

Black Ninjas in the Dark: Formal Analysis of Population Protocols

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Joint work with Michael Blondin, Pierre Ganty, Stefan Jaax, Antonín Kučera, Jérôme Leroux, Rupak Majumdar, Philipp J. Meyer, and Chana Weil-Kennedy

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Deaf Black Ninjas in the Dark

- Deaf Black Ninjas meet at a Zen garden in the dark



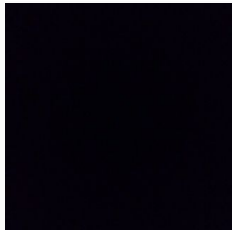
Deaf Black Ninjas in the Dark

- Deaf Black Ninjas meet at a Zen garden in the dark
- They must decide **by majority** to attack or not (no attack if tie)



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Deaf Black Ninjas in the Dark

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- They must decide **by majority** to attack or not (no attack if tie)
- **How can they conduct the vote?**



Deaf Black Ninjas in the Dark

- Ninjas wander **randomly**, interacting when they bump into each other.

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- Ninjas store their current estimation of the final outcome: **attack** or **don't attack**.

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- Ninjas store their current estimation of the final outcome: **attack** or **don't attack**.
- Additionally, they are active or passive .



attack
active



don't attack
active



attack
passive



don't attack
passive

Deaf Black Ninjas in the Dark

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attack
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- Initially: all ninjas active, estimation = own vote.

Deaf Black Ninjas in the Dark

Goal of voting protocol:

- eventually all ninjas reach the same estimation, and
- this estimation corresponds to the majority.

Deaf Black Ninjas in the Dark

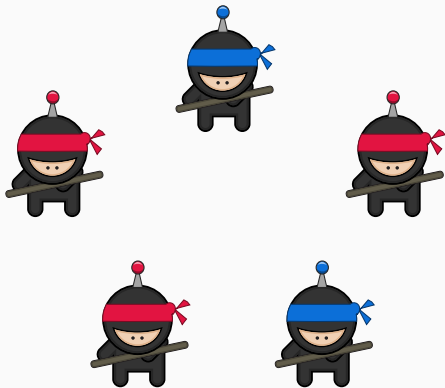
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Graphically:

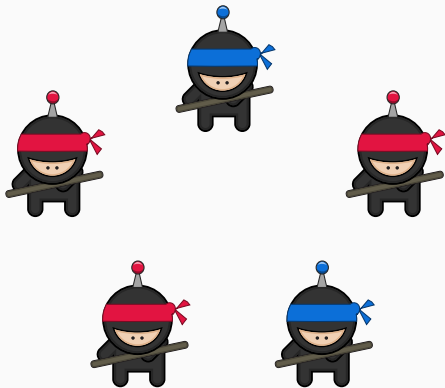
- Initially more **red ninjas** \implies eventually all ninjas **red**.
- Initially more **blue ninjas** or tie \implies eventually all ninjas **blue**.

Majority protocol: Are there more **red ninjas** than **blue ninjas**?



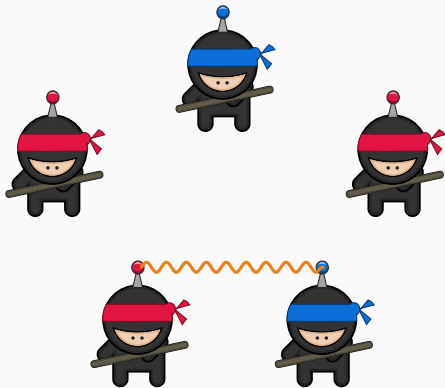
Majority protocol: Are there more **red ninjas** than **blue ninjas**?

- Active ninjas of opposite colors become passive and blue



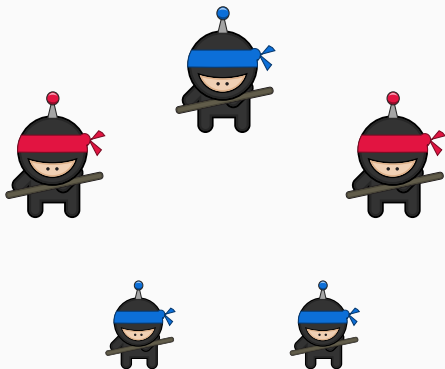
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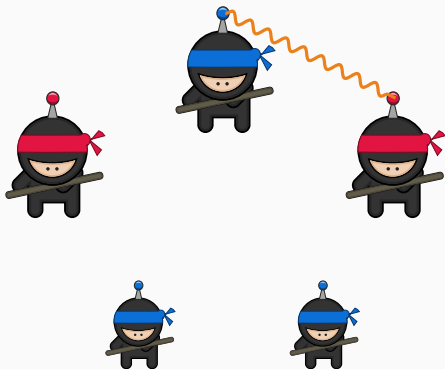
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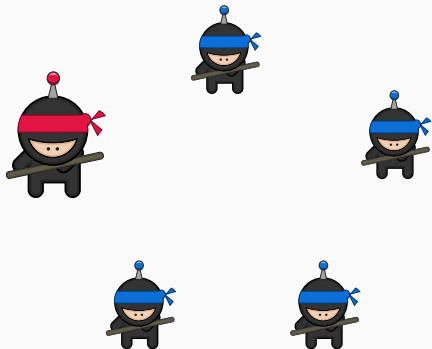
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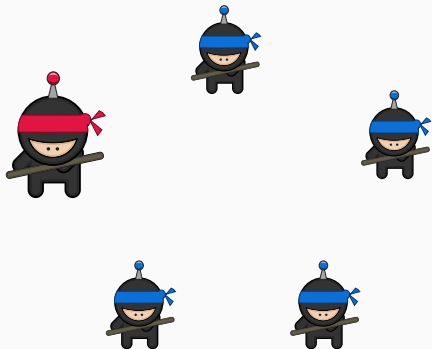
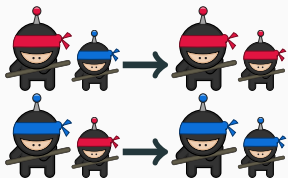


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- Active ninjas convert passive ninjas to their color

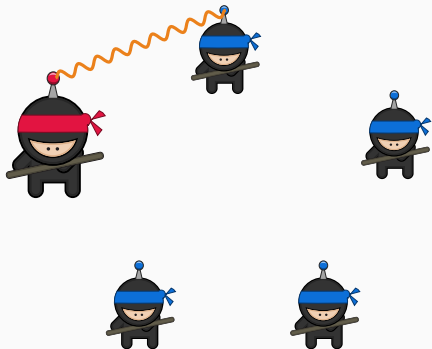
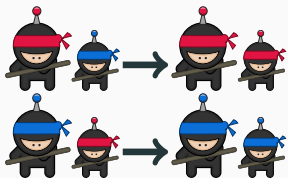


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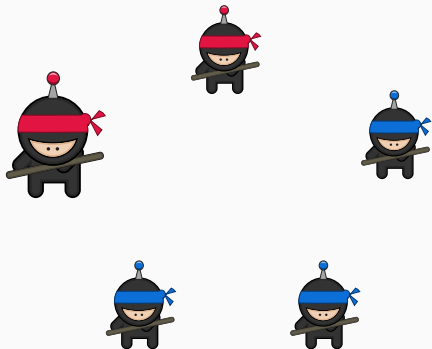
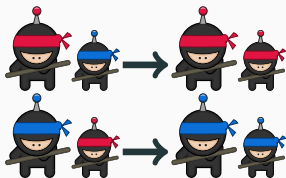


