

RuFiDiM

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Approximation of reset thresholds with greedy algorithms

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Definitions

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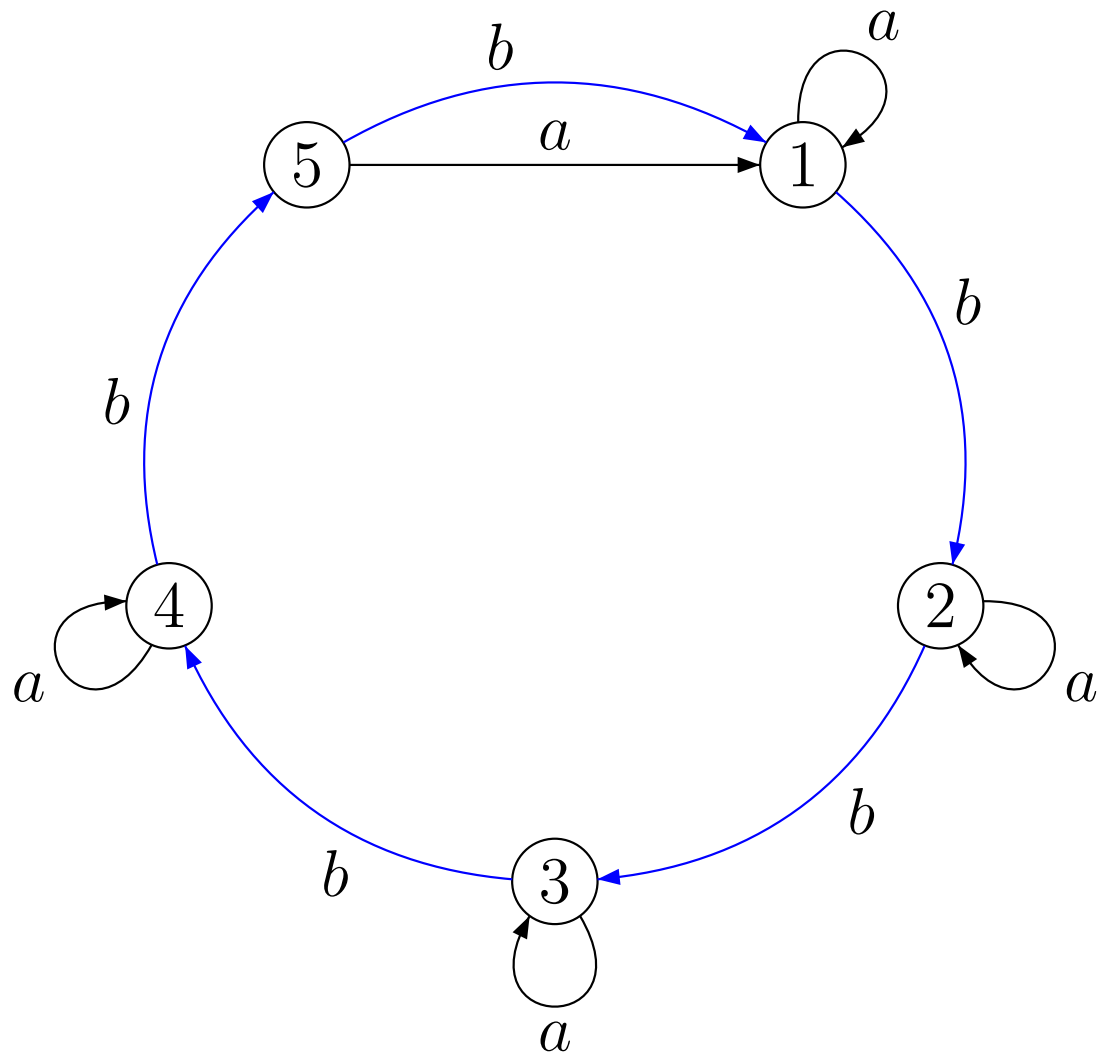
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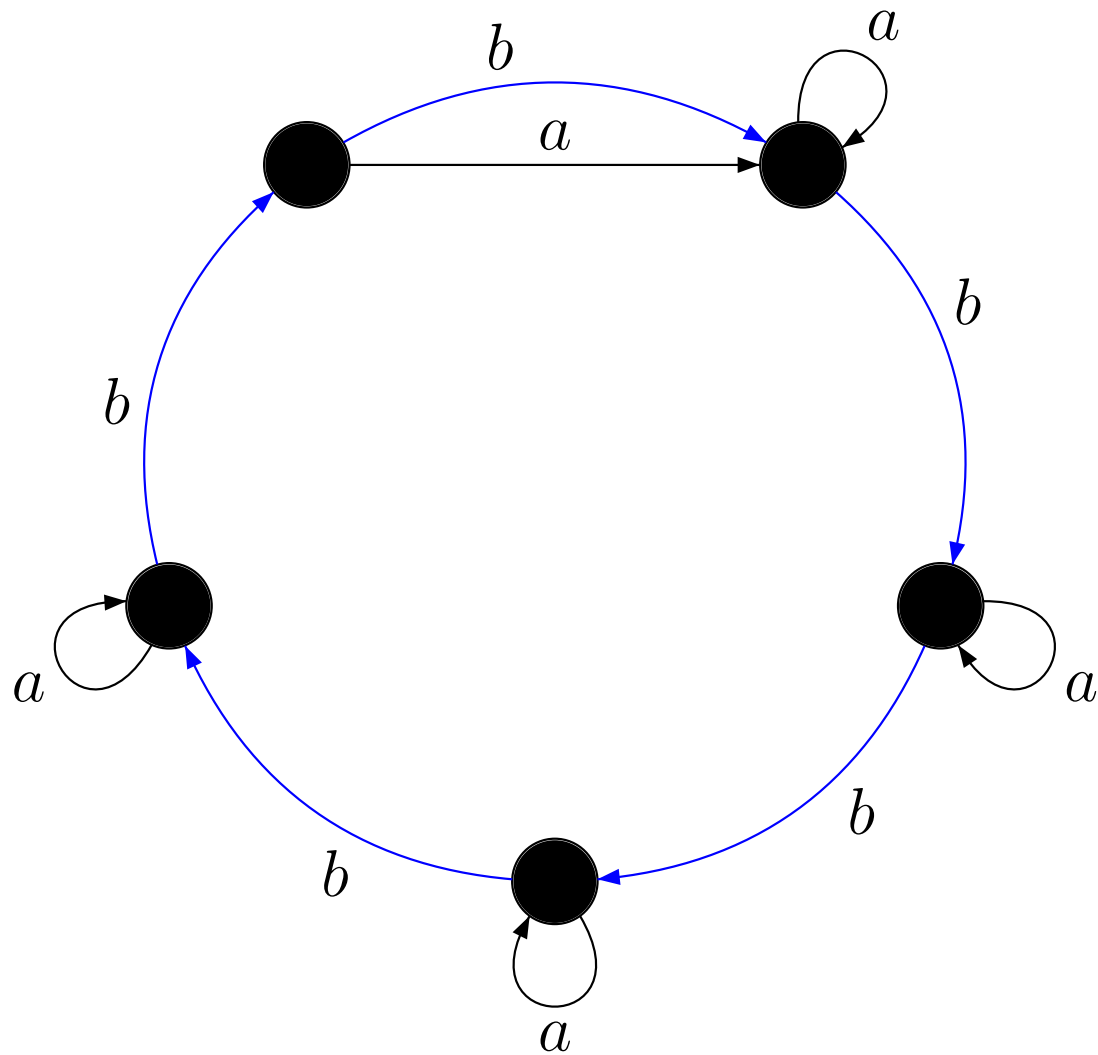
The length of the shortest synchronizing word is called *reset threshold* of $\mathcal{A}$.

reset word



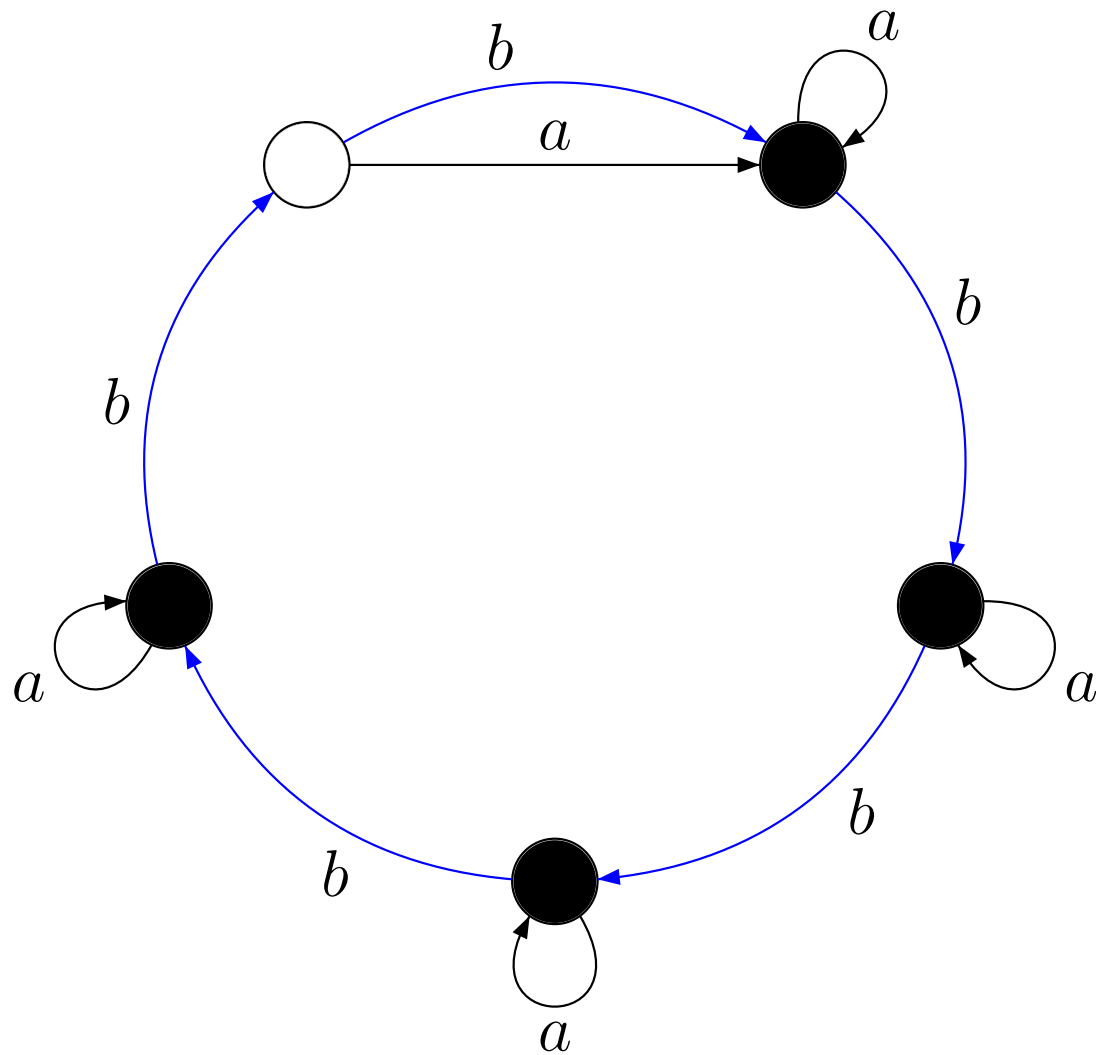
abbbbabbbbabbbba

reset word



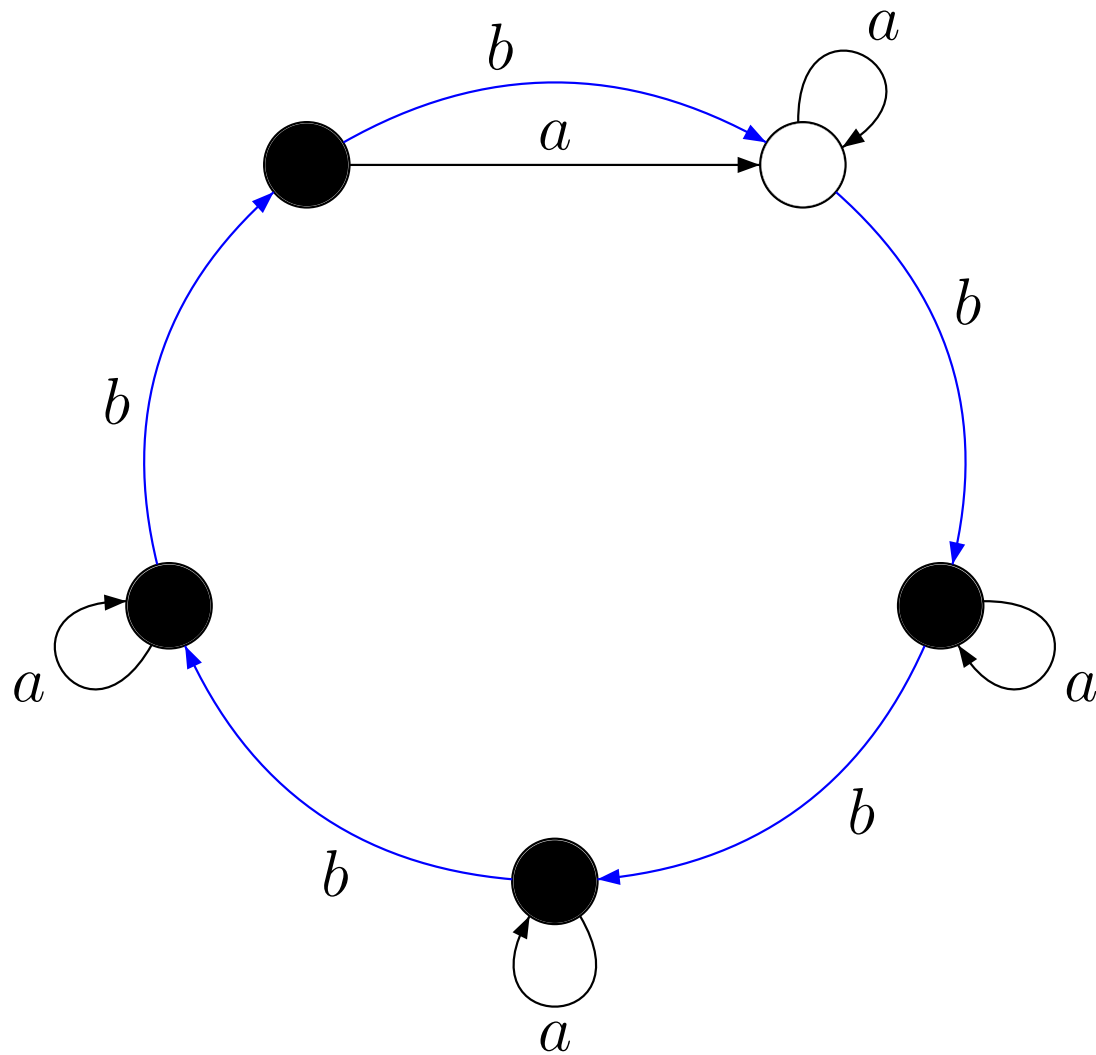
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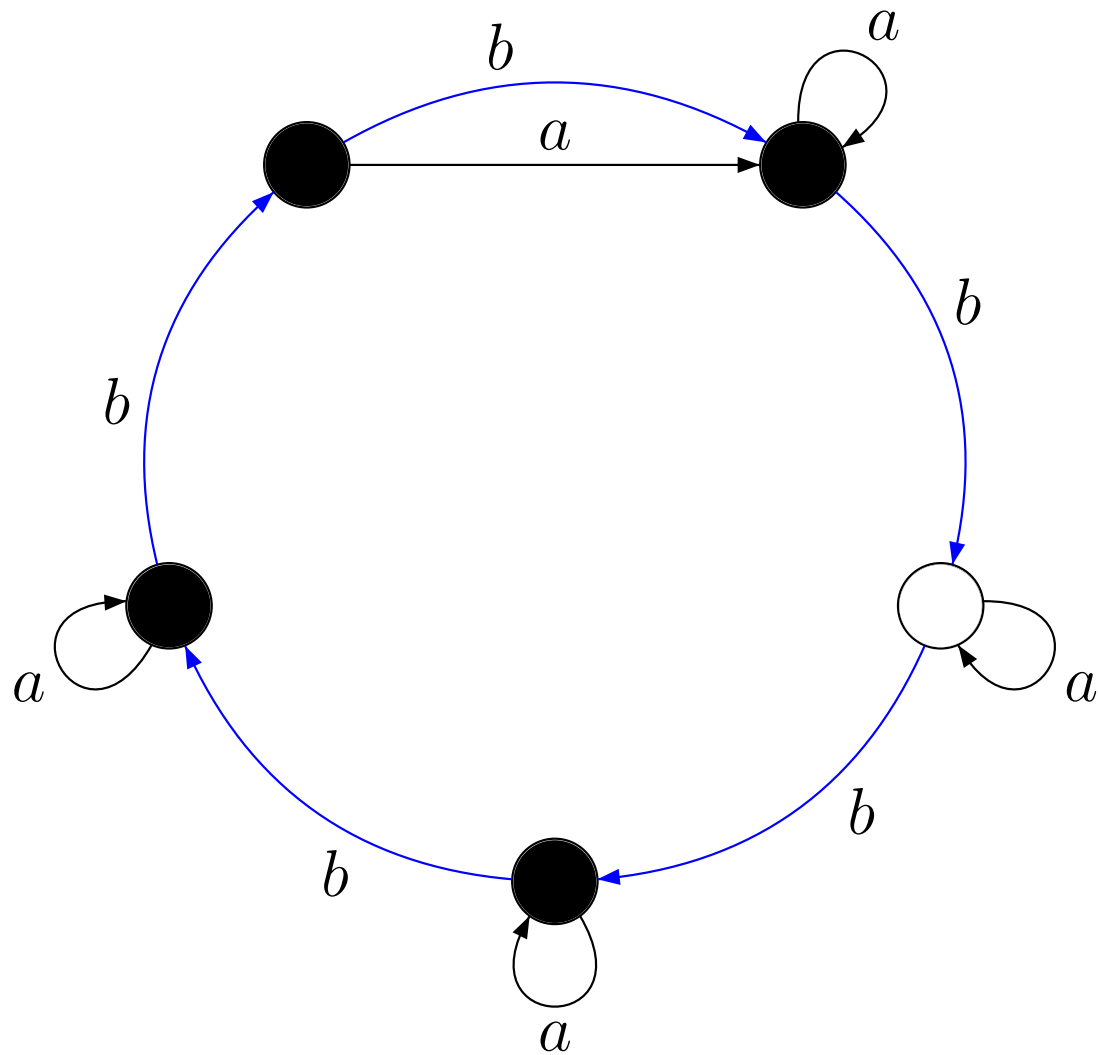
***a**bbbbabbbbabbbba*

reset word



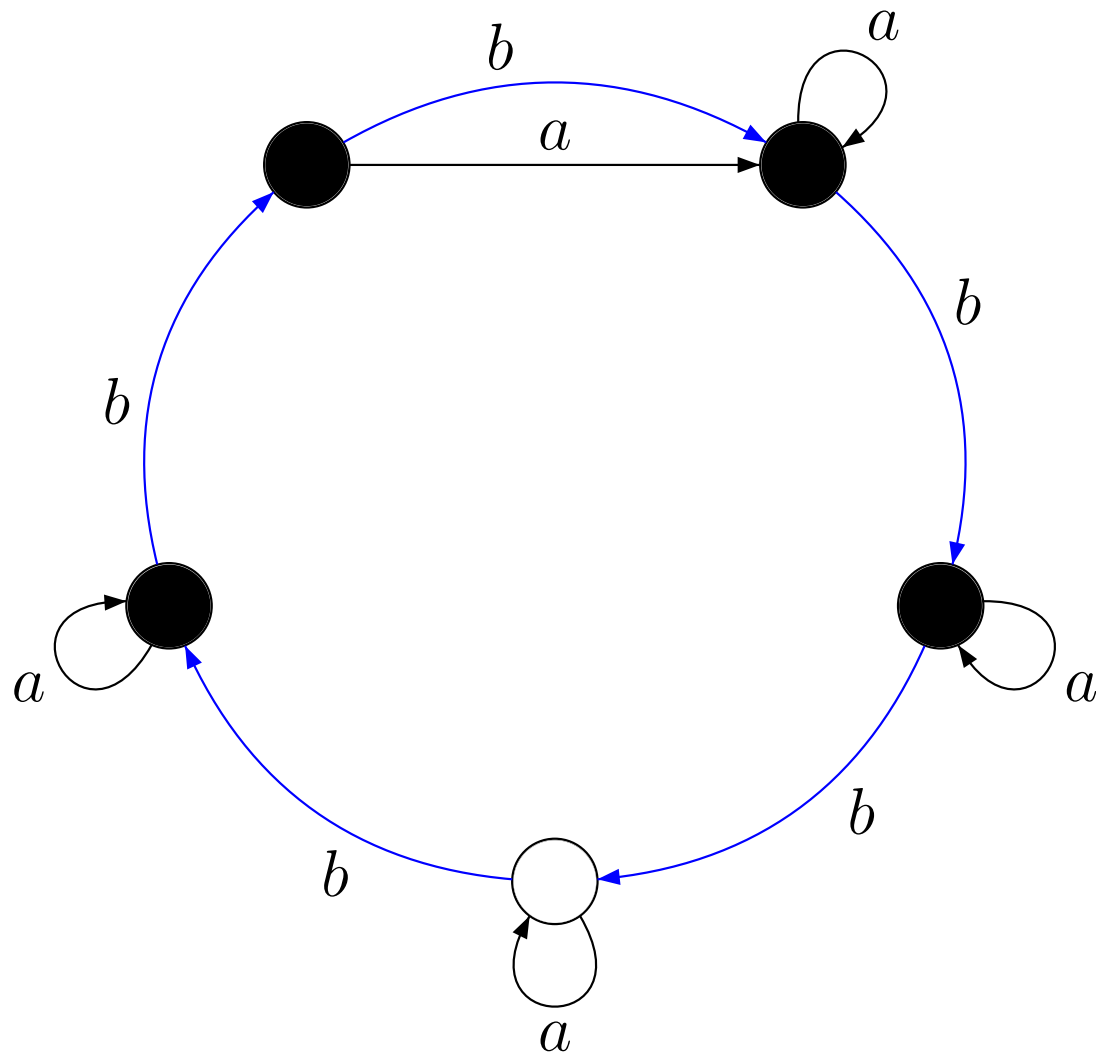
*a***b**bbbabbbbabbbba

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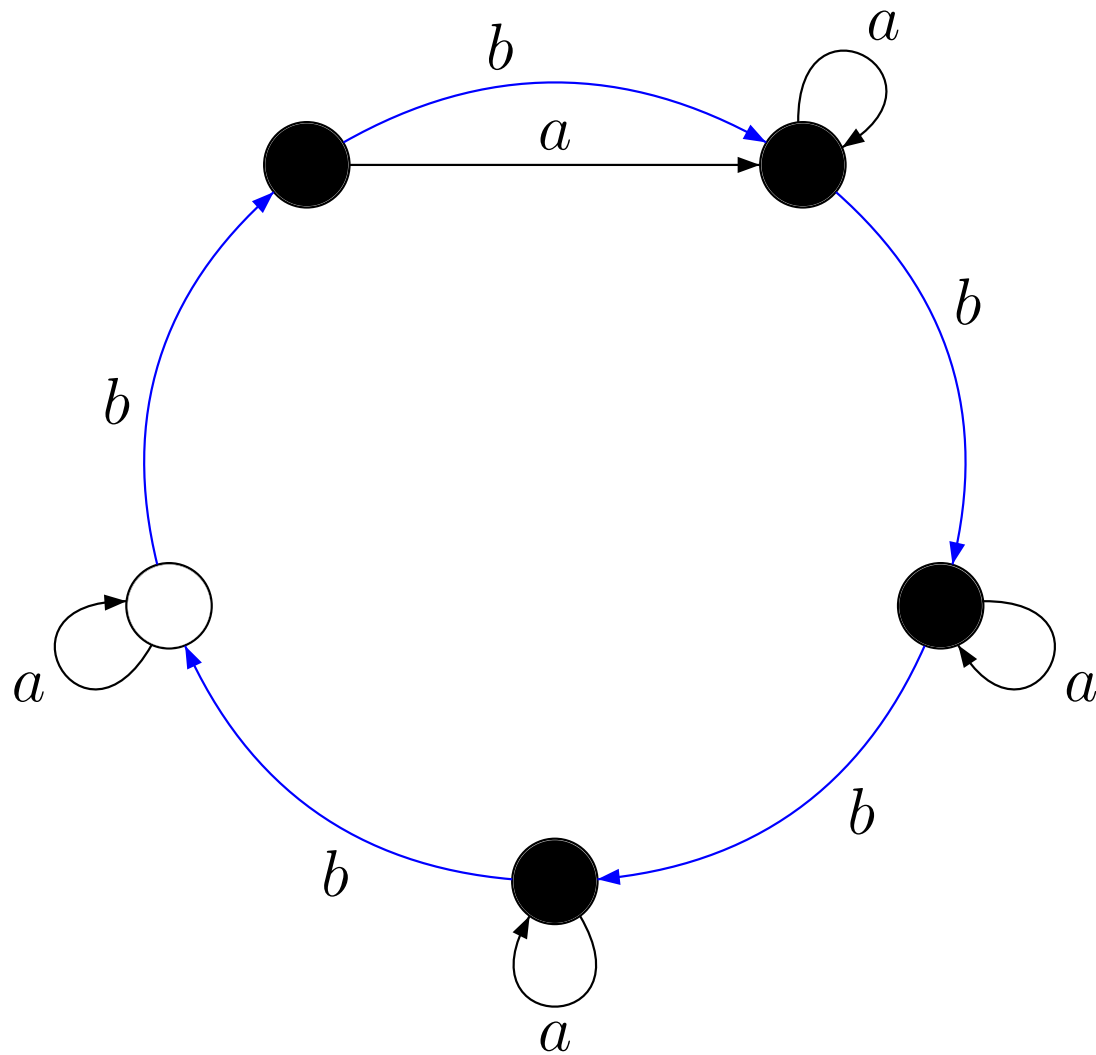
*ab**b**bbabbbbabbbba*

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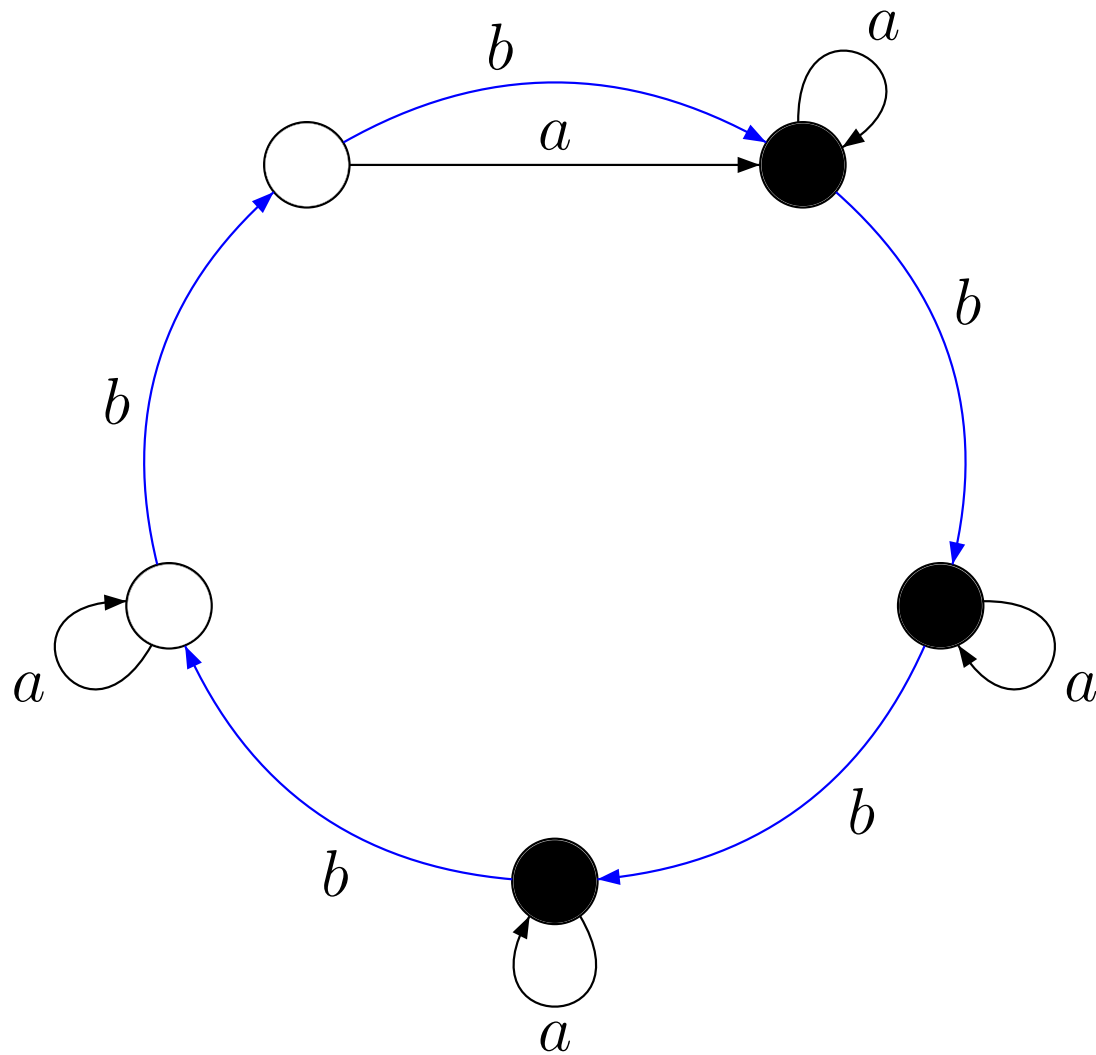
*abb**b**abbbbabbbba*

reset word



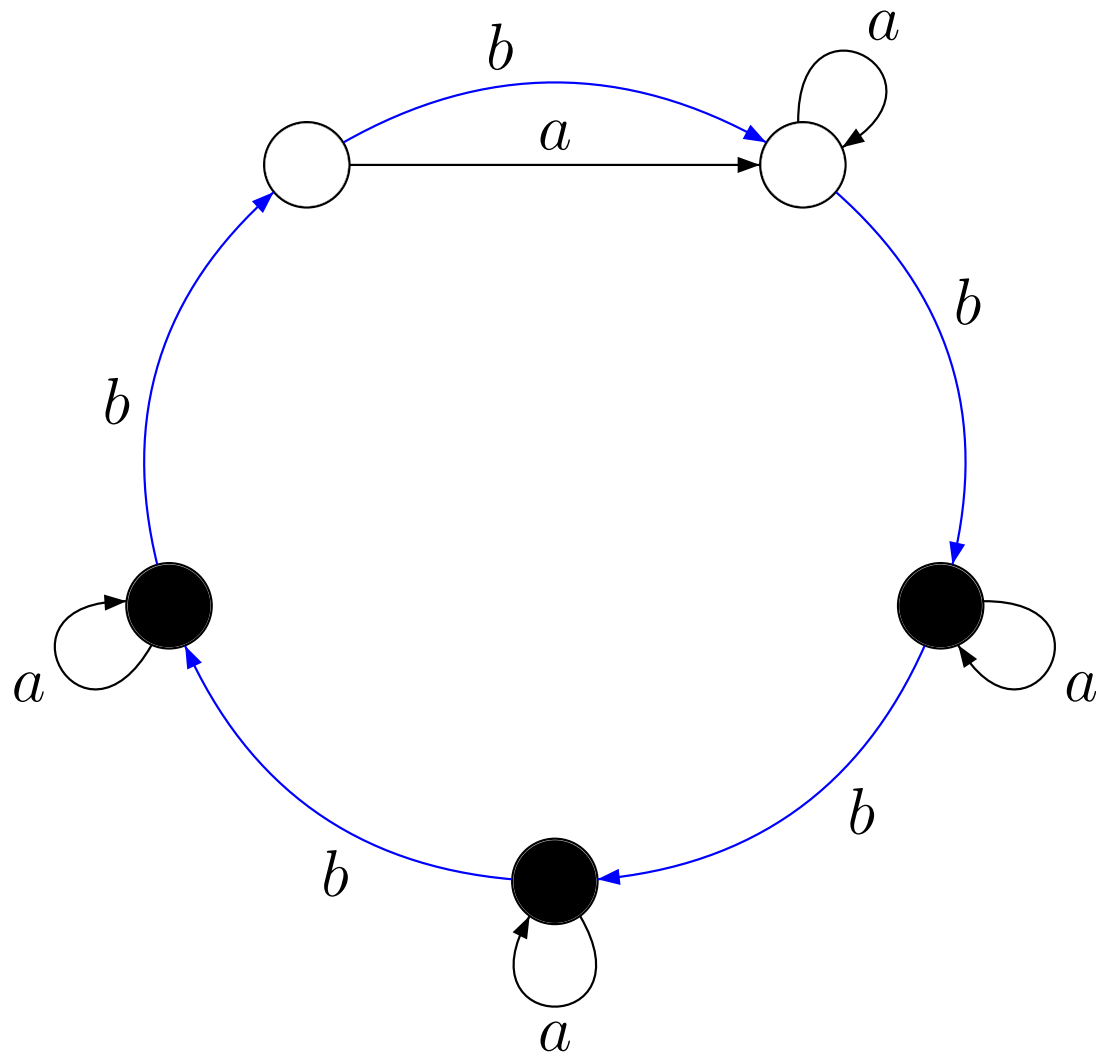
*abbb**b**abbbbabbbba*

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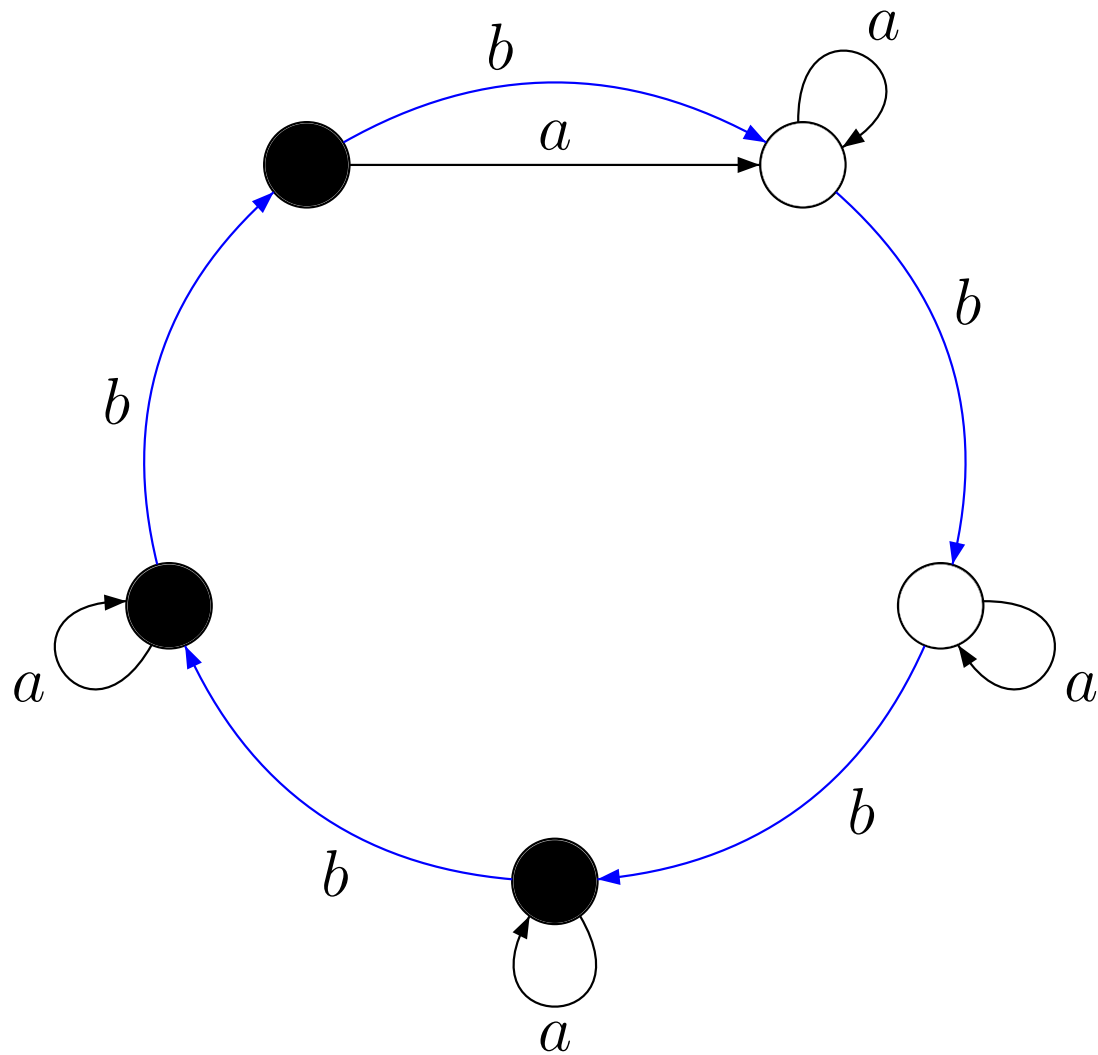
*abbbb**a**bbbbabbbba*

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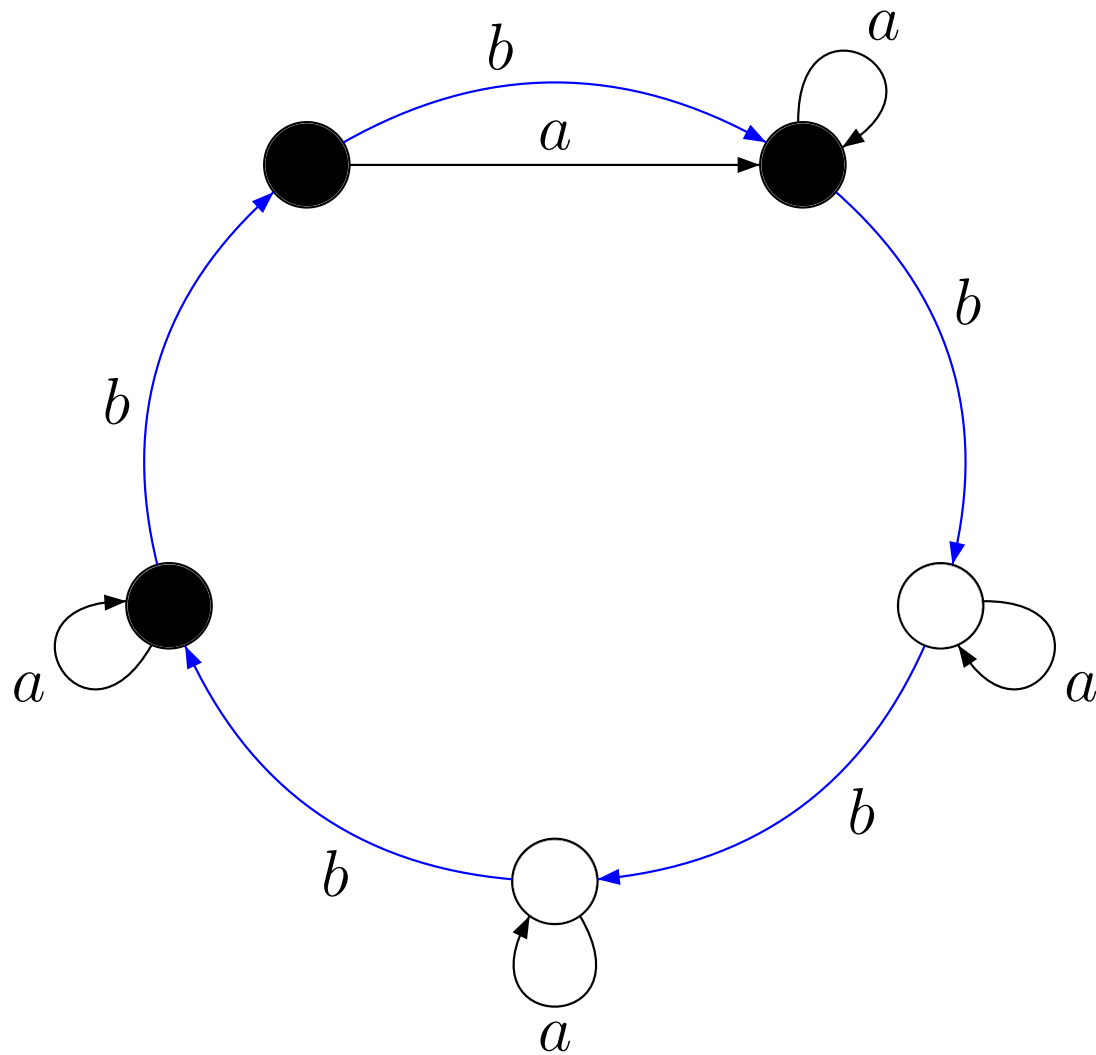
*abbbba**b**bbbabbbba*

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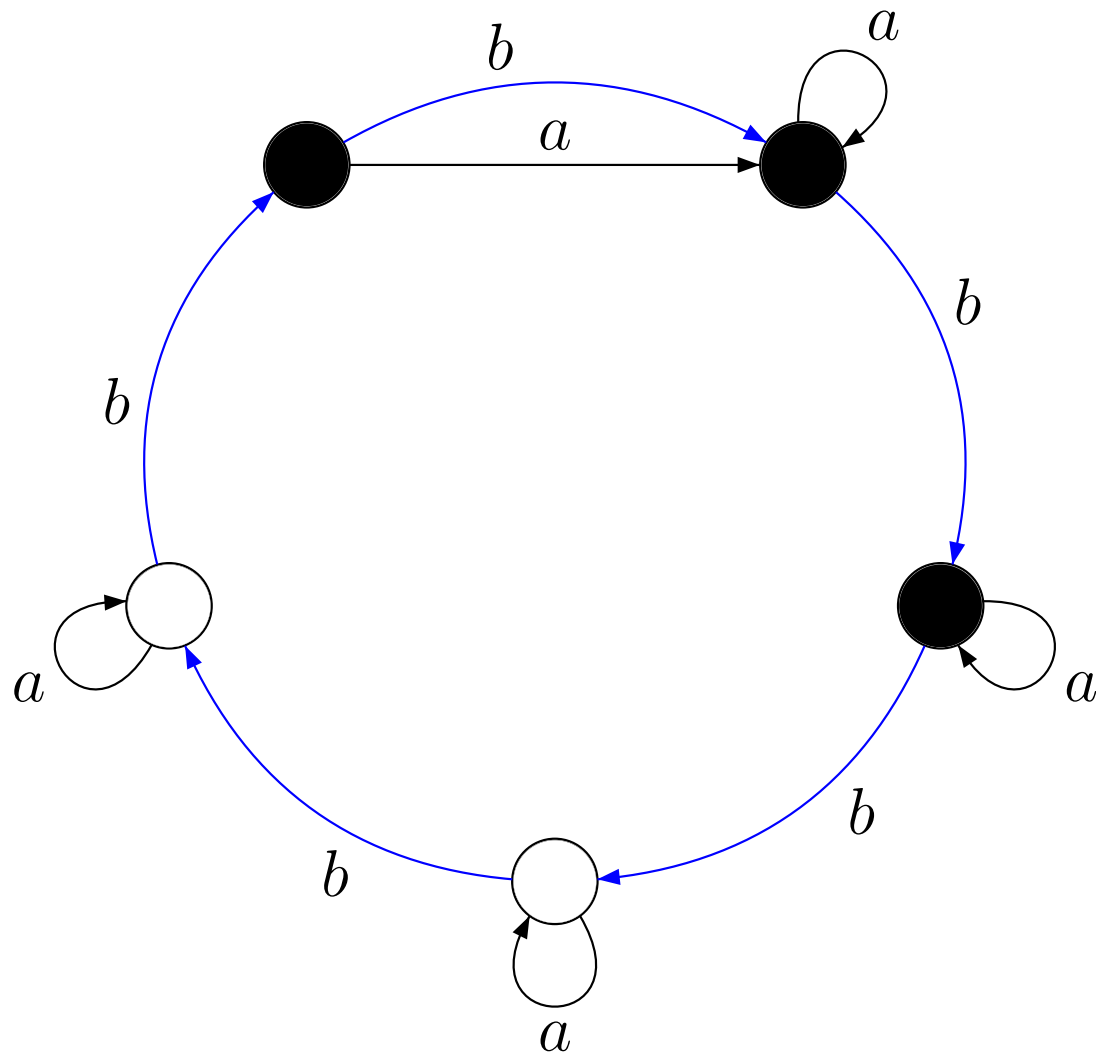
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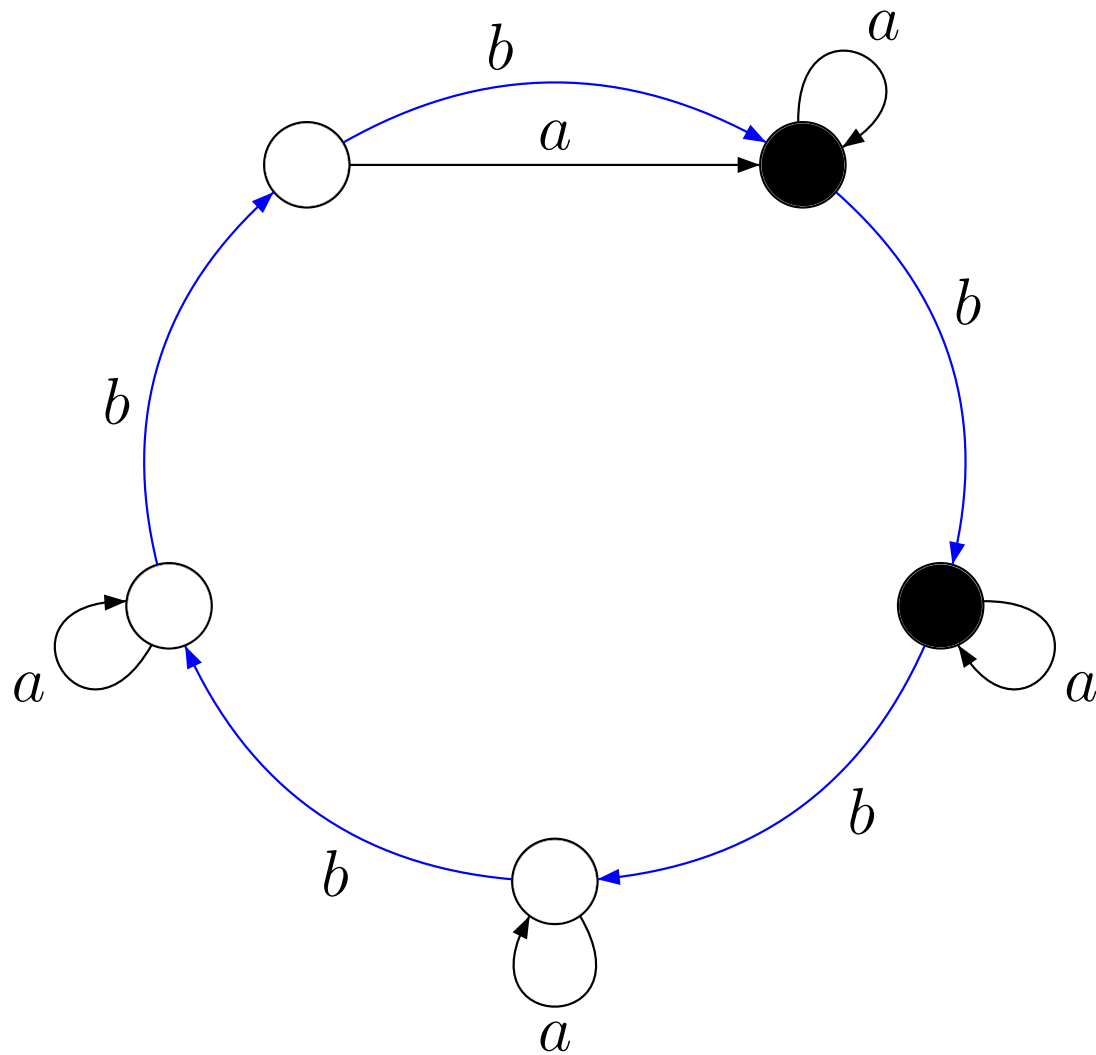
*abbbbabb**b**abbbba*

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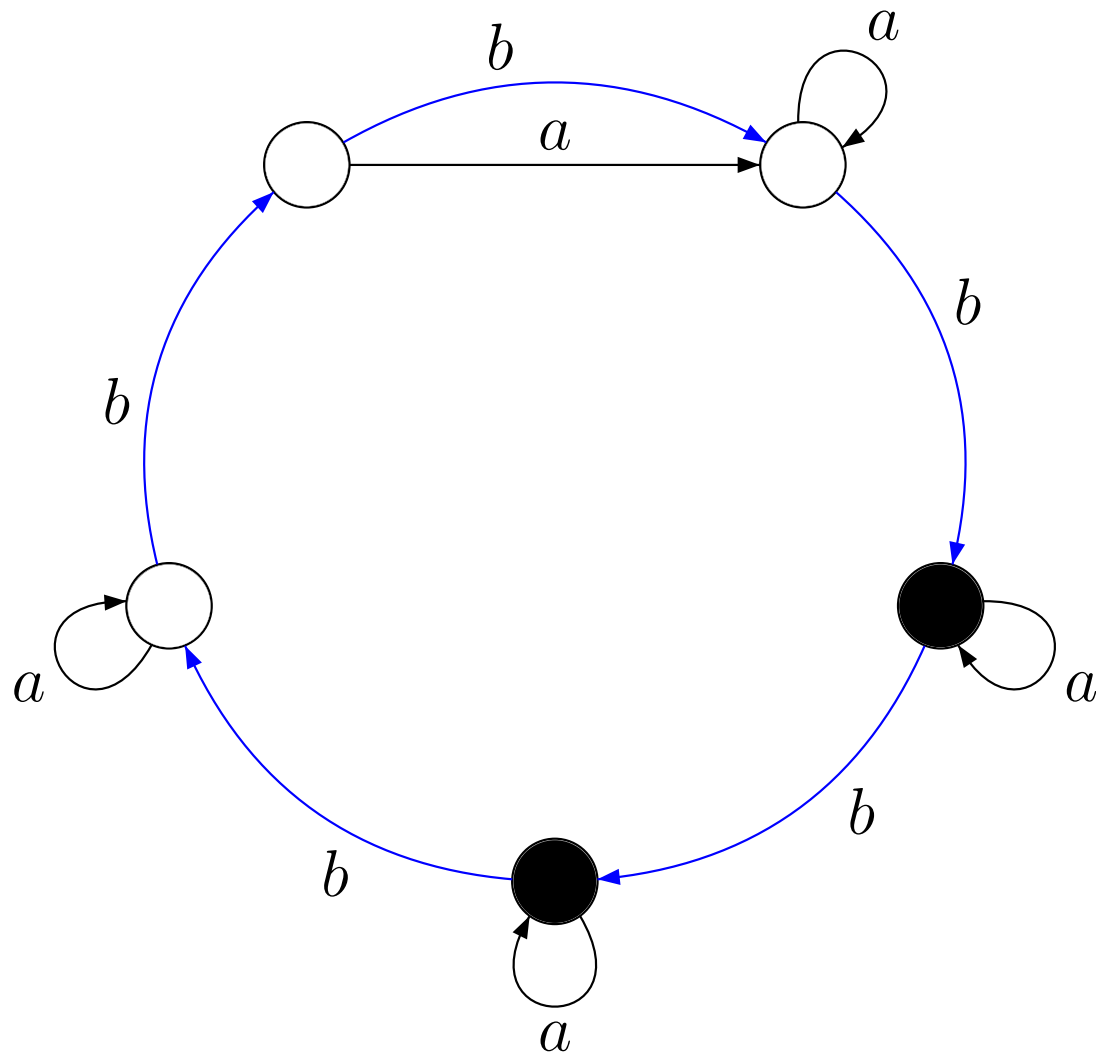
*abbbbabbb**b**abbbba*

