

# Computational complexity of majority automata under different updating schemes

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# Automata network

An *Automata Network* is a triple  $\mathcal{A} = (G, Q, f_i : i \in V)$ , where

- ▶  $G = (V, E)$  is a simple undirected graph and  $V = \{1, \dots, n\}$ .
- ▶  $Q$  the set of states ( $Q = \{0, 1\}$ )
- ▶  $f_i : \{0, 1\}^n \rightarrow \{0, 1\}$  is the transition function associated to the vertex  $i$ .

We say that vertices in state 1 are *active* while vertices in state 0 are *passive*.

# Updating Schemes

An *updating scheme* (US) of the automaton  $\mathcal{A}$  is a function

$$\phi : V \rightarrow \{1 \dots |V|\}$$

st. if  $u$  and  $v$  are vertices and  $\phi(u) < \phi(v)$  then the state of  $u$  is updated before  $v$ , and if  $\phi(u) = \phi(v)$  then nodes  $u$  and  $v$  are update at the same time.

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- ▶ **Block sequential:**

$$V = \cup_{i=1}^k V_i, \quad \cap_{i=1}^k V_i = \emptyset, \quad \phi|_{V_i} = i$$

The vertex set is partitioned into several subsets, st. into the same set every vertex is updated at the same time, and different subsets are updated sequentially in some order.

# Trajectory of a configuration

Let  $x \in \{0, 1\}^n$  be a configuration of an automaton. The trajectory  $T^\phi(x)$  of  $x$  with the updating scheme  $\phi$  is the set

$$T^\phi(x) = \{x(t) : t \geq 0\}$$

where  $x(0) = x$  and  $x(t+1)$  is obtained from  $x(t)$  after every vertex is updated according to  $\phi$ .



The trajectory of  $x$  enters in a limit cycle of period  $p$  if  
 $|T(x(t))| = p$  for some  $t \geq 0$ .  
(A cycle of period 1 is a *fixed point*.)

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$\tau_\phi(\mathcal{A}) = \max\{\tau_\phi(x) : x \in \{0, 1\}^n\}$  is the transient length of  $\mathcal{A}$ .

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Does there exist  $y \in T^\phi(x)$  such that  $y_v = 1$ ?

# Majority automata

Here we will consider only *majority functions*, i.e.:

$$f_i(x) = \begin{cases} 1 & \text{if } \sum_{j \in N(i)} x_j > \frac{|N(i)|}{2} \\ 0 & \text{if } \sum_{j \in N(i)} x_j \leq \frac{|N(i)|}{2} \end{cases}$$

where  $N(i)$  is the set of neighbors of vertex  $i$ .

An automata network with this rule is called a *majority automata*.

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$|T(x)| = |\{x(t) : t > 0\}|$  is *poly*( $n$ )?

[E. Goles, F. Fogelman, D. Pellegrin]

If  $\{f_1, \dots, f_n\}$  are threshold functions with weights matrix  $A$  and threshold vector  $b$ .

$$E_{syn}[x(t)] = - \sum_{i=1}^n \sum_{j=1}^n a_{ij} x_i(t-1) x_j(t) + \sum_{i=1}^n b_i (x_i(t) + x_i(t-1))$$

$$E_{seq}[x(t)] = -\frac{1}{2} \sum_{i=1}^n \sum_{j=1}^n a_{ij} x_i(t) x_j(t) + \sum_{i \in V} b_i x_i(t)$$

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Sequential US  $\rightarrow$  reach only fixed points.



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- ▶  $\tau(\mathcal{A})$  is  $\mathcal{O}(n^3)$

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*There is a block sequential update scheme in a majority automata, such that each block has cardinality 2 and the limit cycle has a super-polynomial length.*

