

# Weak Symmetry Breaking and Simplex Path Demonochromatizing Colloquium

Jan-Philipp Litza

20.03.2015

- 1 Distributed Computing
  
- 2 Weak Symmetry Breaking
  
- 3 Simplex Path Demonochromatizing
  - Algorithm by Kozlov
  - Idea: Global Approach

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## Model

Processes  $p_0, p_1, \dots, p_n$  (e.g. computers, processors, humans)

- **communicate** to solve a common **task**
- have **process IDs/names**  $0, \dots, n \in \Pi$  (or  $\{\bullet, \circ, \circ\}$ ),  
**input values**  $v_0, \dots, v_n \in V^{in}$  and  
**output values**  $o_0, \dots, o_n \in V^{out}$ .

### Assumptions

**Asynchronous** Every process acts as fast as it can or wants

**Wait-Free** No process is allowed to wait for another one

**Rank-Symmetric** Process IDs are only compared to each other,  
not used as absolute values

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## Input/Output Complexes

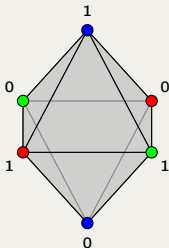
**Configuration:** Assignment of values/states to processes

- Not all input configurations might be valid
- Processes might crash even before starting  
⇒ every subset of a valid input configuration is valid again

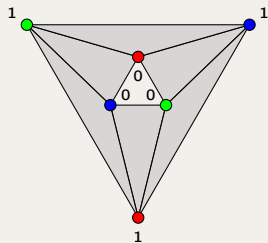
⇒ Model input configurations as pure simp. comp.  $\mathcal{I} \subseteq 2^{\Pi \times V^{in}}$

### Example

- 3 processes
- boolean input  
( $V^{in} = [1]$ )



No restrictions



Not all the same value

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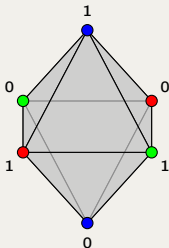
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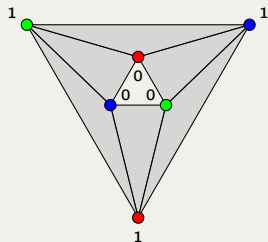
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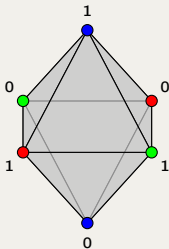
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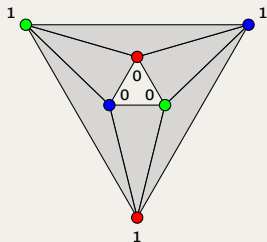
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- 3 processes
- boolean input  
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Analogously:  
Output complex  
 $\mathcal{O} \subseteq 2^{\Pi \times V^{out}}$



No restrictions



Not all the same value

## Tasks

What output configurations may result from an input configuration?

$$\Delta: \mathcal{I} \rightarrow 2^{\mathcal{O}}$$

**rigid**  $\Delta(\sigma)$  is pure of dimension  $\dim \sigma$

**carrier map**  $\tau \subseteq \sigma \in \mathcal{I} \Rightarrow \Delta(\tau) \subseteq \Delta(\sigma) \subseteq \mathcal{O}$

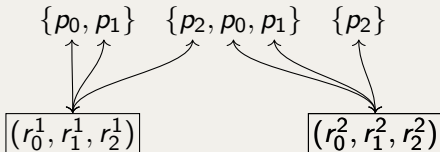
**name-preserving**  $\text{pr}_{\Pi}(\sigma) = \bigcup_{\tau \in \Delta(\sigma)} \text{pr}_{\Pi}(\tau)$

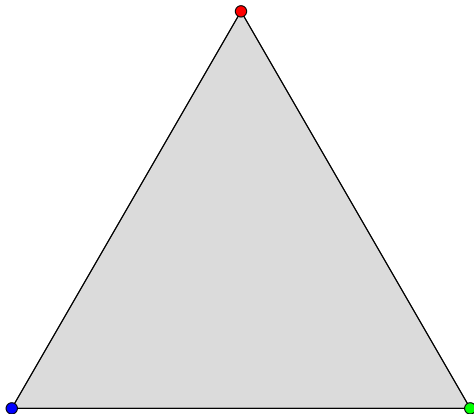
## Protocol

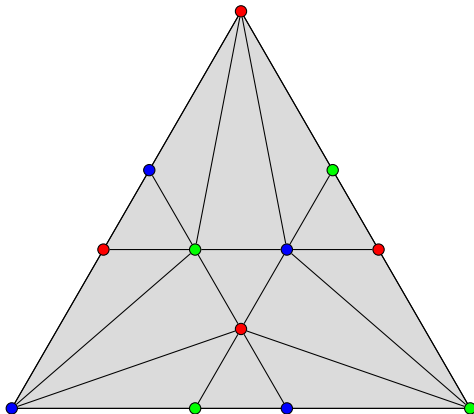
### Immediate Snapshots

- Communication happens in a predetermined number of **layers/rounds**
- Each layer has its own set of shared memory **storage registers**, one for each process
- A process executes a round by atomically writing to its own and reading all registers of its current round

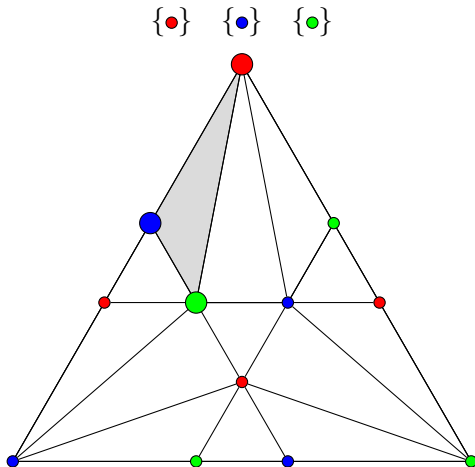
Example: 2 rounds, 3 processes



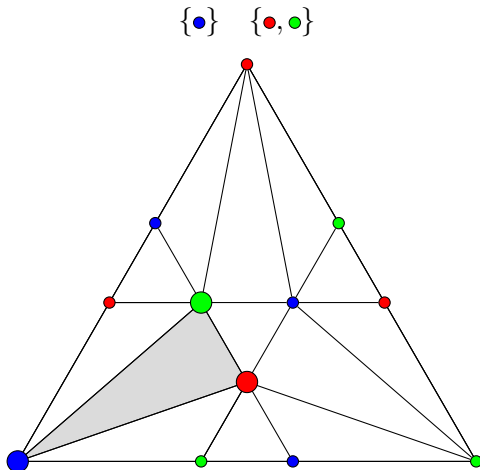
Standard Chromatic Subdivision  $\chi$ 

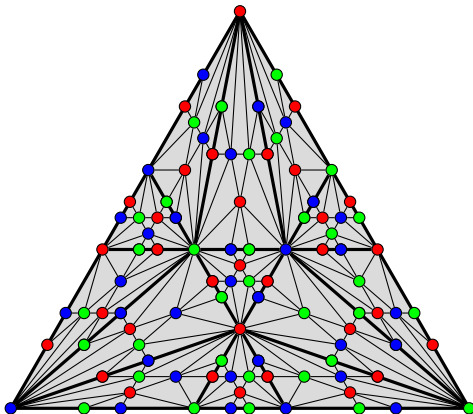
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## Standard Chromatic Subdivision $\chi$



