

# On the flora of asynchronous locally non-monotonic Boolean automata networks

A study of xor-networks

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CANA team, LIF, Aix-Marseille University

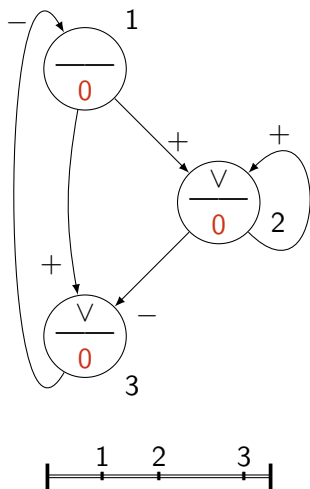
SASB - 8th September 2015

- 1 Definitions and motivations
- 2 A general result on  $\oplus$ -networks
- 3 Isomorphism results
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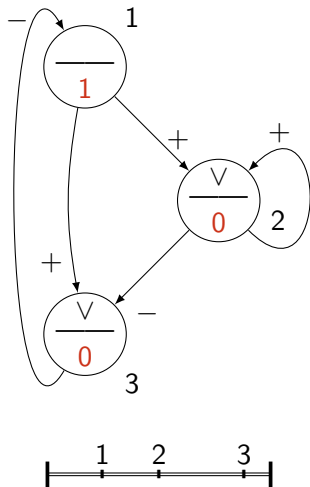
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- configuration:  
 $x = (x_1, \dots, x_n) \in \mathbb{B}^n$
- eg:  $f_1(x) = \neg x_3$ ,  $f_2(x) = x_1 \vee x_2$ ,  
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- model for **regulation systems**  
 (gene or neural networks)
- **Asynchronous dynamics**:
  - non deterministic and complete,
  - one automaton is updated at a time



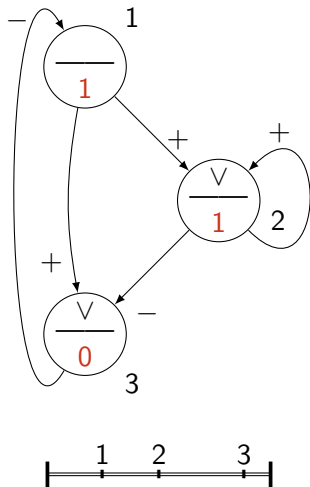
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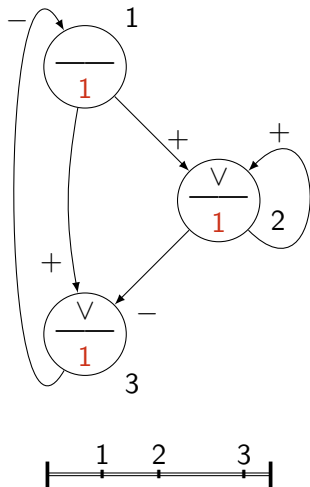
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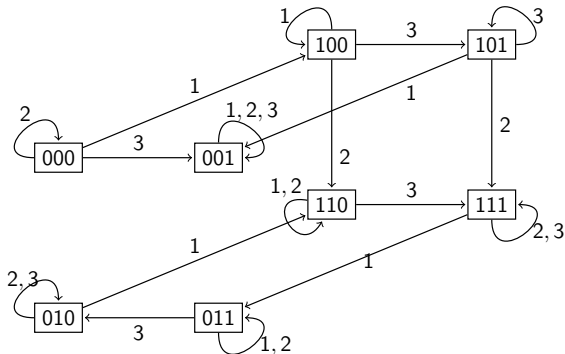
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# Asynchronous transition graph

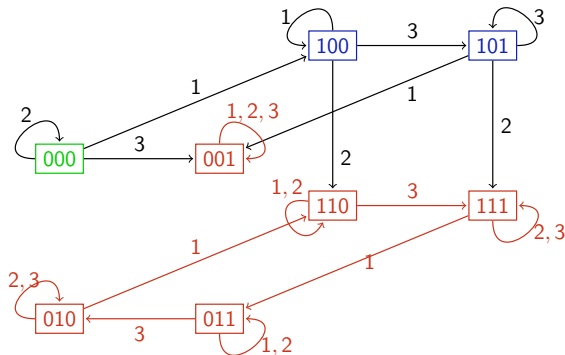
- nodes = configurations
- arrows = transitions



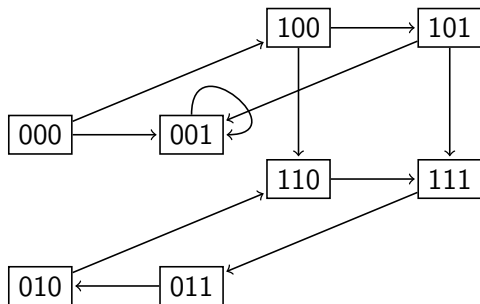
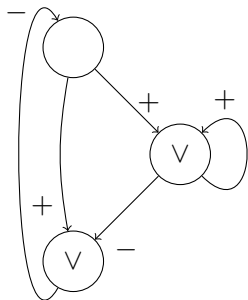


# Asynchronous transition graph

- nodes = configurations  
arrows = transitions
- configurations:
  - recurrent:  
fixed point and stable oscillations.
  - unreachable.
  - transient  
(reversible or irreversible).



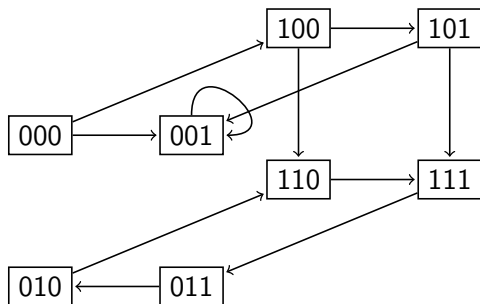
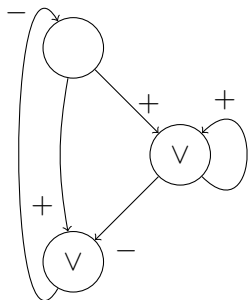
# Asynchronous dynamics of Boolean automata networks



## Questions:

What can we say about the dynamics (transition graph) of a BAN when only looking at its static definition? How do they relate?

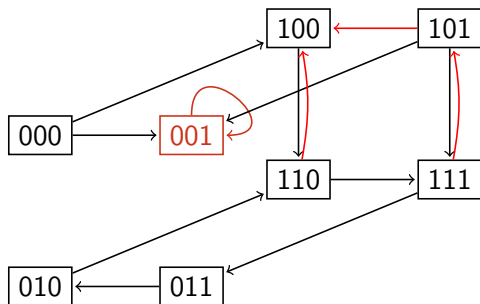
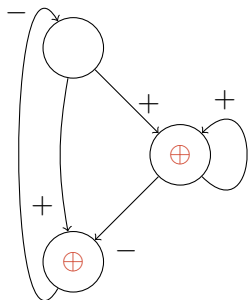
# Asynchronous dynamics of Boolean automata networks



## Questions:

- Usually locally monotonic.
- A questionable restriction for the expressiveness of the model.

## Asynchronous dynamics of xor-Boolean automata networks



## Questions:

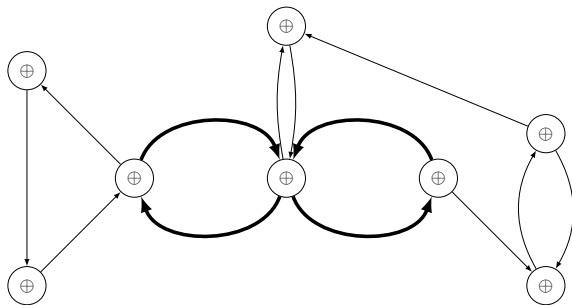
- What is the impact of non local monotony on the dynamics of BANs?
- Study of  $\oplus$ -networks.

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## A general result

Theorem [Strong connectivity/High expressiveness]:

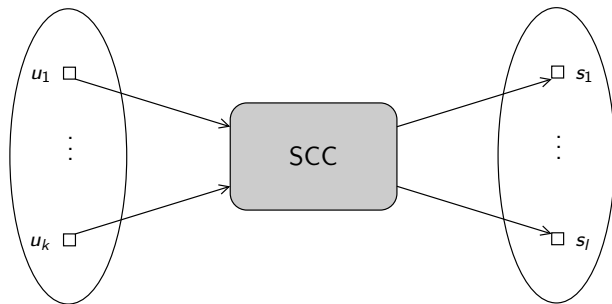
In a strongly connected  $\oplus$ -BAN with an **induced double cycle** of size greater than 3, one can go from any unstable configuration to any reachable configuration in a quadratic number of updates.



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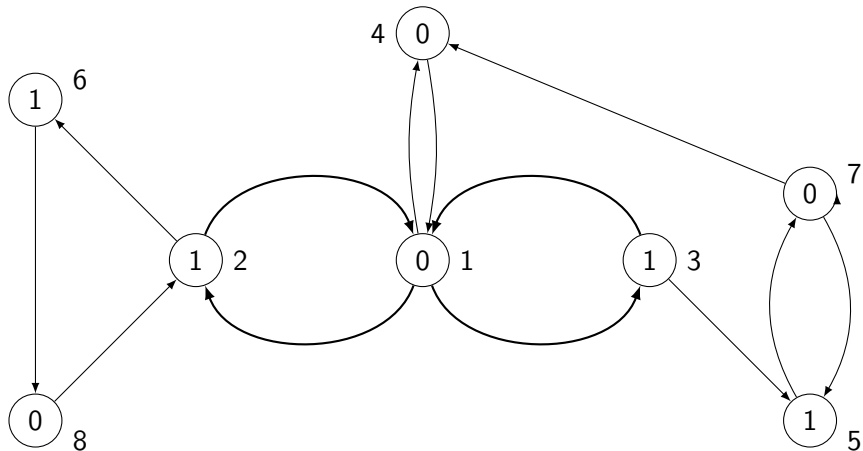
In a strongly connected  $\oplus$ -BAN with an **induced double cycle** of size greater than 3, one can go from any unstable configuration to any reachable configuration in a quadratic number of updates.



