

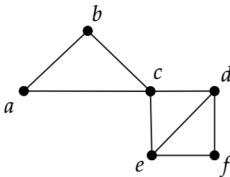
# Everything Everywhere All in One

Yoàv Montacute

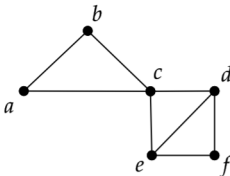
University of Cambridge

Joint work with Nihil Shah  
Resources in Computation 2022

## Path decomposition (Robertson and Seymour)

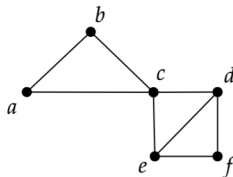


## Path decomposition (Robertson and Seymour)



We define a **coalgebra number**  $\kappa^{\text{PR}}(\mathcal{A})$  of a finite structure  $\mathcal{A}$  to be the least  $k$  such that there exists a coalgebra  $\alpha : \mathcal{A} \rightarrow \text{PR}_k \mathcal{A}$ .

## Path decomposition (Robertson and Seymour)



We define a **coalgebra number**  $\kappa^{\text{PR}}(\mathcal{A})$  of a finite structure  $\mathcal{A}$  to be the least  $k$  such that there exists a coalgebra  $\alpha : \mathcal{A} \rightarrow \text{PR}_k \mathcal{A}$ .

## Theorem (coalgebraic characterisation of pathwidth)

For all  $\sigma$ -structures  $\mathcal{A}$ ,  $\text{pw}(\mathcal{A}) = \kappa^{\text{PR}}(\mathcal{A}) - 1$ .

# The comonad $\mathbb{P}\mathbb{R}_k$

Given a relational structure  $\mathcal{A} = (A, R_1, \dots, R_m)$ , we define  $\mathbb{P}\mathbb{R}_k \mathcal{A}$  as follows:

# The comonad $\mathbb{P}\mathbb{R}_k$

Given a relational structure  $\mathcal{A} = (A, R_1, \dots, R_m)$ , we define  $\mathbb{P}\mathbb{R}_k\mathcal{A}$  as follows:

- The universe  $\mathbb{P}\mathbb{R}_k\mathcal{A}$  consists of all pairs of non-empty sequences and indices

$$(s, i) = ([ (p_1, a_1), \dots, (p_n, a_n) ], i),$$

where  $p_i \in [k]$ ,  $a_i \in A$  and  $i \in [n]$ .

# The comonad $\mathbb{P}\mathbb{R}_k$

Given a relational structure  $\mathcal{A} = (A, R_1, \dots, R_m)$ , we define  $\mathbb{P}\mathbb{R}_k\mathcal{A}$  as follows:

- The universe  $\mathbb{P}\mathbb{R}_k\mathcal{A}$  consists of all pairs of non-empty sequences and indices

$$(s, i) = ([ (p_1, a_1), \dots, (p_n, a_n) ], i),$$

where  $p_i \in [k]$ ,  $a_i \in A$  and  $i \in [n]$ .

- For each relation  $R$  (for simplicity let  $R$  be binary), we define  $((s, i), (t, j)) \in R^{\mathbb{P}\mathbb{R}_k\mathcal{A}}$  if
  - ①  $s = t$ ;
  - ② If  $j > i$  (resp.  $i > j$ ), then the  $i$ -th pebble of  $s$  does not appear in  $s(i, j)$ ;
  - ③  $R^{\mathcal{A}}(\varepsilon_{\mathcal{A}}(s, i), \varepsilon_{\mathcal{A}}(t, j))$ , where  $\varepsilon_{\mathcal{A}}([ (p_1, a_1), \dots, (p_n, a_n) ], i) = a_i$ .