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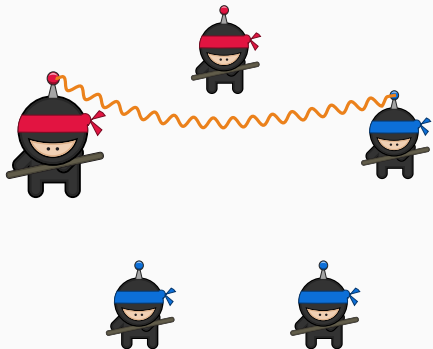
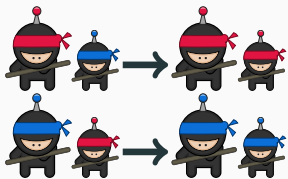


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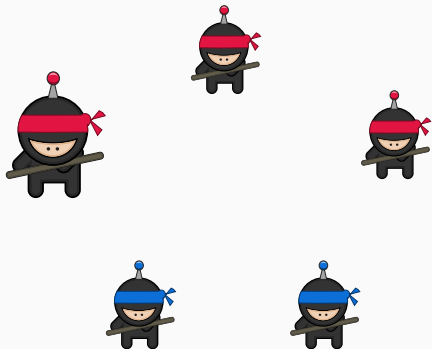
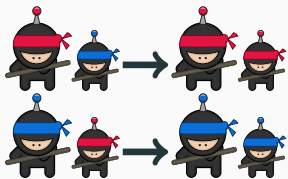


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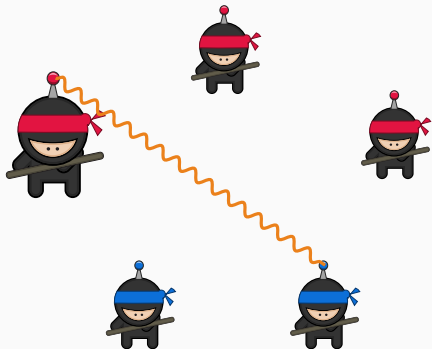
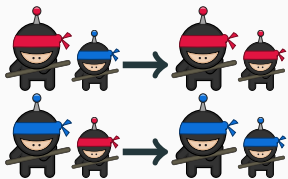


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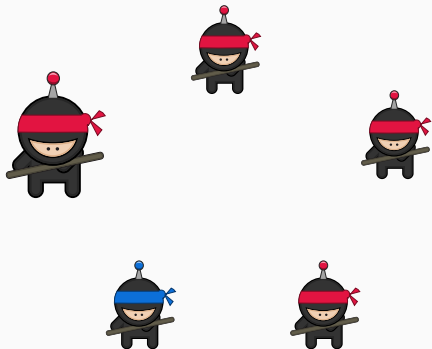
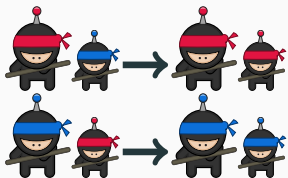


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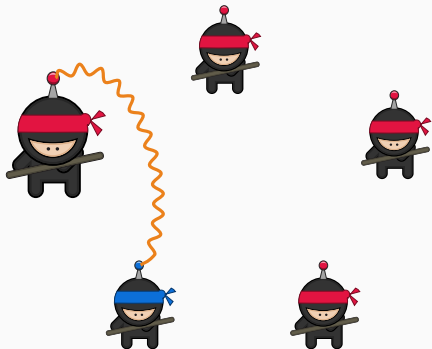
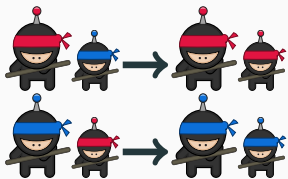


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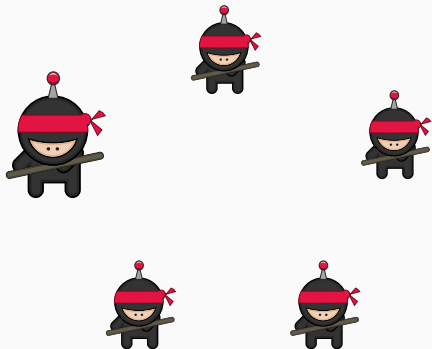
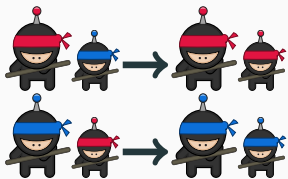


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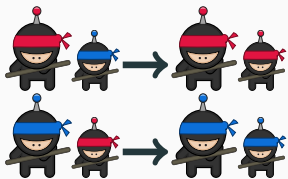


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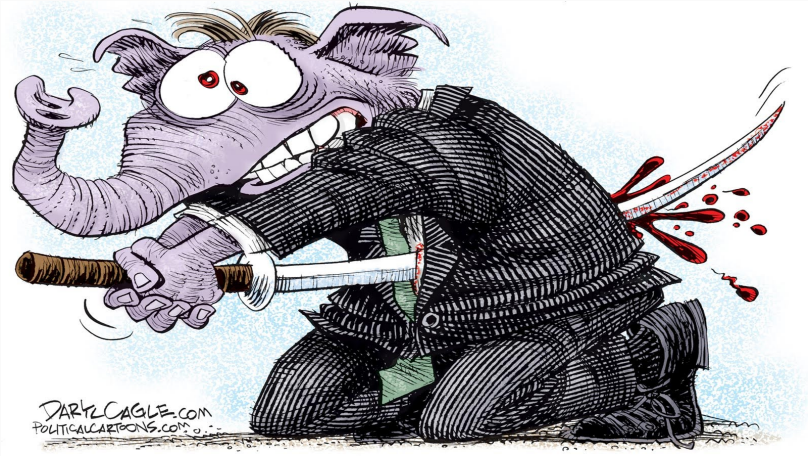
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Sad story ...

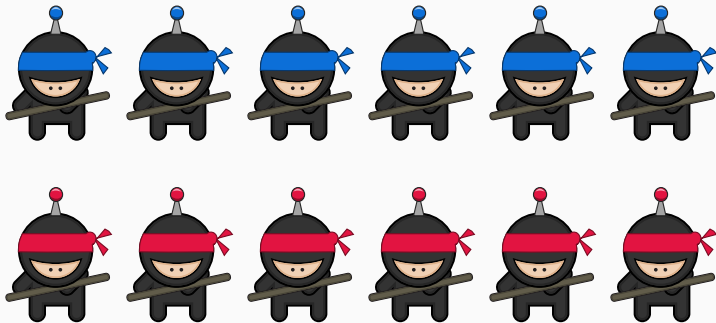


Sensei II



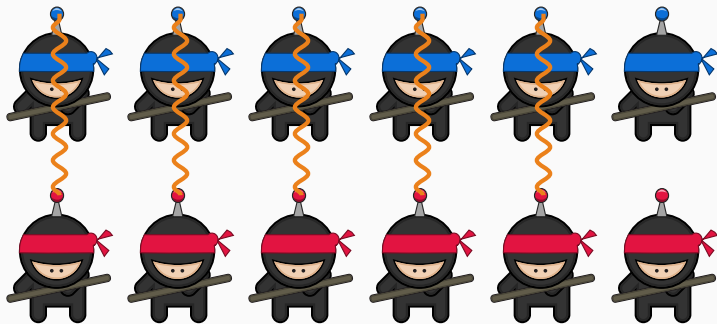
Majority protocol: Why?

