

A logical approach to Isomorphism Testing and Constraint Satisfaction

Oleg Verbitsky

Humboldt University of Berlin, Germany

ESLLI 2016, 15–19 August

Course outline

- 1 Logical complexity of graphs:
Basic definitions and examples
- 2 Isomorphism Testing by Color Refinement and $\text{FO}_{\#}^2$
(first-order logic with 2 variables and counting quantifiers)
- 3 $\text{FO}_{\#}^2$ and linear programming methods
- 4 $\text{FO}_{\#}^2$ and Distributed Computing
- 5 Existential-positive FO^2 and Constraint Satisfaction
- 6 Alternation hierarchy of FO^k
- 7 $\text{FO}_{\#}^k$ and the Weisfeiler-Leman algorithm

Part 1: Logical complexity of graphs:
Basic definitions and examples

Outline

- 1 First-order logic (FO)
- 2 The logical width/depth/length of a graph
- 3 Ehrenfeucht game
- 4 Finite-variable logics and counting quantifiers
- 5 References

- 1 First-order logic (FO)
- 2 The logical width/depth/length of a graph
- 3 Ehrenfeucht game
- 4 Finite-variable logics and counting quantifiers
- 5 References

First-order language of graph theory

Vocabulary:

$=$ equality of vertices

\sim adjacency of vertices

Syntax:

\wedge, \vee, \neg etc. Boolean connectives

\exists, \forall quantification over vertices
(no quantification over sets).

First-order language of graph theory

Vocabulary:

$=$ equality of vertices

\sim adjacency of vertices

Syntax:

\wedge, \vee, \neg etc. Boolean connectives

\exists, \forall quantification over vertices
(no quantification over sets).

Example

We can say that vertices x and y lie at distance no more than n :

$$\Delta_1(x, y) \stackrel{\text{def}}{=} x \sim y \vee x = y$$

$$\Delta_n(x, y) \stackrel{\text{def}}{=} \exists z_1 \dots \exists z_{n-1} \left(\Delta_1(x, z_1) \wedge \right. \\ \left. \wedge \Delta_1(z_1, z_2) \wedge \dots \wedge \Delta_1(z_{n-2}, z_{n-1}) \wedge \Delta_1(z_{n-1}, y) \right)$$

Outline

- 1 First-order logic (FO)
- 2 The logical width/depth/length of a graph**
- 3 Ehrenfeucht game
- 4 Finite-variable logics and counting quantifiers
- 5 References

Succinctness measures of a formula Φ : Width

Definition

The **width** $W(\Phi)$ is the number of variables used in Φ (different occurrences of the same variable are not counted).

Example

$W(\Delta_n) = n + 1$ but we can economize by recycling just three variables:

$$\begin{aligned}\Delta'_1(x, y) &\stackrel{\text{def}}{=} \Delta_1(x, y) \\ \Delta'_n(x, y) &\stackrel{\text{def}}{=} \exists z(\Delta'_1(x, z) \wedge \Delta'_{n-1}(z, y)).\end{aligned}$$

Succinctness measures of a formula Φ : Depth

Definition

The **depth** $D(\Phi)$ (or **quantifier rank**) is the maximum number of nested quantifiers in Φ .

- $\forall x(\forall y(\exists z(\dots)))$ – depth 3; $(\forall x \dots) \wedge (\forall y \dots) \wedge (\exists z \dots)$ – depth 1

Example

$D(\Delta'_n) = n - 1$ but we can economize using the halving strategy:

$$\begin{aligned}\Delta''_1(x, y) &\stackrel{\text{def}}{=} \Delta_1(x, y) \\ \Delta''_n(x, y) &\stackrel{\text{def}}{=} \exists z \left(\Delta''_{\lfloor n/2 \rfloor}(x, z) \wedge \Delta''_{\lceil n/2 \rceil}(z, y) \right).\end{aligned}$$

Now $D(\Delta''_n) = \lceil \log n \rceil$ and $W(\Delta''_n) = 3$.

Succinctness measures of a formula Φ : Length

Definition

The **length** $L(\Phi)$ is the total number of symbols in Φ (each variable symbol contributes 1).

