

# Approximating partial by total: fixpoint characterizations of back-and-forth equivalences

Samson Abramsky

Department of Computer Science, University of Oxford

# Relating two facets of Dana's work

## Relating two facets of Dana's work

As well as founding Domain theory, Dana is, of course, a pre-eminent figure in logic, with seminal contributions in model theory, set theory, modal logic, . . .

## Relating two facets of Dana's work

As well as founding Domain theory, Dana is, of course, a pre-eminent figure in logic, with seminal contributions in model theory, set theory, modal logic, . . .

This talk will, in a modest way, relate these different facets.

## Relating two facets of Dana's work

As well as founding Domain theory, Dana is, of course, a pre-eminent figure in logic, with seminal contributions in model theory, set theory, modal logic, . . .

This talk will, in a modest way, relate these different facets.

(Actually, I believe (thanks to Luca Reggio) that this can be taken much further; however, this will have to be left to future work!)

## Relating two facets of Dana's work

As well as founding Domain theory, Dana is, of course, a pre-eminent figure in logic, with seminal contributions in model theory, set theory, modal logic, . . .

This talk will, in a modest way, relate these different facets.

(Actually, I believe (thanks to Luca Reggio) that this can be taken much further; however, this will have to be left to future work!)

Based on:

- The pebbling comonad in finite model theory, SA, Anuj Dawar and Pengming Wang, LiCS 2017
- Relating Structure to Power: comonadic semantics for computational resources, SA and Nihil Shah, to appear in CSL 2018.

# Model theory and deception

## Model theory and deception

A famous notion in logic is that of *Scott sentences*:  $\mathcal{L}_{\omega_1, \omega}$  sentences which characterize countable structures up to isomorphism.



## Model theory and deception

A famous notion in logic is that of *Scott sentences*:  $\mathcal{L}_{\omega_1, \omega}$  sentences which characterize countable structures up to isomorphism.

In general though, model theory involves *deception*:

## Model theory and deception

A famous notion in logic is that of *Scott sentences*:  $\mathcal{L}_{\omega_1, \omega}$  sentences which characterize countable structures up to isomorphism.

In general though, model theory involves *deception*:

- In model theory, we see a structure, not “as it really is” (up to isomorphism) but only up to *definable properties*.

## Model theory and deception

A famous notion in logic is that of *Scott sentences*:  $\mathcal{L}_{\omega_1, \omega}$  sentences which characterize countable structures up to isomorphism.

In general though, model theory involves *deception*:

- In model theory, we see a structure, not “as it really is” (up to isomorphism) but only up to *definable properties*.
- The crucial notion is equivalence of structures up to the equivalence  $\equiv^{\mathcal{L}}$  induced by the logic  $\mathcal{L}$ :

$$\mathcal{A} \equiv^{\mathcal{L}} \mathcal{B} \stackrel{\Delta}{\iff} \forall \varphi \in \mathcal{L}. \mathcal{A} \models \varphi \iff \mathcal{B} \models \varphi.$$

## Model theory and deception

A famous notion in logic is that of *Scott sentences*:  $\mathcal{L}_{\omega_1, \omega}$  sentences which characterize countable structures up to isomorphism.

In general though, model theory involves *deception*:

- In model theory, we see a structure, not “as it really is” (up to isomorphism) but only up to *definable properties*.
- The crucial notion is equivalence of structures up to the equivalence  $\equiv^{\mathcal{L}}$  induced by the logic  $\mathcal{L}$ :

$$\mathcal{A} \equiv^{\mathcal{L}} \mathcal{B} \stackrel{\Delta}{\iff} \forall \varphi \in \mathcal{L}. \mathcal{A} \models \varphi \iff \mathcal{B} \models \varphi.$$

- It is always true that if a class of structures  $\mathcal{K}$  is definable in  $\mathcal{L}$ , then  $\mathcal{K}$  must be saturated under  $\equiv^{\mathcal{L}}$ .

## Model theory and deception

A famous notion in logic is that of *Scott sentences*:  $\mathcal{L}_{\omega_1, \omega}$  sentences which characterize countable structures up to isomorphism.

In general though, model theory involves *deception*:

- In model theory, we see a structure, not “as it really is” (up to isomorphism) but only up to *definable properties*.
- The crucial notion is equivalence of structures up to the equivalence  $\equiv^{\mathcal{L}}$  induced by the logic  $\mathcal{L}$ :

$$\mathcal{A} \equiv^{\mathcal{L}} \mathcal{B} \stackrel{\Delta}{\iff} \forall \varphi \in \mathcal{L}. \mathcal{A} \models \varphi \iff \mathcal{B} \models \varphi.$$

- It is always true that if a class of structures  $\mathcal{K}$  is definable in  $\mathcal{L}$ , then  $\mathcal{K}$  must be saturated under  $\equiv^{\mathcal{L}}$ .
- In most cases of interest in FMT, the converse is true too.

## Model theory and deception

A famous notion in logic is that of *Scott sentences*:  $\mathcal{L}_{\omega_1, \omega}$  sentences which characterize countable structures up to isomorphism.

In general though, model theory involves *deception*:

- In model theory, we see a structure, not “as it really is” (up to isomorphism) but only up to *definable properties*.
- The crucial notion is equivalence of structures up to the equivalence  $\equiv^{\mathcal{L}}$  induced by the logic  $\mathcal{L}$ :

$$\mathcal{A} \equiv^{\mathcal{L}} \mathcal{B} \stackrel{\Delta}{\iff} \forall \varphi \in \mathcal{L}. \mathcal{A} \models \varphi \iff \mathcal{B} \models \varphi.$$

- It is always true that if a class of structures  $\mathcal{K}$  is definable in  $\mathcal{L}$ , then  $\mathcal{K}$  must be saturated under  $\equiv^{\mathcal{L}}$ .
- In most cases of interest in FMT, the converse is true too.
- In descriptive complexity, we seek to characterize a complexity class  $\mathbf{C}$  (for decision problems) as those classes of structures  $\mathcal{K}$  (e.g. graphs) definable in  $\mathcal{L}$ .

# Syntax-independent characterizations of logical equivalence

# Syntax-independent characterizations of logical equivalence

- A classic theme in Model theory: e.g. the Keisler-Shelah theorem.



# Syntax-independent characterizations of logical equivalence

- A classic theme in Model theory: e.g. the Keisler-Shelah theorem.
- Especially important in finite model theory, where *model comparison games* such as Ehrenfeucht-Fraïssé games, pebble games and bisimulation games play a central role.

# Syntax-independent characterizations of logical equivalence

- A classic theme in Model theory: e.g. the Keisler-Shelah theorem.
- Especially important in finite model theory, where *model comparison games* such as Ehrenfeucht-Fraïssé games, pebble games and bisimulation games play a central role.

The EF-game between  $\mathcal{A}$  and  $\mathcal{B}$ . In the  $i$ 'th round, Spoiler moves by choosing an element in  $A$  or  $B$ ; Duplicator responds by choosing an element in the other structure. Duplicator wins after  $k$  rounds if the relation  $\{(a_i, b_i) \mid 1 \leq i \leq k\}$  is a partial isomorphism.

# Syntax-independent characterizations of logical equivalence

- A classic theme in Model theory: e.g. the Keisler-Shelah theorem.
- Especially important in finite model theory, where *model comparison games* such as Ehrenfeucht-Fraïssé games, pebble games and bisimulation games play a central role.

The EF-game between  $\mathcal{A}$  and  $\mathcal{B}$ . In the  $i$ 'th round, Spoiler moves by choosing an element in  $A$  or  $B$ ; Duplicator responds by choosing an element in the other structure. Duplicator wins after  $k$  rounds if the relation  $\{(a_i, b_i) \mid 1 \leq i \leq k\}$  is a partial isomorphism.

In the existential EF-game, Spoiler only plays in  $\mathcal{A}$ , and Duplicator responds in  $\mathcal{B}$ .

# Syntax-independent characterizations of logical equivalence

- A classic theme in Model theory: e.g. the Keisler-Shelah theorem.
- Especially important in finite model theory, where *model comparison games* such as Ehrenfeucht-Fraïssé games, pebble games and bisimulation games play a central role.

The EF-game between  $\mathcal{A}$  and  $\mathcal{B}$ . In the  $i$ 'th round, Spoiler moves by choosing an element in  $A$  or  $B$ ; Duplicator responds by choosing an element in the other structure. Duplicator wins after  $k$  rounds if the relation  $\{(a_i, b_i) \mid 1 \leq i \leq k\}$  is a partial isomorphism.

In the existential EF-game, Spoiler only plays in  $\mathcal{A}$ , and Duplicator responds in  $\mathcal{B}$ .

The Ehrenfeucht-Fraïssé theorem says that a winning strategy for Duplicator in the  $k$ -round EF game characterizes the equivalence  $\equiv^{\mathcal{L}_k}$ , where  $\mathcal{L}_k$  is the fragment of first-order logic of formulas with quantifier rank  $\leq k$ .

# Syntax-independent characterizations of logical equivalence

- A classic theme in Model theory: e.g. the Keisler-Shelah theorem.
- Especially important in finite model theory, where *model comparison games* such as Ehrenfeucht-Fraïssé games, pebble games and bisimulation games play a central role.

