## Logical Complexity of Graphs

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#### Outline

1 Logical depth, width, and length of a graph

- 2 Relevance to Graph Isomorphism
- **3** Bounds for particular classes of graphs
- General bounds
- 6 Random graphs

6 How succinct are the most succinct definitions?

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## Our language

Vocabulary:

- = equality of vertices
- ~ adjacency of vertices

First-order logic: quantification over vertices; no quantification over sets.

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

$$\Delta_{1}(x, y) \stackrel{\text{def}}{=} x \sim y \lor x = y$$
  
$$\Delta_{n}(x, y) \stackrel{\text{def}}{=} \exists z_{1} \dots \exists z_{n-1} \Big( \Delta_{1}(x, z_{1}) \land \Delta_{1}(z_{1}, z_{2})$$
  
$$\land \dots \land \Delta_{1}(z_{n-2}, z_{n-1}) \land \Delta_{1}(z_{n-1}, y) \Big)$$

## Succinctness measures of a formula $\Phi$

#### Definition

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

Example:  $W(\Delta_n) = n + 1$  but we can economize by recycling just three variables:  $\Delta'_1(x, y) \stackrel{\text{def}}{=} \Delta_1(x, y)$   $\Delta'_n(x, y) \stackrel{\text{def}}{=} \exists z (\Delta'_1(x, z) \land \Delta'_{n-1}(z, y)),$ where  $\Delta'_{n-1}(z, y) = \exists x(...)$  getting  $W(\Delta'_n) = 3.$ 

## Succinctness measures of a formula $\Phi$

#### Definition

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

Example:  $D(\Delta'_n) = n - 1$  but we can economize using the halving strategy:  $\Delta''_1(x, y) \stackrel{\text{def}}{=} \Delta_1(x, y)$  $\Delta''_n(x, y) \stackrel{\text{def}}{=} \exists z \left( \Delta''_{\lfloor n/2 \rfloor}(x, z) \land \Delta''_{\lceil n/2 \rceil}(z, y) \right),$ getting  $D(\Delta''_n) = \lceil \log n \rceil$  while keeping  $W(\Delta''_n) = 3.$ 

## Succinctness measures of a formula $\Phi$

#### Definition

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

Example:  $L(\Delta_n) = O(n)$  and  $L(\Delta''_n) = O(n)$  but we can economize  $\Delta'''_{2n+1}(x, y) \stackrel{\text{def}}{=} \exists z (\Delta_1(x, z) \land \Delta_{2n}(z, y))$  $\Delta'''_{2n}(x, y) \stackrel{\text{def}}{=} \exists z \forall u (u = x \lor u = y)$  $\rightarrow \Delta'''_n(u, z)),$ 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  $\Phi$  defines a graph G if  $\Phi$  is true on G but false on every non-isomorphic graph H.

Example:  $P_n$ , the path on *n* vertices, is defined by

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

The logical length, depth, and width of a graph

#### Definition

L(G) (resp. D(G), W(G)) is the minimum  $L(\Phi)$  (resp.  $D(\Phi)$ ,  $W(\Phi)$ ) over all  $\Phi$  defining G.

Remark  $W(G) \le D(G) \le L(G)$ 

#### Theorem (Pikhurko, Spencer, V. 06)

 $L(G) < Tower(D(G) + \log^* D(G) + 2)$ . This bound is tight in the sence that  $L(G) \ge Tower(D(G) - 7)$  for infinitely many G.

#### Example (a path)

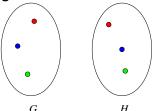
- $W(P_n) \leq 4$  (in fact,  $W(P_n) = 3$  if  $n \geq 2$ )
- $D(P_n) < \log n + 3 \text{ (and } D(P_n) \ge \log n 2).$

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

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

## The Ehrenfeucht game

Barwise; Immerman 82; Poizat 82: G and H are distinguishable with k variables and quantifier depth r iff Spoiler wins the k-pebble Ehrenfeucht game in r rounds.



## Rules of the game

Players: Spoiler and Duplicator Resources: *k* pebbles, each in duplicate

#### A round:

Spoiler puts a pebble on a vertex in *G* or *H*. Duplicator puts the other copy in the other graph. Duplicator's objective: after each round the pebbling should determine a partial isomorphism between *G* and *H*.

