

# Self-Stabilization with Selfish Agents

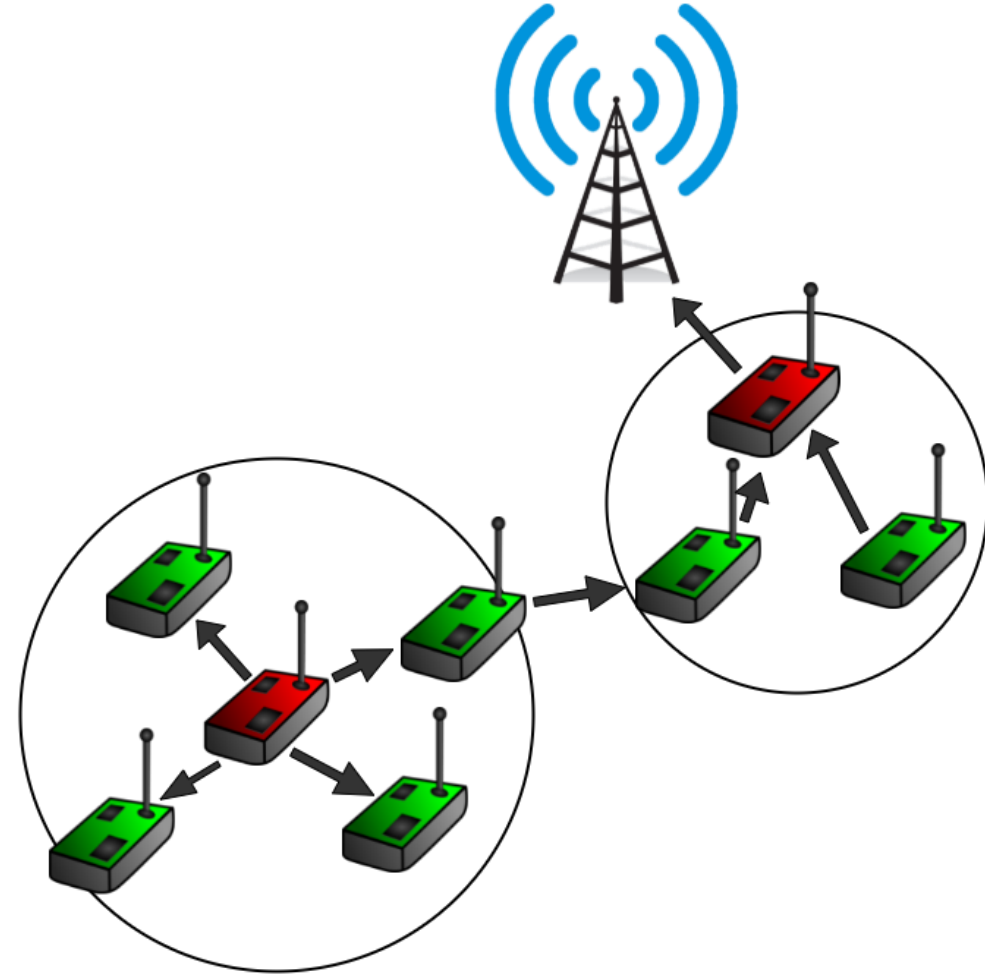
Amir Reza Ramtin, Don Towsley

University of Massachusetts Amherst

August 2021

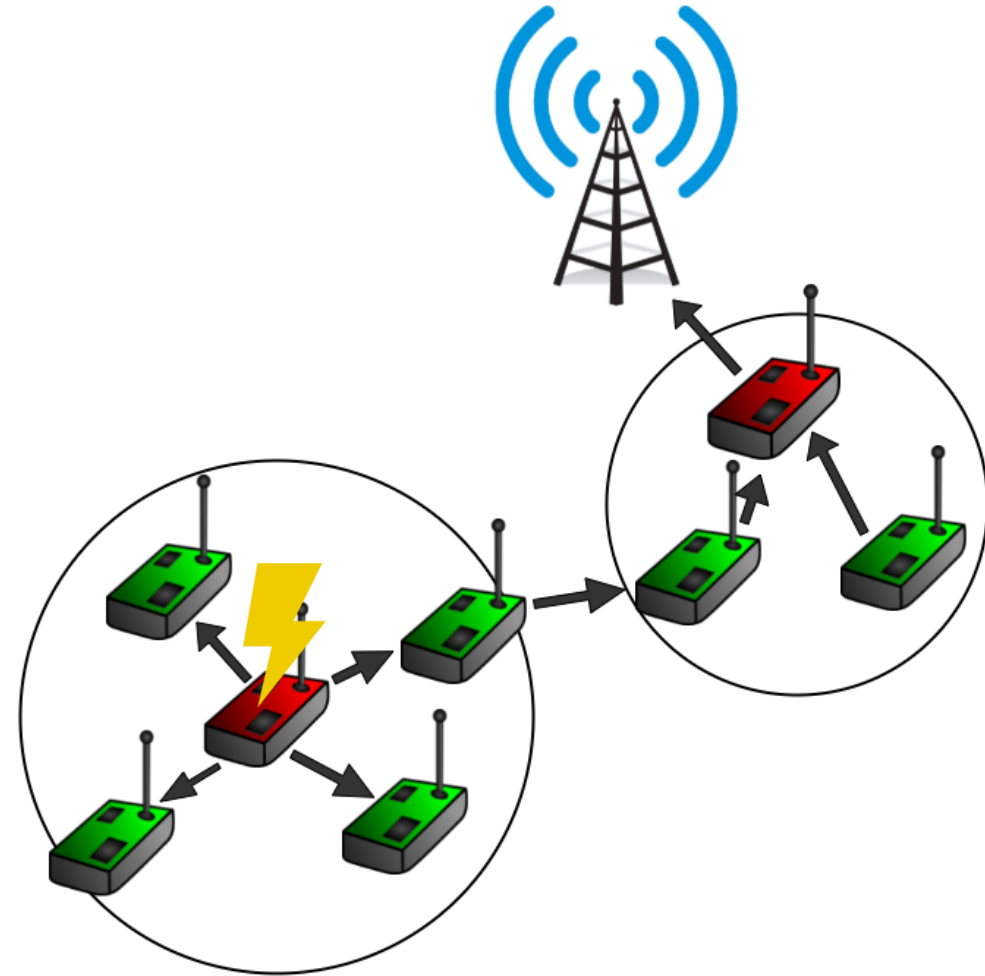