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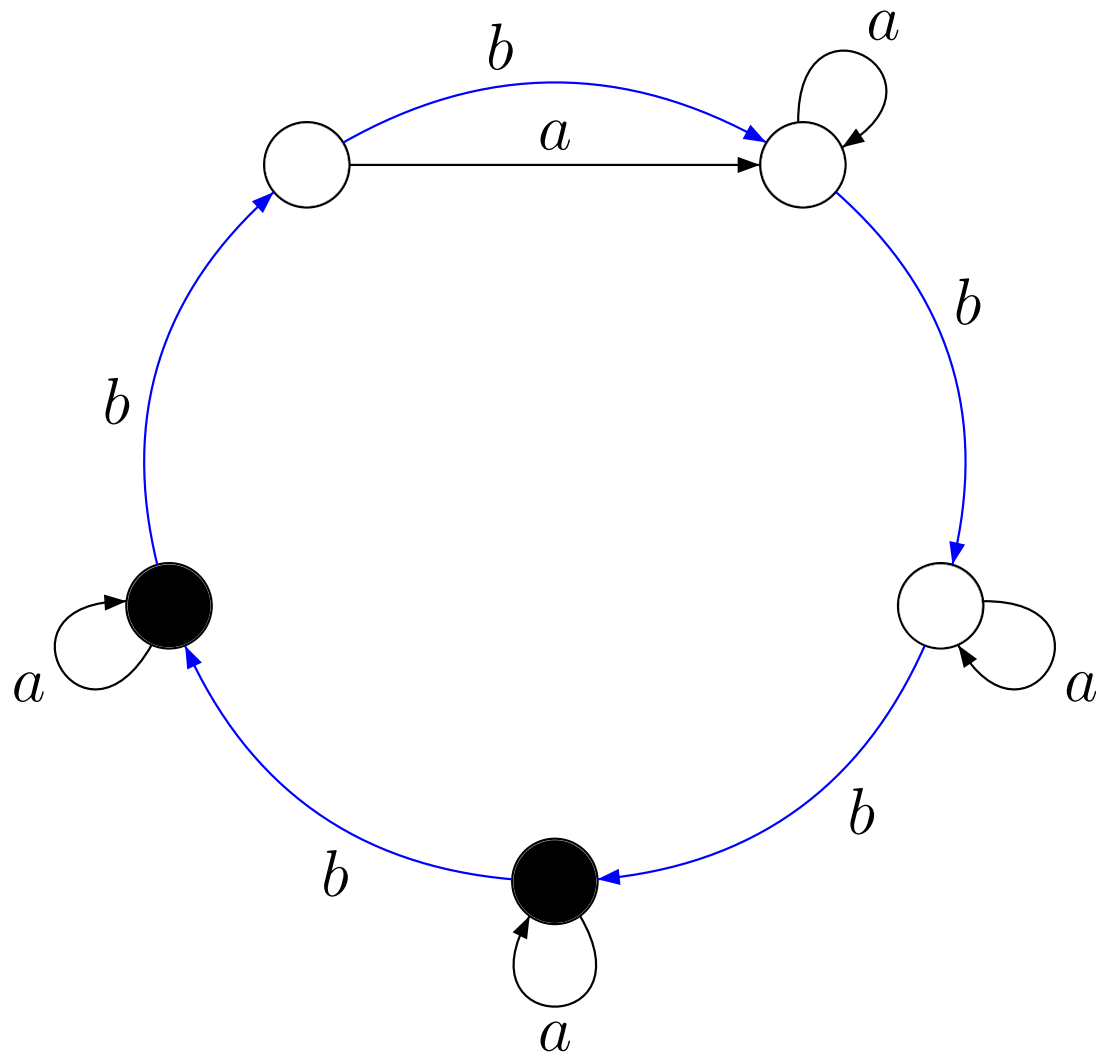
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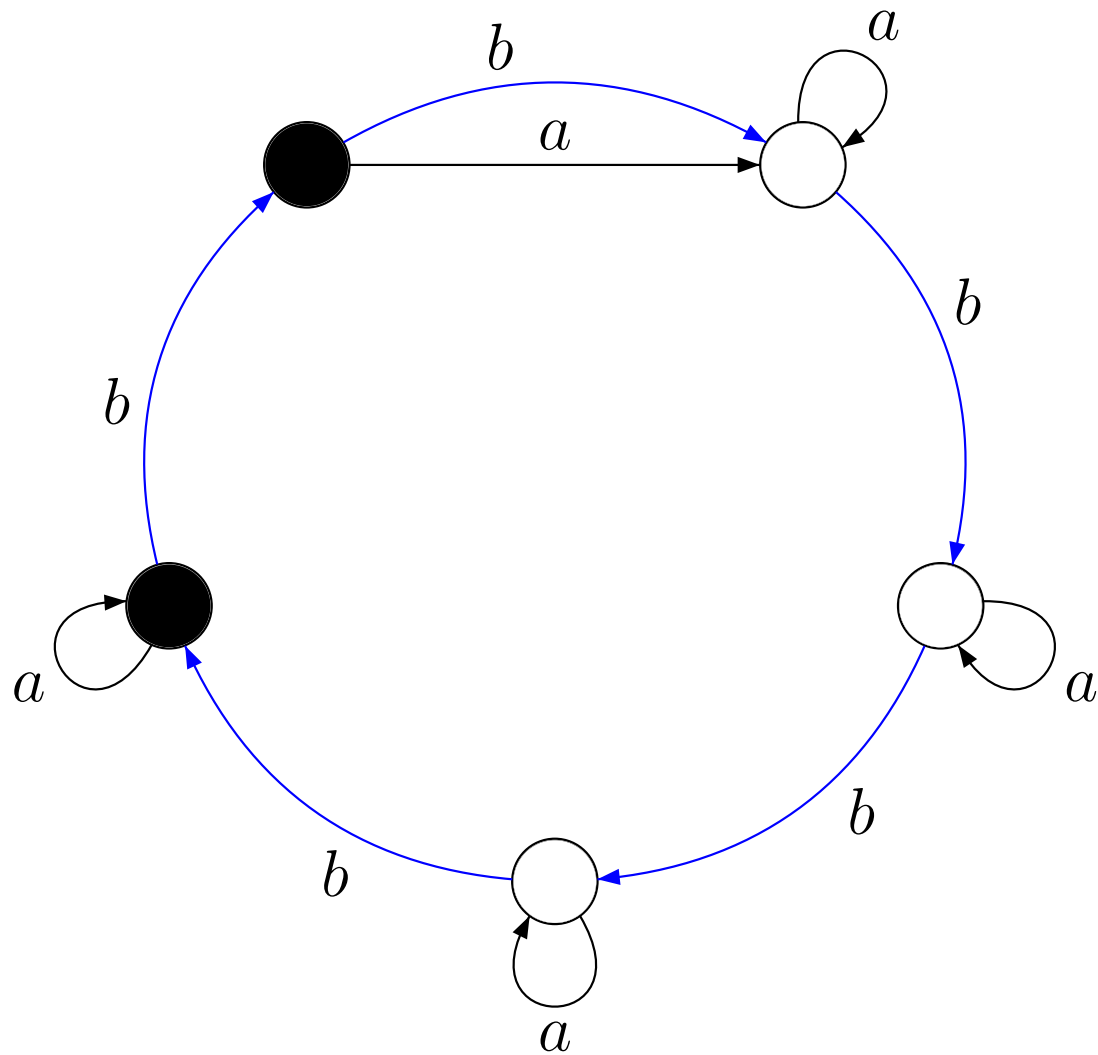
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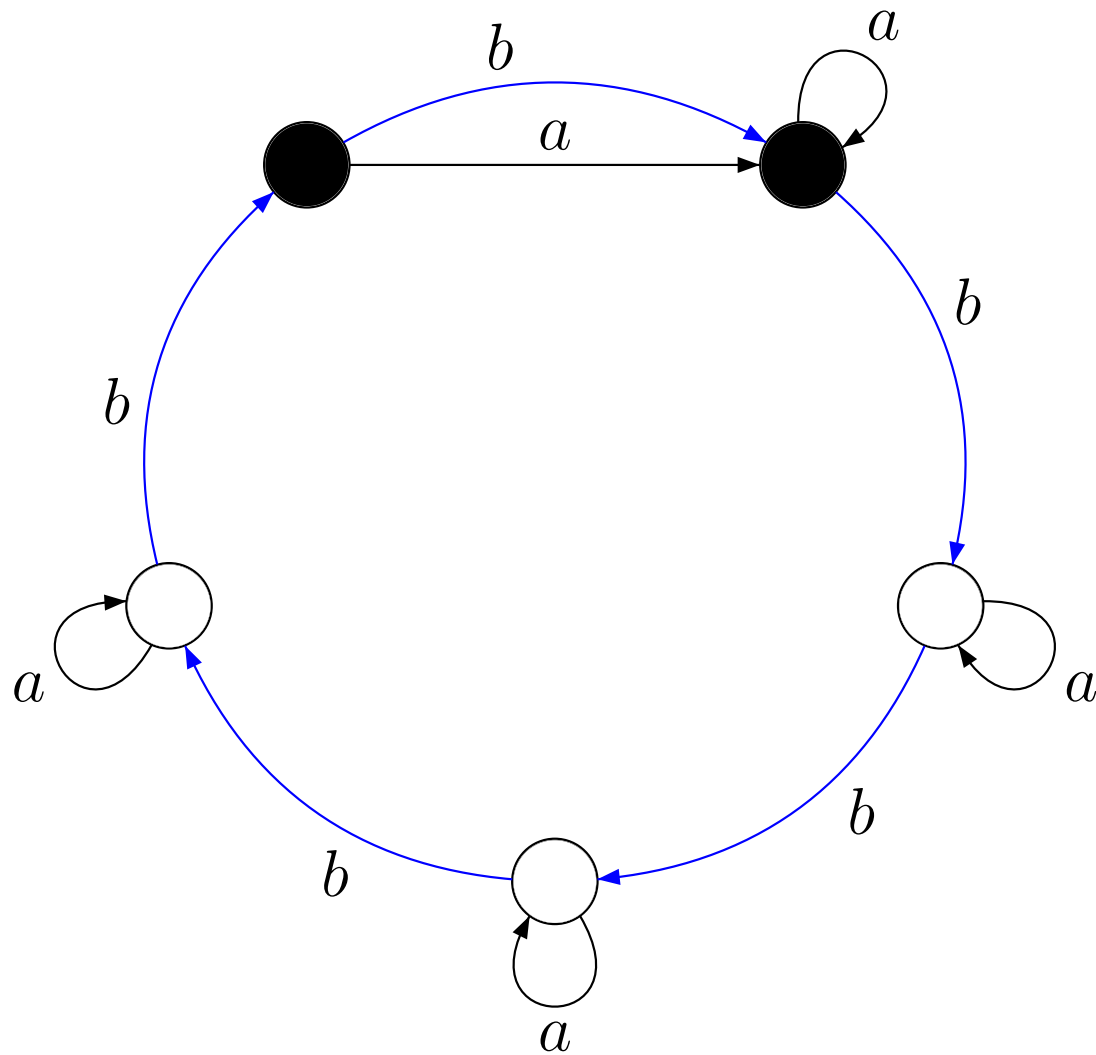
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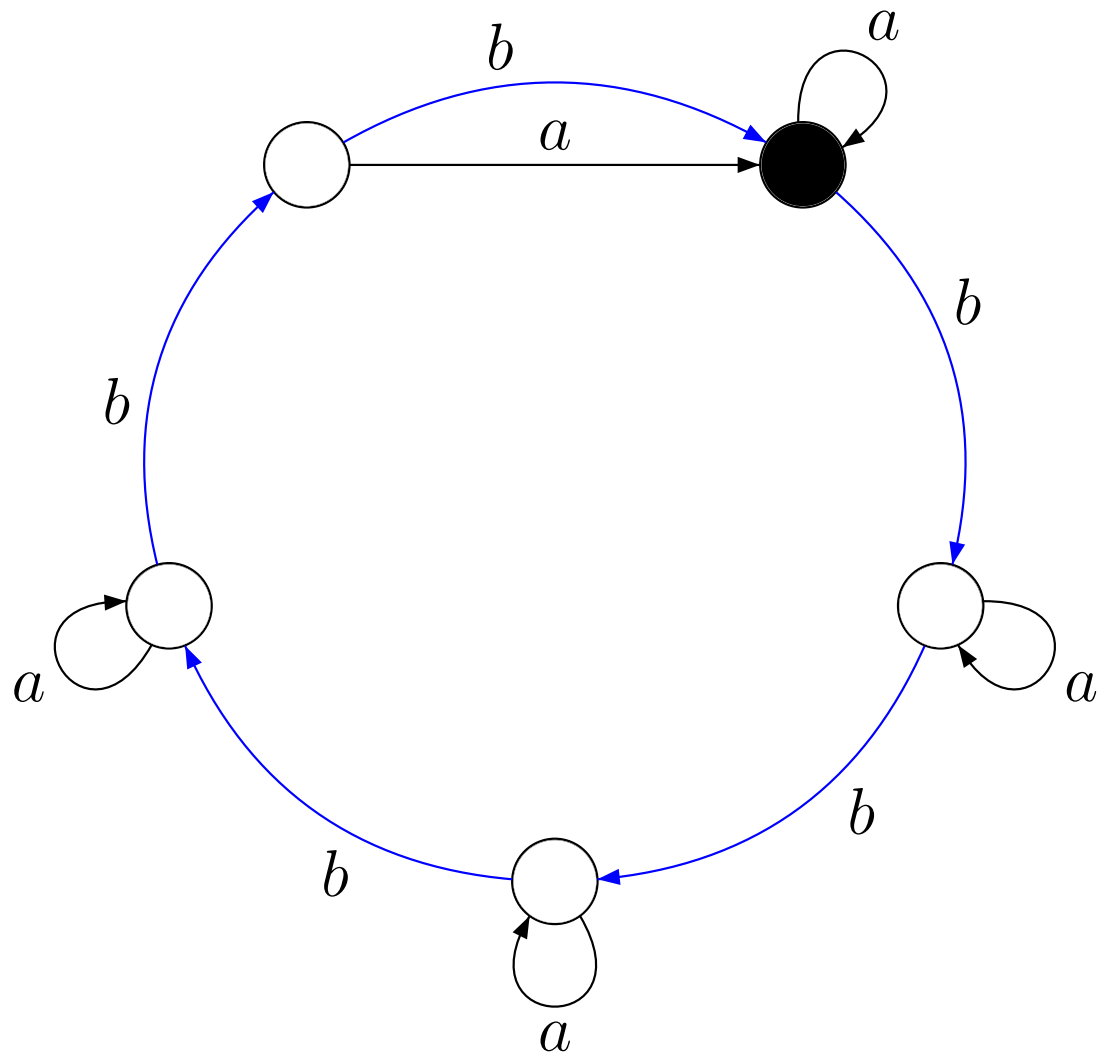
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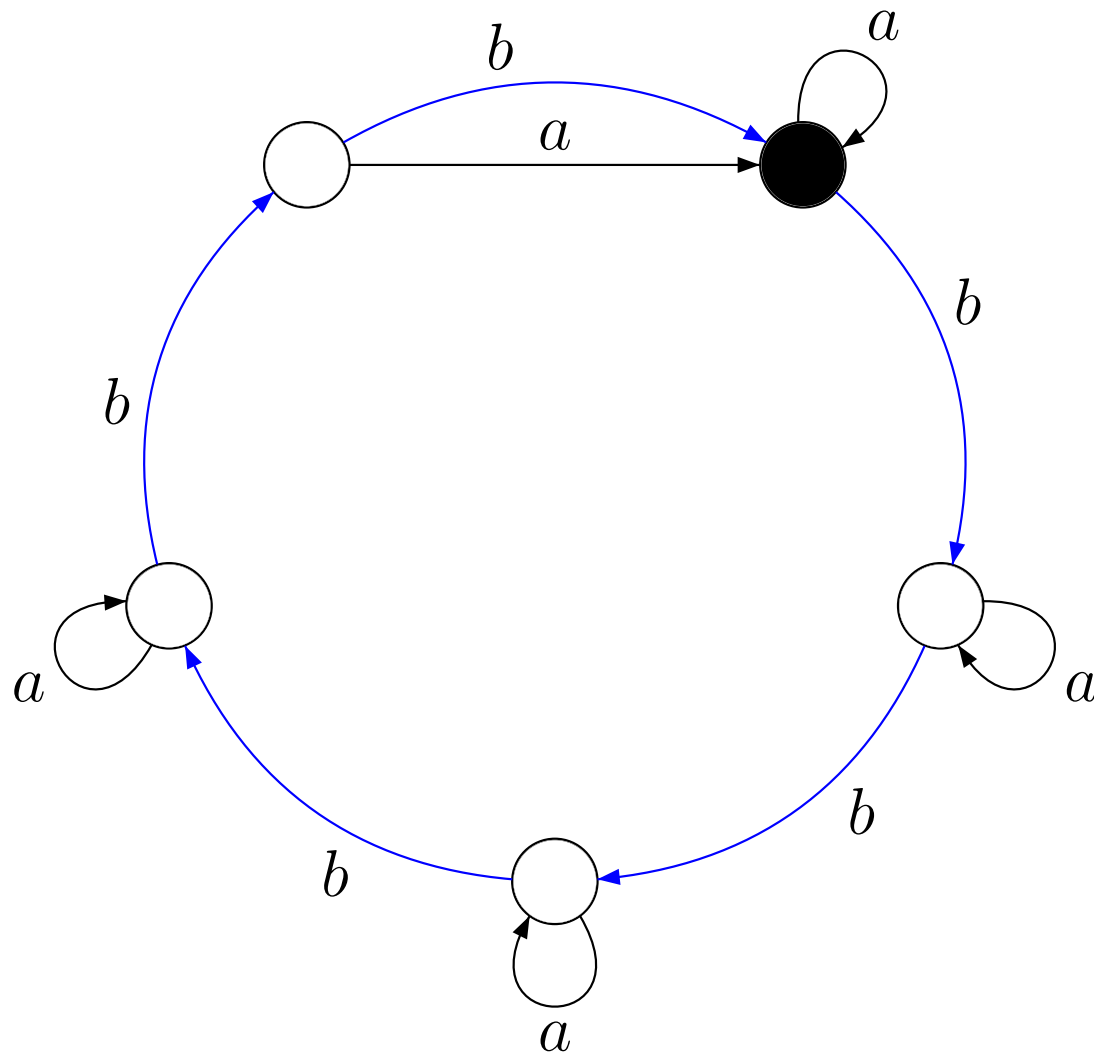
*abbbbabbbbabbb**b**a*

reset word



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*abbbbabbbbabbbb***a**
reset threshold 16

The problem of reset threshold

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For a fixed constant C there is no $C \cdot \log(n)$ -approximation algorithm for RT (unless $P = NP$) [M.Gerbush, B.Heeringa, 2011], even if we restrict ourselves to two-letter automata [M.Berlinkov, 2013].

Class of algorithms

SYNCH – SUBSET(k)

Input: Synchronizing automaton $\mathcal{A} = \langle Q, \Sigma, \delta \rangle$

1. $S = Q$
2. $u = \varepsilon$
3. **Until** $|S| == 1$ **do**
4. **If** $|S| \geq k$:
5. **Choose a set** $P \subseteq S$ s.t. $|P| = k$
6. **Else:**
7. $P = S$
8. **Choose a word** v s.t. $|P.v| = 1$
9. $u = u \cdot v$
10. $S = S.v$
11. **Return** length of u

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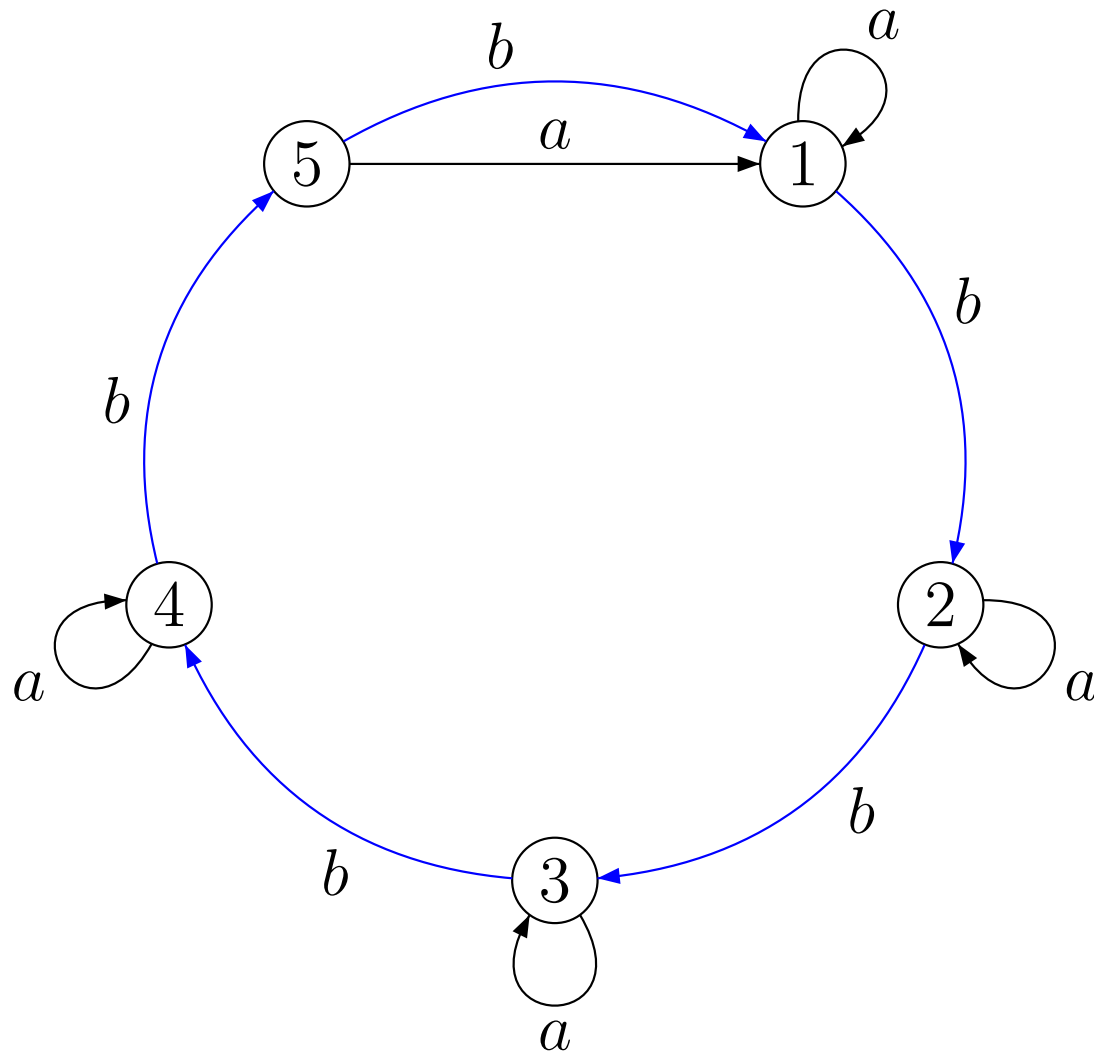
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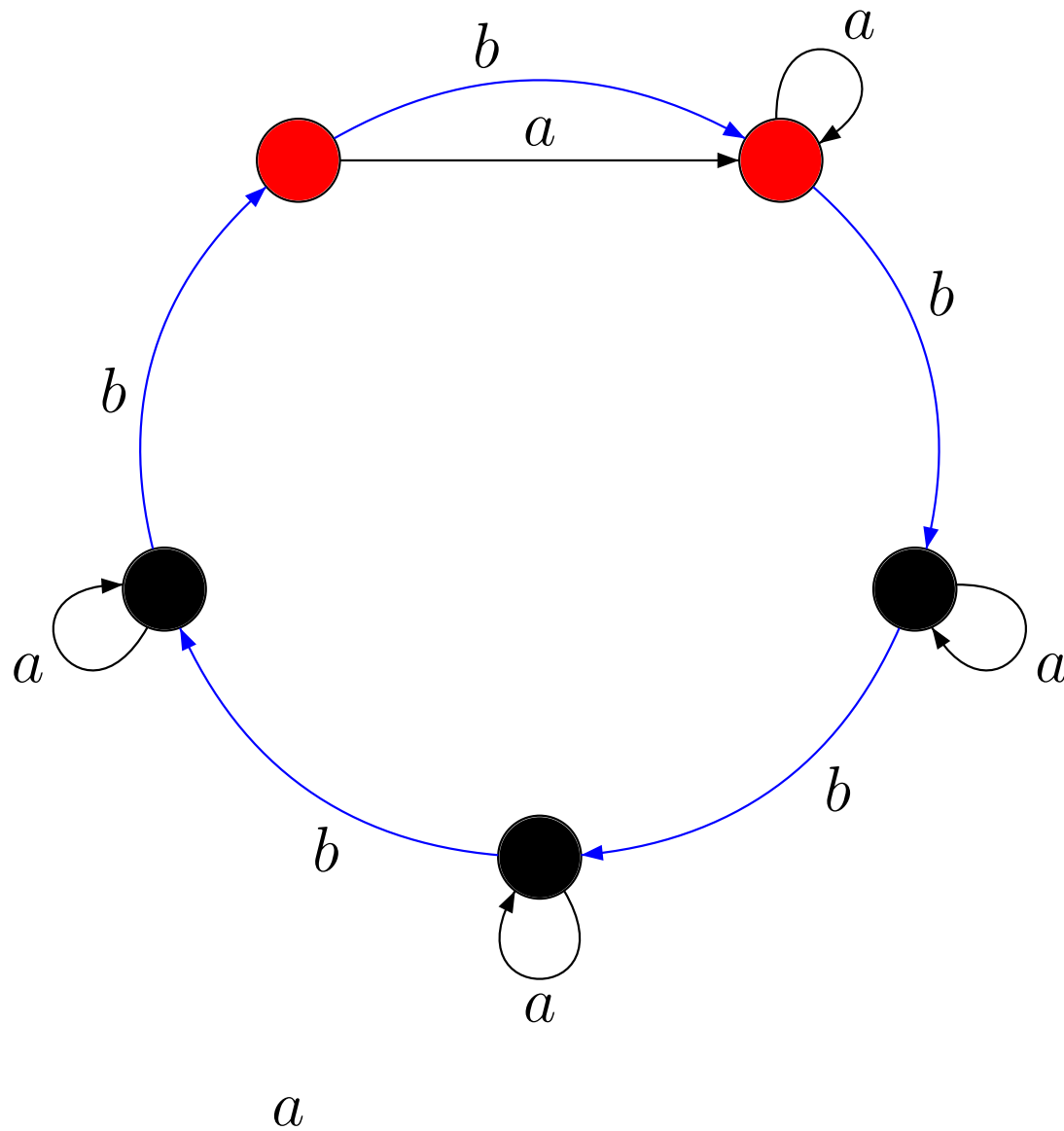
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Greedy choices can be done after polynomial-time computation.

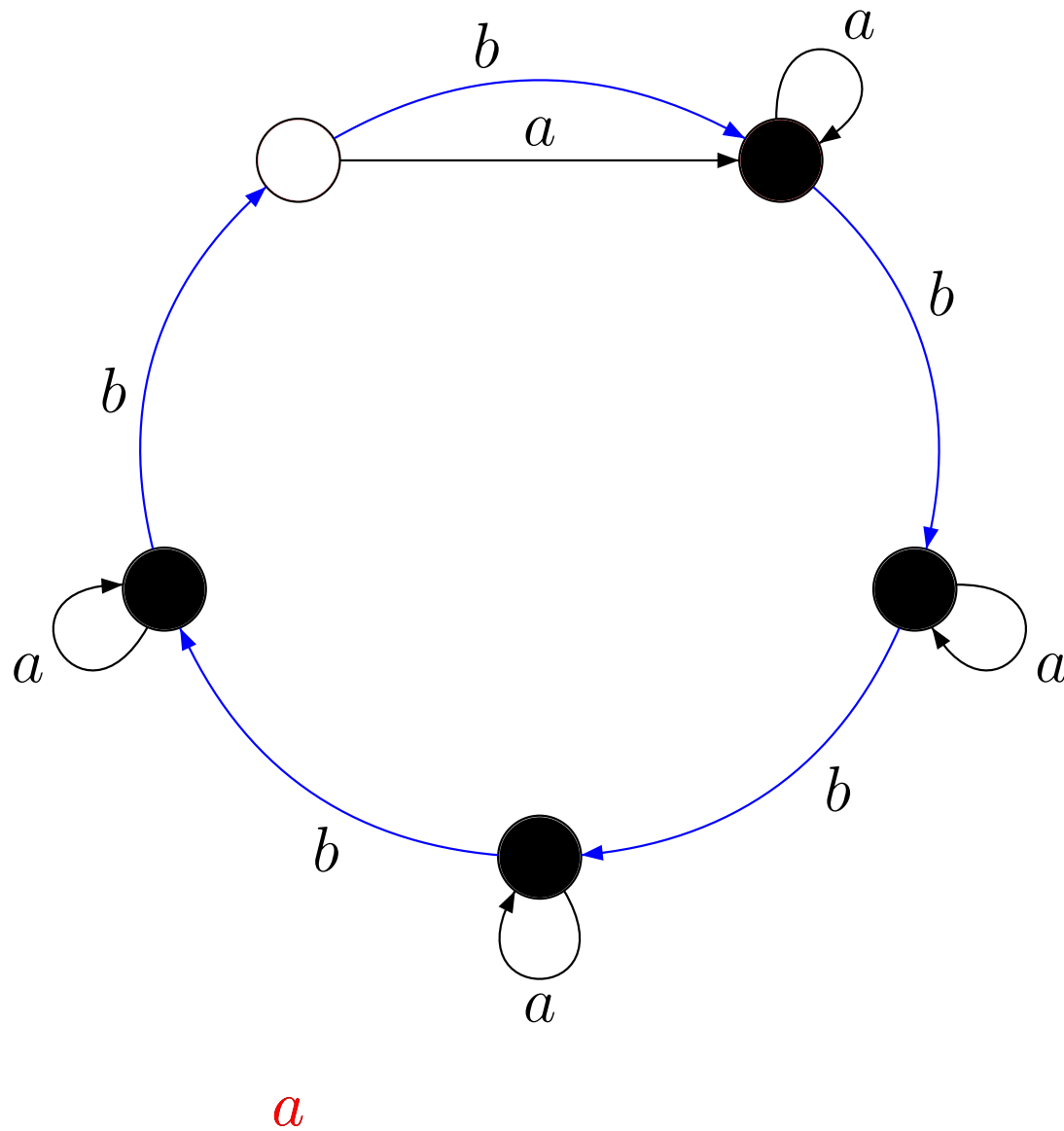
“greedy” reset word ($k=2$)



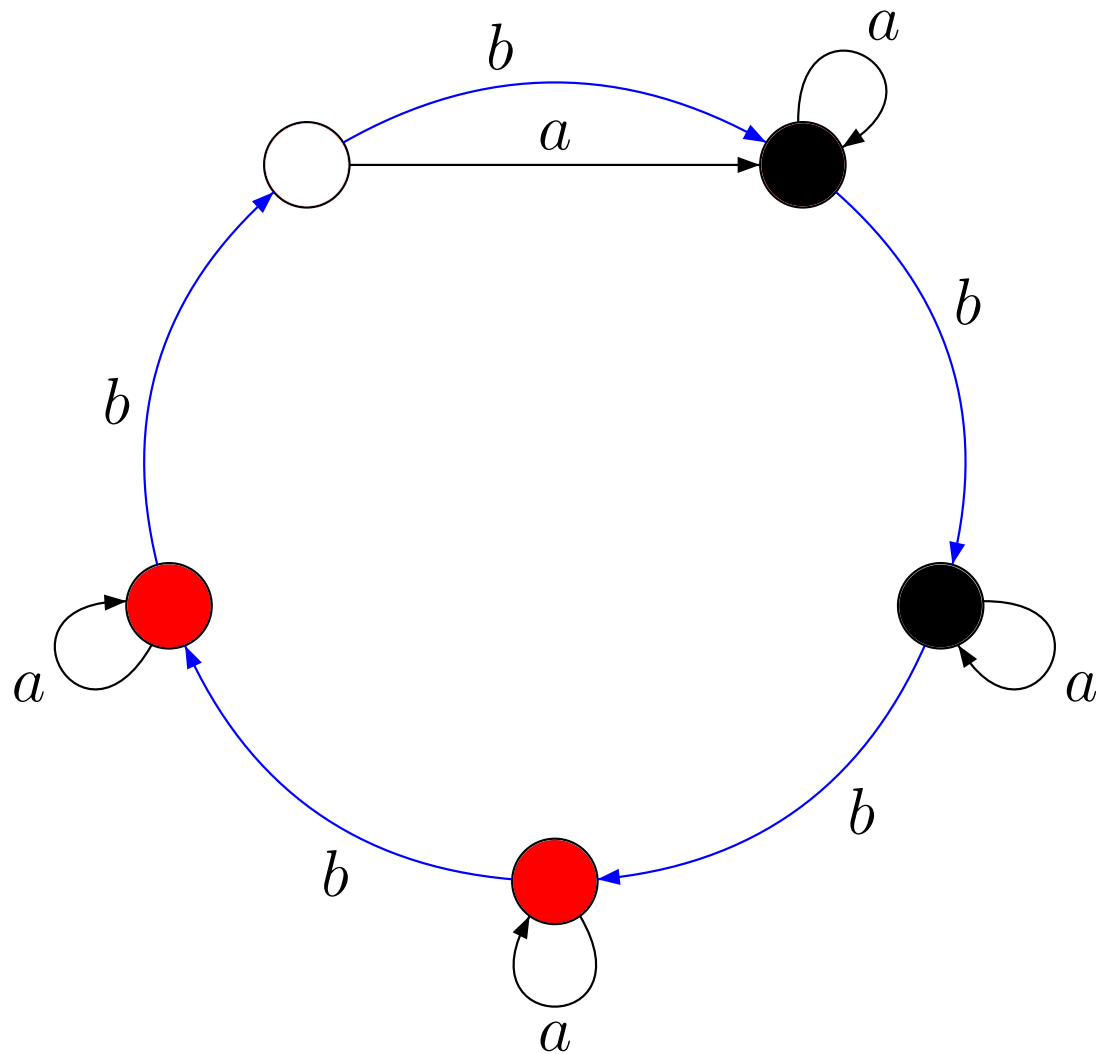
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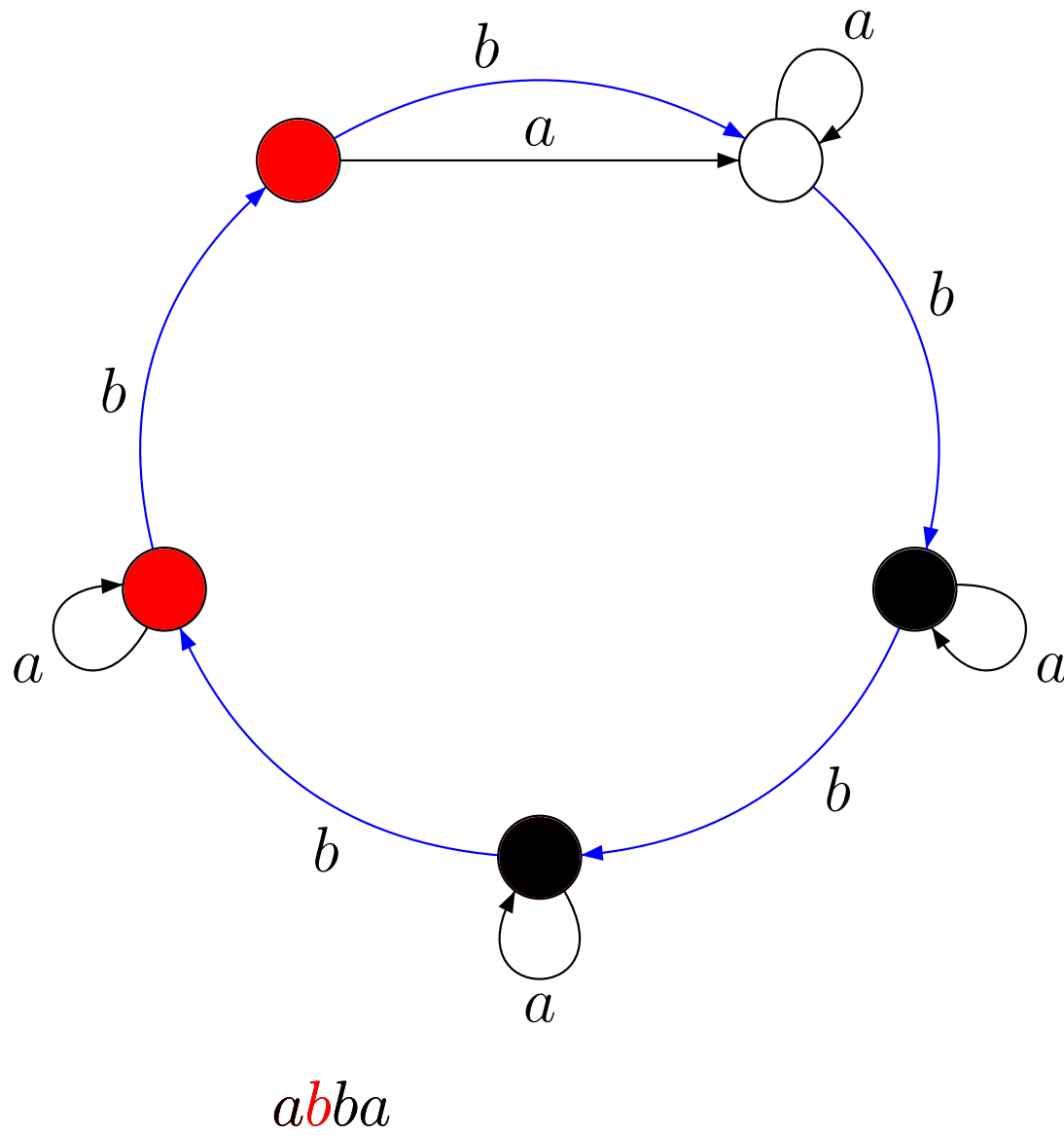


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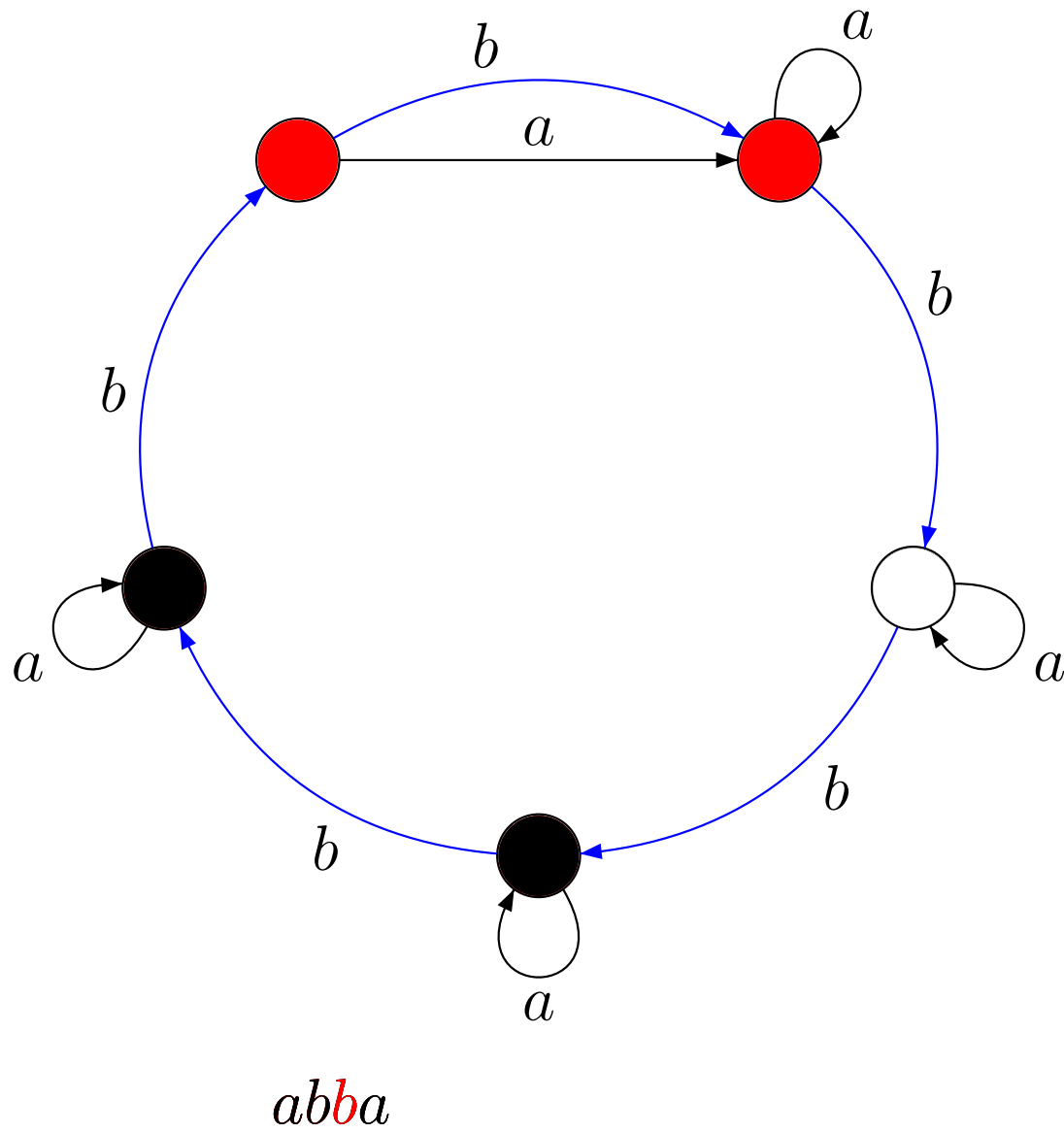


*a*bb*a*

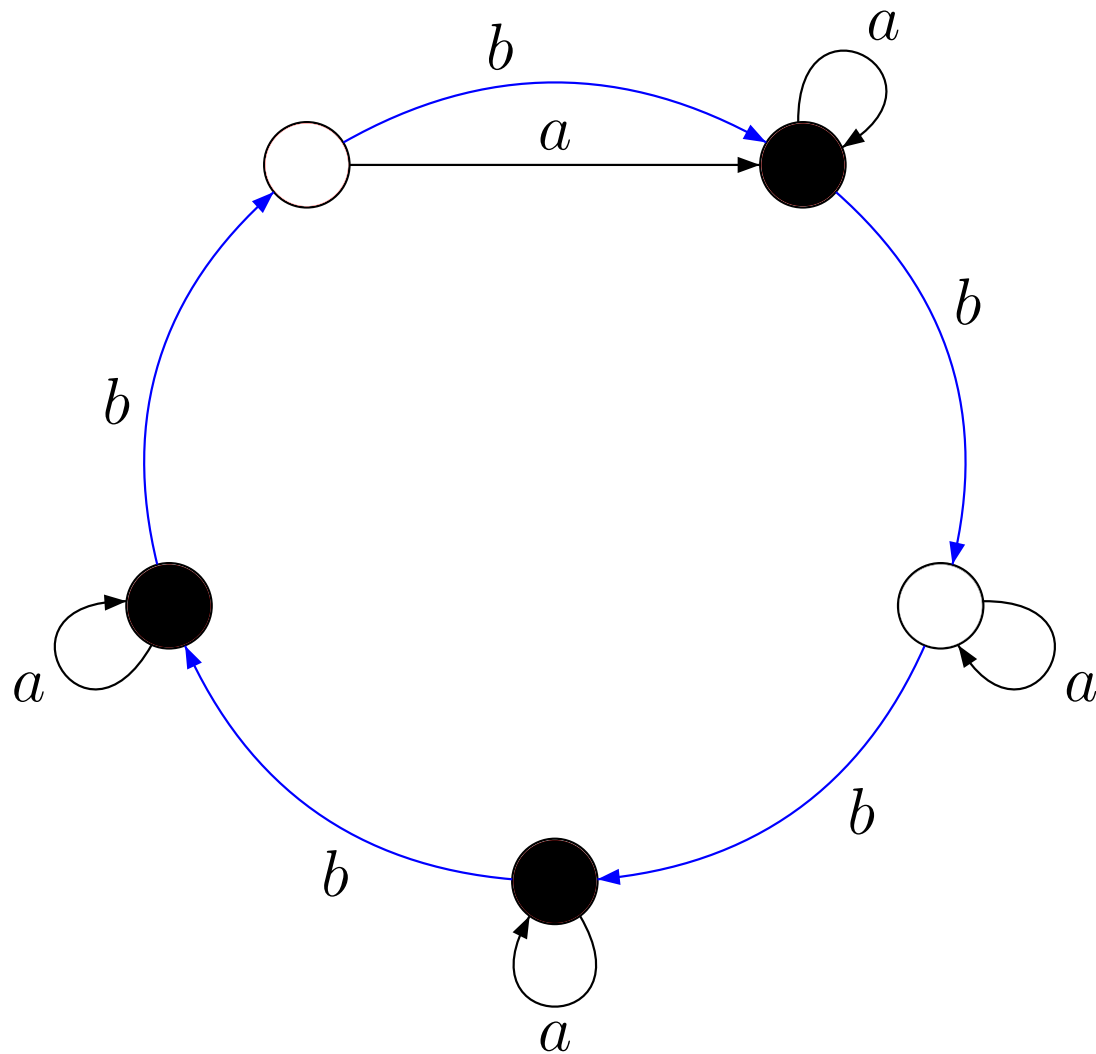
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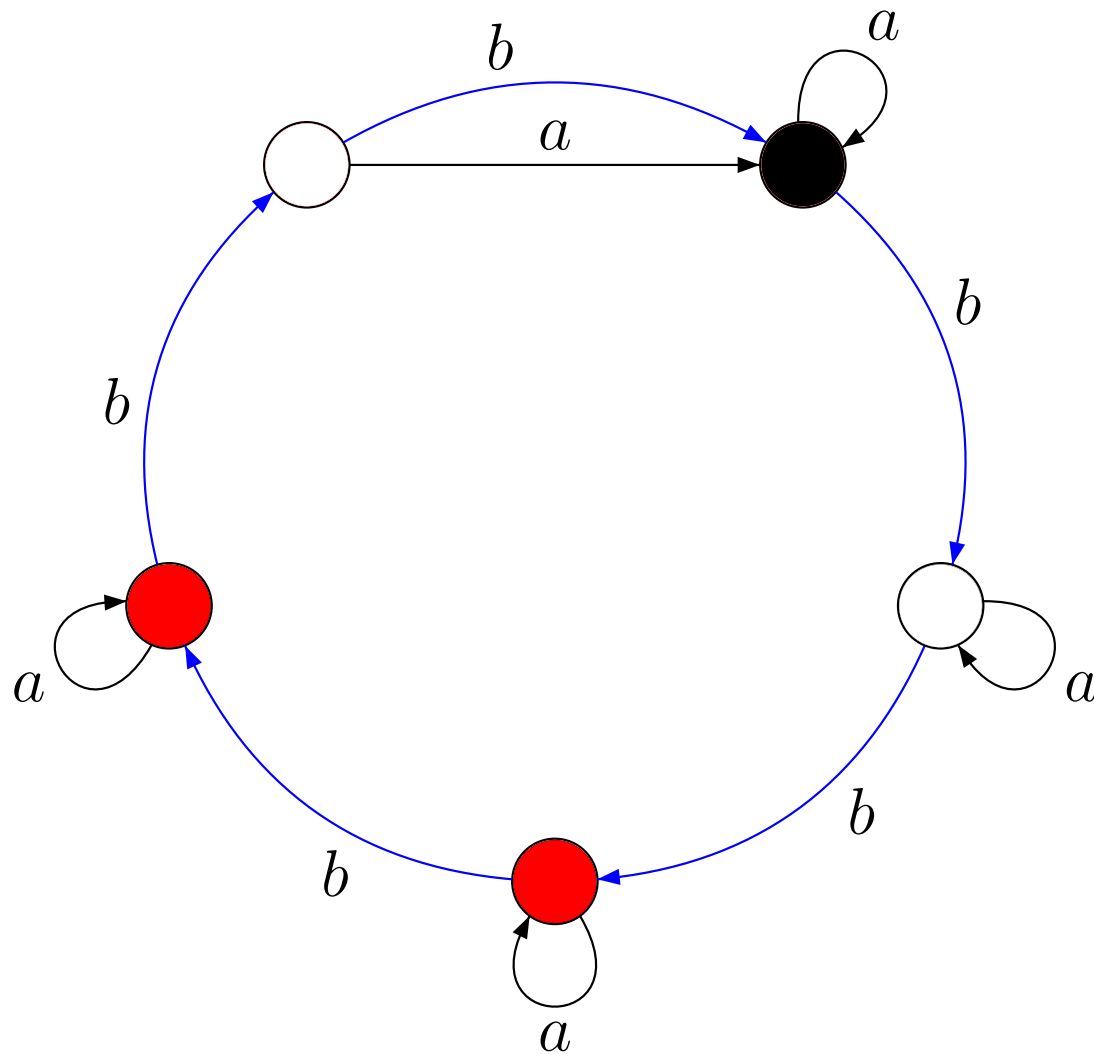


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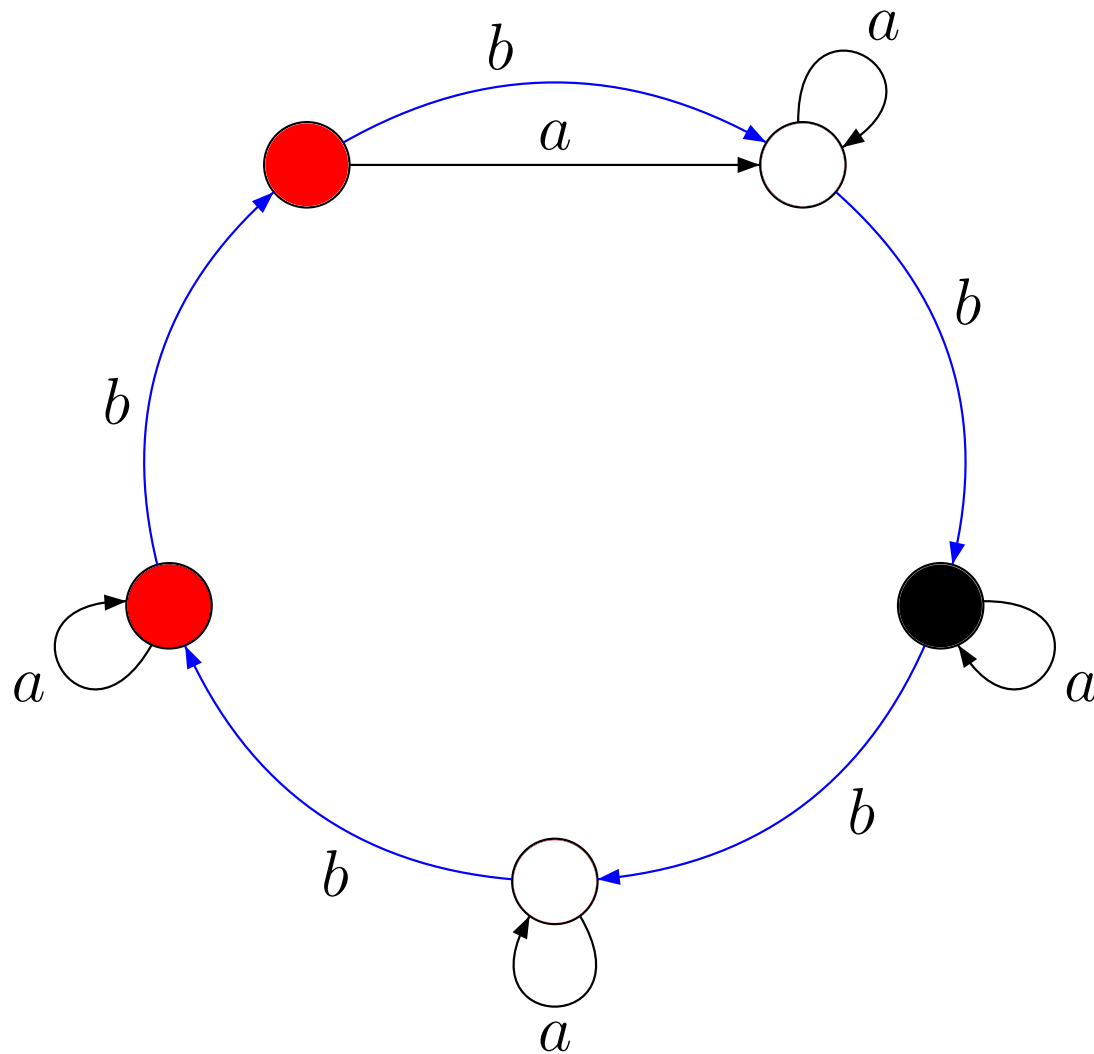
*abb***a**

