# Randomization and Quantization for Average Consensus

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Randomization and Quantization for ...

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• V, a set of *n* agents.

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$$\rightsquigarrow \mathbf{x}_{u}(t) \in [\theta - \varepsilon, \theta + \varepsilon]$$

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#### Sensor fusion



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- Sensor fusion
- Motion coordination



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Algorithm Time Message size Restrictions

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#### State of the art

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Algorithm $\overline{\mathcal{R}}$	n-1	$\mathcal{O}\left(\log\log n\right)$	Monte Carlo	
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## Properties of the algorithm $\mathcal{R}$

- $\mathcal{O}(n)$  convergence
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Builds on the works of Mosk-Aoyama and Shah (2006), and Kuhn et alii (2010).

#### Communication

• Closed rounds  $t = 1, 2, \ldots$ 

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#### Model

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In each round *t*, the graph  $\mathbb{G}(t)$ :

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 $\rightsquigarrow \mathbb{G}(t) \circ \cdots \circ \mathbb{G}(t+n-1) = K_V$ 

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Input:  $\theta_u \in \mathbb{R}$   $x_u \leftarrow \theta_u$ for t = 1, 2, ... do Send  $x_u$ . Receive  $x_{v_1}, ..., x_{v_k}$  from neighbors.  $x_u \leftarrow \min \{x_{v_1}, ..., x_{v_k}\}$ end for



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# $\rightsquigarrow$ Converges in at most n-1 rounds.

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# $\rightsquigarrow$ the average is not deterministically computable.

#### Exponential random variables

$$\left. \begin{array}{c} X_1 \sim \mathsf{Exp}(\lambda_1), \\ \left( \vdots \right) \\ X_k \sim \mathsf{Exp}(\lambda_k) \end{array} \right\}$$

independent

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#### First idea

#### $\mathbb{E}\left[ \textbf{X} \sim \mathsf{Exp}(\lambda) \right] = 1/\lambda$

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#### Probabilities

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### First idea

#### $\mathbb{E}\left[ \textbf{X} \sim \mathsf{Exp}(\lambda) \right] = 1/\lambda$

 $\forall u \in V, X_u \sim \mathsf{Exp}(\theta_u) \qquad \Rightarrow X := \min \{X_u \mid u \in V\} \sim \mathsf{Exp}(s)$ 

 $\forall u \in V, Y_u \sim Exp(1)$ 

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#### Probabilities

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$$\rightsquigarrow \mathbb{E}\left[X\right] = 1/s, \qquad \mathbb{E}\left[Y\right] = 1/n$$

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$$\rightsquigarrow \mathbb{E}[X] = 1/s, \qquad \mathbb{E}[Y] = 1/n$$

$$\ldots \mathbb{E}\left[Y/X\right] = +\infty$$

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#### Exponential random variable (continued)

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$$\begin{split} \Pr\left[\left|\frac{X_1 + \dots + X_\ell}{\ell} - \frac{1}{\lambda}\right| \geq \frac{\alpha}{\lambda}\right] \\ &\leq 2\exp\left(-\frac{\ell\alpha^2}{3}\right) \end{split}$$

(Cramér-Chernoff bound)

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#### Exponential random variable (continued)

(Cramér-Chernoff bound)

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#### Contribution

#### The algorithm $\ensuremath{\mathcal{R}}$



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#### Convergence of the algorithm $\mathcal{R}_{\varepsilon,\eta}$

 $\ell$ ?

P. Lambein-Monette (LIX)

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#### Convergence of the algorithm $\mathcal{R}_{\varepsilon,\eta}$

$$\ell = \left\lceil 3(2+\varepsilon)^2 (\ln 4 - \ln \eta) (\boldsymbol{b} - \boldsymbol{a} + 1)^2 / \varepsilon^2 \right\rceil$$

Theorem:

• 
$$\forall t \ge n - 1, x_u = x^*$$
  
•  $\Pr[x^* \notin [\theta - \varepsilon, \theta + \varepsilon]] \le \eta$ 

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• Sampling from  $\mathcal{U}([0,1]),$  agents generate random identifiers, unique with probability 1.

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- The algorithm  ${\mathcal R}$  does not require global information.

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### Relevance of the algorithm ${\cal R}$

- $\bullet$  Sampling from  $\mathcal{U}([0,1]),$  agents generate random identifiers, unique with probability 1.
- Via flooding, we compute the *exact* average.