The EF-game between  $\mathcal{A}$  and  $\mathcal{B}$ . In the  $i$ 'th round, Spoiler moves by choosing an element in  $A$  or  $B$ ; Duplicator responds by choosing an element in the other structure. Duplicator wins after  $k$  rounds if the relation  $\{(a_i, b_i) \mid 1 \leq i \leq k\}$  is a partial isomorphism.

In the existential EF-game, Spoiler only plays in  $\mathcal{A}$ , and Duplicator responds in  $\mathcal{B}$ .

The Ehrenfeucht-Fraïssé theorem says that a winning strategy for Duplicator in the  $k$ -round EF game characterizes the equivalence  $\equiv^{\mathcal{L}_k}$ , where  $\mathcal{L}_k$  is the fragment of first-order logic of formulas with quantifier rank  $\leq k$ .

Similarly, there are  $k$ -pebble games, and bisimulation games played to depth  $k$ .

# Pebble Games

# Pebble Games

Similar but subtly different to EF-games

# Pebble Games

Similar but subtly different to EF-games

Spoiler moves by placing one from a fixed set of pebbles on an element of  $\mathcal{A}$  or  $\mathcal{B}$ ;  
Duplicator responds by placing their matching pebble on an element of the other structure.



# Pebble Games

Similar but subtly different to EF-games

Spoiler moves by placing one from a fixed set of pebbles on an element of  $\mathcal{A}$  or  $\mathcal{B}$ ; Duplicator responds by placing their matching pebble on an element of the other structure.

Duplicator wins if after each round, the relation defined by the current positions of the pebbles is a partial isomorphism

# Pebble Games

Similar but subtly different to EF-games

Spoiler moves by placing one from a fixed set of pebbles on an element of  $\mathcal{A}$  or  $\mathcal{B}$ ; Duplicator responds by placing their matching pebble on an element of the other structure.

Duplicator wins if after each round, the relation defined by the current positions of the pebbles is a partial isomorphism

Thus there is a “sliding window” on the structures, of fixed size. It is this size which bounds the resource, not the length of the play.

# Pebble Games

Similar but subtly different to EF-games

Spoiler moves by placing one from a fixed set of pebbles on an element of  $\mathcal{A}$  or  $\mathcal{B}$ ; Duplicator responds by placing their matching pebble on an element of the other structure.

Duplicator wins if after each round, the relation defined by the current positions of the pebbles is a partial isomorphism

Thus there is a “sliding window” on the structures, of fixed size. It is this size which bounds the resource, not the length of the play.

Whereas the  $k$ -round EF game corresponds to bounding the quantifier rank,  $k$ -pebble games correspond to bounding the number of variables which can be used in a formula.

# Pebble Games

Similar but subtly different to EF-games

Spoiler moves by placing one from a fixed set of pebbles on an element of  $\mathcal{A}$  or  $\mathcal{B}$ ; Duplicator responds by placing their matching pebble on an element of the other structure.

Duplicator wins if after each round, the relation defined by the current positions of the pebbles is a partial isomorphism

Thus there is a “sliding window” on the structures, of fixed size. It is this size which bounds the resource, not the length of the play.

Whereas the  $k$ -round EF game corresponds to bounding the quantifier rank,  $k$ -pebble games correspond to bounding the number of variables which can be used in a formula.

Just as for EF-games, there is an existential-positive version, in which Spoiler only plays in  $\mathcal{A}$ , and Duplicator responds in  $\mathcal{B}$ .

# A new perspective

## A new perspective

- We shall study these games, not as external artefacts, but as semantic constructions in their own right.

## A new perspective

- We shall study these games, not as external artefacts, but as semantic constructions in their own right.
- For each type of game  $G$ , and value of the resource parameter  $k$ , we shall define a corresponding *comonad*  $\mathbb{C}_k$  on  $\mathcal{R}(\sigma)$ .

## A new perspective

- We shall study these games, not as external artefacts, but as semantic constructions in their own right.
- For each type of game  $G$ , and value of the resource parameter  $k$ , we shall define a corresponding *comonad*  $\mathbb{C}_k$  on  $\mathcal{R}(\sigma)$ .
- The idea is that Duplicator strategies for the existential version of  $G$ -games from  $\mathcal{A}$  to  $\mathcal{B}$  will be recovered as coKleisli morphisms  $\mathbb{C}_k \mathcal{A} \rightarrow \mathcal{B}$ .



## A new perspective

- We shall study these games, not as external artefacts, but as semantic constructions in their own right.
- For each type of game  $G$ , and value of the resource parameter  $k$ , we shall define a corresponding *comonad*  $\mathbb{C}_k$  on  $\mathcal{R}(\sigma)$ .
- The idea is that Duplicator strategies for the existential version of  $G$ -games from  $\mathcal{A}$  to  $\mathcal{B}$  will be recovered as coKleisli morphisms  $\mathbb{C}_k\mathcal{A} \rightarrow \mathcal{B}$ .
- Thus the notion of local approximation built into the game is internalised into the category of  $\sigma$ -structures and homomorphisms.

## A new perspective

- We shall study these games, not as external artefacts, but as semantic constructions in their own right.
- For each type of game  $G$ , and value of the resource parameter  $k$ , we shall define a corresponding *comonad*  $\mathbb{C}_k$  on  $\mathcal{R}(\sigma)$ .
- The idea is that Duplicator strategies for the existential version of  $G$ -games from  $\mathcal{A}$  to  $\mathcal{B}$  will be recovered as coKleisli morphisms  $\mathbb{C}_k\mathcal{A} \rightarrow \mathcal{B}$ .
- Thus the notion of local approximation built into the game is internalised into the category of  $\sigma$ -structures and homomorphisms.
- This leads to comonadic and coalgebraic characterisations of a number of central concepts in Finite Model Theory and combinatorics.

# The setting: homomorphisms of relational structures

## The setting: homomorphisms of relational structures

A relational vocabulary  $\sigma$  is a family of relation symbols  $R$ , each of some arity  $n > 0$ .

## The setting: homomorphisms of relational structures

A relational vocabulary  $\sigma$  is a family of relation symbols  $R$ , each of some arity  $n > 0$ .

A relational structure for  $\sigma$  is  $\mathcal{A} = (A, \{R^{\mathcal{A}} \mid R \in \sigma\})$ , where  $R^{\mathcal{A}} \subseteq A^n$ .

## The setting: homomorphisms of relational structures

A relational vocabulary  $\sigma$  is a family of relation symbols  $R$ , each of some arity  $n > 0$ .

A relational structure for  $\sigma$  is  $\mathcal{A} = (A, \{R^A \mid R \in \sigma\})$ , where  $R^A \subseteq A^n$ .

A homomorphism of  $\sigma$ -structures  $f : \mathcal{A} \rightarrow \mathcal{B}$  is a function  $f : A \rightarrow B$  such that, for each relation  $R \in \sigma$  of arity  $n$  and  $(a_1, \dots, a_n) \in A^n$ :

$$(a_1, \dots, a_n) \in R^A \Rightarrow (f(a_1), \dots, f(a_n)) \in R^B.$$

## The setting: homomorphisms of relational structures

A relational vocabulary  $\sigma$  is a family of relation symbols  $R$ , each of some arity  $n > 0$ .

A relational structure for  $\sigma$  is  $\mathcal{A} = (A, \{R^A \mid R \in \sigma\})$ , where  $R^A \subseteq A^n$ .

A homomorphism of  $\sigma$ -structures  $f : \mathcal{A} \rightarrow \mathcal{B}$  is a function  $f : A \rightarrow B$  such that, for each relation  $R \in \sigma$  of arity  $n$  and  $(a_1, \dots, a_n) \in A^n$ :

$$(a_1, \dots, a_n) \in R^A \Rightarrow (f(a_1), \dots, f(a_n)) \in R^B.$$

These notions are pervasive in

- logic (model theory),
- computer science (databases, constraint satisfaction, finite model theory)
- combinatorics (graphs and graph homomorphisms).

## The setting: homomorphisms of relational structures

A relational vocabulary  $\sigma$  is a family of relation symbols  $R$ , each of some arity  $n > 0$ .

A relational structure for  $\sigma$  is  $\mathcal{A} = (A, \{R^A \mid R \in \sigma\})$ , where  $R^A \subseteq A^n$ .

A homomorphism of  $\sigma$ -structures  $f : \mathcal{A} \rightarrow \mathcal{B}$  is a function  $f : A \rightarrow B$  such that, for each relation  $R \in \sigma$  of arity  $n$  and  $(a_1, \dots, a_n) \in A^n$ :

$$(a_1, \dots, a_n) \in R^A \Rightarrow (f(a_1), \dots, f(a_n)) \in R^B.$$

These notions are pervasive in

- logic (model theory),
- computer science (databases, constraint satisfaction, finite model theory)
- combinatorics (graphs and graph homomorphisms).

Our setting will be  $\mathcal{R}(\sigma)$ , the category of relational structures and homomorphisms.



