

Extensions to existing solutions to the FSSP

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The Problem

(Firing Squad Synchronization Problem)

- * **Given a firing squad, how to make all soldiers fire at the same time?**
- **Difficulty:** any screamed order by general need different times to reach different soldiers
- **Difficulty:** soldiers cannot count but up to a very low limit

The Problem

as a Cellular Automata Problem

- * Find a CA such that given any line of n cells, and starting from a configuration such as:

Ggqgqgqgqgq

starting configuration: time 0

the evolution leads to:

FFFFFFFFFFFF

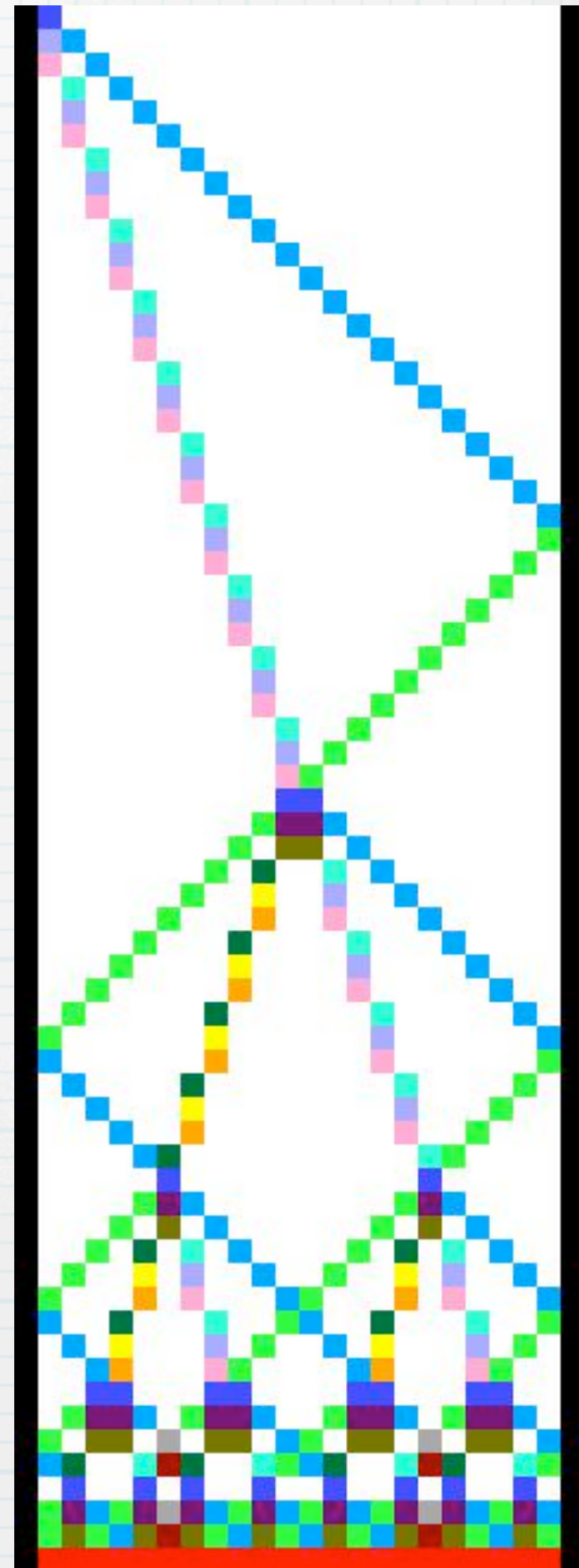
firing configuration: time $T(n)$

and avoids configuration such as:

. . F
forbidden configuration

A Solution

- * Minsky/McCarthy (1967) strategy:
divide & conquer
- * 15 states
- * $T(n) \approx 3n$
- it is not the minimal possible time



Variants

*** There exists numerous variants of the problem:**

- higher dimensions, generalized graphs;
- fault-tolerant;
- living graphs: growing, shrinking;
- communication: limited bandwidth, delays;
- arbitrary position of the general;
- etc.

Minimality

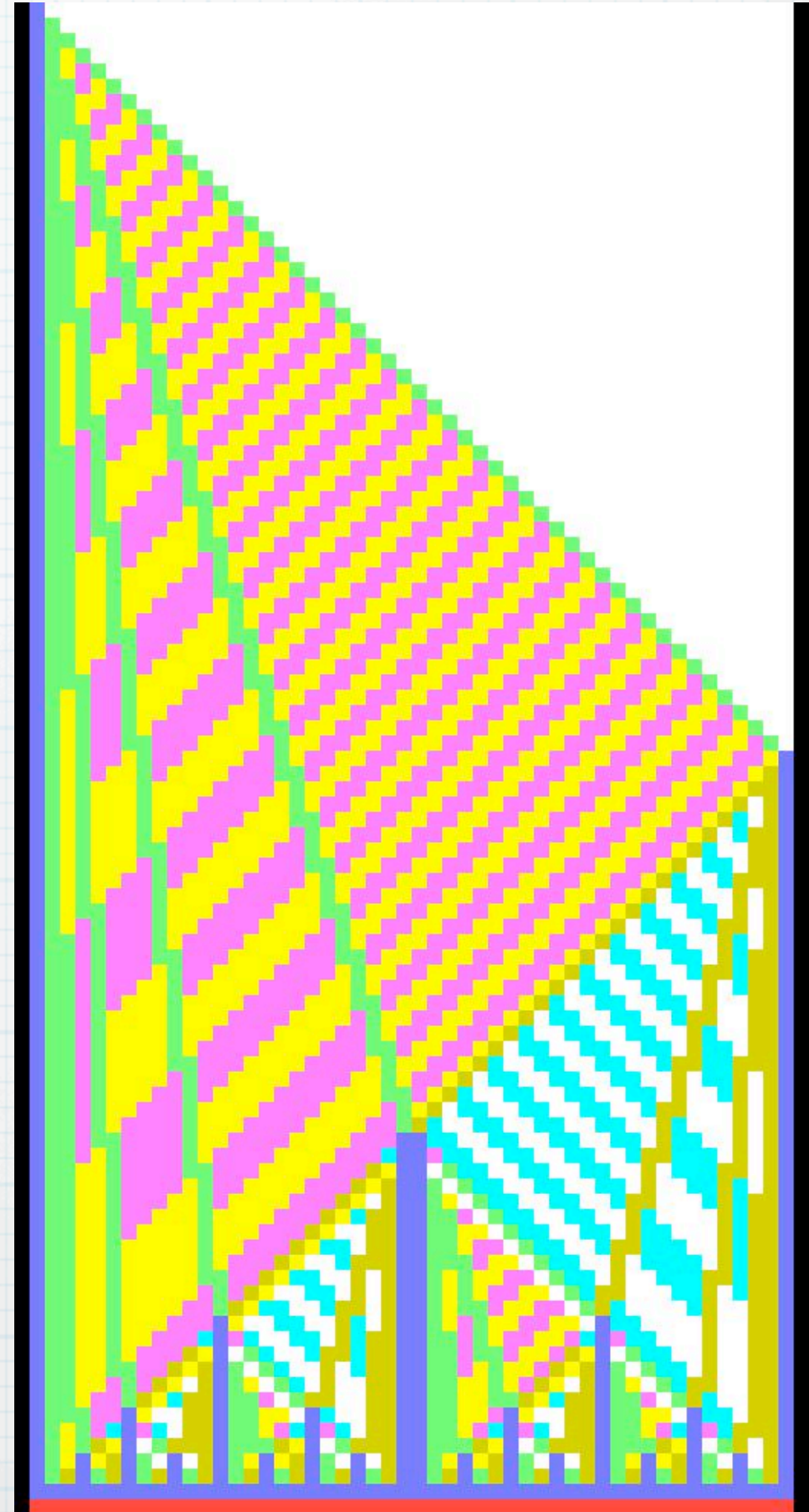
- * for arbitrary n , at least $2n-2$ steps to synchronize a line of n soldiers:

$$T(n) \geq 2n-2$$

- intuitively: necessary time to get acknowledgment from the other end
- * minimal-time solutions exists: Goto 1962, Waksman 1966, Balzer 1967, Mazoyer 1986, Gerken 1987...

Minimality

- * Balzer 1967 idea:
mirrored Minsky
- * 8 states
- * $T(n) = 2n - 2$
- hard: infinitely many signals



