

On the Computational Power of Simple Dynamics

Emanuele Natale

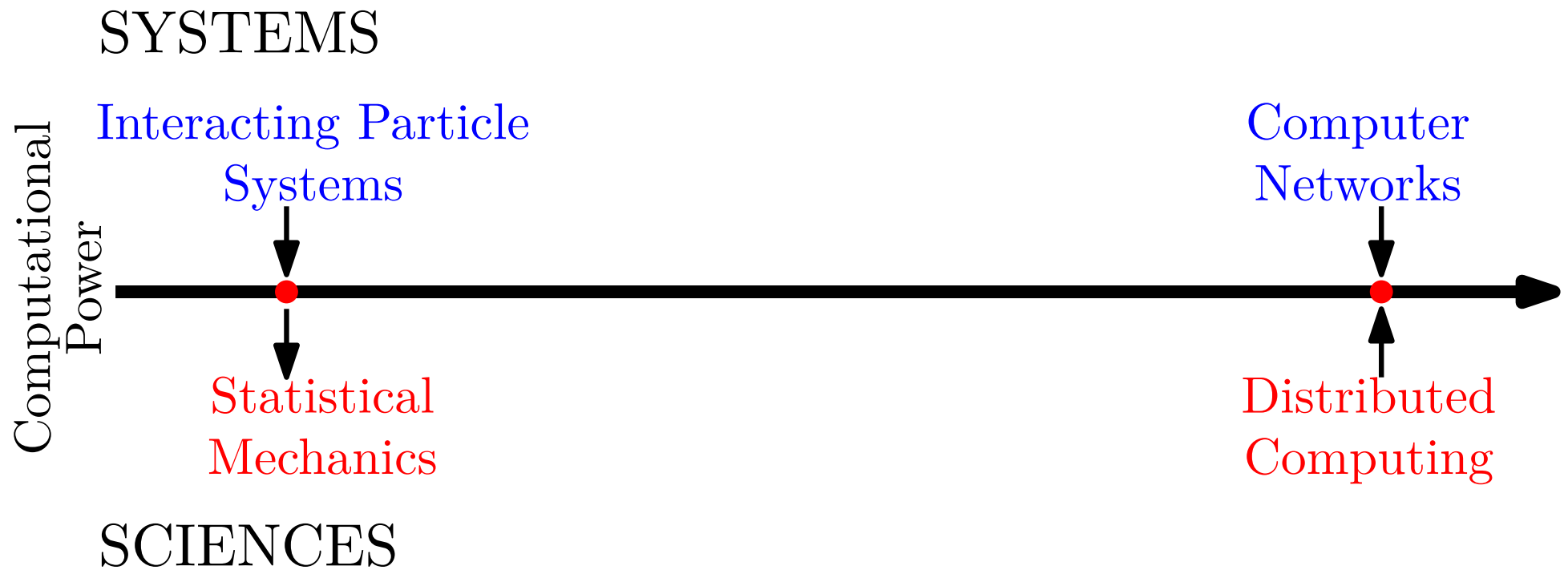


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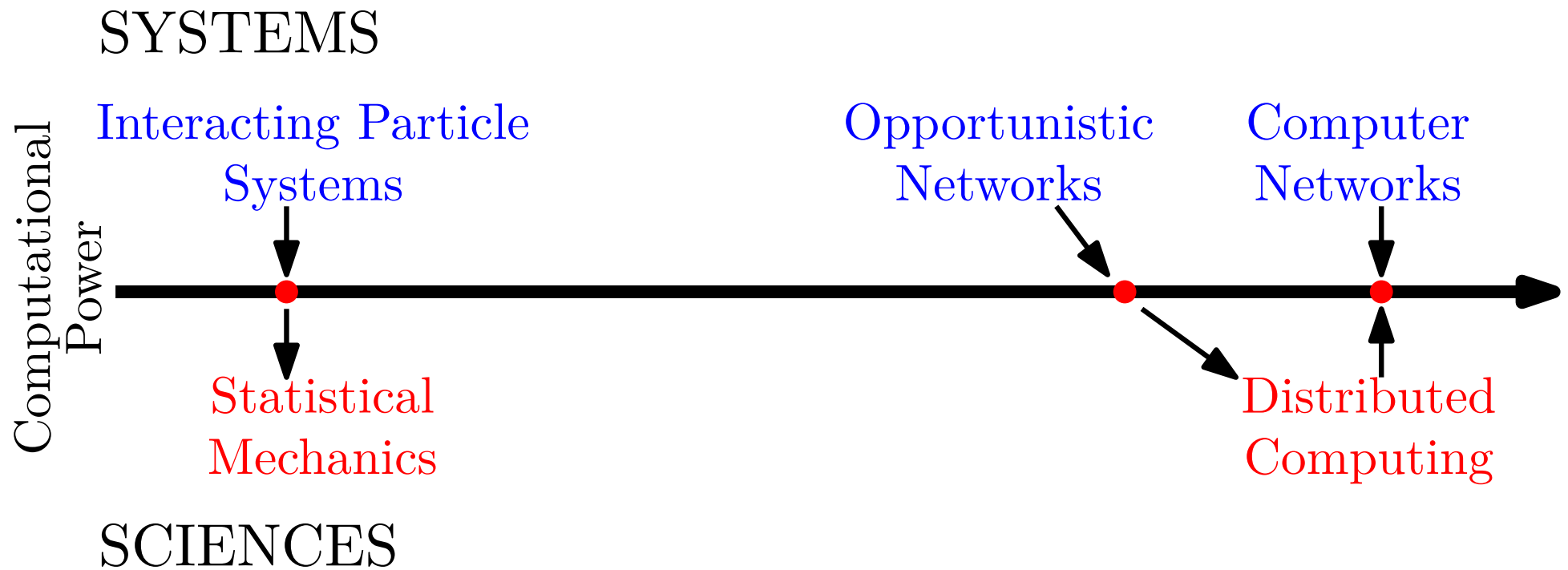


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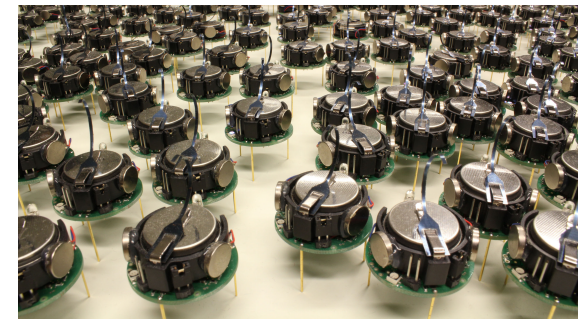
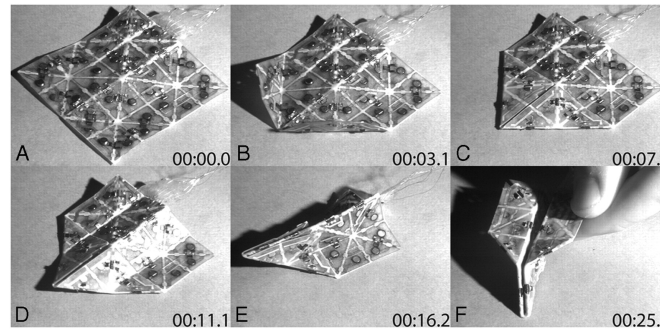
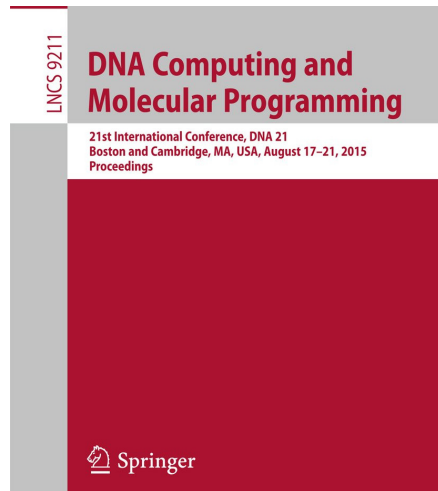
Communication in *Simple* Systems