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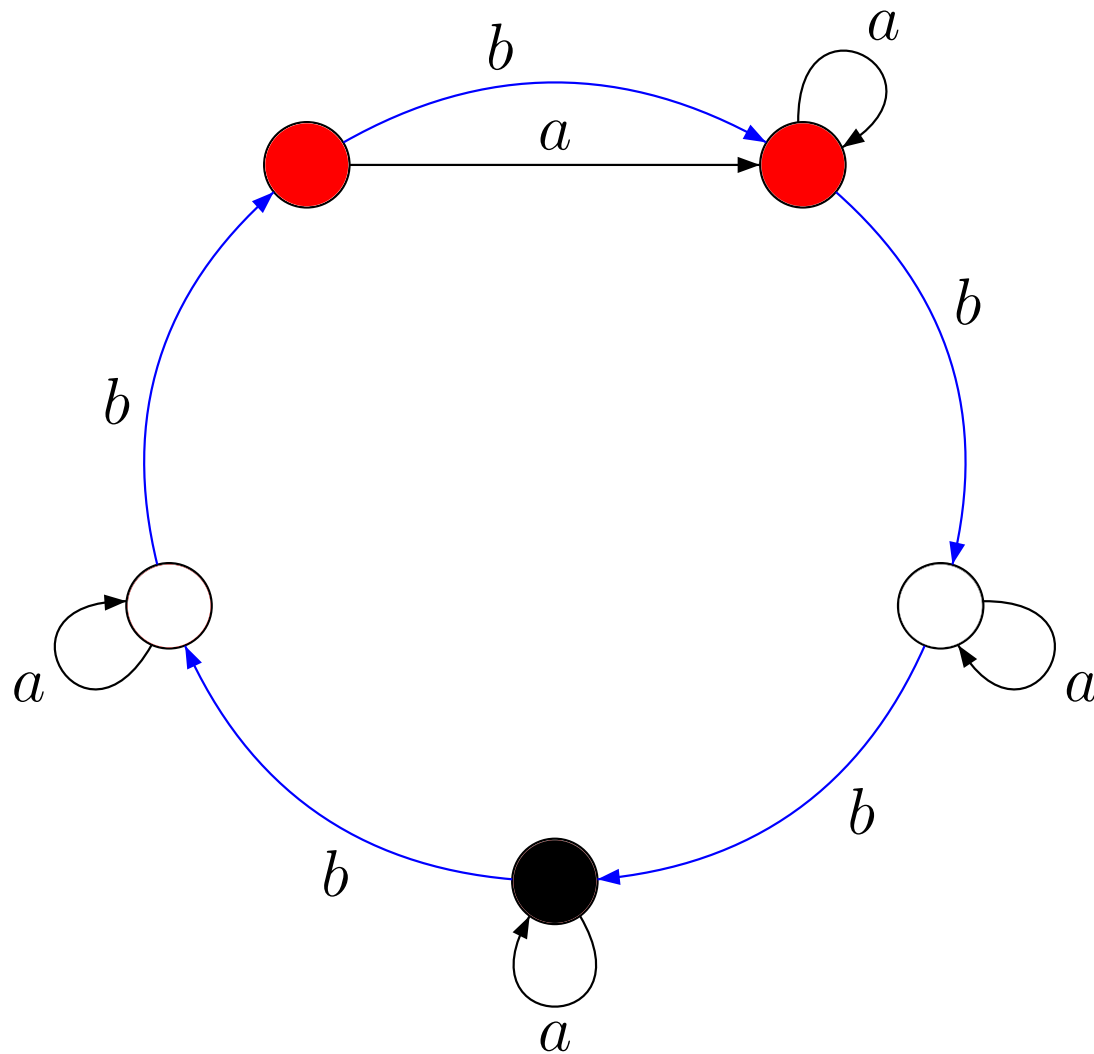
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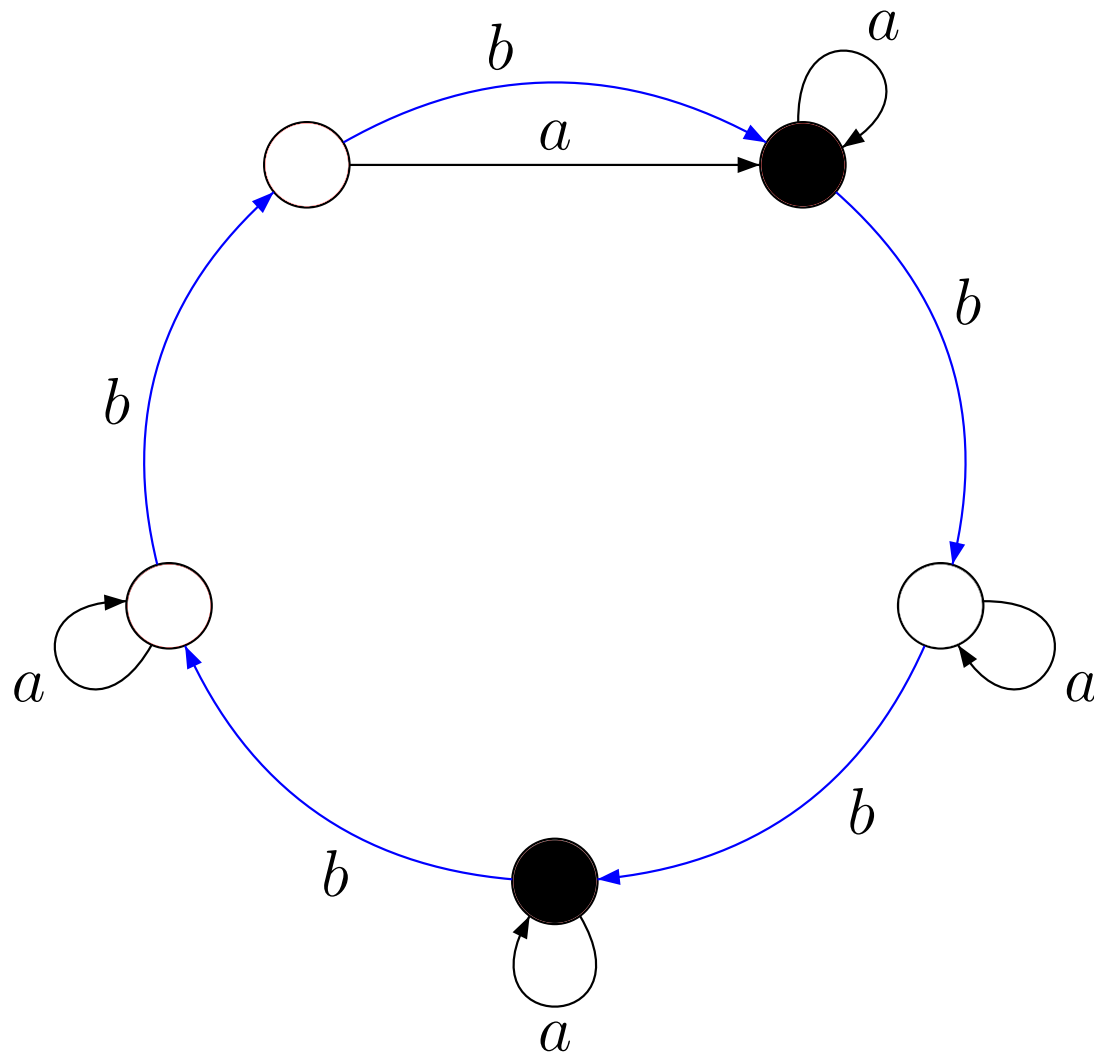
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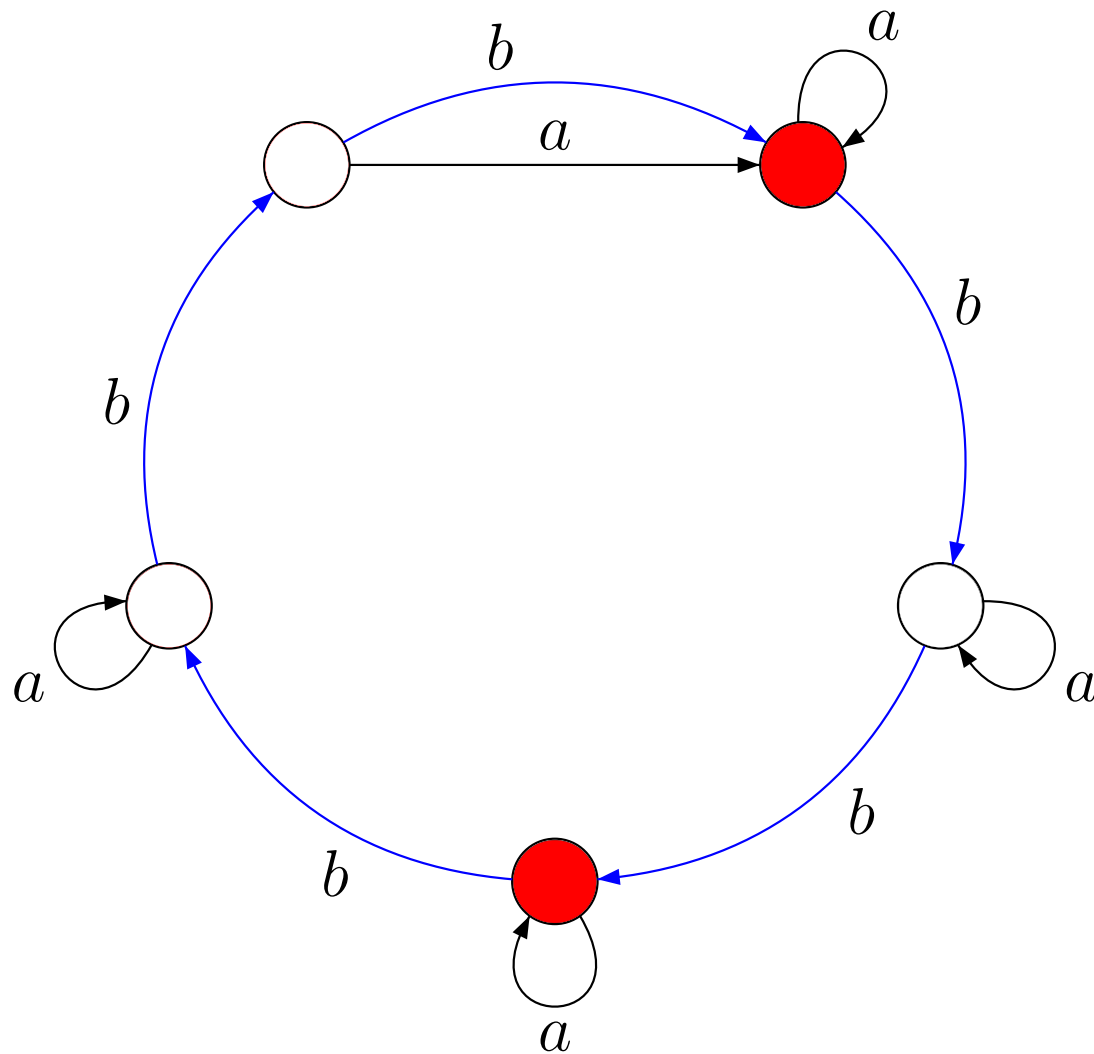
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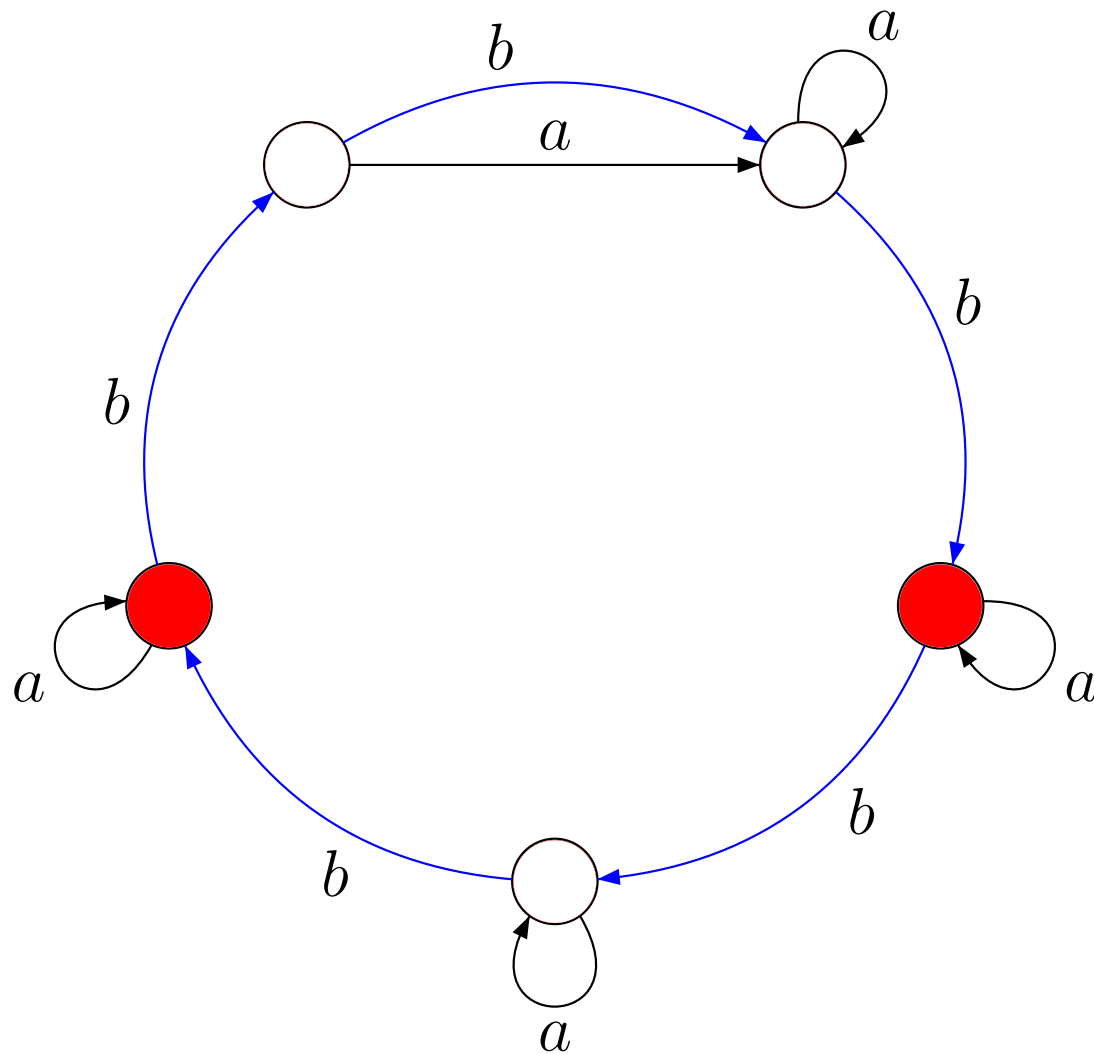
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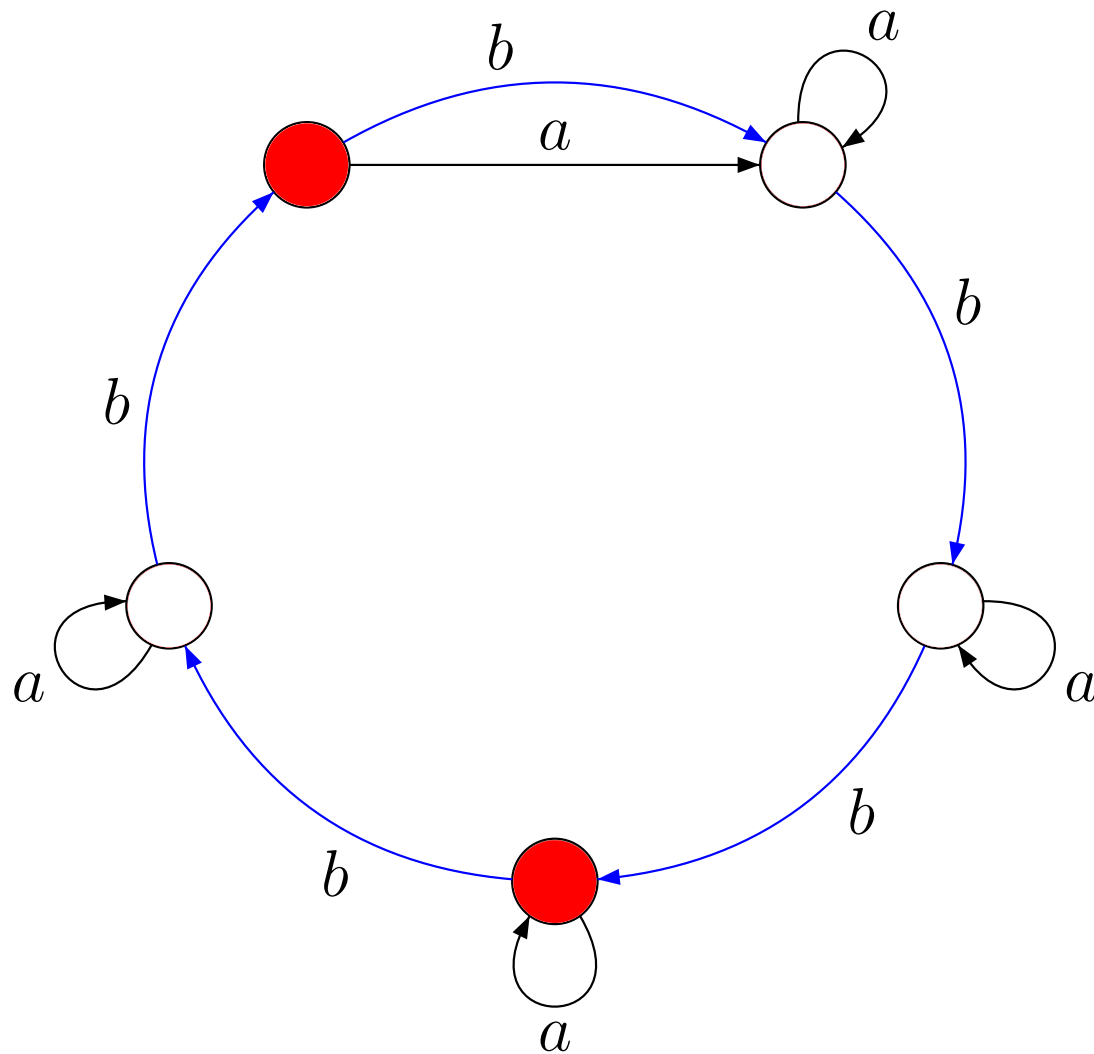
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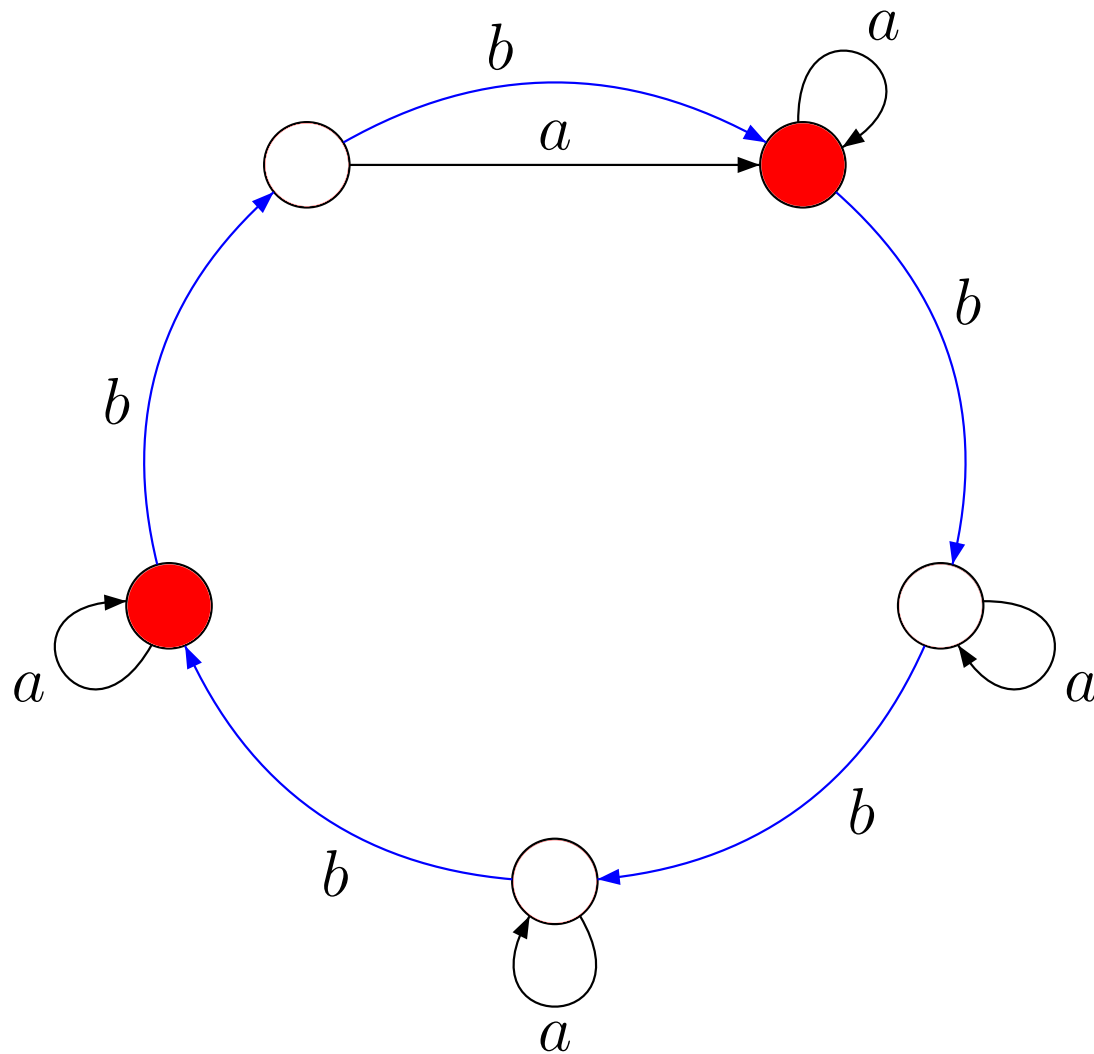
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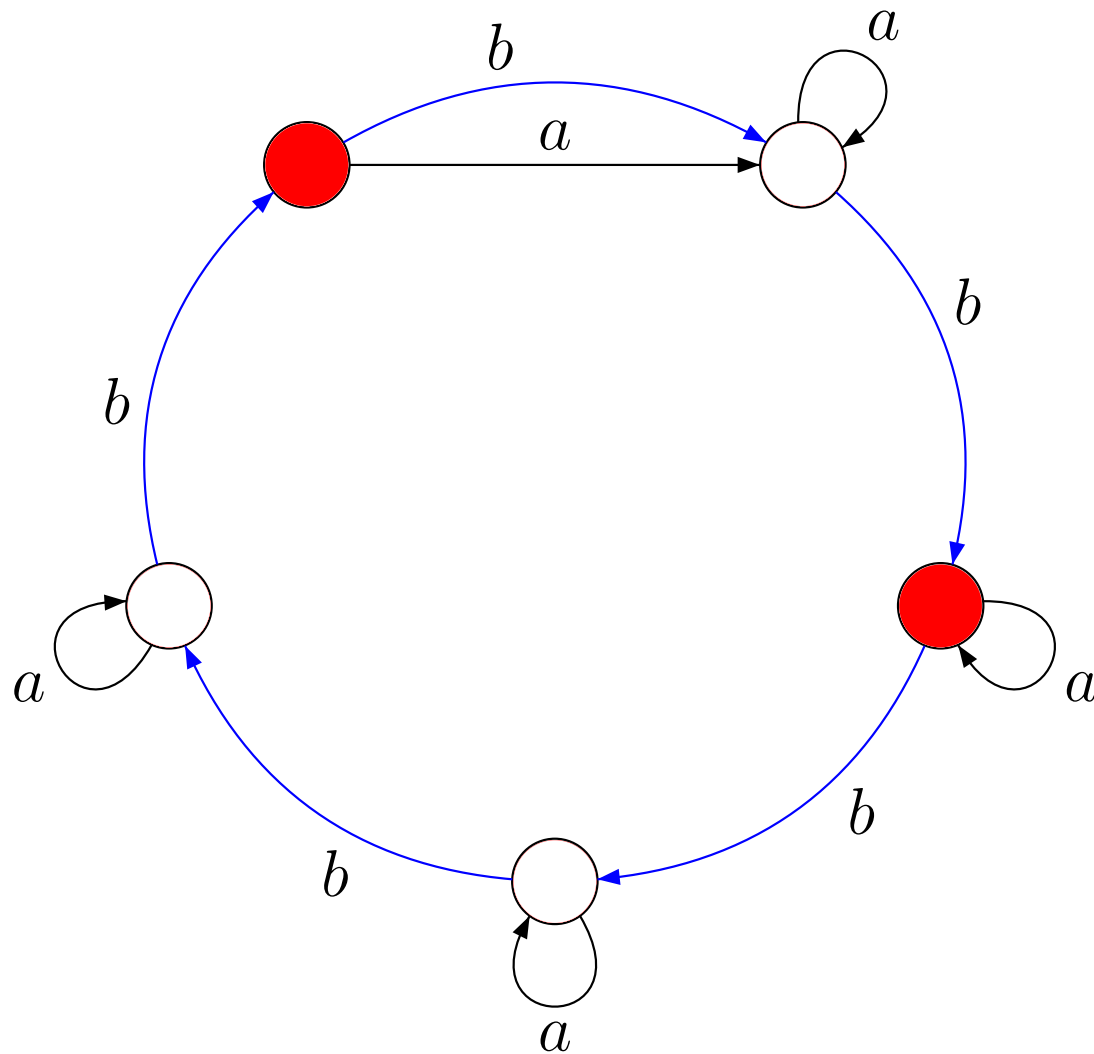
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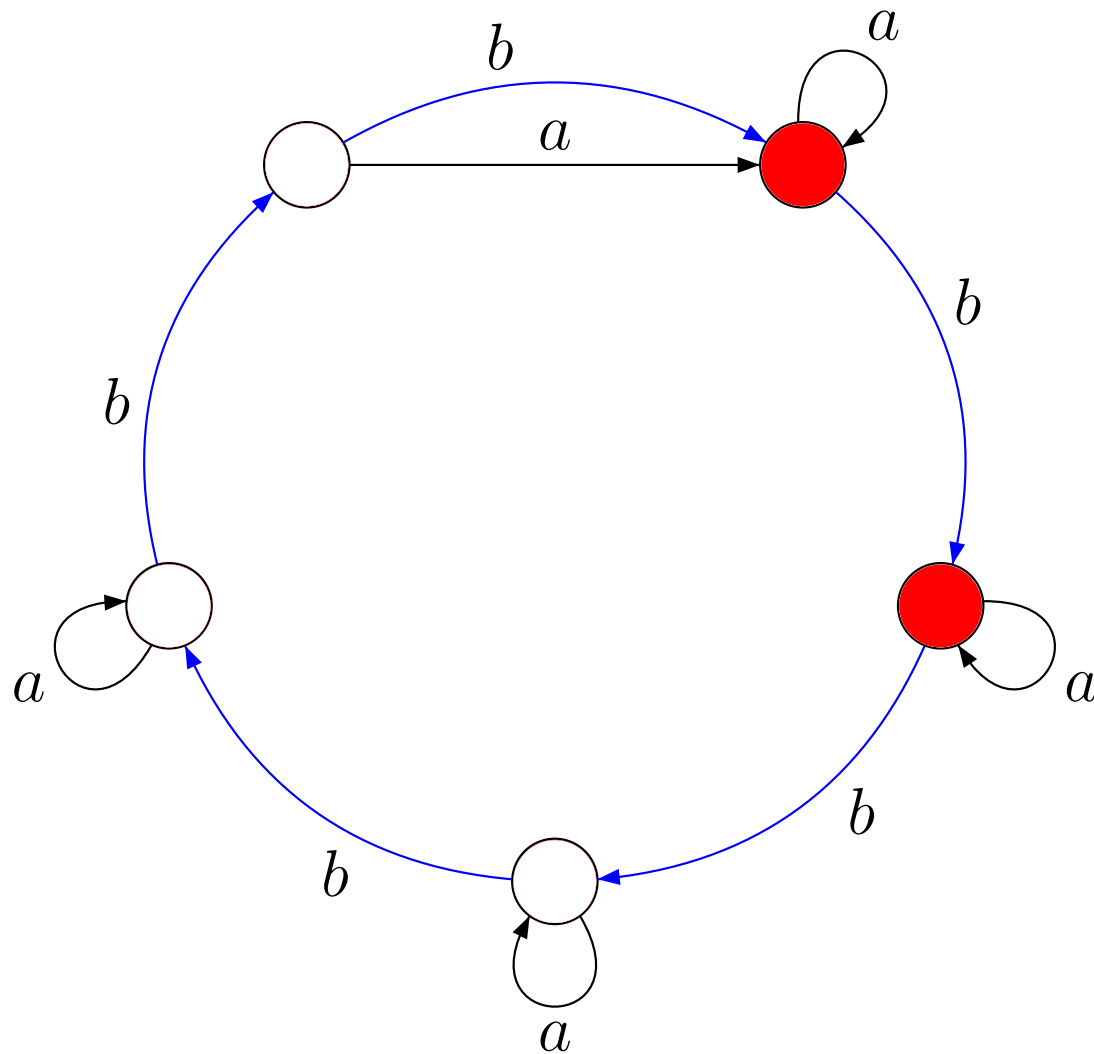
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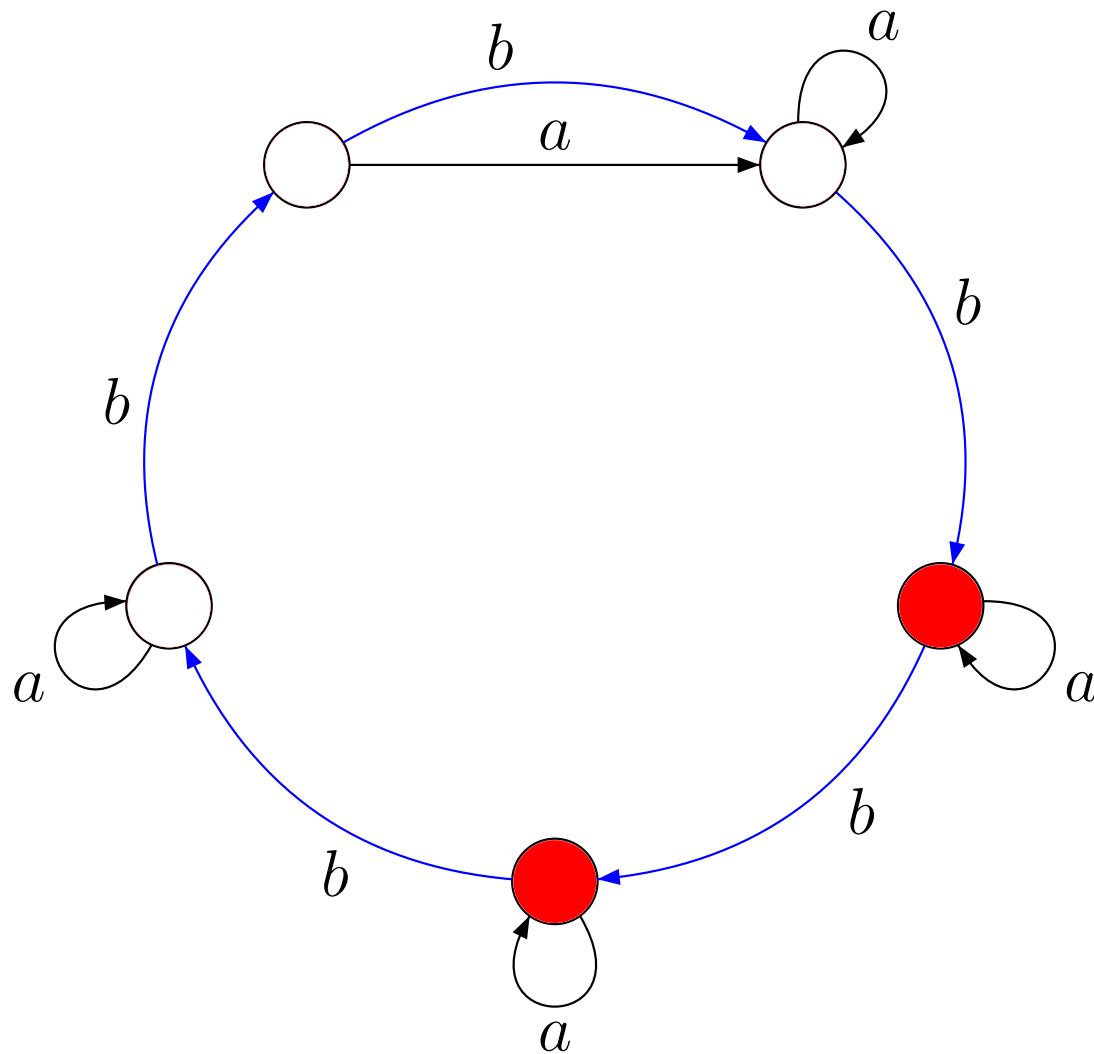
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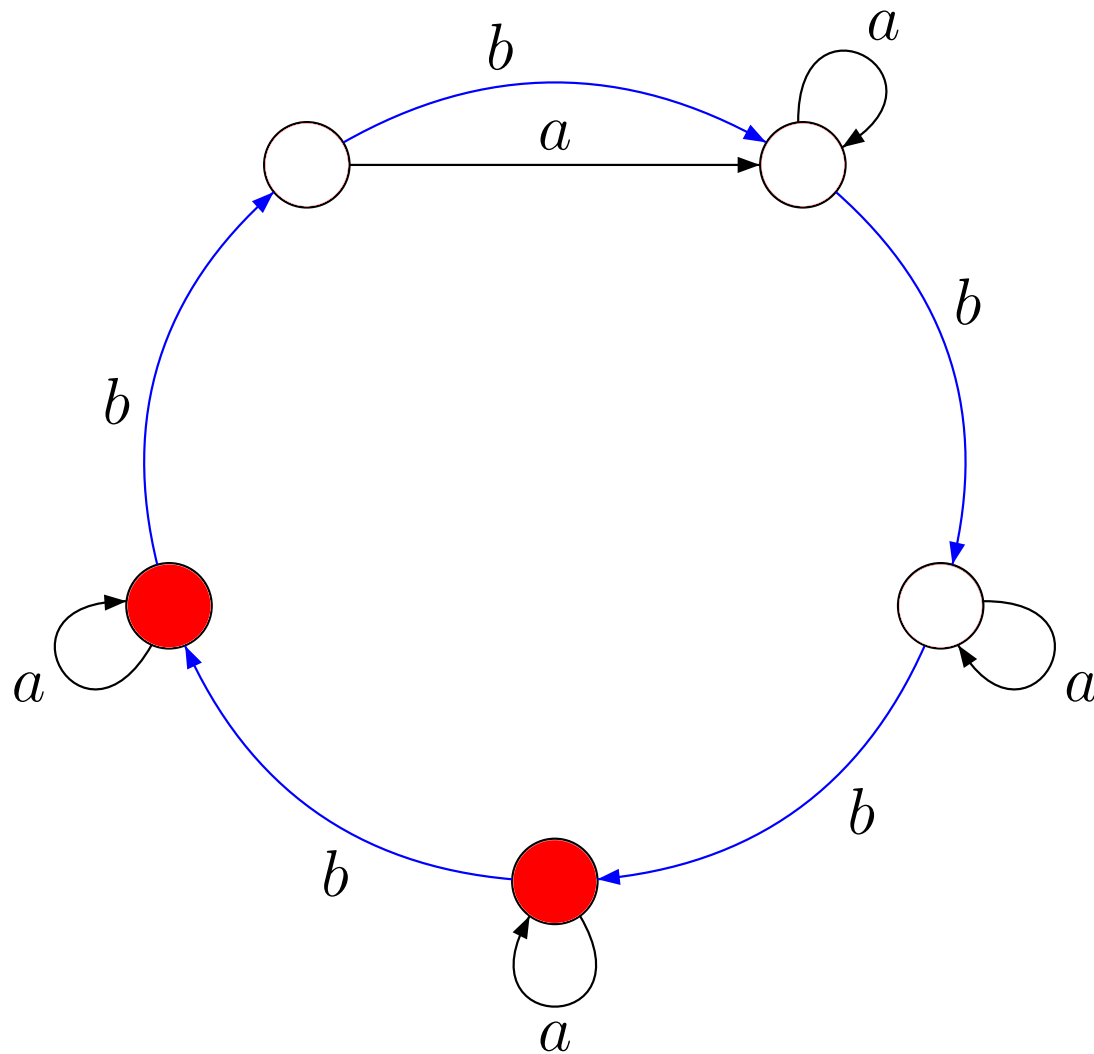
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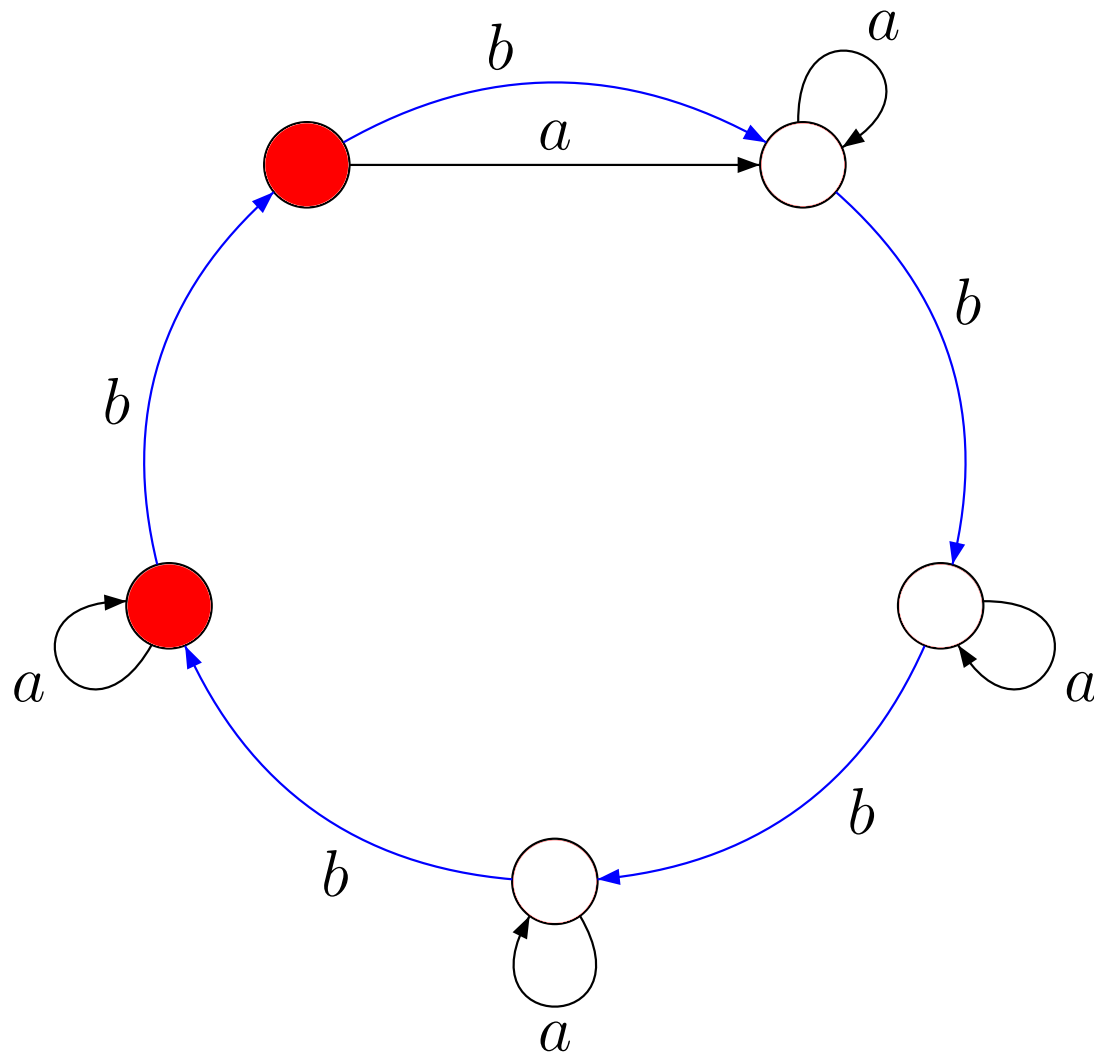
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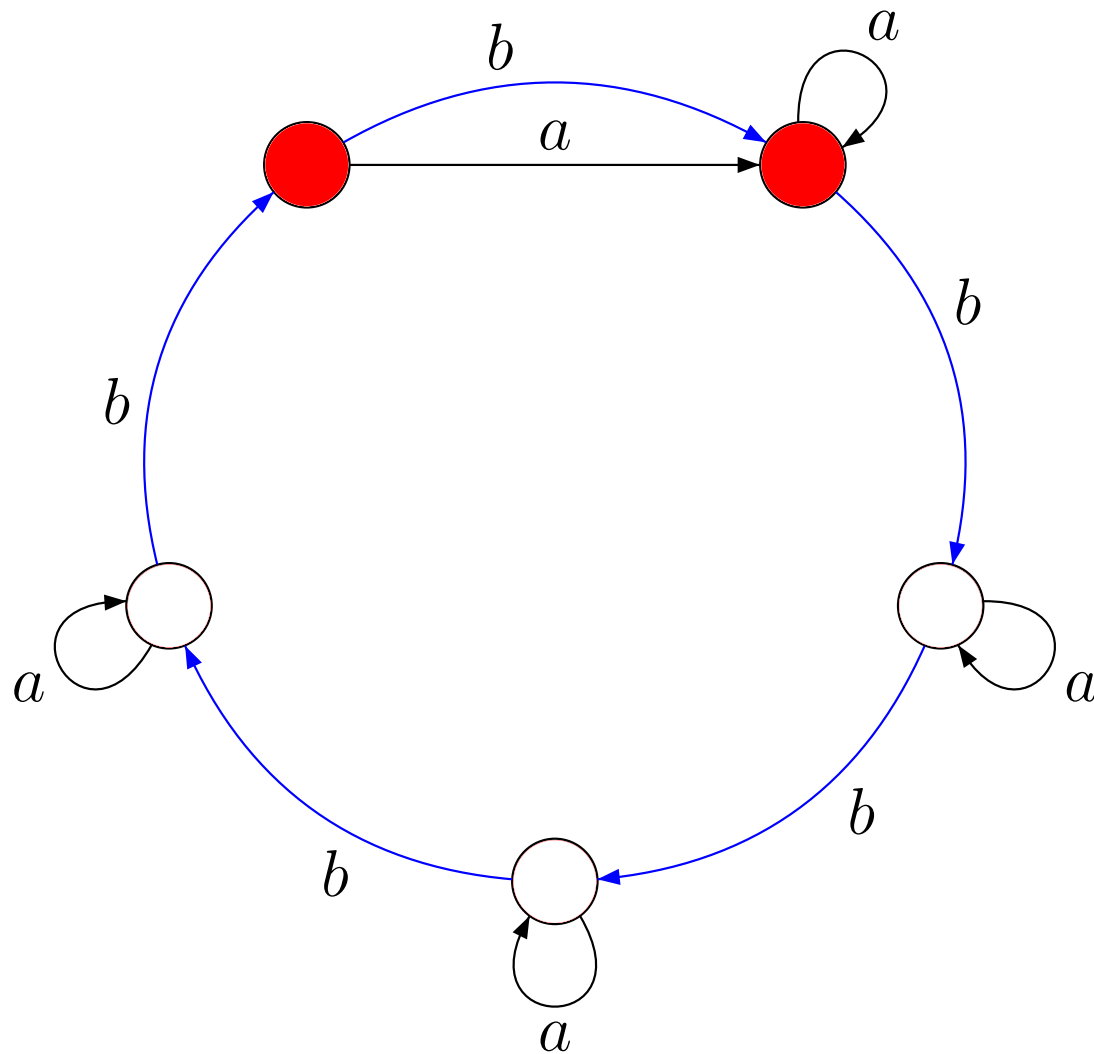
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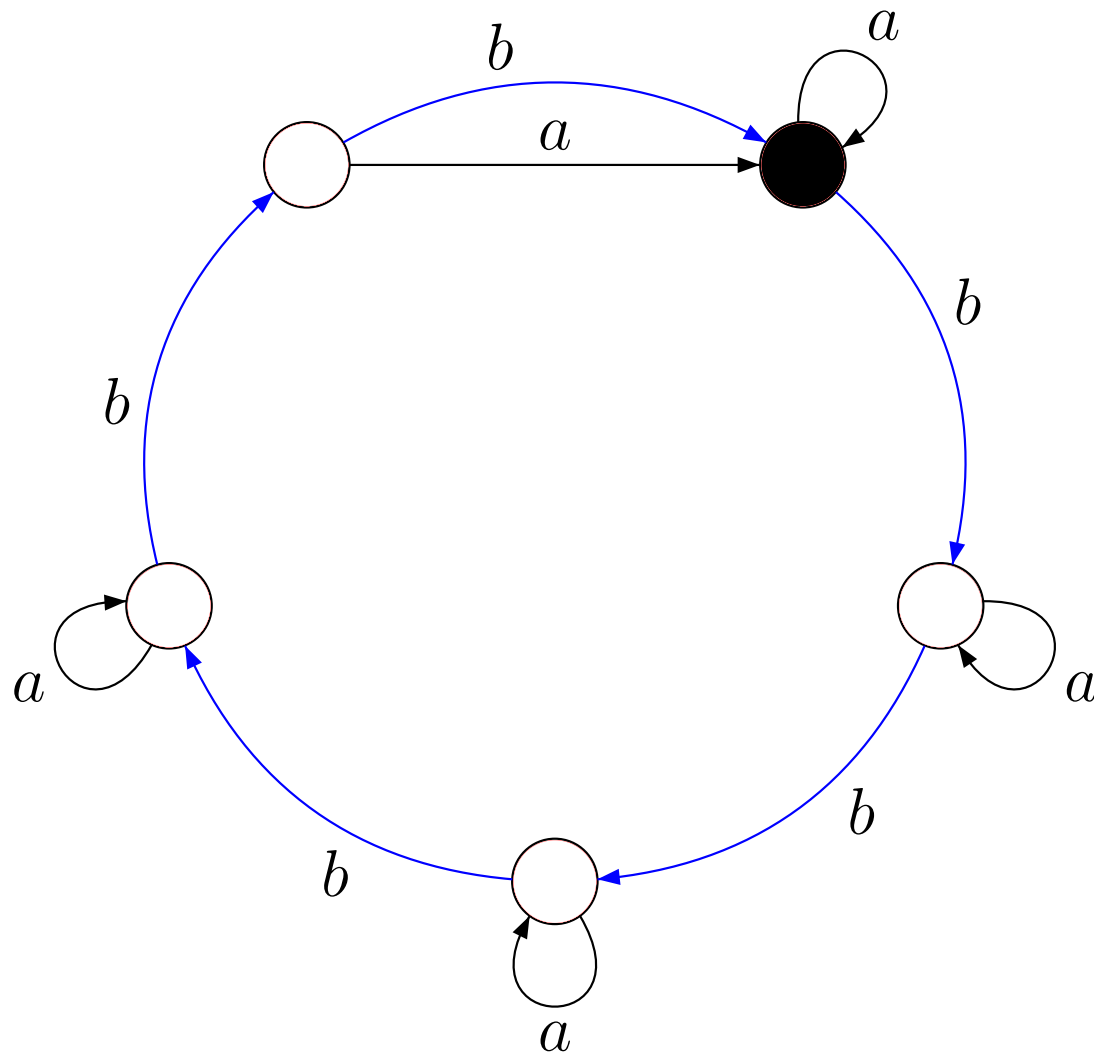
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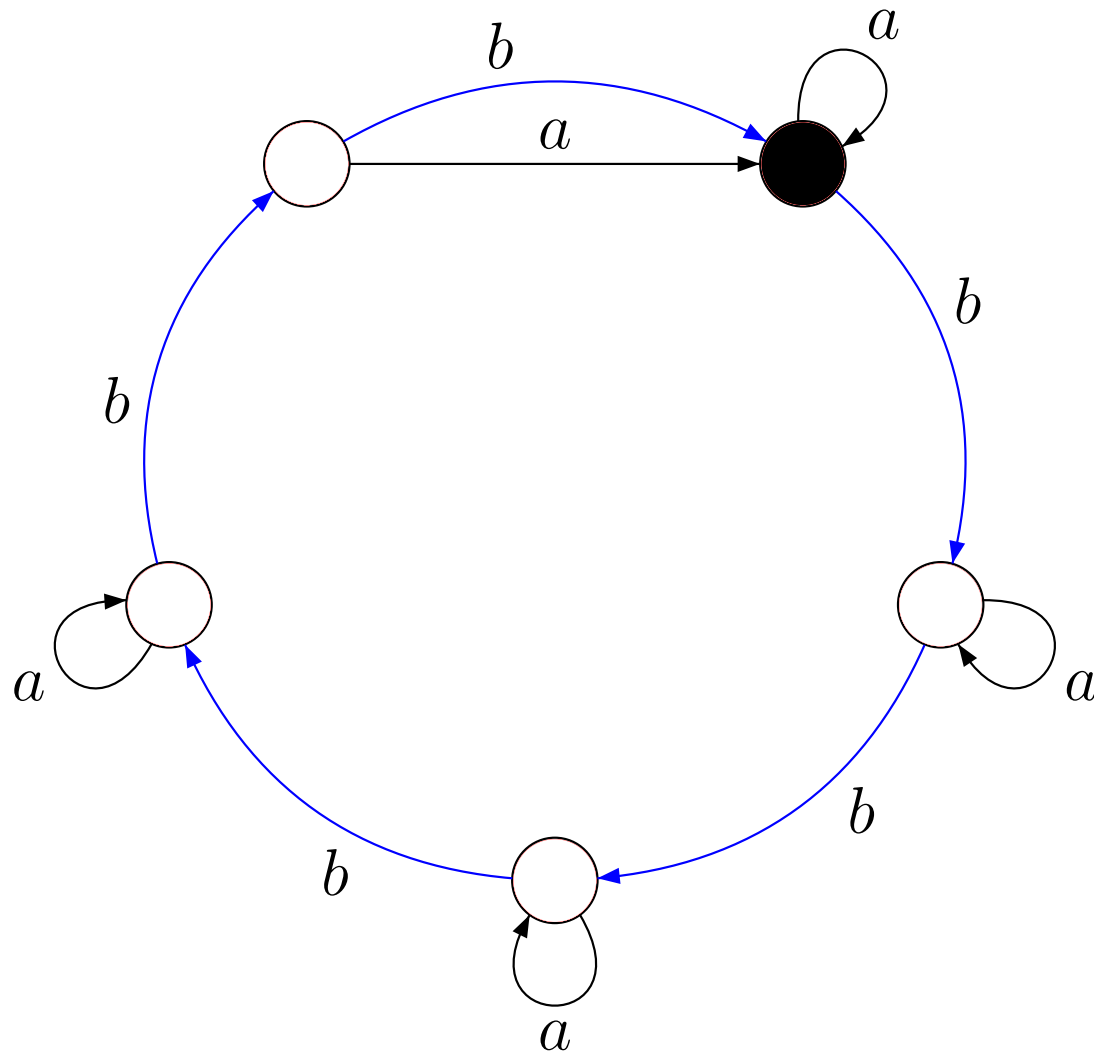
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*abbabbabbbbabbbb****a***

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approximation ratio $\frac{17}{16}$

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We apply it at most $\lceil \frac{n-1}{k-1} \rceil$ times. Therefore

$$|u| \leq |w| \cdot \lceil \frac{n-1}{k-1} \rceil.$$

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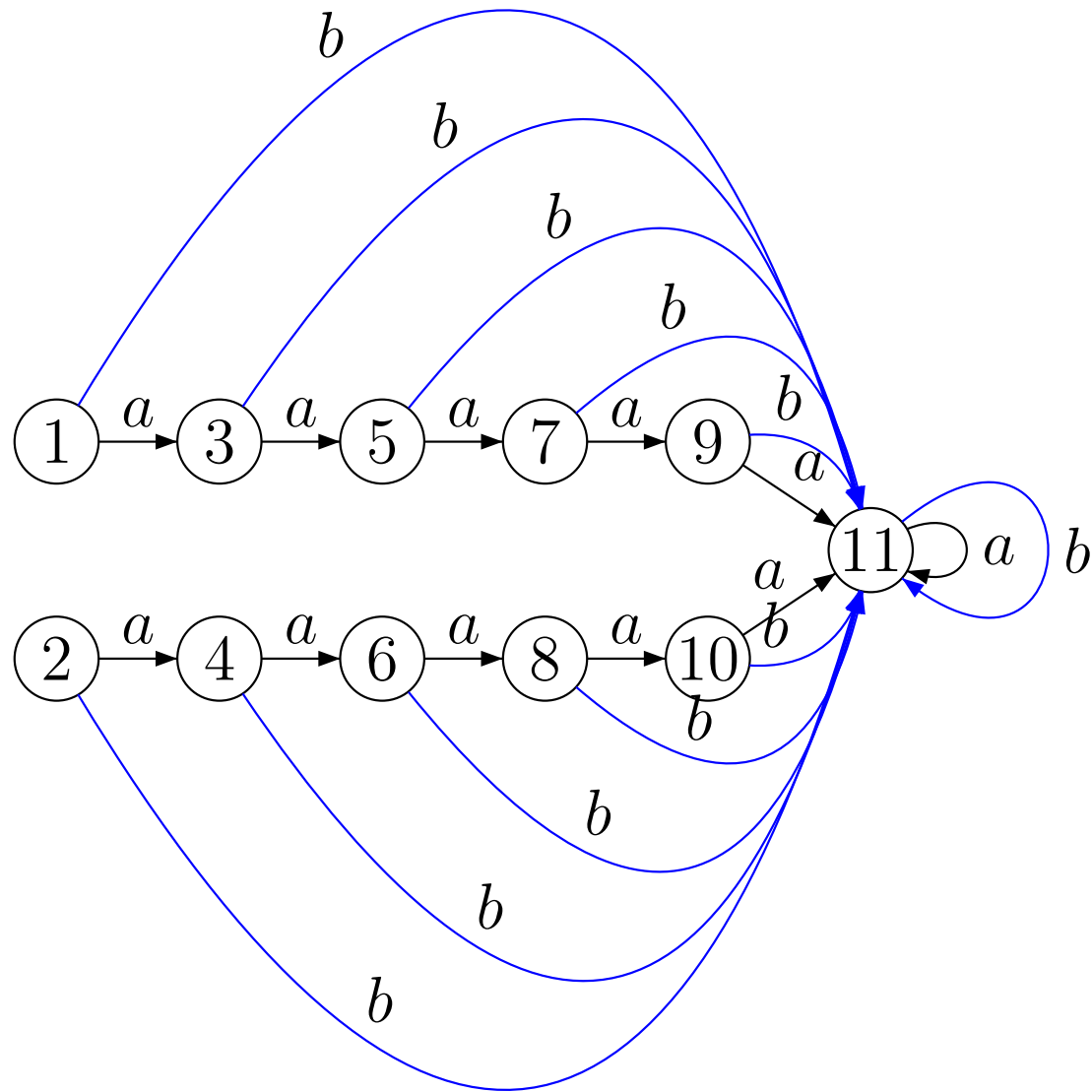
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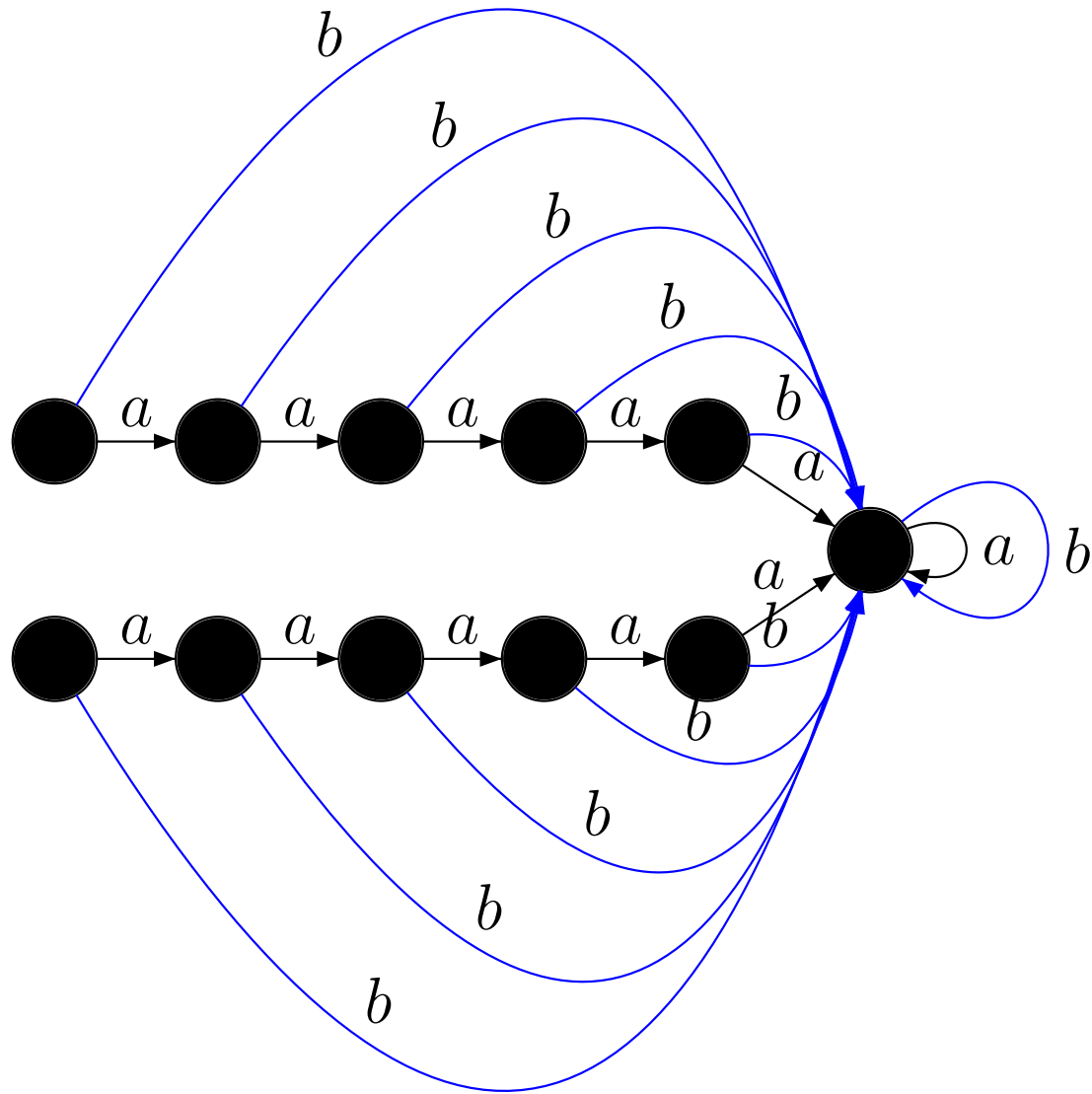
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If for each set P the algorithm chooses the word a_P instead of a_Q to merge the states, then only k states are merged at a time. In this case, the word u that the algorithm gives has length $\lceil \frac{n-1}{k-1} \rceil$.

