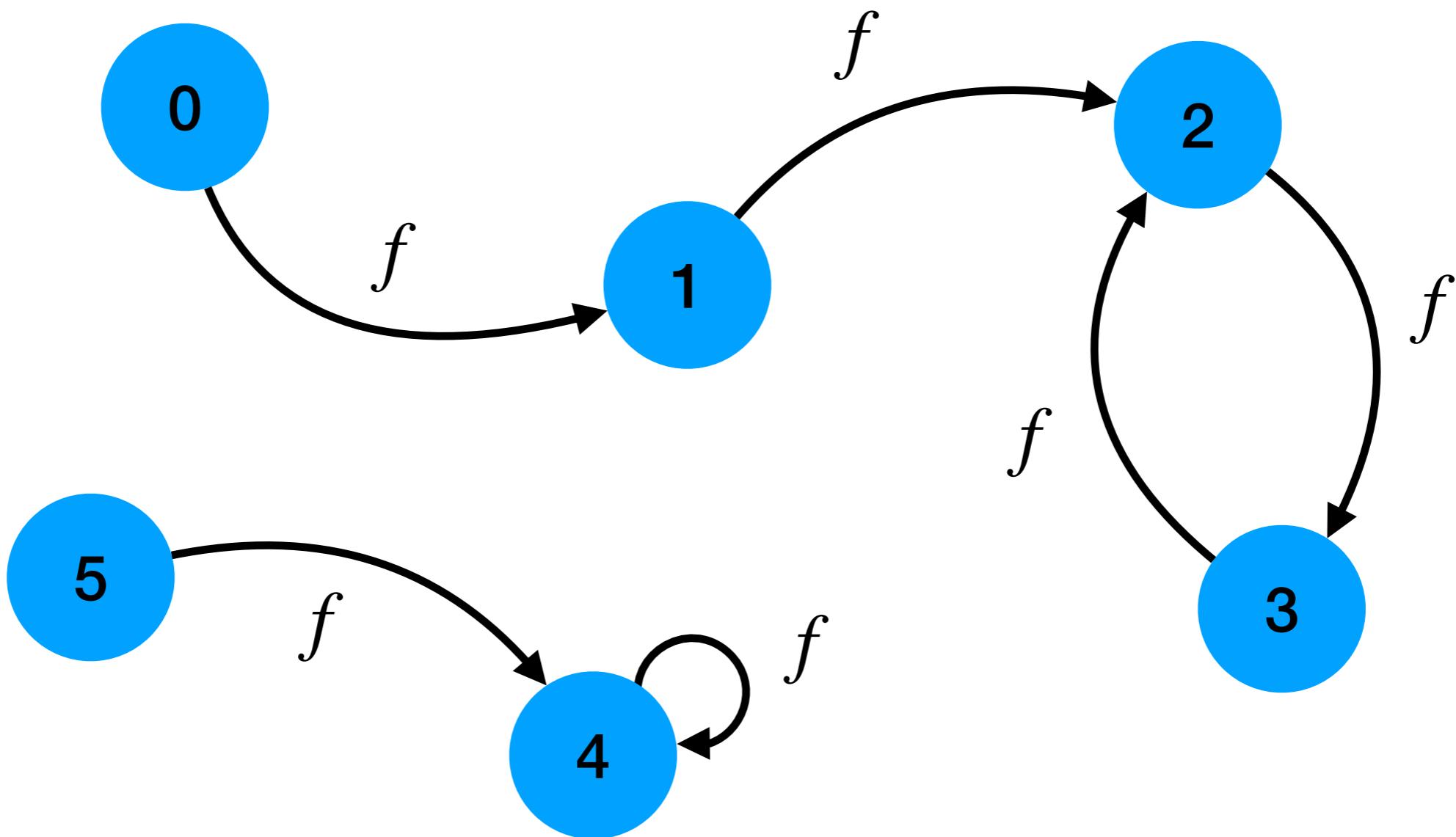


L'algèbre des systèmes dynamiques discrets abstraits

Antonio E. Porreca • Marius Rolland
CANA • LIS • Marseille

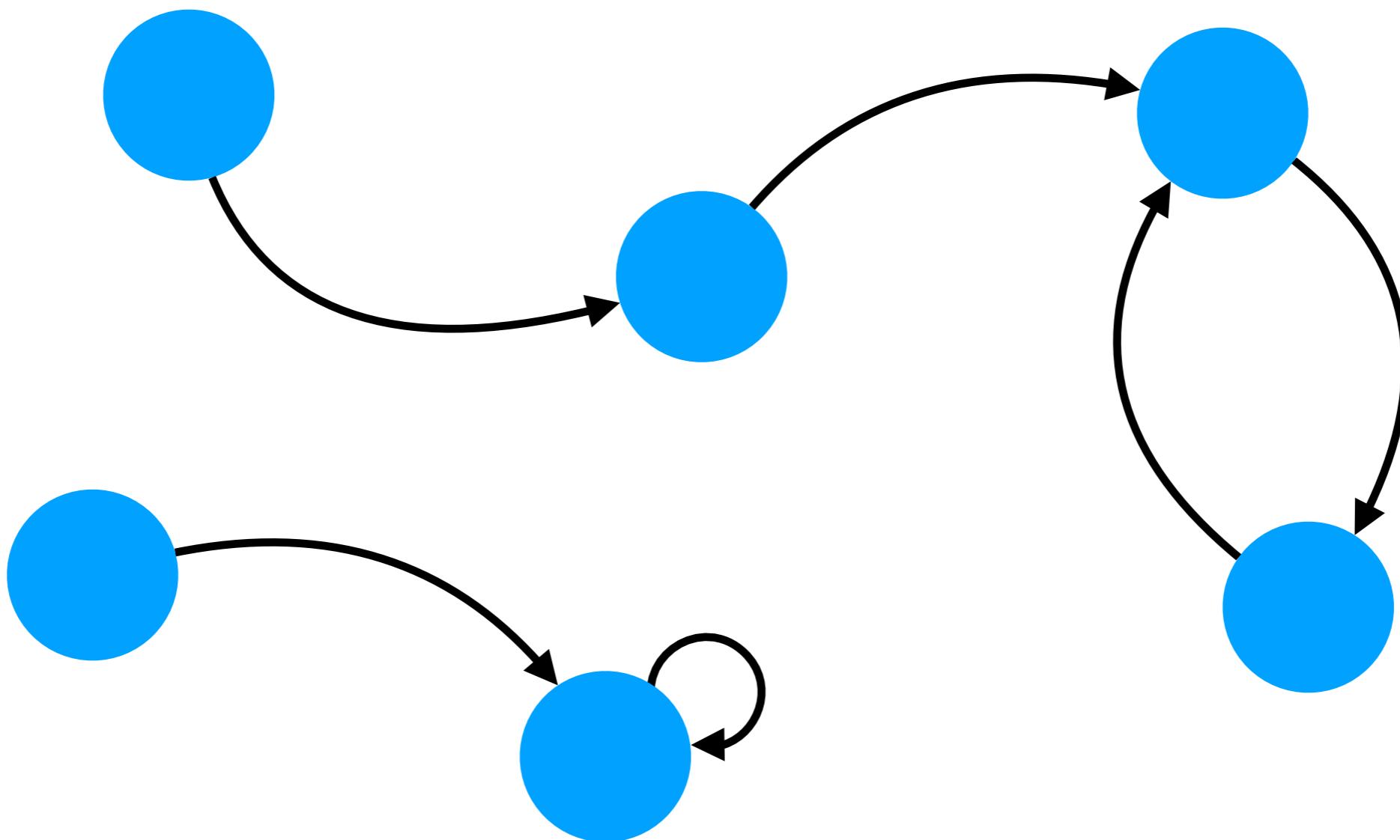
Finite, discrete-time dynamical systems

Just a finite set with a transition function (A, f)



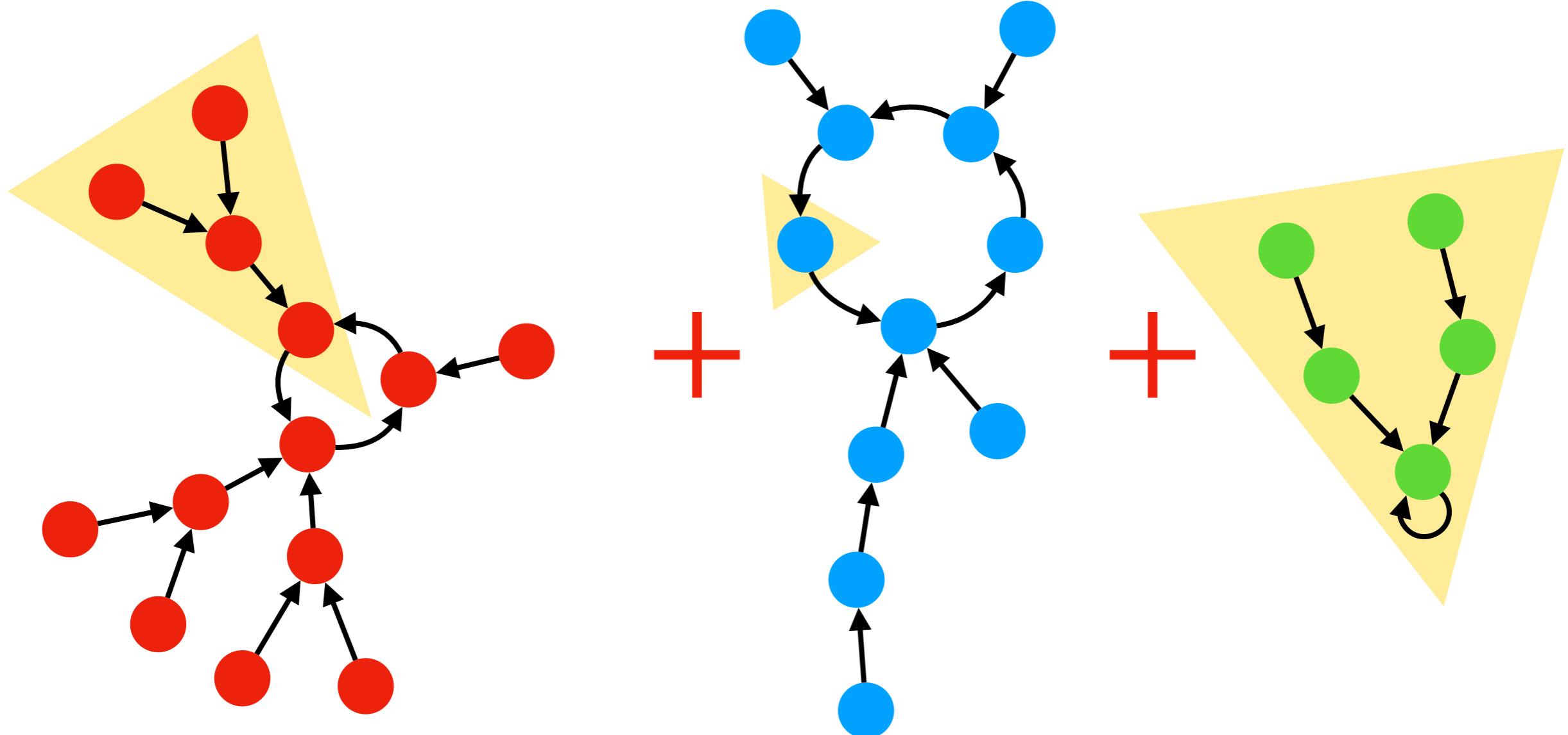
Finite, discrete-time dynamical systems

Just a finite set with a transition function (A, f) **modulo isomorphism**



General shape of a dynamical system

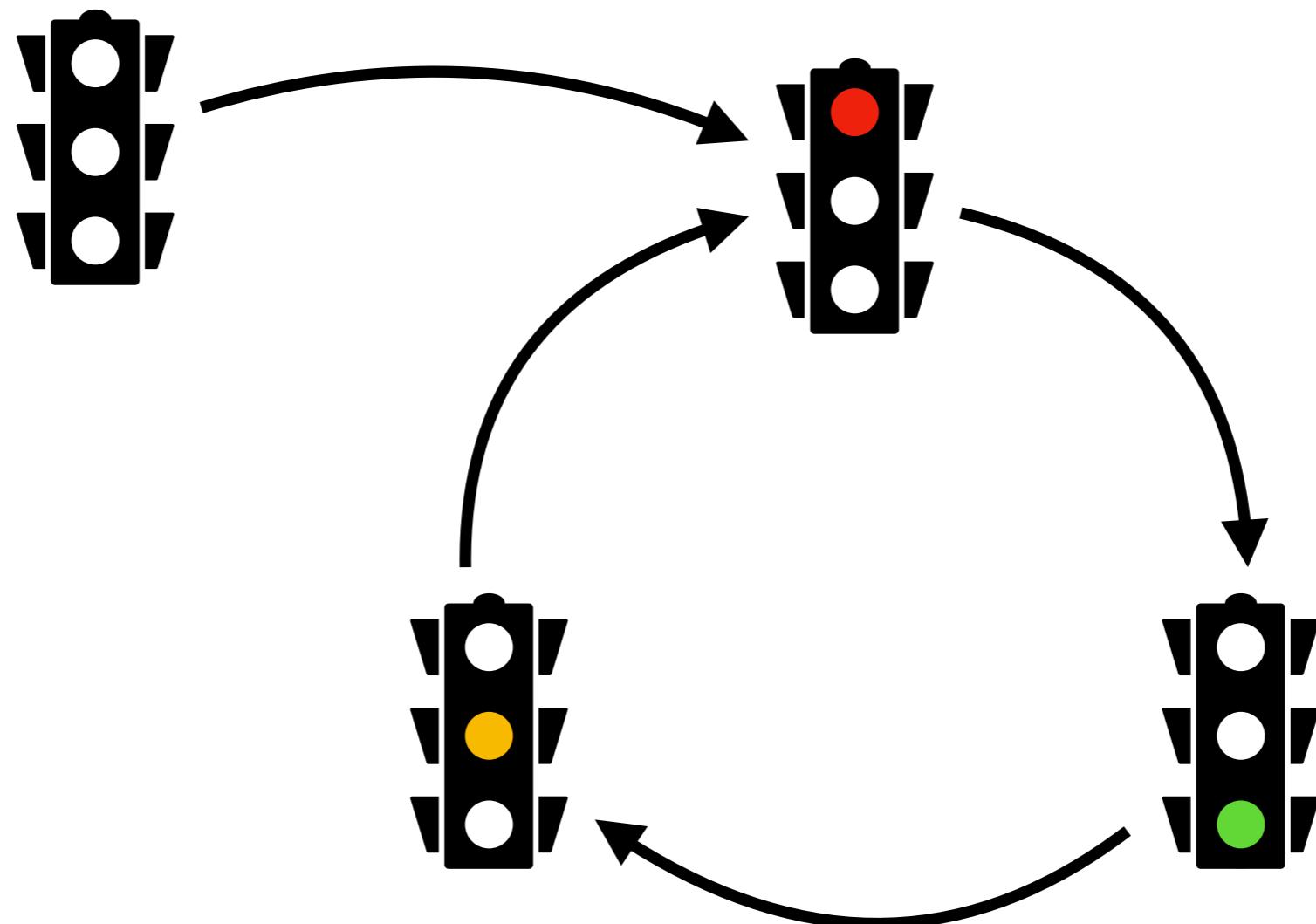
A few limit cycles **with trees going in**



$$C_3 \left(\text{red graph} \right) + C_5 \left(\text{blue graph} \right) + C_1 \left(\text{green graph} \right)$$