# Challenge

- Wireless sensor networks
  - Fault prone
  - Dynamic topology
  - Energy efficiency



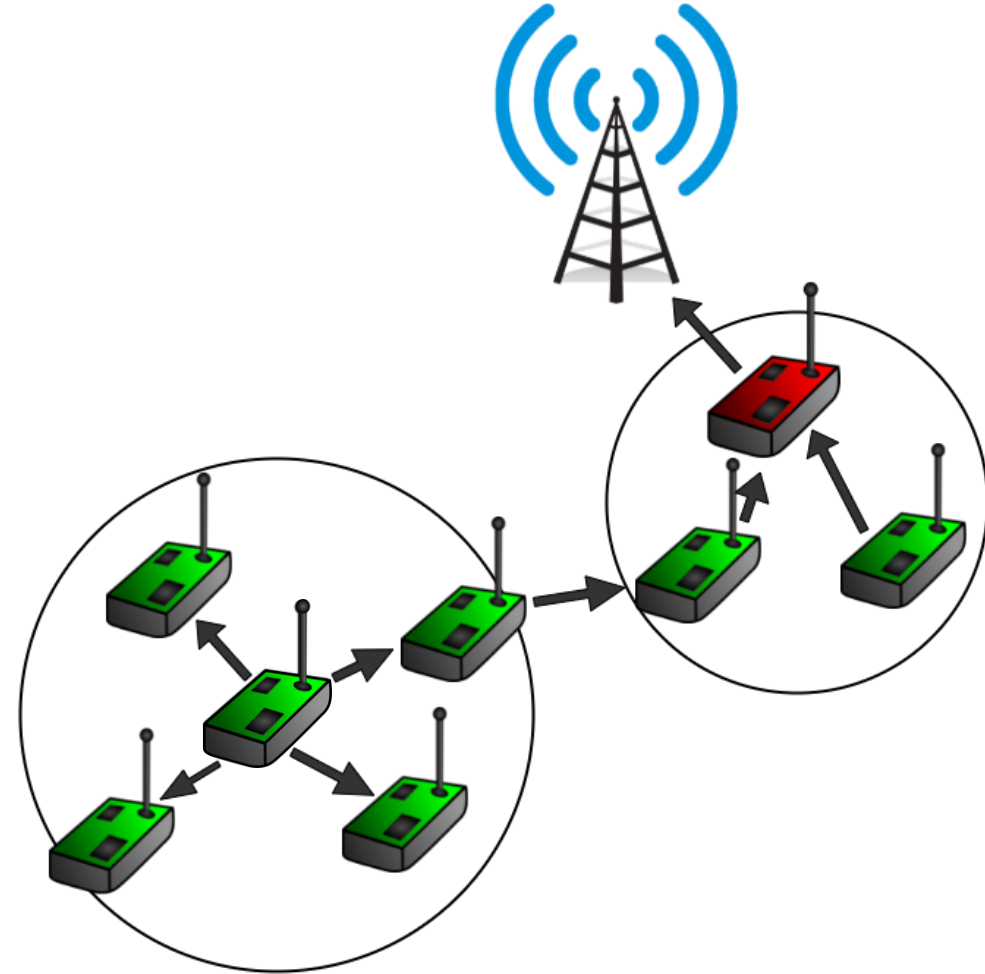
# Challenge

- Wireless sensor networks
  - Fault prone
  - Dynamic topology
  - Energy efficiency



