Contents

List of Definitions and Theorems vii

List of Figures xi

List of Algorithms xiii

Preface xv

1 Introduction 1
1.1 Thesis Overview 2

2 Preliminaries 5
2.1 Notation 5
2.2 The Dynamic Network Model 6
2.3 Fundamental Problems 9
2.4 Existing Results 9
2.4.1 The Algorithm by Kuhn, Lynch, and Oshman 10
2.4.2 Lower Bounds for Token-Forwarding Algorithms . . . 14
2.4.3 Randomized Network Coding Algorithms 16
2.5 Related Work 18

3 Geometric Dynamic Networks 21
3.1 The Geometric Dynamic Network Model 22
3.2 Related Work 23
3.3 Upper Bounds for Token-Forwarding Algorithms 24
3.4 Lower Bounds for Token-Forwarding Algorithms 26
3.5 Conclusion and Unanswered Questions 32

4 Counting versus Token Dissemination **33**
4.1 Models & Problems 35
4.1.1 Token and Unique ID Universes and Message Sizes . . 35
4.2 Related Work 36
4.3 Same Predecessors & Counting 37
4.4 Set Equality & Same Predecessors 39
4.5 Two-Party Communication & Set Equality 41
4.6 Two-Party Token Dissemination & Set Equality 43
4.7 Two-Party Token Dissemination & Counting 44
4.8 Conclusion and Unanswered Questions 45

5 Continuous Aggregation in Dynamic Networks **47**
5.1 Models & Problems 51
5.2 Related Work 53
5.3 Static Networks 54
5.3.1 Noncontinuous Problems 54
5.3.2 Continuous Problems 56
5.4 T-Stable Dynamic Networks 58
5.4.1 Graph Patching Technique 58
5.4.2 Noncontinuous Extremum 60
5.4.3 Noncontinuous Summation 61
5.4.4 Continuous Extremum 63
5.4.5 Continuous Summation 65
5.5 Geometric Dynamic Networks 69
5.6 Conclusion and Unanswered Questions 69

6 Conclusion & Outlook **71**
6.1 Future Research Directions 72

Bibliography **75**

List of Definitions and Theorems

2.1 Definition ((Un)directed Dynamic Network) 6
2.2 Definition (T-Stability) 6
2.3 Definition (T-Interval Connectivity) 7
2.4 Definition (Local Broadcast Communication) 7
2.5 Definition (Oblivious Adversary) 8
2.6 Definition (Weakly Adaptive Adversary) 8
2.7 Definition (Strongly Adaptive Adversary) 8
2.8 Problem (k-Token Dissemination) 9
2.9 Problem (All-to-All Token Dissemination) 9
2.10 Problem (Counting) 9
2.11 Theorem (k-Token Dissemination under T-Stability / T-Interval Connectivity) 11
2.12 Remark (k-Token Dissemination Having an Upper Bound on n) . 11
2.13 Problem (k-Verification) 12
2.14 Theorem (Counting under T-Stability / T-Interval Connectivity) 12
2.15 Problem (k-Committee Election) 12
2.16 Lemma (k-Committee Election under T-Stability / T-Interval Connectivity) 14
2.17 Definition (Token-Forwarding Algorithm) 14
2.18 Definition (Knowledge-Based Token-Forwarding Algorithm) . . 14
2.19 Theorem (Lower Bound for Knowledge-Based Token-Forwarding Algorithms) 15
2.20 Theorem (Lower Bound for Centralized Token-Forwarding Algorithms) 16
2.21 Theorem (k-Token Dissemination with Network Coding) 17

3.1 Lemma (Interval Connectivity in Geometric Dynamic Networks) 24
3.2 Lemma (Stable Vertex Connected Subgraphs in Geometric Dynamic Networks) . . . 25
3.3 Theorem (k-Token Dissemination in Geometric Dynamic Networks) 25
3.4 Corollary (Counting in Geometric Dynamic Networks) 26
3.5 Theorem (Lower Bound for Knowledge-Based Token-Forwarding Algorithms in Geometric Dynamic Networks with $R = 1$) 26
3.6 Theorem (Lower Bound for Knowledge-Based Token-Forwarding Algorithms in Geometric Dynamic Networks with $R \geq 1$) 29
3.7 Corollary (Geometric Dynamic Networks with Constant Communication Ranges and Speeds) 30