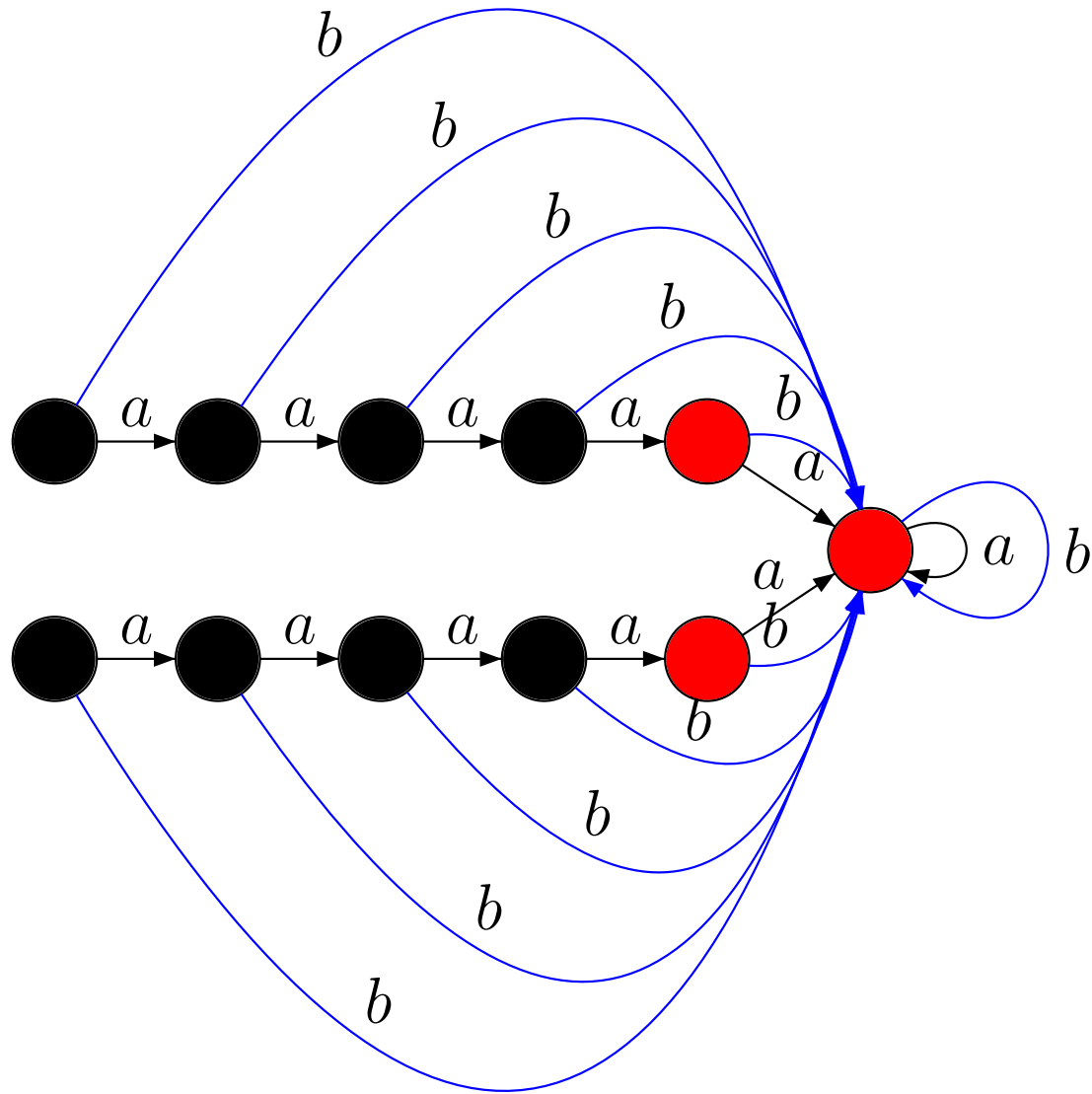
Example: 2 letters and greedy choices (k=3)



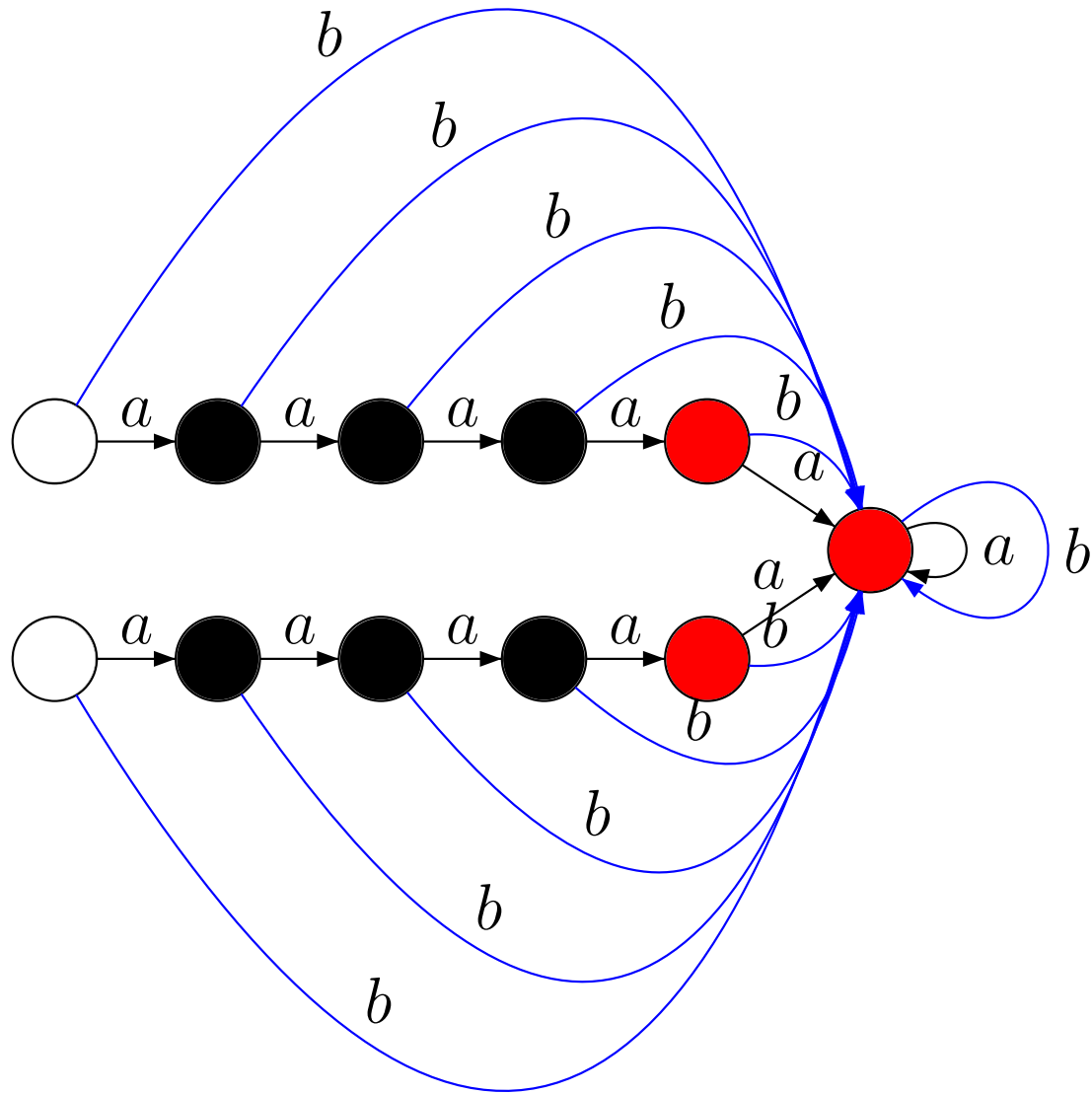
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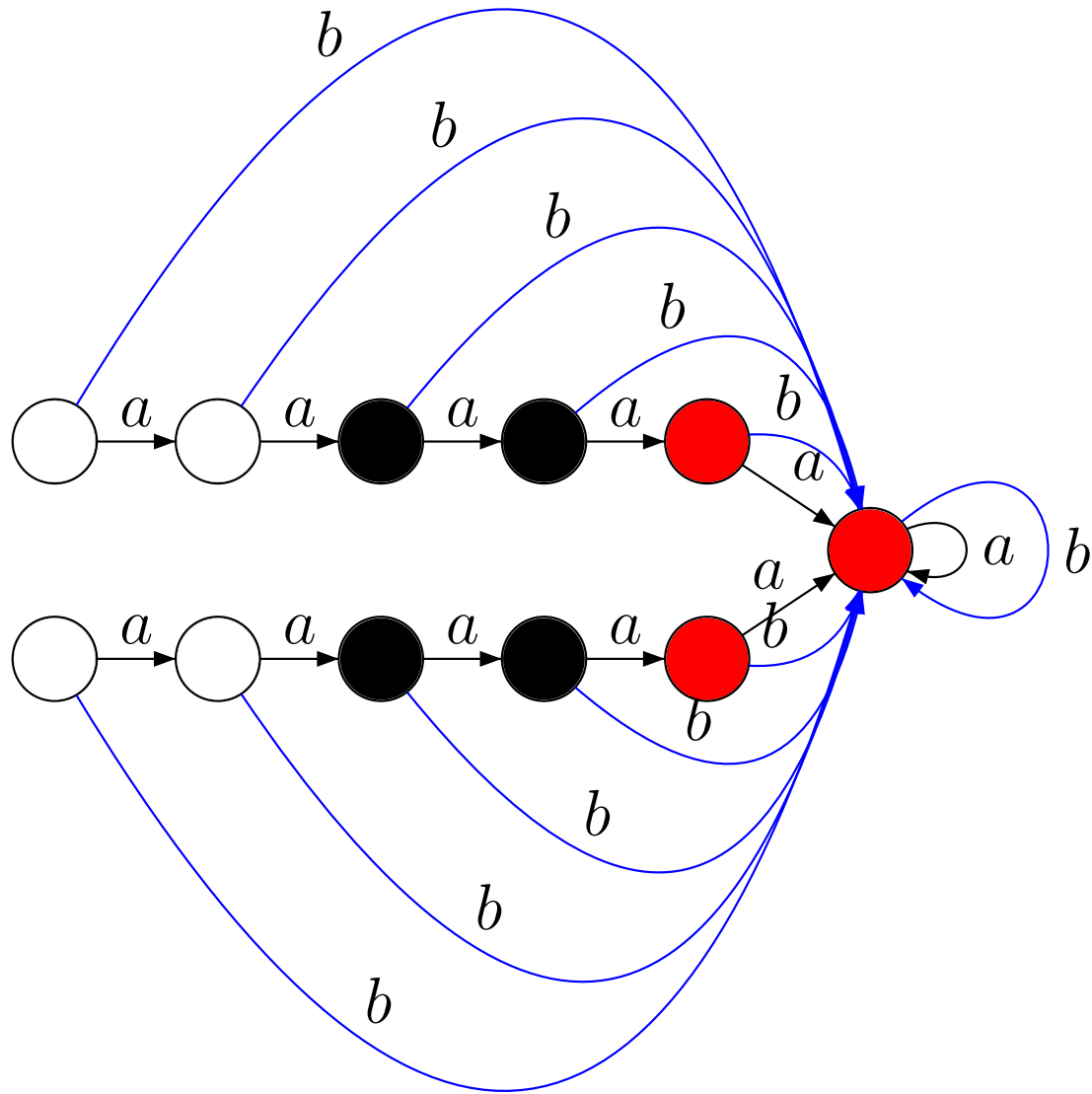
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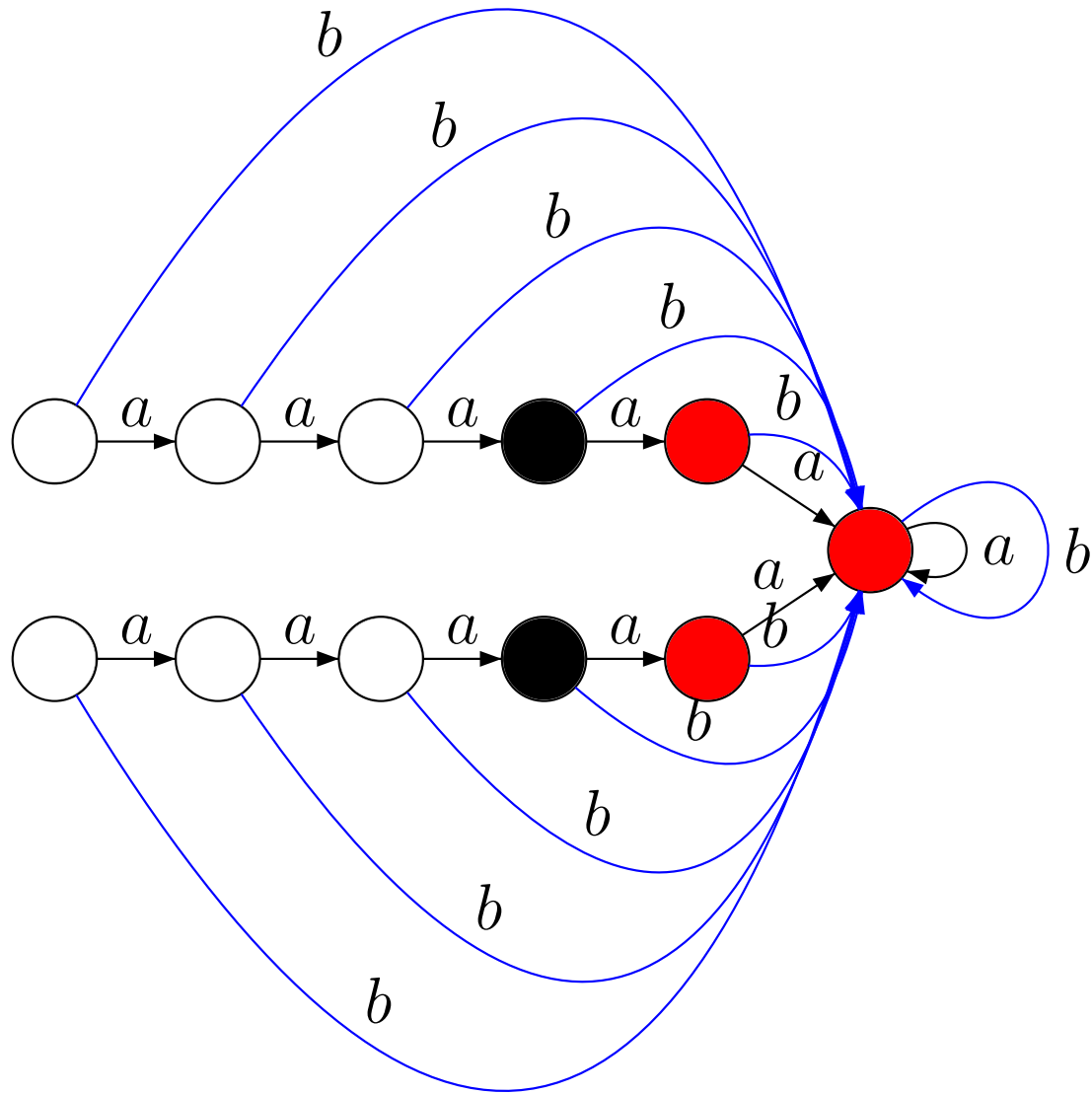
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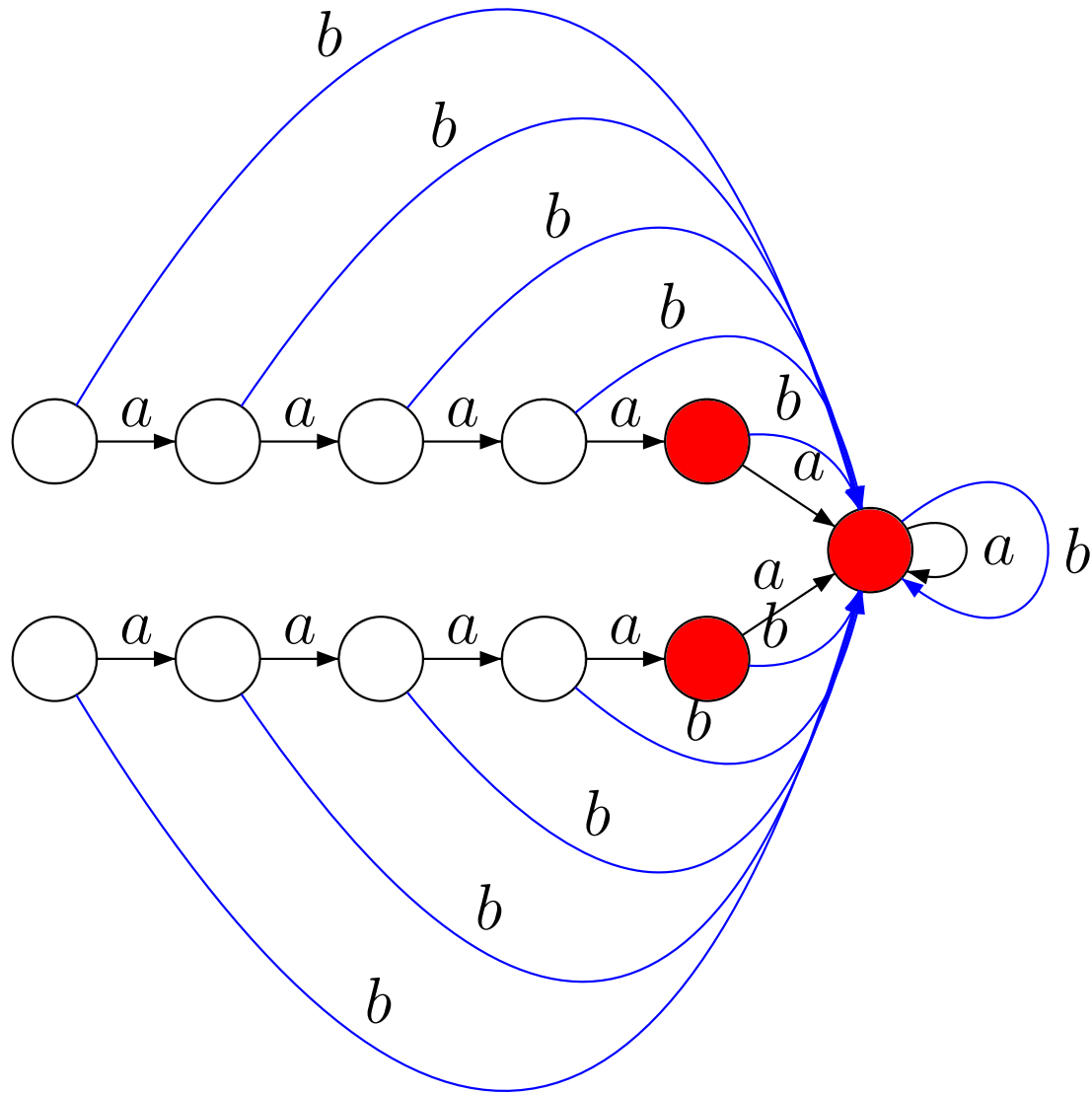
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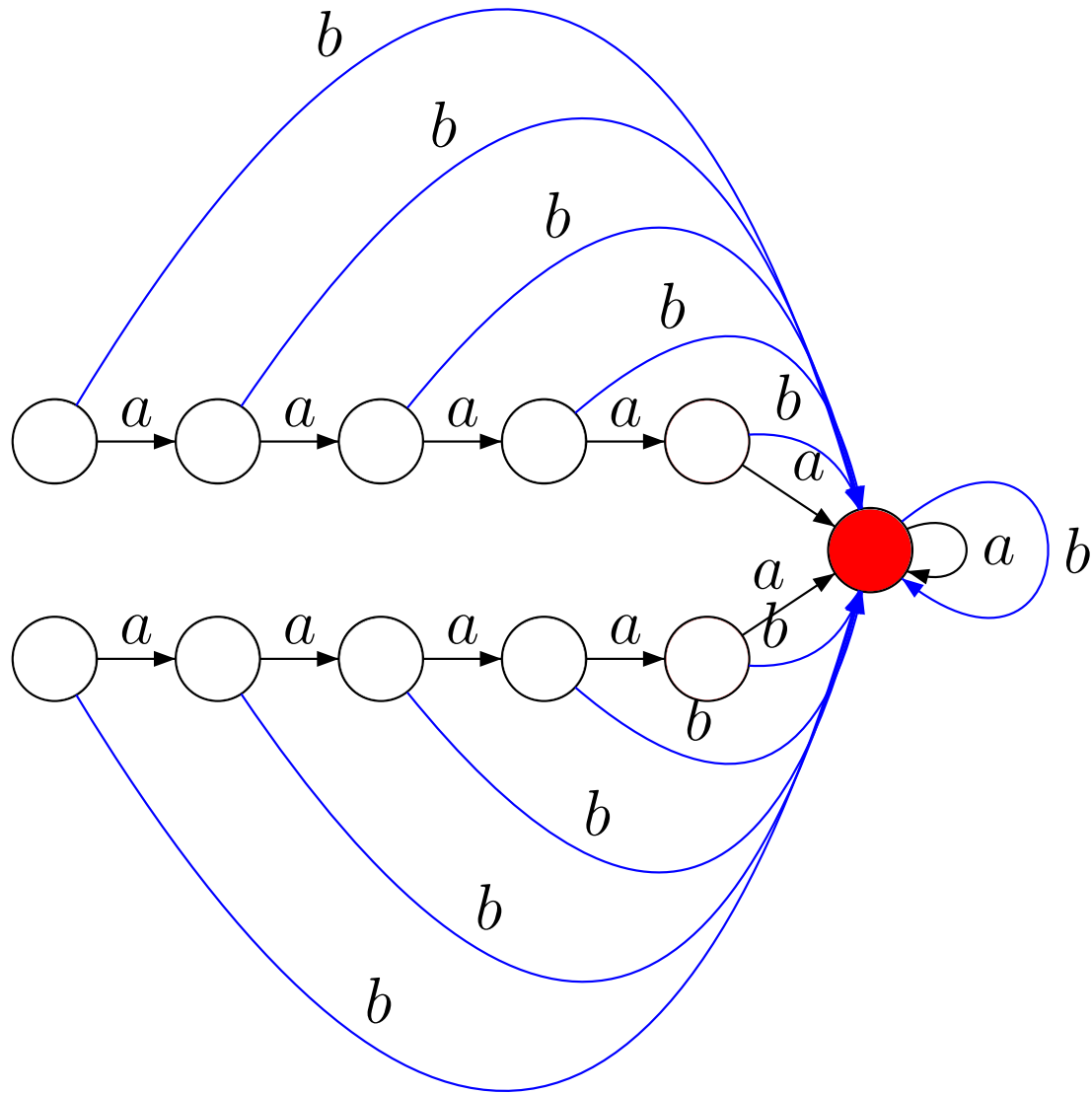
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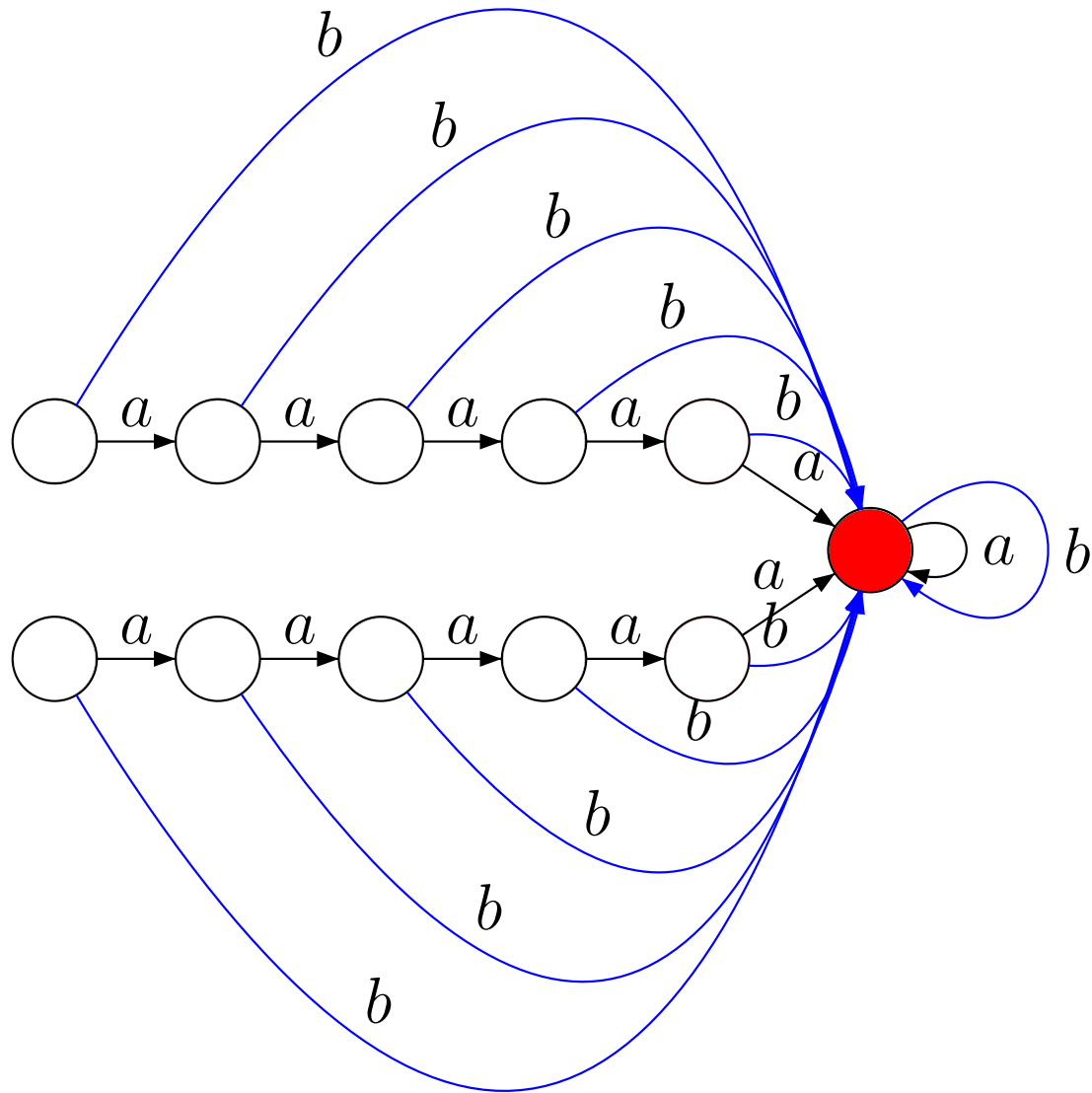
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approximation ratio 5 or $\lceil \frac{n-1}{k-1} \rceil$

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We call such an algorithm a *perfect greedy*.

Perfect greedy algorithm

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Perfect greedy choices may require over polynomial-time computation.

Perfect greedy algorithm

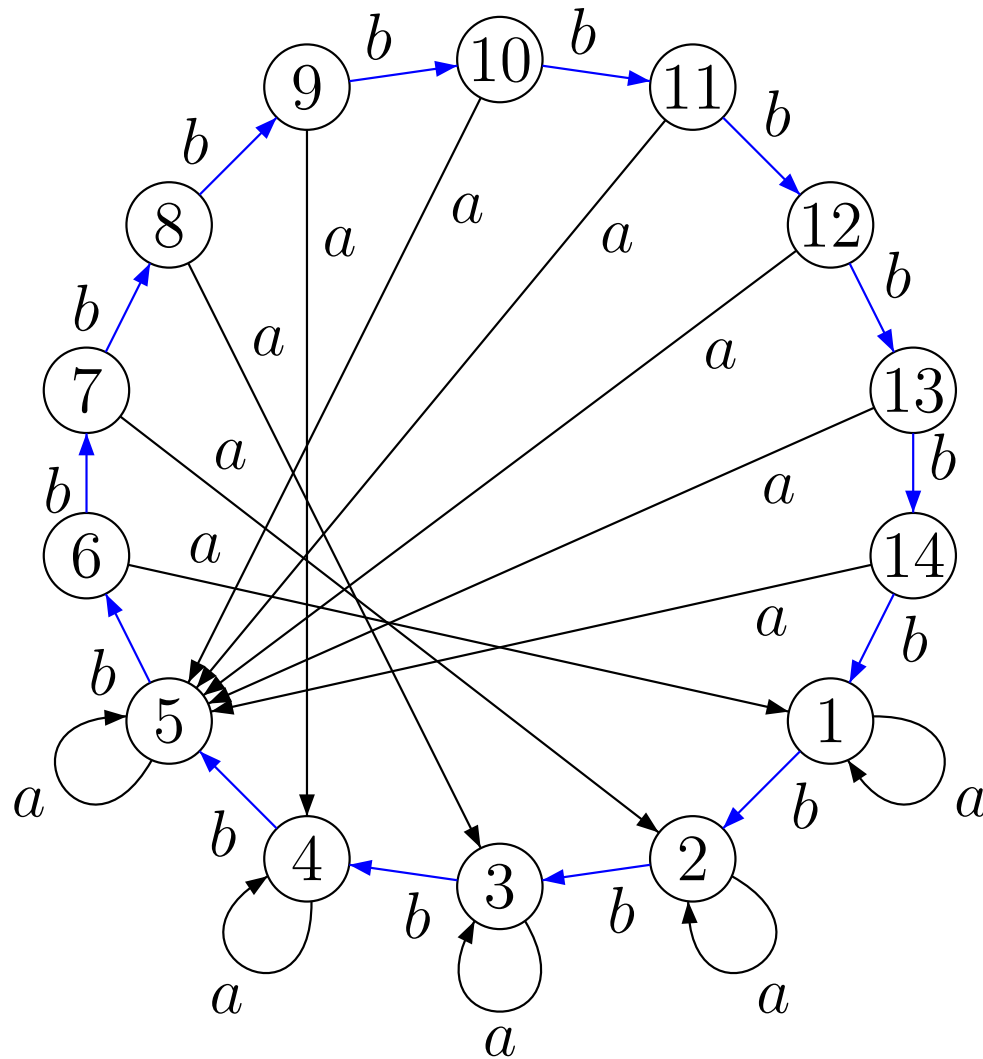
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We call such an algorithm a *perfect greedy*.

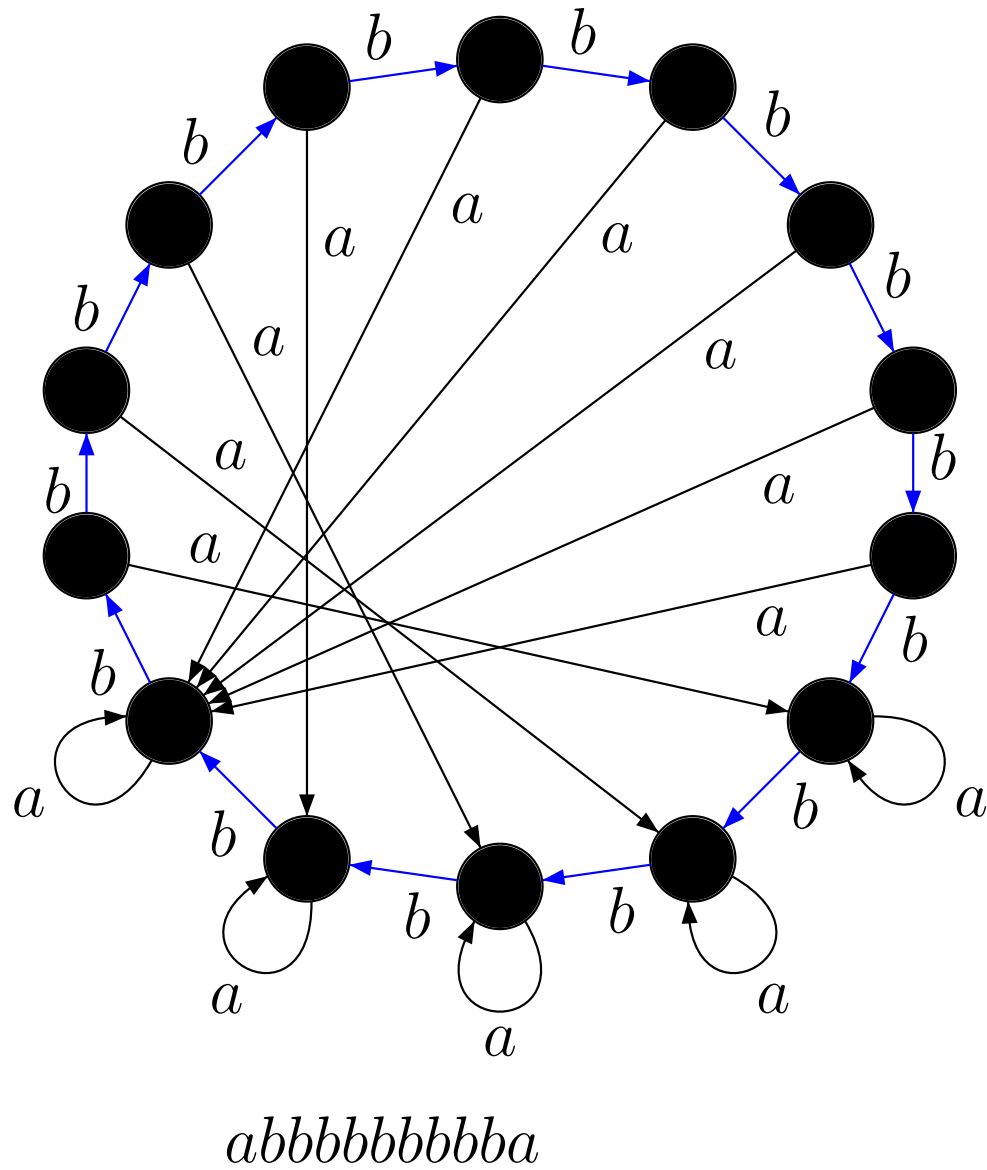
Perfect greedy choices may require over polynomial-time computation.

The example for perfect greedy algorithm gives the lower bound of approximation ratio for arbitrary greedy algorithm