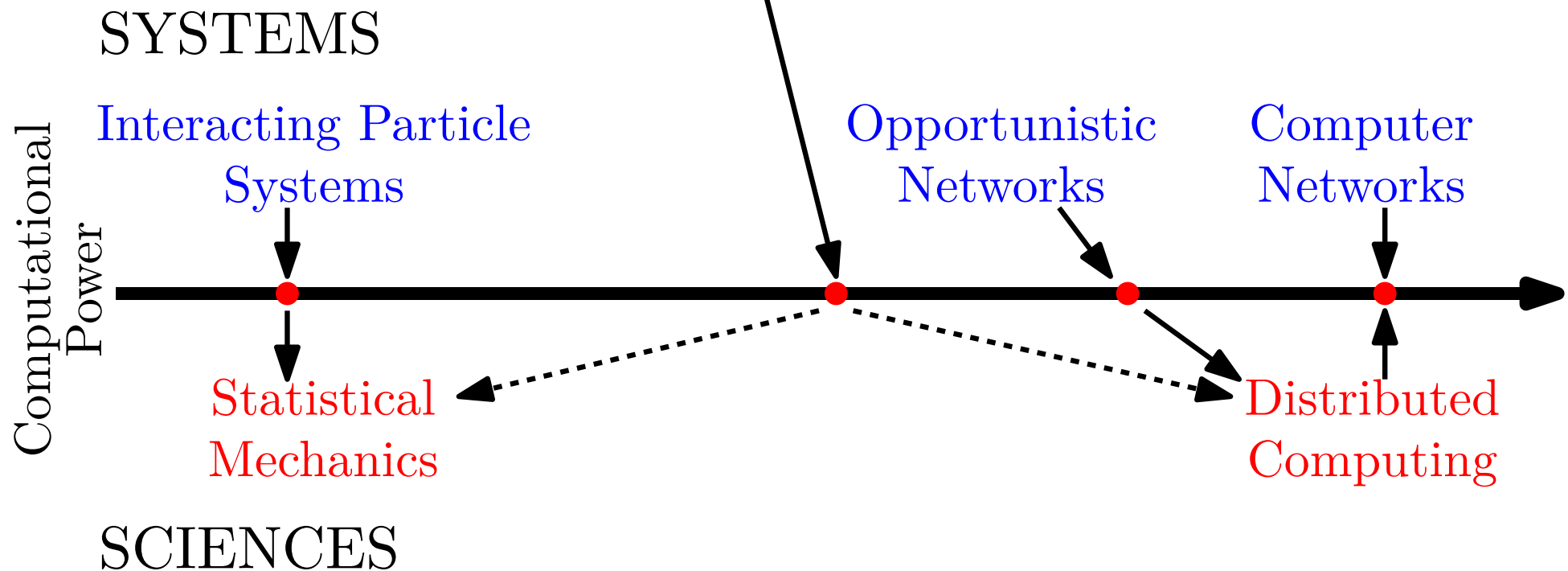
Communication in *Simple* Systems



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DNA/Molecular Computing, Programmable Matter, Swarms of Simple Robots



Communication in *Simple* Systems

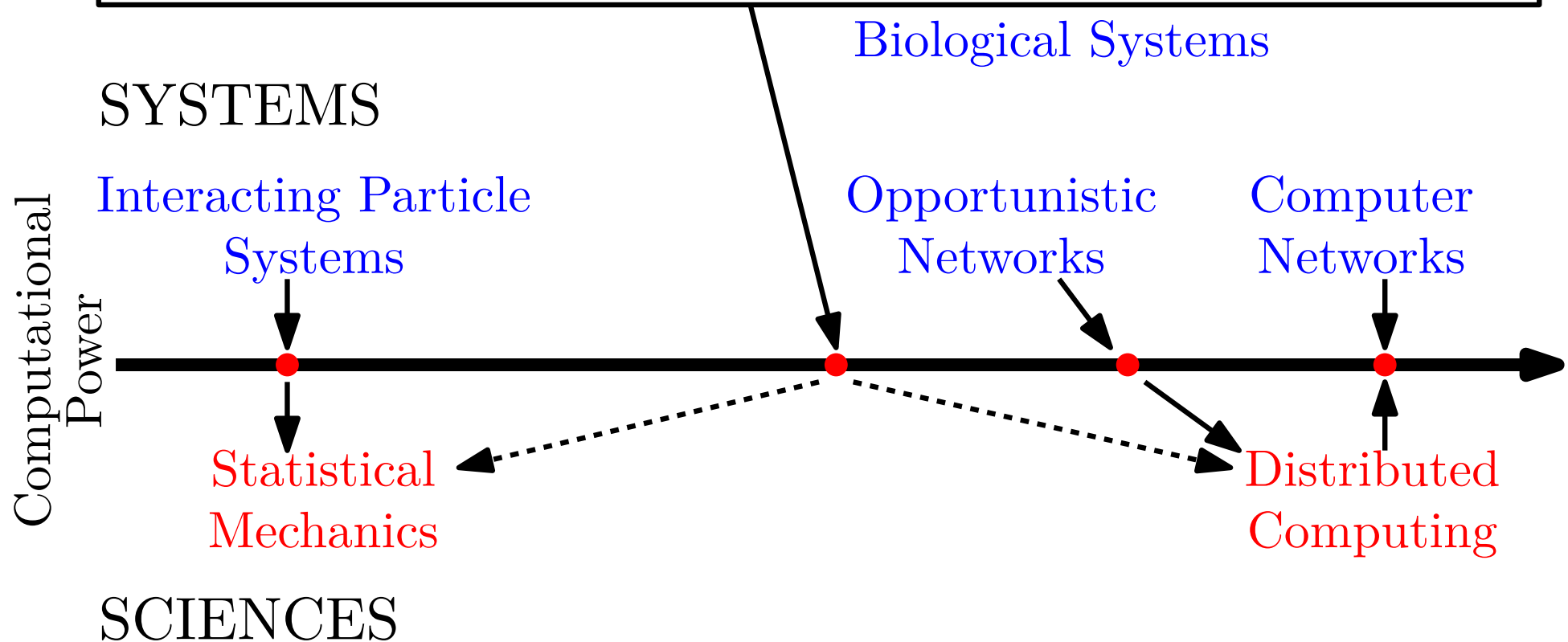


Schools of fish
[Sumpter et al. '08]

Insects colonies
[Franks et al. '02]



Flocks of birds
[Ben-Shahar et al. '10]



Communication Model

Animal communication:

- Chaotic
- Anonymous
- Parsimonious
- Uni-directional (Passive)
- Noisy

Communication Model

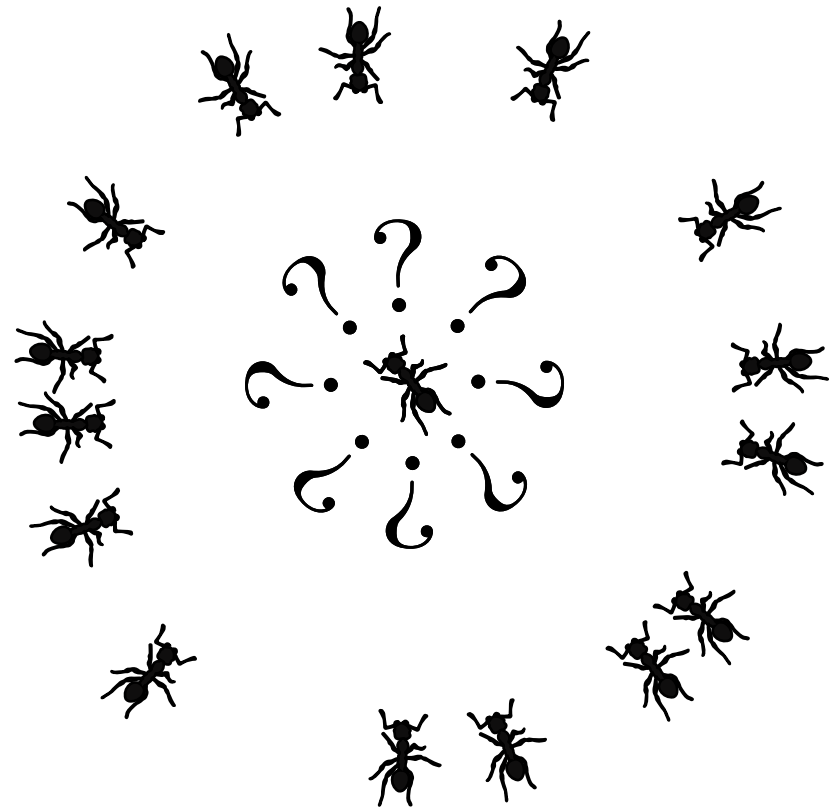
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$PULL(h, \ell)$ model

[Demers '88]: at each round each agent can *observe* h other agents chosen independently and uniformly at random, and *shows* ℓ bits to her observers.