## The EF comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{E}_k\mathcal{A}$  is  $A^{\leq k}$ , the non-empty sequences of length  $\leq k$ .

## The EF comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{E}_k\mathcal{A}$  is  $A^{\leq k}$ , the non-empty sequences of length  $\leq k$ .

The counit map  $\varepsilon_{\mathcal{A}} : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{A}$  sends a sequence  $[a_1, \dots, a_n]$  to  $a_n$ .

## The EF comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{E}_k\mathcal{A}$  is  $A^{\leq k}$ , the non-empty sequences of length  $\leq k$ .

The counit map  $\varepsilon_{\mathcal{A}} : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{A}$  sends a sequence  $[a_1, \dots, a_n]$  to  $a_n$ .

How do we lift the relations on  $\mathcal{A}$  to  $\mathbb{E}_k\mathcal{A}$ ?

## The EF comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{E}_k\mathcal{A}$  is  $A^{\leq k}$ , the non-empty sequences of length  $\leq k$ .

The counit map  $\varepsilon_{\mathcal{A}} : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{A}$  sends a sequence  $[a_1, \dots, a_n]$  to  $a_n$ .

How do we lift the relations on  $\mathcal{A}$  to  $\mathbb{E}_k\mathcal{A}$ ?

Given e.g. a binary relation  $R$ , we define  $R^{\mathbb{E}_k\mathcal{A}}$  to the set of pairs  $(s, t)$  such that

## The EF comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{E}_k\mathcal{A}$  is  $A^{\leq k}$ , the non-empty sequences of length  $\leq k$ .

The counit map  $\varepsilon_{\mathcal{A}} : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{A}$  sends a sequence  $[a_1, \dots, a_n]$  to  $a_n$ .

How do we lift the relations on  $\mathcal{A}$  to  $\mathbb{E}_k\mathcal{A}$ ?

Given e.g. a binary relation  $R$ , we define  $R^{\mathbb{E}_k\mathcal{A}}$  to the set of pairs  $(s, t)$  such that

- $s \sqsubseteq t$  or  $t \sqsubseteq s$  (in prefix order)

## The EF comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{E}_k\mathcal{A}$  is  $A^{\leq k}$ , the non-empty sequences of length  $\leq k$ .

The counit map  $\varepsilon_{\mathcal{A}} : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{A}$  sends a sequence  $[a_1, \dots, a_n]$  to  $a_n$ .

How do we lift the relations on  $\mathcal{A}$  to  $\mathbb{E}_k\mathcal{A}$ ?

Given e.g. a binary relation  $R$ , we define  $R^{\mathbb{E}_k\mathcal{A}}$  to the set of pairs  $(s, t)$  such that

- $s \sqsubseteq t$  or  $t \sqsubseteq s$  (in prefix order)
- $R^{\mathcal{A}}(\varepsilon_{\mathcal{A}}(s), \varepsilon_{\mathcal{A}}(t))$ .

## The EF comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{E}_k\mathcal{A}$  is  $A^{\leq k}$ , the non-empty sequences of length  $\leq k$ .

The counit map  $\varepsilon_{\mathcal{A}} : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{A}$  sends a sequence  $[a_1, \dots, a_n]$  to  $a_n$ .

How do we lift the relations on  $\mathcal{A}$  to  $\mathbb{E}_k\mathcal{A}$ ?

Given e.g. a binary relation  $R$ , we define  $R^{\mathbb{E}_k\mathcal{A}}$  to the set of pairs  $(s, t)$  such that

- $s \sqsubseteq t$  or  $t \sqsubseteq s$  (in prefix order)
- $R^{\mathcal{A}}(\varepsilon_{\mathcal{A}}(s), \varepsilon_{\mathcal{A}}(t))$ .

Given a homomorphism  $f : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{B}$ , we define the coextension  $f^* : A^{\leq k} \rightarrow B^{\leq k}$  by

$$f^*[a_1, \dots, a_j] = [b_1, \dots, b_j],$$

where  $b_i = f[a_1, \dots, a_i]$ ,  $1 \leq i \leq j$ .

## The EF comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{E}_k\mathcal{A}$  is  $A^{\leq k}$ , the non-empty sequences of length  $\leq k$ .

The counit map  $\varepsilon_{\mathcal{A}} : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{A}$  sends a sequence  $[a_1, \dots, a_n]$  to  $a_n$ .

How do we lift the relations on  $\mathcal{A}$  to  $\mathbb{E}_k\mathcal{A}$ ?

Given e.g. a binary relation  $R$ , we define  $R^{\mathbb{E}_k\mathcal{A}}$  to the set of pairs  $(s, t)$  such that

- $s \sqsubseteq t$  or  $t \sqsubseteq s$  (in prefix order)
- $R^{\mathcal{A}}(\varepsilon_{\mathcal{A}}(s), \varepsilon_{\mathcal{A}}(t))$ .

Given a homomorphism  $f : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{B}$ , we define the coextension  $f^* : A^{\leq k} \rightarrow B^{\leq k}$  by

$$f^*[a_1, \dots, a_j] = [b_1, \dots, b_j],$$

where  $b_i = f[a_1, \dots, a_i]$ ,  $1 \leq i \leq j$ .

This is easily verified to yield a comonad on  $\mathcal{R}(\sigma)$ .



## CoKleisli maps are strategies

Intuitively, an element of  $A^{\leq k}$  represents a play in  $\mathcal{A}$  of length  $\leq k$ .

## CoKleisli maps are strategies

Intuitively, an element of  $A^{\leq k}$  represents a play in  $\mathcal{A}$  of length  $\leq k$ .

A coKleisli morphism  $\mathbb{E}_k \mathcal{A} \rightarrow \mathcal{B}$  represents a Duplicator strategy for the existential Ehrenfeucht-Fraïssé game with  $k$  rounds:

## CoKleisli maps are strategies

Intuitively, an element of  $A^{\leq k}$  represents a play in  $\mathcal{A}$  of length  $\leq k$ .

A coKleisli morphism  $\mathbb{E}_k \mathcal{A} \rightarrow \mathcal{B}$  represents a Duplicator strategy for the existential Ehrenfeucht-Fraïssé game with  $k$  rounds:

Spoiler plays only in  $\mathcal{A}$ , and  $b_i = f[a_1, \dots, a_i]$  represents Duplicator's response in  $\mathcal{B}$  to the  $i$ 'th move by Spoiler.

## CoKleisli maps are strategies

Intuitively, an element of  $A^{\leq k}$  represents a play in  $\mathcal{A}$  of length  $\leq k$ .

A coKleisli morphism  $\mathbb{E}_k \mathcal{A} \rightarrow \mathcal{B}$  represents a Duplicator strategy for the existential Ehrenfeucht-Fraïssé game with  $k$  rounds:

Spoiler plays only in  $\mathcal{A}$ , and  $b_i = f[a_1, \dots, a_i]$  represents Duplicator's response in  $\mathcal{B}$  to the  $i$ 'th move by Spoiler.

The winning condition for Duplicator in this game is that, after  $k$  rounds have been played, the induced relation  $\{(a_i, b_i) \mid 1 \leq i \leq k\}$  is a partial homomorphism from  $\mathcal{A}$  to  $\mathcal{B}$ .

## CoKleisli maps are strategies

Intuitively, an element of  $A^{\leq k}$  represents a play in  $\mathcal{A}$  of length  $\leq k$ .

A coKleisli morphism  $\mathbb{E}_k \mathcal{A} \rightarrow \mathcal{B}$  represents a Duplicator strategy for the existential Ehrenfeucht-Fraïssé game with  $k$  rounds:

Spoiler plays only in  $\mathcal{A}$ , and  $b_i = f[a_1, \dots, a_i]$  represents Duplicator's response in  $\mathcal{B}$  to the  $i$ 'th move by Spoiler.

The winning condition for Duplicator in this game is that, after  $k$  rounds have been played, the induced relation  $\{(a_i, b_i) \mid 1 \leq i \leq k\}$  is a partial homomorphism from  $\mathcal{A}$  to  $\mathcal{B}$ .

### Theorem

*The following are equivalent:*

- 1 *There is a homomorphism  $\mathbb{E}_k \mathcal{A} \rightarrow \mathcal{B}$ .*
- 2 *Duplicator has a winning strategy for the existential Ehrenfeucht-Fraïssé game with  $k$  rounds, played from  $\mathcal{A}$  to  $\mathcal{B}$ .*
- 3 *For every existential positive sentence  $\varphi$  with quantifier rank  $\leq k$ ,  $\mathcal{A} \models \varphi \Rightarrow \mathcal{B} \models \varphi$ .*

# The pebbling comonad

## The pebbling comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{P}_k\mathcal{A}$  is  $(\mathbf{k} \times A)^+$ , the set of finite non-empty sequences of moves  $(p, a)$ . Note this will be infinite even if  $\mathcal{A}$  is finite.

We showed that this is essential!

## The pebbling comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{P}_k\mathcal{A}$  is  $(\mathbf{k} \times A)^+$ , the set of finite non-empty sequences of moves  $(p, a)$ . Note this will be infinite even if  $\mathcal{A}$  is finite.