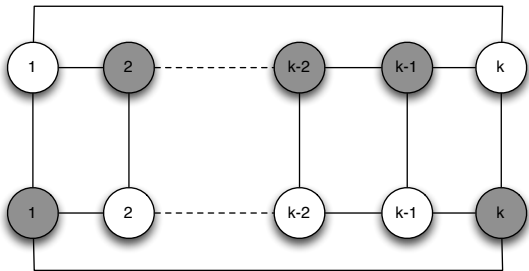
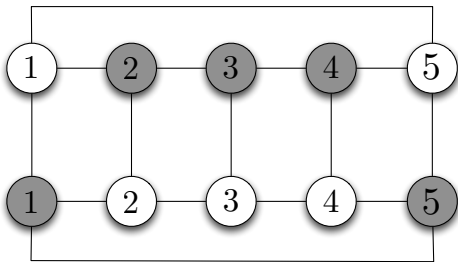
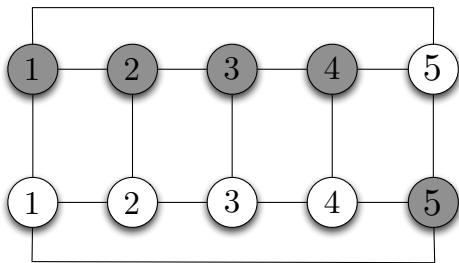