Minimality

world record

- * Mazoyer 1986 idea:
break the symmetry

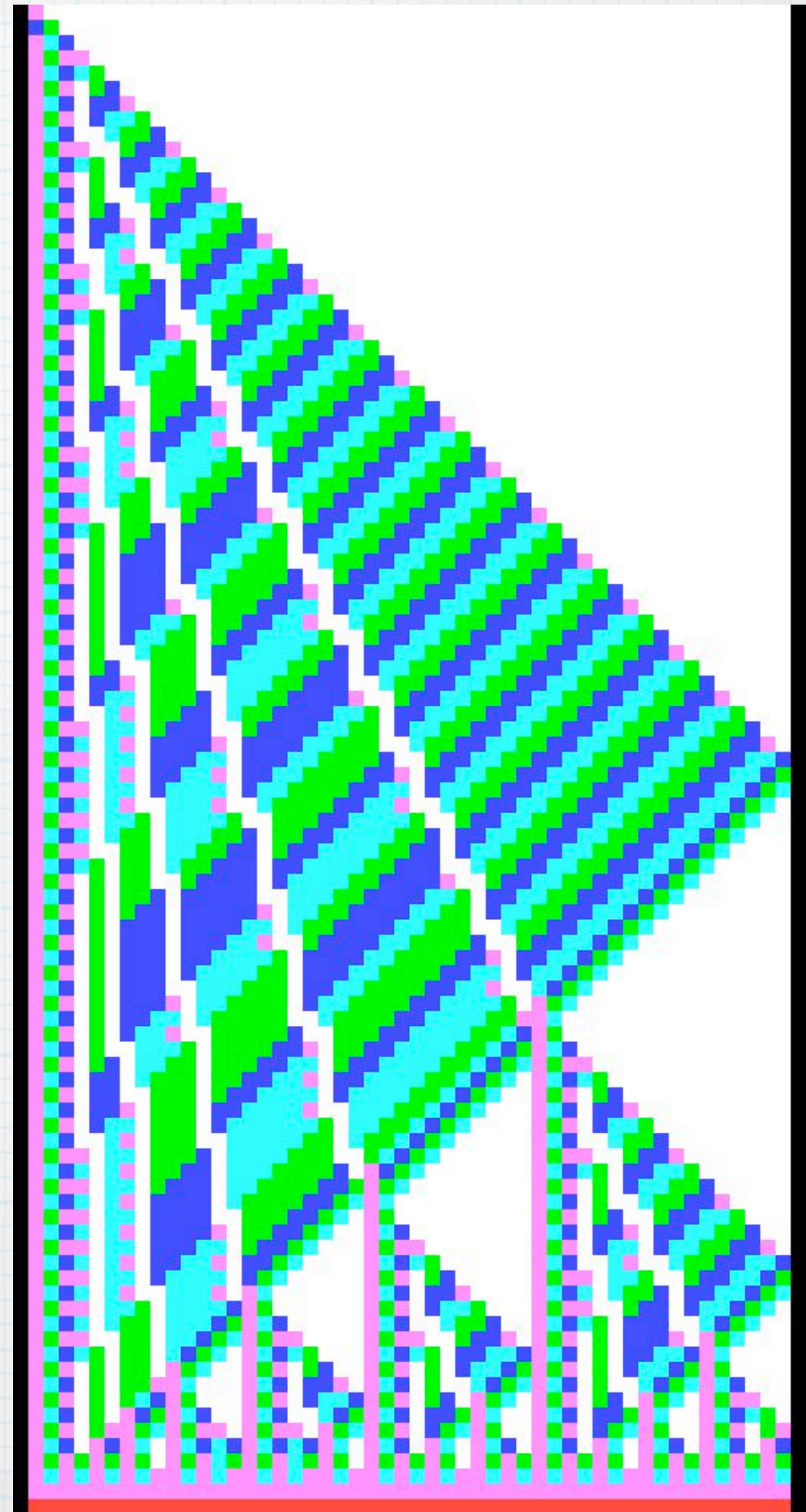
- * 6 states

- * $T(n) = 2n - 2$

- hard: very high degree of optimization

- open: 5 states solution?

No 4 states by exhaustion



Non Minimal Time

* It has been long believed that:

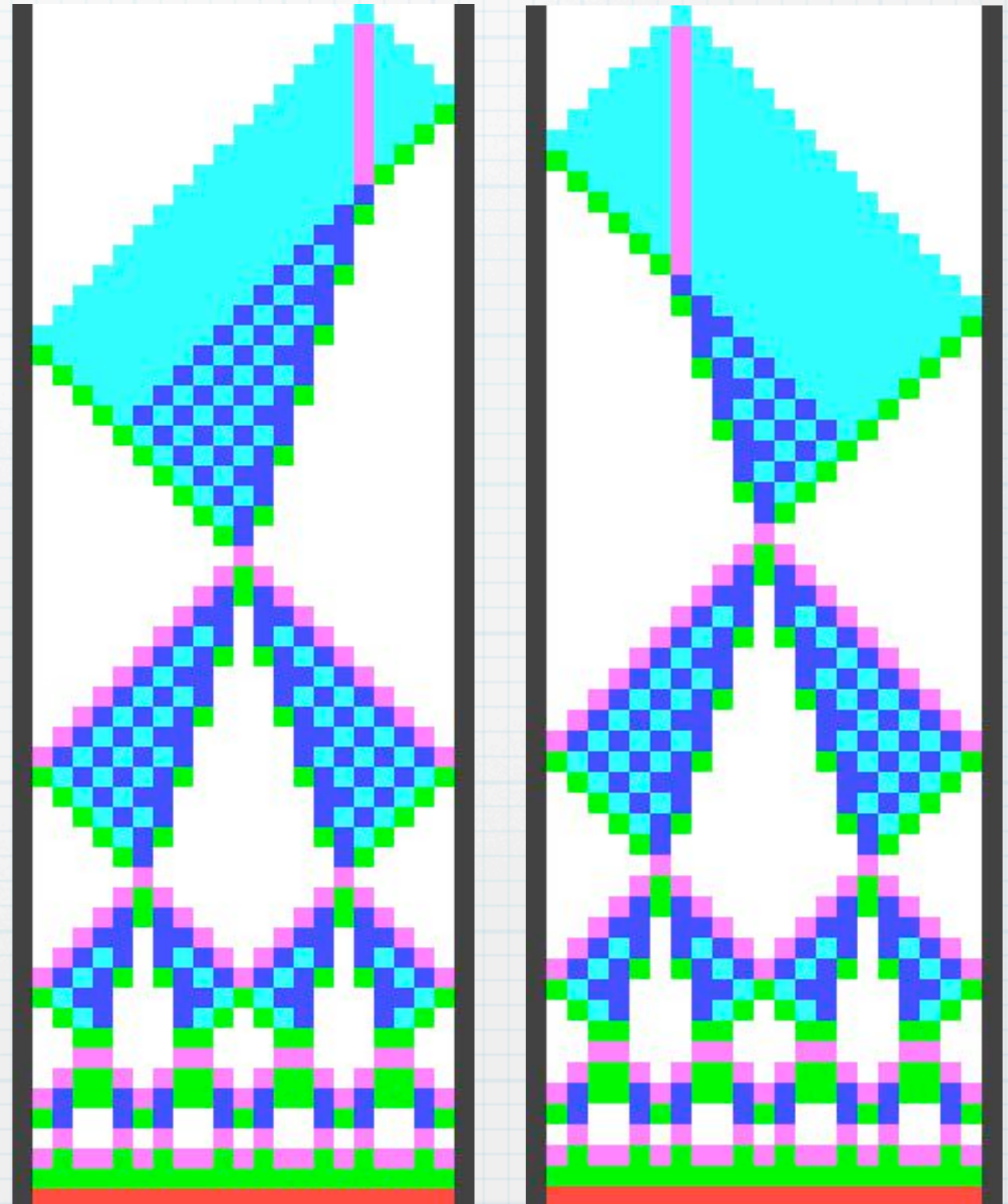
minimal state \rightarrow minimal time

■ recent results: NO!

- Settle & Simon 2002 tricky transf. of Mazoyer
- Umeo 2006 6-states, $T(n) \approx 3n$, $W(n) \approx O(n^2)$
- Yunès 2007 6-states, $T(n) \approx 3n$, $W(n) \approx O(n \cdot \log(n))$

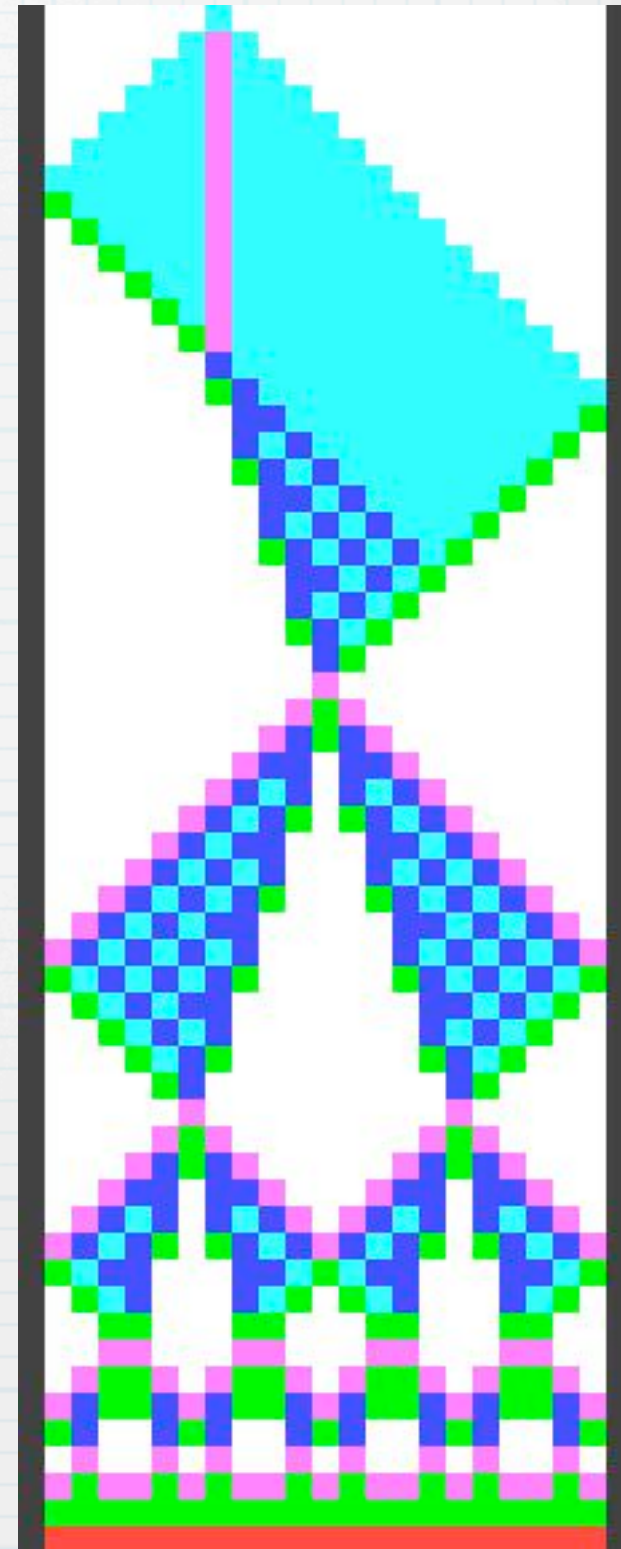
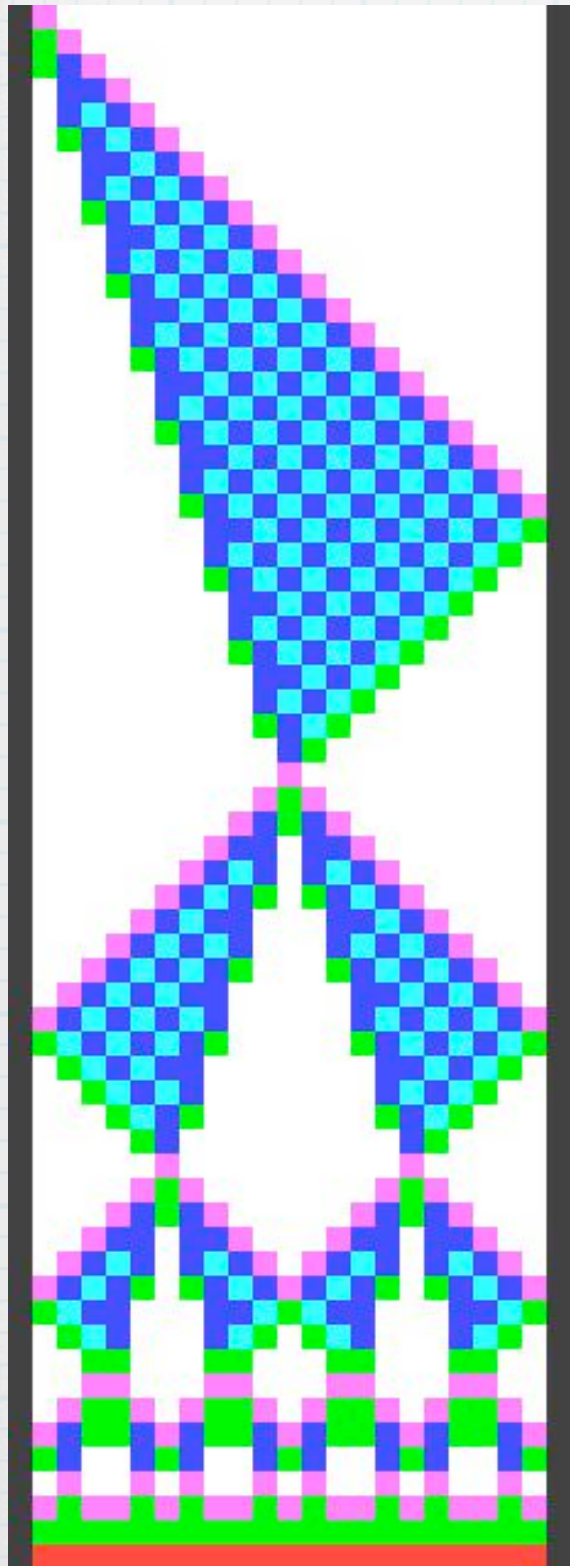
Umeo's solution