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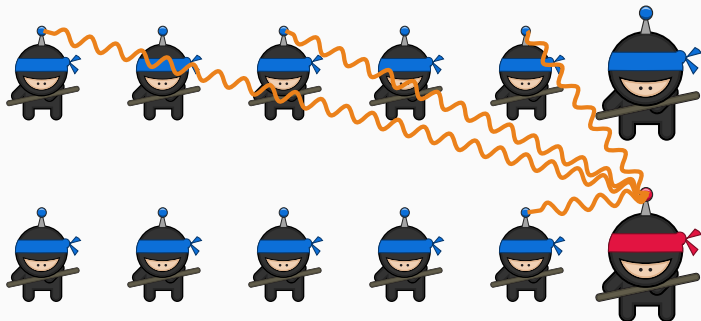
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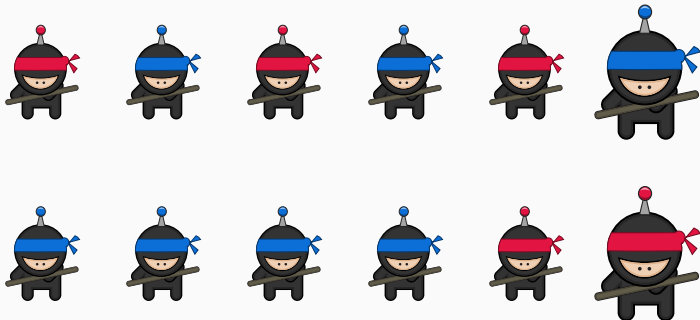
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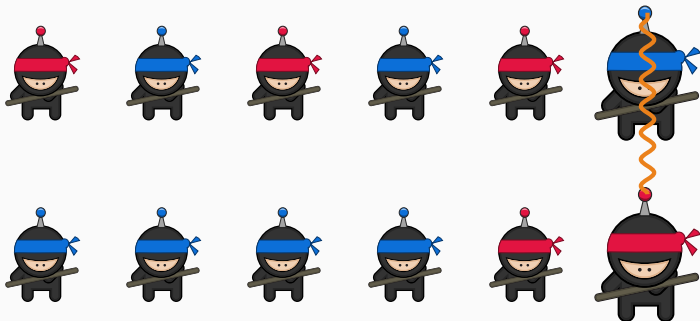
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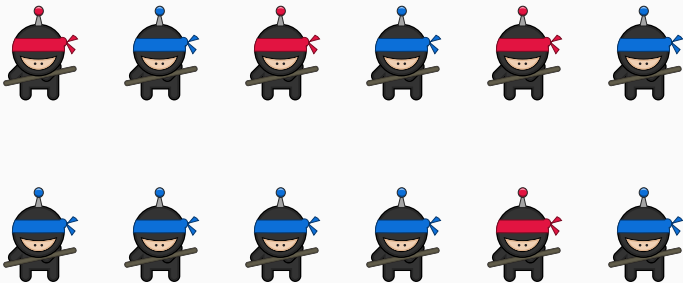
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NO CONSENSUS!



Sensei II's protocol: Are there more **red ninjas** than **blue ninjas**?

Interaction rules:



Sensei II



Sensei II's protocol: Are there more **red ninjas** than **blue ninjas**?

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Sensei II

Passive blue ninjas convert
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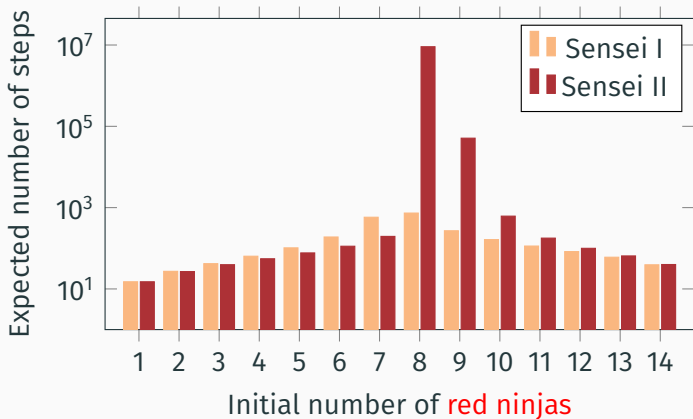
Sensei II

Go!

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Sensei II's protocol: Are there more red ninjas than blue ninjas?



Expected number of steps to stable consensus
for a population of 15 ninjas.

Very sad story ...




Sensei III



Sensei III's protocol

 = Attack majority

 = Don't attack majority

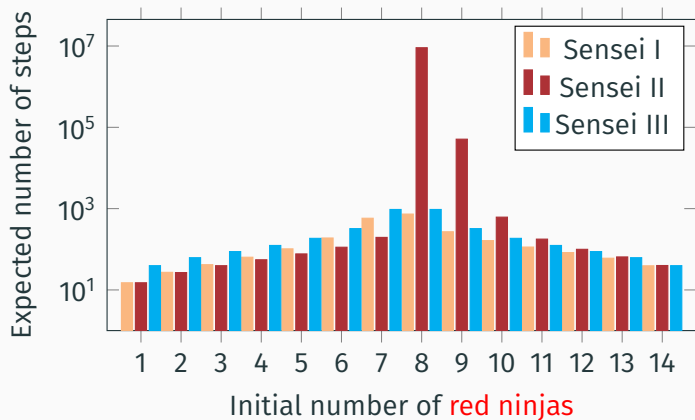
 = Tie

Interaction rules:

▶ Go!



Sensei III's protocol



Expected number of steps to stable consensus
for a population of 15 ninjas.



Formalization questions:

- What is a protocol?
- When is a protocol "correct"?
- When is a protocol "efficient"?

Sensei III's questions



Verification questions:

- How do I check that my protocol is correct?
- How do I check that my protocol is efficient?

Sensei III's questions



Expressivity questions:

- Are there protocols for other problems?
- How large is the smallest protocol for a problem?
- And the smallest efficient protocol?

Formal model of distributed computation by collections of

identical, finite-state, and mobile agents

like

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ad-hoc networks of mobile
sensors

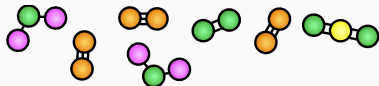
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"soups" of molecules
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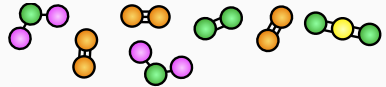
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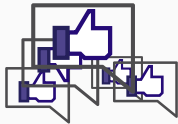


ad-hoc networks of mobile sensors



"soups" of molecules

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people in social networks

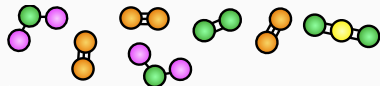
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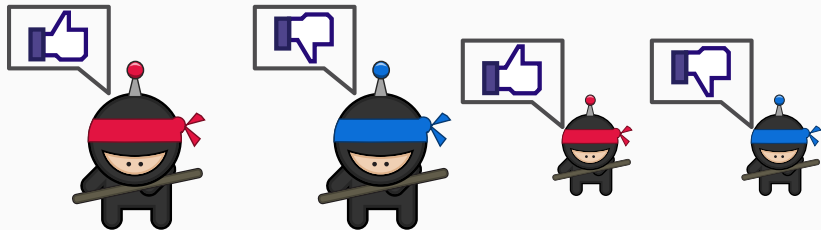


...and ninjas!

