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INSTITUT NATIONAL DE RECHERCHE EN INFORMATIQUE ET EN AUTOMATIQUE

Fast Data Gathering in Radio Grid Networks

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Fast Data Gathering in Radio Grid Networks

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Abstract: The aim of this paper is to design efficient gathering algorithms (data collection) in a Base Station of a wireless multi hop grid network when interferences constraints are present. We suppose the time is slotted and that during one time slot (step or round) each node can transmit to one of its neighbor at most one data item. Each device is equipped with an half duplex interface; so a node cannot both receive and transmit during a step. Each node is also equipped with unidirectional antennas which create interferences. During a step (round) only non interfering transmissions can be done. We mainly consider the primary node model where a node interferes with its neighbors, the non interfering calls done during a step will form a matching. The aim is to minimize the minimum completion time (makespan or number of steps need to send all messages to the base station. The best known algorithm for grids was a multiplicative 1.5-approximation algorithm. We give a very simple +2 approximation algorithm and then a more involved +1 approximation algorithm.

Key-words: Sensor Networks, gathering, makespan, grid.

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Résumé : Nous présentons des algorithmes efficaces pour la collecte d'informations par une station de base au sein d'un réseau sans-fil multi sauts en présence d'interférences. Nous nous focalisons sur les réseaux en grille car ils sont un bon modèle des réseaux d'accès comme des réseaux aléatoires de capteurs. Le temps est divisé en étapes élémentaires. Au cours d'une étape, un nœud peut transmettre au plus un message à l'un de ces voisins. Chaque appareil est équipé d'une interface half duplex et ne peut donc émettre et recevoir à la même étape. Ainsi, au cours d'une étape, l'ensemble des transmissions valides induit un couplage de la grille. Le problème consiste à minimiser le nombre d'étapes nécessaires à la collecte de tous les messages par la station de base. Le meilleur algorithme connu était une $3/2$ approximation. Nous donnons un algorithme très simple qui approche l'optimum à 2 près, puis nous présentons un algorithme plus évolué qui est une $+1$ approximation. Nos résultats sont valides lorsque les appareils ne disposent d'aucune mémoire tampon et doivent retransmettre un message à l'étape suivant sa réception.

Mots-clés : Sensor Networks, gathering, makespan, grid.

1 Introduction

We address here the challenging problem of gathering information in a Base Station (denoted BS) of a wireless multi hop grid network when interferences constraints are present. This problem is also known as data collection and is particularly important in sensor networks but also in access networks. The communication network is modeled by a graph. Here we consider grid topologies as they model well both access networks and also random networks (which approximatively behave like if the nodes were on a grid see ([KLNP05])). We suppose the time is slotted and that during one time slot (step or round) each node can transmit to one of its neighbors at most one data item (referred in what follows as a message). In our model we allow each vertex of the grid to have any number of messages to transmit : zero if it is not concerned (sleeping station or no sensor at this node or failed device) one or many. We also suppose that each device (sensor, stations,...) is equipped with a half duplex interface; so a node cannot both receive and transmit during a step. Each node is also equipped with unidirectional antennas which create interferences along the transmission direction at some distance d_I . During a step (round) only non interfering transmissions can be done. For example in the primary node model where a node interferes with its neighbors, the non interfering calls done during a step will form a matching (set of independent edges). Our aim is to design algorithms to do a gathering under such hypotheses, which minimize the makespan or completion time (that is the number of steps in order the base station has received all the messages).

2 Related Work

The problem was introduced with different variants in many papers (see the survey [BKK⁺09]). Our article follows the work and hypotheses of [RS07] where a multiplicative 1.5-approximation algorithm is presented for grids (with primary interference node model), which was the best currently known result. In [RS07, RS08] the problem is also solved for path and star network topologies. In [FFM04], the same model is considered at least in their results. They present optimal (polynomial) algorithms for path and tree networks and a 2-approximation for general networks. Furthermore, they do not allow in the algorithms that they present, buffering in intermediate nodes. Their work has been extended to general graphs in [GR06] where an optimal algorithm is provided also without buffering, but in the uniform case where each node has one message for being sent to the BS.

