On the complexity of the shortest-path broadcast problem

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\textbf{Abstract}

We study the \textit{shortest-path broadcast} problem in graphs and digraphs, where a message has to be transmitted from a source node \(s\) to all the nodes along shortest paths, in the classical telephone model. For both graphs and digraphs, we show that the problem is equivalent to the broadcast problem in \textit{layered directed} graphs. We then prove that this latter problem is NP-hard, and therefore that the shortest-path broadcast problem is NP-hard in graphs as well as in digraphs. Nevertheless, we prove that a simple polynomial-time algorithm, called \textit{MDST-broadcast}, based on min-degree spanning trees, approximates the optimal broadcast time within a multiplicative factor \(\frac{3}{2}\) in 3-layer digraphs, and \(O\left(\frac{\log n}{\log \log n}\right)\) in arbitrary multi-layer digraphs. As a consequence, one can approximate the optimal shortest-path broadcast time in polynomial time within a multiplicative factor \(\frac{3}{2}\) whenever the source has eccentricity at most 2, and within a multiplicative factor \(O\left(\frac{\log n}{\log \log n}\right)\) in the general case, for both graphs and digraphs. The analysis of \textit{MDST-broadcast} is tight, as we prove that this algorithm cannot approximate the optimal broadcast time within a factor smaller than \(\Omega\left(\frac{\log n}{\log \log n}\right)\).

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1. Introduction

1.1. The general context

Broadcasting refers to the task in which one message has to be transmitted from one source node to all the other nodes in a network (we always assume that all nodes are reachable from the source). Constructing efficient broadcast protocols, that is, computing an appropriate scheduling for the communications between nodes, has been the source of a huge amount of work whose nature depends highly on the communication model. In this paper, we use the classical telephone model [15]. In this model, the network is modeled as a connected undirected or directed graph,\textsuperscript{1} and communications proceed in a sequence of synchronous rounds. At each round, every node which is aware of the message (that is, either the source, or a
node that has received the message during some previous round) can forward the message to at most one of its neighbors in the network. In a digraph, the message can only travel in the direction of the edge along which it is sent. The measure of complexity is the number of rounds necessary to complete broadcast. Given a graph or a digraph \( G = (V, E) \), and a node \( s \in V \), we denote by \( b(G, s) \) the minimum number of rounds required to broadcast a message from \( s \) to all nodes in \( V \) in the telephone model.

Given a (di)graph \( G = (V, E) \) and \( s \in V \), the telephone broadcast problem consists in computing \( b(G, s) \). In the multicast version of the problem, a set \( S \) of terminals is additionally specified, and the objective is to compute the minimum number of rounds to inform all nodes in \( S \) (the message can of course be relayed by non-terminal nodes). In fact, in both variants of the problem, we are also interested in computing the optimal communication schedule enabling to reach the optimal broadcast or multicast time. Since no nodes need to be informed twice, this schedule can be represented by a tree rooted at the source, spanning the terminals, with downward edges from each node \( u \) labeled by pairwise distinct integers in \([1, \deg(u)]\) where \( \deg(u) \) is the number of children of \( u \) in \( T \), specifying the order in which \( u \)'s children should be informed. (Observe that w.l.o.g., we are restricting our attention to schedules where transmissions from a node occur at consecutive rounds.)

