

On the complexity of freezing automata networks of bounded pathwidth

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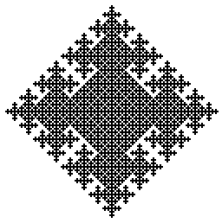
AUTOMATA 2023

Freezing cellular automata

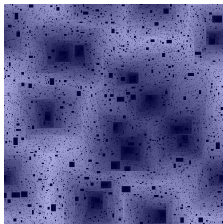
- global map $F : Q^{\mathbb{Z}^d} \rightarrow Q^{\mathbb{Z}^d}$
- Q endowed with some order \leq
- **freezing property:** $\forall c \in Q^{\mathbb{Z}^d}, \forall z \in \mathbb{Z}^d : F(c)_z \leq c_z$

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Ulam's rule 1



Bootstrap percolation



Life without death

Complexity of freezing CA

Theorem (Ollinger-Theyssier,2021)

	1D freezing CA	2D freezing CA
nilpotency	decidable	undecidable
prediction	NL	P-complete
trace	undecidable	undecidable

Complexity of freezing CA

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- **nilpotency:** *all orbits converge to the same fixed point*
- **prediction problem:** *given finite init. conf. and time t what is the value of cell 0 at time t ?*
- **trace problem:** *given finite patterns u and v , is there an orbit from $[u]$ to $[v]$?*

$$[u] = \{c \in Q^{\mathbb{Z}^d} : c|_D = u\} \text{ where } u : D \subseteq \mathbb{Z}^d \rightarrow Q$$

► Blondel-Deleventre-Kůrka's universality in dynamical systems

Freezing automata networks

- $G = (V, E)$ a graph
- local maps: $\delta_v : Q^{N^-(v)} \rightarrow Q$ / global map: $F : Q^V \rightarrow Q^V$
- Q endowed with some order \leq
- **freezing property:** $\forall c \in Q^V, \forall v \in V : F(c)_v \leq c_v$

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Theorem (Goles-Montealegre-Rios-Theyssier, 2021)

- freezing AN of **bounded degree** and **bounded treewidth** have a **NC** trace specification problem
 - hardness results otherwise
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- **trace specification problem:** *given a set of allowed traces at each node v , is there an orbit such that the trace at each node is allowed?*
 - nilpotency/prediction/reachability reduce to trace problem

Trace properties vs. logic on orbits

Fact

Nilpotency can be LOGSPACE-reduced to **trace specification** for freezing CA.

Trace properties vs. logic on orbits

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- another way to see nilpotency:

$$\exists x : x \rightarrow x \wedge \forall y, y \rightarrow^+ x$$

- $c \rightarrow d$: configuration d reached from c in *one* step
- $c \rightarrow^+ d$: d reached from c in *some number of* steps

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- **FO⁺**: first order logic with predicates \rightarrow and \rightarrow^+

Finite vs. infinite 1D freezing

- finite “1D” AN \equiv bounded degree and bounded pathwidth
- recap of complexity results

	Infinite 1D CA	Finite “1D” AN
Nilpotency	Undecidable / Decidable	PSPACE-complete / ?
Trace properties	Undecidable / Undecidable	PSPACE-comp. / ?
FO ⁺	Undecidable / ?	PSPACE-complete / ?

(how to read the table: general case / freezing case)

Finite vs. infinite 1D freezing

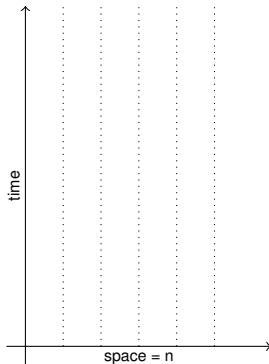
- finite “1D” AN \equiv bounded degree and bounded pathwidth
- recap of complexity results + **our contributions**:

	Infinite 1D CA	Finite “1D” AN
Nilpotency	Undecidable / Decidable	PSPACE-complete / co-NL
Trace properties	Undecidable / Undecidable	PSPACE-comp. / NL-comp.
FO ⁺	Undecidable / ?	PSPACE-complete / NP-hard

(how to read the table: general case / freezing case)

1 minute proof sketch

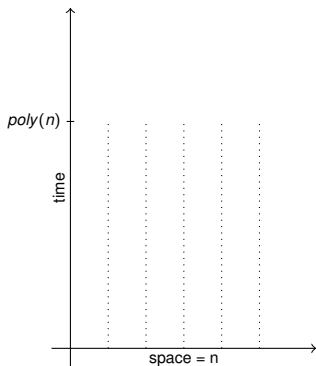
Trace properties are NL



■ **question:** \exists orbit with specified traces?

1 minute proof sketch

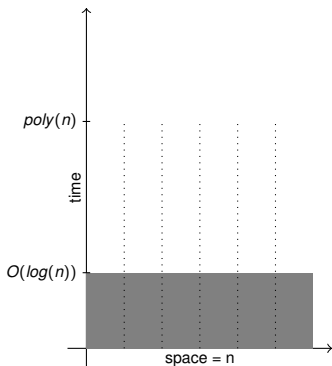
Trace properties are NL



- **question:** \exists orbit with specified traces?
- convergence of orbits in poly time

1 minute proof sketch

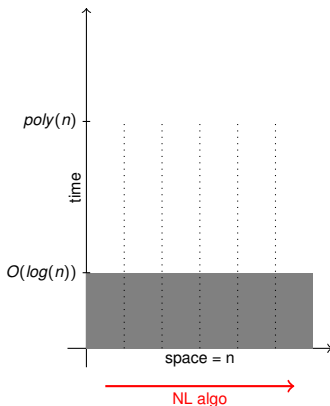
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- **question:** \exists orbit with specified traces?
- convergence of orbits in poly time
- succinct representation of traces

1 minute proof sketch

Trace properties are NL



- **question:** \exists orbit with specified traces?
- convergence of orbits in poly time
- succinct representation of traces
- NL algorithm:
 - guess traces from left to right
 - check adjacent traces

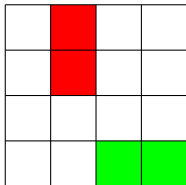
1 minute proof sketch

FO^+ is NP-hard

1 minute proof sketch

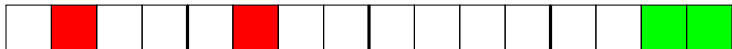
FO^+ is NP-hard

- reduction from 2D tiling problem



FO⁺ is NP-hard

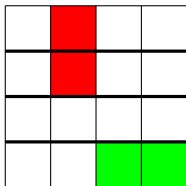
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1 minute proof sketch

FO⁺ is NP-hard

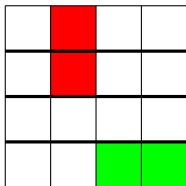
- reduction from 2D tiling problem
- layout on a line
- 1 valid orbit = check 1 vertical domino



1 minute proof sketch

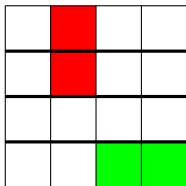
FO⁺ is NP-hard

- reduction from 2D tiling problem
- layout on a line
- 1 valid orbit = check 1 vertical domino
- valid tiling = fixed point with only accepting valid orbits towards it



1 minute proof sketch

FO⁺ is NP-hard



- reduction from 2D tiling problem
- layout on a line
- 1 valid orbit = check 1 vertical domino
- valid tiling = fixed point with only accepting valid orbits towards it
- **technical:** FO⁺ characterization of validity