We showed that this is essential!

The counit map  $\varepsilon_{\mathcal{A}} : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{A}$  sends a sequence  $[(p_1, a_1), \dots, (p_n, a_n)]$  to  $a_n$ .



## The pebbling comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{P}_k\mathcal{A}$  is  $(\mathbf{k} \times A)^+$ , the set of finite non-empty sequences of moves  $(p, a)$ . Note this will be infinite even if  $\mathcal{A}$  is finite.

We showed that this is essential!

The counit map  $\varepsilon_{\mathcal{A}} : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{A}$  sends a sequence  $[(p_1, a_1), \dots, (p_n, a_n)]$  to  $a_n$ .

How do we lift the relations on  $\mathcal{A}$  to  $\mathbb{E}_k\mathcal{A}$ ?

## The pebbling comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{P}_k\mathcal{A}$  is  $(\mathbf{k} \times \mathcal{A})^+$ , the set of finite non-empty sequences of moves  $(p, a)$ . Note this will be infinite even if  $\mathcal{A}$  is finite.

We showed that this is essential!

The counit map  $\varepsilon_{\mathcal{A}} : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{A}$  sends a sequence  $[(p_1, a_1), \dots, (p_n, a_n)]$  to  $a_n$ .

How do we lift the relations on  $\mathcal{A}$  to  $\mathbb{E}_k\mathcal{A}$ ?

Given e.g. a binary relation  $R$ , we define  $R^{\mathbb{P}_k\mathcal{A}}$  to the set of pairs  $(s, t)$  such that

## The pebbling comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{P}_k\mathcal{A}$  is  $(\mathbf{k} \times \mathcal{A})^+$ , the set of finite non-empty sequences of moves  $(p, a)$ . Note this will be infinite even if  $\mathcal{A}$  is finite.

We showed that this is essential!

The counit map  $\varepsilon_{\mathcal{A}} : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{A}$  sends a sequence  $[(p_1, a_1), \dots, (p_n, a_n)]$  to  $a_n$ .

How do we lift the relations on  $\mathcal{A}$  to  $\mathbb{E}_k\mathcal{A}$ ?

Given e.g. a binary relation  $R$ , we define  $R^{\mathbb{P}_k\mathcal{A}}$  to the set of pairs  $(s, t)$  such that

- $s \sqsubseteq t$  or  $t \sqsubseteq s$

## The pebbling comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{P}_k\mathcal{A}$  is  $(\mathbf{k} \times A)^+$ , the set of finite non-empty sequences of moves  $(p, a)$ . Note this will be infinite even if  $\mathcal{A}$  is finite.

We showed that this is essential!

The counit map  $\varepsilon_{\mathcal{A}} : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{A}$  sends a sequence  $[(p_1, a_1), \dots, (p_n, a_n)]$  to  $a_n$ .

How do we lift the relations on  $\mathcal{A}$  to  $\mathbb{E}_k\mathcal{A}$ ?

Given e.g. a binary relation  $R$ , we define  $R^{\mathbb{P}_k\mathcal{A}}$  to the set of pairs  $(s, t)$  such that

- $s \sqsubseteq t$  or  $t \sqsubseteq s$
- If  $s \sqsubseteq t$ , then the pebble index of the last move in  $s$  does not appear in the suffix of  $s$  in  $t$ ; and symmetrically if  $t \sqsubseteq s$ .

## The pebbling comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{P}_k\mathcal{A}$  is  $(\mathbf{k} \times A)^+$ , the set of finite non-empty sequences of moves  $(p, a)$ . Note this will be infinite even if  $\mathcal{A}$  is finite.

We showed that this is essential!

The counit map  $\varepsilon_{\mathcal{A}} : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{A}$  sends a sequence  $[(p_1, a_1), \dots, (p_n, a_n)]$  to  $a_n$ .

How do we lift the relations on  $\mathcal{A}$  to  $\mathbb{E}_k\mathcal{A}$ ?

Given e.g. a binary relation  $R$ , we define  $R^{\mathbb{P}_k\mathcal{A}}$  to the set of pairs  $(s, t)$  such that

- $s \sqsubseteq t$  or  $t \sqsubseteq s$
- If  $s \sqsubseteq t$ , then the pebble index of the last move in  $s$  does not appear in the suffix of  $s$  in  $t$ ; and symmetrically if  $t \sqsubseteq s$ .
- $R^{\mathcal{A}}(\varepsilon_{\mathcal{A}}(s), \varepsilon_{\mathcal{A}}(t))$ .

## The pebbling comonad

Given a structure  $\mathcal{A}$ , the universe of  $\mathbb{P}_k\mathcal{A}$  is  $(\mathbf{k} \times A)^+$ , the set of finite non-empty sequences of moves  $(p, a)$ . Note this will be infinite even if  $\mathcal{A}$  is finite.

We showed that this is essential!

The counit map  $\varepsilon_{\mathcal{A}} : \mathbb{E}_k\mathcal{A} \rightarrow \mathcal{A}$  sends a sequence  $[(p_1, a_1), \dots, (p_n, a_n)]$  to  $a_n$ .

How do we lift the relations on  $\mathcal{A}$  to  $\mathbb{E}_k\mathcal{A}$ ?

Given e.g. a binary relation  $R$ , we define  $R^{\mathbb{P}_k\mathcal{A}}$  to the set of pairs  $(s, t)$  such that

- $s \sqsubseteq t$  or  $t \sqsubseteq s$
- If  $s \sqsubseteq t$ , then the pebble index of the last move in  $s$  does not appear in the suffix of  $s$  in  $t$ ; and symmetrically if  $t \sqsubseteq s$ .
- $R^{\mathcal{A}}(\varepsilon_{\mathcal{A}}(s), \varepsilon_{\mathcal{A}}(t))$ .

Given a homomorphism  $f : \mathbb{P}_k\mathcal{A} \rightarrow \mathcal{B}$ , we define the coextension  $f^* : \mathbb{P}_k\mathcal{A} \rightarrow \mathbb{P}_k\mathcal{B}$  by

$$f^*[(p_1, a_1), \dots, (p_j, a_j)] = [(p_1, b_1), \dots, (p_j, b_j)],$$

where  $b_i = f[(p_1, a_1), \dots, (p_i, a_i)]$ ,  $1 \leq i \leq j$ .

# The modal comonad

## The modal comonad

The flexibility of the comonadic approach is illustrated by showing that it also covers the well-known construction of unfolding a Kripke structure into a tree (“unravelling”).



## The modal comonad

The flexibility of the comonadic approach is illustrated by showing that it also covers the well-known construction of unfolding a Kripke structure into a tree (“unravelling”).

For the modal case, we assume that the relational vocabulary  $\sigma$  contains only symbols of arity at most 2.

## The modal comonad

The flexibility of the comonadic approach is illustrated by showing that it also covers the well-known construction of unfolding a Kripke structure into a tree (“unravelling”).

For the modal case, we assume that the relational vocabulary  $\sigma$  contains only symbols of arity at most 2.

We can thus regard a  $\sigma$ -structure as a Kripke structure for a multi-modal logic. If there are no unary symbols, such structures are exactly the labelled transition systems.

## The modal comonad

The flexibility of the comonadic approach is illustrated by showing that it also covers the well-known construction of unfolding a Kripke structure into a tree (“unravelling”).

For the modal case, we assume that the relational vocabulary  $\sigma$  contains only symbols of arity at most 2.

We can thus regard a  $\sigma$ -structure as a Kripke structure for a multi-modal logic. If there are no unary symbols, such structures are exactly the labelled transition systems.

Modal logic localizes its notion of satisfaction in a structure to a world. We reflect this by using the category of *pointed relational structures*  $(\mathcal{A}, a)$ .

## The modal comonad

The flexibility of the comonadic approach is illustrated by showing that it also covers the well-known construction of unfolding a Kripke structure into a tree (“unravelling”).

For the modal case, we assume that the relational vocabulary  $\sigma$  contains only symbols of arity at most 2.

We can thus regard a  $\sigma$ -structure as a Kripke structure for a multi-modal logic. If there are no unary symbols, such structures are exactly the labelled transition systems.

Modal logic localizes its notion of satisfaction in a structure to a world. We reflect this by using the category of *pointed relational structures*  $(\mathcal{A}, a)$ .

For  $k > 0$  we define a comonad  $\mathbb{M}_k$ , where  $\mathbb{M}_k(\mathcal{A}, a)$  corresponds to unravelling the structure  $\mathcal{A}$ , starting from  $a$ , to depth  $k$ .

## The modal comonad

The flexibility of the comonadic approach is illustrated by showing that it also covers the well-known construction of unfolding a Kripke structure into a tree (“unravelling”).

For the modal case, we assume that the relational vocabulary  $\sigma$  contains only symbols of arity at most 2.

We can thus regard a  $\sigma$ -structure as a Kripke structure for a multi-modal logic. If there are no unary symbols, such structures are exactly the labelled transition systems.

Modal logic localizes its notion of satisfaction in a structure to a world.

We reflect this by using the category of *pointed relational structures*  $(\mathcal{A}, a)$ .