The case of omnidirectional antennas has been extensively studied (see [BGK⁺06]) under the following assumptions: one message per node, authorized message buffering in intermediate nodes and different transmission and interference ranges. Lower bounds on the time to gather are given and NP-hardness is proved in [BGK⁺06] for general graphs. Moreover, a 4-approximation algorithm for this case is presented. The on line version is considered in [BKMS08] where a 4-approximation algorithm is given. For grid networks, the case is solved in [BP05] the base station being at the center of the grid. Gathering in grids is also considered within a continuous model in [GPRR08]. The authors fol-

lows the same assumptions of [BGK⁺06], but in this case, the messages are considered as flow units to gather.

On the other hand, in [BHW00, MPS95], the authors deal with a similar problem in grid networks when no buffering is considered (known as hot-potato routing). However, each node can successfully receive and transmit more than one message simultaneously.

3 Our results

Here we considerably improve the result on the grid; we present the results for the primary node model but they can be easily extended to any distance of interference. We first give a very simple +2 approximation algorithm and then a more involved +1 approximation algorithm. Furthermore our algorithm has no buffering and a message arrives at most one step after what will happen if we have no interferences. So the average time is also very good.

One helpful idea is to actually study the related one-to-all personalized broadcast problem in which the BS wants to communicate different data items to each other node in the network. Solving the above dissemination problem is equivalent to solve data gathering in sensor networks. Indeed, let T denote the makespan (delay), that is, the largest step used by a personalized broadcast algorithm; a gathering schedule with delay T consists in scheduling a transmission from node y to x during slot t iff the broadcasting algorithm schedules a transmission from node x to y during slot $T - t + 1$, for any t with $1 \leq t \leq T$.

4 Preliminaries

4.1 Notations

In the following, we consider a $n \times n$ grid $G = (V, E)$ where vertices are given their natural coordinates. More precisely, the base station BS has coordinates $(0, 0)$, and any vertex v has coordinates (x_v, y_v) . A vertex v is *above* (resp., *below*) $w \in V$ if $y_v \geq y_w$ (resp., if $y_v \leq y_w$). Similarly, v is *to the right* (resp., *to the left*) of $w \in V$ if $x_v \geq x_w$ (resp., if $x_v \leq x_w$). Finally, a vertex v is *nearer to the source* than $w \in V$ is $d(v, BS) \leq d(w, BS)$, where $d(u, v)$ denotes the classical distance between nodes u and v .

We consider a set of $M \geq 0$ messages \mathcal{M} that must be sent from the source BS to some destination nodes. Let $dest(m) \in V$ denote the destination of $m \in \mathcal{M}$. We use $d(m)$ to denote $d(dest(m), BS)$. A message $m \in \mathcal{M}$ is *lower* (resp., *higher*) than $m' \in \mathcal{M}$ if $dest(m)$ is below (resp., above) $dest(m')$. m is *righter* (resp., *lefter*) than m' , if $dest(m)$ is to the right (resp., to the left) of $dest(m')$. $m \preceq m'$ if $dest(m)$ is nearer to the source than $dest(m')$. We suppose in what follows that the messages are ordered by non increasing distance of their destination nodes, and we note $\mathcal{M} = \{m_1, \dots, m_M\}$ where $m_j \preceq m_i$ for any $i \leq j \leq M$, and $v_i \in V$ denotes the destination node of message m_i .

$S \odot S'$ denotes the sequence obtained by concatenation of two sequences S and S' .

4.2 Lower bound

Consider a model without interferences, but where the source can only send one message per step. Whatever be the broadcasting scheme, a message m sent at step $t \geq 1$ will be received at step $t' \geq d(m) + t - 1$. A broadcasting scheme is said *greedy* if, given an ordering \mathcal{S} of the messages, the source sends one message per step, in the ordering \mathcal{S} , and each message follows a shortest path toward its destination node. Note that, in the model without interferences, if the messages follow shortest paths, a vertex will never receive more than one message per step.

Definition 1 $LB = \max_{i \leq M} d(m_i) + i - 1$.