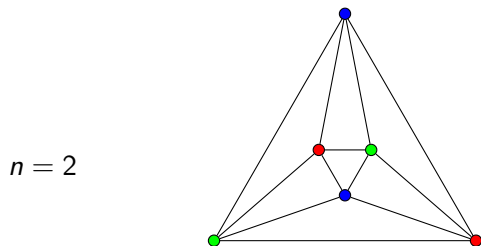
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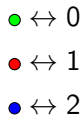
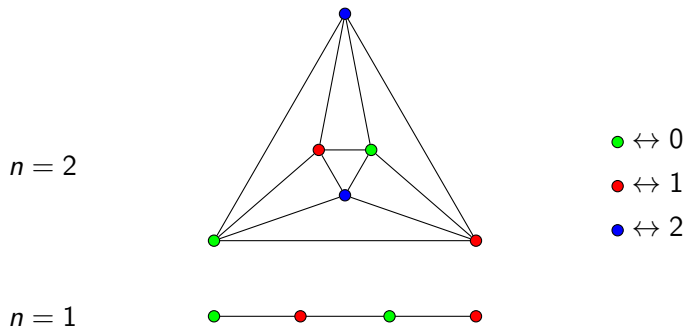
## Basic Chromatic Subdivision



Basic chromatic subdivision

(Schlegel diagram of dual  $(n + 1)$ -cube)

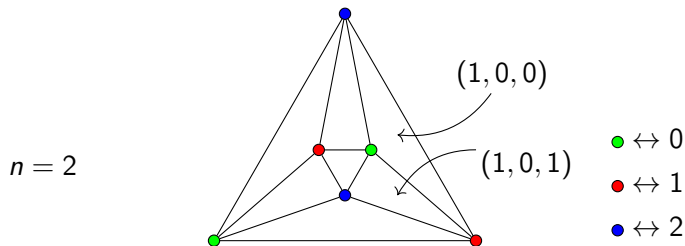
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$n = 1$



Basic chromatic subdivision

(Schlegel diagram of dual  $(n + 1)$ -cube)

## Computability

Theorem (Anonymous Computability, Herlihy and Shavit 1999)

*A rank-symmetric decision task  $(\mathcal{I}, \mathcal{O}, \Delta)$  has a wait-free rank-symmetric protocol using immediate snapshots if and only if there exists an integer  $K$  and a color-preserving simplicial map*

$$\delta: \chi^K(\mathcal{I}) \rightarrow \mathcal{O}$$

*such that  $\delta \circ \chi^K$  is carried by  $\Delta$ .*

Theorem (Herlihy and Shavit 1999)

*If  $\mathcal{B}$  is a chromatic subdivision of a complex  $\mathcal{A}$ , then there exists  $K \geq 0$  and a color- and carrier-preserving simplicial map  $\chi^K(\mathcal{A}) \rightarrow \mathcal{B}$ .*

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Theorem (Anonymous Computability, Herlihy and Shavit 1999)

*A rank-symmetric decision task  $(\mathcal{I}, \mathcal{O}, \Delta)$  has a wait-free rank-symmetric protocol using immediate snapshots if and only if there exists a subdivision  $\Psi(\mathcal{I})$  and a color-preserving simplicial map*

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## Weak Symmetry Breaking

Each of  $n + 1$  processes is assigned a unique process ID and has to decide on a boolean output value just by comparing its process ID with the others, such that if all processes participate, each value is output by at least one process.

$$\Pi = [n]$$

$$V^{in} = \{\perp\}$$

$$\mathcal{I} = 2^{\Pi \times V^{in}} = \sigma^{(n)}$$

$$V^{out} = [1]$$

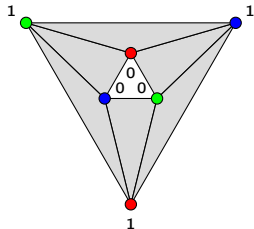
$$\mathcal{O} = \{\tau \in 2^{\Pi \times V^{out}} : (|\text{pr}_{\Pi}| \leq n) \vee (\text{pr}_{V^{out}} = [1])\}$$

$$\Delta \text{ „maximal”}$$

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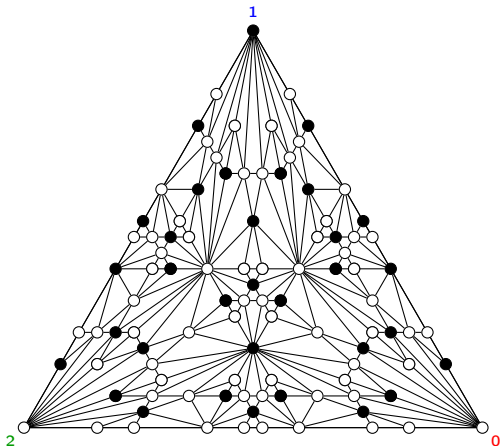
$$\begin{aligned}\Pi &= [n] \\ V^{in} &= \{\perp\} \\ \mathcal{I} &= 2^{\Pi \times V^{in}} = \sigma^{(n)} \\ V^{out} &= [1] \\ \mathcal{O} &= \{\tau \in 2^{\Pi \times V^{out}} : (|\text{pr}_{\Pi}| \leq n) \vee (\text{pr}_{V^{out}} = [1])\} \\ \Delta &\text{ „maximal”}\end{aligned}$$





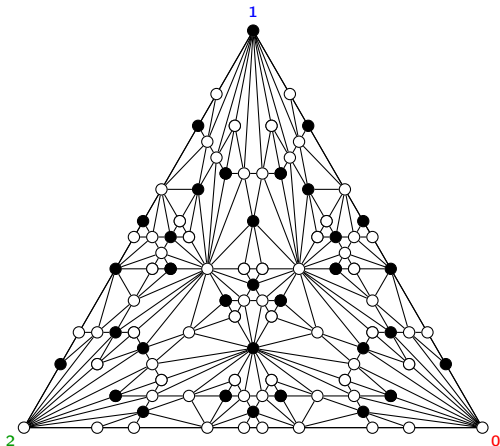
## Binary Labeling

$$B: \Psi(\mathcal{I}) \rightarrow [1]$$



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Non-monochromatic subdivision, but not rank-symmetric!