# The coKleisli category

Consider the category  $\mathcal{K}(\mathbb{P}\mathbb{R}_k)$  which is the coKleisli category over the comonad  $\mathbb{P}\mathbb{R}_k$ . Its objects are the same as  $\mathcal{R}(\sigma)$  and morphisms from  $\mathcal{A}$  to  $\mathcal{B}$  in the category are homomorphisms  $f : \mathbb{P}\mathbb{R}_k\mathcal{A} \rightarrow \mathcal{B}$ .



# The coKleisli category

Consider the category  $\mathcal{K}(\mathbb{P}\mathbb{R}_k)$  which is the coKleisli category over the comonad  $\mathbb{P}\mathbb{R}_k$ . Its objects are the same as  $\mathcal{R}(\sigma)$  and morphisms from  $\mathcal{A}$  to  $\mathcal{B}$  in the category are homomorphisms  $f : \mathbb{P}\mathbb{R}_k\mathcal{A} \rightarrow \mathcal{B}$ .

Composition of morphisms  $g \circ_{\mathcal{K}(\mathbb{P}\mathbb{R}_k)} f = g \circ f^*$ , where

$$f^* : ([ (p_1, a_1), \dots, (p_n, a_n) ], i) \mapsto ([ (p_1, f(s_1)), \dots, (p_n, f(s_n)) ], i)$$

and  $s_j = ([ (p_1, a_1), \dots, (p_n, a_n) ], j)$ , for all  $j \in [n]$ .

# All-in-one $k$ -pebble game

Let  $\exists^+ \wedge \mathcal{L}^k$  denote the fragment of  $\exists^+ \mathcal{L}^k$  with restricted conjunction. i.e. every conjunction has at most one quantified formula with free variables.

# All-in-one $k$ -pebble game

Let  $\exists^+ \wedge \mathcal{L}^k$  denote the fragment of  $\exists^+ \mathcal{L}^k$  with restricted conjunction. i.e. every conjunction has at most one quantified formula with free variables.

Consider the all-in-one  $k$ -pebble game  $\exists \mathbf{PPeb}_k(\mathcal{A}, \mathcal{B})$ . The game is played in one round during which:

- 1 Spoiler provides a sequence of pebble placements  $[(p_1, a_1), \dots, (p_n, a_n)]$ .
- 2 Duplicator answers with a sequence  $[(p_1, b_1), \dots, (p_n, b_n)]$ .

If every prefix induces a partial homomorphism from  $\mathcal{A}$  to  $\mathcal{B}$ , then Duplicator wins the game.

# All-in-one $k$ -pebble game

Let  $\exists^+ \wedge \mathcal{L}^k$  denote the fragment of  $\exists^+ \mathcal{L}^k$  with restricted conjunction. i.e. every conjunction has at most one quantified formula with free variables.

Consider the all-in-one  $k$ -pebble game  $\exists \mathbf{Peb}_k(\mathcal{A}, \mathcal{B})$ . The game is played in one round during which:

- 1 Spoiler provides a sequence of pebble placements  $[(p_1, a_1), \dots, (p_n, a_n)]$ .
- 2 Duplicator answers with a sequence  $[(p_1, b_1), \dots, (p_n, b_n)]$ .

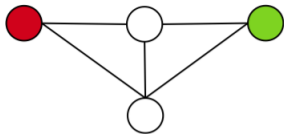
If every prefix induces a partial homomorphism from  $\mathcal{A}$  to  $\mathcal{B}$ , then Duplicator wins the game.

## Theorem (morphism power theorem)

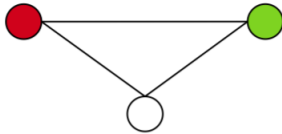
*Given two  $\sigma$ -structures  $\mathcal{A}$  and  $\mathcal{B}$ , the following are equivalent:*

- *Duplicator has a winning strategy in  $\exists \mathbf{Peb}_k(\mathcal{A}, \mathcal{B})$ .*
- $\mathcal{A} \Rightarrow^{\exists^+ \wedge \mathcal{L}^k} \mathcal{B}$ .
- *There exists a coKleisli morphism  $f : \mathbb{P}\mathbb{R}_k \mathcal{A} \rightarrow \mathcal{B}$ .*

