Congested-Clique is a synchronous multi-party communication model, in which there are $n$ players that perform computation in synchronous rounds, each consisting of the phase of local computation and the phase of communication. While communicating, each pair of players can exchange $O(\log n)$-bit messages. Each player corresponds to a single vertex of the input graph and initially knows all edges incident to this vertex.

This talk is about two techniques that are essential for the $O(1)$ round algorithm for the Minimum Spanning Forest problem. The first technique gives an $O(\log^{*} n)$ round algorithm [Ghaffari, Parter; PODC’16], the second [Jurdziński, Nowicki; SODA’18] improves its complexity to $O(1)$ rounds.