

On mobile agents verifiable problems

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Evangelos Bampas¹ David Ilcinkas²

¹Aix-Marseille Univ. (LIF), France

²CNRS & Univ. Bordeaux (LaBRI), France

Micro MAC

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Decision problems

In centralized computing

- Decision: the Turing Machine must answer **yes/no**
 - Example: Is the graph 3-colorable?

In classical distributed computing

- Decision: local computations and decisions by the nodes
 - For yes instances, all nodes must answer yes
 - For no instances, at least one node must answer no
- Example: Is the graph properly 3-colored?

In distributed computing by mobile agents

- The topic of this talk.

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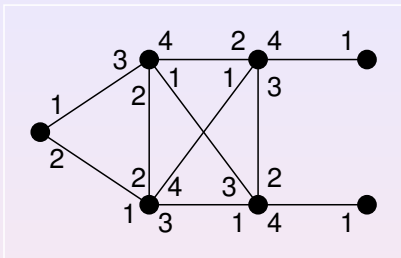
In distributed computing by mobile agents

- The topic of this talk.

Mobile agent computational model

Network

- Connected.
- Anonymous.
- Local port numbering.



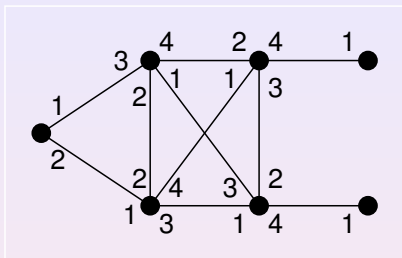
Agents

- Copies of a Turing Machine moving in the network.
- Agent i initially receives unique identifier id_i and input string x_i .
- Execute synchronous steps as follows:
 - Perform finite local computation based on current memory state, degree, incoming port number, configurations of collocated agents.
 - Halt (yes/no), stay idle, or exit through one of the ports.

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Mobile agent decision problems

Definition [Fraigniaud and Pelc, LATIN 2012]

A decision problem is a set of instances $(G, \mathbf{s}, \mathbf{x})$.

- G : graph.
- \mathbf{s} : list of nodes (starting positions).
- \mathbf{x} : list of strings (inputs).

Examples

path = $\{(G, \mathbf{s}, \mathbf{x}) : G \text{ is a path}\}$

teampsize = $\{(G, \mathbf{s}, \mathbf{x}) : \forall i x_i = |\mathbf{s}| = |\mathbf{x}|\}$

graphsize = $\{(G, \mathbf{s}, \mathbf{x}) : \forall i x_i = |V(G)|\}$

Decidability...

[Fraigniaud and Pelc, LATIN 2012]

Mobile Agent Decidable problems (class MAD)

A problem Π is **decidable** if $\exists M \forall (G, \mathbf{s}, \mathbf{x})$:

if $(G, \mathbf{s}, \mathbf{x}) \in \Pi$, then $\forall id M(id, G, \mathbf{s}, \mathbf{x}) = \text{all-yes}$

if $(G, \mathbf{s}, \mathbf{x}) \notin \Pi$, then $\forall id M(id, G, \mathbf{s}, \mathbf{x}) = \text{some-no}$

Verification

In centralized computing

Verification: thanks to a **certificate**, the Turing Machine must answer **yes/no**

- In **yes** instances, **there exists** a certificate such that the machine answers **yes**
- In **no** instances, **for all** certificates, the machine answers **no**

In distributed computing

Verification: local computations with local certificates

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Examples

$\text{allempty} = \{(G, \mathbf{s}, \mathbf{x}) : \forall i \ x_i = \epsilon\} \in \text{MAD}$

Each agent tests its input and accepts iff $x_i = \epsilon$.

Certificate: path leading from s_i to a degree- x_i node.

Each agents checks independently if it is in a path of size x_i .

In fact all agents can always decide correctly for pathsize.