## 2-pebble game (standard vs. all-in-one)

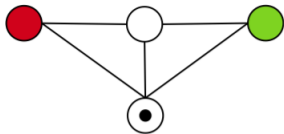


$\mathcal{A}$

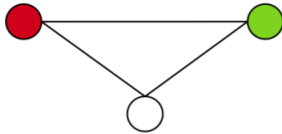


$\mathcal{B}$

## 2-pebble game (standard vs. all-in-one)

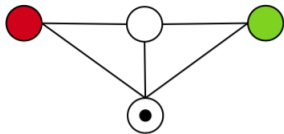


$\mathcal{A}$

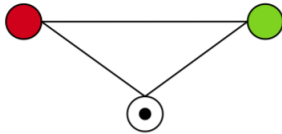


$\mathcal{B}$

# 2-pebble game (standard vs. all-in-one)

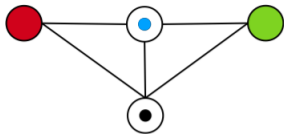


$\mathcal{A}$

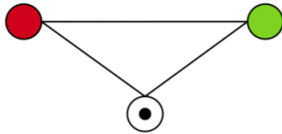


$\mathcal{B}$

## 2-pebble game (standard vs. all-in-one)



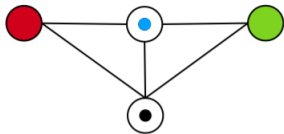
$\mathcal{A}$



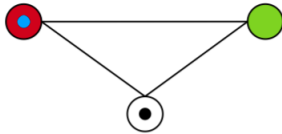
$\mathcal{B}$



# 2-pebble game (standard vs. all-in-one)

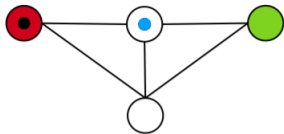


$\mathcal{A}$

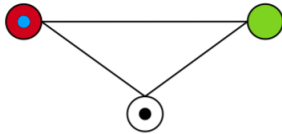


$\mathcal{B}$

# 2-pebble game (standard vs. all-in-one)

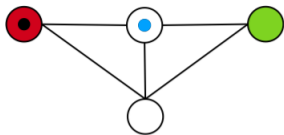


$\mathcal{A}$

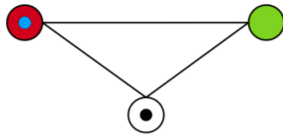


$\mathcal{B}$

## 2-pebble game (standard vs. all-in-one)



$\mathcal{A}$



$\mathcal{B}$

- In this example Duplicator loses the 2-pebble game but wins the all-in-one 2-pebble game.

# All-in-one bijective $k$ -pebble game

Consider the all-in-one bijective  $k$ -pebble game  $\# \mathbf{PPeb}_k(\mathcal{A}, \mathcal{B})$ . The game is played in one round during which:

- 1 Spoiler provides a sequence of pebble placements with one pebble placement hidden  $[(p_1, a_1), \dots, (p_j, \_), \dots, (p_n, a_n)]$ .
- 2 Duplicator answers with a sequence  $[(p_1, \psi_1), \dots, (p_n, \psi_n)]$  of pebble placements and bijections  $\psi_i : A \rightarrow B$ .

If every prefix induces a partial isomorphism from  $\mathcal{A}$  to  $\mathcal{B}$ , then Duplicator wins the game.

# All-in-one bijective $k$ -pebble game

Consider the all-in-one bijective  $k$ -pebble game  $\# \mathbf{Peb}_k(\mathcal{A}, \mathcal{B})$ . The game is played in one round during which:

- 1 Spoiler provides a sequence of pebble placements with one pebble placement hidden  $[(p_1, a_1), \dots, (p_j, \_), \dots, (p_n, a_n)]$ .
- 2 Duplicator answers with a sequence  $[(p_1, \psi_1), \dots, (p_n, \psi_n)]$  of pebble placements and bijections  $\psi_i : A \rightarrow B$ .