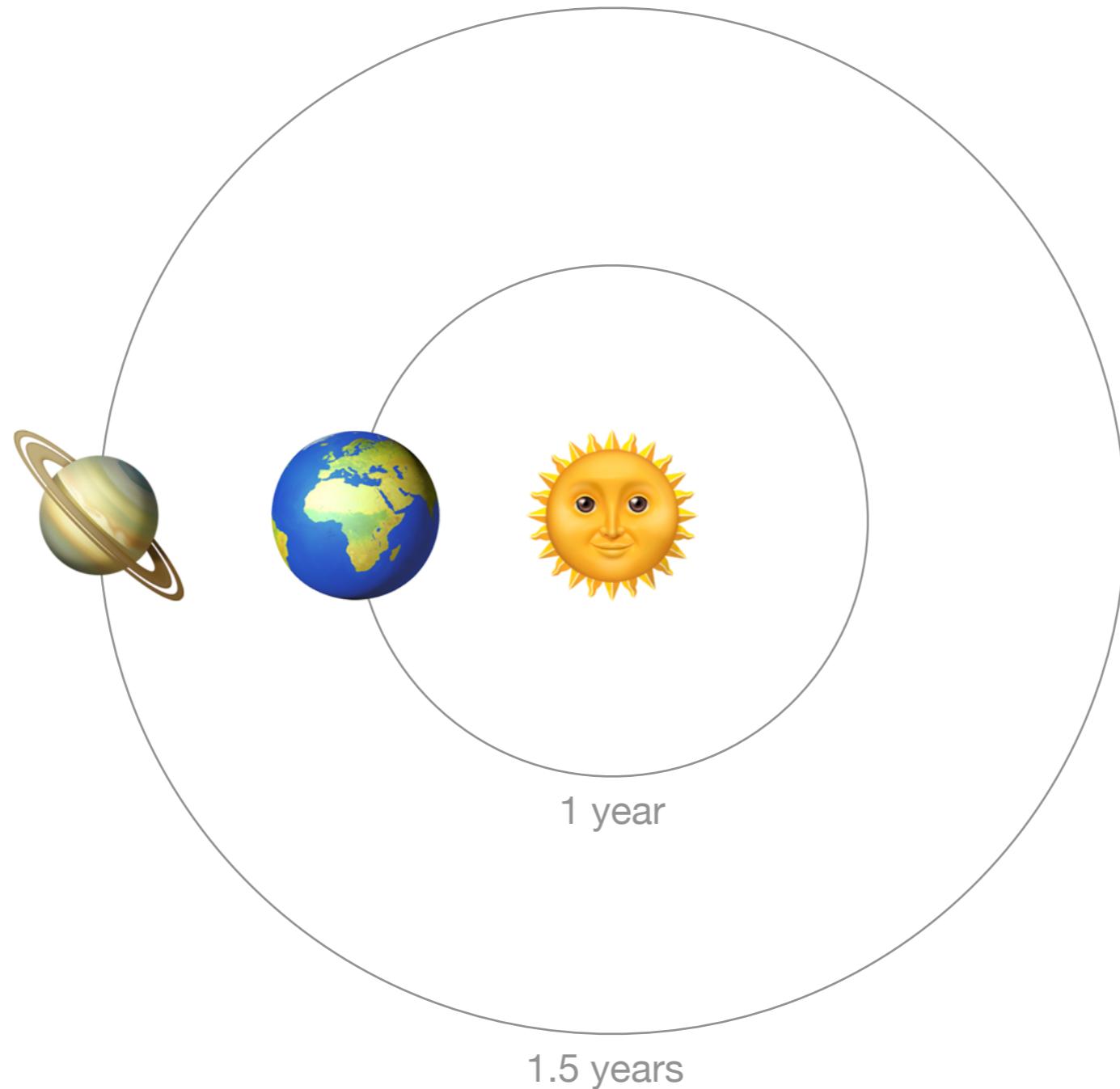
A toy example from engineering

Traffic lights

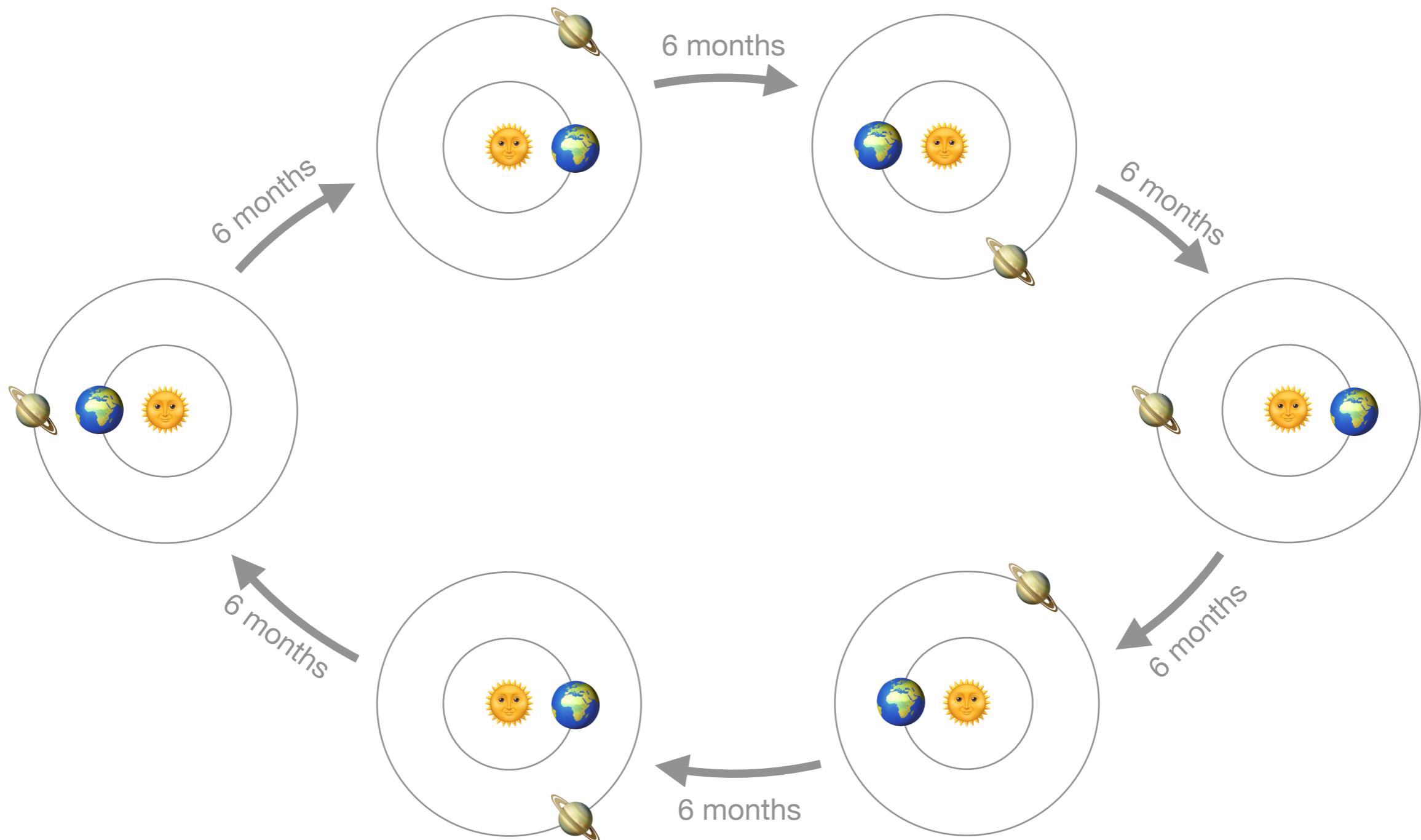


A toy example from science

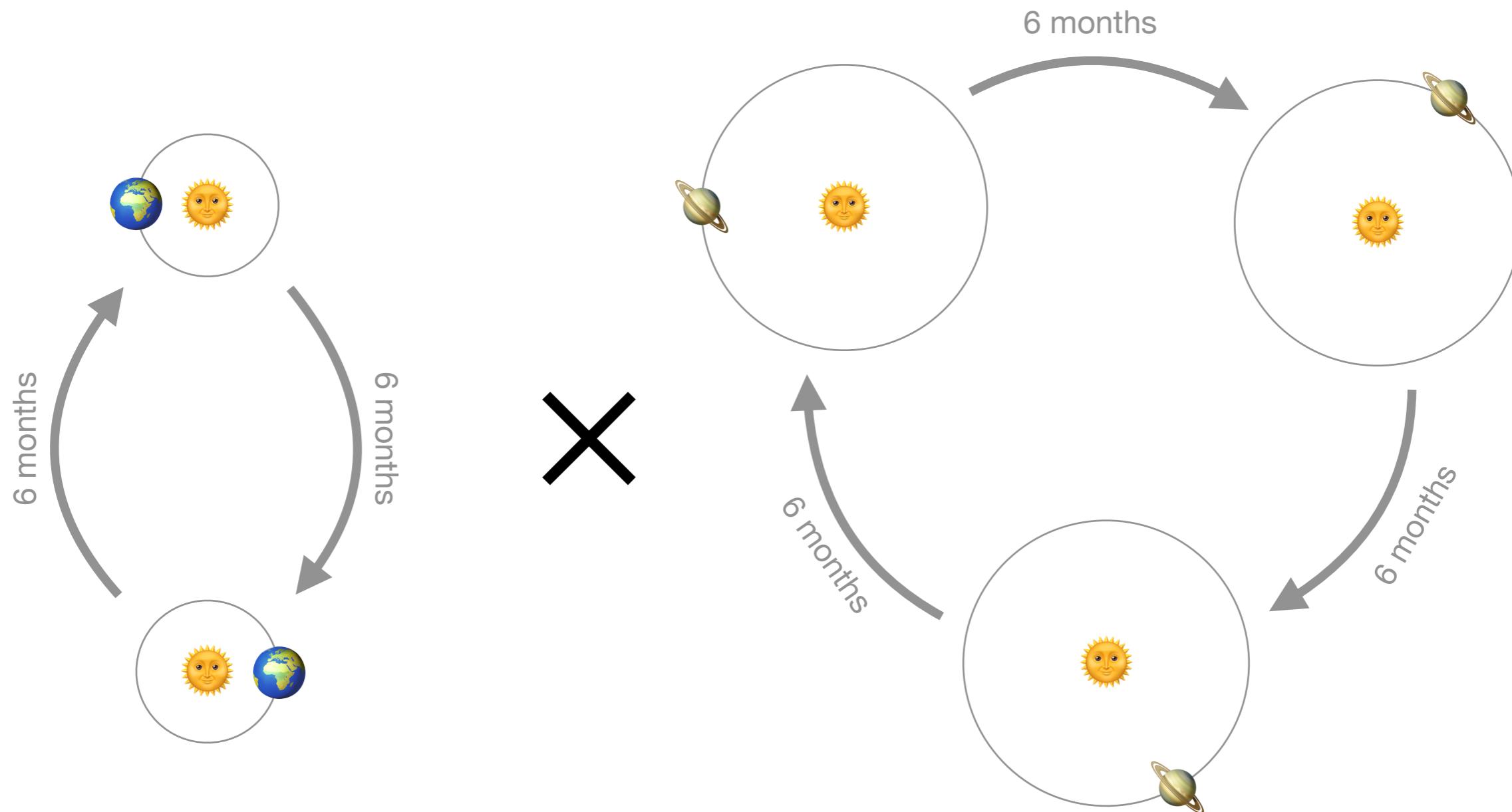
A planetary system



Evolution in time

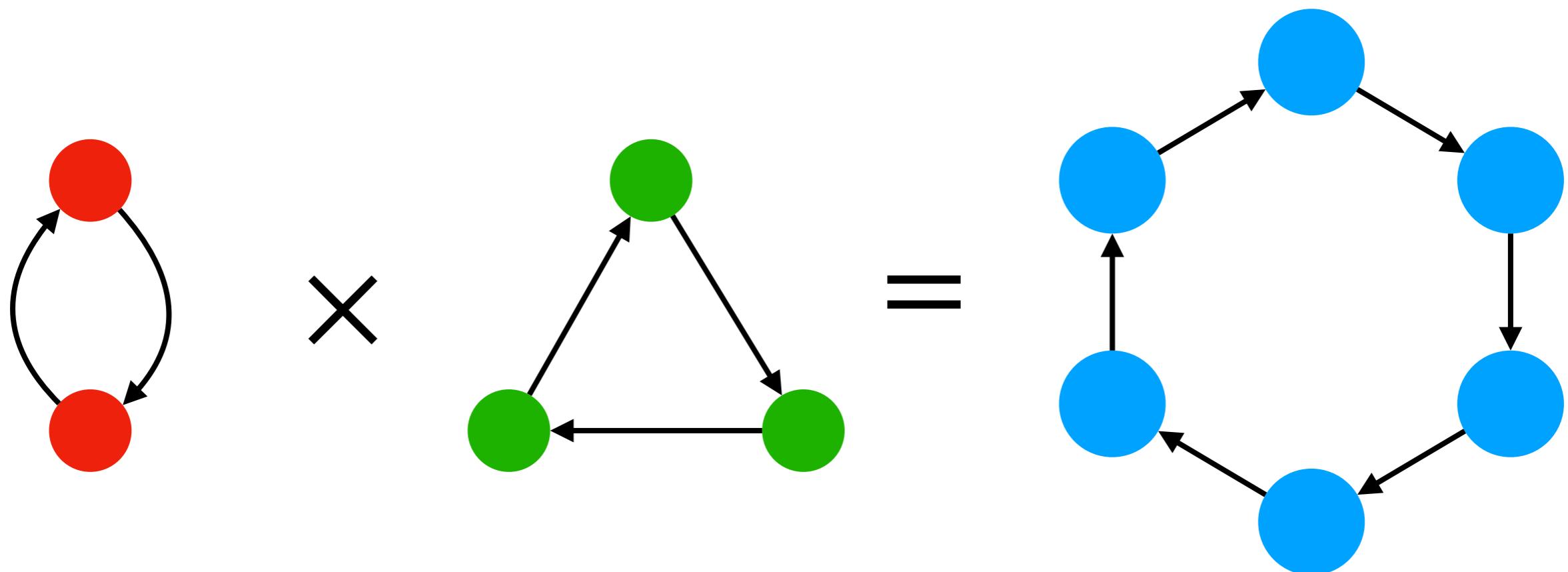


Decomposing the system



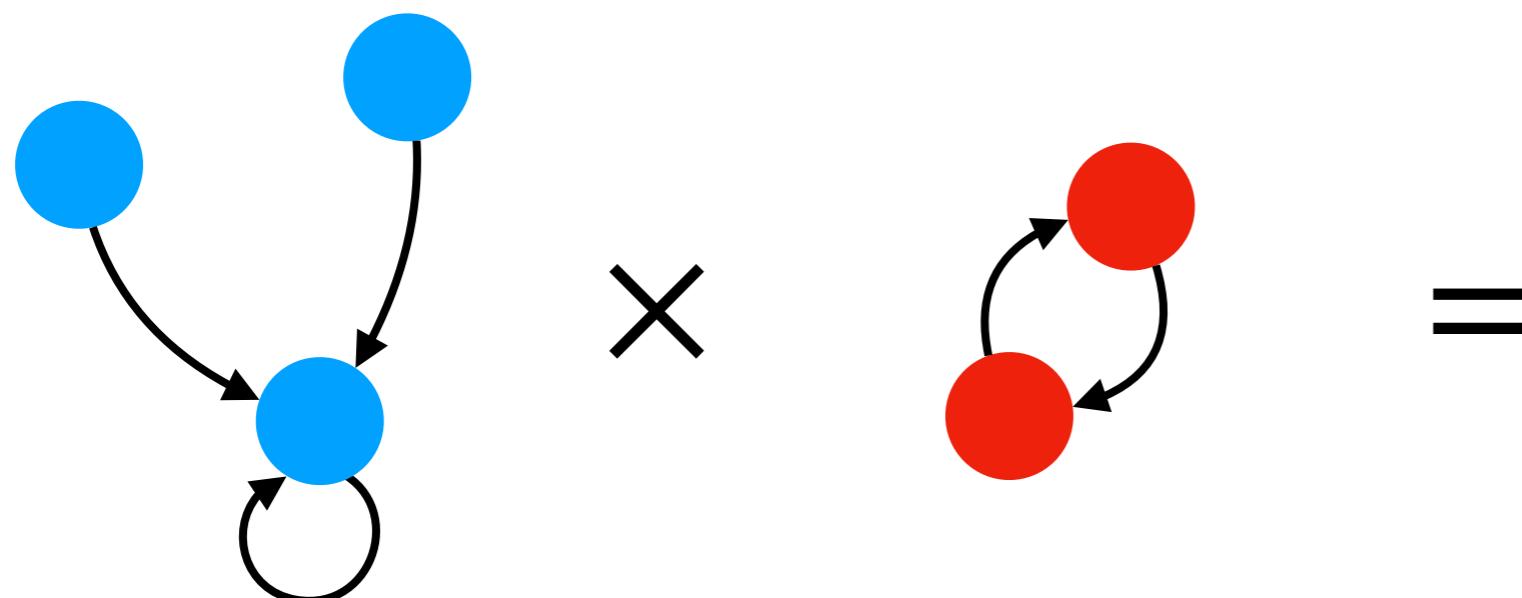
**What if our instruments
are less sophisticated?**