## Roadmap

1. Generate equally many positively and negatively oriented 0-monochromatic  $n$ -simplices by subdividing rank-symmetrically
2. Pick two 0-monochromatic  $n$ -simplices  $\sigma$  and  $\sigma'$  of opposite orientation
3. Find a sequence  $\sigma = \sigma_1, \dots, \sigma_\ell = \sigma'$  (**simplex path**) of  $n$ -simplices connecting them, where
  - $\sigma_{i,i+1} := \sigma_i \cap \sigma_{i+1}$  is an  $(n-1)$ -face of both, and
  - only  $\sigma_1$  and  $\sigma_\ell$  are monochromatic
4. Demonochromatize this simplex path without changing its boundary

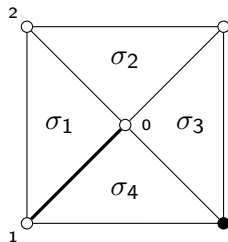
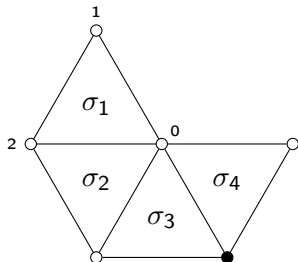
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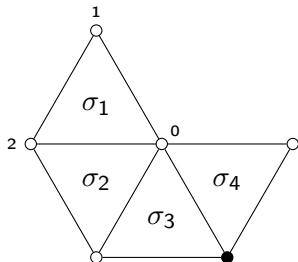
**Problem:** Not possible in parallel!

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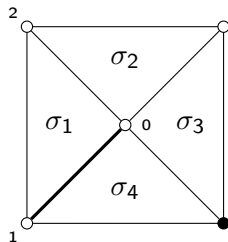
## Simplex Path



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$$I = (0, 0, 0)$$
$$C = (1, 2, 1)$$
$$V = (0, 1, 0)$$

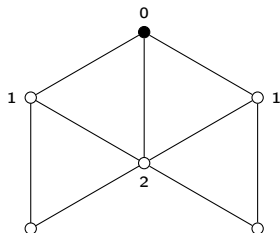


$C \in [n]^{\ell-1}$  Which vertices are “flipped”?

$V \in [1]^{\ell-1}$  What label does the flipped vertex get assigned?

$I \in [1]^{[n]}$  What labels does the first simplex get assigned?

# Edge Expansion

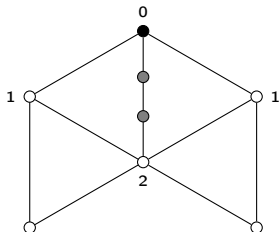


Example:



## Edge Expansion

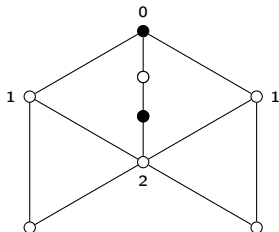
1. Subdivide  $\sigma_{m,m+1}$  using basic chromatic subdivision



Example:  $m = 2$ ,

## Edge Expansion

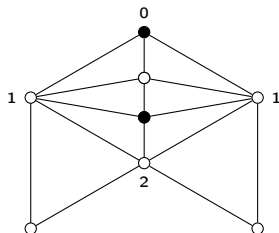
1. Subdivide  $\sigma_{m,m+1}$  using basic chromatic subdivision
2. Assign boolean labels to new vertices according to  $D = (d_0, \dots, d_{C_m-1}, -, d_{C_m+1}, \dots, d_n)$



Example:  $m = 2$ ,  $D = (1, -, 0)$ ,

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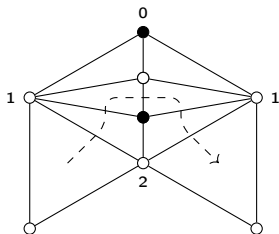
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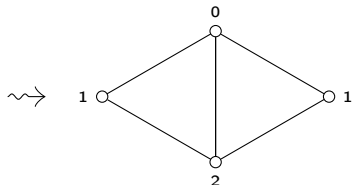
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4. Re-route path according to  $n$ -cube-path  $Q = (q_1, \dots, q_t)$



Example:  $m = 2$ ,  $D = (1, -, 0)$ ,  $Q = (0, 2, 1, 2, 0)$

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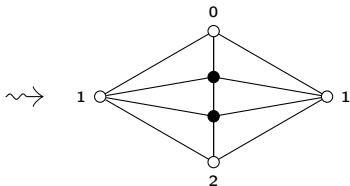
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Example:  $m = 1$

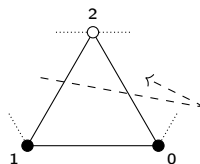
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Example:  $m = 1$ ,  $D = (1, \dots, 1)$

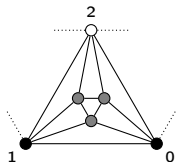
# Vertex Expansion



Example:

## Vertex Expansion

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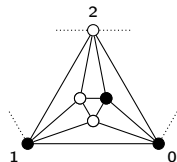


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## Vertex Expansion

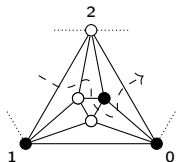
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- Assign boolean labels to new vertices according to  $D = (d_0, \dots, d_n)$
- Re-route path according to  $n$ -cube-loop  $Q = (q_1, \dots, q_t)$



Example:  $D = (0, 1, 0)$ ,  $Q = (0, 1, 2, 0, 1, 2)$

## Height Graph

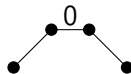
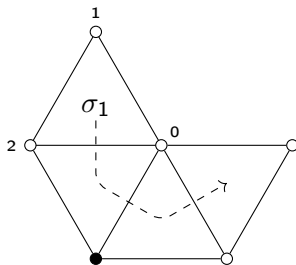
$$h_i := \#(1, B(\sigma_i))$$

- Analogously:  $h_{i,i+1} := \#(1, B(\sigma_{i,i+1}))$

**Vertices**  $(i, h_i)$  for  $i = 1, \dots, \ell$

**Edges**  $\{(i, h_i), (i+1, h_{i+1})\}$  for  $i = 1, \dots, \ell - 1$

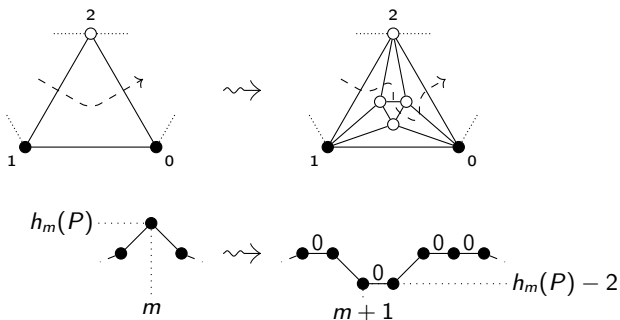
**Label** edge  $\{(i, h_i), (i+1, h_{i+1})\}$  with  $V_i$  if  $h_i = h_{i+1}$