- * Surprisingly, Umeo was able to modify his solution such that it synchronizes lines whatever be the position of the officer



Umeo's 6-states

- * Idea: use unused transitions rules of its original solution
- another state used to initiate the process



Question

*** What kind of functionality can we add to existing solutions, extending the automaton?**

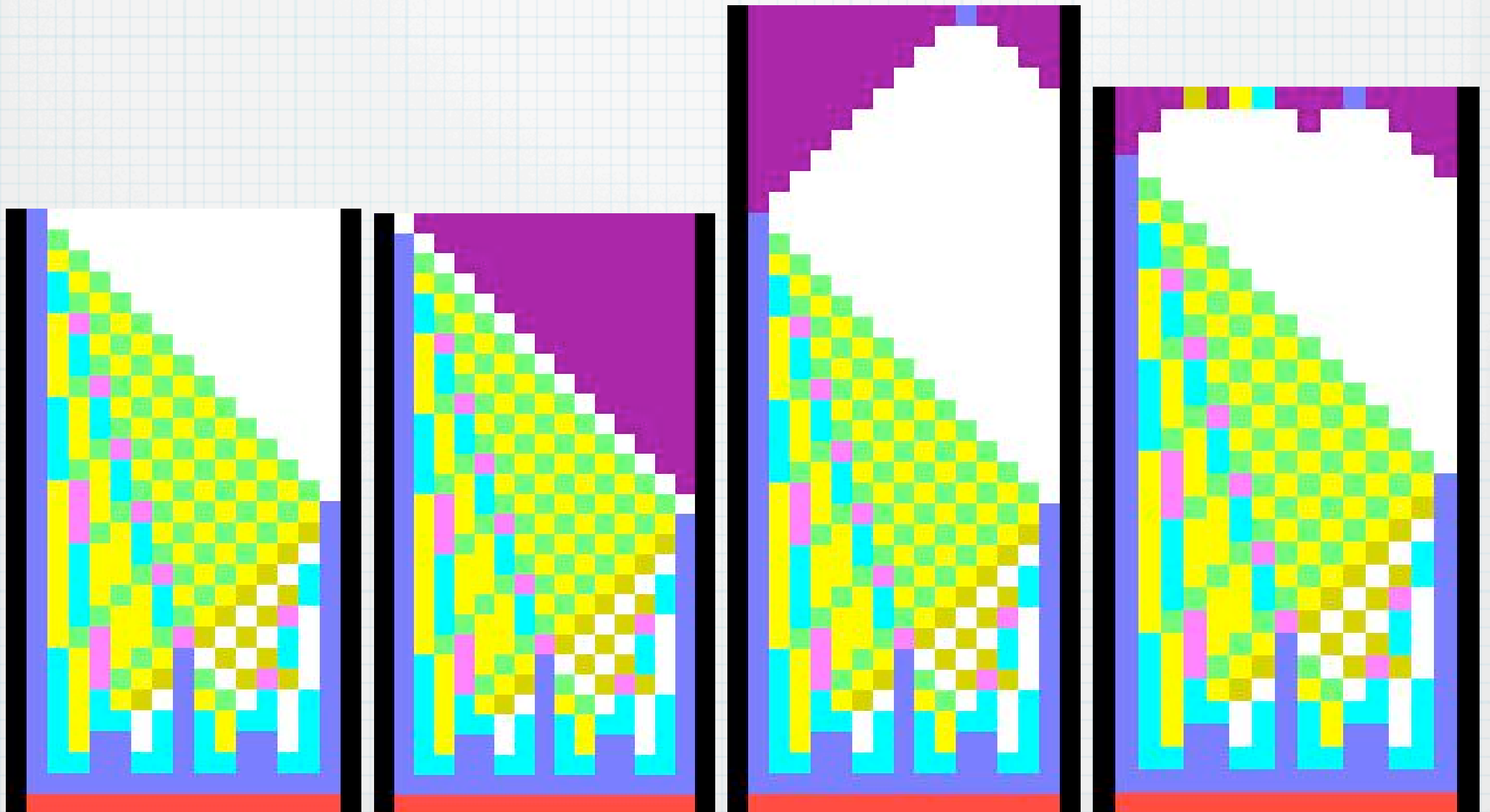
■ amazing results

One more state

- * What can be done adding only ONE state to the transition function?
- There exists an universal simple transformation that is able:

given an s -states solution to the original problem produce an $s+1$ -states solution in which any state can be used to initiate the process anywhere on the line (and also solve the A-MG-FSSP)

A generic extension: $s \rightarrow s+1$



No more state

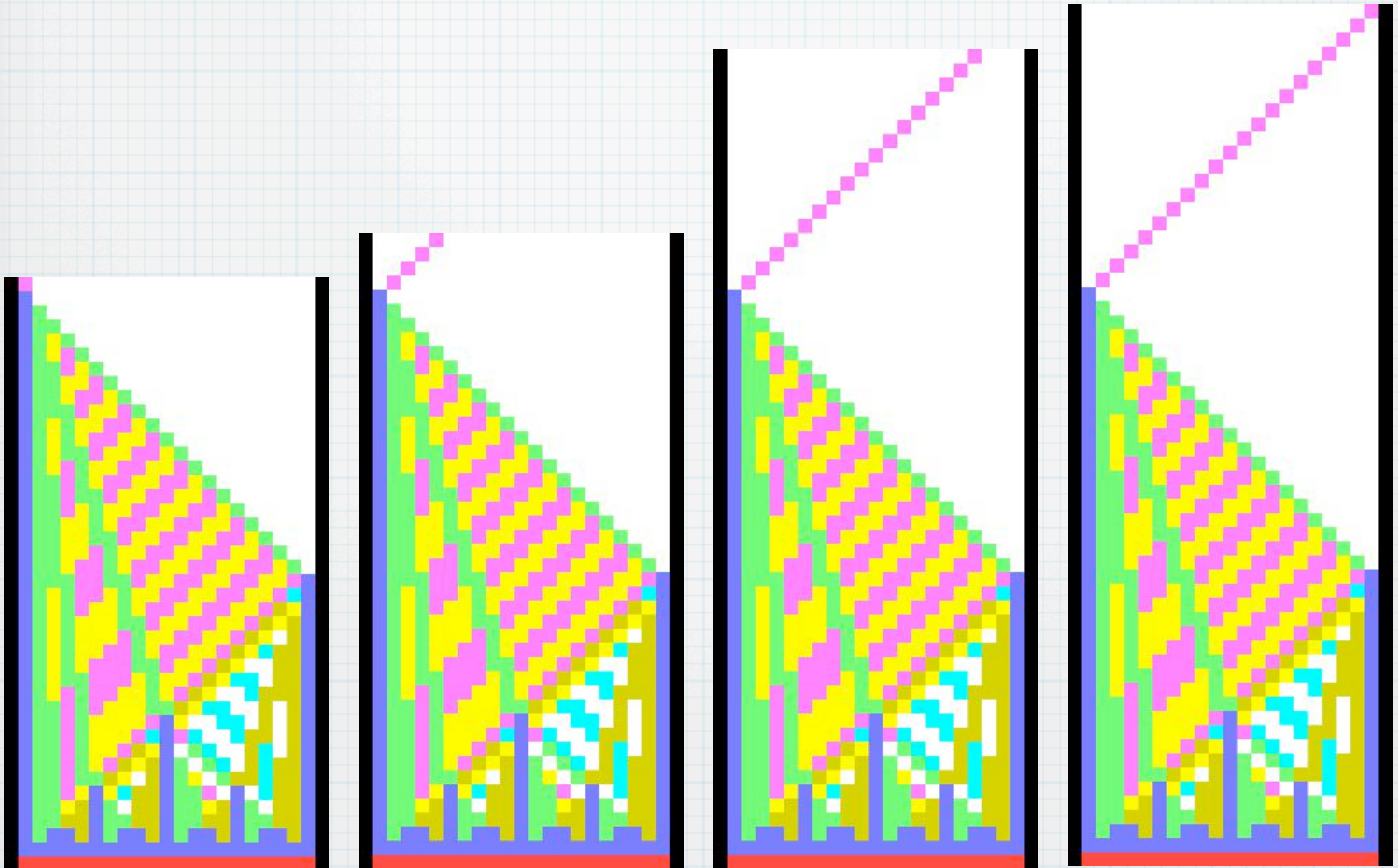
- * Is it possible to extend the functionality of existing solutions adding only new transitions to the transition function?
- YES! We consider two cases: position of the general and state used for the general.