For  $k > 0$  we define a comonad  $\mathbb{M}_k$ , where  $\mathbb{M}_k(\mathcal{A}, a)$  corresponds to unravelling the structure  $\mathcal{A}$ , starting from  $a$ , to depth  $k$ .

The universe of  $\mathbb{M}_k(\mathcal{A}, a)$  comprises  $[a]$ , which is the distinguished element, together with all sequences of the form  $[a_0, \alpha_1, a_1, \dots, \alpha_j, a_j]$ , where  $a = a_0$ ,  $1 \leq j \leq k$ , and  $R_{\alpha_i}^{\mathcal{A}}(a_i, a_{i+1})$ ,  $0 \leq i < j$ .

# Simulation

The resource index of  $\mathbb{M}_k$  corresponds to the *level of approximation* in simulation  $\preceq_k$  and bisimulation  $\sim_k$ .

## Theorem

Let  $\mathcal{A}, \mathcal{B}$  be Kripke structures, with  $a \in A$  and  $b \in B$ , and  $k > 0$ . The following are equivalent:

- 1 There is a homomorphism  $f : \mathbb{M}_k(\mathcal{A}, a) \rightarrow (\mathcal{B}, b)$ .
- 2  $a \preceq_k b$ .
- 3 There is a winning strategy for Duplicator in the  $k$ -round simulation game from  $(\mathcal{A}, a)$  to  $(\mathcal{B}, b)$ .

# Logical equivalences

# Logical equivalences

For each of our three types of game, there are corresponding fragments  $\mathcal{L}_k$  of first-order logic:



# Logical equivalences

For each of our three types of game, there are corresponding fragments  $\mathcal{L}_k$  of first-order logic:

- For Ehrenfeucht-Fraïssé games,  $\mathcal{L}_k$  is the fragment of quantifier-rank  $\leq k$ .

# Logical equivalences

For each of our three types of game, there are corresponding fragments  $\mathcal{L}_k$  of first-order logic:

- For Ehrenfeucht-Fraïssé games,  $\mathcal{L}_k$  is the fragment of quantifier-rank  $\leq k$ .
- For pebble games,  $\mathcal{L}_k$  is the  $k$ -variable fragment.

# Logical equivalences

For each of our three types of game, there are corresponding fragments  $\mathcal{L}_k$  of first-order logic:

- For Ehrenfeucht-Fraïssé games,  $\mathcal{L}_k$  is the fragment of quantifier-rank  $\leq k$ .
- For pebble games,  $\mathcal{L}_k$  is the  $k$ -variable fragment.
- For bisimulation games over relational vocabularies with symbols of arity at most 2,  $\mathcal{L}_k$  is the modal fragment with modal depth  $\leq k$ .

# Logical equivalences

For each of our three types of game, there are corresponding fragments  $\mathcal{L}_k$  of first-order logic:

- For Ehrenfeucht-Fraïssé games,  $\mathcal{L}_k$  is the fragment of quantifier-rank  $\leq k$ .
- For pebble games,  $\mathcal{L}_k$  is the  $k$ -variable fragment.
- For bisimulation games over relational vocabularies with symbols of arity at most 2,  $\mathcal{L}_k$  is the modal fragment with modal depth  $\leq k$ .

In each case, we write

- $\exists\mathcal{L}_k$  for the existential positive fragment of  $\mathcal{L}_k$
- $\mathcal{L}_k(\#)$  for the extension of  $\mathcal{L}_k$  with counting quantifiers  $\exists_{\leq n}$ ,  $\exists_{\geq n}$

# Characterization

# Characterization

We can generically define two equivalences based on our indexed comonads  $\mathbb{E}_k$ :

- $\mathcal{A} \rightleftarrows_k^{\mathbb{E}} \mathcal{B}$  iff there are coKleisli morphisms  $\mathbb{E}_k \mathcal{A} \rightarrow \mathcal{B}$  and  $\mathbb{E}_k \mathcal{B} \rightarrow \mathcal{A}$ . Note that there need be no relationship between these morphisms.
- $\mathcal{A} \cong_k^{\mathbb{E}} \mathcal{B}$  iff  $\mathcal{A}$  and  $\mathcal{B}$  are isomorphic in the coKleisli category  $\text{KI}(\mathbb{E}_k)$ .

# Characterization

We can generically define two equivalences based on our indexed comonads  $\mathbb{E}_k$ :

- $\mathcal{A} \rightleftarrows_k^{\mathbb{E}} \mathcal{B}$  iff there are coKleisli morphisms  $\mathbb{E}_k \mathcal{A} \rightarrow \mathcal{B}$  and  $\mathbb{E}_k \mathcal{B} \rightarrow \mathcal{A}$ . Note that there need be no relationship between these morphisms.
- $\mathcal{A} \cong_k^{\mathbb{E}} \mathcal{B}$  iff  $\mathcal{A}$  and  $\mathcal{B}$  are isomorphic in the coKleisli category  $\text{KI}(\mathbb{E}_k)$ .

## Theorem

For structures  $\mathcal{A}$  and  $\mathcal{B}$ :

$$\begin{aligned} \mathcal{A} \equiv^{\exists \mathcal{L}_k} \mathcal{B} &\iff \mathcal{A} \rightleftarrows_k \mathcal{B}. \\ \mathcal{A} \equiv^{\mathcal{L}_k(\#)} \mathcal{B} &\iff \mathcal{A} \cong_{\text{KI}(\mathbb{C}_k)} \mathcal{B}. \end{aligned}$$

# From Forth to Back and Forth



## From Forth to Back and Forth

To complete the picture, we need to show how to define a back-and-forth equivalence  $\leftrightarrow_k$  which characterizes  $\equiv^{\mathcal{L}_k}$  *purely in terms of coKleisli morphisms*.

## From Forth to Back and Forth

To complete the picture, we need to show how to define a back-and-forth equivalence  $\leftrightarrow_k$  which characterizes  $\equiv^{\mathcal{L}_k}$  *purely in terms of coKleisli morphisms*.

Our solution to this will have the following features:

## From Forth to Back and Forth

To complete the picture, we need to show how to define a back-and-forth equivalence  $\leftrightarrow_k$  which characterizes  $\equiv^{\mathcal{L}_k}$  *purely in terms of coKleisli morphisms*.

Our solution to this will have the following features:

- While not completely generic, it will be general enough to apply to all our game comonads – so we subsume EF equivalence, bisimulation equivalence and pebble game equivalence as instances of a single construction.

## From Forth to Back and Forth

To complete the picture, we need to show how to define a back-and-forth equivalence  $\leftrightarrow_k$  which characterizes  $\equiv^{\mathcal{L}_k}$  *purely in terms of coKleisli morphisms*.

Our solution to this will have the following features:

- While not completely generic, it will be general enough to apply to all our game comonads – so we subsume EF equivalence, bisimulation equivalence and pebble game equivalence as instances of a single construction.
- It uses approximations and fixpoints.

# From Forth to Back and Forth

To complete the picture, we need to show how to define a back-and-forth equivalence  $\leftrightarrow_k$  which characterizes  $\equiv^{\mathcal{L}_k}$  *purely in terms of coKleisli morphisms*.

Our solution to this will have the following features:

- While not completely generic, it will be general enough to apply to all our game comonads – so we subsume EF equivalence, bisimulation equivalence and pebble game equivalence as instances of a single construction.
- It uses approximations and fixpoints.
- The approximation is “from above”. E.g. we use total homomorphisms to approximate partial isomorphisms in the EF case.

# From Forth to Back and Forth

To complete the picture, we need to show how to define a back-and-forth equivalence  $\leftrightarrow_k$  which characterizes  $\equiv^{\mathcal{L}_k}$  *purely in terms of coKleisli morphisms*.

Our solution to this will have the following features:

- While not completely generic, it will be general enough to apply to all our game comonads – so we subsume EF equivalence, bisimulation equivalence and pebble game equivalence as instances of a single construction.
- It uses approximations and fixpoints.
- The approximation is “from above”. E.g. we use total homomorphisms to approximate partial isomorphisms in the EF case.

We assume that for each structure  $\mathcal{A}$ , the universe  $\mathbb{C}_k\mathcal{A}$  has a forest order  $\sqsubseteq$  (prefix ordering on sequences in our examples). We add a root  $\perp$  for convenience.

## From Forth to Back and Forth

To complete the picture, we need to show how to define a back-and-forth equivalence  $\leftrightarrow_k$  which characterizes  $\equiv^{\mathcal{L}_k}$  *purely in terms of coKleisli morphisms*.

Our solution to this will have the following features:

- While not completely generic, it will be general enough to apply to all our game comonads – so we subsume EF equivalence, bisimulation equivalence and pebble game equivalence as instances of a single construction.
- It uses approximations and fixpoints.
- The approximation is “from above”. E.g. we use total homomorphisms to approximate partial isomorphisms in the EF case.

We assume that for each structure  $\mathcal{A}$ , the universe  $\mathbb{C}_k\mathcal{A}$  has a forest order  $\sqsubseteq$  (prefix ordering on sequences in our examples). We add a root  $\perp$  for convenience.