Abstract evolution of the system

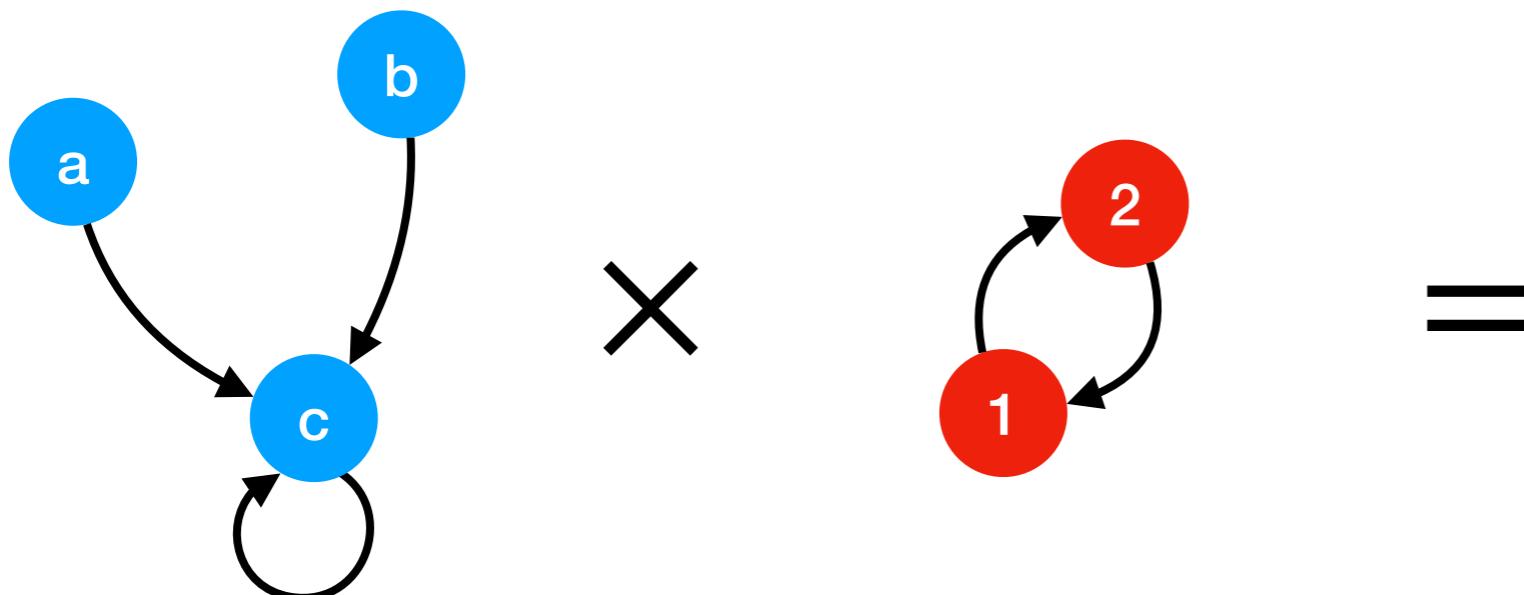


Product of dynamical systems

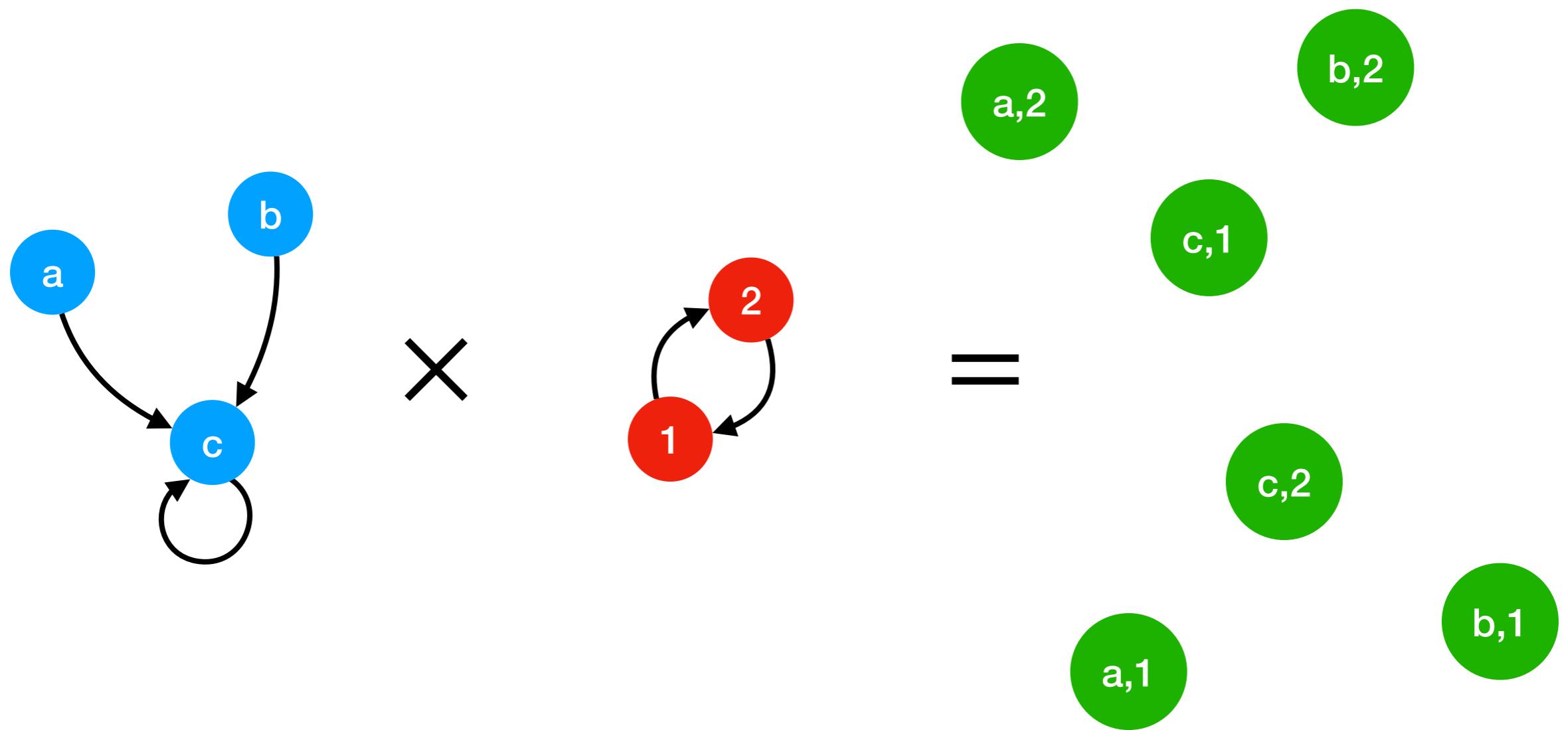
Product of systems



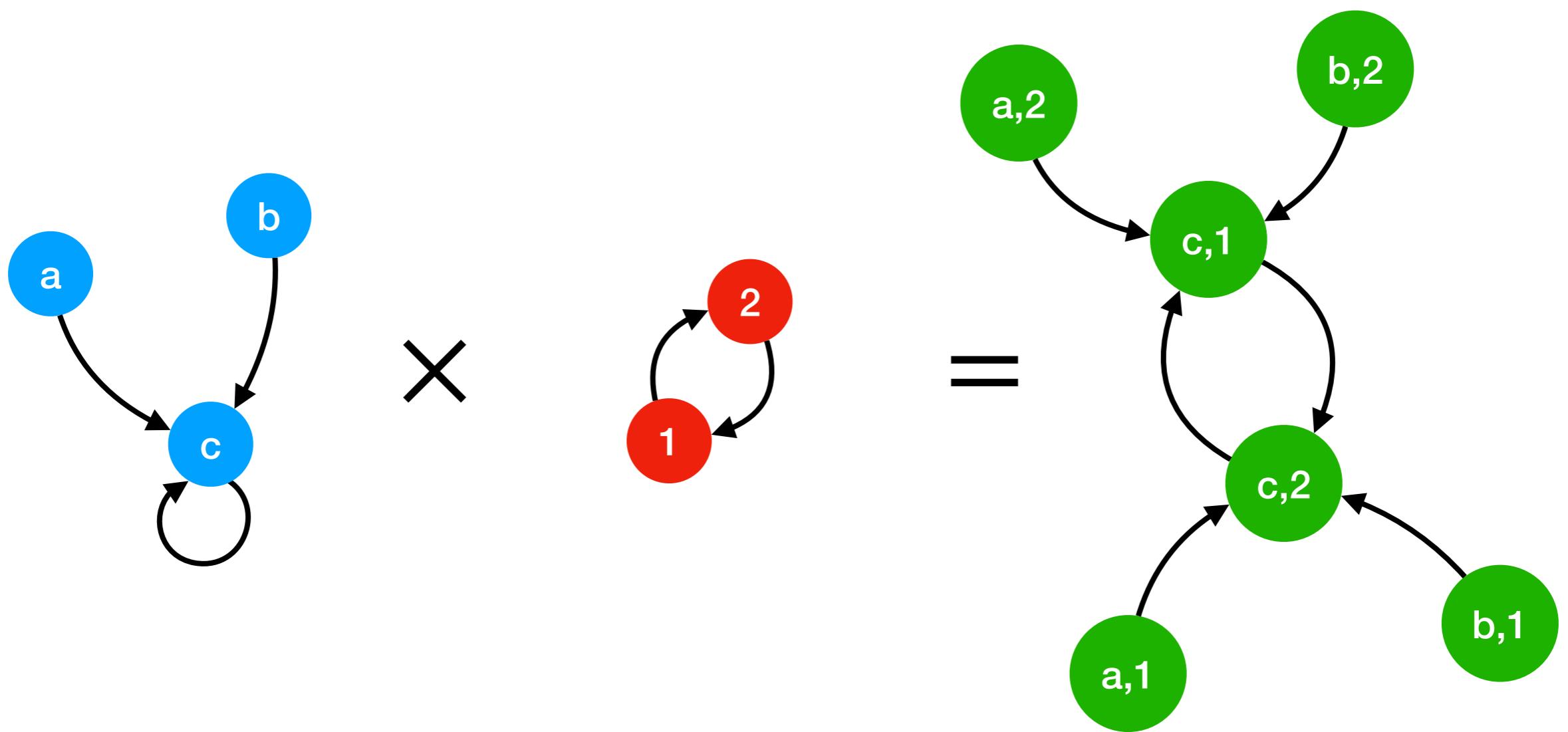
Give temporary names to the states



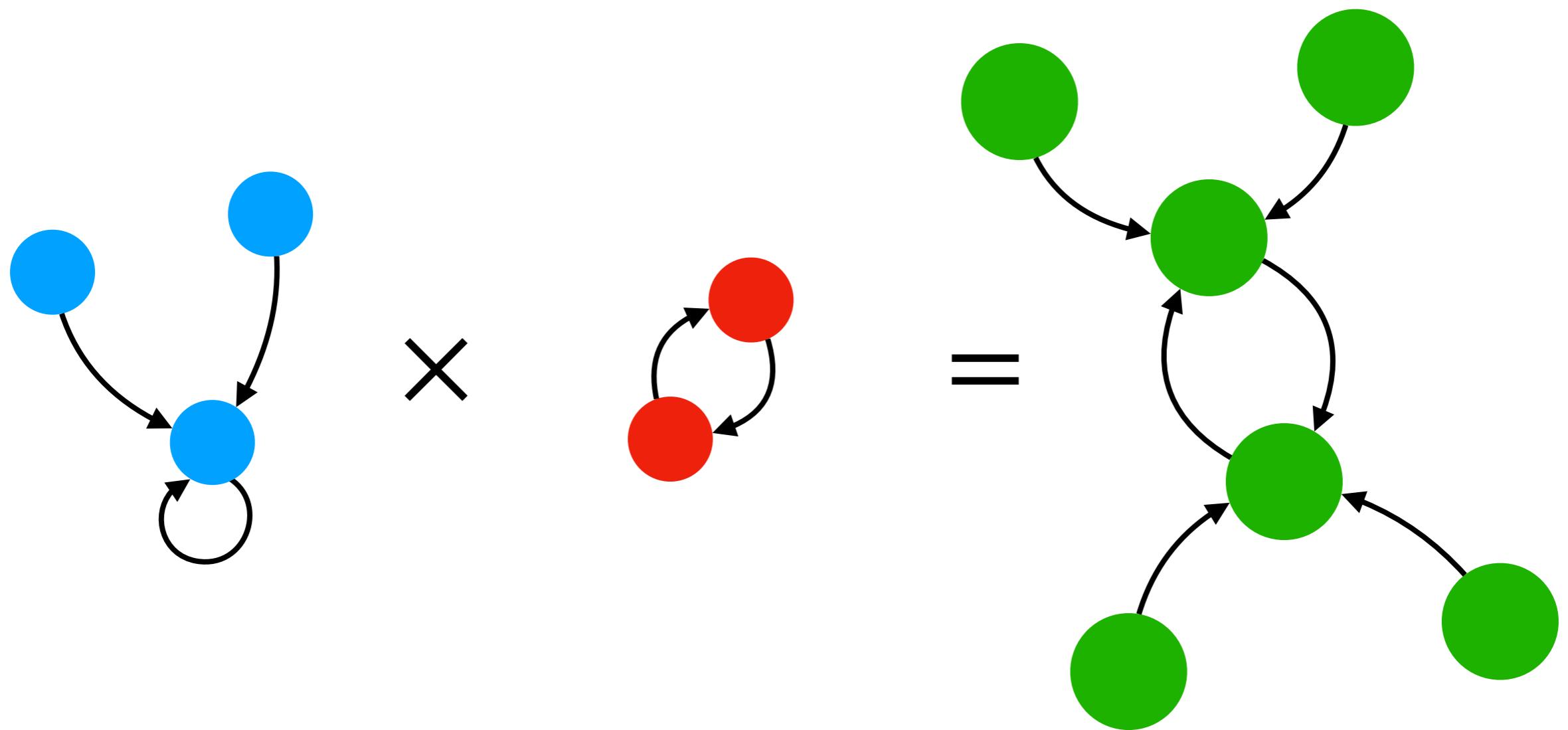
Compute the Cartesian product



Add the arcs between states

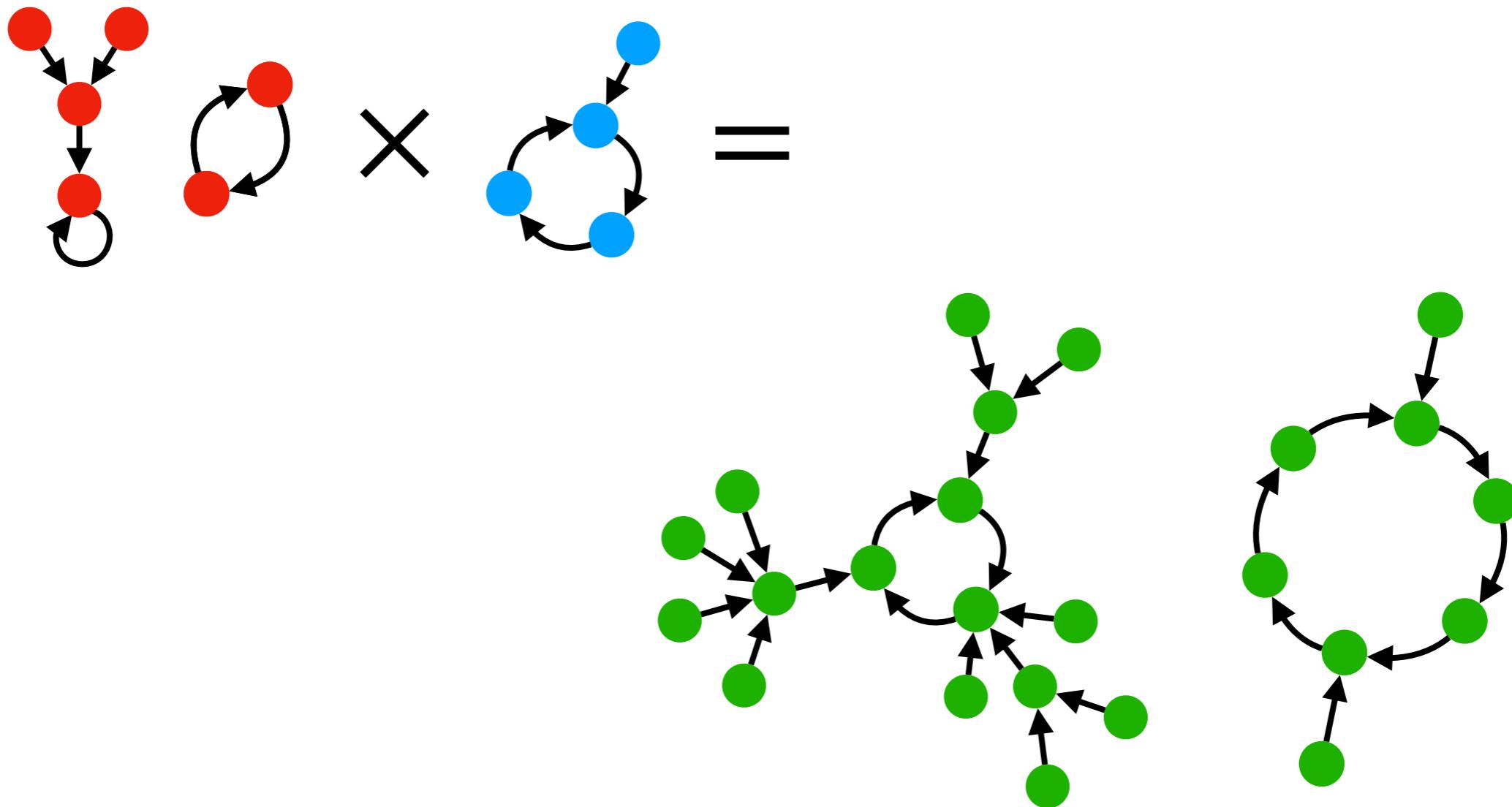


Forget the names once again



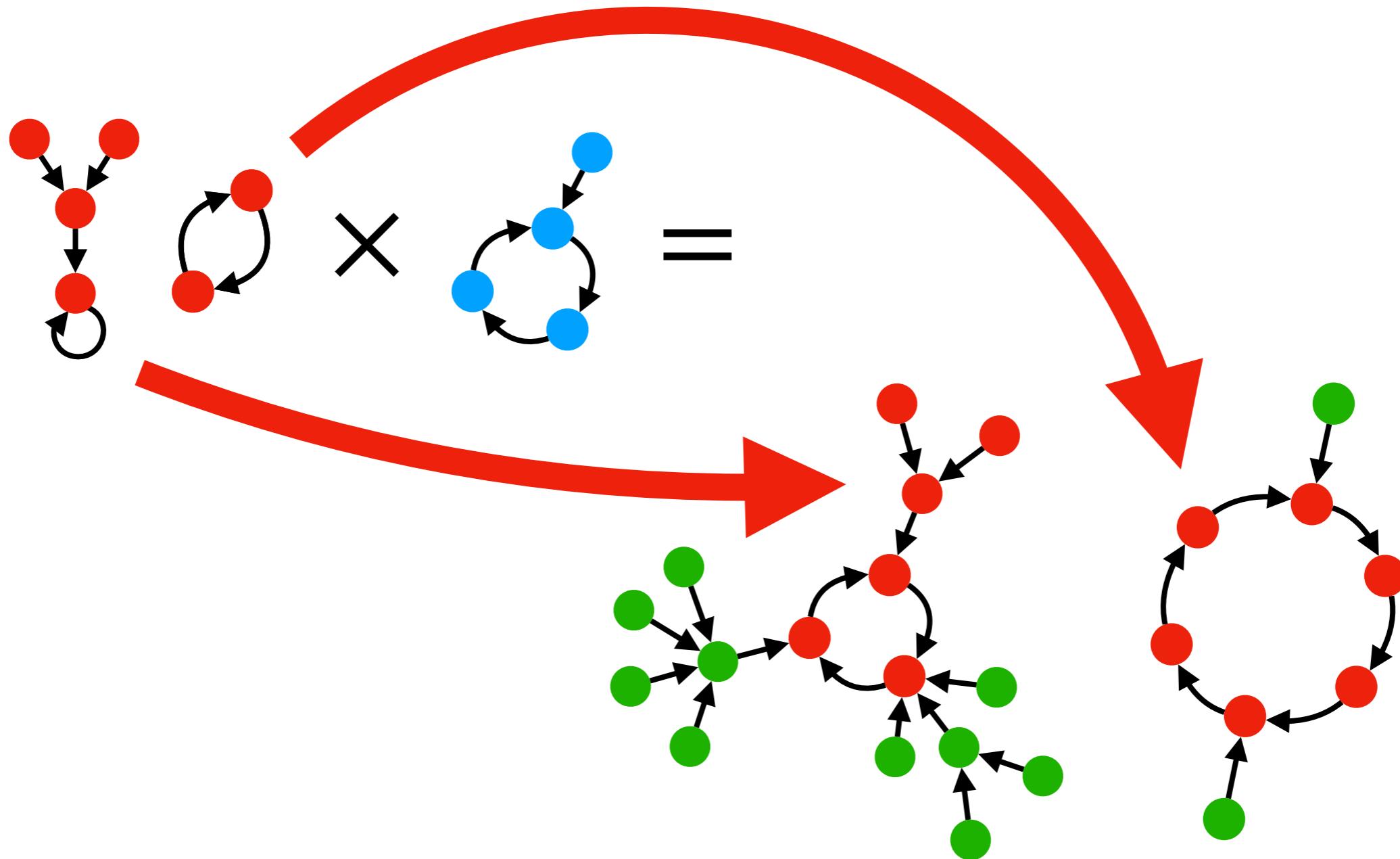
Products “preserve” behaviours