## An algorithmic proof (sketch)

**Idea:** Using the induced double cycle as a state generator.

Eg: 01101100  $\rightarrow$  01010011

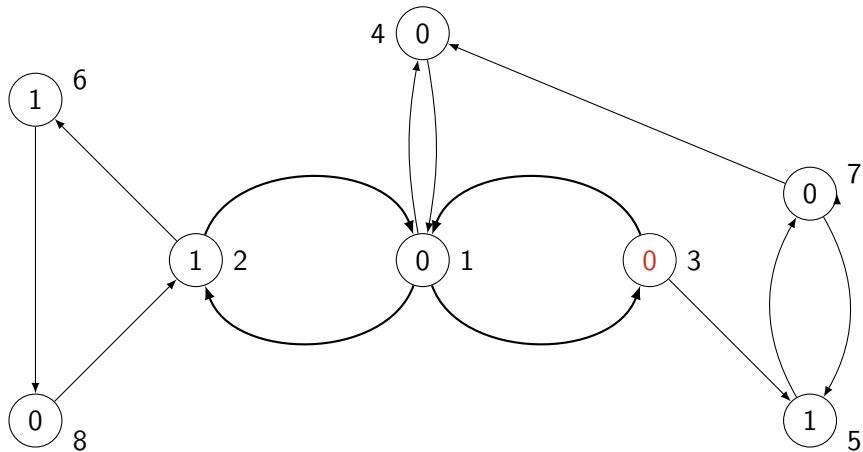




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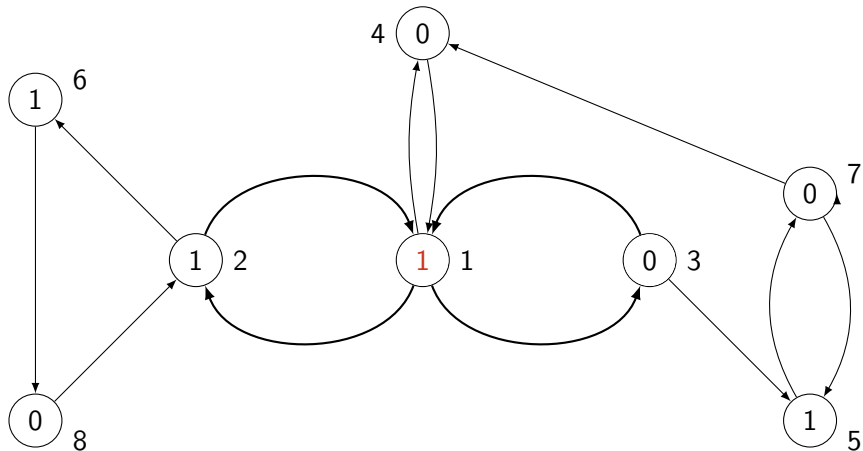
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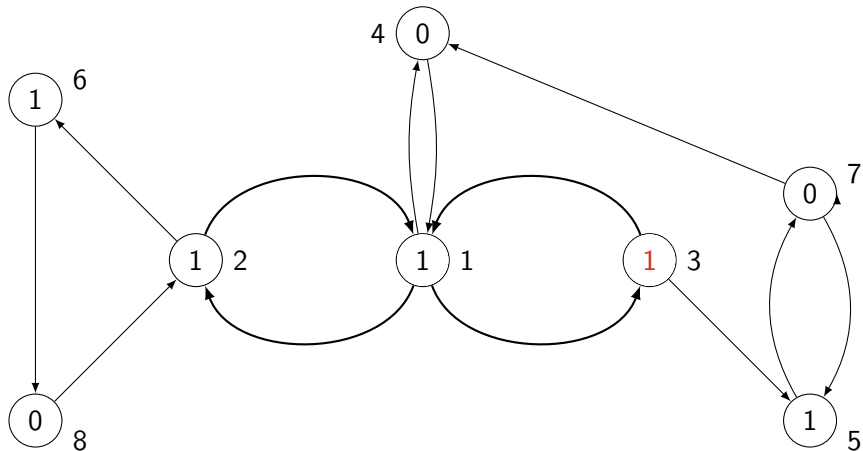
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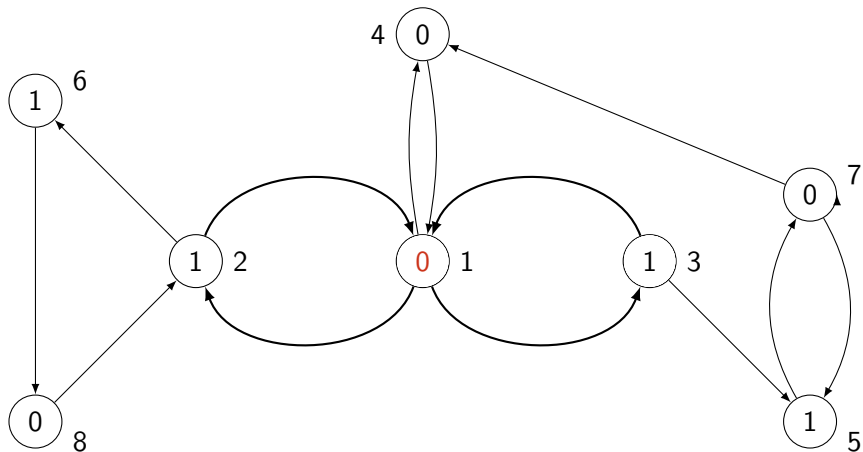
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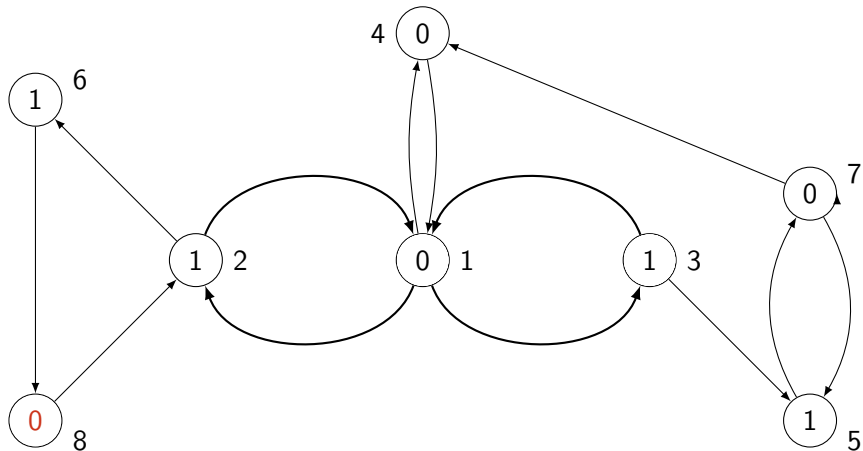
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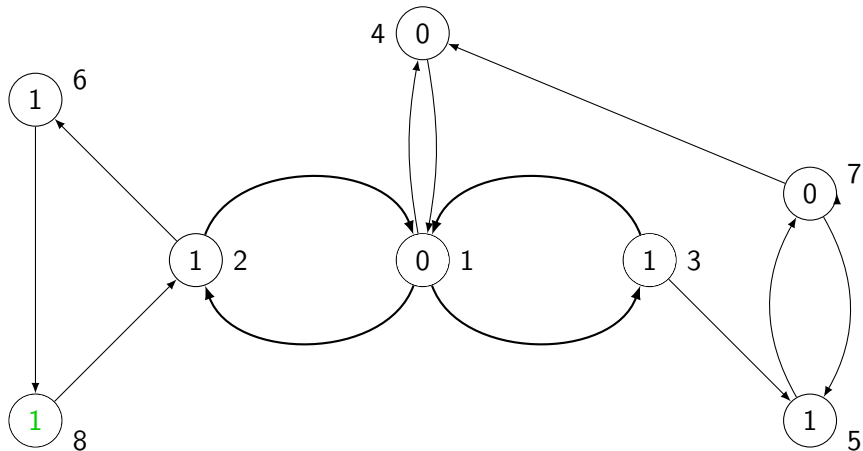
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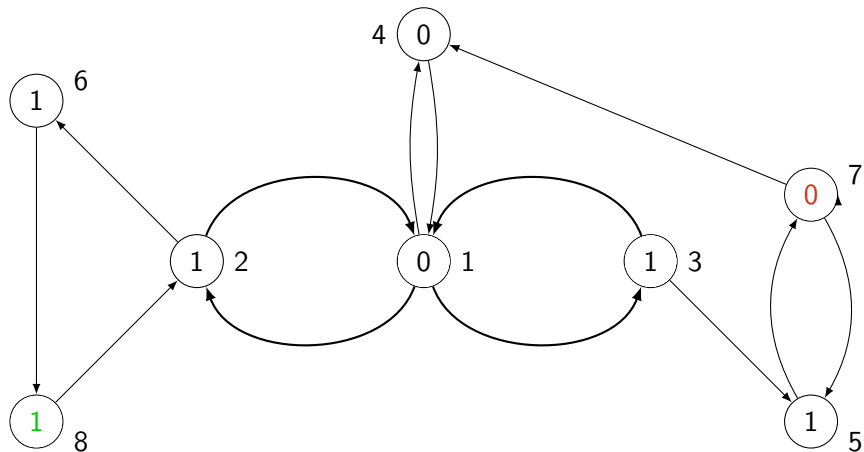
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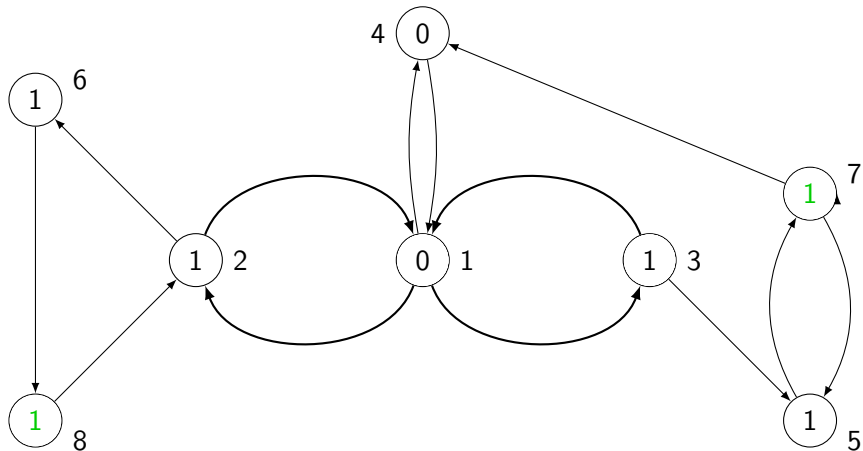
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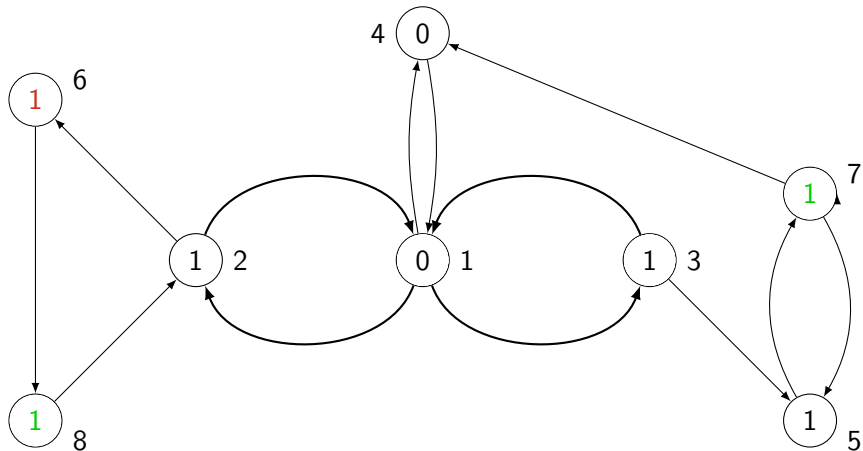




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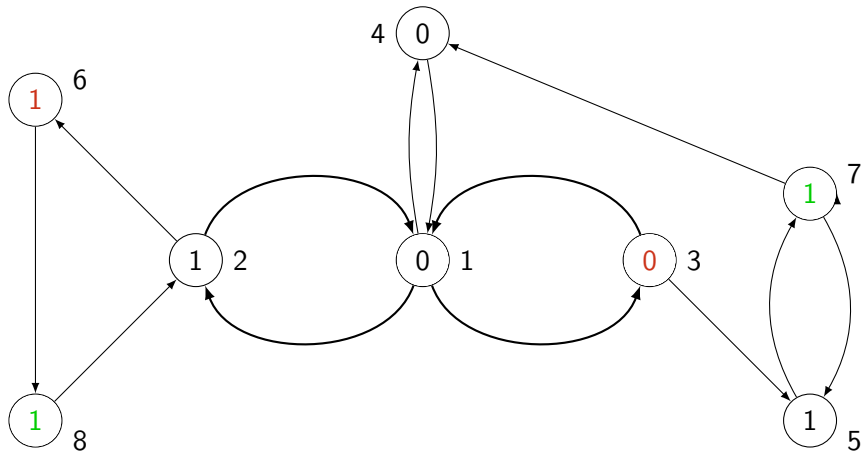
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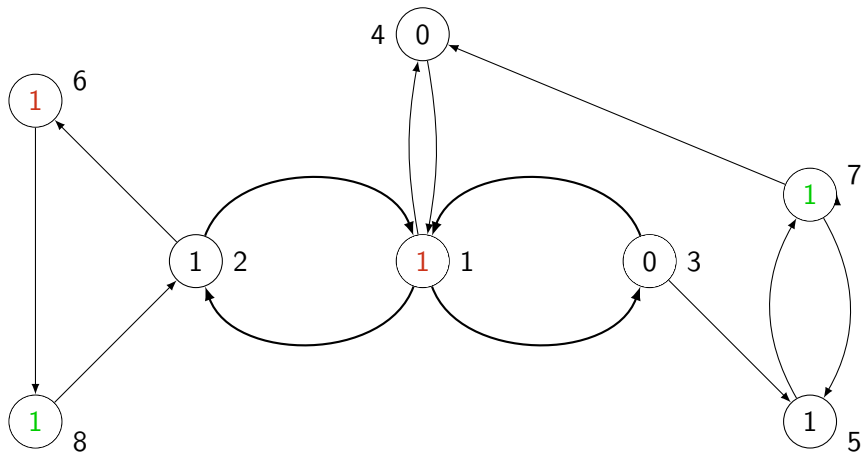
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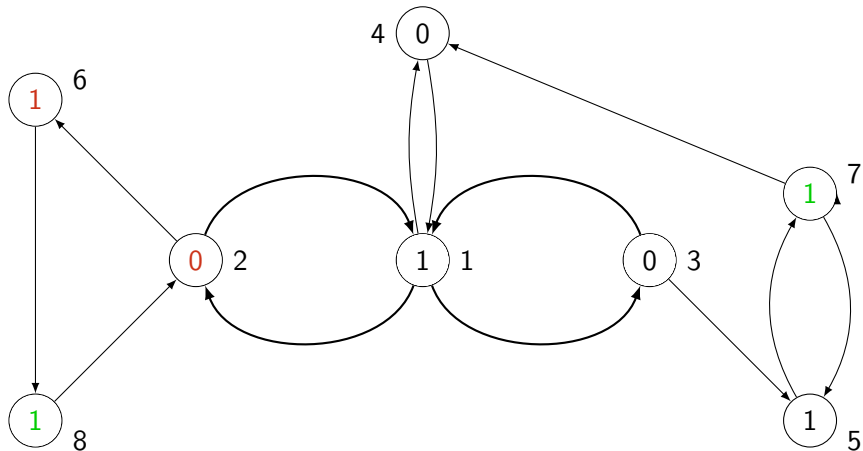
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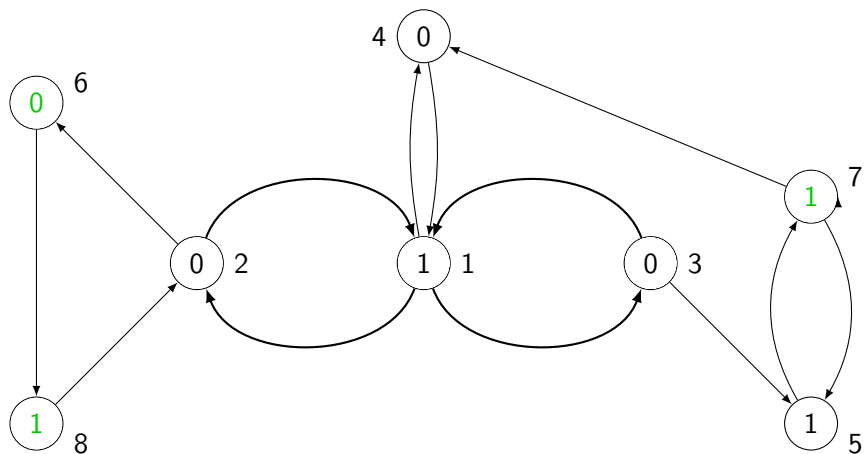
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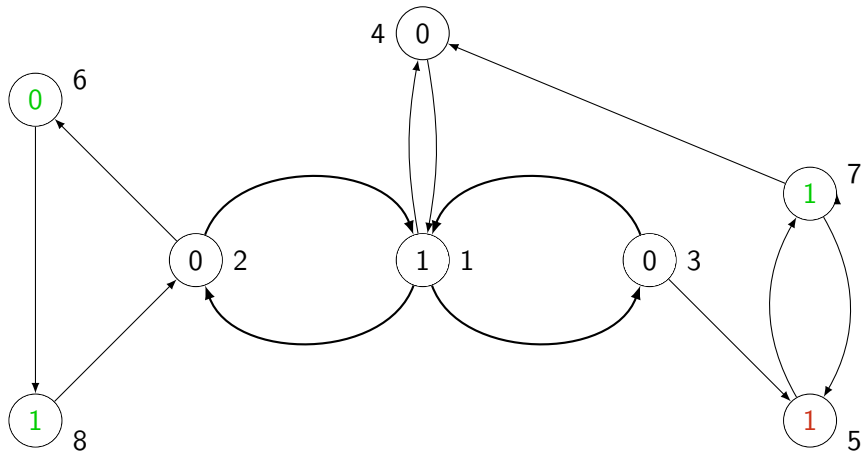
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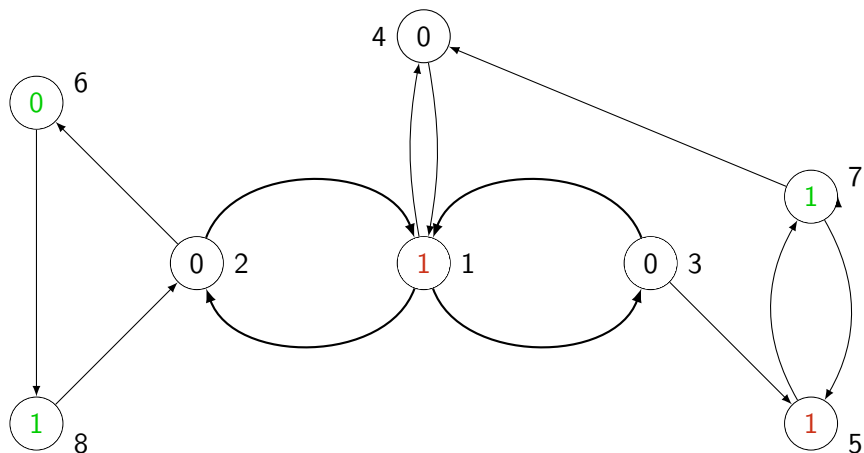
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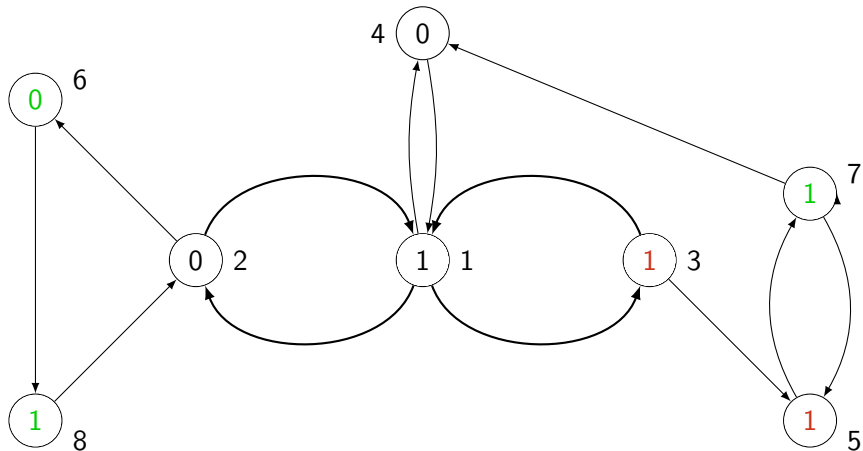
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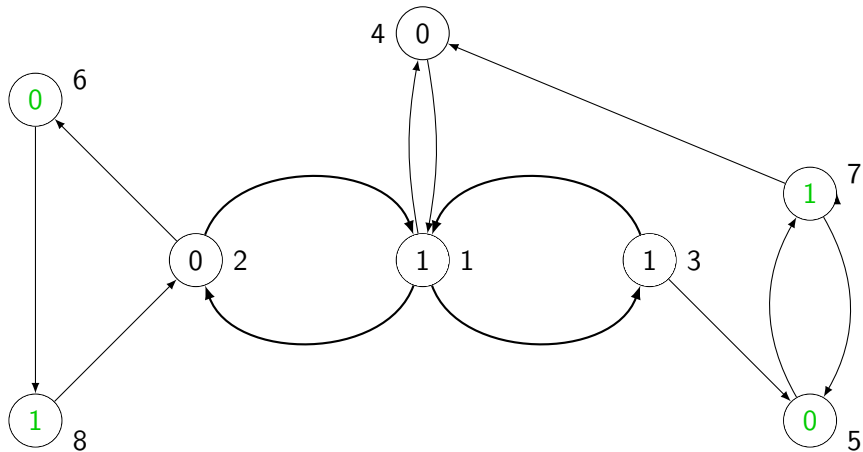