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Strict decidability

- We introduce the “strict” version of MAD, MAD_s :

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$\Pi \in MAD_s$ if $\exists M \forall (G, \mathbf{s}, \mathbf{x})$:

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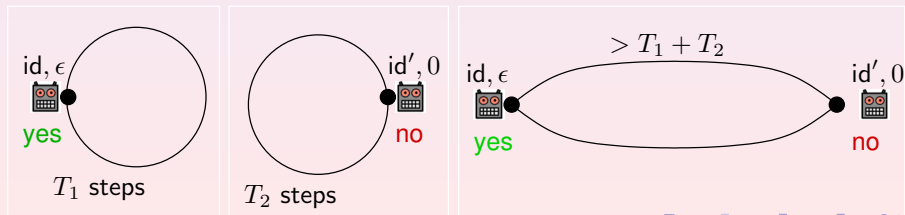
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Our contributions

- New computability classes below MAV and co-MAV. *
- Closure properties with respect to set operations.
- Meta-protocol for parallel execution of mobile agent protocols.

* Reminder

If X is a class of mobile agent decision problems, then

$$\text{co-}X = \{\Pi : \bar{\Pi} \in X\}$$

Verifiability classes

MAV def.: \exists cert. that leads to acceptance for yes instances.

In co-MAV, the acceptance mechanism is reversed:

Definition (co-MAV)

$\Pi \in \text{co-MAV}$ if $\exists M \forall (G, \mathbf{s}, \mathbf{x})$:

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"No" cert. with the same acceptance mechanism as in MAV:

Definition

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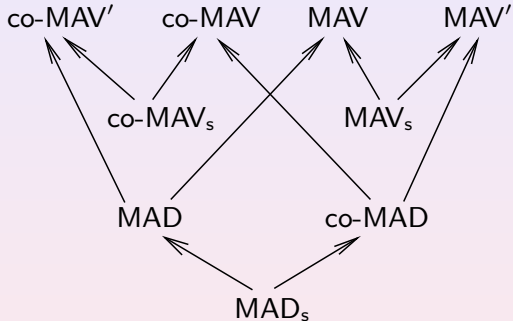
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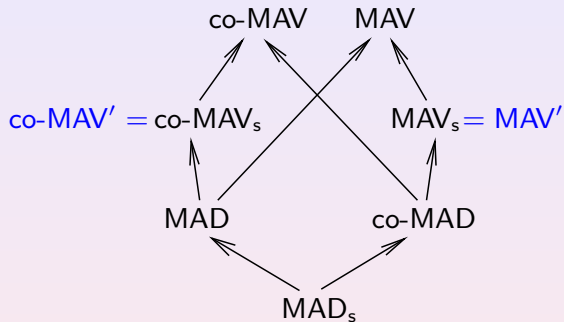
Class overview

	“yes” instances	“no” instances
MAD_s	$(\forall \mathbf{y})$ all-yes	$(\forall \mathbf{y})$ all-no
MAD	$(\forall \mathbf{y})$ all-yes	$(\forall \mathbf{y})$ some-no
co- MAD	$(\forall \mathbf{y})$ some-yes	$(\forall \mathbf{y})$ all-no
MAV_s	$\exists \mathbf{y}$ all-yes	$\forall \mathbf{y}$ all-no
co- MAV_s	$\forall \mathbf{y}$ all-yes	$\exists \mathbf{y}$ all-no
MAV	$\exists \mathbf{y}$ all-yes	$\forall \mathbf{y}$ some-no
co- MAV	$\forall \mathbf{y}$ some-yes	$\exists \mathbf{y}$ all-no
MAV'	$\exists \mathbf{y}$ some-yes	$\forall \mathbf{y}$ all-no
co- MAV'	$\forall \mathbf{y}$ all-yes	$\exists \mathbf{y}$ some-no