A is a minor of $A \times B$ for $B \neq \emptyset$



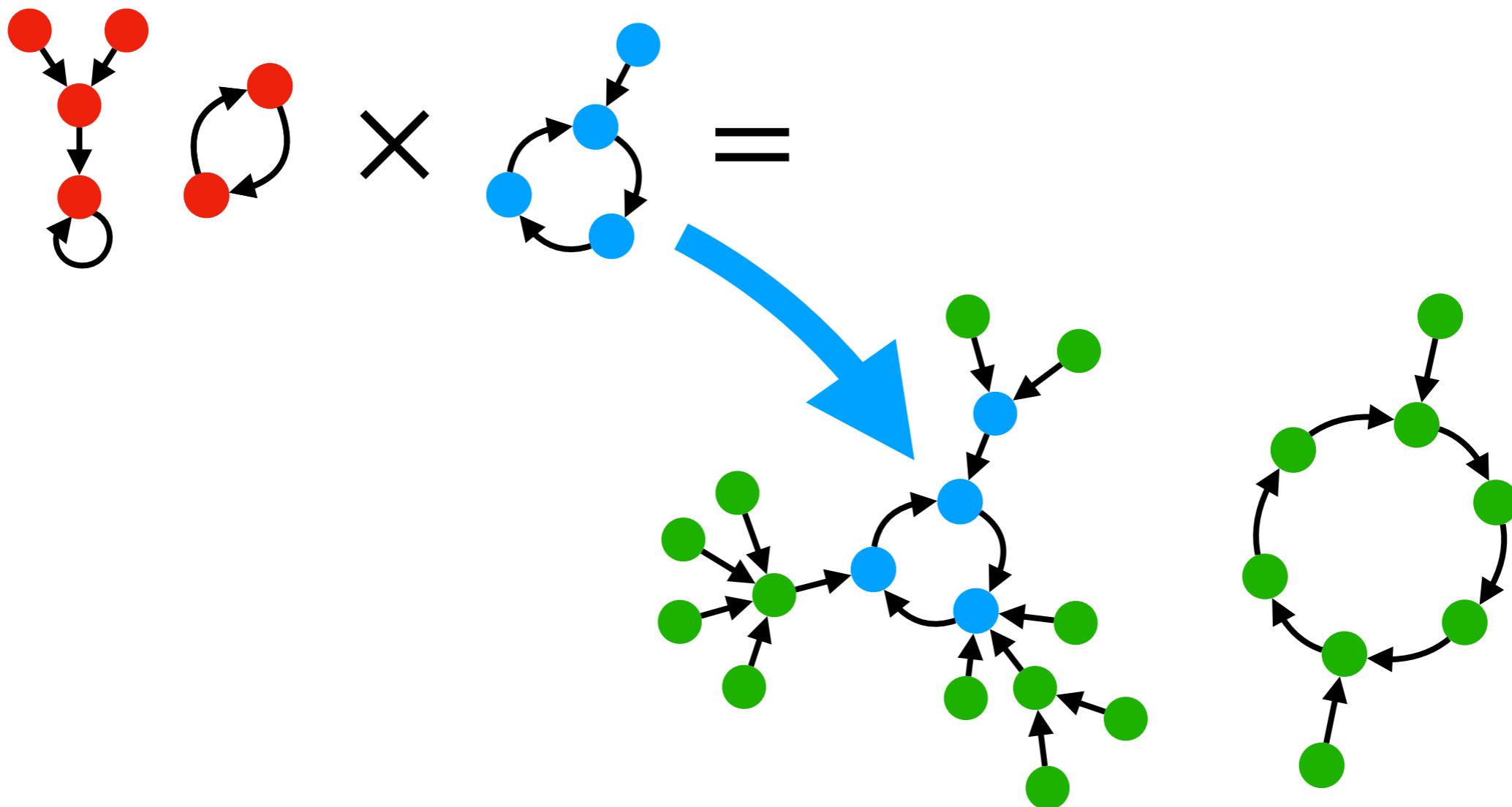
Products “preserve” behaviours

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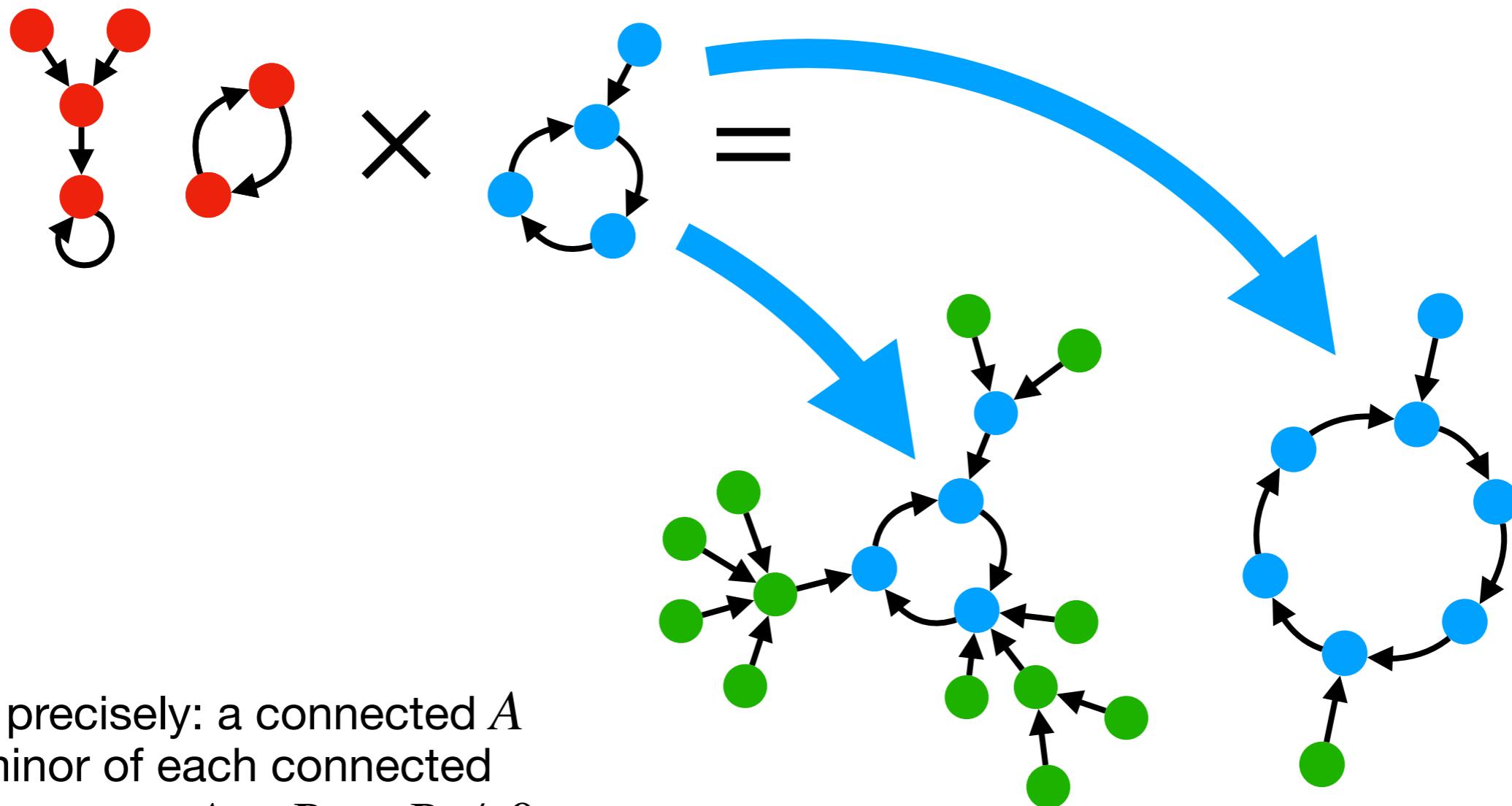
Products “preserve” behaviours

A is a minor of $A \times B$ for $B \neq \emptyset$



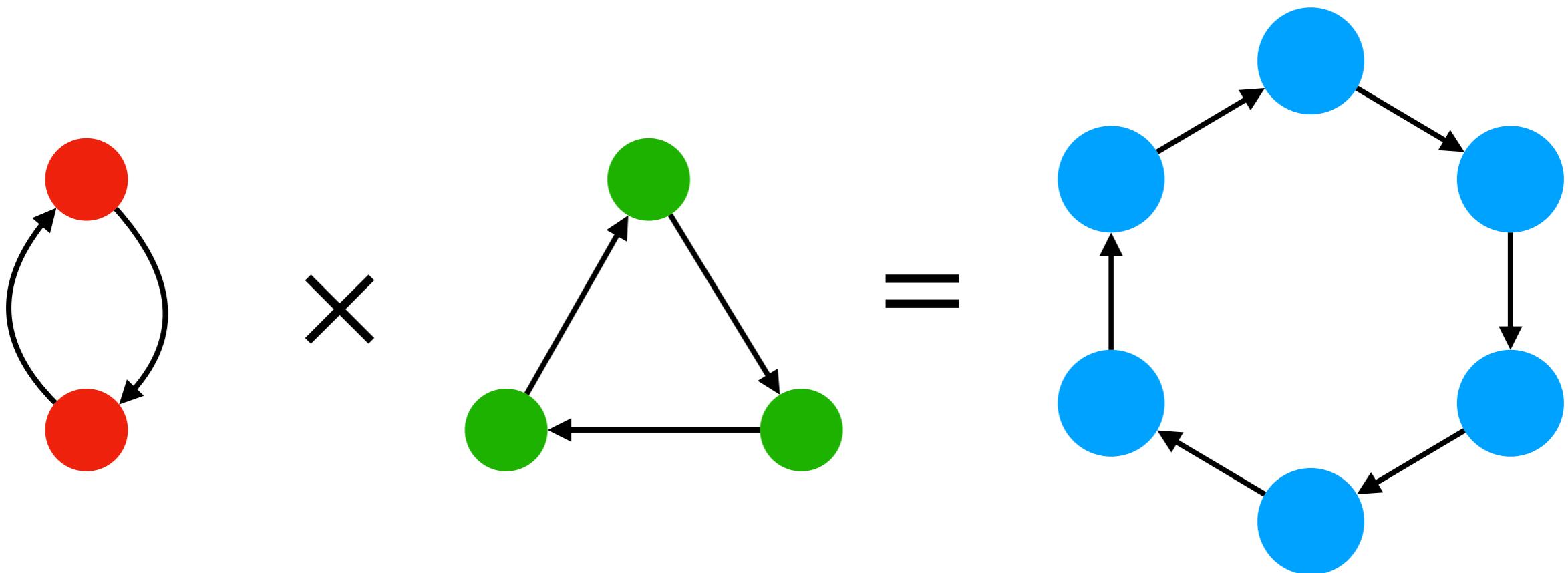
Products “preserve” behaviours

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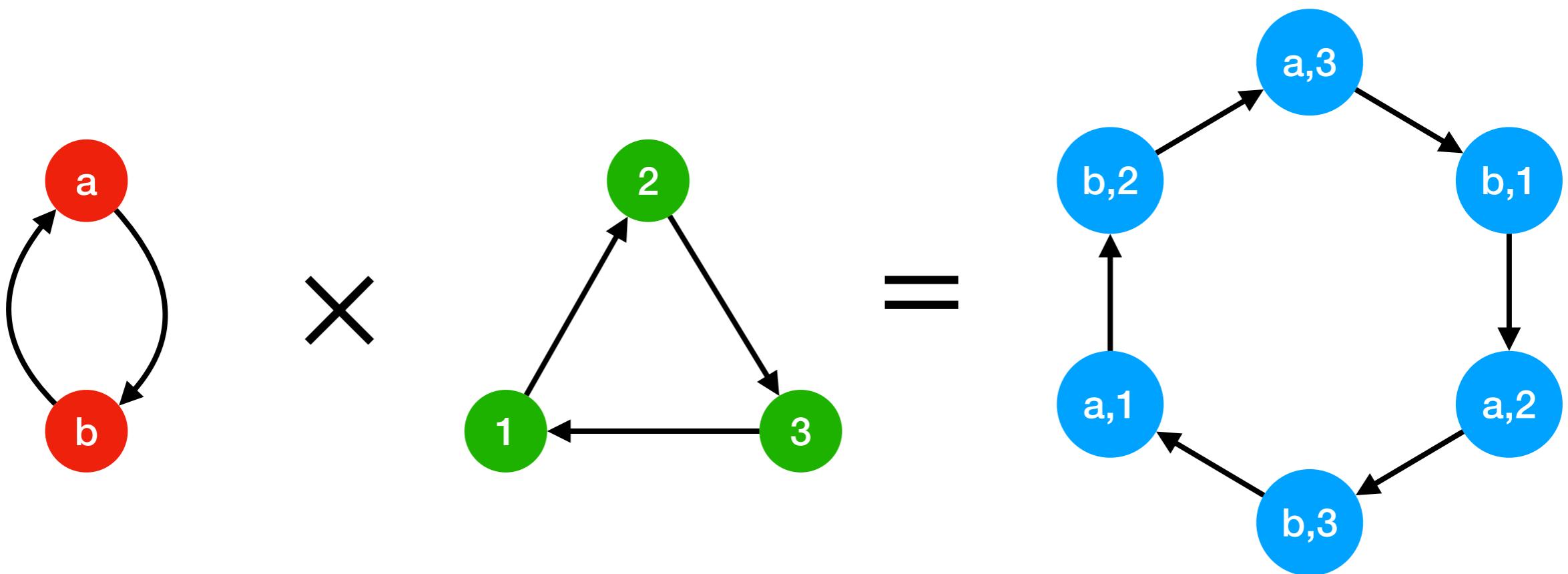