Position independency

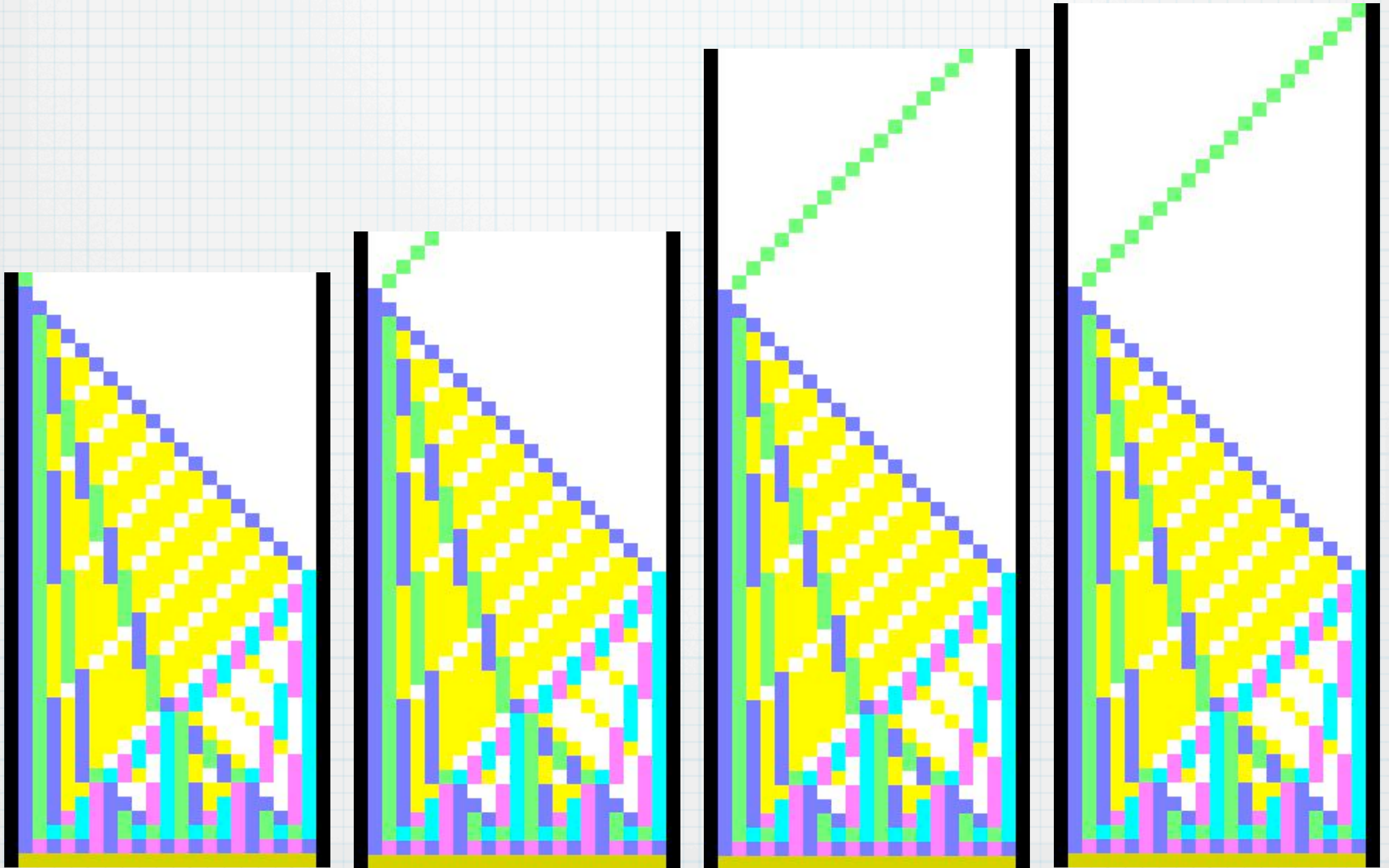
* Is it possible to extend the transition function of any existing solution in order to synchronize whatever is the position of the general?

■ YES!

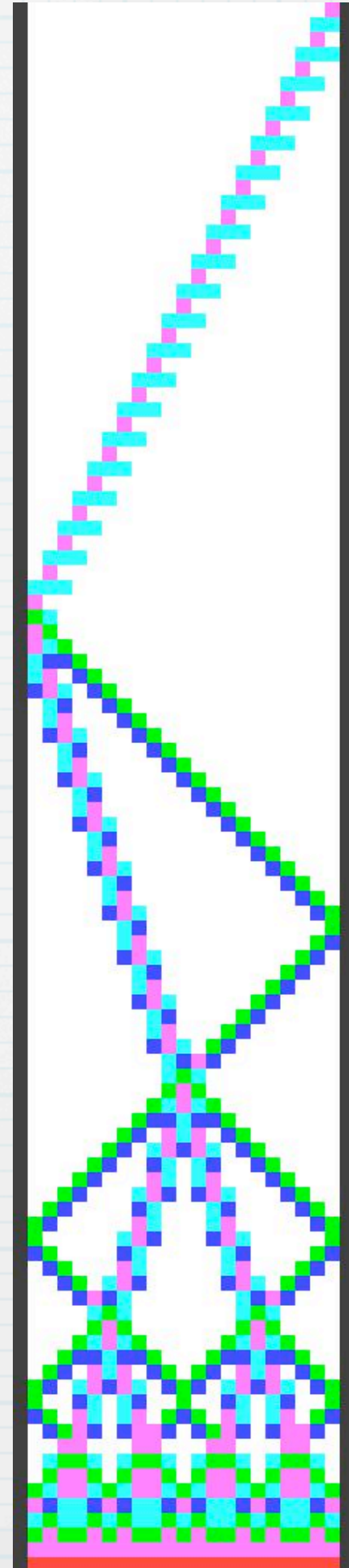
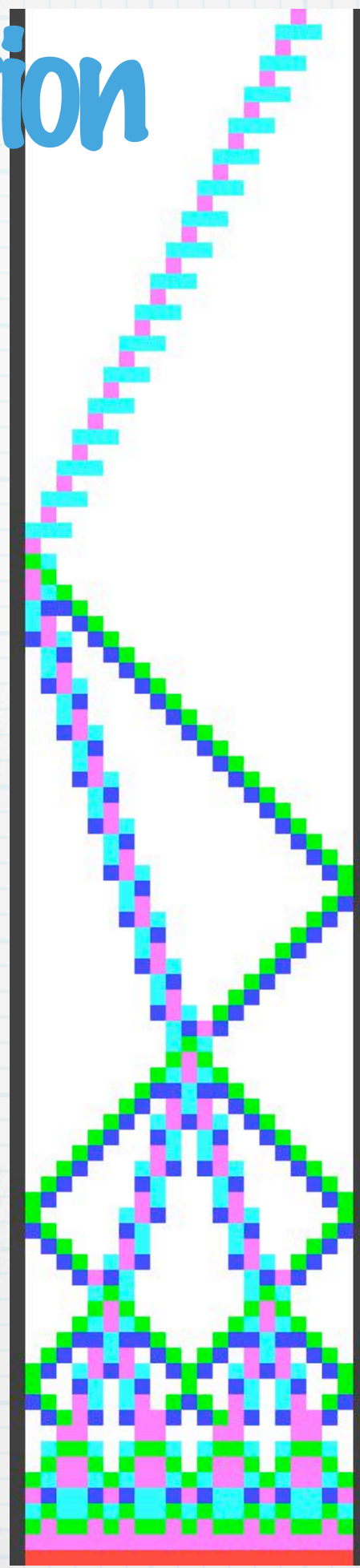
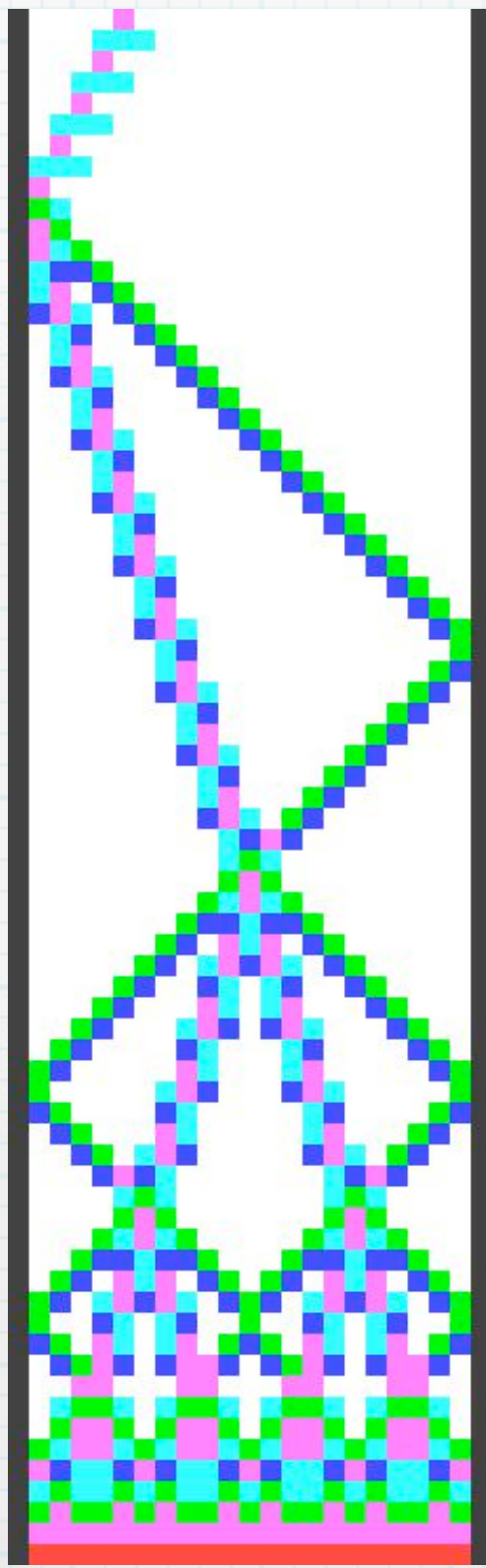
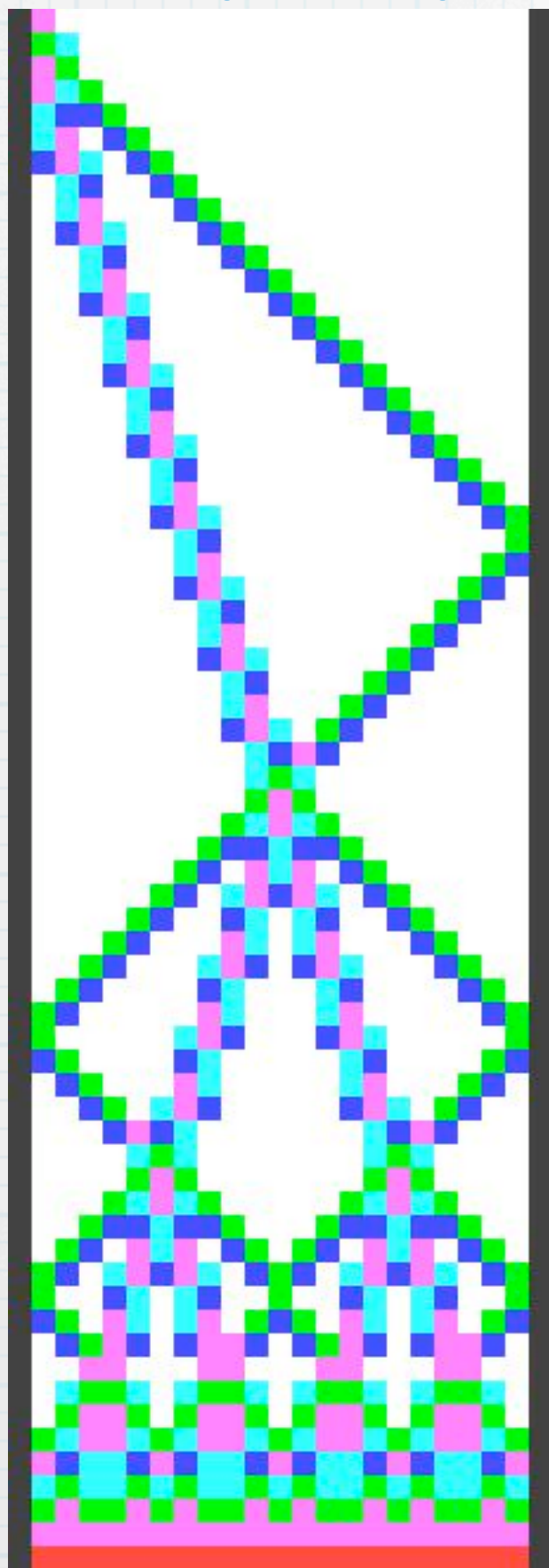
Extension of Balzer's solution