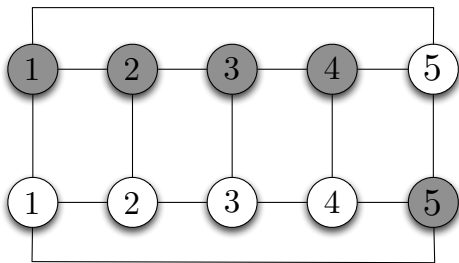
Figure: Ladder



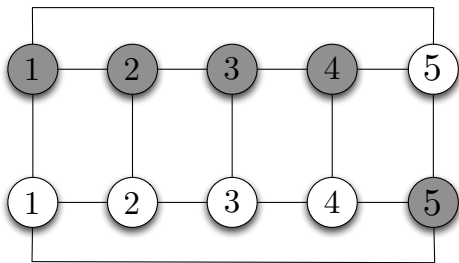
$t = 0$



$t = 0 - 1$

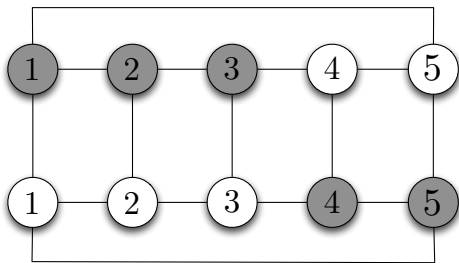


$t = 0 - 2$

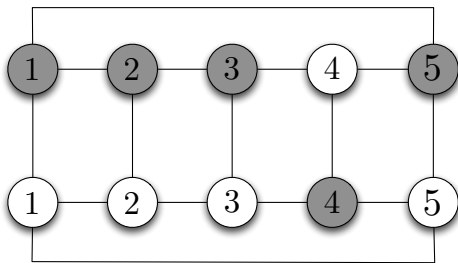


$t = 0 - 3$

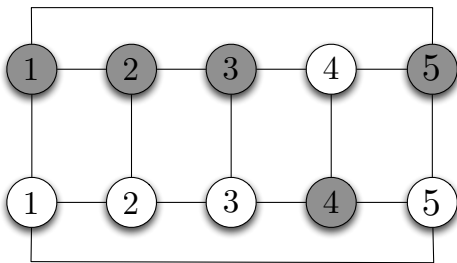




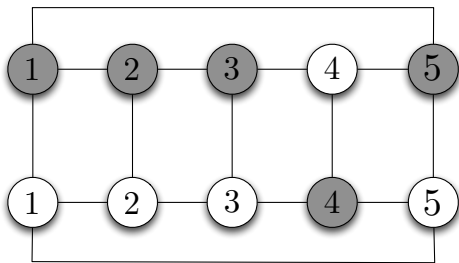
$t = 0 - 4$



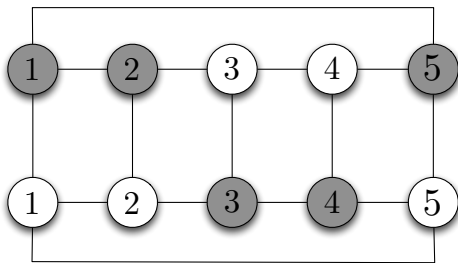
$$t = 0 - 5 = 1$$



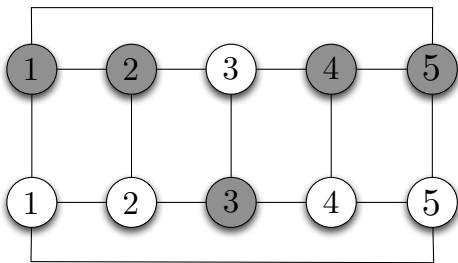
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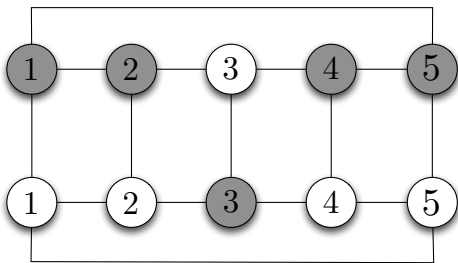
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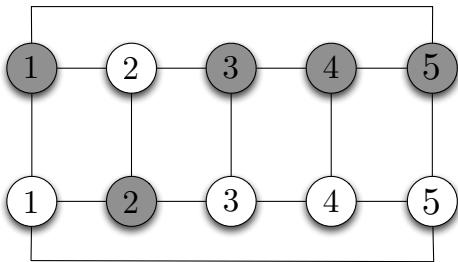
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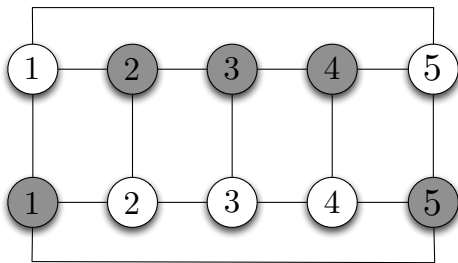


$$t = 1 - 5 = 2$$

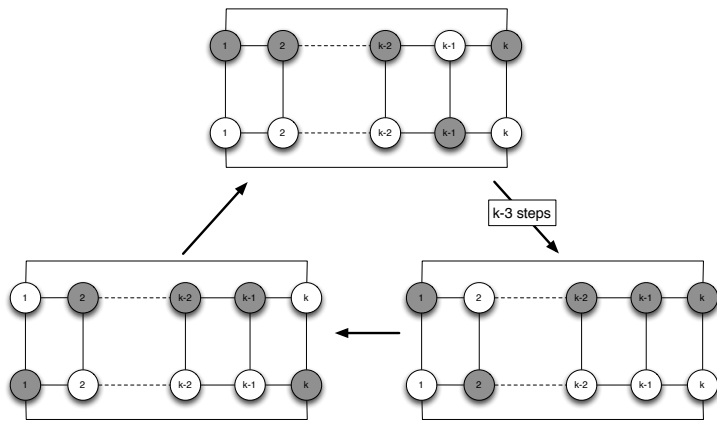


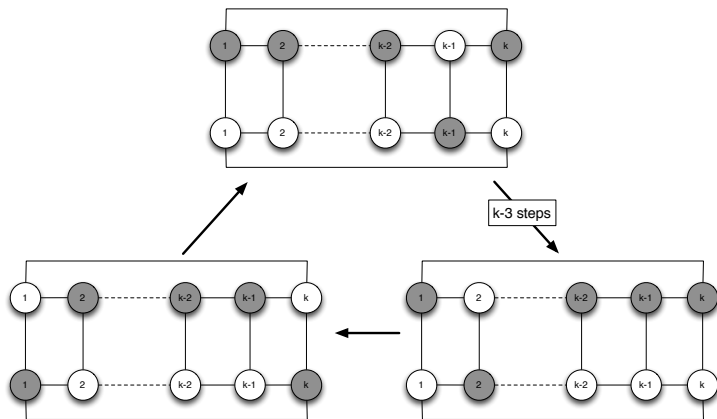
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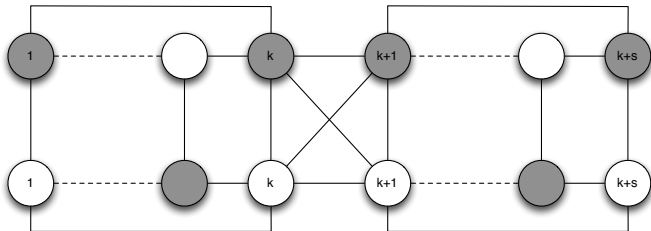


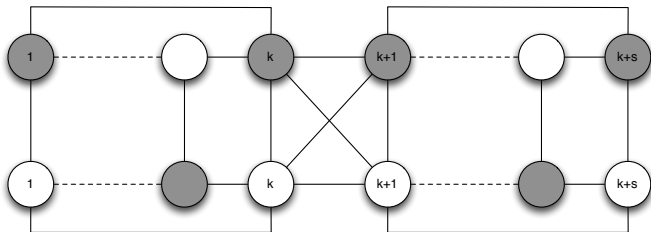
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Limit cycle of length  $k - 1$