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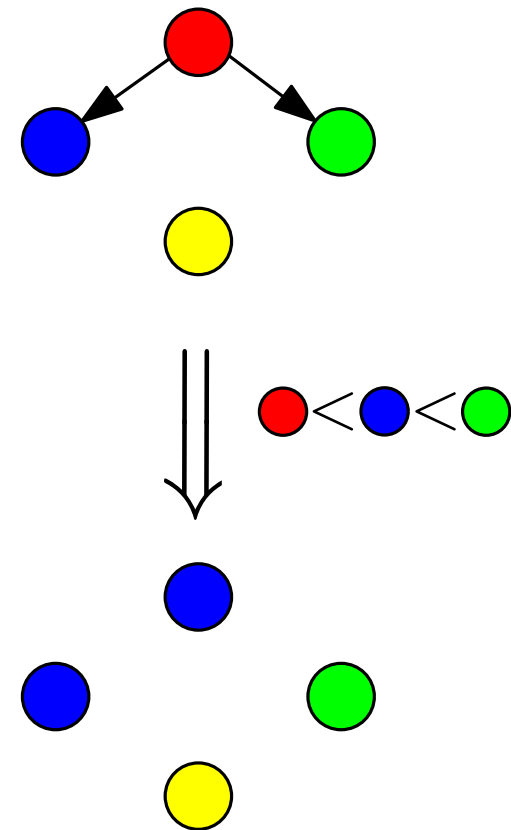
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Examples of Dynamics

- 3-Median dynamics

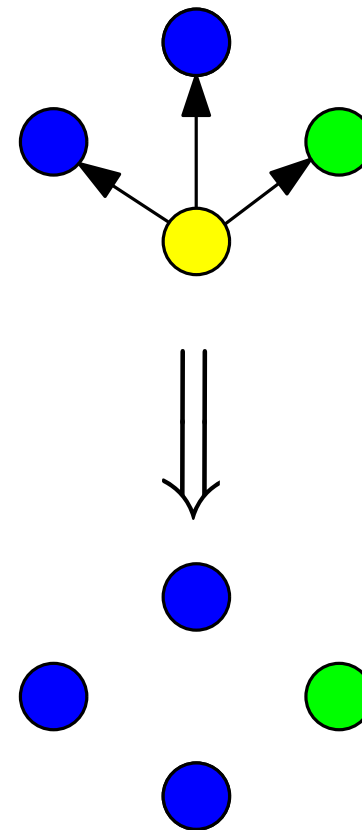


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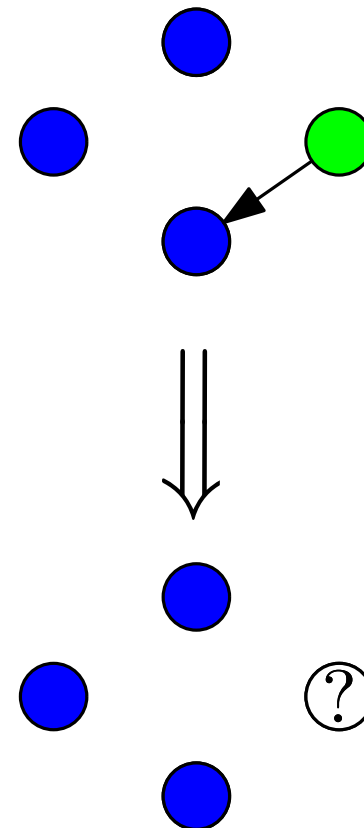


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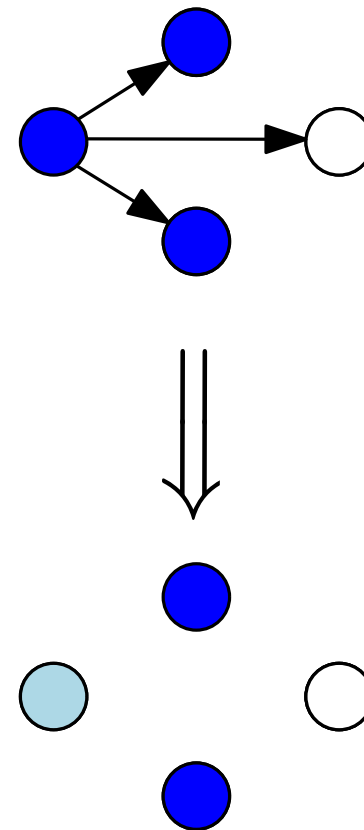


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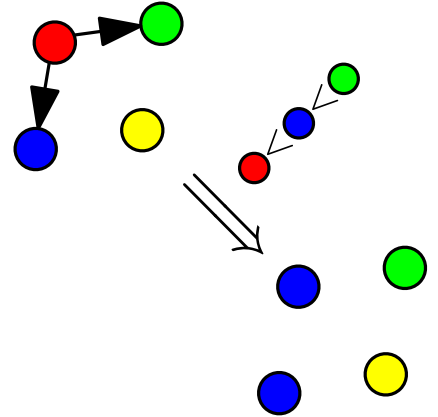
- 3-Median dynamics
- 3-Majority dynamics
- Undecided-state dynamics
- Averaging dynamics



The Power of Dynamics: Plurality Consensus

Computing the Median

- **3-Median dynamics** [Doerr et al. '11]. Converge to $\mathcal{O}(\sqrt{n \log n})$ approximation of **median** of system in $\mathcal{O}(\log n)$ rounds w.h.p., even if $\mathcal{O}(\sqrt{n})$ states are arbitrarily changed at each round ($\mathcal{O}(\sqrt{n})$ -bounded adversary).



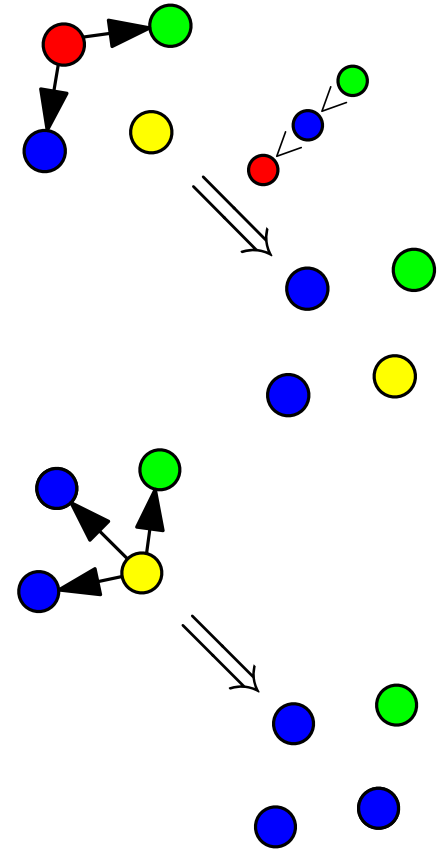
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Computing the Majority

- **3-Majority dynamics** [SPAA '14, SODA '16]. If **plurality** has **bias** $\mathcal{O}(\sqrt{kn \log n})$, converges to it in $\mathcal{O}(k \log n)$ rounds w.h.p., even against $o(\sqrt{n/k})$ -bounded adversary. Without bias, converges in $\text{poly}(k)$. h -majority converges in $\Omega(k/h^2)$.