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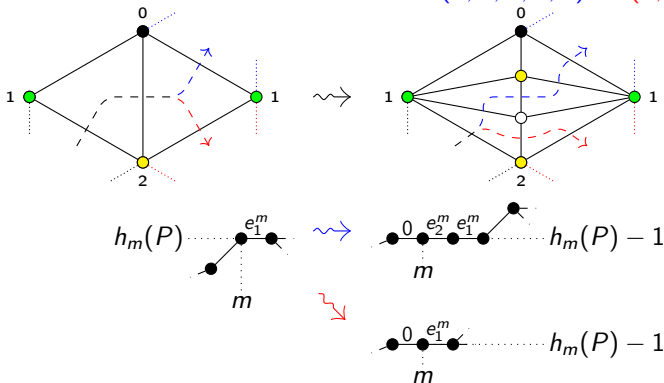
## Summit Move

- Choose (odd)  $m$  such that  $h_{m-1} < h_m > h_{m+1}$
- $B(\sigma_m) = (1, 1, 0, e_3, \dots, e_n)$  (up to  $S_{[n]}$ -action)
- Vertex expansion of  $\sigma_m$  with  $D := (0, 0, 0, \bar{e}_3, \dots, \bar{e}_n)$   
 $Q := (0, 1, 2, 0, 2, 1)$

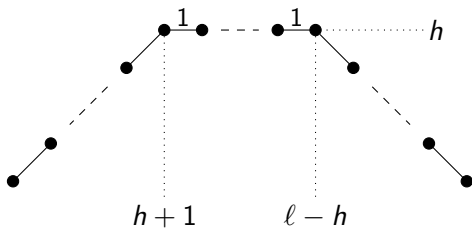


## Plateau Move

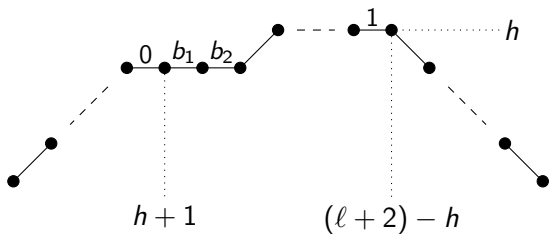
- Choose  $m$  such that  $h_{m-1} < h_m = h_{m+1}$
- $(C_{m-1}, C_m, C_{m+1}) = (0, 1, 2)$  or  $(0, 1, 0)$  (up to  $S_{[n]}$ -action)
- Edge expansion of  $\sigma_{m,m+1}$  with  $D := (0, -, e_2, \dots, e_n)$   
 $Q := (0, 2, 1, 0, 2)$  or  $(0, 1, 0)$



## Repeat

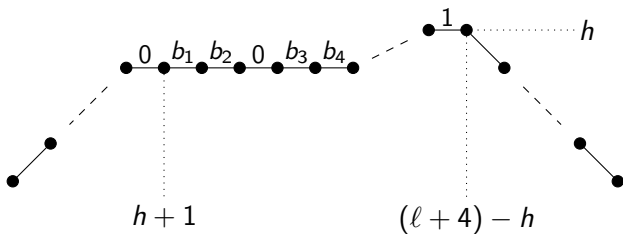


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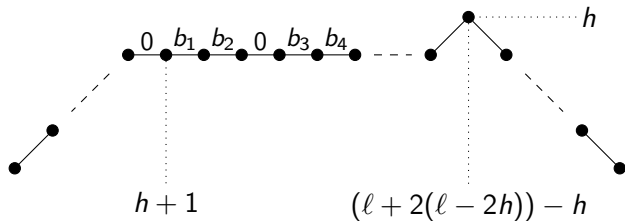




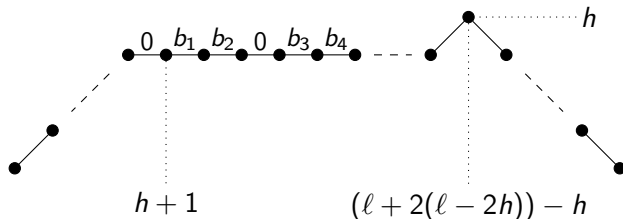
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## Repeat



### Complexity

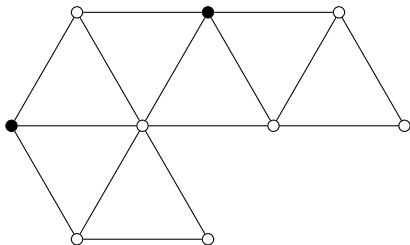
Kozlov  $\mathcal{O}(\ell^{n-1})$  (without preprocessing) [L.]

Castañeda and Rajsbaum  $\mathcal{O}(n)$  (with preprocessing)  
[Attiya et al. 2013]

- 1 Distributed Computing
- 2 Weak Symmetry Breaking
- 3 Simplex Path Demonochromatizing
  - Algorithm by Kozlov
  - Idea: Global Approach

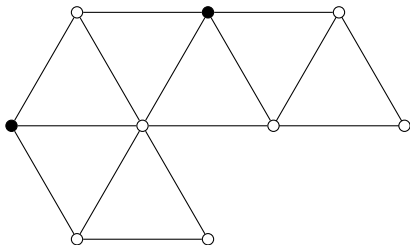
## Motivation

- Brute-force: Why not simply apply standard chromatic subdivision everywhere?



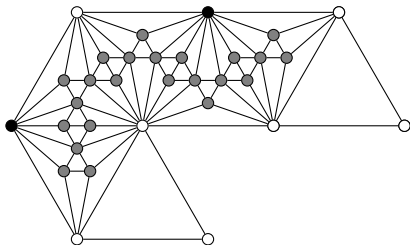
## Motivation

- Brute-force: Why not simply apply standard chromatic subdivision everywhere?
  - ⚡ Boundary must stay unmodified!



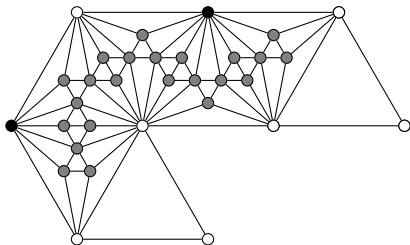
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## Motivation

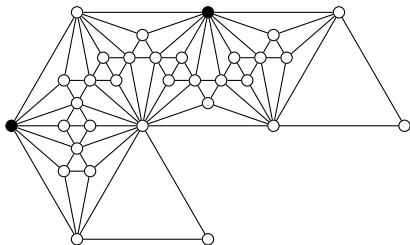
- Brute-force: Why not simply apply standard chromatic subdivision everywhere?
  - ⚡ Boundary must stay unmodified!
- Labeling?