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



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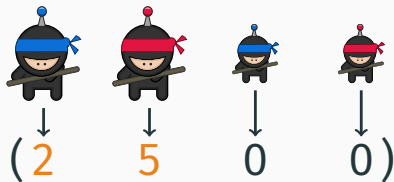
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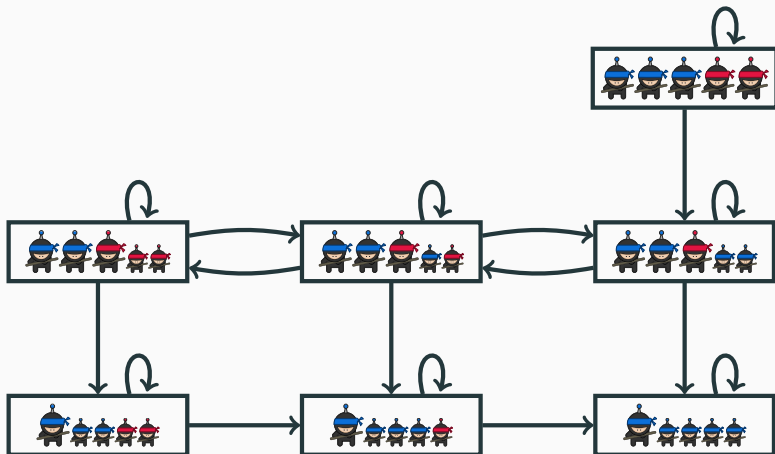


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Population protocols: runs

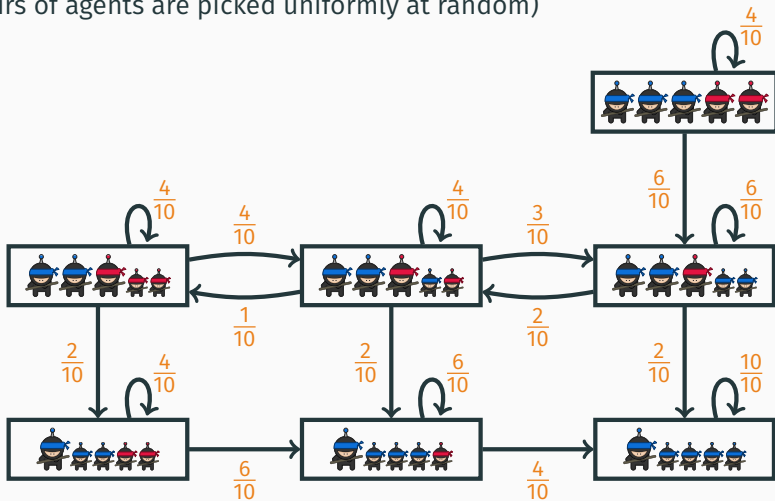
Reachability graph for $(3, 2, 0, 0)$:



Population protocols: runs

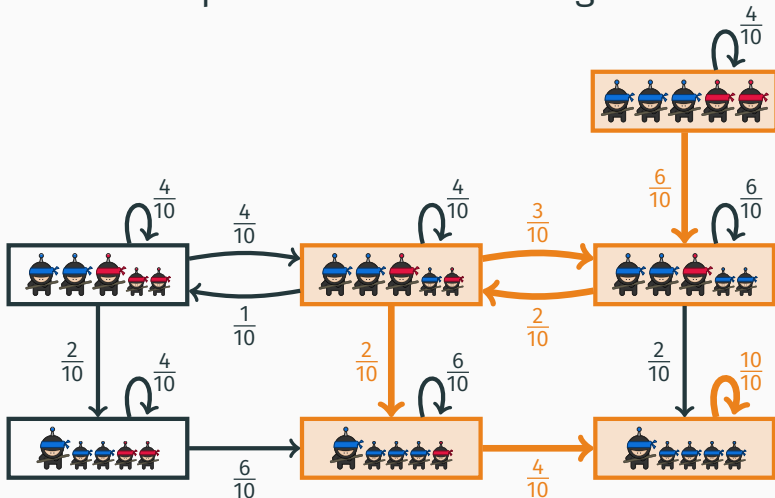
Underlying Markov chain:

(pairs of agents are picked uniformly at random)



Population protocols: runs

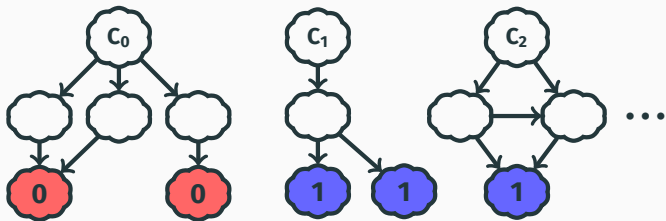
Run: infinite path from initial configuration



Population protocols: computing predicates

Protocol computes $\varphi: \text{InitC} \rightarrow \{0, 1\}$:

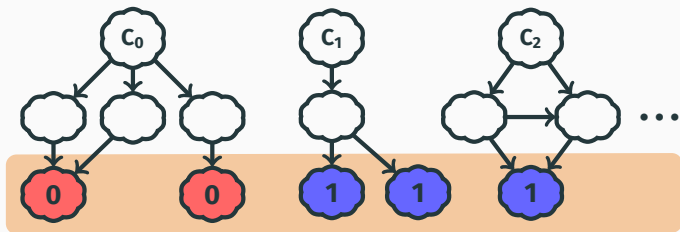
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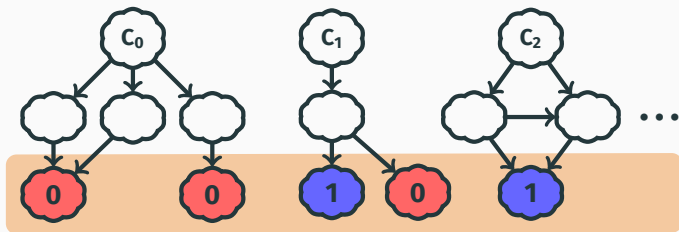


Protocol computes $\varphi(C_0) = 0, \varphi(C_1) = 1, \varphi(C_2) = 1, \dots$

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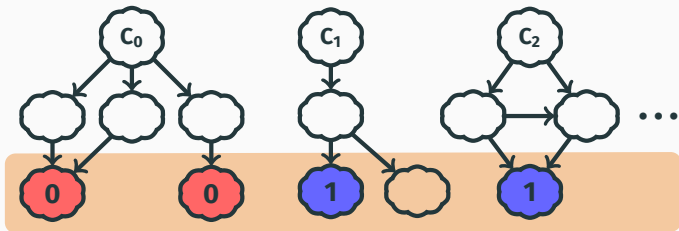


Protocol ill defined for C_1

Population protocols: computing predicates

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Protocol ill defined for C_1 (Sensei I's problem)

A protocol is **well specified** if it computes some predicate

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A protocol for a predicate φ is **correct** if it computes φ (in particular, correct protocols are well specified)

Sensei III's questions



What predicates can we compute?

How fast can we compute them?

How succinctly can we compute them?

How can I check correctness?

How can I check efficiency?

To conclude ...

Expressive power

Angluin, Aspnes, Eisenstat Dist. Comp.'07

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

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Proof: PPs compute all Presburger predicates

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Since Presburger arithmetic has quantifier elimination, it suffices to:

- Exhibit PPs for **threshold** and **modulo** predicates

$$a_1x_1 + \dots + a_nx_n \leq b \quad a_1x_1 + \dots + a_nx_n \equiv b \pmod{c}$$

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- Prove that computable predicates are closed under negation and conjunction

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Proof: PPs only compute Presburger predicates

- Much harder!

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- “Constructive” proof by E., Ganty, Leroux, Majumdar Acta Inf.'17

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Other variants considered:

- Approximate protocols *e.g.* Angluin, Aspnes, Eisenstat DISC'07
- Protocols with leaders Angluin, Aspnes, Eisenstat *Dist. Comput.*'08
- Protocols with failures Delporte-Gallet *et al.* DCOSS'06
- Trustful protocols Bournez, Lefevre, Rabie DISC'13
- Mediated protocols, etc. Michail, Chatzigiannakis, Spirakis TCS'11

Sensei III's questions



What predicates can we compute?

How fast can we compute them?

How succinctly can we compute them?

How can I check correctness?

How can I check efficiency?

To conclude ...

Efficiency

Efficiency measured by the expected number of interactions until stable consensus: $Inter(n)$

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Depends on the population size n

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Efficiency measured by the expected number of interactions until stable consensus: $Inter(n)$

Depends on the population size n

In a natural model: expected (parallel) time to consensus satisfies

$$Time(n) = Inter(n)/n$$

Angluin, Aspnes *et al.* , PODC'04

Every Presburger predicate is computable by a protocol with $Inter(n) \in \mathcal{O}(n^2 \log n)$

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Angluin, Aspnes, Eisenstat Dist.Comp.'08

Every Presburger predicate is computable by a protocol **with a leader** and $Inter(n) \in \mathcal{O}(n \log^{O(1)}(n))$

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Open whether $\mathcal{O}(n \log^{O(1)}(n))$ achievable without leaders.

