

WAND 2023

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# The Self-stabilizing Bit-Dissemination Problem

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Robin Vacus

Joint works with Luca Becchetti, Andrea Clementi, Amos Korman, Francesco Pasquale,  
Luca Trevisan, Isabella Ziccardi

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# Introduction: The “computational lens”

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# The “computational lens” (personal view)

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## Biological scenario

- foraging
- navigation
- house hunting...

# The “computational lens” (personal view)



Biological scenario

- foraging
- navigation
- house hunting...

Gathering,  
analysing data...

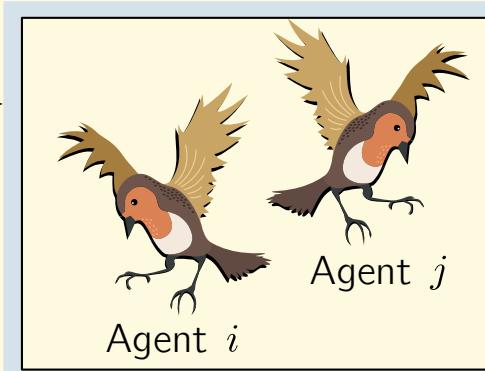
Observed behavior

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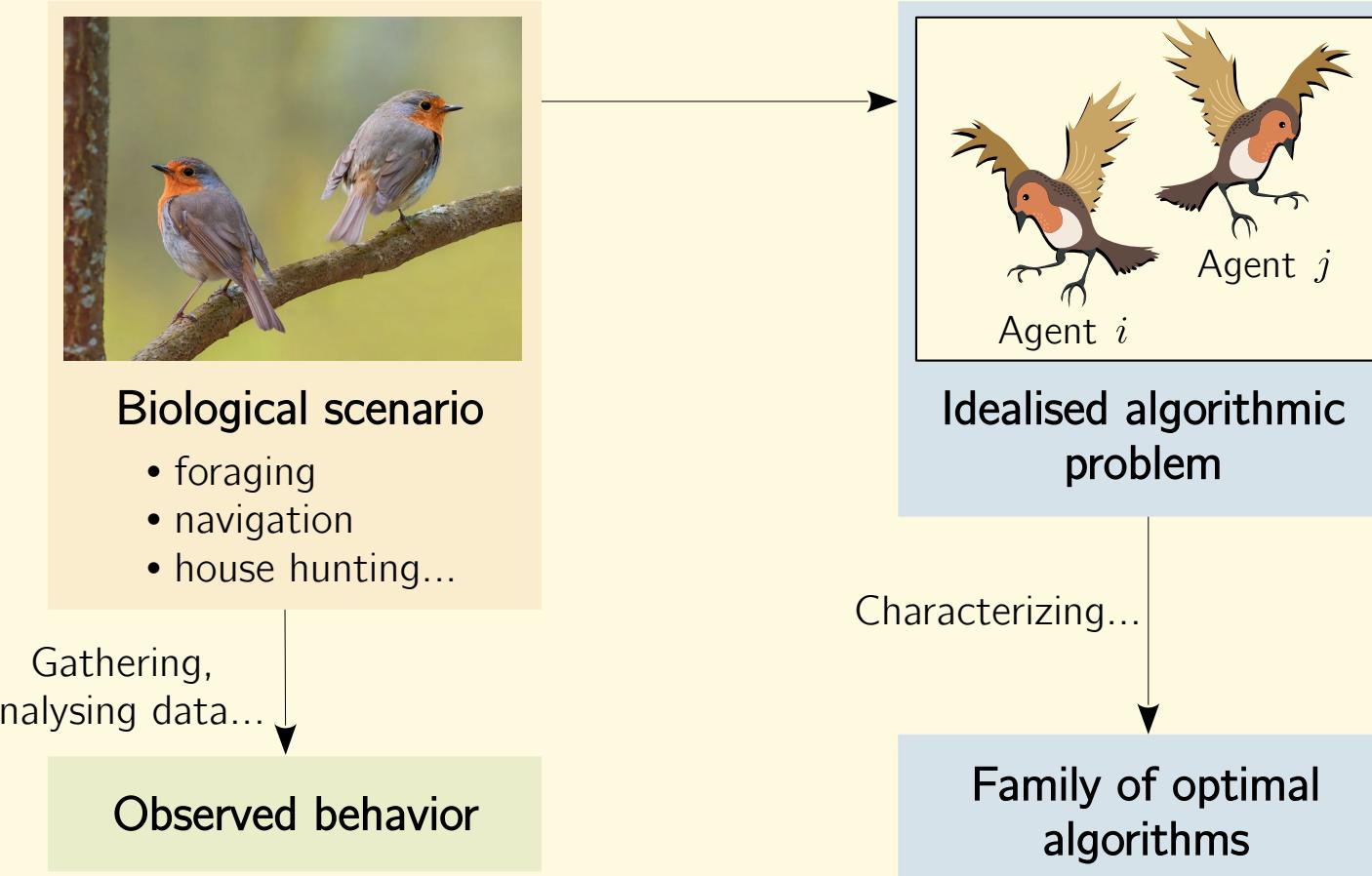


Idealised algorithmic problem

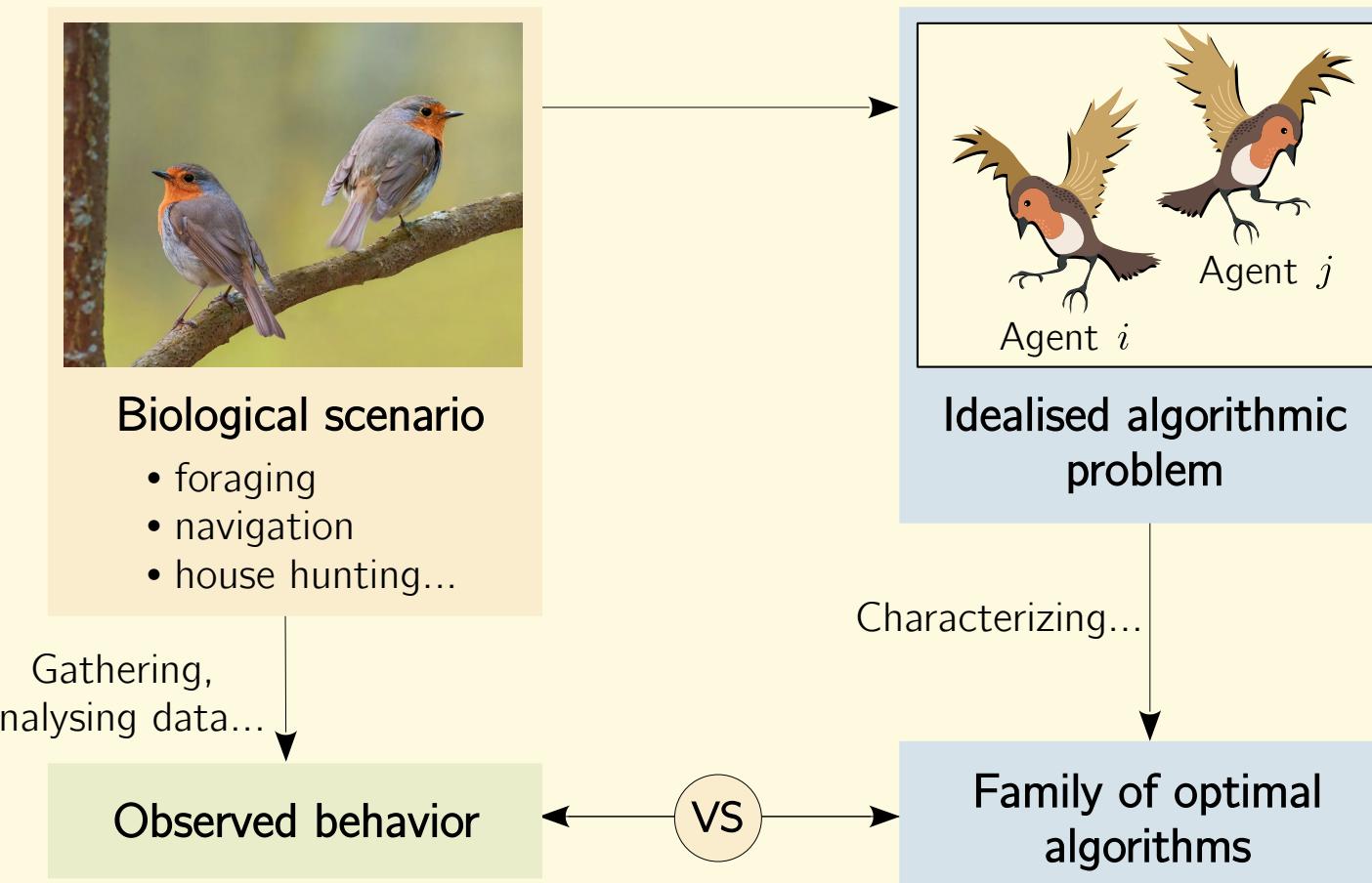
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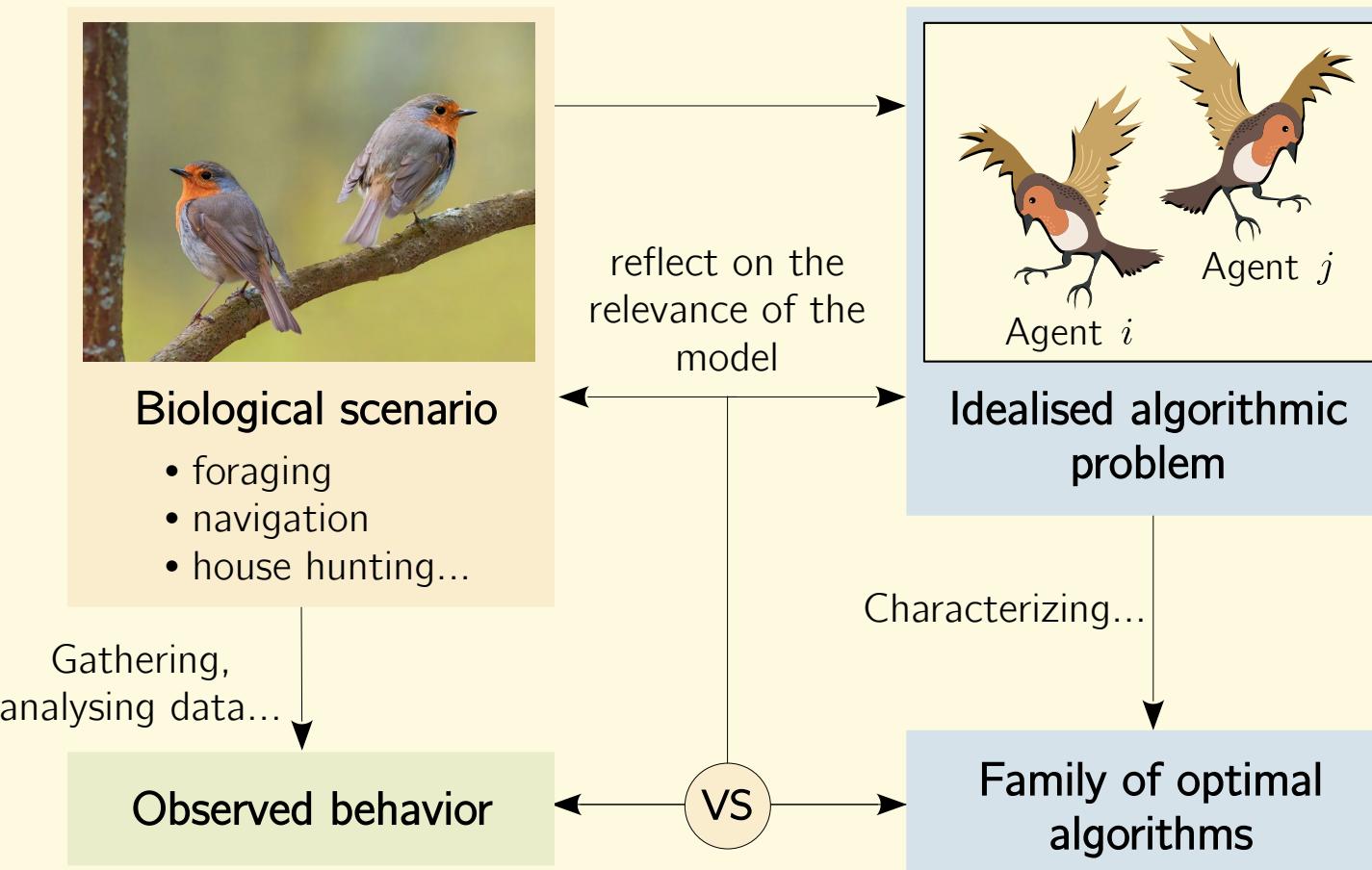
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# The “computational lens” (more reliable sources)

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## Theory

Karp.

Understanding science through the  
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*Journal of Computer Science and Technology*,  
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Distributed house-hunting in ant colonies.  
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Wednesday, October 11, 9am  
Keynote talk by Amos Korman

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# The bit-dissemination problem

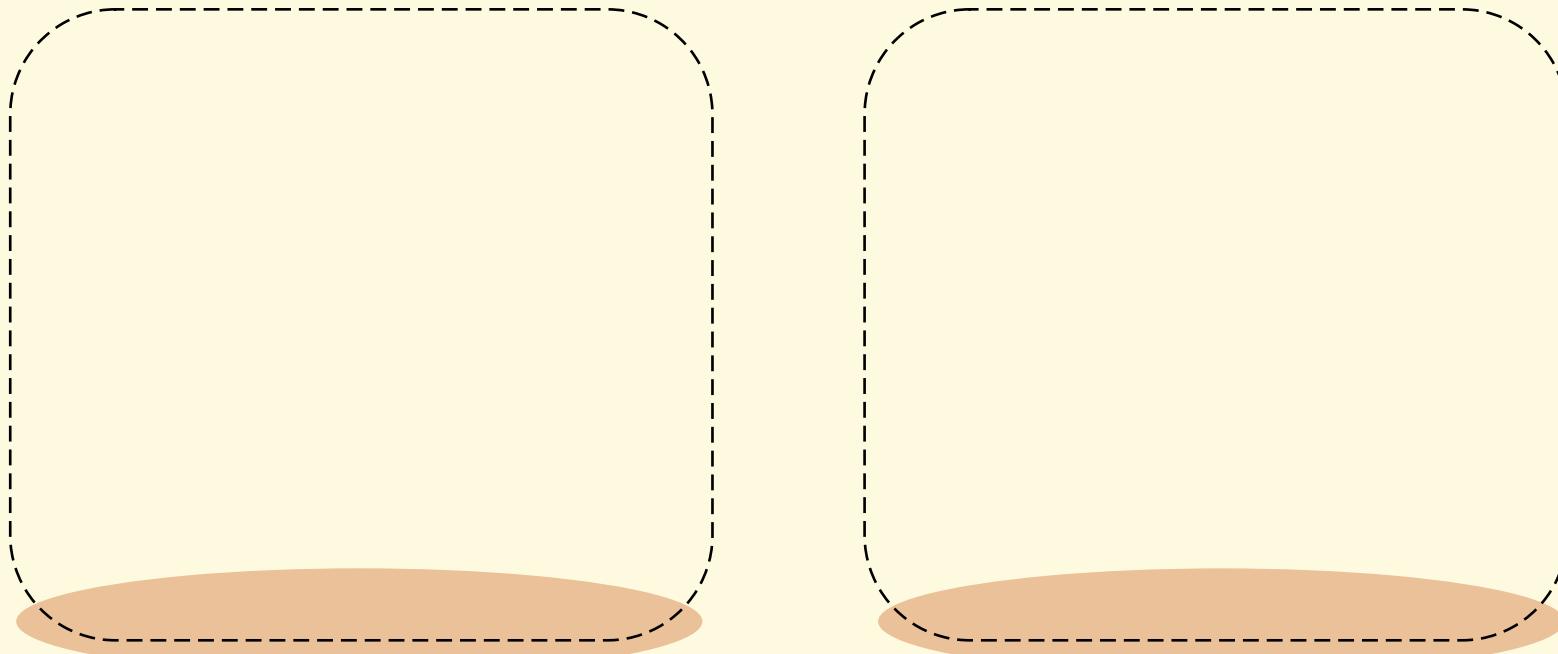
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Introduced in

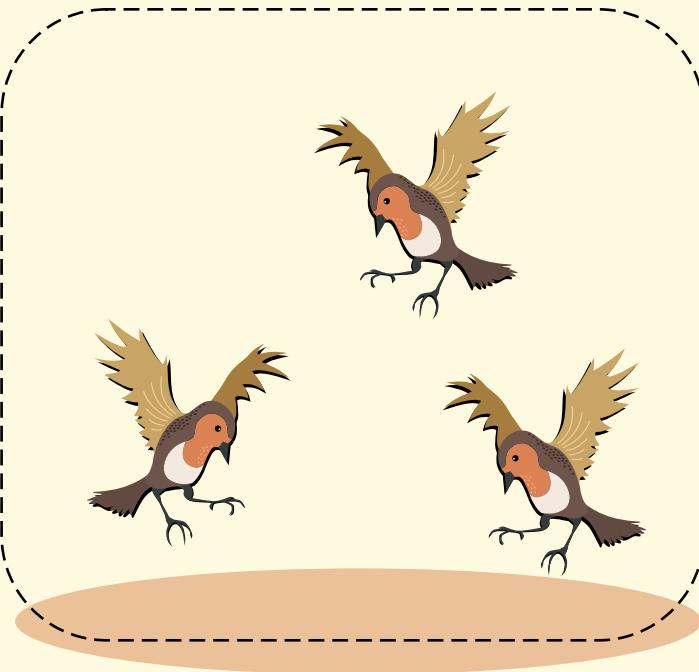
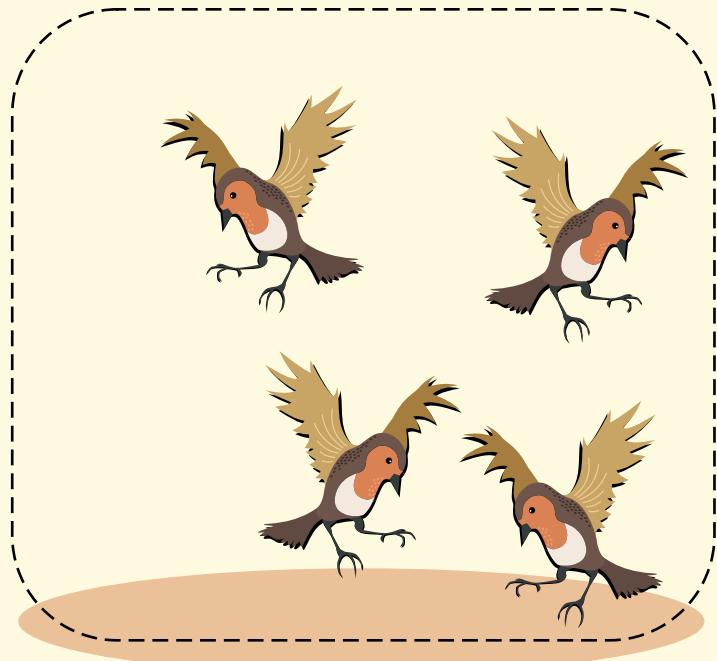
Boczkowski, Korman & Emanuele Natale.

Minimizing message size in stochastic communication patterns: Fast self-stabilizing protocols with 3 bits.  
*SODA*, 2017.