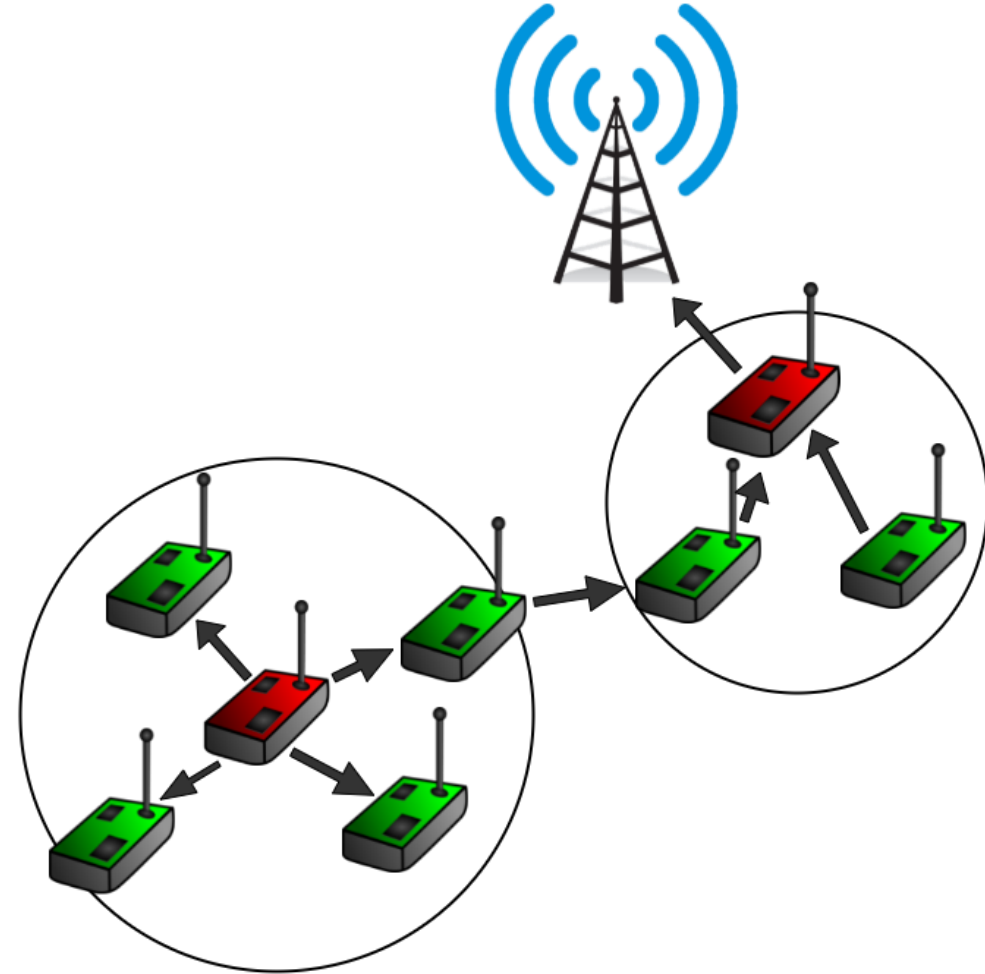
# Challenge

- Wireless sensor networks
  - Fault prone
  - Dynamic topology
  - Energy efficiency