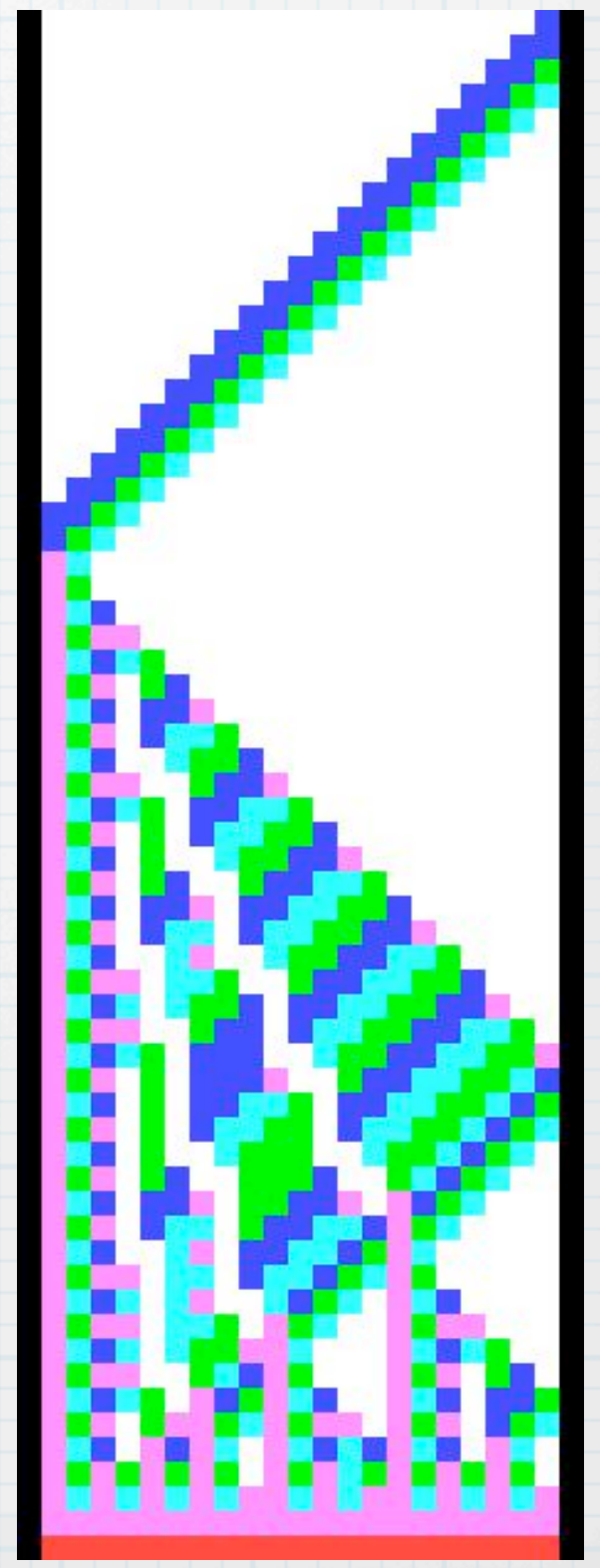
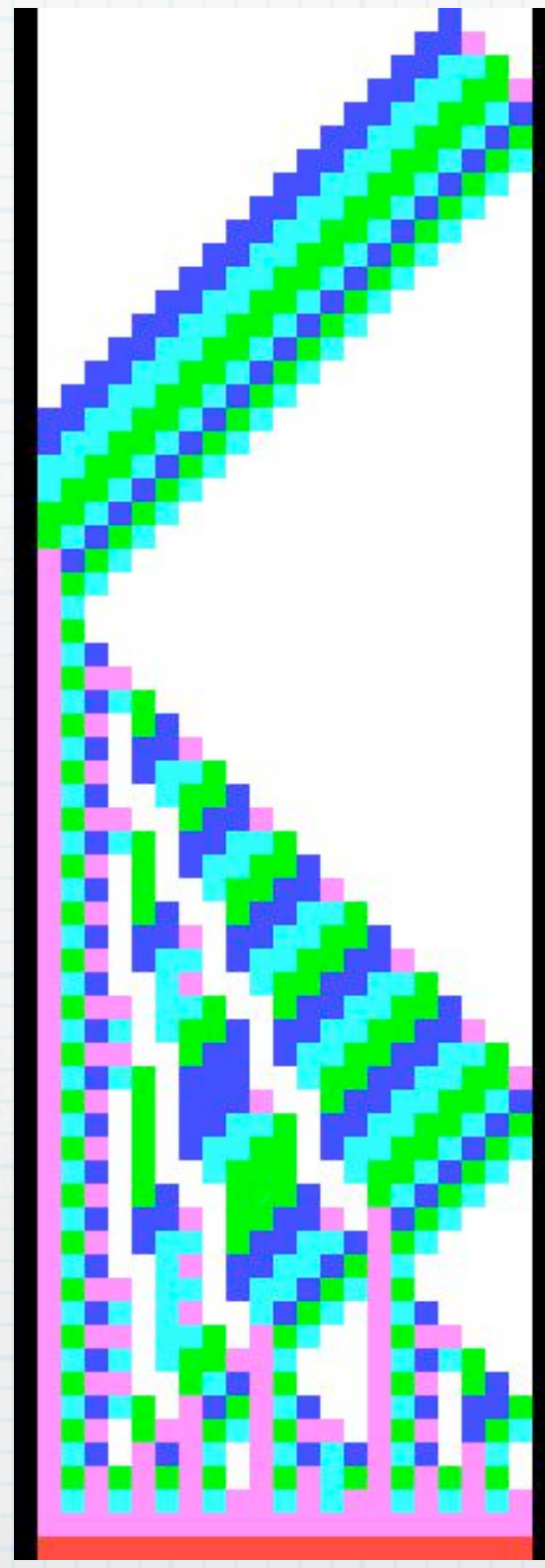
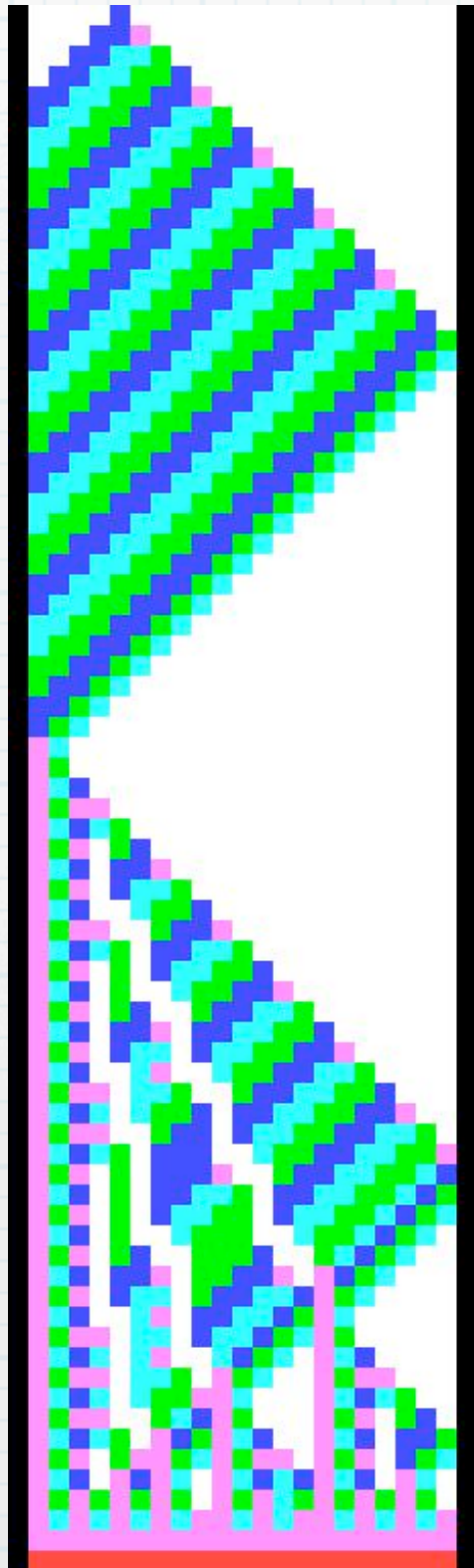
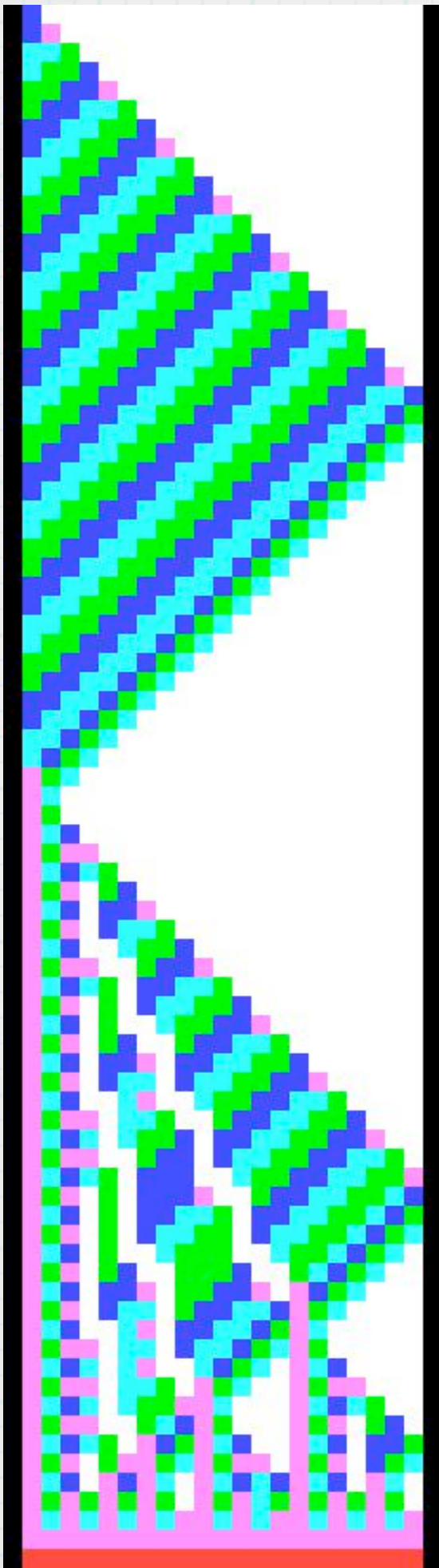
Extension of Gerken's solution