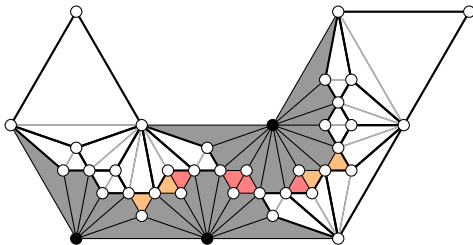
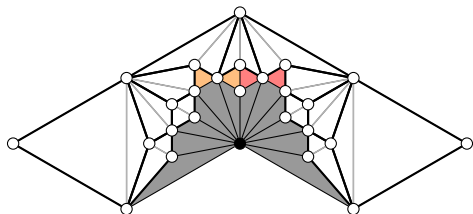


## Motivation

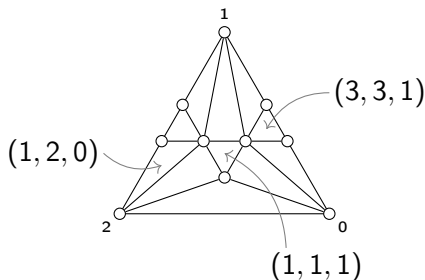
- Brute-force: Why not simply apply standard chromatic subdivision everywhere?
  - ⚡ Boundary must stay unmodified!
- Labeling? All 0 to maximize pairable simplices!



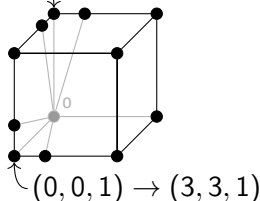
## Problems



## Possible Directions







$(1, 0, 0) \rightarrow (1, 2, 2)$



- Adapt “exhaustive expansion” technique from Kozlov 2015
- Search for graph matchings

## References

-  Herlihy, M. and N. Shavit (Nov. 1999). “The Topological Structure of Asynchronous Computability.” In: **J. ACM** 46.6, pp. 858–923.
-  Attiya, H. et al. (2013). “Upper Bound on the Complexity of Solving Hard Renaming.” In: **Proceedings of the 2013 ACM Symposium on Principles of Distributed Computing**. PODC '13. Montréal, Québec, Canada: ACM, pp. 190–199.
-  Kozlov, D. N. (Feb. 2015). “Weak symmetry breaking and abstract simplex paths.” In: **Mathematical Structures in Computer Science FirstView**, pp. 1–31.
-  Castañeda, A. and S. Rajsbaum (Mar. 2012). “New Combinatorial Topology Bounds for Renaming: The Upper Bound.” In: **J. ACM** 59.1, 3:1–3:49.

## Tasks

### Example

$\Pi = [2]$ ,  $V^{in} = V^{out} = [1]$ ,  $\mathcal{I} = \Pi \times V^{in}$ ,  $\mathcal{O} = \Pi \times V^{out}$

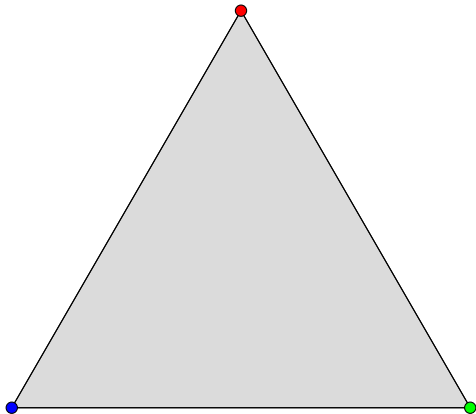
Task: Output the input value of any process

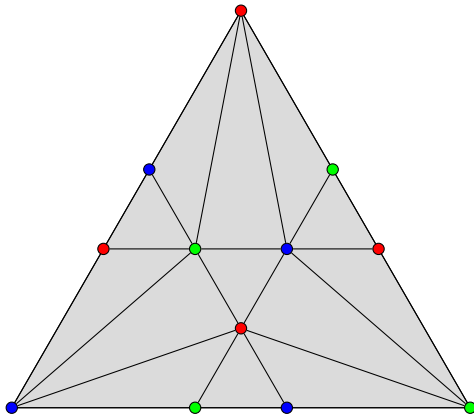
$$\Delta(\{0 \mapsto x, 1 \mapsto x, 2 \mapsto x\}) = 2^{\{0 \mapsto x, 1 \mapsto x, 2 \mapsto x\}}$$

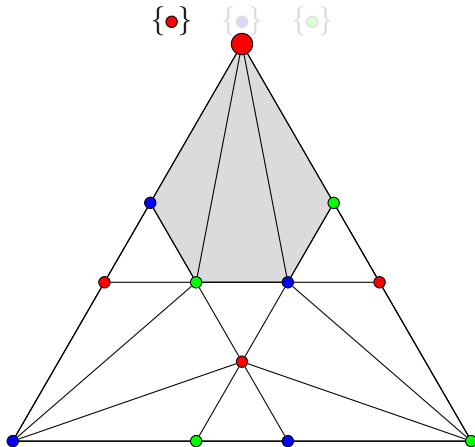
$$\Delta(\{a \mapsto x, b \mapsto x\}) = 2^{\{a \mapsto x, b \mapsto x\}}$$

$$\Delta(\{a \mapsto x\}) = \{a \mapsto x\}$$

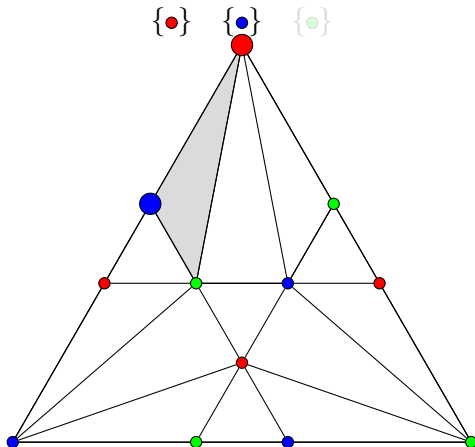
for all other  $\sigma \in \mathcal{I}$ :  $\Delta(\sigma) = \{O \subseteq \mathcal{O} \mid \text{pr}_{\Pi} O = \text{pr}_{\Pi} \sigma\}$

