

On Symmetry versus Asynchronism:

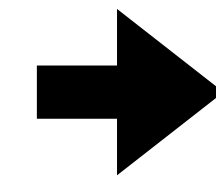
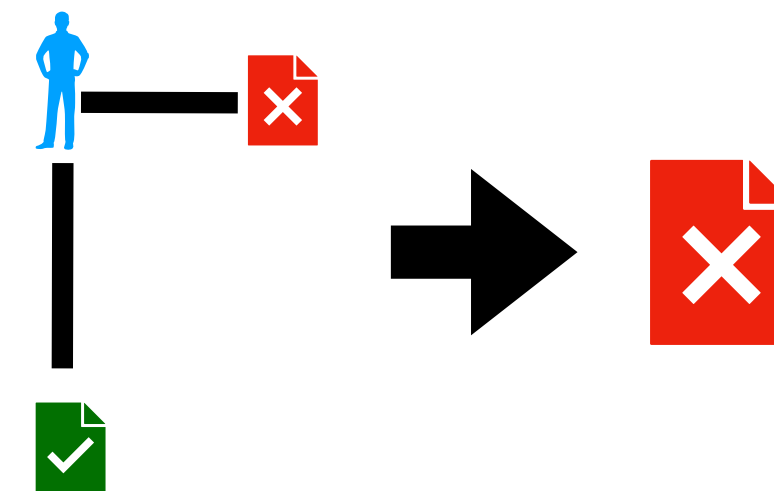
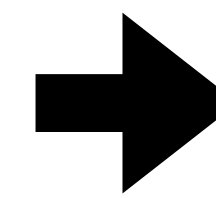
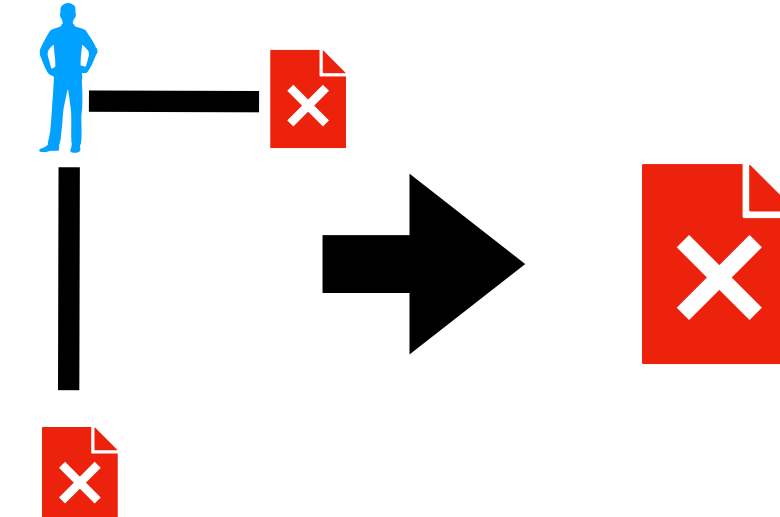
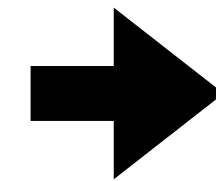
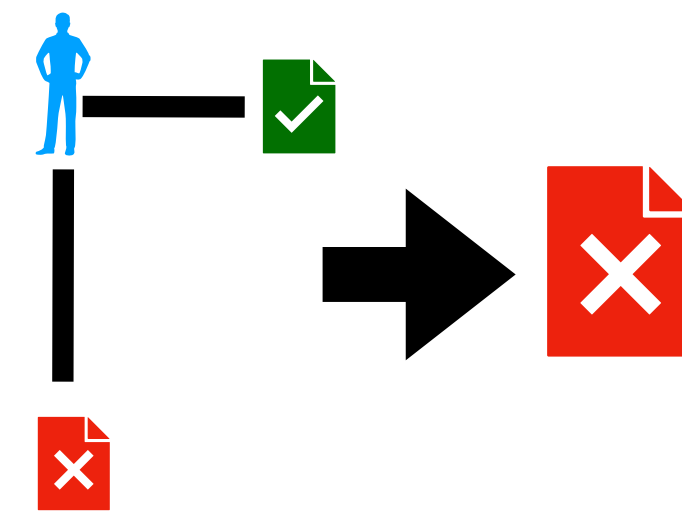
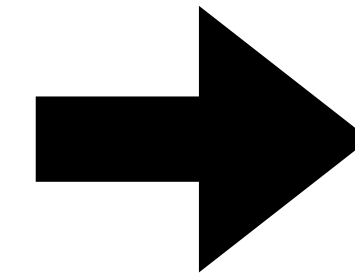
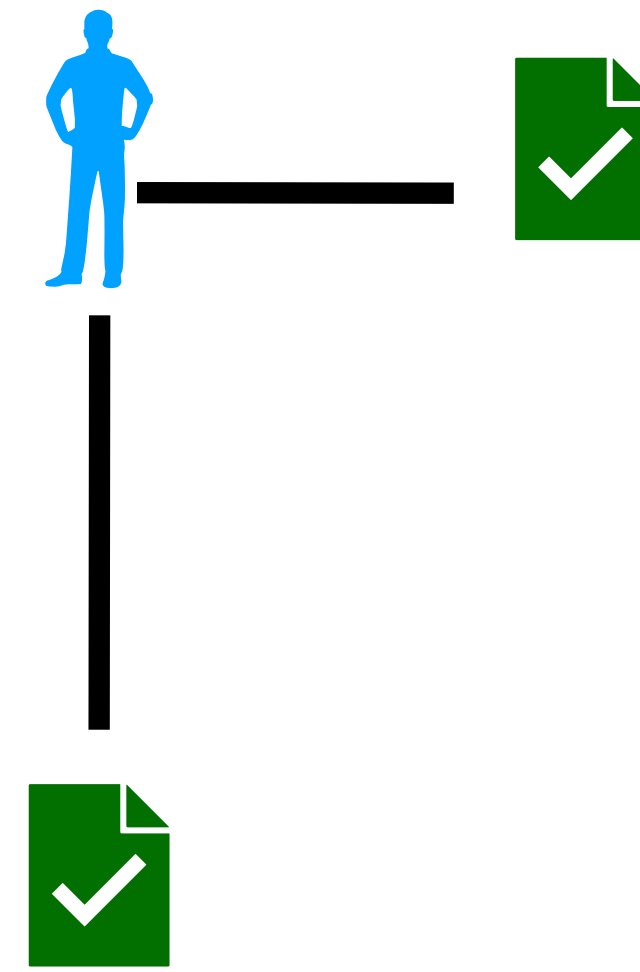
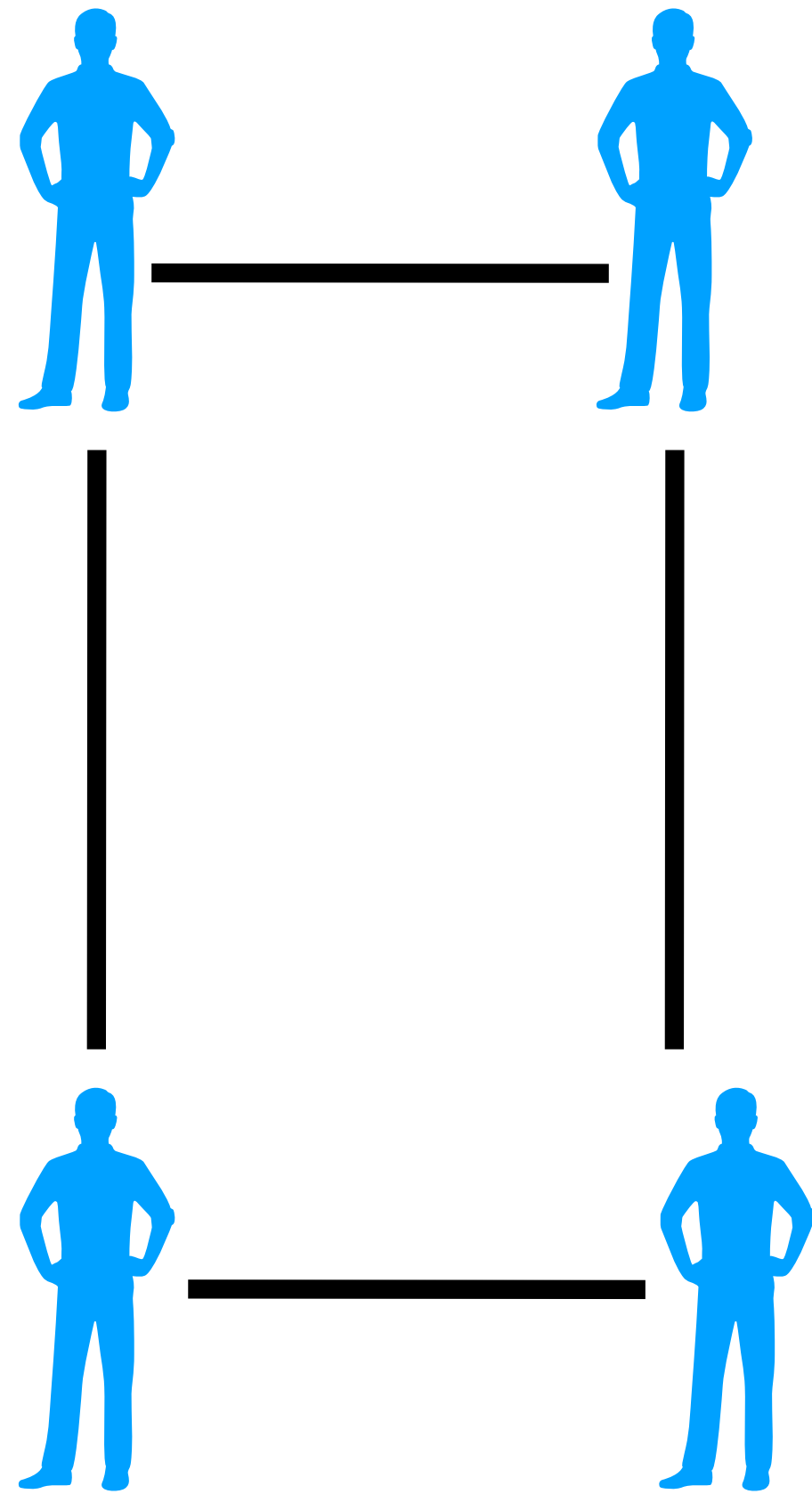
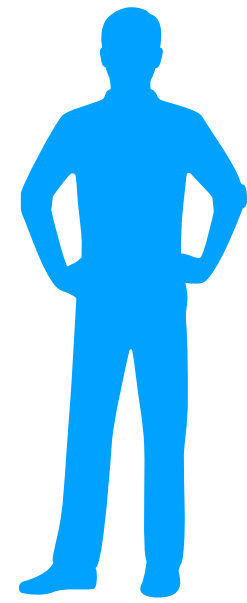
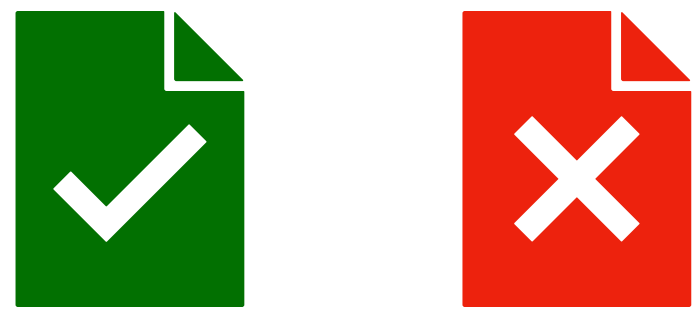
At the Edge of Universality in Automata Networks

