

# Fixed-point logics

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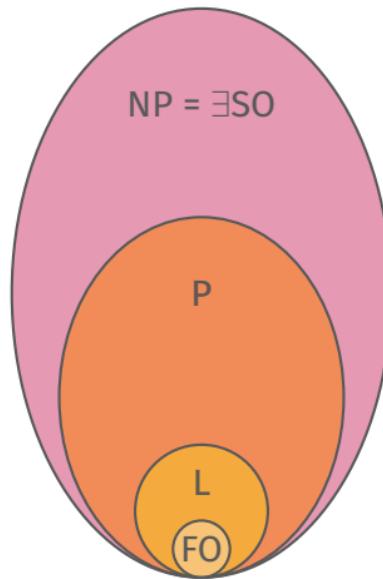
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# Shortcoming of first-order logic

First-order logic is **local**:

## Theorem

*There is no FO-sentence that expresses whether a graph is connected.*

**Solution:** Extend FO with an *iteration mechanism*.

**Fixed-point logic** (IFP) extends the syntax of FO with the following operator:

$$[\mathbf{ifp} \ R\bar{x}. \ \varphi(\bar{x}; R)](\bar{y}).$$

It holds  $\mathfrak{A} \models [\mathbf{ifp} \ R\bar{x}. \ \varphi(\bar{x}; R)](\bar{y})$  iff  $\bar{y}$  is in the *least-fixed point* defined by  $\varphi$ :

- $R_0 = \emptyset$ .
- $R_1 = R_0 \cup \{\bar{a} \in A^{\text{ar}(R)} \mid \mathfrak{A} \models \varphi(\bar{a}; \emptyset)\}$ .
- $R_2 = R_1 \cup \{\bar{a} \in A^{\text{ar}(R)} \mid \mathfrak{A} \models \varphi(\bar{a}; R_1)\}$ .
- ...
- $R_{\text{fix}} = R_{\text{fix}+1}$ .

## Theorem

For every sentence  $\psi \in \text{IFP}$ , its model-checking problem  $\mathcal{MC}_\psi$  is in PTIME.

Proof.

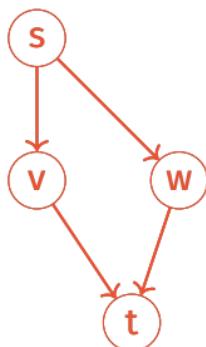
The evaluation of  $[\text{ifp } Rx. \varphi(x; R)](y)$  in  $\mathfrak{A}$  takes at most  $|A|^r$  steps, where  $r$  is the arity of  $R$ .

## Examples of fixed-point computations

Reachability:

**Input:** A directed graph  $G = (V, E, s, t)$ .

**Question:** Is there a path from  $s$  to  $t$ ?



$$\varphi := [\mathbf{ifp} \ Rx. \underbrace{(x = s \vee \exists y(Ry \wedge E yx))}_{\text{"Add to } R \text{ each vertex } x \text{ that is } s \text{ or has a predecessor in } R"}] (t).$$

"Add to  $R$  each vertex  $x$  that is  $s$  or has a predecessor in  $R$ "

**Fixed-point computation:**

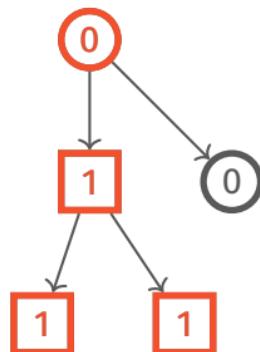
- $R_0 = \emptyset$ .
- $R_1 = \{s\}$ .
- $R_2 = \{s, v, w\}$ .
- $R_3 = \{s, v, w, t\}$ .

## Examples of fixed-point computations

Game:

**Input:** A 2-player game graph  $G = (V, V_0, V_1, E)$ .

**Question:** Compute the set of winning positions for Player 0.



$$\varphi(x) := [\mathbf{ifp} \, Rx. \, (V_0 x \wedge \exists y (Exy \wedge R y)) \vee (V_1 x \wedge \forall y (Exy \rightarrow R y)).] (x).$$

“A vertex in  $V_0$  is winning if it has a winning successor.  
A vertex in  $V_1$  is winning if all its successors are winning.”

## Does IFP capture PTIME?

### Theorem (Immerman-Vardi, 1986 & 1982)

IFP captures PTIME on the class of all *linearly ordered* finite structures.