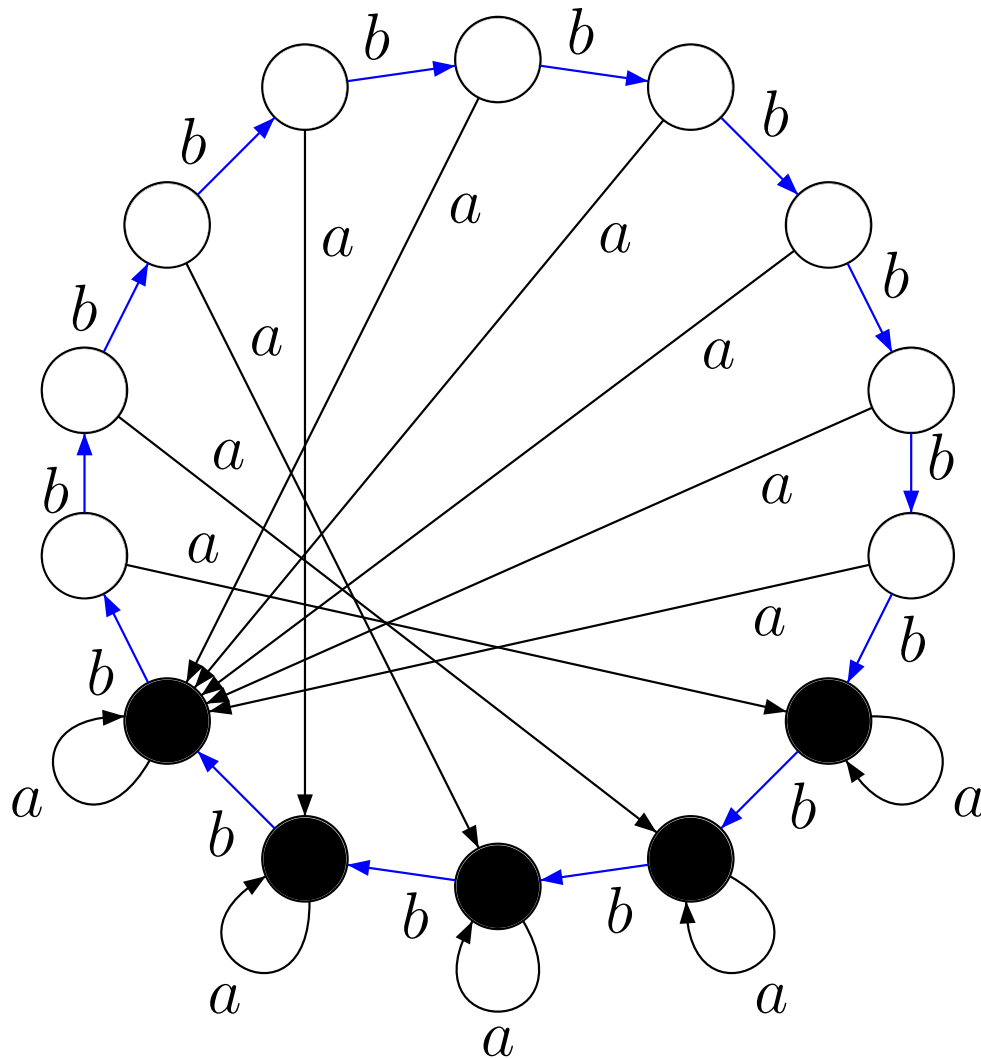
“Honest” example: shortest reset word



abbbbbbbba

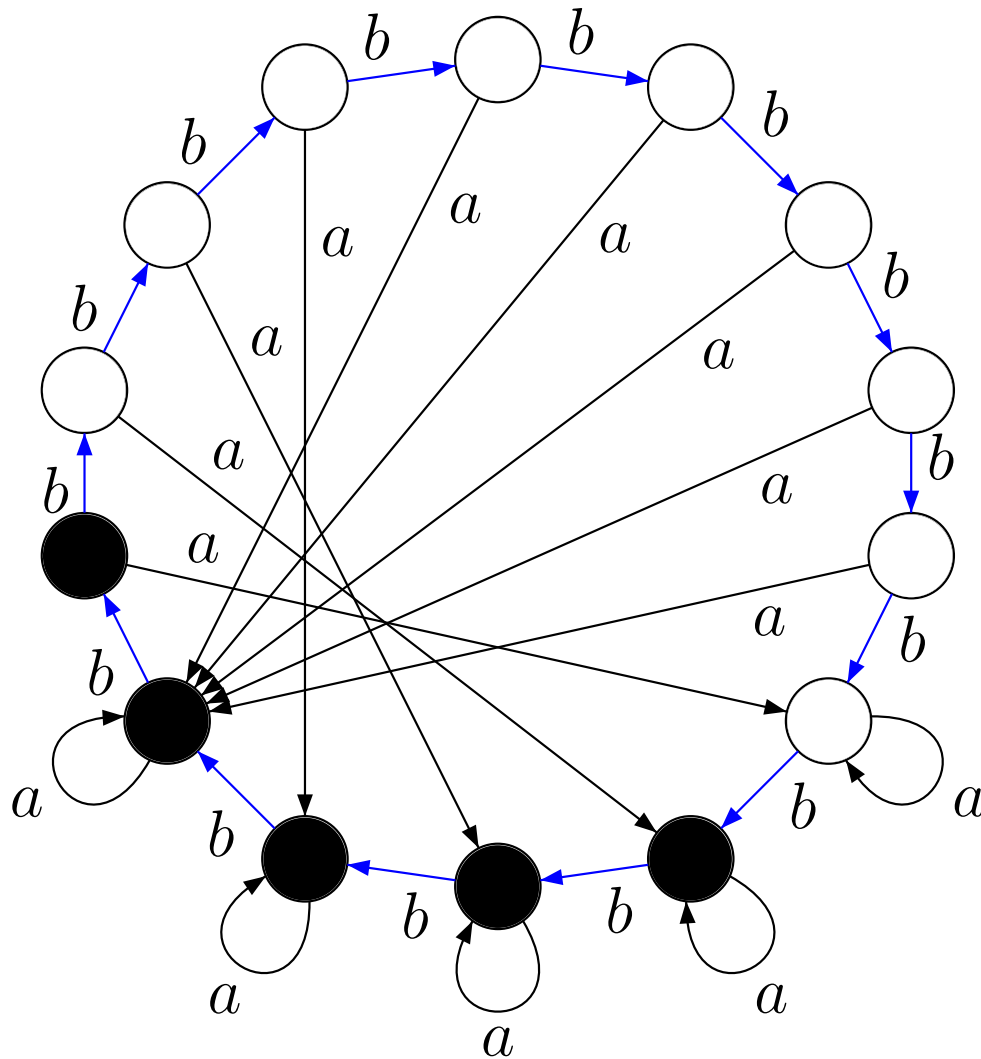


“Honest” example: shortest reset word



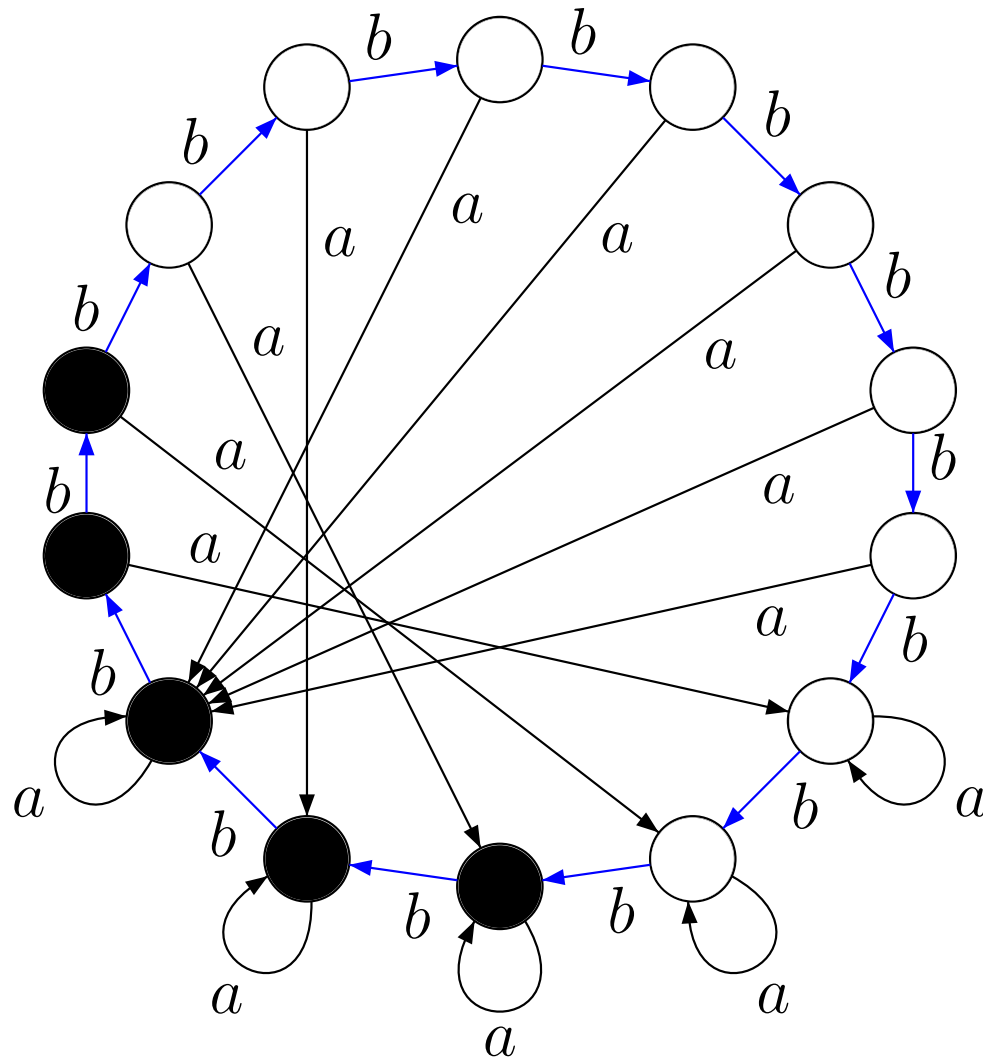
*a*bbbbbbba

“Honest” example: shortest reset word



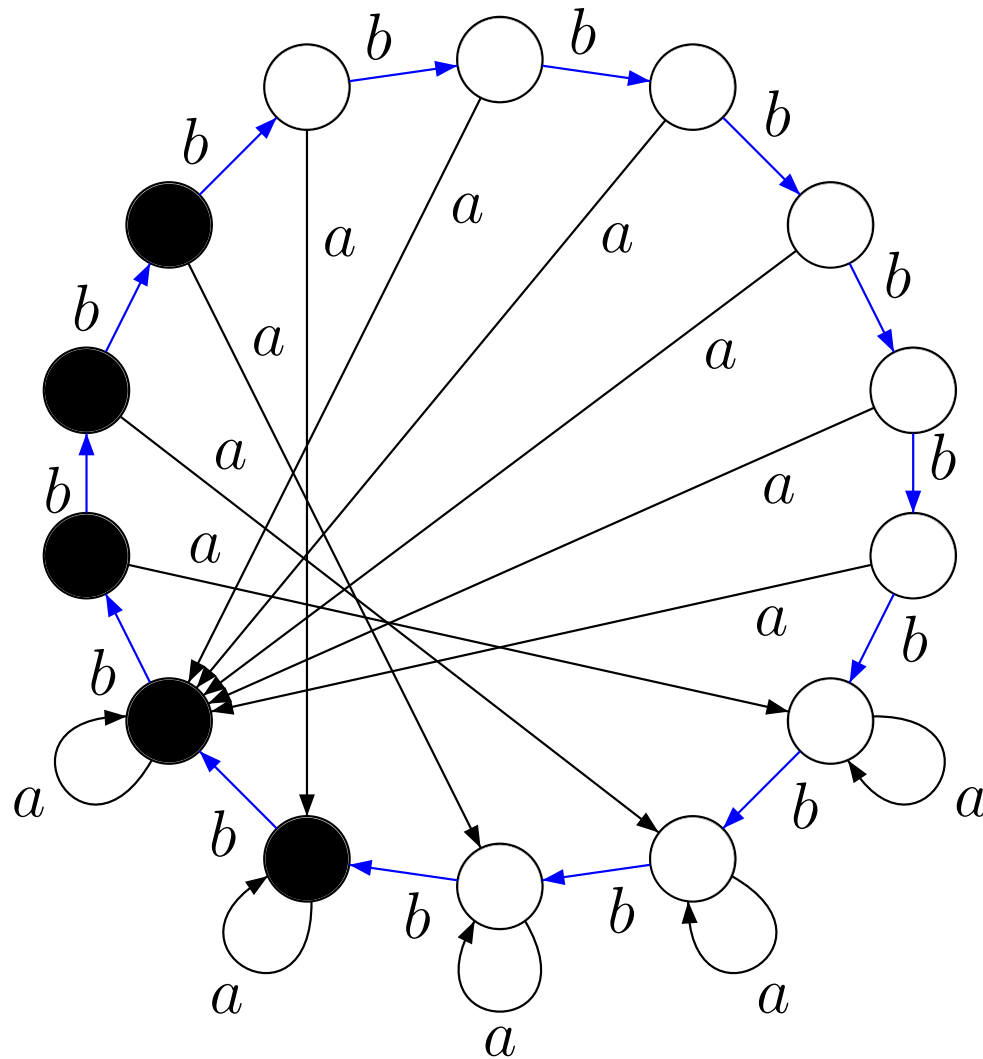
a **b** $bbbbbbba$

“Honest” example: shortest reset word



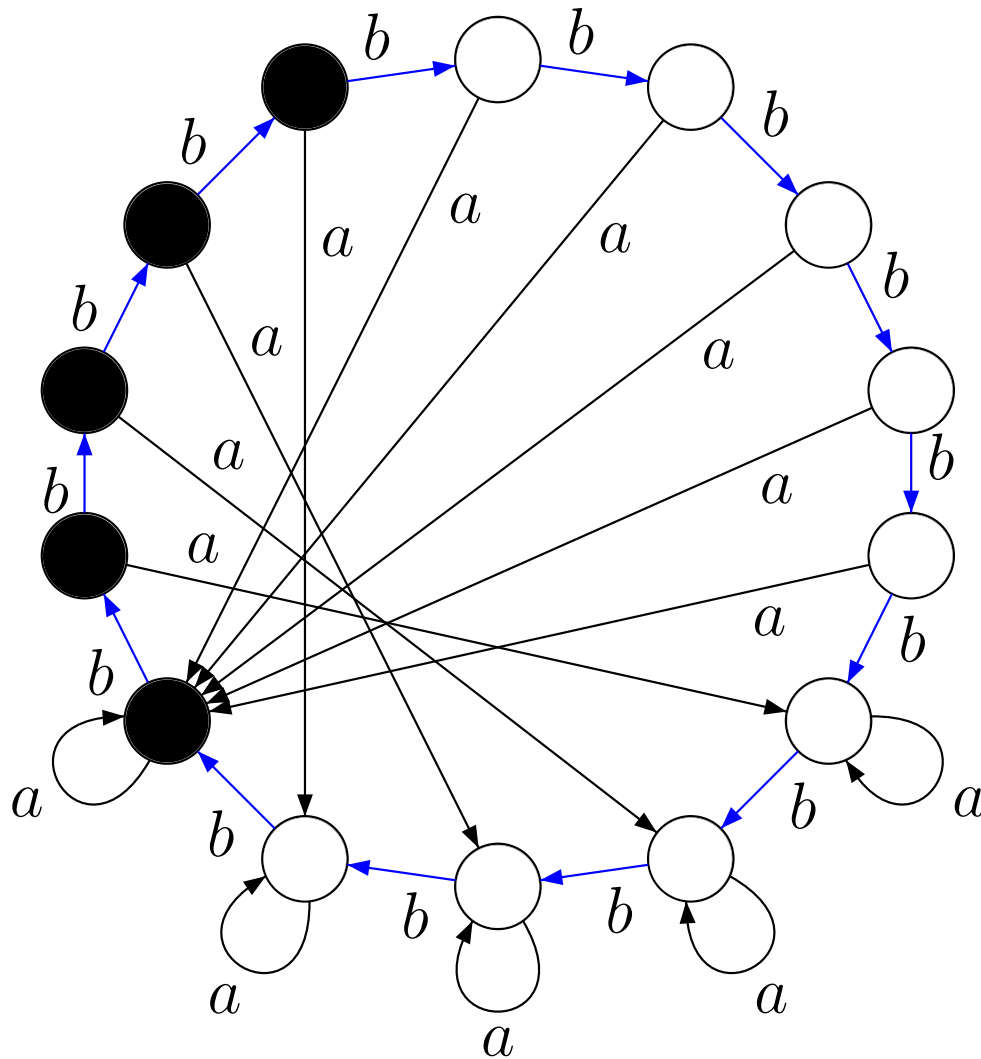
$ab\textcolor{red}{b}bbbbbbba$

“Honest” example: shortest reset word



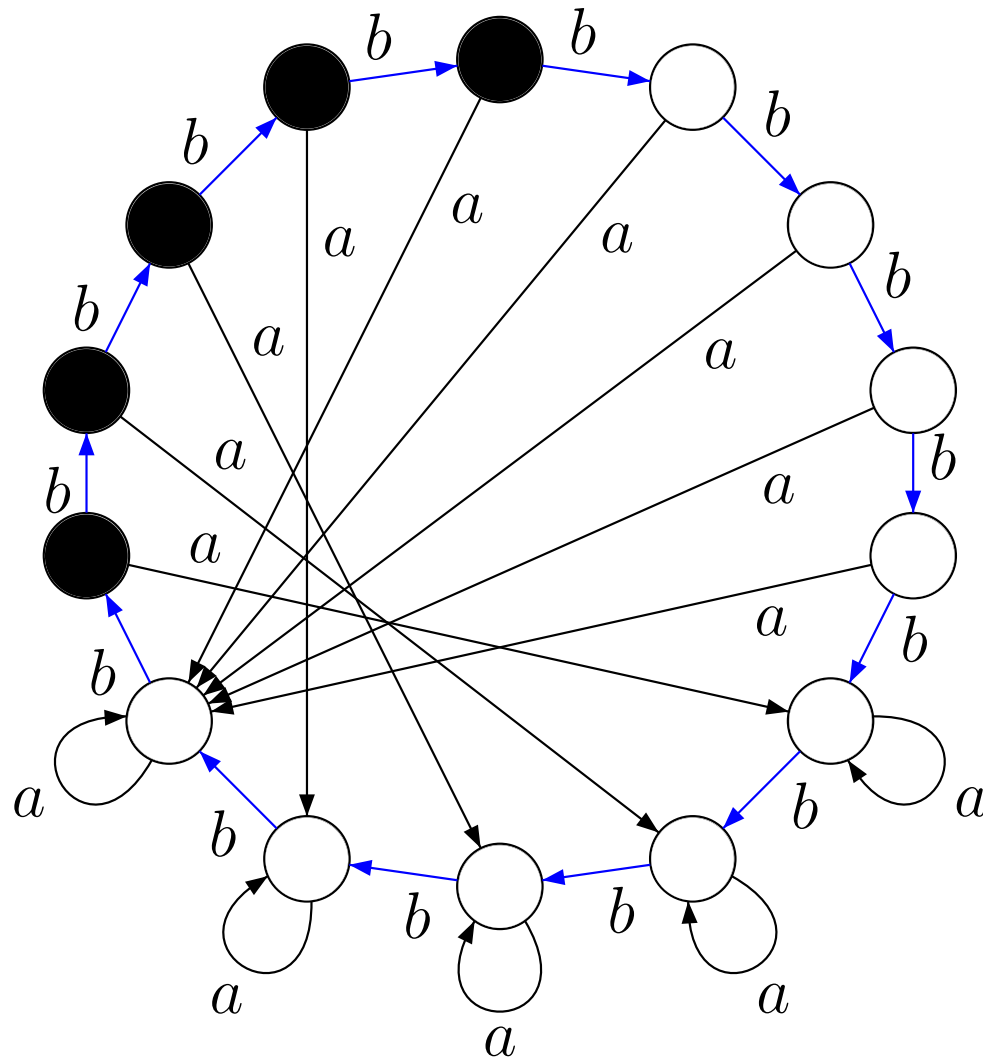
$abb\textcolor{red}{b}bbbbba$

“Honest” example: shortest reset word



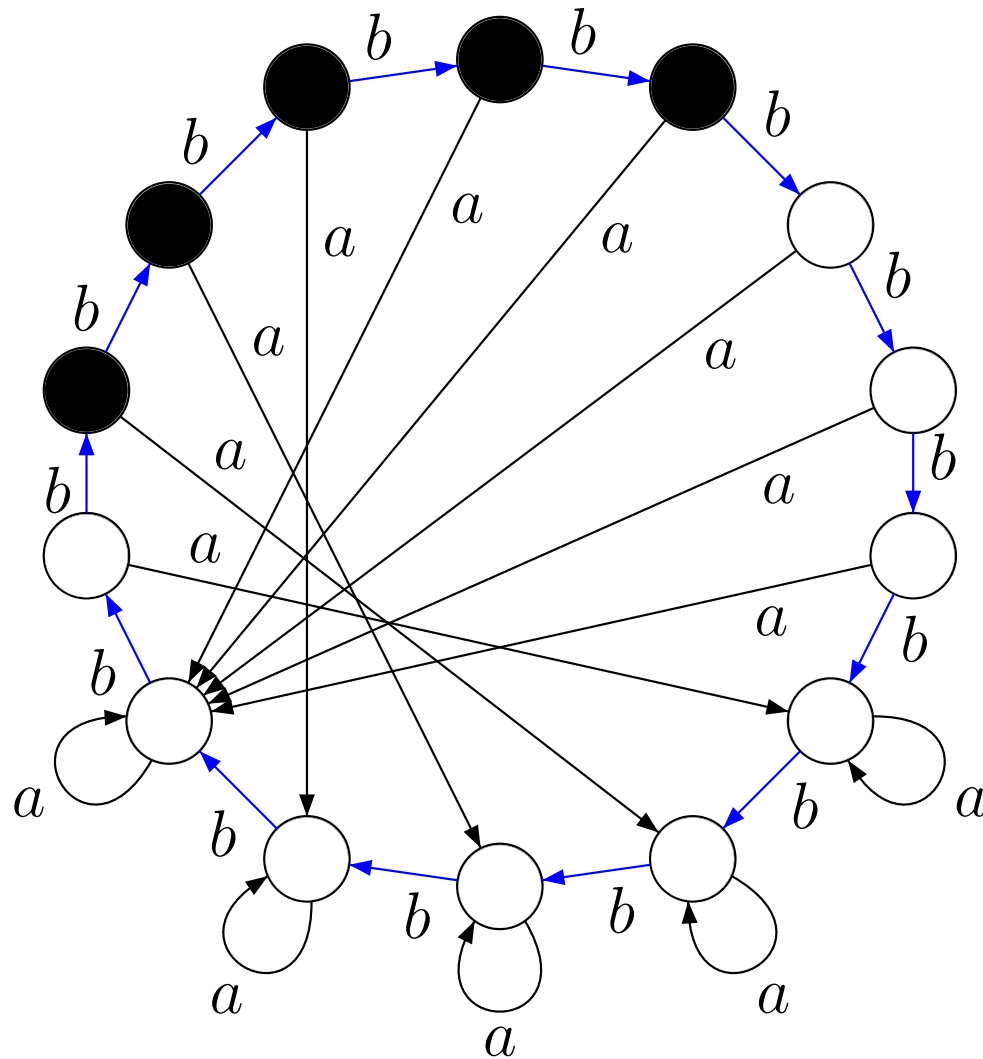
*abbb**b**bbbbba*

“Honest” example: shortest reset word



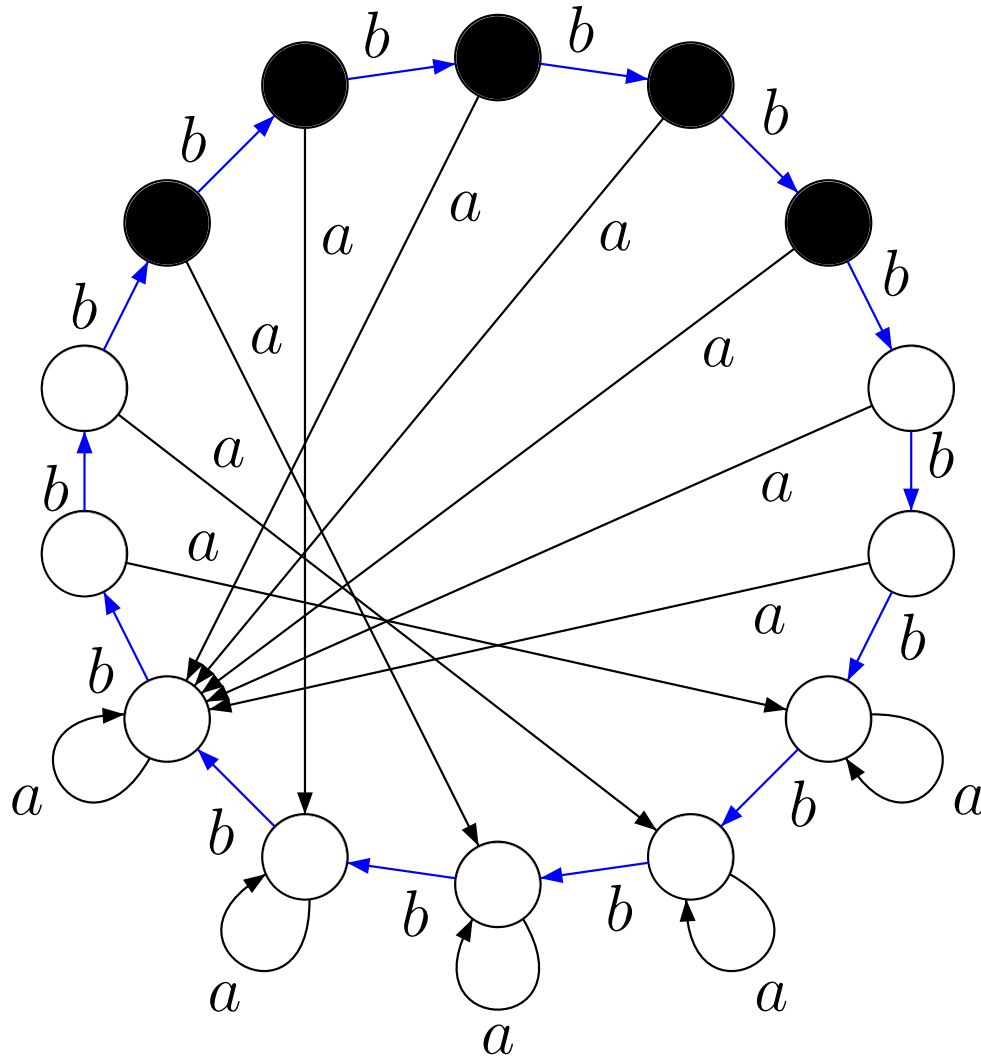
*abbbb**b**bbbba*

“Honest” example: shortest reset word



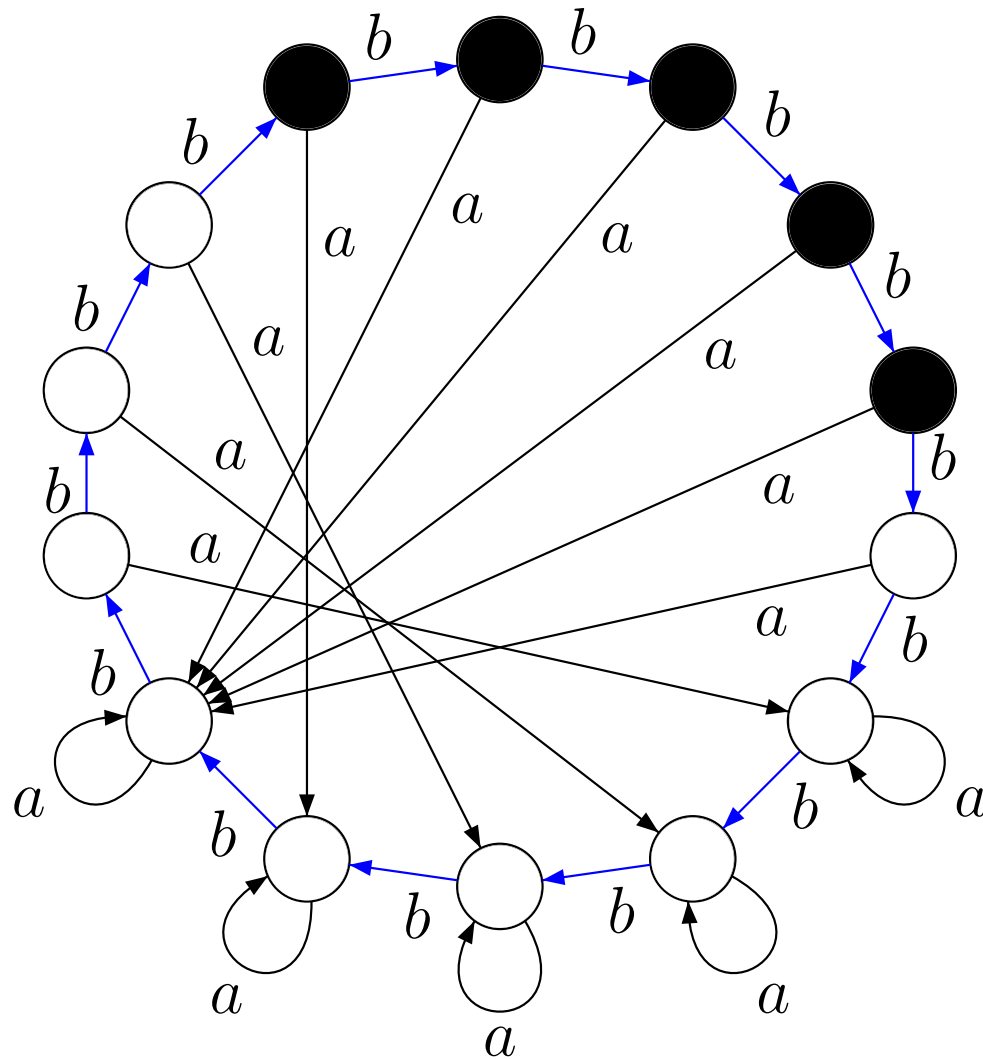
*abbbbb**b**bbba*

“Honest” example: shortest reset word



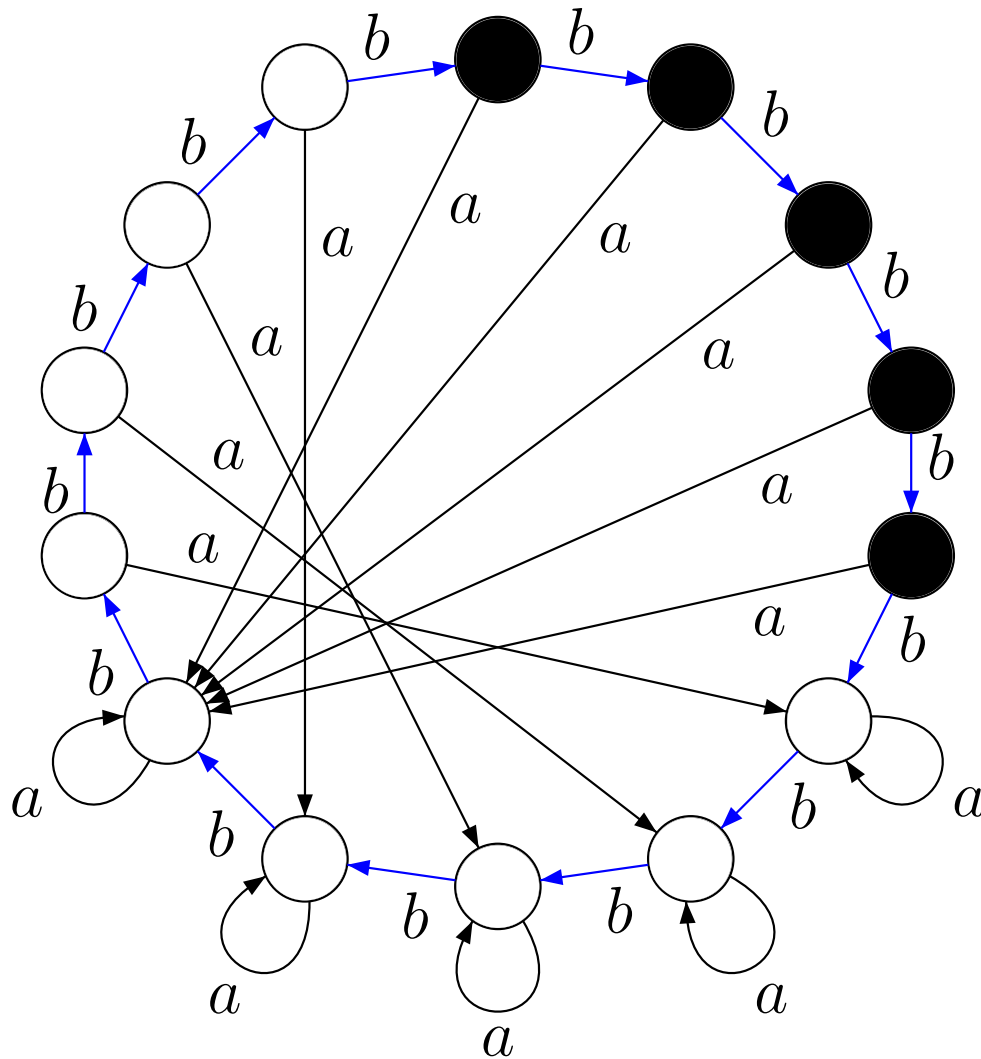
*abbbbbbb**b**ba*

“Honest” example: shortest reset word



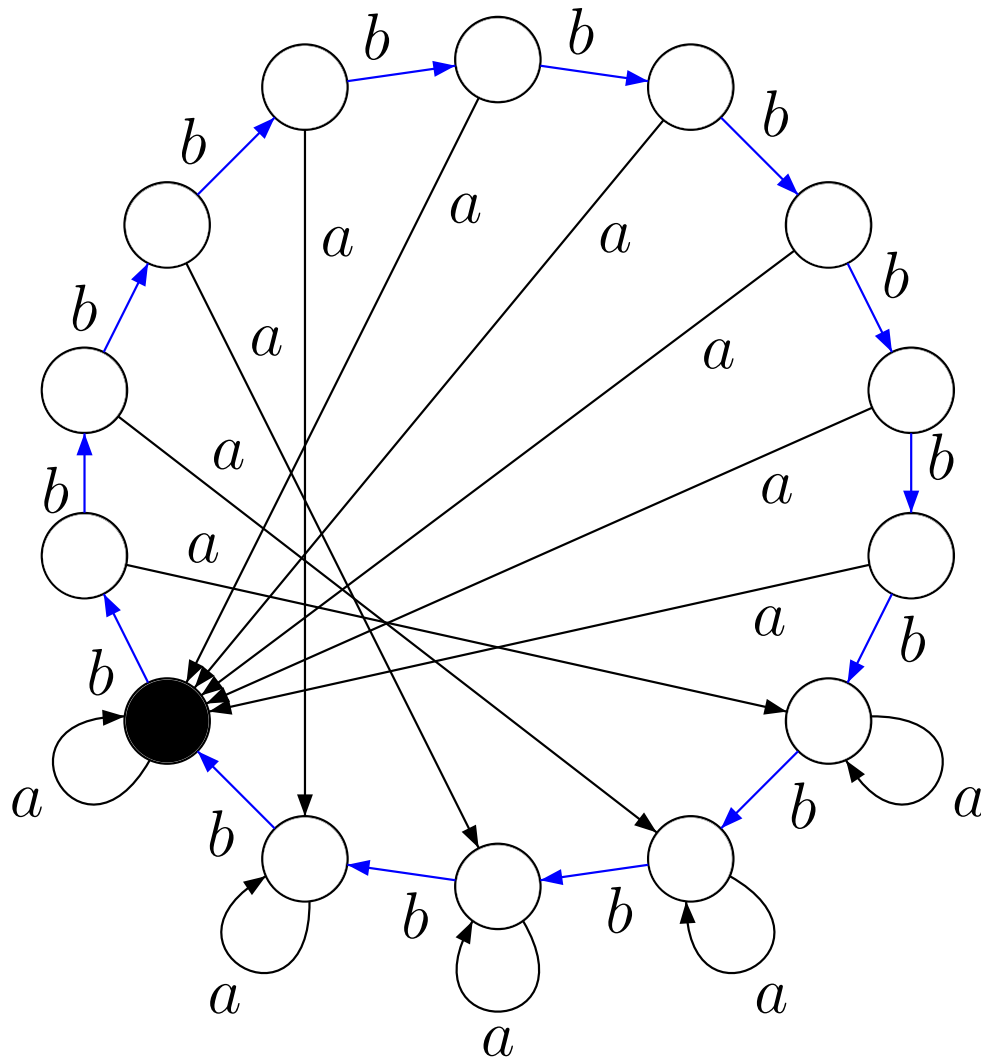
abbbbbbbba

“Honest” example: shortest reset word



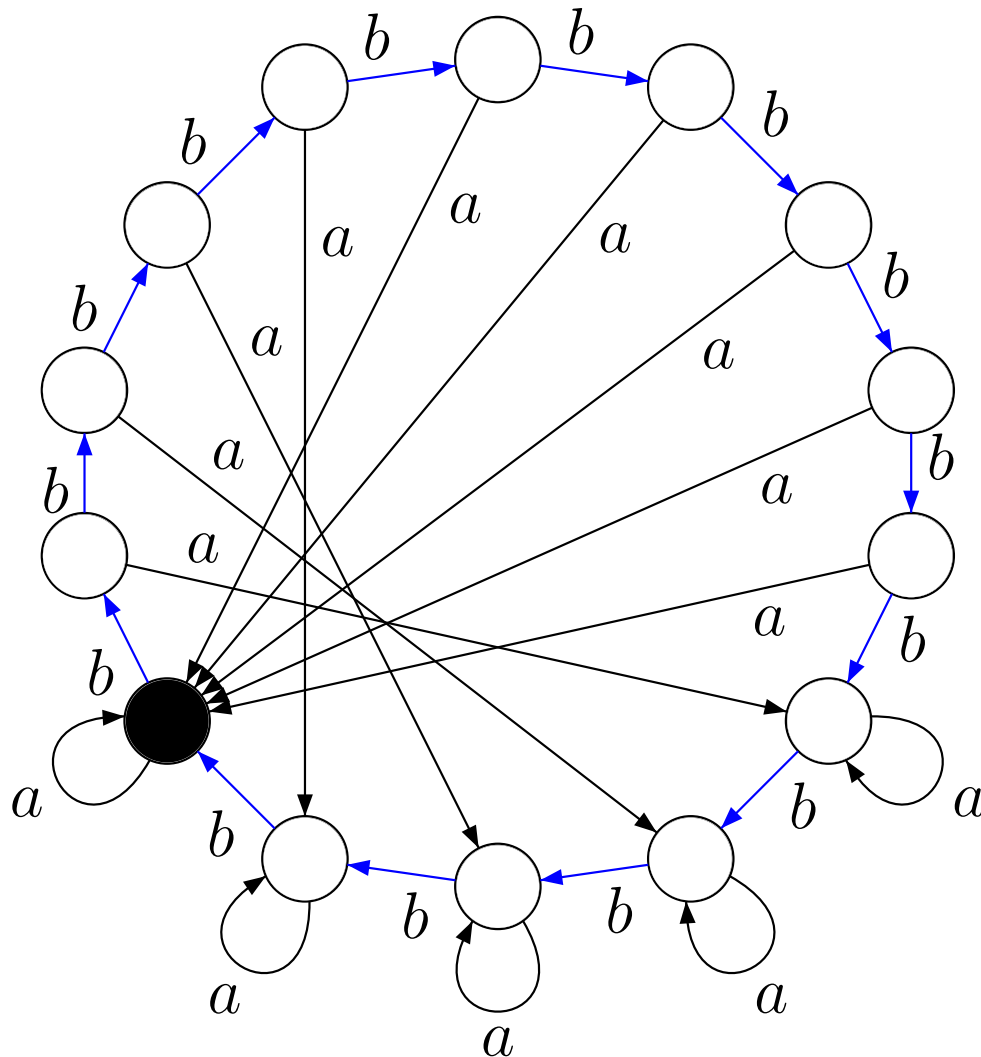
abbbbbbbbba

“Honest” example: shortest reset word



abbbbbbbba

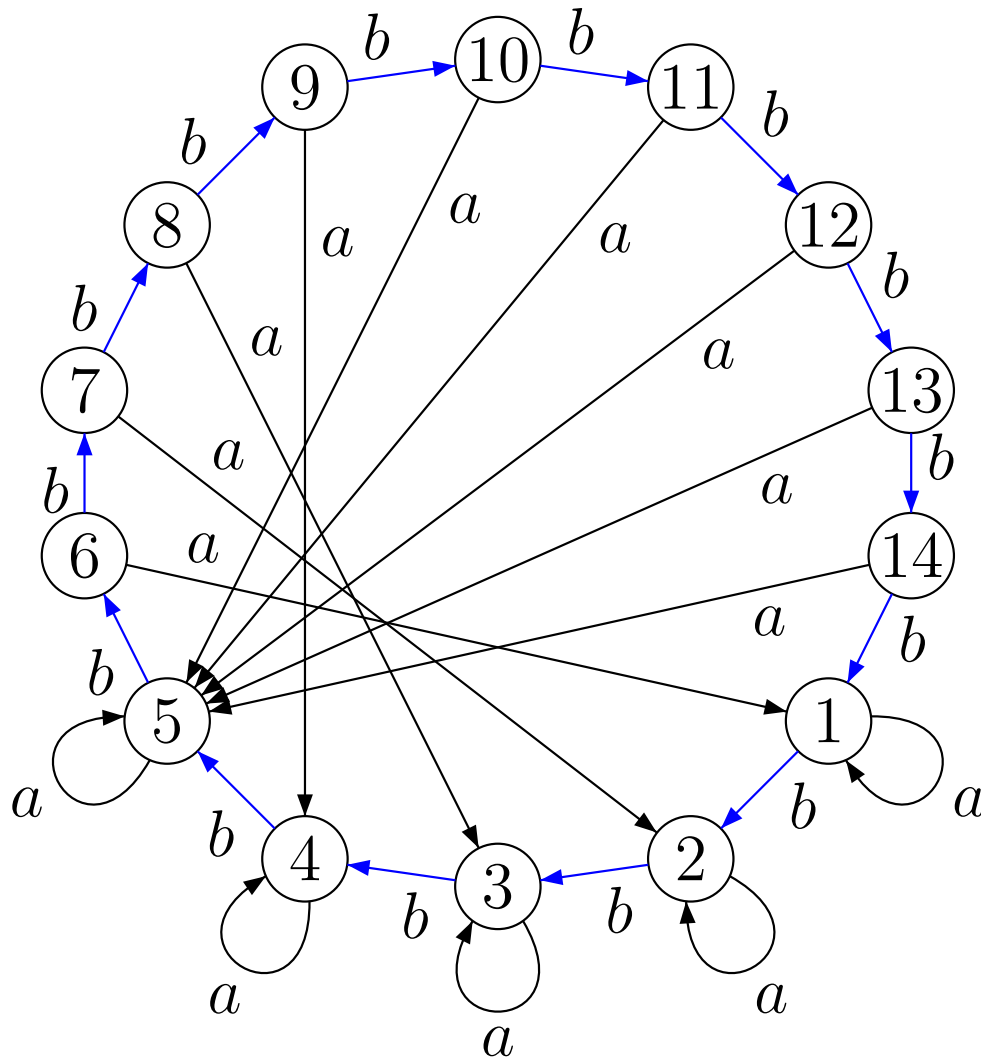
“Honest” example: shortest reset word



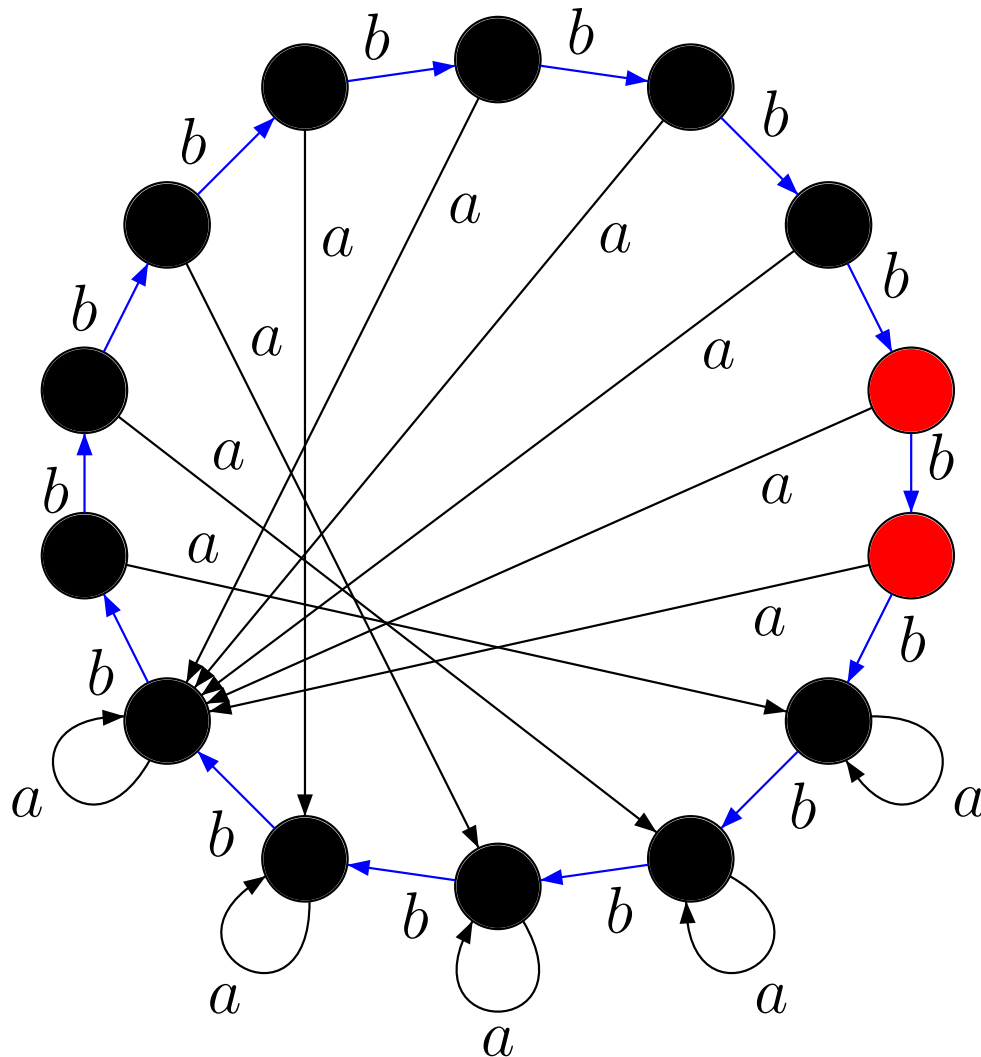
abbbbbbbba

reset threshold 11 or $\frac{2(n+1)}{3} + 1$

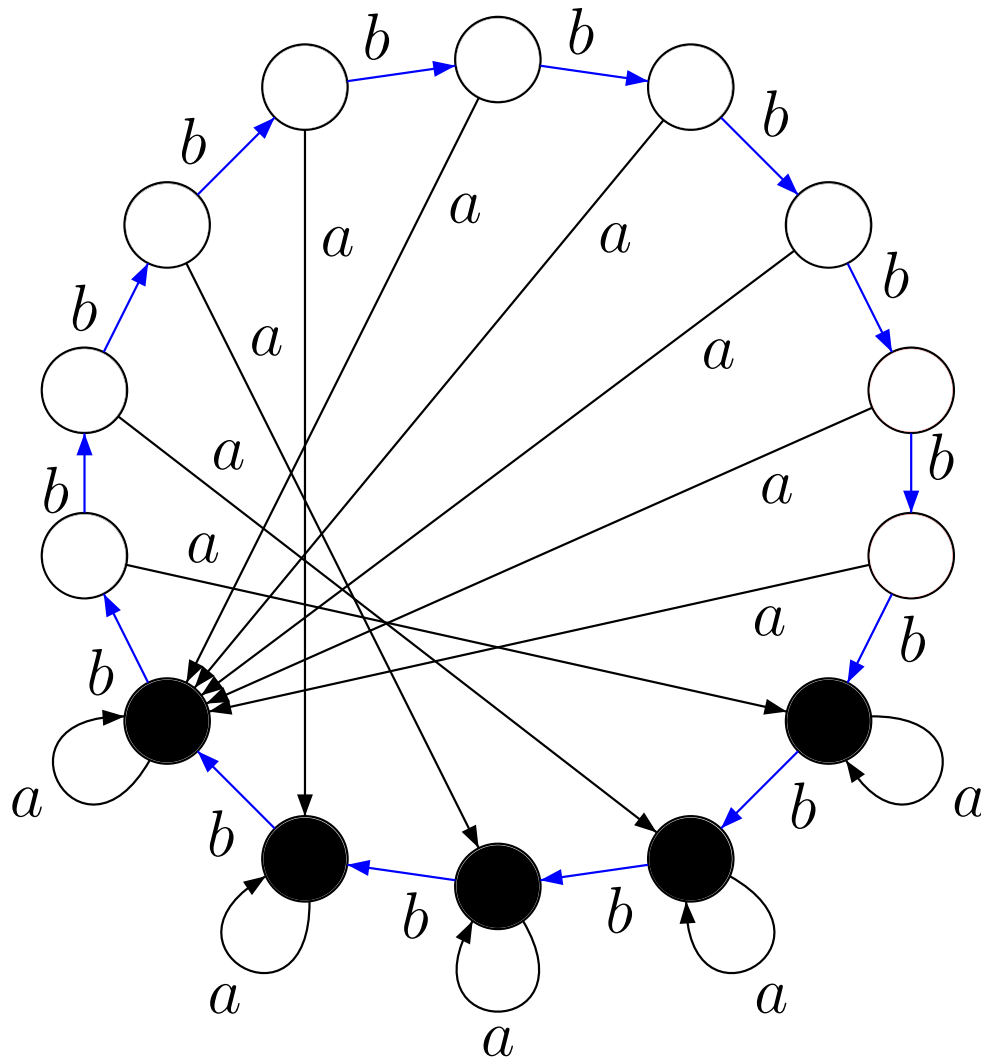
“Honest” example: “greedy” reset word ($k=2$)



“Honest” example: “greedy” reset word ($k=2$)

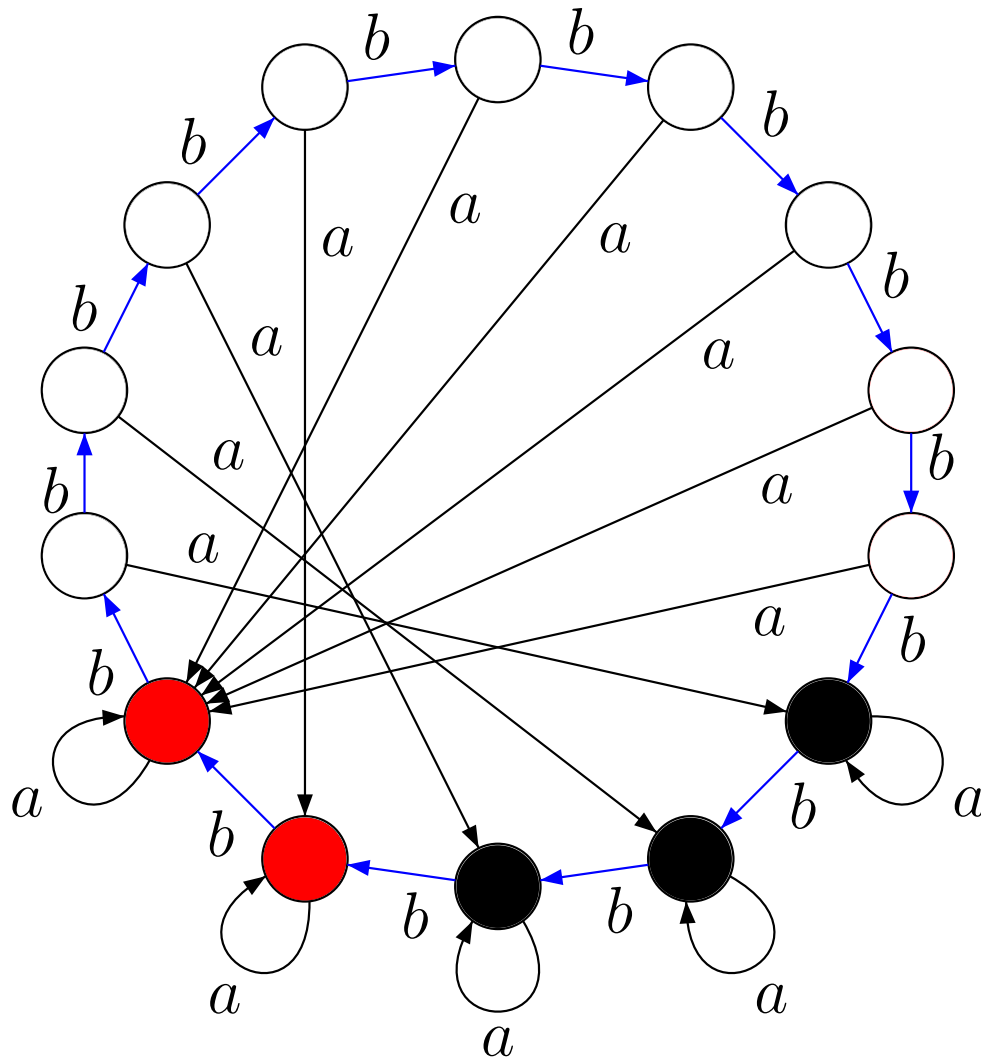


“Honest” example: “greedy” reset word ($k=2$)



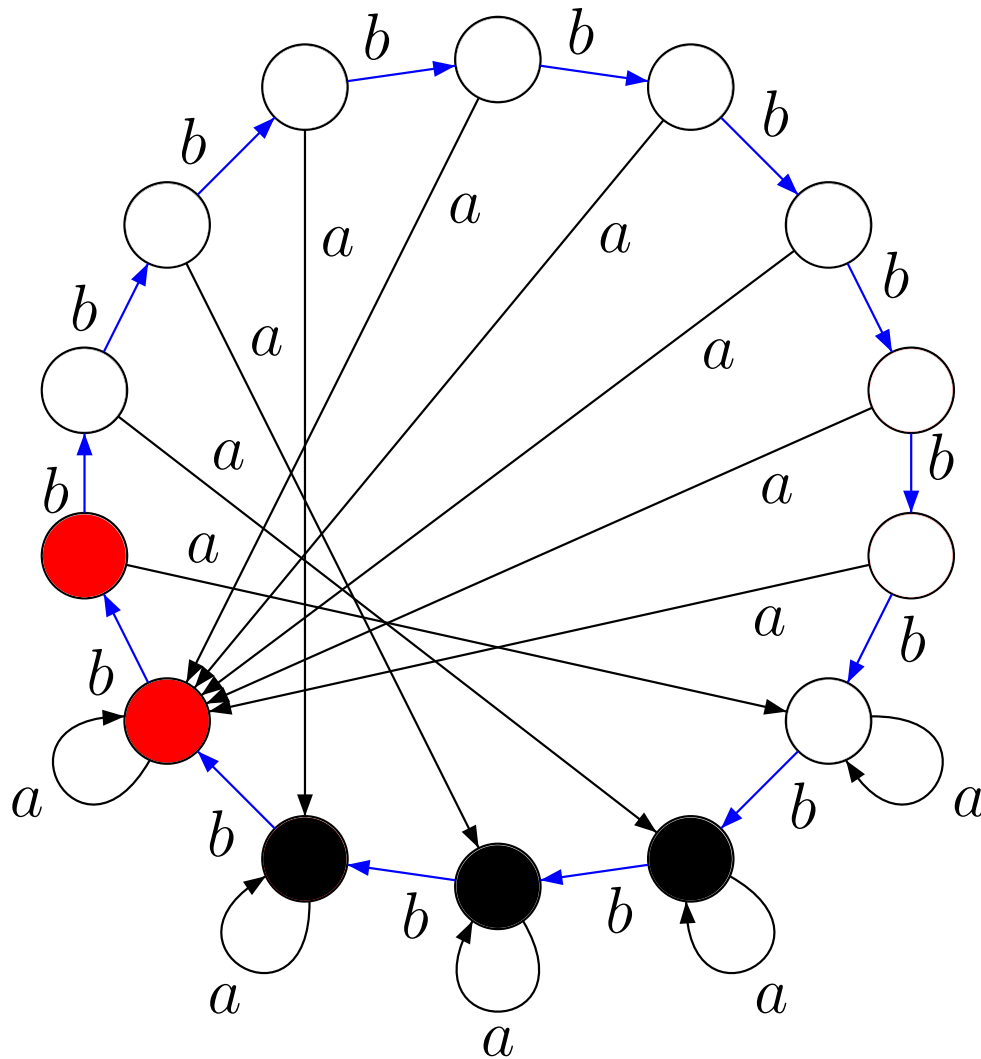
a

“Honest” example: “greedy” reset word (k=2)



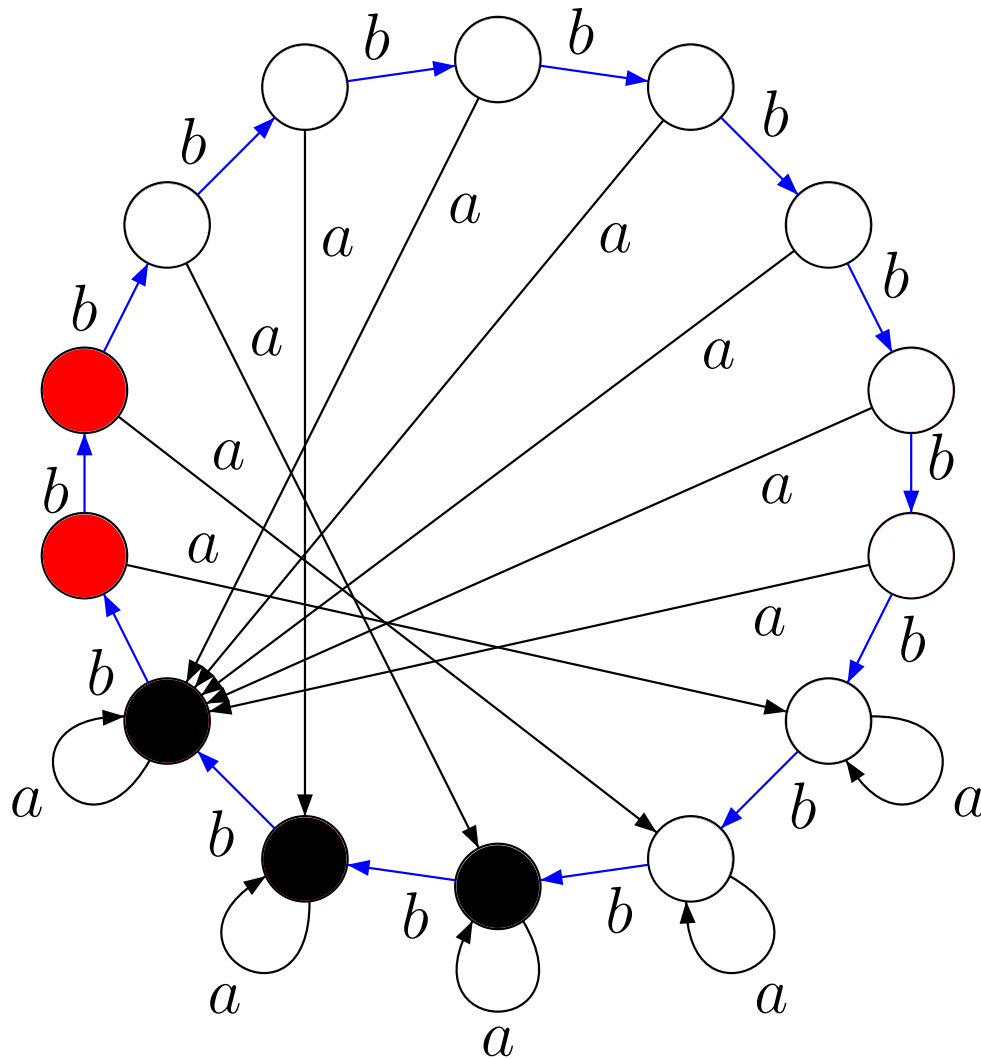
*a*bbbbba

“Honest” example: “greedy” reset word (k=2)



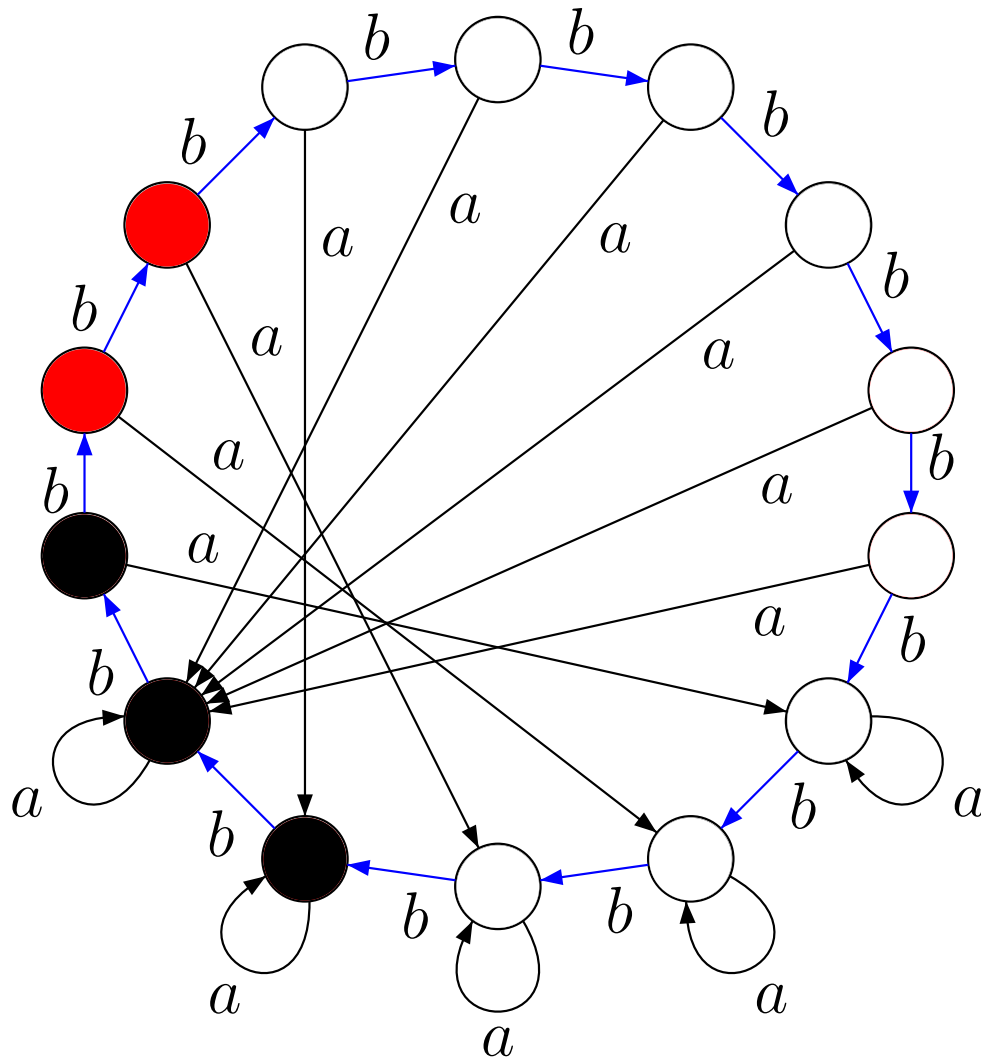
a **b** $bbbbba$

“Honest” example: “greedy” reset word (k=2)



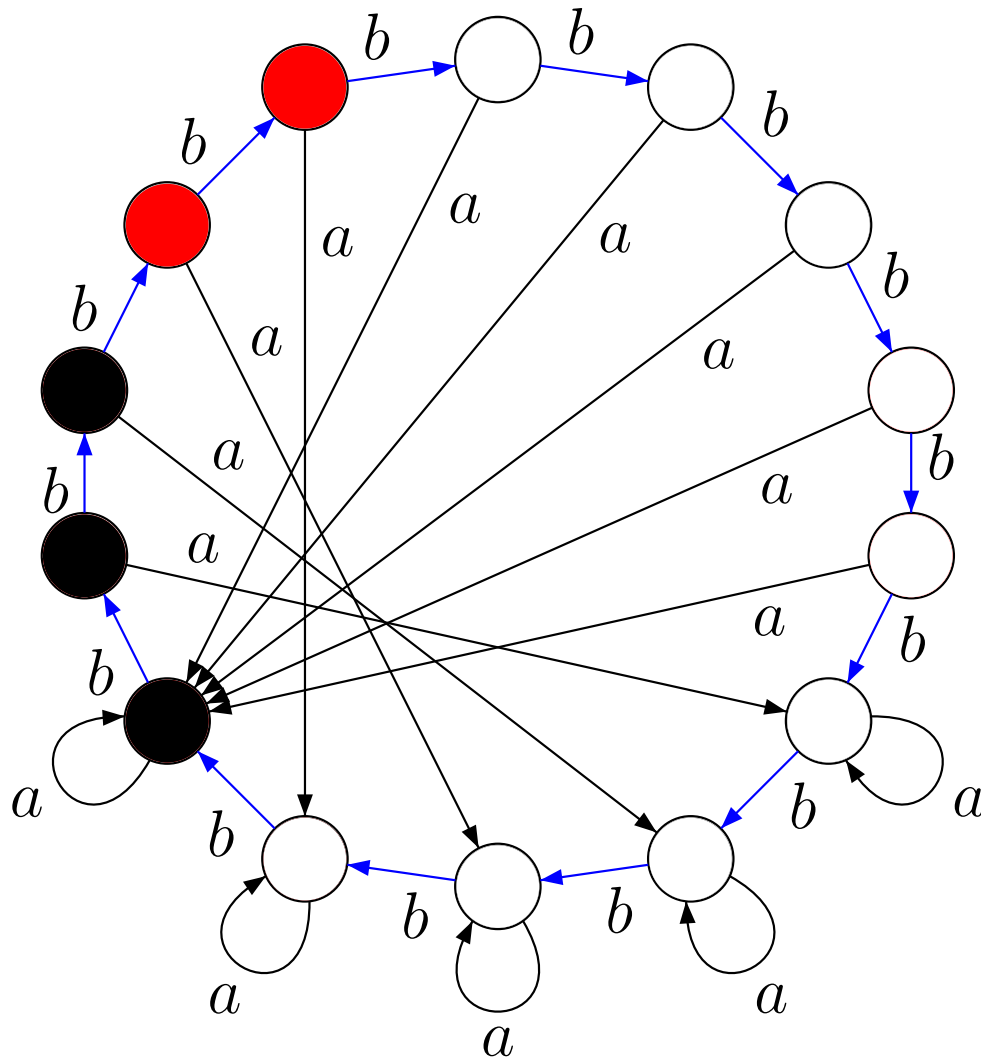
*ab**b**bbba*

“Honest” example: “greedy” reset word (k=2)



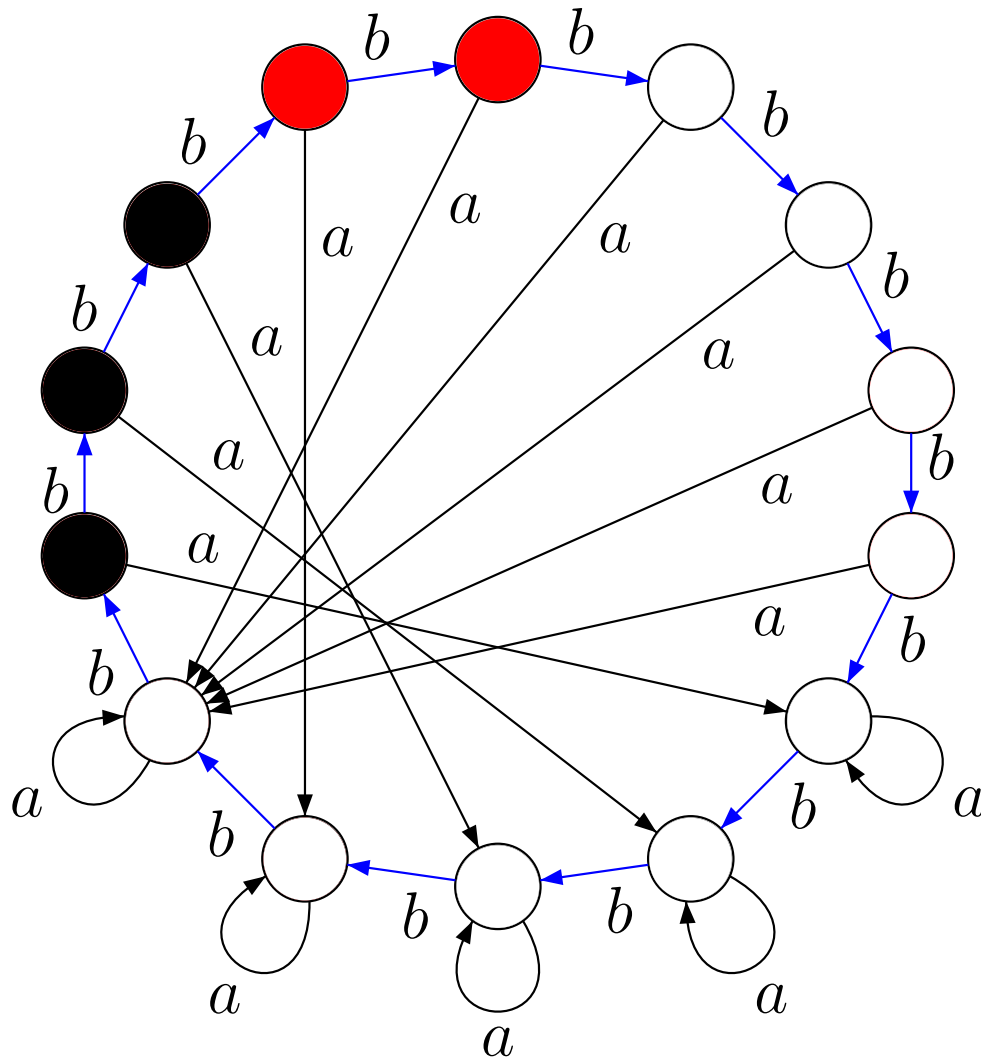
*abb**b**bbba*

“Honest” example: “greedy” reset word (k=2)