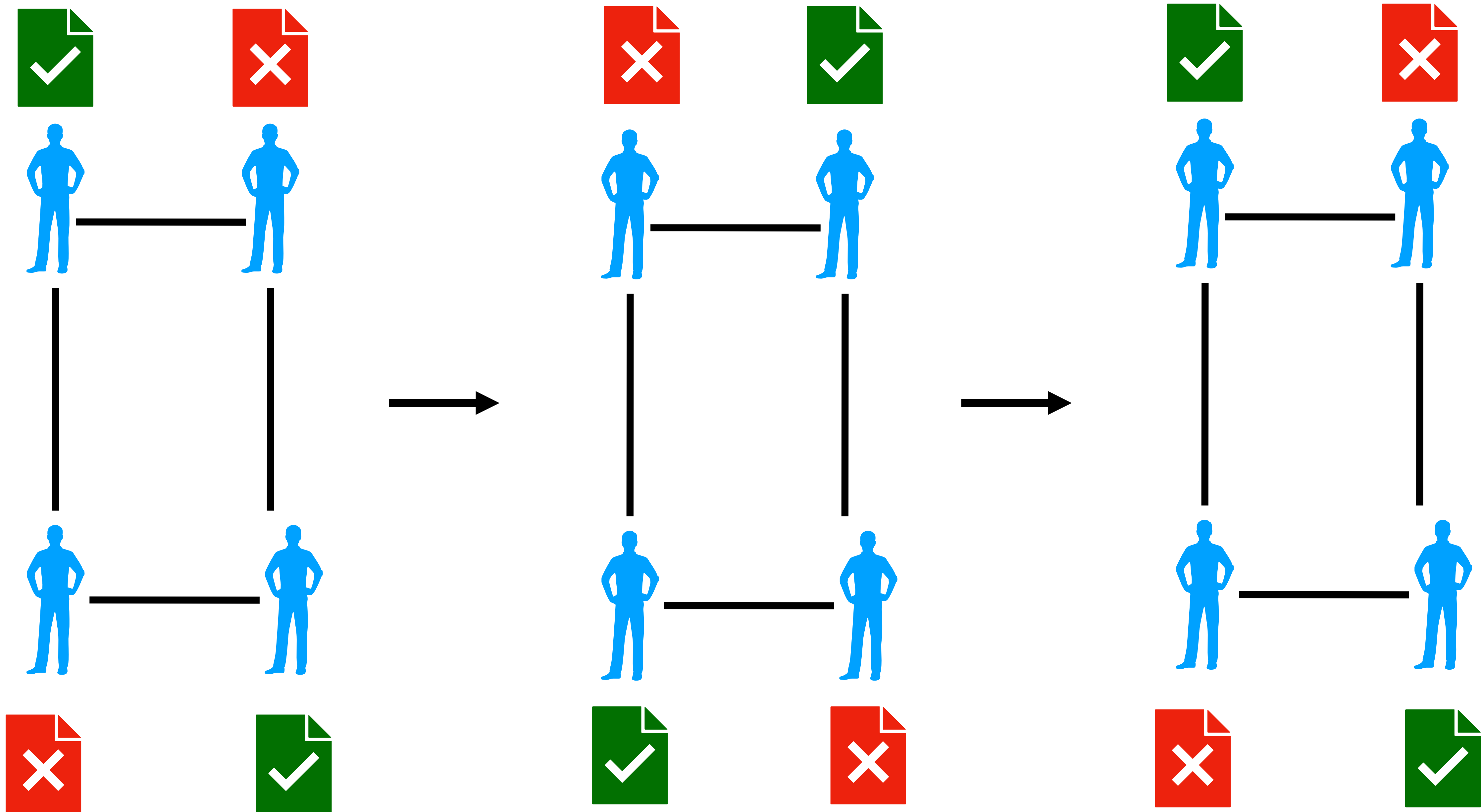
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The model

