

Automatic Analysis of Expected Termination Time for Population Protocols

Michael Blondin

Joint work with Javier Esparza and Antonín Kučera



Population protocols: distributed computing model for massive networks of passively mobile finite-state agents

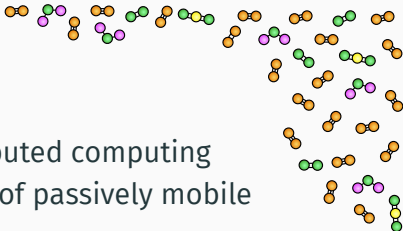
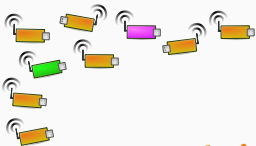
Overview



Population protocols: distributed computing model for massive networks of passively mobile finite-state agents

Can model e.g. networks of passively **mobile sensors** and **chemical reaction networks**

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Can model e.g. networks of passively **mobile sensors** and **chemical reaction networks**

Protocols **compute predicates** of the form $\varphi: \mathbb{N}^d \rightarrow \{0, 1\}$
e.g. if φ is unary, then $\varphi(n)$ is computed by n agents

Overview

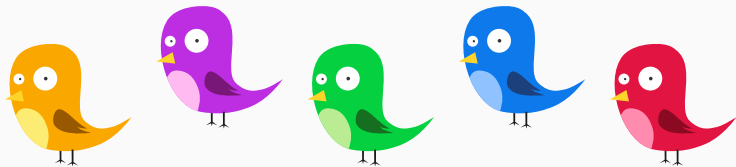


Population protocols: distributed computing model for massive networks of passively mobile finite-state agents

This talk: automatic derivation of upper bounds on the running time of protocols

- anonymous mobile agents with very few resources
- agents change states via random pairwise interactions
- each agent has opinion true/false
- computes by stabilizing agents to some opinion

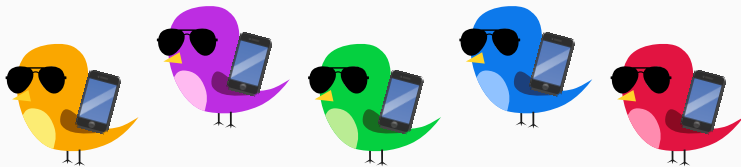
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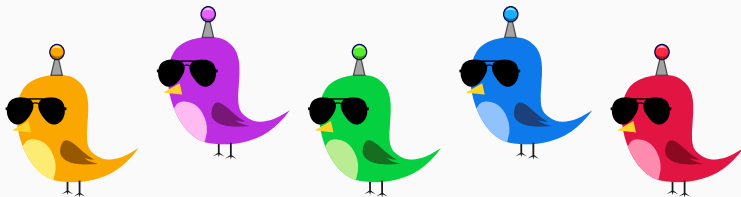
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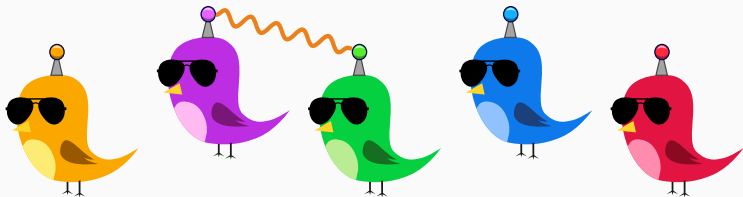
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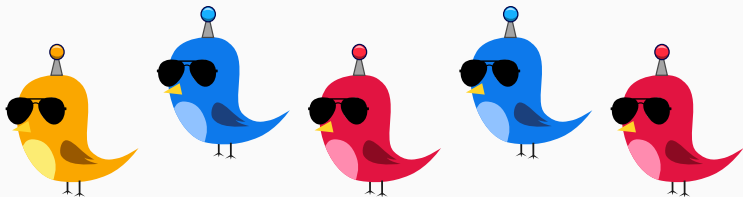
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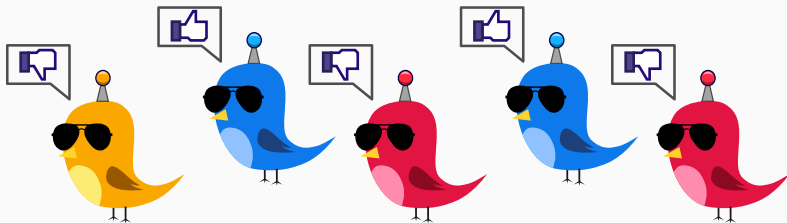
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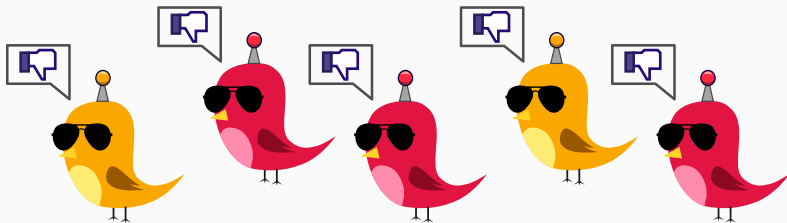
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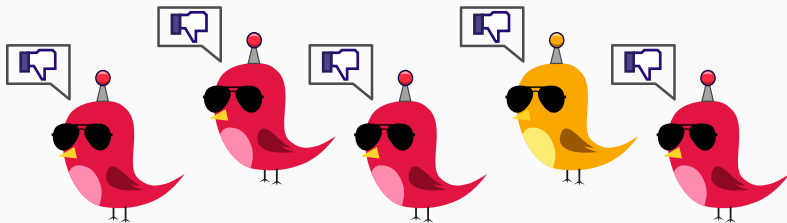
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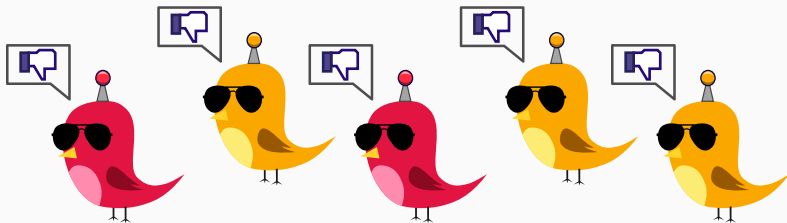
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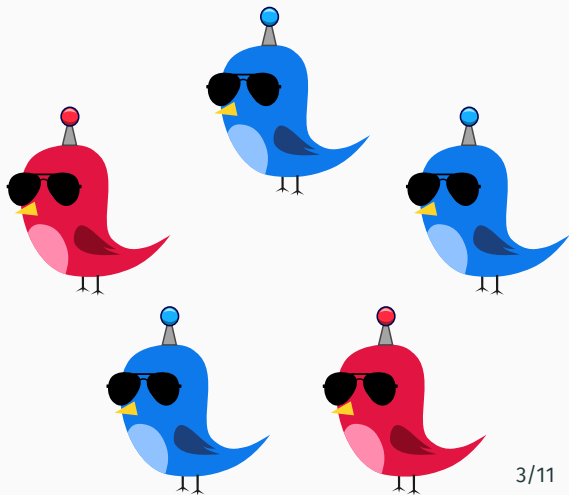


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Example: majority protocol

At least as many **blue birds** than **red birds**?

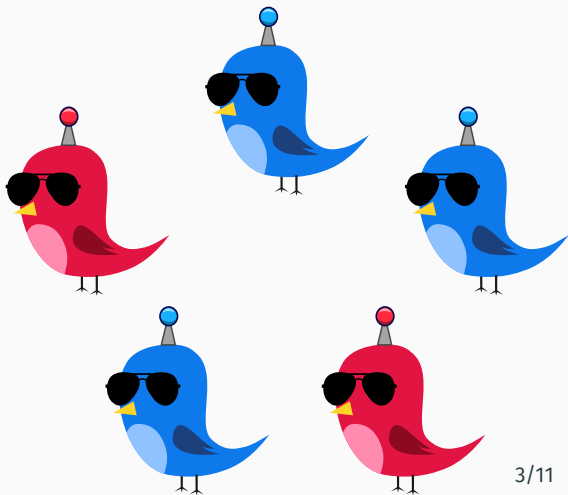


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At least as many **blue birds** than **red birds**?