### Theorem

IFP *fails to capture* PTIME on the class of all finite structures.

# Proof of the Immerman-Vardi Theorem

## Theorem (Immerman-Vardi, 1986 & 1982)

IFP captures PTIME on the class of all *linearly ordered* finite structures.

Proof.

Translate any polynomial-time TM  $M$  into an IFP-sentence, similar to Fagin's theorem:

- Use the order to define a string encoding of the input structure.
- Since  $M$  uses only polynomial time and space, there is a  $k \in \mathbb{N}$  such that a  $k$ -ary fixed-point relation can be used to simulate the run of  $M$ .

## Theorem

IFP *fails to capture* PTIME on the class of all finite structures.

### Proof structure:

1. Embed IFP into **infinitary FO**.
2. Define a *pebble game* that characterises indistinguishability in infinitary FO.
3. Use this to show that IFP cannot define whether a finite structure has EVEN size (which is clearly in PTIME).

For  $k \in \mathbb{N}$ , denote by  $\mathcal{L}_{\infty\omega}^k$  the  **$k$ -variable fragment of infinitary FO**.

It extends  $k$ -variable FO with the following formula formation rules:

- If  $\Phi$  is an (infinite) set of  $\mathcal{L}_{\infty\omega}^k$ -formulas, then  $\bigvee \Phi$  is an  $\mathcal{L}_{\infty\omega}^k$ -formula.
- If  $\Phi$  is an (infinite) set of  $\mathcal{L}_{\infty\omega}^k$ -formulas, then  $\bigwedge \Phi$  is an  $\mathcal{L}_{\infty\omega}^k$ -formula.

$$\mathcal{L}_{\infty\omega}^{\omega} = \bigcup_{k \in \mathbb{N}} \mathcal{L}_{\infty\omega}^k.$$

## Theorem

For every sentence  $\psi \in \text{IFP}$  there exists a  $k \in \mathbb{N}$  and a  $\varphi \in \mathcal{L}_{\infty\omega}^k$  such that  $\psi$  and  $\varphi$  are equivalent on all finite structures.

### Proof.

Let  $k$  be the number of variables in  $\psi \in \text{IFP}$ .

- For any finite structure, we have  $\mathfrak{A} \models [\mathbf{ifp} R\bar{x}. \varphi(\bar{x}; R)](\bar{a})$  iff there exists  $n \in \mathbb{N}$  such that  $\bar{a} \in R^n$ , which is the  $n$ -th iteration stage.
- For each  $n \in \mathbb{N}$ , there is a formula  $\varphi^n(\bar{x})$  that defines  $R^n$  in every finite structure.
- $[\mathbf{ifp} R\bar{x}. \varphi(\bar{x}; R)](\bar{a}) \equiv \bigvee_{n \in \mathbb{N}} \varphi^n(\bar{a})$ .

## Definition

Let  $\mathfrak{A}, \mathfrak{B}$  two structures,  $k \in \mathbb{N}$  the number of pebbles.

The **position** after any round is  $(\bar{a} \in A^\ell, \bar{b} \in B^\ell)$  with  $\ell \leq k$ . In each round,

- **Spoiler** either removes a pebble-pair  $(a_i, b_i)$  that is currently on the board, or places an unused pebble on  $A$  or  $B$ .
- **Duplicator:** If Spoiler has placed a pebble, then Duplicator places the corresponding pebble on the other structure.
- If  $\bar{a} \rightarrow \bar{b}$  does *not* define a **local isomorphism**  $\mathfrak{A}[\bar{a}] \rightarrow \mathfrak{B}[\bar{b}]$ , then Spoiler wins.

Duplicator wins if the play continues forever without Spoiler winning.

## Theorem

**Duplicator** has a winning strategy in the  $k$ -pebble game on  $(\mathfrak{A}, \mathfrak{B})$  if and only if  $\mathfrak{A}$  and  $\mathfrak{B}$  agree on all sentences of  $\mathcal{L}_{\infty\omega}^k$ .

## Theorem

IFP cannot express the *EVEN*-query and hence does not capture PTIME.

Proof.