Example: $L(\Delta_n) = O(n)$ and $L(\Delta''_n) = O(n)$ but
we can economize

$$\begin{aligned}\Delta'''_{2n+1}(x, y) &\stackrel{\text{def}}{=} \exists z (\Delta_1(x, z) \wedge \Delta'''_{2n}(z, y)) \\ \Delta'''_{2n}(x, y) &\stackrel{\text{def}}{=} \exists z \forall u (u = x \vee u = y \\ &\quad \rightarrow \Delta'''_n(u, z)),\end{aligned}$$

getting $L(\Delta'''_n) = O(\log n)$ and still
keeping $D(\Delta'''_n) \leq 2 \log n$ and $W(\Delta'''_n) = 4$.

Definition

A statement Φ defines a graph G if Φ is true on G but false on every non-isomorphic graph H .

Example

P_n , the path on n vertices, is defined by

$$\begin{aligned} & \forall x \forall y \Delta_{n-1}(x, y) \wedge \neg \forall x \forall y \Delta_{n-2}(x, y) && \% \text{ diameter} = n-1 \\ & \wedge \forall x \forall y_1 \forall y_2 \forall y_3 (x \sim y_1 \wedge x \sim y_2 \wedge x \sim y_3 \\ & \quad \rightarrow y_1 = y_2 \vee y_2 = y_3 \vee y_3 = y_1) && \% \text{ max degree} < 3 \\ & \wedge \exists x \exists y \forall z (x \sim y \wedge (z \sim x \rightarrow z = y)) && \% \text{ min degree} = 1 \end{aligned}$$

Logical depth, width, and length of a graph: Definitions

Definition

$D(G)$ is the minimum $D(\Phi)$ over all Φ defining G .

$W(G)$ is the minimum $W(\Phi)$ over all Φ defining G .

$L(G)$ is the minimum $L(\Phi)$ over all Φ defining G .

Example

- $W(P_n) \leq 4$
- $D(P_n) < \log n + 3$
- $L(P_n) = O(\log n)$

Logical depth, width, and length of a graph: Relations

$$W(G) \leq D(G) < L(G)$$

Exercise

Prove that for any sentence Φ there is an equivalent Φ' such that $W(\Phi') \leq D(\Phi)$.

Logical depth, width, and length of a graph: Relations

$$W(G) \leq D(G) < L(G)$$

Exercise

Prove that for any sentence Φ there is an equivalent Φ' such that $W(\Phi') \leq D(\Phi)$.

Theorem (Pikhurko, Spencer, V. 2006)

$L(G) < \text{Tower}(D(G) + \log^* D(G) + 2)$. *This bound is tight in the sense that $L(G) \geq \text{Tower}(D(G) - 7)$ for infinitely many G .*

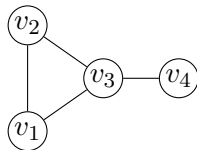
$$\dagger \text{ Tower}(1) = 2, \quad \text{Tower}(i + 1) = 2^{\text{Tower}(i)}$$

$$\ddagger \log^* n = \min \{ i : \text{Tower}(i) \geq n \}, \text{ the inverse of } \text{Tower}(i)$$

Logical depth, width, and length of a graph: Upper bounds

- Every finite graph G is definable.
- If G has n vertices, then
 - $D(G) \leq n + 1$,
 - $L(G) = O(n^2)$.

Proof by example:



$$\exists x_1 \exists x_2 \exists x_3 \exists x_4 \forall y$$

$$\left(\bigwedge_{1 \leq i < j \leq 4} x_i \neq x_j \wedge \bigvee_{1 \leq i \leq 4} y = x_i \wedge \right.$$

$$x_1 \sim x_2 \wedge x_1 \sim x_3 \wedge x_2 \sim x_3 \wedge x_3 \sim x_4 \wedge \\ \left. \wedge x_1 \not\sim x_4 \wedge x_2 \not\sim x_4 \right)$$

Outline

- 1 First-order logic (FO)
- 2 The logical width/depth/length of a graph
- 3 Ehrenfeucht game**
- 4 Finite-variable logics and counting quantifiers
- 5 References

How to determine $W(G)$ or $D(G)$?

- $D(G) = \max_{H \neq G} D(G, H)$, where $D(G, H)$ is the minimum quantifier depth needed to distinguish between G and H . Similarly for $W(G)$.

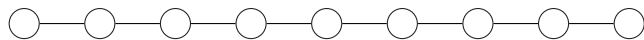
How to determine $W(G)$ or $D(G)$?