Limit cycle of length  $lcm(k - 1, s - 1)$



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Then

$$V(G) \leq \sum_{i=1}^{\pi(m)} 2(p_i + 1) \leq 2\pi(m)(m + 1)$$

$$\text{limit cycle of } G = \text{lcm}(p_1, \dots, p_{\pi(m)}) = \prod_{i=1}^{\pi(m)} p_i = e^{\theta(m)}$$

where  $\theta(m) = \sum_{i=1}^{\pi(m)} \log(p_i)$ .

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From the Prime Number Theorem:

$$\text{lcm}(p_1, \dots, p_{\pi(m)}) \geq e^{\Omega(\sqrt{|V(G)| \log(|V(G)|)})}$$

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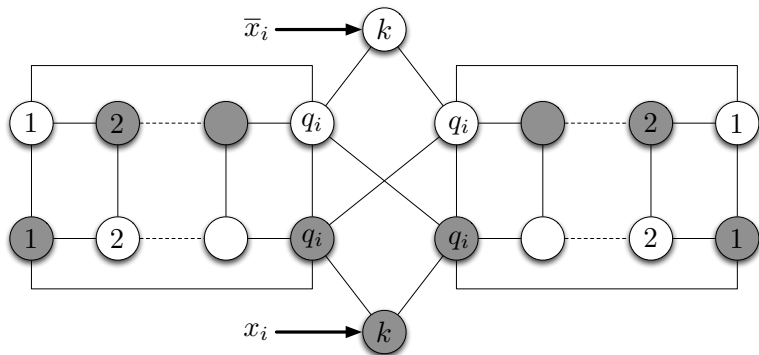
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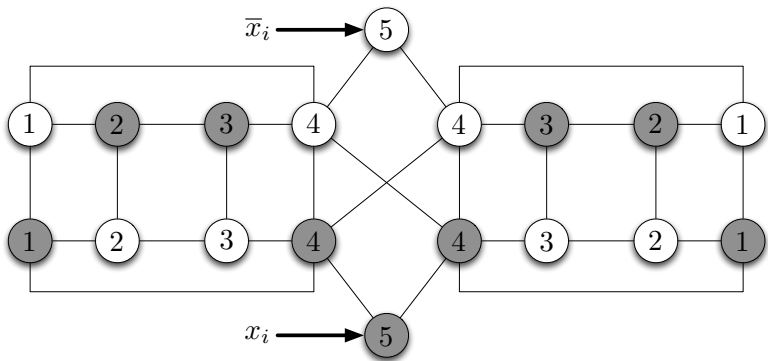
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**Proof:** Reduce 3 – SAT.

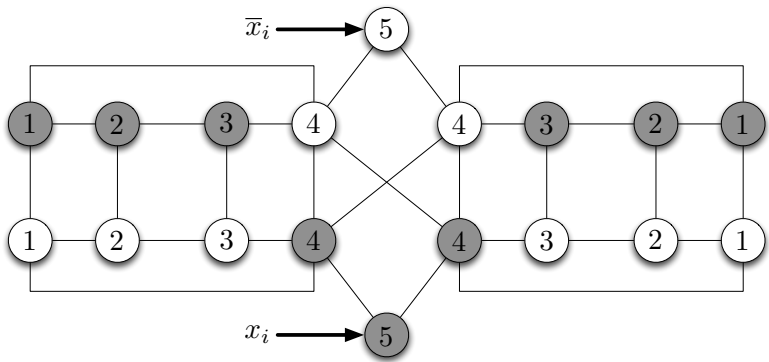




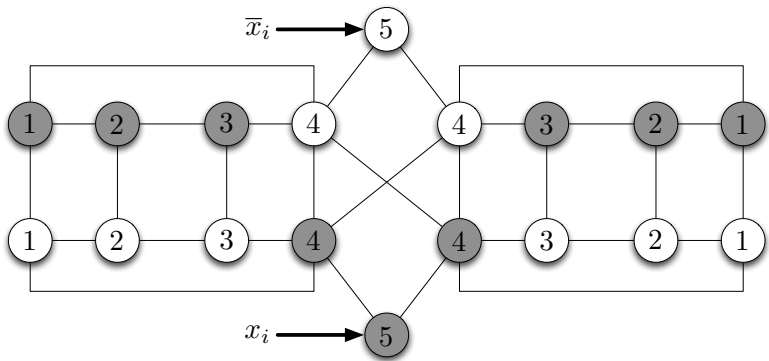
Gadget for variable  $x_i$  (positive and negative literals)