Sensei III's questions



What predicates can we compute?

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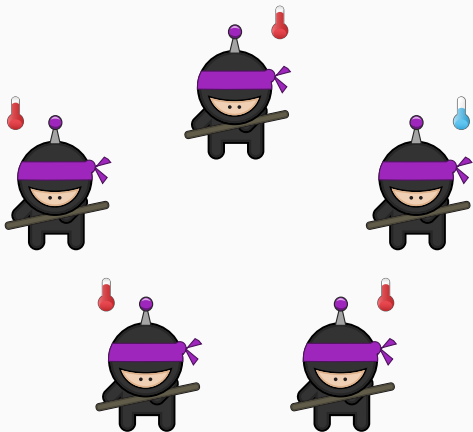
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Succinctness—An Example

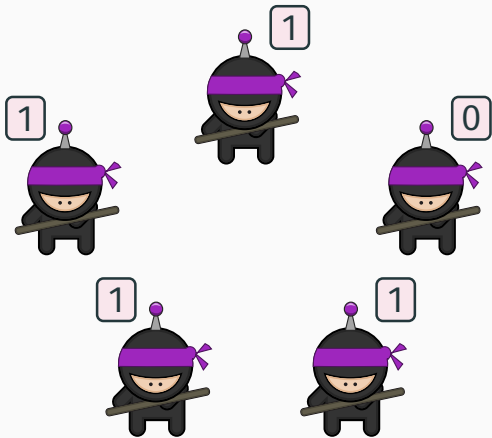
Protocol for: Are there at least 4 sick ninjas?



Succinctness—An Example

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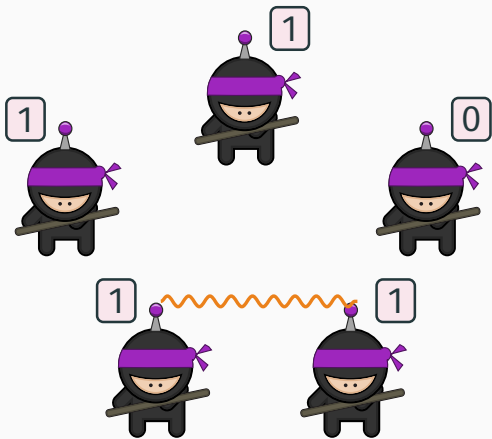
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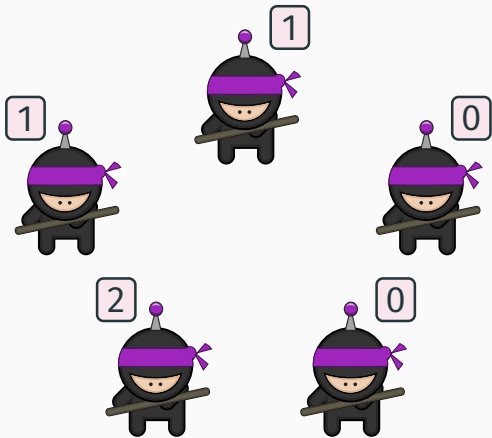
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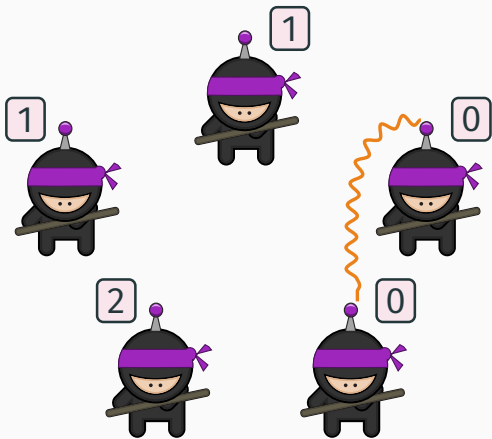
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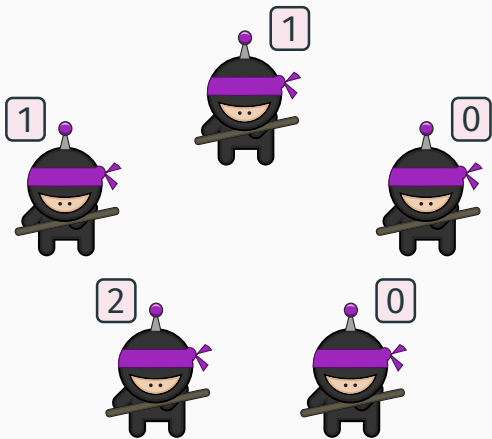
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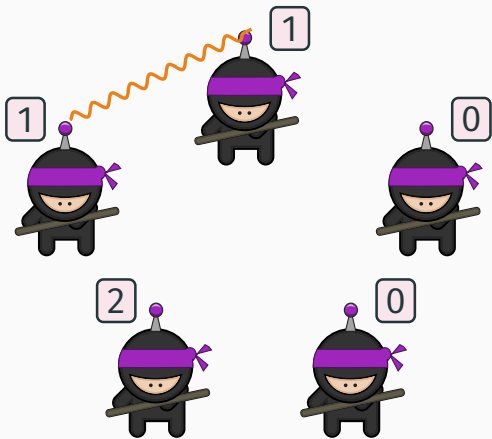
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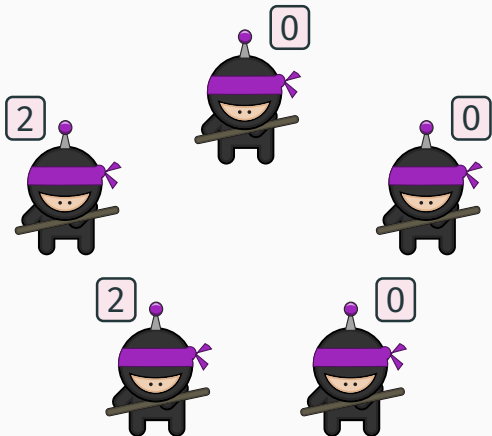
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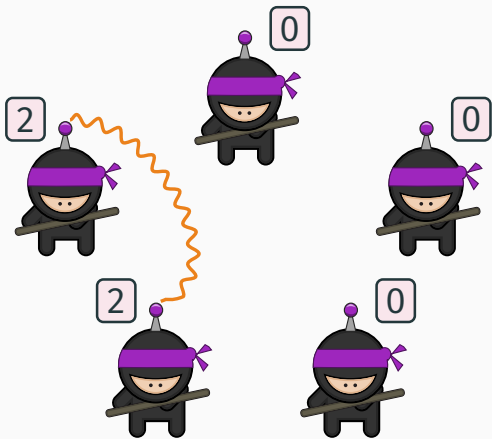
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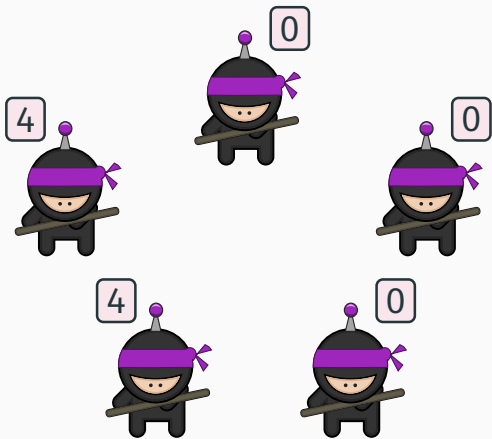
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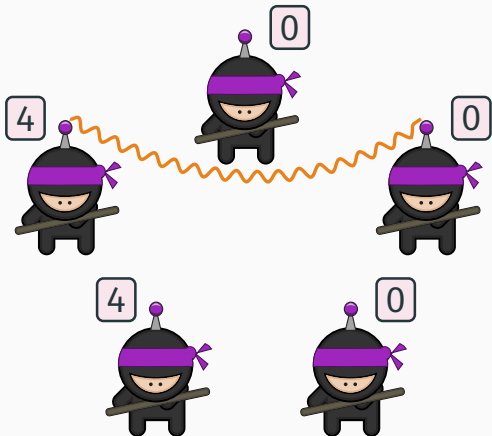
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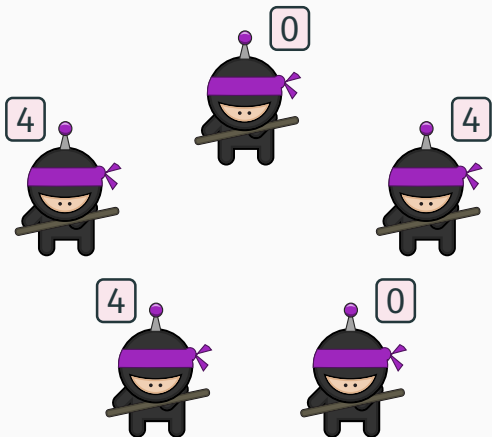
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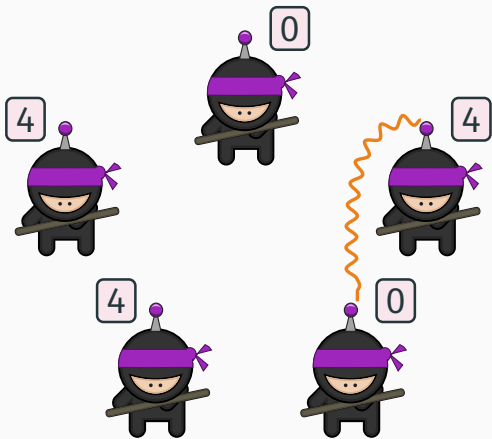
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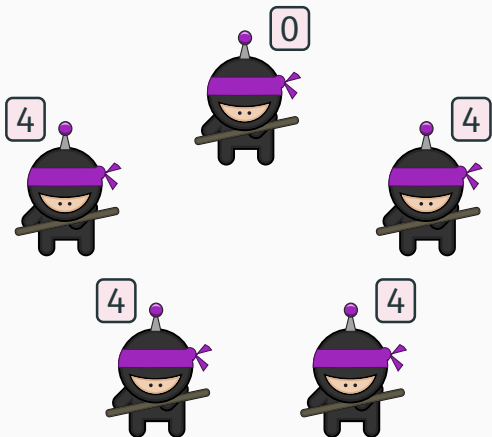
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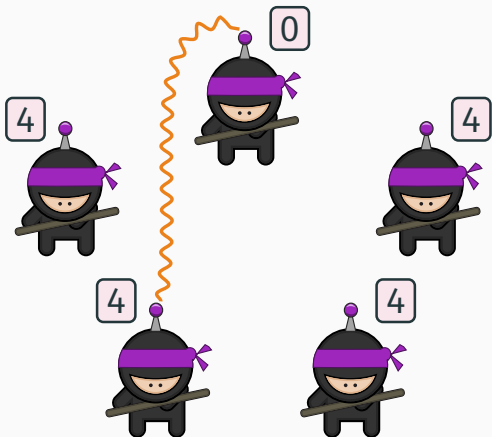
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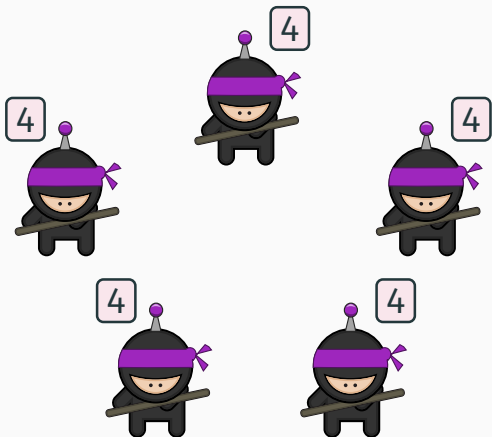
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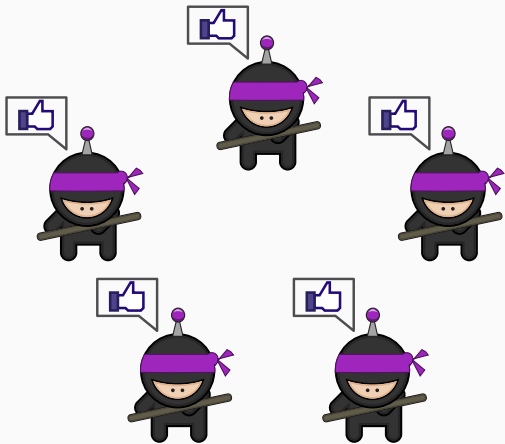
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Sensei III's questions: Succinctness—An Example