- $D(G) = \max_{H \neq G} D(G, H)$, where $D(G, H)$ is the minimum quantifier depth needed to distinguish between G and H . Similarly for $W(G)$.
- $D(G, H)$ and $W(G, H)$ are characterized in terms of a combinatorial game:

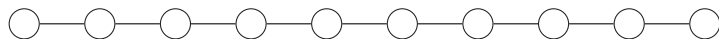
G and H are distinguishable with k variables and quantifier depth r iff Spoiler wins the k -pebble Ehrenfeucht game on G and H in r rounds.

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$



$G = P_9$



$H = P_{10}$

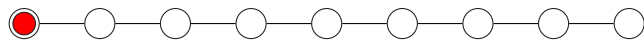
Two players: Spoiler and Duplicator



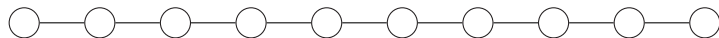
Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$



$G = P_9$



$H = P_{10}$

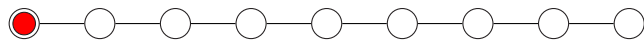
Two players: Spoiler and Duplicator



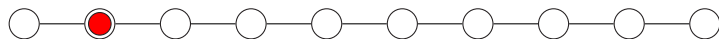
Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$



$G = P_9$



$H = P_{10}$

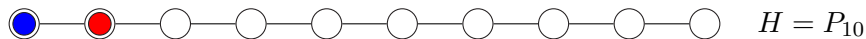
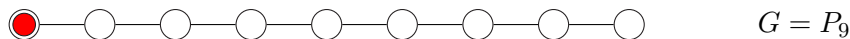
Two players: Spoiler and Duplicator



Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$



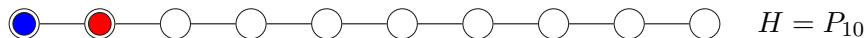
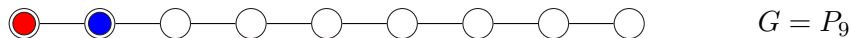
Two players: Spoiler and Duplicator



Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$



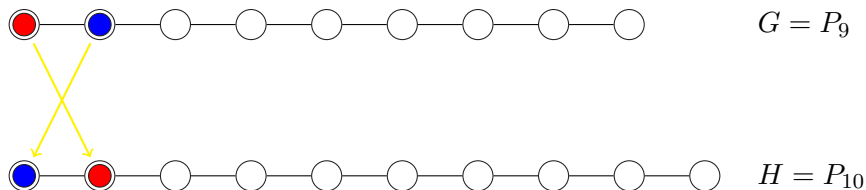
Two players: Spoiler and Duplicator



Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$



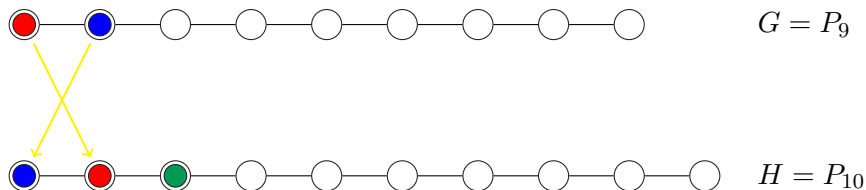
Two players: Spoiler and Duplicator



Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$



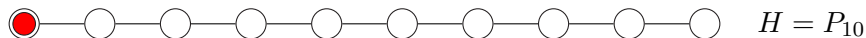
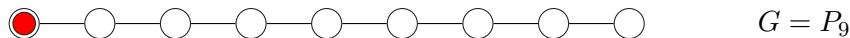
Two players: Spoiler and Duplicator



Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$



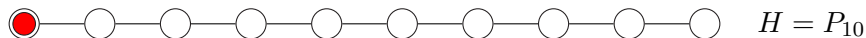
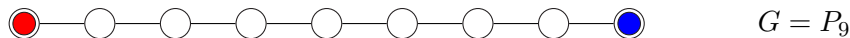
Two players: Spoiler and Duplicator



Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$



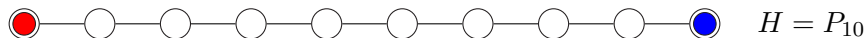
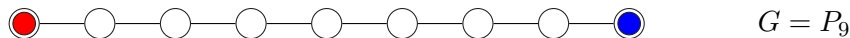
Two players: Spoiler and Duplicator



Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$



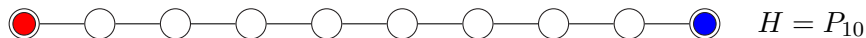
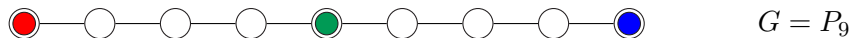
Two players: Spoiler and Duplicator



Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$



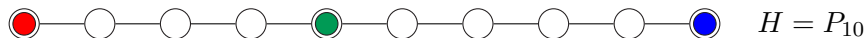
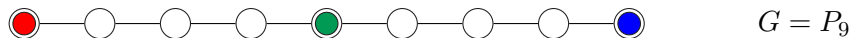
Two players: Spoiler and Duplicator



Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$

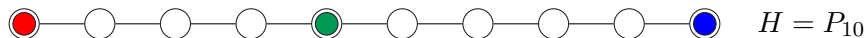
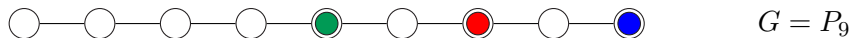


Two players: Spoiler and Duplicator

Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$

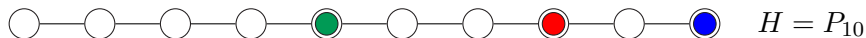
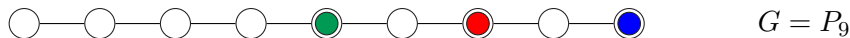


Two players: Spoiler and Duplicator

Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$



Two players: Spoiler and Duplicator

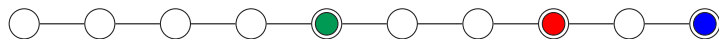
Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$



$G = P_9$



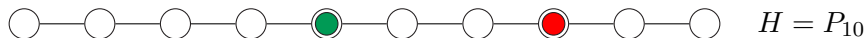
$H = P_{10}$

Two players: Spoiler and Duplicator

Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 1: $W(P_n, P_{n+1}) \leq 3$, $D(P_n, P_{n+1}) \leq \log_2 n + 3$

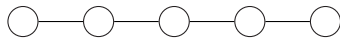


Two players: Spoiler and Duplicator

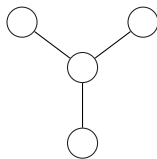
Duplicator's objective: to keep a partial isomorphism

The k -pebble Ehrenfeucht game

Example 2: $W(P_n) \leq 3$



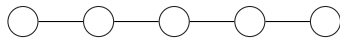
$G = P_5$



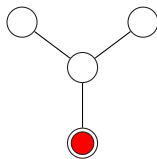
$K_{1,3}$ in H

The k -pebble Ehrenfeucht game

Example 2: $W(P_n) \leq 3$



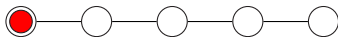
$G = P_5$



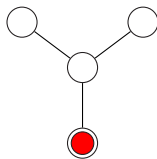
$K_{1,3}$ in H

The k -pebble Ehrenfeucht game

Example 2: $W(P_n) \leq 3$



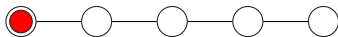
$G = P_5$



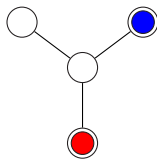
$K_{1,3}$ in H

The k -pebble Ehrenfeucht game

Example 2: $W(P_n) \leq 3$



$G = P_5$



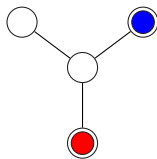
$K_{1,3}$ in H

The k -pebble Ehrenfeucht game

Example 2: $W(P_n) \leq 3$



$G = P_5$



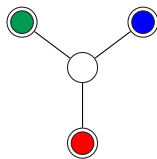
$K_{1,3}$ in H

The k -pebble Ehrenfeucht game

Example 2: $W(P_n) \leq 3$



$G = P_5$



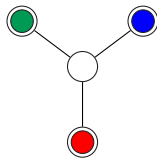
$K_{1,3}$ in H

The k -pebble Ehrenfeucht game

Example 2: $W(P_n) \leq 3$



$G = P_5$



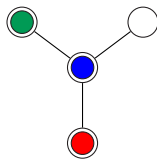
$K_{1,3}$ in H

The k -pebble Ehrenfeucht game

Example 2: $W(P_n) \leq 3$



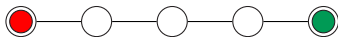
$G = P_5$



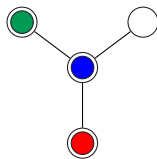
$K_{1,3}$ in H

The k -pebble Ehrenfeucht game

Example 2: $W(P_n) \leq 3$



$G = P_5$



$K_{1,3}$ in H

Exercise 1

Prove that $W(P_n) = 3$ if $n \geq 2$.