We write the covering relation for this order as  $\prec$ ; thus  $s \prec t$  iff  $s \sqsubseteq t$ ,  $s \neq t$ , and for all  $u$ ,  $s \sqsubseteq u \sqsubseteq t$  implies  $u = s$  or  $u = t$ .

# General back-and-forth game



## General back-and-forth game

The definition is parameterized on a set  $W_{\mathcal{A}, \mathcal{B}} \subseteq \mathbb{C}_k \mathcal{A} \times \mathbb{C}_k \mathcal{B}$  of “winning positions” for each pair of structures  $\mathcal{A}, \mathcal{B}$ .

## General back-and-forth game

The definition is parameterized on a set  $W_{\mathcal{A}, \mathcal{B}} \subseteq \mathbb{C}_k \mathcal{A} \times \mathbb{C}_k \mathcal{B}$  of “winning positions” for each pair of structures  $\mathcal{A}$ ,  $\mathcal{B}$ .

We define the back-and-forth  $\mathbb{C}_k$  game between  $\mathcal{A}$  and  $\mathcal{B}$  as follows:

## General back-and-forth game

The definition is parameterized on a set  $W_{\mathcal{A}, \mathcal{B}} \subseteq \mathbb{C}_k \mathcal{A} \times \mathbb{C}_k \mathcal{B}$  of “winning positions” for each pair of structures  $\mathcal{A}, \mathcal{B}$ .

We define the back-and-forth  $\mathbb{C}_k$  game between  $\mathcal{A}$  and  $\mathcal{B}$  as follows:

- At the start of each round of the game, the position is specified by  $(s, t) \in \mathbb{C}_k \mathcal{A} \times \mathbb{C}_k \mathcal{B}$ . The initial position is  $(\perp, \perp)$ .

## General back-and-forth game

The definition is parameterized on a set  $W_{\mathcal{A}, \mathcal{B}} \subseteq \mathbb{C}_k \mathcal{A} \times \mathbb{C}_k \mathcal{B}$  of “winning positions” for each pair of structures  $\mathcal{A}, \mathcal{B}$ .

We define the back-and-forth  $\mathbb{C}_k$  game between  $\mathcal{A}$  and  $\mathcal{B}$  as follows:

- At the start of each round of the game, the position is specified by  $(s, t) \in \mathbb{C}_k \mathcal{A} \times \mathbb{C}_k \mathcal{B}$ . The initial position is  $(\perp, \perp)$ .
- Either Spoiler chooses some  $s' \succ s$ , and Duplicator responds with  $t' \succ t$ , resulting in  $(s', t')$ ; or Spoiler chooses  $t'' \succ t$  and Duplicator responds with  $s'' \succ s$ , resulting in  $(s'', t'')$ .

## General back-and-forth game

The definition is parameterized on a set  $W_{\mathcal{A},\mathcal{B}} \subseteq \mathbb{C}_k \mathcal{A} \times \mathbb{C}_k \mathcal{B}$  of “winning positions” for each pair of structures  $\mathcal{A}, \mathcal{B}$ .

We define the back-and-forth  $\mathbb{C}_k$  game between  $\mathcal{A}$  and  $\mathcal{B}$  as follows:

- At the start of each round of the game, the position is specified by  $(s, t) \in \mathbb{C}_k \mathcal{A} \times \mathbb{C}_k \mathcal{B}$ . The initial position is  $(\perp, \perp)$ .
- Either Spoiler chooses some  $s' \succ s$ , and Duplicator responds with  $t' \succ t$ , resulting in  $(s', t')$ ; or Spoiler chooses  $t'' \succ t$  and Duplicator responds with  $s'' \succ s$ , resulting in  $(s'', t'')$ .
- Duplicator wins after  $k$  rounds if the resulting position  $(s, t)$  is in  $W_{\mathcal{A},\mathcal{B}}$ .

## General back-and-forth game

The definition is parameterized on a set  $W_{\mathcal{A},\mathcal{B}} \subseteq \mathbb{C}_k \mathcal{A} \times \mathbb{C}_k \mathcal{B}$  of “winning positions” for each pair of structures  $\mathcal{A}, \mathcal{B}$ .

We define the back-and-forth  $\mathbb{C}_k$  game between  $\mathcal{A}$  and  $\mathcal{B}$  as follows:

- At the start of each round of the game, the position is specified by  $(s, t) \in \mathbb{C}_k \mathcal{A} \times \mathbb{C}_k \mathcal{B}$ . The initial position is  $(\perp, \perp)$ .
- Either Spoiler chooses some  $s' \succ s$ , and Duplicator responds with  $t' \succ t$ , resulting in  $(s', t')$ ; or Spoiler chooses  $t'' \succ t$  and Duplicator responds with  $s'' \succ s$ , resulting in  $(s'', t'')$ .
- Duplicator wins after  $k$  rounds if the resulting position  $(s, t)$  is in  $W_{\mathcal{A},\mathcal{B}}$ .

This is essentially *bisimulation up to*  $W_{\mathcal{A},\mathcal{B}}$ .

## General back-and-forth game

The definition is parameterized on a set  $W_{\mathcal{A},\mathcal{B}} \subseteq \mathbb{C}_k \mathcal{A} \times \mathbb{C}_k \mathcal{B}$  of “winning positions” for each pair of structures  $\mathcal{A}, \mathcal{B}$ .

We define the back-and-forth  $\mathbb{C}_k$  game between  $\mathcal{A}$  and  $\mathcal{B}$  as follows:

- At the start of each round of the game, the position is specified by  $(s, t) \in \mathbb{C}_k \mathcal{A} \times \mathbb{C}_k \mathcal{B}$ . The initial position is  $(\perp, \perp)$ .
- Either Spoiler chooses some  $s' \succ s$ , and Duplicator responds with  $t' \succ t$ , resulting in  $(s', t')$ ; or Spoiler chooses  $t'' \succ t$  and Duplicator responds with  $s'' \succ s$ , resulting in  $(s'', t'')$ .
- Duplicator wins after  $k$  rounds if the resulting position  $(s, t)$  is in  $W_{\mathcal{A},\mathcal{B}}$ .

This is essentially *bisimulation up to*  $W_{\mathcal{A},\mathcal{B}}$ .

By instantiating  $W_{\mathcal{A},\mathcal{B}}$  appropriately, we obtain the equivalences corresponding to the EF, pebbling and bisimulation games.

## General back-and-forth game

The definition is parameterized on a set  $W_{\mathcal{A},\mathcal{B}} \subseteq \mathbb{C}_k \mathcal{A} \times \mathbb{C}_k \mathcal{B}$  of “winning positions” for each pair of structures  $\mathcal{A}, \mathcal{B}$ .

We define the back-and-forth  $\mathbb{C}_k$  game between  $\mathcal{A}$  and  $\mathcal{B}$  as follows:

- At the start of each round of the game, the position is specified by  $(s, t) \in \mathbb{C}_k \mathcal{A} \times \mathbb{C}_k \mathcal{B}$ . The initial position is  $(\perp, \perp)$ .
- Either Spoiler chooses some  $s' \succ s$ , and Duplicator responds with  $t' \succ t$ , resulting in  $(s', t')$ ; or Spoiler chooses  $t'' \succ t$  and Duplicator responds with  $s'' \succ s$ , resulting in  $(s'', t'')$ .
- Duplicator wins after  $k$  rounds if the resulting position  $(s, t)$  is in  $W_{\mathcal{A},\mathcal{B}}$ .

This is essentially *bisimulation up to*  $W_{\mathcal{A},\mathcal{B}}$ .

By instantiating  $W_{\mathcal{A},\mathcal{B}}$  appropriately, we obtain the equivalences corresponding to the EF, pebbling and bisimulation games.

For example,  $W_{\mathcal{A},\mathcal{B}}^{\mathbb{E}_k}$  is the set of all  $(s, t)$  which define a partial isomorphism.



# Characterization by coKleisli morphisms

## Characterization by coKleisli morphisms

We define  $\mathcal{S}(\mathcal{A}, \mathcal{B})$  to be the set of all functions  $f : \mathbb{C}_k A \rightarrow B$  such that, for all  $s \in \mathbb{C}_k A$ ,  $(s, f^*(s)) \in W_{\mathcal{A}, \mathcal{B}}$ .

## Characterization by coKleisli morphisms

We define  $\mathcal{S}(\mathcal{A}, \mathcal{B})$  to be the set of all functions  $f : \mathbb{C}_k A \rightarrow B$  such that, for all  $s \in \mathbb{C}_k A$ ,  $(s, f^*(s)) \in W_{\mathcal{A}, \mathcal{B}}$ .

A *locally invertible pair*  $(F, G)$  from  $\mathcal{A}$  to  $\mathcal{B}$  is a pair of sets  $F \subseteq \mathcal{S}(\mathcal{A}, \mathcal{B})$ ,  $G \subseteq \mathcal{S}(\mathcal{B}, \mathcal{A})$ , satisfying the following conditions:

- 1 For all  $f \in F$ ,  $s \in \mathbb{C}_k A$ , for some  $g \in G$ ,  $g^* f^*(s) = s$ .
- 2 For all  $g \in G$ ,  $t \in \mathbb{C}_k B$ , for some  $f \in F$ ,  $f^* g^*(t) = t$ .