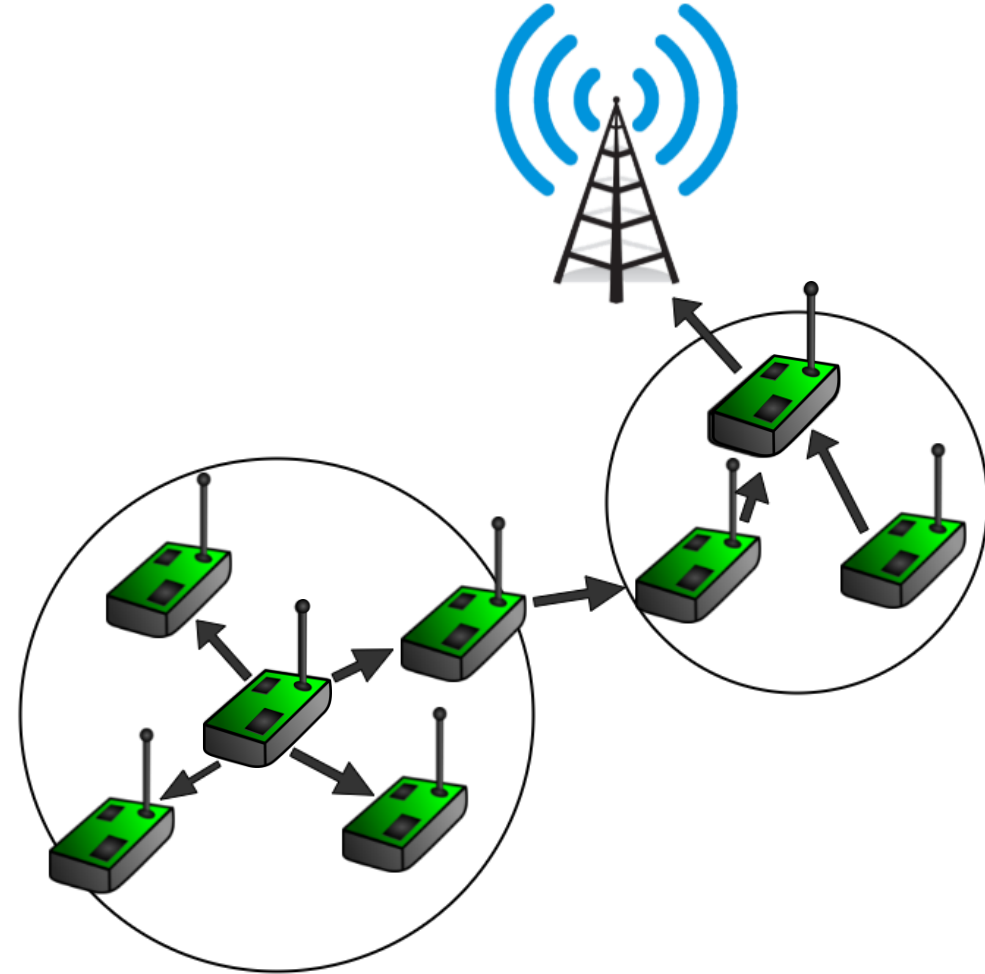
# Challenge

- Wireless sensor networks
  - Fault prone
  - Dynamic topology
  - Energy efficiency



# Challenge

- Wireless sensor networks
  - Fault prone
  - Dynamic topology
  - Energy efficiency
- How do we deal with selfish sensors if they prefer to not be cluster-heads?



# Outline

- Self-stabilization
- Problem Definition
- Approaches
- Case study

# Self-stabilization

- A fault-Tolerance approach for distributed systems
- Definition
  - Self-stabilizing rules:  $\langle guard \rangle \rightarrow \langle action \rangle$



# Self-stabilization

- A fault-Tolerance approach for distributed systems
- Definition
  - Self-stabilizing rules:  $\langle guard \rangle \rightarrow \langle action \rangle$
  - Properties

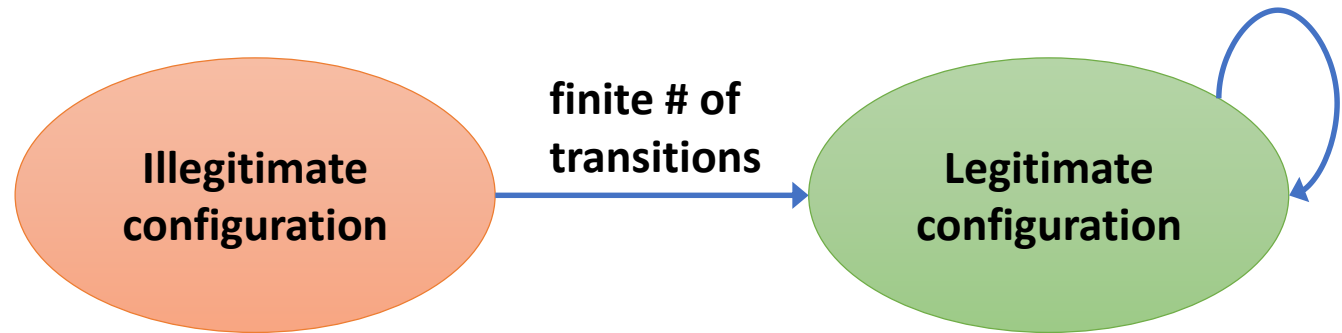
# Self-stabilization

- A fault-Tolerance approach for distributed systems
- Definition
  - Self-stabilizing rules:  $\langle guard \rangle \rightarrow \langle action \rangle$
  - Properties
    - **Convergence**



# Self-stabilization

- A fault-Tolerance approach for distributed systems
- Definition
  - Self-stabilizing rules:  $\langle guard \rangle \rightarrow \langle action \rangle$
  - Properties
    - **Convergence**
    - **Closure**

