

# What can be verified locally?

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Pierre Fraigniaud, and Dennis Olivetti

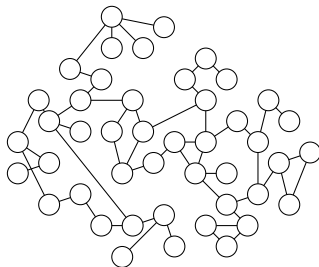
Gran Sasso Science Institute, Italy  
CNRS and University Paris Diderot, France

# Goal

- Classify problems in the distributed context, according to their difficulty.
- Build a hierarchy of complexity classes in the context of the LOCAL model.

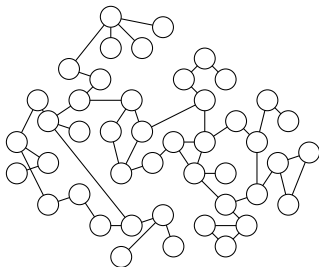
# Local Model

- The distributed network is represented by a graph.



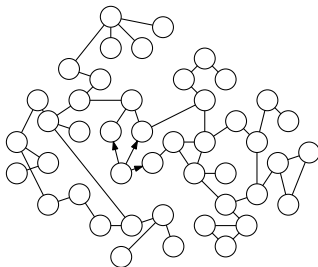
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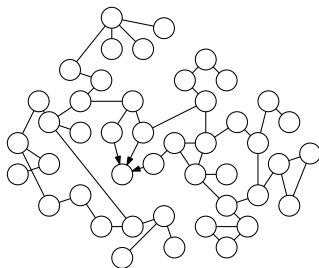
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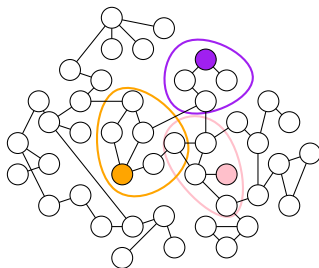
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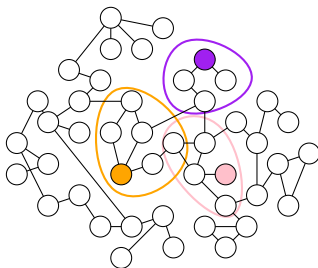
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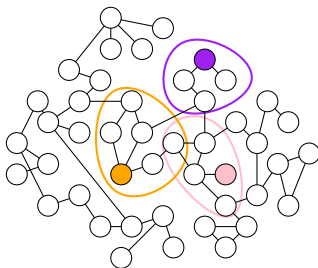
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- We want  $t$  to be constant.

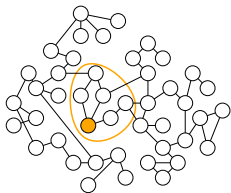


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- Decision Problems: the aim is to decide whether a global input instance satisfies some specific property.

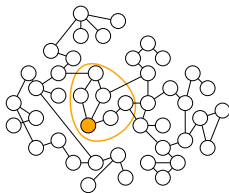
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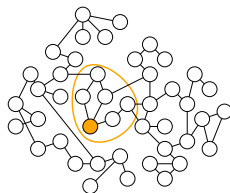
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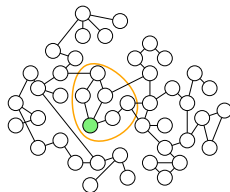
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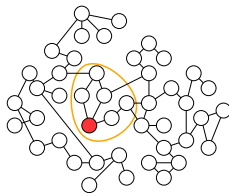
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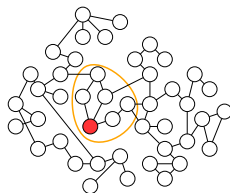
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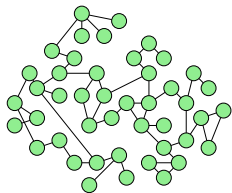


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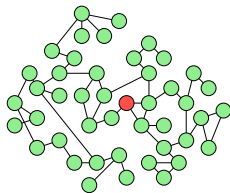
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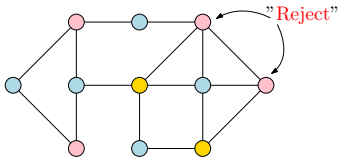
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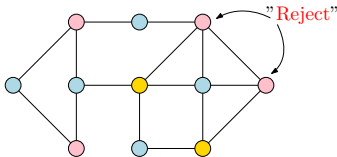
# Example: Proper Coloring

- Node input: a color.
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- *Local Decision (LD)* is the class of distributed languages that can be locally decided [NS '95].

# Distributed vs Centralized

## Definition of LD

LD is the class of all distributed languages  $\mathcal{L}$  for which there exists a local algorithm  $\mathcal{A}$  such that

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$L \in P$  if there is a polynomial time algorithm  $A$  such that,

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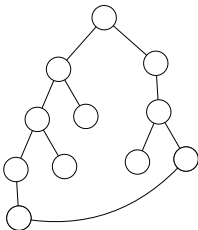
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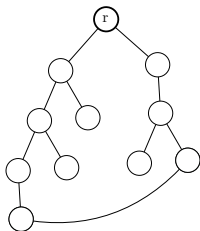
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- Not locally decidable, but locally verifiable.



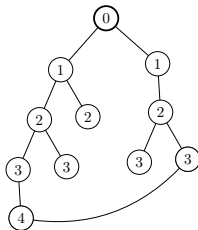
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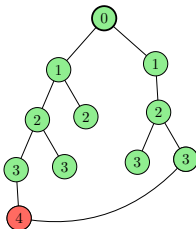
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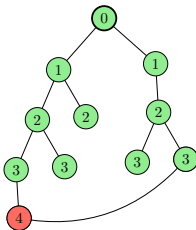
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- *Nondeterministic LD (NLD)* is the class of distributed languages that can be locally verified [FKP '11].