**Back to our
planetary system**

Decomposition

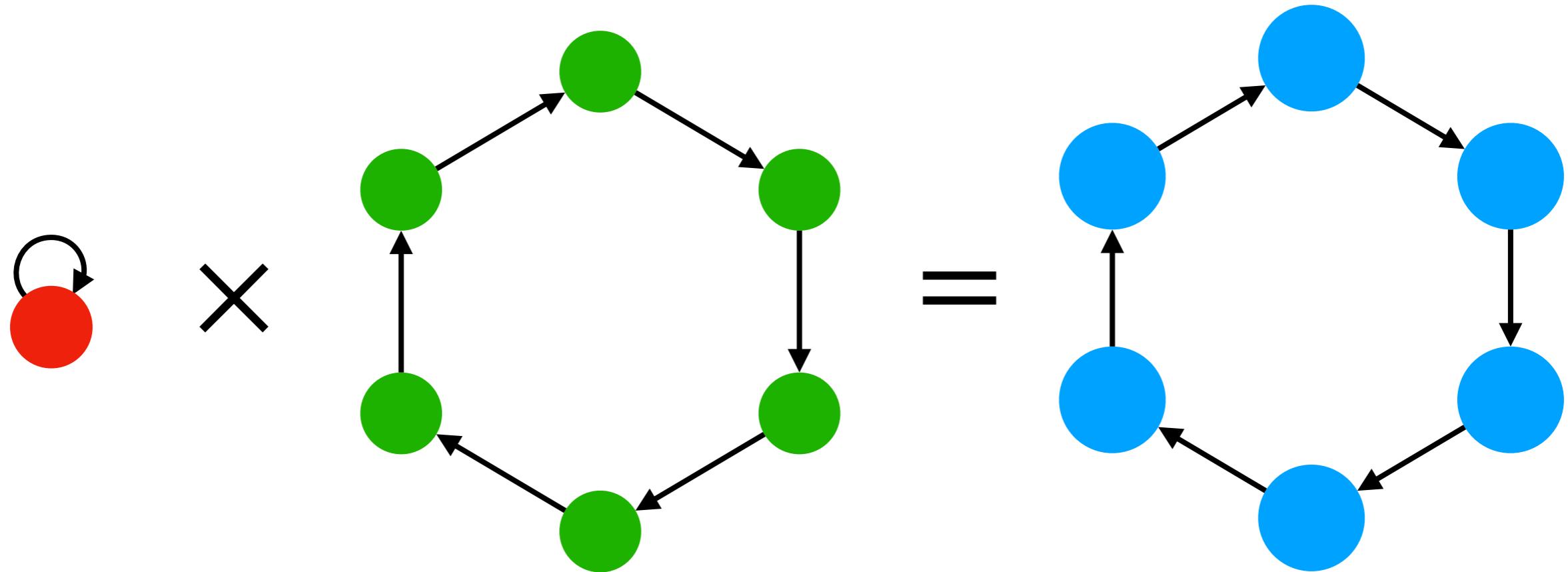


Decomposition

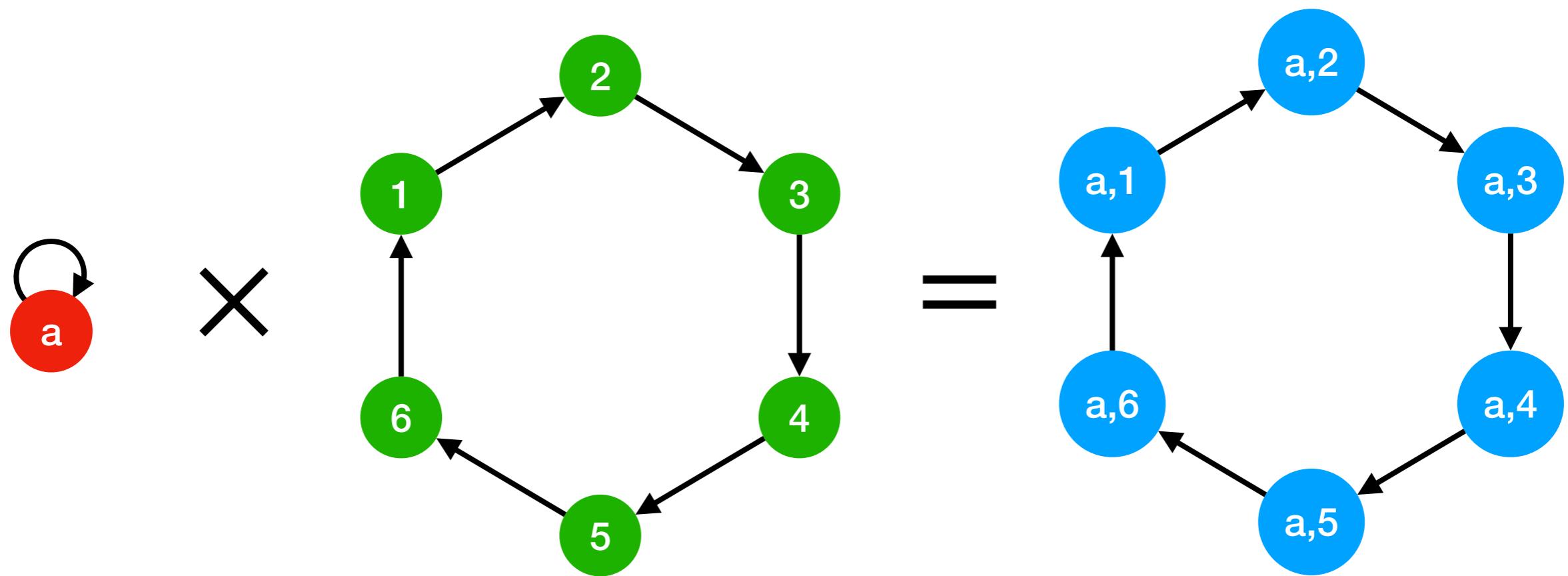


**Any other
decomposition?**

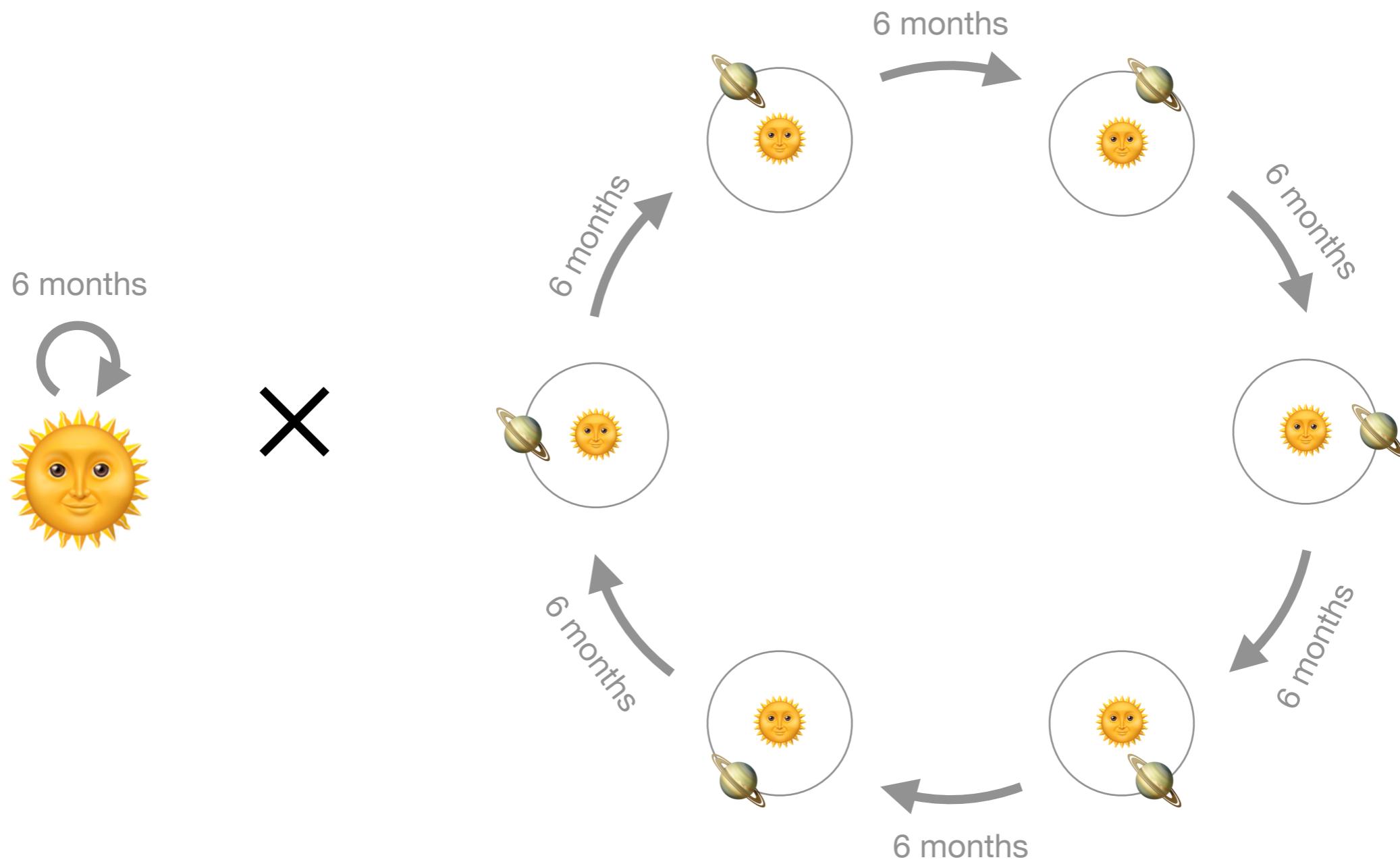
Another decomposition



Another decomposition

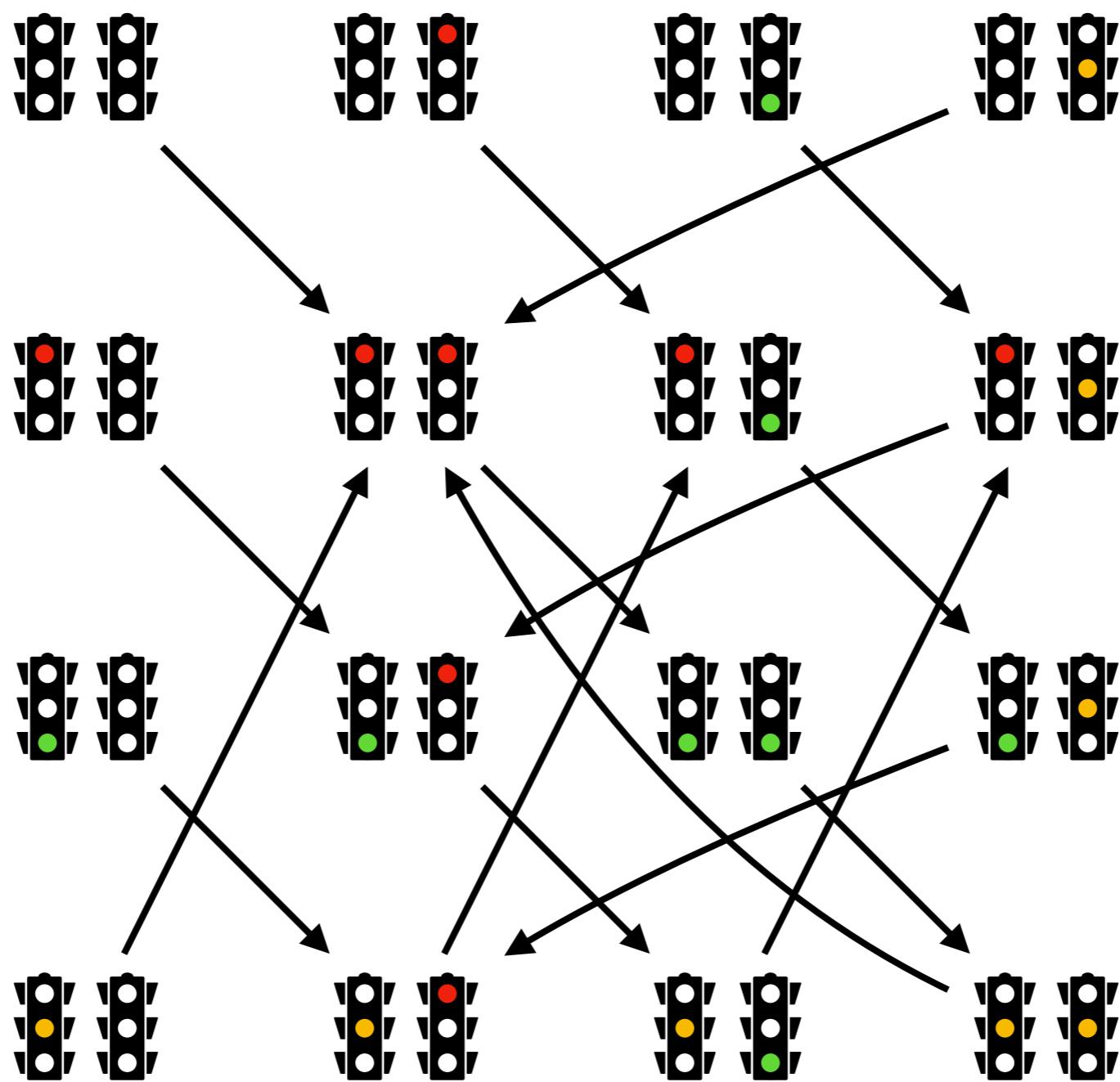


More concretely...

