

State Complexity of Population Protocols

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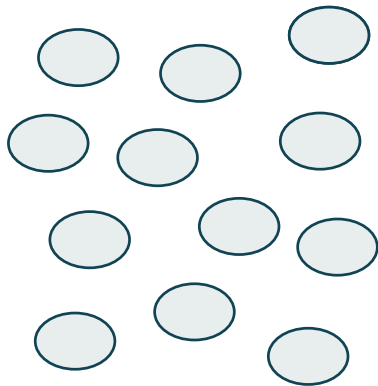
Introduction

The Setting

- ▶ population protocols

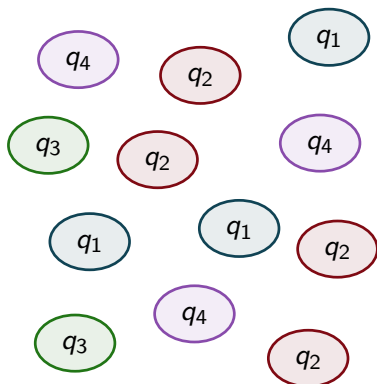
The Setting

- ▶ population protocols
- ▶ population of *agents*



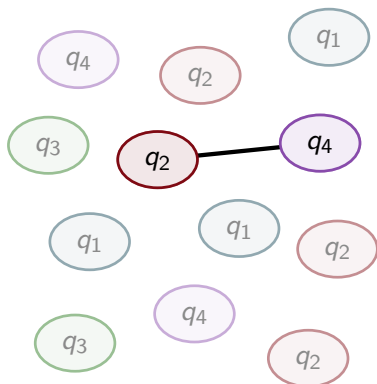
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- ▶ population protocols
- ▶ population of *agents*
- ▶ agents are finite-state machines



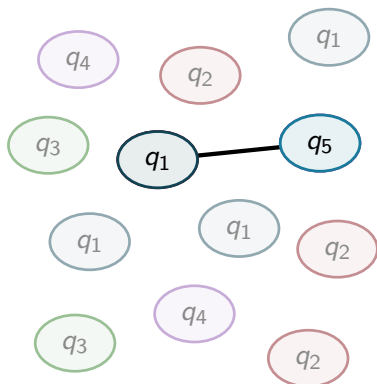
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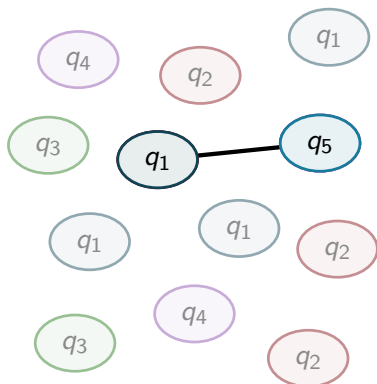
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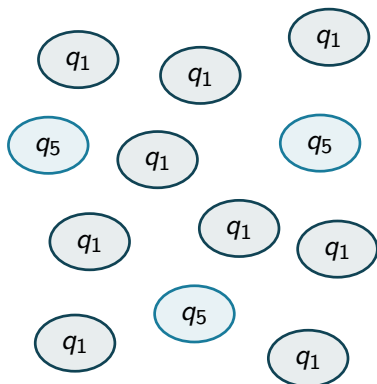
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- ▶ want to decide if initial configuration satisfies a property



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- ▶ population of *agents*
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- ▶ want to decide if initial configuration satisfies a property
 - ▶ computation by *stable consensus*



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- ▶ Close to chemical reaction networks

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- ▶ decide exactly semi-linear (or Presburger) predicates
- ▶ can decide **threshold**: $\varphi(x) \Leftrightarrow x \geq k$, for any $k \in \mathbb{N}$

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 - ▶ time: how long until consensus is achieved?
 - ▶ space: how much memory is needed?
- ▶ Time complexity in population protocols has a long history
 - ▶ many upper bounds, also lower bounds
- ▶ Little progress on space complexity until recently!

How do we measure state complexity?

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- ▶ Count number of states depending on predicate.