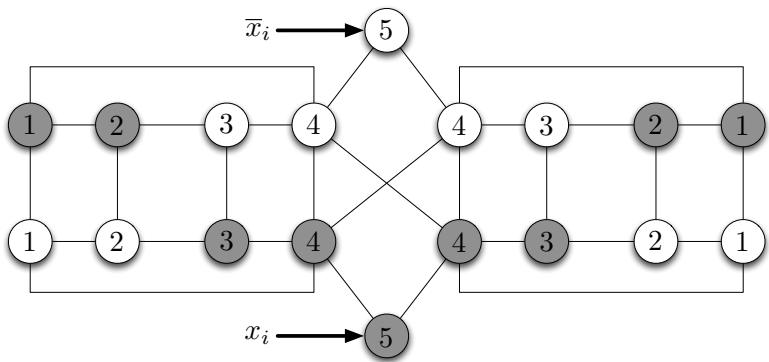
$t = 0$



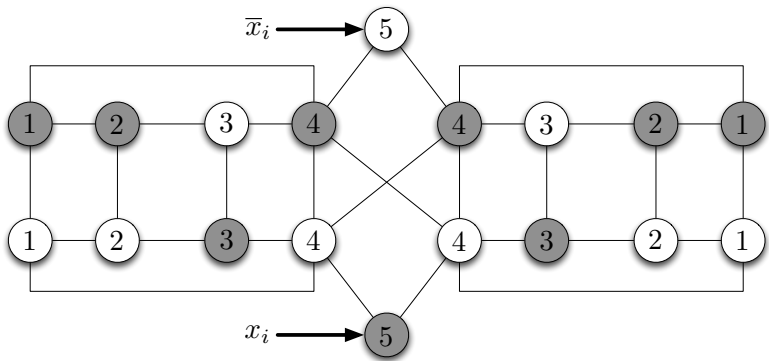
$t = 0 - 1$



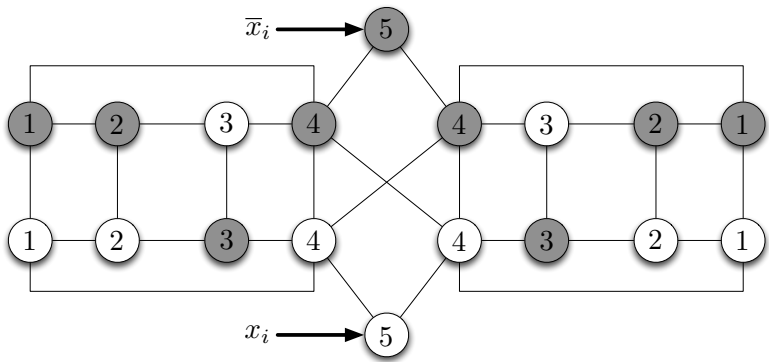
$t = 0 - 2$



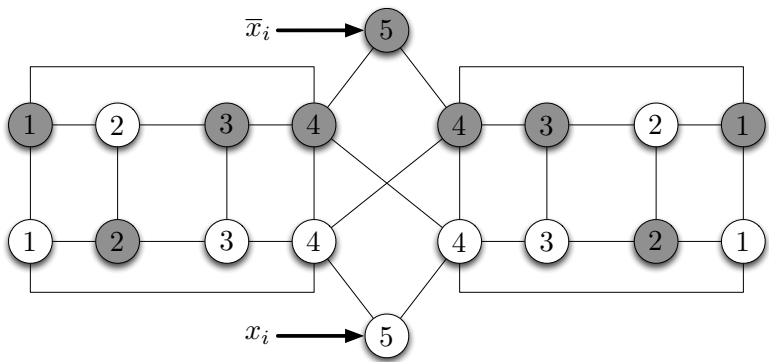
$t = 0 - 3$



$t = 0 - 4$

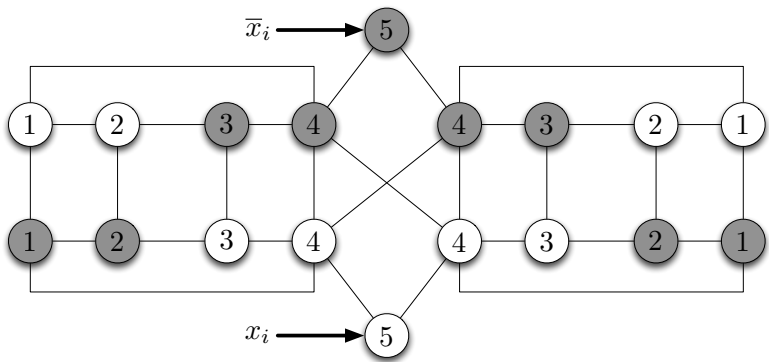


$$t = 0 - 5 = 1$$

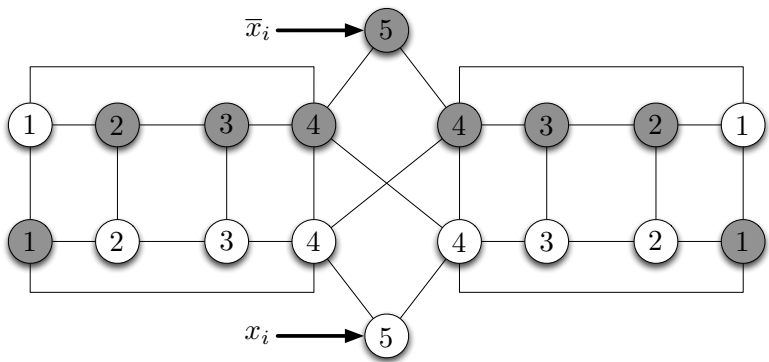


$t = 2$