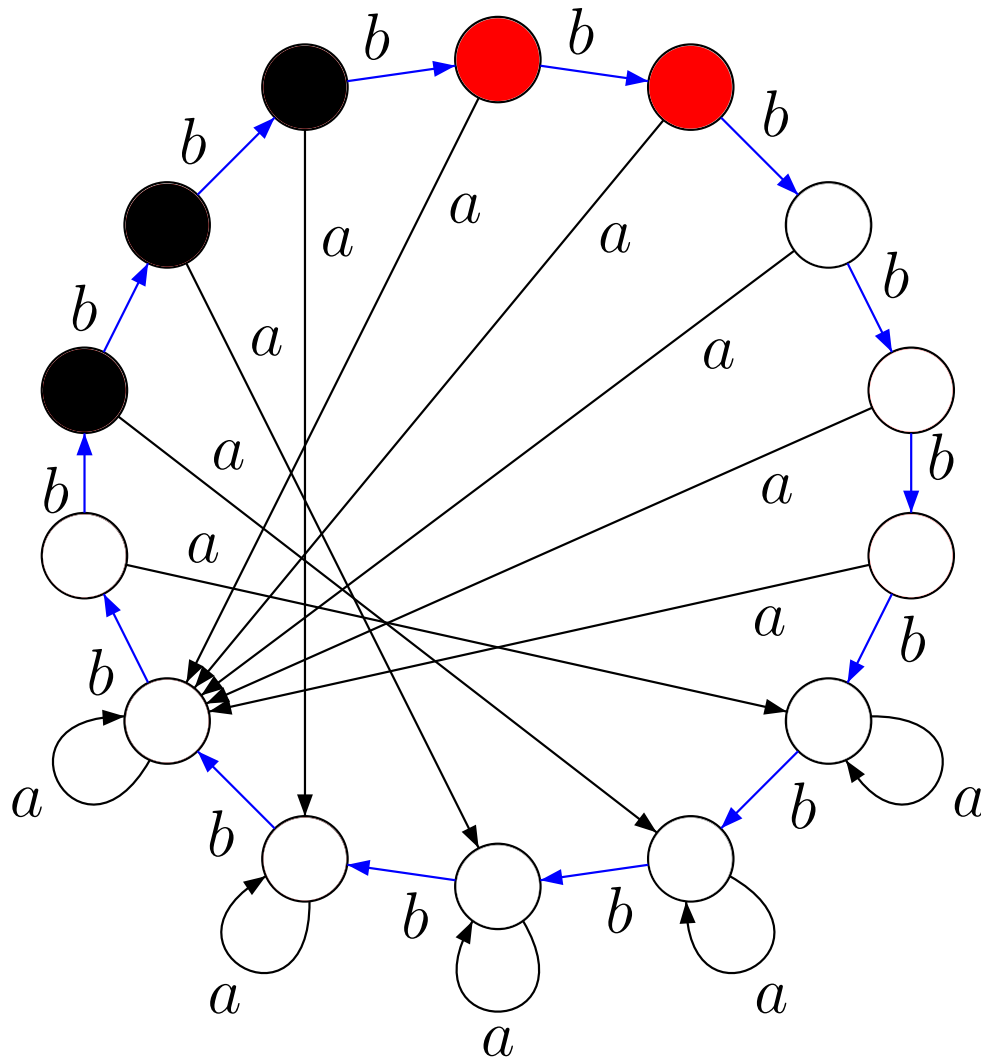
abbbbba

“Honest” example: “greedy” reset word (k=2)



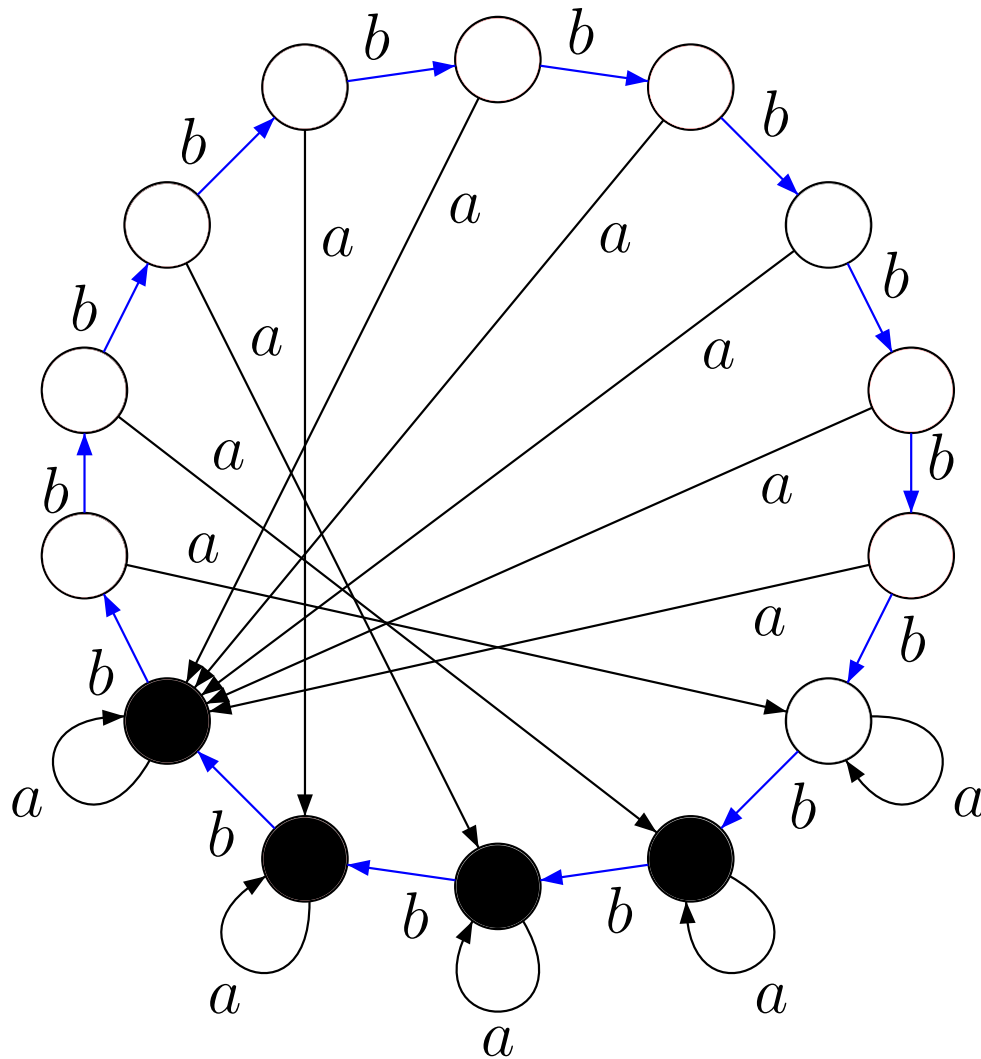
abbbbba

“Honest” example: “greedy” reset word ($k=2$)



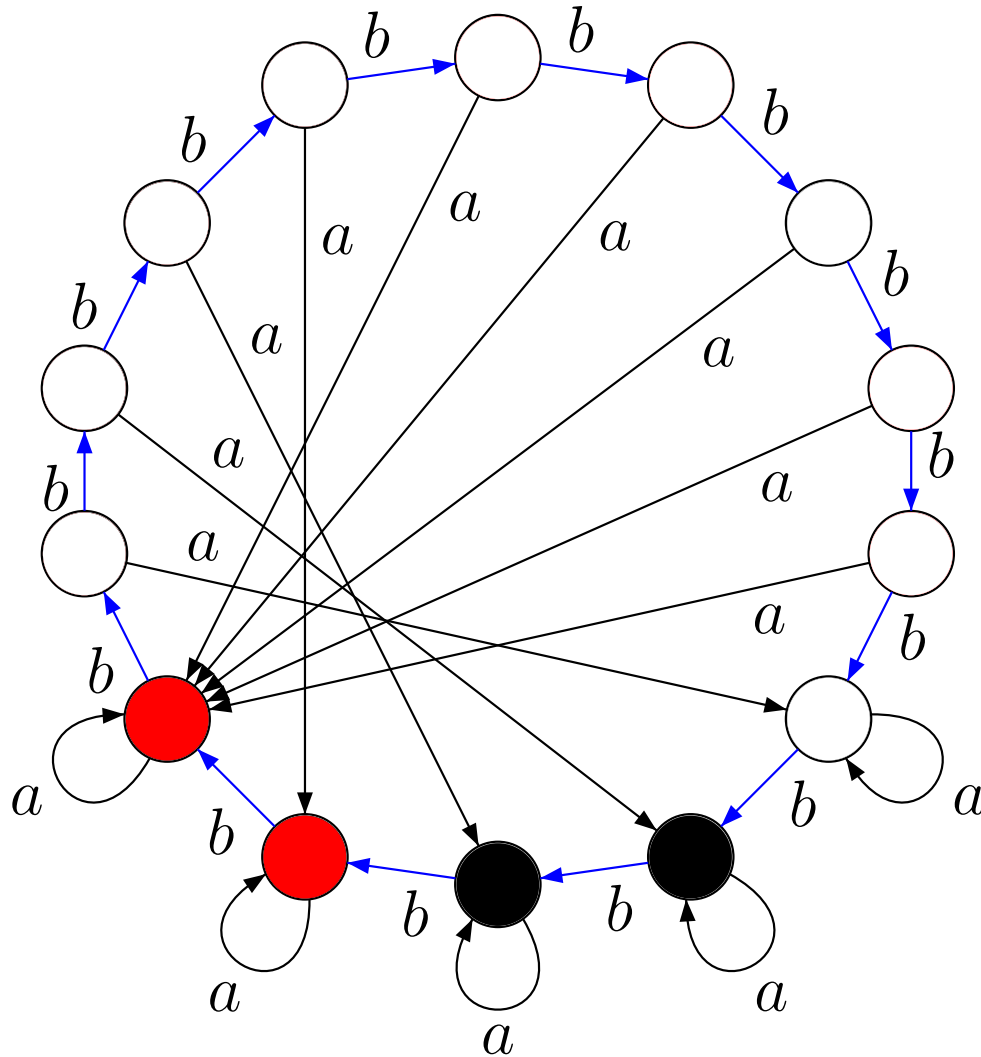
$abbbbba$

“Honest” example: “greedy” reset word (k=2)



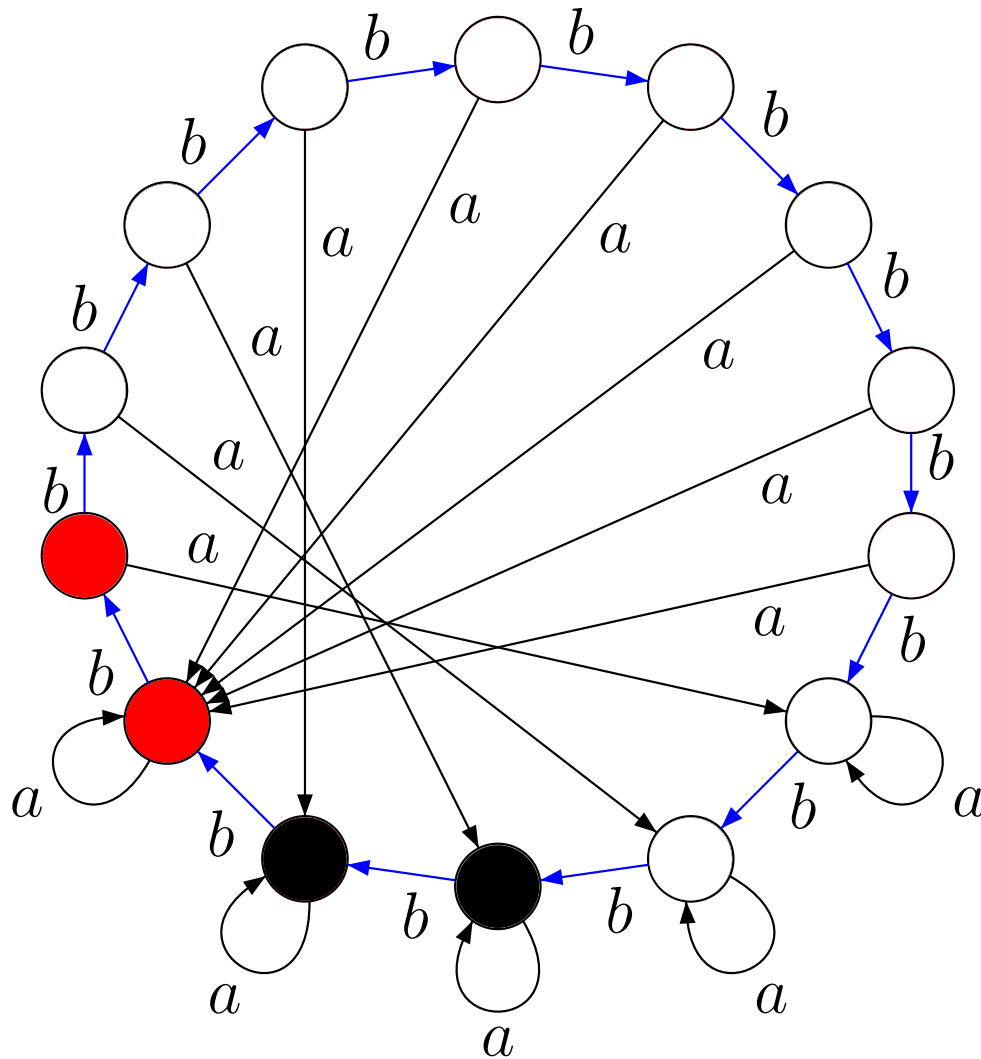
abbbbbba

“Honest” example: “greedy” reset word (k=2)



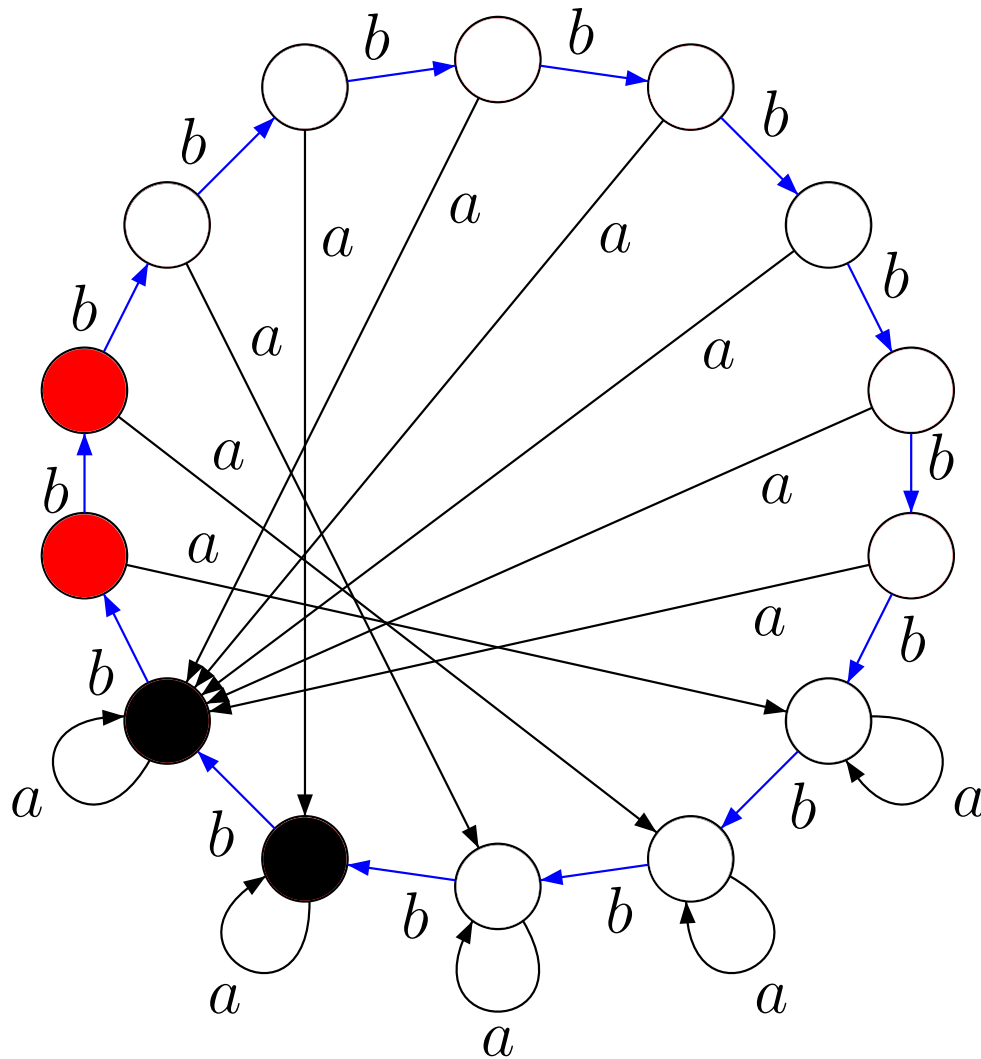
*abbbbbba****a****bbbbbbba*

“Honest” example: “greedy” reset word (k=2)



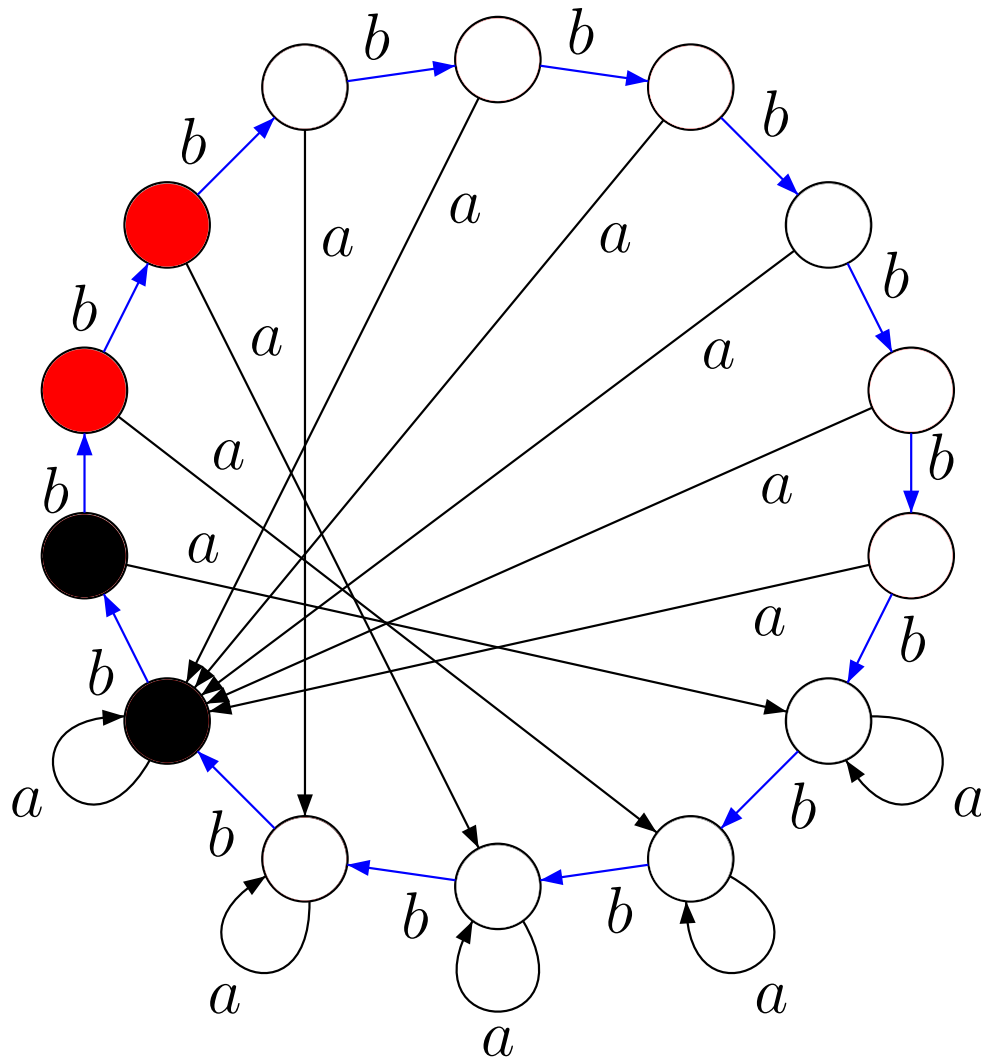
*abbbbbba**b**bbbbba*

“Honest” example: “greedy” reset word (k=2)



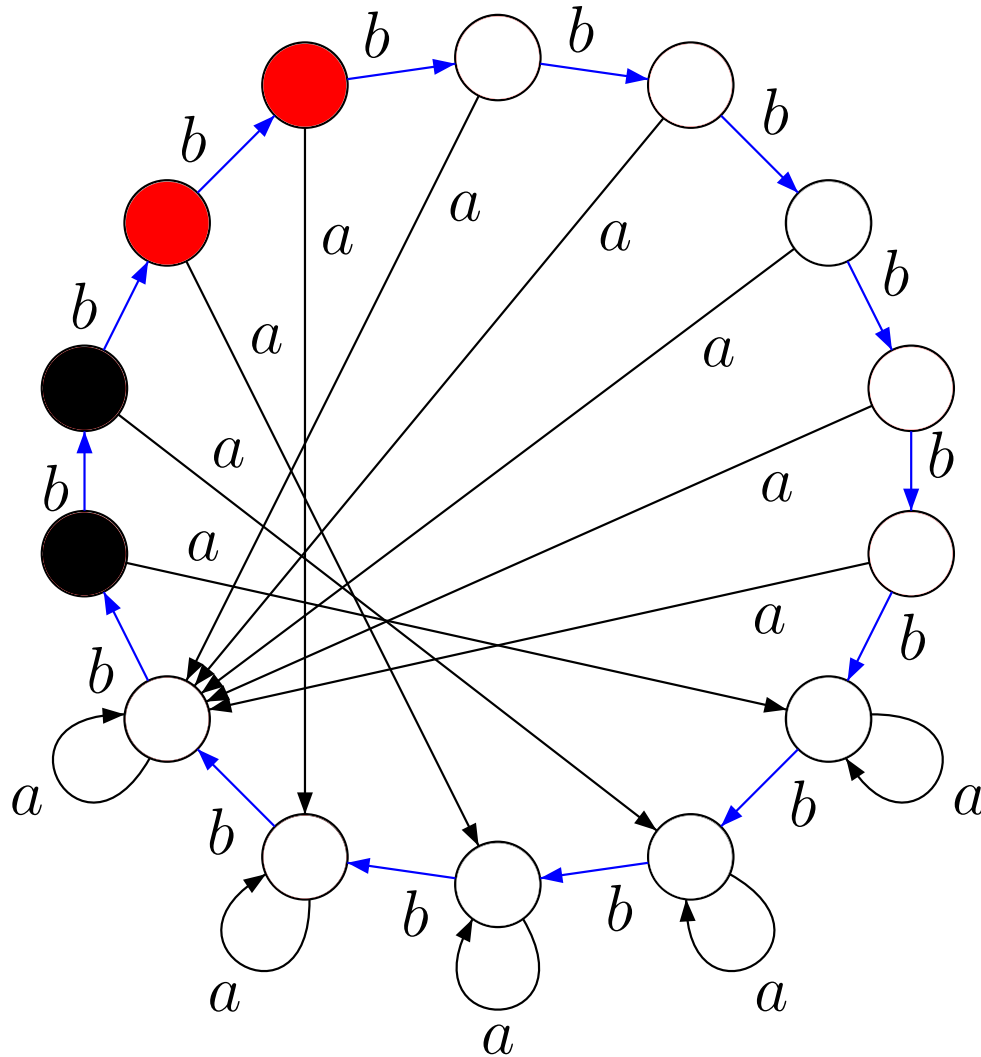
*abbbbbbab**b**bbbba*

“Honest” example: “greedy” reset word (k=2)



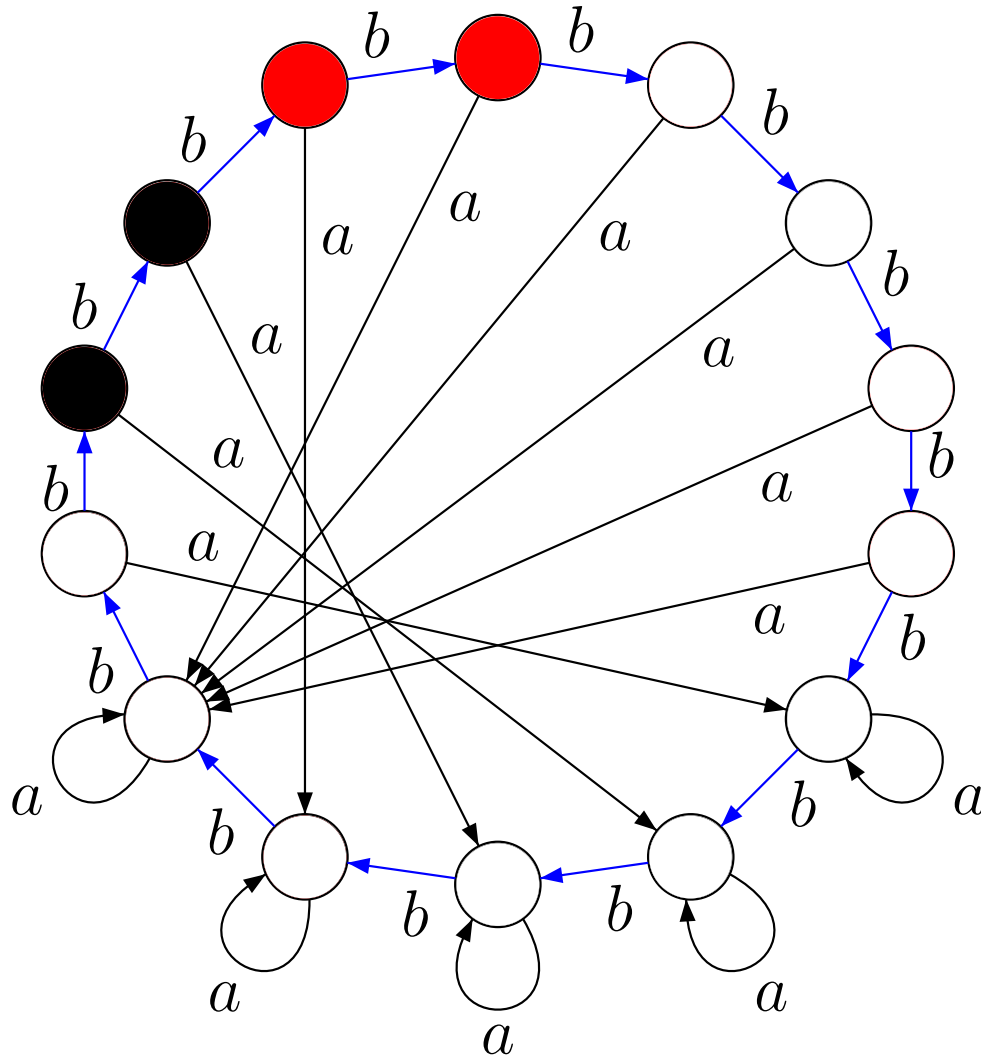
abbbbbbabb

“Honest” example: “greedy” reset word (k=2)



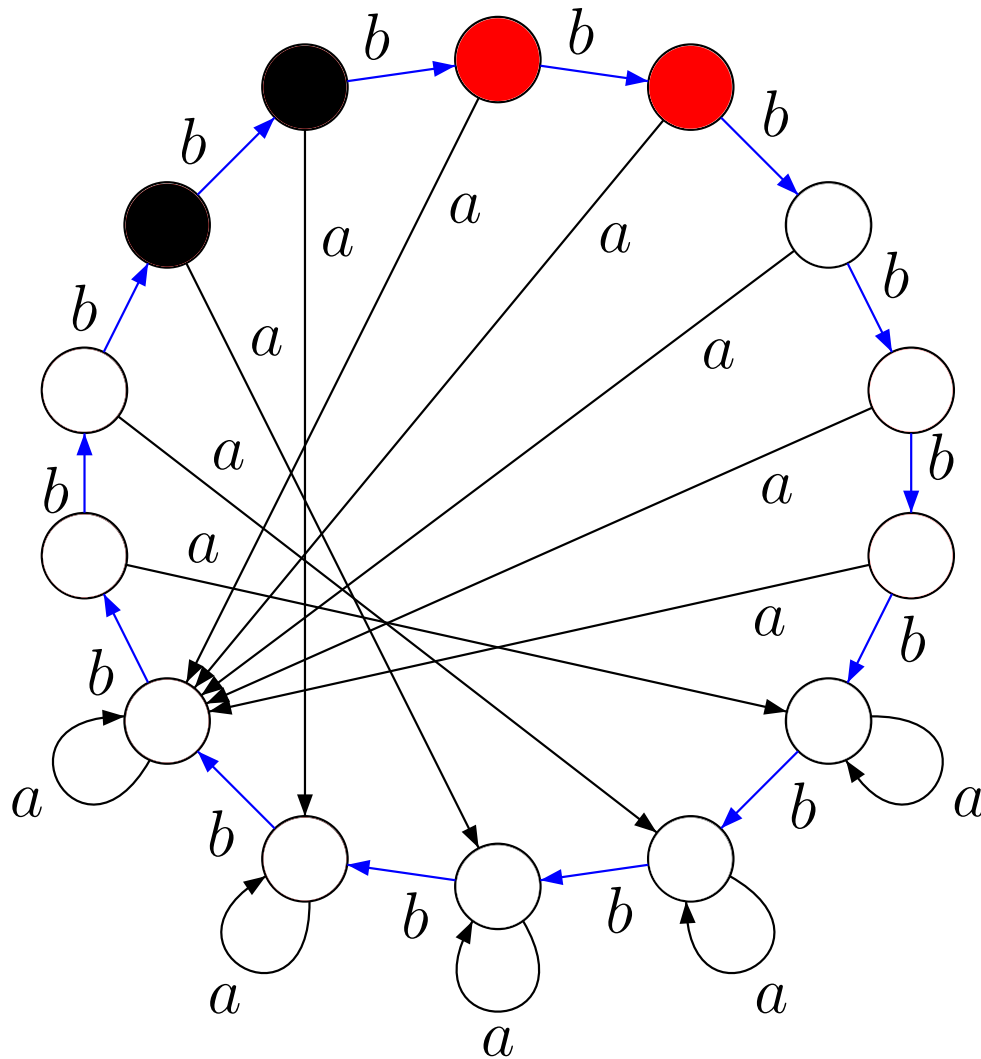
*abbbbbbabbb**b**ba*

“Honest” example: “greedy” reset word (k=2)



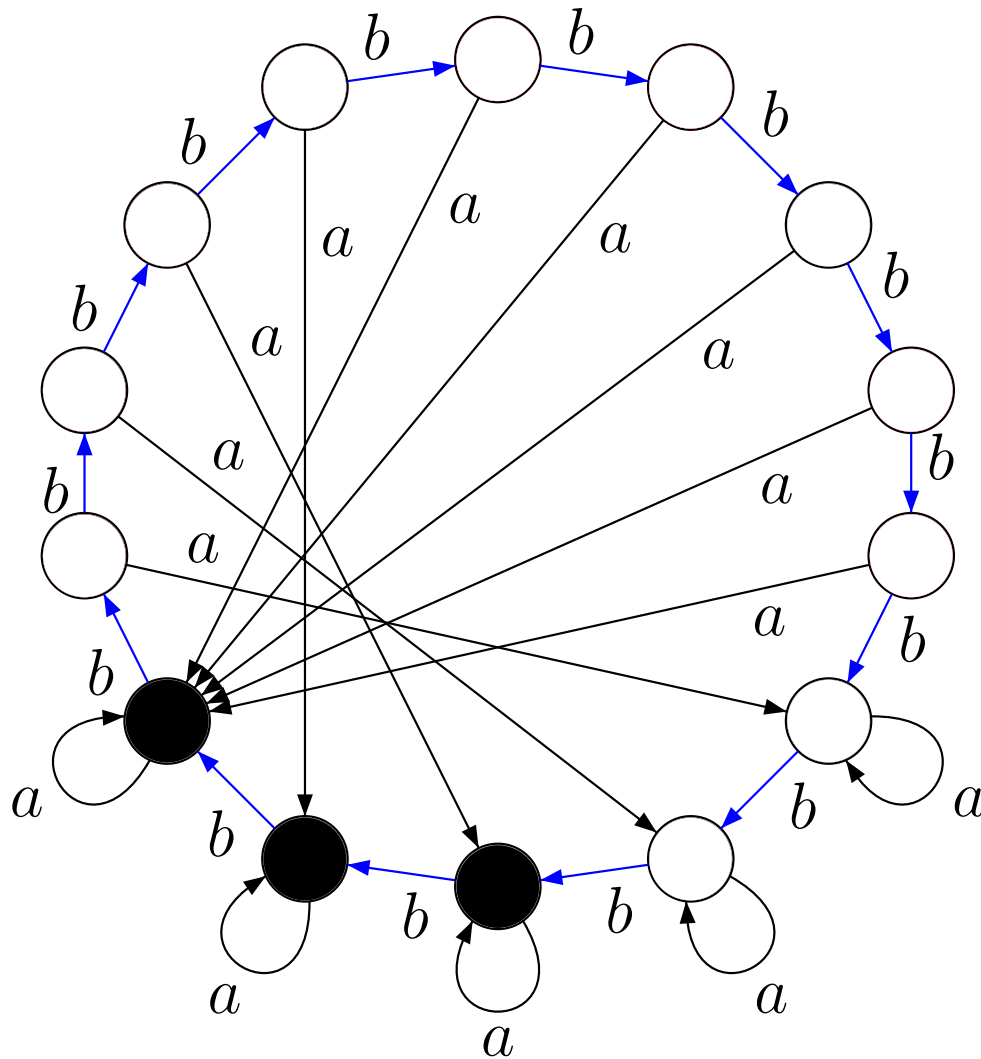
abbbbbbabbbbba

“Honest” example: “greedy” reset word (k=2)



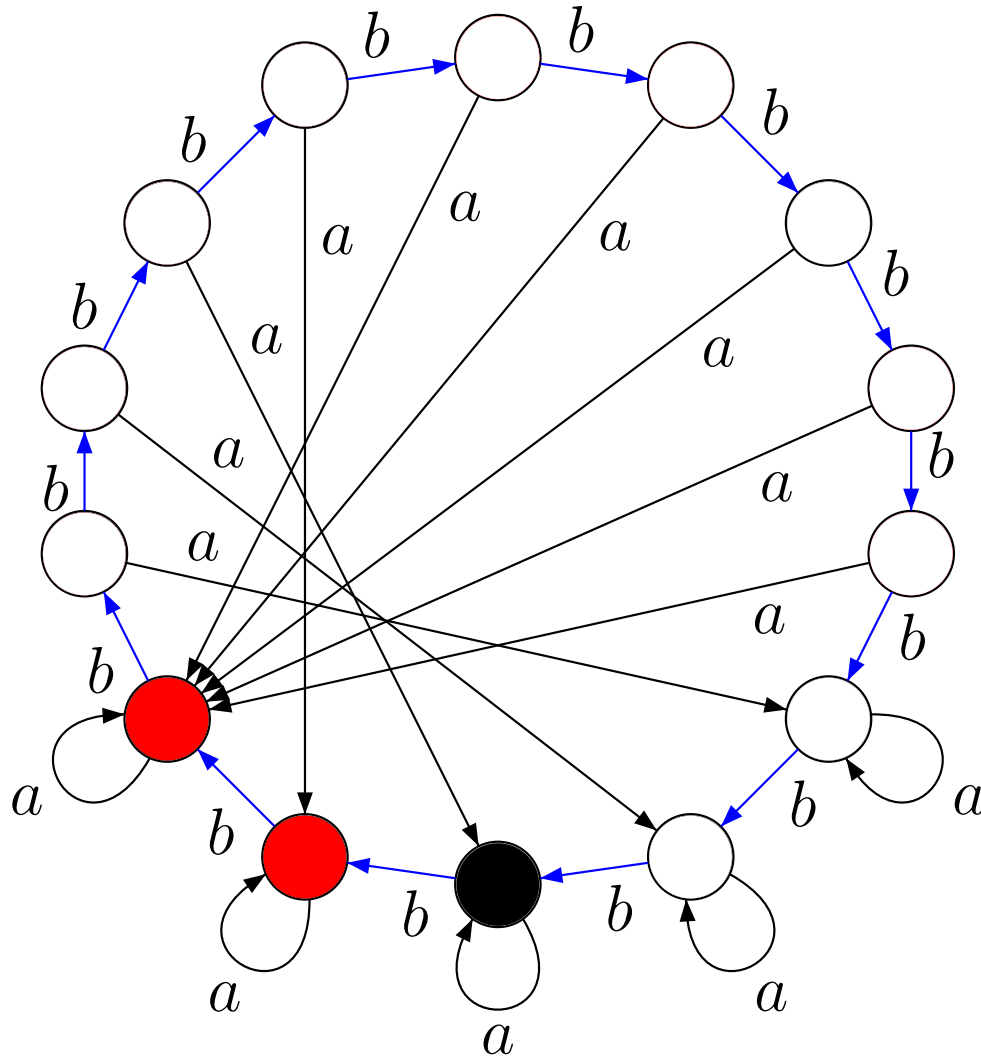
abbbbbbabbbbbba

“Honest” example: “greedy” reset word (k=2)



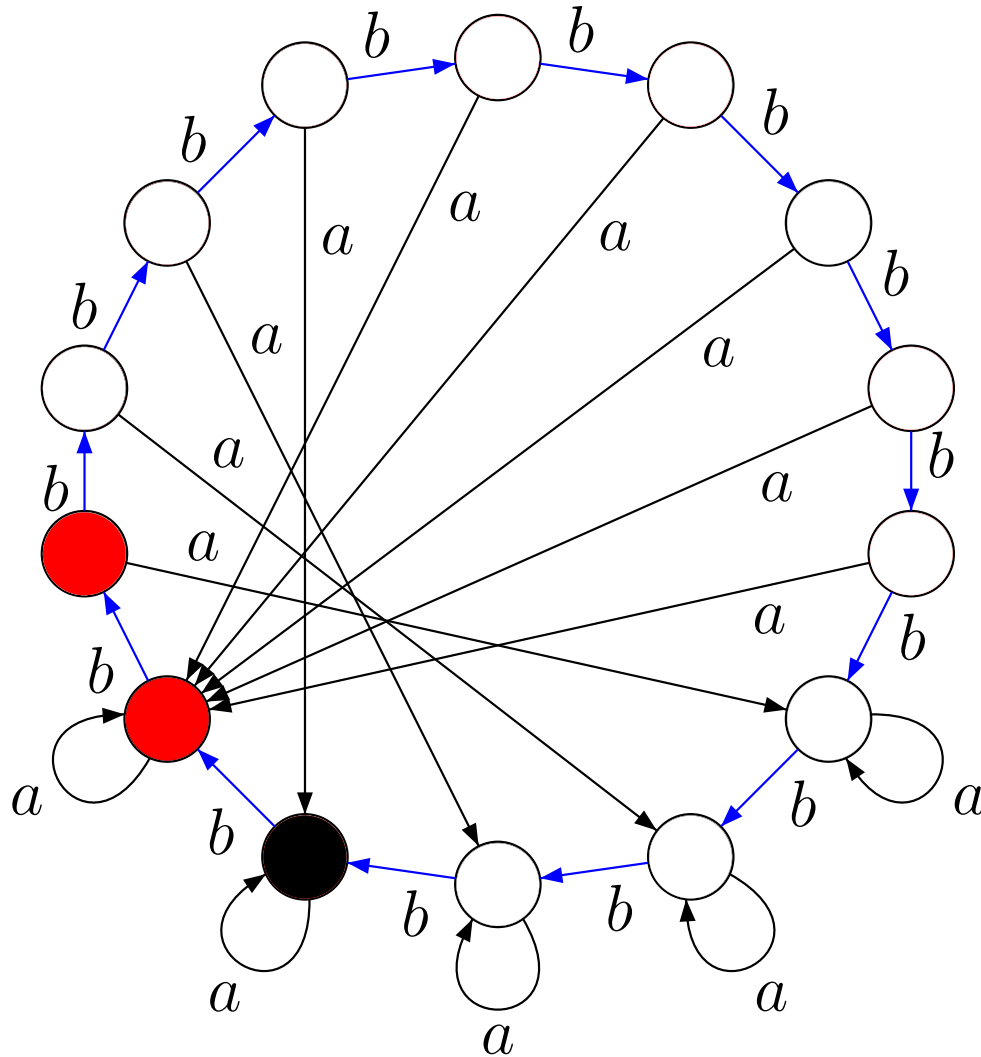
abbbbbbabbbbbba

“Honest” example: “greedy” reset word (k=2)



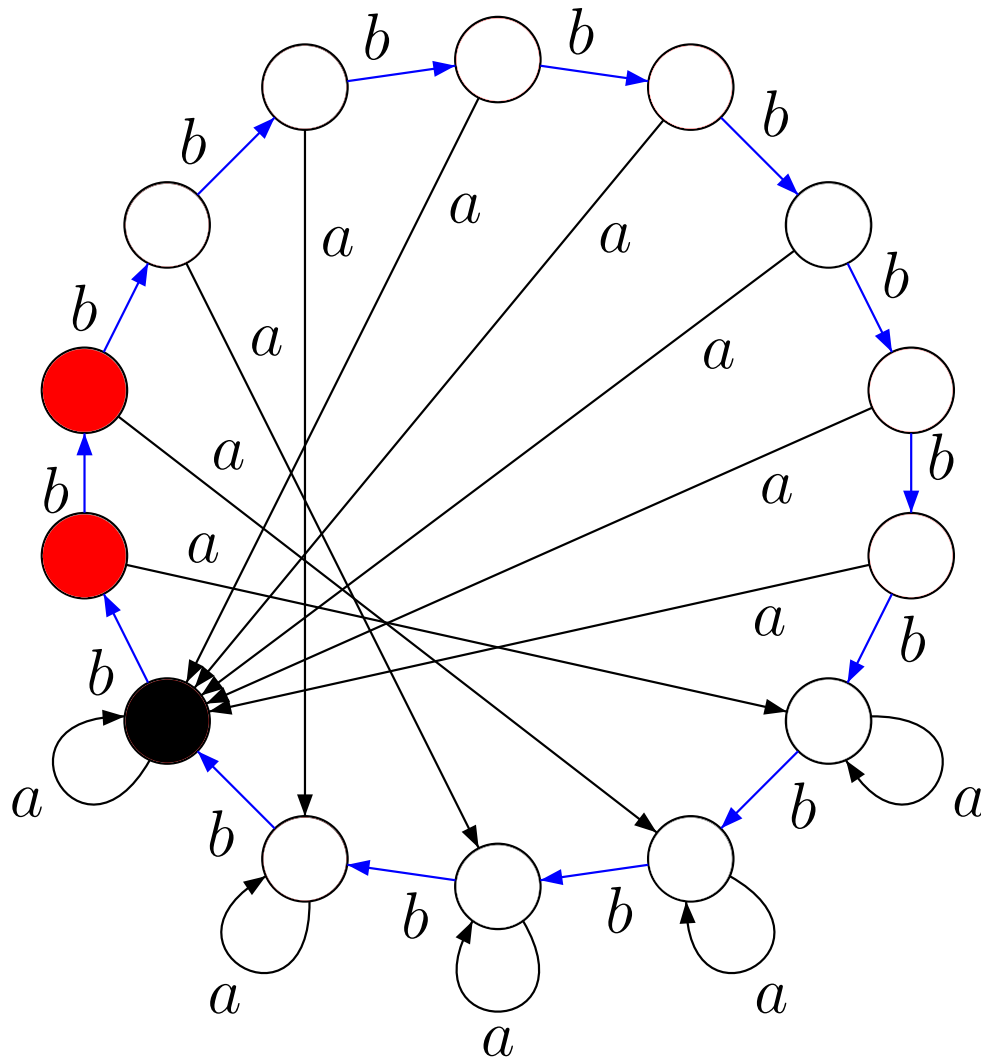
abbbbbbabbbbbba

“Honest” example: “greedy” reset word (k=2)



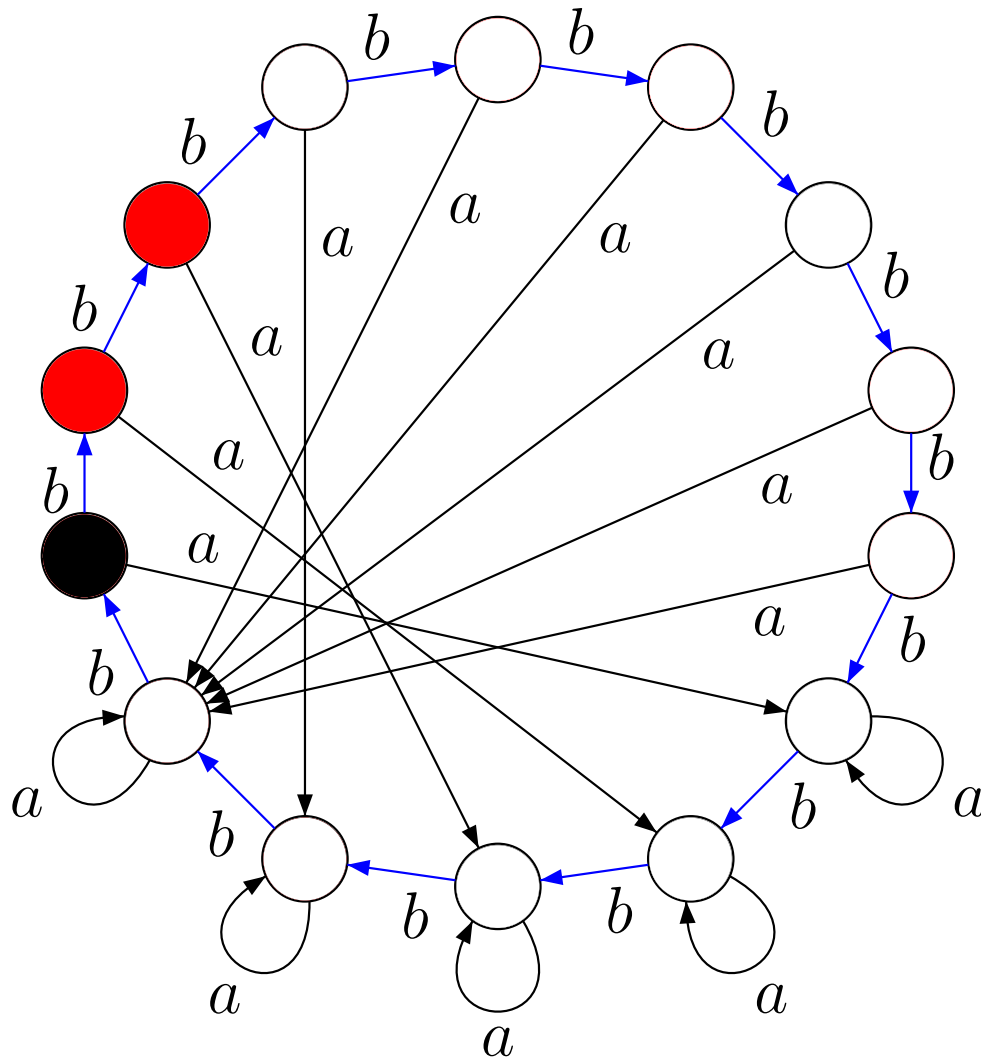
*abbbbbbabbbbbba**b**bbbbba*

“Honest” example: “greedy” reset word (k=2)



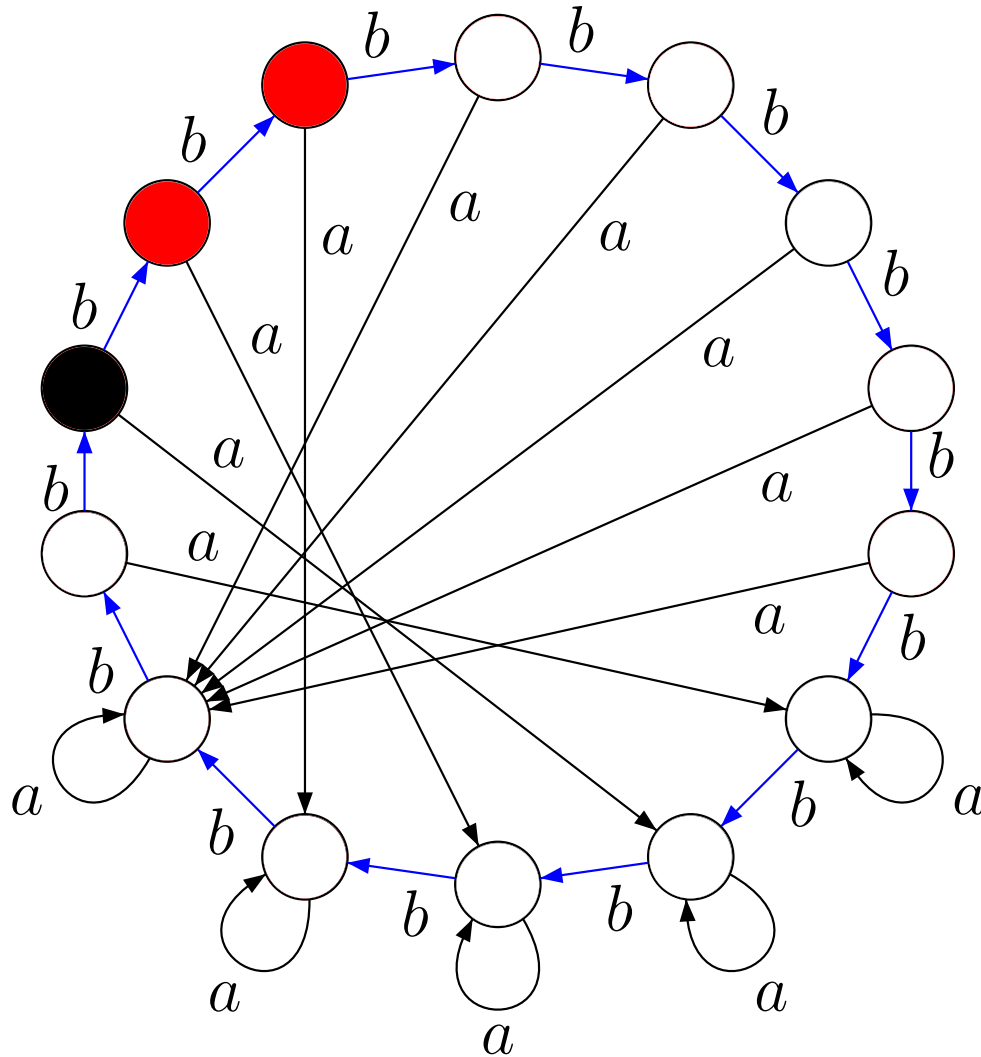
*abbbbbbabbbbbba**b**bbbba*

“Honest” example: “greedy” reset word (k=2)



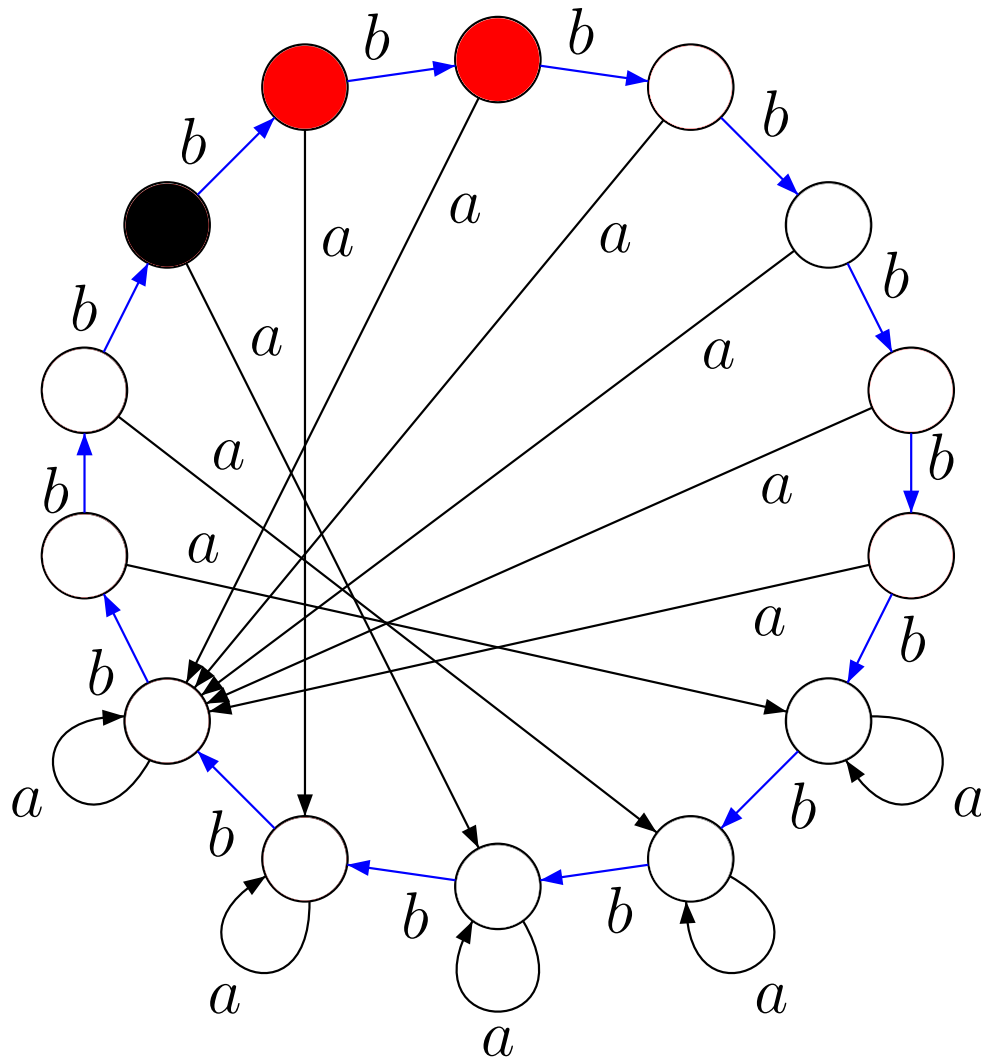
abbbbbbabbbbbbabbbba

“Honest” example: “greedy” reset word (k=2)