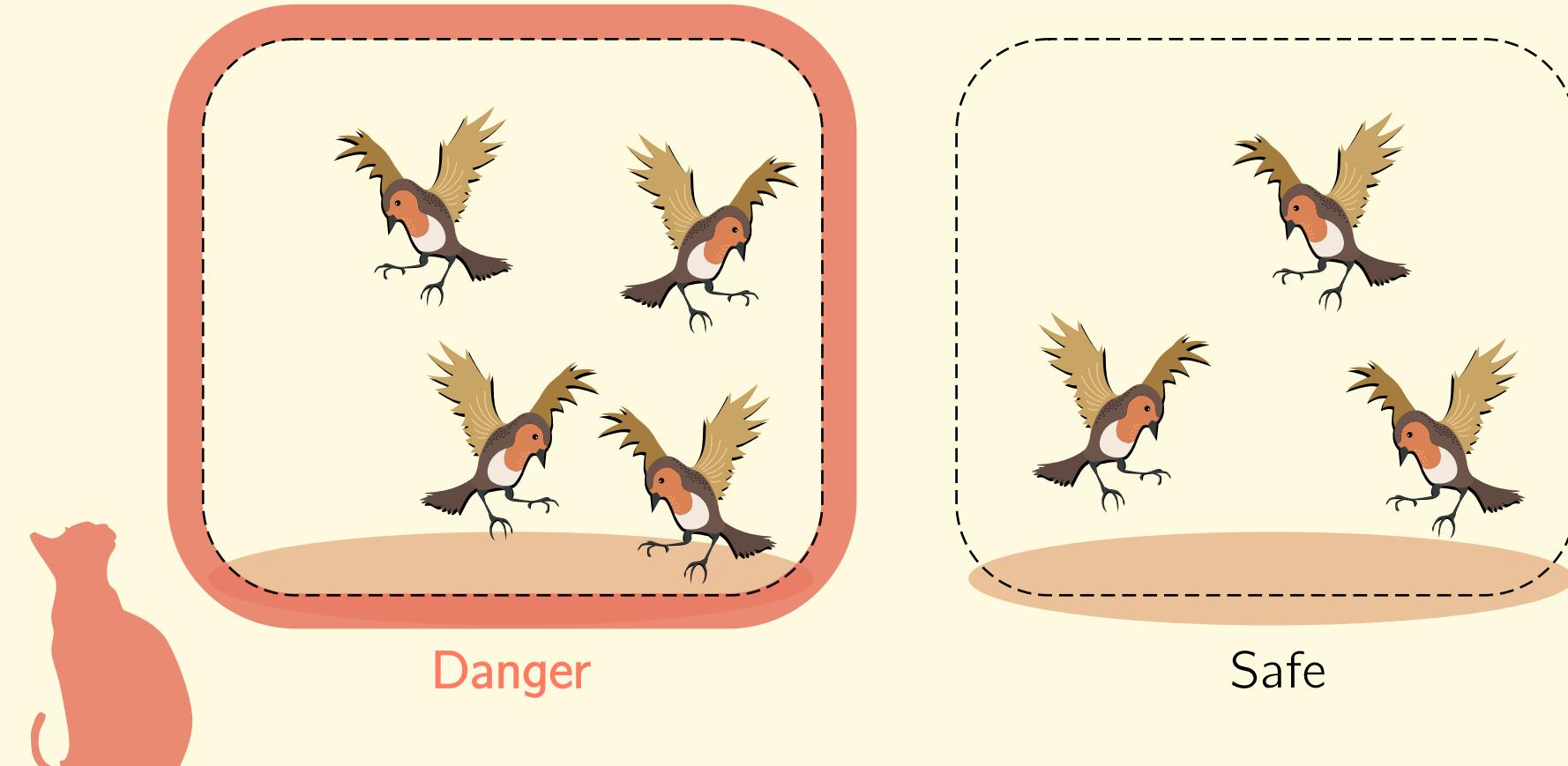
# Biological Motivation



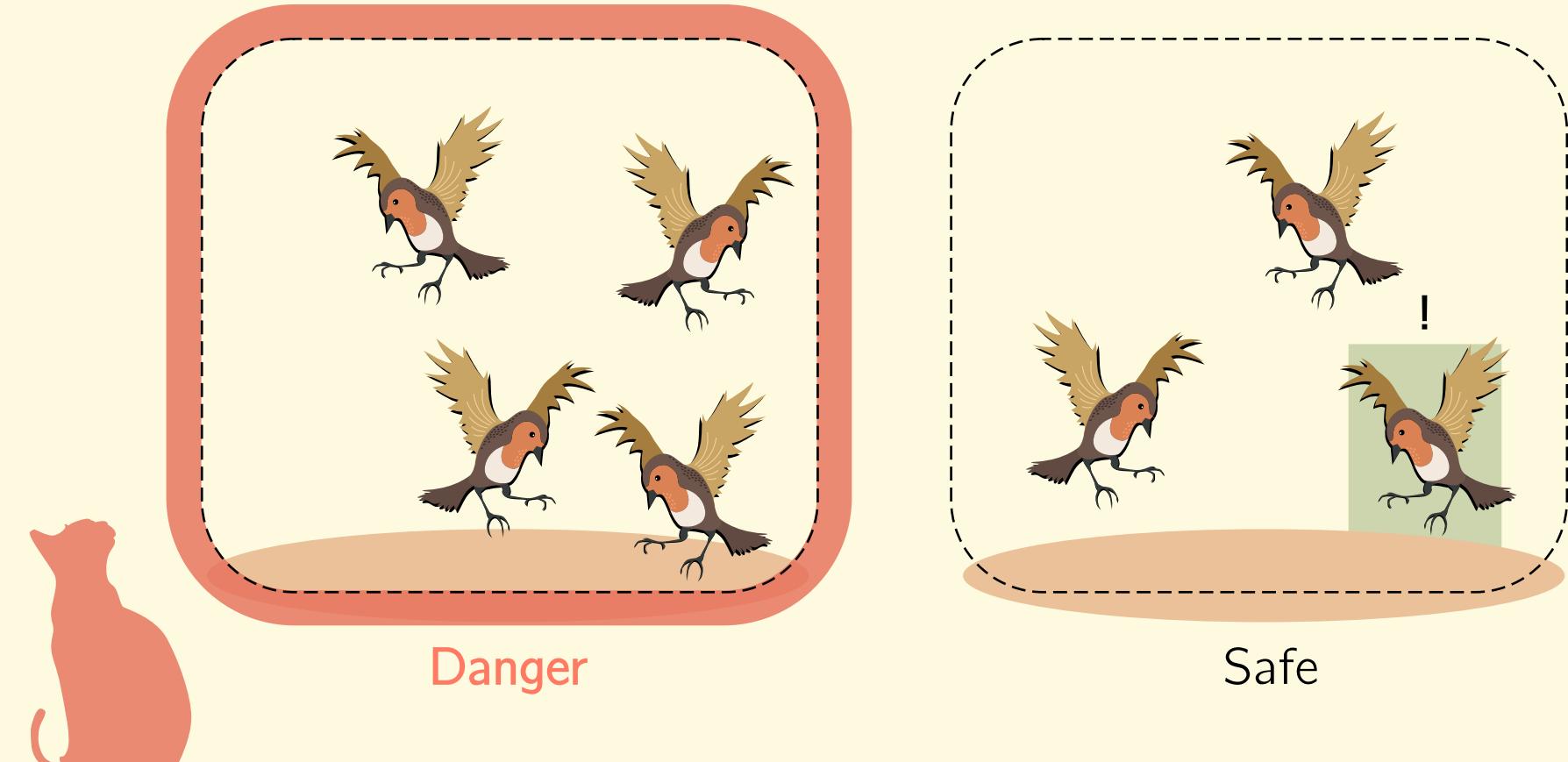
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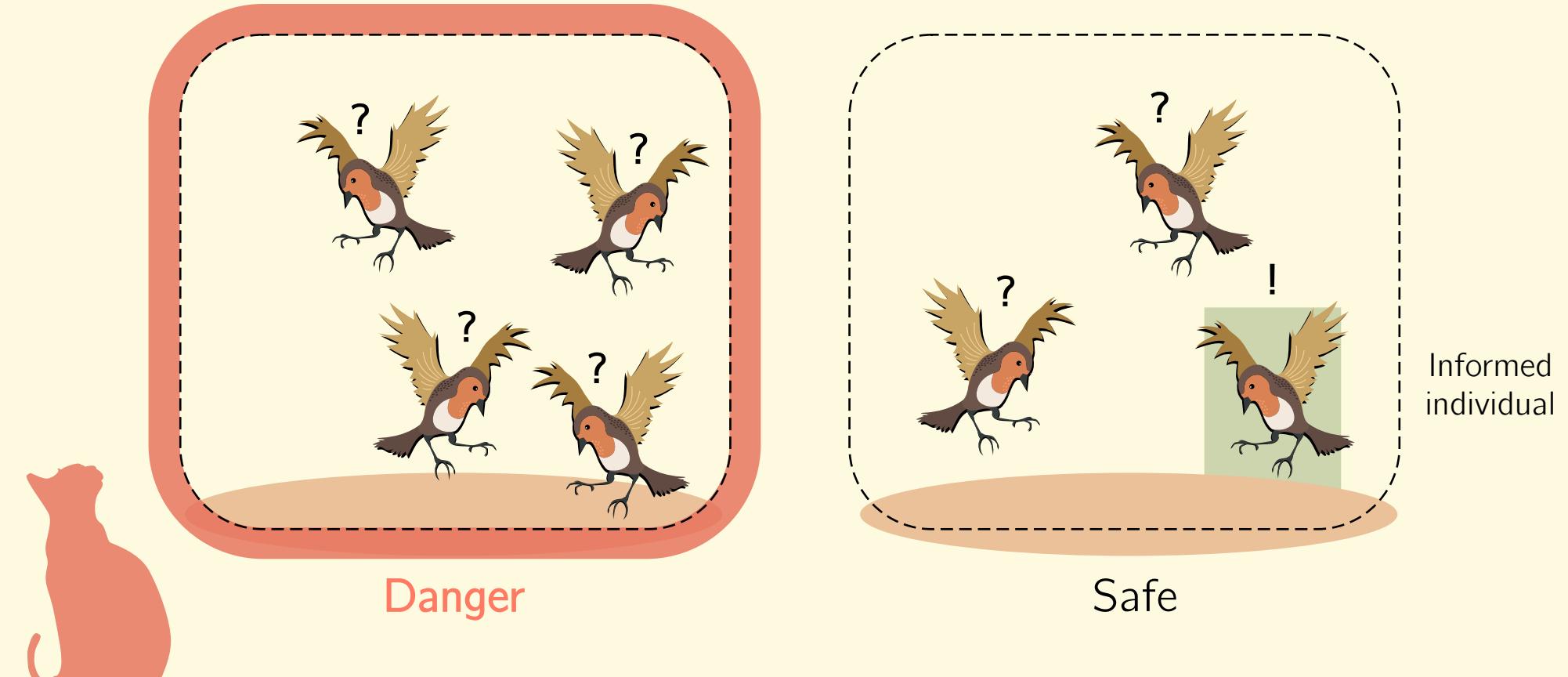
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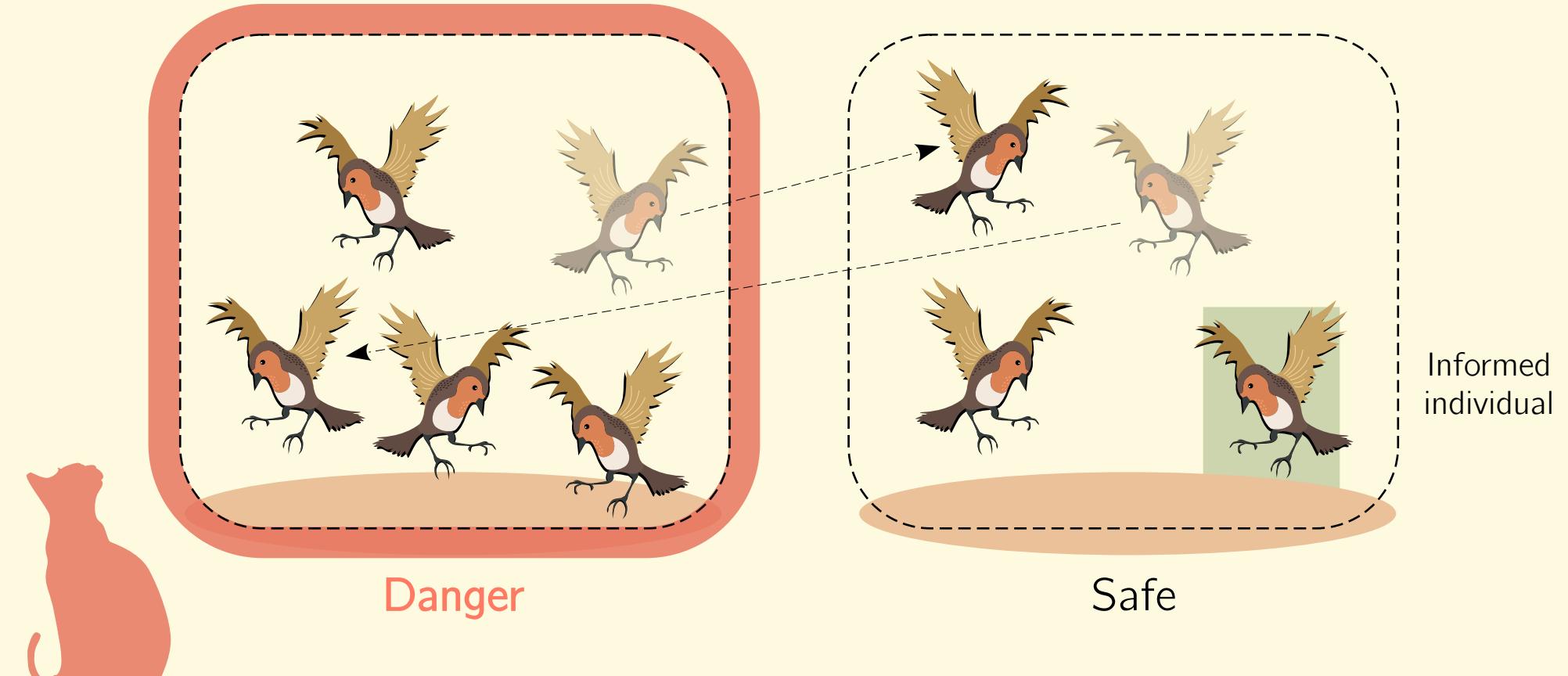
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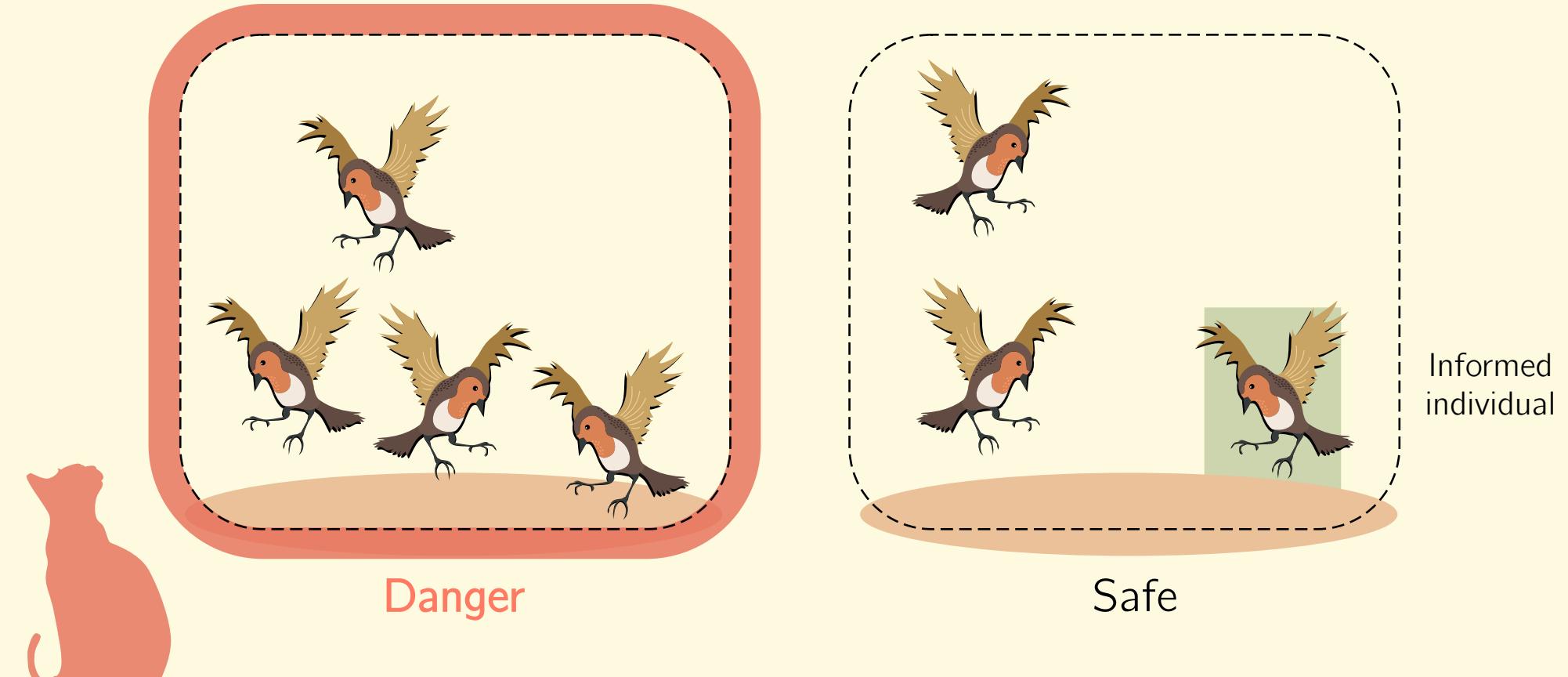
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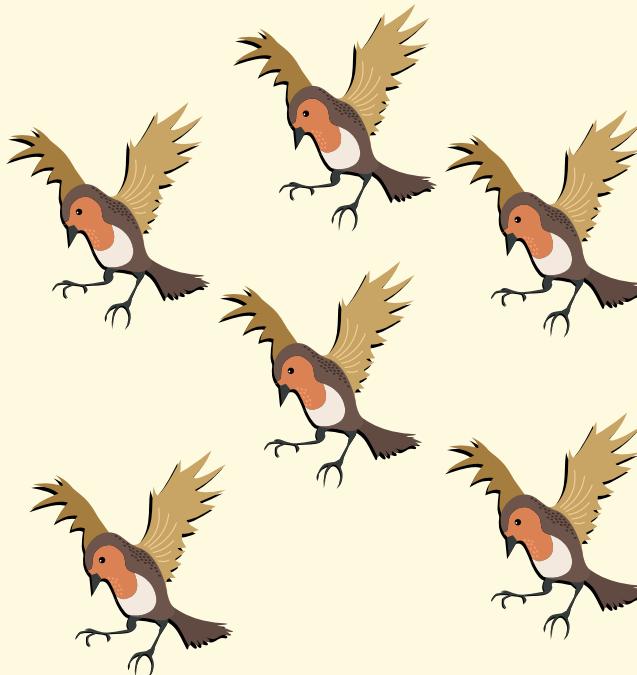


