

# Constructing Hard Examples for Graph Isomorphism

Anuj Dawar

## 1 XOR Formulas

Fix a countable set  $\mathcal{X}$  of Boolean variables. We use capital letters  $X, Y, \dots$  to range over this set. A 3-XOR-formula is a finite set of clauses, where each clause contains exactly 3 literals, each of which is either a variable  $X$  or a negated variable  $\bar{X}$ .

We say that a 3-XOR-formula  $\varphi$  is satisfiable if there is an assignment  $T : \mathcal{X} \rightarrow \{0, 1\}$  of truth values to the variables  $\mathcal{X}$  such that in each clause of  $\varphi$ , an *even* number of literals is made true.

Given a 3-XOR-formula  $\varphi$ , we can construct a system of linear equations over the two-element field  $\mathbb{F}_2$ . That is, for each clause  $C$  of  $\varphi$  we construct the equation  $x + y + z = c$  where  $x, y, z$  are the variables occurring in the literals of  $C$  and  $c$  is 1 if an odd number of them appear negated and 0 otherwise. It is easily verified that this system of equations has a solution if, and only if,  $\varphi$  is satisfiable. Note that two distinct clauses may give rise to the same equation. Say that two clauses are *equivalent* if they give rise to the same equation.

## 2 $k$ -local Consistency

We are interested in 3-XOR-formulas that are unsatisfiable but  $k$ -locally consistent, for suitable integer  $k$ . For our purposes, we define  $k$ -local consistency by means of the following pebble game, played by two players called Spoiler and Verifier. The game is played on a 3-XOR-formula  $\varphi$  with  $k$  pebbles  $p_1, \dots, p_k$ . At each move Spoiler chooses a pebble  $p_i$  (either one that is already in play, or a fresh one) and places it on a variable  $X$  appearing in  $\varphi$ . In response, Duplicator has to choose a value from  $\{0, 1\}$  for the variable  $X$ . If, as a result, there is a clause  $C$  such that all literals in  $C$  have pebbles on them and the assignment of values to them given by Duplicator results in  $C$  being unsatisfied, then Spoiler has won the game. Otherwise the game can continue. If Duplicator has a strategy to play the game forever without losing, we say that  $\varphi$  is  $k$ -locally consistent.

It is known (see for instance [1]) that  $k$ -local consistency has a close relationship with definability in the logic  $\exists L_{\infty\omega}^k$ —the existential positive fragment of the infinitary logic with  $k$  variables. In particular, the class of non  $k$ -locally consistent formulas is definable in this logic, while the class of unsatisfiable formulas is not. There are, for each  $k$ , unsatisfiable formulas that are  $k$ -locally consistent.

## 3 Random XOR Formula

For fixed positive integers  $m, n$  we write  $F(m, n)$  for the set of all 3-XOR-formulas over the variables  $X_1, \dots, X_n$  containing exactly  $m$  inequivalent clauses. We also write  $\mathcal{F}(m, n)$  for the

uniform probability distribution over  $F(m, n)$ . It is known that, for large enough values of  $m$  and  $n$ , with  $m > n$ , a random formula drawn from this distribution is unsatisfiable (see [7]).

*Question 1:* How large does  $n$  have to be to make the probability of unsatisfiability greater than  $\frac{1}{2}$ , say?

*Experiment:* Construct for some large values of  $n$ , random 3-XOR-formulas and run them through a SAT solver to check for satisfiability. Use this to build up a database of random unsatisfiable formulas.

Also, for any  $k$  there is a constant  $c_k$  such that, for sufficiently large  $m$  and  $n$  with  $m > c_k n$ , a random formula drawn from  $\mathcal{F}(m, n)$  is  $k$ -locally consistent. This is proved for 3CNF-formulas in [1], but should also follow for 3-XOR-formulas from results in that paper and [3, 2].

*Question 2:* What is the value of  $c_k$ ?

*Question 3:* How large does  $n$  have to be to make the probability of  $k$ -local consistency greater than  $\frac{1}{2}$ , say?

## 4 Homogeneous Systems of Equations

Thinking of a 3-XOR-formula as a system of equations, we say that it is *homogeneous* if the right hand side of each equation is 0. Note that a homogeneous system of equations is always satisfied by the constant 0 assignment. Say that a homogeneous system of equations is *uniquely satisfiable* if this is the only satisfying assignment to its variables.

Define  $H(m, n)$  to be the set of all homogenous systems of equations with  $m$  clauses and  $n$  variables, and  $\mathcal{H}(m, n)$  for the uniform probability distribution over this set.

