

CSPs with near-unanimity polymorphisms are solvable by linear Datalog

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joint work with Libor Barto and Ross Willard

Theoretical Computer Science
Jagiellonian University
Kraków, Poland

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Outline of the presentation

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- ▶ statement of the result;

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- ▶ an unreasonable assumption;
- ▶ V-systems;
- ▶ the algebraic result.

The result

Theorem

Let \mathbb{R} be a relational structure with a near-unanimity polymorphism $n(x_1, \dots, x_{17})$

$$n(x, \dots, x, y) \approx n(x, \dots, x, y, x) \approx \dots \approx n(y, x, \dots, x) \approx x$$

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*There exists a number k such that, for any relational structure \mathbb{S} similar to \mathbb{R} , if duplicator has a winning strategy for a **k -pebble V-game** then \mathbb{S} maps homomorphically to \mathbb{R} .*

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- ▶ Dalmau and Krokhn proved this result for majority,
- ▶ the V-game corresponds to a linear Datalog program,
- ▶ by Barto's result we cover all the finite relational structures in congruence distributive varieties.

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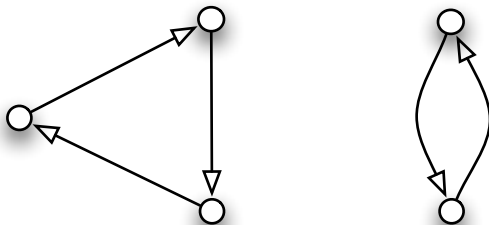
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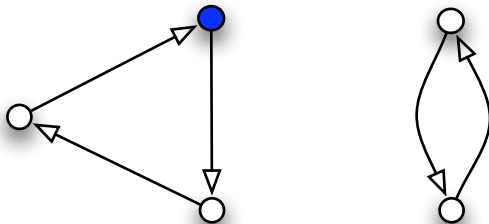
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- ▶ all the relational structures are digraphs
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- ▶ a mysterious “unreasonable assumption”.

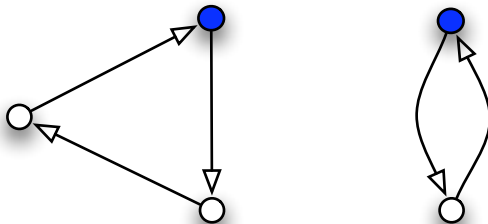
Pebble game for bounded width problems – 2 pebbles



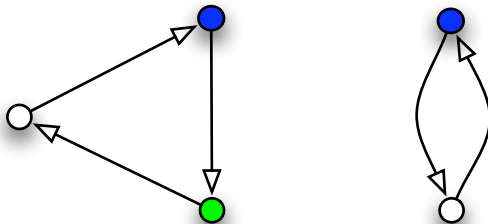
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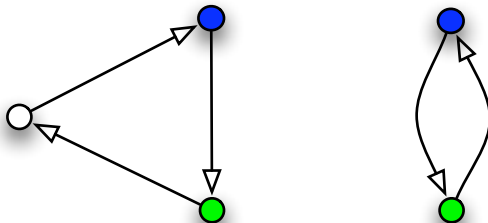
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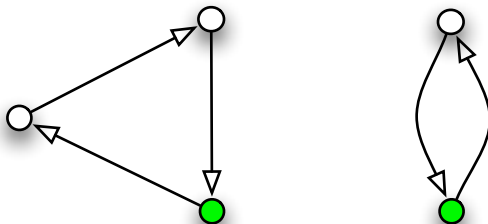
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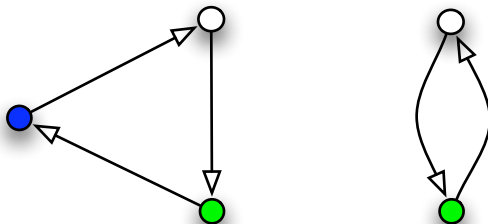
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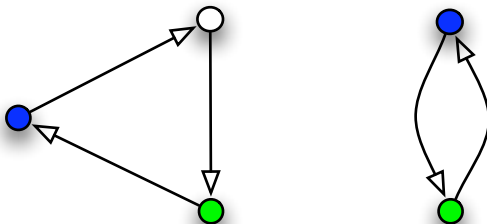
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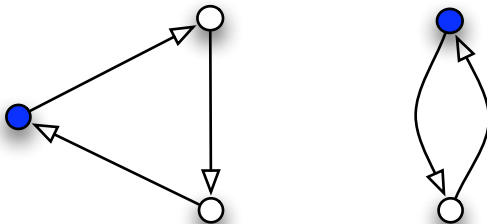
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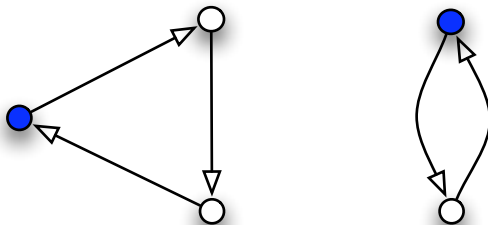
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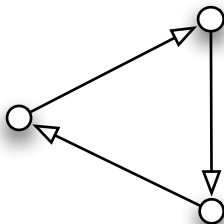
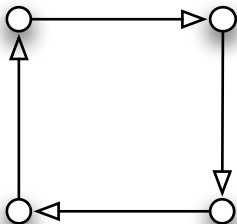