Automata networks

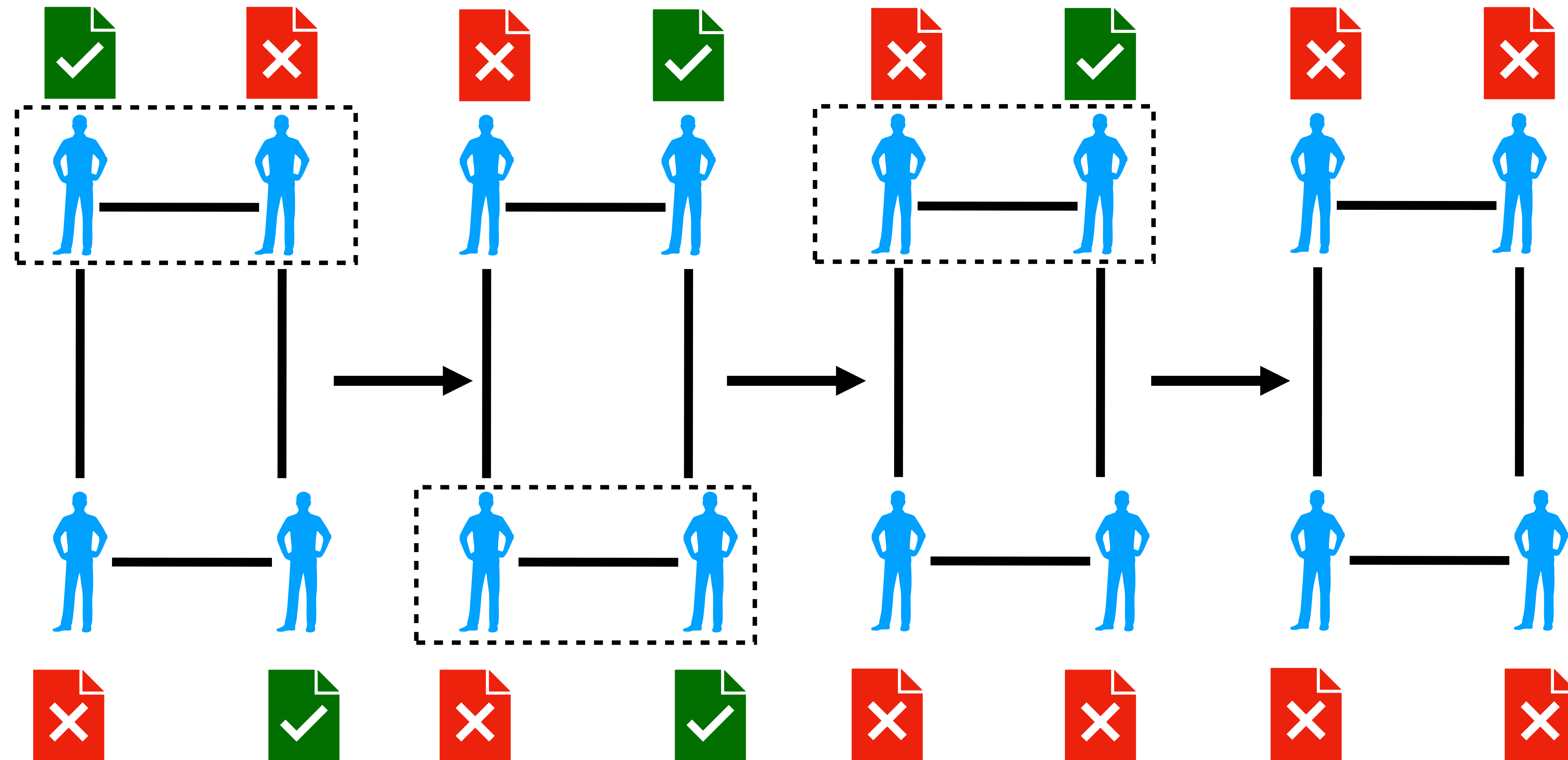




Automata networks

- Model : $G = (V, E)$ and a function $F: Q^V \mapsto Q^V$.
- (Q^V, F) is a dynamical system. Each configuration defines an **orbit**.
- Deterministic and finite: each configuration reaches an attractor (fixed point/limit cycle) in finite time.
- The dynamical behavior can change according to different factors:
 1. Update scheme.
 2. Graph structure.
 3. Function properties.