*Question 4:* Is it the case that for some constant  $\Delta$ , and sufficiently large  $m$  and  $n$  with  $m > \Delta n$ , a random system from  $\mathcal{H}(m, n)$  is uniquely satisfiable? If so, what is the value of  $\Delta$ ? How large does  $n$  have to be to make the probability large enough?

Note that every homogeneous system is  $k$ -locally-consistent, because it is satisfiable. For the construction, we actually require a property stronger than  $k$ -local-consistency. Say that a formula  $\varphi$  in  $F(m, n)$  is *strongly  $k$ -locally consistent* if for any variable  $X$  in  $X_1, \dots, X_n$  the formula  $\varphi[X \leftarrow 1]$  obtained by fixing the value of the variable  $X$  to be 1 is  $k$ -locally-consistent.

It should be provable that, again, for any  $k$  there is a constant  $s_k$  such that, for sufficiently large  $m$  and  $n$  with  $m > s_k n$ , a random formula drawn from  $\mathcal{F}(m, n)$  is strongly  $k$ -locally consistent. And the same should follow for  $\mathcal{H}(m, n)$ .

*Question 5:* What are the values of the parameters  $s_k$  and what are sufficiently large values of  $n$  for this to work?

We are especially interested in homogeneous systems that are uniquely satisfiable and strongly  $k$ -locally consistent.

## 5 Graph Construction

We give a construction of graphs from formulas that is inspired by those of Cai et al. [4] and the multipedes of [5].

For any 3-XOR-formula  $\varphi$ , we define a graph  $G_\varphi$  by the following construction. If  $\varphi$  has  $m$  inequivalent clauses and  $n$  variables,  $G_\varphi$  has a total of  $4m + 2n + 3(n - 1)$  vertices.

For each clause  $C$  of  $\varphi$ , let  $C_1 = C$  and let  $C_2, C_3, C_4$  be the three clauses equivalent to  $C$  obtained by negating exactly two of the literals of  $C$ . We then have a vertex in  $G_\varphi$  for each of

these clauses. Also, for each variable  $X$  in  $\varphi$ , we have two vertices  $X^0$  and  $X^1$ . In addition, for each  $i$  with  $1 \leq i < n$  we have three vertices  $i_l, i_r, i_s$ .

The edges are described as follows. For each clause  $C$ , if the literal  $X$  occurs in  $C$ , we have an edge from  $C$  to  $X^1$  and if the literal  $\bar{X}$  occurs in  $C$ , we have an edge from  $C$  to  $X^0$ . There is an edge between  $X^0$  and  $X^1$ . For each  $i$  we also have the edges:  $(i_l, i_r)$ ,  $(i_r, i_s)$  and  $(i_l, X_i^0)$ ,  $(i_l, X_i^1)$ ,  $(i_r, X_{i+1}^0)$  and  $(i_r, X_{i+1}^1)$ .

Recall that we say that a graph  $G$  is *rigid* if it has no non-trivial automorphisms.

**Proposition 1.** *If  $\varphi$  is homogeneous, then it is uniquely satisfiable if, and only if,  $G_\varphi$  is rigid.*

*Proof.* Let  $\alpha$  be any automorphism of  $G_\varphi$ . Note that every clause vertex  $C$  has degree 3. Every variable vertex  $X^0$  or  $X^1$  has degree at least 4. Every vertex  $i_s$  has degree 1. Thus, each of the following sets is fixed (set-wise) by  $\alpha$ :

- the set  $S = \{i_s \mid 1 \leq i < n\}$ : this is the set of vertices of degree 1;
- the set  $R = \{i_r \mid 1 \leq i < n\}$ : this is the set of vertices adjacent to a vertex in  $S$ ;
- the set of clause vertices  $\mathcal{C}$ : this is the set of vertices of degree 3 that are not within distance 2 of a vertex in  $S$ ;
- the set of variable vertices  $\mathcal{X}$ : this is the set of neighbours of  $\mathcal{C}$ ; and
- the set  $L = \{i_l \mid 1 \leq i < n\}$ : this is everything else.