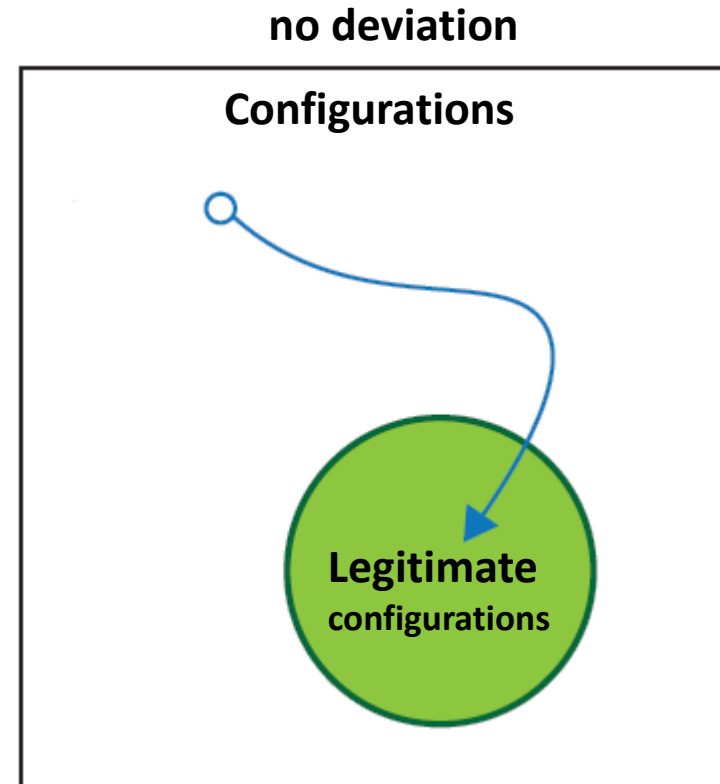


# Problem Definition

- Selfish agents
  - Private goals
- **Problem:** how to deal with deviations from the desired behavior of a self-stabilizing algorithm?
- Related Works
  - “Selfish Stabilization”
  - “Nash equilibria in stabilizing systems”