Lemma 1 *In the model without interferences, when the source emits at most one message per step, a greedy algorithm following the ordered sequence of messages (m_1, m_2, \dots, m_M) is optimal, with makespan LB .*

Proof. Clearly, sending the messages in the ordering of the sequence (m_1, m_2, \dots, m_M) along shortest paths will achieve such a makespan. Now, let us consider an optimal schedule of the messages (s_1^*, \dots, s_M^*) different from (m_1, m_2, \dots, m_M) and let $i \geq 1$ be the smallest integer such that $s_i^* \neq m_i = s_j^*$ ($j > i$). We prove that sending the messages in the ordering of the sequence $(s_1^*, \dots, s_{i-1}^*, s_j^*, s_{i+1}^*, \dots, s_{j-1}^*, s_i^*, s_{j+1}^*, \dots, s_m^*)$ does not increase the makespan. Indeed, only the i^{th} and j^{th} messages differ and $\max\{d(s_j^*) + i - 1, d(s_i^*) + j - 1\} \leq d(s_j^*) + j - 1$ because $d(v_i, BS) = d(s_j^*) \geq d(s_i^*)$ and $j > i$. By iterating this process, we get that the ordering of the sequence (m_1, m_2, \dots, m_M) is also optimal. ■

Corollary 1 *In the model with interferences, no algorithm can achieve a makespan less than LB .*

5 Algorithms

5.1 Horizontal-Vertical broadcasting

From now on, we consider the model with interferences at distance $d_I = 1$. First, we present a very simple broadcasting scheme that we prove to be sufficient to obtain a good approximation of the optimal makespan.

Given a message whose destination node v has coordinates (x, y) , the message is sent *horizontally* to v if it follows the shortest path from BS to v passing through $(x, 0)$. The message is sent *vertically* if it follows the shortest path from BS to v passing through $(0, y)$.

Definition 2 *A Horizontal-Vertical broadcasting scheme, or HV-scheme, takes an ordering \mathcal{S} of \mathcal{M} as an input and proceeds as follows. A direction, horizontal or vertical, is chosen for the first message. Then, the source sends one message every d_I steps in the ordering \mathcal{S} and alternating horizontal and vertical messages.*

Let us do some easy remarks about any HV-scheme. Consider two distinct messages sent by the source x time-slots apart. Since these messages follow shortest paths, while the first message has not reached its destination, both messages are separated by a distance at least x . Hence,

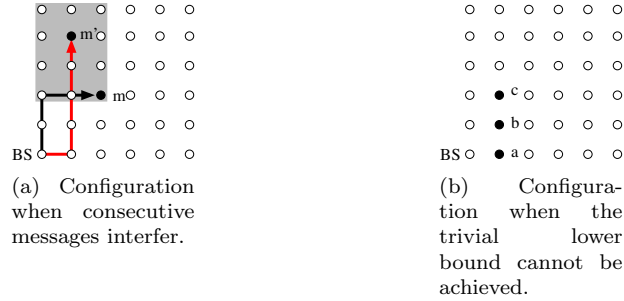


Figure 1: Two particular configurations

Claim 1 *In a HV-scheme, only consecutive messages may interfere.*

Now, let us characterize forbidden and acceptable configurations in HV-scheme. Assume that two messages are sent consecutively. It is possible to guess the respective positions of their destination nodes by knowing whether both messages interfere or not. In Figure 1(a), nodes in the grey part are the nodes that are higher and left than y . Figure 1(a) illustrates the following Claim.

Claim 2 *Let m, m' be two messages sent consecutively by a HV-scheme, with m sent vertically and m' sent horizontally. m and m' interfere if and only if their destinations are distinct and m' is higher and left than m .*

Before continuing, let us remark that there exist configurations for which no gathering protocol can achieve better makespan than $LB + 1$. Figure 1(b) represents such a configuration. Indeed, in Figure 1(b), the three destinations a, b and c have coordinates $(1, 0), (1, 1)$ and $(1, 2)$, and $LB = 3$. However, to achieve such a makespan, the first message must be sent to c (because c is at distance 3 from g) and the second message must be sent to b (because the message start after the first step and must go at distance 2). To avoid collision, the only possibility is to send the first message vertically, and the second one horizontally. Hence, the last message cannot reach a before step 4.

