

Approximation of the mean speedup in trace monoids and random generation of traces

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Developments and New Tracks in Trace Theory

ESF AutoMathA project 8 - 10, Cremona (Italy)

Brief history

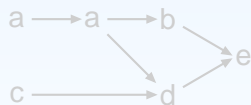
Sequential Processes \implies Free Monoids

$a \longrightarrow c \longrightarrow a \longrightarrow b \longrightarrow d \longrightarrow e$

$$\Sigma = \{a, b, c, d, e\}$$

$$w = acabde \in \Sigma^*$$

Concurrent Processes \implies Trace Monoids



$$(\Sigma, C) =$$

[Mazurkiewicz, 77]

$$t = [acabde] \in \Sigma^* / \equiv,$$

$$\equiv \leftarrow \{xy = yx \mid xCy\}$$

Originally, they were introduced in [Cartier/Foata, 69]

Combinatorial Context \implies Part. Comm. Monoids

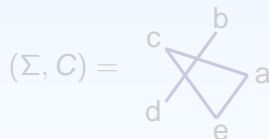
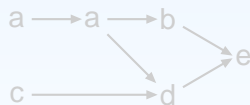
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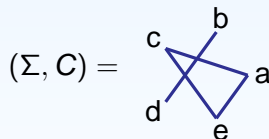
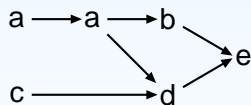
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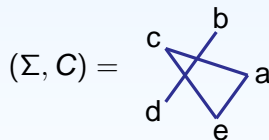
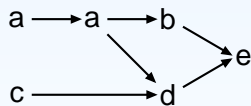
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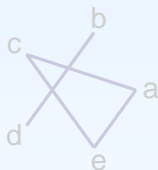
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Traces and Foata Normal Form

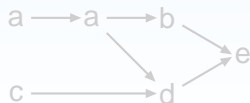
A **trace** t is an equivalence class in Σ^* , $t = [w]$ where $w \in \Sigma^*$.



$$[acabde] = \{aacbde, aacdbe, acabde, acadbe, caabde, caadbe\}$$

The **Foata Normal Form** of a trace t is a univocal representation of t by means of cliques in (Σ, C) :

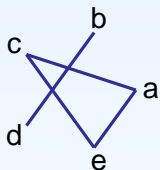
- ▶ A pair of cliques (c, c') is *admissible* ($\text{adm}(c, c')$) if $\forall \sigma' \in c', \exists \sigma \in c \mid (\sigma, \sigma') \notin C$.
- ▶ $t = (c_1, \dots, c_m)$, where (c_i, c_{i+1}) is adm. for $1 \leq i < m$.



$$t = (\{a, c\}, \{a\}, \{b, d\}, \{e\})$$

Traces and Foata Normal Form

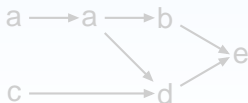
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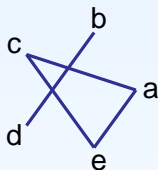
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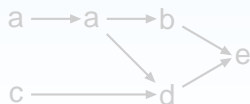
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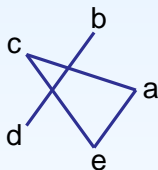
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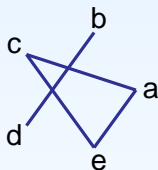
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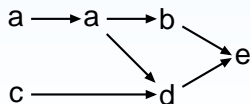
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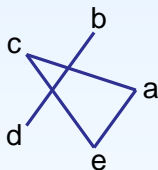
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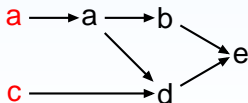
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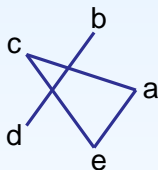
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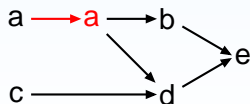
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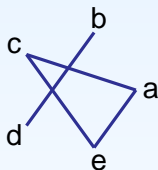
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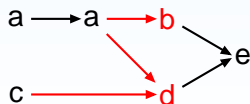
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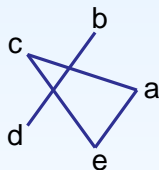
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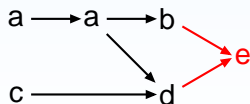
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Unbounded Parallelism

Assume to have a number $\geq |\Sigma|$ of processors. Let $t \in \Sigma^*/ \equiv$:

- ▶ The **length** $l(t)$ is the **length** of w , where $t = [w]$.
- ▶ The **height** $h(t)$ is the **length** of its **Foata Normal Form**.