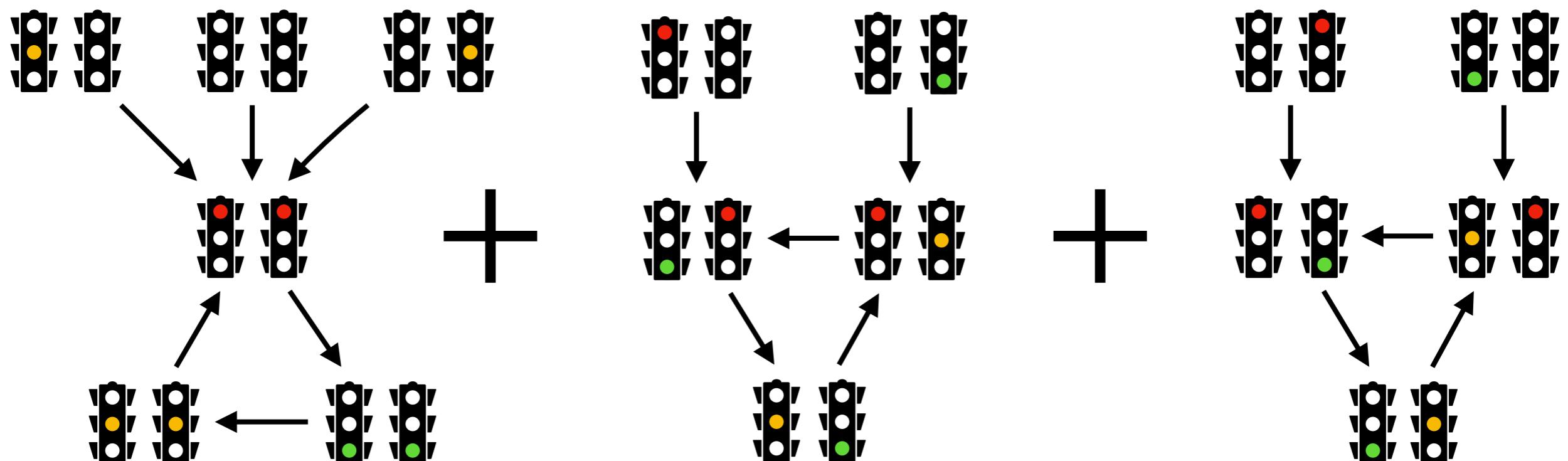


Untangling complex systems

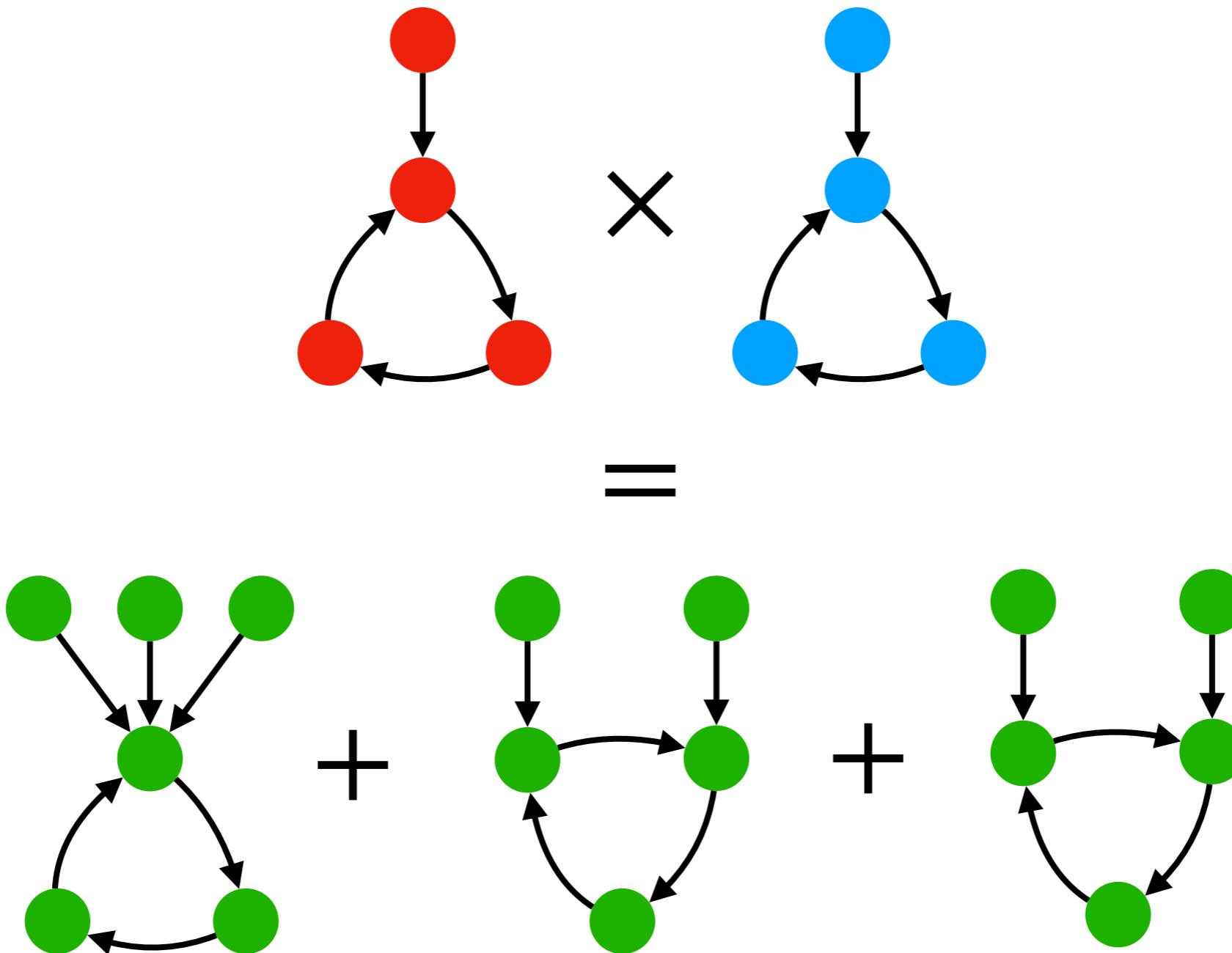
Traffic lights at a crossroads



Traffic lights at a crossroads



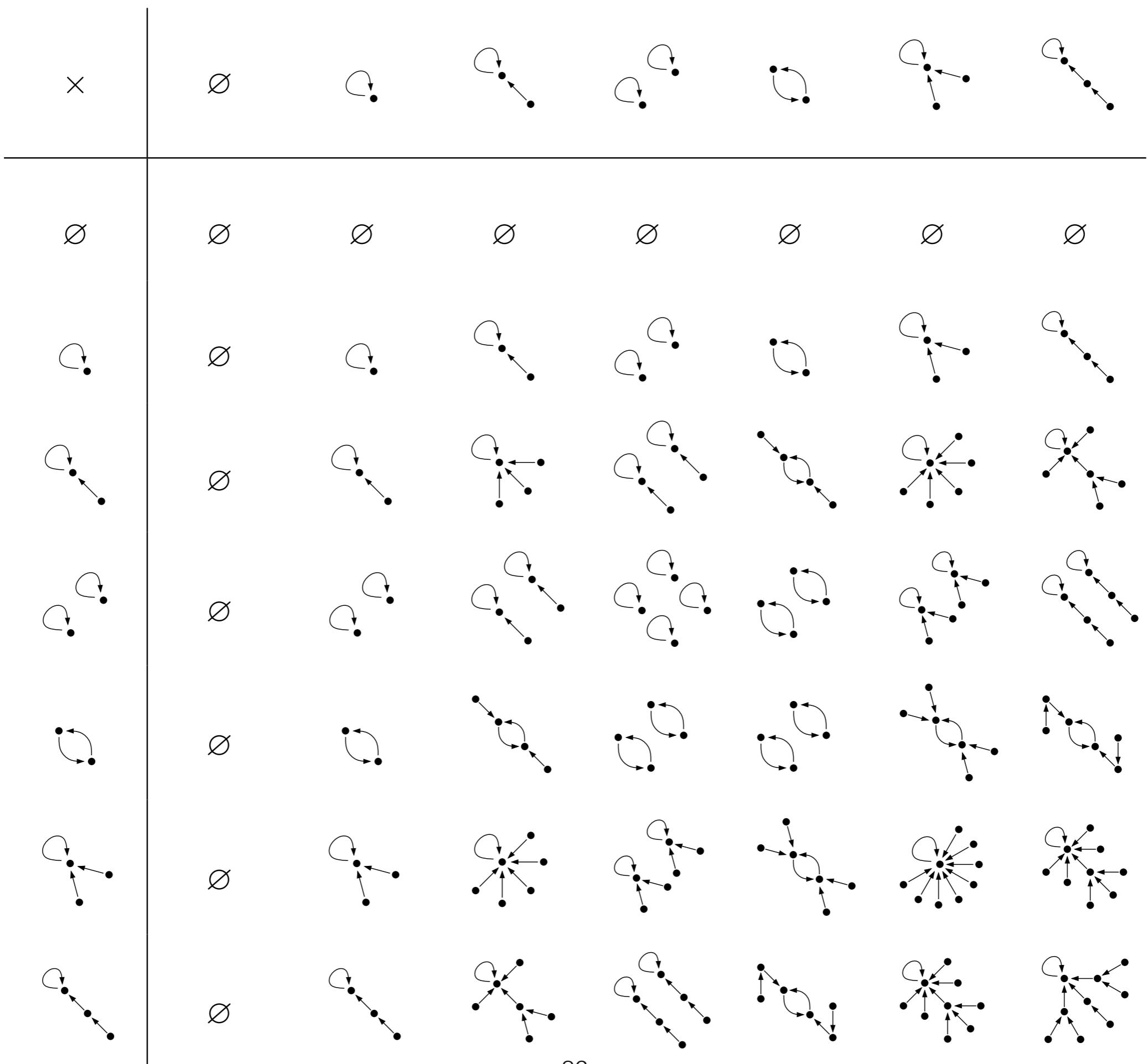
More abstractly...



The operations $+$ and \times are a commutative semiring

- Commutative: $X + Y = Y + X$ and $X \times Y = Y \times X$
- Associative: $X + (Y + Z) = (Y + X) + Z$ and
 $X \times (Y \times Z) = (Y \times X) \times Z$
- Neutral elements: $\emptyset + X = X$ and $\text{Q} \times X = X$
- Distributive: $X \times (Y + Z) = X \times Y + X \times Z$