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- Two large birds of different colors become small
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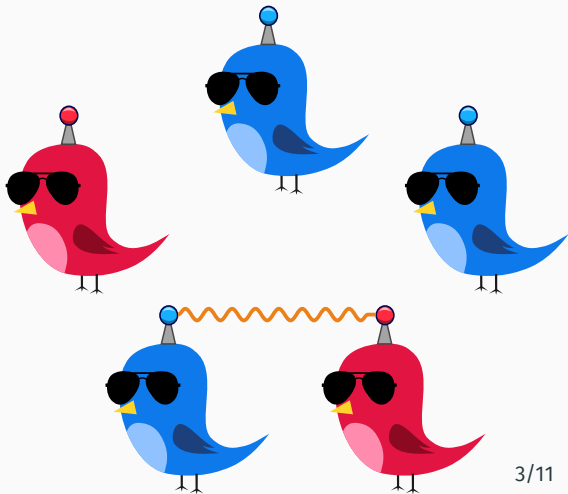


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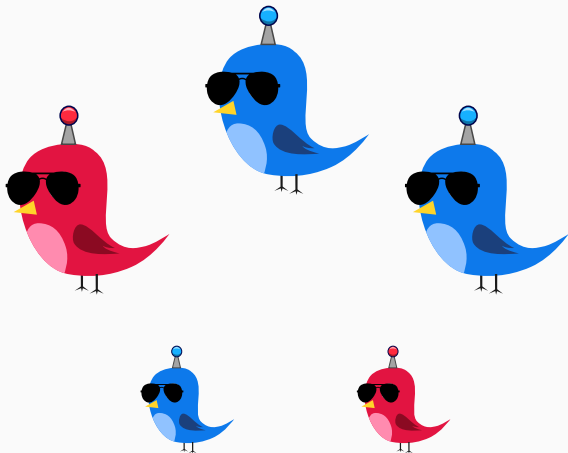


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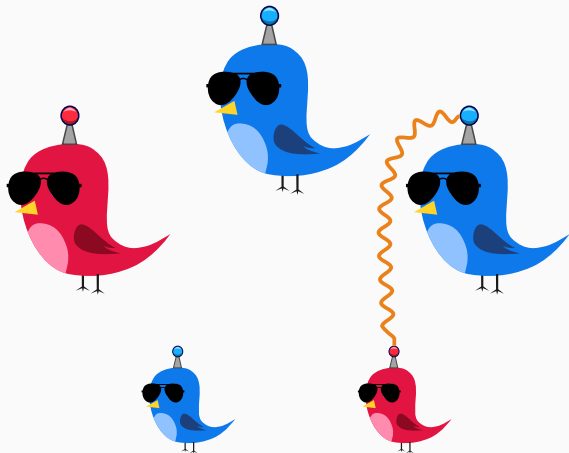


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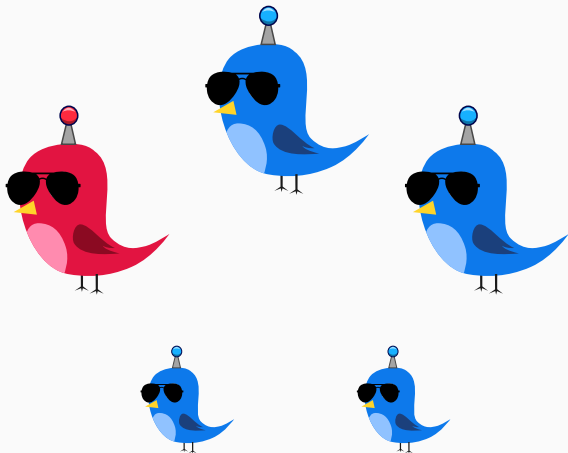


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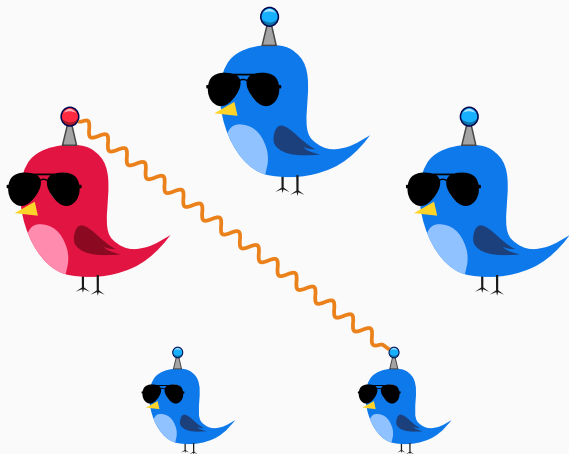


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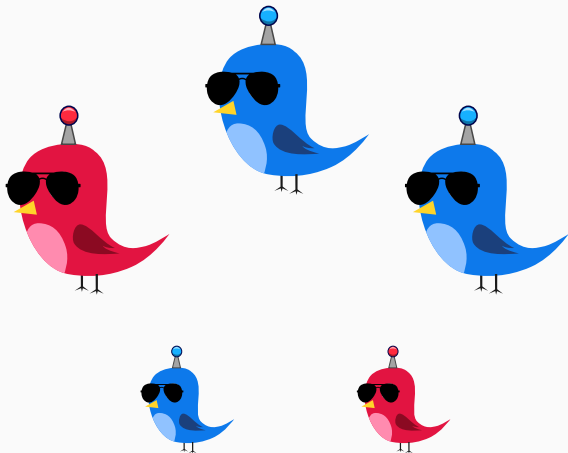


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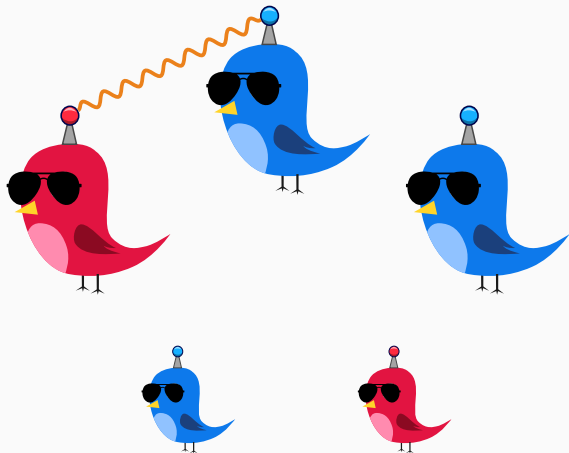


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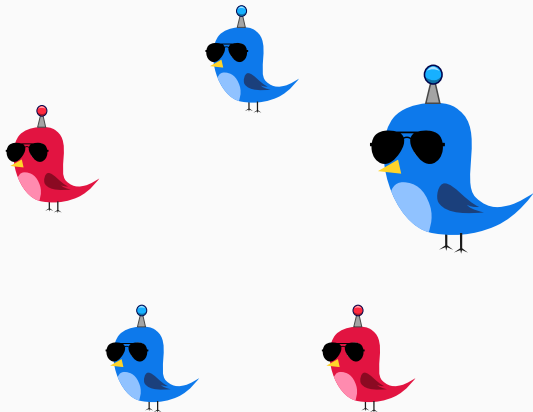


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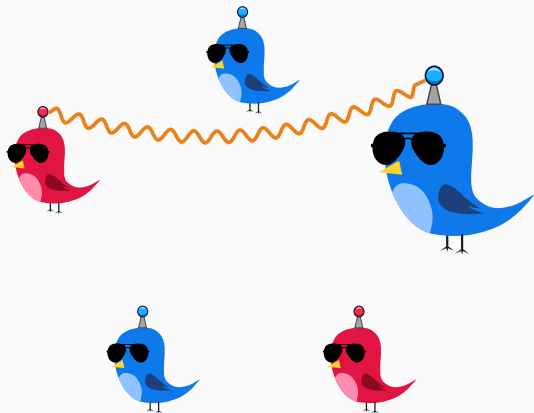


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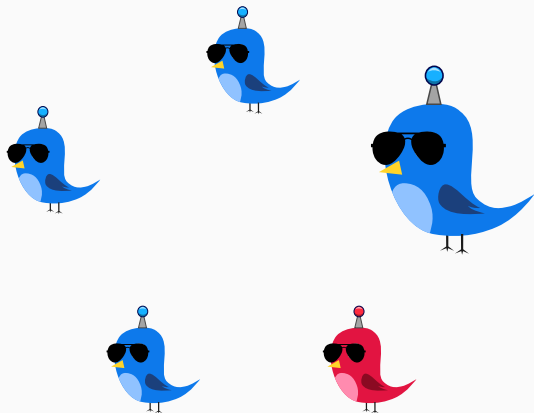


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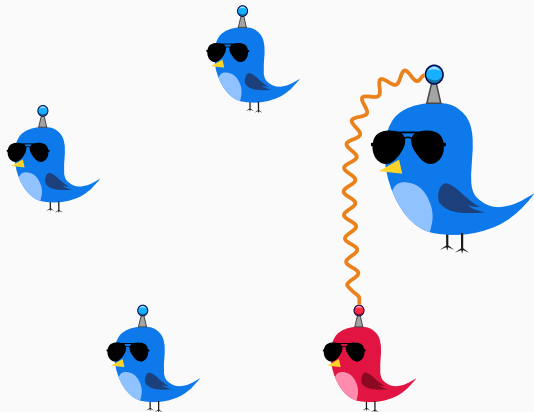