Protocol for: Are there at least 2^ℓ sick ninjas?

- Each ninja is in a state of $\{0, 1, \dots, 2^\ell - 1, 2^\ell\}$
- Initially, sick ninjas in state 1 , healthy ninjas in state 0
- $(m, n) \mapsto (m + n, 0)$
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- Initially, sick ninjas in state 2^0 , healthy ninjas in state 0
- $(2^m, 2^m) \mapsto (2^{m+1}, 0)$
if $m + 1 \leq \ell$
- $(2^\ell, n) \mapsto (2^\ell, 2^\ell)$

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if $m + 1 \leq \ell$
- $(2^\ell, n) \mapsto (2^\ell, 2^\ell)$
- Can be generalized to non-powers of 2

Succinctness

Just gave a protocol for $\mathbf{X} \geq \mathbf{c}$ with $\mathcal{O}(\log c)$ states.

Succinctness

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Is $\mathcal{O}(\log \log c)$ possible?

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Blondin, E., Jaax STACS'18

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There exist infinitely many c such that every protocol for $X \geq c$ has at least $(\log c)^{1/4}$ states

...but for some c , if we allow **leaders**:

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For infinitely many c there is a protocol with two leaders and $\mathcal{O}(\log \log c)$ states that computes $X \geq c$

Succinctness

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For infinitely many \mathbf{c} there is a protocol with two leaders and $\mathcal{O}(\log \log \mathbf{c})$ states that computes $\mathbf{X} \geq \mathbf{c}$

Proof:

Succinctness

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Proof:

- **Mayr and Meyer '82:** For every n there is a commutative semigroup presentation and two elements s, t such that the shortest word α leading from s to t (i.e., $t = s\alpha$) has length $|\alpha| \geq 2^{2^n}$

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- Construct a protocol that “simulates” derivations in the semigroup

$O(\log \log c)$ without leaders?

$O(\log \log c)$ without leaders? Open

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And $O(\log \log \log c)$?