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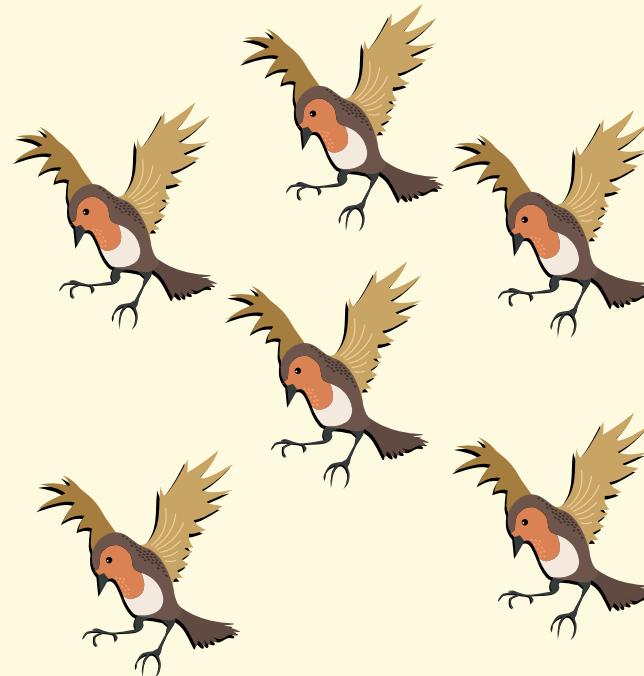
# Self-stabilizing Bit-Dissemination

- Agents  $i = 1, \dots, n$



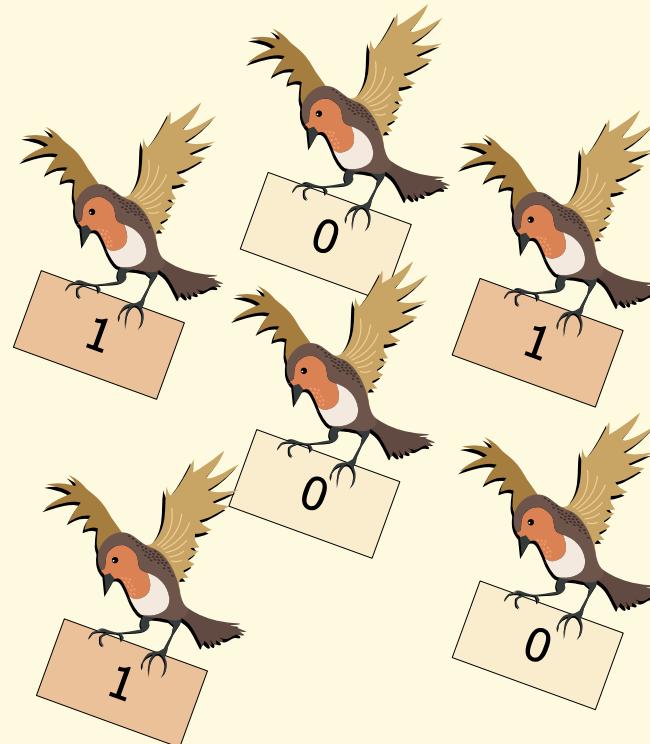
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- Agents  $i = 1, \dots, n$
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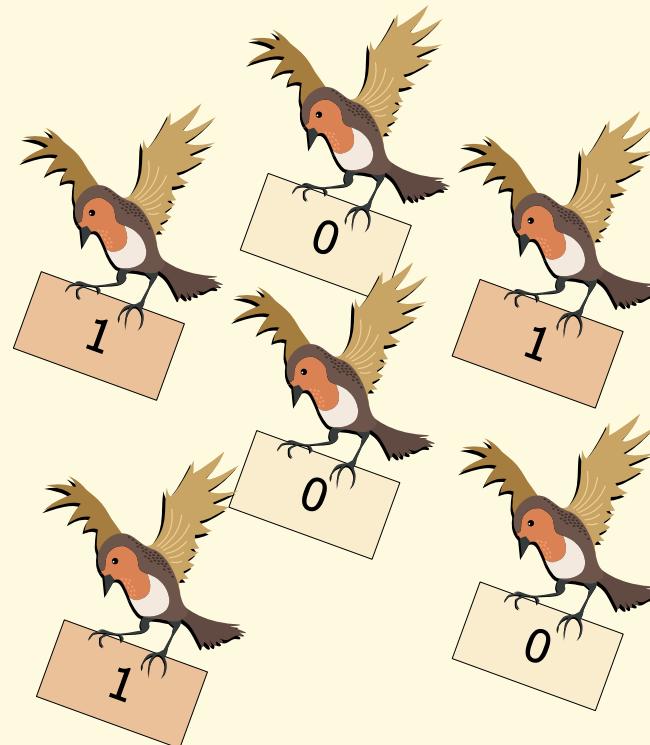
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- Agents  $i = 1, \dots, n$
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- Binary opinion  $Y_t^{(i)} \in \{0, 1\}$



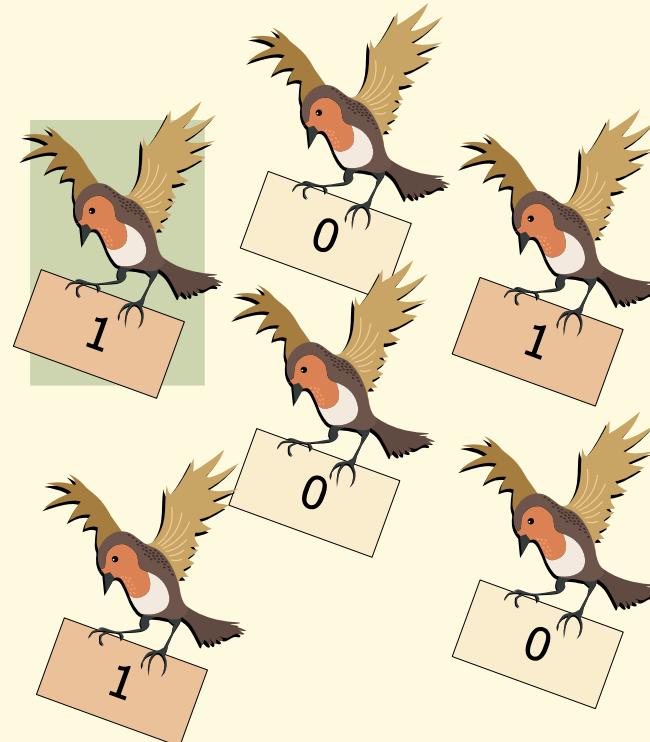
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- Agents  $i = 1, \dots, n$
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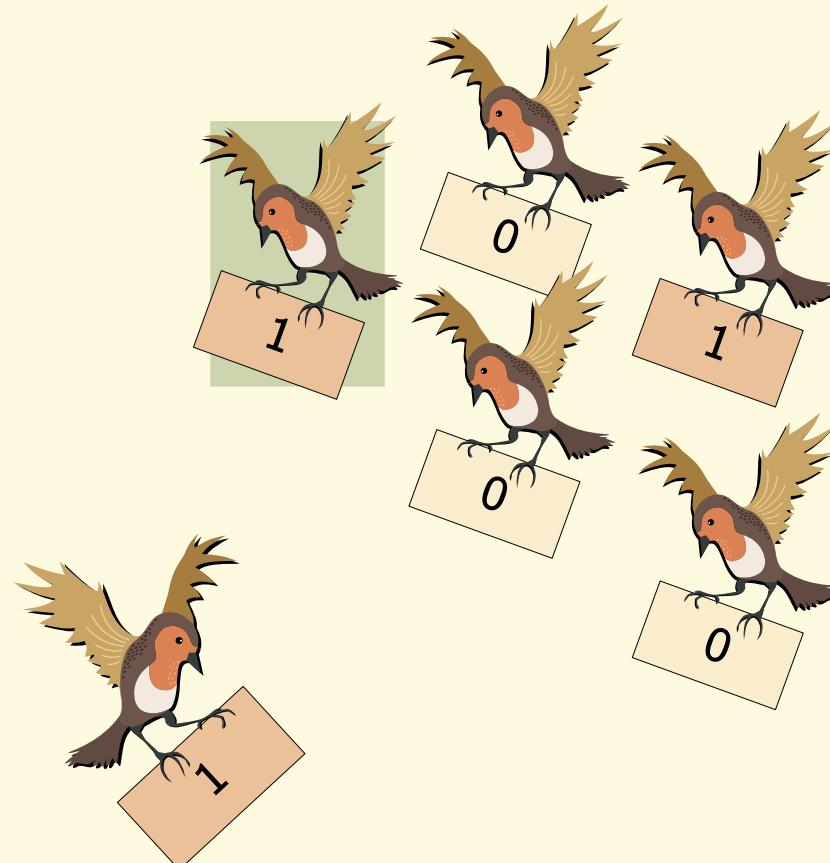
# Self-stabilizing Bit-Dissemination

- Agents  $i = 1, \dots, n$
  - Discrete time  $t = 1, 2, 3, \dots$
  - Binary opinion  $Y_t^{(i)} \in \{0, 1\}$
  - Internal memory  $\sigma_t^{(i)} \in \Sigma$
- One agent is the source (knows the **correct** opinion and keep it)



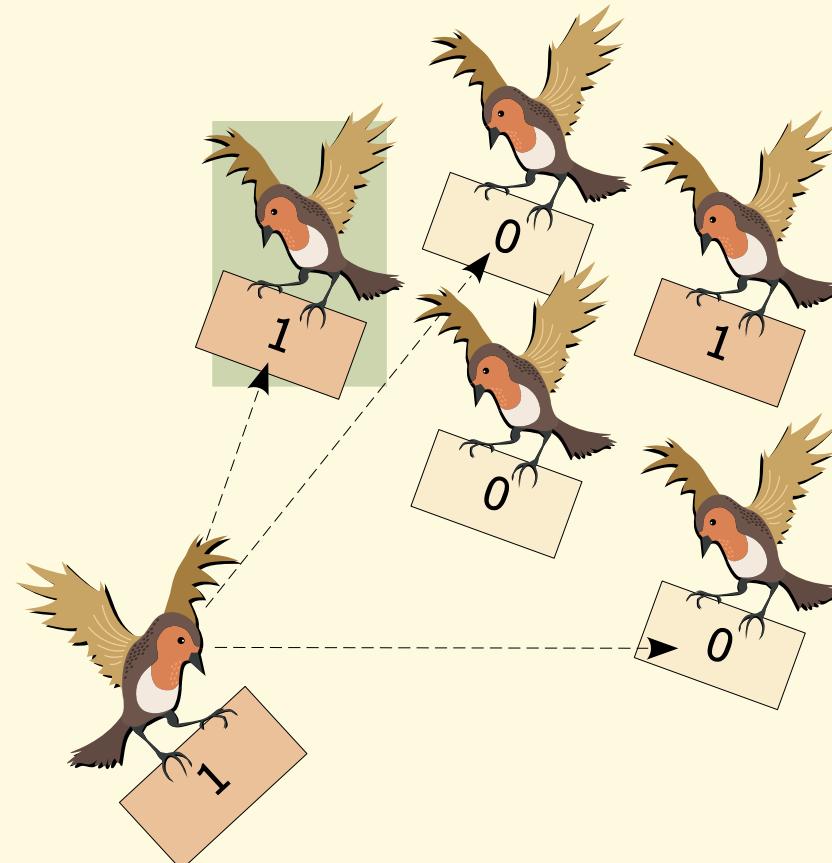
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- Whenever an agent is activated:



# Self-stabilizing Bit-Dissemination

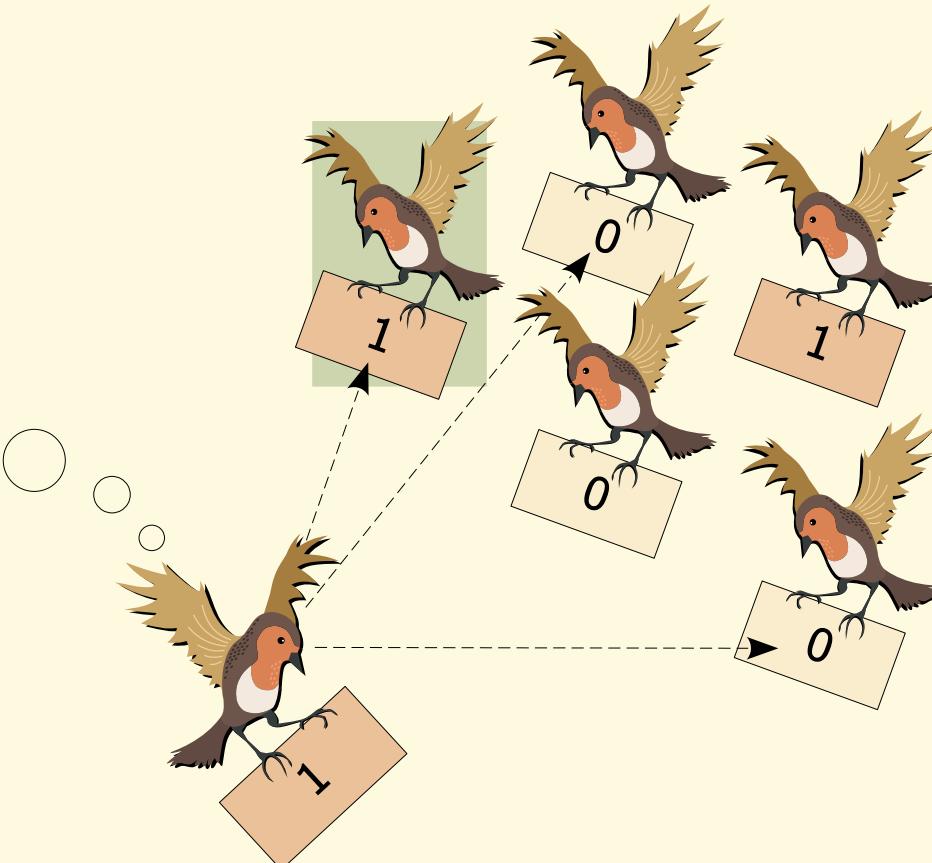
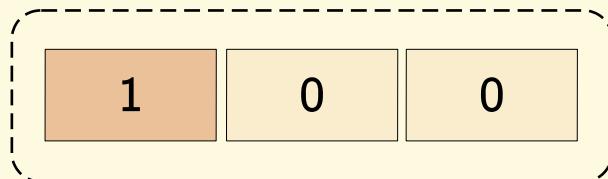
- Whenever an agent is activated:
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Passive communication

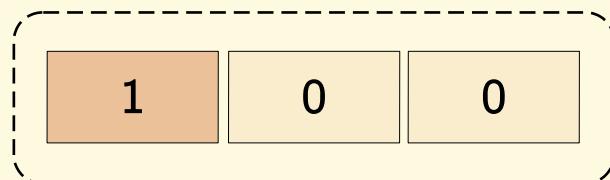


# Self-stabilizing Bit-Dissemination

- Whenever an agent is activated:

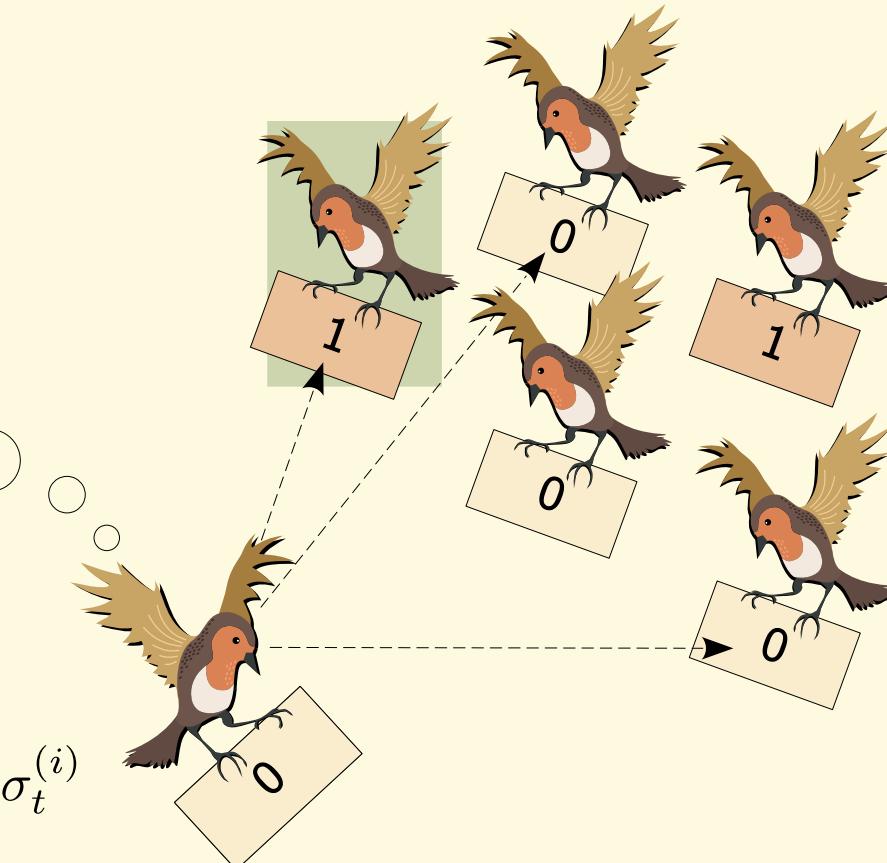
- (1) it samples  $\ell$  other agents u.a.r.

Passive communication



- (2) it can update its state:

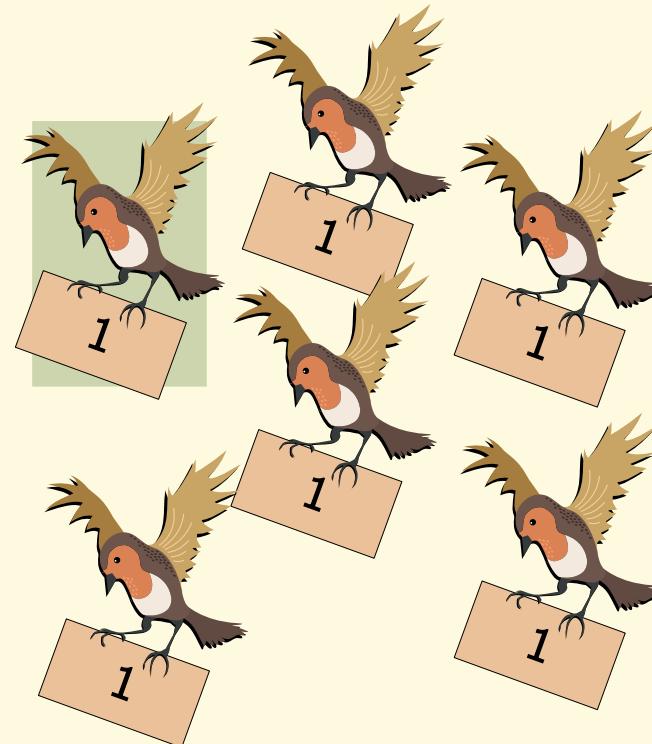
opinion  $Y_t^{(i)}$  and internal memory  $\sigma_t^{(i)}$



# Self-stabilizing Bit-Dissemination

- Goal:

Reach a consensus on the correct opinion as fast as possible and remain with it



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Must work for *any* initialization...



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Reach a consensus on the correct opinion as fast as possible and remain with it

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Must work for *any* initialization...