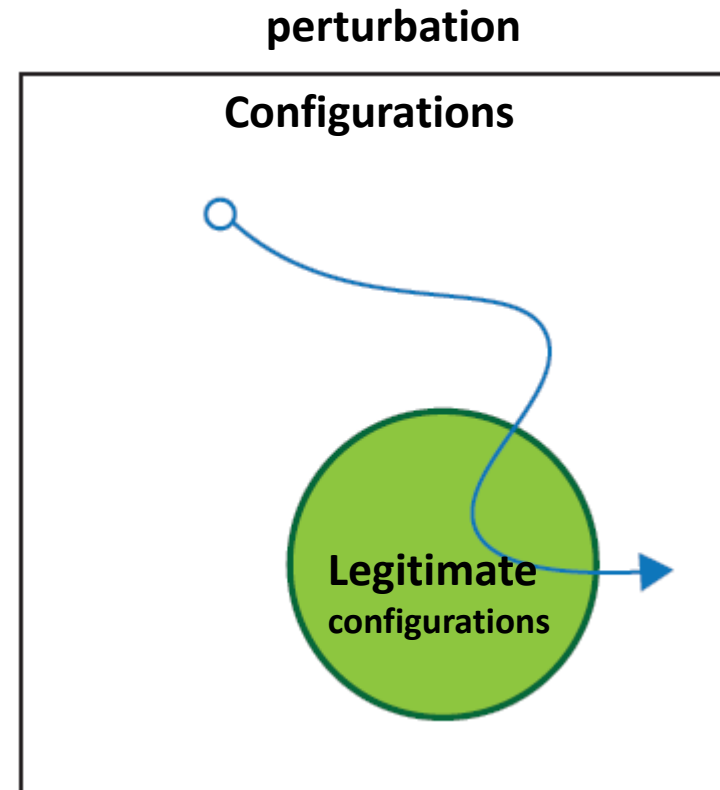
# Deviation Types

- No deviation



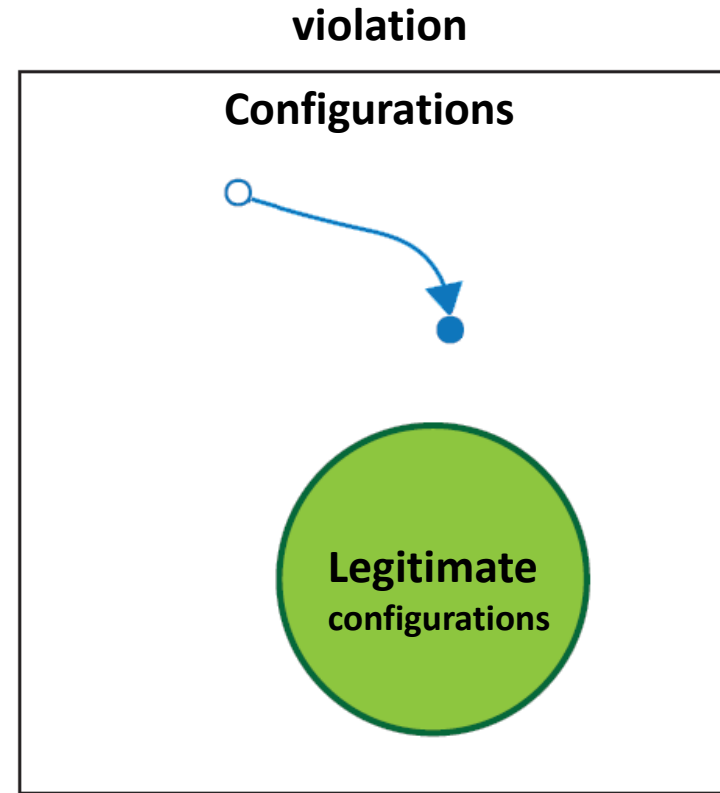
# Deviation Types

- No deviation
- Perturbation



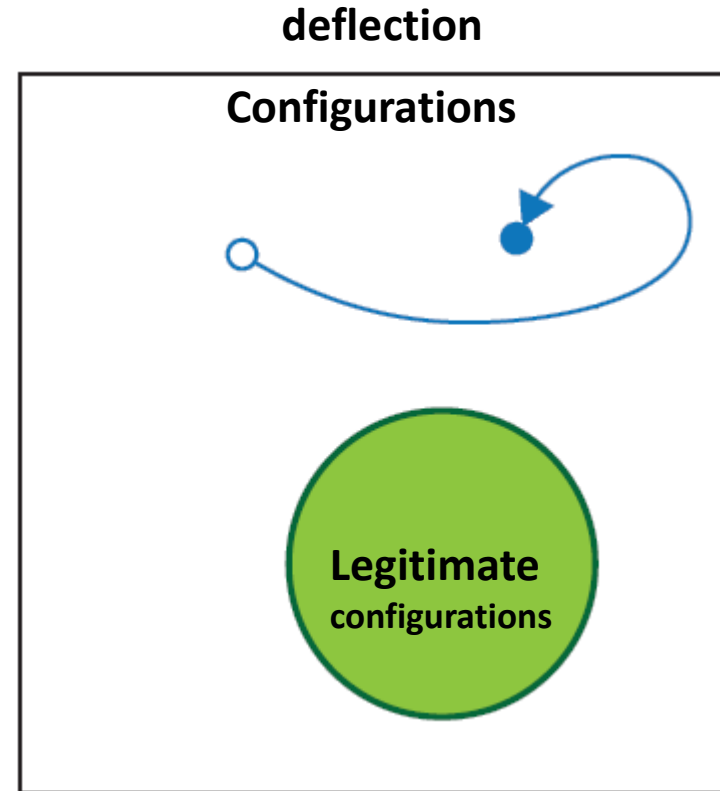
# Deviation Types

- No deviation
- Perturbation
- Violation



# Deviation Types

- No deviation
- Perturbation
- Violation
- Deflection





# Goal

- **Question:** *how do we design a self-stabilizing algorithm for a distributed system given that agents may deviate from the algorithm during or after convergence because of their private goals?*
- ***We will focus on violation!***

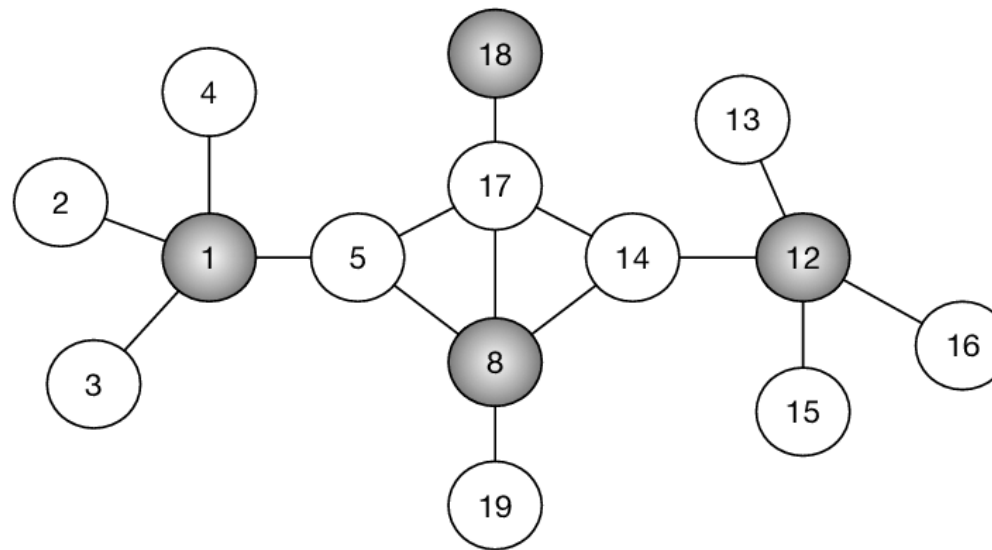
# Violation-Tolerant Approach

- Probabilistic self-stabilization
- Bayesian stochastic games
  - Bayesian Perfect Equilibrium
- Randomized strategy  $\longrightarrow$  Probabilistic rules
- **Theorem:**

