^{(t+1)} \mid \mathbf{c}^{(t)}\right]= \\
= & c_{i}^{(t)} \cdot \underbrace{\frac{c_{i}^{(t)}+2 q^{(t)}}{n}}_{\text {Growth factor }}
\end{aligned}
$$

Remarks W.h.p.:

- Plurality does not change.
- Growth factor of plurality is $>1$.

Simulation of the growth factor:


## Expected Behaviour of the Process

$$
\left\{\begin{array}{l}
\mathbf{E}\left[q^{(t+1)} \mid \mathbf{c}^{(t)}\right]=\frac{1}{n}\left[\left(q^{(t)}\right)^{2}+\left(n-q^{(t)}\right)^{2}-\sum_{i}\left(c_{i}^{(t)}\right)^{2}\right] \\
\mathbf{E}\left[c_{1}^{(t+1)} \mid \mathbf{c}^{(t)}\right]=c_{1}^{(t)} \cdot \frac{c_{1}^{(t)}+2 q^{(t)}}{n} \\
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## Our Key Idea

Tip: Look for $m d\left(\mathbf{c}^{(t)}\right)$ and $R\left(\mathbf{c}^{(t)}\right):=\sum_{i=1}^{k} \frac{c_{i}^{(t)}}{c_{1}^{(t)}}$.

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Lemma

$$
\begin{aligned}
& \mathbf{E}\left[\left.\frac{c_{1}^{(t+1)}+2 q^{(t+1)}}{n} \right\rvert\, \mathbf{c}^{(t)}\right]= \\
& =1+\frac{\left(n-2 q^{(t)}-c_{1}^{(t)}\right)^{2}}{n^{2}}+\frac{2\left(R\left(\mathbf{c}^{(t)}\right)-\operatorname{md}\left(\mathbf{c}^{(t)}\right)\right) \cdot\left(c_{1}\right)^{2}}{n^{2}}
\end{aligned}
$$

## First Round

Round 1: Each node observes another random one.


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The larger the number of colors and the more uniform the initial distribution, the higher the expected number of undecided nodes.


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Colors with $c_{i}^{(0)}=O(\sqrt{n})$ nodes are likely to disappear.


## Phase 1

If the initial distribution is quite uniform there are $\Omega(n)$ undecided nodes.

Undecided nodes take the first color they pull, causing colors to spread very fast.


## Phase 1

## Lemma

Within $T=O\left(\log \frac{R(\mathbf{c})^{2}}{\mathrm{md}(\mathbf{c})}\right)$ rounds the system reaches a configuration such that w.h.p.

$$
\begin{aligned}
c_{1}^{(T)} & =\Theta\left(\frac{n}{\operatorname{md}(\mathbf{c})}\right) \\
q^{(T)} & =\frac{n}{2}\left(1 \pm \Theta\left(\frac{1}{\operatorname{md}(\mathbf{c})}\right)\right)
\end{aligned}
$$

and, for every $i, c_{1}^{(0)} / c_{i}^{(0)}$ is approximately preserved.

## Phase 2

\# new colored $\approx$
\# new undecided.


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\text { Plateau around } \begin{cases}c_{1}^{(T)} & =\Theta\left(\frac{n}{\operatorname{md}(\mathbf{c})}\right) \\ q^{(T)} & =\frac{n}{2}\left(1 \pm \Theta\left(\frac{1}{\operatorname{md}(\mathbf{c})}\right)\right)\end{cases}
$$

Average Growth:

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\begin{aligned}
& \mathbf{E}\left[c_{1}^{(t+1)} \mid \mathbf{c}^{(t)}\right] \approx c_{1}^{(t)}\left(1+\Theta\left(\frac{1}{\operatorname{md}(\mathbf{c})}\right)\right) \\
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$\Longrightarrow$ Lower bound of $\Omega(\operatorname{md}(\mathbf{c}))$.

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\end{aligned}
$$

$\Longrightarrow$ After $O(\operatorname{md}(\mathbf{c}) \log n)$ rounds, $R\left(\mathbf{c}^{(t)}\right)=1+o(1)$.

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$\Longrightarrow$ Plurality Consensus is reached within $O(\log n)$ rounds.

## Extension to d-Regular Expanders

Given a $d$-regular expander graph, $k=O\left((n / \log n)^{1 / 3}\right)$ and $c_{1} \geq(1+\epsilon) \cdot c_{2}$ with $\epsilon>0$, using polylogarithmic memory and message size the plurality consensus problem can be solved in w.h.p. $O(\operatorname{md}(\mathbf{c})$ polylog $(n))$ rounds.

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Idea. Simulate Undecided-State Dynamics on complete graph by sampling via $n$ parallel random walks.

- Rapidly mixing property: each random walk is w.h.p. uniformly distributed after $\bar{t}=O$ (polylogn) steps.
- The $\mathcal{G O S S I P}$ model with $O($ polylogn) limit on message size: congestion when random walks meet.


## Summary

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- Undecided-State Dynamics + sampling via random walks $=$ efficient protocol for regular expander graphs. Similar protocols for other classes of graphs. . . ?

