Mathis Bouverot-Dupuis

CNAM - ??

12 juillet 2022

Model

Weber Point

Alignment

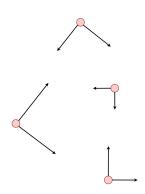
Very simple (dumb) robots :

► Points in R<sup>2</sup> (can overlap)

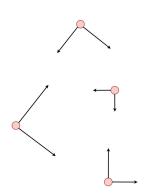
- ► Points in R<sup>2</sup> (can overlap)
- Anonymous

- ► Points in R<sup>2</sup> (can overlap)
- Anonymous
- No direct communication

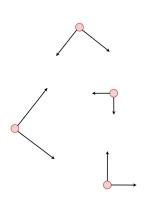
- ► Points in R<sup>2</sup> (can overlap)
- Anonymous
- No direct communication
- No common direction/scale



- ► Points in R<sup>2</sup> (can overlap)
- Anonymous
- No direct communication
- No common direction/scale
- Strong multiplicity detection



- ► Points in R<sup>2</sup> (can overlap)
- Anonymous
- No direct communication
- No common direction/scale
- Strong multiplicity detection
- Same robogram



▶ Let X : multiset of points in  $R^2$ 

- Let X: multiset of points in  $R^2$
- Sum of distances to X :

$$D_X(p) := \sum_{x \in X} \|x - p\|$$

- Let X: multiset of points in  $R^2$
- Sum of distances to X :

$$D_X(p) := \sum_{x \in X} \|x - p\|$$

Set of weber points of X :

$$\{p \mid p \text{ minimizes } D_X\}$$

- Let X: multiset of points in  $R^2$
- Sum of distances to X :

$$D_X(p) := \sum_{x \in X} \|x - p\|$$

Set of weber points of X :

$$\{p \mid p \text{ minimizes } D_X\}$$

Similar to barycenter (sum of distances v.s. sum of distances squared).

	barycenter	weber point
exists		
unique		
computable		

	barycenter	weber point
exists	Yes	Yes
unique		
computable		

	barycenter	weber point
exists	Yes	Yes
unique	Yes	No
computable		

	barycenter	weber point
exists	Yes	Yes
unique	Yes	No
computable	Yes	No

	barycenter	weber point
exists	Yes	Yes
unique	Yes	No
computable	Yes	No

When is the weber point unique?

	barycenter	weber point
exists	Yes	Yes
unique	Yes	No
computable	Yes	No

When is the weber point unique?

Points not aligned.

	barycenter	weber point
exists	Yes	Yes
unique	Yes	No
computable	Yes	No

When is the weber point unique?

- Points not aligned.
- Odd number of points.

	barycenter	weber point
exists	Yes	Yes
unique	Yes	No
computable	Yes	No

When is the weber point unique?

- Points not aligned.
- Odd number of points.
- Otherwise : sometimes.

	barycenter	weber point
exists	Yes	Yes
unique	Yes	No
computable	Yes	No

When is the weber point unique?

- Points not aligned.
- Odd number of points.
- Otherwise : sometimes.

How about computability?

	barycenter	weber point
exists	Yes	Yes
unique	Yes	No
computable	Yes	No

When is the weber point unique?

- Points not aligned.
- Odd number of points.
- Otherwise : sometimes.

How about computability?

We don't care (toy example).

	barycenter	weber point
exists	Yes	Yes
unique	Yes	No
computable	Yes	No

When is the weber point unique?

- Points not aligned.
- Odd number of points.
- Otherwise : sometimes.

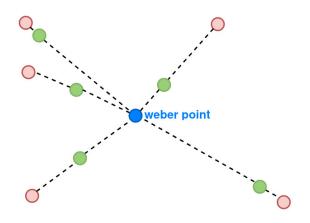
How about computability?

We don't care (toy example).

Why use the weber point?

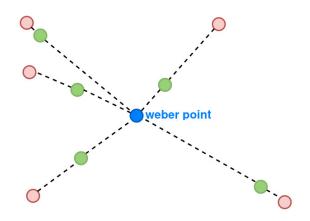
#### Contraction Lemma

Let X, Y: multiset of points (cf. figure).