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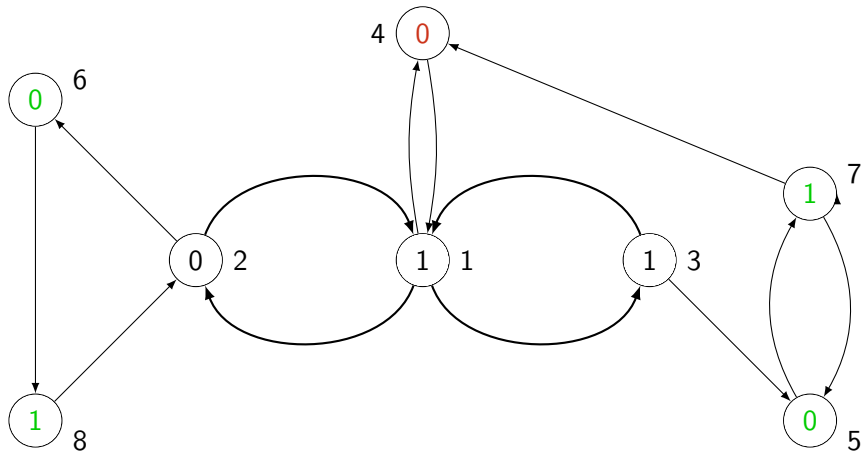
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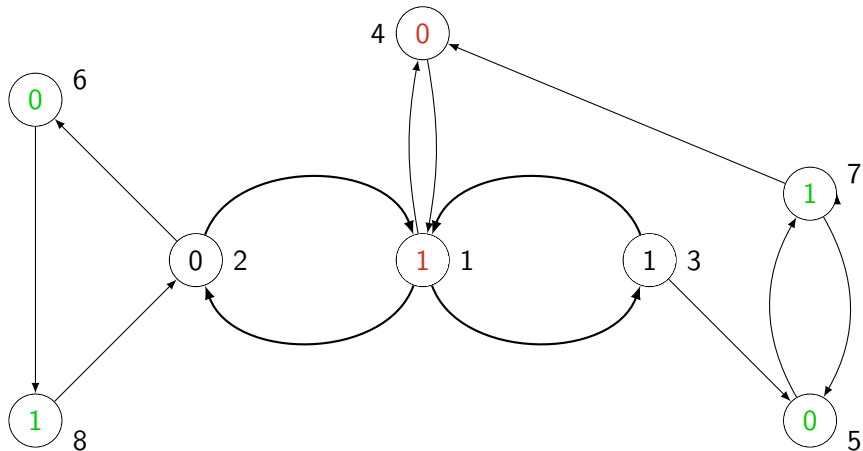
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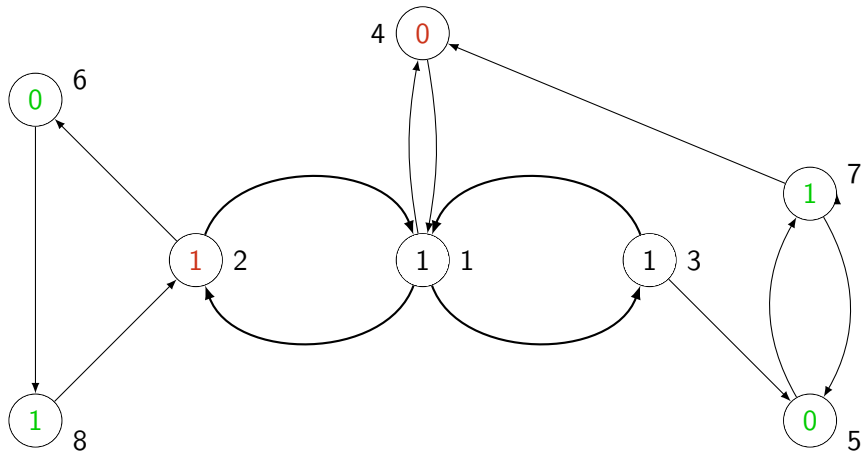
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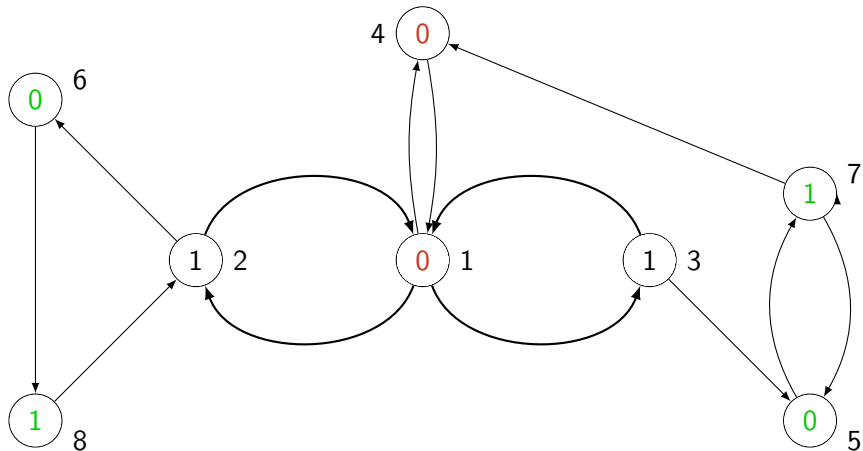
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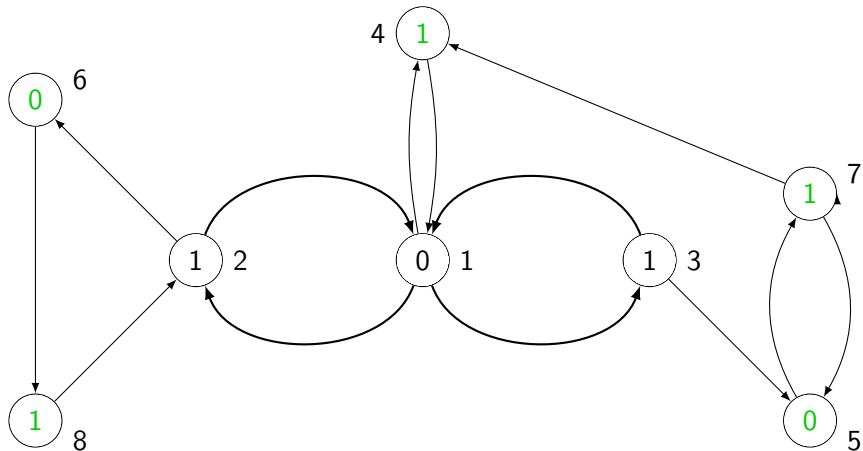
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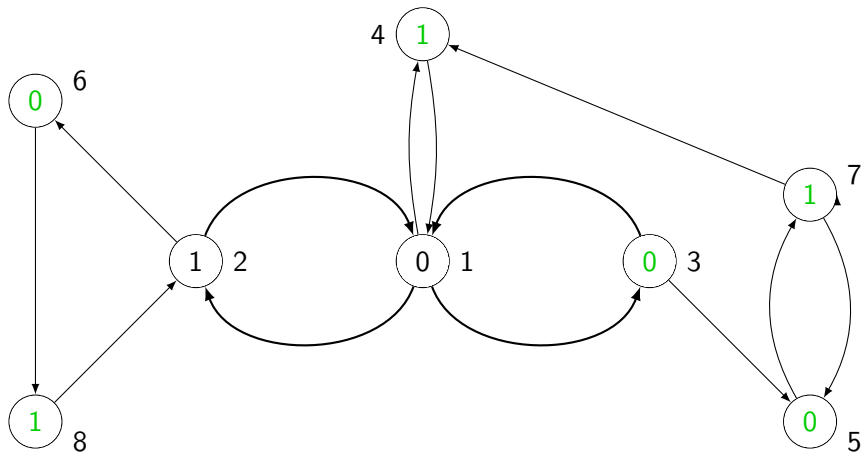
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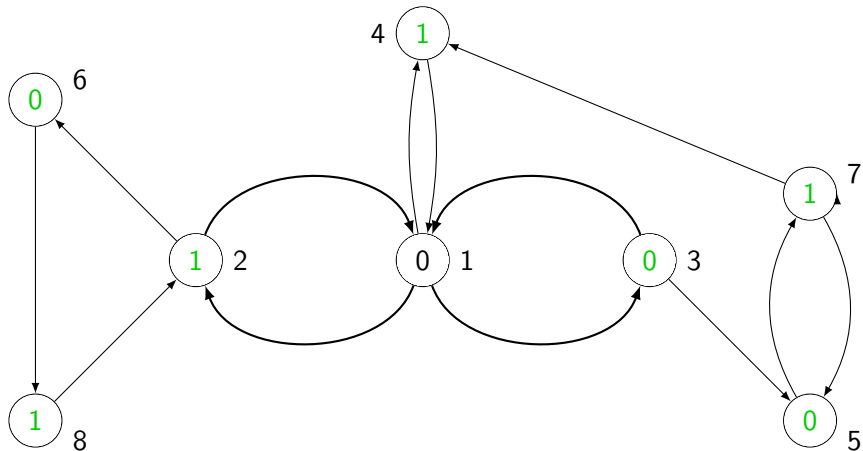
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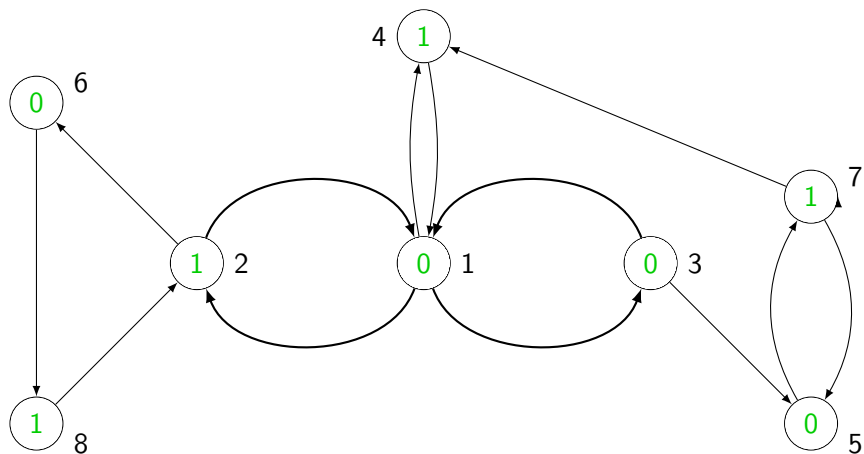




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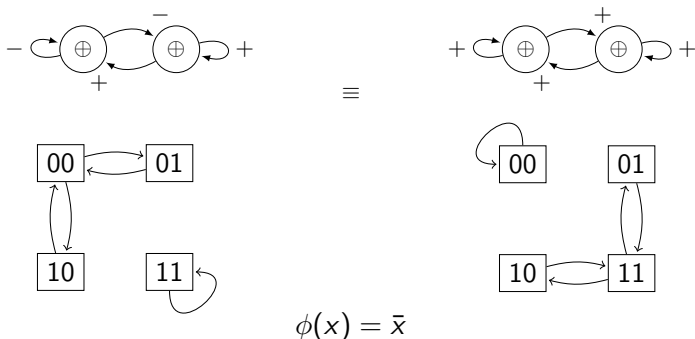


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# Isomorphism definition

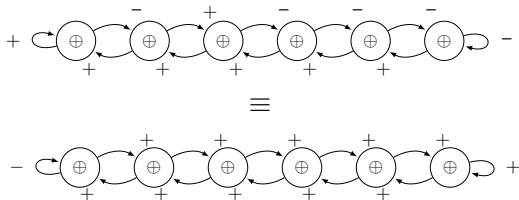
## Isomorphism relation:

Two BANs are isomorphic if their transition graphs are isomorphic.