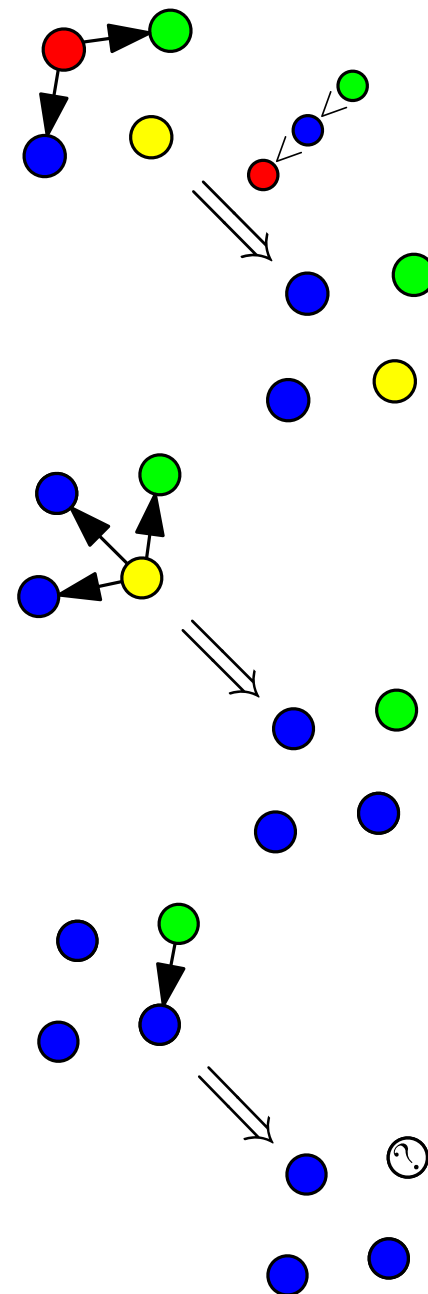
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- **Undecided-State dynamics** [SODA '15]. If majority/second-majority ($c_{maj}/c_{2^{nd}maj}$) is at least $1 + \epsilon$, system converges to **plurality** within $\tilde{\Theta}(\text{md}(\mathbf{c}))$ rounds w.h.p.



A Global Measure of Bias

$$\text{md}(\mathbf{c}^{(0)}) := \sum_{i=1}^k \left(\frac{c_i^{(0)}}{c_{maj}^{(0)}} \right)^2 = 1 + \mathcal{D} \left(\begin{array}{c} \text{[Bar Chart 1]} \end{array} \right)$$

$1 \leq \text{md} \left(\begin{array}{c} \text{[Bar Chart 2]} \end{array} \right) \ll \text{md} \left(\begin{array}{c} \text{[Bar Chart 3]} \end{array} \right) \leq k$

Undecided-State dynamics [SODA '15]. If majority/second-majority ($c_{maj}/c_{2^{nd}maj}$) is at least $1 + \epsilon$, system converges to plurality within $\tilde{\Theta}(\text{md}(\mathbf{c}))$ rounds w.h.p.

The Median, the Mode and... the Mean

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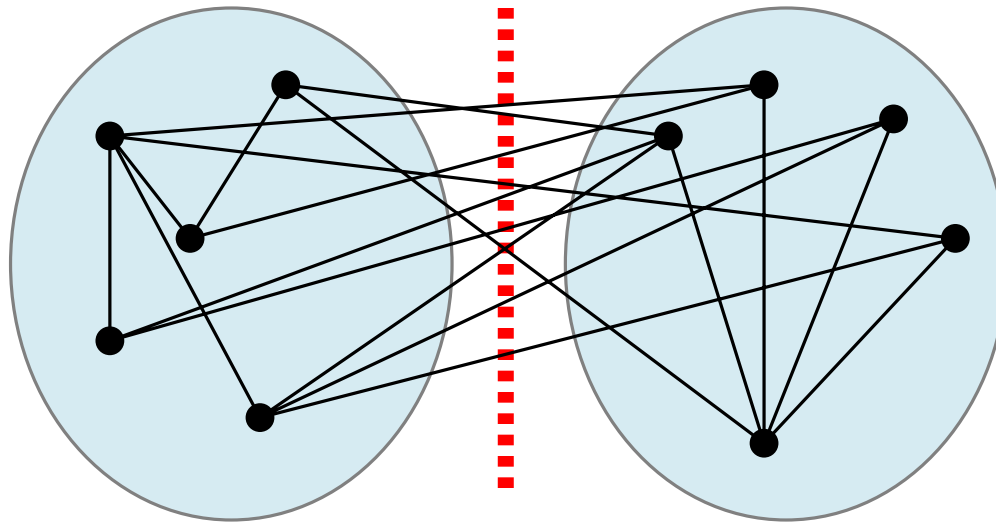
Can dynamics solve a problem **non-trivial in centralized setting**?

Community Detection as Minimum Bisection

Minimum Bisection Problem.

Input: a graph G with $2n$ nodes.

Output: $S = \arg \min_{\substack{S \subset V \\ |S|=n}} E(S, V - S).$

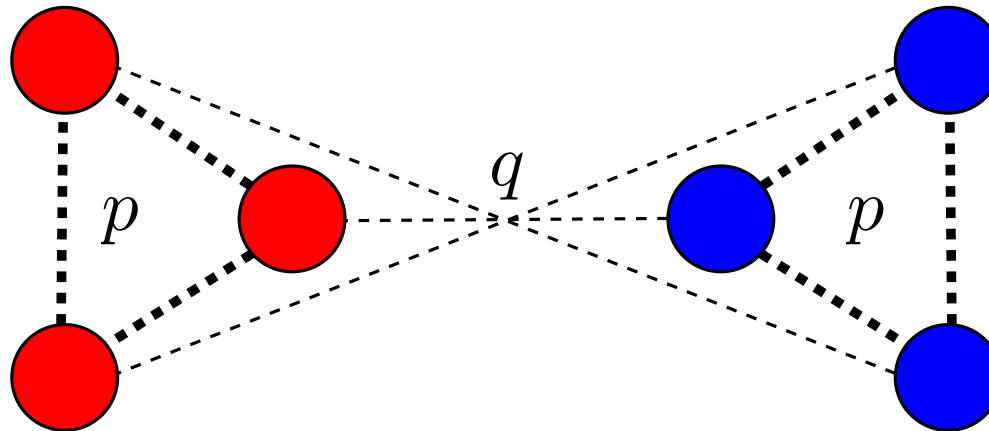


[Garey, Johnson, Stockmeyer '76]:

Min-Bisection is *NP-Complete*.

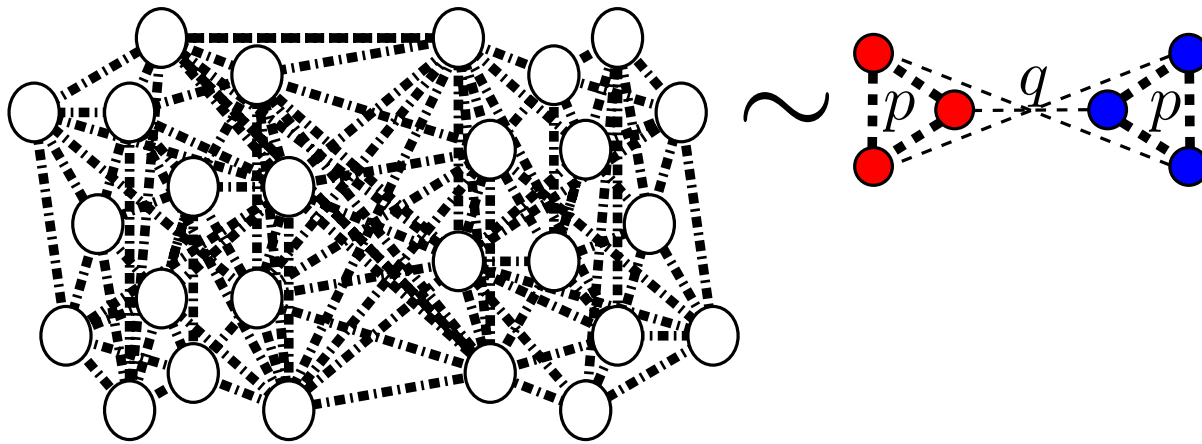
The Stochastic Block Model

Stochastic Block Model (SBM). Two “communities” of equal size V_1 and V_2 , each edge inside a community included with probability $p = \frac{a}{n}$, each edge across communities included with probability $q = \frac{b}{n} < p$.



