

Natural Algorithms and Influence Systems

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The living world speaks the language of algorithms

The living world speaks the language of algorithms

Why the sky is blue ?

vs.

Why tomatoes are red ?



PDE



Natural algorithm



PDE



Natural algorithm

loops, conditionals, memory...



PDE



Natural algorithm

not human-designed

Part I : consensus algorithms

Part II : influence systems

Consensus in a multiagent system

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- ▶ The state of the agent i is captured by a variable x_i whose value at time t is denoted $x_i(t) \in \mathbb{R}^{d=1}$
- ▶ At time $t \geq 1$, each agent i updates x_i with a weighted average of the values of its outgoing neighbors in the directed graph G_t .

Consensus in a multiagent system (cont'd)

$$x_i(t+1) = \sum_{j \in \text{Out}_i(G_t)} A_{ij}(t) x_j(t)$$

with $\sum_{j \in \text{Out}_i(G_t)} A_{ij}(t) = 1$ and $A_{ij}(t) > 0$

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$$\rightsquigarrow x_i(t+1) \in [(1-\alpha)m_i(t) + \alpha M_i(t), \alpha m_i(t) + (1-\alpha)M_i(t)]$$

$$\text{with } \begin{cases} m_i(t) = \min\{x_j(t) : j \in \text{Out}_i(G_t)\} \\ M_i(t) = \max\{x_j(t) : j \in \text{Out}_i(G_t)\} \end{cases}$$

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Theorem : The sequence of (stochastic) matrices $(P(t))_{t \geq 0}$ converges to a rank one (stochastic) matrix

Part I.a : Convergence and consensus

Assumptions

- A1: Every matrix $A(t)$ is stochastic
- A2: For each agent i and each time t , $A_{ii}(t) > 0$
- A3: Non null entries of $A(t)$ are uniformly lower bounded by $\alpha > 0$

$$A_{ij}(t) \in \{0\} \cup [\alpha, 1]$$

Communication graphs

The graph associated to the matrix $A(t)$ is $G_t = ([N], E_t)$:

$$A_{ij}(t) > 0 \text{ iff } (i, j) \in E_t$$

Some results

- ▶ The Perron-Frobenius theorem

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$$\forall t \in \mathbb{N}, A(t) \in \mathcal{M}$$

where \mathcal{M} is finite and each finite product of matrices from \mathcal{M} is ergodic

Some results

- ▶ The Perron-Frobenius theorem
- ▶ The Wolfowitz theorem
- ▶ Bounded intercommunication intervals [Tsitsiklis 84]

$$\forall t \in \mathbb{N}, \quad A(t + \Phi) \cdots A(t) > 0$$

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$\forall t \in \mathbb{N}$, G_t is oriented

i.e., there exists some node j such that each node i is connected to j by a walk from i to j .

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- ▶ The Wolfowitz theorem
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- ▶ The coordinated model [Cao, Spielman, Morse 05]
- ▶ The bidirectional model [Moreau 05]
 1. $\forall t \in \mathbb{N}$, G_t is bidirectional
 2. $\forall s \in \mathbb{N}$, $\cup_{t \geq s} G_t$ is strongly connected

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- ▶ The bidirectional model [Moreau 05]
- ▶ The decentralized model [Touri, Nedić 11]
 1. $\forall t \in \mathbb{N}$, G_t is semi-simple
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 \rightsquigarrow What happens if condition 2 does not hold?

Part I.b : Speed of convergence

Speed of convergence

► Rate of convergence

$$\rho = \sup_{x(0) \notin \mathbb{R}^1 \wedge x(0) \in B} \left(\lim_{t \rightarrow \infty} (\|x(t) - x^*\|)^{1/t} \right)$$

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- ▶ **Convergence time**

$$T(\epsilon) = \inf \{ \tau : \forall t \geq \tau, \forall x(0) \in B, \|x(t) - x^*\| \leq \epsilon \}$$

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2. $A_{ij} = 1/\delta_i, \forall i \in [N], \forall j \in N_i$

Theorem [Olshevsky, Tsitsiklis 11] :

In the bidirectional Equal Neighbor model,

$$1 - \frac{\gamma_1}{N^3} \leq \rho \leq 1 - \frac{\gamma_2}{N^3} \text{ et } T_N(\epsilon) = \Omega(N^3 \log\left(\frac{N}{\epsilon}\right))$$

\rightsquigarrow [C, Nowak 13] Extension to the general **constant** case

Time-varying influence

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[Chazelle 11] : For each initial state $x(0) \in B$,

$$E(s) = \sum_{t \geq 0} \sum_{(i,j) \in E_t} |x_i(t) - x_j(t)|^s$$

Time-varying influence with bidirectional graphs

Theorem [Chazelle 11] : The total energy of a N -agent bidirectional system following the CH algorithm from an initial state $x(0) \in B$ satisfies

$$E(s) \leq \begin{cases} \alpha^{-O(N)} & \text{if } s = 1 \\ s^{1-N} \alpha^{-N^2+O(1)} & \text{if } 0 < s < 1 \end{cases}$$

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Corollary [Chazelle 11] : The number of ϵ -nontrivial steps of the CH algorithm from an initial state $x(0) \in B$ in a N -agent bidirectional system satisfies

$$T_N^*(\epsilon) \leq \frac{1}{N} \alpha^{1-N}$$

and this bound is tight

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\rightsquigarrow An **algorithmic proof** for $s = 1$

Part II : Influence Systems

Influence Systems

- ▶ **communication algorithm**: each agent i determines its outgoing neighbors (= agents which influence i)

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 - ▶ join agent i to six nearest neighbors

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$$f_i : x \in (\mathbb{R}^d)^N \longrightarrow f_i(x_1, \dots, x_j, \dots, x_i, \dots, x_k, \dots, x_N)$$

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\rightsquigarrow **diffusive systems** : each f_i is a linear convex combination of the x_k 's

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Theorem [Blondel, Hendrickx, Tsitsiklis 09] : The HK system converges in finite time.

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↪ **non diffusive** system

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[Vicsek, Cucker, Smale]

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[Vicsek, Cucker, Smale]

Theorem [Cucker, Smale 07], [Chazelle 09] : Conditions under which birds asymptotically adopt the same velocity

Influence Systems

Examples :

1. the HK model
2. Flocking
3. Chemiotaxis, the Ising model, neural networks, population dynamics, ...

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Theorem [Chazelle 13] : Diffusive systems are asymptotically periodic almost surely

Thanks !