Look at $t = [acabde] = (\{a, c\}, \{a\}, \{b, d\}, \{e\})$ as a process:

$a \rightarrow c \rightarrow a \rightarrow b \rightarrow d \rightarrow e \quad l(t) = \text{Sequential time}$

$a \rightarrow a \rightarrow b \rightarrow e$
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$h(t) = \text{Parallel time}$

$$\text{speedup of } t = \frac{l(t)}{h(t)} = \frac{\text{sequential time}}{\text{parallel time}}$$

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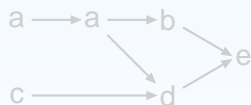
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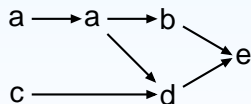
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 \quad \quad \quad \quad \quad \quad \quad e \\
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Mean (Average) Speedup

Mean Speedup over the words of equal length

Uniform Distribution over Σ^n :

$$\lambda_*(\Sigma, C) = \lim_{n \rightarrow \infty} \frac{1}{|\Sigma|^n} \sum_{w \in \Sigma^n} \frac{n}{h([w])}$$

Same process execution time (sequential framework).

Mean Speedup over the traces of equal height

Uniform Distribution over $h^{-1}(n)$:

$$\eta_M(\Sigma, C) = \lim_{n \rightarrow \infty} \frac{1}{|h^{-1}(n)|} \sum_{t \in h^{-1}(n)} \frac{l(t)}{n}$$

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The MSWL and MSTH Problems

Name: MSWL (Mean Speedup on Words of equal Length)

Input: a parallel alphabet (Σ, C) .

Output: $\lambda_*(\Sigma, C)$.

- ▶ $\lambda_*(\Sigma, C)$ exists [Sayeb, 89]; and is not algebraic in general [Krob et al., 03];
- ▶ MSWL is a restriction of a NP-hard approximable problem (max-algebra spectral radius problem) [Blondel et al., 00];

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Approximability and non-approximability results

MSWL admits a *probabilistic fully polynomial time approximation scheme* (pFPTAS), i.e.

Theorem ([B./R. 2007])

There exists a randomized algorithm A , taking as input (Σ, C) and an error $0 < \epsilon < 1$, such that

- ▶ *A is polynomial in $|\Sigma|$ and $1/\epsilon$.*
- ▶ *with probability at least $1/2$,*

$$(1 + \epsilon)^{-1} A(\Sigma, C, \epsilon) \leq \lambda_*(\Sigma, C) \leq (1 + \epsilon) A(\Sigma, C, \epsilon).$$

MSTH is *not efficiently approximable*:

Theorem ([B./R. 2007])

Unless $NP = coR$, MSTH problem is hard to approximate within a factor $|\Sigma|^{1-\epsilon}$.

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MSTH is **not efficiently approximable**:

Theorem ([B./R. 2007])

Unless $NP = coR$, MSTH problem is hard to approximate within a factor $|\Sigma|^{1-\epsilon}$.

Approximability and non-approximability results

MSWL admits a *probabilistic fully polynomial time approximation scheme* (pFPTAS), i.e.

Theorem ([B./R. 2007])

There exists a *randomized algorithm* A , taking as input (Σ, C) and an *error* $0 < \epsilon < 1$, such that

- ▶ A is *polynomial* in $|\Sigma|$ and $1/\epsilon$.
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MSWL is approximable, MSTH is not. Why?

- ▶ Approximating MSWL: random generation of

$$t \in \mathcal{M}_{G \cap I^{-1}}(k) \quad \text{with} \quad \text{Prob}(t) = \frac{|\{w \in \Sigma^k \mid [w] = t\}|}{|\Sigma|^k}.$$

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Random generation of traces

Name: **URGT** (Uniform Random Generation of Traces)

Input: a graph (Σ, C) , an integer in unary repr. 1^k .