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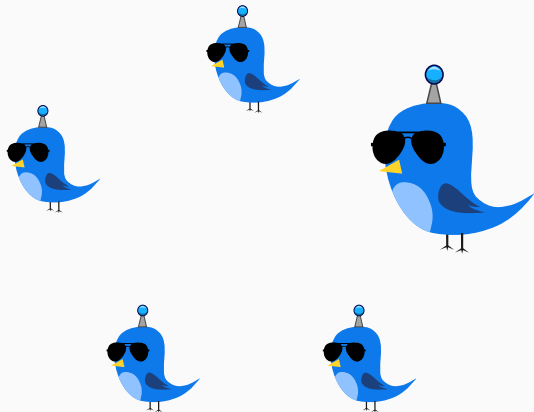


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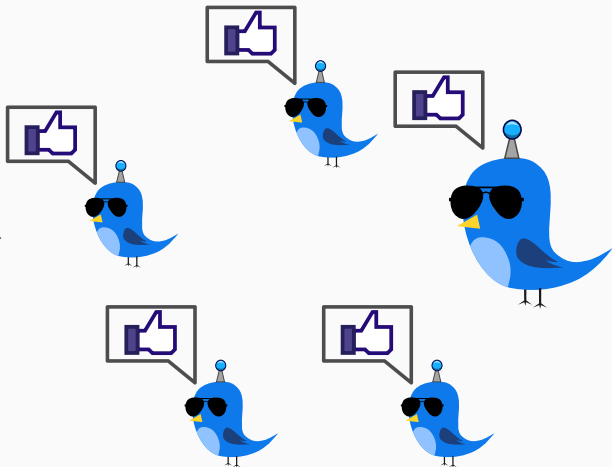


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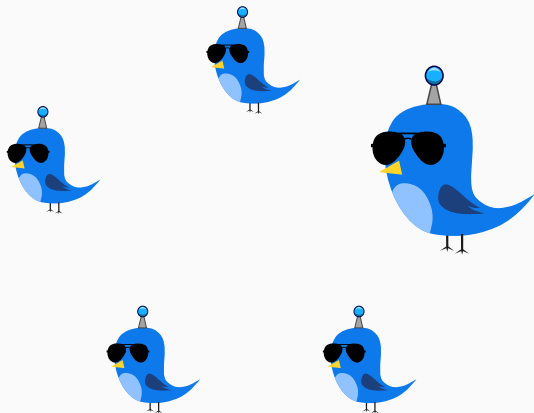


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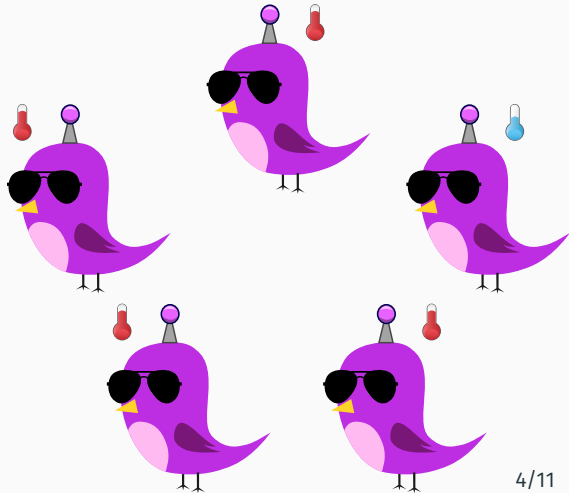
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- **To break ties:** small blue birds convert small red birds



Example: threshold protocol

Are there at least 4 sick birds?

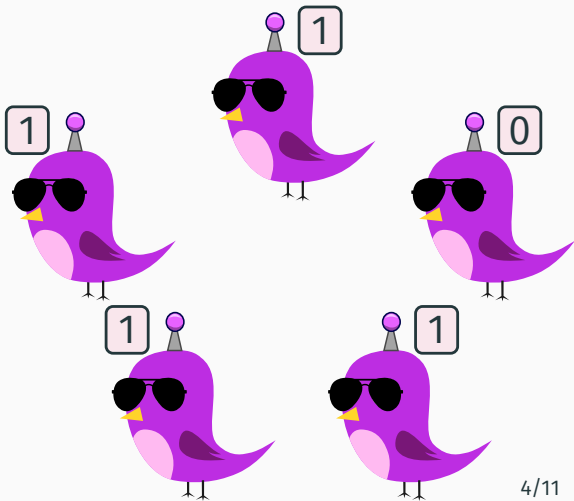


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Are there at least 4 sick birds?

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- Each bird is in a state of $\{0, 1, 2, 3, 4\}$
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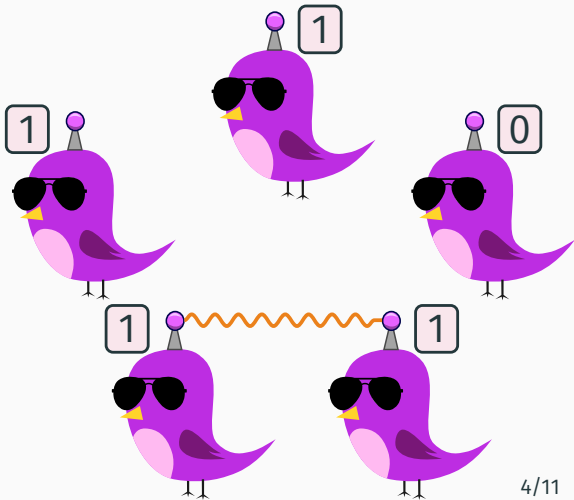


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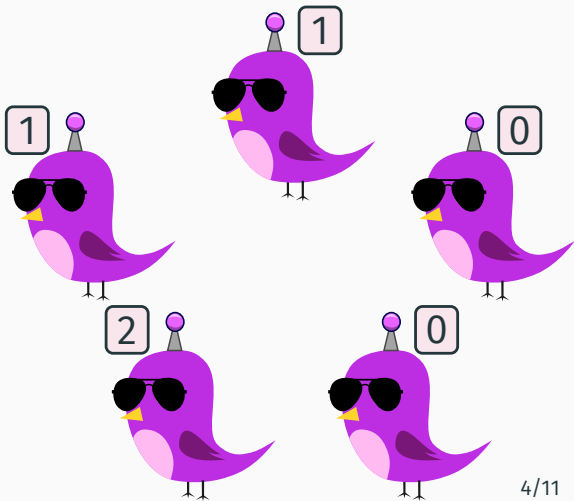


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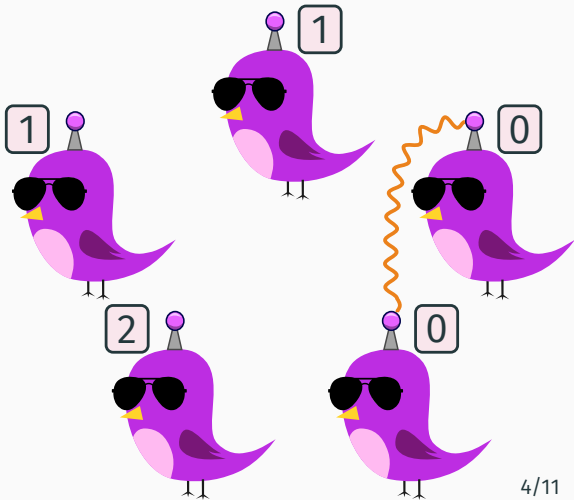


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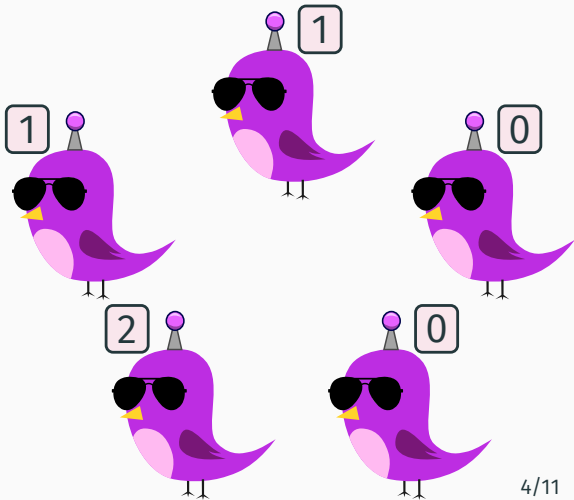