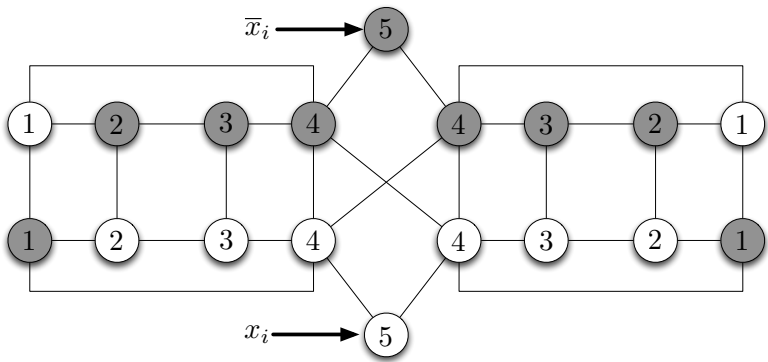




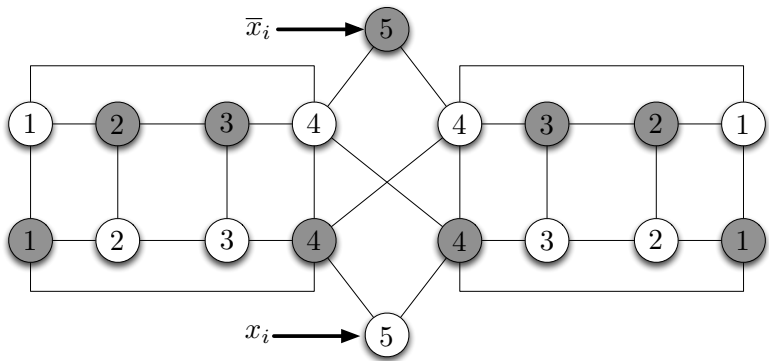
$$t = 2 - 1$$



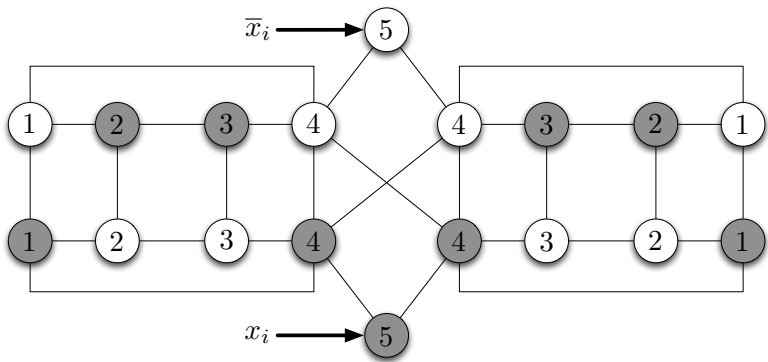
$$t = 2 - 2$$



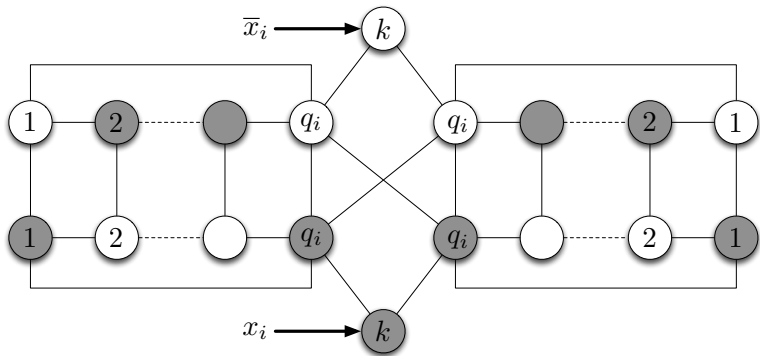
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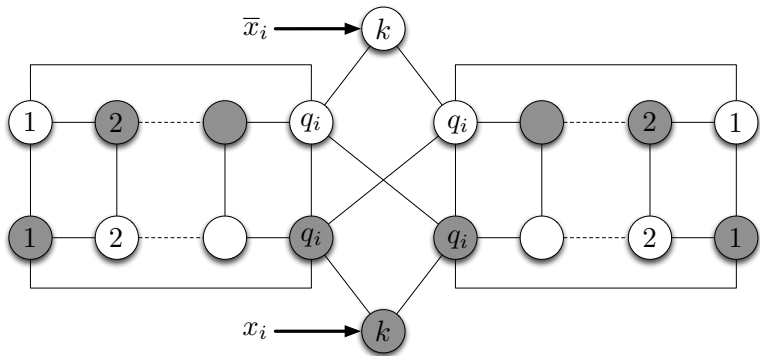


$t = 2 - 4$

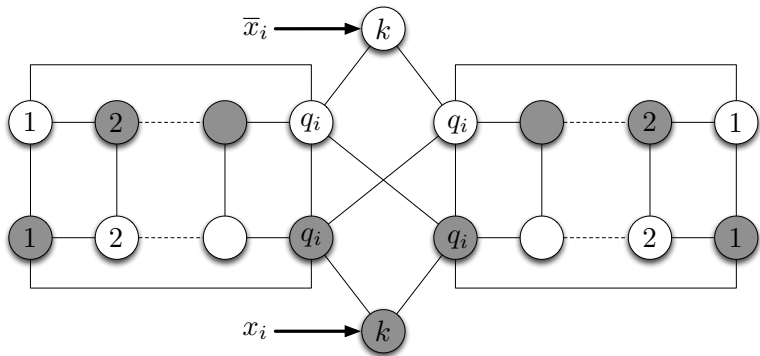


$$t = 2 - 5 = 3$$





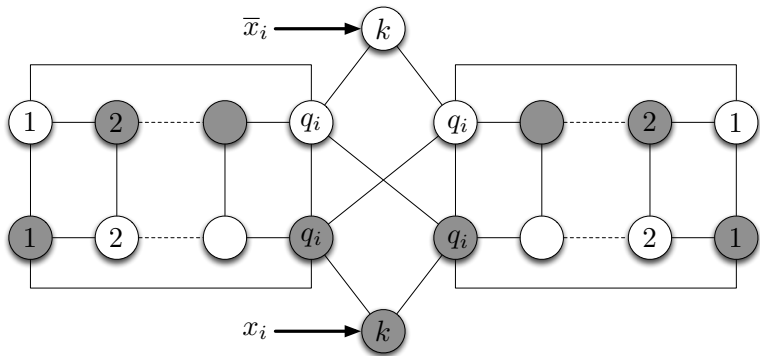
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$$k = p_n + 2$$





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$$k = p_n + 2$$

$x_i = 1$  in steps multiple of  $p_i$ , and  $x_i = 0$  otherwise

Then combination of values of variables  $(x_1, x_2, x_3, \dots, x_n)$ ,  $x_i \in \{0, 1\}$  happens in step