5.2 +2 approximation

Recall that (m_1, \dots, m_M) denotes the ordering of the messages in the non increasing ordering of the distance to their destinations. In this section, we give the Algorithm *TwoApprox*, depicted in Figure 2, that computes an ordered sequence $\mathcal{S} = (s_1, \dots, s_m)$ of the messages such that

- HV-scheme(\mathcal{S}), sending the last message vertically, broadcasts the messages without collisions, and
- $m_i \in \{s_{i-2}, s_{i-1}, s_i, s_{i+1}, s_{i+2}\}$ for any $i \leq M$, and $s_M \in \{m_{M-1}, m_M\}$

These two properties imply the following theorem.

Theorem 1 *There is an ordering \mathcal{S} of the messages, such that HV-scheme(\mathcal{S}) achieves $LB + 2$.*

Input: $\mathcal{M} = \{m_1, \dots, m_M\}$, the set of messages ordered in non increasing distance order
Output: (s_1, \dots, s_M) an ordered sequence of \mathcal{M} such that $m_i \in \{s_{i-2}, s_{i-1}, s_i, s_{i+1}, s_{i+2}\}$ for any $i \leq M$
begin
 Case $M = 0$ **return** \emptyset
 Case $M = 1$ **return** (m_1)
 Case $M \geq 2$
 Let $\mathcal{O} \odot p = TwoApprox(\{m_1, \dots, m_{M-2}\})$
 Let q be the lowest message in $\{m_{M-1}, m_M\}$ and let r be the other one
 if p is higher than q **return** $\mathcal{O} \odot (p, q, r)$
 else return $\mathcal{O} \odot (m_{M-1}, p, m_M)$
end.

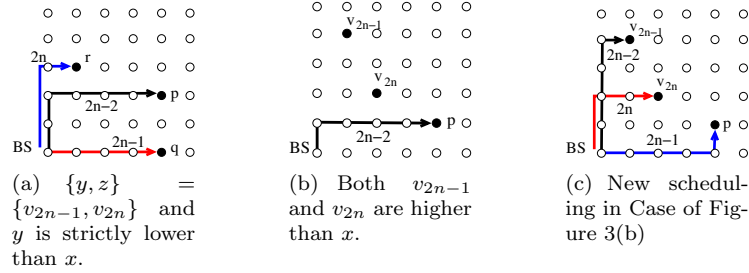
Figure 2: Algorithm *TwoApprox*

Figure 3: $2n - 2$ messages have been scheduled, finishing with the one to $x \in \{v_{2n-2}, v_{2n-3}\}$. When the next two messages must be scheduled, two cases occur according to the position of v_{2n-1} and v_{2n} relatively to x . In the figures, an arrow with label i represents the route of the i^{th} message.

Proof. To prove the correctness of Algorithm *TwoApprox*, we proceed by induction on M . If $M \leq 2$, the result holds obviously. Let us assume that the ordering of the sequence computed by $TwoApprox(\{m_1, \dots, m_{M-2}\})$ satisfies the two properties. Let p be the last message of this sequence. By the induction hypothesis, $p \in \{m_{M-3}, m_{M-2}\}$ is sent vertically. Let t be the next to last message in this sequence, if any. By Claim 2, p must be higher or left than t . The sequence is denoted by $\mathcal{O} \odot p = \mathcal{O}' \odot (t, p)$.

Let q be the lowest message in $\{m_{M-1}, m_M\}$ and let r be the other one. If p is higher than q , it is sufficient to send q horizontally at step $M - 1$, and r vertically at step M . This case is depicted in Figure 3(a). Indeed, by Claim 1 only p and q , or q and r may interfere. By Claim 2, there are no interferences. It is easy to check that $\mathcal{O} \odot (p, q, r)$ satisfies the properties. Otherwise, q and r are higher than p . Moreover, since $q, r \preceq p$, q, r are higher and left than p . This case is depicted in Figure 3(b). In this case, instead of sending p at step $M - 2$, the source sends m_{M-1} vertically at step $M - 2$, then p horizontally $M - 1$, and then m_M vertically at step M . The transformation is depicted in Figure 3(c). Clearly, $\mathcal{O} \odot (m_{M-1}, p, m_M)$ satisfies the properties. We prove that the corresponding HV-broadcasting performs without interferences. By Claim 1

only t and m_{M-1} , or m_{M-1} and p , or p and m_M may interfere. Since m_{M-1} is higher and letter than p that is higher or letter than t , by Claim 2, m_{M-1} interferes neither with t nor with p . Similarly, m_M is higher and letter than p and these messages do not interfere. ■