## Example (a path)

 $L(P_n) = O(\log n)$ 

## Remark: This is tight up to a multiplicative constant because $L(P_n) > D(P_n) \ge \log n - 2$ .

# Variations of logic: bounded number of variables

 $D^{k}(G)$  denotes the logical depth of G in the k-variable logic (assuming  $W(G) \leq k$ ).

#### Example (a path)

- $D^{3}(P_{n}) \leq \log n + 3$
- $L^4(P_n) = O(\log n)$

#### Theorem (Grohe, Schweikardt 05) $L^{3}(P_{n}) > \sqrt{n}$

## Variations of logic: counting quantifiers

 $\exists^m x \Psi(x)$  means that there are at least *m* vertices *x* having property  $\Psi$ .

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

 $D_{\#}(G)$  and  $W_{\#}(G)$  denote the logical depth and width of a graph G in the counting logic.

 $D_{\#}^{k}(G)$  denotes the variant of  $D^{k}(G)$  for the *k*-variable counting logic.

# Counting move in the Ehrenfeucht game

- Spoiler exhibits a set A ⊂ V(G) of "good" vertices.
- Duplicator responds with  $B \subset V(H)$  such that |B| = |A|.
- Spoiler selects  $b \in B$  and puts a pebble on it.
- Duplicator selects *a* ∈ *A* and puts the other pebble on it.

## Power of counting

#### Example $W_{\#}(K_n) = 2$ while $W(K_n) = n + 1$ .

#### Question

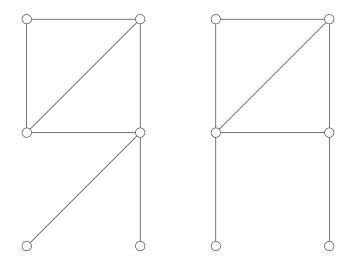
#### Is it true that $W(G) = O(W_{\#}(G) \log n)$ if G is asymmetric, i.e., has no nontrivial automorphism?

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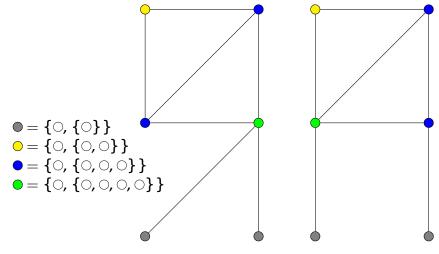
6 How succinct are the most succinct definitions?

## Color refinement algorithm



#### Initial coloring is monochromatic.

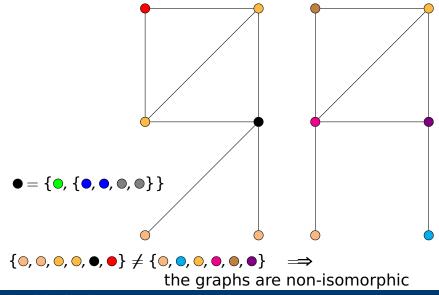
## Color refinement



New color of a vertex = old color + old colors of all neighbours.

Logical Complexity of Graphs

## Next refinement



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# *k*-dimensional Weisfeiler-Lehman algorithm

- 1-dim WL = the color refinement algorithm
- *k*-dim WL colors *V*(*G*)<sup>*k*</sup>
- Initial coloring:  $C^1(\bar{u}) =$  the equality type of  $\bar{u} \in V(G)^k$  and the isomorphism type of the spanned subgraph
- Color refinement:  $C^{i}(\bar{u}) = \{C^{i-1}(\bar{u}), \{(C^{i-1}(\bar{u}^{1,x}), \dots, C^{i-1}(\bar{u}^{k,x}))\}_{x \in V}\},\$ where  $(u_{1}, \dots, u_{i}, \dots, u_{k})^{i,x} = (u_{1}, \dots, x, \dots, u_{k})$

## The Weisfeiler-Lehman algorithm

- purports to decide if input graphs *G* and *H* are isomorphic,
  - If  $G \cong H$ , the output is correct.
  - If  $G \not\cong H$ , the output can be wrong.
- has two parameters: *dimension* and *number of rounds*.

#### Theorem (Cai, Fürer, Immerman 92)

The *r*-round *k*-dim WL works correctly on any pair (G, H) if

 $k = W_{\#}(G) - 1$  and  $r = D_{\#}^{k+1}(G) - 1$ . On the other hand, it is wrong on (G, H) for some H if

$$k < W_{\#}(G) - 1$$
, whatever r.