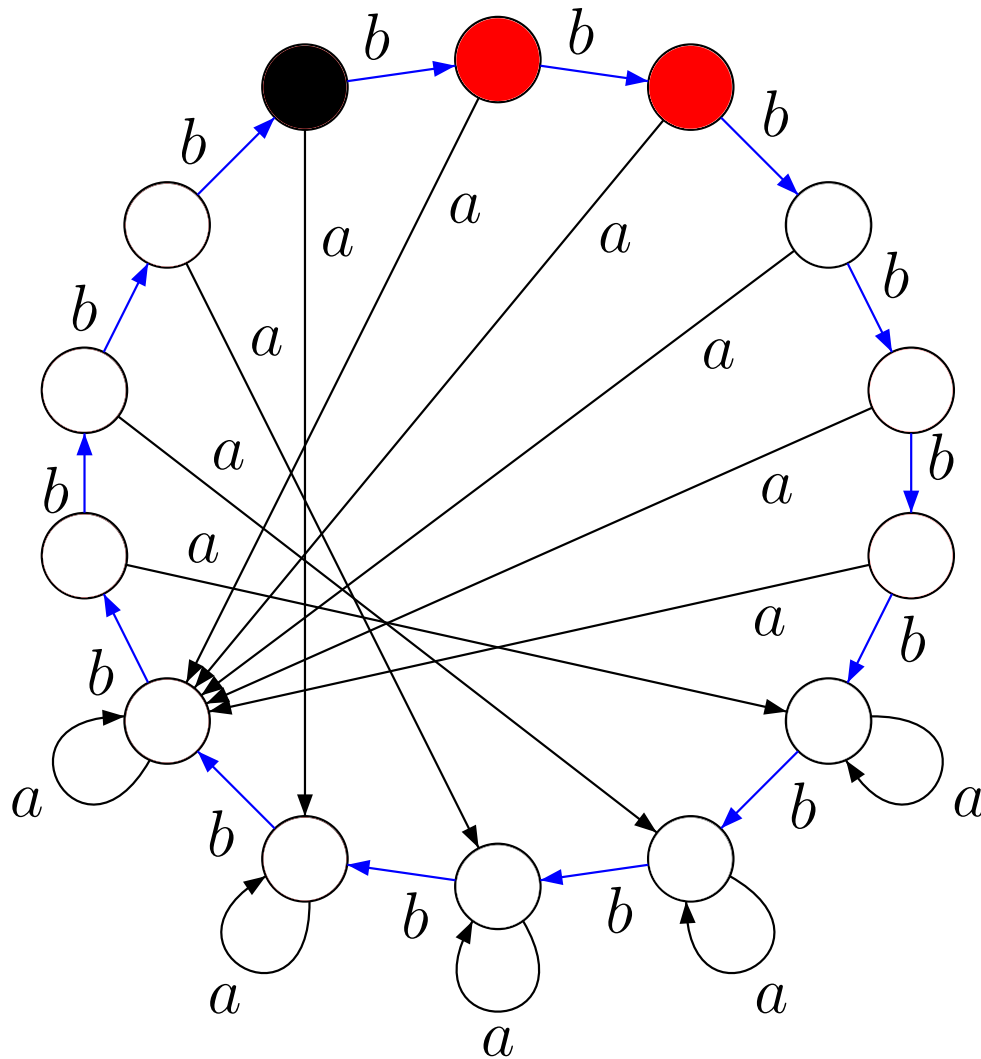
*abbbbbbabbbbbbabbb**b**bba*

“Honest” example: “greedy” reset word (k=2)



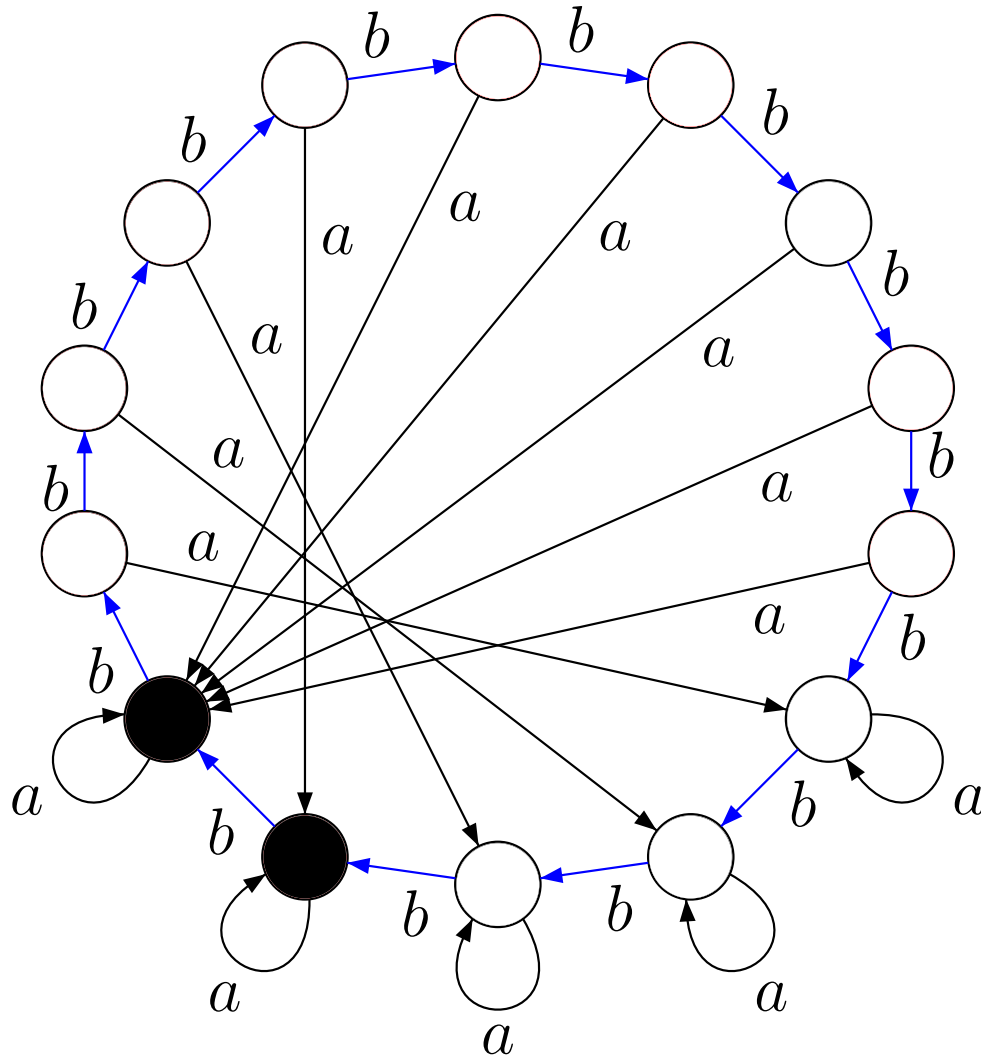
abbbbbbabbbbbbabbbbba

“Honest” example: “greedy” reset word (k=2)



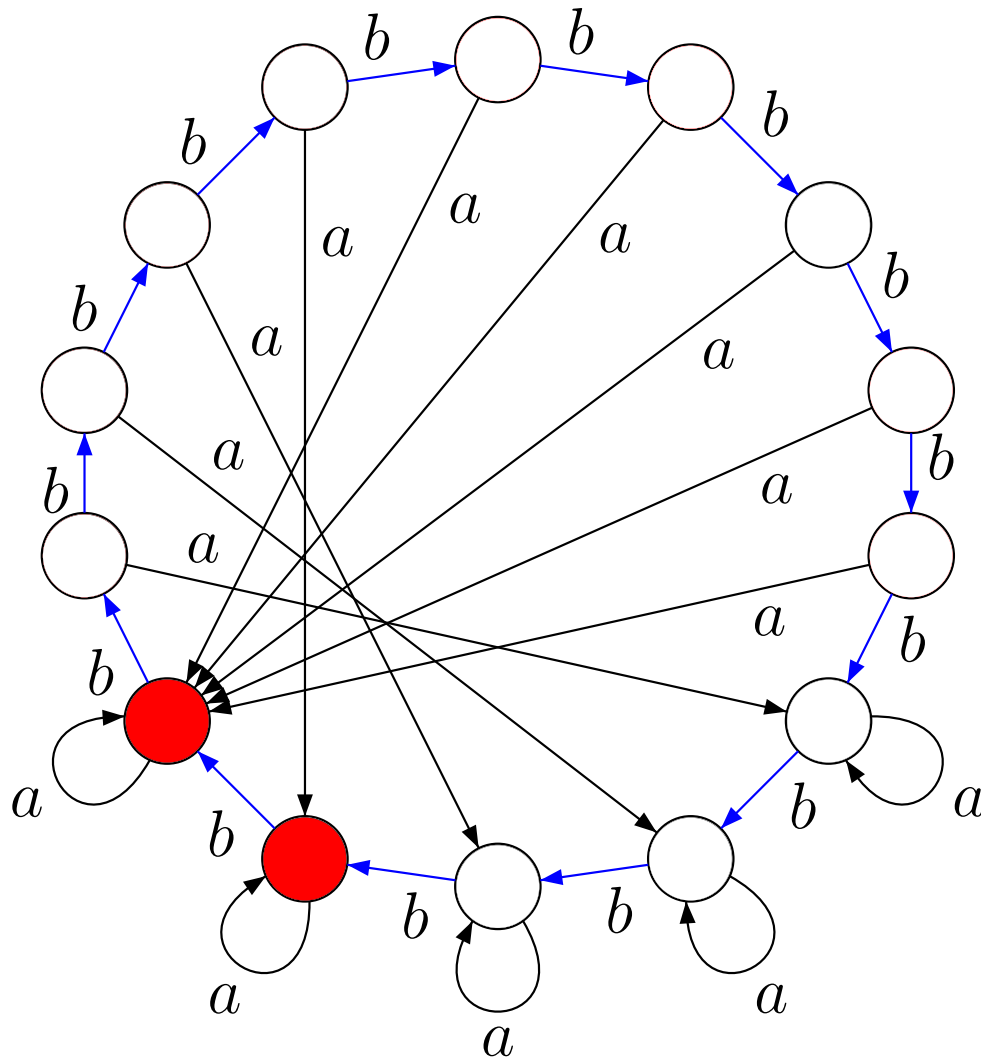
abbbbbbabbbbbbabbbbbba

“Honest” example: “greedy” reset word (k=2)



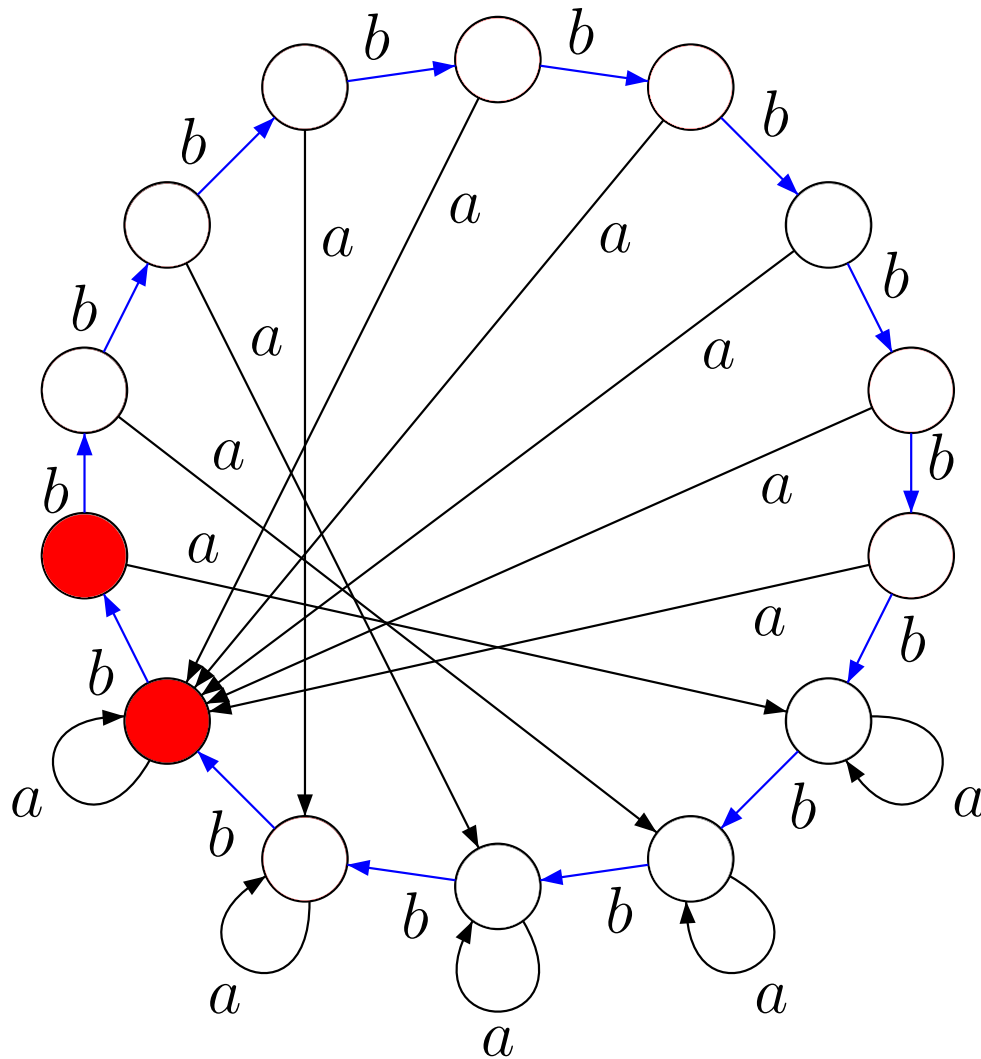
abbbbbbabbbbbbabbbbbba

“Honest” example: “greedy” reset word (k=2)



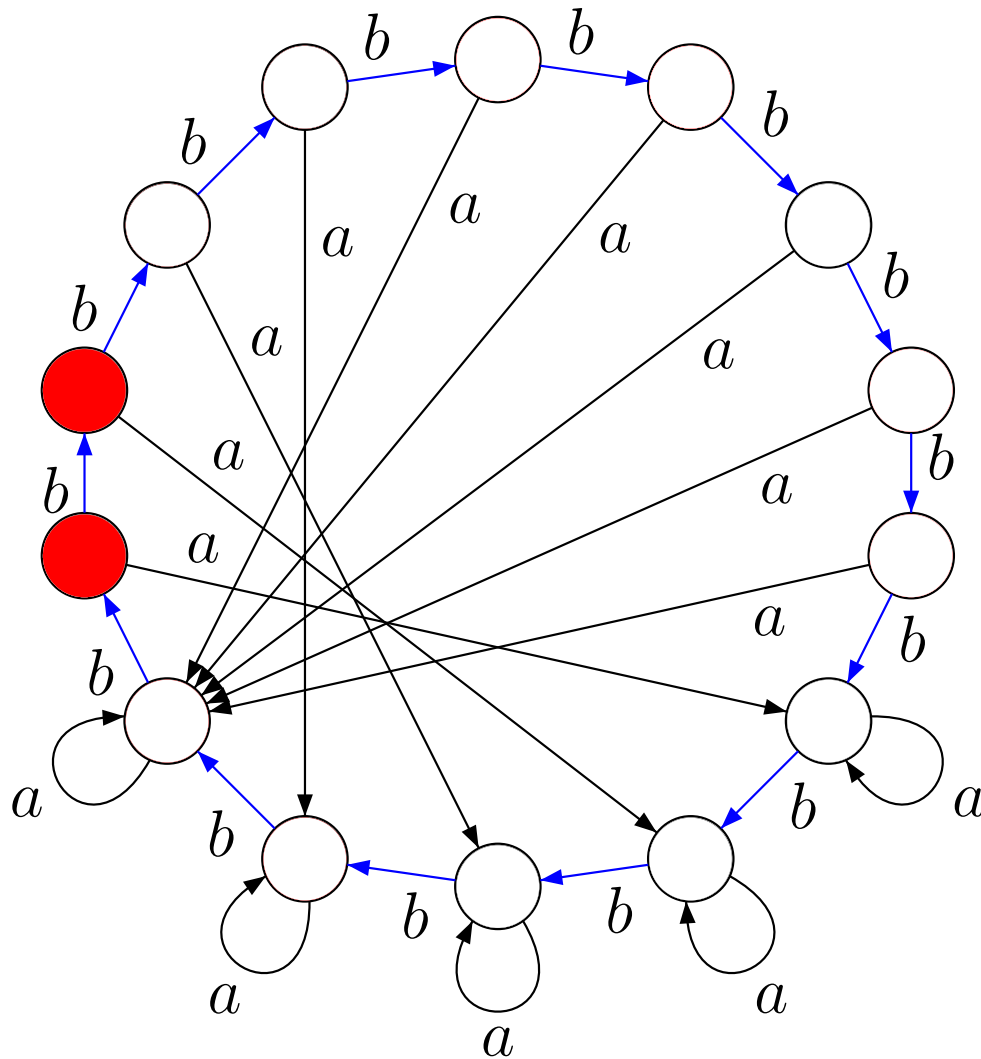
abbbbbbabbbbbbabbbbbabbbbbba

“Honest” example: “greedy” reset word ($k=2$)



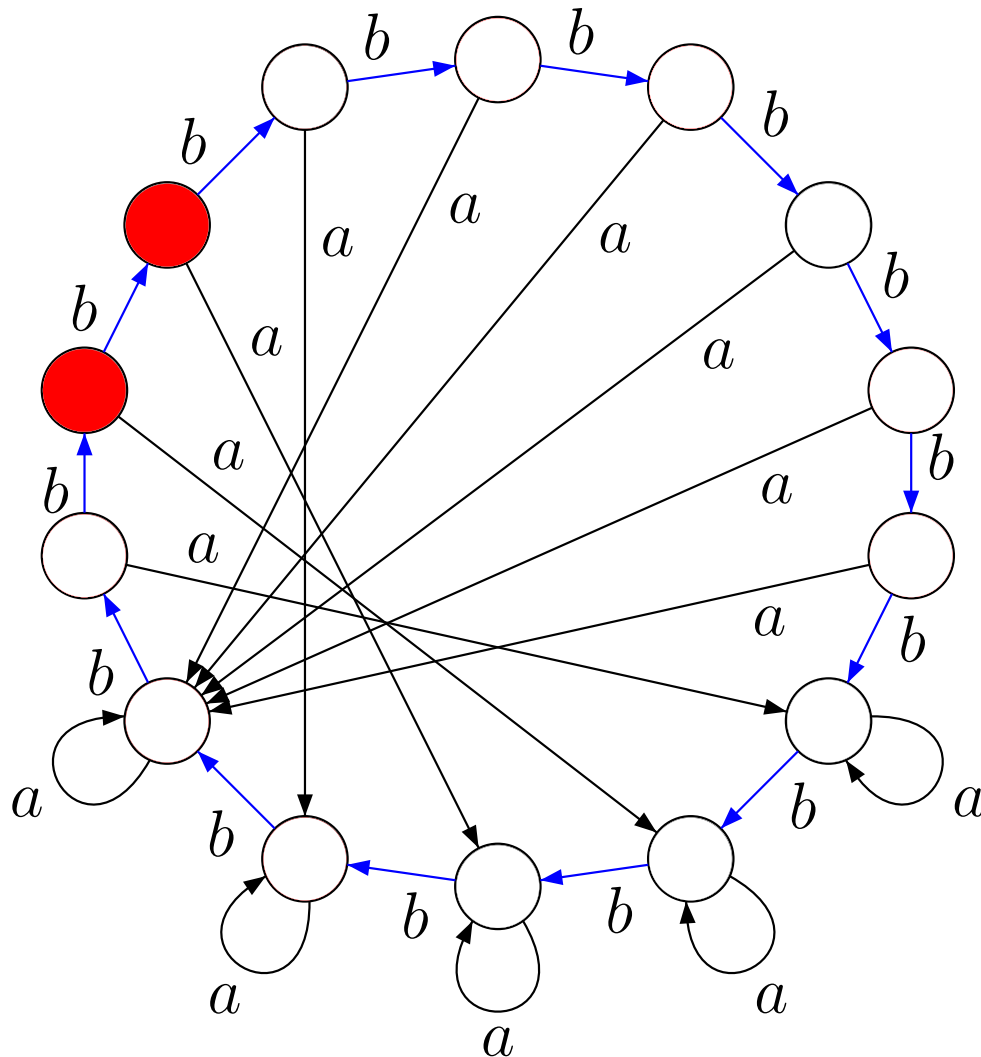
abbbbbbabbbbbbabbbbbabbbbbba

“Honest” example: “greedy” reset word ($k=2$)



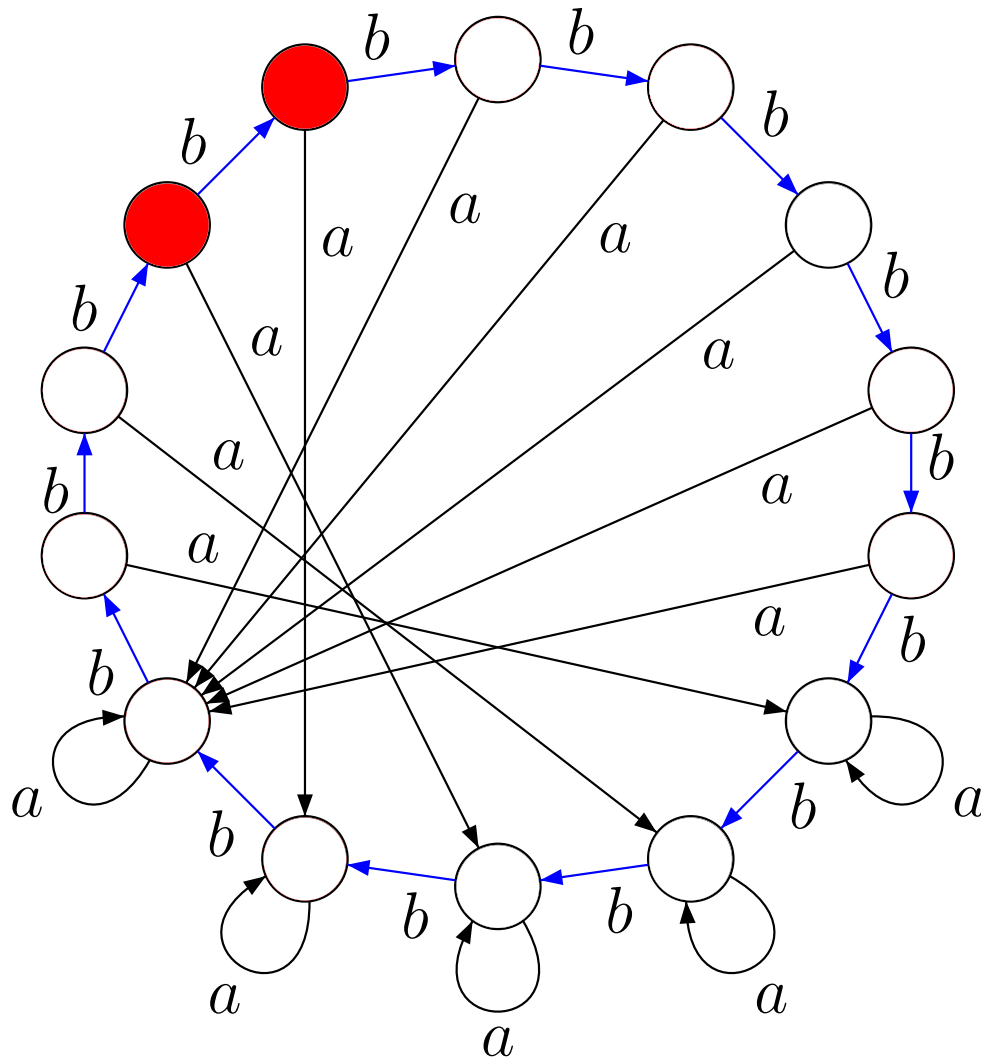
*abbbbbbabbbbbbabbbbbab**b**bbbba*

“Honest” example: “greedy” reset word (k=2)



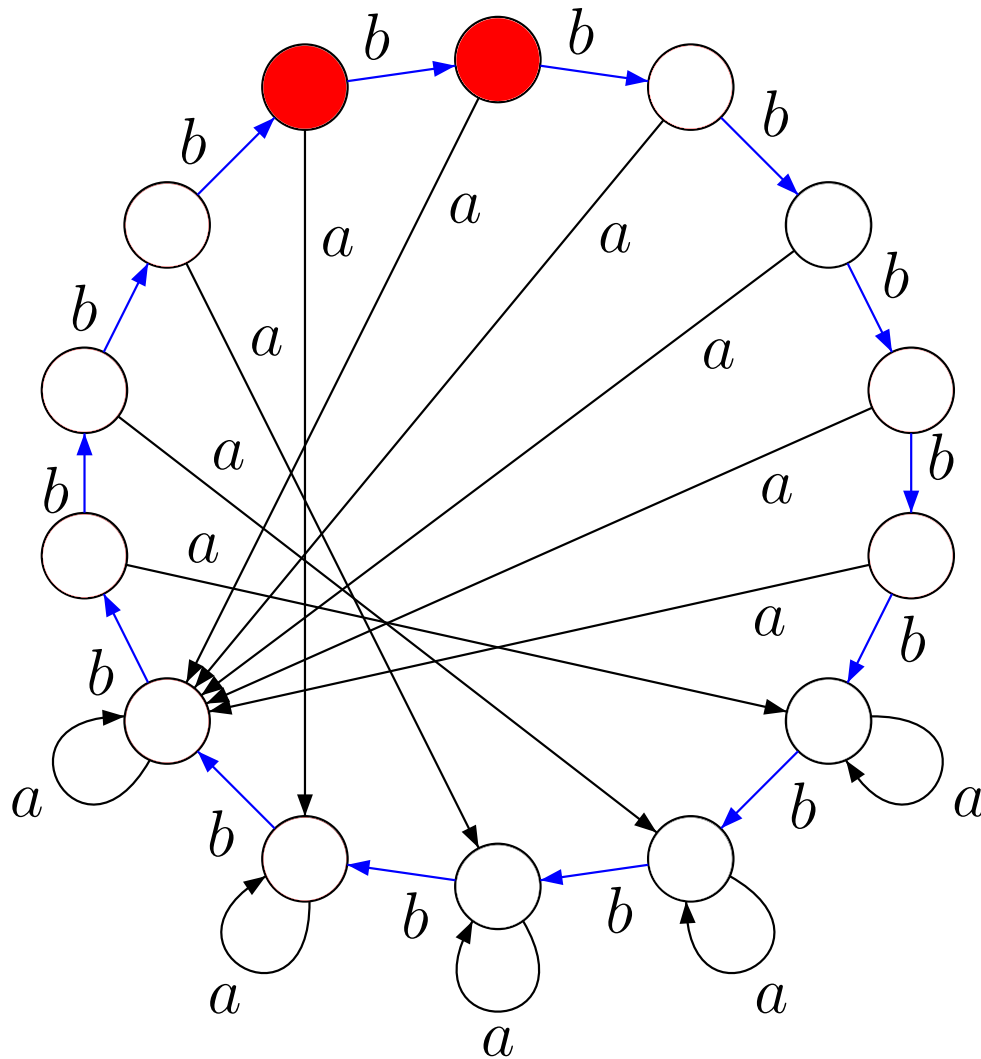
*abbbbbbabbbbbbabbbbbabb**b**bbba*

“Honest” example: “greedy” reset word (k=2)



abbbbbbabbbbbbabbbbbabbbbba

“Honest” example: “greedy” reset word (k=2)

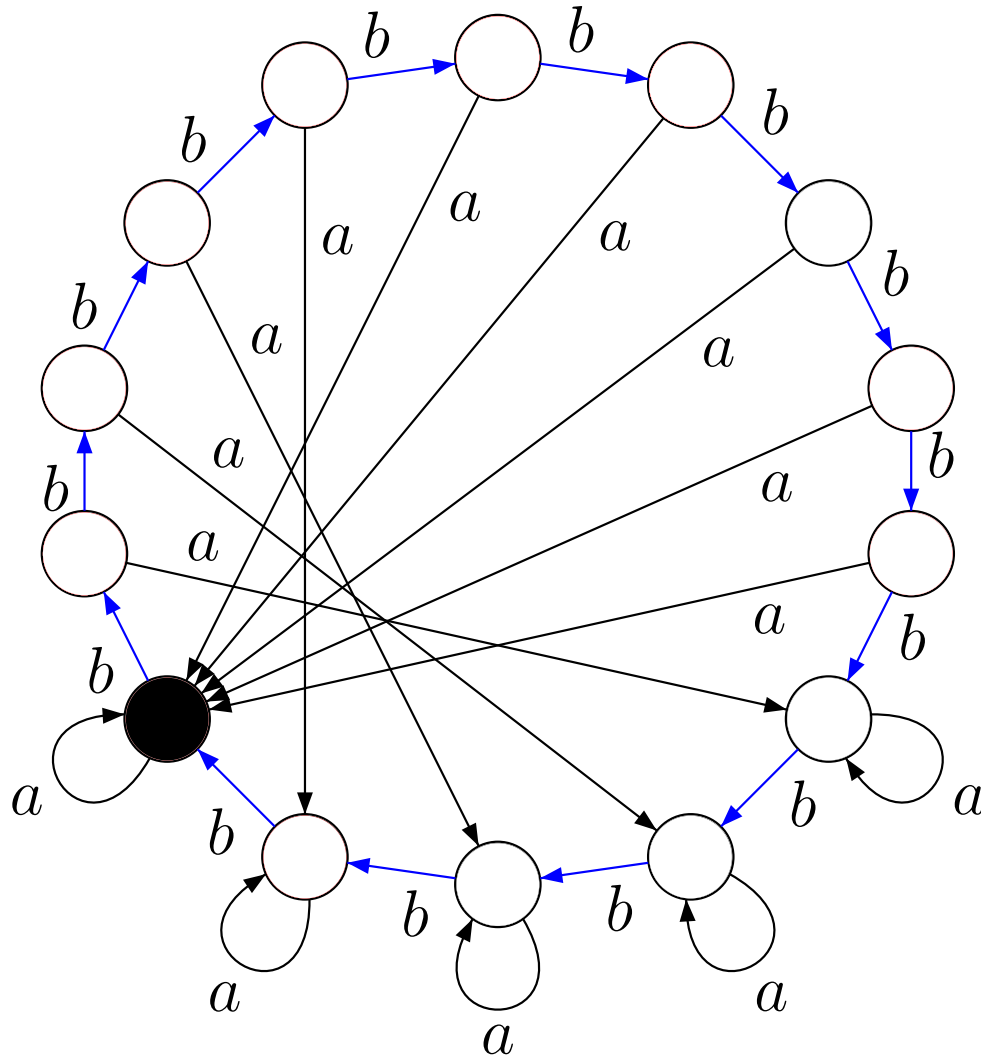


abbbbbbabbbbbbabbbbbabbbbba



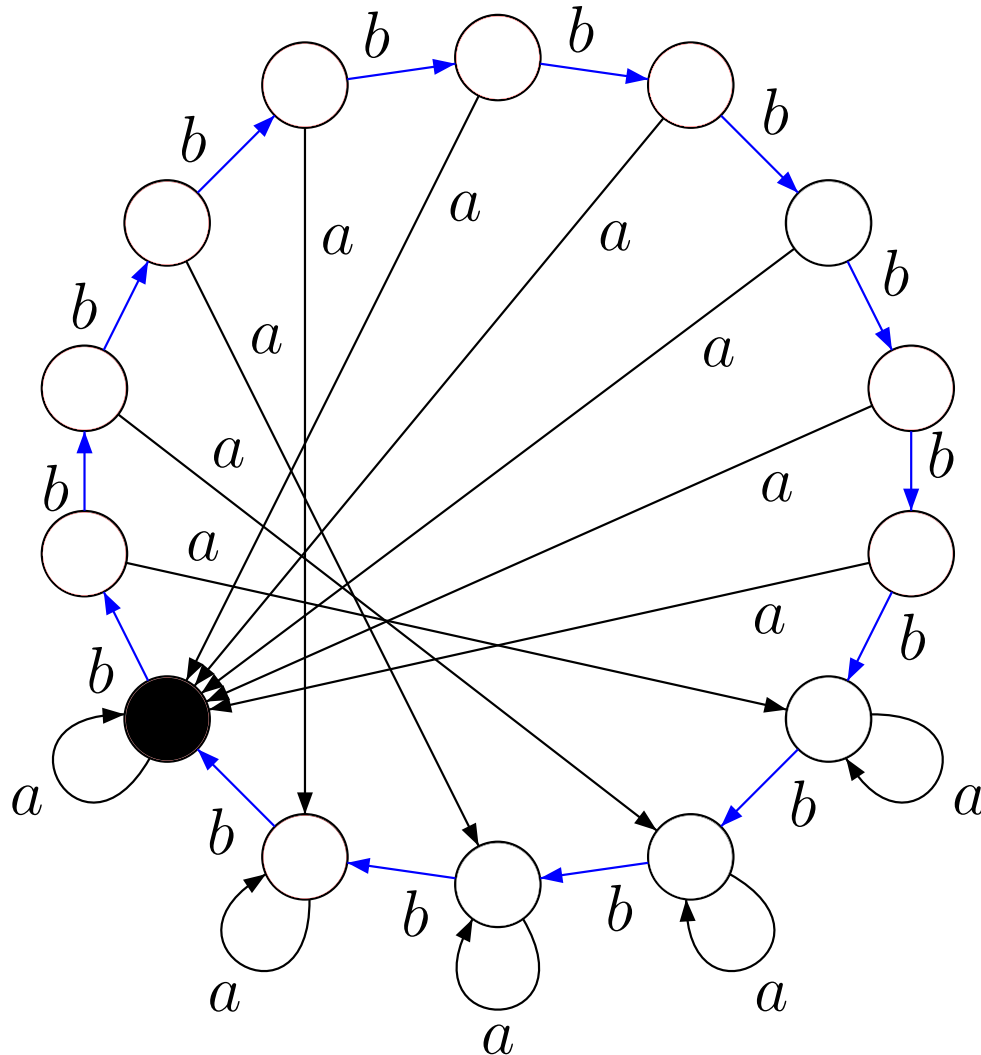
1

“Honest” example: “greedy” reset word ($k=2$)



*abbbbbbabbbbbbabbbbbabbbbb**a***

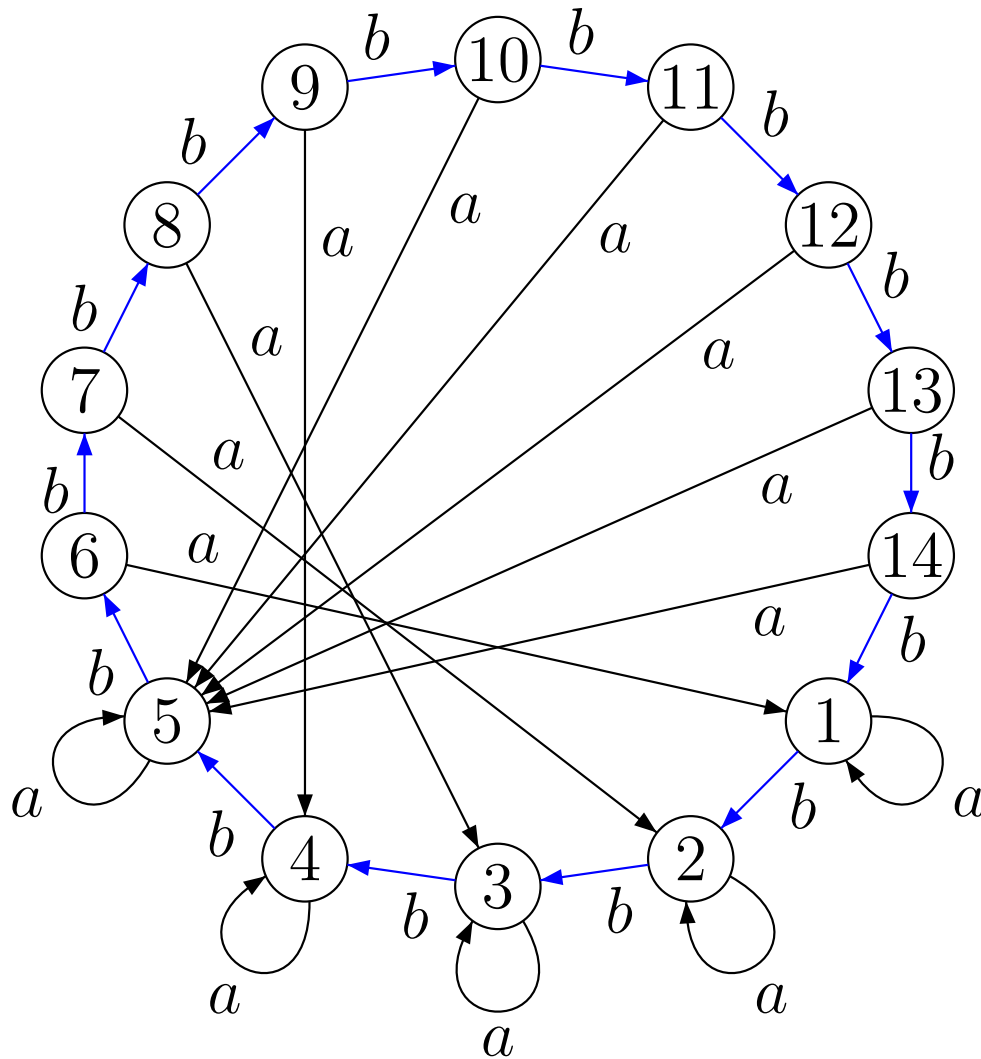
“Honest” example: “greedy” reset word ($k=2$)



*abbbbbbabbbbbbabbbbbabbbbb***a**

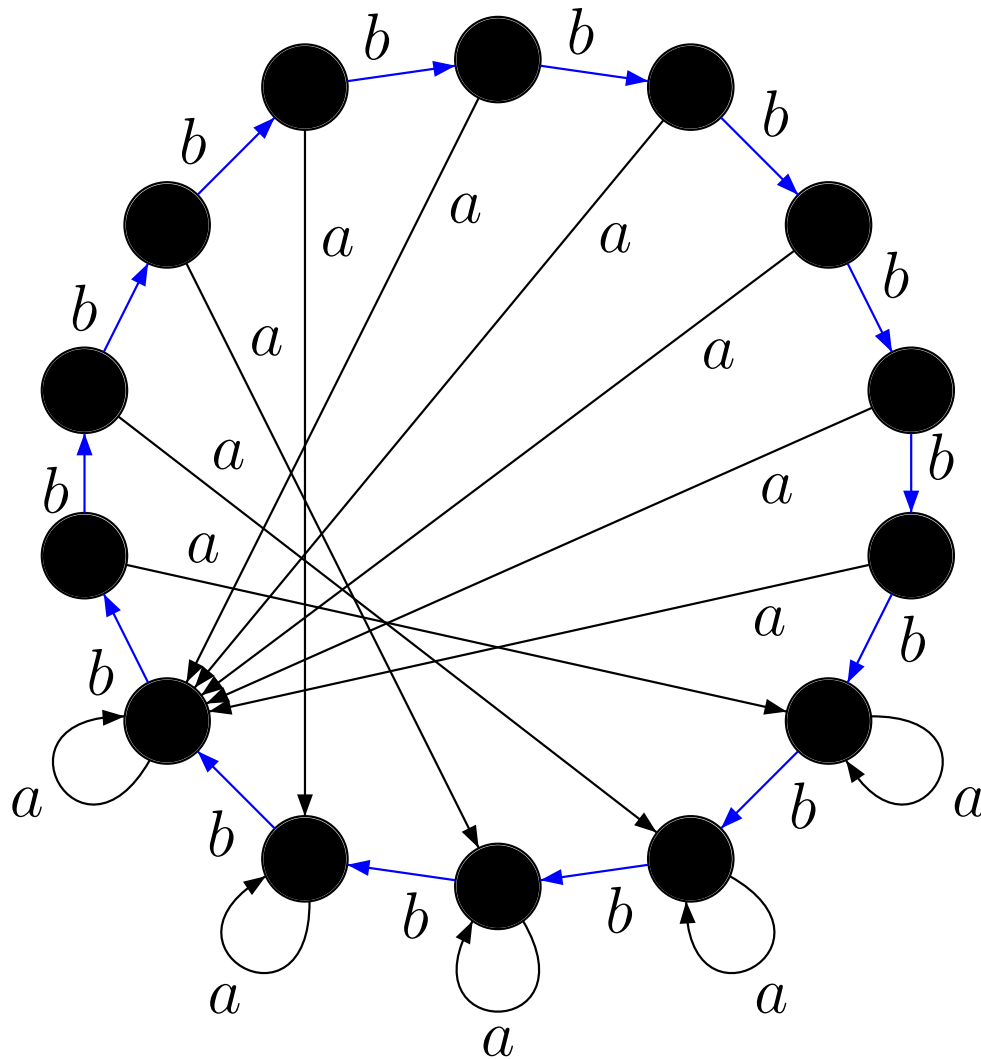
approximation ratio $\frac{29}{11}$ or $\geq \frac{n-1}{6(k-1)}$

“Honest” example: “greedy” reset word (k=3)



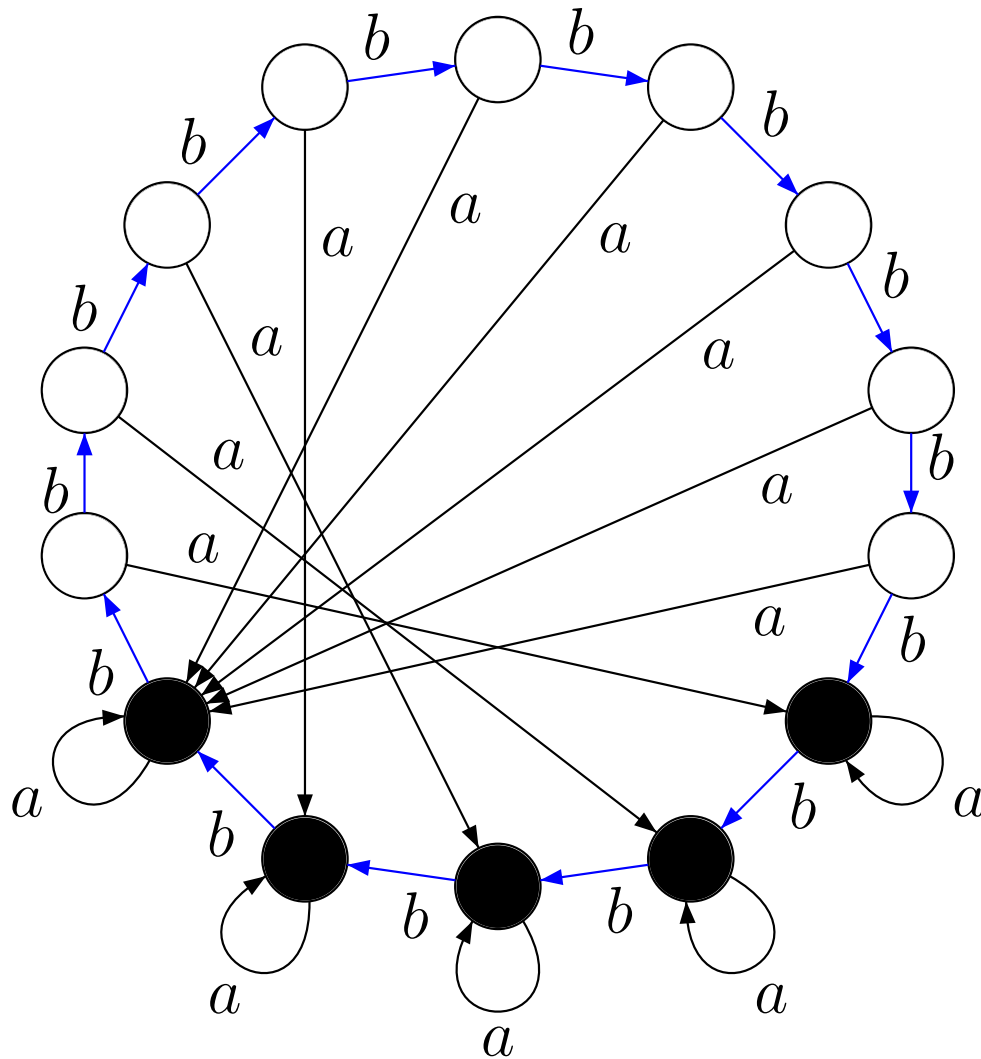
abbbbbbbabbbbbbbba

“Honest” example: “greedy” reset word ($k=3$)



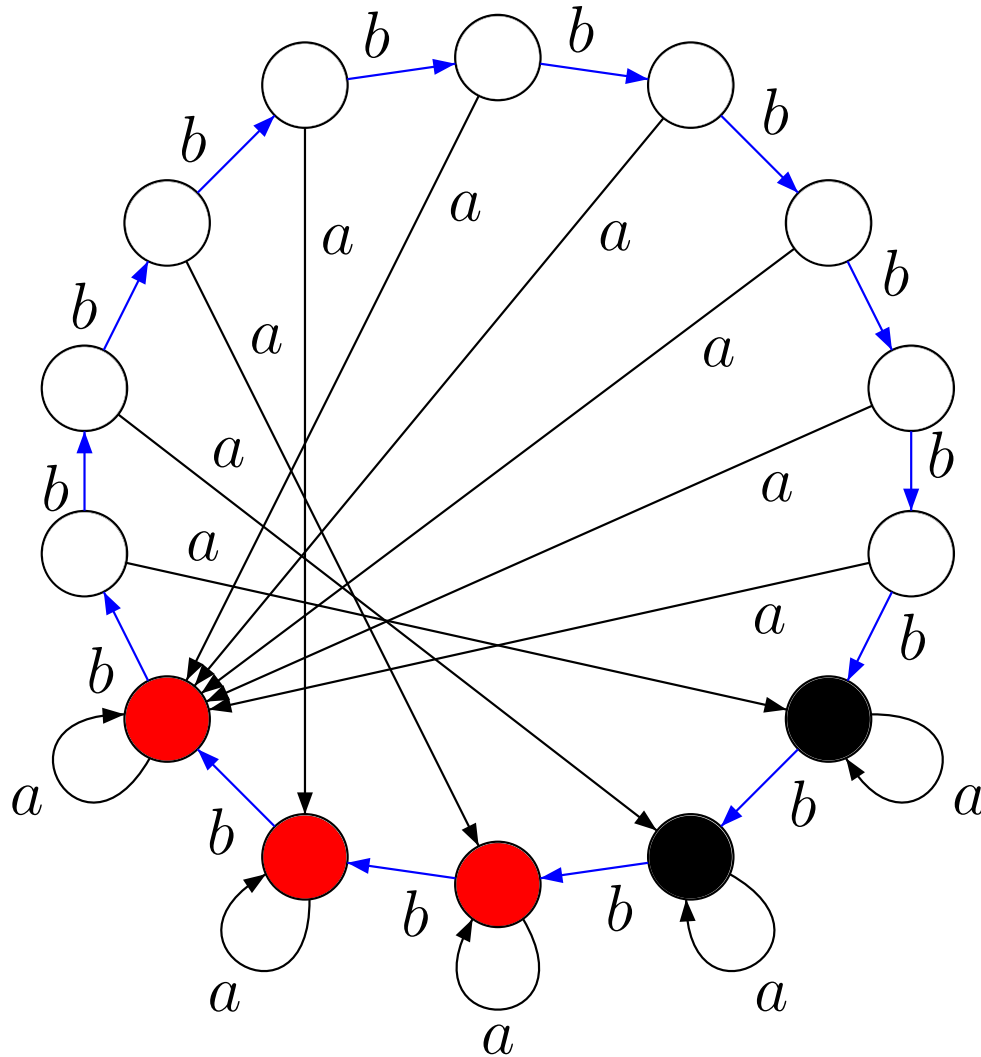
abbbbbbbabbbbbba

“Honest” example: “greedy” reset word (k=3)



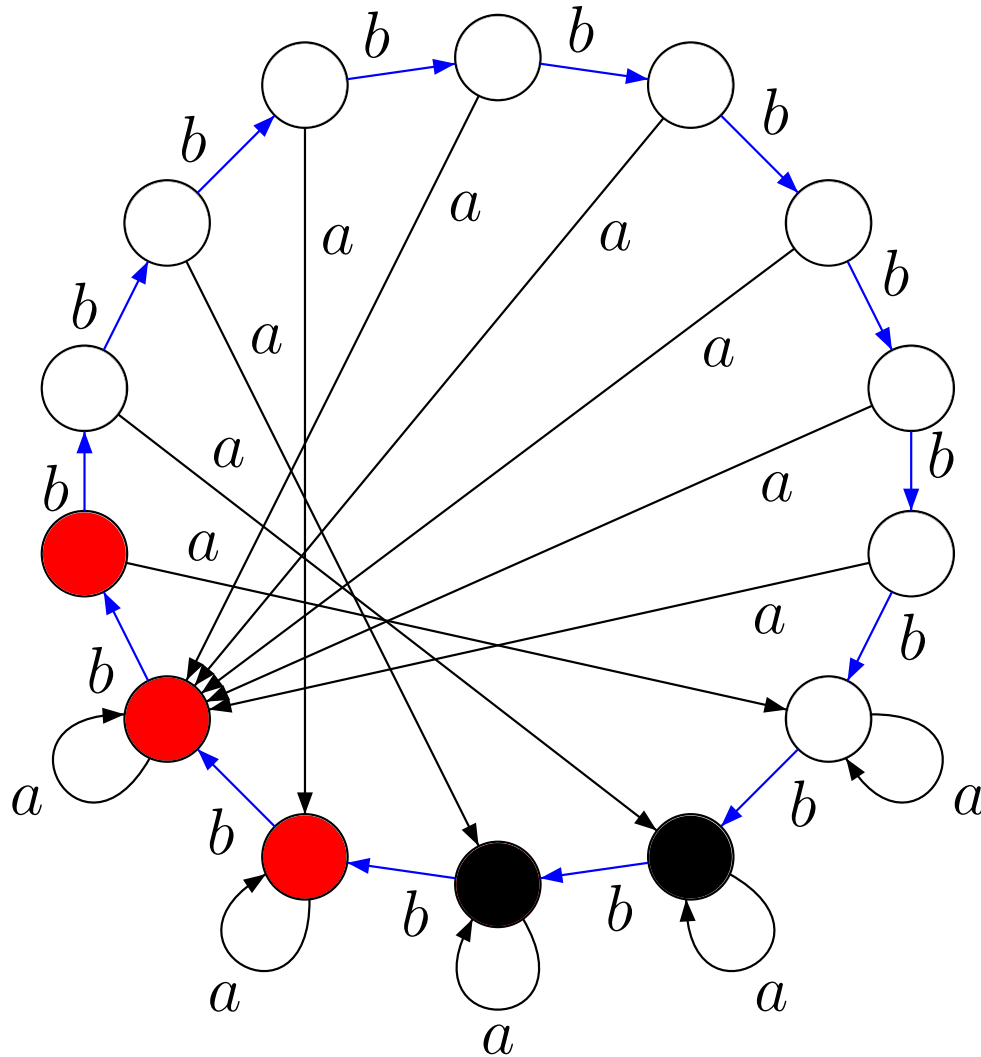
a b b b b b b b a b b b b b b b a

“Honest” example: “greedy” reset word (k=3)



