

MST Construction in $O(\log \log n)$ Communication Rounds

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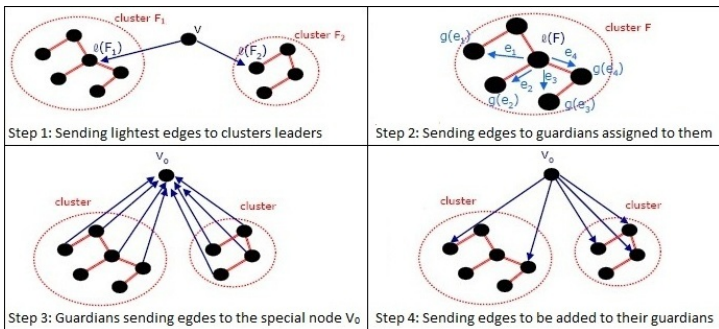
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The Algorithm



- V_0 : A special node in the graph, e.g., the node with the smallest ID in the graph.
- $l(F)$: A leader of cluster F , e.g. the node with the smallest ID in the cluster.
- $g(e)$: A guardian node assigned to each minimum weight edge e .

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Classes

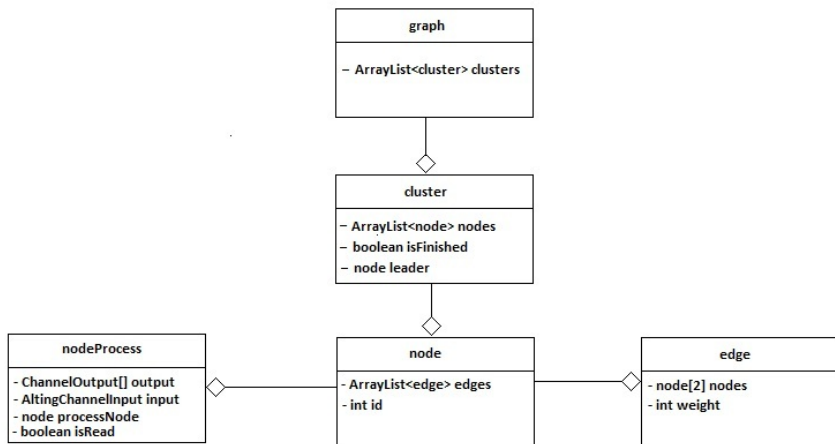
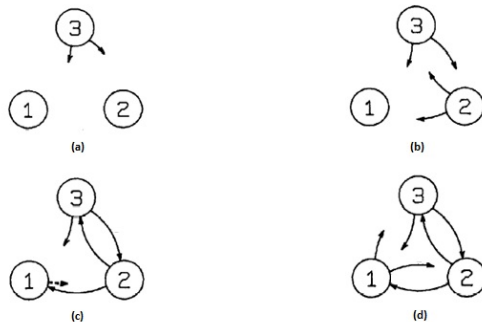


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The Model



- Nodes are considered as processes which are wired together using One2OneChannels
- Channels communication is synchronized.

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Dead Lock

- Two processes executing a receive (read) command and waiting the other process to send (write)
- Both processes will be locked
- A single process can either send or receive but not both
- Each node has two processes running in parallel

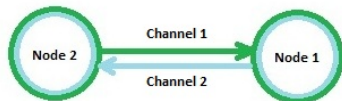


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```
1  public class nodeProcess implements CProcess{
2      private boolean isRead;
3      private ChannelOutput[] output;
4      private AltingChannellInput[] input;
5      private node processNode;
6      public nodeProcess(final ChannelOutput[] out) {
7          ....
8      }
9      public nodeProcess(final AltingChannellInput[] in) {
10         ....
11     }
12     public void run () {
13         if (isRead) {
14             ....
15         }
16         else{
17             ....
18         }
19     }
```

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Communication Channels

```
final One2OneChannel[] inputOutputChannels =  
Channel.createOne2One(totalNumberOfChannel);
```

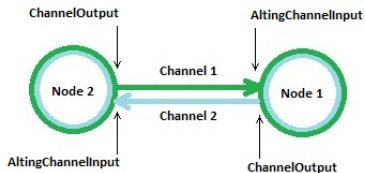
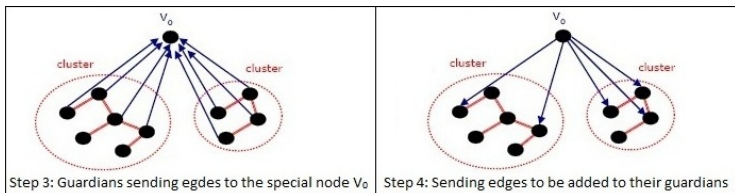


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Parallelism



```

Parallel par = new Parallel();
CSPProcess[] activeProcesses = new CSPProcess[] {
    new Parallel(ActiveSendingProcs),
    new Parallel(ActiveReceivingProcs)}
par = new Parallel(activeProcesses);
par.run ();
par.releaseAllThreads();
  
```


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Sending and Receiving

- Sending:
`output[index].write(message);`
- Receiving:
`Alternative alt = new Alternative(input);`
`int index;`
`index= alt.fairSelect();`
`input[index].read();`

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Our Implementation vs Sequential Implementation of an Algorithm by Gallagher, Humbles, and Spira

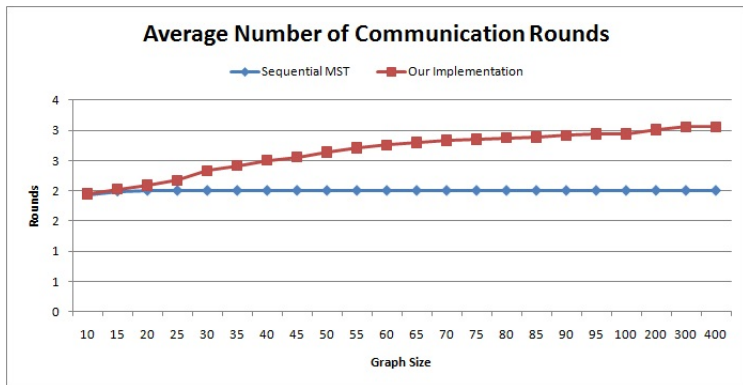


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Possible Improvements

- Applying a simple synchronizer.
- Extension to handle messages of large size.
- Optimizing the implementation.