Principles of Distributed Computing
Exercise 12

1 Coloring Rings

In Chapter 1, we proved that a ring can be colored with 3 colors in \( \log^* n + O(1) \) rounds. Clearly, a ring can only be (legally) colored with 2 colors if the number of nodes is even.

a) Prove that, even if the nodes in a directed ring know that the number of nodes is even, coloring the ring with 2 colors requires \( \Omega(n) \) rounds!\(^1\)

Since coloring a ring with 2 colors apparently takes a long time, we again resort to the problem of coloring rings using 3 colors.

b) Assume that a maximal independent set (MIS) has already been constructed on the ring, i.e., each node knows whether it is in the independent set or not. Give an algorithm to color the ring with 3 colors in this scenario! What is the time complexity of your algorithm? Deduce from this a lower bound for computing a MIS!

We now want to close the gap between the lower bound of \( (\log^* n)/2 - 1 \) and the upper bound of \( \log^* n + O(1) \):

c) Give an algorithm, based on Algorithm Six-2-Three from Chapter 1, that colors a directed ring using 3 colors in \( (\log^* n)/2 + O(1) \) rounds!\(^2\)

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\(^1\)As in the lecture, the message size and local computations are unbounded and all nodes have unique identifiers from 1 to \( n \).

\(^2\)Use the information received from both neighbors to perform 2 rounds of algorithm in each round!