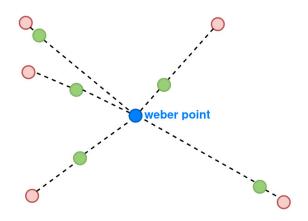
#### Contraction Lemma

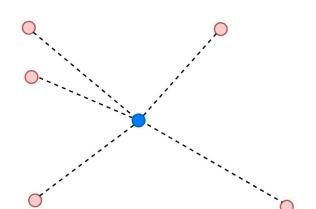
- Let X, Y: multiset of points (cf. figure).
- ▶ Suppose  $w \in WP(X)$ .



#### Contraction Lemma

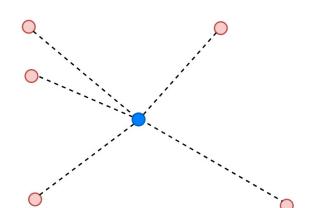
- Let X, Y: multiset of points (cf. figure).
- ▶ Suppose  $w \in WP(X)$ .
- ▶ Then  $w \in WP(Y)$ .



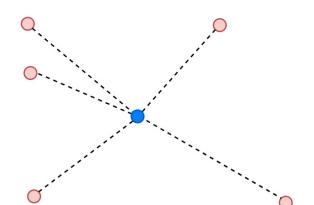


Alternate characterization of weber points :

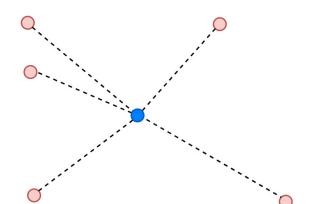
► Recall  $D_X(p) := \sum_{x \in X} ||x - p||$ .



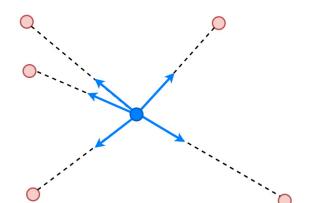
- $\blacktriangleright \text{ Recall } D_X(p) := \sum_{x \in X} \|x p\|.$
- $\triangleright$   $D_X$  is convex & differentiable (almost) everywhere.



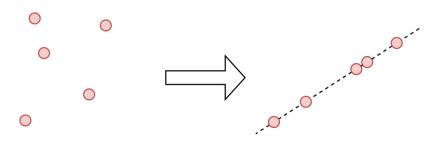
- $\blacktriangleright \text{ Recall } D_X(p) := \sum_{x \in X} \|x p\|.$
- $ightharpoonup D_X$  is convex & differentiable (almost) everywhere.
- ▶ Minimizing  $D_X \iff$  gradient of  $D_X$  is 0.



- $ightharpoonup \operatorname{Recall} D_X(p) := \sum_{x \in X} \|x p\|.$
- $\triangleright$   $D_X$  is convex & differentiable (almost) everywhere.
- ▶ Minimizing  $D_X \iff$  gradient of  $D_X$  is 0.
- Gradient :  $\nabla D_X(p) = \sum_{x \in X} \frac{p-x}{\|p-x\|}$



Goal: move robots to a common line, and make them stay on the line.



Goal: move robots to a common line, and make them stay on the line.

Coq Definition aligned : configuration → Prop.

Goal: move robots to a common line, and make them stay on the line.

```
Definition aligned : configuration → Prop.

Coq

Definition eventually_aligned (c:configuration)
(d:demon) (r:robogram) :=
Stream.eventually
(Stream.forever (Stream.instant aligned))
(execute r d c).
```

Goal: move robots to a common line, and make them stay on the line.

```
Coc
Definition aligned : configuration → Prop.
                                                           Coa
Definition eventually_aligned (c:configuration)
(d:demon) (r:robogram) :=
  Stream.eventually
    (Stream.forever (Stream.instant aligned))
    (execute r d c).
Theorem alignment_correct :=
  ∀ (c:configuration) (d:demon),
    (* Hypotheses *) →
    eventually aligned c d align robogram.
```

# Robogram

Very simple robogram : move towards the weber point (in a straight line) until aligned.

# Robogram

Very simple robogram : move towards the weber point (in a straight line) until aligned.

```
Definition align_robogram (obs:observation) : R2 :=

if aligned_dec obs
then origin
else weber_calc obs.
```

# Robogram

Very simple robogram : move towards the weber point (in a straight line) until aligned.

```
Definition align_robogram (obs:observation) : R2 :=

if aligned_dec obs
then origin
else weber_calc obs.

Coq
Definition observation := multiset R2.
```

Suzuki & Yamashita's Model: several versions.

Fully-synchronous (FSYNC), semi-synchronous (SSYNC) or asynchronous (ASYNC) ?