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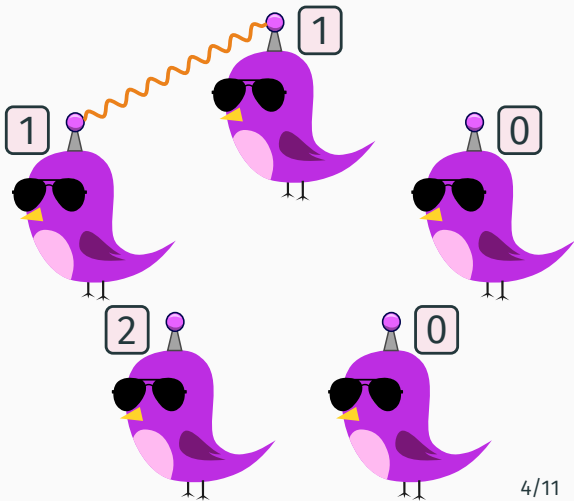


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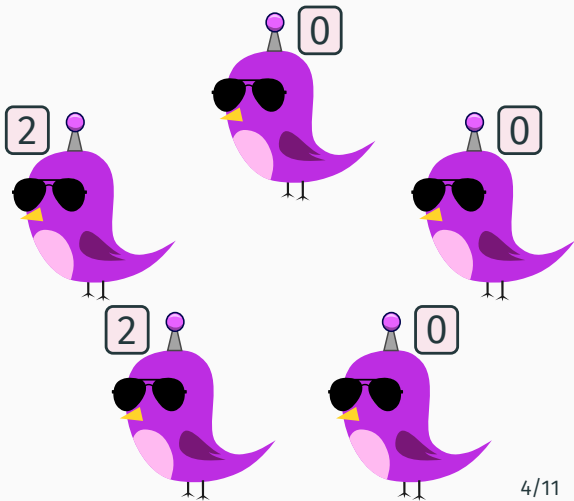


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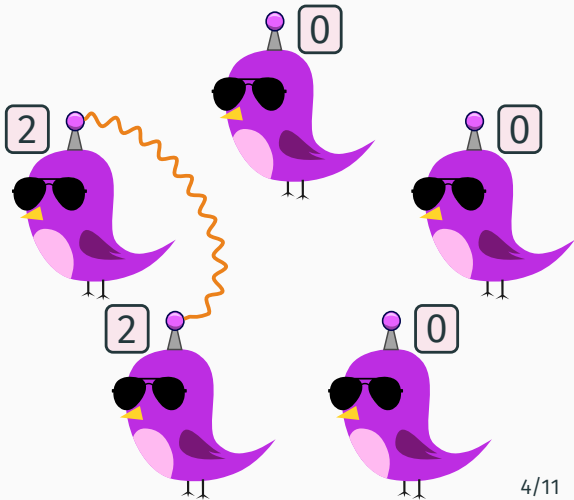


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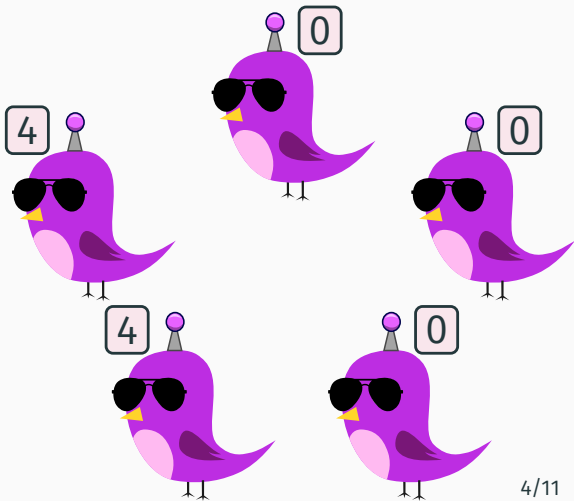


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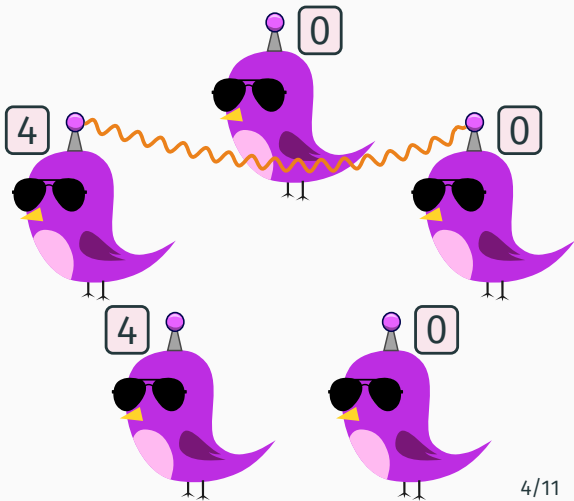


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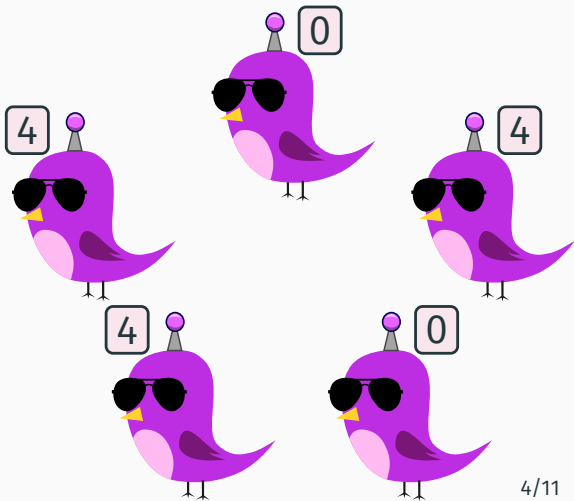


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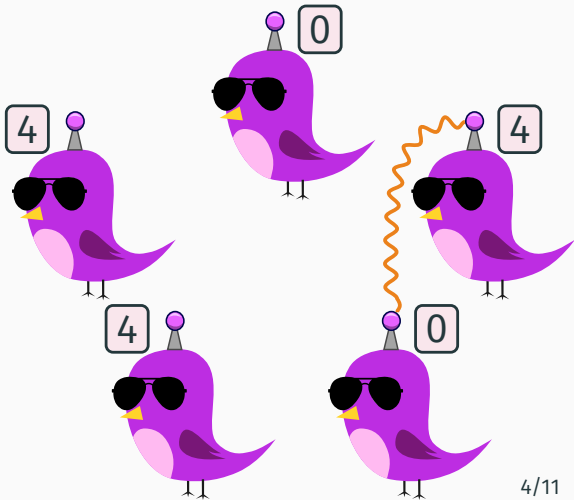


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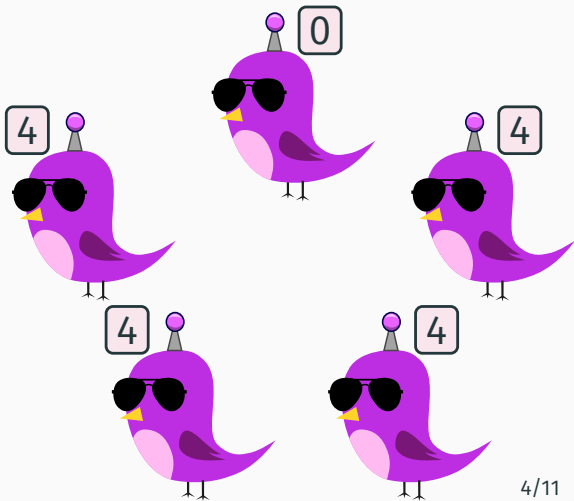


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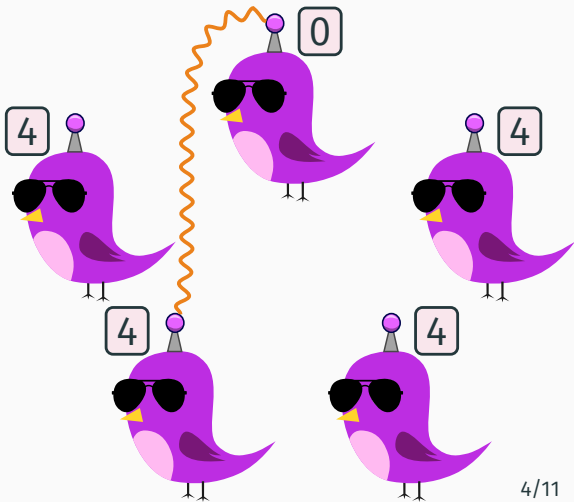