Indeed, we can say more. Each of the sets  $S$ ,  $L$  and  $R$  is fixed *pointwise* by  $\alpha$ . If this were not so, there would be some  $i, j$  with  $i < j$  such that  $\alpha(i_s) = j_s$  (since the set  $S$  is fixed). Then,  $\alpha(i_r) = j_r$  (since these are the sole neighbours),  $\alpha(\{X_i^0, X_i^1\}) = \{X_j^0, X_j^1\}$  (since these are the only neighbours in  $\mathcal{X}$  of  $i_r$  and  $j_r$  respectively), and so  $\alpha((i+1)_l) = (j+1)_l$  and  $\alpha((i+1)_r) = (j+1)_r$ . Proceeding by induction, we have for all  $k$   $\alpha((i+k)_r) = (j+k)_r$ . Taking  $k$  large enough so that  $j+k > n$ , we get a contradiction.

It also follows that, for each variable  $X$ ,  $\alpha(\{X^0, X^1\}) = \{X^0, X^1\}$ . That is,  $\alpha$  either fixes each of the two vertices or it interchanges them. Note that if  $\alpha$  fixes all the variable vertices, then it is the identity everywhere, since no two vertices in  $\mathcal{C}$  have the same neighbours in  $\mathcal{X}$ . Let  $T$  be the assignment that maps  $X$  to 0 if  $\alpha$  is the identity on  $\{X^0, X^1\}$  and 1 otherwise. We now check that  $T$  satisfies  $\varphi$ .

In the other direction, suppose there is a truth assignment  $T$  that satisfies  $\varphi$ , we can show that the map on  $\mathcal{X}$  that exchanges the vertices  $X^0$  and  $X^1$  just in case  $T(X) = 1$  and is the identity everywhere else on  $\mathcal{X}$  can be extended to an automorphism of  $G_\varphi$ .  $\square$

*Note and Extension:* The role of the vertices  $i_l, i_r, i_s$  is just to eliminate automorphisms based on a permutation of the variables. Perhaps we don't need them if we can prove that a random formula does not admit such automorphisms anyway.

## 6 $C^k$ -rigidity

$C^k$  is the fragment of first-order logic where we allow counting quantifiers:  $\exists^i x \varphi$  means that there exist at least  $i$  distinct elements  $x$  satisfying  $\varphi$ , but each formula has at most  $k$  distinct variables.

For a graph  $G$  and a vertex  $v \in V(G)$ , the  $C^k$ -type of  $(G, v)$  is the collection of all  $C^k$  formulas  $\varphi(x)$  in one free variable such that  $G \models \varphi[v]$ . We write  $u \equiv^k v$  to indicate that  $(G, u)$  and  $(G, v)$  have the same  $C^k$ -type. This equivalence relation is characterized by the bijection game of Hella [6]. We say that a graph is  $C^k$ -rigid if no two vertices have the same  $C^k$ -type. The Hella bijection game can be used to establish the following.

**Proposition 2.** *If  $\varphi$  is strongly  $k$ -locally consistent, then for any variable  $X$  occurring in it,  $X^0 \equiv^k X^1$  in  $G_\varphi$ .*

It is also known that equivalence in  $C^{k+1}$  is the same as indistinguishability in the  $k$ -dimensional Weisfeiler-Leman algorithm for graph isomorphism. This is a significant generalization of the method of vertex refinement.

Hence, if  $\varphi$  is a homogeneous system of equations that is strongly  $k$ -locally consistent, then  $G_\varphi$  is rigid but not  $C^k$ -rigid. Such graphs should be hard for Traces. Moreover, choosing  $\varphi$  at random from the distribution  $H(m, n)$  for suitably large values of  $m$  and  $n$  should ensure that  $\varphi$  has both these properties with high probability.

## References

- [1] A. Atserias. On sufficient conditions for unsatisfiability of random formulas. *J. ACM*, 51:281–311, 2004.
- [2] A. Atserias and V. Dalmau. A combinatorial characterization of resolution width. *J. Comput. Syst. Sci.*, 74:323–334, 2008.
- [3] E. Ben-Sasson and A. Wigderson. Short proofs are narrow - resolution made simple. *J. ACM*, 48:149–169, 2001.
- [4] J-Y. Cai, M. Fürer, and N. Immerman. An optimal lower bound on the number of variables for graph identification. *Combinatorica*, 12(4):389–410, 1992.
- [5] Y. Gurevich and S. Shelah. On rigid structures. *Journal of Symbolic Logic*, 61:549–562, 1996.
- [6] L. Hella. Logical hierarchies in PTIME. *Information and Computation*, 129:1–19, 1996.
- [7] B. Pittel and G. B. Sorkin. The satisfiability threshold for  $k$ -xorsat. *Combinatorics, Probability & Computing*, 25:236–268, 2016.