- ... of the opinions
- ... of the internal memory



# Overview

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# Overview

	$\ell = O(\log n)$	$\ell = \omega(\log n)$

# Overview

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No Memory		
Memory		

# Overview

Parallel	$\ell = O(\log n)$	$\ell = \omega(\log n)$
No Memory		
Memory		

Asynchronous	$\ell = O(\log n)$	$\ell = \omega(\log n)$
No Memory		
Memory		

# “Follow the Trend”

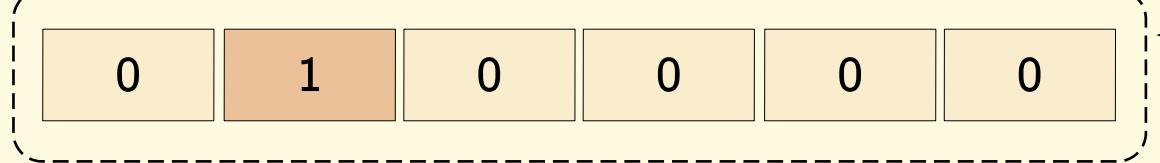
Parallel

Memory

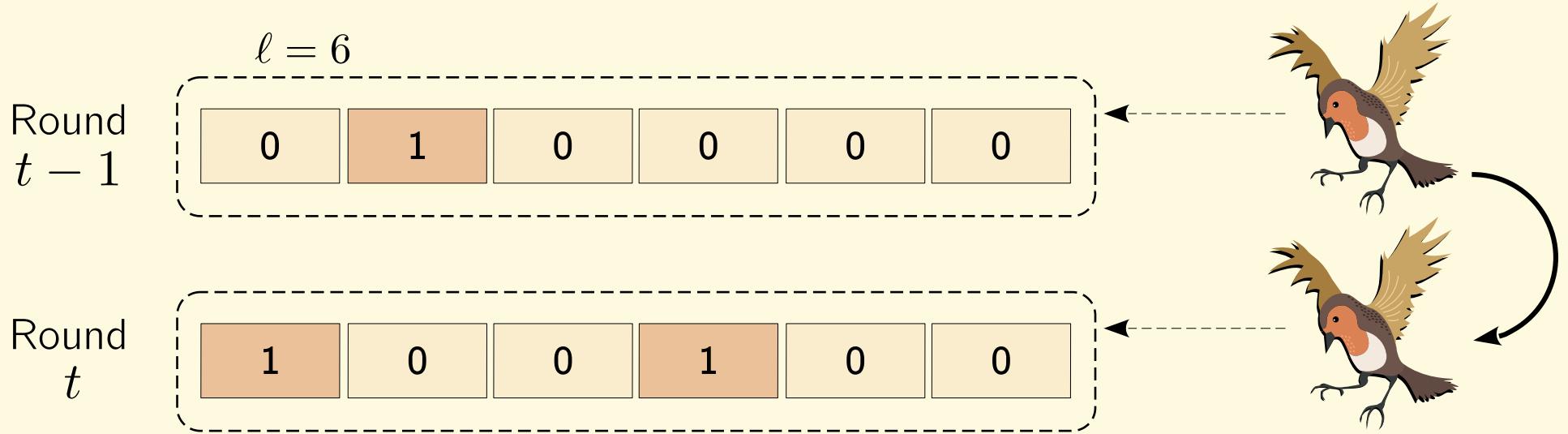
Amos Korman & R.V.  
Early Adapting to Trends: Self-Stabilizing Information Spread using Passive  
Communication.  
*PODC, 2022*

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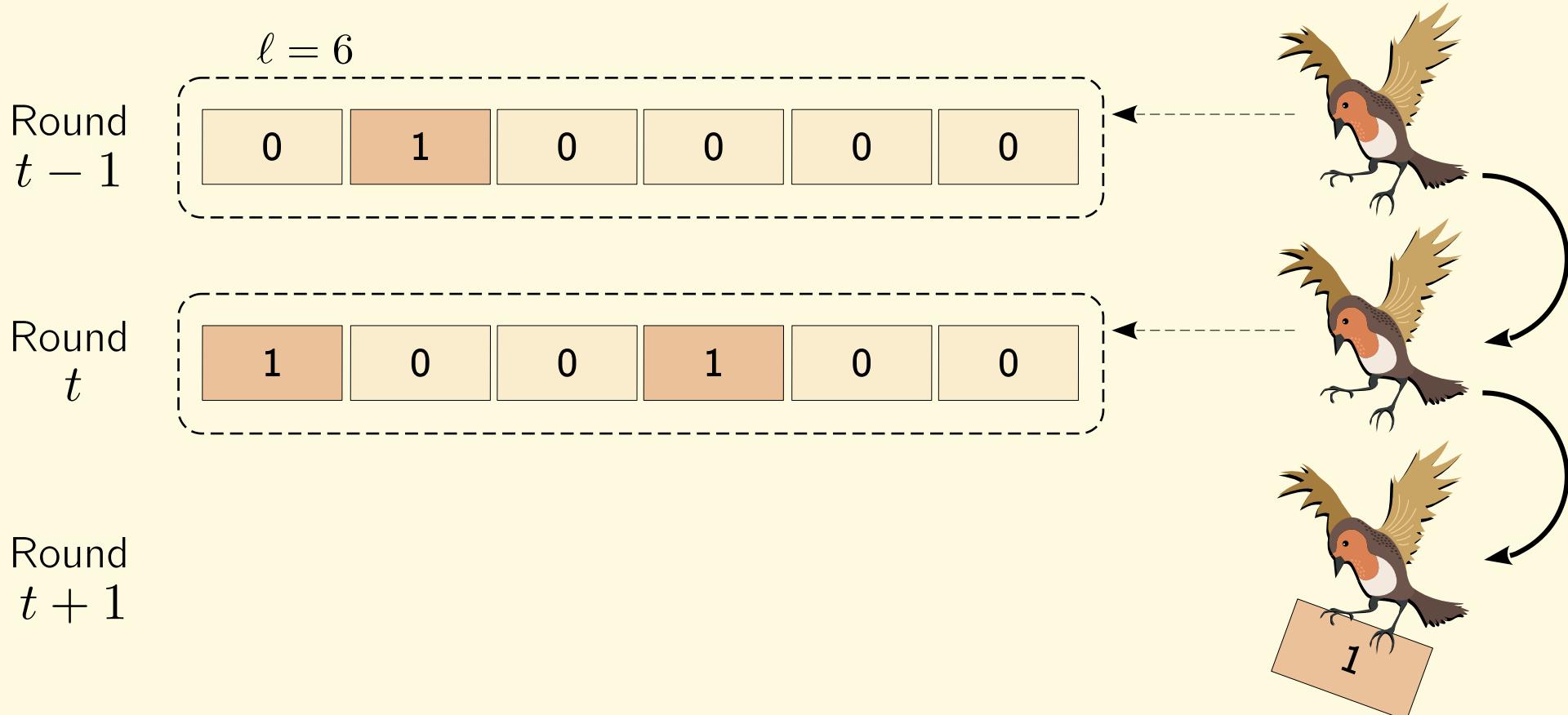
$\ell = 6$   
Round  
 $t - 1$



# Follow the Trend



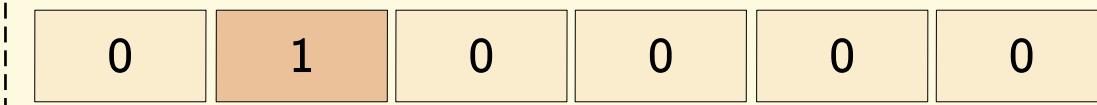
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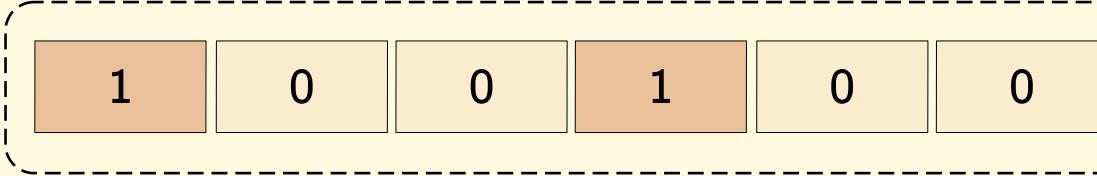
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$$\ell = 6$$

Round  
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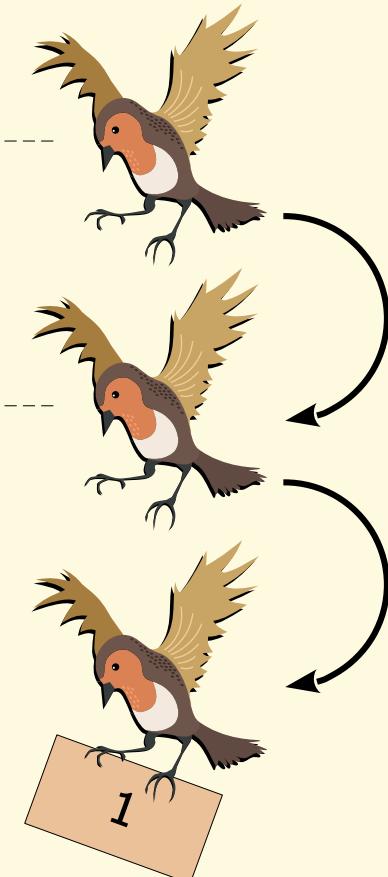


Round  
 $t$

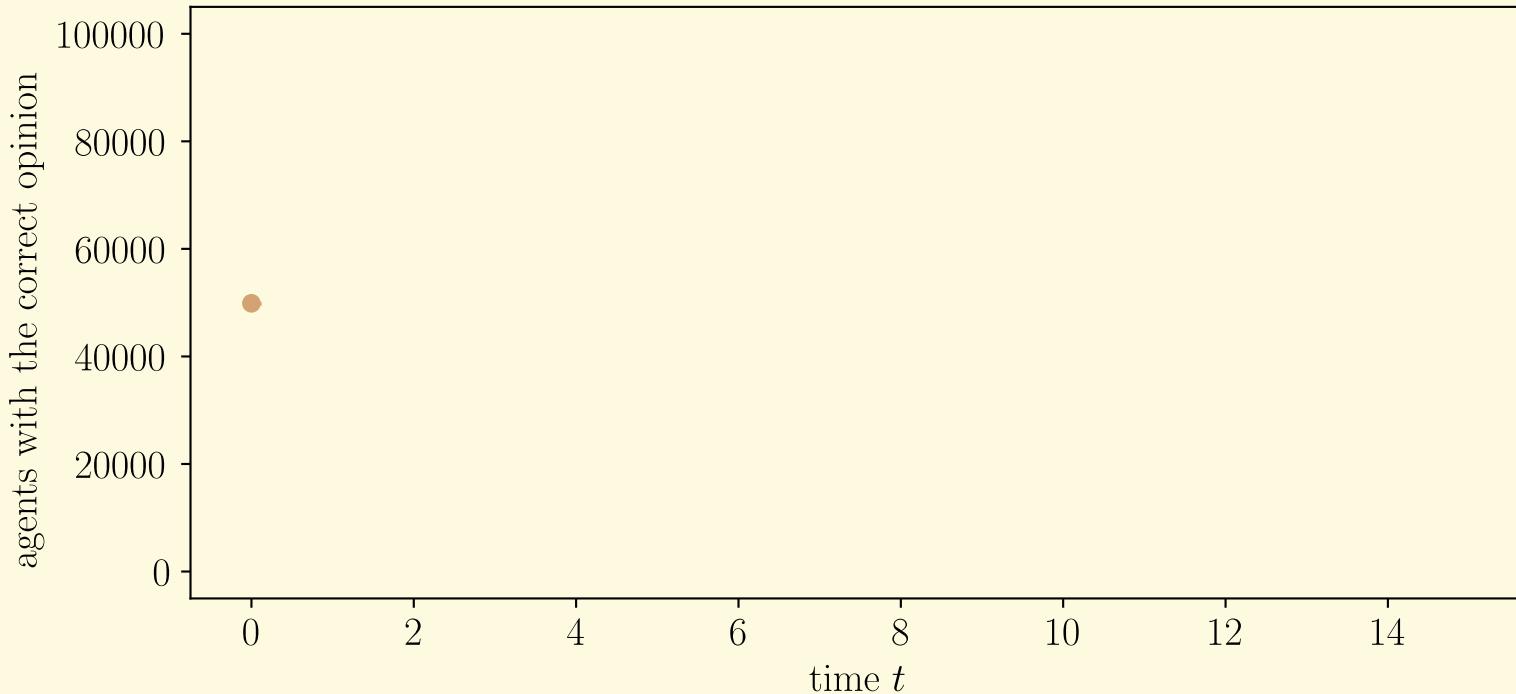


Round  
 $t + 1$

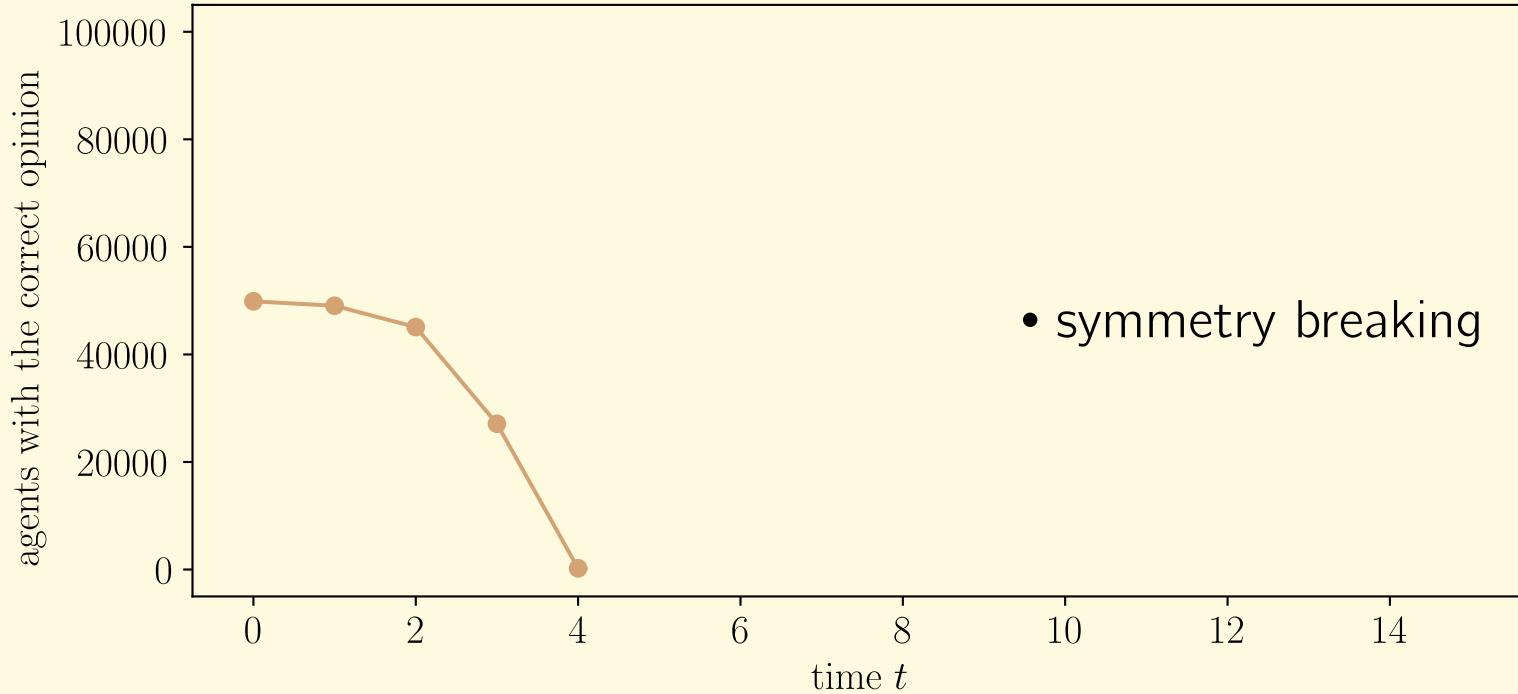
(In case of tie, keep the same opinion)