The broadcast time of many classical networks is known (cf., e.g., [10,13,15–17] and the references therein), and several efficient randomized broadcast protocols have been proposed [12]. However, the broadcast problem (and thus the multicast problem as well) is known to be NP-complete in graphs (and thus in digraphs as well) [11]. In fact, it is even known that it is NP-hard to approximate the broadcast time within a ratio \( 3 - \epsilon \) for any \( \epsilon > 0 \) [6]. There have been several attempts to design polynomial-time approximation algorithms for the broadcast and multicast problems [2,6,7,18,21], and the best known approximation ratio is \( O(\log \log n) \) for \( k \)-terminal multicast (in the case of undirected graphs), due to [7]. In directed graphs, the broadcast problem appears to be even more difficult to approximate: not only is it unlikely that there exists a polynomial-time approximation scheme for it, but it is even unlikely that it is in APX. Indeed, it has been proved that, unless \( \text{NP} \subseteq \text{DTIME}(n^{O(1)}) \), the broadcast problem in digraphs cannot be approximated within a ratio less than \( \Omega(\sqrt{\log n}) \) [6]. The best known approximation algorithm for broadcast in digraphs has approximation factor \( O(\log n) \) [6]. The difficulty appears to be even more severe regarding multicast, for which it is known [9] that the k-terminal multicast time cannot be approximated within a factor less than \( \Omega(\log k) \). The best polynomial-time algorithm known approximates multicast within a multiplicative factor of \( O(\log k) \), but with an additive factor of \( O(\sqrt{\log n}) \) [8].

### 1.2. Our results

In this paper, we are interested in the shortest-path broadcast problem in graphs and digraphs [14] (see also [3]). Shortest path broadcast refers to the broadcast problem in which the message must reach every node \( u \) along a shortest path from the given source \( s \) to \( u \) in the given (di)graph \( G \). In other words, the message can only traverse edges of the layered digraphs induced by the edges of the original (di)graph from a node at distance \( i \) from \( s \) to a node at distance \( i + 1 \) from \( s \) in \( G \).

We first show that the shortest-path broadcast problem in graphs and digraphs is equivalent to the broadcast problem in layered directed graphs (a.k.a. multi-stage digraphs). Using this equivalence, we then show that the shortest-path broadcast problem is NP-hard in graphs and digraphs. Nevertheless, using the techniques in [21], we prove that an approximation algorithm based on a minimum-degree spanning tree construction, has approximation ratio \( O(\log \log n) \) for the shortest-path broadcast problem in general graphs and digraphs. The bad news is that this bound is tight for this algorithm, as we prove that it cannot provide an approximation ratio better than \( \Omega(\log \log n) \) for the problem. Finally, for the instances in which the source has bounded eccentricity \( 2 \), we show that shortest-path broadcast time can be approximated within a multiplicative factor \( \frac{1}{2} \) for both graphs and digraphs.

### 1.3. Structure of the paper

We provide the formal definition of our problems in Section 2, where we also establish the equivalence between the shortest-path broadcast problems and the broadcast problem in layered digraphs. In Section 3, we prove that all our problems are NP-hard. Section 4 is then dedicated to the design and analysis of the approximation algorithm based on the minimum-degree spanning tree construction, while Section 5 analyzes this algorithm for the instances in which the source has bounded eccentricity. We conclude by some considerations about multicast, and the potential fixed parameter tractability nature of the shortest-path broadcast problem where the parameter is the eccentricity of the source, including some open questions.

### 2. Definitions and preliminary results

In this paper, we focus on shortest-path broadcast, that is, a variant of the classical broadcast problem, where the message is restricted to travel along shortest paths. In other words, the message can only be transferred from a node at distance \( i \) from the source \( s \) to a node at distance \( i + 1 \) from \( s \), for some \( i \geq 0 \). As we mentioned in the introduction, shortest-path broadcast is closely related to broadcast in layered graphs. In this section, we formalize this statement. For that purpose, let us define formally the shortest-path broadcast problems we are interested in.
lay-bcast results, either positive or negative, for any of the three optimization problems from the fact that
where the first equality is by definition of $c$.

instance

bcast

where the first equality is by definition of $\tau$.

First, let us show that $min-sp-bcast: min-sp-dir-bcast: min-lay-bcast$ are all S-equivalent. 