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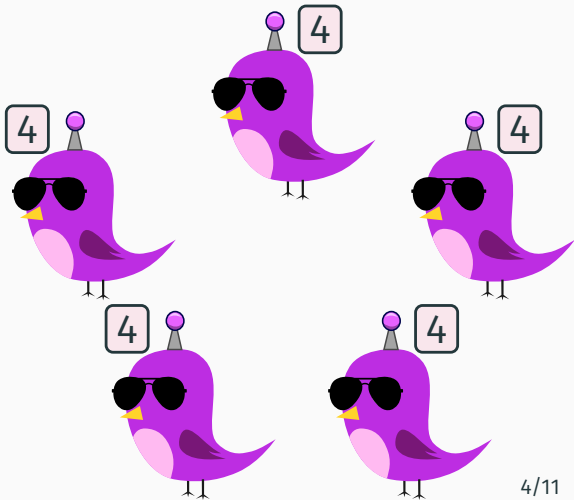


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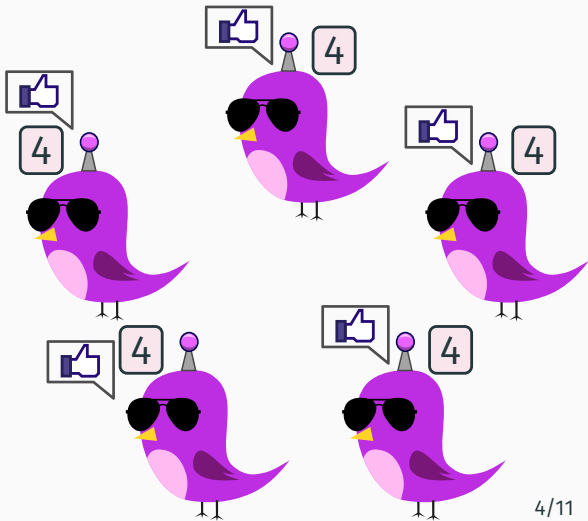


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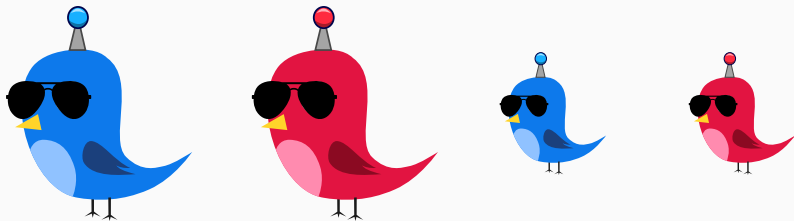
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Demonstration

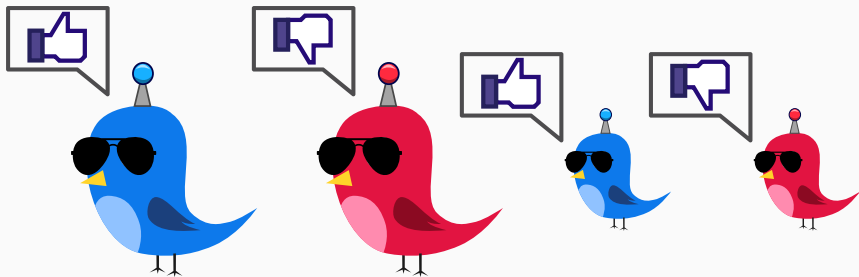
Population protocols: formal model

- *States:* finite set Q
- *Opinions:* $O : Q \rightarrow \{0, 1\}$
- *Initial states:* $I \subseteq Q$
- *Transitions:* $T \subseteq Q^2 \times Q^2$



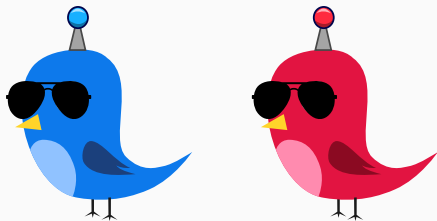
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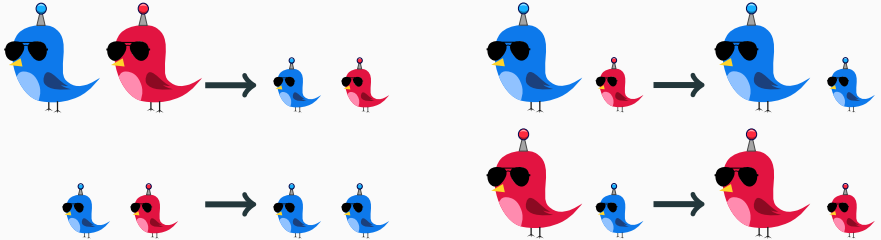
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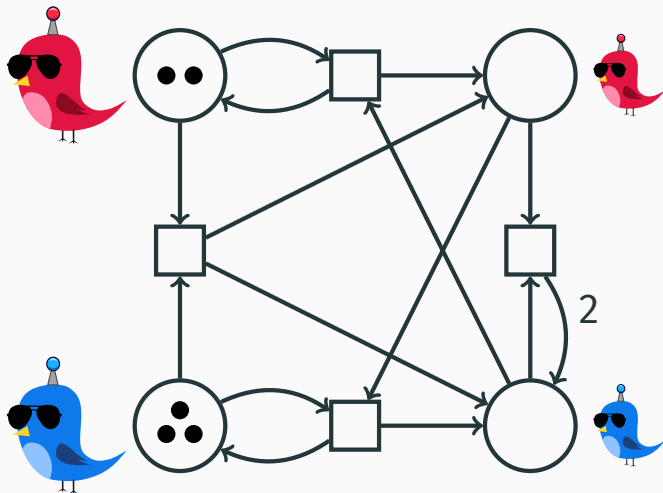
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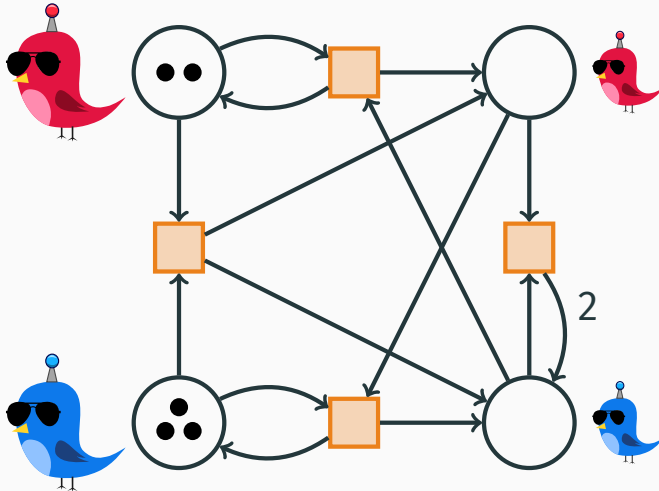
Protocols can be translated into Petri nets



Population protocols: formal model

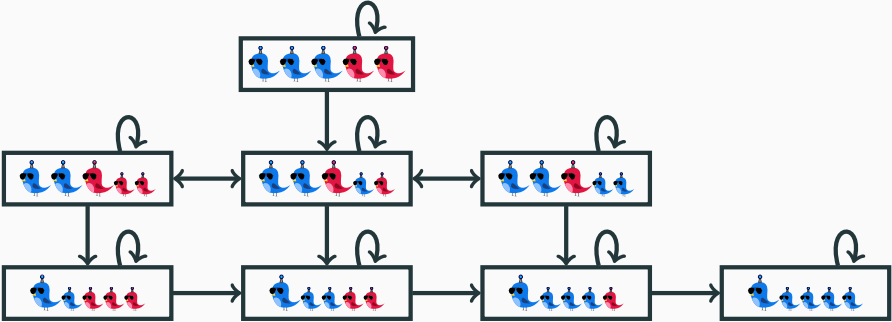
Protocols can be translated into Petri nets

conservative / bounded



Population protocols: computations

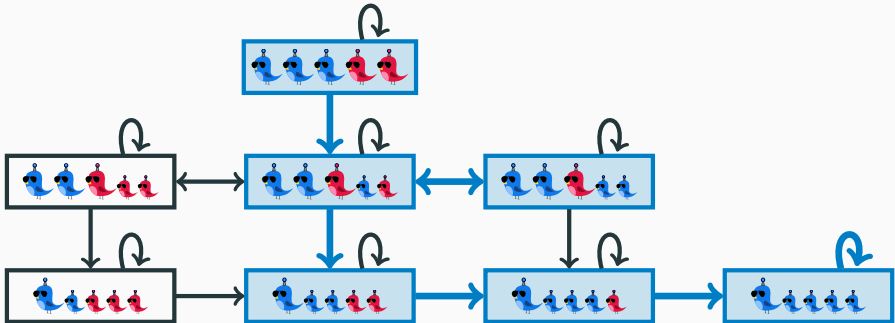
Reachability graph:



Population protocols: computations

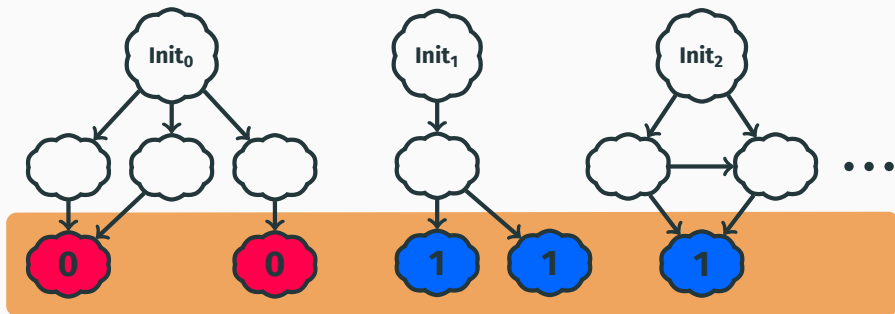
A *run* is an infinite path:

(pairs of agents are picked uniformly at random)



Population protocols: computations

A protocol computes a predicate $\varphi: \mathbb{N}^I \rightarrow \{0, 1\}$
if runs reach common stable **consensus**
with probability 1



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Expressive power

Angluin, Aspnes, Eisenstat PODC'06

Population protocols compute precisely predicates definable in Presburger arithmetic, *i.e.* $\text{FO}(\mathbb{N}, +, <)$

Protocols speed

B, R \mapsto **b, r**

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R, b \mapsto **R, r**

b, r \mapsto **b, b**

*Computes correctly predicate $\#B \geq \#R$
...but how fast?*

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Computes correctly predicate $\#B \geq \#R$
...but how fast?

- Natural to want protocols to be fast
- Upper bounds on speed useful since generally not possible to know whether a protocol has stabilized

Protocols speed

B, R \mapsto **b, r**

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R, b \mapsto **R, r**

b, r \mapsto **b, b**

*Simulations show that it is slow when **R** has slight majority:*

	Steps	Initial configuration
■	100000	{B: 7, R: 8}
■	7	{B: 3, R: 12}
■	27	{B: 4, R: 11}
■	100000	{B: 7, R: 8}
■	3	{B: 13, R: 2}

Protocols speed

B, R \mapsto **T, t** $X, y \mapsto X, x$ for $x, y \in \{\mathbf{b}, \mathbf{r}, \mathbf{t}\}$

B, T \mapsto **B, b**

R, T \mapsto **R, r**

T, T \mapsto **T, t**

$O(\mathbf{B}) = O(\mathbf{b}) = O(\mathbf{T}) = O(\mathbf{t}) = 1$

$O(\mathbf{R}) = O(\mathbf{r}) = 0$

Alternative protocol



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B, T \mapsto **B, b**

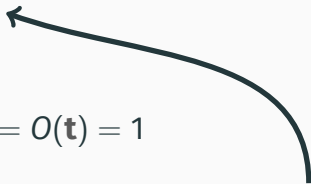
R, T \mapsto **R, r**

T, T \mapsto **T, t**

$O(\mathbf{B}) = O(\mathbf{b}) = O(\mathbf{T}) = O(\mathbf{t}) = 1$

$O(\mathbf{R}) = O(\mathbf{r}) = 0$

Is it faster?



Alternative protocol

Protocols speed

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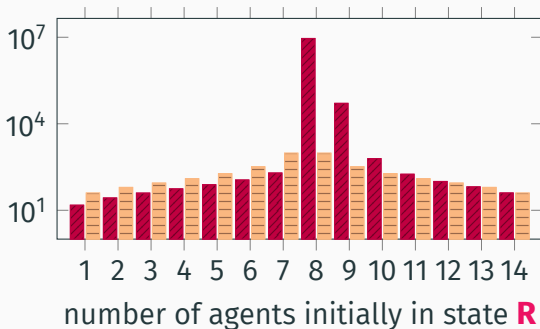
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R, T \mapsto **R, r**

T, T \mapsto **T, t**

Is it faster?
Yes, for size 15...

expected number
of steps to
stable consensus



Protocols speed

B, R \mapsto **T, t**

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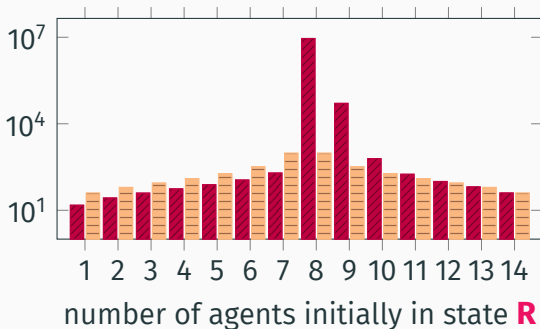
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Obtained using PRISM

Clément et al. ICDCS'11, Offtermatt'17

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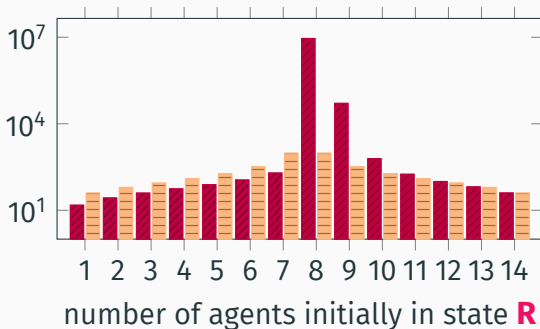
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*Our goal: analyze speed
for all sizes*

expected number
of steps to
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Protocols speed: related work

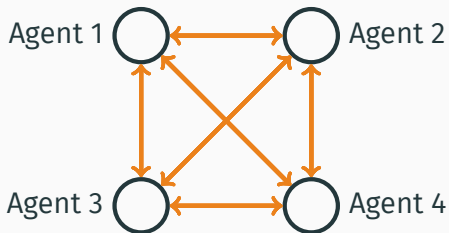
- Any Presburger-definable predicate is computable
in time $\mathcal{O}(n^2 \log n)$ Angluin *et al.* (PODC'04)
- Upper/lower bounds for majority and leader election
- Study of trade-offs between speed and number of states
 - e.g.*
 - Alistarh, Aspnes, Eisenstat, Gelashvili and Rivest (SODA'17)
 - Belleville, Doty and Soloveichik (ICALP'17)
 - Doty and Soloveichik (DISC'15), etc.

Definitions: probabilities

$$\mathbb{P}[\text{fire } p, q \mapsto p', q' \text{ in } C] = \begin{cases} \frac{2 \cdot C(p) \cdot C(q)}{n^2 - n} & \text{if } p \neq q \\ \frac{C(p) \cdot (C(p) - 1)}{n^2 - n} & \text{if } p = q \end{cases}$$

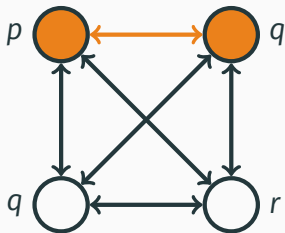
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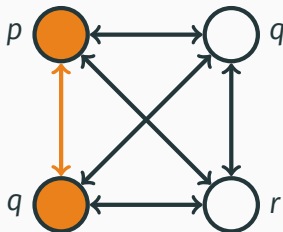
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$$\mathbb{P}[C \rightarrow C'] = \sum_{t \text{ s.t. } C \xrightarrow{t} C'} \mathbb{P}[\text{fire } t \text{ in } C]$$

Definitions: probabilities

$(Runs(C), \mathcal{F}, \mathbb{P}_C)$ is the probability space such that

- \mathcal{F} is the σ -algebra generated by all

$$Runs(C_0, C_1, \dots, C_k) = \{C = C_0 \rightarrow \dots \rightarrow C_k \rightarrow \dots\}$$

- \mathbb{P}_C is the probability measure satisfying

$$\mathbb{P}_C(Runs(C_0, \dots, C_k)) = \prod_{i=0}^{k-1} \mathbb{P}[C_i \rightarrow C_{i+1}]$$

Definitions: a simple temporal logic

$$C \models q \iff C(q) \geq 1$$

$$C \models q! \iff C(q) = 1$$

$$C \models Out_b \iff O(q) = b \text{ for every } q \models C$$

$$C \models \neg\varphi \iff C \not\models \varphi$$

$$C \models \varphi \wedge \psi \iff C \models \varphi \wedge \psi$$

$$C \models \Box\varphi \iff \mathbb{P}_C(\{\sigma \in Runs(C) : \sigma_i \models \varphi \text{ for every } i\}) = 1$$

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Definitions: expected termination time

Random variable $Steps_\varphi$:

assigns to each run σ the smallest k s.t. $\sigma_k \models \varphi$, otherwise ∞

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Maximal expected termination time

We are interested in $time: \mathbb{N} \rightarrow \mathbb{N}$ where

$$time(n) = \max\{\mathbb{E}_C[Steps_{\square Out_0 \vee \square Out_1}] : C \text{ is initial and } |C| = n\}$$