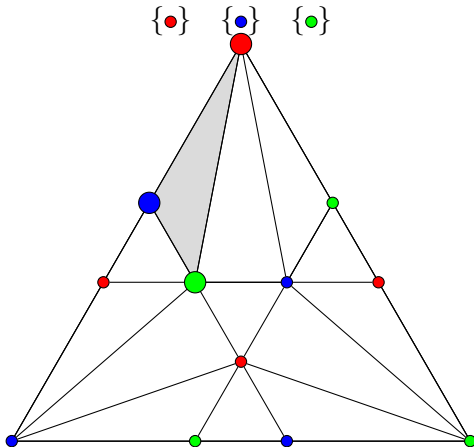
Standard Chromatic Subdivision  $\chi$ 

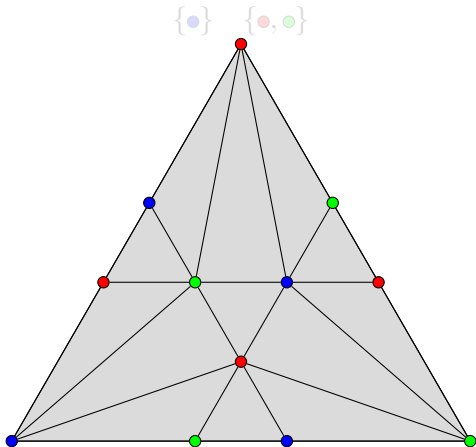
Standard Chromatic Subdivision  $\chi$ 

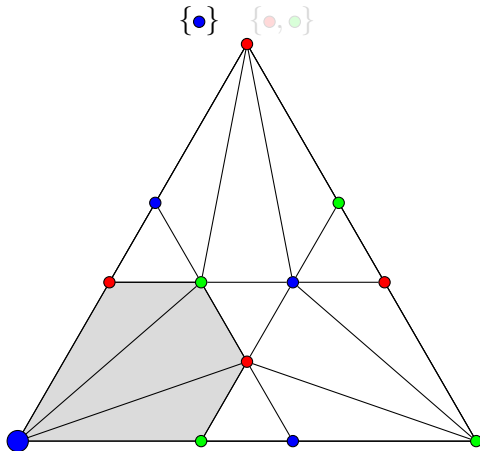
Standard Chromatic Subdivision  $\chi$ 

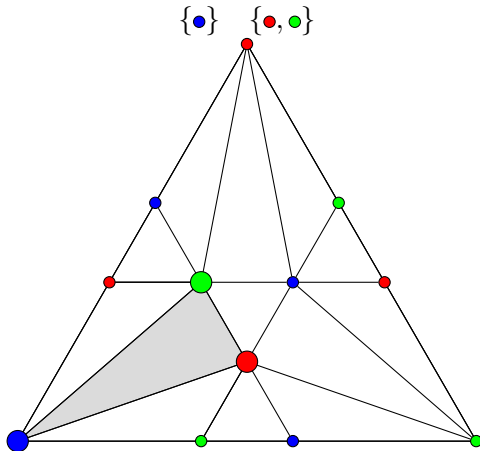


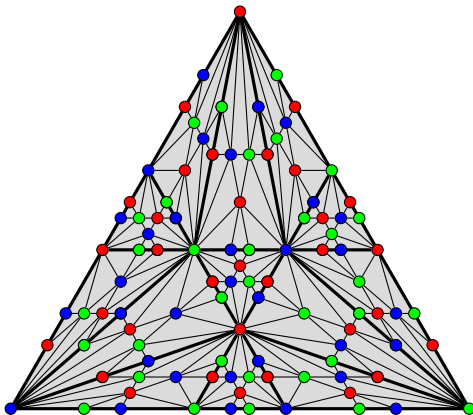
Standard Chromatic Subdivision  $\chi$ 

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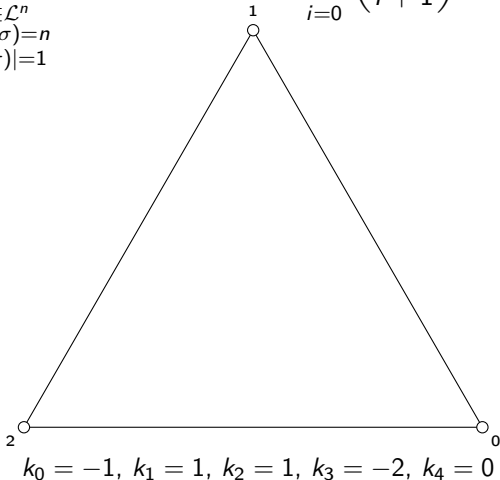
Standard Chromatic Subdivision  $\chi$ 

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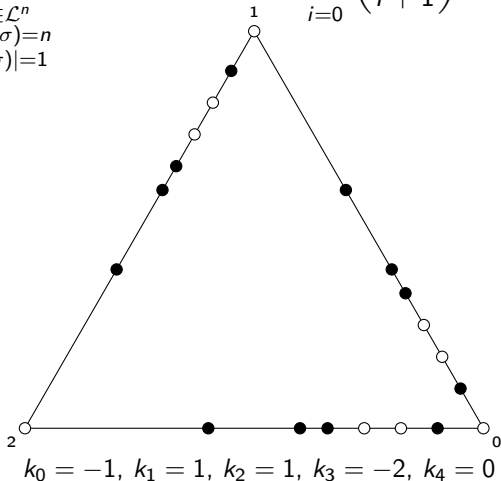
## First Subdivision Step

$$\sum_{\substack{\sigma \in \mathcal{L}^n \\ \dim(\sigma) = n \\ |B(\sigma)| = 1}} (-1)^{B(\sigma) \cdot n} D(\sigma) \stackrel{!}{=} 1 + \sum_{i=0}^{n-1} \binom{n+1}{i+1} k_i \stackrel{!}{=} 0$$



## First Subdivision Step

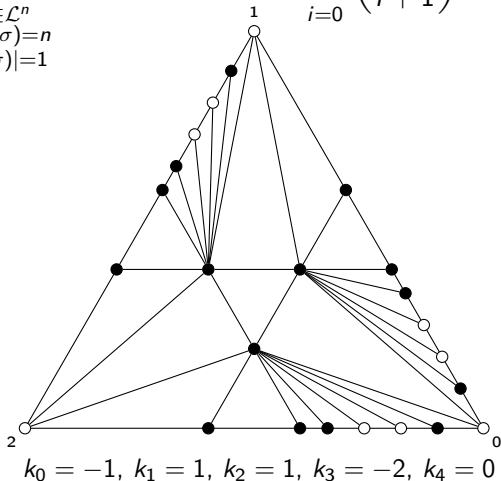
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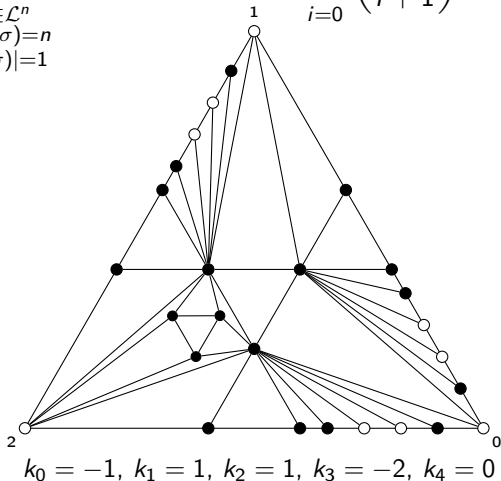
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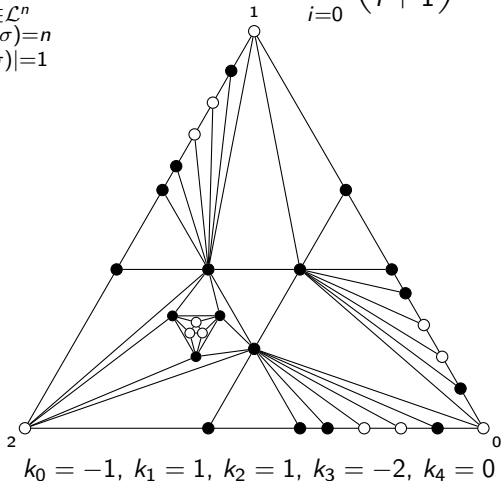
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## Subdivision Point