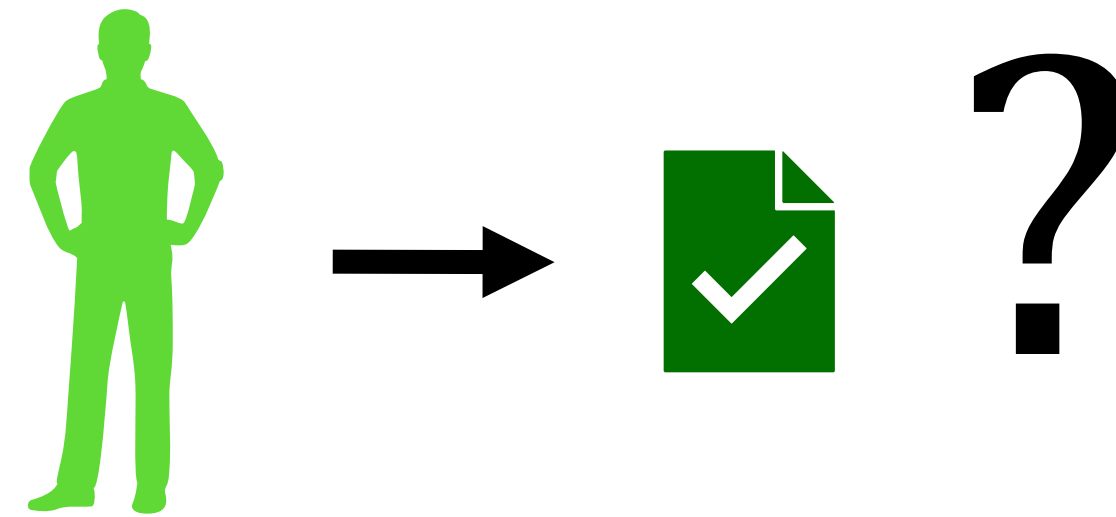
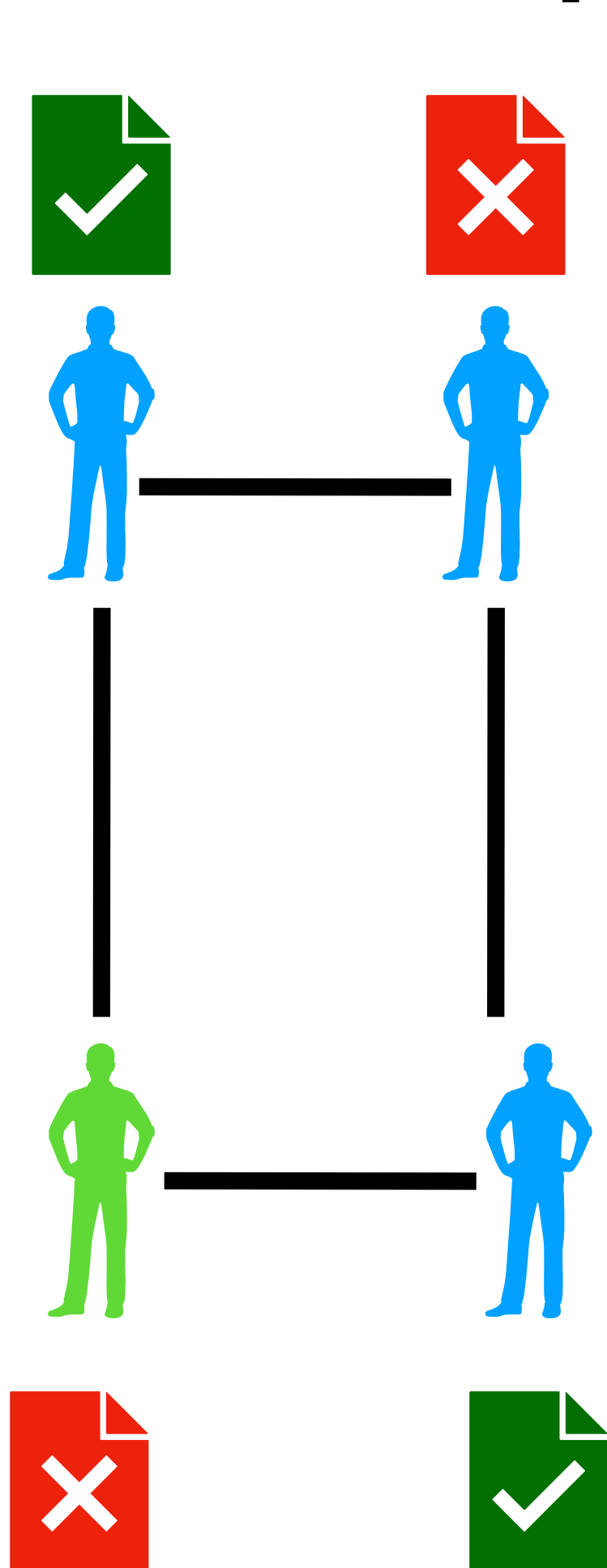
Update schemes



Main questions and general approach

A computational complexity approach

Prediction problem



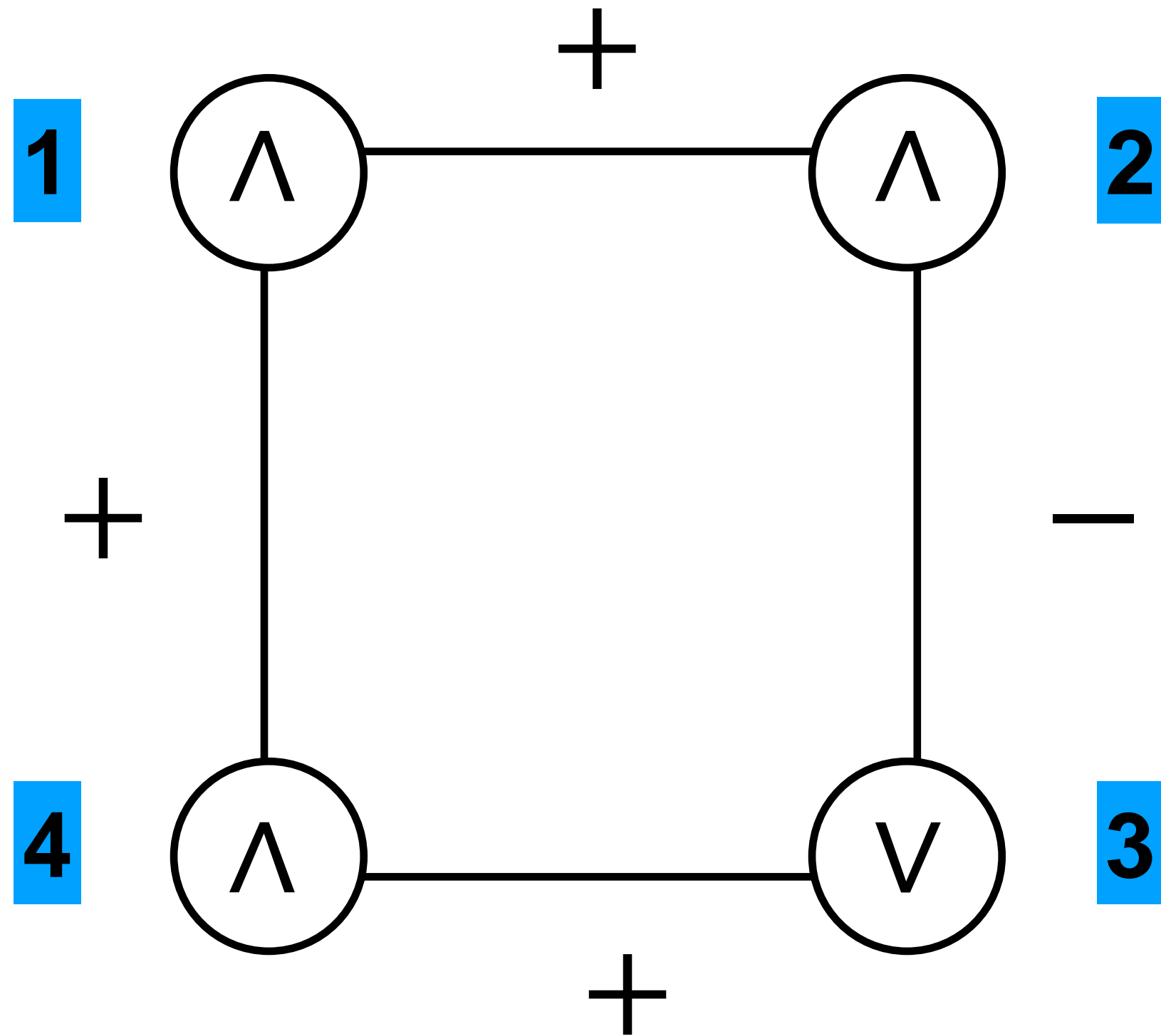
- Predict the state of an objective node after t time steps.
- $t \in \mathbb{N}$ given in unary or binary.
- No time in the input (Prediction-Change).

- Direct simulation approach:
 - Solvable in polynomial space.
 - Polynomial time for Unary PRED.