5.3 +1 approximation

In this section, we give the Algorithm *OneApprox*, depicted in Figure 5, that computes an ordered sequence $\mathcal{S} = (s_1, \dots, s_m)$ of the messages such that

- HV-scheme(\mathcal{S}), sending the last message vertically, broadcasts the messages without collisions, and
- $m_i \in \{s_{i-1}, s_i, s_{i+1}\}$ for any $i \leq M$ (in particular, either $m_M = s_M$, or $m_{M-1} = s_M$ and $m_M = s_{M-1}$).

Theorem 2 *There is an ordering \mathcal{S} of the messages, such that HV-scheme(\mathcal{S}) achieves $LB + 1$.*

Proof. We prove that Algorithm *OneApprox* computes an ordered sequence of messages satisfying the two properties. We proceed by induction on M . An ordered sequence $\mathcal{S} = (s_1, \dots, s_M)$ of \mathcal{M} satisfying the desired properties is said *valid*. \mathcal{S} is said *i -almost valid* if it satisfies all desired properties, but s_i interferes with s_{i+1} , for a unique $i \leq M$. If $M \leq 2$, the result holds obviously. Let us assume that the sequence *OneApprox*($\{m_1, \dots, m_{M-2}\}$) satisfies the two properties. Let p be the last message of this sequence. By the induction hypothesis, $p \in \{m_{M-3}, m_{M-2}\}$ is sent vertically. The sequence is denoted by (s_1, \dots, s_{M-2}) .

For any $i < M - 2$, \mathcal{O}_i denotes (s_1, \dots, s_{M-2-i}) , i.e., $(s_1, \dots, s_{M-2}) = \mathcal{O}_i \odot (s_{i+1}, \dots, s_{M-2})$. By the induction hypothesis, $s_{M-2} \in \{v_{2n-3}, v_{2n-2}\}$ and has been sent vertically. Let q be the lowest message in $\{m_{M-1}, m_M\}$ and let r be the other one. We consider the 3 cases of Algorithm *OneApprox* (when $M \geq 2$).

- a) If s_{M-2} is higher than q , it is sufficient to send q horizontally at step $M-1$, and r vertically at step M . This case is depicted in Figure 3(a). Indeed, by Claim 1 only s_{M-2} and q , or q and r may interfere. By Claim 2, there are no interferences. It is easy to check that $\mathcal{O}_1 \odot (s_{M-2}, q, r)$ is valid.
- b) If q and r are higher than s_{M-2} , and $s_{M-2} = m_{M-2}$. Moreover, since $q, r \preceq s_{M-2}$, q, r are higher and letter than s_{M-2} . This case is depicted in Figure 3(b). In this case, instead of sending s_{M-2} at step $M-2$, the source sends m_{M-1} vertically at step $M-2$, then s_{M-2} horizontally $M-1$, and then m_M vertically at step M . The transformation is depicted in Figure 3(c). Clearly, $\mathcal{O}_1 \odot (m_{M-1}, s_{M-2}, m_M)$ is valid (in particular because $s_{M-2} = m_{M-2}$). We prove that the corresponding HV-broadcasting performs without interferences. By Claim 1 only s_{M-3} and m_{M-1} , or m_{M-1} and s_{M-2} , or s_{M-2} and m_M may interfere. Since m_{M-1} is higher and letter than s_{M-2} that is higher or letter than s_{M-3} , by Claim 2, m_{M-1} interferes neither with s_{M-3} nor with s_{M-2} . Similarly, m_M is higher and letter than s_{M-2} and these messages do not interfere.