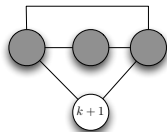
$$p_1^{x_1} \times p_2^{x_2} \times \dots \times p_n^{x_n}$$

Then combination of values of variables  $(x_1, x_2, x_3, \dots, x_n)$ ,  $x_i \in \{0, 1\}$  happens in step

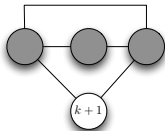
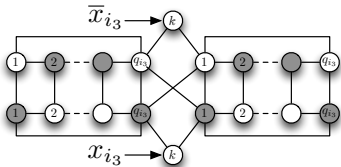
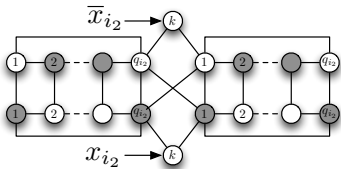
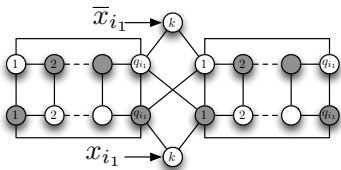
$$p_1^{x_1} \times p_2^{x_2} \times \dots \times p_n^{x_n}$$

Any possible combination of input values can be simulated.

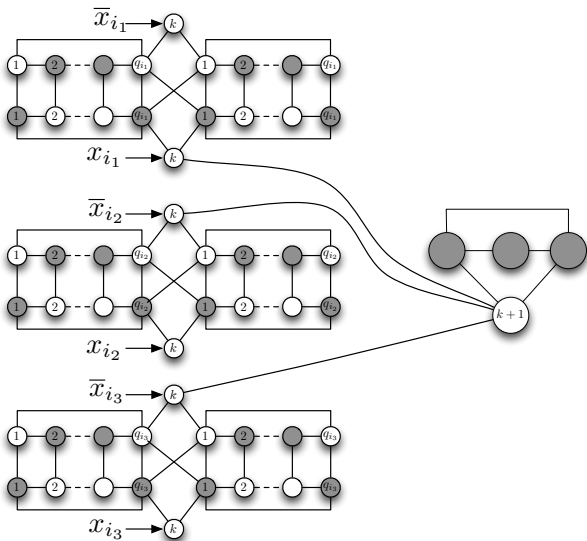
$$C_i = (x_{i_1} \vee \bar{x}_{i_2} \vee \bar{x}_{i_3})$$

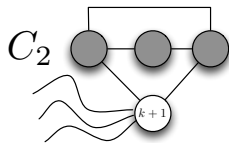
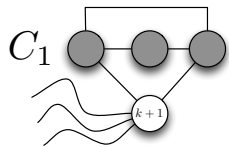


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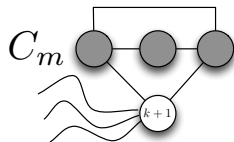


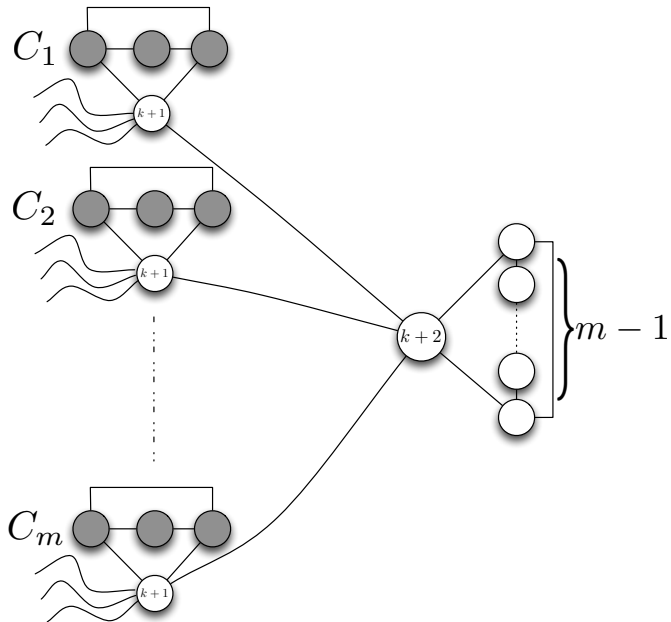
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⋮







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**Danke!**