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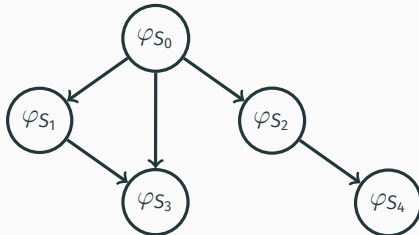
Our approach:

- Most protocols are naturally designed in stages
- Construct these stages automatically
- Derive bounds on expected running time
from stages structure

Stage graphs

A *stage graph* is a directed acyclic graph $(\mathbb{S}, \rightarrow)$ such that

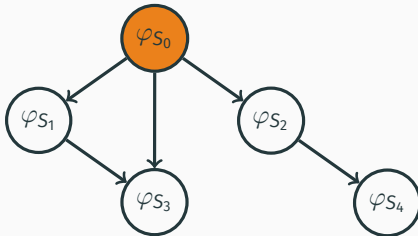
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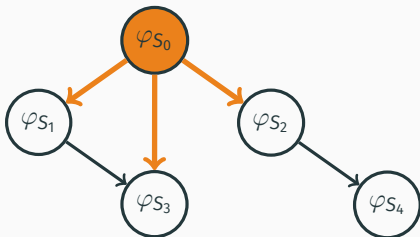
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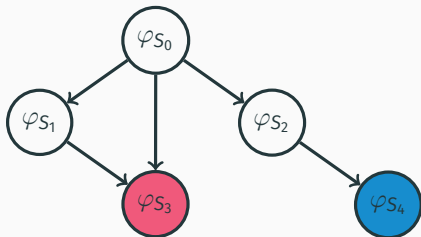
- every node $S \in \mathbb{S}$ is associated to a formula φ_S
- for every $C \in \text{Init}$, there exists $S \in \mathbb{S}$ such that $C \models \varphi_S$
- $C \models \diamond \bigvee_{S \rightarrow S'} \varphi_{S'}$ for every $S \in \mathbb{S}$ and $C \models \varphi_S$



Stage graphs

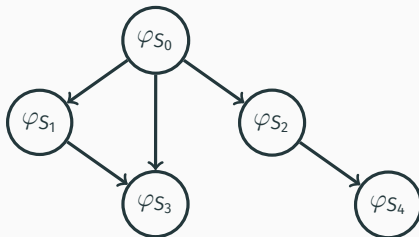
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- $C \models \varphi_S$ implies $C \models \square \text{Out}_0 \vee \square \text{Out}_1$ for every bottom $S \in \mathbb{S}$



Stage graphs

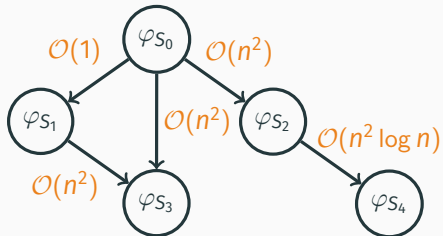
$time(n)$ is bounded by the maximal expected number of steps to move from a stage to a successor



Stage graphs

$time(n)$ is bounded by the maximal expected number of steps to move from a stage to a successor

For example, $time(n) \in O(n^2 \log n)$ if:



A procedure for computing stage graphs

B, R \mapsto **T, t**

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R, T \mapsto **R, r**

T, T \mapsto **T, t**

X, y \mapsto **X, x**

$$S_0: (\mathbf{B} \vee \mathbf{R}) \wedge \bigwedge_{q \notin \{\mathbf{B}, \mathbf{R}\}} \neg q$$

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$\mathcal{O}(1)$ \swarrow $\mathcal{O}(1) \downarrow$

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Transformation graph

B

T

R

b

t

r

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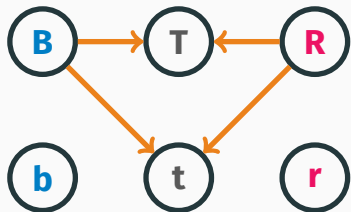
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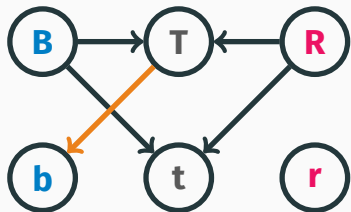
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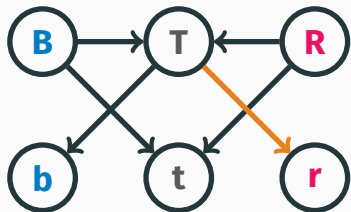
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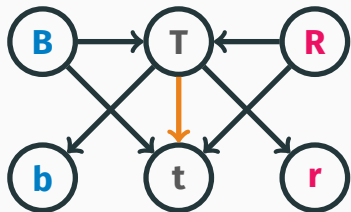
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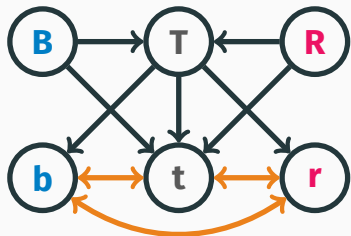
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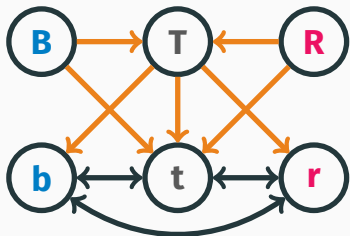
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Will become permanently disabled almost surely



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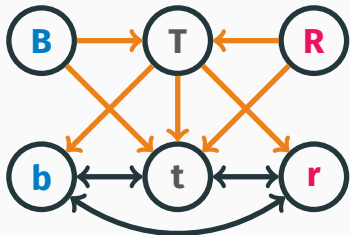
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A procedure for computing stage graphs

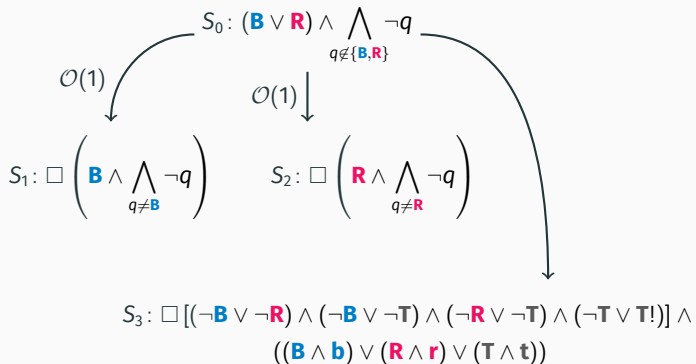
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A procedure for computing stage graphs

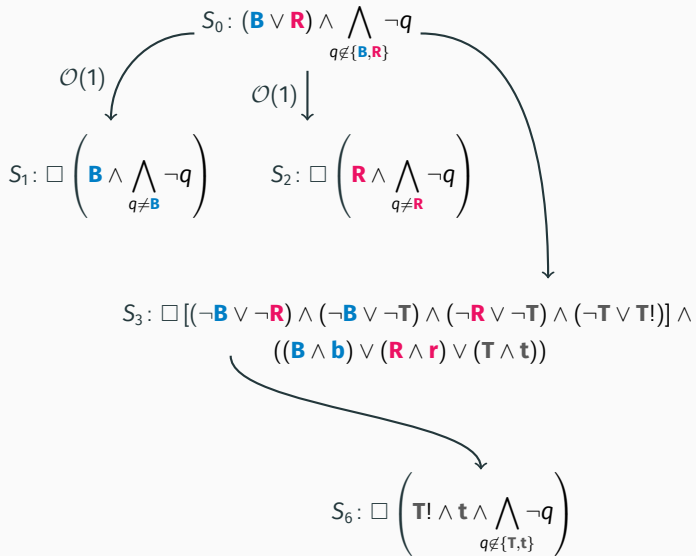
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T

t

A procedure for computing stage graphs

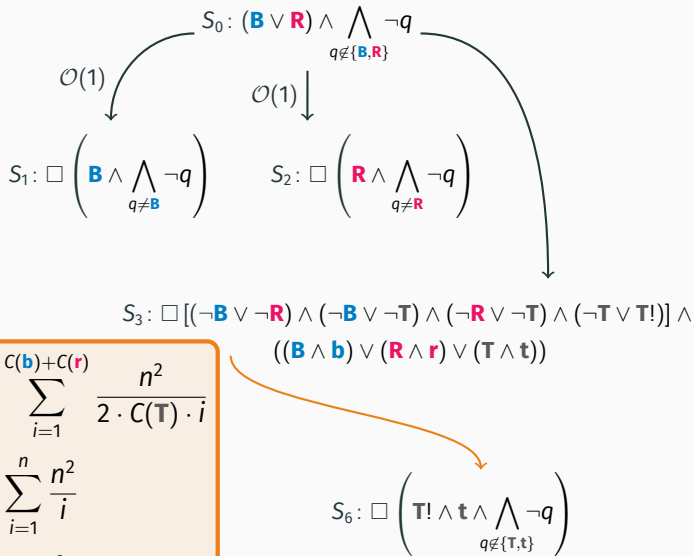
B, R \mapsto **T, t**

B, T \mapsto **B, b**

R, T \mapsto **R, r**

T, T \mapsto **T, t**

X, y \mapsto **X, x**



$$\begin{aligned}
 \mathbb{E}_C[\text{Steps}_{\neg \mathbf{b} \wedge \neg \mathbf{r}}] &\leq \sum_{i=1}^{C(\mathbf{b})+C(\mathbf{r})} \frac{n^2}{2 \cdot C(\mathbf{T}) \cdot i} \\
 &\leq \sum_{i=1}^n \frac{n^2}{i} \\
 &\leq \alpha \cdot n^2 \cdot \log n
 \end{aligned}$$