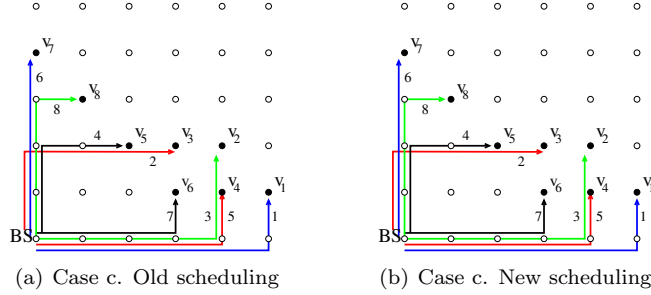


Figure 4: Case with recursive modifications of the scheduling

- c) If q and r are higher than s_{M-2} , and $s_{M-2} \neq m_{M-2}$ (i.e., $s_{M-3} = m_{M-2}$ and $s_{M-2} = m_{M-3}$). Moreover, s_{M-2} is sent vertically. This case is depicted in Figure 4 (with $M = 8$).

By Claim 2 and because $s_{M-3} \preceq s_{M-2}$, s_{M-3} is lower than s_{M-2} . Indeed, these messages do not interfere in the ordered sequence computed by Algorithm *OneApprox*. Then, it is possible to send messages $m_{M-3}, m_{M-1}, m_{M-2}$ and m_M , alternatively horizontal and vertical (starting horizontally) without any interference between these four messages. Therefore, the scheduling $\mathcal{O}_{M-4} \odot (m_{M-3}, m_{M-1}, m_{M-2}, m_M)$ is either valid or $(M-4)$ -almost valid.

We prove that Subprocedure $MakeValid(\mathcal{O}_{M-4} \odot (m_{M-3}, m_{M-1}, m_{M-2}, m_M), 2)$ computes an ordered sequence of \mathcal{M} that is valid. We need the following technical definition.

Definition 3 Let $i \in [2, \lfloor M/2 \rfloor]$. An ordered sequence $\mathcal{S} = (s_1, \dots, s_M)$ is $i-1$ -good if it is $(M-2i)$ -almost valid, and $s_{M-2i+1} = m_{M-2i+1}$, $s_{M-2i+2} = m_{M-2i+3}$ and $s_M = m_M$.

Let us do the following easy remarks.

1. In a i -good sequence \mathcal{S} , if s_{M-2i} does not interfere with s_{M-2i+1} then \mathcal{S} is valid.
2. In particular, if $2i = M$, a $i-1$ -good sequence is valid.
3. Note that the sequence $\mathcal{O}_{M-4} \odot (m_{M-3}, m_{M-1}, m_{M-2}, m_M)$ is 1-good.

Let i , $1 \leq i \leq \lfloor M/2 \rfloor$. and let \mathcal{S} be a $i-1$ -good sequence. By reverse induction on i , we prove that $MakeValid(\mathcal{S}, i)$ will compute a valid sequence.

We recall that

$$\begin{aligned} \mathcal{S} &= (s_1, \dots, s_{M-2i-2}) \odot (s_{M-2i-1}, s_{M-2i}, s_{M-2i+1}, s_{M-2i+2}) \odot (s_{M-2i+3}, \dots, s_M) \\ &= (s_1, \dots, s_{M-2i-2}) \odot (s_{M-2i-1}, s_{M-2i}, m_{M-2i+1}, m_{M-2i+3}) \odot (s_{M-2i+3}, \dots, s_M) \end{aligned}$$

First, if $2i = M$, then s_{M-2i} does not interfere with s_{M-2i+1} (because s_{M-2i} is not defined). $MakeValid(\mathcal{S}, i)$ returns \mathcal{S} which is valid by Remark 2.

If $2i = M - 1$ and s_1 and s_2 do not interfere, $MakeValid(\mathcal{S}, i)$ returns \mathcal{S} that is valid by Remark 2. Otherwise, if $2i = M - 1$ and s_1 and s_2 interfere, then $\mathcal{S} = (s_1, m_2, m_4) \odot (s_5, \dots, s_{2i+1})$. This implies that $s_1 = m_1$. In this case, $MakeValid(\mathcal{S}, i)$ returns $(m_2, m_1, m_4) \odot (s_5, \dots, s_{2i+1})$. Moreover, by parity and because s_{2i+1} is sent vertically, m_2 is sent horizontally. By Claim 2 and because $m_1 \preceq m_2 \preceq m_4$, m_1 must be lower than m_2 that is lower than m_4 . By Claim 1, the only possible interferences may occur between m_1 and m_2 , or m_2 and m_4 . The respective positions of the destination nodes of m_1, m_2, m_4 imply that this sequence is valid.