Extension of Yunes' solution



Extension of Mazoyer's solution



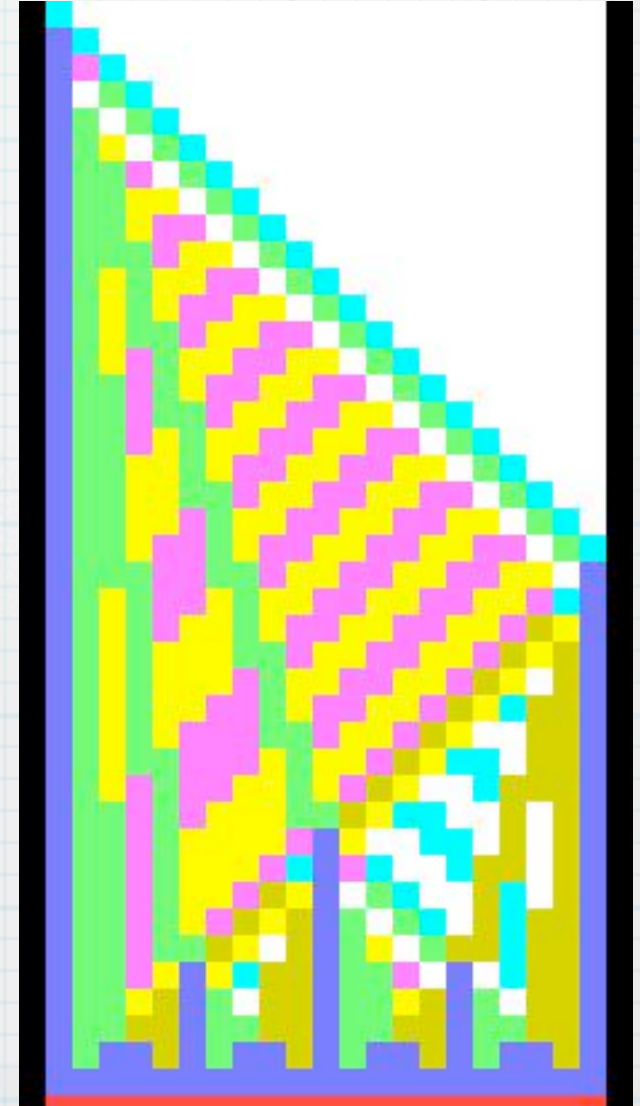
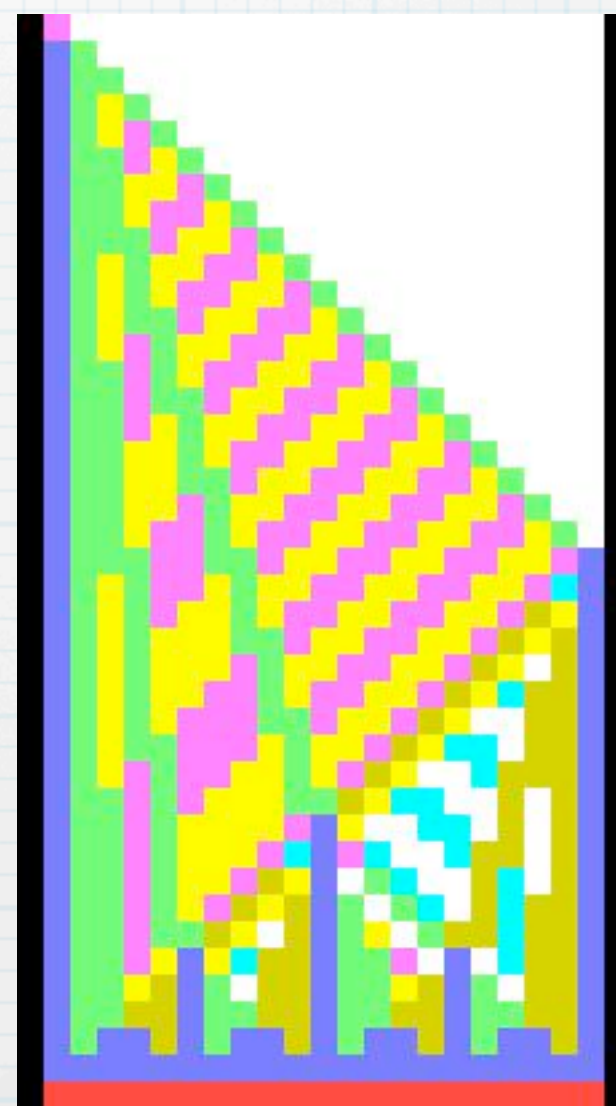
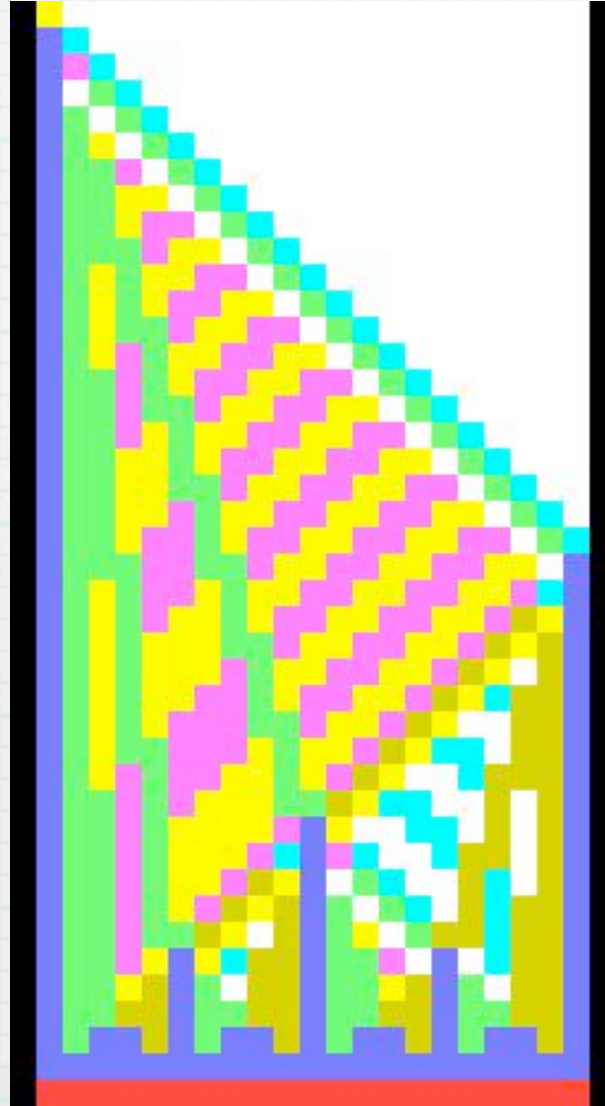
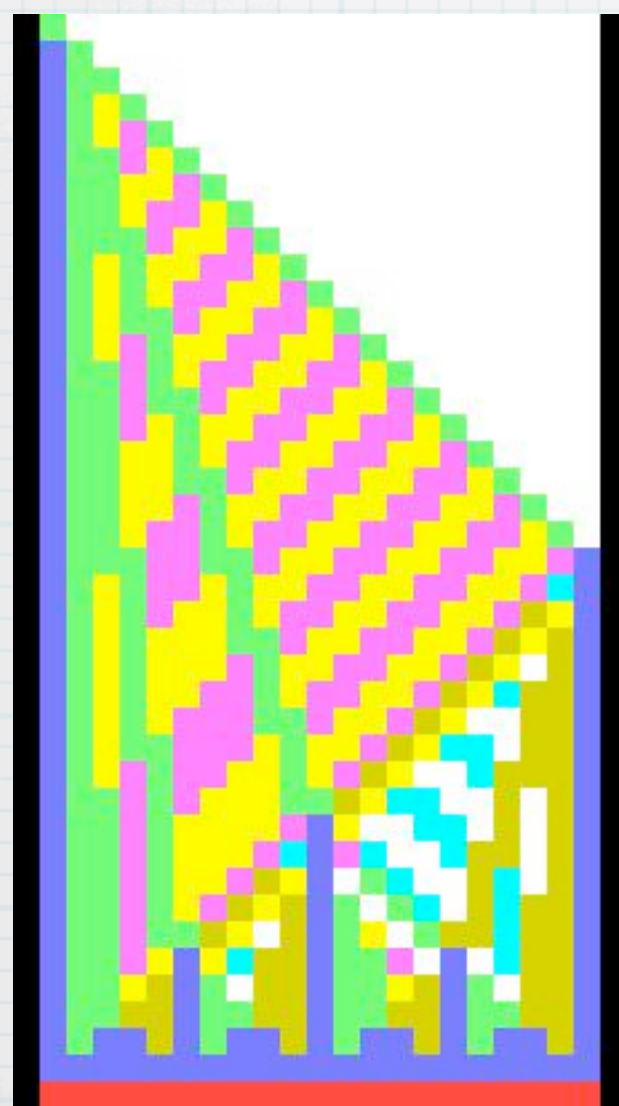
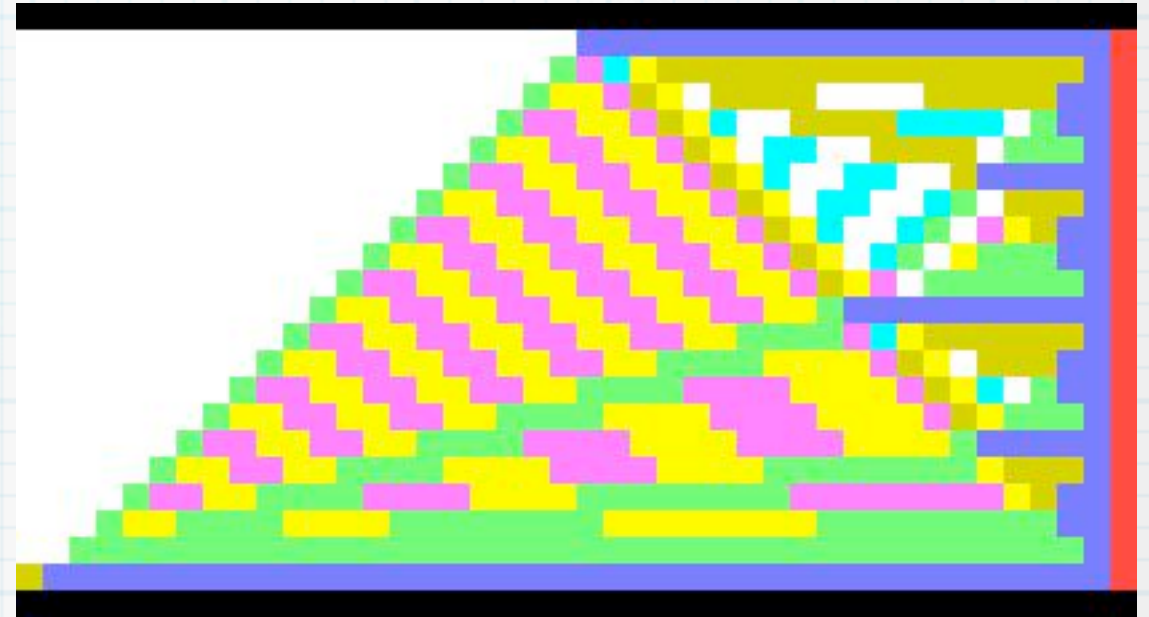