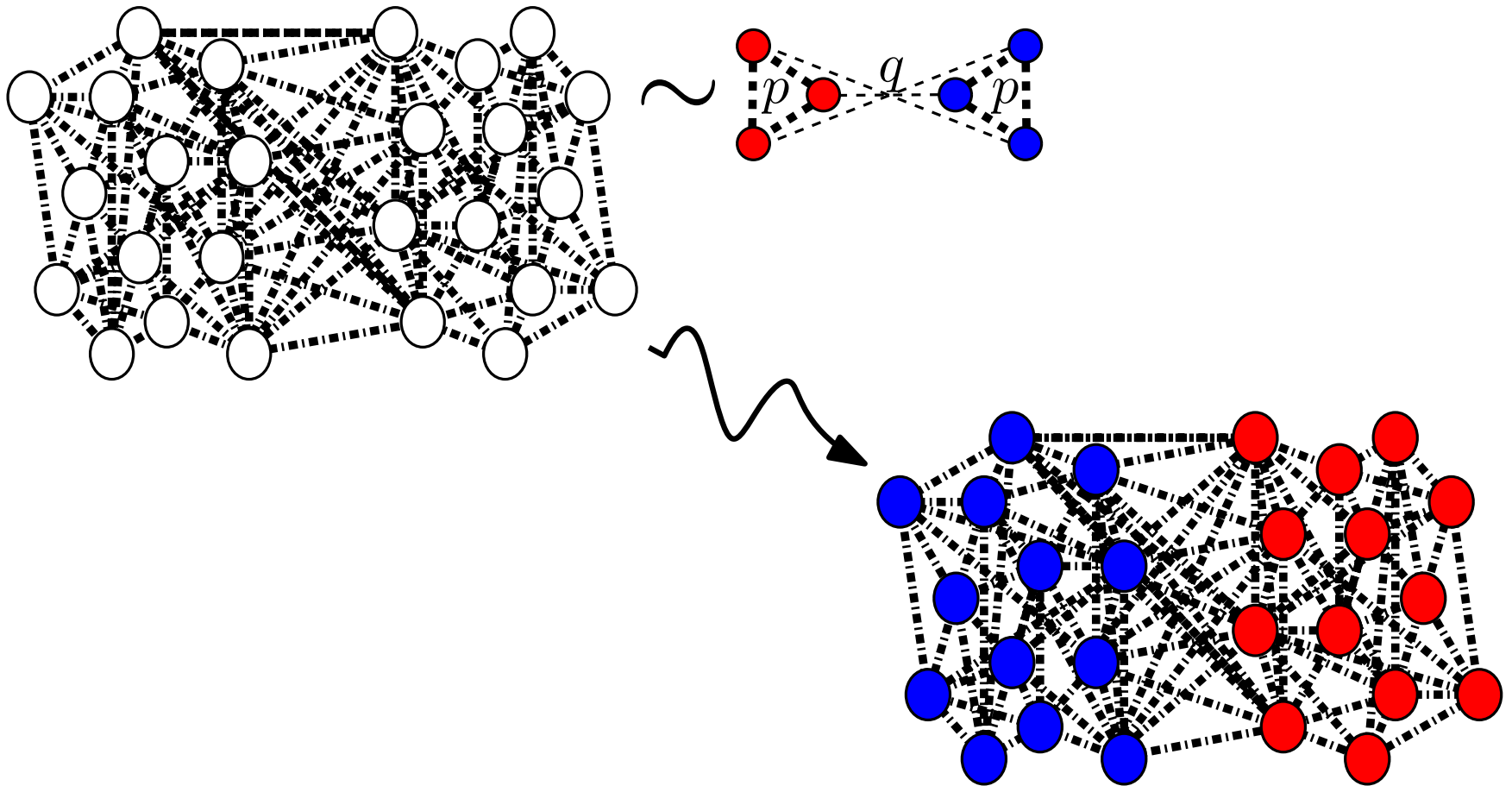
The Stochastic Block Model

Reconstruction problem. Given graph generated by SBM, find original partition.



The Stochastic Block Model

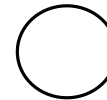
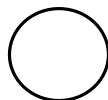
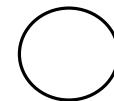
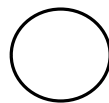
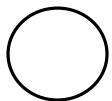
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The Averaging Dynamics

All nodes at the same time:

- At $t = 0$, randomly pick value $x^{(t)} \in \{+1, -1\}$.
- Then, at each round
 1. Set value $x^{(t)}$ to average of neighbors,
 2. Set label to **blue** if $x^{(t)} < x^{(t-1)}$, **red** otherwise.