# Isomorphism relation and rewritings

**Property:** Any cycle chain structure induces at most two classes of isomorphic  $\oplus$ -networks.

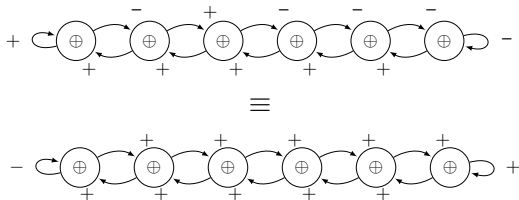


**Proof sketch:**

- 1 a set of rewriting rules that preserve the isomorphism relation.
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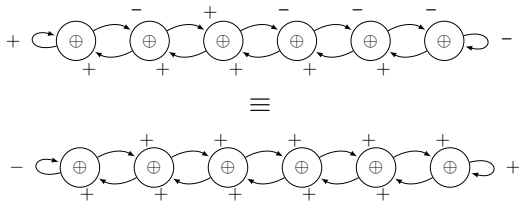


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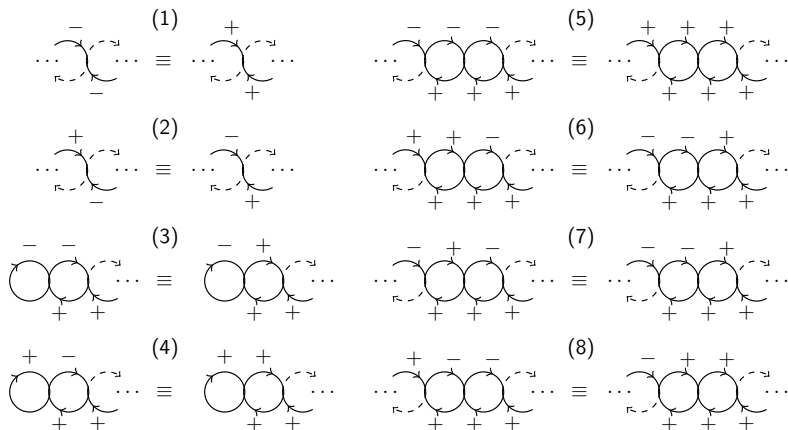
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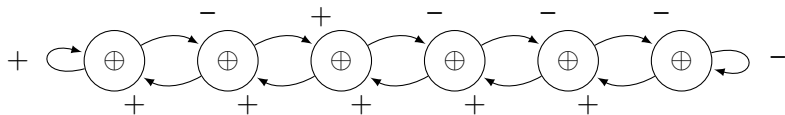
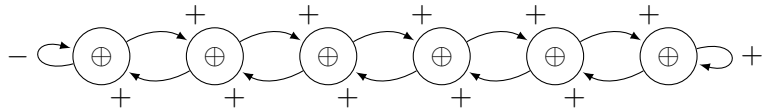
# Rewriting rules

**Idea:** removing or pushing the rightmost  $-$  sign to the left.

**Meaning:** The networks induced by the right and left patterns are isomorphic.

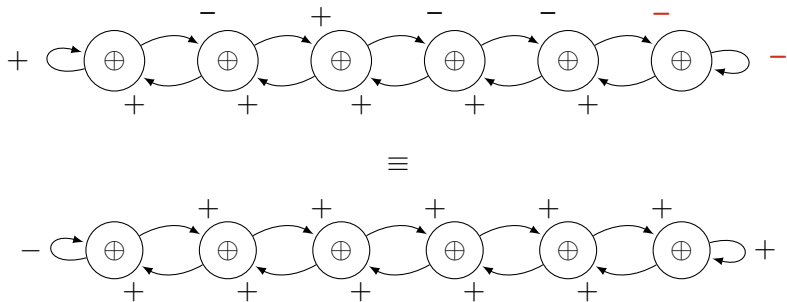


## An example

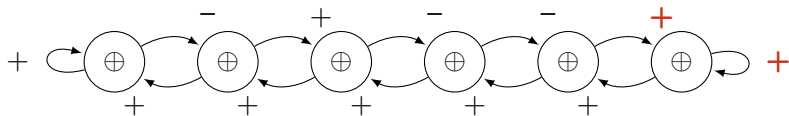
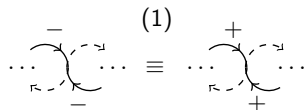
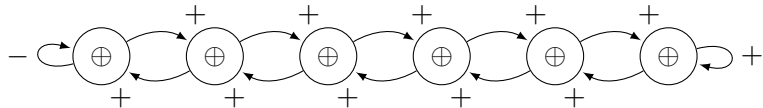

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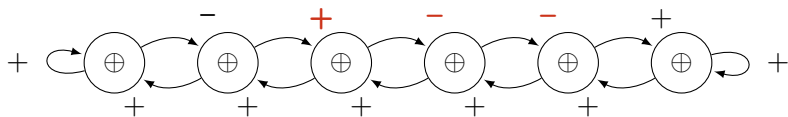
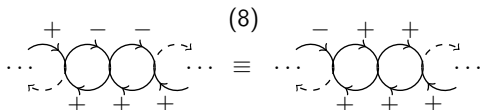
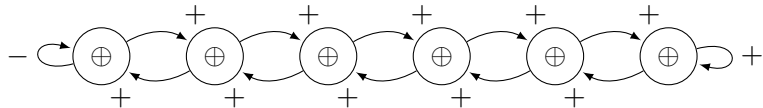
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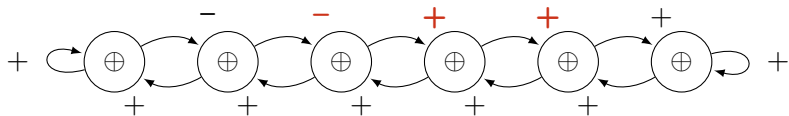
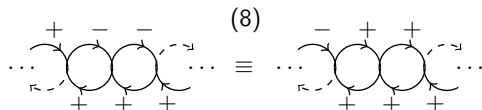
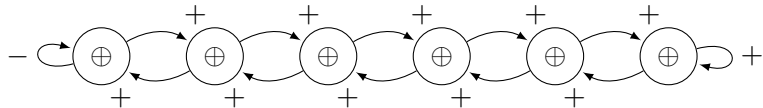
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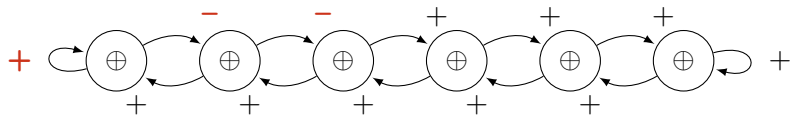
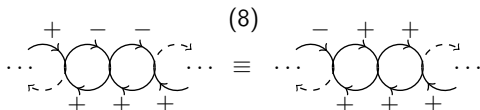
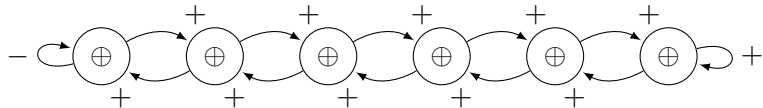
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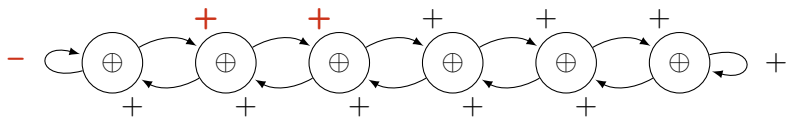
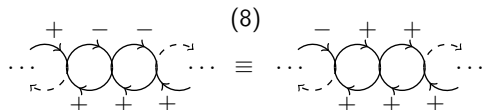
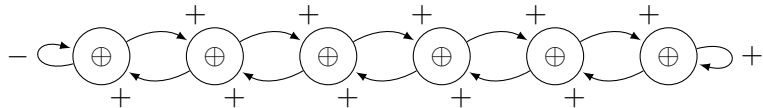
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# Explaining Equivalence 8

## Goals:

- 1- To remove the rightmost  $-$  sign without changing anything on the right,
- 2- and by changing the least number of automata on the left.

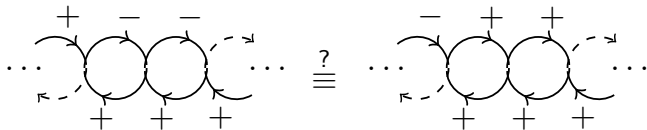
**Idea:** Finding a morphism that can be expressed locally, that is,

$\phi(x) = (\phi_1(x_1), \dots, \phi_n(x_n))$  such that for all  $i$ :

-  $\phi_i$  is invertible

-  $\phi_i(f_i(x)) = f'_i(\phi(x))$

$\phi_3 = ?$   
 $\phi_2 = ?$   
 $\phi_1 = ?$



# Explaining Equivalence 8

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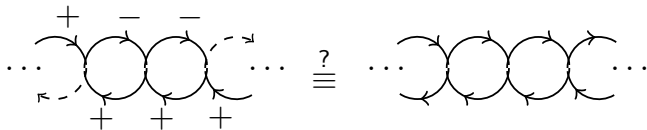
-  $\phi_i$  is invertible

-  $\phi_i(f_i(x)) = f'_i(\phi(x))$

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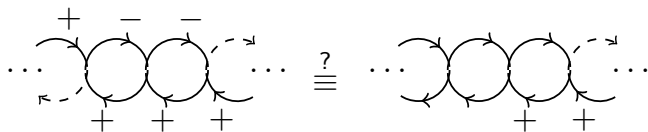
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$$\phi_3 = \text{id}$$

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$$\phi_1 = ?$$



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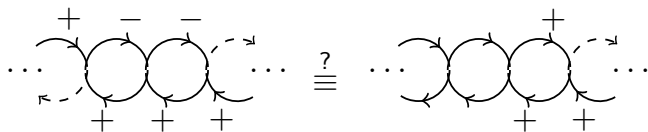
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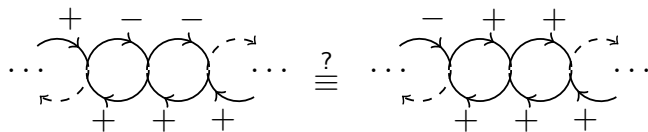
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- 1 Definitions and motivations
- 2 A general result on  $\oplus$ -networks
- 3 Isomorphism results
- 4 Conclusion**

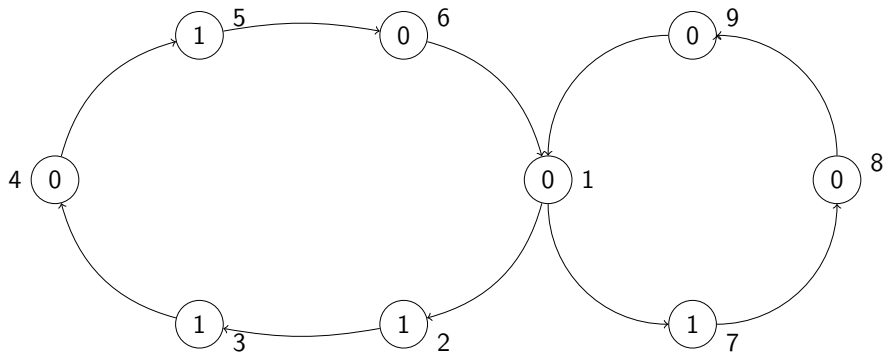
# Conclusion

- Analysis of the asynchronous dynamics of a large number of strongly connected  $\oplus$ -networks.
  - enrichment with larger class of BANs (non  $\oplus$ , non strongly connected...)
  - different possible interpretations:
    - propagation of contradictory information (entropy generator),
    - ability to recover from “bad choices” (convergence to fixed points rather than stable oscillations).
- Two useful tools:
  - algorithmic formalism,
  - equivalence relations to classify BANs (eg: isomorphism relation).