Proof. First, let us show that $min-sp-bcast: min-sp-dir-bcast: min-lay-bcast$ are both S-reducible to $min-lay-bcast$. To see why, given a (di)graph $G$, and given a source node $s \in V(G)$, let $f_1(G, s) = G_s$, where $G_s$ is the directed graph on the same set of nodes as $G$, where the edge $(u, v)$ belongs to $E(G)$ if and only if the directed edge $(u, v)$ or the edge $(u, v)$ in $G$ belongs to at least one shortest path starting from $s$. Note that $G_s$ is directed and layered, with $V_0 = \{s\}$. By construction, any broadcast protocol from $s$ in $G_s$ is a shortest-path broadcast protocol from $s$ in $G$, and vice-versa, with the same execution times. That is, by choosing $g_1(x, y) = y$, we get that $(f_1, g_1)$ is an S-reduction.

Conversely, let us show that $min-lay-bcast$ is reducible to both $min-sp-bcast$ and $min-sp-dir-bcast$. The S-reduction to $min-sp-dir-bcast$ is trivial since the instance graph of $min-lay-bcast$ is directed, i.e., choose $f_2$ as the identity function, and $g_2 = g_1$. The S-reduction to $min-sp-bcast$ is defined by choosing, for any layered digraph $L$ with $V_0 = \{s\}, f_3(L) = (U, s)$ where $U$ is the graph obtained from $L$ by removing the orientation of the edges, and $g_3 = g_1$. Indeed, we then have:

$$OPT_{min-sp-bcast}(f_3(L)) = OPT_{min-sp-bcast}(U, s) = OPT_{min-lay-bcast}(U, s) = OPT_{min-lay-bcast}(U) = OPT_{min-lay-bcast}(L)$$

where the first equality is by definition of $f_3$, the second equality by the fact that $min-sp-bcast$ is S-reducible to $min-lay-bcast$ by $(f_3, g_3)$, the third equality is by definition of $f_3$, and the last equality follows from the fact that, given a layered digraph $L$ with $V_0 = \{s\}$, we have $U = L$. Similarly, regarding the cost function, for any solution $y$ of $min-sp-bcast$ for the instance $(U, s)$, we have:

$$c_{min-lay-bcast}(L, g_3(U, y)) = c_{min-lay-bcast}(L, y) = c_{min-lay-bcast}(U, y) = c_{min-sp-bcast}((U, s), g_1((U, s), y)) = c_{min-sp-bcast}(f_3(L), y)$$

where the first equality is by definition of $g_3$, the second equality follows from the fact that $min-sp-bcast$ is S-reducible to $min-lay-bcast$ by $(f_3, g_3)$, and the last equality follows from the definitions of $f_3$ and $g_1$.

The first important consequence of this lemma is that if any of the three decision problems $sp-bcast$, $sp-dir-bcast$, and $lay-bcast$ is NP-complete, then all of them are NP-complete. The second important consequence is that any approximation results, either positive or negative, for any of the three optimization problems $min-sp-bcast$, $min-sp-dir-bcast$, and $min-lay-bcast$ immediately applies to all of them. In any case, note that the broadcast problem in layered digraphs may also...
have an interest on its own because of the practical importance of these graphs for communication networks, ranging from tightly coupled parallel computers [19] to modern data centers [1].

3. Shortest-path broadcast is hard

Our first result is showing that the broadcast problem remains hard to be solved, even in the case of the shortest paths.

**Theorem 1.** LAY-CAST is NP-complete.

**Proof.** We adapt the reduction presented in [5], which was used to show that the broadcast problem is NP-complete even for bounded-degree graphs. We reduce 3-SAT to LAY-CAST. To this aim we will make use of the gadget $G_n$ depicted in Fig. 1.

In this figure, $s = L_0$. Observe that $b(G_n, s) = n + 1$. Indeed, it is clear that $b(G_n, s) \geq n + 1$, since there are $n + 2$ levels. On the other hand, the unique optimal broadcast scheduling is the one in which each node $L_{i,0}$, for $0 \leq i \leq n$, first serves its left child and then serves its right child, while all other nodes serve their right child only (in the figure, the broadcast times of this scheduling are shown in gray). Note also that, according to this optimal scheduling, all nodes at level $i$, with $1 \leq i \leq n$, receive the message at time $i + 1$, apart from the node $L_{i,0}$, which receives the message at time $i$.