- Suppose for a contradiction that there is a sentence  $\psi \in \text{IFP}$  that expresses whether a finite structure has even cardinality.
- There is a  $k \in \mathbb{N}$  and an equivalent sentence  $\varphi \in \mathcal{L}_{\infty\omega}^k$ .
- Duplicator wins the  $k$ -pebble game on the structures  $(\{1, \dots, k\}, \{1, \dots, k+1\})$  with empty vocabulary.
- Thus, they are not distinguished by  $\varphi$  and hence not by  $\psi$ . But one of them is odd, the other even.

## Summary

Via **model-comparison** games, we have shown:

$$\text{FO} \not\leq \text{IFP} \not\leq \text{PTIME}.$$

**Alternative argument:** 0-1 Laws.

### Definition

A logic  $\mathcal{L}$  is said to have a **0-1-law** if for every relational vocabulary  $\tau$ , and every sentence  $\psi \in \mathcal{L}[\tau]$ ,

$$\lim_{n \rightarrow \infty} P(\mathfrak{A}_n \models \psi) \in \{0, 1\},$$

where  $P(\mathfrak{A}_n \models \psi)$  denotes the probability that an  $n$ -element  $\tau$ -structure whose *relations* are chosen uniformly at *random* satisfies  $\psi$ .

### Theorem (Kolaitis, Vardi, 1992)

The logic  $\mathcal{L}_{\infty\omega}^\omega$  has a 0-1 law.

⇒ EVEN is not definable in  $\mathcal{L}_{\infty\omega}^\omega$  and hence not in IFP.

## Constraint Satisfaction Problems

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Let  $\mathfrak{B}$  be a finite relational  $\tau$ -structure, called **template**. Then  $\text{CSP}(\mathfrak{B})$  is the following problem.

**CSP( $\mathfrak{B}$ ):**

**Input:** A finite  $\tau$ -structure  $\mathfrak{A}$ .

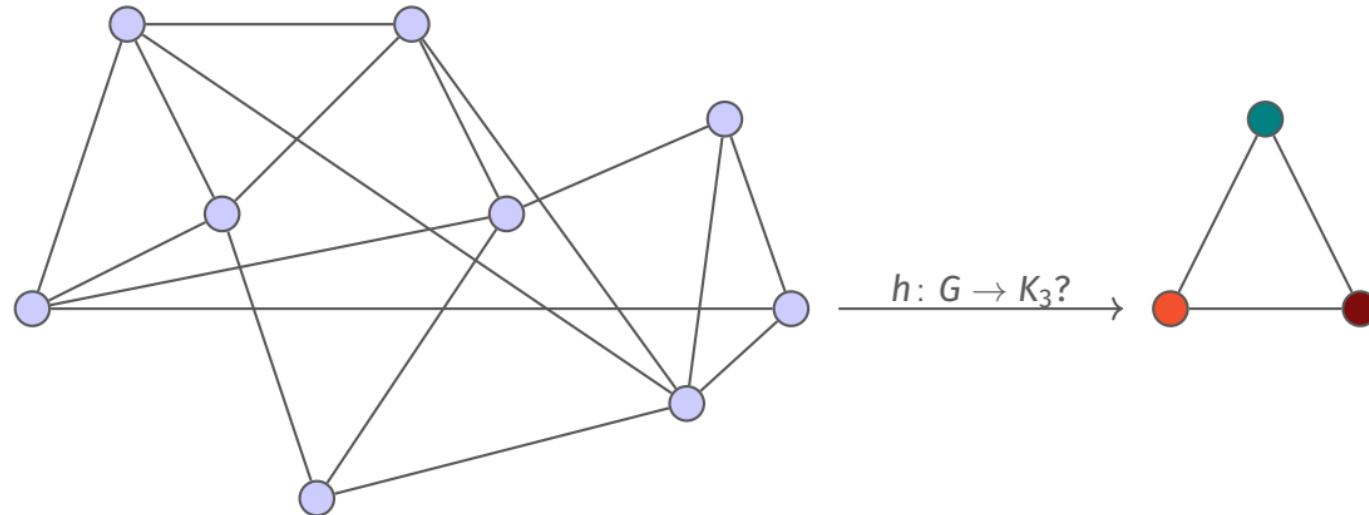
**Question:** Is there a homomorphism  $h: \mathfrak{A} \rightarrow \mathfrak{B}$ ?

A *homomorphism* is a map  $h$  such that whenever  $\bar{a} \in R^{\mathfrak{A}}$ , then  $h(\bar{a}) \in R^{\mathfrak{B}}$ .