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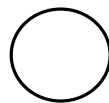
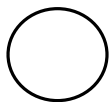
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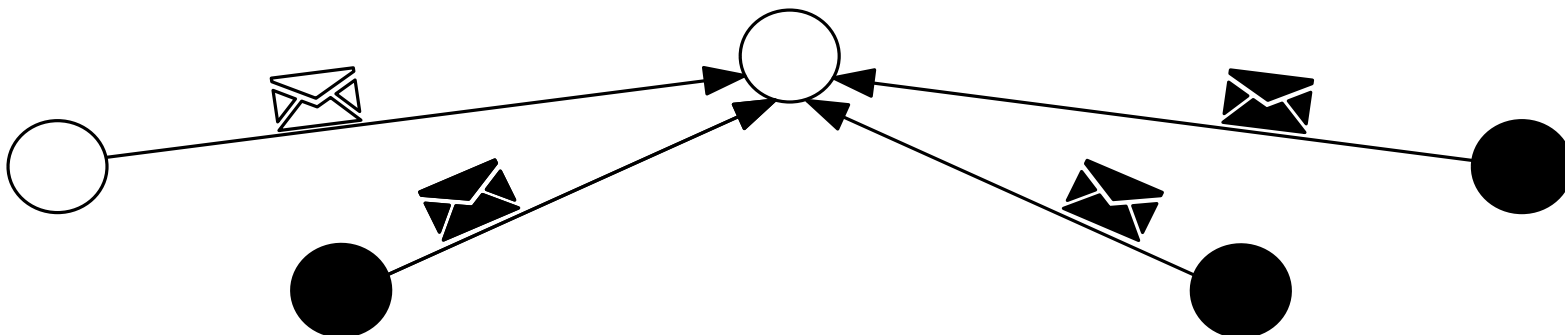
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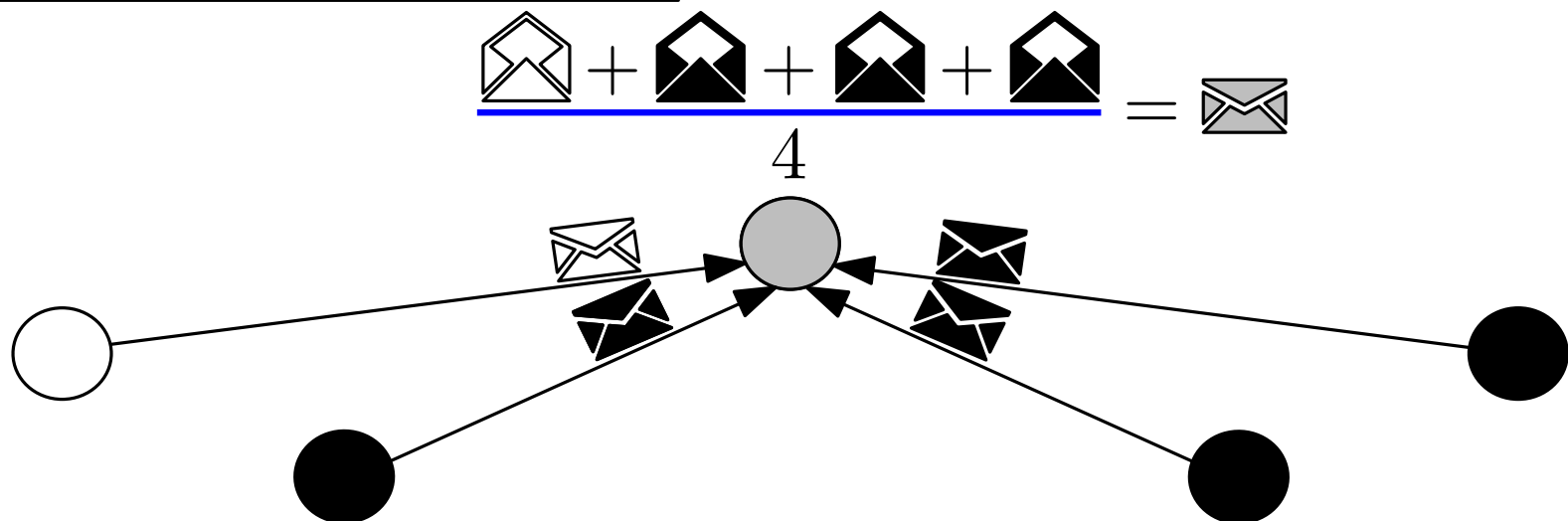
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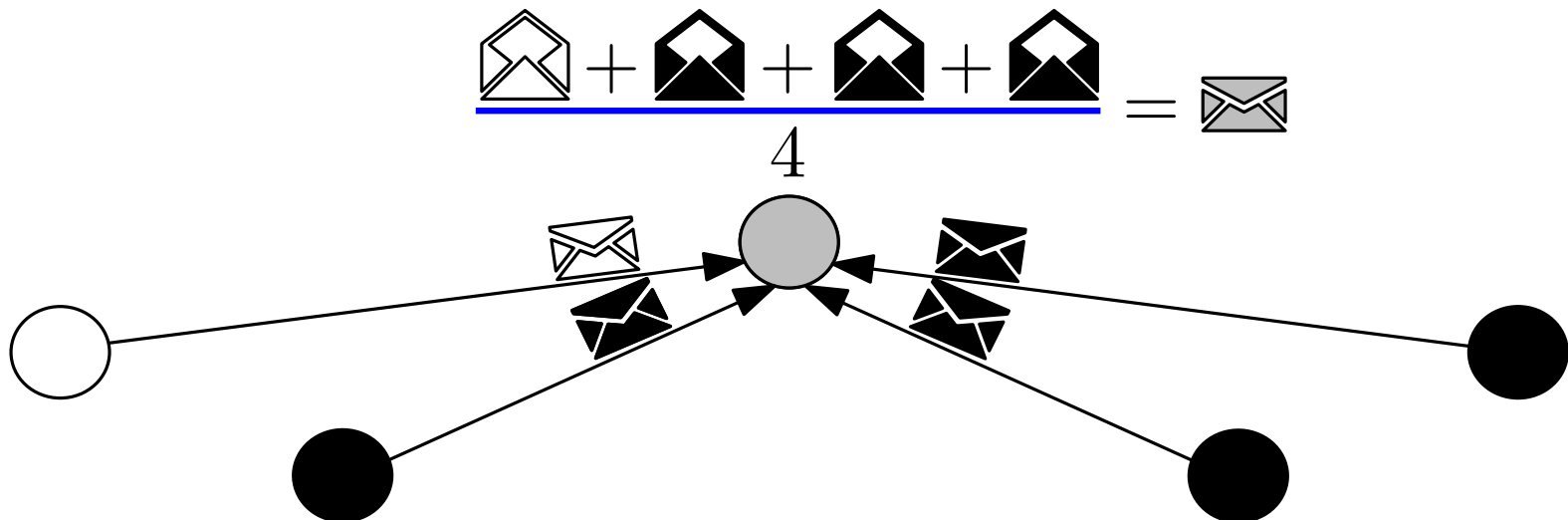
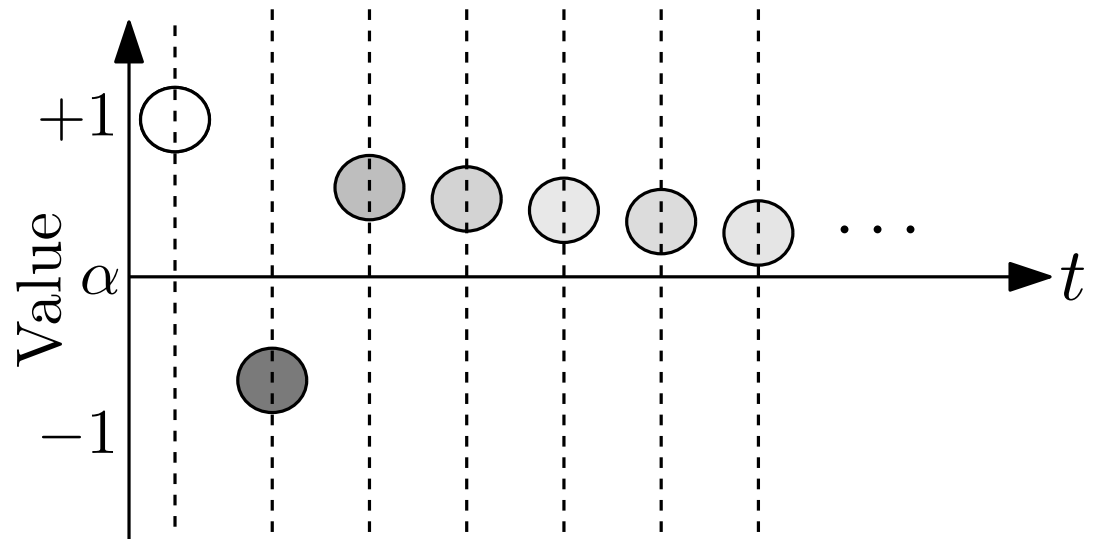
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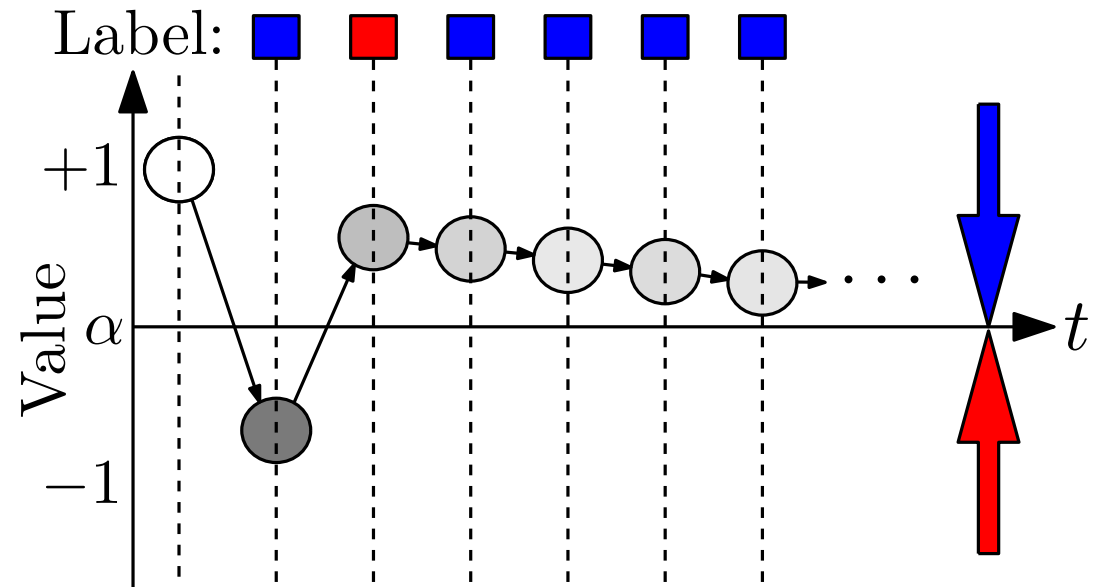
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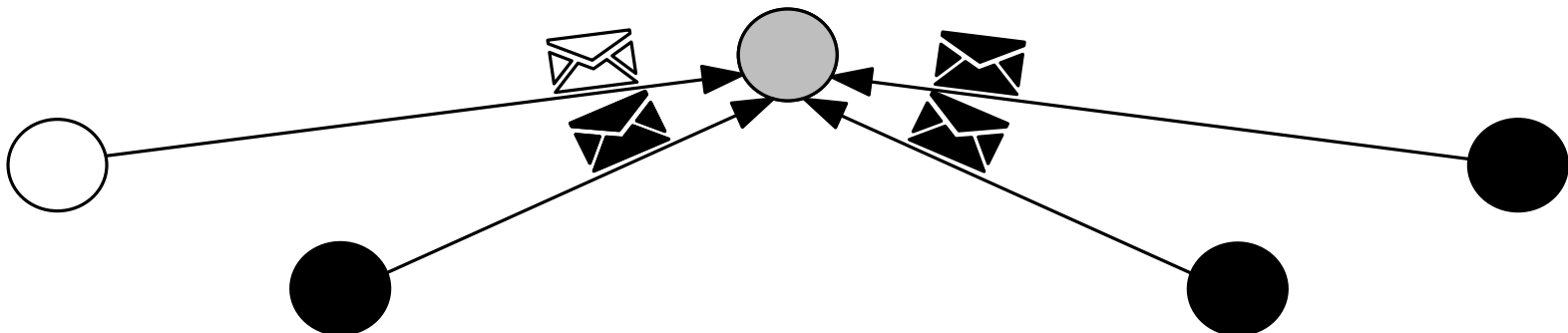
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$$\frac{\text{envelope} + \text{envelope} + \text{envelope} + \text{envelope}}{4} = \text{envelope}$$