Let $\varphi$ be a CNF Boolean formula on variables $v_1, \ldots, v_n$ with clauses $c_1, \ldots, c_m$, where $|c_i| = 3$ for $1 \leq i \leq m$. We then construct a layered graph $G_\varphi$ as follows (see Fig. 2). A copy of the gadget $G_n$ is connected to $2n$ copies of the gadget $G_m$ (whose sources are denoted by $F_1, \ldots, F_n$, and $T_1, \ldots, T_n$) and to a path of $m + 3$ nodes (denoted by $p_1, p_2, \ldots, p_{m+3}$) by the following edges: $(L_{m+1,0}, F_i)$ and $(L_{m+1,0}, T_i)$, for $1 \leq i \leq n$, and $(L_{m+1,0}, p_1)$.

For any $i, 1 \leq i \leq n$, we denote the node $L_{m+i,0}$ of the gadget rooted at $F_i$ (respectively, $T_i$) as node $f_i$ (respectively, $t_i$). Finally, for each clause $c_i$ there is a node $x_i$. An edge is connecting the node $L_{n,j}$ of the gadget rooted at $F_i$ (respectively, $T_i$) to node $x_i$ if and only if the literal $\neg v_i$ (respectively, $v_i$) belongs to $c_i$. Observe that there are exactly $n + m + 5$ levels in $G_\varphi$ ($n + 2$ levels in $G_m$, and $m + 3$ levels in the path $p_1, \ldots, p_{m+3}$).

We have that $b(G_\varphi, s) \geq n + m + 4$ because the broadcast time cannot be less than the number of levels minus 1. We now prove that $\varphi$ is satisfiable if and only if $b(G_\varphi, s) = n + m + 4$.

If $\varphi$ is satisfiable, then let $\tau$ be a satisfying truth-assignment. We can construct an optimal broadcast scheduling as follows. We apply the optimal broadcast scheduling in the gadget $G_n$. The node $L_{n+1,0}$ will inform the node $p_1$ at time $n + 2$. The message can propagate through the path starting from this latter node and arrive at node $p_{m+3}$ at time $n + m + 4$. For any $i, 1 \leq i \leq n$, if $\tau(v_i) = 0$ (respectively, 1), then the node $L_{n,i}$ of $G_n$ will inform the node $f_i$ (respectively, $t_i$) at time $n + 3$. We then apply the optimal broadcast scheduling to each gadget $G_m$, so that if $\tau(v_i) = 0$ (respectively, $\tau(v_i) = 1$), then all nodes $L_{m,j}$ of the gadget rooted at $F_i$ (respectively, $T_i$), $1 \leq j \leq m$, will receive the message at time $n + m + 3$, and all nodes $L_{m,j}$ of the gadget rooted at $T_i$ (respectively, $F_i$), will receive the message at
The poise
Proof.

Theorem 2. The solution is less efficient than the one in computing a MDST can also be done by solving a series of flow problems between each pair of consecutive levels, but this

Note that both stages can be computed in polynomial time, thanks to solving the broadcast problem in layered digraphs:

is undirected, then the root actually plays no role.) We analyze the following 2-stage algorithm, called

4. The approximation algorithm MDST-broadcast

A spanning tree $T$ rooted at a node $u$ in a given (di)graph $G$ is a minimum-degree spanning tree (MDST) of $G$ rooted at $u$ if no spanning trees of $G$ rooted at $u$ can have a maximum degree smaller than the maximum degree of $T$. (Note that, if $G$ is undirected, then the root actually plays no role.) We analyze the following 2-stage algorithm, called MDST-broadcast, for solving the broadcast problem in layered digraphs:

1. Compute a MDST $T$ rooted at the source $s$;
2. Compute an optimal broadcast schedule from $s$ in $T$ (i.e., using only the edges of $T$).

Note that both stages can be computed in polynomial time, thanks to [23] and [22], respectively. (In fact, in layered digraphs, computing a MDST can also be done by solving a series of flow problems between each pair of consecutive levels, but this solution is less efficient than the one in [23].)