Choose  $m$  minimal such that

$$h_{m+1,m+2} \leq m - 2$$

Then  $m \leq \frac{\ell}{2}$  and

$$\begin{array}{ccccccccc}
 m-2 & \text{---} & m-1 & \text{---} & m-1 & \text{---} & m-1 & \text{---} & m-2 \\
 m-3 & \text{---} & m-2 & \text{---} & m-2 & \text{---} & m-2 & \text{---} & m-3
 \end{array}$$

$$\text{---} \quad h_{m-1,m} \quad h_m \quad h_{m,m+1} \quad h_{m+1} \quad h_{m+1,m+2} \quad \text{---}$$

## Case Analysis

Case 1  $h_m \neq h_{m+1}$  (Asymmetric)

Case 2  $h_m = h_{m+1} = h_{m,m+1}$  (Symmetric 0)

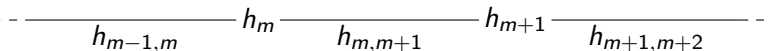
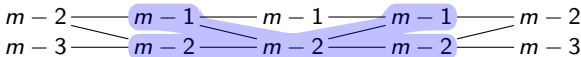
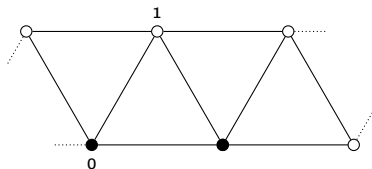
Case 3  $h_m = h_{m+1} \neq h_{m,m+1}$  (Symmetric 1)

$$\begin{array}{ccccccc}
 m-2 & \text{---} & m-1 & \text{---} & m-1 & \text{---} & m-1 & \text{---} & m-2 \\
 & \searrow & & \searrow & & \swarrow & & \swarrow & \\
 m-3 & \text{---} & m-2 & \text{---} & m-2 & \text{---} & m-2 & \text{---} & m-3
 \end{array}$$

$$\text{---} \frac{h_{m-1,m}}{h_m} \text{---} \frac{h_{m,m+1}}{h_{m+1}} \text{---} \frac{h_{m+1,m+2}}{h_{m+1}} \text{---}$$

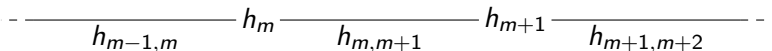
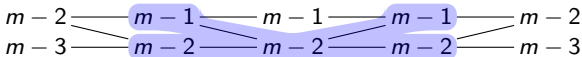
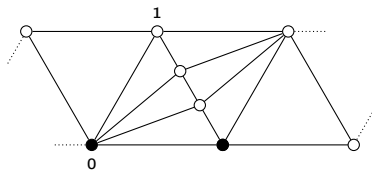
## Case 1: Asymmetric

$$h_m \neq h_{m+1}$$



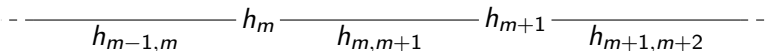
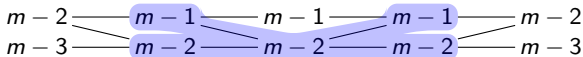
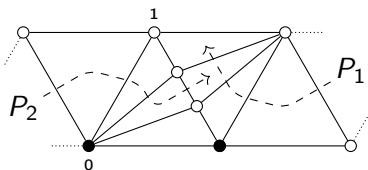
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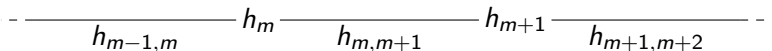
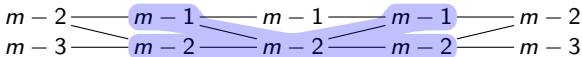
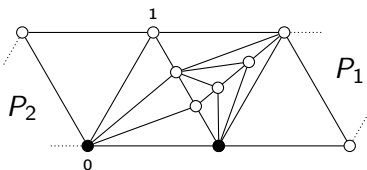
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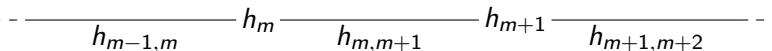
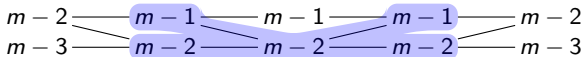
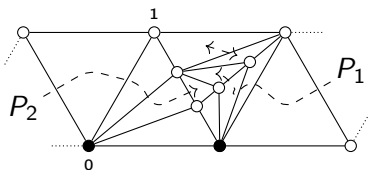
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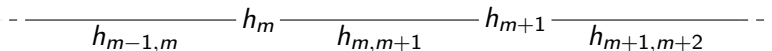
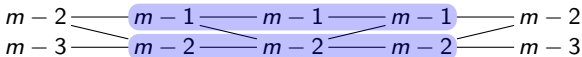
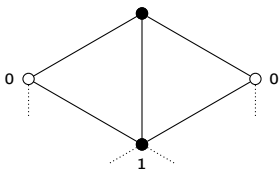
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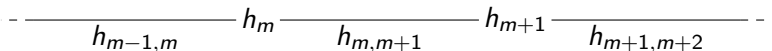
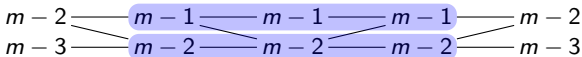
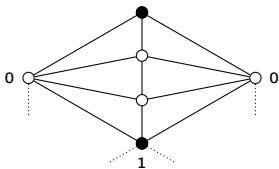
## Case 2: Symmetric 0