4.1 Unanswered Question (Complexity of Counting) 33
4.2 Problem (Two-Party k-Token Dissemination) 35
4.3 Definition (Same Predecessors Problem SP) 38
4.4 Lemma (Same Predecessors versus Counting) 38
4.5 Definition (Set Equality Problem EQ_n) 40
4.6 Lemma (Set Equality versus Same Predecessors) 40
4.7 Theorem (Two-Way Complexity Lower Bound) 41
4.8 Lemma (Two-Way Complexity Set Equality Problem) 42
4.9 Lemma (One-Way Communication Set Equality Problem) 43
4.10 Lemma (Two-Party Token Dissemination versus Set Equality) . . 43
4.11 Theorem (Two-Party Token Dissemination versus Counting) . . . 44
4.12 Corollary (Lower Bound for Counting) 45
4.13 Corollary (Upper Bound for Two-Party Token Dissemination) . . 45
4.14 Unanswered Question (Complexity of Two-Party Token Dissemination) 45

5.1 Problem (Noncontinuous Extremum) 51
5.2 Problem (Noncontinuous Summation) 51
5.3 Problem (Noncontinuous Dissemination) 52
5.4 Problem (Continuous Extremum) 52
5.5 Problem (Continuous Summation) 52
5.6 Problem (Continuous Dissemination) 52
5.7 Definition (Output Rate) 53
5.8 Definition (Delay) 53
5.9 Theorem (Noncontinuous Extremum, Summation, and Dissemination in Static Networks) 54
5.10 Theorem (Continuous Extremum and Summation in Static Networks) 56
5.11 Theorem (Continuous Dissemination in Static Networks) 57
5.12 Definition ((S, D)-Patch, (S, D)-Patching) 58

5.13 Theorem (Deterministic $(\frac{D}{2}, D)$-Patching) 59
5.14 Theorem (Randomized $(\frac{D}{2}, D)$-Patching) 59
5.15 Theorem (Deterministic $(\frac{D}{2}, D)$-Patching in Growth-Bounded Graphs) 60
5.16 Theorem (Noncontinuous Extremum in T-Stable Dynamic Networks) 60
5.17 Theorem (Noncontinuous Summation in T-Stable Dynamic Networks) 61
5.18 Corollary (Noncontinuous Summation in T-Stable Dynamic Networks, Deterministic Algorithm) 61
5.19 Corollary (Noncontinuous Summation in T-Stable Dynamic Networks, Randomized Algorithm) 62
5.20 Theorem (Continuous Extremum in T-Stable Dynamic Networks) 63
5.21 Corollary (Continuous Extremum in T-Stable Dynamic Networks, Deterministic Algorithm) 64
5.22 Corollary (Continuous Extremum in T-Stable Dynamic Networks, Randomized Algorithm) 64
5.23 Theorem (Continuous Summation in T-Stable Dynamic Networks) 65
5.24 Corollary (Continuous Summation in T-Stable Dynamic Networks, Deterministic Algorithm) 66
5.25 Corollary (Continuous Summation in T-Stable Dynamic Networks, Randomized Algorithm) 67

6.1 Unanswered Question (Complexity of Finding an Upper Bound on the Number of Nodes) 72
6.2 Unanswered Question (Complexity of the Same Input Problem) . 72

List of Figures

3.1 Lower Bound Construction for $R = 1$: Initial Positions 27
3.2 Lower Bound Construction for $R = 1$: Following Positions 28
3.3 Lower Bound Construction for $R \geq 1$: Following Positions 31

4.1 Construction of a Special Dynamic Network $\mathcal{G}_d$ 37
4.2 Construction of a Dynamic Channel Network $\mathcal{G}'_d$ 39
4.3 Two-Party Communication 41

5.1 Example for a $(\frac{D}{2}, D)$-Patching 59

List of Algorithms

2.1 k-Token Dissemination under $2T$-Stability / $2T$-Interval Connectivity 11

5.1 Noncontinuous Extremum in Static Networks (and 1-Stable Dynamic Networks) 54
5.2 Noncontinuous Summation in Static Networks 55
5.3 Noncontinuous Dissemination in Static Networks 56
5.4 Continuous Extremum and Summation in Static Networks 57
5.5 Continuous Dissemination in Static Networks 57
5.6 $(\frac{D}{2}, D)$-Patching in Static Networks 58
5.7 Noncontinuous Summation in T-Stable Dynamic Networks 61
5.8 Continuous Extremum in T-Stable Dynamic Networks 64
5.9 Continuous Summation in T-Stable Dynamic Networks 65