Representations

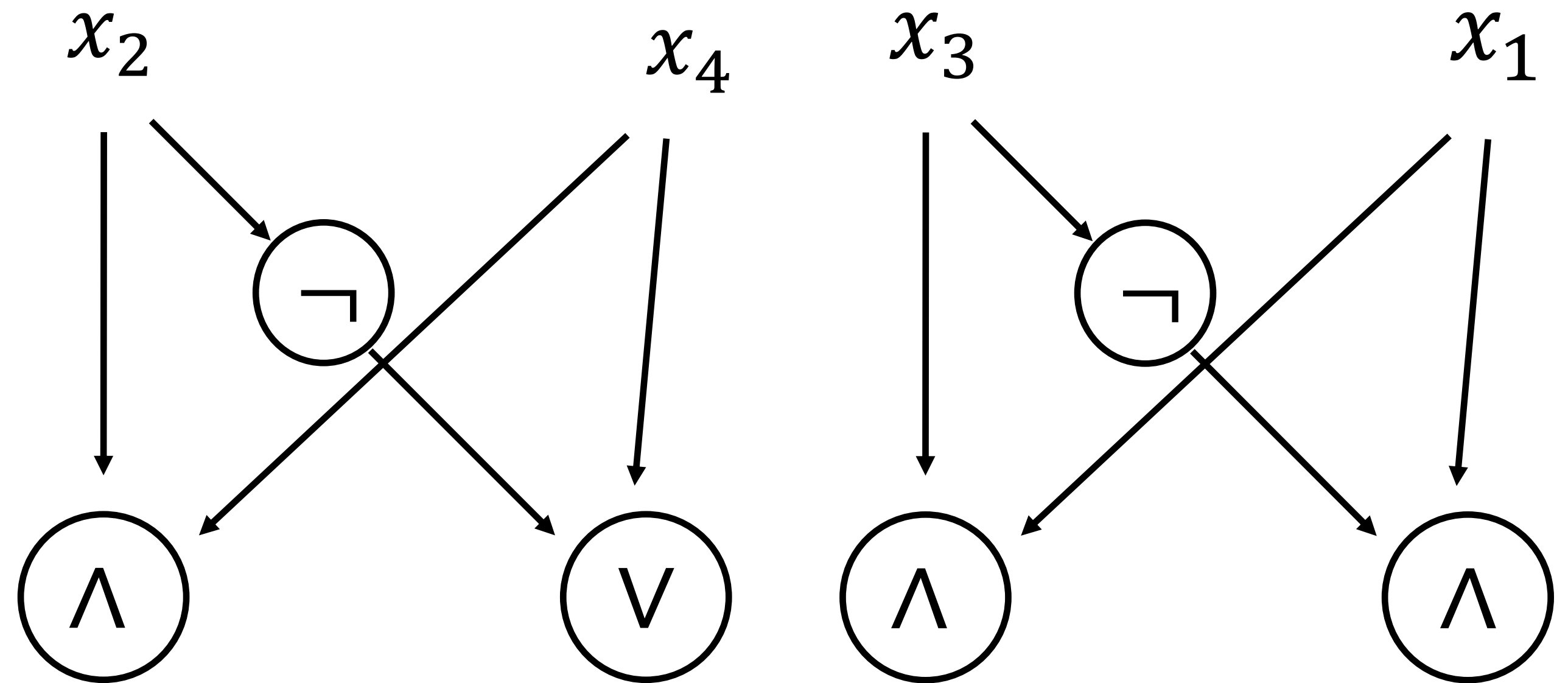
Concrete symmetric automata networks (CSAN).

$$F(x) = (x_2 \wedge x_4, x_1 \wedge \bar{x}_3, x_4 \vee \bar{x}_2, x_1 \wedge x_3)$$