**Examples:**

- Systems of linear equations over finite fields
- Graph  $k$ -colourability
- Boolean satisfiability

**Example:** A graph  $G$  is 3-colourable if and only if it admits a homomorphism into  $K_3$ .



## Theorem (Bulatov-Zhuk, 2017)

Let  $\mathfrak{B}$  be a finite relational structure. Then  $\text{CSP}(\mathfrak{B})$  is either in PTIME or NP-complete.

## Theorem (Barto-Kozik and Atserias-Bulatov-Dawar)

Let  $\mathfrak{B}$  be a finite relational structure. Then  $\text{CSP}(\mathfrak{B})$  is solvable in IFP if and only if it is solvable by the *k-consistency algorithm*, for a constant  $k \in \mathbb{N}$ .

**Note:** There are CSPs in PTIME which are not in IFP.

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## $k$ -consistency for $\text{CSP}(\mathcal{B})$ :

- 1: **Input:** An instance  $\mathfrak{A}$ .
- 2: **Output:** Is there a homomorphism  $\mathfrak{A} \rightarrow \mathcal{B}$ ? (answer can be wrong)
- 3: For every  $X \subseteq A$  with  $|A| \leq k$ , initialise  $\mathcal{H}(X) := \{h: \mathfrak{A}[X] \rightarrow \mathcal{B} \mid h \text{ a homomorphism}\}$ .
- 4: **while**  $\mathcal{H}$  keeps changing **do**
- 5:   For **every**  $X \subset Y$ , if there is a  $h \in \mathcal{H}(X)$  that does not extend to a  $h' \in \mathcal{H}(Y)$ , remove  $h$  from  $\mathcal{H}(X)$ .
- 6:   For **every**  $X \subset Y$ , if there is a  $h \in \mathcal{H}(Y)$  such that  $h|_X \notin \mathcal{H}(X)$ , remove  $h$  from  $\mathcal{H}(Y)$ .
- 7: **end while**
- 8: If there is an  $X$  such that  $\mathcal{H}(X) = \emptyset$ , **return** UNSAT.
- 9: Else, **return** SAT.

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## The local consistency method

### Theorem

For every template  $\mathfrak{B}$  and every  $k \in \mathbb{N}$ , there is a sentence  $\psi_{k,\mathfrak{B}} \in \text{IFP}$  such that for all instances  $\mathfrak{A}$ ,

$$\mathfrak{A} \models \psi_{k,\mathfrak{B}} \iff k\text{-consistency accepts } \mathfrak{A}.$$

**Remark:**  $\psi_{k,\mathfrak{B}}$  can be taken to be in the existential fragment of IFP, also called DATALOG.

## Fixed-point logic with counting

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**Recall:** IFP cannot define whether a structure has even cardinality.

**Solution:** Add a counting mechanism to the logic.

## Definition of FPC

**Fixed-point logic with counting** (FPC) is the extension of IFP with *counting terms*.

For a finite structure  $\mathfrak{A}$ , let  $\mathfrak{A}^*$  denote the **2-sorted structure**

$$\mathfrak{A}^* := \mathfrak{A} \uplus (\{0, \dots, |A|\}; <, 0, e),$$

where  $e$  is a constant with  $e = |A|$ . FPC[ $\tau$ ]-formulas use:

- a 2-sorted vocabulary  $\tau \uplus \{<, 0, e\}$ ,
- 2-sorted variables  $x, y, z, \dots$ , and  $\lambda, \mu, \nu, \dots$
- **counting terms:** If  $\varphi(x)$  is a formula, then  $\#_x[\varphi]$  is a term in the numerical sort.

**Semantics:**  $\llbracket \#_x[\varphi] \rrbracket^{\mathfrak{A}} = t \in \{0, \dots, |A|\}$ , where  $t = |\{a \in A \mid \mathfrak{A} \models \varphi(a)\}|$ .

## Examples for expressivity of counting terms

### Example

Regularity of undirected graphs can be expressed (i.e. every node has the same degree):

$$\forall x \forall y (\#_z [Exz] = \#_z [Eyz]).$$

### Example

Isomorphism of equivalence relations  $E_1, E_2$ :

$$\forall \mu (\#_x [\#_y [E_1 xy] = \mu] = \#_x [\#_y [E_2 xy] = \mu]).$$

“For every equivalence-class-size  $\mu$ , equally many elements are in a class of size  $\mu$  in  $E_1$  and in  $E_2$ .”