Counting to k

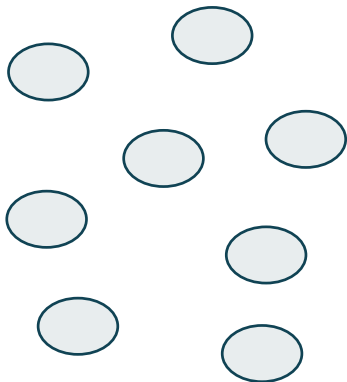
- ▶ How many states for $\varphi(x) \Leftrightarrow x \geq k$, if $k \in \mathbb{N}$ grows large?

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- ▶ How many states for $\varphi(x) \Leftrightarrow x \geq k$, if $k \in \mathbb{N}$ grows large?
- ▶ Busy-Beaver question for population protocols!
- ▶ $\varphi(x) \Leftrightarrow x \geq 10^{23} \approx 2^{100}$

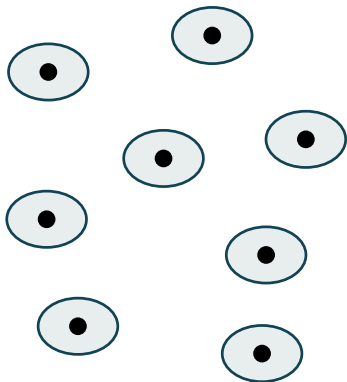
A simple protocol

- ▶ goal: decide $x \geq 3$
- ▶ idea: pebble counting



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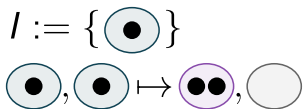
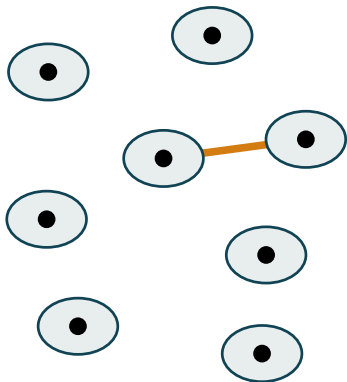
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$$I := \{ \text{pebble} \}$$

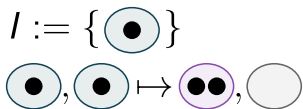
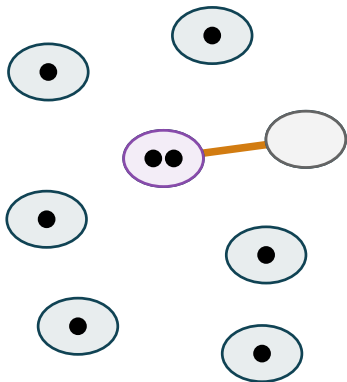
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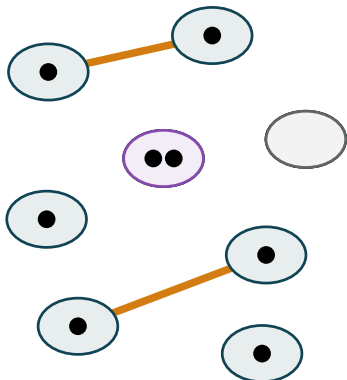
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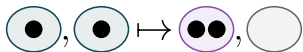


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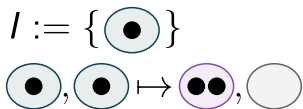
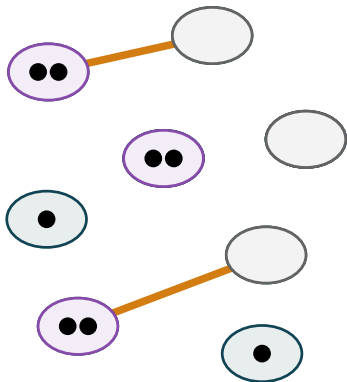


$$I := \{ \text{circle with 1 dot} \}$$



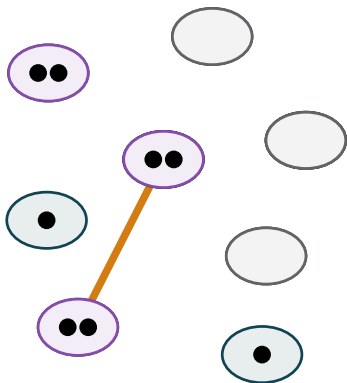
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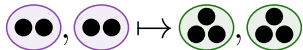
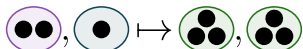