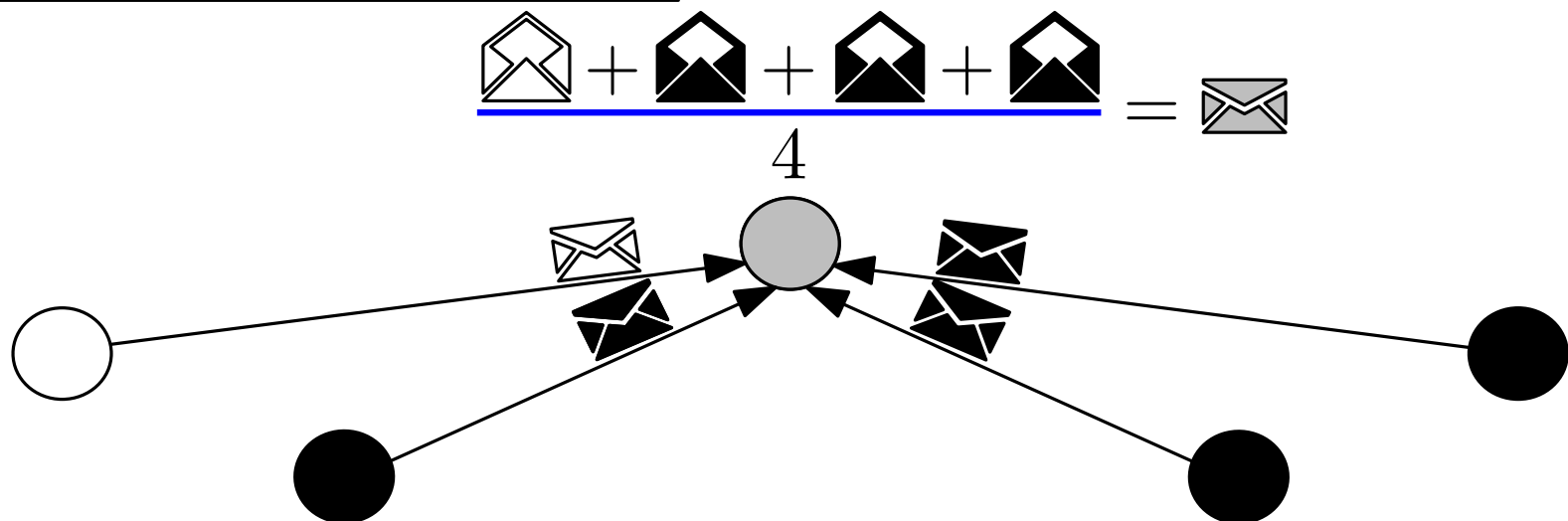
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Well studied process [Shah '09]:

- Converges to (weighted) global average of initial values,
- Convergence time = mixing time of G ,
- Important applications in fault-tolerant self-stabilizing consensus.



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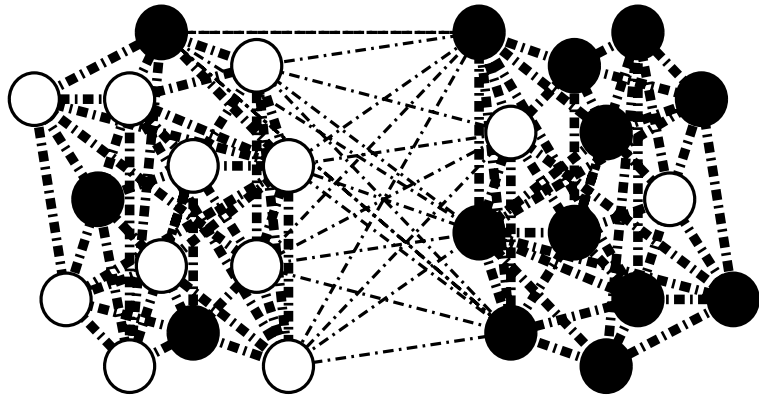
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Averaging
is a **linear** dynamics $\mathbf{x}^{(t)} = \begin{pmatrix} \circ \\ \bullet \\ \circ \\ \bullet \\ \bullet \end{pmatrix}$

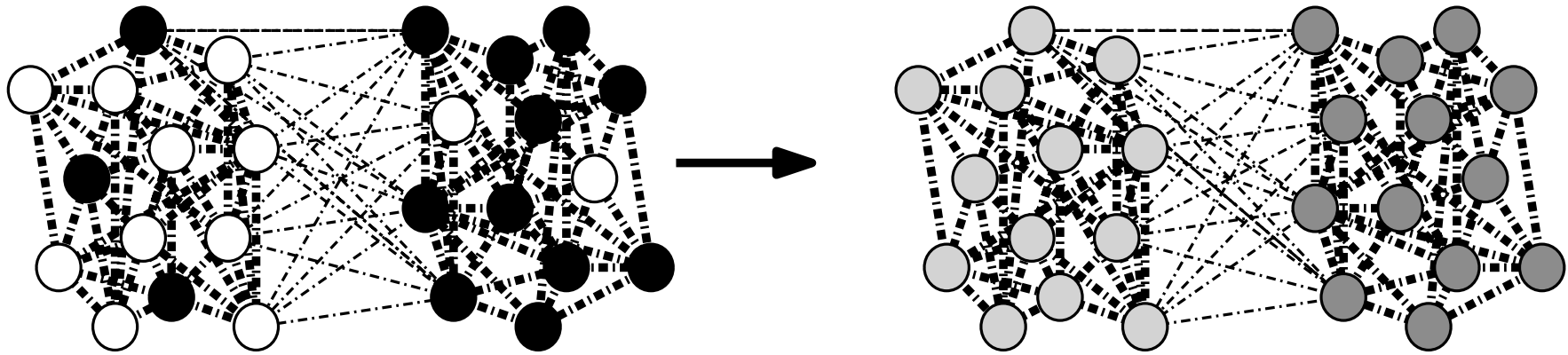
$$\mathbf{x}^{(t)} = P \cdot \mathbf{x}^{(t-1)} = P^t \cdot \mathbf{x}^{(0)}$$