Corollary 1. SP-bcast and SP-dir-bcast are both NP-complete.

Theorem 2. Algorithm MDST-broadcast approximates MIN-LAY-bcast within multiplicative factor $O(\log n / \log \log n)$.

Proof. Ravi [21] has defined the poise of a graph, and has shown that it is closely related to the broadcast time of the graph. The poise $p(G)$ of a graph $G$ is defined as the minimum $\Delta_T + \Delta_f$ taken over all spanning trees of $G$, where $\Delta_T$ and $\Delta_f$ denote
the maximum degree and the depth of $T$, respectively. This definition extends directly to our setting, where the trees are bounded to be rooted at $s$. Hence, by applying the same arguments as in [21], we obtain that

$$\frac{1}{2} \ p(G) \leq b(G, s) \leq O \left( \frac{p(G) \log n}{\log \log n} \right)$$

where the upper bound is obtained by computing a greedy broadcast protocol in a spanning tree with poise $p(G)$, completing in this many rounds.

In the case of $\ell$-layer digraphs, the poise is simply equal to $\Delta_{\text{max}} + \ell - 1$ where $\Delta_{\text{max}}$ denotes the maximum degree of any minimum-degree spanning tree (rooted at $s$), because the depth of any spanning tree of an $\ell$-layer digraph is equal to $\ell - 1$. Hence $p(G)$, and a spanning tree $T$ with poise $p(G)$, are computable in polynomial time in layered digraphs (because, as we observed before, a spanning tree with maximum degree equal to $\Delta_{\text{max}}$ is computable in polynomial time in these graphs [23]).

Therefore, a broadcast protocol completing in $O(p(G) \frac{\log n}{\log \log n})$ rounds is computable in polynomial time (e.g., by computing an optimal broadcast protocol in $T$ with the algorithm in [22]). It follows that MDST-broadcast returns a broadcast protocol whose completion time is $O\left( \frac{\log n}{\log \log n} \right)$ times the optimal broadcast time, since $p(G)$ is at most twice $b(G, s)$. \hfill \Box

The following result shows that the above analysis is tight up to constant factors.

**Theorem 3.** The approximation ratio of algorithm MDST-broadcast is at least $\Omega\left( \frac{\log n}{\log \log n} \right)$ for MIN-LAY-BCAST.

**Proof.** We present an instance $(G, s)$ of the broadcast problem in layered digraphs (see Fig. 3), for which MDST-broadcast approximates $b(G, s)$ within ratio $O\left( \frac{\log n}{\log \log n} \right)$.

To describe the instance, let $d \geq 2$ be a power of two and $h \leq d$ be a positive integer. The source $s$ is the root of a complete binary tree $B$ with $d^h$ leaves (hence of depth $h \log d$). For $i = 1, \ldots, d^h$, every leaf $u_i$ of $B$ is the root of a path $P_i$ of length $h$. Node $u_1$ is also the root of a complete $d$-ary tree $D$ with $d^h$ leaves (hence of depth $h$), whose nodes belong to the $P_i$’s. More formally: the root $u_1$ of $D$ is the first node of $P_1$; the $d$ children of $u_1$ in $D$ are the second nodes of $P_1, \ldots, P_d$; the $d^2$ grand-children of $u_1$ in $D$ are the third nodes in $P_1, \ldots, P_d$; and, in general, the $d^h$ nodes at level $k$ of $D$ are the $(k + 1)$th nodes of $P_1, \ldots, P_d$. In particular, the leaves of $D$ correspond to the last nodes of the $P_i$’s. The connections between the nodes in $D$ (i.e., which nodes of level $\ell$ of $D$ are connected to which nodes of level $\ell + 1$) are arbitrary, apart from the fact that every node $x$ in $D$ which is the successor in some path $P_i$ of a node $y$ in $D$ must be a child of $y$ in $D$.