## Complexity hierarchy

$\text{FO} \leq \text{IFP} \leq \text{FPC} \leq \text{PTIME}$ .

FPC can express EVEN

shown later

## The power of FPC

- FPC can solve linear-algebraic problems over  $\mathbb{Q}$  [Holm, 2010].
- FPC can solve the optimization problem for linear programs over  $\mathbb{Q}$  [Anderson, Dawar, Holm, 2013].
- **Consequence:** FPC can define the size of a maximum matching in a graph.
- FPC captures PTIME on any proper minor-closed graph class [Grohe, 2014].

## Definition

A **canonization** for a class  $\mathcal{K}$  of structures is a function  $f$  that maps  $\mathfrak{A} \in \mathcal{K}$  to an **ordered copy**  $f(\mathfrak{A}) = (\mathfrak{A}, <)$  such that for all  $\mathfrak{A}, \mathfrak{B} \in \mathcal{K}$ ,

$$f(\mathfrak{A}) = f(\mathfrak{B}) \iff \mathfrak{A} \cong \mathfrak{B}.$$

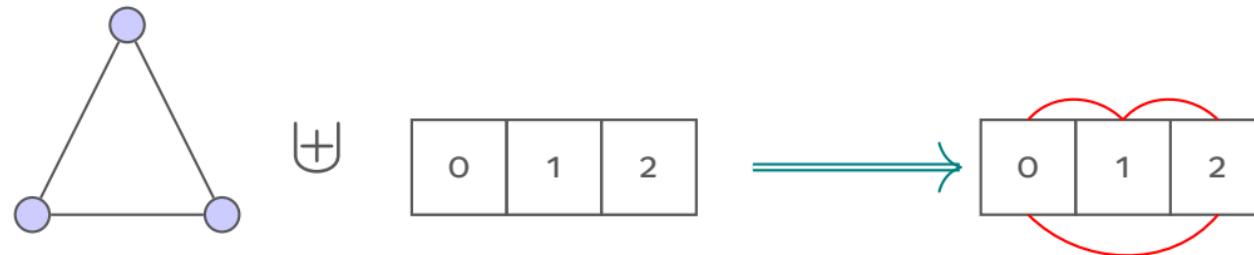
If  $f$  can be realized by an  $\mathcal{L}$ -interpretation, for a logic  $\mathcal{L}$ , then the canonization is  $\mathcal{L}$ -definable.

## Theorem

*If  $\mathcal{L}$  is a logic at least as strong as IFP, then if a class  $\mathcal{K}$  of structures admits  $\mathcal{L}$ -definable canonization,  $\mathcal{L}$  captures PTIME on  $\mathcal{K}$ .*

## Canonization in FPC

In FPC, structures come with a linearly ordered number sort, in which we may define the canon.



## Canonization in FPC

**Example:** Canonizing directed trees in FPC.

- **Input:** A 2-sorted tree  $\mathcal{T}^* = (V, E) \uplus (\{0, \dots, |V|\}, <, 0, e)$ .
- Use the fixed-point operator to define a ternary relation  $F \subseteq V \times \{1, \dots, |V|\}^2$  such that for every  $v \in V$ ,  $F_v := \{(i, j) \mid (v, i, j) \in F\}$  is the edge relation of an ordered copy of the subtree  $\mathcal{T}_v$  rooted at  $v$ .
- **Inductive step:** Compute  $F_v$  assuming  $F_{w_1}, \dots, F_{w_m}$  have been computed for the children of  $v$ .
- It suffices to *define an order* on  $\{w_1, \dots, w_m\}$ .
- $F_{w_i}$  is an ordered copy of the subtree  $\mathcal{T}_{w_i}$ , so  $\text{code}(\mathcal{T}_{w_i}, <) \in \{0, 1\}^*$  can be computed, and  $\{w_1, \dots, w_m\}$  can be ordered according to  $\text{code}(\mathcal{T}_{w_i}, <) \in \{0, 1\}^*$ .

Just as IFP can be seen as a fragment of  $\mathcal{L}_{\infty\omega}^\omega$ , FPC is a fragment of  $\mathcal{C}_{\infty\omega}^\omega$ .