Now, assume $2i < M - 1$, and assume that, if \mathcal{S} is i -good, $MakeValid(\mathcal{S}, i + 1)$ will compute a valid sequence. Assume that \mathcal{S} is $i - 1$ -good. If s_{M-2i} and s_{M-2i+1} do not interfere, then $MakeValid(\mathcal{S}, i)$ returns \mathcal{S} that is valid by Remark 2. Let us consider the case when s_{M-2i} and s_{M-2i+1} interfere. By parity, s_{M-2i} is sent vertically and s_{M-2i+1} horizontally. By Claim 2, s_{M-2i+1} is higher and lefter than s_{M-2i} . Moreover, since s_{M-2i+1} and s_{M-2i+2} do not interfere, then s_{M-2i+2} must be higher or lefter than s_{M-2i+1} . Similarly, s_{M-2i-1} must be either lower or righter than s_{M-2i} . There are two cases to be considered according to the value of s_{M-2i} . Recall that, because $s_{M-2i+1} = m_{M-2i+1}$ $s_{M-2i} \in \{m_{M-2i}, m_{M-2i-1}\}$.

c.1 If $s_{M-2i} = m_{M-2i}$.

Because of their respective positions, it is possible to send messages $s_{M-2i-1}, s_{M-2i+1}, s_{M-2i}$ and then s_{M-2i+2} , alternatively horizontal and vertical (starting horizontally) without any interference between these 4 messages. In this case, $MakeValid(\mathcal{S}, i)$ returns $(s_1, \dots, s_{M-2i-2}) \odot (s_{M-2i-1}, s_{M-2i+1}, s_{M-2i}, s_{M-2i+2}) \odot (s_{M-2i+3}, \dots, s_M)$. By previous remark, this sequence does not create any interference. Moreover, only $s_{M-2i+1} = m_{M-2i+1}$ and $s_{M-2i} = m_{M-2i}$ have been switched. Therefore, it is easy to check that it is valid.

c.2 If $s_{M-2i} = m_{M-2i-1}$. In this case, note that $s_{M-2i-1} = m_{M-2i}$. Because of their respective positions, it is possible to send messages, $s_{M-2i}, s_{M-2i+1}, s_{M-2i-1}$ and then s_{M-2i+2} alternatively horizontal and vertical (starting horizontally) without any interference between these 4 messages. Hence, the only possible interference in the following sequence is between s_{M-2i-2} and to s_{M-2i} : $\mathcal{S}' = (s_1, \dots, s_{M-2i-2}) \odot (s_{M-2i}, s_{M-2i+1}, s_{M-2i-1}, s_{M-2i+2}) \odot (s_{M-2i+3}, \dots, s_M)$. It is easy to check that \mathcal{S}' is i -good. Besides, $MakeValid(\mathcal{S}, i)$ returns $MakeValid(\mathcal{S}', i + 1)$ that is valid by the induction assumption. ■

Now, we prove that Algorithm *OneApprox* performs in linear time, w.r.t., the number of messages.

Theorem 3 *The time complexity of Algorithm OneApprox is $O(M)$.*

Proof. We note $c(i)$ the time-complexity of $OneApprox(\{m_1, \dots, m_i\})$. We prove by induction on i that $c(i) = O(i)$. Let $S = (s_1, \dots, s_M)$ be the ordered sequence computed by $OneApprox(\mathcal{M})$. The pivot s_{M-2P} of this sequence is the message such that $s_{M-2P} = m_{M-2P}$, and minimizing P . More

```

Input:  $\mathcal{M} = \{m_1, \dots, m_M\}$ , the set of messages ordered in non increasing distance order
Output:  $(s_1, \dots, s_M)$  an ordered sequence of  $\mathcal{M}$  such that  $m_i \in \{s_{i-1}, s_i, s_{i+1}\}$  for any  $i \leq M$ 
begin
  Case  $M = 0$  return  $\emptyset$ 
  Case  $M = 1$  return  $(m_1)$ 
  Case  $M \geq 2$ 
    Let  $\mathcal{O} \odot p = \text{OneApprox}(\{m_1, \dots, m_{M-2}\})$ 
    Let  $q$  be the lowest message in  $\{m_{M-1}, m_M\}$  and let  $r$  be the other one
    if  $p$  is higher than  $q$  return  $\mathcal{O} \odot (p, q, r)$ 
    else if  $p = m_{M-2}$  return  $\mathcal{O} \odot (m_{M-1}, p, m_M)$ 
    else
      /* This last case may occur only if  $M > 3$  */
      Let  $(s_1, \dots, s_{M-4}) \odot (m_{M-2}, m_{M-3}) = \text{OneApprox}(\{m_1, \dots, m_{M-2}\})$ 
      return  $\text{MakeValid}((s_1, \dots, s_{M-4}) \odot (m_{M-3}, m_{M-1}, m_{M-2}, m_M), 2)$ 
end.