## The Weisfeiler-Lehman algorithm

#### Theorem (Cai, Fürer, Immerman 92)

Let C be a class of graphs G with  $W_{\#}(G) \le k$  for a constant k. Then Graph Isomorphism for C is solvable in P.

#### Theorem (Grohe, V. 06)

1 Let C be a class of graphs G with  $D^k_{\#}(G) = O(\log n).$ 

Then Graph Isomorphism for C is solvable in  $TC^1 \subseteq NC^2 \subseteq AC^2$ .

2 Let C be a class of graphs G with  

$$D^k(G) = O(\log n).$$
  
Then Graph Isomorphism for C  
is solvable in AC<sup>1</sup> ⊆ TC<sup>1</sup>.

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#### Trees

#### Theorem (Immerman, Lander 90) $W_{\#}(T) \le 2$ for every tree T.

Remark: 
$$D^2_{\#}(P_n) = \frac{n}{2} - O(1)$$
  
Speed-up: an extra variable  $\mapsto$  logarithmic depth

#### Theorem

If T is a tree on n vertices, then  $D^3_{\#}(T) \leq 3 \log n + 2$ .

### Proof-sketch

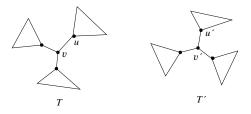
We can easily distinguish between T and  $T' \ncong T$  if T'

- is disconnected;
- has different number of vertices;
- has the same number of vertices, is connected but has a cycle;
- has larger maximum degree.

It remains the case that T' is a tree with the same maximum degree. For simplicity, assume that the maximum degree is 3 (then no counting quantifiers are needed).

## Proof cont'd (a separator strategy)

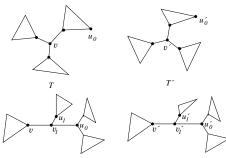
We need to show that Spoiler wins the 3-pebble game on T and T' in  $3 \log n + 2$  moves. Step 1. Spoiler pebbles a separator v in T (every component of T - v has  $\leq n/2$  vertices). Step 2. Spoiler ensures pebbling  $u \in N(v)$  and  $u' \in N(v')$  so that the corresponding components are non-isomorphic rooted trees.



Spoiler forces further play on these components and applies the same strategy again.

## Proof cont'd

A complication: the strategy is now applied to a graph with one vertex pebbled and we may need more than 3 pebbles. Assume that  $u_0$  and  $u'_0$  were pebbled earlier and T - v and T' - v' differ only by the components containing  $u_0$  and  $u'_0$ . Suppose that  $d(v, u_0) = d(v', u'_0)$ .



Step 3. Spoiler pebbles  $v_1$  in the v- $u_0$ -path such that  $T - v_1$  and  $T' - v_1'$  differ by components with no pebble (assuming that  $d(v, v_1) = d(v', v_1')$ ).

## Isomorphism of trees (history revision)

#### Theorem

If T is a tree on n vertices, then  $D^3_{\#}(T) \leq 3 \log n + 2$ .

Testing isomorphism of trees is

- in Log-Space
  - in AC<sup>1</sup>
  - in AC<sup>1</sup> if  $\Delta = O(\log n)$

Lindell 92

- Miller-Reif 91
  - Ruzzo 81
- in Lin-Time by 1-WL ( $W_{\#}(T) = 2$ ) Edmonds 65 Miller and Reif [SIAM J. Comput. 91]: "No polylogarithmic parallel algorithm was previously known for isomorphism of unbounded-degree trees."

However, the  $3 \log n$ -round 2-WL solves it in TC<sup>1</sup> and is known since 68 !

## Graphs of bounded tree-width

#### Theorem

For a graph G of tree-width k on n vertices  $W_{\#}(G) \le k+2$  [Grohe, Mariño 99];  $D_{\#}^{4k+4}(G) < 2(k+1)\log n + 8k + 9$  [Grohe, V. 06].

## Planar graphs

#### Theorem

For a planar graph G on n vertices  $W_{\#}(G) = O(1)$  [Grohe 98]. If G is, moreover, 3-connected, then  $D^{15}(G) < 11 \log n + 45$  [V. 07].