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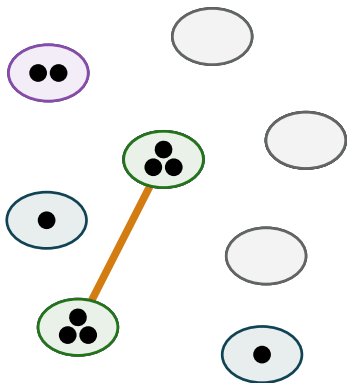


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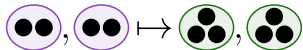
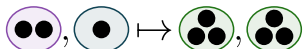


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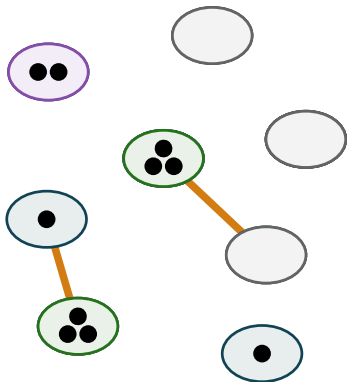


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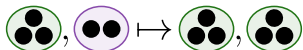
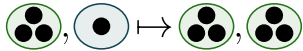
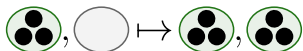
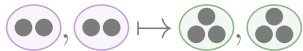


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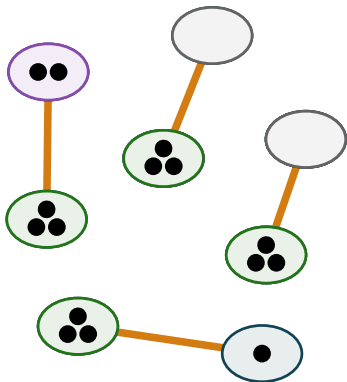


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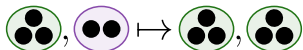
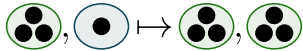
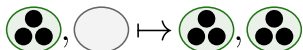
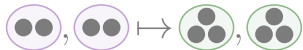


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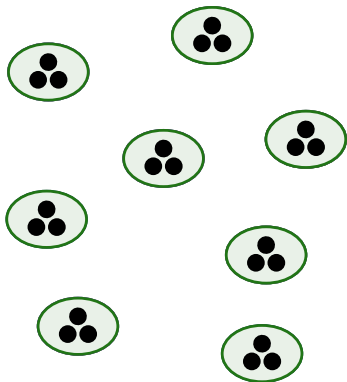


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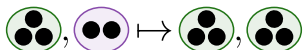
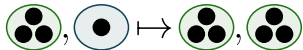
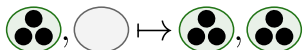
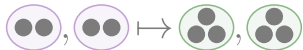


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▶ states $Q := \{0, \dots, k\}$

▶ transitions

$$i, j \mapsto i + j, 0 \quad \text{if } i + j < k$$

$$i, j \mapsto k, k \quad \text{if } i + j \geq k$$

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▶ $O(q) := \begin{cases} 1 & q = k \\ 0 & \text{else} \end{cases}$

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▶ $\mathcal{O}(k)$ states

Can we do better?

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- ▶ $\mathcal{O}(\log \log k)$ states if leaders are provided [Blondin et al. 2018]
- ▶ $\mathcal{O}(\log \log k)$ states even without leaders! [Czerner 2022]

Can we do even better?

No!

No!

- ▶ $\Omega(\log \log \log k)$ states necessary without leaders [Czerner, Esparza 2021]

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- ▶ improve to $\Omega(\log \log k)$ states [Czerner, Esparza, Leroux 2021]

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Bounds are tight at $\Theta(\log \log k)$ states in both cases

What about other predicates?

General constructions

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- ▶ $\Omega(\text{poly}(\text{size } \varphi))$ states for any predicate φ [Blondin et al. 2020]
- ▶ optimally fast protocols with same bound [Czerner et al. 2022]

Thank you for
your attention!