## An algorithmic proof (sketch 2)

**Idea:** Reaching a highly expressive/unstable configuration.

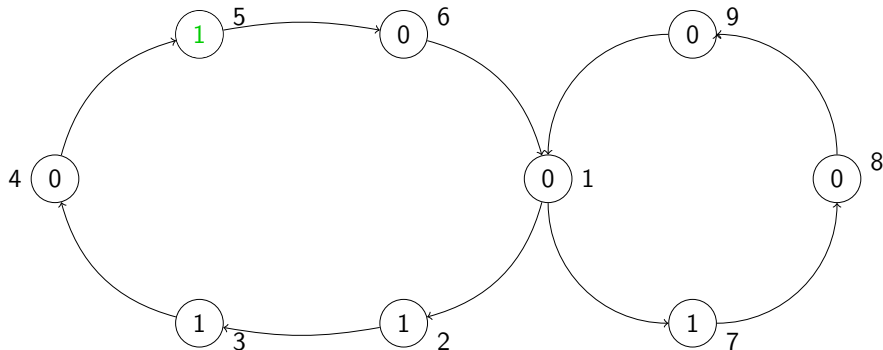
$$x' = 101001011$$



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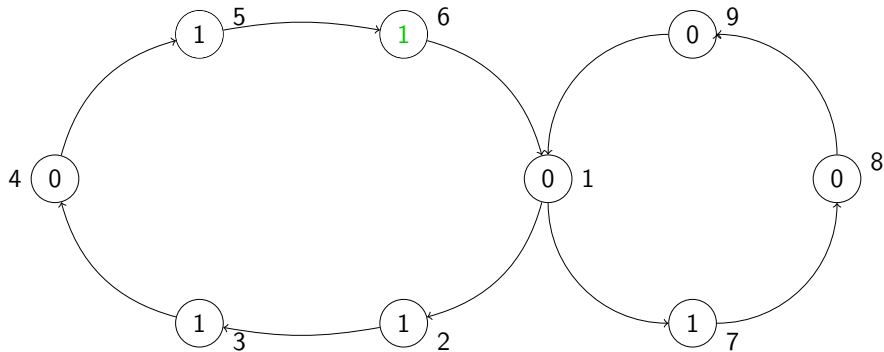
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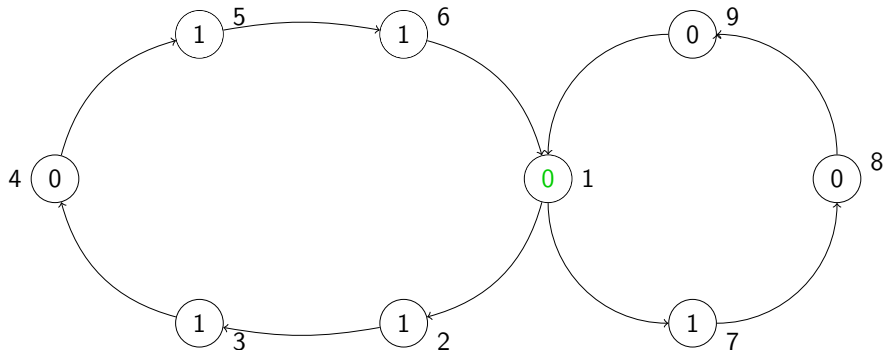




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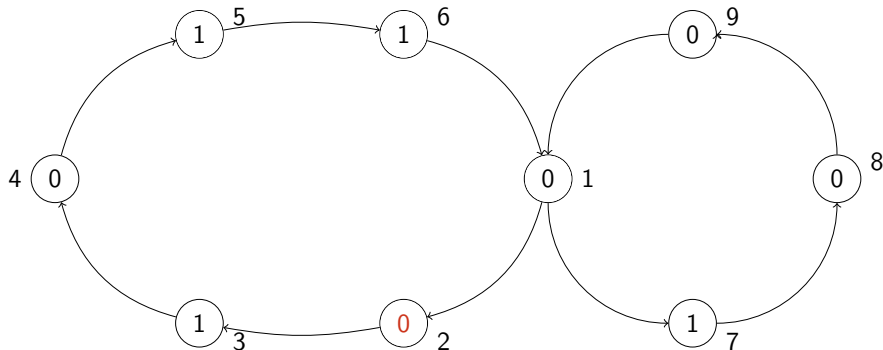
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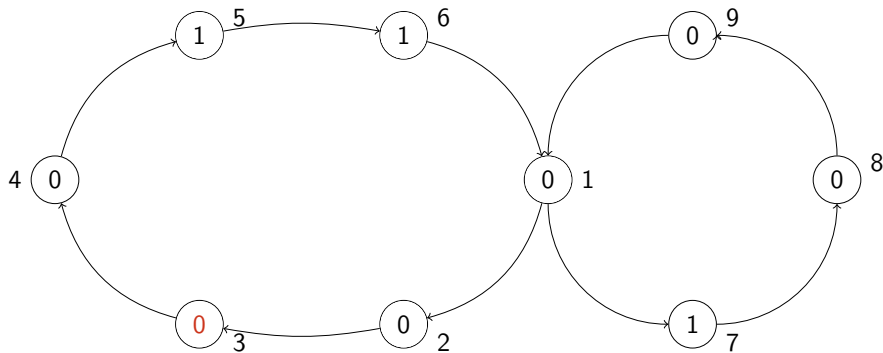
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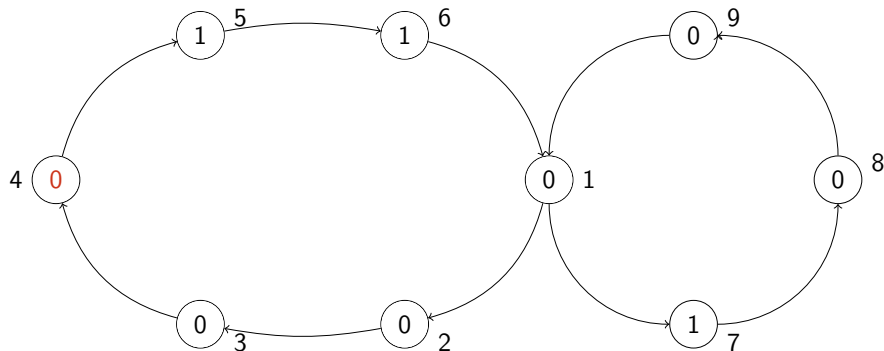
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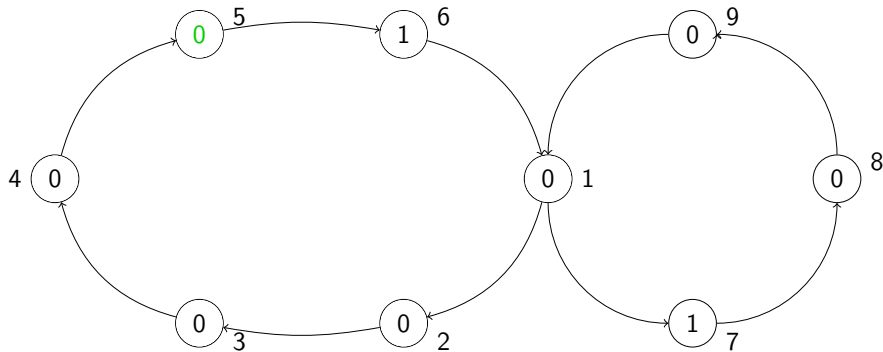
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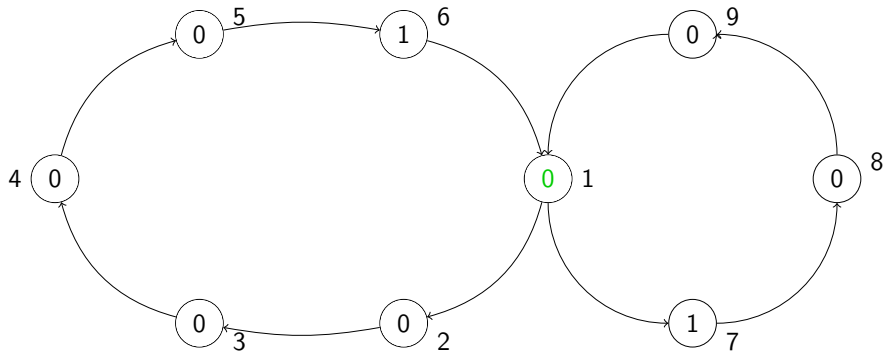
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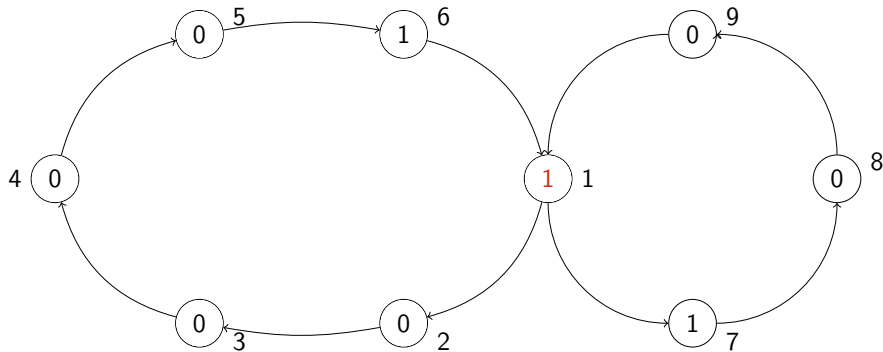
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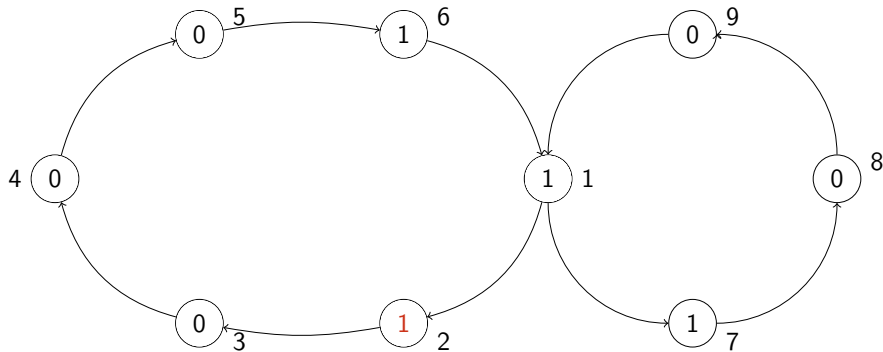
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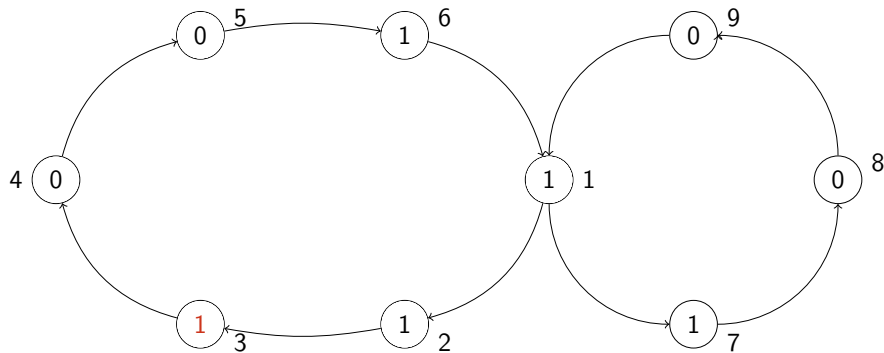




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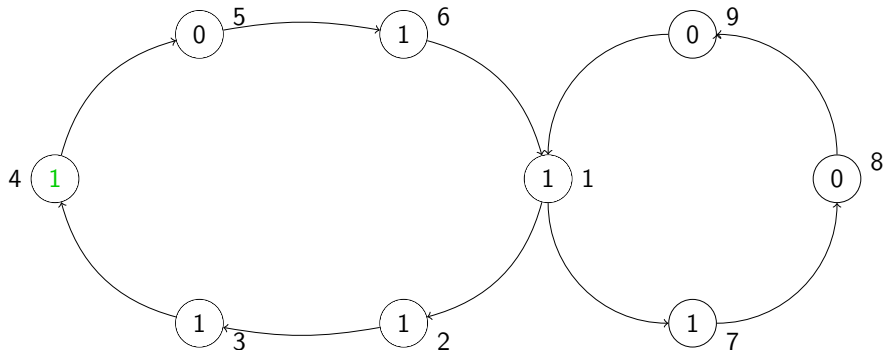
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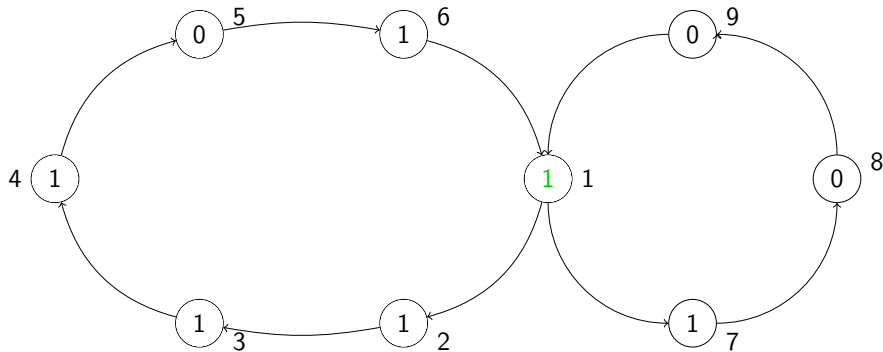
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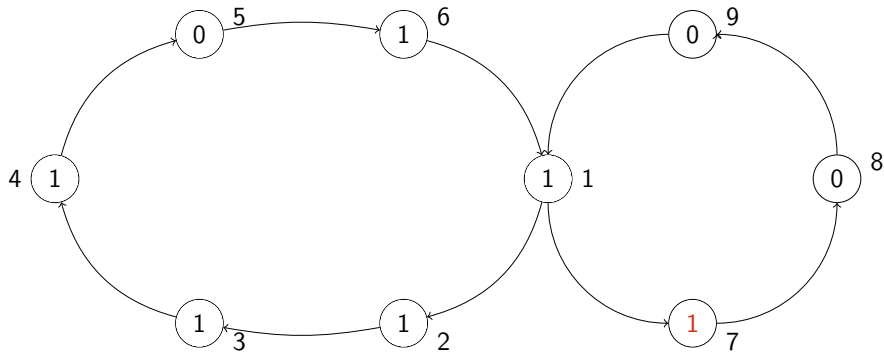
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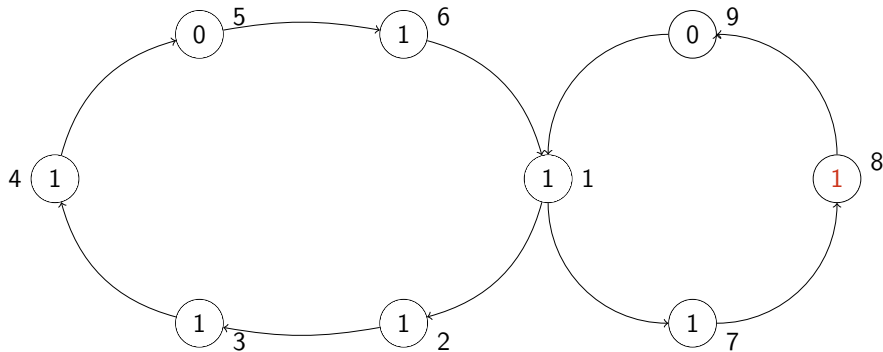
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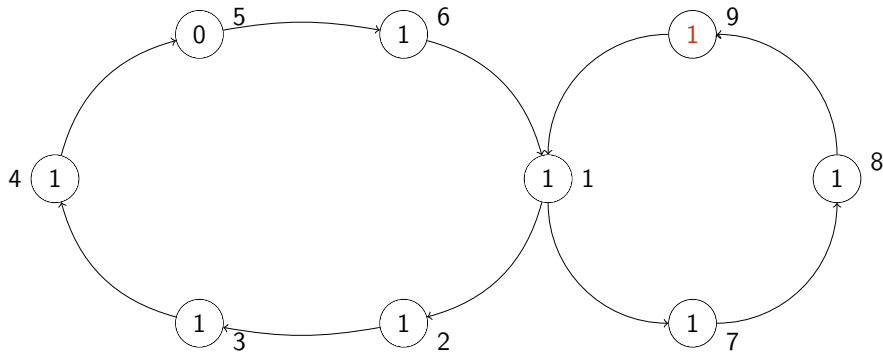
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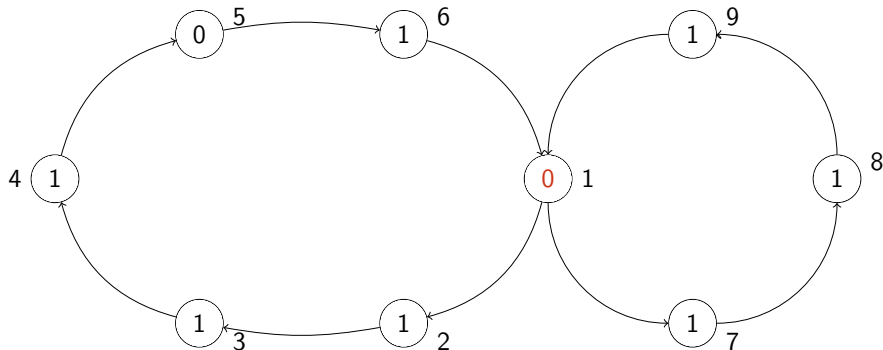
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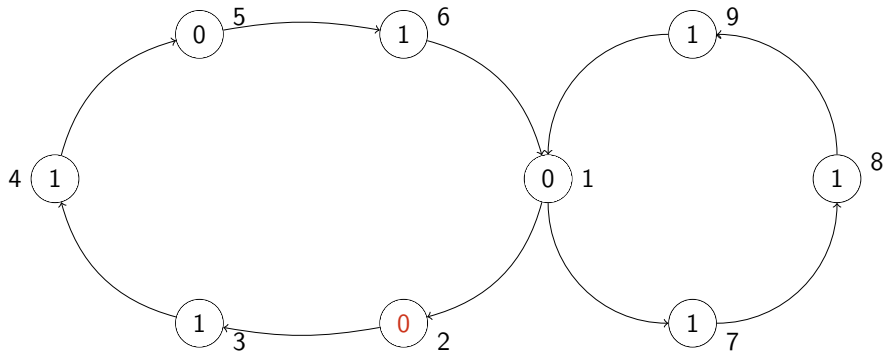
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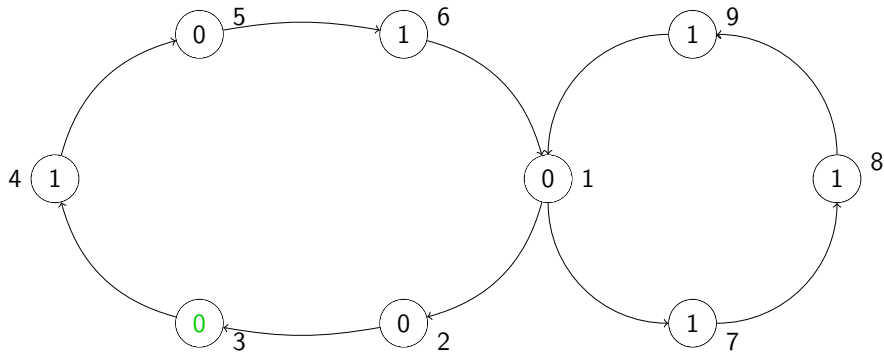