## Interval graphs

#### Theorem

For an interval graph G on n vertices  $W_{\#}(G) \le 4$  [Evdokimov et al. 00, Laubner 10];  $D^{15}_{\#}(G) < 9 \log n + 8$  [Köbler, Kuhnert, Laubner, V. 11].

## Our approach to interval graphs

• The *clique hypergraph* C(G) of a graph G has vertices as in G and the maxcliques in G as hyperedges.

- G = the Gaifman graph of C(G).
- $G \cong$  the intersection graph of the dual  $\mathcal{C}(G)^*$ .
- Laubner 10: If G is interval,  $C(G)^*$  is constructible (definable) from G because any maxclique is then the common neighborhood of some two vertices.

• If G is interval, any minimal interval model of G is isomorphic to  $C(G)^*$ ; hence,  $C(G)^*$  is an interval hypergraph.

• Then  $\mathcal{C}(G)^*$  is decomposable into a tree, known in algorithmics as *PQ-tree*.

## Circular-arc graphs

#### Question

Is the bound  $W_{\#}(G) = O(1)$  true for circular-arc graphs?

The approach used for interval graphs fails because circular-arc graphs can have exponentially many maxcliques.

In fact, the status of the isomorphism problem for circular-arc graphs is open. Curtis et al. [arXiv, March 12] found a bug in the only known Hsu's algorithm.

## Graphs with an excluded minor

#### Theorem (Grohe 11)

## For each H, if G excludes H as a minor, then $W_{\#}(G) = O(1).$

#### Question

## Is it then true that $D_{\#}^{k}(G) = O(\log n)$ for some constant k?

Theorem (a version of Dawar, Lindell, Weinstein 95)

If  $W(G) \le k$ , then  $D^k(G) < n^{k-1} + k$ .

### Question

How tight is this bound?

We have  $D^k(G) = O(\log n)$  or  $D^k_{\#}(G) = O(\log n)$  for some classes of graphs. Can one formulate some general conditions under which this is true?

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### Remark Every finite graph G is definable

by the following generic formula:

$$\exists x_1 \dots \exists x_n (\operatorname{Distinct}(x_1, \dots, x_n) \\ \wedge \operatorname{Adj}(x_1, \dots, x_n)) \\ \wedge \forall x_1 \dots \forall x_{n+1} \neg \operatorname{Distinct}(x_1, \dots, x_{n+1})$$

Thus, for any G on n vertices  $W(G) \le D(G) \le n+1$ ,  $L(G) = O(n^2)$ 

Bad news:  $W(K_n) = n + 1$ 

Very bad news:

### Theorem (Cai, Fürer, Immerman 92)

There are graphs on n vertices, even of maximum degree 3, such that

 $W_{\#}(G) > 0.004 \, n.$ 

#### Any good news? Well,... Exercise: $D(G) \le n$ for all G on n vertices except $K_n$ and $\overline{K_n}$ .

**Exercise:**  $D(G) \le n - 1$  for all G on n vertices except  $K_n, \overline{K_n}, K_{1,n-1}, \overline{K_{1,n-1}}, \ldots$ , altogether 10 exceptional graphs (each having at least n - 2 twins).

### Definition

Two vertices are *twins* if they are both adjacent or both non-adjacent to any third vertex.

### Theorem (Pikhurko, Veith, V. 06)

For a graph G on n vertices, it is easy to recognize whether or not

$$D(G) > n - t,$$

as long as  $t \leq \frac{n-5}{2}$ .

### Theorem (Pikhurko, Veith, V. 06)

If G is a twin-free graph on n vertices, then  $D(G) \leq \frac{n+5}{2}.$ 

Definition. Let  $X \subset V(G)$  and  $y \notin X$ . The set X sifts out y if  $N(y) \cap X \neq N(z) \cap X$  for any other  $z \notin X$ . S(X) consists of X and all y sifted out by X. X is a sieve if S(X) = V(G). X is a weak sieve if S(S(X)) = V(G). Exercise 1. Let  $G \ncong H$ . If X is a sieve in G, then Spoiler wins the Ehrenfeucht game on G and H in |X| + 2 moves.

Exercise 2. If X is a weak sieve in G, then Spoiler wins the Ehrenfeucht game on G and H in |X| + 3 moves.

Exercise 3. Any twin-free graph G on n vertices has a weak sieve X with  $|X| \le (n-1)/2$ .