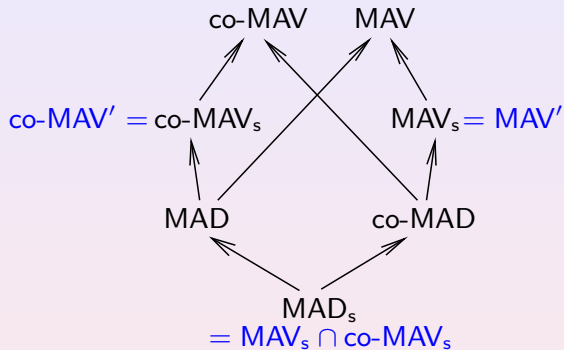
Inclusions by definition



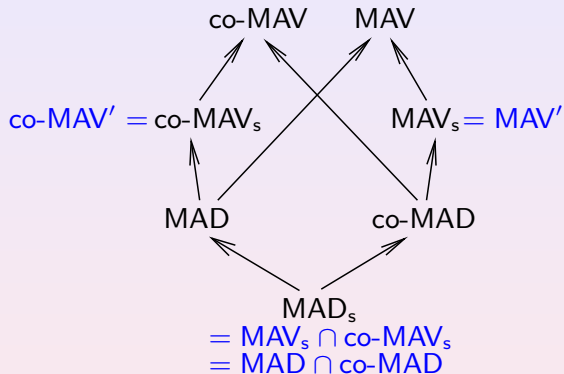
Our results (I)



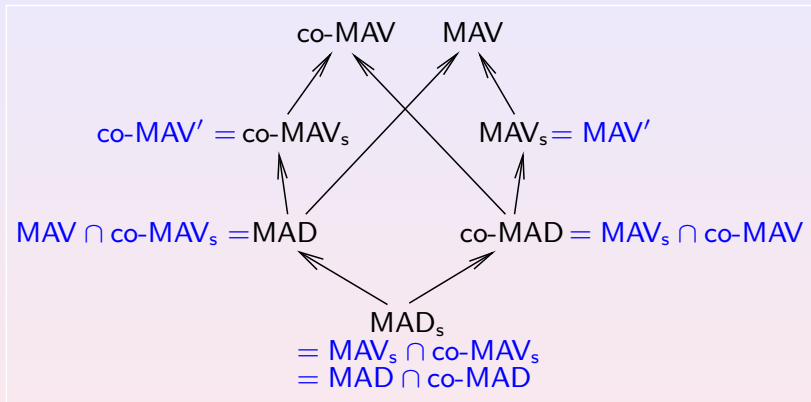
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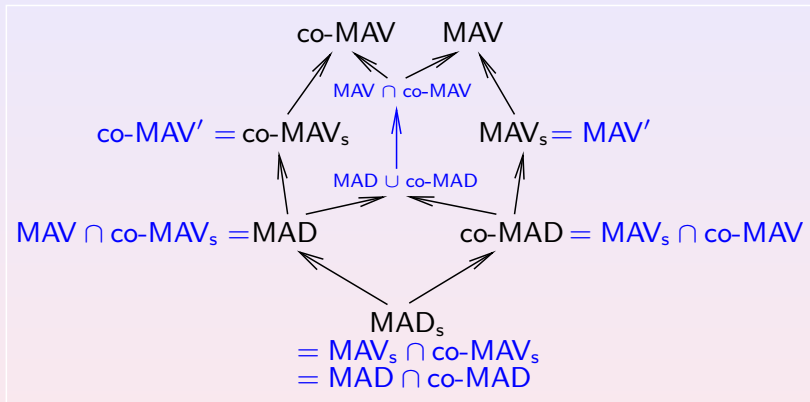
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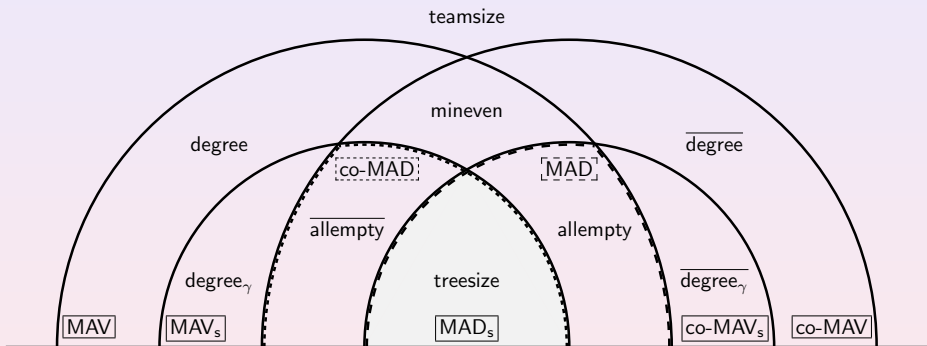


Our results (I)



- All inclusions are strict.
- We can separate all pairs of classes in the diagram.