For every pair $v$, $w$ of adjacent nodes in some $P_i$, such that $v \not\in D$ and $w \in D$, we connect $v$ to $d$ new leaves. Let $U$ denote the set of all these new leaves. Note that $|U| = d(d^h - 1)$ because each of the $d^h$ paths $P_i$ apart from $P_1$, has exactly one node $w_l$ belonging to $D$ whose predecessor $v_l$ in the path is not in $D$ (see again Fig. 3). Note that, according to how the connections in $D$ have been constructed, the sub-path of $P_i$ starting from $w_l$ is included in $D$.

Overall, the layered digraph has $n = \Theta(d^{h+1})$ nodes, as there are $\Theta(d^h)$ nodes in $B$ and in $D$, $\Theta(hd^h) = O(d^{h+1})$ nodes in the collection of paths $P_i$, $i = 1, \ldots, d^h$, and $\Theta(d^{h+1})$ nodes in $U$.

On the one hand, there exists a spanning tree $T$ of $G$ with maximum out-degree $d$. For instance $T$ could consist of the tree $B$, the tree $D$ and the collection of $d^h - 1$ “brooms” formed by the sub-path of $P_i$ from $u_i$ to $v_l$ and the $d$ children of $v_l$ in $U$, for
\(i = 2, \ldots, d^t\). The existence of a spanning tree \(T\) of \(G\) with maximum out-degree \(d\) implies that the broadcast time returned by MDST-broadcast is \(O(dh)\). Indeed, MDST-broadcast must employ a spanning tree of maximum out-degree at most \(d\). Such a spanning tree must include \(B\) because, in fact, any spanning tree of \(G\) must include \(B\). Broadcasting in the binary tree \(B\) takes \(2h \log d\) rounds. Hence, after this many rounds, broadcasting takes at most \(O(dh)\) additional rounds because broadcasting in a tree with maximum degree \(d\) and depth \(h\) requires at most \(O(dh)\) rounds.

On the other hand, every minimum-degree spanning tree of \(G\) must include the \(d\)-ary tree. This is because the nodes \(v_i\) on the paths \(P_i\) need to “cover” their \(d\) children in the set \(U\), and hence they cannot cover their only child \(w_i\) in \(D\). This implies that the edge \((v_i, w_i)\) cannot be part of the spanning tree. Hence all the nodes in \(D\) can only be spanned by using the edges in \(D\). The fact that \(D\) is included in every minimum-degree spanning tree of \(G\) implies that the protocol computed by MDST-broadcast completes in at least \(\Omega(dh)\) rounds because broadcasting in \(D\) takes at least these many rounds (by induction on \(k\), informing all nodes at level \(k\) requires at least \(kd\) rounds).

To sum up, the protocol returned by MDST-broadcast completes in
\[
t_{\text{MDST-broadcast}} = \Theta(dh)
\]
rounds. Let us now focus on the optimal protocol. We have
\[
b(G, s) = \Theta(h \log d + d)
\]
since, on the one hand, there are \(\Theta(h \log d)\) layers and \(d\) steps are required to transmit to all the leaves in \(U\), and, on the other hand, this broadcast time is achieved by broadcasting in \(B\) and by then using the paths \(P_i\)'s in parallel.

We now set \(h = \lceil d/h \log d \rceil\), whence \(d = \Theta(h \log h)\). Then, \(n = \Theta(d^{h+1}) = 2^{\Theta(d)}\), whence \(d = \Theta(d)\) and \(h = \Theta(d^{1/(h \log h)})\). Also, \(b(G, s) = \Theta(d) = \Theta(h \log h)\), so the performance ratio is \(\Theta(h) = \Omega(d)\).

Again, as a direct consequence of Lemma 1, Theorems 2 and 3 is the following result.

**Corollary 2.** Algorithm MDST-broadcast approximates \(\text{MIN-SP-BCAST}\) and \(\text{MIN-SP-DIR-BCAST}\) within multiplicative factor \(\Theta(d^{1/(h \log h)})\).