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$L \in \text{NP}$  if there is a polynomial time algorithm  $A$  such that,

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# Goal

- Build a hierarchy of complexity classes in the distributed setting.
- Distributed hierarchies in other setting:
  - [Reiter '14] in the context of automata;
  - [FFH '16] in a model inspired by the CONGEST one.

# Complexity Classes

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$\exists c_1, \forall c_2, \dots, Qc_k$ , all nodes accept.

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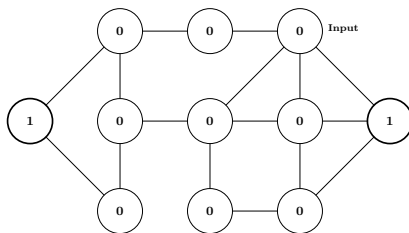
# $\Pi_2^{loc}$ Class

- $\Pi_2$  class: An input instance satisfies a certain property in  $\Pi_2$  iff

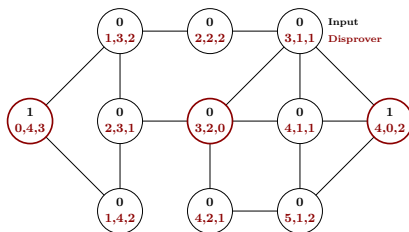
$\forall c_1, \exists c_2$ , all nodes accept.

- Two party game between a *disprover* and a *prover*.

# Exactly Two Selected



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# $\Pi_1^{loc}$ : The Role of the Last Universal Quantifier

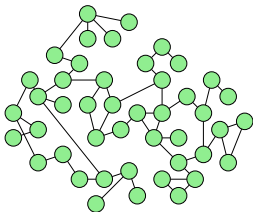
- $\Pi_1^{loc}$ :  
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- LD:  
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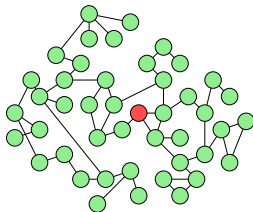
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- LD:  
 $(G, x) \in \mathcal{L} \Leftrightarrow$  all nodes accept.
- Problems that can be solved only if a specific node knows (an upper bound of) the size of the network!

# Complementary Classes

In a class:

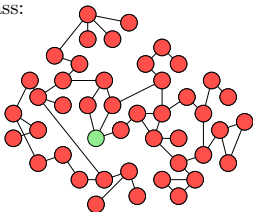


A globally accepted input instance.

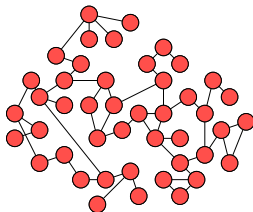


A globally rejected input instance.

In a complementary class:

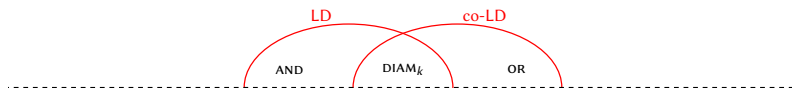


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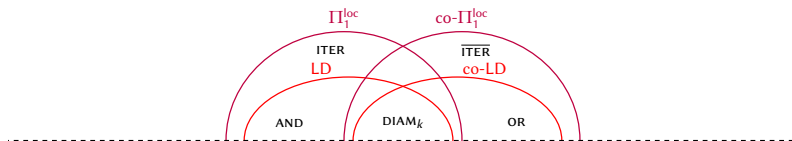
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# Local Hierarchy

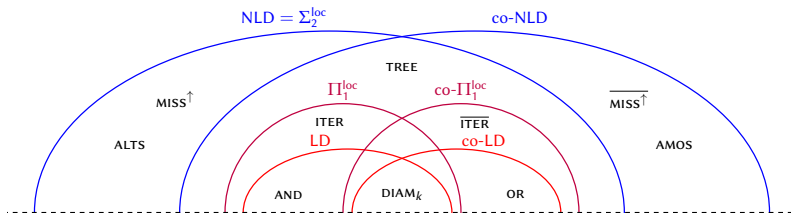




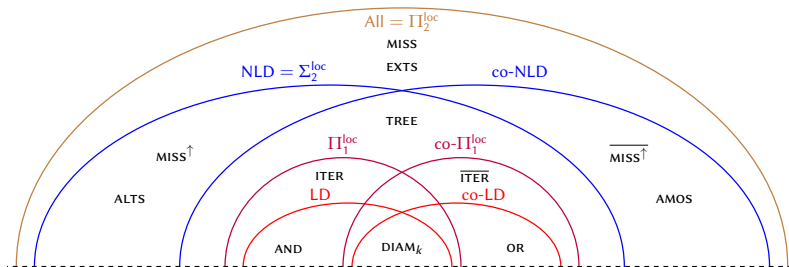
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$\text{LD} \subset \Pi_1^{\text{loc}} \subset \text{NLD} = \Sigma_2^{\text{loc}} \subset \Pi_2^{\text{loc}} = \text{All}$  (all inclusions are strict).

# Open Problems

- Unbounded size id-independent certificates:
  - find a complete problem for  $\Pi_1^{\text{loc}}$  and  $\text{co-}\Pi_1^{\text{loc}}$ ;
  - find a problem in the intersection between the classes  $\Pi_1^{\text{loc}}$  and  $\text{co-}\Pi_1^{\text{loc}}$ .
- Bounded size ( $O(\log n)$ ) id-dependent certificates [FFH '16]
  - we don't know if the hierarchy collapses;
  - there are no separating problems for  $\Sigma_2^{\text{loc}}$  and  $\Sigma_3^{\text{loc}}$  (neither for classes higher in the hierarchy).

Thank you!