Exercises

Exercise 1

Prove that $W(P_n) = 3$ if $n \geq 2$.

Exercise 2

Let \overline{G} denote the complement graph of G .

Prove that $W(\overline{G}) = W(G)$ and $D(\overline{G}) = D(G)$.

Exercise 3

Let $G + H$ denote the vertex-disjoint union of G and H .
Suppose that both G and H are connected. Prove that

$$W(G) \leq W(G + H) \leq W(G) + W(H).$$

Outline

- 1 First-order logic (FO)
- 2 The logical width/depth/length of a graph
- 3 Ehrenfeucht game
- 4 Finite-variable logics and counting quantifiers**
- 5 References

k -variable logic (FO^k)

$D^k(G)$ denotes the logical depth of G in FO^k
(assuming $W(G) \leq k$).

For example, $D^3(P_n) \leq \log n + 3$.

k -variable logic (FO^k)

$D^k(G)$ denotes the logical depth of G in FO^k
(assuming $W(G) \leq k$).

For example, $D^3(P_n) \leq \log n + 3$.

Theorem

- 1 $D^k(G) \leq n^{k-1}$ for any graph G on n vertices.
- 2 [Kiefer, Schweitzer 16] $D^3(G) = O(n^2 / \log n)$.

A disturbing fact: We may need many variables even for very simple graphs.

For example,

$W(K_n) = n + 1$ because $W(K_n, K_{n+1}) = n + 1$.
(hence, $W(G) \leq D(G) \leq n + 1$ cannot be better)

$W(K_{1,n}) \geq n$ because $W(K_{1,n}, K_{1,n+1}) \geq n$.

Logic with counting quantifiers ($\text{FO}_{\#}$, $\text{FO}_{\#}^k$)

$\exists^{\geq m} x \Psi(x)$ means that there are at least m vertices x having property Ψ .

The counting quantifier $\exists^{\geq m}$ contributes 1 in the quantifier depth whatever m .

Example

$K_{1,n}$ can now be defined by

$$\exists^{\geq n+1} (x = x) \wedge \neg \exists^{\geq n+2} (x = x) \wedge \\ \exists x \forall y \forall z (y \neq x \wedge z \neq x \rightarrow y \sim x \wedge y \not\sim z)$$

Therefore, $W_{\#}(K_{1,n}) \leq 3$ and $D_{\#}^3(K_{1,n}) \leq 3$.

Exercise

- 1 Define $K_{1,n}$ in $\text{FO}_{\#}^2$.
- 2 Define P_n in $\text{FO}_{\#}^2$.

Counting move in the Ehrenfeucht game

- Spoiler exhibits a set A of “good” vertices in G or H .
- Duplicator responds with B in the other graph such that $|B| = |A|$.
- Spoiler selects $b \in B$ and puts a pebble on it.
- Duplicator selects $a \in A$ and puts the other pebble on it.

Counting move in the Ehrenfeucht game

- Spoiler exhibits a set A of “good” vertices in G or H .
- Duplicator responds with B in the other graph such that $|B| = |A|$.
- Spoiler selects $b \in B$ and puts a pebble on it.
- Duplicator selects $a \in A$ and puts the other pebble on it.

Exercise

Let $\Delta(G)$ denote the maximum degree of a vertex in G . Assume that $\Delta(G) \neq \Delta(H)$. Prove that $D_{\#}^2(G, H) \leq 2$.

Outline

- 1 First-order logic (FO)
- 2 The logical width/depth/length of a graph
- 3 Ehrenfeucht game
- 4 Finite-variable logics and counting quantifiers
- 5 References**

- Neil Immerman. *Descriptive Complexity*. Springer, 1999.
- Oleg Pikhurko and Oleg Verbitsky. Logical complexity of graphs: a survey. In: *Model Theoretic Methods in Finite Combinatorics*, J. Makowsky and M. Grohe Eds. Contemporary Mathematics, vol. 558, Amer. Math. Soc., Providence, RI, pp. 129–179, 2011.
- Sandra Kiefer and Pascal Schweitzer. Upper bounds on the quantifier depth for graph differentiation in first order logic. LICS'16.