Output: $t \in \mathcal{M}_{(\Sigma, C)}$, $h(t) = k$, with probability $1/|h^{-1}(k)|$.

Our Contribution:

Theorem

Let A be a *polynomial time* random generator for URGT.

- ▶ $p_G =$ *distrib. produced by A over $\{t \in \mathcal{M}_G \mid h(t) = k\}$;*
- ▶ $u_G =$ *uniform distribution over $\{t \in \mathcal{M}_G \mid h(t) = k\}$.*

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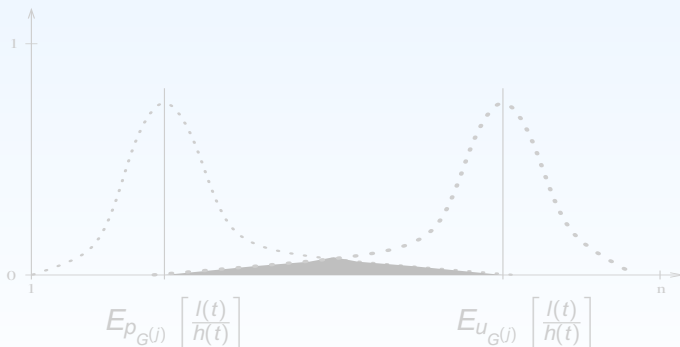
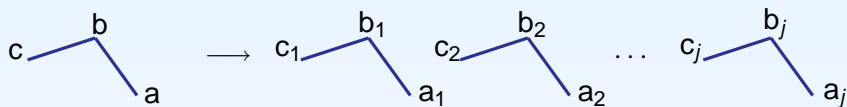
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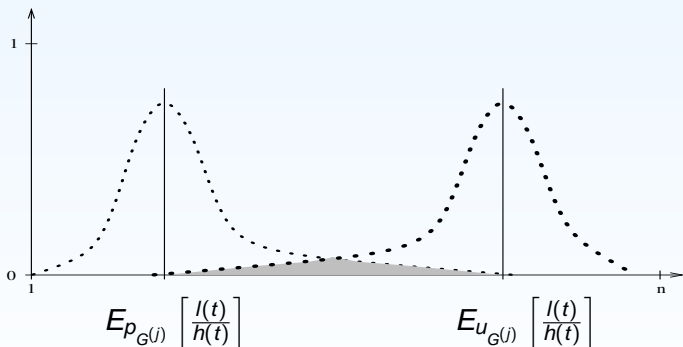
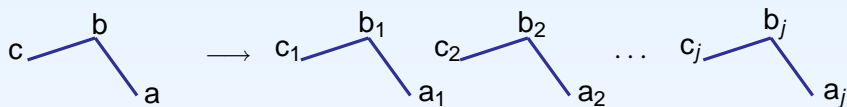
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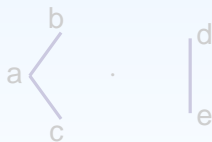
Series-Parallel Graphs

Question: is there a subclass of graphs for which URGT admits a polynomial solution?

Answer: Yes. Series-parallel graphs.

Consider $G_1 = (\Sigma_1, C_1)$ and $G_2 = (\Sigma_2, C_2)$ with $\Sigma_1 \cap \Sigma_2 = \emptyset$:

► *Series composition* $G_1 \cdot G_2 = (\Sigma_1 \sqcup \Sigma_2, C_1 \sqcup C_2)$.