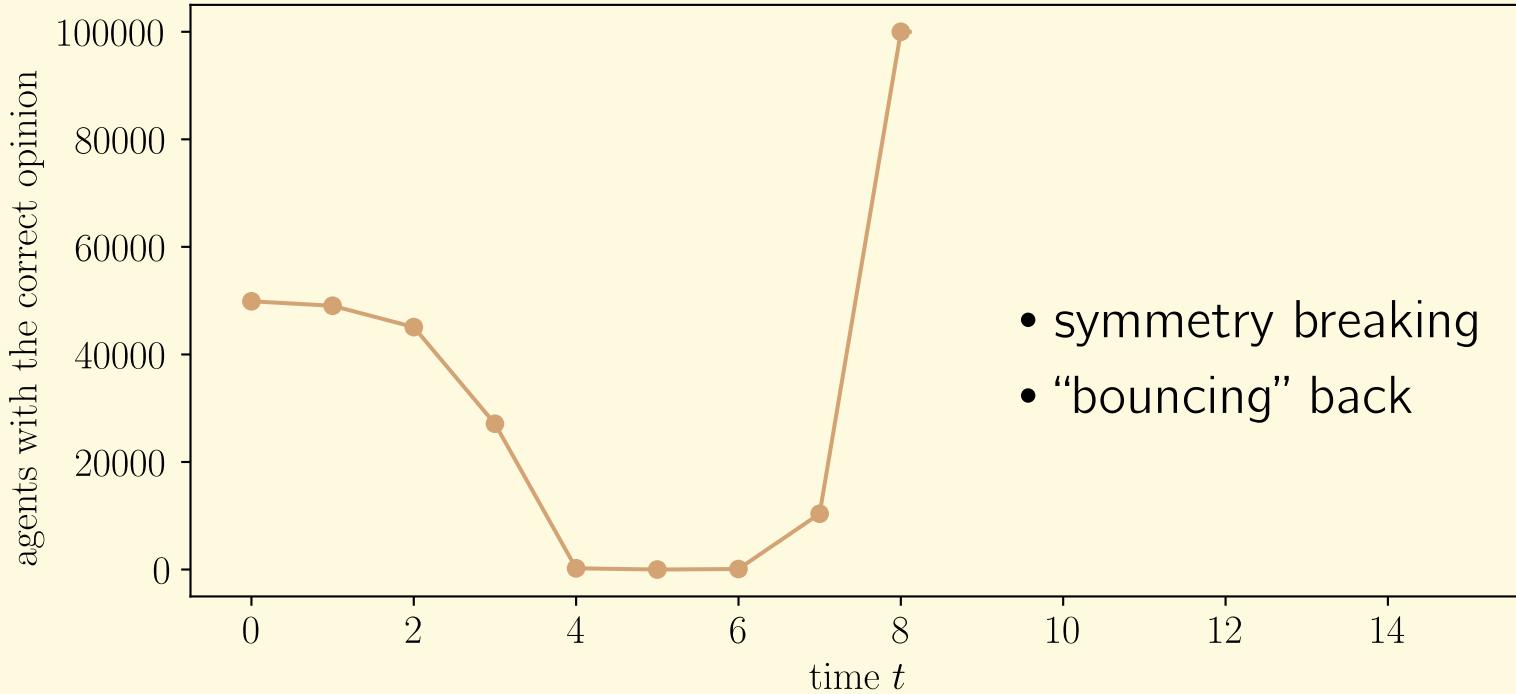
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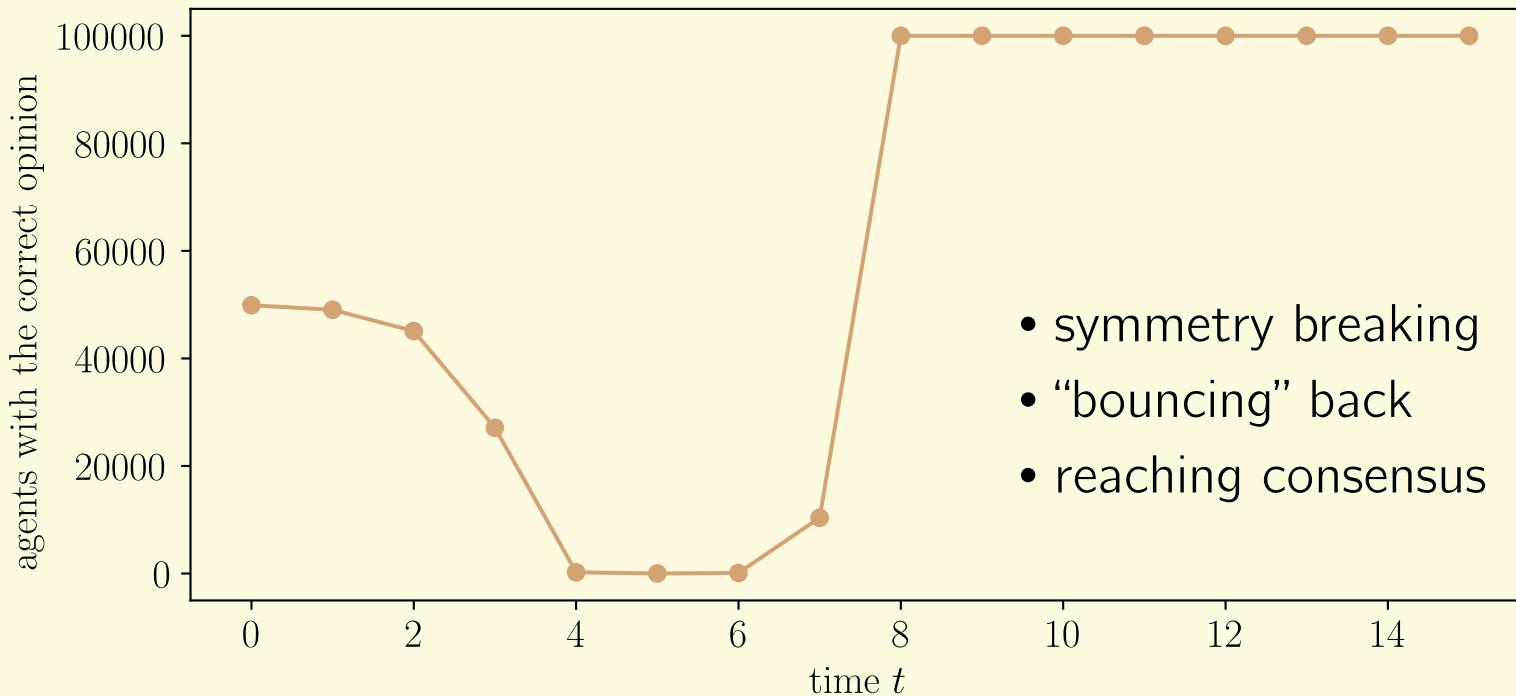
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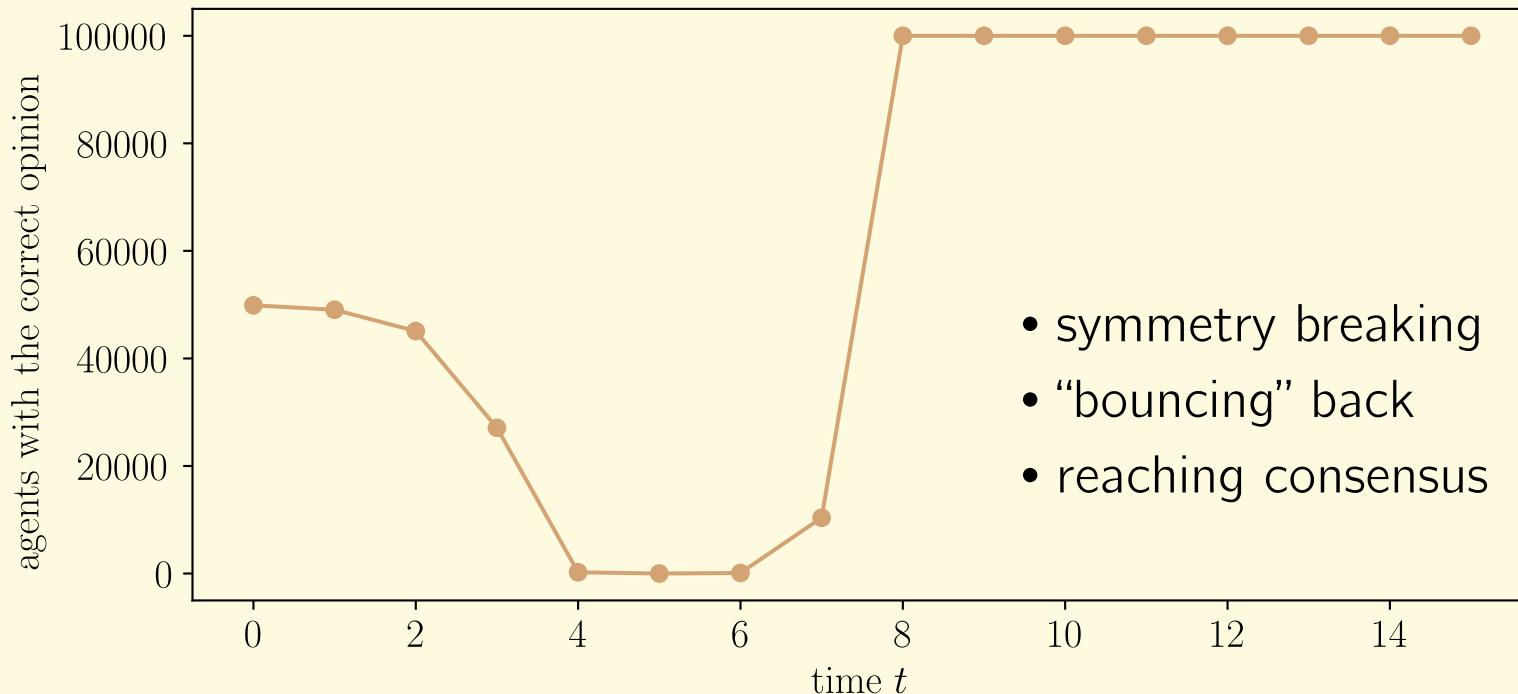
# Follow the Trend



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**Theorem:** Follow the Trend converges in  $O(\text{polylog } n)$  rounds w.h.p. when the sample size is at least logarithmic in  $n$ .

# Overview

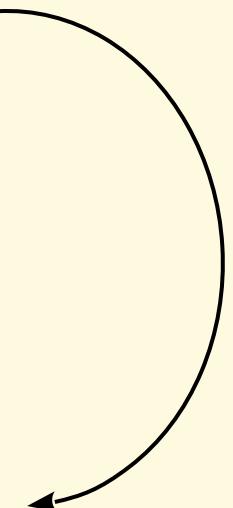
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Memory	Follow the Trend $O(\text{polylog } n)$	[Empirical]



# A Lower-bound in the memoryless, asynchronous setting

Asynchronous

No Memory

Luca Becchetti, Andrea Clementi, Amos Korman, Francesco Pasquale, Luca Trevisan and R.V.

On the Role of Memory in Robust Opinion Dynamics.  
*IJCAI*, 2023

# Lower bound in the memoryless, asynchronous setting

- No Memory: The process is a Markov chain  $(X_t)_t$  on  $\Sigma = \{0, \dots, n\}$   
(number of agents with opinion 1)

$$X_t = \begin{array}{ccccccc} 0 & 1 & 2 & 3 & \dots & n-1 & n \end{array}$$

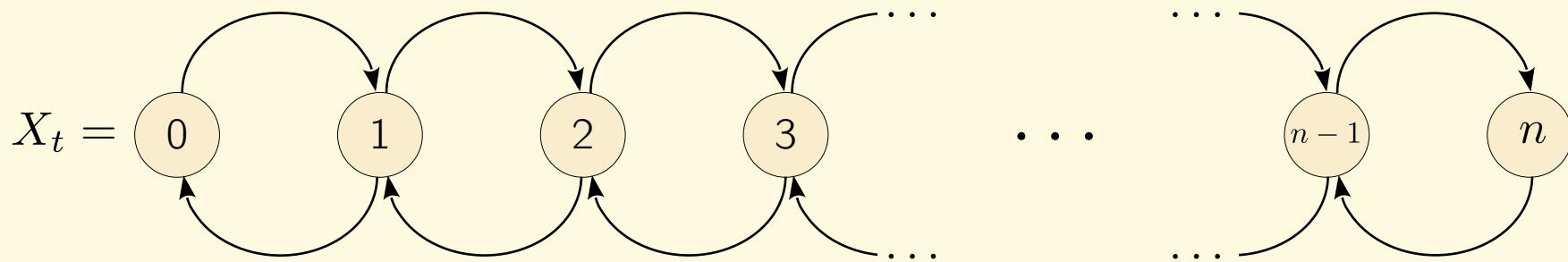
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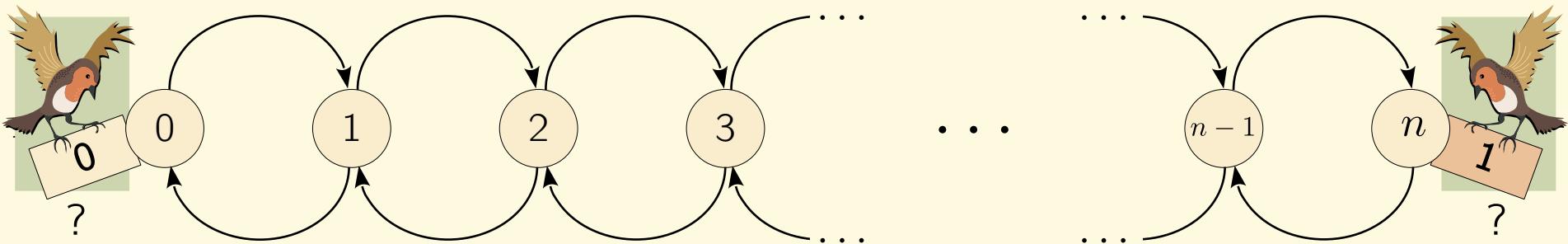
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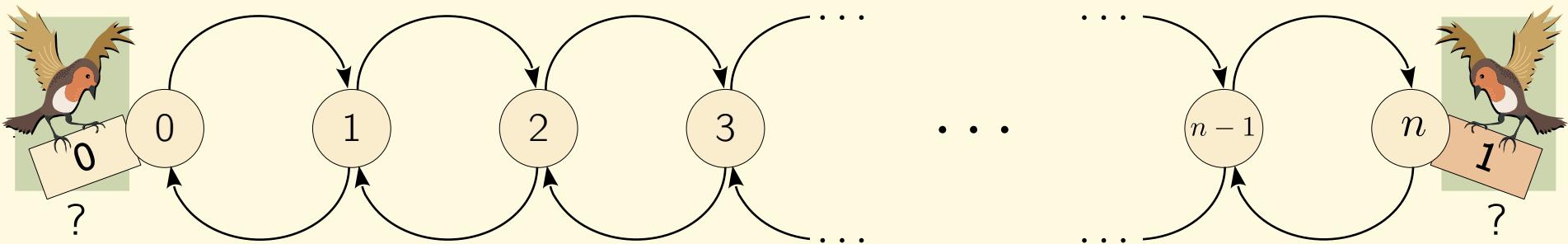
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**Observation:** To solve *self-stabilizing* information spread, a protocol must go “fast” in both directions

# Lower bound in the memoryless, asynchronous setting

**Theorem:** All protocols are slower than the unbiased random walk on  $\Sigma$ .

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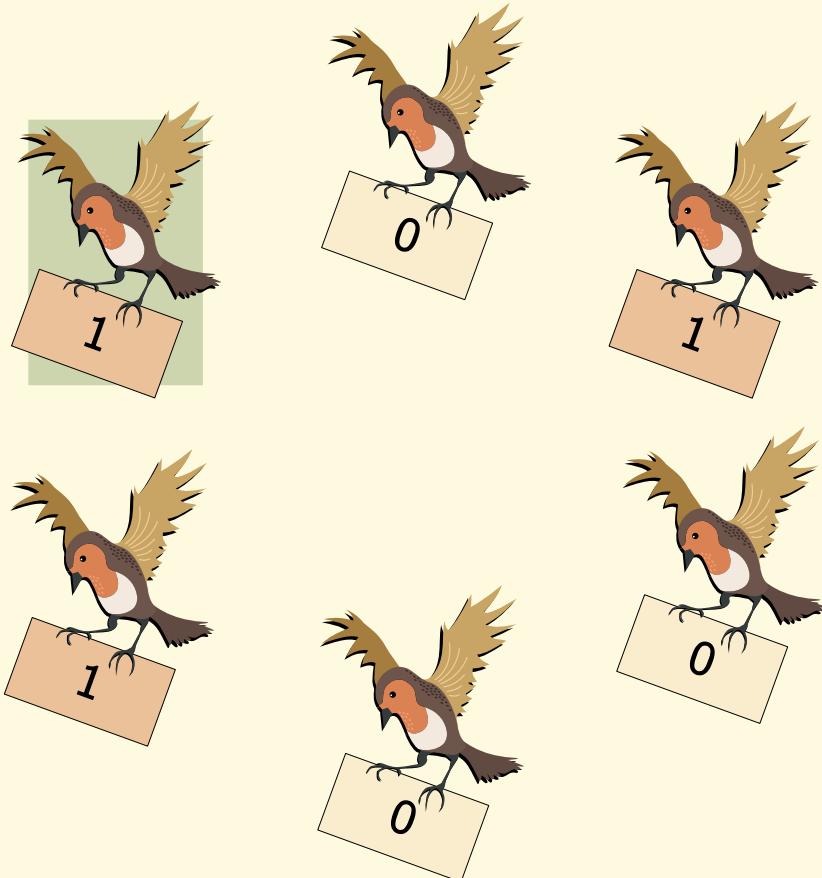
**Theorem:** All protocols are slower than the unbiased random walk on  $\Sigma$ .

- Any protocol needs at least  $\Omega(n^2)$  activations,  
 $= \Omega(n)$  parallel rounds.
- Holds independently of the sample size  $\ell$

# Lower bound is almost tight

“Voter” dynamics

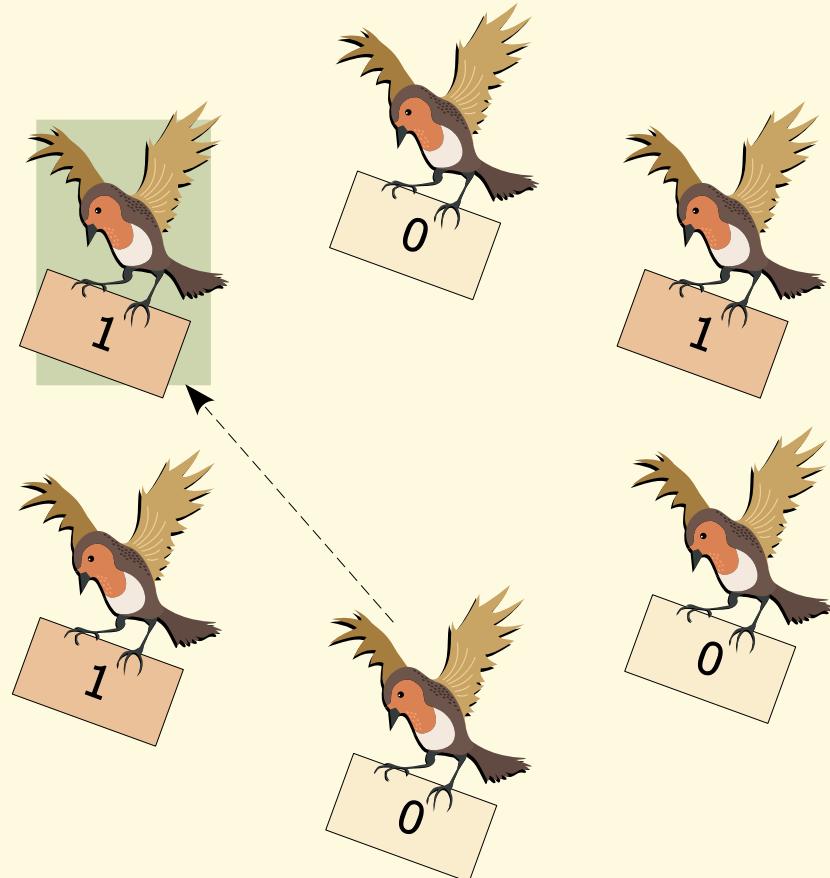
Sample  $\ell = 1$  agent u.a.r.  
and copy its opinion