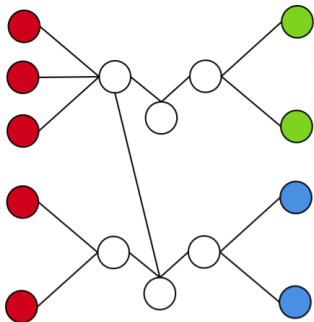
If every prefix induces a partial isomorphism from  $\mathcal{A}$  to  $\mathcal{B}$ , then Duplicator wins the game.

## Theorem (isomorphism power theorem)

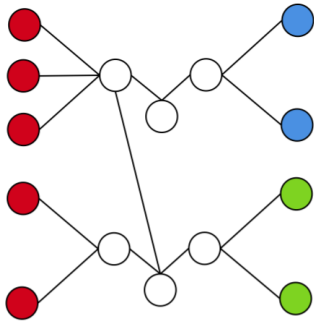
Given two  $\sigma$ -structures  $\mathcal{A}$  and  $\mathcal{B}$ , the following are equivalent:

- Duplicator has a winning strategy in  $\# \mathbf{Peb}_k(\mathcal{A}, \mathcal{B})$ .
- $\mathcal{A} \equiv^{\# \wedge \mathcal{L}^k} \mathcal{B}$ .
- There exists a coKleisli isomorphism  $f : \mathbf{PR}_k \mathcal{A} \rightarrow \mathcal{B}$ .

# Bijective 2-pebble game (standard vs. all-in-one)

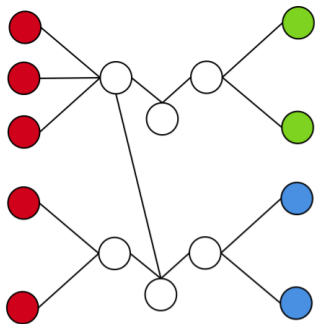


$\mathcal{A}$

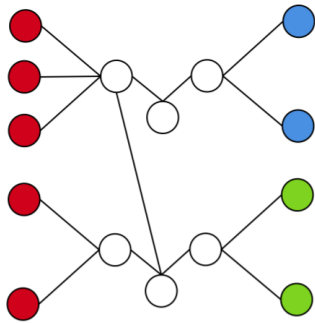


$\mathcal{B}$

# Bijjective 2-pebble game (standard vs. all-in-one)



$\mathcal{A}$



$\mathcal{B}$

- The  $\#\mathcal{L}^k$ -formula

$$\exists x \left( \exists y (Exy \wedge \exists_{\leq 2} x (Eyx \wedge Rx)) \wedge \exists y (Exy \wedge \exists_{\geq 2} x (Eyx \wedge Bx)) \right)$$

is true in  $\mathcal{A}$  but not in  $\mathcal{B}$ .

# Lovász-type theorem for pathwidth

## Theorem (Dawar, Jakl and Reggio)

*Given a locally finite category  $\mathcal{C}$  with pushout and proper factorisation system, for all  $\mathcal{A}, \mathcal{B} \in \mathcal{C}$ ,*

$$\mathcal{A} \cong \mathcal{B} \iff |\mathbf{hom}_{\mathcal{C}}(\mathcal{C}, \mathcal{A})| = |\mathbf{hom}_{\mathcal{C}}(\mathcal{C}, \mathcal{B})|, \forall \mathcal{C} \in \mathcal{C}.$$



# Lovász-type theorem for pathwidth

## Theorem (Dawar, Jakl and Reggio)

Given a locally finite category  $\mathcal{C}$  with pushout and proper factorisation system, for all  $\mathcal{A}, \mathcal{B} \in \mathcal{C}$ ,

$$\mathcal{A} \cong \mathcal{B} \iff |\mathbf{hom}_{\mathcal{C}}(\mathcal{C}, \mathcal{A})| = |\mathbf{hom}_{\mathcal{C}}(\mathcal{C}, \mathcal{B})|, \forall \mathcal{C} \in \mathcal{C}.$$