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Succinctness

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Protocols can become complex, even for $B \geq R$:

Fast and Exact Majority in Population Protocols

Dan Alistarh
Microsoft Research

Rati Gelashvili^{*}
MIT

Milan Vojnović
Microsoft Research

```
1  $weight(x) = \begin{cases} |x| & \text{if } x \in StrongStates \text{ or } x \in WeakStates; \\ 1 & \text{if } x \in IntermediateStates. \end{cases}$ 
2  $sgn(x) = \begin{cases} 1 & \text{if } x \in \{+0, 1_d, \dots, 1_1, 3, 5, \dots, m\}; \\ -1 & \text{otherwise.} \end{cases}$ 
3  $value(x) = sgn(x) \cdot weight(x)$ 
4 /* Functions for rounding state interactions */
5  $\phi(x) = -1_1$  if  $x = -1$ ;  $1_1$  if  $x = 1$ ;  $x$ , otherwise
6  $R_l(k) = \phi(k)$  if  $k$  odd integer,  $k - 1$  if  $k$  even)
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8  $Shift\text{-}to\text{-}Zero(x) = \begin{cases} -1_{j+1} & \text{if } x = -1_j \text{ for some index } j < d \\ 1_{j+1} & \text{if } x = 1_j \text{ for some index } j < d \\ x & \text{otherwise.} \end{cases}$ 
9  $Sign\text{-}to\text{-}Zero(x) = \begin{cases} +0 & \text{if } sgn(x) > 0 \\ -0 & \text{otherwise.} \end{cases}$ 
10 procedure  $update(x, y)$ 
11 if ( $weight(x) > 0$  and  $weight(y) > 1$ ) or ( $weight(y) > 0$  and  $weight(x) > 1$ ) then
12  $x' \leftarrow R_l\left(\frac{value(x)+value(y)}{2}\right)$  and  $y' \leftarrow R_r\left(\frac{value(x)+value(y)}{2}\right)$ 
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How can we verify
correctness
automatically?

Model checkers:

- **PAT**: model checker with global fairness
(Sun, Liu, Song Dong and Pang CAV'09)
- **bp-ver**: graph exploration
(Chatzigiannakis, Michail and Spirakis SSS'10)
- Conversion to counter machines + **PRISM/Spin**
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Only for populations of fixed size!

Checking correctness—Early days

Theorem provers:

- Verification with the interactive theorem prover **Coq**
(Deng and Monin TASE'09)

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Not automatic!

Checking correctness—Early days

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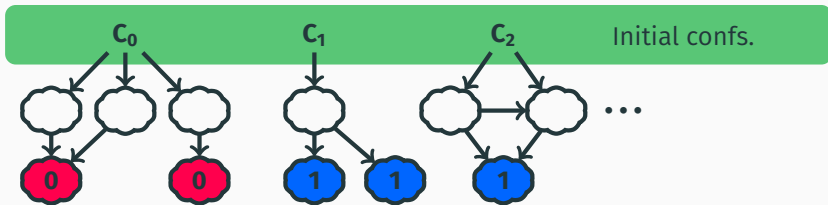
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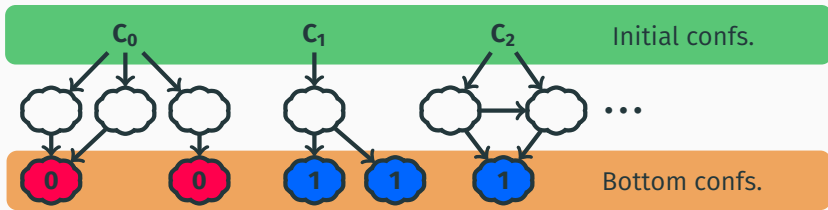
Challenge: verifying automatically
all sizes



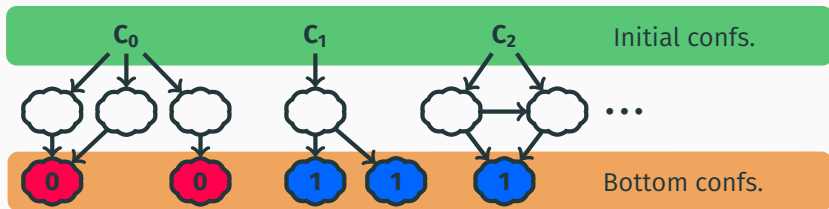
E., Ganty, Leroux, Majumdar Acta Inf.'17

It is decidable if a population protocol is well specified (i.e., if it computes some predicate).

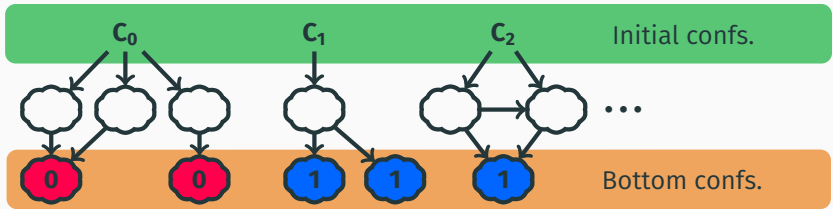




Effectively Presburger set



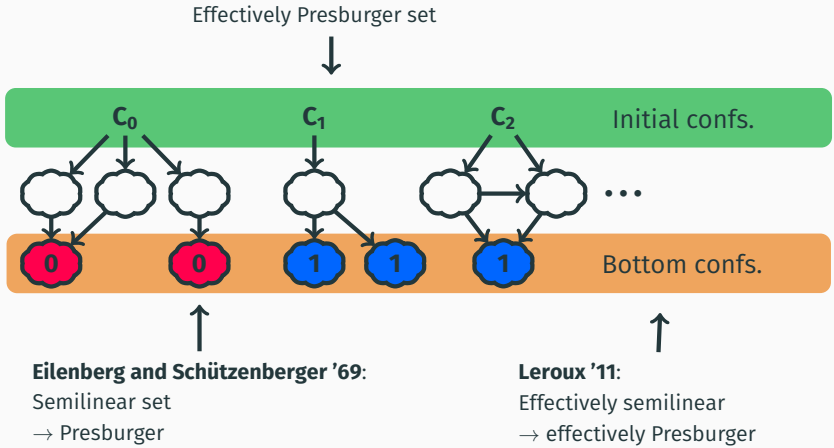
Effectively Presburger set

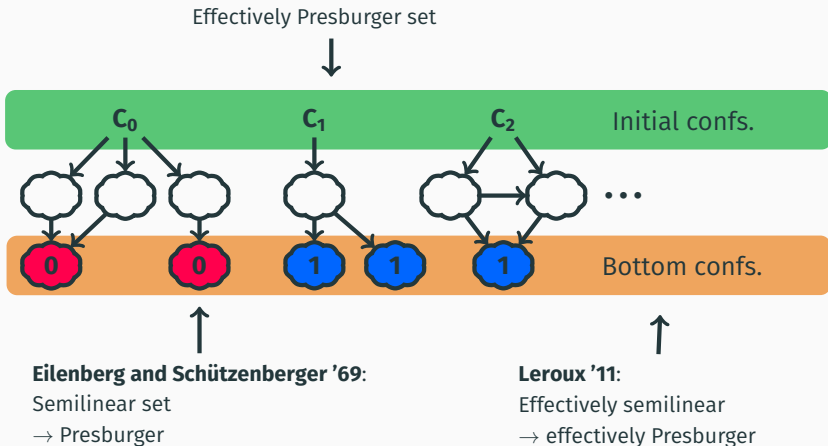


Eilenberg and Schützenberger '69:

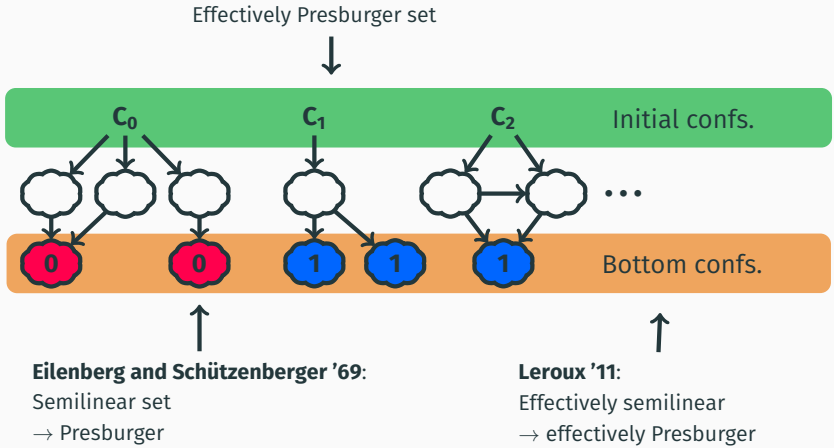
Semilinear set

→ Presburger

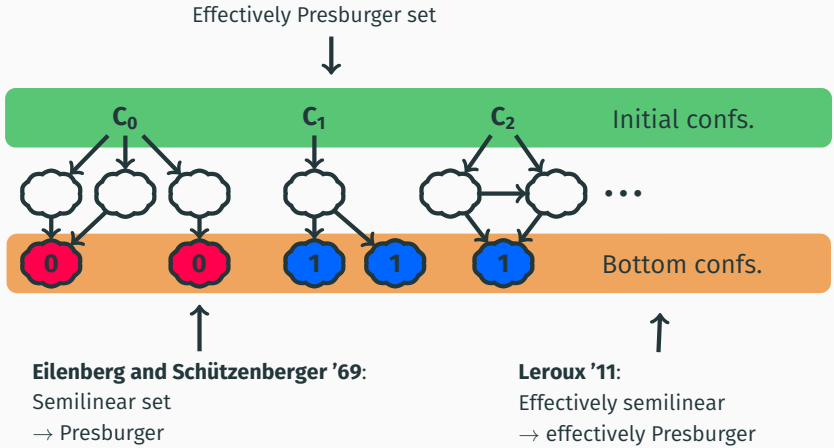




Reduction to the VAS reachability problem between Presburger sets



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⇒ Reduction to the VAS reachability problem (VAS engineering)



Reduction to the VAS reachability problem between Presburger sets
⇒ Reduction to the VAS reachability problem (VAS engineering)
⇒ Decidable (**Mayr '81, Kosaraju '83**).



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It is decidable if a population protocol computes a given predicate (Presburger formula).



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It is decidable if a population protocol computes a given predicate (Presburger formula).

There is an algorithm that returns the predicate computed by a well-specified protocol.



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VAS reachability is reducible to the well-specification problem for population protocols



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VAS reachability is reducible to the well-specification problem for population protocols

⇒ Well specification is EXSPACE-hard, and all known algorithms for it have hyper-ackermannian complexity

A class \mathcal{P} of protocols is **complete** if for every Presburger predicate φ some protocol in \mathcal{P} computes φ

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Goal: Find a complete class of protocols verifiable in reasonable time



Blondin, E., Jaax, Meyer , PODC'17

The class of **strongly silent** protocols is complete, and its verification problem is in DP.

Intel Core i7-4810MQ CPU and 16 GB of RAM.

Protocol	Predicate	$ Q $	$ T $	Time[s]