Another point of view



Characterization of decidability classes

Theorem [Fraigniaud and Pelc 2012]

$$\text{MAD}_1 = \text{MAV}_1 \cap \text{co-MAV}_1.$$

Our decidability class characterizations

$$\text{MAD}_s = \text{MAV}_s \cap \text{co-MAV}_s$$

$$\text{MAD} = \text{MAV} \cap \text{co-MAV}_s$$

$$\text{co-MAD} = \text{MAV}_s \cap \text{co-MAV}$$

can be seen as generalizations of the above Theorem for multi-agent protocols.

Our results (II)

Closure under standard set-theoretic operations:

	Union	Intersection	Complement
MAD_s	✓	✓	✓
MAD	✗	✓	✗
co-MAD	✓	✗	✗
MAV_s	✓	✓	✗
co- MAV_s	✓	✓	✗
MAV	✗	✓	✗
co-MAV	✓	✗	✗

Main tool: our meta-protocol

Meta-protocol for parallel execution of mobile agent protocols.

- Possibly infinite number of mobile agent protocols
- Mobile agent computing analogue of the classical dovetailing technique

Example: MAD

$$\text{MAD}_s = \text{MAD} \cap \text{co-MAD}$$

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Example of use

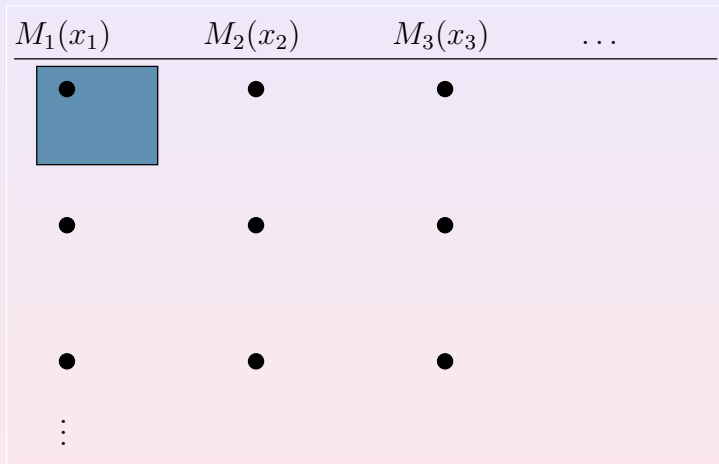
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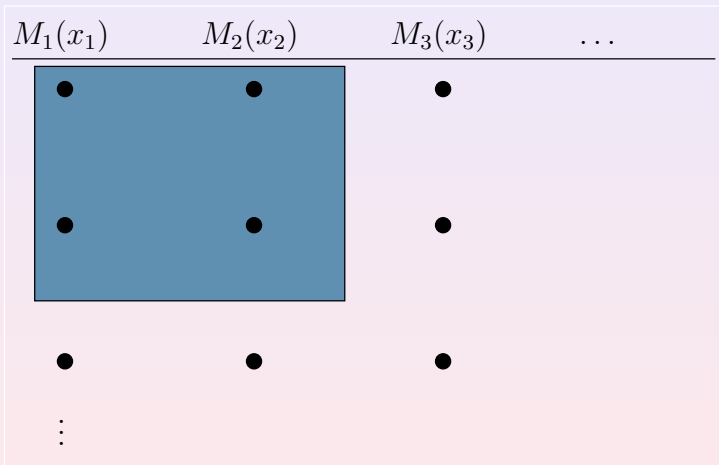
Classical dovetailing