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“Voter” dynamics

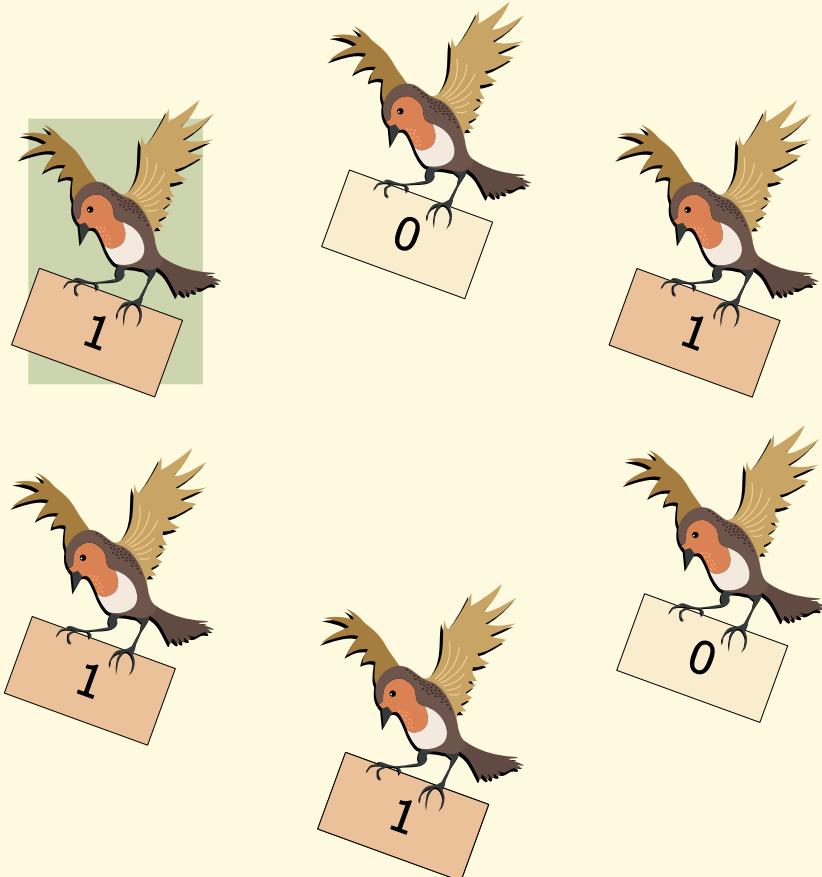
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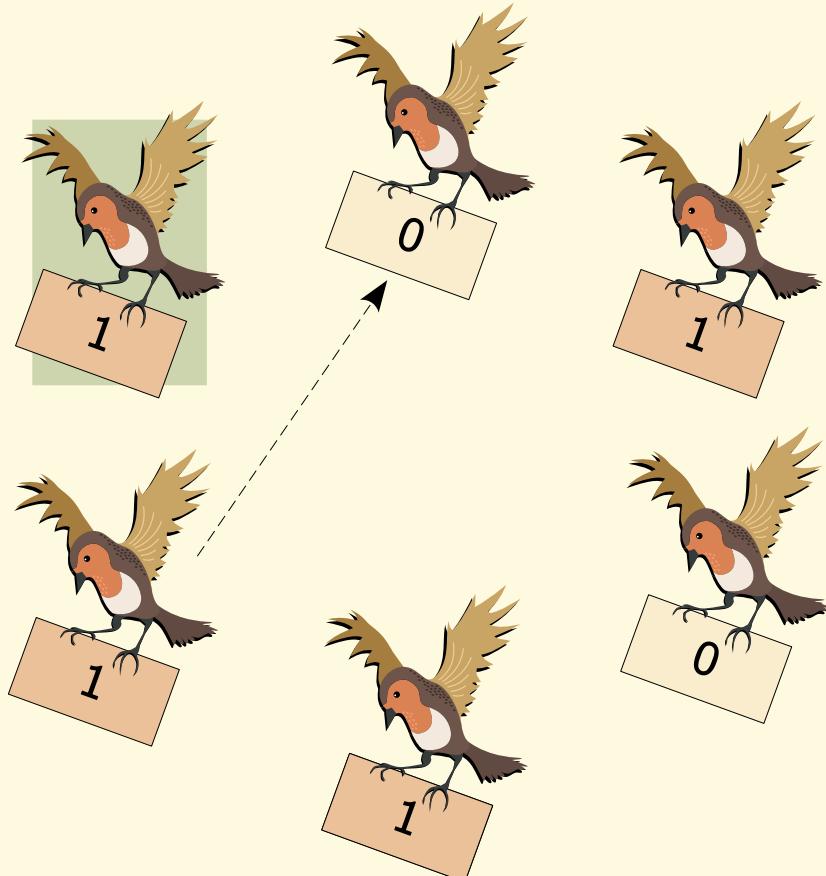
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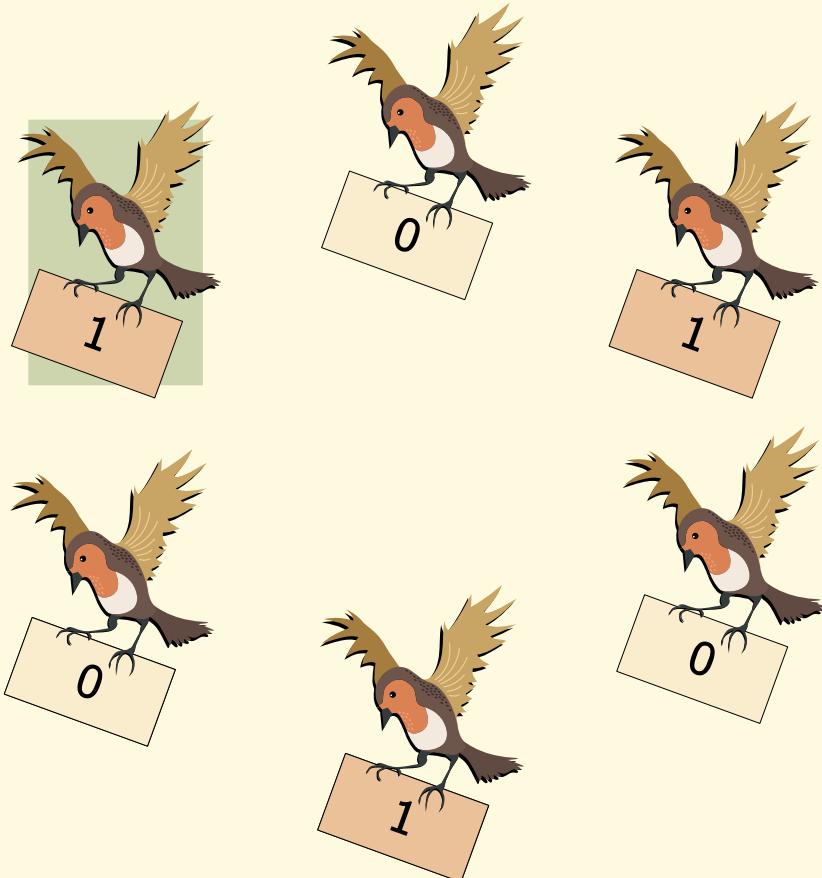
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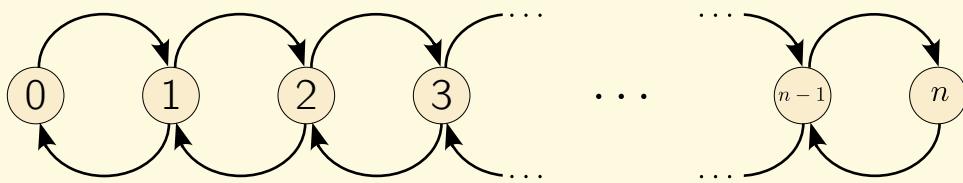
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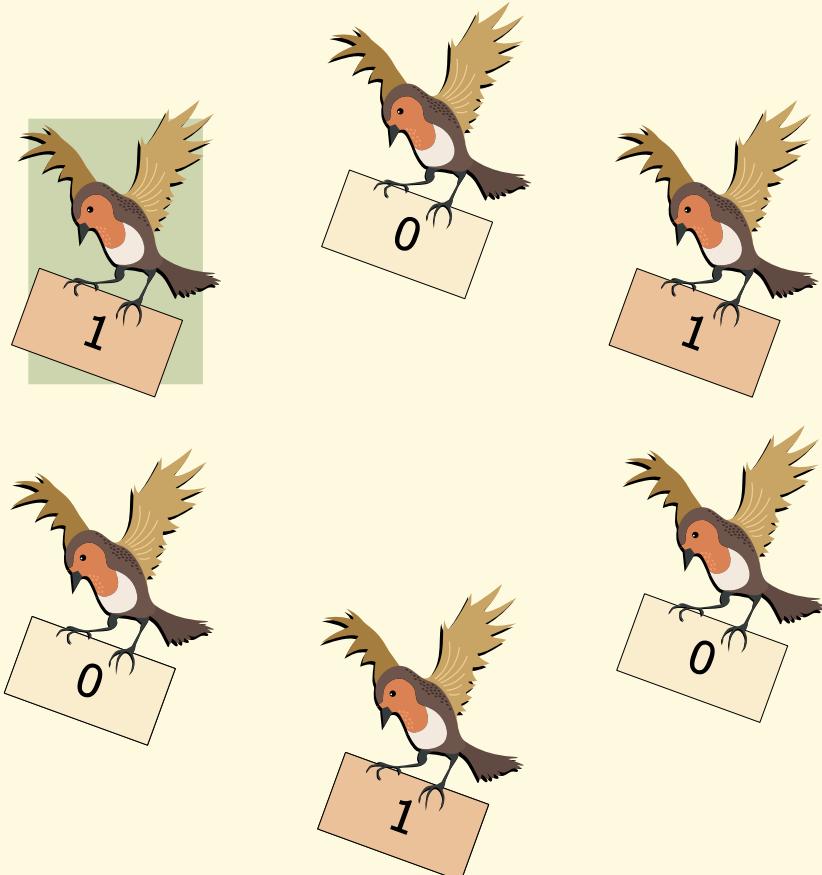
“Voter” dynamics

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Unbiased protocol

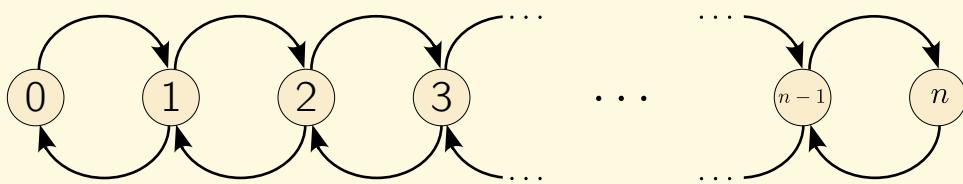
(same probability to add *or* remove  
an agent with opinion 1)



# Lower bound is almost tight

“Voter” dynamics

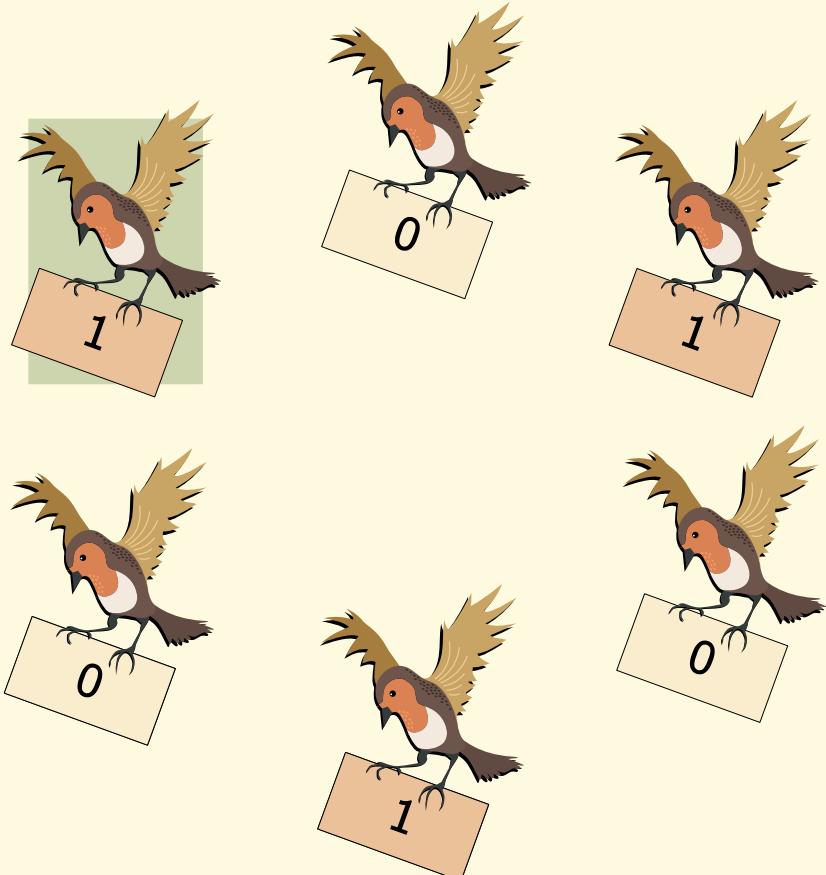
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Unbiased protocol

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→ Running time  $O(n \log n)$  activations per agent



# Overview

Parallel	$\ell = O(\log n)$	$\ell = \omega(\log n)$
No Memory		
Memory	Follow the Trend $O(\text{polylog } n)$	

Asynchronous	$\ell = O(\log n)$	$\ell = \omega(\log n)$
No Memory	$\Omega(n)$	
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Memory  
matters

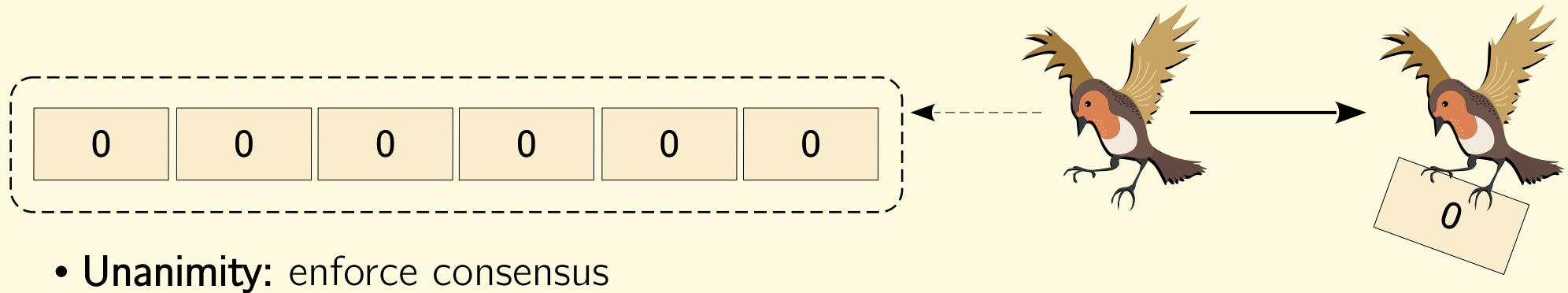
# “Minority”

Parallel

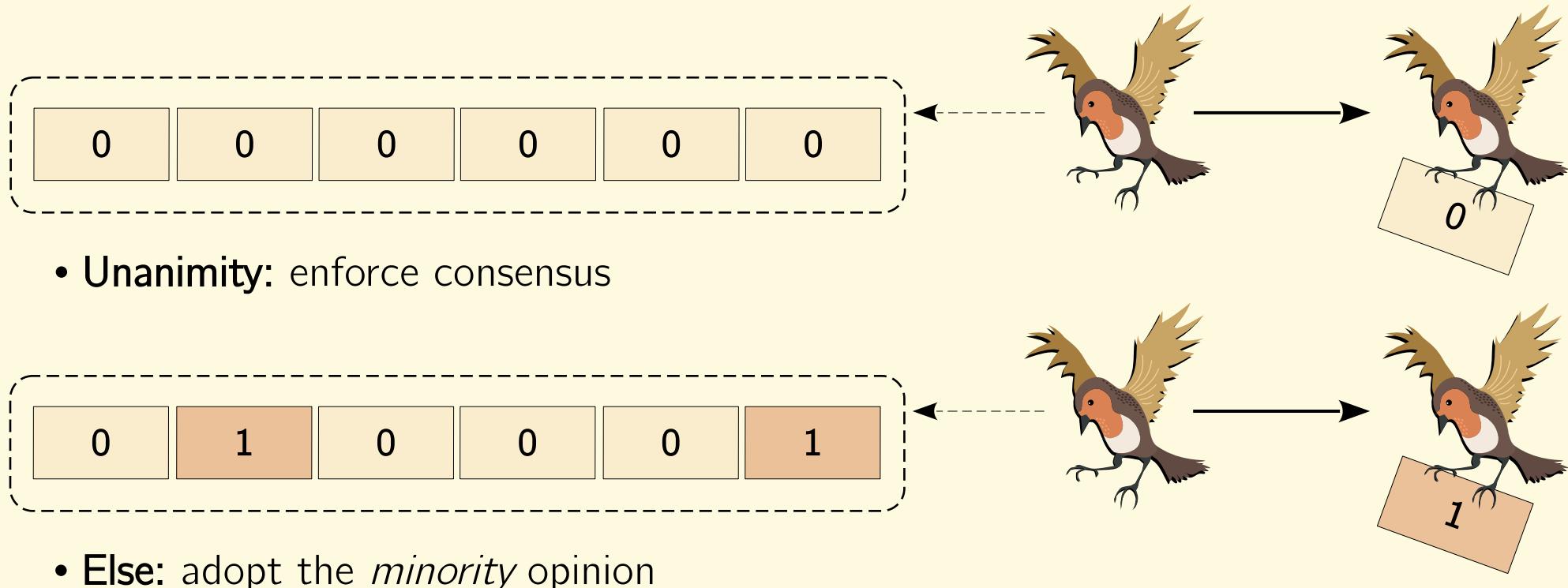
No Memory

Work in progress with Luca Becchetti, Andrea Clementi, Amos Korman,  
Francesco Pasquale, Luca Trevisan, R.V. and Isabella Ziccardi