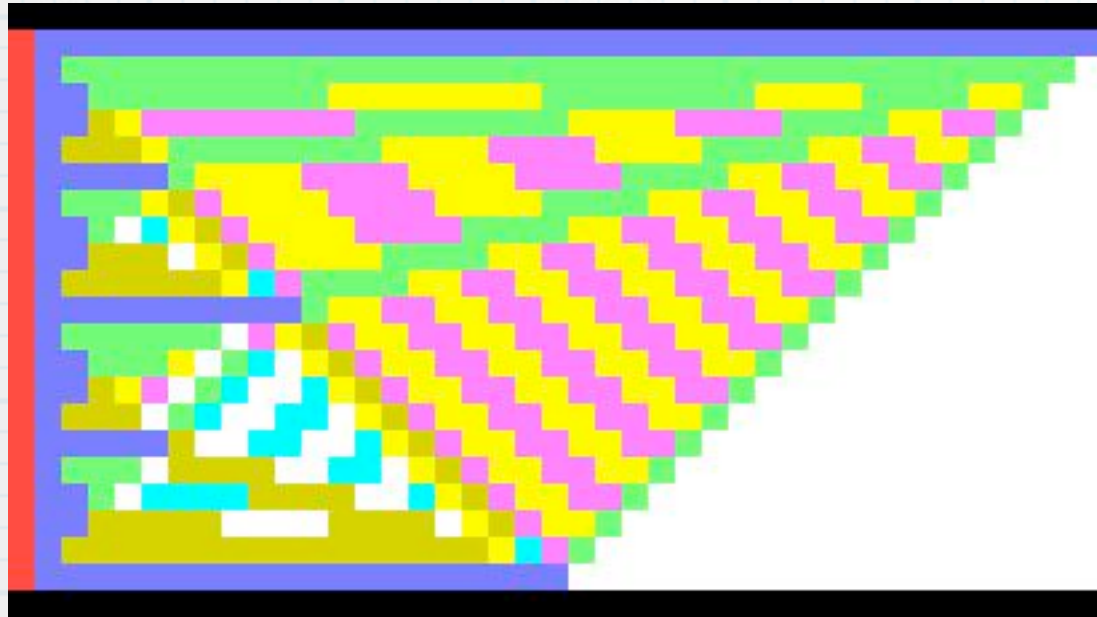
Order independency

*** Is it possible to extend the transition function of any existing solution in order to synchronize whatever be the state used to initiate the process?**

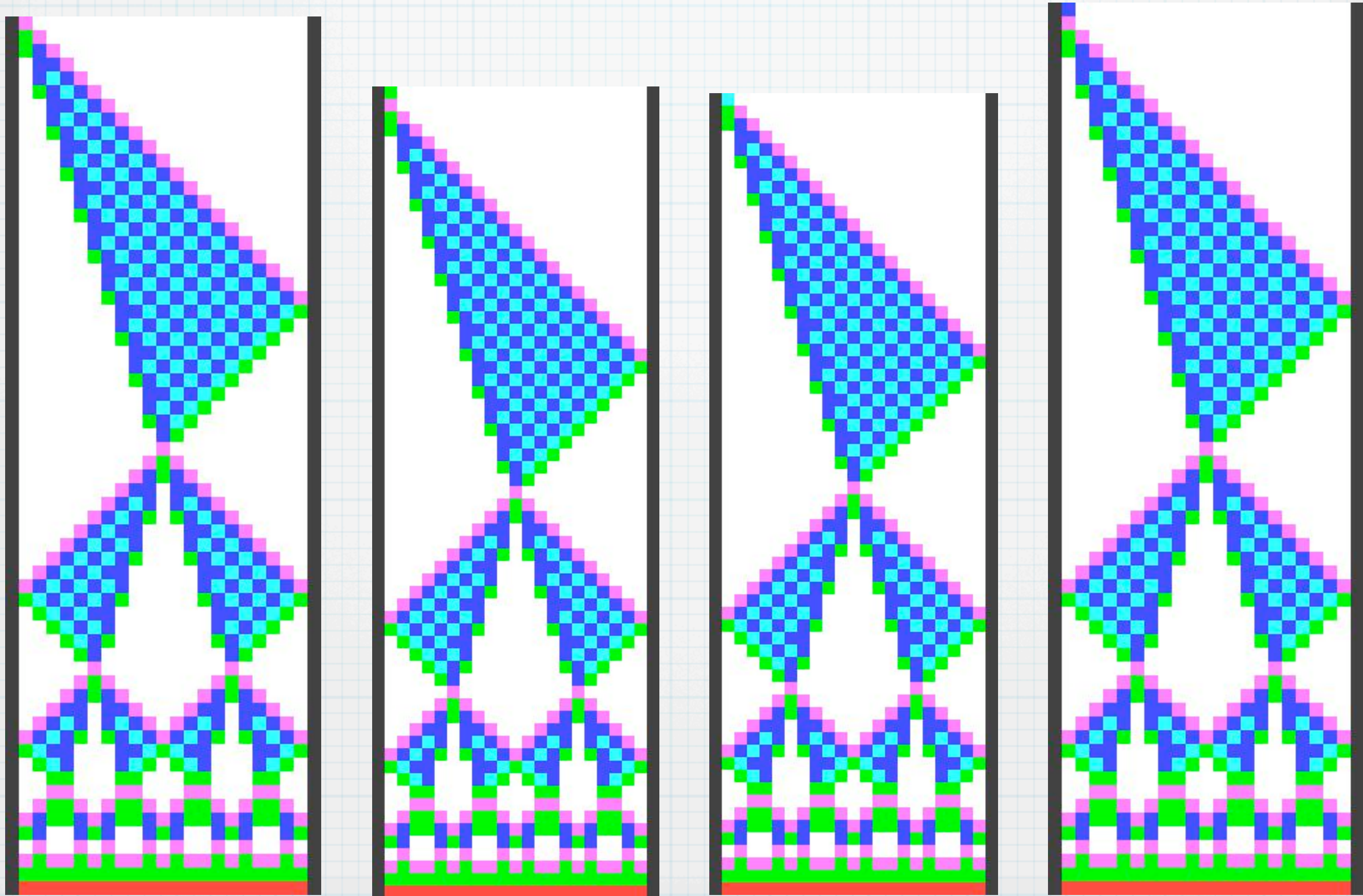
■ ~~NO ABSOLUTELY IMPOSSIBLE!!!~~

■ YES!