#### By a similar argument:

### Theorem (Pikhurko, Veith, V. 06)

Any two non-isomorphic G and H on n vertices can be distinguished by a statement of quantifier depth at most  $\frac{n+3}{2}$ .

### Corollary

$$D_{\#}(G) \leq \frac{1}{2}n + 3$$
 for any G on n vertices.

### Question

$$W_{\#}(G) \leq (\frac{1}{2} - \epsilon) n$$
 for any G on n vertices?

### Question

 $W_{\#}(G) = o(n)$  for any asymmetric G on n vertices??

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# Random graphs (counting logic)

Theorem (Babai, Erdős, Selkow 80)

With probability more than  $1 - 1/\sqrt[7]{n}$ , the 1-dim 3-round WL works correctly on a random graph  $G_{n,1/2}$  and all H. Therefore,

 $D^2_{\#}(G_{n,1/2}) \leq 4$ 

with this probability.

### Theorem

With high probability,  $D^2_{\#}(G_{n,1/2}) = 4 \text{ and } 3 \leq D_{\#}(G_{n,1/2}) \leq 4$ 

### Question

What is the typical value of  $D_{\#}(G_{n,1/2})$ ?

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# Random graphs (no counting)

### Theorem (Kim, Pikhurko, Spencer, V. 05)

With high probability

$$\begin{split} \log n - 2\log\log n + 1 < W(G_{n,1/2}) \\ \leq D(G_{n,1/2}) \leq \log n - \log\log n + \omega, \\ for each (arbitrarily slowly) increasing function \\ \omega = \omega(n). \end{split}$$

# Theorem (Kim, Pikhurko, Spencer, V. 05)

For infinitely many n  $D(G_{n,1/2}) \leq \log n - 2 \log \log n + 5 + \log \log e + o(1)$ with high probability. An application to the 0-1-law

Let  $p_n(\Phi) = \mathbb{P}[G_{n,1/2} \models \Phi].$ 

Theorem (Glebskii et al. 69, Fagin 76)  $p_n(\Phi) \rightarrow p(\Phi) \text{ as } n \rightarrow \infty, \text{ where } p(\Phi) \in \{0, 1\}.$ 

Define the convergence rate function by  $R(k, n) = \max_{\Phi} \{ |p_n(\Phi) - p(\Phi)| : D(\Phi) \le k \}.$ Thus,  $R(k, n) \to 0$  as  $n \to \infty$  for any fixed k.

#### Theorem

Let  $k(n) = \log n - 2 \log \log n + c$ .

1 Set c = 1. Then  $R(k(n), n) \rightarrow 0$  as  $n \rightarrow \infty$ .

**2** The claim does not hold true for c = 6.

### Remark

With high probability,  

$$\Omega\left(\frac{n^2}{\log n}\right) \leq L(G_{n,1/2}) \leq O(n^2).$$

### Question

Where is  $L(G_{n,1/2})$  concentrated?

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# The most succinct definitions

### Definition (succinctness function)

 $s(n) = \min \{ D(G) : G \text{ has } n \text{ vertices} \}$ 

 $s(n) \rightarrow \infty$  as  $n \rightarrow \infty$  but its values can be inconceivably small if compared to n.

### Theorem (Pikhurko, Spencer, V. 06)

There is no total recursive function f such that  $f(s(n)) \ge n$  for all n.

### Nevertheless ...

# Definition (smoothed succinctness function)

 $s^*(n) = \max_{m \le n} s(m)$ , the least monotone nondecreasing function bounding s(n) from above.

### Theorem (Pikhurko, Spencer, V. 06)

 $\log^* n - \log^* \log^* n - 2 \le s^*(n) \le \log^* n + 4$ 

# Succinctness function over trees

Let  $t(n) = \min \{ D(T) : T \text{ is a tree on } n \text{ vertices} \}.$ 

Theorem (Pikhurko, Spencer, V. 06)

 $\log^* n - \log^* \log^* n - 4 \le t(n) \le \log^* n + 4$ 

### Theorem (Dawar, Grohe, Kreutzer, Schweikardt 07)

For infinitely many n, there is a tree T on n vertices with  $L(T) = O((\log^* n)^4)$ .

Conjecture. The first-order theory of a class of graphs C is decidable iff the succinctness function over C admits a total recursive lower bound.

A more detailed exposition can be found in:

O. Pikhurko and O. 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).