## Theorem (Lovász-type theorem)

For every finite  $\sigma$ -structures  $\mathcal{A}$  and  $\mathcal{B}$ :

$$\mathcal{A} \equiv^{\# \wedge \mathcal{L}^k} \mathcal{B} \iff |\mathbf{hom}_{\Sigma_f}(\mathcal{C}, \mathcal{A})| = |\mathbf{hom}_{\Sigma_f}(\mathcal{C}, \mathcal{B})|,$$

for every finite  $\sigma$ -structure  $\mathcal{C}$  with pathwidth at most  $k$ .

# Computational complexity

Ongoing work with Anuj Dawar and Nihil Shah.



Figure: Bisimulation vs. trace-equivalence

# Computational complexity

## Theorem (Balcázar, Gabarró and Sántha)

*Deciding bisimulation is  $P$ -complete.*

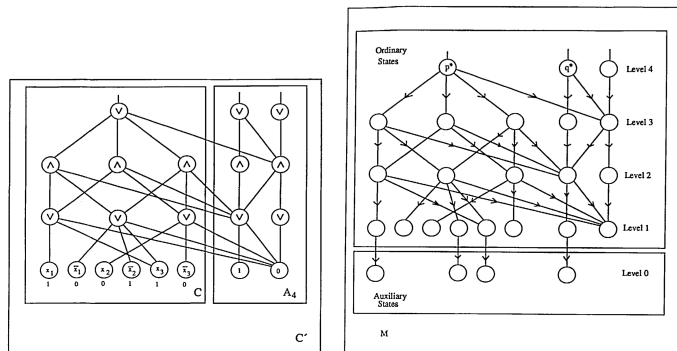


Figure: Balcázar, Gabarró and Sántha (1992)

# Computational complexity

## Theorem (Kolaitis and Panttaja)

*Determining the winner of the  $k$ -pebble game for a fixed  $k$  is  $P$ -complete*

## Theorem (Kolaitis and Panttaja)

*Determining the winner of the  $k$ -pebble game with  $k$  as an input is  $EXPTIME$ -complete.*

# Computational complexity

## Theorem (Kolaitis and Panttaja)

*Determining the winner of the  $k$ -pebble game for a fixed  $k$  is  $P$ -complete*

## Theorem (Kolaitis and Panttaja)

*Determining the winner of the  $k$ -pebble game with  $k$  as an input is  $EXPTIME$ -complete.*

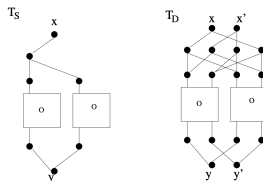


Figure: Kolaitis and Panttaja (2003)

## Theorem (Chandra and Stockmeyer)

*Deciding trace-equivalence is  $PSPACE$ -complete*

## Theorem (Chandra and Stockmeyer)

*Deciding trace-equivalence is **PSPACE**-complete*

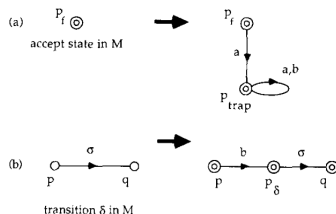


Figure: Kanellakis and Smolka (1990)

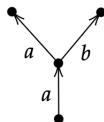
# Computational complexity

## Conjecture

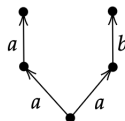
*Determining the winner of the all-in-one  $k$ -pebble game for a fixed  $k$  is  $PSPACE$ -complete.*

## Conjecture

*Determining the winner of the all-in-one  $k$ -pebble game with  $k$  as an input is  $EXSPACE$ -complete.*



$\mathcal{A}$



$\mathcal{B}$



*Thank you*