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# Topics in Logic and Complexity Handout 2

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MPhil Advanced Computer Science, Lent 2012

#### **Enumerating Queries**

For a given structure  $\mathbb{A}$  with *n* elements, there may be as many as n! distinct strings  $[\mathbb{A}]_{<}$  encoding it.

Given  $(M_0, p_0), \ldots, (M_i, p_i), \ldots$ —an enumeration of polynomially-clocked Turing machines.

Can we enumerate a subsequence of those that compute graph properties, i.e. are *encoding invariant*, while including all such properties?

The major open question in *Descriptive Complexity* (first asked by Chandra and Harel in 1982) is whether there is a logic  $\mathcal{L}$  such that

for any class of finite structures  $\mathcal{C}$ ,  $\mathcal{C}$  is definable by a sentence of  $\mathcal{L}$  if, and only if,  $\mathcal{C}$  is decidable by a deterministic machine running in polynomial time.

Formally, we require  $\mathcal{L}$  to be a *recursively enumerable* set of sentences, with a computable map taking each sentence to a Turing machine M and a polynomial time bound p such that (M, p) accepts a *class of structures*.

(Gurevich 1988)

#### **Recursive Indexability**

We say that P is *recursively indexable*, if there is a recursive set  $\mathcal{I}$  and a Turing machine M such that:

- on input  $i \in \mathcal{I}$ , M produces the code for a machine M(i) and a polynomial  $p_i$
- M(i), accepts a class of structures in P.
- M(i) runs in time bounded by  $p_i$
- for each class of structures  $C \in \mathsf{P}$ , there is an *i* such that M(i) accepts C.

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#### **Canonical Labelling**

We say that a machine M canonically labels graphs, if

- on any input  $[G]_{<}$ , the output of M is  $[G]_{<'}$  for some ordering <'; and
- if  $[G]_{<_1}$  and  $[G]_{<_2}$  are two encodings of the same graph, then  $M([G]_{<_1}) = M([G]_{<_2}).$

It is an open question whether such a polynomial-time machine exists.

If so, then P is recursively indexable, by enumerating machines  $M \to M_i$ . If not,  $P \neq NP$ .

#### Interpretations II

An interpretation of  $\tau$  in  $\sigma$  maps  $\sigma$ -structures to  $\tau$ -structures.

- If  $\mathbb{A}$  is a  $\sigma$ -structure with universe A, then
- $\pi(\mathbb{A})$  is a structure  $(B, R_1, \ldots, R_r)$  with
- $B \subseteq A^k$  is the relation defined by  $\pi_U$ .
- for each i,  $R_i$  is the relation on B defined by  $\pi_i$ .

#### Interpretations

Given two relational signatures  $\sigma$  and  $\tau$ , where  $\tau = \langle R_1, \ldots, R_r \rangle$ , and arity of  $R_i$  is  $n_i$ 

A first-order interpretation of  $\tau$  in  $\sigma$  is a sequence:

 $\langle \pi_U, \pi_1, \ldots, \pi_r \rangle$ 

of first-order  $\sigma$ -formulas, such that, for some k,:

- the free variables of  $\pi_U$  are among  $x_1, \ldots, x_k$ ,
- and the free variables of  $\pi_i$  (for each *i*) are among  $x_1, \ldots, x_{k \cdot n_i}$ .

k is the width of the interpretation.

#### Reductions

#### Given:

- $C_1$  a class of structures over  $\sigma$ ; and
- $C_2$  a class of structures over  $\tau$
- $\pi$  is a *first-order reduction* of  $C_1$  to  $C_2$  if, and only if,

 $\mathbb{A} \in C_1 \Leftrightarrow \pi(\mathbb{A}) \in C_2.$ 

If such a  $\pi$  exists, we say that  $C_1$  is first-order reducible to  $C_2$ .

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#### **NP-complete Problems**

*First-order reductions* are, in general, much weaker than *polynomial-time reductions*.

Still, there are NP-complete problems under such reductions.

Every problem in NP is first-order reducible to *SAT* (Lovàsz and Gàcs 1977)

*CNF-SAT*, *Hamiltonicity* and *Clique* are NP-complete via first-order reductions

(Dahlhaus 1984)

But, *3-colourability* is not NP-complete via first-order reductions. (D.-Grädel 1995)

and the question is open for 3SAT.

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#### **NP-completeness**

Consider any ESO sentence  $\phi$ . It can be transformed (by Skolemization) to a sentence

$$\exists R_1 \cdots \exists R_k \, \exists F_1 \cdots \exists F_l (\bigwedge_{i=1}^l \forall \mathbf{x}_i \exists y \, F_i(\mathbf{x}_i, y)) \land \forall \mathbf{y} \, \theta$$

where  $\theta$  is quantifier-free (in *CNF*).

Now, given a finite structure  $\mathbb{A}$ , we construct a *CNF* Boolean formula  $\phi_{\mathbb{A}}$  which is satisfiable if, and only if,

 $\mathbb{A} \models \phi$ .