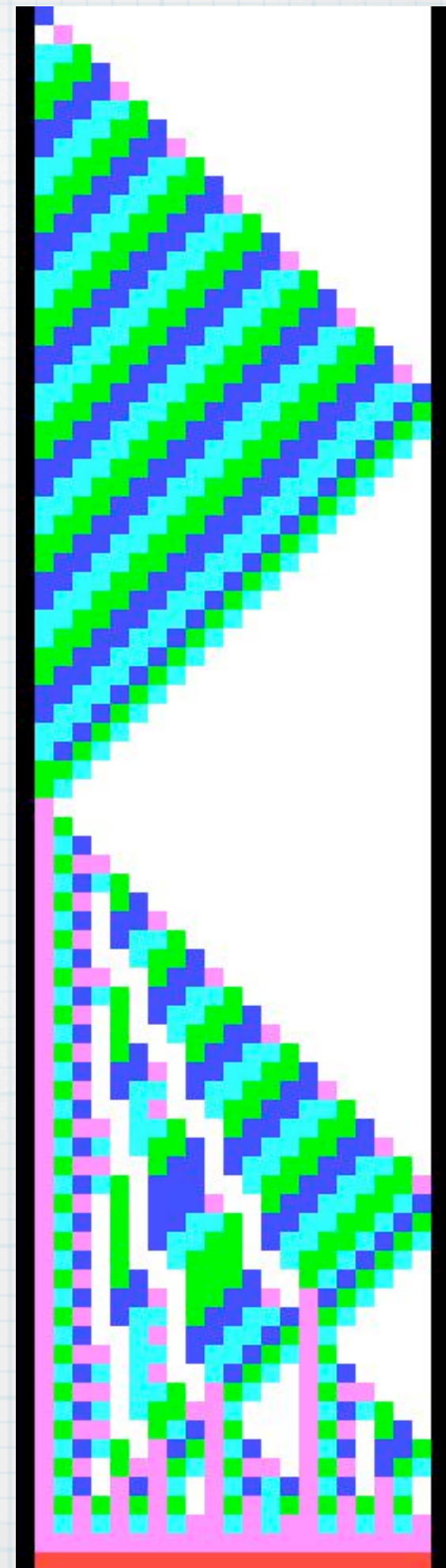
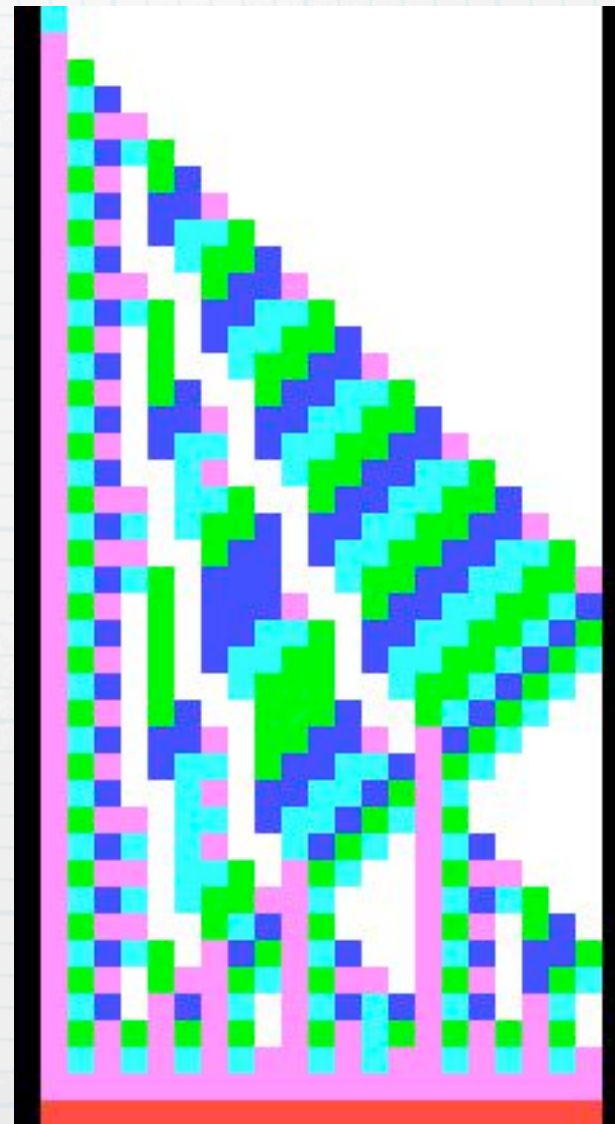
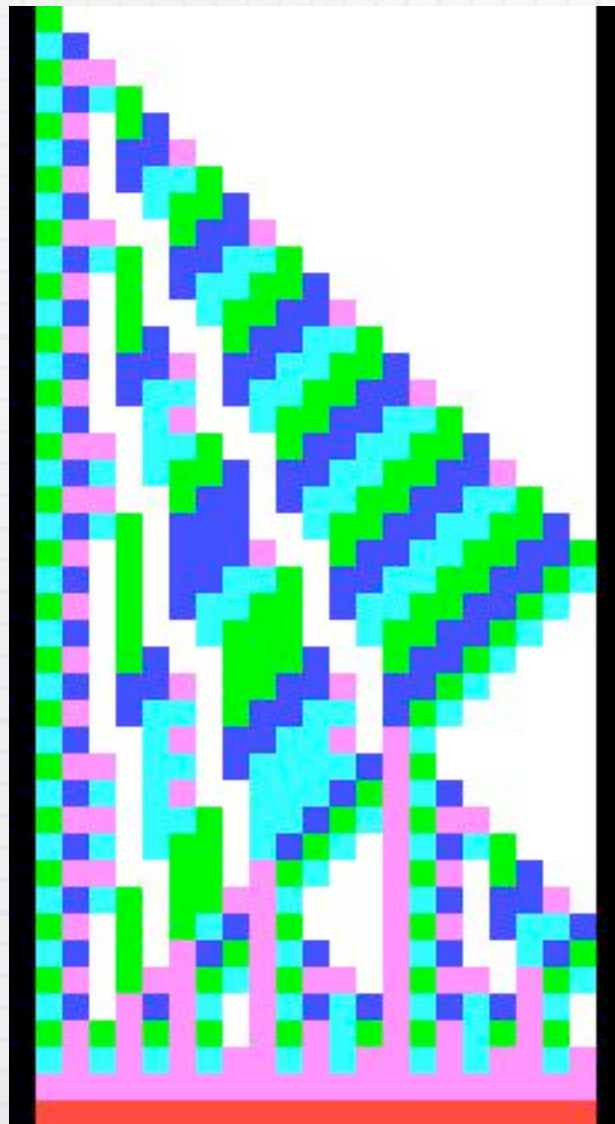
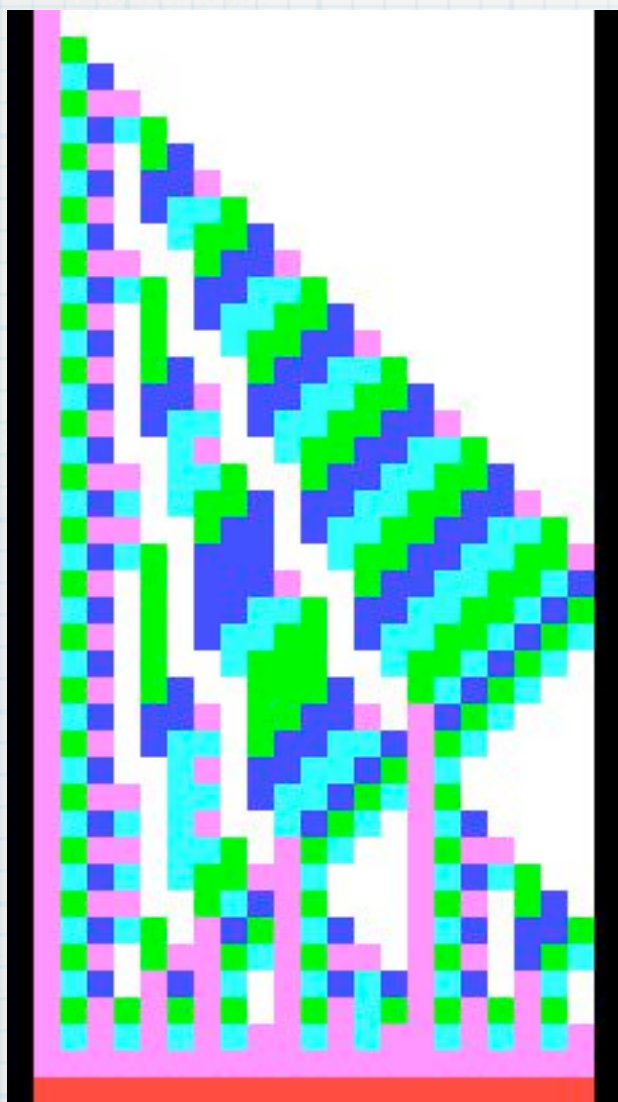
Extension of Balzer's solution



Extension of Umeo's solution



Extension of Mazoyer's solution



to sum up

- New 6 states solutions, $T(n) \approx 3n$, $T(n) \approx 4n$
- * Is there something general behind this?
- Such transformations were done on every kind of known (to me) solution
- * What does this means? Does this correspond to some property of the problem? of the model? of the implementations? what?
- * Do we need to reformulate the problem?