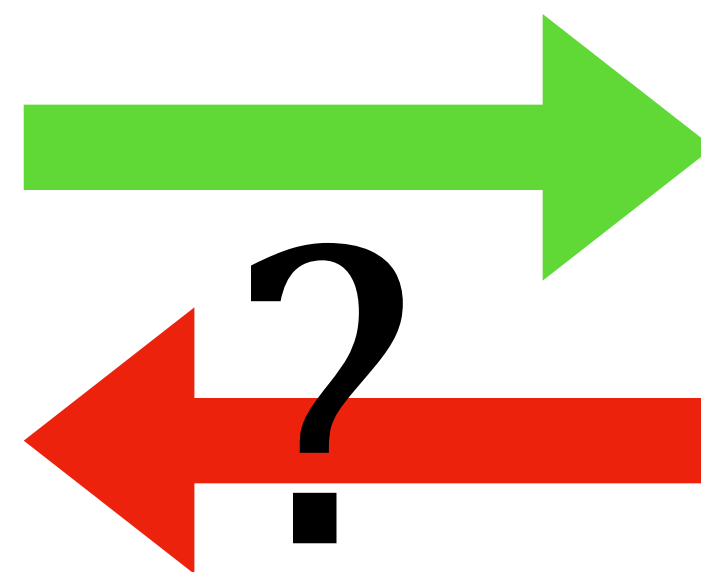
Labeled graph

Labeled graph



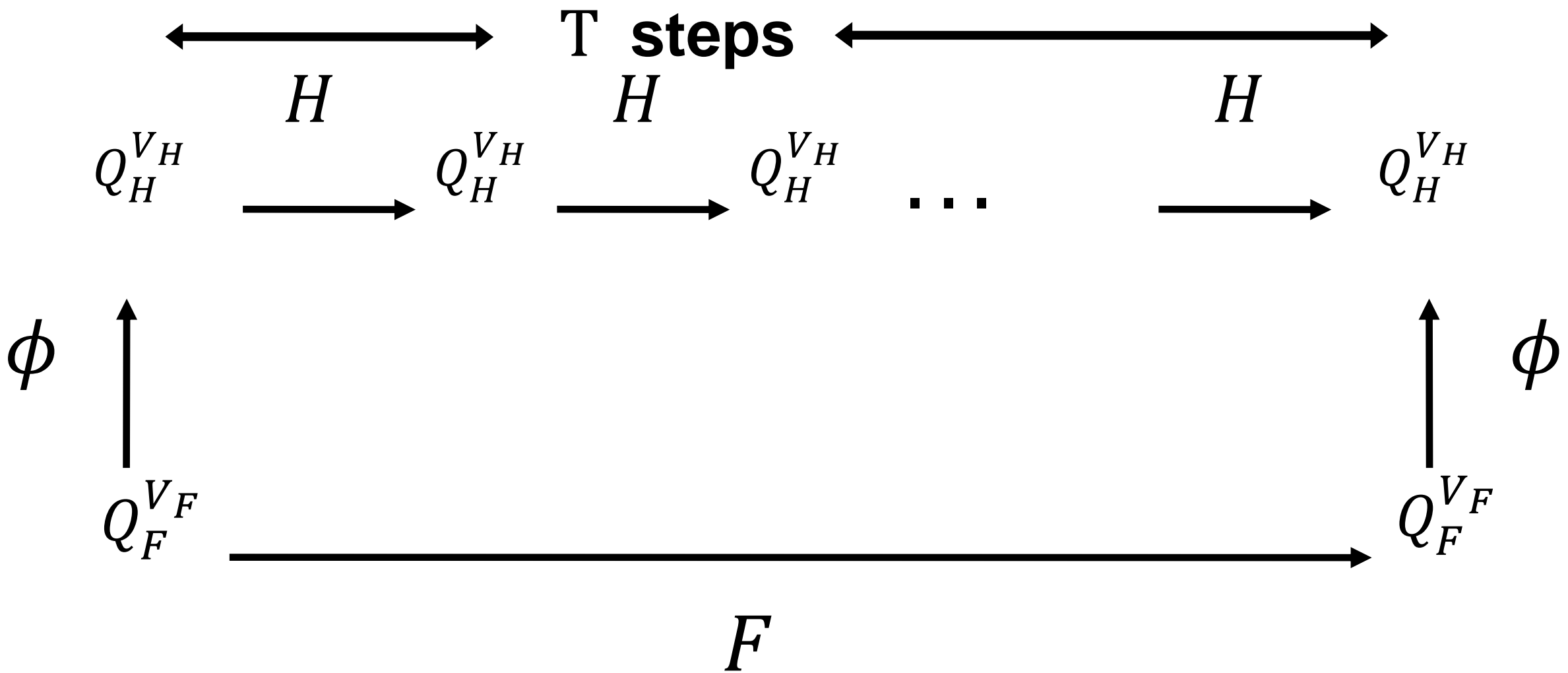
Boolean circuit

Boolean circuit

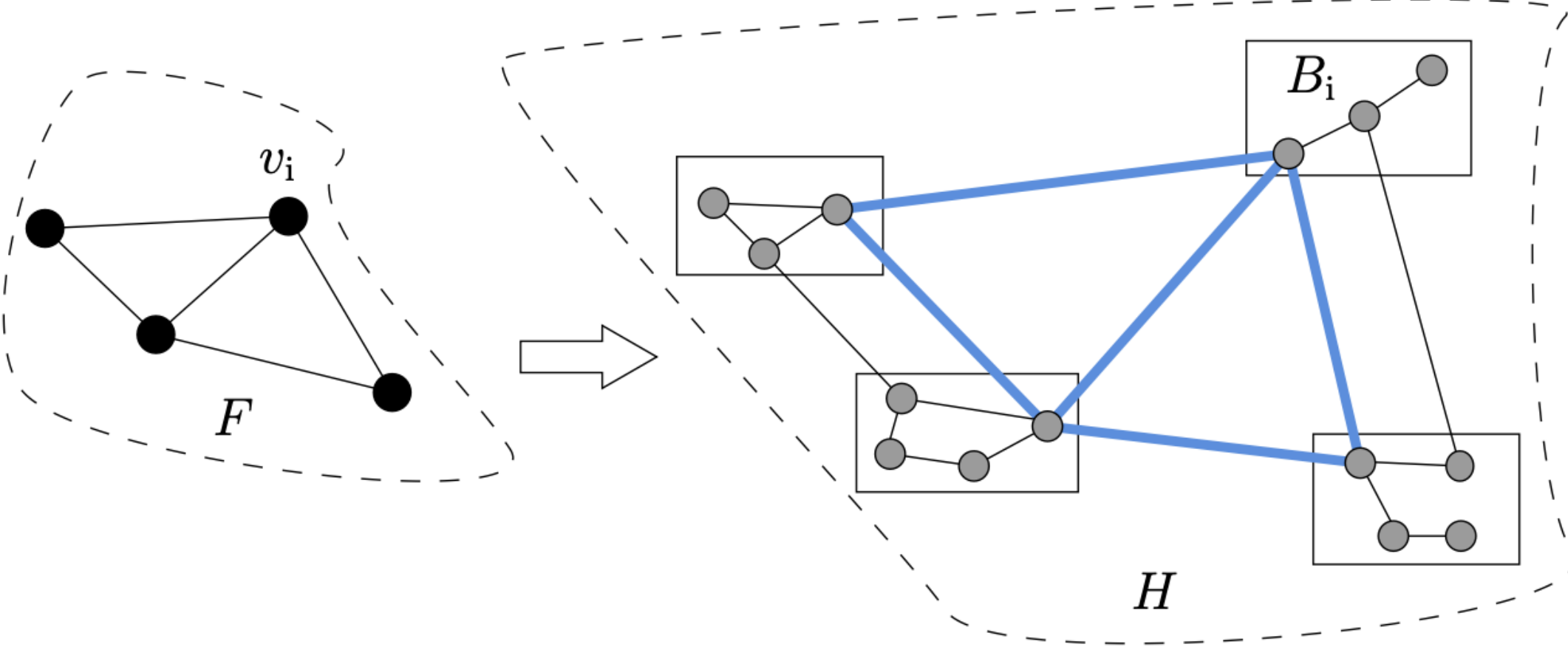


Simulation between automata networks

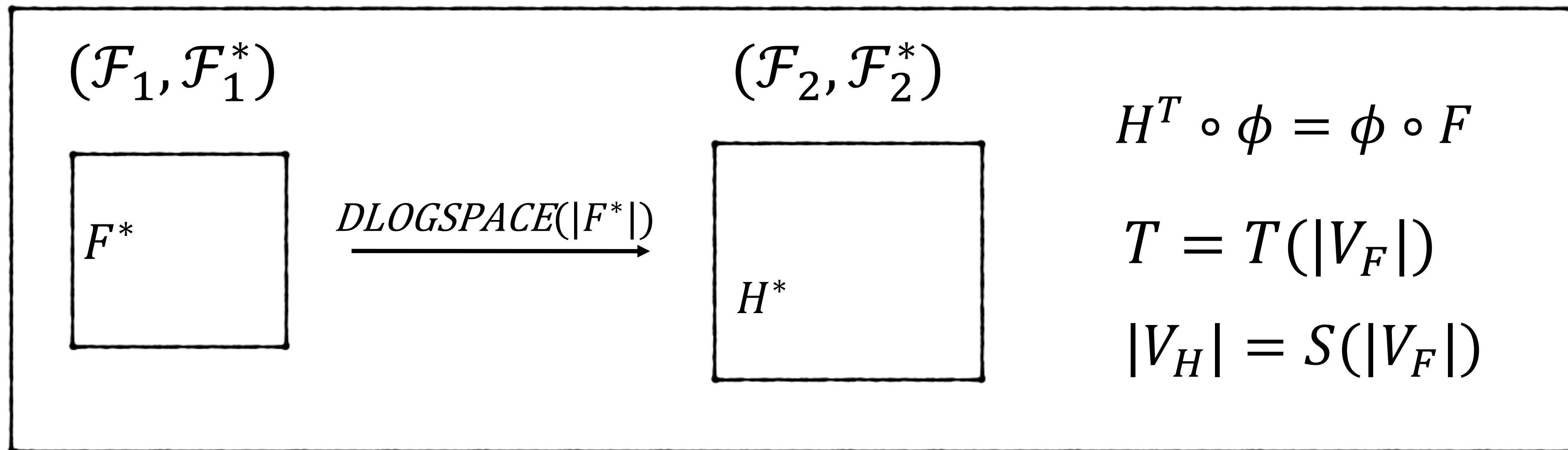
- Each node is represented by a block.
- States of the simulated network F are coded by an **injective** map ϕ .
- Each time step of F is simulated in T time steps by H



$$H^T \circ \phi = \phi \circ F$$



Simulation between families of automata networks



From now on, we consider that T, S are **polynomial functions**.

Simulation and universality.