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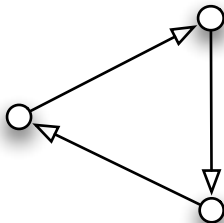
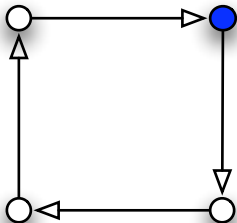


Duplicator wins

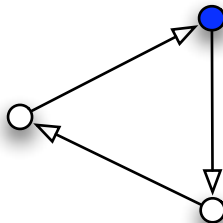
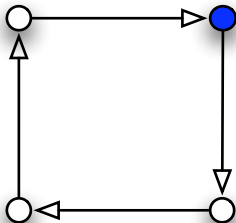
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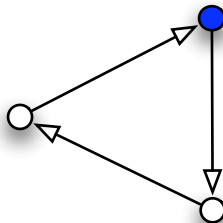
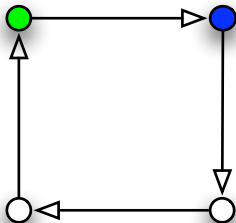
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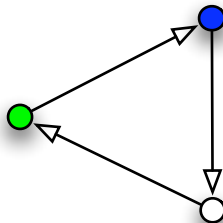
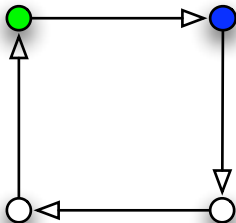
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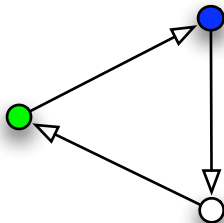
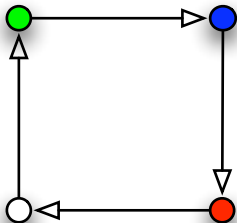
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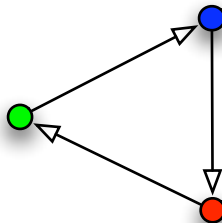
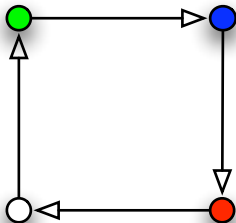
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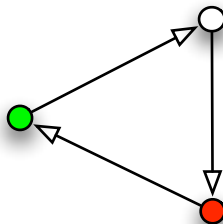
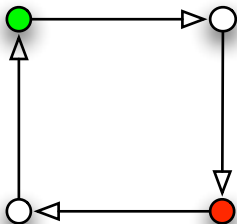
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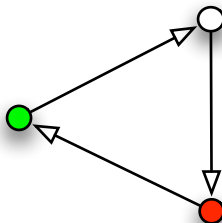
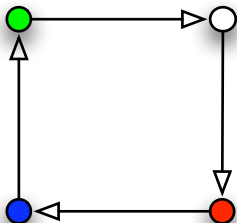
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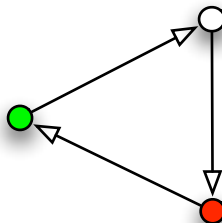
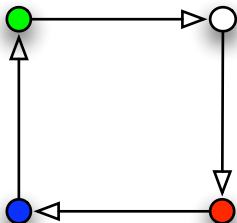
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- ▶ an existence of such a number implies that the corresponding CSP is in P.