*Under the assumption that illegitimate configurations are not Nash equilibria, the convergence is guaranteed in the face of violations with randomizing the rules based on the equilibrium.*

# Case Study: Clustering

- Clustering
- Maximal Independent Set (MIS)



# Case Study: Clustering

- Clustering
- Maximal Independent Set (MIS)

Basic self-stabilizing MIS algorithm (*b*MIS)

**Rule 1:** the agent **exits** the independent set if it is a **cluster-head** and has a **neighboring cluster-head**.

**Rule 2:** the agent **enters** the independent set if it is **not** a **cluster-head** and has **no neighboring cluster-head**.

# Case Study: Clustering

- Clustering
- Maximal Independent Set (MIS)
- Utility function
  - A cluster member gets a reward  $r$ .
  - A cluster-head gets a reward  $r - c$

# Proposed Self-Stabilizing MIS Algorithms

- Violation-tolerant MIS (*vtMIS*)
  - entering MIS by a probability  $p$
  - $p \rightarrow$  randomized strategy of action *state-transition*

# Proposed Self-Stabilizing MIS Algorithms

- Violation-tolerant MIS (*vtMIS*)
  - entering MIS by a probability  $p$
  - $p \rightarrow$  randomized strategy of action *state-transition*

Violation-tolerant self-stabilizing MIS algorithm (*vtMIS*)

**Rule 1:** the agent exits the independent set if it is a cluster-head and has a neighboring cluster-head.

**Rule 2:** the agent enters the independent set **with a probability  $p$**  if it is not a cluster-head and has no neighboring cluster-head.

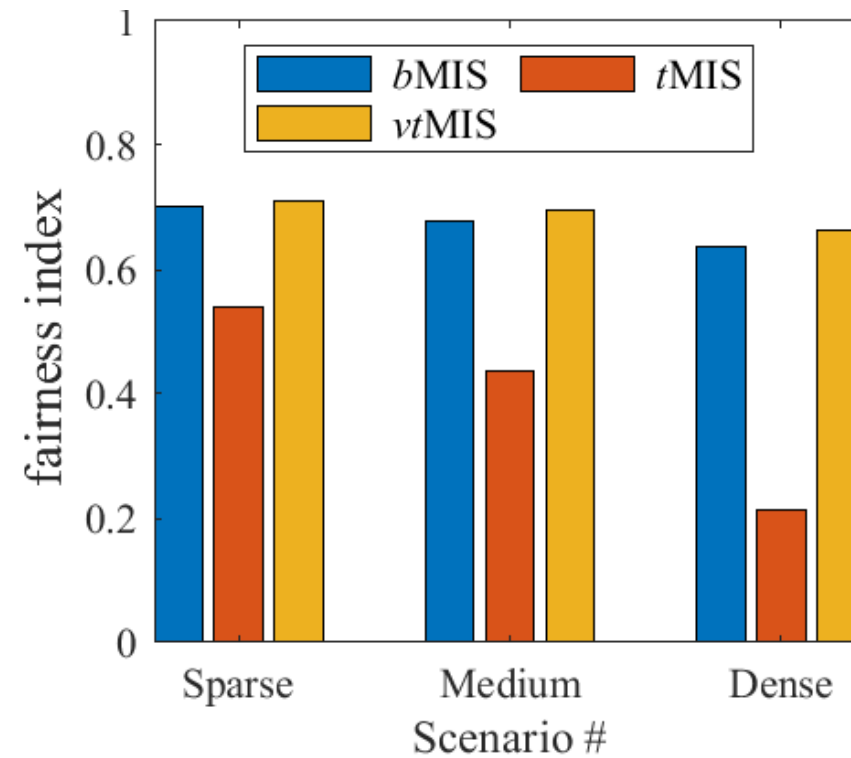
# Experiments

- Scale-free connected undirected graphs.
- Scenarios → different density networks.
- Random initial configurations.
- $r = 10$ , and  $c = 1$ .
- State-of-the-art algorithm  $t$ MIS