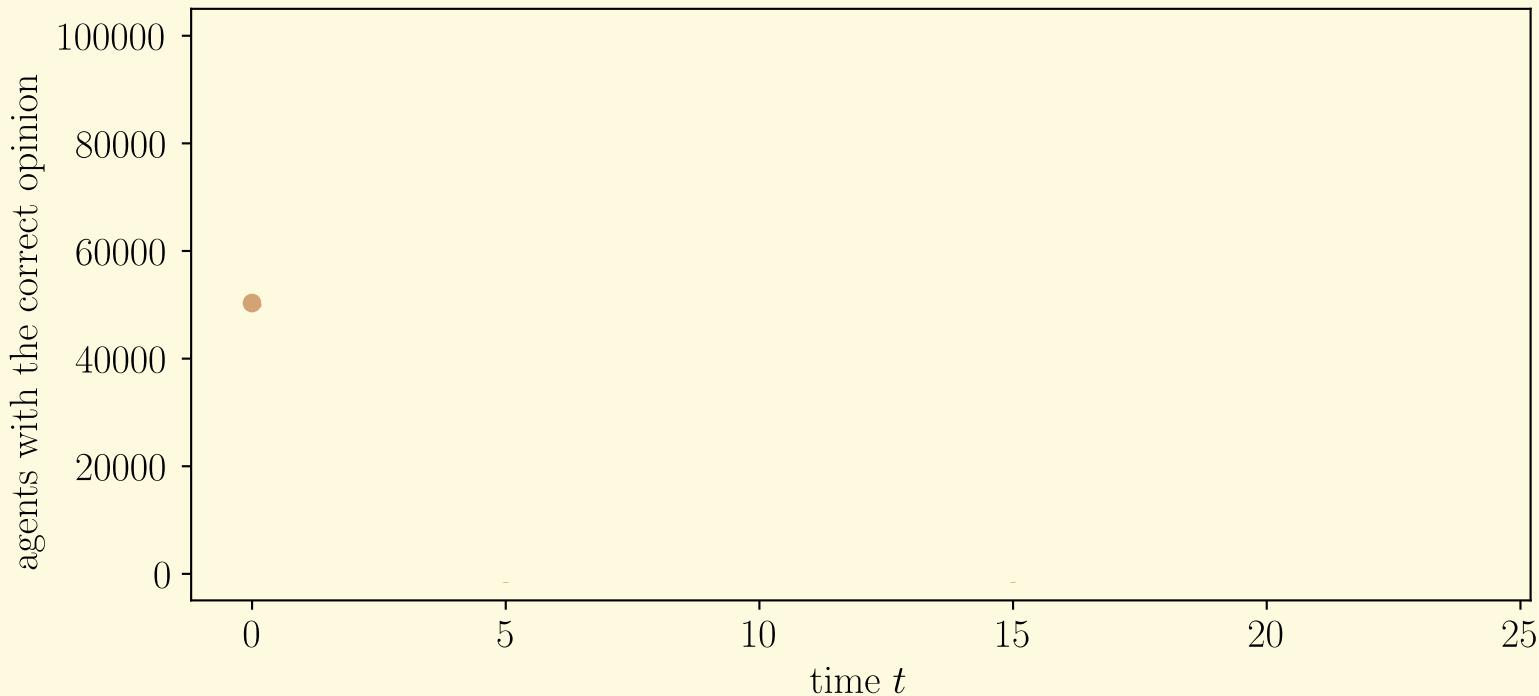
# Minority



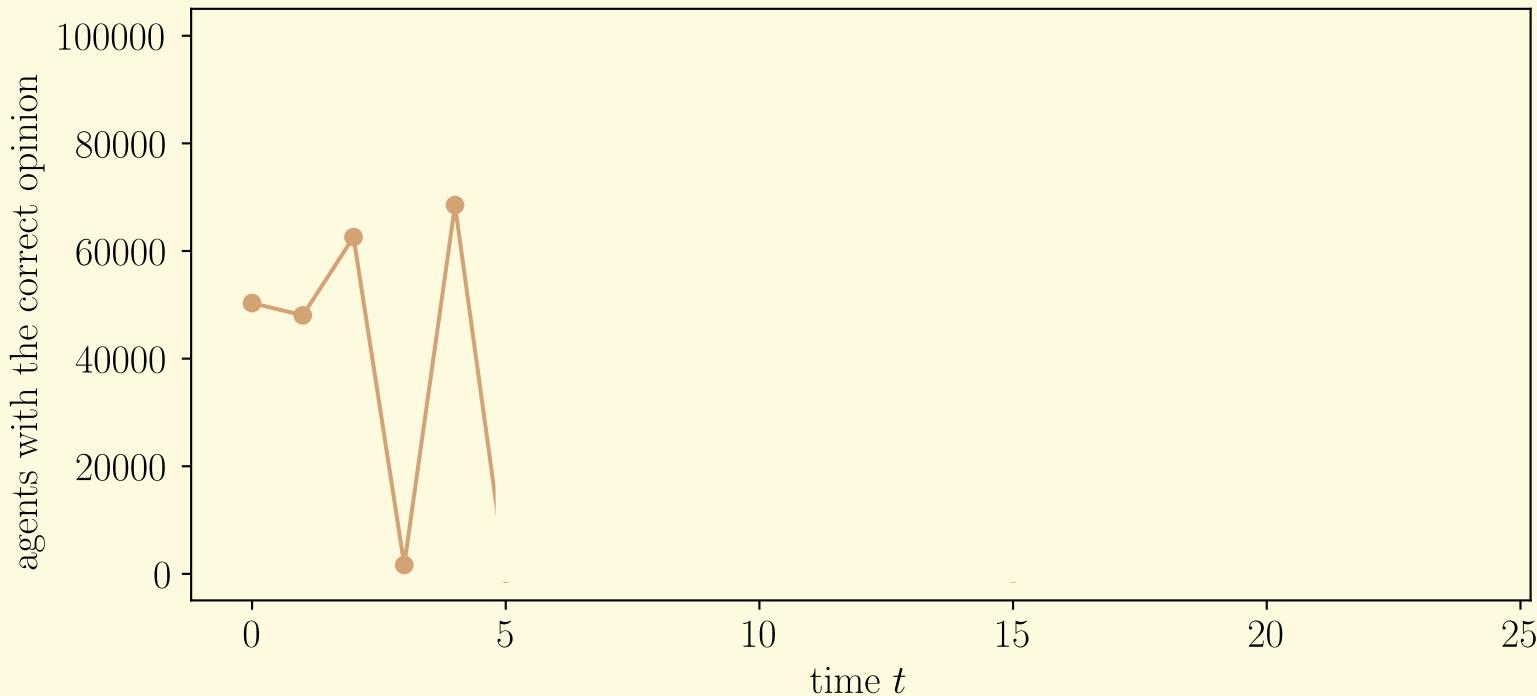
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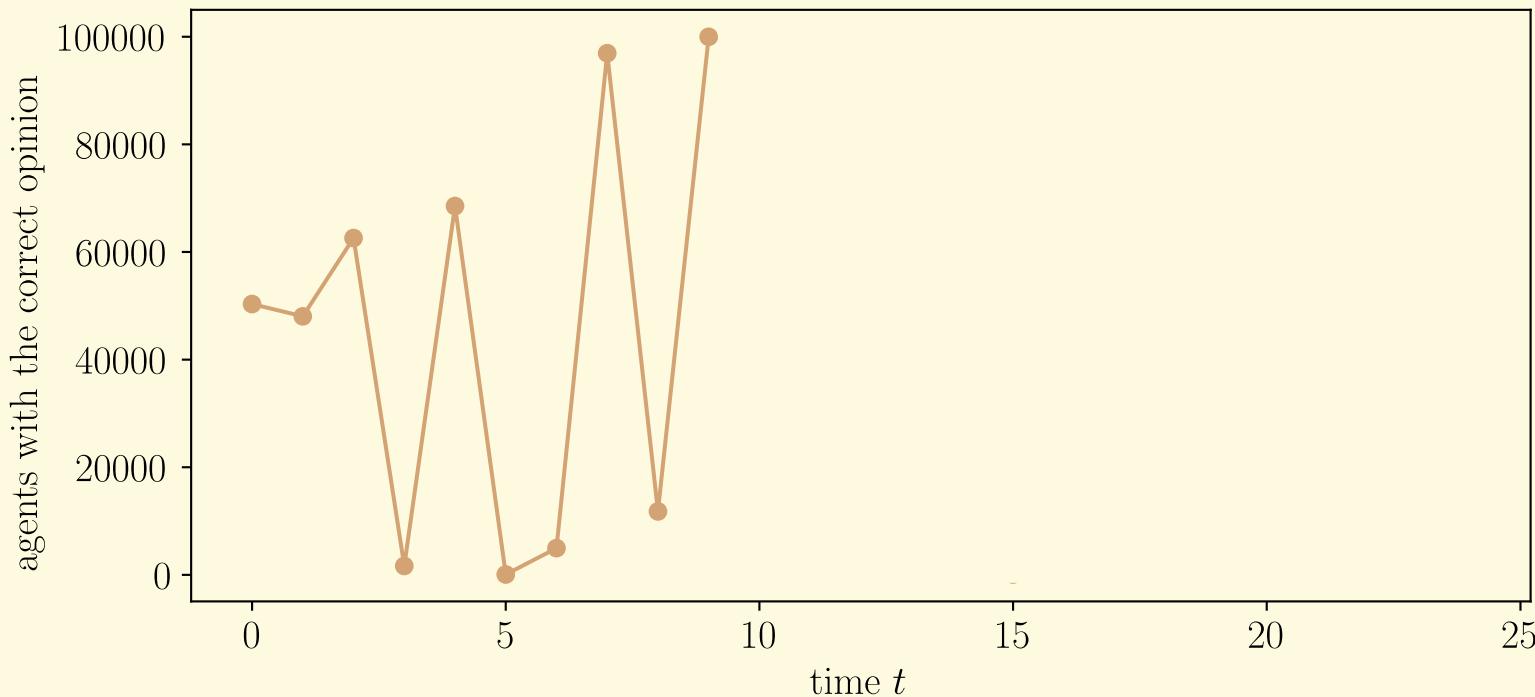
# Minority



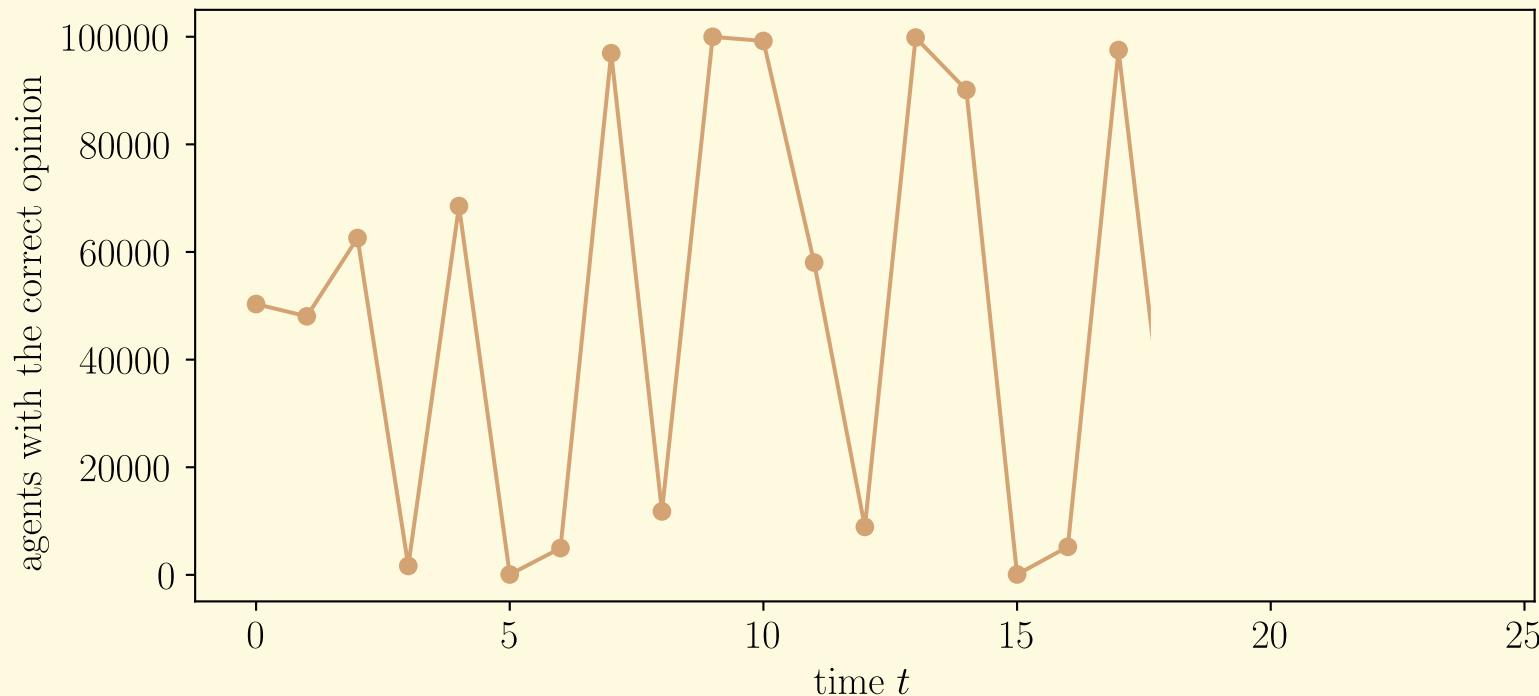
# Minority



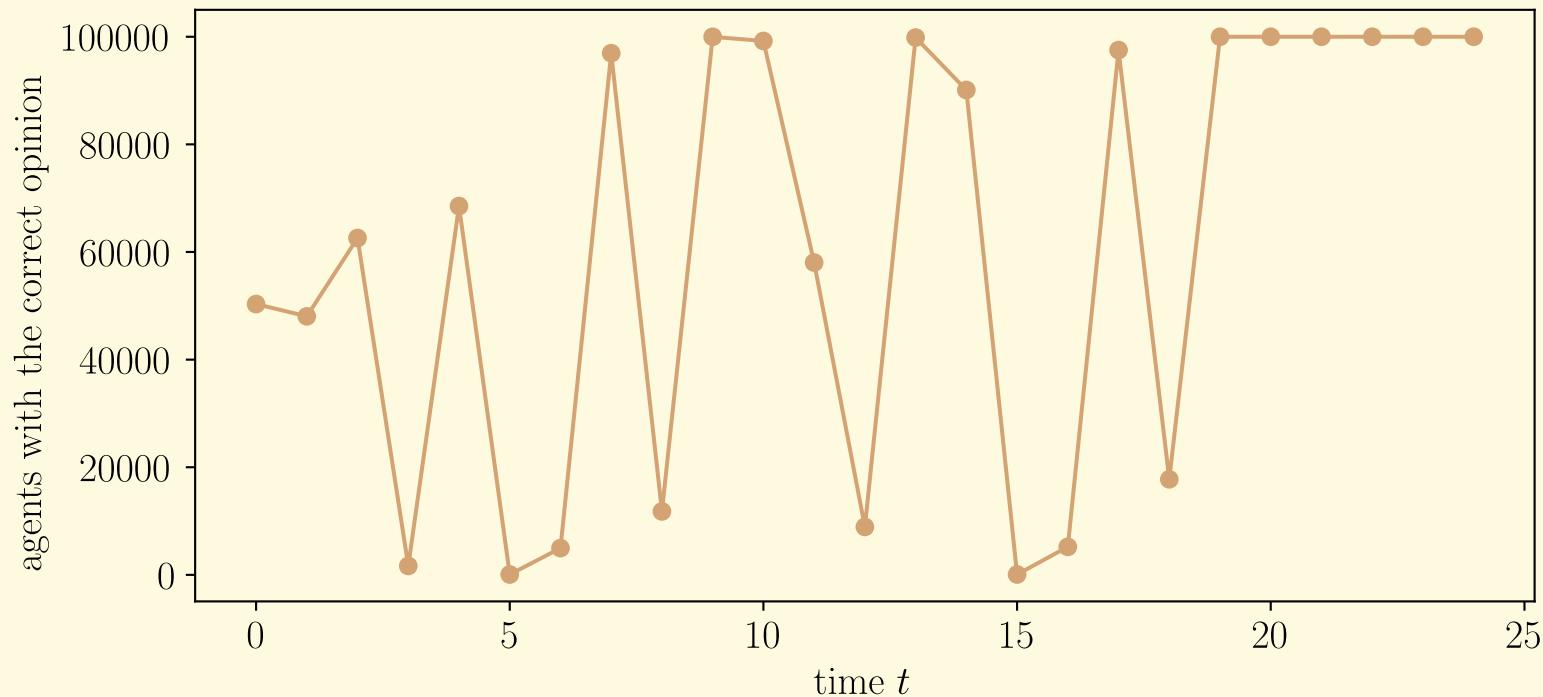
# Minority



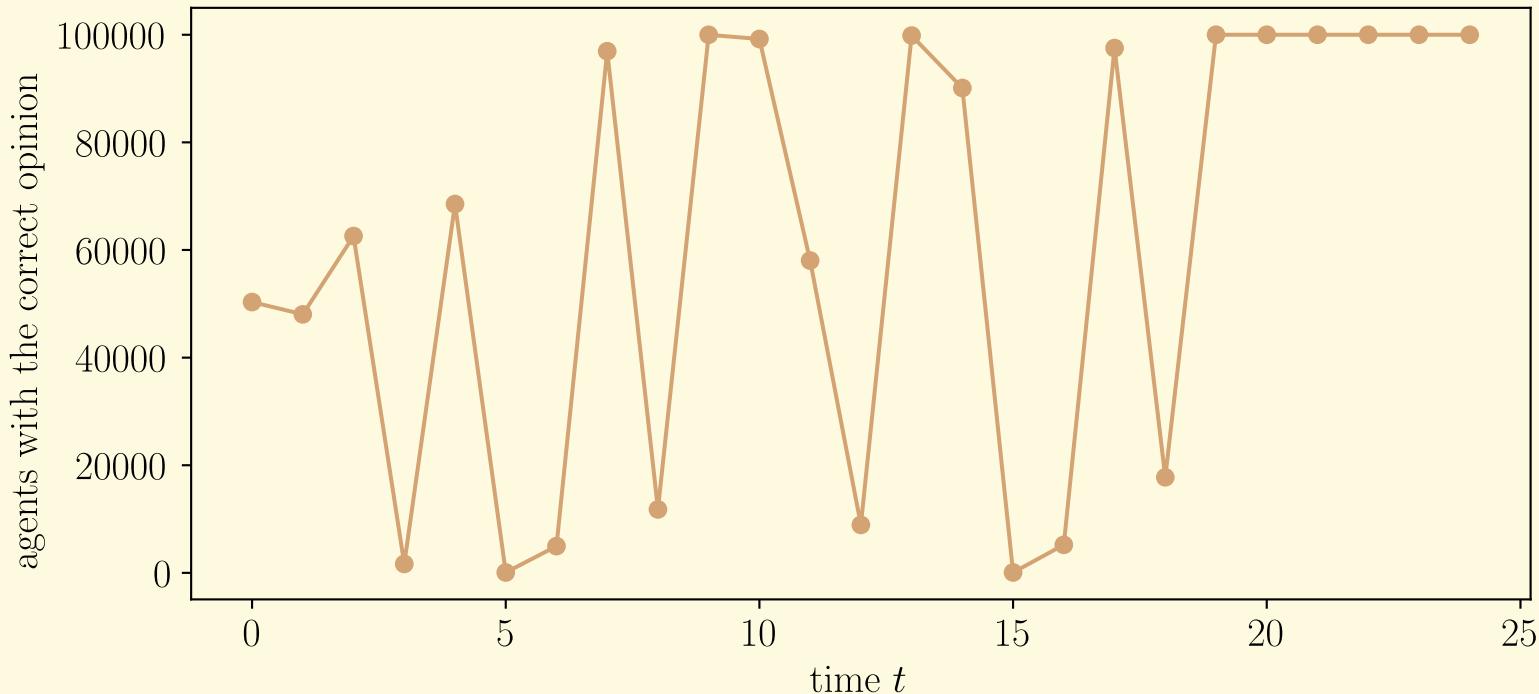
# Minority



# Minority



# Minority



**Theorem:** Minority converges in  $O(\text{polylog } n)$  rounds w.h.p. when the sample size is at least  $\sqrt{n} \log n$ .

