Progresses in the analysis of Stochastic 2D cellular automata: Asynchronous 2D Minority

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Asynchronous Systems Most of the real systems are asynchronous

- Networks, physical particles, biological cells...
- How does randomness introduced by asynchonicity affect the global behavior of these systems?

Example A ring network

- where each node has two states:
 "has a token" or "does not have a token"
- running an algorithm that redistributes the tokens according to some **rules/constraints**:

"I get a token if none of my neighbors have one" or "I get a token if my right neighbor has one",...

• Example of question How long does it take to reach a "stable configuration"?

Nature is an other example



Patterns **are** governed by rule 30 as the shell grows





At each time step, each cell updates its states according to the state of its neighbors



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Extensively used in physics, biology,... What happens in asynchronism regims?

Cellular automata, here

- 0/I state (0 = white & I = black)
- Full asynchronism
 A deamon chooses a random cell uniformly at random and updates it

• α -asynchronism Each cell is independently updated with probability 0 < α < 1

> Full synchronism: $\alpha = I$ Full asynchronism: "limit" for $\alpha \rightarrow 0$

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Historic

Ergodicity of deterministic CA with random noise

• Toom - Gasc - Gray - Park - Louis (1974-)

Indecidability of independance to update history

• Gacs (2002)

Empiral studies of asynchronism

• Buvel, Ingerson - Bersini, Detour - Schönfish, de Roos (1995-)

Study of particular automata or classes of automata

- Fuks (2004 -)
- Fatès, Morvan, Regnault, S., Thierry (2005-)
- Chassaing, Gerin (2007)

Historic: ID automata 6 types of relaxation times [FMST 2005, FRST 2006, CG 2007]



(a) LOGARITHMIC (232)



(b) LINEAR (130)

(c) QUADRATIC (170)



(c') QUADRATIC (146)



(d) EXPONENTIAL (210)



(e) DIVERGING (150)

	Behavior	ACE (#)	Rule	01	10	010	101	Convergence
	Identity	204 (I)	Ø	•	•	•	•	0
	Coupon collector	200 (2)	E	•	•	~	•	$\Theta(n\ln n)$
		232 (I)	DE	•	•	~	v	
I I	Monotone	206 (4)	В	+	•	•	•	$\Theta(n^2)$
		222 (2)	BC	t	\rightarrow	•	•	
		234 (4)	BDE	t	•	>	>	
		250 (2)	BCDE	t	†	>	>	
		202 (4)	BE	Ļ	•	~	•	
		192 (4)	EF	\rightarrow	•	~	•	
		218 (2)	BCE	+	\rightarrow	~	•	
		128 (2)	EFG	\rightarrow	↓	~	•	
	Biased random walks	242 (4)	BCDEF	\longleftrightarrow	\rightarrow	~	~	
		130 (4)	BEFG	\longleftrightarrow	↓	~	•	
	Random walks	226 (2)	BDEF	\longleftrightarrow	•	~	~	$\Theta(n^3)$
		170 (2)	BDEG	+	+	~	~	
		178 (1)	BCDEFG	\longleftrightarrow	\longleftrightarrow	v	~	
		194 (4)	BEF	\longleftrightarrow	•	~	•	
AL.		138 (4)	BEG	+	+	~	•	
		146 (2)	BCEFG	\longleftrightarrow	\longleftrightarrow	~	•	
	Biased random walk	210 (4)	BCEF	\longleftrightarrow	\rightarrow	~	•	$\Theta(n2^n)$
	Diverging	198 (2)	BF	\longleftrightarrow	•	•	•	Diverging
		142 (2)	BG	+	+	•	•	
		214 (4)	BCF	\longleftrightarrow	\rightarrow	•	•	
		150 (1)	BCFG	\longleftrightarrow	\longleftrightarrow	•	•	

Fully asynchronous 2D Minority

- 0/I states
- **n x m toric** configurations
- A daemon selects uniformly at random a cell and the cell updates to the minority state among its 4 neighbors and itself.



Energy function

Potential. $v_{ij} = #\{neighbors in the same state as (i,j)\}$

Cell (i,j) is **active** if $v_{ij} \ge 2$.