- Multiplication by zero: $\emptyset \times X = \emptyset$

Multiplication table



Reducibility of dynamical systems

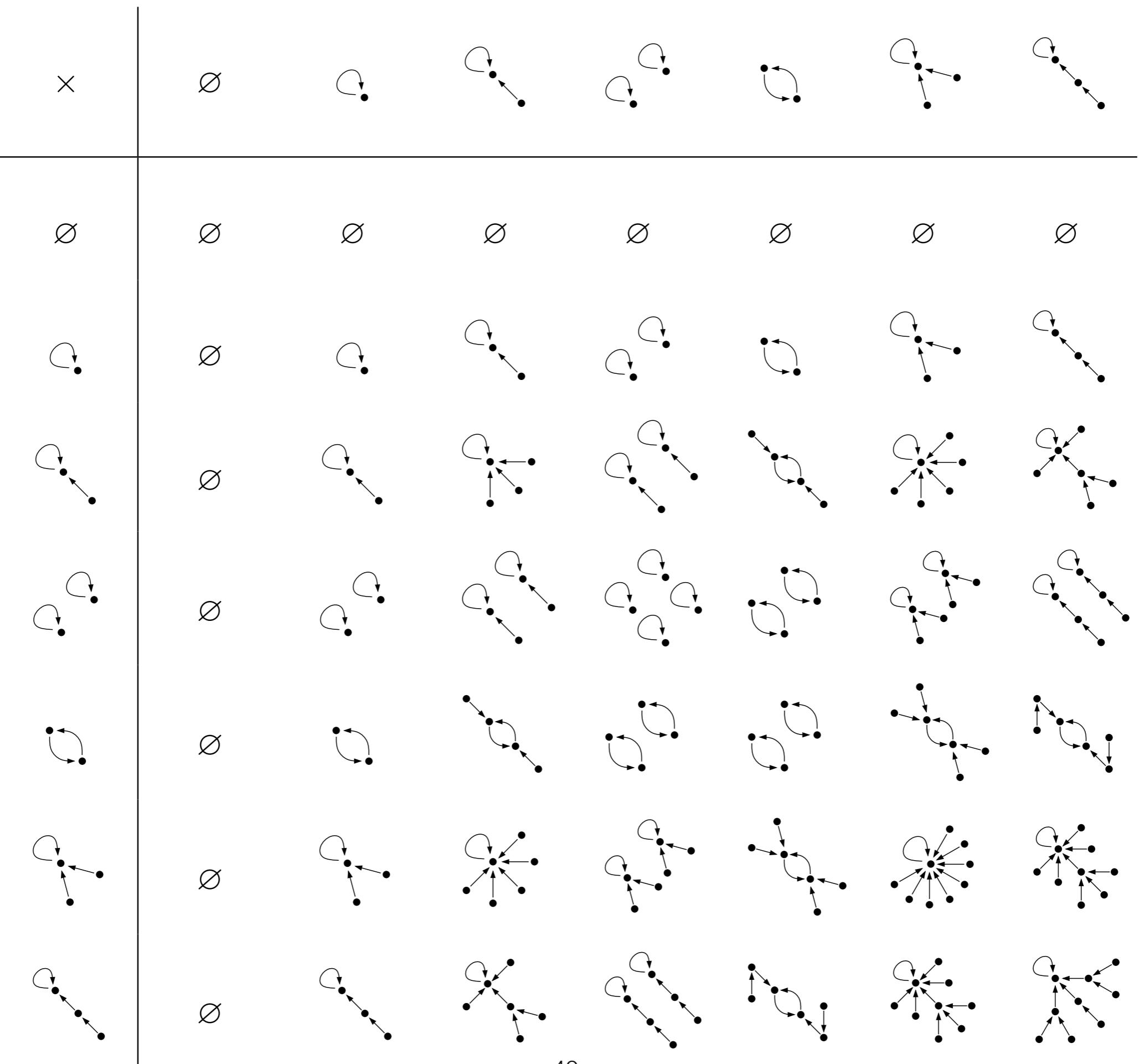
Most dynamical systems are irreducible

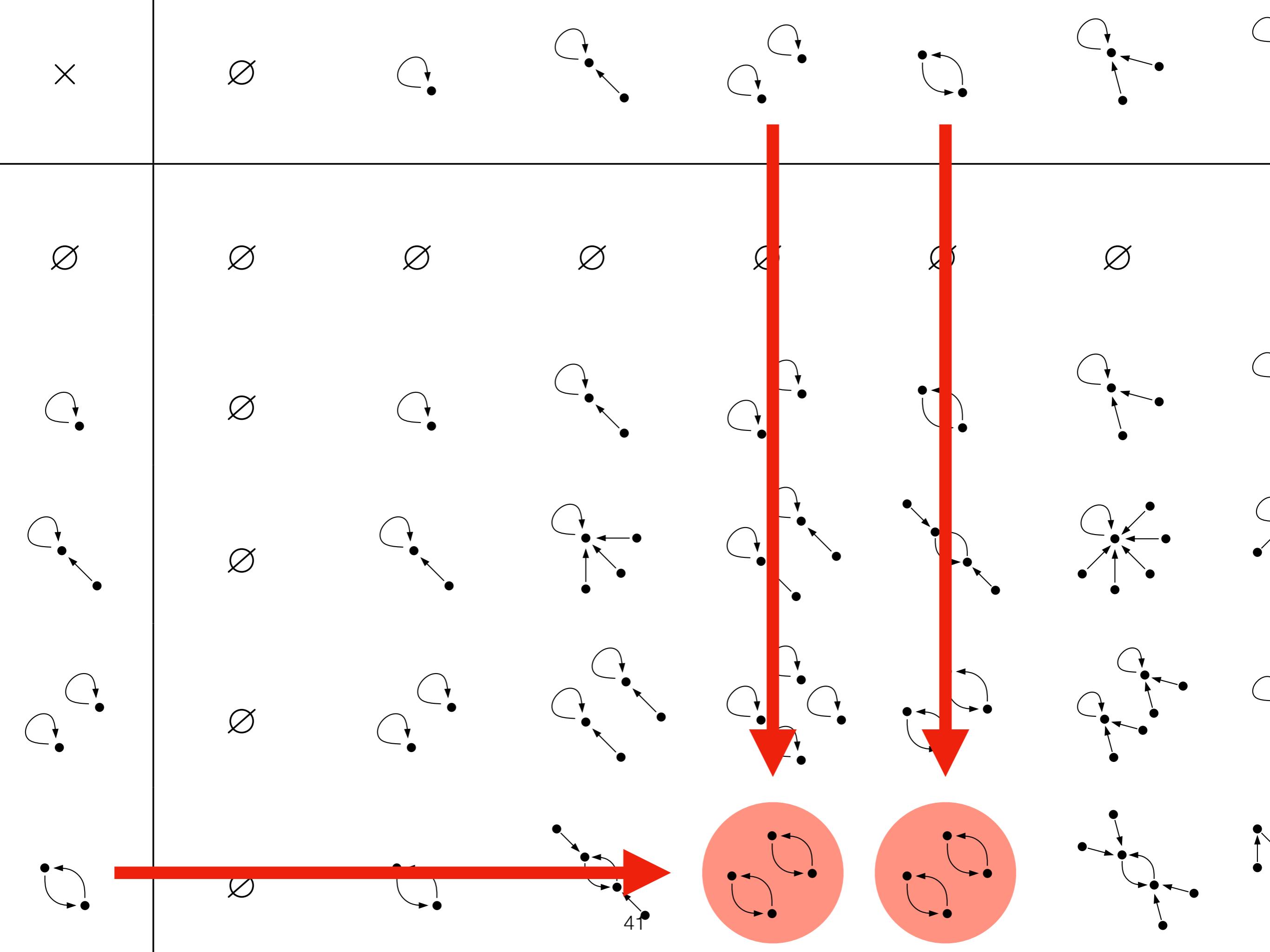
- Formally:

$$\lim_{n \rightarrow \infty} \frac{\text{number of reducible systems over } \leq n \text{ states}}{\text{total number of systems over } \leq n \text{ states}} = 0$$

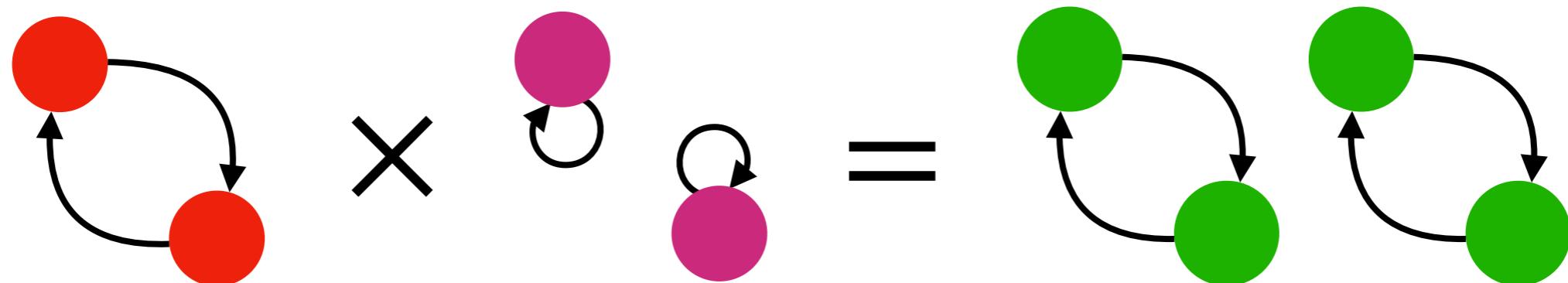
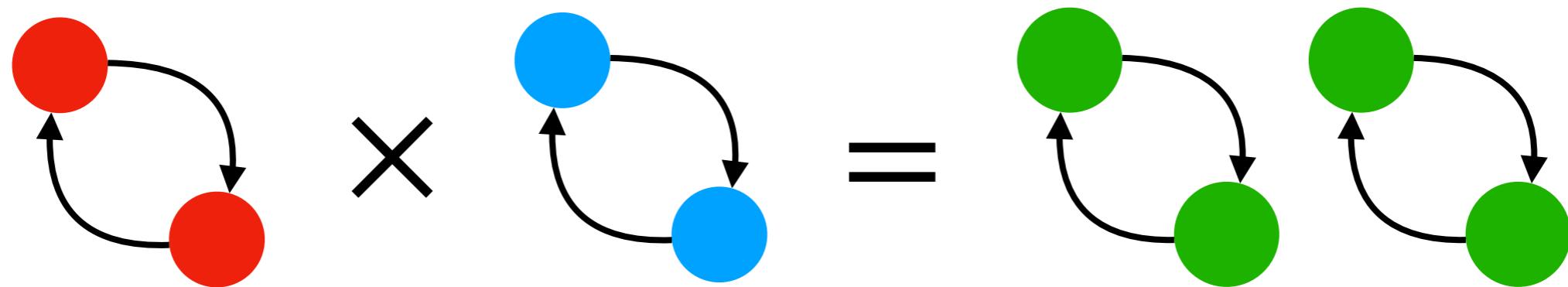
- Notice that this is the opposite of \mathbb{N} , where irreducible (aka prime) integers are scarce