► *Parallel composition* $G_1 \parallel G_2 = (\Sigma_1 \sqcup \Sigma_2, \overline{C_1 \sqcup C_2})$;



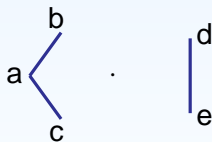
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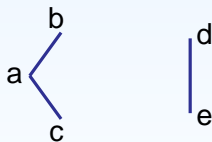
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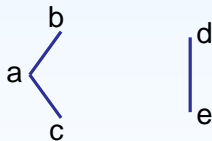
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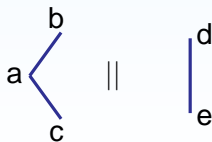
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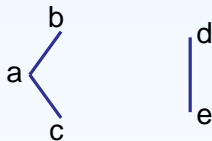
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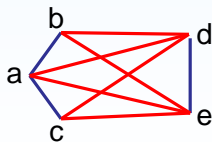
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The SPG class

Series-Parallel Graphs (SPG) can be defined recursively:

- ▶ $(\{a_1\}, \{\}) \in \text{SPG}, \forall i \in \mathbf{N};$
- ▶ $(\Sigma_1, C_1) \parallel (\Sigma_2, C_2), (\Sigma_1, C_1) \cdot (\Sigma_2, C_2) \in \text{SGP}$ if $\Sigma_1 \cap \Sigma_2 = \emptyset$.

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with $c = 1, 2$. Then:

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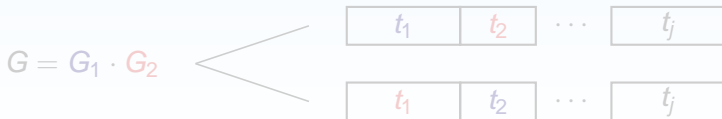
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Recursive Method [Wilf, Nijenhuis 78] by using Lemmas 1 & 2.

Uniform random generation of $t \in \mathcal{M}_G$ of height k :



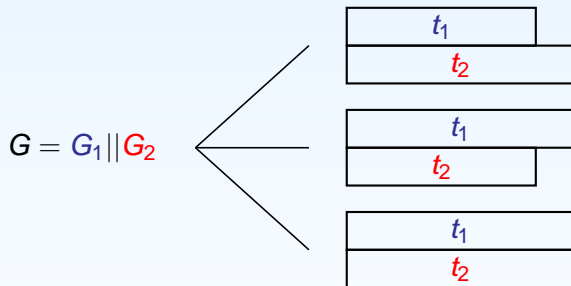
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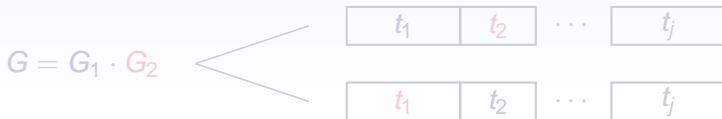
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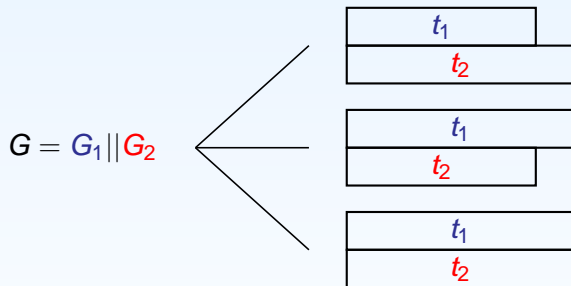
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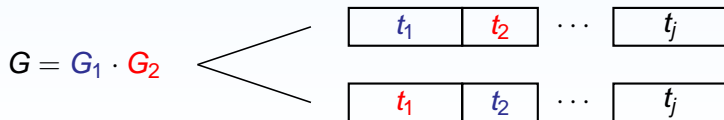
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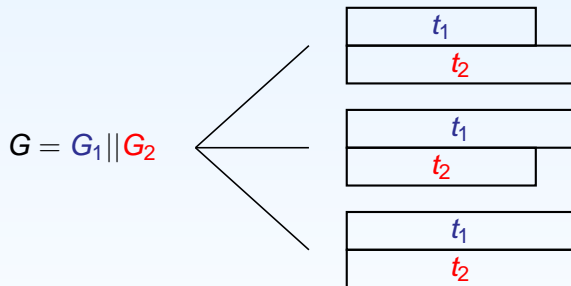
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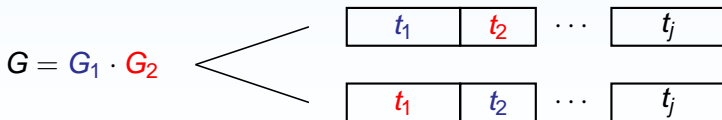
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