Energy of configuration c: Energy(c) = $\sum_{(i,j)} v_{ij}$

Fact. The expected energy of a random configuration is 2 N, where N = n m

Observed phase transition



Observed phase transition



Observed phase transition



Energy is non-increasing when fully asynchronous

Theorem. The energy of a configuration is a **nonincreasing** function of time in fully asynchronous dynamic.

Energy decreases by **at least 4** each time a cell with **potential at least 3** is updated.

proof. Δ **Energy** = 8 - 4 \mathbf{v}_{ij} , when (i,j) is updated.

Initial energy drop

Theorem. The energy of any configuration of size N is at most N+2N/3 after $O(N^2)$ updates on expectation.

proof. Any such configuration contains a neighborhood in which a finite sequence of updates decreases the energy by at least 1.



There is a **red border** between two **neighboring** cells in the **same** state.



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Fact. The borders are the **boundaries** of the covering **homogeneous checkerboards regions**

Dual configurations

(from now on, *n* and *m* are even)

dual configuration = configuration XOR checkerboard



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Stable configurations

Stable configurations are made of cells with potential ≤ 1 , i.e. in contact with at most one border:



Fact. Stable configurations are made of an even number of bands of width ≥ 2 tiled by alternating checkerboards.







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Energy of configurations



Energy of configurations



Typical asynchronous 2D minority



Convergence is almost sure

Definition. The dynamics **converges** from an **initial configuration** c^0 if $\mathbf{T} = \min\{t : c^t \text{ is stable}\}$ is almost surely finite.

Theorem. For all c^0 , $E(T) \le 2N \cdot N^{2N}$.

Proof. The following is a sequence of at most **2N** updates that stabilizes any configuration:

1. As long as there is an active black cell, flip it; **2.** As long as there is an active white cell, flip it.
This sequence is followed with probability 1/N^{2N}.

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Conjecture. If one of *n* or *m* is **odd**, the convergence time can indeed be **exponential**.



Typical asynchronous 2D minority



Typical asynchronous 2D minority Bounded



Polynomial convergence

(conjecture. It is true as soon as *n* and *m* are even)

We study **bounded configuration**, which are surrounded by a checkerboard of width ≥ 2 :



Polynomial convergence

(conjecture. It is true as soon as *n* and *m* are even)

We study **bounded configuration**, which are surrounded by a checkerboard of width ≥ 2 :



The surrounding checkerboard is **stable**

Typical evolution of a bounded configuration



Dual evolution: Automaton **OT976**



t = N



t = 5N



t = ION



t = 15N







t = 30N



Rules of the primal and dual dynamics



neighborhoods are considered with white/black symetries & rotations

Coupling with the HV-convex hull



t = N



t = 5N



t = 10N



t = 15N









t = 30N



t = 35N

Coupling with the HV-convex hull



t = N



t = 5N



t = 10N



t = 15N







t = 30N



Rules of the hull dynamic



neighborhoods are considered with white/black symetries & rotations (with exception of the bridge for the white/black symetry)

Convergence

Let f = #black dual hull cells + Energy/4. Lemma. For any island of the dual hull, $E[\Delta f] \leq -3/N$.



Convergence

Let $\mathbf{f} = \#$ black dual cells + Energy/4. Lemma. For any island, $E[\Delta f] \leq -3/N$. Proposition. For all bounded configuration, $E[\Delta f] \leq (2 \#$ island contacts - 3 #islands)/N $\leq -\#$ islands/N.

Theorem. Every bounded configuration **converges** to the checkerboard configuration in finite time a.s.. The expected convergence time is: O(N • Initial area).

Conclusion

- An **exponential upper bound** on the convergence time.
- Polynomial convergence time for bounded configurations
 (can be extended to configuration with a checkerboard band of width ≥ 2)
- An useful **energy** function that defines proper statistical physics
- Similar results for the **Moore-Neighborhood**

Conjectures

• Phase transition at $\alpha_c \approx 0.83$.

• $\alpha_c = rac{\sqrt[3]{46 + \sqrt{6969}}}{6} - rac{16}{3 \cdot \sqrt[3]{46 + \sqrt{6969}}} + rac{2}{3}$

- Some ideas to prove polynomial convergence time to checkerboard for $\alpha < 1/3$ but...
- Strongly depends on the underlying network (a lot of differences on trees...)
- Generalization to the class of threshold automata