## Characterization by coKleisli morphisms

We define  $\mathcal{S}(\mathcal{A}, \mathcal{B})$  to be the set of all functions  $f : \mathbb{C}_k A \rightarrow B$  such that, for all  $s \in \mathbb{C}_k A$ ,  $(s, f^*(s)) \in W_{\mathcal{A}, \mathcal{B}}$ .

A *locally invertible pair*  $(F, G)$  from  $\mathcal{A}$  to  $\mathcal{B}$  is a pair of sets  $F \subseteq \mathcal{S}(\mathcal{A}, \mathcal{B})$ ,  $G \subseteq \mathcal{S}(\mathcal{B}, \mathcal{A})$ , satisfying the following conditions:

- 1 For all  $f \in F$ ,  $s \in \mathbb{C}_k A$ , for some  $g \in G$ ,  $g^* f^*(s) = s$ .
- 2 For all  $g \in G$ ,  $t \in \mathbb{C}_k B$ , for some  $f \in F$ ,  $f^* g^*(t) = t$ .

We define  $\mathcal{A} \leftrightarrow_k^{\mathbb{C}} \mathcal{B}$  iff there is a non-empty locally invertible pair from  $\mathcal{A}$  to  $\mathcal{B}$ .

# Characterization by coKleisli morphisms

We define  $\mathcal{S}(\mathcal{A}, \mathcal{B})$  to be the set of all functions  $f : \mathbb{C}_k A \rightarrow B$  such that, for all  $s \in \mathbb{C}_k A$ ,  $(s, f^*(s)) \in W_{\mathcal{A}, \mathcal{B}}$ .

A *locally invertible pair*  $(F, G)$  from  $\mathcal{A}$  to  $\mathcal{B}$  is a pair of sets  $F \subseteq \mathcal{S}(\mathcal{A}, \mathcal{B})$ ,  $G \subseteq \mathcal{S}(\mathcal{B}, \mathcal{A})$ , satisfying the following conditions:

- 1 For all  $f \in F$ ,  $s \in \mathbb{C}_k A$ , for some  $g \in G$ ,  $g^* f^*(s) = s$ .
- 2 For all  $g \in G$ ,  $t \in \mathbb{C}_k B$ , for some  $f \in F$ ,  $f^* g^*(t) = t$ .

We define  $\mathcal{A} \leftrightarrow_k^{\mathbb{C}} \mathcal{B}$  iff there is a non-empty locally invertible pair from  $\mathcal{A}$  to  $\mathcal{B}$ .

## Proposition

*The following are equivalent:*

- 1  $\mathcal{A} \leftrightarrow_k^{\mathbb{C}} \mathcal{B}$ .
- 2 *There is a winning strategy for Duplicator in the  $\mathbb{C}_k$  game between  $\mathcal{A}$  and  $\mathcal{B}$ .*

# A fixpoint characterization

## A fixpoint characterization

Write  $S := \mathcal{S}(\mathcal{A}, \mathcal{B})$ ,  $T := \mathcal{S}(\mathcal{B}, \mathcal{A})$ .

## A fixpoint characterization

Write  $S := \mathcal{S}(\mathcal{A}, \mathcal{B})$ ,  $T := \mathcal{S}(\mathcal{B}, \mathcal{A})$ .

Define set functions  $\Gamma : \mathcal{P}(S) \rightarrow \mathcal{P}(T)$ ,  $\Delta : \mathcal{P}(T) \rightarrow \mathcal{P}(S)$ :

$$\Gamma(F) = \{g \in T \mid \forall t \in \mathbb{C}_k B. \exists f \in F. f^* g^* t = t\},$$
$$\Delta(G) = \{f \in S \mid \forall s \in \mathbb{C}_k A. \exists g \in G. g^* f^* s = s\}.$$



## A fixpoint characterization

Write  $S := \mathcal{S}(\mathcal{A}, \mathcal{B})$ ,  $T := \mathcal{S}(\mathcal{B}, \mathcal{A})$ .

Define set functions  $\Gamma : \mathcal{P}(S) \rightarrow \mathcal{P}(T)$ ,  $\Delta : \mathcal{P}(T) \rightarrow \mathcal{P}(S)$ :

$$\begin{aligned}\Gamma(F) &= \{g \in T \mid \forall t \in \mathbb{C}_k B. \exists f \in F. f^* g^* t = t\}, \\ \Delta(G) &= \{f \in S \mid \forall s \in \mathbb{C}_k A. \exists g \in G. g^* f^* s = s\}.\end{aligned}$$

These functions are monotone. Moreover, a pair of sets  $(F, G)$  is locally invertible iff  $F \subseteq \Delta(G)$  and  $G \subseteq \Gamma(F)$ .

## A fixpoint characterization

Write  $S := S(\mathcal{A}, \mathcal{B})$ ,  $T := S(\mathcal{B}, \mathcal{A})$ .

Define set functions  $\Gamma : \mathcal{P}(S) \rightarrow \mathcal{P}(T)$ ,  $\Delta : \mathcal{P}(T) \rightarrow \mathcal{P}(S)$ :

$$\begin{aligned}\Gamma(F) &= \{g \in T \mid \forall t \in \mathbb{C}_k \mathcal{B}. \exists f \in F. f^* g^* t = t\}, \\ \Delta(G) &= \{f \in S \mid \forall s \in \mathbb{C}_k \mathcal{A}. \exists g \in G. g^* f^* s = s\}.\end{aligned}$$

These functions are monotone. Moreover, a pair of sets  $(F, G)$  is locally invertible iff  $F \subseteq \Delta(G)$  and  $G \subseteq \Gamma(F)$ .

Thus existence of a locally invertible pair is equivalent to the existence of non-empty  $F$  such that  $F \subseteq \Theta(F)$ , where  $\Theta = \Delta\Gamma$ .

## A fixpoint characterization

Write  $S := S(\mathcal{A}, \mathcal{B})$ ,  $T := S(\mathcal{B}, \mathcal{A})$ .

Define set functions  $\Gamma : \mathcal{P}(S) \rightarrow \mathcal{P}(T)$ ,  $\Delta : \mathcal{P}(T) \rightarrow \mathcal{P}(S)$ :

$$\begin{aligned}\Gamma(F) &= \{g \in T \mid \forall t \in \mathbb{C}_k \mathcal{B}. \exists f \in F. f^* g^* t = t\}, \\ \Delta(G) &= \{f \in S \mid \forall s \in \mathbb{C}_k \mathcal{A}. \exists g \in G. g^* f^* s = s\}.\end{aligned}$$

These functions are monotone. Moreover, a pair of sets  $(F, G)$  is locally invertible iff  $F \subseteq \Delta(G)$  and  $G \subseteq \Gamma(F)$ .

Thus existence of a locally invertible pair is equivalent to the existence of non-empty  $F$  such that  $F \subseteq \Theta(F)$ , where  $\Theta = \Delta\Gamma$ .

Since  $\Theta$  is monotone, by Knaster-Tarski this is equivalent to the greatest fixpoint of  $\Theta$  being non-empty. (Note that  $\Theta(\emptyset) = \emptyset$ ).

## A fixpoint characterization

Write  $S := S(\mathcal{A}, \mathcal{B})$ ,  $T := S(\mathcal{B}, \mathcal{A})$ .

Define set functions  $\Gamma : \mathcal{P}(S) \rightarrow \mathcal{P}(T)$ ,  $\Delta : \mathcal{P}(T) \rightarrow \mathcal{P}(S)$ :

$$\begin{aligned}\Gamma(F) &= \{g \in T \mid \forall t \in \mathbb{C}_k \mathcal{B}. \exists f \in F. f^* g^* t = t\}, \\ \Delta(G) &= \{f \in S \mid \forall s \in \mathbb{C}_k \mathcal{A}. \exists g \in G. g^* f^* s = s\}.\end{aligned}$$

These functions are monotone. Moreover, a pair of sets  $(F, G)$  is locally invertible iff  $F \subseteq \Delta(G)$  and  $G \subseteq \Gamma(F)$ .

Thus existence of a locally invertible pair is equivalent to the existence of non-empty  $F$  such that  $F \subseteq \Theta(F)$ , where  $\Theta = \Delta\Gamma$ .

Since  $\Theta$  is monotone, by Knaster-Tarski this is equivalent to the greatest fixpoint of  $\Theta$  being non-empty. (Note that  $\Theta(\emptyset) = \emptyset$ ).

If  $\mathcal{A}$  and  $\mathcal{B}$  are finite, so is  $S$ , and we can construct the greatest fixpoint by a finite descending sequence  $S \supseteq \Theta(S) \supseteq \Theta^2(S) \supseteq \dots$ .

## A fixpoint characterization

Write  $S := S(\mathcal{A}, \mathcal{B})$ ,  $T := S(\mathcal{B}, \mathcal{A})$ .