5. Sources with bounded eccentricities

We have seen that the algorithm MDST-broadcast enables to approximate the shortest-path broadcast problem with a multiplicative factor \(O(d^{1/(h \log h)})\). In this section, we study the performance of MDST-broadcast as a function of the eccentricity of the source. According to the reduction from the shortest-path broadcast problem to the broadcast problem in layered digraph stated in Lemma 1, this corresponds to analyzing the performances of MDST-broadcast as a function of the number of layers \(\ell\) in a layered digraph.

**Theorem 4.** Algorithm MDST-broadcast approximates \(\text{MIN-LAY-BCAST}\) within multiplicative factor \(\ell - 1\) in \(\ell\)-layered digraphs.

**Proof.** Let \(\Delta_{\text{min}}\) be the maximum degree of a minimum-degree spanning tree \(T\) computed in the first step of MDST-broadcast. Broadcasting in \(T\) takes at most \((\ell - 1)\Delta_{\text{min}}\) rounds (by induction on \(\ell\)). On the other hand, the spanning tree corresponding to an optimal broadcast protocol has degree at least \(\Delta_{\text{min}}\) and thus \(b(G, s) \geq \Delta_{\text{min}}\).

We now provide a better bound on the approximation ratio of MDST-broadcast, in the case \(\ell = 3\).

**Theorem 5.** Algorithm MDST-broadcast approximates \(\text{MIN-LAY-BCAST}\) within multiplicative factor \(\frac{3}{2}\) in 3-layered digraphs.

**Proof.** Let \(G = (\{s\} \cup V_1 \cup V_2, E)\) be a 3-layered digraph. Let us denote by \(t_{\text{opt}}\) the broadcast time of an optimal protocol \(\text{opt}\), and by \(t_{\text{alg}}\) the completion time of the broadcast protocol \(\text{alg}\) computed by our algorithm MDST-broadcast.

For \(i = 1, \ldots, |V_1|\), let \(v_i \in V_1\) be the \(i\)th node informed by \(s\) in \(\text{alg}\), and let \(B_i \subseteq V_2\) be the set of nodes informed by \(v_i\) in \(\text{alg}\). We can assume, without loss of generality, that \(|B_i| \geq |B_j| \geq \cdots \geq |B_{|V_1|}| \geq 0\). Indeed, if \(|B_i| > |B_j|\) for some \(i\) and \(j\) with \(i < j\), then we could modify the broadcast protocol by informing \(v_j\) before \(v_i\), without increasing its completion time. Observe that
\[
t_{\text{alg}} = \max_{1 \leq i \leq |V_1|} (i + |B_i|) = k + |B_k|, \tag{1}
\]
where \(k\) is the value of \(i\) that maximizes \(i + |B_i|\). Observe also that \(t_{\text{alg}} \geq |V_1| \geq k\). Thus, if \(|B_i| < k/2\), we are done, since \(t_{\text{alg}} = k + |B_k| \leq 2k \leq \frac{3}{2}t_{\text{opt}}\). Indeed, if \(\Delta_{\text{opt}}\) (respectively, \(\Delta_{\text{alg}}\)) denotes the maximum degree of the spanning tree induced by the broadcast protocol \(\text{opt}\) (respectively, \(\text{alg}\)), then \(t_{\text{opt}} \geq \Delta_{\text{opt}} \geq \Delta_{\text{alg}}\). Thus, if \(k < |B_k|/2\), we are also done, since \(t_{\text{alg}} = k + |B_k| < \frac{3}{2}|B_k| \leq \frac{3}{2}t_{\text{opt}}\).