**No unique factorisation
into irreducibles!**

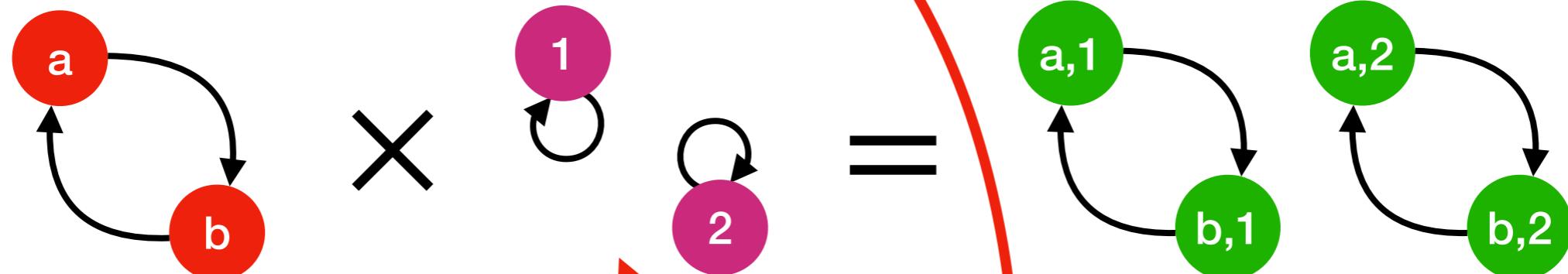
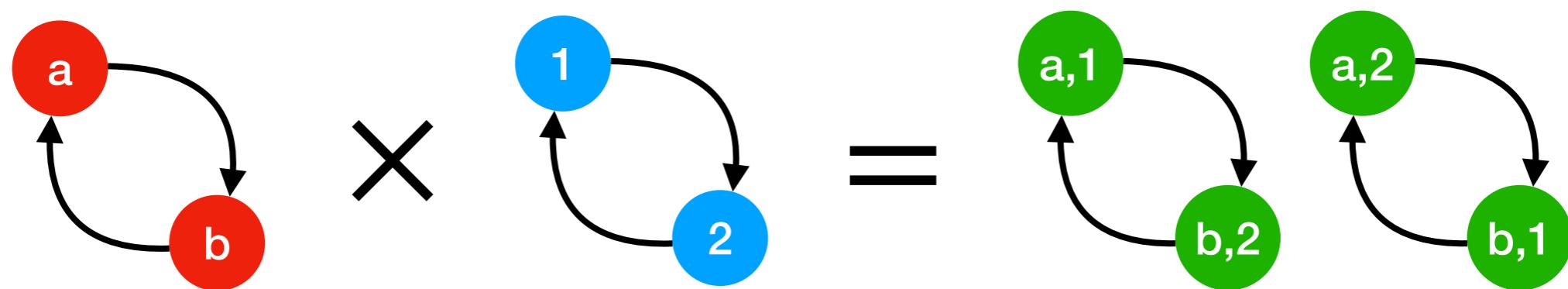




Multiple factorisations



Multiple factorisations



these two
are replaceable
by each other

Prime systems

- A **prime** is a system P such that, whenever it appears in a factorisation into irreducibles of $A \times B$, it appears in the factorisation of either A or B
- In other words, if P divides $A \times B$ then it divides A or B
- If a prime appears in one factorisation of a system, then it appears in **all the others** as well (it is **irreplaceable**)

Do primes exist?

- After a lot of headaches (including at least two master's internships)...
- ...it turns out that primes **do not exist!**
- The problem was solved under a different name in the 60s in the context of **universal algebra**
 - R. Seifert, **On prime binary relational structures**, *Fundamenta Mathematicae* (70)2, 1971
- Thanks to Barbora Hudcová (EPFL, Lausanne) for this discovery and Maximilien Gadouleau (Durham Uni) for sharing it

Equations for decomposing systems

Eqns over dynamical systems

$$X + Y^2 = Z + \dots$$

$$X = \dots$$

$$Y = \dots$$

$$Z = \dots$$

**And now more details
on solving equations...**

Problèmes prouvés difficiles

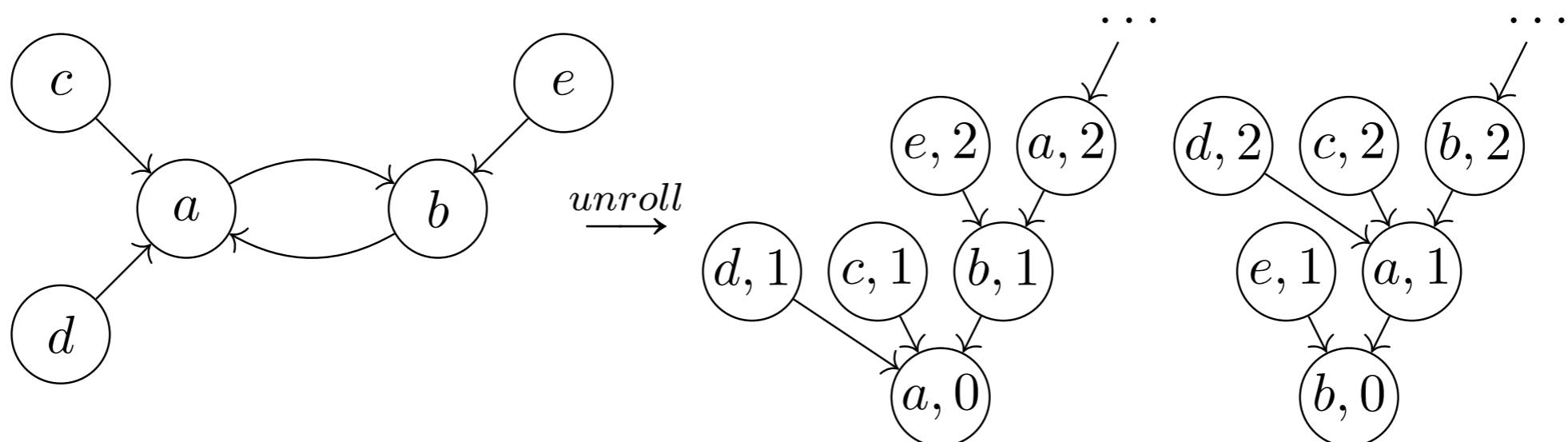
- **Théorème** Les équations de la forme $P_1(\vec{X}) = P_2(\vec{X})$ avec P_1, P_2 deux polynômes sont indécidables.
- **Théorème** Soit $P(\vec{X}) = B$ une équation où le nombre de variables dans \vec{X} est non borné. Décider si l'équation admet une solution est **NP-complet**.

Problèmes prouvés faciles : dans les sommes de cycles

- **Proposition** Soit A et B deux sommes de cycles. Si A est fixé, alors on peut compter le nombre de solutions de $AX = B$ en temps polynomial.
- **Proposition** Soit A une somme de cycles et B une somme de plusieurs fois le même cycle. Résoudre $AX = B$ est polynomial si A et B sont donnés comme des graphes. Dans certains cas, polynomial si la taille des cycles est donnée en binaire.

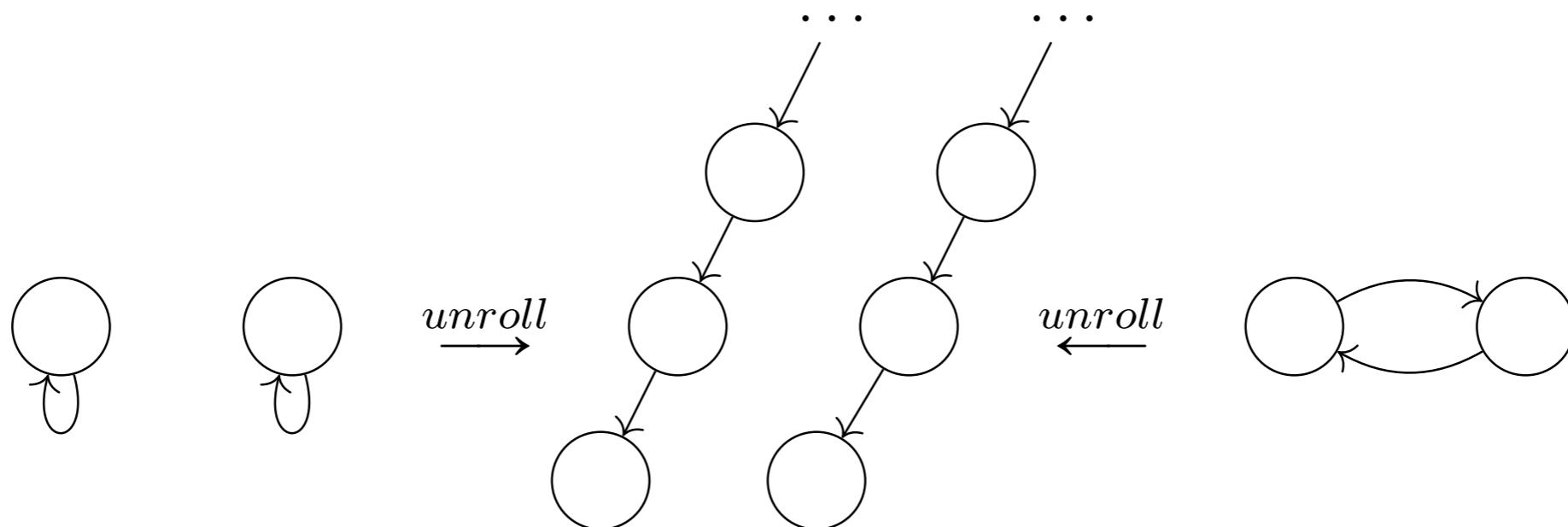
Au-delà des sommes de cycles

- **Unroll : Idée Générale** Ce sont des arbres qui correspondent à l'ensemble des pré-images possibles de chaque nœud des cycles.



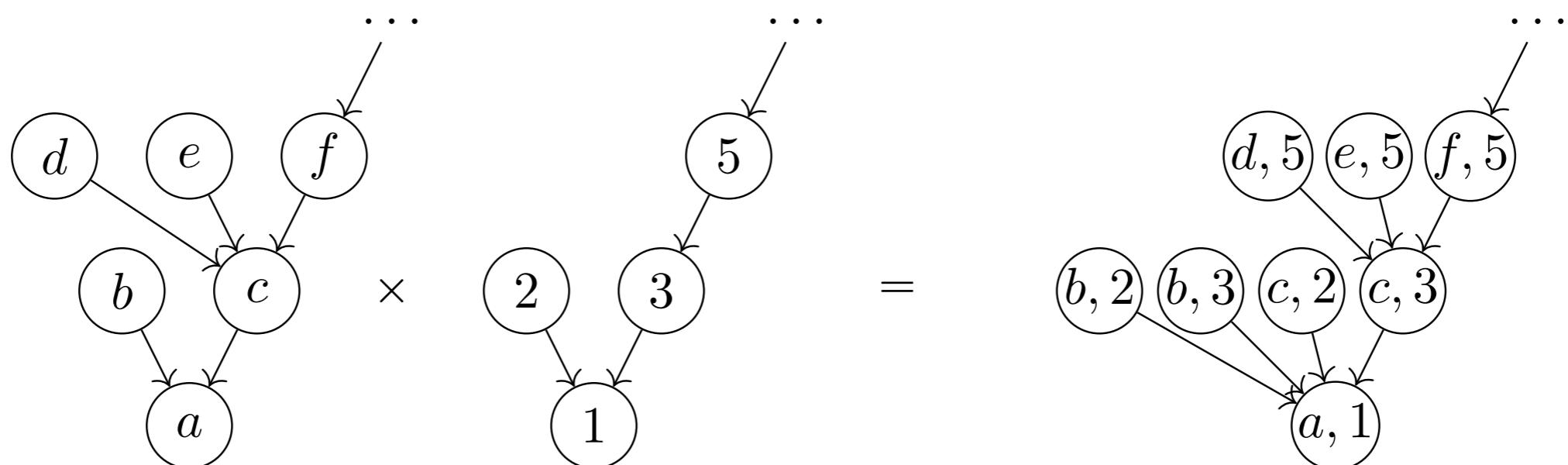
Comportement des transients : unroll

- **Attention** L'opération d'unroll n'est pas injective.



Opérations sur les unrolls

- Somme : Idée Générale Comme pour les systèmes dynamiques.
- Produit : Idée Générale Comme pour les systèmes dynamiques mais profondeur par profondeur.



Principaux résultats sur les unrolls

- **Proposition** Tous les polynômes d'unrolls sont injectifs.
- **Théorème** On peut résoudre les équations polynomiales sur les unrolls

$$\sum_{i=0}^m \mathcal{U}(A_i) \mathcal{U}(X^i) = \mathcal{U}(B)$$

en temps polynomial.

Problèmes prouvés faciles : dans les systèmes généraux

- **Proposition** On peut trouver la solution connexe de $P(X) = B$ (si elle existe) en temps polynomial.
- **Théorème** Si P est un polynôme d'une variable injective, alors on peut résoudre $P(X) = B$ en temps polynomial.

Encore au-delà

Dans le cas des sommes de cycles, il existe une procédure pour résoudre les équations de la forme

$$\sum_{i=1}^m A_i X^i = B$$

en la divisant en équations de la forme $AX = C$

**Merci de votre
attention !**