Define set functions  $\Gamma : \mathcal{P}(S) \rightarrow \mathcal{P}(T)$ ,  $\Delta : \mathcal{P}(T) \rightarrow \mathcal{P}(S)$ :

$$\begin{aligned}\Gamma(F) &= \{g \in T \mid \forall t \in \mathbb{C}_k \mathcal{B}. \exists f \in F. f^* g^* t = t\}, \\ \Delta(G) &= \{f \in S \mid \forall s \in \mathbb{C}_k \mathcal{A}. \exists g \in G. g^* f^* s = s\}.\end{aligned}$$

These functions are monotone. Moreover, a pair of sets  $(F, G)$  is locally invertible iff  $F \subseteq \Delta(G)$  and  $G \subseteq \Gamma(F)$ .

Thus existence of a locally invertible pair is equivalent to the existence of non-empty  $F$  such that  $F \subseteq \Theta(F)$ , where  $\Theta = \Delta\Gamma$ .

Since  $\Theta$  is monotone, by Knaster-Tarski this is equivalent to the greatest fixpoint of  $\Theta$  being non-empty. (Note that  $\Theta(\emptyset) = \emptyset$ ).

If  $\mathcal{A}$  and  $\mathcal{B}$  are finite, so is  $S$ , and we can construct the greatest fixpoint by a finite descending sequence  $S \supseteq \Theta(S) \supseteq \Theta^2(S) \supseteq \dots$ .

This fixpoint is non-empty iff  $\mathcal{A} \leftrightarrow_k^{\mathbb{E}} \mathcal{B}$ .

# Logical Equivalences

We can now complete our results on logical equivalences.

# Logical Equivalences

We can now complete our results on logical equivalences.

## Theorem

For structures  $\mathcal{A}$  and  $\mathcal{B}$ :

- (1)  $\mathcal{A} \equiv^{\exists \mathcal{L}_k} \mathcal{B} \iff \mathcal{A} \overset{\leftrightarrow}{\rightleftharpoons}_k \mathcal{B}.$
- (2)  $\mathcal{A} \equiv^{\mathcal{L}_k} \mathcal{B} \iff \mathcal{A} \leftrightarrow_k \mathcal{B}.$
- (3)  $\mathcal{A} \equiv^{\mathcal{L}_k(\#)} \mathcal{B} \iff \mathcal{A} \cong_{\text{KI}(\mathbb{C}_k)} \mathcal{B}.$

# Logical Equivalences

We can now complete our results on logical equivalences.

## Theorem

For structures  $\mathcal{A}$  and  $\mathcal{B}$ :

- (1)  $\mathcal{A} \equiv^{\exists \mathcal{L}_k} \mathcal{B} \iff \mathcal{A} \overset{\leftrightarrow}{\rightleftharpoons}_k \mathcal{B}$ .
- (2)  $\mathcal{A} \equiv^{\mathcal{L}_k} \mathcal{B} \iff \mathcal{A} \leftrightarrow_k \mathcal{B}$ .
- (3)  $\mathcal{A} \equiv^{\mathcal{L}_k(\#)} \mathcal{B} \iff \mathcal{A} \cong_{\text{KI}(\mathbb{C}_k)} \mathcal{B}$ .

Note that this is really a family of three theorems, one for each type of game  $G$ .



# Logical Equivalences

We can now complete our results on logical equivalences.

## Theorem

For structures  $\mathcal{A}$  and  $\mathcal{B}$ :

- (1)  $\mathcal{A} \equiv_{\exists \mathcal{L}_k} \mathcal{B} \iff \mathcal{A} \overset{\rightarrow}{\leftrightarrow}_k \mathcal{B}.$
- (2)  $\mathcal{A} \equiv_{\mathcal{L}_k} \mathcal{B} \iff \mathcal{A} \leftrightarrow_k \mathcal{B}.$
- (3)  $\mathcal{A} \equiv_{\mathcal{L}_k(\#)} \mathcal{B} \iff \mathcal{A} \cong_{\text{KI}(\mathbb{C}_k)} \mathcal{B}.$

Note that this is really a family of three theorems, one for each type of game  $G$ .

Thus in each case, we capture the salient logical equivalences in syntax-free, categorical form.

# Coalgebraic characterization of combinatorial parameters

There is a beautiful connection between these indexed comonads and combinatorial invariants of structures.

## Coalgebraic characterization of combinatorial parameters

There is a beautiful connection between these indexed comonads and combinatorial invariants of structures.

We define the *coalgebra number* of a structure  $\mathcal{A}$ , with respect to the indexed family of comonads  $\mathbb{C}_k$ , to be the least  $k$  such that there is a  $\mathbb{C}_k$ -coalgebra on  $\mathcal{A}$ .

# Coalgebraic characterization of combinatorial parameters

There is a beautiful connection between these indexed comonads and combinatorial invariants of structures.

We define the *coalgebra number* of a structure  $\mathcal{A}$ , with respect to the indexed family of comonads  $\mathbb{C}_k$ , to be the least  $k$  such that there is a  $\mathbb{C}_k$ -coalgebra on  $\mathcal{A}$ .

## Theorem

- For the Ehrenfeucht-Fraïssé comonad, the coalgebra number of  $\mathcal{A}$  corresponds precisely to the **tree-depth** of  $\mathcal{A}$ .
- For the pebbling comonad, the coalgebra number of  $\mathcal{A}$  corresponds precisely to the **tree-width** of  $\mathcal{A}$ .
- For the modal comonad, the coalgebra number of  $\mathcal{A}$  corresponds precisely to the **synchronization tree depth** of  $\mathcal{A}$ .

# Coalgebraic characterization of combinatorial parameters

There is a beautiful connection between these indexed comonads and combinatorial invariants of structures.

We define the *coalgebra number* of a structure  $\mathcal{A}$ , with respect to the indexed family of comonads  $\mathbb{C}_k$ , to be the least  $k$  such that there is a  $\mathbb{C}_k$ -coalgebra on  $\mathcal{A}$ .

## Theorem

- For the Ehrenfeucht-Fraïssé comonad, the coalgebra number of  $\mathcal{A}$  corresponds precisely to the **tree-depth** of  $\mathcal{A}$ .
- For the pebbling comonad, the coalgebra number of  $\mathcal{A}$  corresponds precisely to the **tree-width** of  $\mathcal{A}$ .
- For the modal comonad, the coalgebra number of  $\mathcal{A}$  corresponds precisely to the **synchronization tree depth** of  $\mathcal{A}$ .

The main idea behind these results is that coalgebras on  $\mathcal{A}$  are in bijective correspondence with decompositions of  $\mathcal{A}$  of the appropriate form.

# Coalgebraic characterization of combinatorial parameters

There is a beautiful connection between these indexed comonads and combinatorial invariants of structures.

We define the *coalgebra number* of a structure  $\mathcal{A}$ , with respect to the indexed family of comonads  $\mathbb{C}_k$ , to be the least  $k$  such that there is a  $\mathbb{C}_k$ -coalgebra on  $\mathcal{A}$ .

## Theorem

- For the Ehrenfeucht-Fraïssé comonad, the coalgebra number of  $\mathcal{A}$  corresponds precisely to the **tree-depth** of  $\mathcal{A}$ .
- For the pebbling comonad, the coalgebra number of  $\mathcal{A}$  corresponds precisely to the **tree-width** of  $\mathcal{A}$ .
- For the modal comonad, the coalgebra number of  $\mathcal{A}$  corresponds precisely to the **synchronization tree depth** of  $\mathcal{A}$ .

The main idea behind these results is that coalgebras on  $\mathcal{A}$  are in bijective correspondence with decompositions of  $\mathcal{A}$  of the appropriate form.

We thus obtain categorical characterizations of these key combinatorial parameters.

# Final Remarks

# Final Remarks

- Our three comonadic constructions show a striking unity, but also some very interesting differences.



# Final Remarks

- Our three comonadic constructions show a striking unity, but also some very interesting differences.
- Need to understand better what makes these constructions work, and what the scope of these ideas are.

## Final Remarks

- Our three comonadic constructions show a striking unity, but also some very interesting differences.
- Need to understand better what makes these constructions work, and what the scope of these ideas are.
- Currently investigating the guarded fragment. Other natural candidates include existential second-order logic, and branching quantifiers and dependence logic.

## Final Remarks

- Our three comonadic constructions show a striking unity, but also some very interesting differences.
- Need to understand better what makes these constructions work, and what the scope of these ideas are.
- Currently investigating the guarded fragment. Other natural candidates include existential second-order logic, and branching quantifiers and dependence logic.
- Wider horizons: can we connect with significant meta-algorithms, such as decision procedures for guarded logics based on the tree model property, or algorithmic metatheorems such as Courcelle's theorem?

# Final Remarks

- Our three comonadic constructions show a striking unity, but also some very interesting differences.
- Need to understand better what makes these constructions work, and what the scope of these ideas are.
- Currently investigating the guarded fragment. Other natural candidates include existential second-order logic, and branching quantifiers and dependence logic.
- Wider horizons: can we connect with significant meta-algorithms, such as decision procedures for guarded logics based on the tree model property, or algorithmic metatheorems such as Courcelle's theorem?
- The wider issue: can we get Structure and Power to work with each other to address genuinely deep questions?