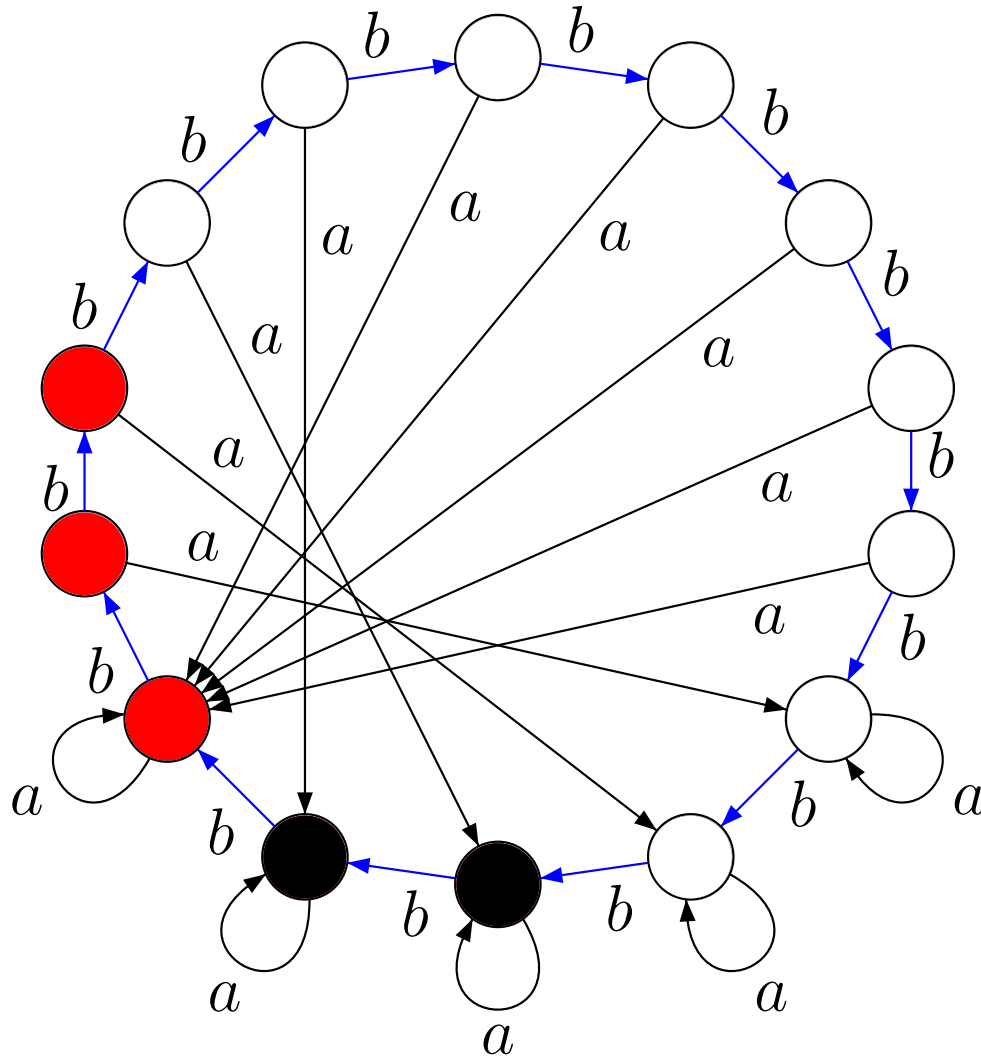
*a*bbbbbbbabbbbbba

“Honest” example: “greedy” reset word (k=3)



*a***b**bbbbbbabbbbbba

“Honest” example: “greedy” reset word (k=3)

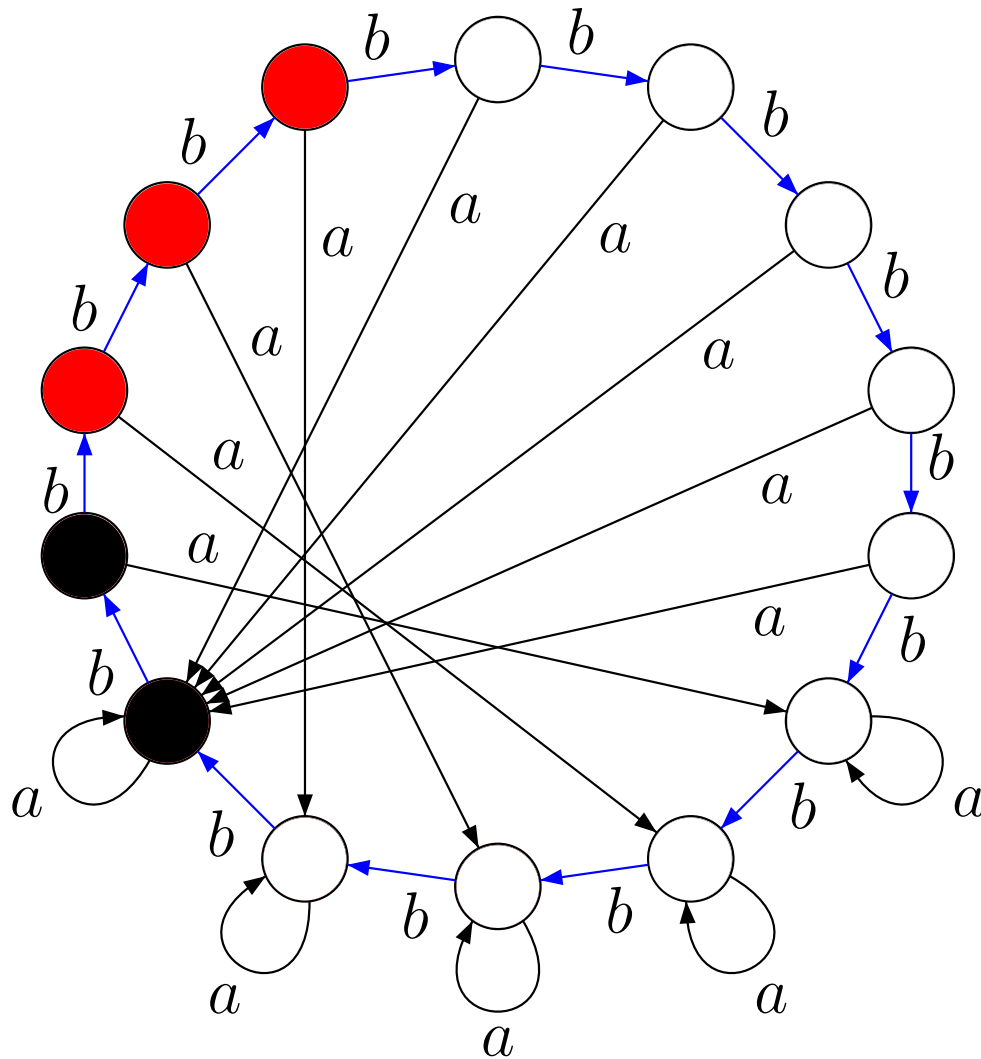


*ab**b**bbbbbabbbbbba*



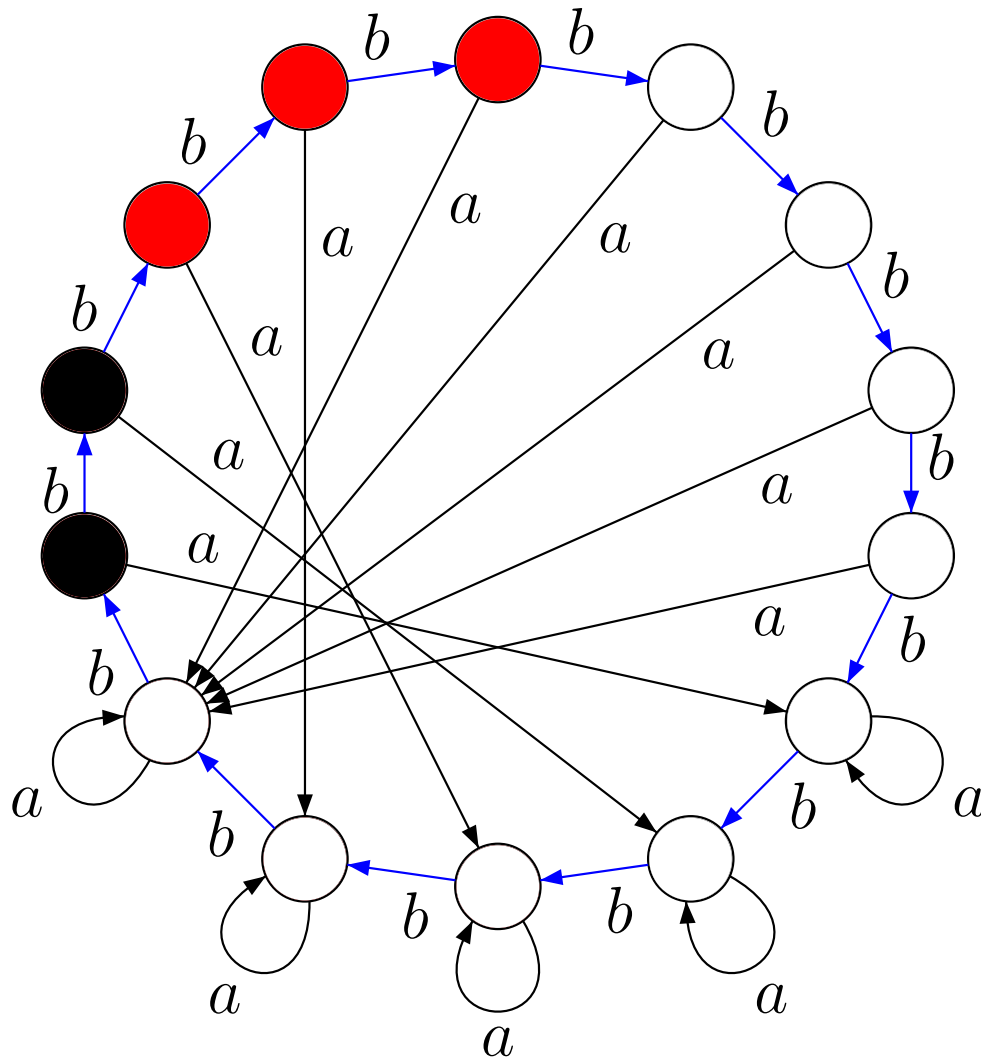
*abb****b****bbbbbabbabbbbbbba*

“Honest” example: “greedy” reset word (k=3)



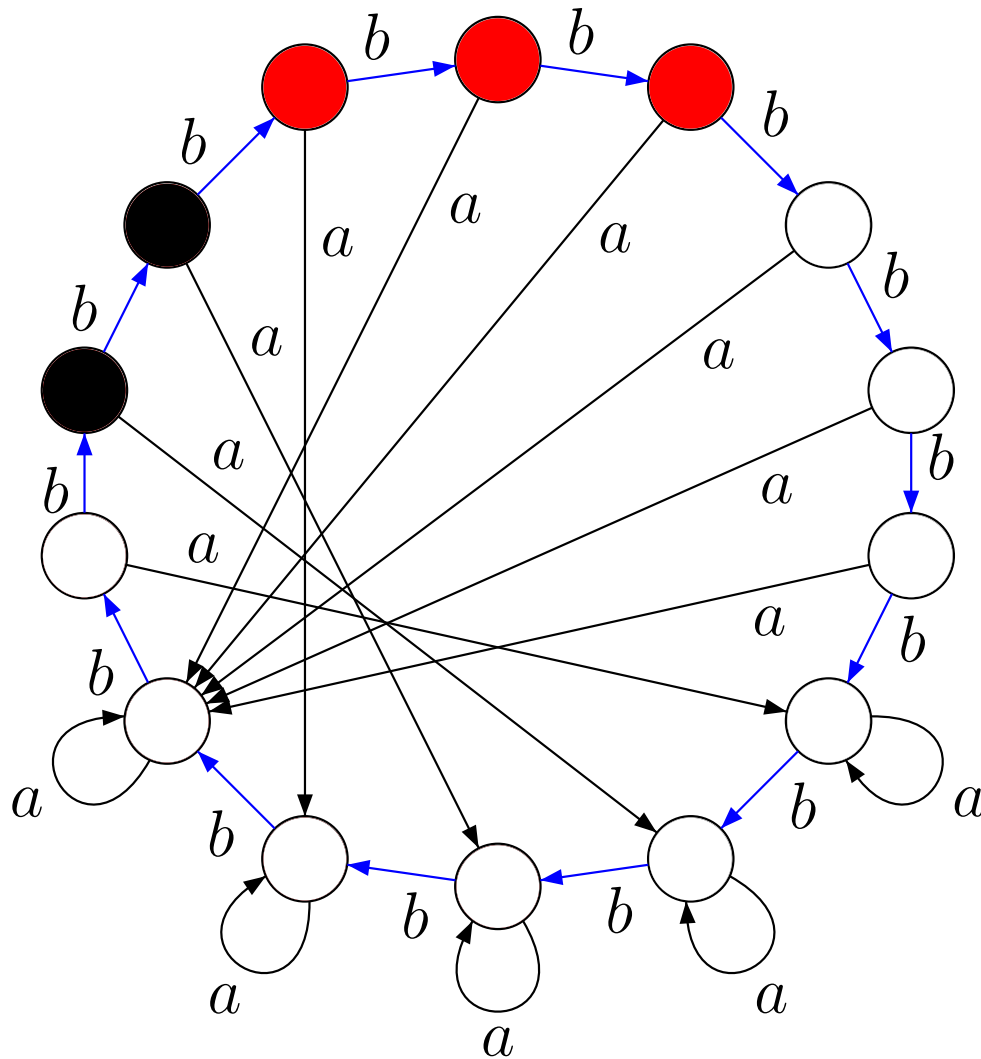
*abbb**b**bbbabbbbbbba*

“Honest” example: “greedy” reset word (k=3)



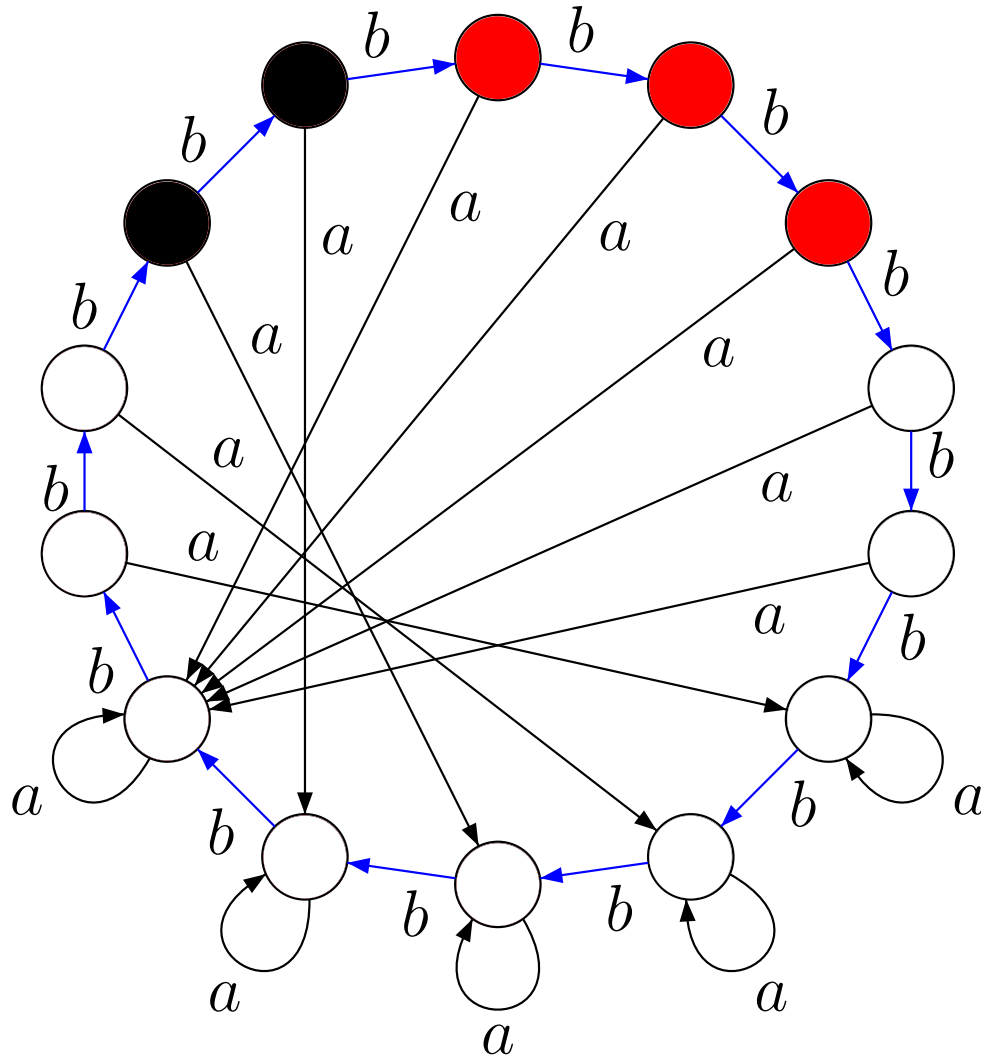
*abbbb**b**bbabbbbbbba*

“Honest” example: “greedy” reset word (k=3)



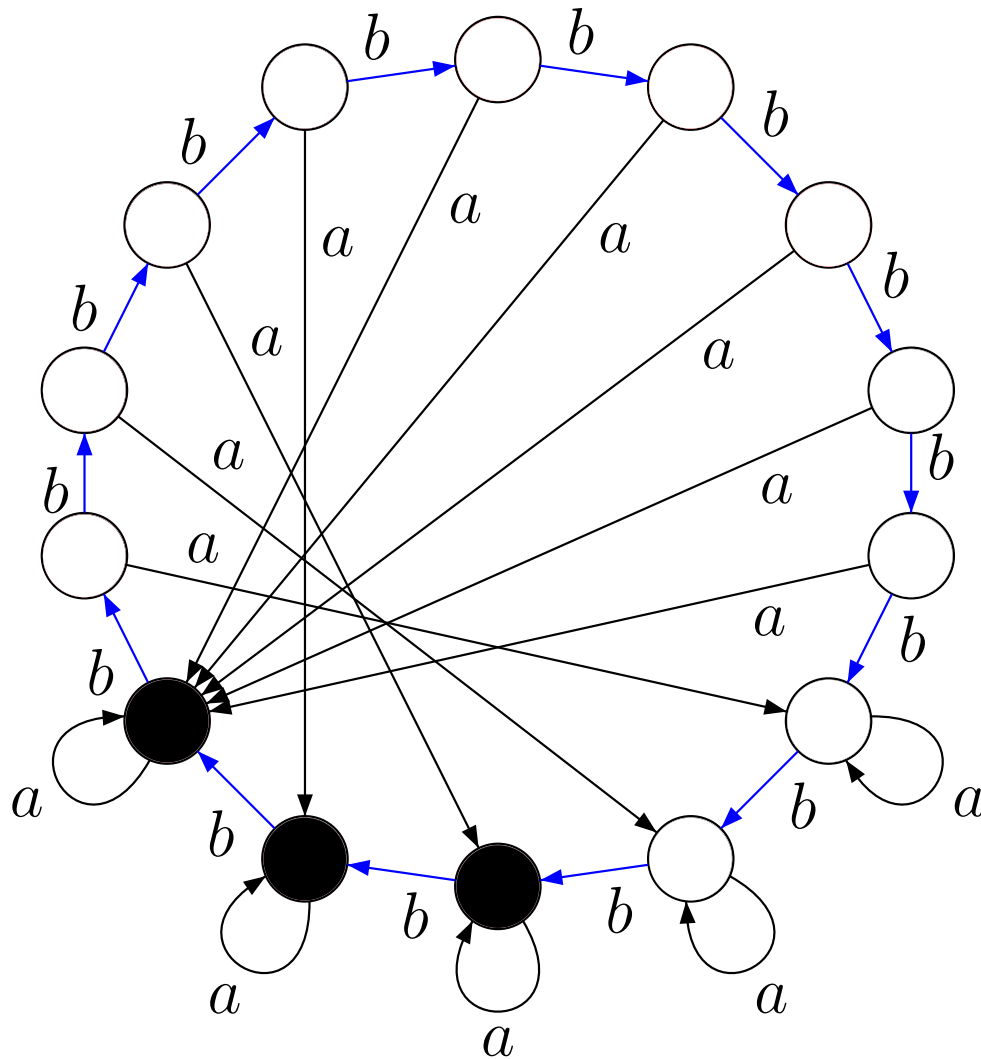
*abbbbbb**b**abbbbbbbba*

“Honest” example: “greedy” reset word ($k=3$)



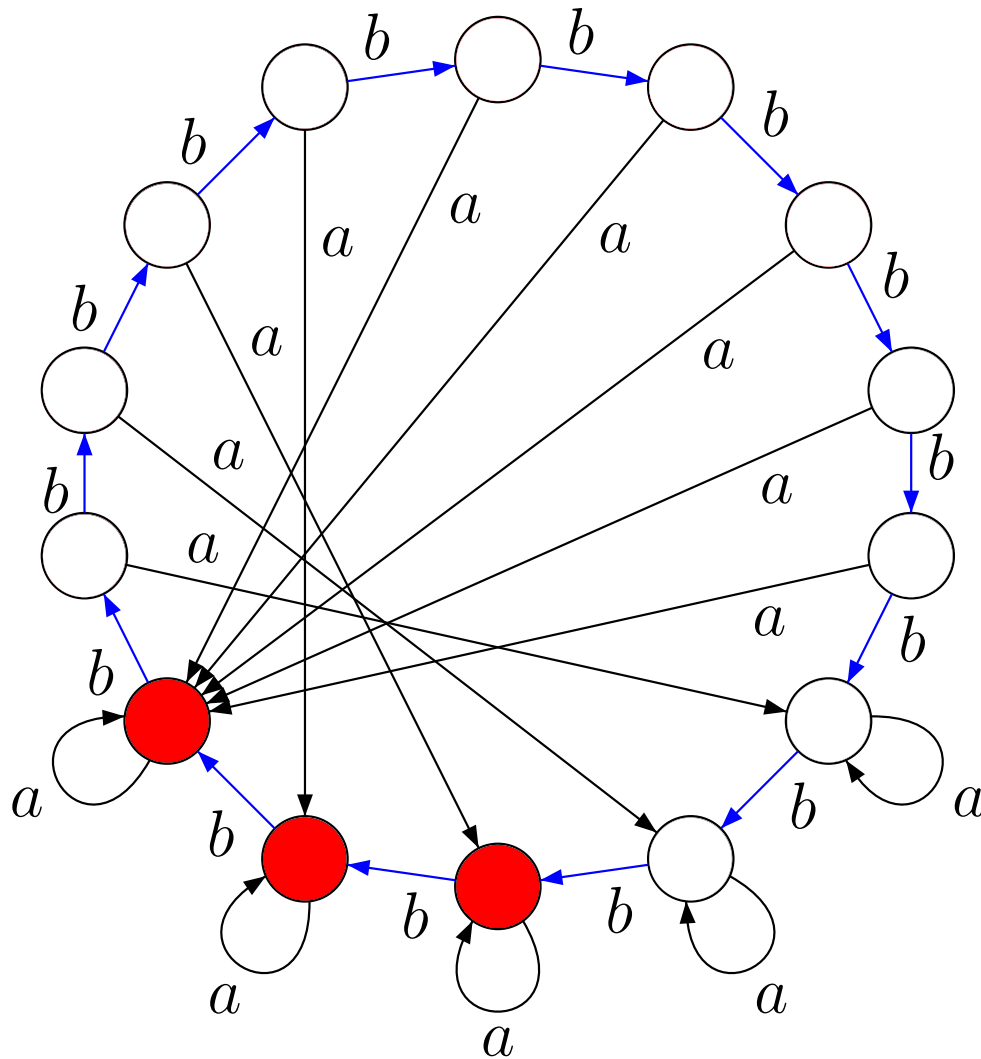
*abbbbbbb****b****abbbbbbbba*

“Honest” example: “greedy” reset word (k=3)



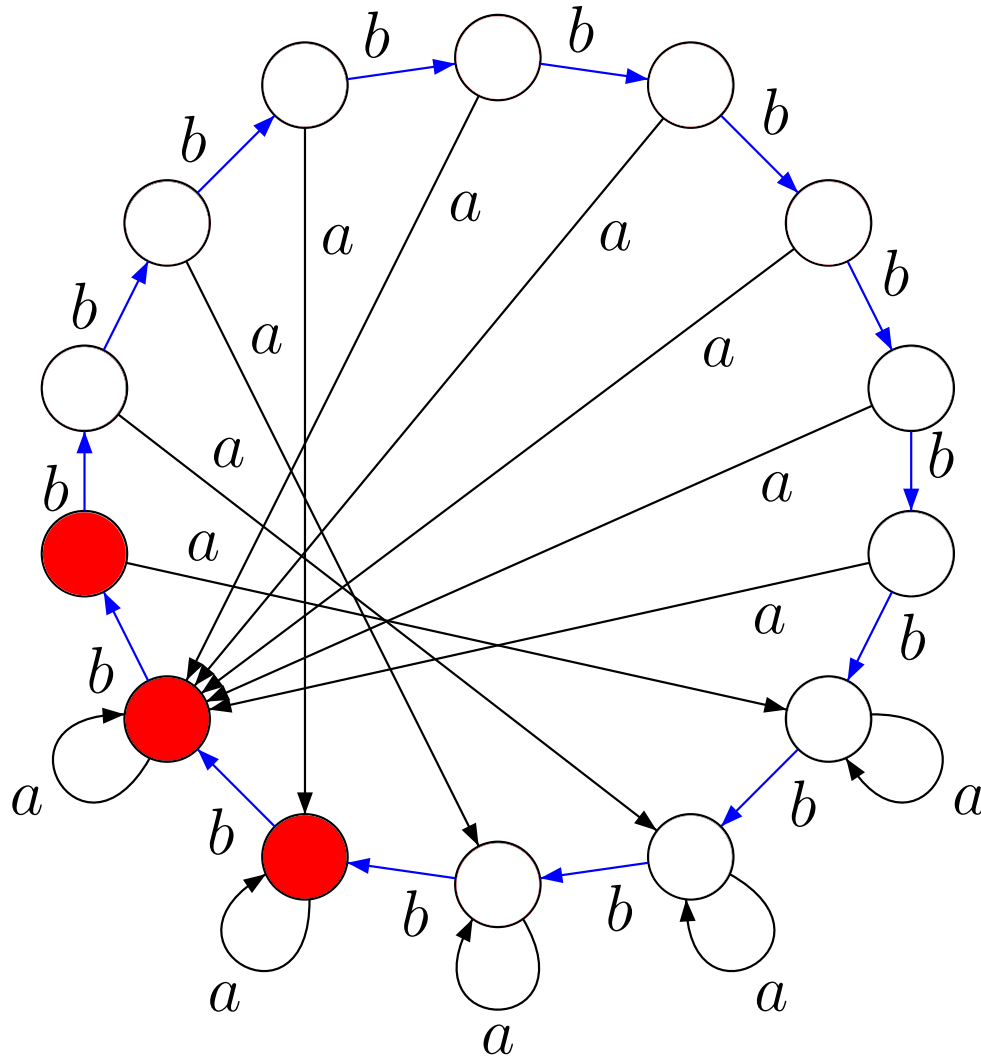
*abbbbbbb**a**bbbbbbba*

“Honest” example: “greedy” reset word (k=3)



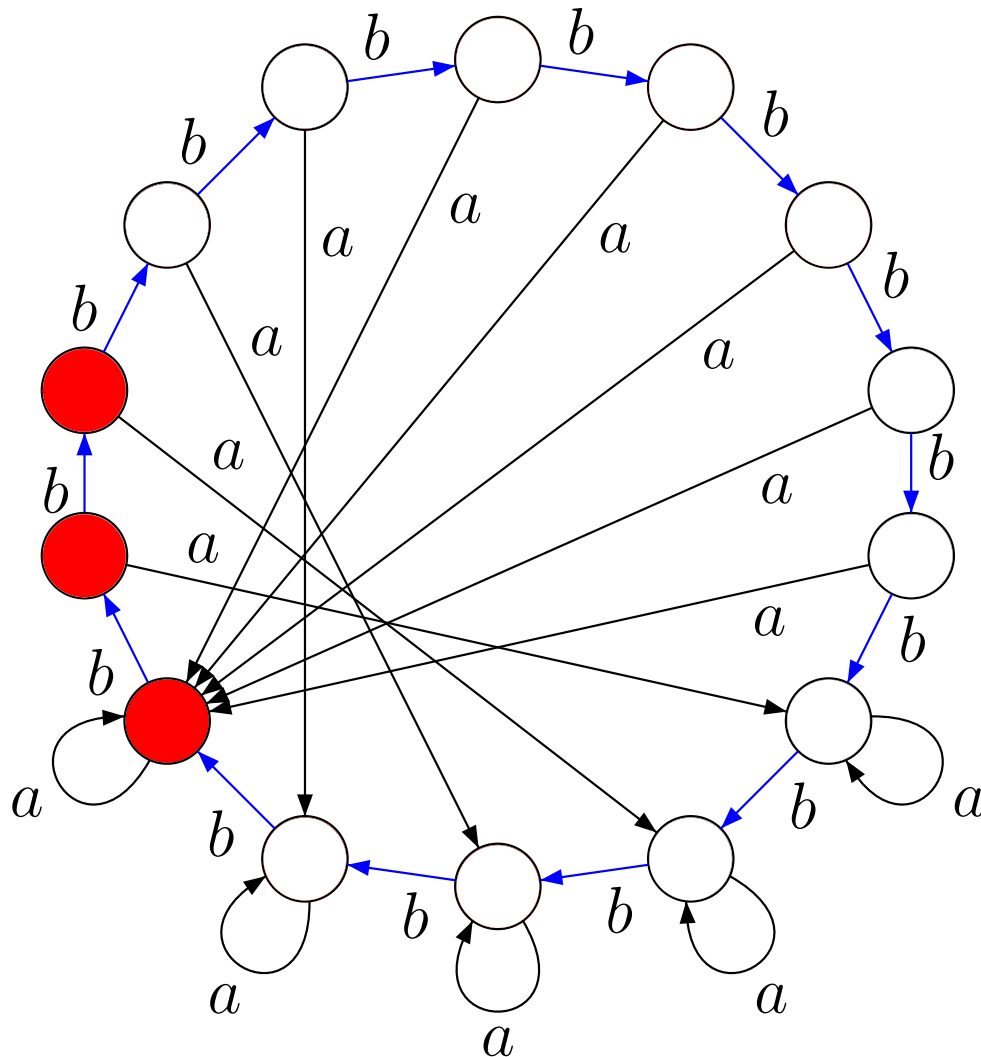
*abbbbbbb**a**bbbbbbba*

“Honest” example: “greedy” reset word (k=3)



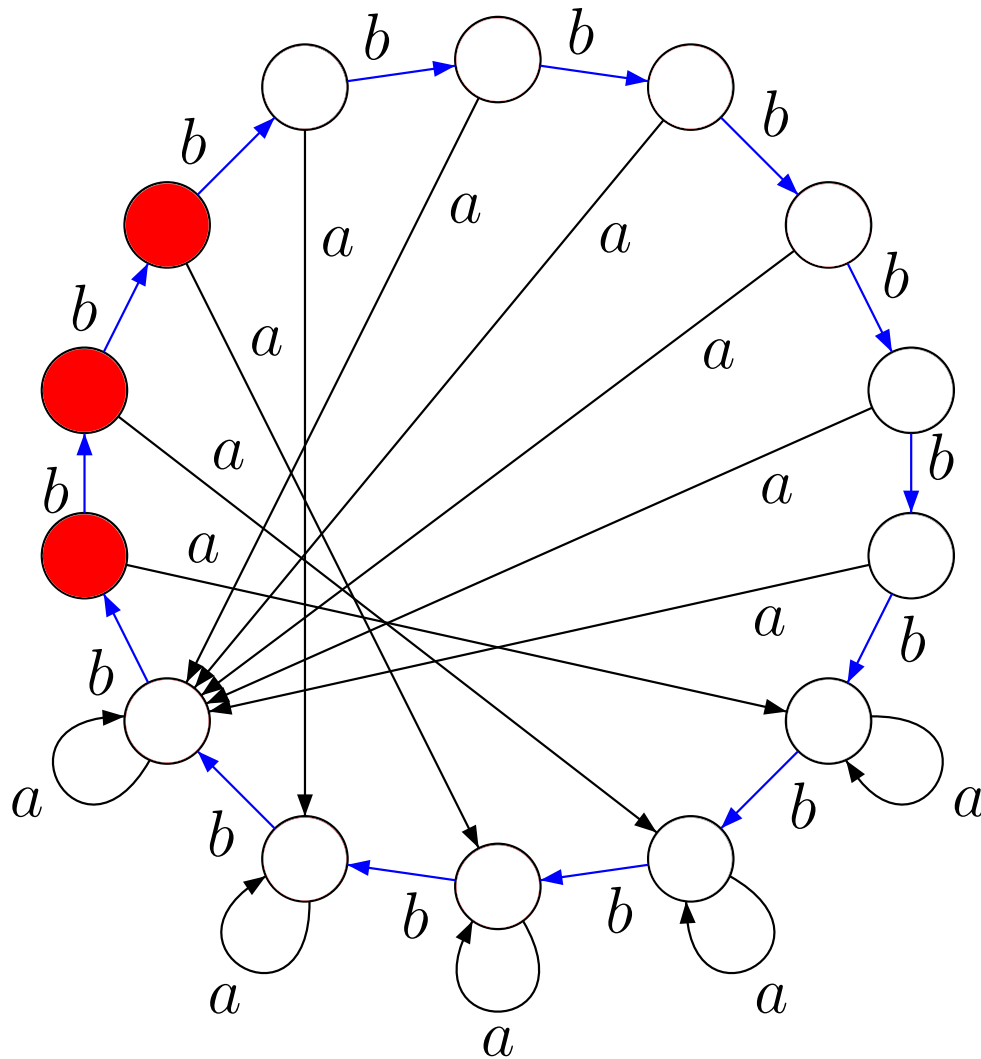
*abbbbbbbba**b**bbbbbbba*

“Honest” example: “greedy” reset word (k=3)



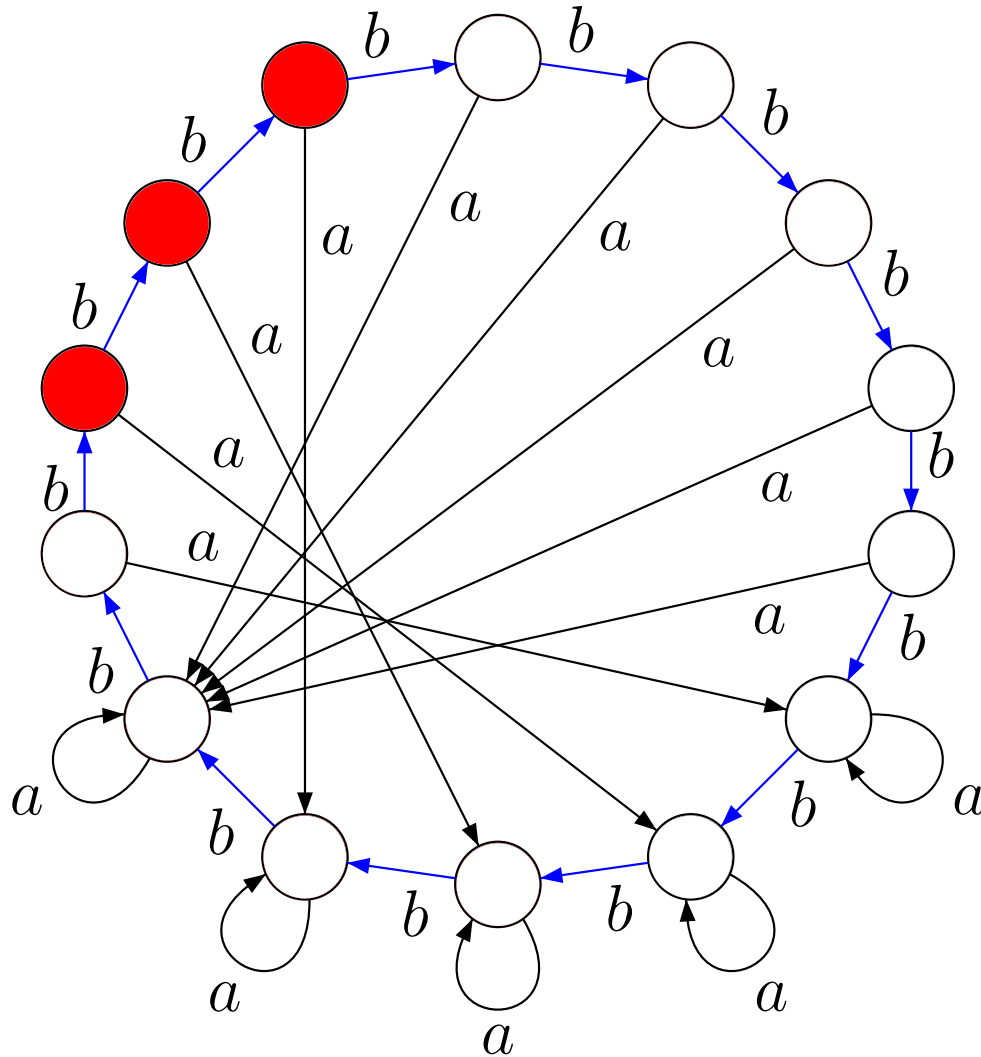
*abbbbbbbab**b**bbbbba*

“Honest” example: “greedy” reset word (k=3)



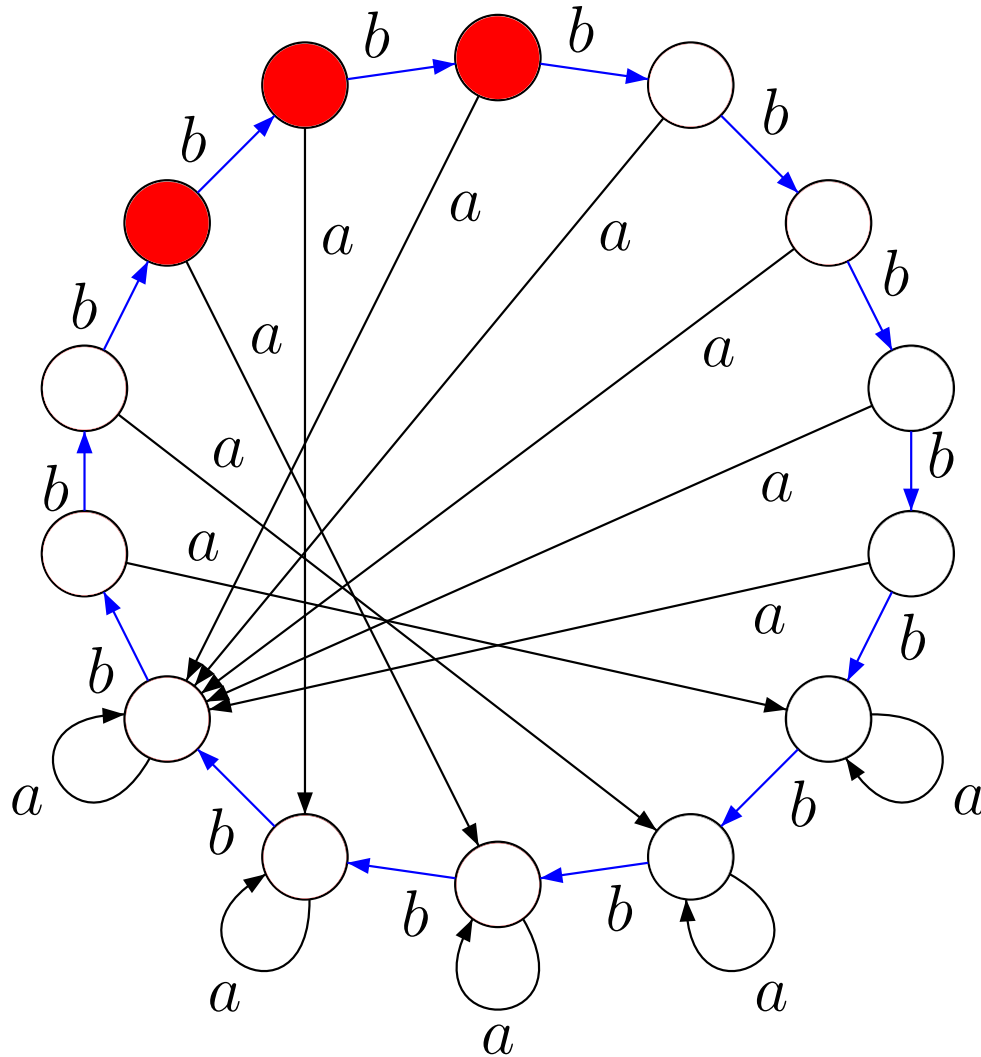
*abbbbbbbabb**b**bbbba*

“Honest” example: “greedy” reset word (k=3)



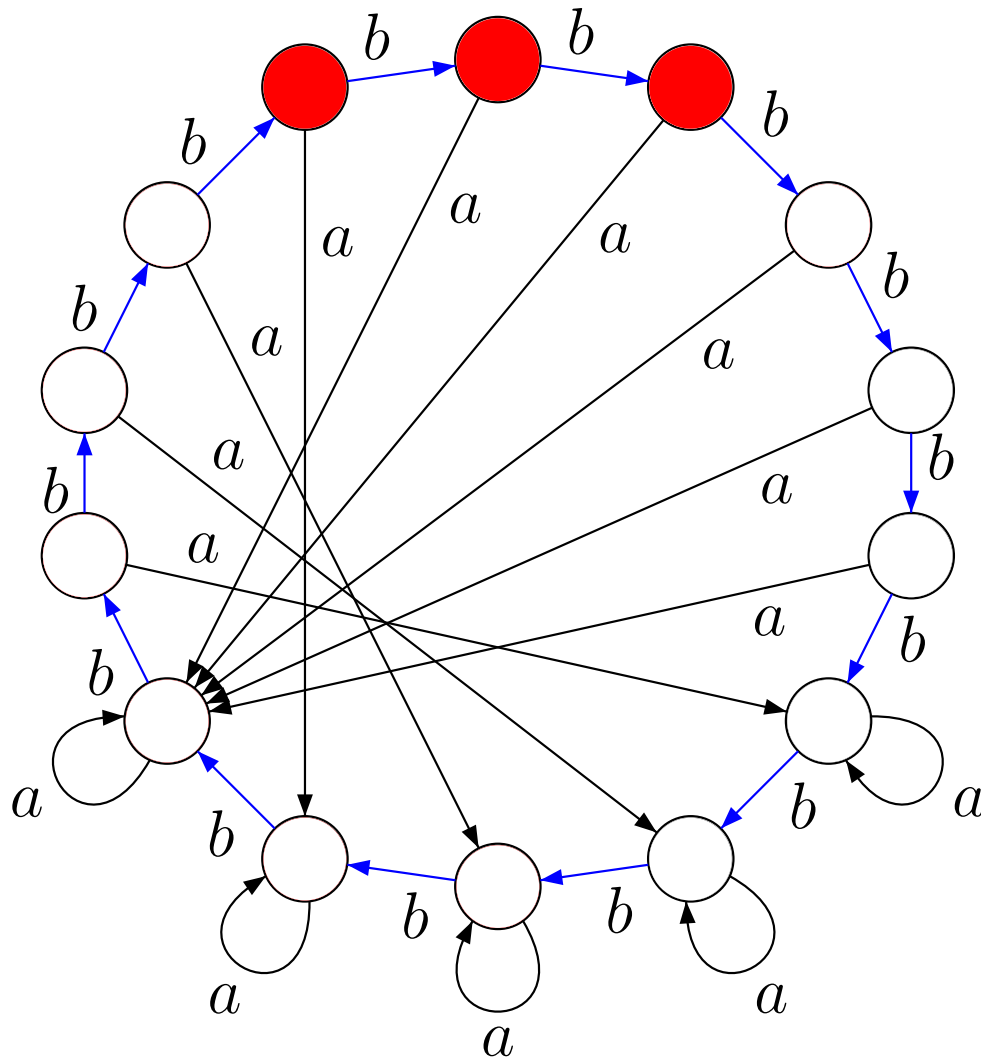
*abbbbbbbabbb**b**bbba*

“Honest” example: “greedy” reset word (k=3)



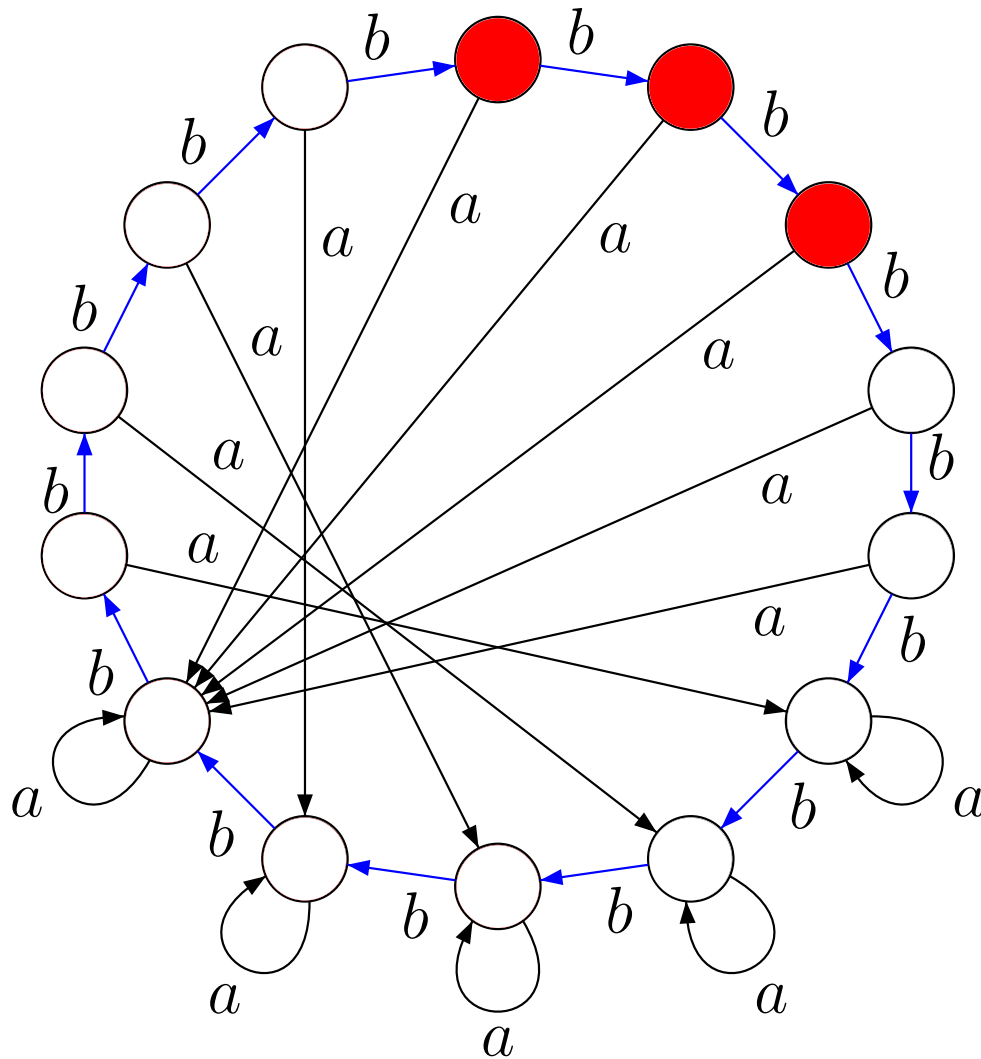
*abbbbbbbabbbb**b**bba*

“Honest” example: “greedy” reset word (k=3)



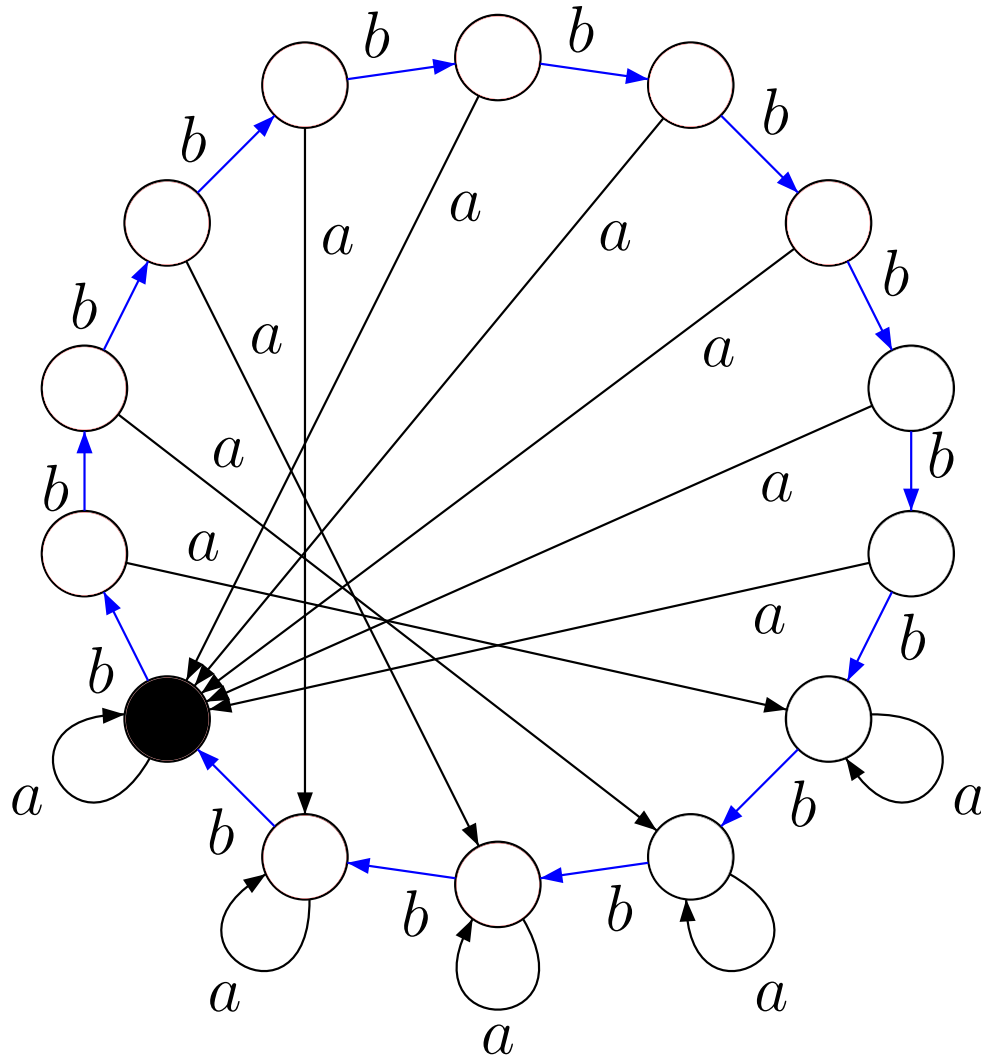
*abbbbbbbabbbbb**b**ba*

“Honest” example: “greedy” reset word (k=3)



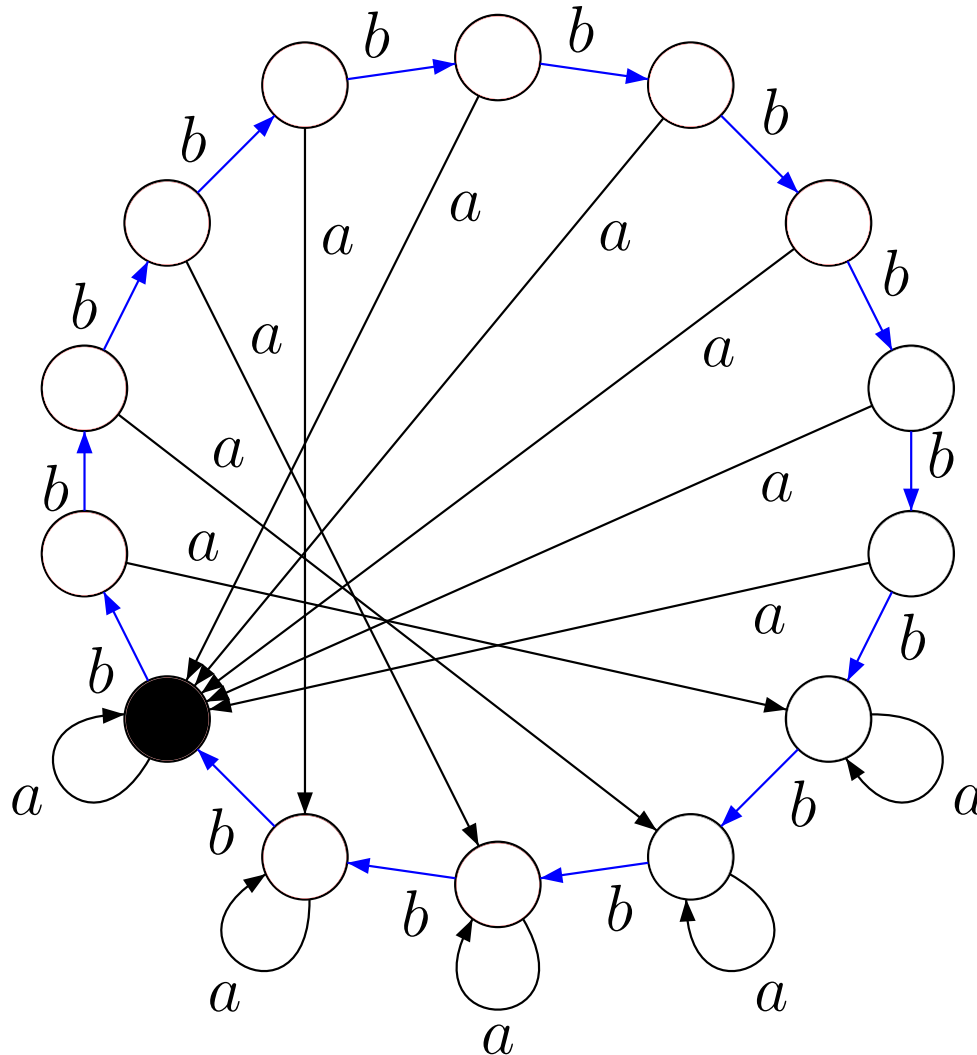
*abbbbbbbabbbbbbb**b**a*

“Honest” example: “greedy” reset word (k=3)



*abbbbbbbabbbbbbb****a***

“Honest” example: “greedy” reset word ($k=3$)



*abbbbbbbabbbbbbb****a***

approximation ratio $\frac{17}{11}$ or $\geq \frac{n-1}{6(k-1)}$

Theorem

Approximation ratio of $SYNCH - SUBSET(k)$ with arbitrary greedy choice of word and arbitrary greedy choice of set is at least $\frac{n}{6(k-1)}$.

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Approximation ratio of $SYNCH - SUBSET(k)$ with arbitrary greedy choice of word and arbitrary greedy choice of set is at least $\frac{n}{6(k-1)}$.

Open Problem

Is there a constant C , s.t. the approximation ratio of $SYNCH - SUBSET(k)$ with arbitrary greedy choice of word and arbitrary (not only greedy) choice of set is at least $C \cdot n$.

End

Thank you.