```

Figure 5: Algorithm *OneApprox*

```

Input: An integer  $j$ ,  $1 < j \leq \lfloor M/2 \rfloor$ , and
  a  $j - 1$ -good sequence  $\mathcal{O} = (s_1, \dots, s_M)$  of a set of messages  $\{m_1, \dots, m_M\}$ ,
Output: A valid sequence of  $\mathcal{M}$ 
  if  $s_{M-2j}$  and  $s_{M-2j+1}$  do not interfere
    /* In particular, this case occurs if  $M - 2j = 0$  */
    return  $\mathcal{O}$ 
  else if  $s_{M-2j} = m_{M-2j}$ 
    /* In particular, this case occurs if  $M - 2j = 1$  */
    return  $(s_1, \dots, s_{M-2j-2}) \odot (s_{M-2j-1}, s_{M-2j+1}, s_{M-2j}, s_{M-2j+2}) \odot (s_{M-2j+3}, \dots, s_M)$ 
  else return
    /* This last case may occur only if  $M - 2j \geq 2$  */
    /* Note that, in this case,  $s_{M-2j} = m_{M-2j-1}$  and  $s_{M-2j-1} = m_{M-2j}$  */
     $\text{MakeValid}((s_1, \dots, s_{M-2j-2}) \odot (s_{M-2j}, s_{M-2j+1}, s_{M-2j-1}, s_{M-2j+2}) \odot (s_{M-2j+3}, \dots, s_M), j + 1)$ 
end.

```

Figure 6: MakeValid

precisely, we prove that $c(M) = O(c(M - 2P) + O(2P))$. If $M \leq 1$, the result is trivial. Let us assume $M \geq 2$. By induction, the computation of $\text{OneApprox}(\{m_1, \dots, m_{M-2}\})$ takes time $O(c(M - 2 - 2P') + O(2P'))$ where P' is the pivot of the obtained sequence. There are three possible cases corresponding to the three cases of the algorithm (when $M \geq 2$).

- a. Clearly, in this case, $c(M) = c(M - 2) + O(1)$. Moreover, either $P = P' + 1$ (if $r = m_{M-1}$) or $P = 0$ (if $r = m_M$). In both cases, we get $c(M) = O(c(M - 2P) + O(2P))$.
- b. $c(M) = c(M - 2) + O(1)$ and $P = P' + 1$, thus $c(M) = O(c(M - 2P) + O(2P))$.

- c. Let $c'(M)$ be the complexity of $Makevalid((s_1, \dots, s_M), 2)$. In this case, $c(M) = c(M - 2) + c'(M)$ and $P = 0$ (because in the computed sequence, $s_M = m_M$). Finally, when executed $Makevalid((s_1, \dots, s_M), 2)$, the same subprocedure $MakeValid$ is recursively executed until s_{M-2j} and s_{M-2j+1} do not interfere, or $s_{M-2j} = m_{M-2j}$. Therefore, it is executed at most P' times and each execution takes $O(1)$. Hence, $c(M) = O(M - 2P) + O(2P) = O(M)$.

■

6 Future works

In this paper, we have presented centralized algorithm for the minimum makespan personalized broadcasting in grid networks. In these settings, the problem is strictly equivalent to the data gathering problem. One can note that our network model assumes that an optimal MAC layer is available. It would be interesting to investigate on the behavior of the problems under weaker assumptions. Another direction to investigate is the online version of the problems. It is worth pointing out that, in this case, personalized broadcasting and gathering are no longer equivalent.

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