Suzuki & Yamashita's Model : several versions.

- Fully-synchronous (FSYNC), semi-synchronous (SSYNC) or asynchronous (ASYNC) ?
- Rigid or flexible ?

Suzuki & Yamashita's Model : several versions.

- Fully-synchronous (FSYNC), semi-synchronous (SSYNC) or asynchronous (ASYNC) ?
- Rigid or flexible ?

My proofs (alignment):

Suzuki & Yamashita's Model : several versions.

- Fully-synchronous (FSYNC), semi-synchronous (SSYNC) or asynchronous (ASYNC) ?
- Rigid or flexible ?

My proofs (alignment):

► SSYNC & rigid.

Suzuki & Yamashita's Model : several versions.

- Fully-synchronous (FSYNC), semi-synchronous (SSYNC) or asynchronous (ASYNC) ?
- Rigid or flexible ?

My proofs (alignment):

- SSYNC & rigid.
- SSYNC & flexible.

Suzuki & Yamashita's Model : several versions.

- Fully-synchronous (FSYNC), semi-synchronous (SSYNC) or asynchronous (ASYNC) ?
- Rigid or flexible ?

My proofs (alignment):

- SSYNC & rigid.
- SSYNC & flexible.
- ► ASYNC (first time in Pactole) & flexible.

How do we represent robots ?

How do we represent robots?

SSYNC : current position only.

How do we represent robots?

SSYNC : current position only.

► ASYNC : start, destination & current positions.

How do we represent robots?

SSYNC : current position only.

► ASYNC : start, destination & current positions.

```
(* start, dest and ratio *)
Definition info := (location * location * ratio)%type.
```

How do we represent robots?

- SSYNC : current position only.
- ► ASYNC : start, destination & current positions.

```
(* start, dest and ratio *)
Definition info := (location * location * ratio)%type.

Coq
Instance St : State info := {
  get_location := fun ' (start, dest, r) ⇒
    straight_path start dest r }.
```

How do we represent robots?

- SSYNC : current position only.
- ► ASYNC : start, destination & current positions.

```
(* start, dest and ratio *)

Definition info := (location * location * ratio)%type.

Coq

Instance St : State info := {
    get_location := fun '(start, dest, r) ⇒
        straight_path start dest r }.
```

How to update robots each round?

#### How do we represent robots?

- SSYNC : current position only.
- ► ASYNC : start, destination & current positions.

```
(* start, dest and ratio *)
Definition info := (location * location * ratio)%type.

Coq
Instance St : State info := {
  get_location := fun '(start, dest, r) ⇒
    straight_path start dest r }.
```

Coc

#### How to update robots each round?

Activated robots :

```
new_start <- straight_path start dest ratio
new_dest <- robogram (obs_from_config config)
new_ratio <- 0</pre>
```

#### How do we represent robots?

- SSYNC : current position only.
- ASYNC : start, destination & current positions.

```
(* start, dest and ratio *)
Definition info := (location * location * ratio)%type.
```

```
Instance St : State info :=
{ get_location := fun '(start, dest, r) ⇒
    straight_path start dest r }.
```

#### How to update robots each round?

Activated robots :

```
new_start <- straight_path start dest ratio
new_dest <- robogram (obs_from_config config)
new_ratio <- 0</pre>
```

Other robots :

```
new ratio <- ratio + demon ratio
```

# ASYNC model: rigid & flexible

How to define rigid & flexible demons in ASYNC?

# ASYNC model: rigid & flexible

How to define rigid & flexible demons in ASYNC?

Rigid: no longer the default setting.

```
Definition rigid_da_prop (da:demonic_action) :=

∀ (c:configuration) (id:identifier),

da.(activate) id = true →

get_location (c id) ≡ get_destination (c id).
```

# ASYNC model: rigid & flexible

How to define rigid & flexible demons in ASYNC?

Rigid: no longer the default setting.

```
Definition rigid_da_prop (da:demonic_action) :=

∀ (c:configuration) (id:identifier),

da.(activate) id = true →

get_location (c id) ≡ get_destination (c id).
```

#### Flexible:

```
Definition flex_da_prop (da:demonic_action) (\delta:R) := \forall (c:configuration) (id:identifier), da.(activate) id = true \rightarrow get_location (c id) \equiv get_destination (c id) \forall \delta \leq dist (get_start (c id)) (get_location (c id)).
```

# Decreasing measure

We define a measure that decreases each time a robot is activated.