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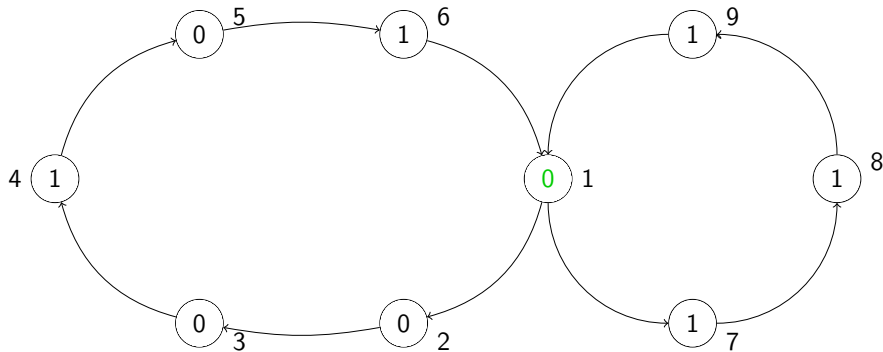
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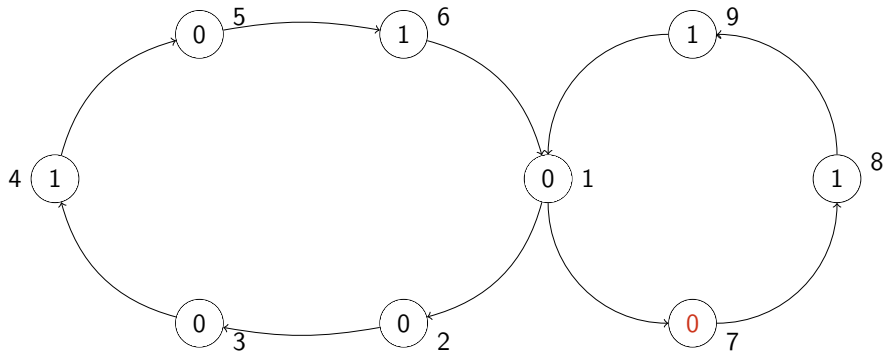
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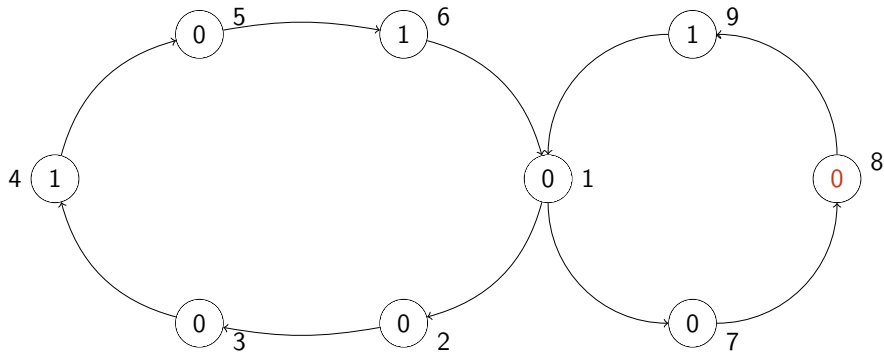
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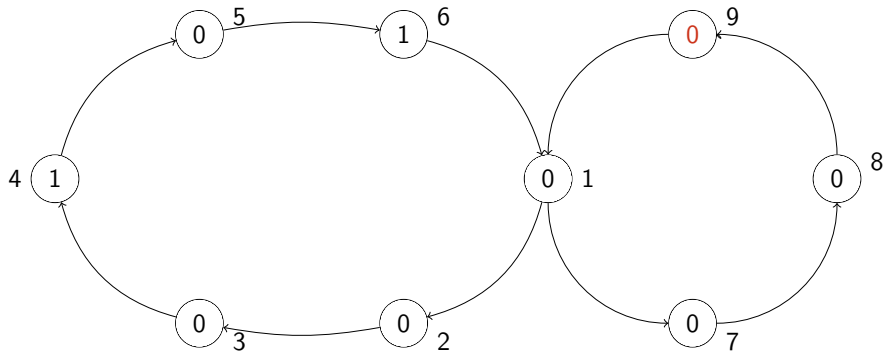
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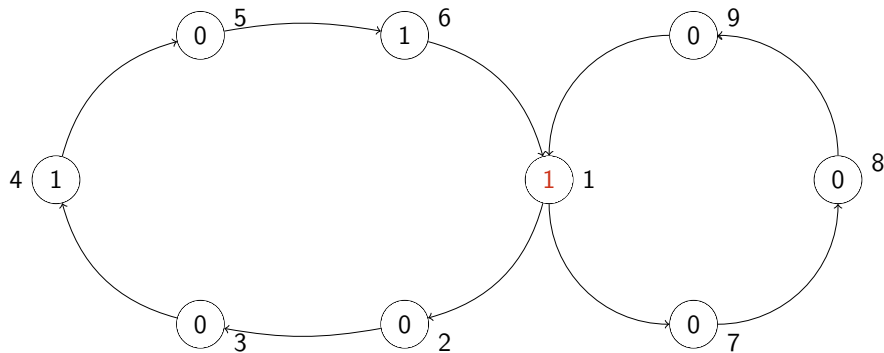
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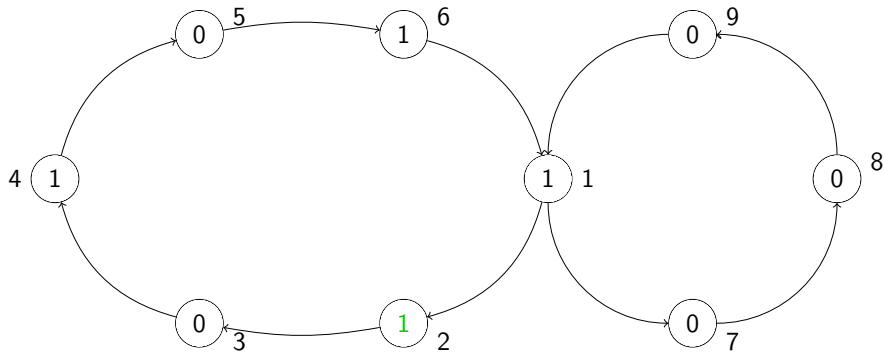
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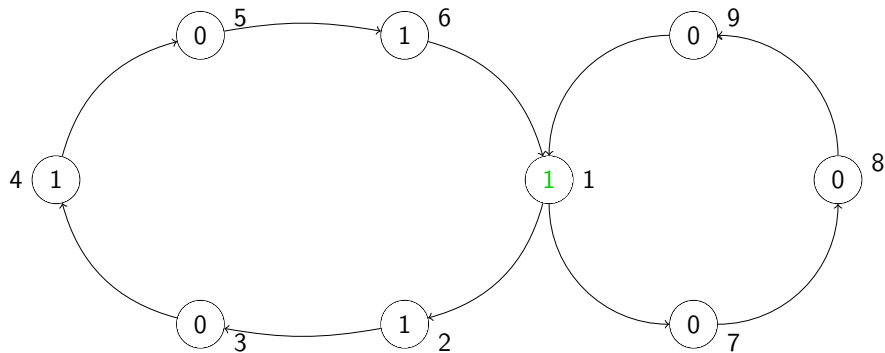
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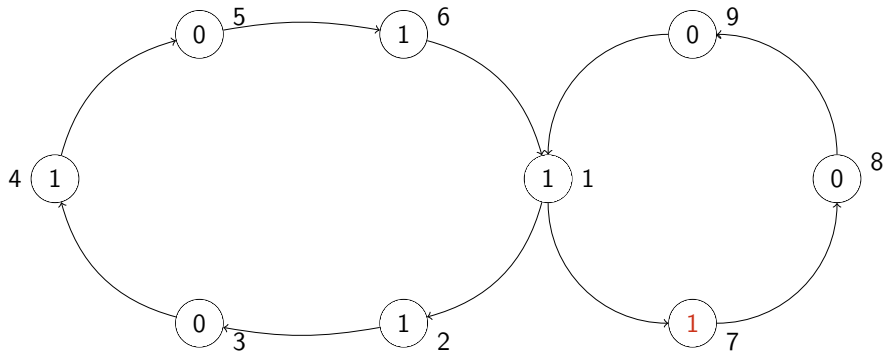




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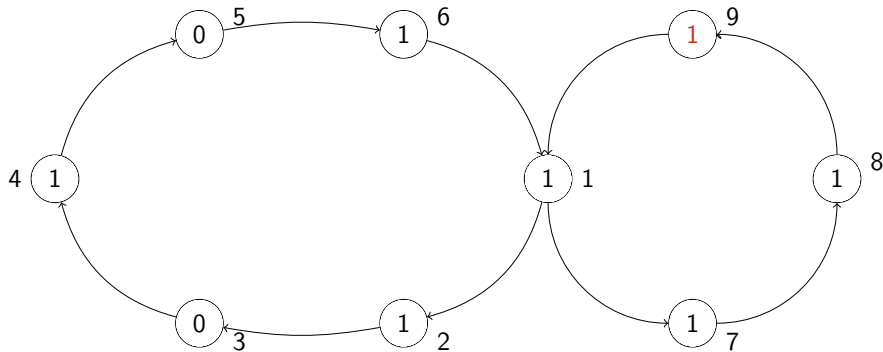