# Overview

Parallel	$\ell = O(\log n)$	$\ell = \omega(\log n)$
No Memory		Minority $O(\text{polylog } n)$
Memory	Follow the Trend $O(\text{polylog } n)$	

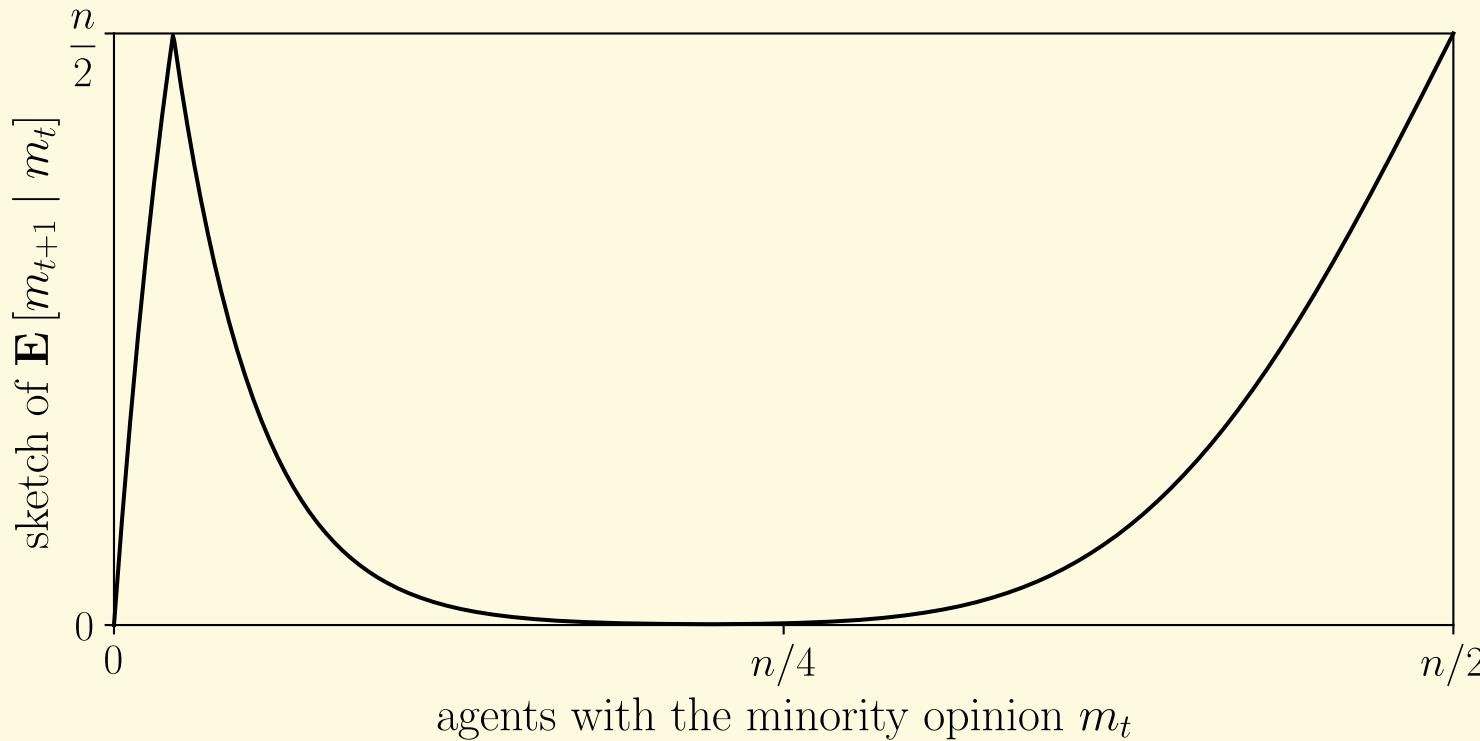
Asynchronous	$\ell = O(\log n)$	$\ell = \omega(\log n)$
No Memory	$\Omega(n)$	
Memory	Follow the Trend $O(\text{polylog } n)$	

# Overview

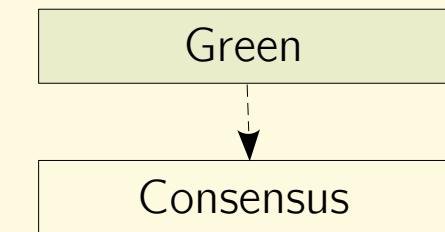
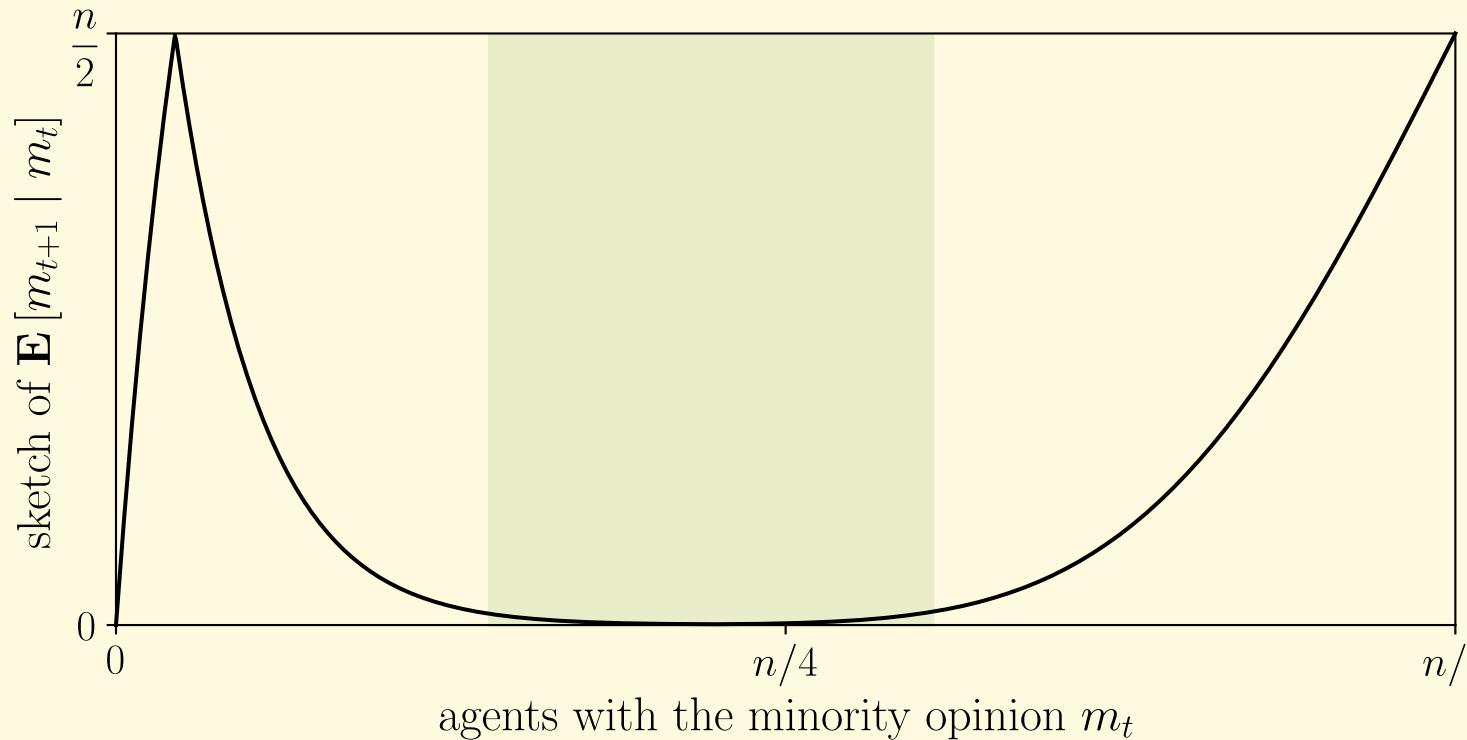
Parallel	$\ell = O(\log n)$	$\ell = \omega(\log n)$	Parallelism matters
No Memory		Minority $O(\text{polylog } n)$	
Memory		Follow the Trend $O(\text{polylog } n)$	
Asynchronous	$\ell = O(\log n)$	$\ell = \omega(\log n)$	
No Memory		$\Omega(n)$	
Memory		Follow the Trend $O(\text{polylog } n)$	

The diagram illustrates the relationship between different execution models and their time complexities. It features two main sections: 'Parallel' at the top and 'Asynchronous' below it. Each section contains three rows: 'No Memory', 'Memory', and a header row. The 'Parallel' section has a summary box on the right labeled 'Parallelism matters' with a lightning bolt icon. The 'Asynchronous' section also has a summary box on the right with a lightning bolt icon. Arrows point from the 'No Memory' and 'Memory' rows of both sections towards the respective summary boxes.

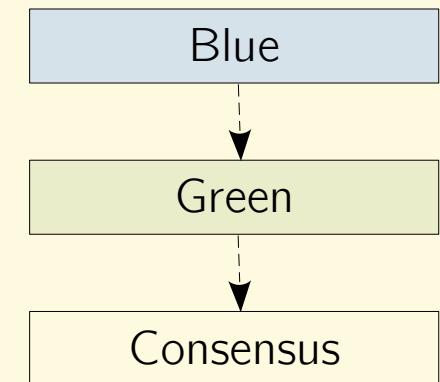
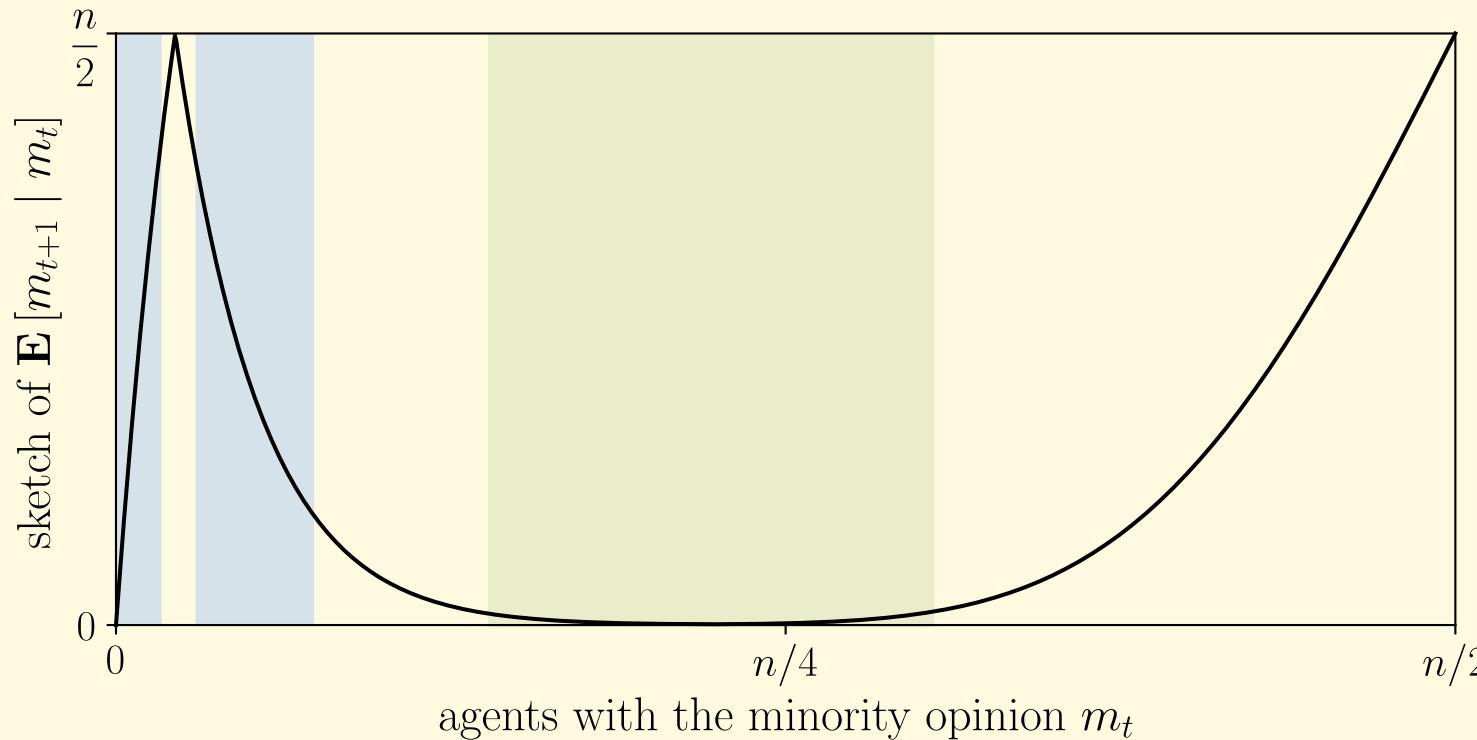
# Minority



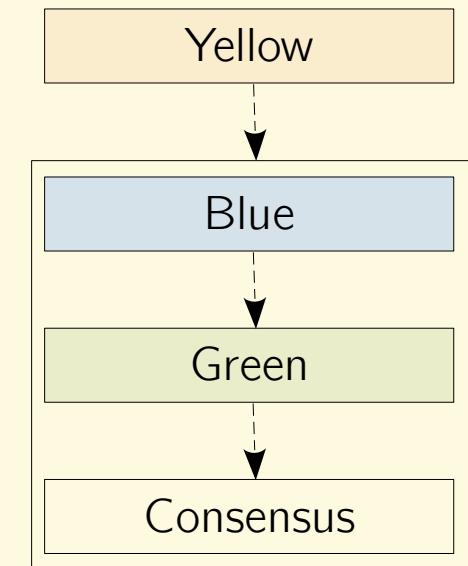
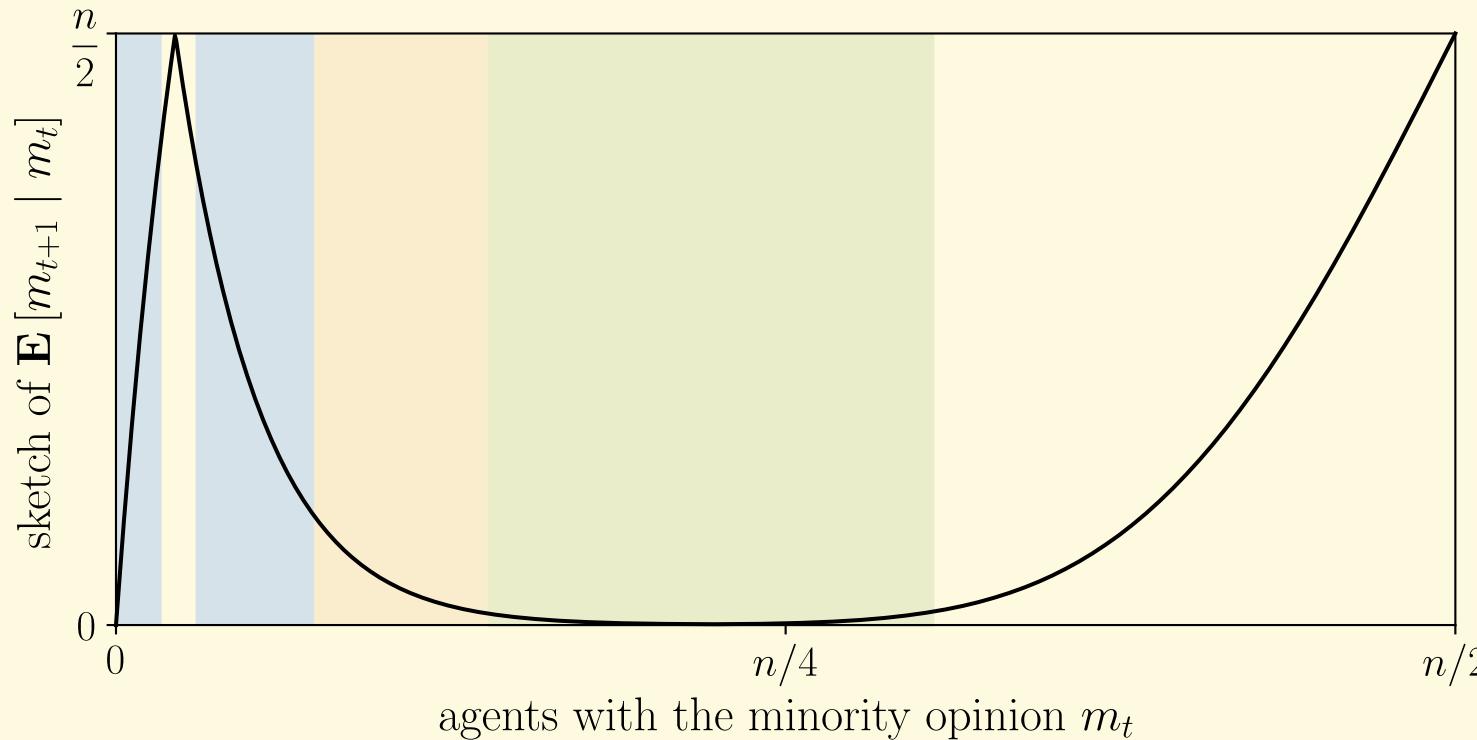
# Minority



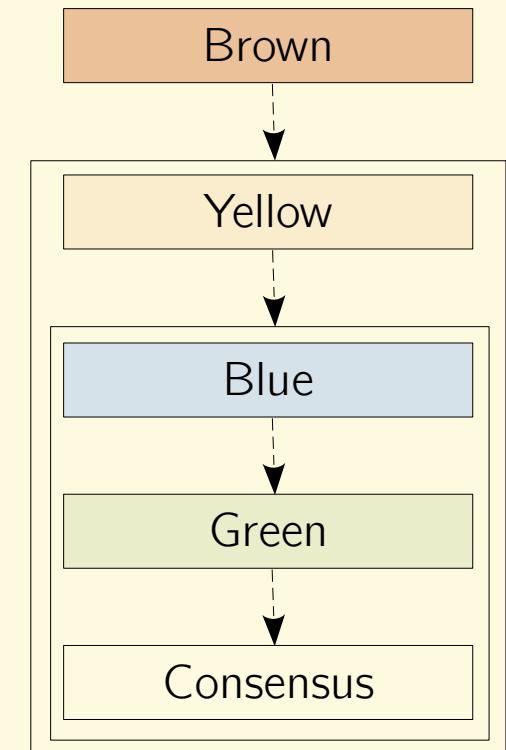
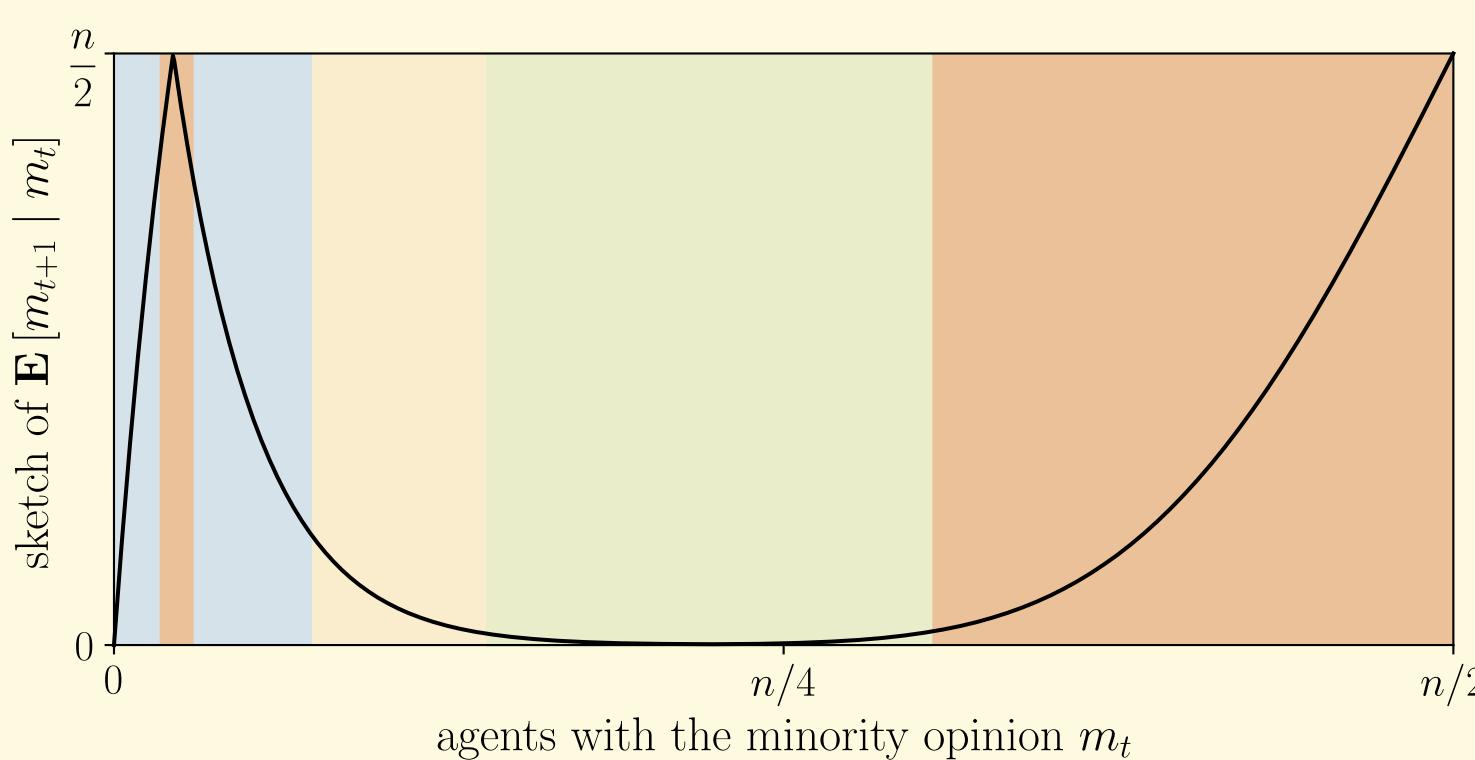
# Minority



# Minority



# Minority





Thank you!