- Simulation allow us to transfer computational properties from one family to another:

$$\text{Lemma. } \mathcal{F}_1 \preceq_S^T \mathcal{F}_2 \implies \text{PRED}_{\mathcal{F}_1} \leq_L \text{PRED}_{\mathcal{F}_2}$$

- A family \mathcal{F} is **strongly universal** if it can simulate any bounded degree automata network in linear space and constant time.

(**Bounded degree automata networks** are AN that can be represented by bounded degree graphs).

Consequences of universality

Theorem. A **strongly universal** family satisfies the following properties:

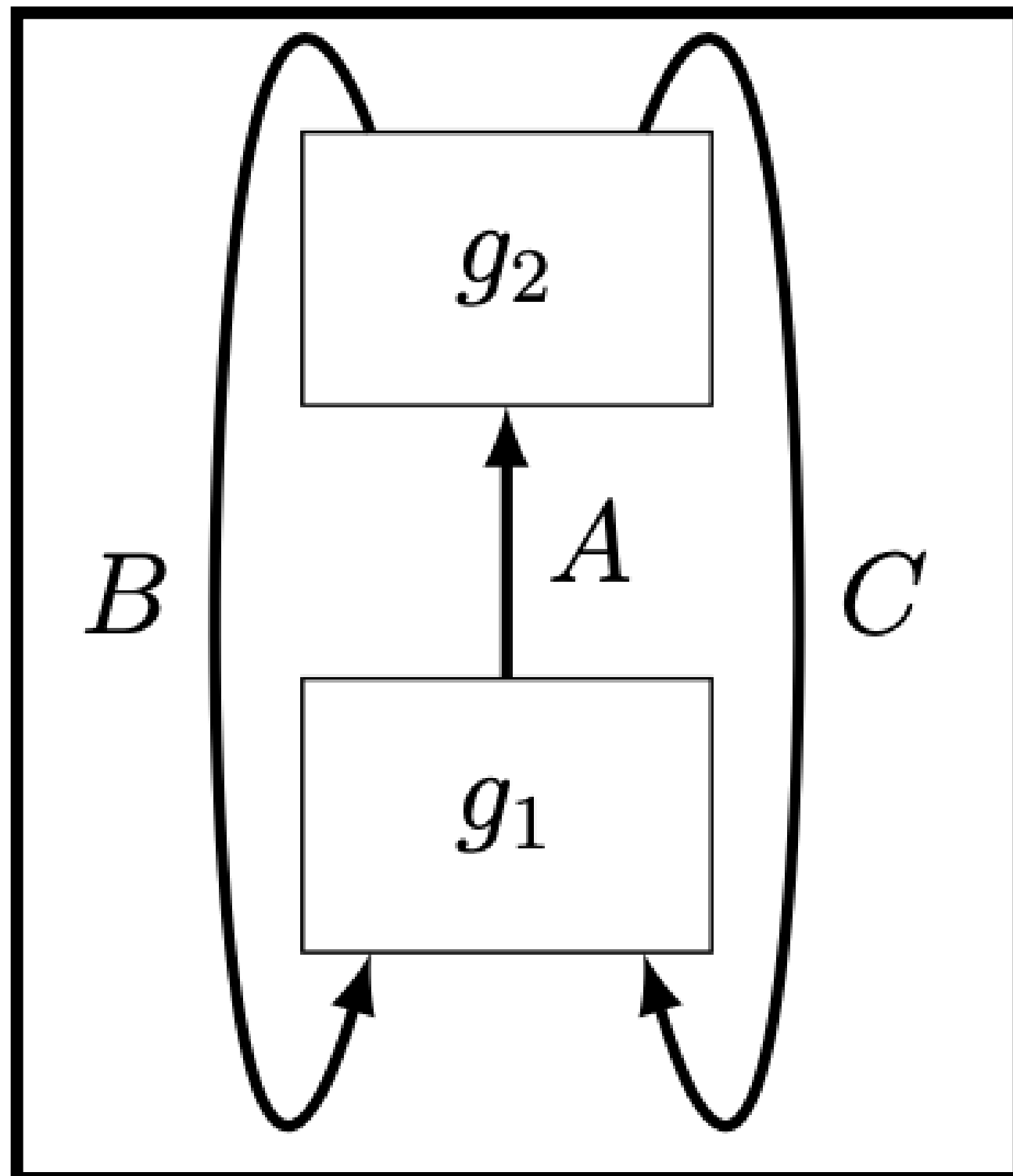
- It admits attractors of exponential period in the size of the network.
- Unary Prediction is **P**-hard.
- Binary Prediction is **PSPACE**-hard.
- Prediction Change is **PSPACE**-hard.

So now... How do we show that a family is strongly universal?

Idea: Find a family that is “easy” to simulate which is also strongly universal.

\mathcal{G} -Networks

$$\mathcal{G} = \{g_1: Q^2 \rightarrow Q, g_2: Q \rightarrow Q^2\}$$



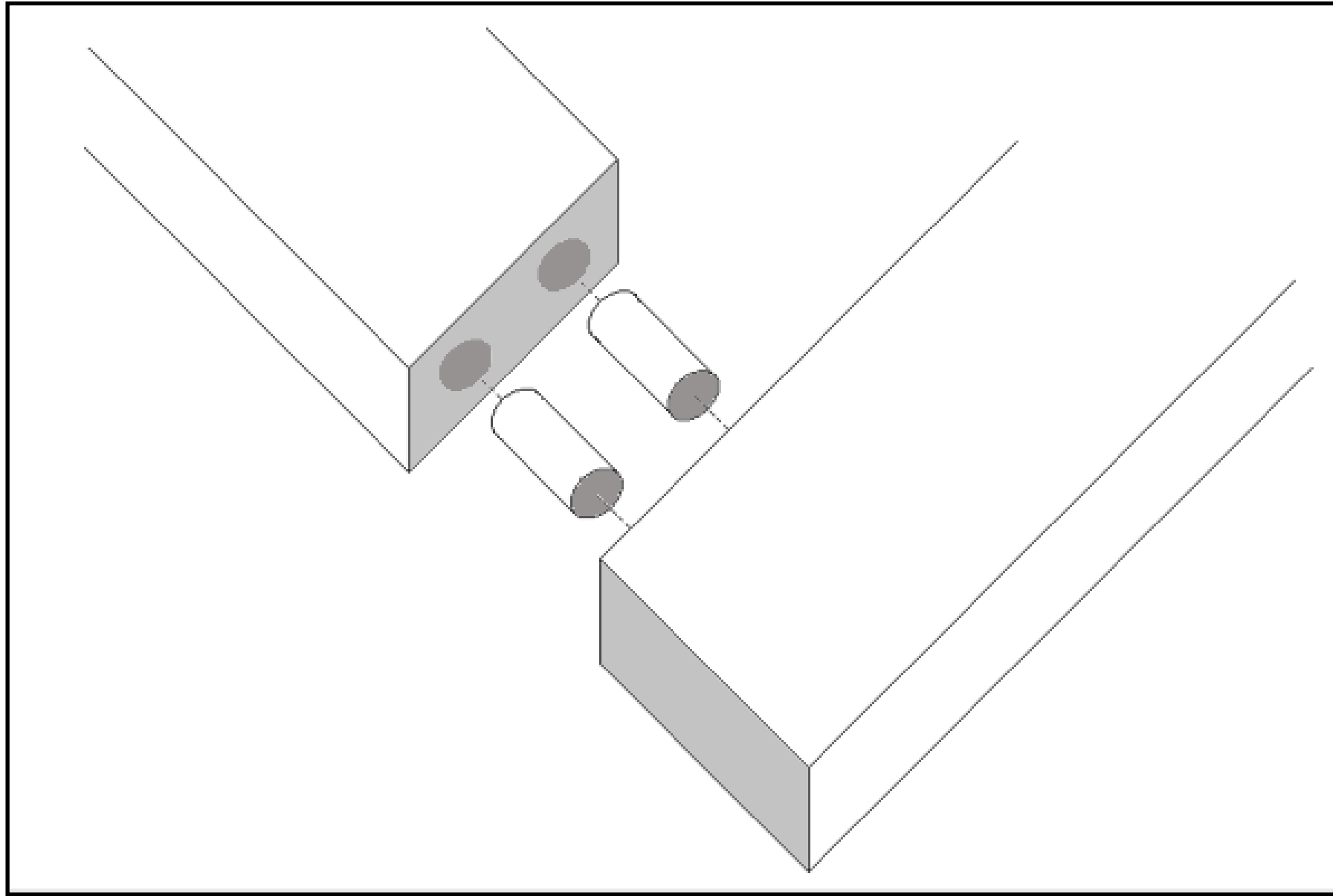
$$\mathcal{G}_{mon,2} = \{\wedge: \{0,1\}^2 \rightarrow \{0,1\}^2, \vee: \{0,1\}^2 \rightarrow \{0,1\}^2\}$$