#### **CNF-SAT**

We formulate the problem CNF-SAT (of deciding whether a Boolean formula in CNF is satisfiable) as a class of structures.

**Universe**  $V \cup C$  where V is the set of variables and C the set of clauses.

**Unary Relation** V for the set of variables

**Binary Relations** P(v, c) to indicate that variable v occurs positively in c and N(v, c) to indicate that v occurs negatively in c.

### **Boolean Formula**

The formula  $\phi_{\mathbb{A}}$  contains variables  $R_i^{\mathbf{a}}$  and  $F_j^{\mathbf{a}}$  for every  $1 \leq i \leq k$ , every  $1 \leq j \leq l$  and every tuple **a** of the appropriate length.

$$(\bigwedge_{i=1}^{\iota}\bigwedge_{\mathbf{a}}\bigvee_{a}F_{i}^{\mathbf{a}a})\wedge\bigwedge_{\mathbf{a}}\theta^{\mathbf{a}}$$

The translation  $\mathbb{A} \mapsto \phi_{\mathbb{A}}$  can be given by a first-order interpretation.

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#### **P-complete Problems**

If there is any problem that is complete for P with respect to first-order reductions, then there is a logic for P.

If Q is such a problem, we form, for each k, a quantifier  $Q^k$ .

The sentence

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Q^k(\pi_U,\pi_1,\ldots,\pi_s)
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for a k-ary interpretation  $\pi = (\pi_U, \pi_1, \dots, \pi_s)$  is defined to be true on a structure A just in case

 $\pi(\mathbb{A}) \in Q.$ 

The collection of such sentences is then a logic for P.

## **Constructing the Complete Problem**

Suppose M is a machine which on input  $i \in \omega$  gives a pair  $(M_i, p_i)$  as in the definition of recursive indexing. Let g a recursive bound on the running time of M.

Q is a class of structures over the signature  $(V, E, \leq, I)$ .

 $\mathbb{A} = (A, V, E, \leq, I)$  is in Q if, and only if,

- 1.  $\leq$  is a linear pre-order on A;
- 2. if  $a, b \in I$ ,  $a \leq b$  and  $b \leq a$ , i.e. I picks out one equivalence class from the pre-order (say the  $i^{\text{th}}$ );
- 3.  $|A| \ge p_i(|V|);$
- 4. the graph (V, E) is accepted by  $M_i$ ; and

5.  $g(i) \le |A|$ .

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## Conversely,

#### Theorem

If the polynomial time properties of graphs are recursively indexable, there is a problem complete for  ${\sf P}$  under first-order reductions.

(D. 1995)

#### Proof Idea:

Given a recursive indexing  $((M_i, p_i)|i \in \omega)$  of P

Encode the following problem into a class of finite structures:

 $\{(i, x) | M_i \text{ accepts } x \text{ in time bounded by } p_i(|x|) \}$ 

To ensure that this problem is still in P, we need to pad the input to have length  $p_i(|x|)$ .

#### **Finite Variable Logic**

We write  $L^k$  for the first order formulas using only the variables  $x_1, \ldots, x_k$ .