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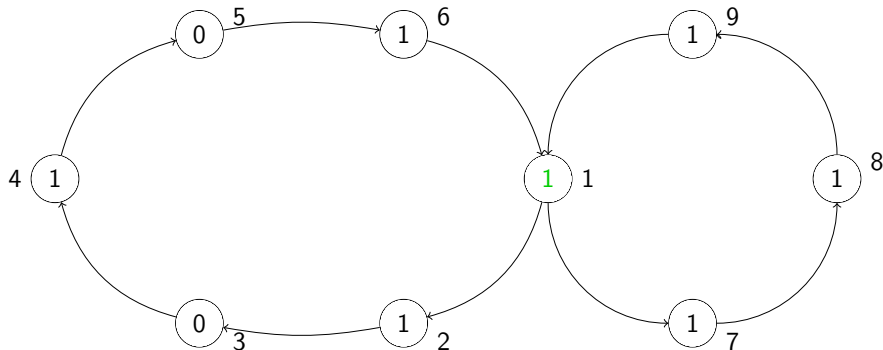
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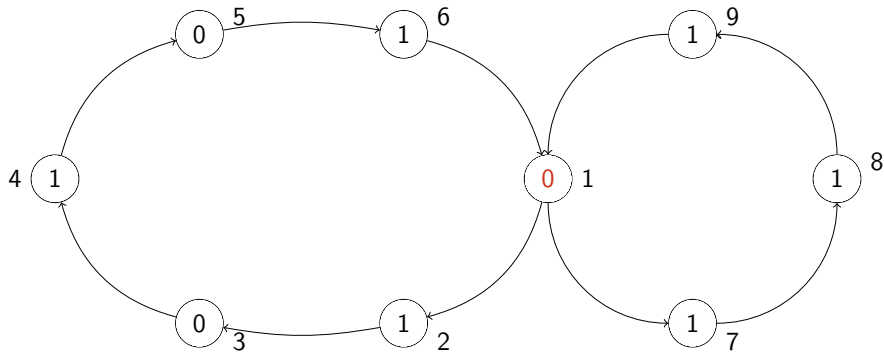
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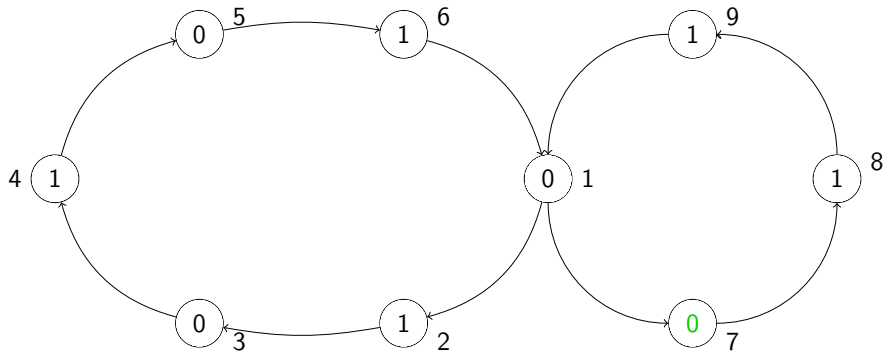
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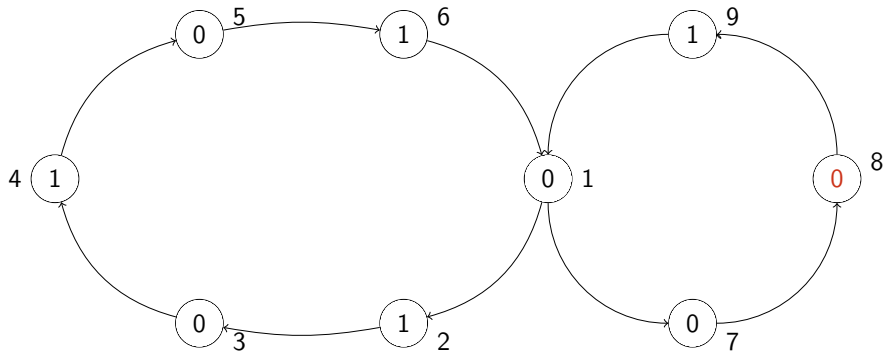
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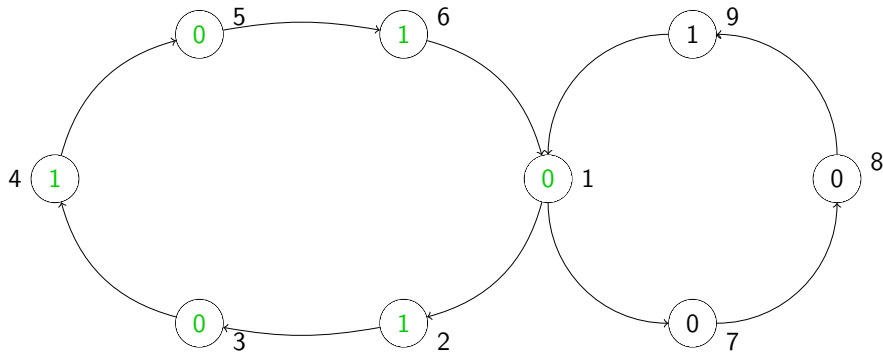
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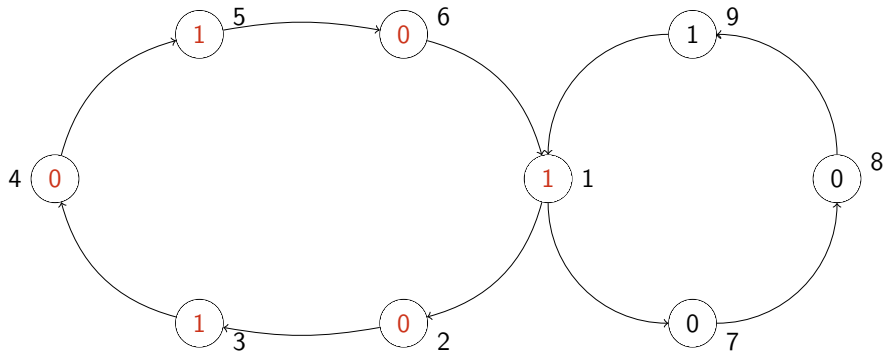




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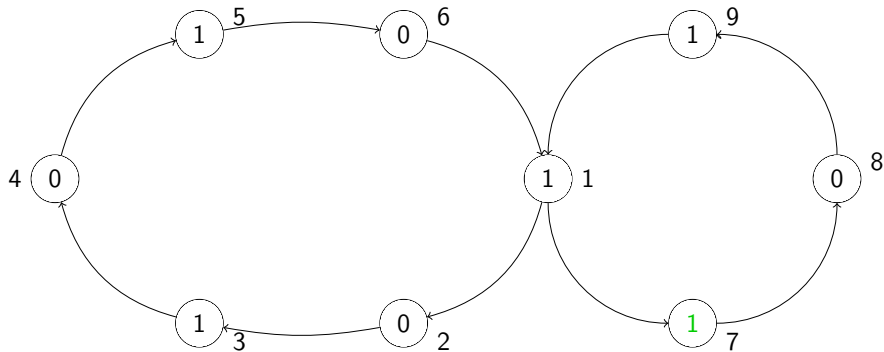
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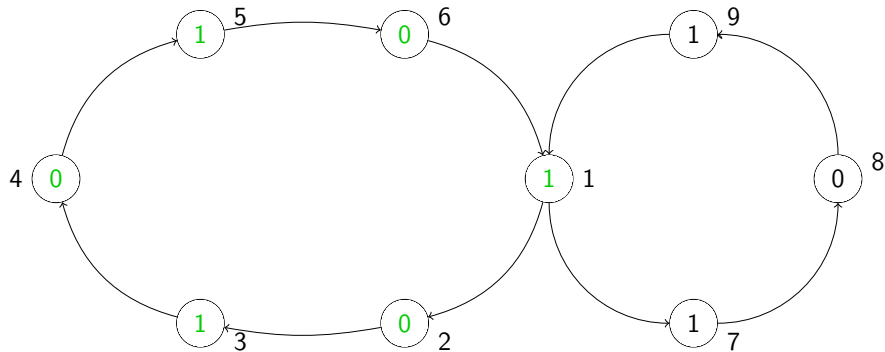
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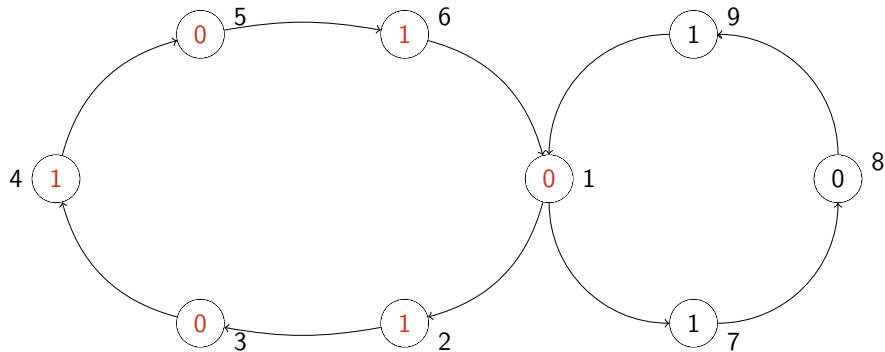
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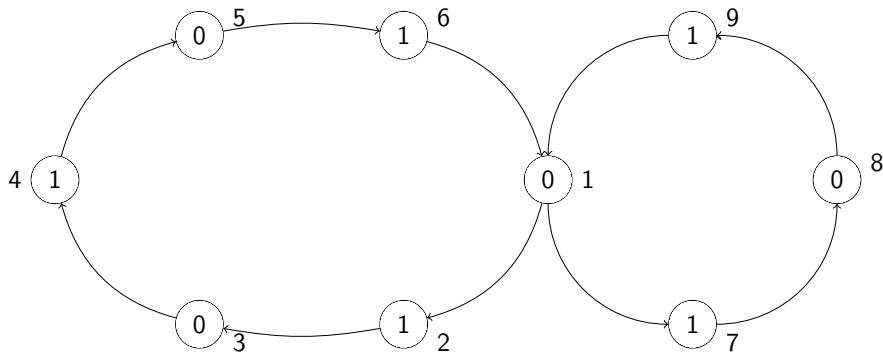
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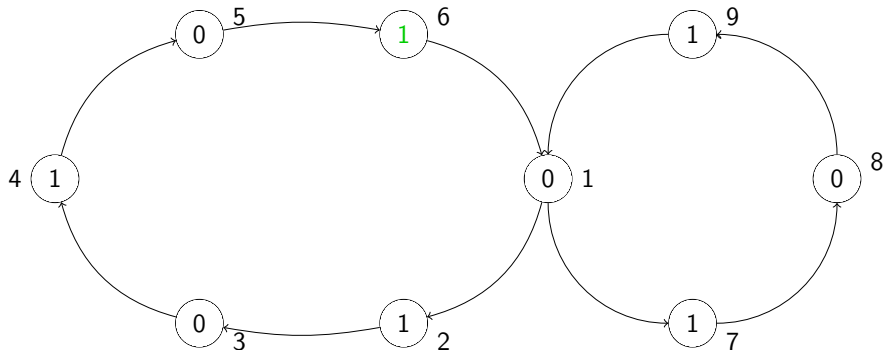
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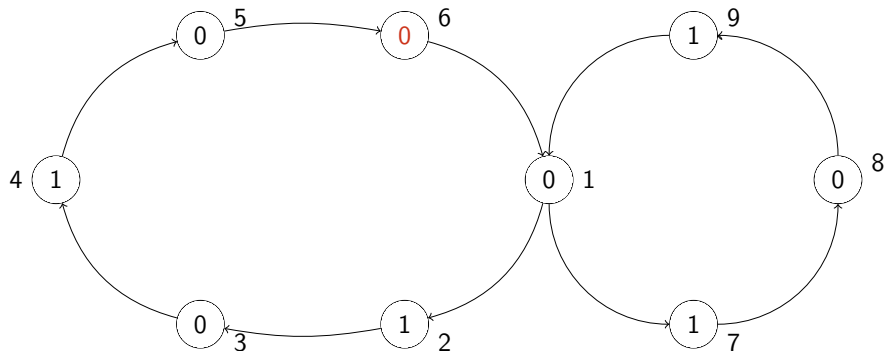
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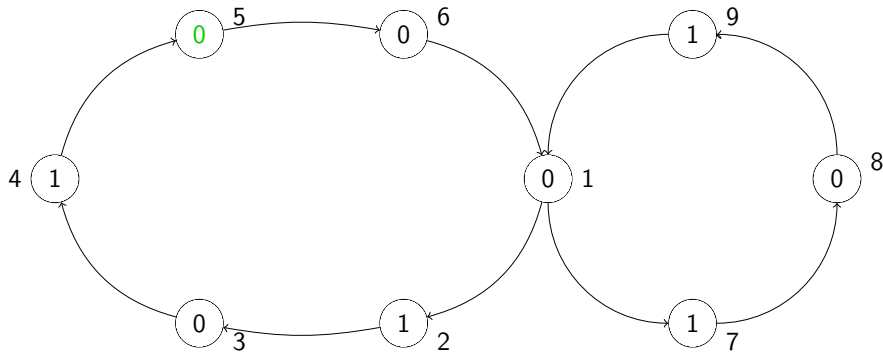
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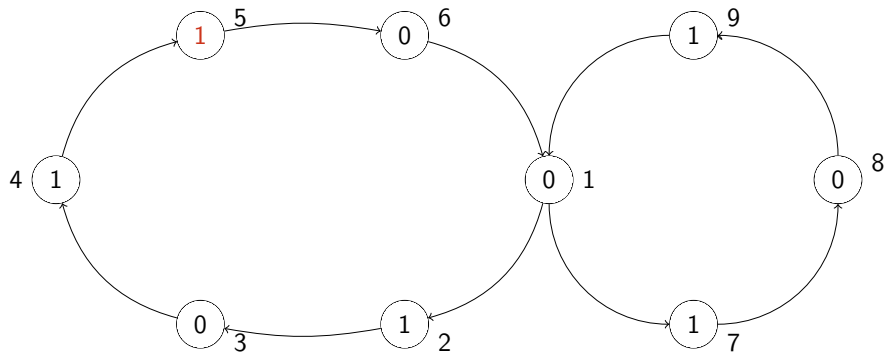