Theorem. The family of all $\mathcal{G}_{mon,2}$ networks is **strongly universal**.

How can we use this modular structure in our simulation framework?

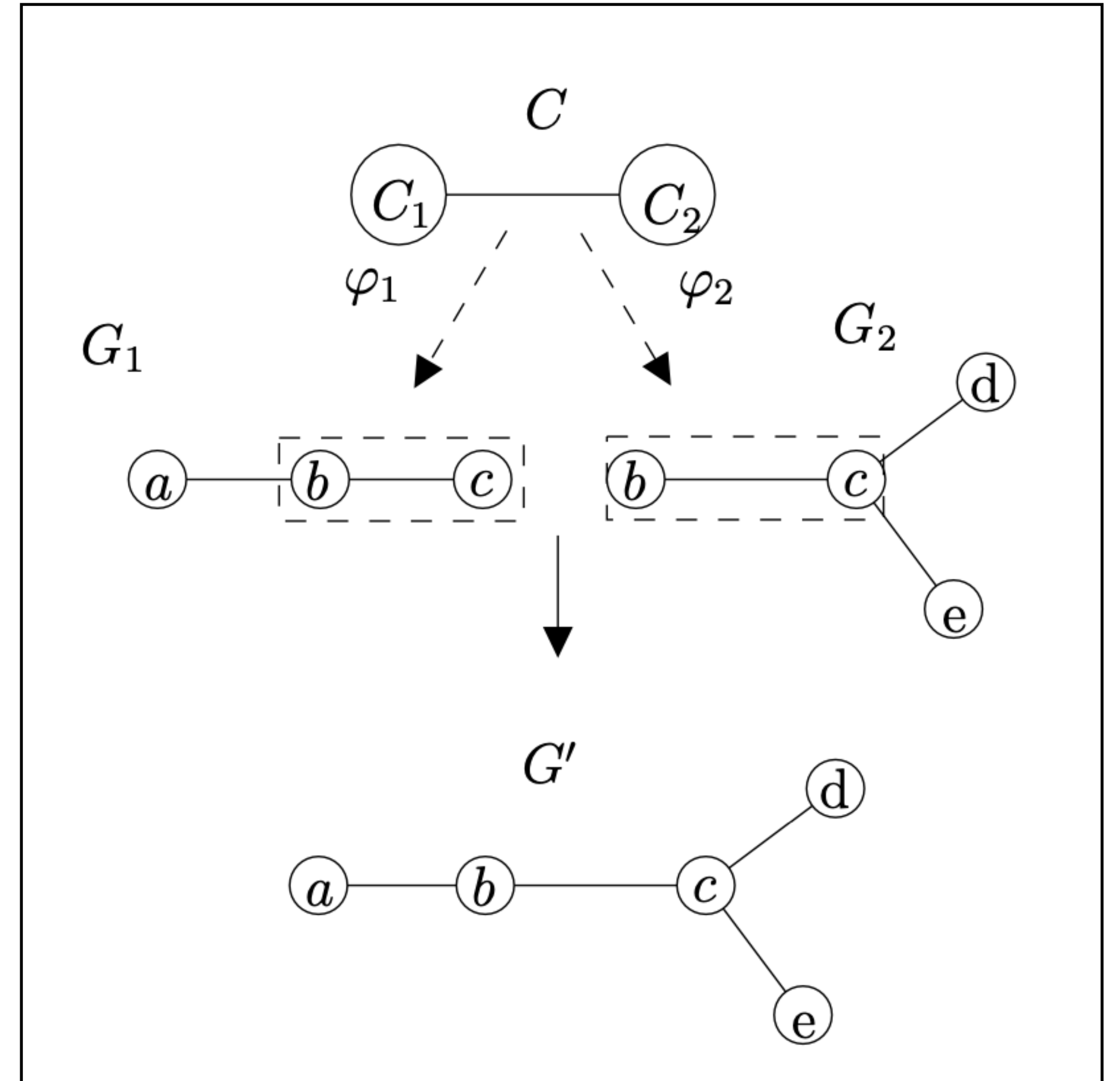
Simulate gates independently and then, “glue” them (Symmetry vs Asymmetry).

Glueing



source:

<https://en.wikipedia.org/wiki/Dowel#/media/File:Woodworking-joint-butt-dowel.gif>



Dynamical constraints for glueing

How do we simulate asymmetry inside a symmetric simulator?

Coherent \mathcal{G} –gadgets

- Pseudo-orbits (orbits in which not every node respects the global rule):
 - simulate the input/output relations of a gate inside the gadget.
- Constant simulation time.

Theorem: If a CSAN family \mathcal{F} admits coherent \mathcal{G} -gadgets then, it simulates the family of all \mathcal{G} -networks in **constant time** and **linear space**.

Coherent gadgets

Corollary: If a CSAN family \mathcal{F} admits coherent $\mathcal{G}_{mon,2}$ -gadgets then, it is **strongly universal**.

Corollary: If a CSAN family \mathcal{F} admits coherent \mathcal{G}_{conj} -gadgets then, it has attractors with **super-polynomial period**.

Summary of results

Family/Update schemes	Parallel \subsetneq	Block sequential \subsetneq	Local clocks \subsetneq	General periodic
Conjunctive networks	BP	BP	BP	SPA+NC PRED
Locally positive	BP	BP	SU	SU
Signed conjunctive	BP	SU	SU	SU
Min-max networks	BP	SU	SU	SU

- BP = Bounded period attractors
- SPA = Super polynomial period attractors
- SU = Strongly universal

Perspectives

1. **Glueing as a general operation on automata networks.**
2. **Study of \mathcal{G} -networks.**
3. **Update schemes: going beyond periodic schemes.**