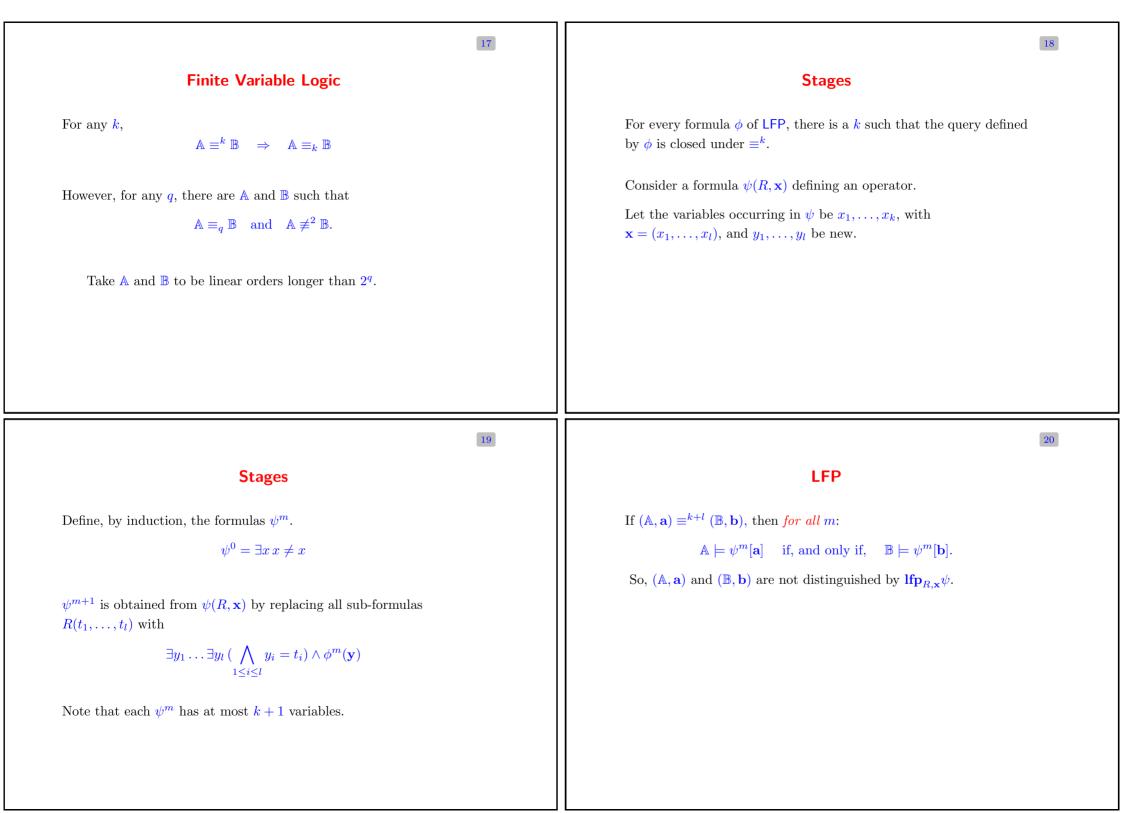
#### $\mathbb{A}\equiv^k\mathbb{B}$

denotes that A and B agree on all sentences of  $L^k$ .

# $(\mathbb{A},\mathbf{a})\equiv^k (\mathbb{B},\mathbf{b})$

denotes that there is no formula  $\phi$  of  $L^k$  such that  $\mathbb{A} \models \phi[\mathbf{a}]$  and  $\mathbb{B} \not\models \phi[\mathbf{b}]$ 

For a tuple **a** in  $\mathbb{A}$ , Type<sup>k</sup>( $\mathbb{A}$ , **a**) denotes the collection of all formulas  $\phi \in L^k$  such that  $\mathbb{A} \models \phi[\mathbf{a}]$ .



#### **Pebble Games**

The k-pebble game is played on two structures  $\mathbb{A}$  and  $\mathbb{B}$ , by two players—*Spoiler* and *Duplicator*—using k pairs of pebbles  $\{(a_1, b_1), \ldots, (a_k, b_k)\}.$ 

Spoiler moves by picking a pebble and placing it on an element  $(a_i \text{ on an element of } \mathbb{A} \text{ or } b_i \text{ on an element of } \mathbb{B}).$ 

*Duplicator* responds by picking the matching pebble and placing it on an element of the other structure

*Spoiler* wins at any stage if the partial map from  $\mathbb{A}$  to  $\mathbb{B}$  defined by the pebble pairs is not a partial isomorphism

If *Duplicator* has a winning strategy for q moves, then A and B agree on all sentences of  $L^k$  of quantifier rank at most q. (Barwise)

#### **Evenness**

To show that *Evenness* is not definable in LFP, it suffices to show that:

for every k, there are structures  $\mathbb{A}_k$  and  $\mathbb{B}_k$  such that  $\mathbb{A}_k$  has an even number of elements,  $\mathbb{B}_k$  has an odd number of elements and

 $\mathbb{A} \equiv^k \mathbb{B}.$ 

It is easily seen that *Duplicator* has a strategy to play forever when one structure is a set containing k elements (and no other relations) and the other structure has k + 1 elements.

#### **Using Pebble Games**

To show that a class of structures S is not definable in first-order logic:

 $\forall k \; \forall q \; \exists \mathbb{A}, \mathbb{B} \; (\mathbb{A} \in S \land \mathbb{B} \notin S \land \mathbb{A} \equiv_{q}^{k} \mathbb{B})$ 

Since  $\mathbb{A} \equiv_q^q \mathbb{B} \Rightarrow \mathbb{A} \equiv_q \mathbb{B}$ , we can ignore the parameter k

To show that S is not closed under any  $\equiv^k$  (and hence not definable in LFP):

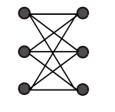
 $\forall k \exists \mathbb{A}, \mathbb{B} \forall q \ (\mathbb{A} \in S \land \mathbb{B} \notin S \land \mathbb{A} \equiv_a^k \mathbb{B})$ 

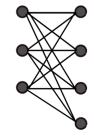
If  $\mathbb{A} \equiv_q^k \mathbb{B}$  holds for all q, then *Duplicator* actually wins an *infinite* game. That is, she has a strategy to play forever.

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#### Hamiltonicity

Take  $K_{k,k}$ —the complete bipartite graph on two sets of k vertices. and  $K_{k,k+1}$ —the complete bipartite graph on two sets, one of k vertices, the other of k + 1.





These two graphs are  $\equiv^k$  equivalent, yet one has a Hamiltonian cycle, and the other does not.