For every  $k \in \mathbb{N}$ ,  $\mathcal{C}_{\infty\omega}^k$  is the extension of  $\mathcal{L}_{\infty\omega}^k$  with counting quantifiers  $\exists^{\geq m} x$  for all  $m \in \mathbb{N}$ .

### Theorem (Grädel and Otto, 1993)

For every sentence  $\psi \in \text{FPC}$ , there exists a  $k \in \mathbb{N}$  and a  $\varphi \in \mathcal{C}_{\infty\omega}^k$  such that  $\psi$  and  $\varphi$  are equivalent on all finite structures.

## Graph Isomorphism

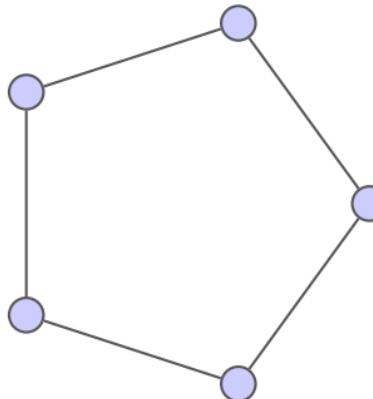
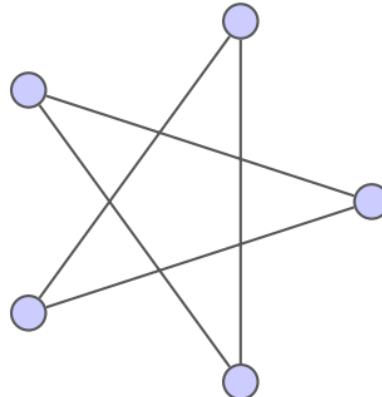
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# The Graph Isomorphism Problem

Graph Isomorphism:

**Input:** Two graphs  $G, H$ .

**Question:** Are  $G$  and  $H$  isomorphic?



### Theorem

Let  $\mathcal{K}$  be a class of graphs. Then the following are equivalent.

1. The isomorphism problem for graphs in  $\mathcal{K}$  can be solved in FPC.
2. There is a  $k \in \mathbb{N}$  such that for all non-isomorphic  $G, H \in \mathcal{K}$ ,  $G \not\equiv_{\mathcal{C}^k} H$ .
3. The  $(k - 1)$ -dimensional **Weisfeiler-Leman algorithm** solves the isomorphism problem for graphs in  $\mathcal{K}$ .

# The Weisfeiler-Leman algorithm

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## 1-dimensional Weisfeiler-Leman:

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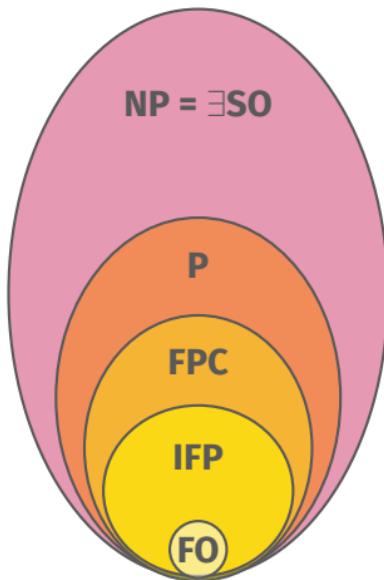
- 1: **Input:** A graph  $G$ .
- 2: **Output:** A **colouring** of the vertices according to  $\mathcal{C}^2$ -types.
- 3: Initialise every vertex  $v \in V(G)$  with the same colour  $c(v)$ .
- 4: **while** colouring keeps changing **do**
- 5:     For each  $v \in V$ , set  $c(v) := \{\{c(w) \mid w \in E(v)\}\}$ .
- 6: **end while**

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## The Weisfeiler-Leman algorithm

- Generally,  *$k$ -dimensional Weisfeiler-Leman* computes a colouring of the  $k$ -tuples in a graph  $G$  according to their  $\mathcal{C}^{k+1}$ -types in  $G$ .
- We say that  $k$ -WL **distinguishes**  $G$  and  $H$  if the computed colourings are different.
- Intuitively, every FPC-sentence can at most distinguish all graphs that can also be distinguished by  $k$ -WL for some fixed  $k \in \mathbb{N}$ .



## On ordered structures:

- IFP captures PTIME.
- Deterministic transitive closure logic captures LOGSPACE.
- Transitive closure logic captures NL.

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