Majority[1]	$x \geq y$	4	4	0.1
Approx. Majority[2]	Not well-specified	3	4	0.1
Broadcast[3]	$x_1 \vee \dots \vee x_n$	2	1	0.1
Threshold[4]	$\sum_i \alpha_i x_i < c$	76	2148	2375.9
Remainder[5]	$\sum_i \alpha_i x_i \bmod 70 = 1$	72	2555	3176.5
Sick ninjas[6]	$x \geq 50$	51	1275	181.6
Sick ninjas[7]	$x \geq 325$	326	649	3470.8
Poly-log sick ninjas	$x \geq 8 \cdot 10^4$	66	244	12.79

[1] Draief et al., 2012 [2] Angluin et al., 2007 [3] Clément et al., 2011

[4][5] Angluin et al., 2006 [6] Chatzigiannakis et al., 2010 [7] Clément et al., 2011

Blondin, E., Jaax, Meyer , PODC'17

The class of **strongly silent** protocols is complete, and its verification problem is in DP.

Mission accomplished?

Blondin, E., Jaax, Meyer , PODC'17

The class of **strongly silent** protocols is complete, and its verification problem is in DP.

Mission accomplished?

Not yet. For some predicates no strongly silent succinct protocols are known.

A class \mathcal{P} of protocols is **complete and succinct** if for every Presburger predicate φ some protocol in \mathcal{P} with $\log(|\varphi|)$ states computes φ

A class \mathcal{P} of protocols is **complete and efficient** if for every Presburger predicate φ some protocol in \mathcal{P} computes φ in $\mathcal{O}(n^2 \log n)$ time.

Are strongly silent protocols complete and succinct?

Are strongly silent protocols complete and succinct?

Are strongly silent protocols complete and efficient?

Are strongly silent protocols complete and succinct?

Are strongly silent protocols complete and efficient?

What is the lowest expected time for a complete class of protocols?

Are strongly silent protocols complete and succinct?

Are strongly silent protocols complete and efficient?

What is the lowest expected time for a complete class of protocols?

...and for a complete and succinct class?

Are strongly silent protocols complete and succinct?

Are strongly silent protocols complete and efficient?

What is the lowest expected time for a complete class of protocols?

...and for a complete and succinct class?

...and for a complete and efficient class?

Are strongly silent protocols complete and succinct? Open

Are strongly silent protocols complete and efficient? Open

What is the lowest expected time for a complete class of protocols? Open

...and for a complete and succinct class? Open

...and for a complete and efficient class? Open

Sensei III's questions



What predicates can we compute?

How fast can we compute them?

How succinctly can we compute them?

How can I check correctness?

How can I check efficiency?

To conclude ...

Our approach:

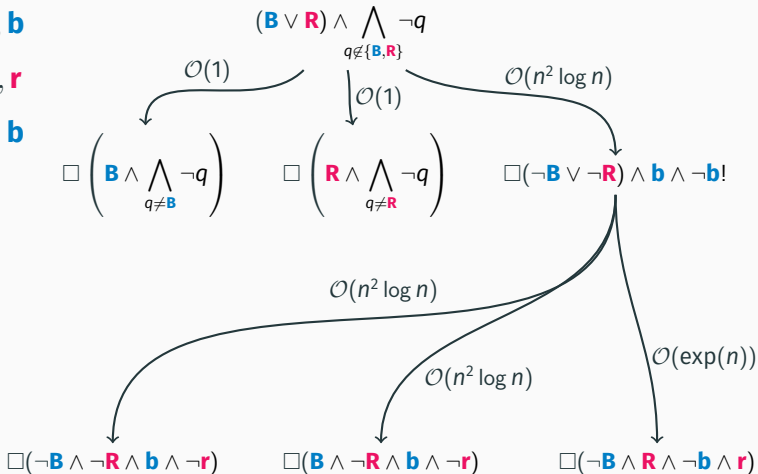
- Most protocols are naturally designed in stages
- Construct these stages automatically
- Derive upper bounds on *Inter*(n) from stages structure


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


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


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

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



- Prototype implemented in  python™ +
Microsoft Z3

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- 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 $\mathcal{O}(\exp(n))$

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or $\mathcal{O}(\exp(n))$
- *Decidability of checking $\text{Inter}(n) \geq f(n)$?*
Open

Sensei III's questions



What predicates can we compute?

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To conclude ...

Peregrine:  **Haskell** + Microsoft Z3 + JavaScript

`peregrine.model.in.tum.de`

- Design of protocols
- Manual and automatic simulation
- Statistics of properties such as termination time
- Automatic verification of correctness
- More to come!

Population protocols are a great model to study fundamental questions of distributed computation:

- Power of anonymous computation
- Network-independent algorithms
- Role of leaders
- Emergent behaviour and its limits

...and of formal verification:

- **Verification of stochastic parameterized systems** (parameterization, liveness under fairness)
- **Automatic synthesis of parameterized systems**

ERC Advanced Grant —

PaVeS: Parameterized Verification and Synthesis

- Goal: Develop proof and synthesis techniques for distributed algorithms working correctly for an arbitrary number of processes
- Start of the project: Sept. 1, 2018
- Start of employment: flexible, from Sept. 1, 2018
to about Sept. 1, 2019



THANK YOU!



▶ Go!

THANK YOU!