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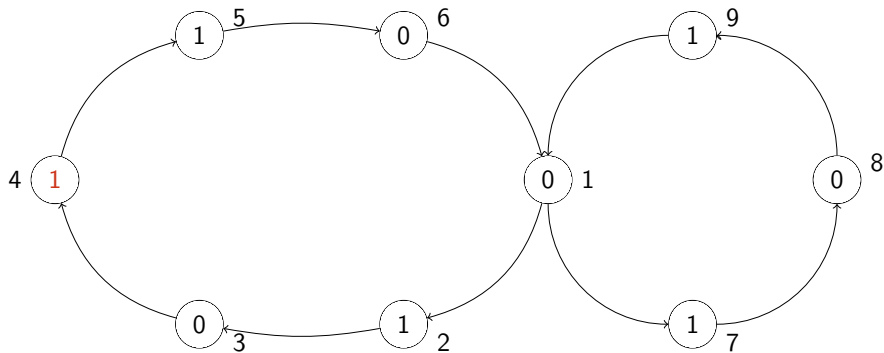
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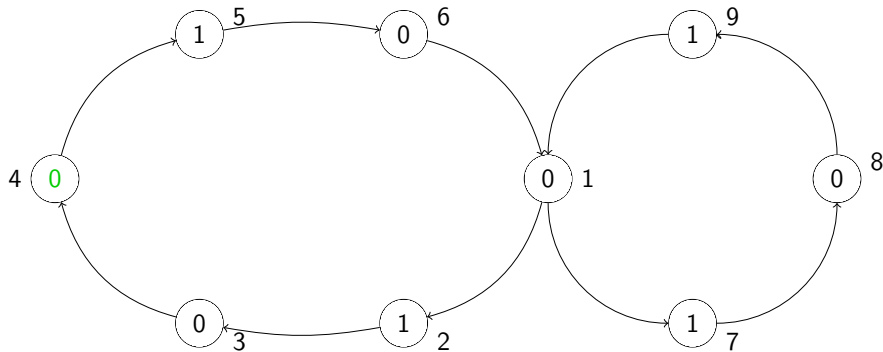
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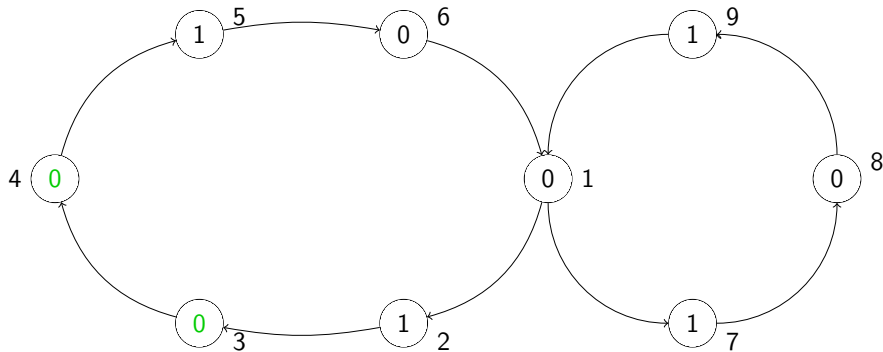
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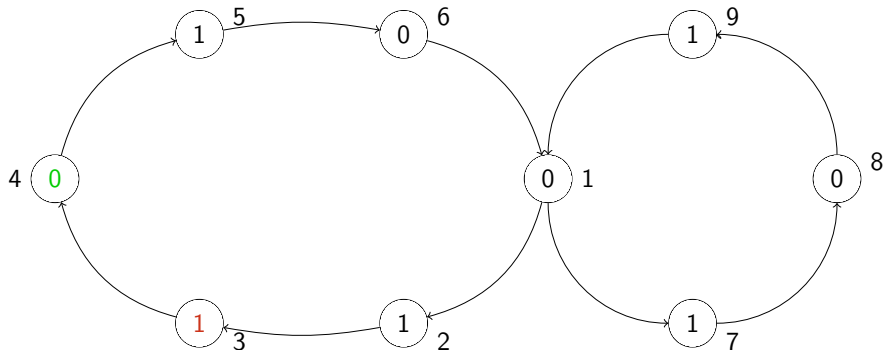
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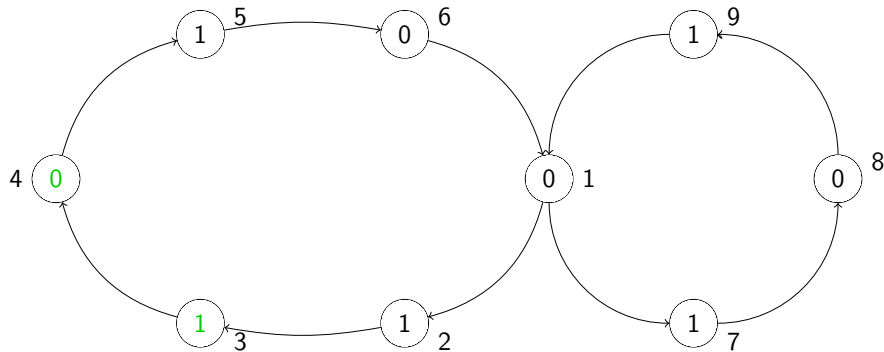
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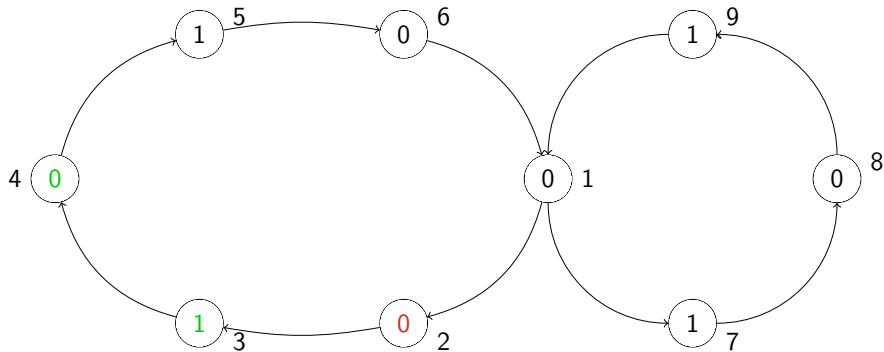
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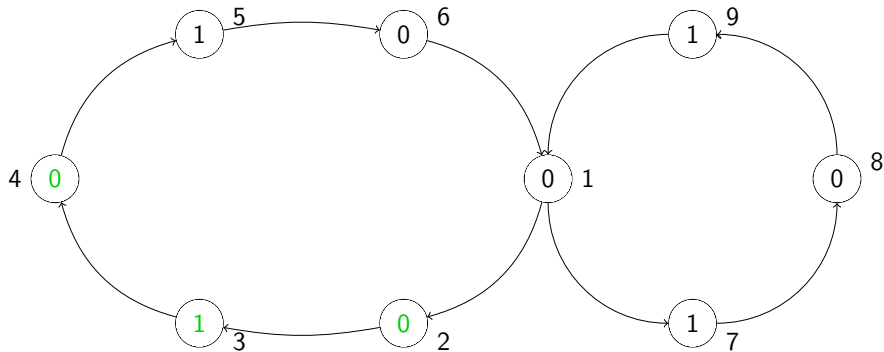
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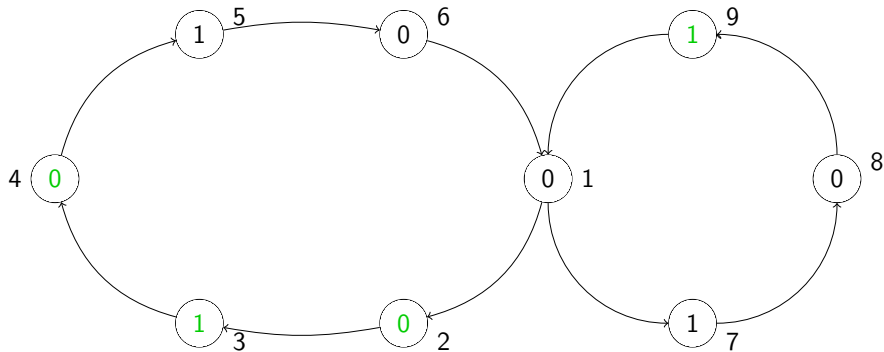




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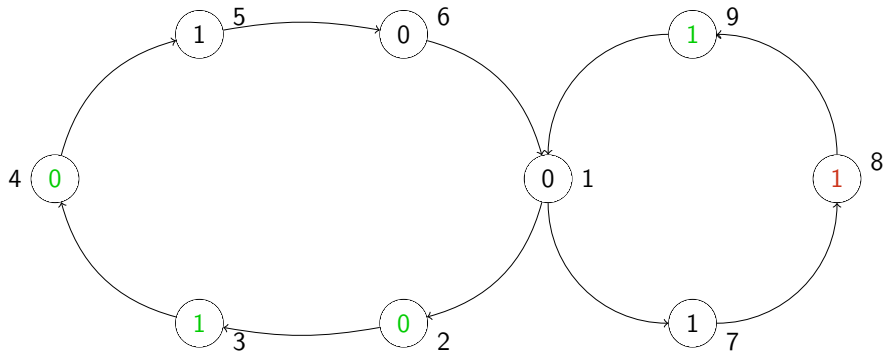
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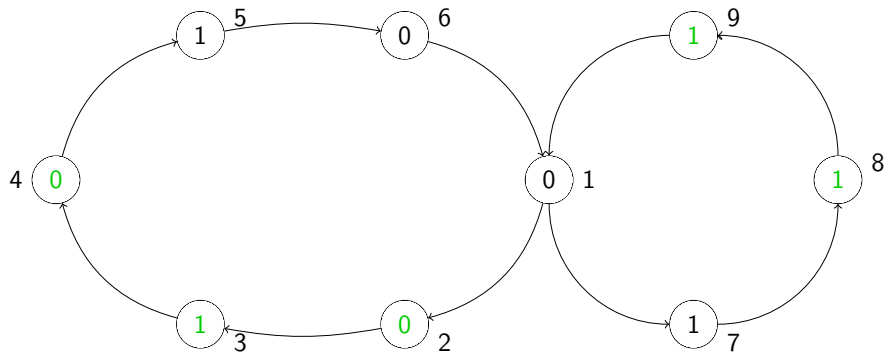
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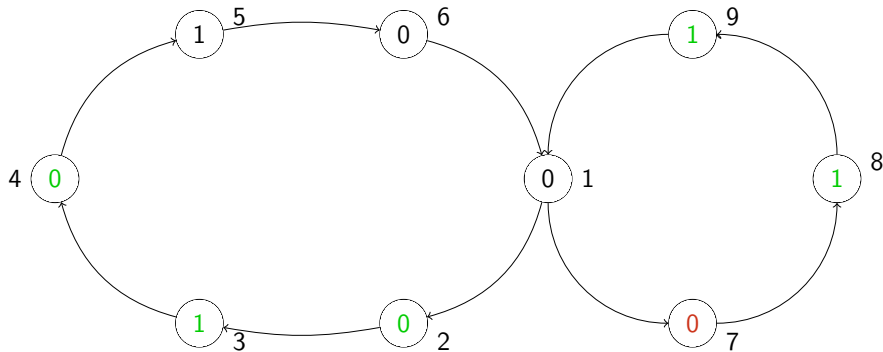
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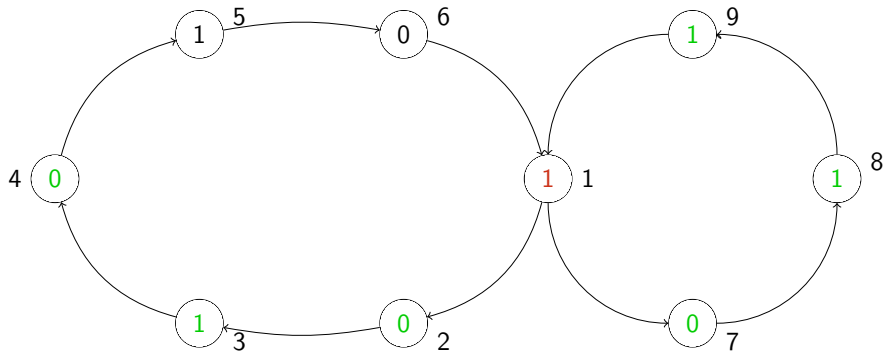




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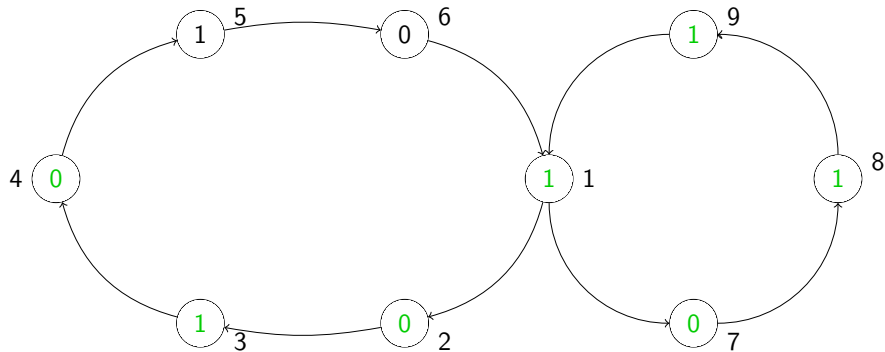
$$x' = 101001011$$



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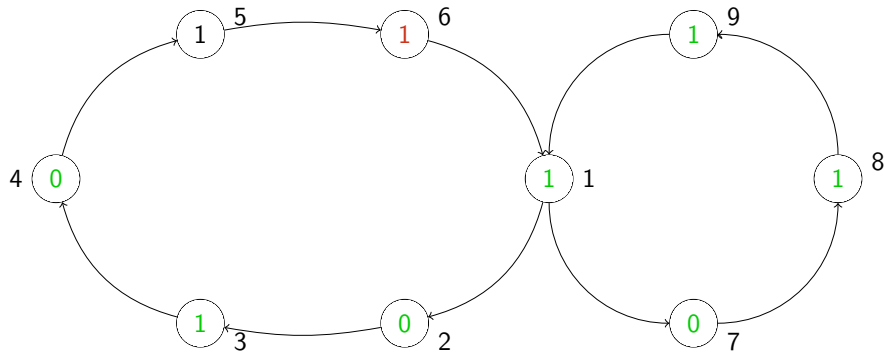
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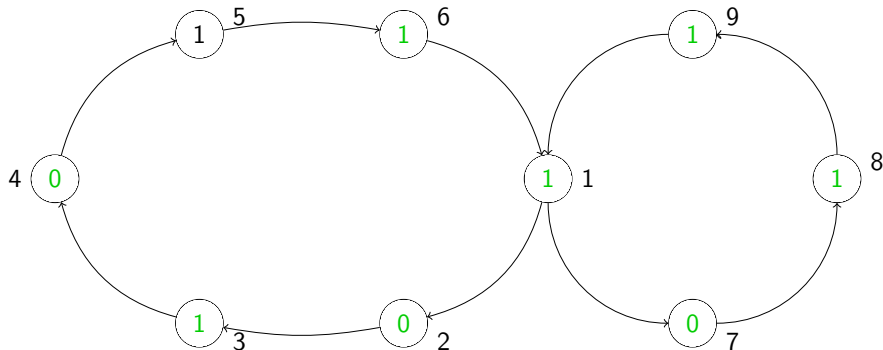




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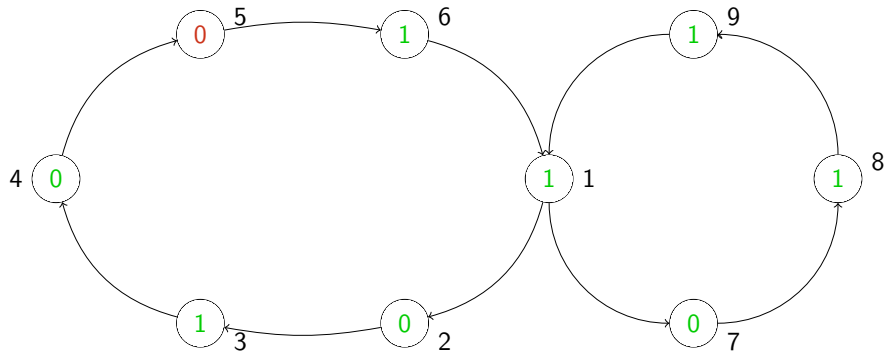
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