$$h_m = h_{m+1} = h_{m,m+1} \in \{m-2, m-1\}$$



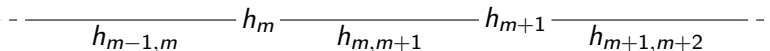
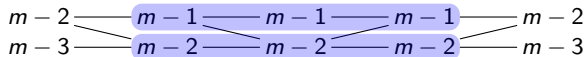
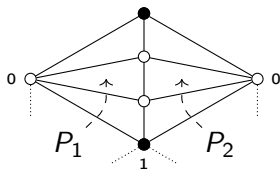
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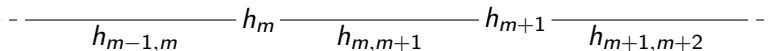
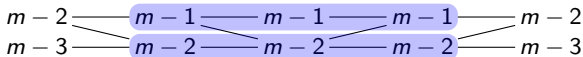
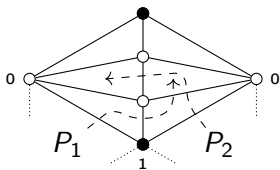
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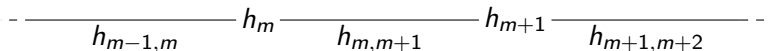
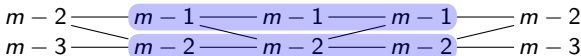
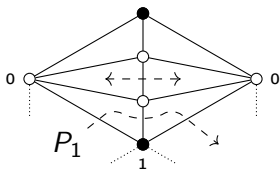
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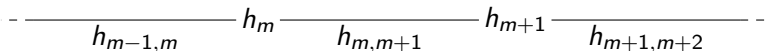
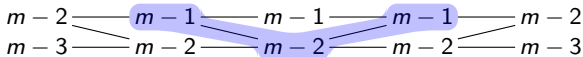
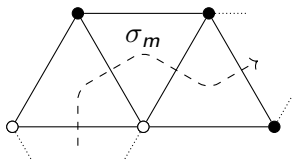
## Case 2: Symmetric 0

$$h_m = h_{m+1} = h_{m,m+1} \in \{m-2, m-1\}$$



## Case 3: Symmetric 1

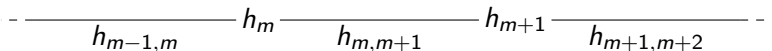
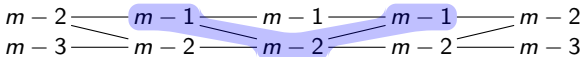
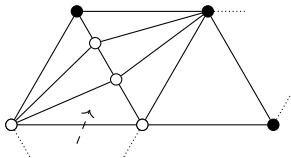
$$h_m = h_{m+1} \neq h_{m,m+1}$$





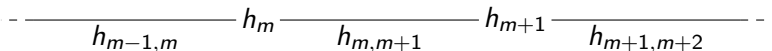
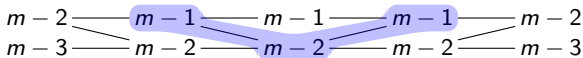
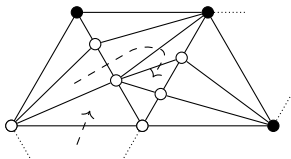
## Case 3: Symmetric 1

$$h_m = h_{m+1} \neq h_{m,m+1}$$



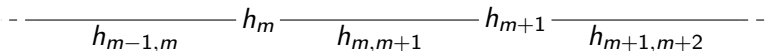
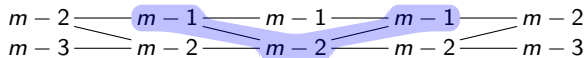
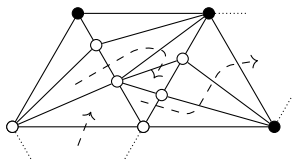
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$$h_m = h_{m+1} \neq h_{m,m+1}$$



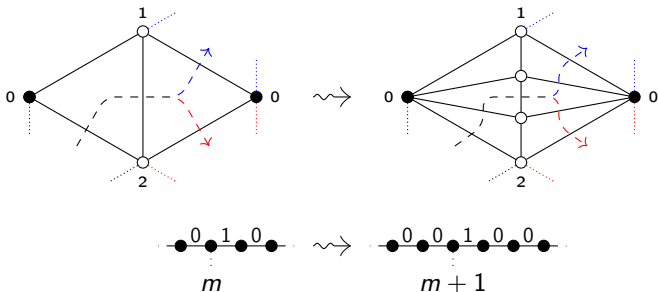
## Case 3: Symmetric 1

$$h_m = h_{m+1} \neq h_{m,m+1}$$



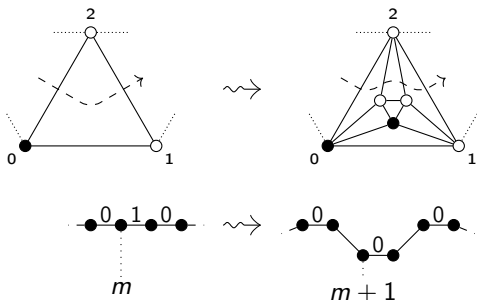
## Flatten a unit

- Low admissible path
- Choose even  $m$  such that  $V_m := B(\sigma_{m+1})_{C_m} = 1$
- $(C_{m-1}, C_m, C_{m+1}) = (1, 0, 1)$  or  $(1, 0, 2)$  (up to  $S_{[n]}$ -action)
- Edge exp. of  $\sigma_{m,m+1}$  w/  $D := (-, 0, \dots, 0)$   
 $Q := (1, 2, 0, 2, 1)$  or  $(1, 2, 0, 1, 2)$



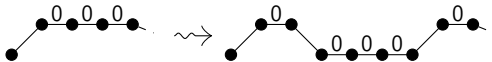
## Eliminate a unit

- Low admissible path
- Choose (odd)  $m$  such that  $V_m := B(\sigma_{m+1})_{C_m} = 1$
- $(C_{m-1}, C_m) = (1, 0)$  (up to  $S_{[n]}$ -action)
- Vertex expansion of  $\sigma_m$  with  $D := (0, 0, 1, \dots, 1)$   
 $Q := (1, 0, 1, 0)$



## Shorten generic zeros

- Low admissible path
- Assume  $V = (1, 0, 0, 0, V_5, \dots$
- $C = (0, 1, 2, 3, \dots)$  (up to  $S_{[n]}$ -action)
- Edge expansion on  $\sigma_3$  with  $D := (0, 0, -, 0, 1, \dots, 1)$   
 $Q := (1, 0, 3, 2, 1, 0, 3)$



## Shorten special zeros

- Low admissible path
- Assume  $V = (1, 0, 0, 0, V_5, \dots$
- $C = (0, 1, 2, 1, \dots)$  (up to  $S_{[n]}$ -action)
- Edge expansion on  $\sigma_3$  with  $D := (0, 0, -, 1, 1, \dots, 1)$   
 $Q := (1, 0, 2, 0, 1)$