P transition matrix
of random walk

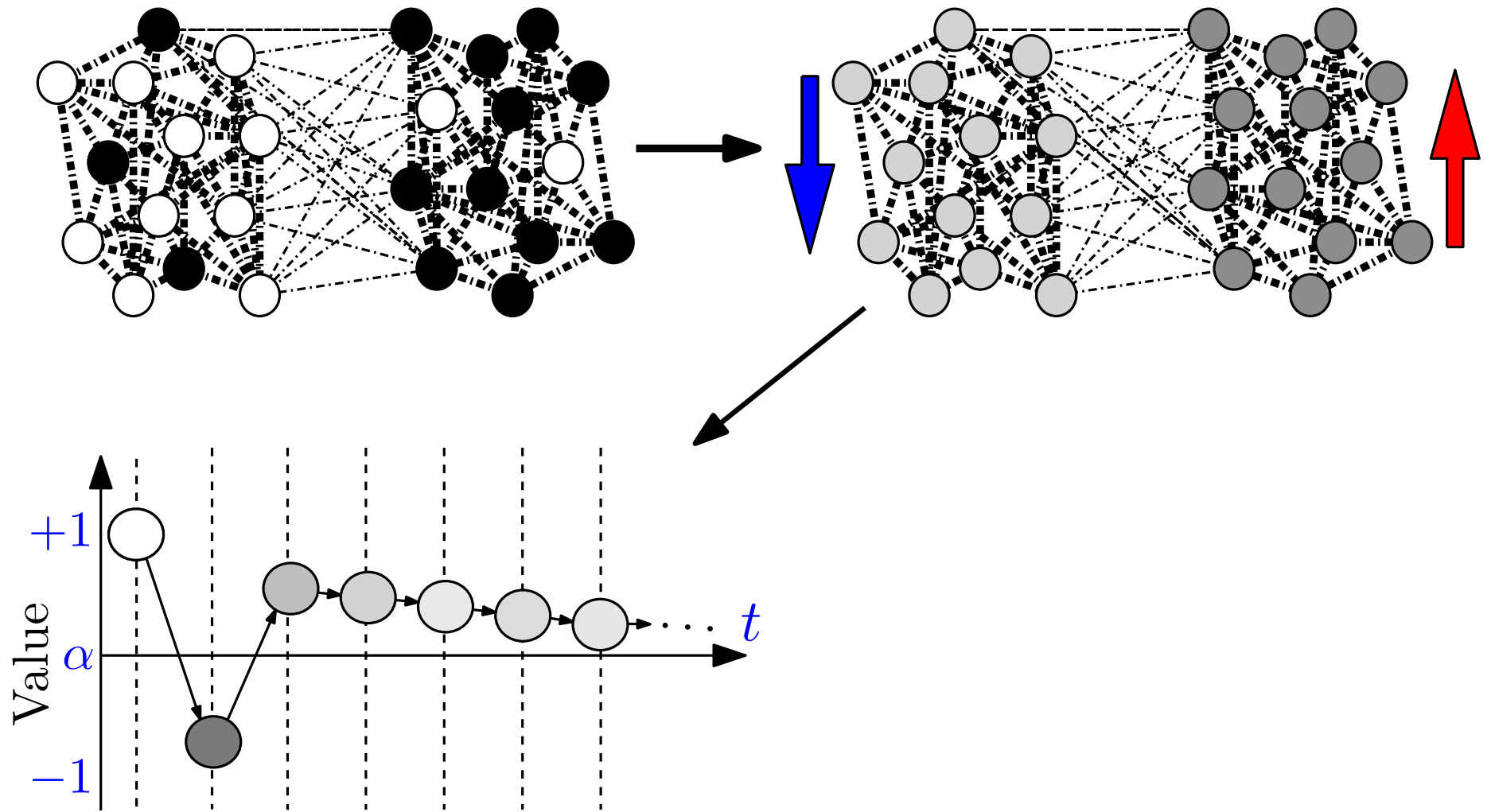
Community Detection via Averaging Dynamics



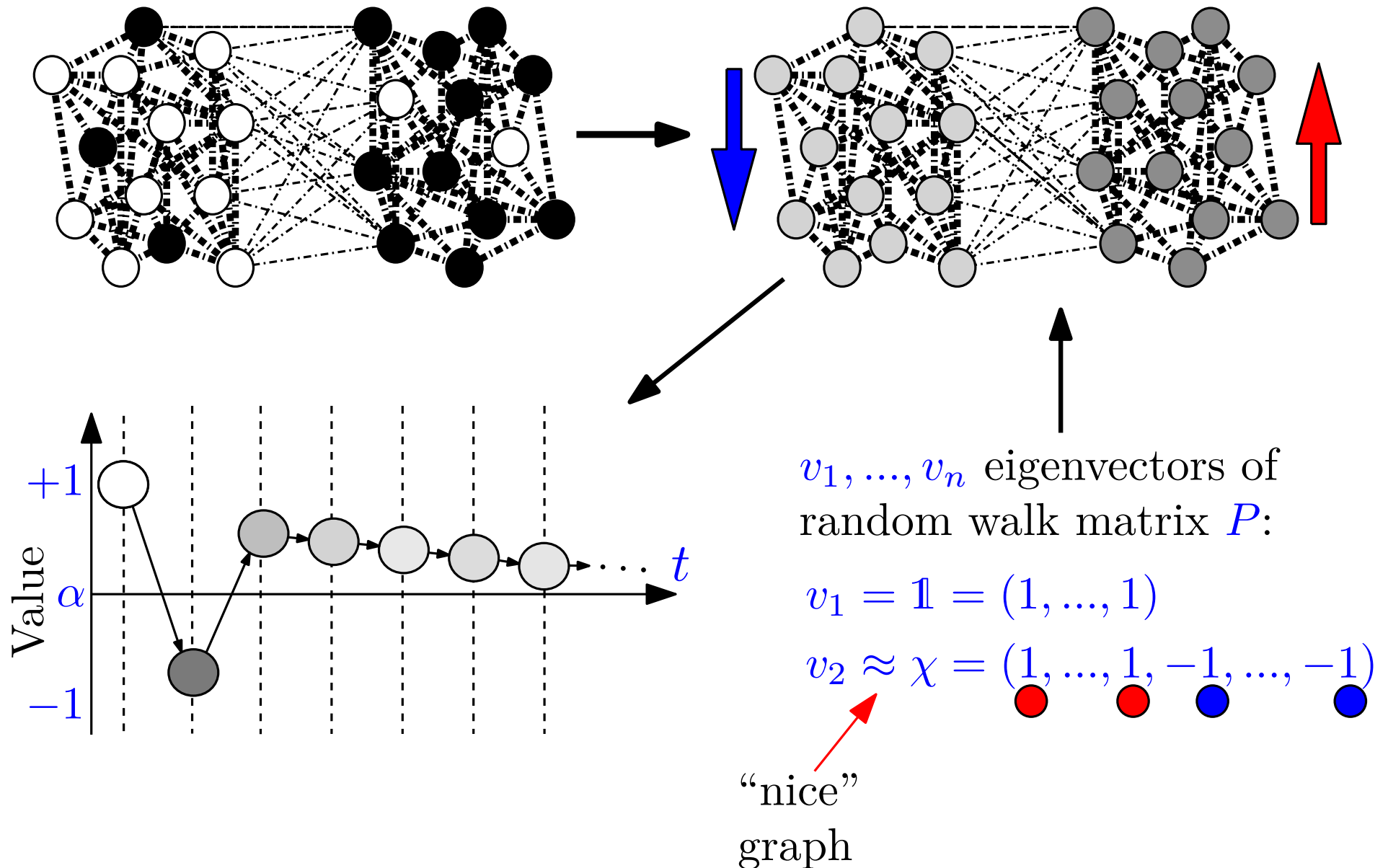
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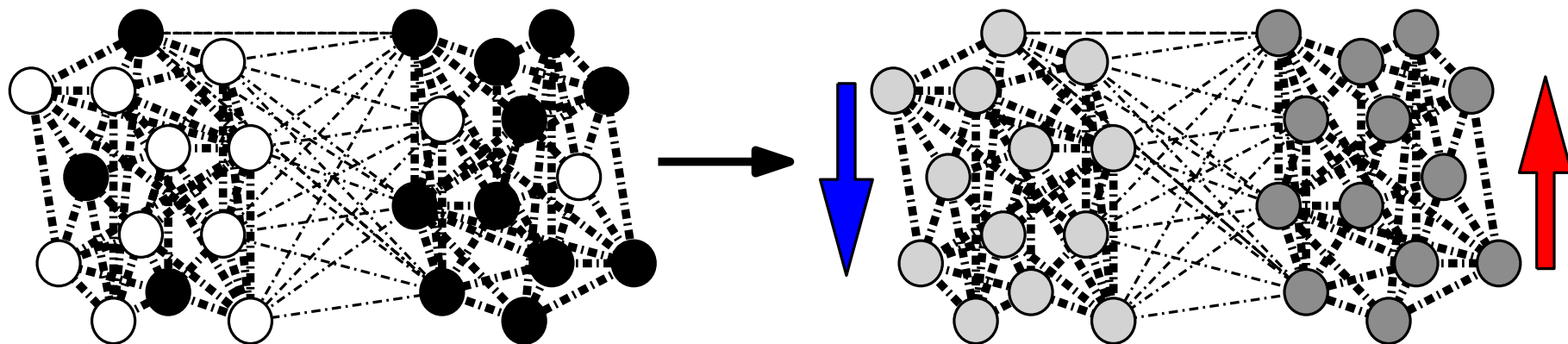
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[SODA '17] (Informal). $G = (V_1 \cup V_2, E)$ s.t.

i) $\chi = \mathbf{1}_{V_1} - \mathbf{1}_{V_2}$ close to right-eigenvector of eigenvalue λ_2 of transition matrix of G , and

ii) gap between λ_2 and $\lambda = \max\{\lambda_3, |\lambda_n|\}$

sufficiently large,

then Averaging (approximately) identifies (V_1, V_2) .

Thank you!