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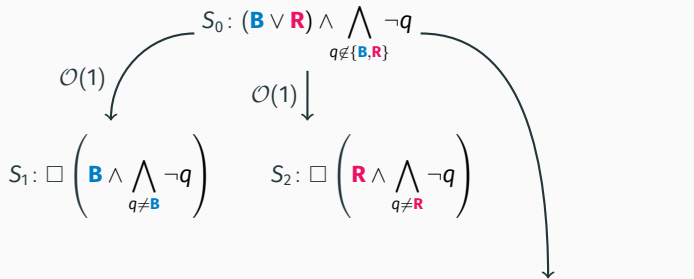
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$$S_6: \square \left(\mathbf{T}! \wedge \mathbf{t} \wedge \bigwedge_{q \notin \{\mathbf{T}, \mathbf{t}\}} \neg q \right)$$

A procedure for computing stage graphs

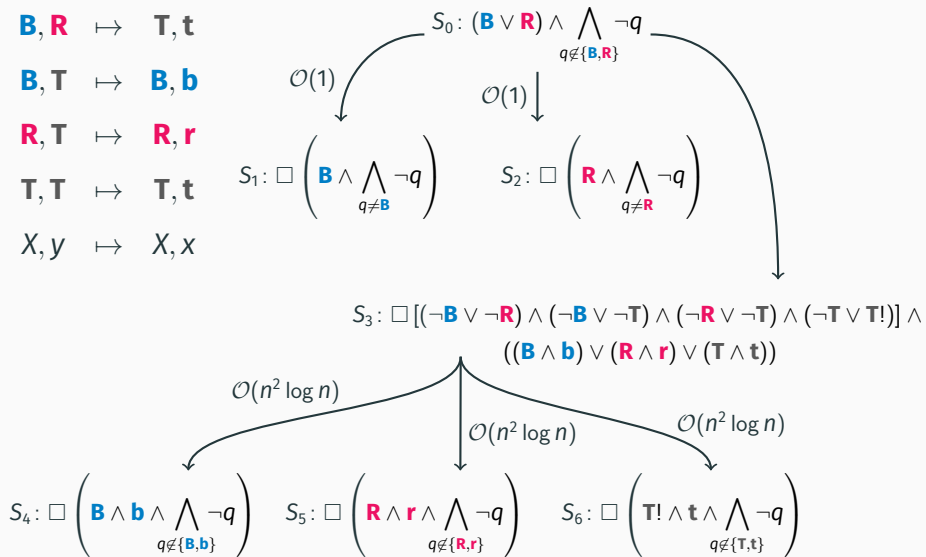
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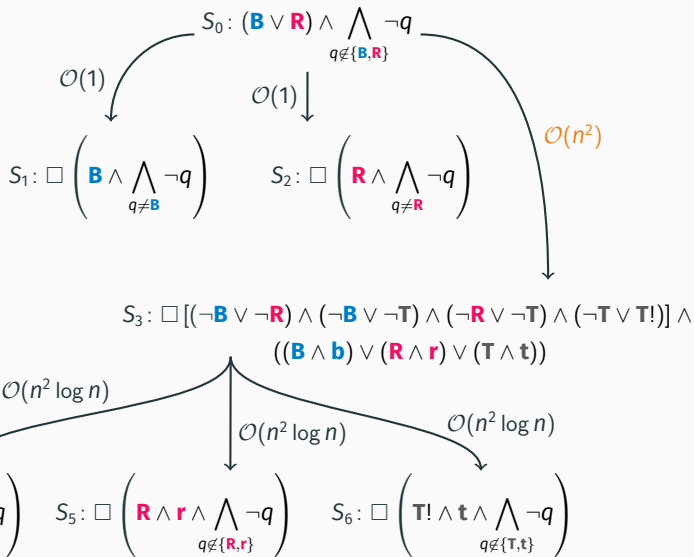
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A procedure for computing stage graphs

B, R	\mapsto	T, t
B, T	\mapsto	B, b
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T, T	\mapsto	T, t

$X, y \mapsto X, x$



A procedure for computing stage graphs

- Φ : propositional formula describing current configurations
- π : set of permanently present/absent states
- \mathcal{T} : set of permanently disabled transitions


Successors computed by enriching
 π through trap/siphon-like analysis and
 \mathcal{T} and Φ from transformation graph

A procedure for computing stage graphs

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Successors computed by enriching π through trap/siphon-like analysis and \mathcal{T} and Φ from transformation graph

Experimental results

- Prototype implemented in  python™ + Microsoft Z3
- Can report: $\mathcal{O}(1)$, $\mathcal{O}(n^2)$, $\mathcal{O}(n^2 \log n)$, $\mathcal{O}(n^3)$, $\mathcal{O}(\text{poly}(n))$ or $\mathcal{O}(\exp(n))$
- Tested on various protocols from the literature

Experimental results

Protocol			Stages	Bound	Time
φ / params.	Q	T			
$x_1 \vee \dots \vee x_n [b]$	2	1	5	$n^2 \log n$	0.1
$x \geq y [a]$	6	10	23	$n^2 \log n$	0.9
$x \geq y [c]$	4	3	9	$n^2 \log n$	0.2
$x \geq y [c]$	4	4	11	$\exp(n)$	0.3
Threshold [a]: $x \geq c$					
$c = 5$	6	21	26	n^3	0.8
$c = 15$	16	136	66	n^3	12.1
$c = 25$	26	351	106	n^3	58.0
$c = 35$	36	666	146	n^3	222.3
$c = 45$	46	1081	186	n^3	495.3
$c = 55$	56	1596	—	—	T/O
Logarithmic threshold: $x \geq c$					
$c = 7$	6	14	34	n^3	1.9
$c = 31$	10	34	130	n^3	6.1
$c = 127$	14	62	514	n^3	39.4
$c = 1023$	20	119	4098	n^3	395.7
$c = 4095$	24	167	—	—	T/O

[a] Angluin et al. 2006

[b] Clément et al. 2011

[c] Draief et al. 2012

[d] Alistarh et al. 2015

Protocol			Stages	Bound	Time
φ / params.	Q	T			
Threshold [b]: $x \geq c$					
$c = 5$	6	9	54	n^3	2.5
$c = 7$	8	13	198	n^3	11.3
$c = 10$	11	19	1542	n^3	83.9
$c = 13$	14	25	12294	n^3	816.4
$c = 15$	16	29	—	—	T/O
Average-and-conquer [d]: $x \geq y$ (param. m, d)					
$m = 3, d = 1$	6	21	41	$n^2 \log n$	2.0
$m = 3, d = 2$	8	36	1948	$n^2 \log n$	98.7
$m = 5, d = 1$	8	36	1870	n^3	80.1
$m = 5, d = 2$	10	55	—	—	T/O
Remainder [a]: $\sum_{1 \leq i < m} i \cdot x_i \equiv 0 \pmod{c}$					
$c = 5$	7	25	225	$n^2 \log n$	12.5
$c = 7$	9	42	1351	$n^2 \log n$	88.9
$c = 9$	11	63	7035	$n^2 \log n$	544.0
$c = 10$	12	75	—	—	T/O
Linear inequalities [a]					
$-x_1 + x_2 < 0$	12	57	21	n^3	3.0
$-x_1 + x_2 < 1$	20	155	131	n^3	30.3
$-x_1 + x_2 < 2$	28	301	—	—	T/O

Conclusion: summary

- First procedure providing *asymptotic* upper bounds on expected termination time
- Approach promising in practice
- New crucial notions: stage graphs and transformation graphs

Conclusion: future work

- Is our procedure “weakly complete”? *i.e.* for every φ , is there a protocol for φ analyzable by our procedure?
- Approach can be used for verification?
- How to compute lower bounds?

Thank you!

Merci!