Let us now define \(q = |B_k|/k\). From the preceding observations, the theorem holds if either \(q < 1/2\) or \(q > 2\). Thus, we assume from now on that \(q \in [1/2, 2]\). We can rewrite (1) as
\[
t_{\text{alg}} = (1 + q)k.
\]
Each set in \( B_1, B_2, \ldots, B_k \) has at least \( |B_k| \) nodes, which implies that
\[
|V_2| \geq k \cdot |B_k| = qk^2.
\]
Observe that in \( t \) rounds, no broadcast protocol can inform more than \( \left( \frac{t-1}{2} \right) \) nodes in \( V_2 \) (indeed, this upper bound can be reached when \( t - 1 \) nodes in \( V_2 \) are informed by the first informed node in \( V_1 \), \( t - 2 \) from the second informed node in \( V_1 \), and so on). Hence, \( |V_2| \leq \left( \frac{t_{\text{opt}} - 1}{2} \right) < t_{\text{opt}}^2 / 2. \) That is,
\[
t_{\text{opt}} > \sqrt{2|V_2|} \geq \sqrt{2qk}.
\]
The performance ratio of the algorithm is therefore bounded by
\[
\frac{t_{\text{alg}}}{t_{\text{opt}}} = \frac{(1 + q)k}{\sqrt{2qk}} = \frac{(1 + q)}{\sqrt{2q}}.
\]
Examining the function \( f(x) = \frac{1 + x}{\sqrt{2x}} \) in the range \( x \in [1/2, 2] \), we find that the only maxima are at the two endpoints, \( x = 1/2 \) and \( x = 2 \), in which the function is equal to \( \frac{3}{2} \). The theorem then follows. \( \square \)

**Corollary 3.** Algorithm MDST-broadcast approximates MIN-SP-BCAST and MIN-SP-DIR-BCAST within multiplicative factor \( \ell \) (respectively, \( \frac{1}{\ell} \)) whenever the source has eccentricity at most \( \ell \) \( \neq 2 \) (respectively, \( \ell = 2 \)).

Note that the bound \( 3/2 \) for \( \ell = 2 \) is essentially tight for MDST-broadcast. Indeed, let \( d > 0 \) be an arbitrary odd integer. The instance where \( (V_1, V_2) \) forms a complete \( d \times \frac{d(d-1)}{2} \) bipartite graph has optimal broadcast time equal to \( d \), but the minimum-degree spanning tree where each node in \( V_1 \) has degree \( (d-1)/2 \) results in a broadcast time equal to \( 3(d-1)/2 \), yielding an approximation factor of \( \frac{d+1}{2d} \), which is less than \( \frac{3}{2} \), but arbitrarily close to \( \frac{3}{2} \) as \( d \) grows.

### 6. Conclusions

In this paper, we analyzed the shortest-path broadcast problem in graphs and digraphs. In particular, after proving the NP-hardness of the problem, we showed that Algorithm MDST-broadcast approximates the shortest-path broadcast time within a ratio \( \Theta\left(\frac{\log n}{\log \log n}\right) \) in both graphs and digraphs. In the case of digraphs, this ratio is smaller than the best known approximation ratio for broadcasting without the shortest path constraint. Moreover, for instances where the source has eccentricity 2, we have shown that shortest-path broadcast time can be approximated within a multiplicative factor less than \( \frac{3}{2} \).

It is known [21] that the broadcast problem is as hard in (di)graphs with bounded diameter as in general (di)graphs. This may not be the case when we restrict ourselves to shortest-path broadcast. In particular, it is not clear whether the problem is NP-hard for instances where the source has bounded eccentricity, or even eccentricity 2. If so, an intriguing open problem is whether the shortest-path broadcast problem is fixed-parameter tractable (FPT) when parameterized by the eccentricity of the source. (The reduction from SAT in the proof of Theorem 1 uses instances where the eccentricity of the source is unbounded.) In fact, to the best of our knowledge, no results are known on the FPT nature of the broadcast problem even in the case without the shortest-path constraint.

Another direction of research is extending the study of shortest-path communication to the multicast problem. One can show that multicast remains hard to approximate in layered digraphs. Indeed, by a reduction similar to the one in Theorem 3 of [9], it is possible to show that, even for 3-layer digraphs, the multicast time cannot be approximated within a ratio smaller than \( \Omega(\log n) \). Note that this bound is tight, as the multicast time can be approximated within a ratio \( O(\log n) \) in 3-layer digraphs. (One way to achieve this bound is using a greedy algorithm based on flow, for solving a minimum-degree set-cover problem.)

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