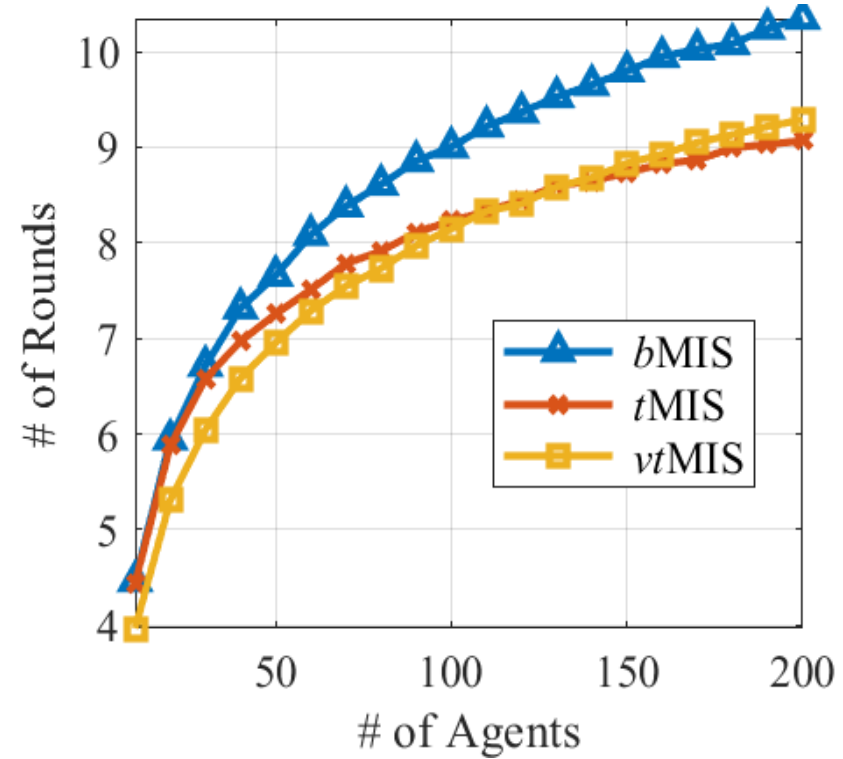
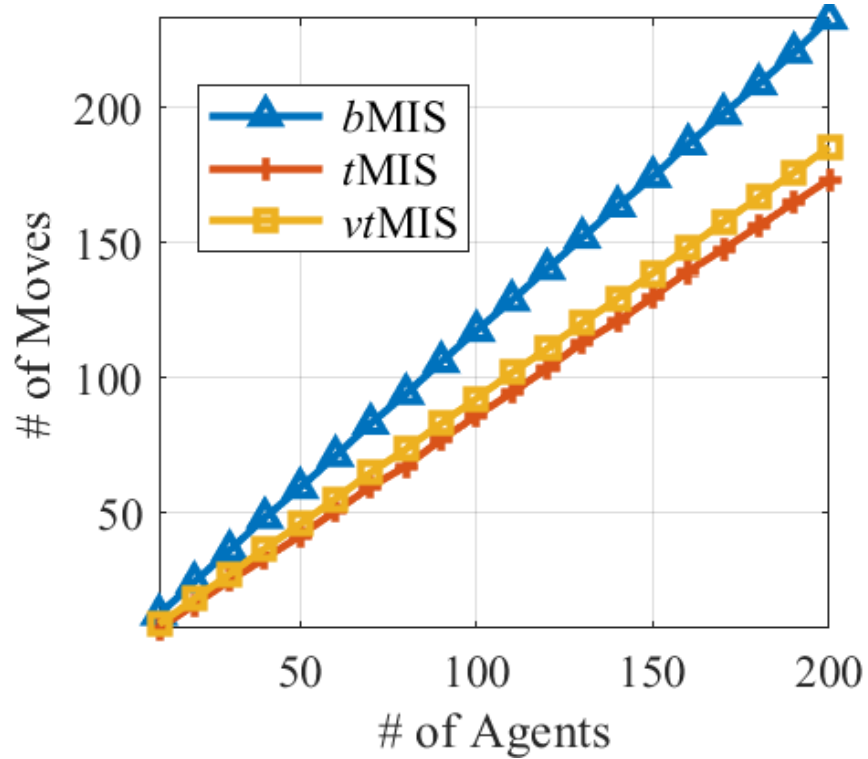


# Fairness

scenario	# of agents	avg. degree
Sparse	50	4
Medium	50	6
Dense	500	24



# Time Complexity



# Performance in the Face of Deviations

- We observe that
  - $vt$ MIS is reliable to the onset of violations.
  - $t$ MIS can sometimes protect against violations.
  - # of deviations is inversely proportional to reliability.
  - Deflections have a very negative effect on availability of clusters.

# Conclusion

- We proposed three game-theoretic approaches for designing self-stabilizing algorithms in the face of selfish agents.
- We applied our solution methods to the problem of self-stabilizing clustering.
- The analysis of the results suggests that our solutions perform well concerning the fairness and ability to deal with selfishness.

# Thanks for listening

## Questions?