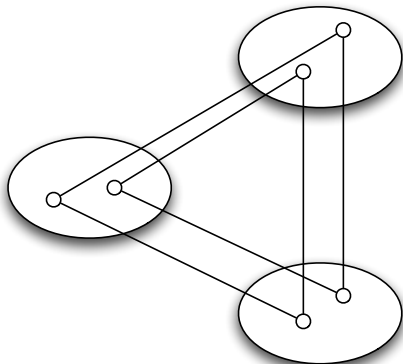
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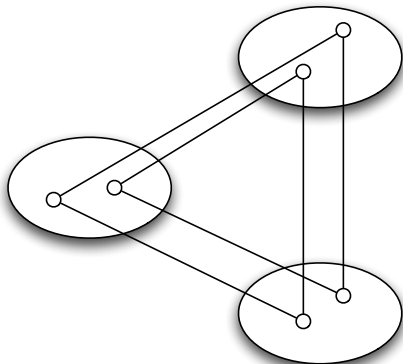
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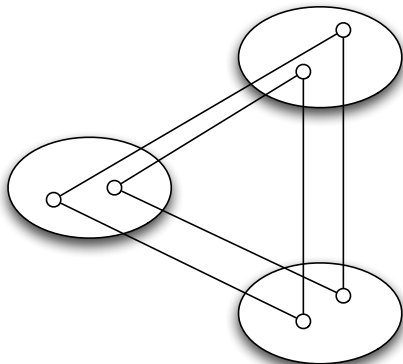
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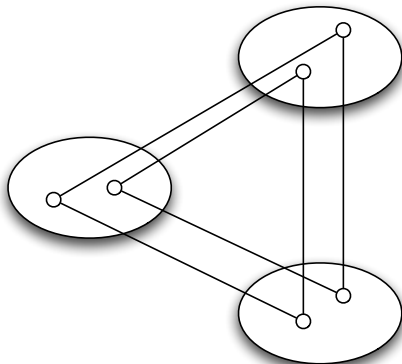
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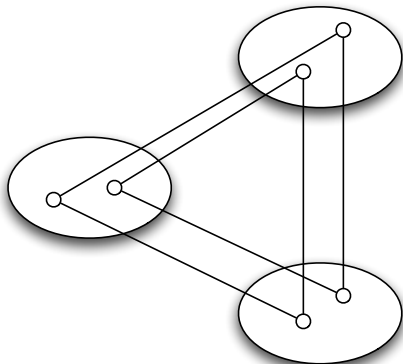
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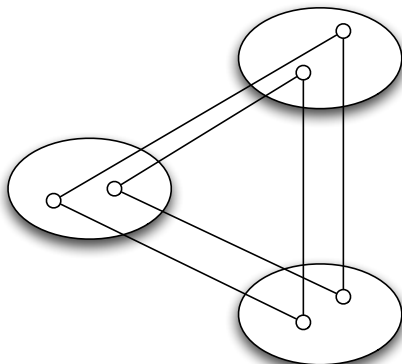
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- ▶ if such a number is found the CSP defined by the template is in NL.

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then $(f(a), f(b)) \in E(\mathbb{G})$.

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Spoiler declares putting a stone at v and then “playing tree patterns $\mathcal{T}_0^v, \mathcal{T}_1^v, \dots$ ”

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Fix a vertex $v \in V(\mathbb{H})$, let $\mathcal{T}_0^v, \mathcal{T}_1^v \dots$ be a list of **all** the tree patterns such that:

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Let assume that in **all** the games the duplicator, for any $v \in V(\mathbb{H})$, is always choosing an element of P_v .

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For every $v, w \in V(\mathcal{H})$ let $E_{vw} \subseteq P_v \times P_w$ be:

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A $|V(\mathbb{H})|$ -element clique in the system defines a homomorphism from \mathbb{H} to \mathbb{G} .

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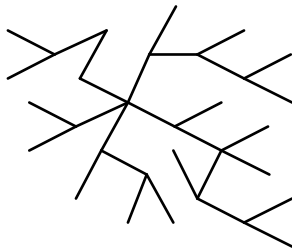
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All the trees

Claim

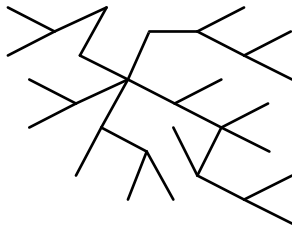
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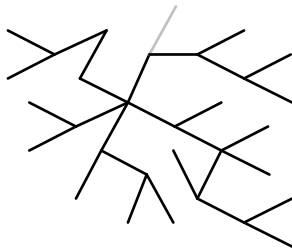
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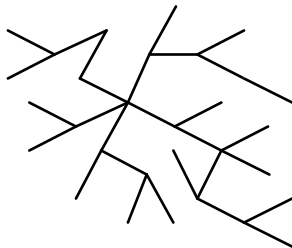
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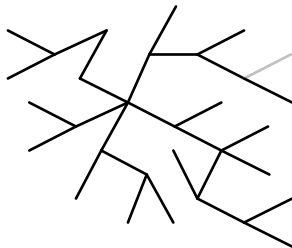
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Let \mathbf{A} be an algebra, a subuniverse B of \mathbf{A} is *absorbing* if there exists a term $t(x_1, \dots, x_{17})$ such that:

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The algebraic theorem

Theorem

Let \mathbf{A} be an algebra. There exists $a \in A$ such that, for any $\mathbf{S}, \mathbf{B} \leq_s A^n$ if

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