$M_1(x_1)$	$M_2(x_2)$	$M_3(x_3)$...
●	●	●	
●	●	●	
●	●	●	
⋮			

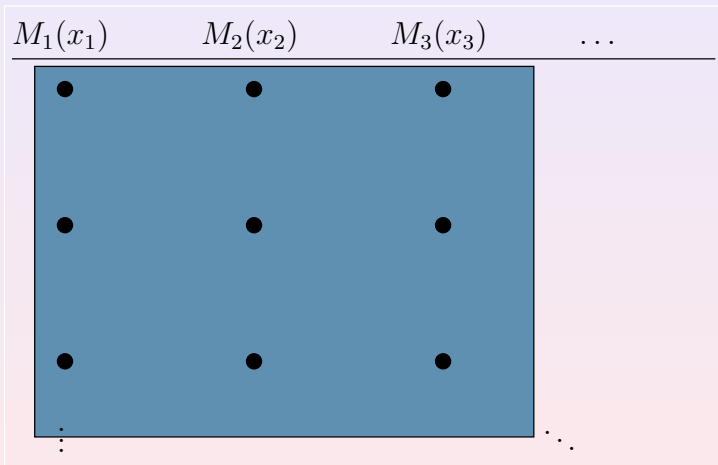
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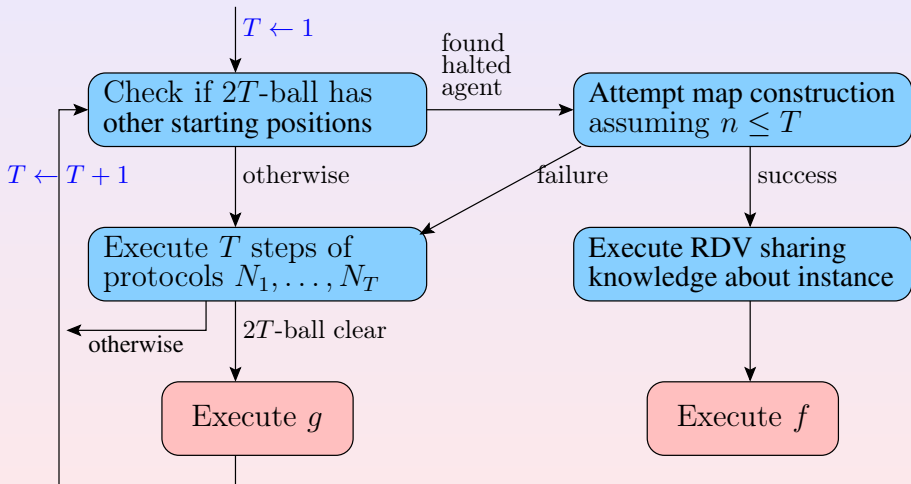
Meta-protocol

- Permits the execution of a number of mobile agent protocols essentially in parallel.
- The agents accept or reject depending on the outcome of the executions of the individual protocols.

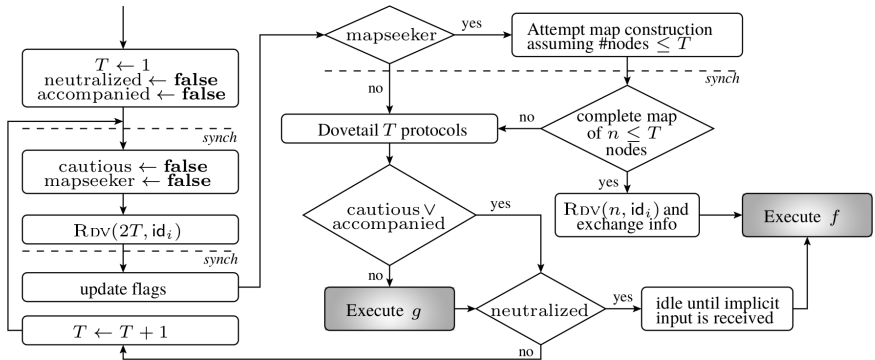
Parameters

- $\mathcal{N} = (N_1, N_2, \dots)$: list of protocols to execute (possibly infinite).
- Global decider $f(\text{id}, G, \mathbf{s}, \mathbf{x})$: **yes** or **no** with full knowledge of the instance.
- Local decider $g(H_1, \dots, H_\sigma)$: **yes** or **no** or **indecisive** based on the executions of the protocols.

Meta-protocol



Meta-protocol



Future research

- Extend the hierarchy MAD \rightarrow MAV \rightarrow ...
- Resource-bounded computations
- Asynchronous computations

Thank you!

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