However...

- With finite memory, random IDs collide with non-null probability.
- Generating unique identifiers w.h.p. requires agents to know a bound on *n* to circumvent the birthday paradox.
- The algorithm  ${\mathcal R}$  does not require global information.
- Does it degrade gracefully when real numbers cannot be used?

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### Rounding and quantization

We can adapt the algorithm  $\ensuremath{\mathcal{R}}$  so that it requires finite memory and bandwidth.

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### Rounding and quantization

We can adapt the algorithm  ${\mathcal R}$  so that it requires finite memory and bandwidth.

By appropriately rounding each  $\sigma_u^{(i)}$  and  $\nu_u^{(i)}$ , this new algorithm  $\overline{\mathcal{R}}$  uses

$$\mathcal{O}\left((-\log\eta/\varepsilon^2)(\log\left(\log n - \log\eta\right) - \log\varepsilon)\right)$$

bits of memory/bandwidth, at the cost of making  $\ell' \leq K \ell$  samples.

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#### To sum up

 $\bullet\,$  Our Monte Carlo algorithm computes a good approximation of the average  $\theta$ 

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#### To sum up

- $\bullet$  Our Monte Carlo algorithm computes a good approximation of the average  $\theta$
- Fast: n-1 rounds
- Efficient:  $O(\log \log n)$  bits of memory/bandwidth

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#### To sum up

- $\bullet\,$  Our Monte Carlo algorithm computes a good approximation of the average  $\theta$
- Fast: n-1 rounds
- Efficient:  $O(\log \log n)$  bits of memory/bandwidth
- Completely distributed: no identifiers, no global information

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#### To sum up

- $\bullet\,$  Our Monte Carlo algorithm computes a good approximation of the average  $\theta$
- Fast: n-1 rounds
- Efficient:  $O(\log \log n)$  bits of memory/bandwidth
- Completely distributed: no identifiers, no global information
- Works with any strongly connected communication topology

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#### To sum up

- $\bullet$  Our Monte Carlo algorithm computes a good approximation of the average  $\theta$
- Fast: n-1 rounds
- Efficient:  $O(\log \log n)$  bits of memory/bandwidth
- Completely distributed: no identifiers, no global information
- Works with any strongly connected communication topology
- Can be used to decide rather than simply stabilize

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## Thank you

P. Lambein-Monette (LIX)

Randomization and Quantization for ...

Reachability Problems 2019

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### Logarithmic rounding

 $r_{\beta}(\mathbf{x}) := (1+\beta)^{\left\lfloor \log_{1+\beta} \mathbf{x} \right\rfloor}$ 

### Logarithmic rounding

### Convergence of the algorithm $\overline{\mathcal{R}}$

$$\beta = \varepsilon / (6 + \varepsilon) (\mathbf{b} - \mathbf{a} + 1)$$
  
$$\ell = \left\lceil 3(4 + \varepsilon)^2 (\ln 8 - \ln \eta) (\mathbf{b} - \mathbf{a} + 1)^2 / \varepsilon^2 \right\rceil$$

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### Convergence of the algorithm $\overline{\mathcal{R}}$

$$\beta = \varepsilon/(6+\varepsilon)(b-a+1)$$
  
$$\ell = \left\lceil 3(4+\varepsilon)^2(\ln 8 - \ln \eta)(b-a+1)^2/\varepsilon^2 \right\rceil$$

#### Theorem:

• 
$$\forall t \ge n - 1, x_u = x^*$$
  
•  $\Pr[x^* \notin [\theta - \varepsilon, \theta + \varepsilon]] \le \eta/2$ 

#### Quantization levels

Each 
$$\sigma_u^{(i)}$$
,  $\nu_u^{(i)}$  can be represented  
over  $Q = \mathcal{O}\left(\frac{1}{\varepsilon}\left(\log n - \log \eta - \log \varepsilon\right)\right)$  quantization levels,  
with probability at least  $1 - \eta/2$ .

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# $\stackrel{\rightsquigarrow}{\rightarrow} \mathsf{memory/bandwidth in} \\ \mathcal{O}\left((-\log\eta/\varepsilon^2)(\log(\log n - \log\eta) - \log\varepsilon)\right) \text{ bits.}$