# Introduction to local certification 

Laurent Feuilloley<br>CNRS and University of Lyon - GT Graphes

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## Landscape

\section*{distributed computing graph theory CONES FROM $\quad$ New LEB ON <br> LOCAL CERTIFICATION <br> TOOL <br> | rool | lavalowles | AIMLLEUUS |
| :---: | :---: | :---: |
| communication | MODEL | complexity |
| Complexity | checking | THERY |

## Distributed perspective on graphs

- The graph represents a network.
- Nodes are machines.
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- Unique identifiers.
- In this talk:
- Every node sees its neighbors,
- runs the algorithm,
- outputs a binary decision.


## Local recognition of graph classes

Let $\mathcal{C}$ be a class of connected graphs (e.g. planar graphs)
Local recognition of $\mathcal{C}$ : A local decision algorithm such that:

- If $G \in \mathcal{C}$ then all the vertices accept.
- If $G \notin \mathcal{C}$ then at least one vertex rejects.


## Examples:

- Graphs of degree 3 can be recognized locally.
- For any set $S \subseteq \mathbb{N}$, graph with all degrees in $S$ can be recognized locally.
- Trees cannot be recognized locally


## Quick proof for trees



- Consider a graph with a unique cycle that is too large to fit in the view of a node.
- For correctness, a least one node $v$ rejects.
- Now, remove an edge far from $v$, to cut the cycle. Rerun the checking. Node v still rejects. Contradiction.


## Introducing local certification



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- Idea: Use additional information, in the form of labels.
- For trees: the distances from an arbitrarily chosen node.
- Sanity check at each node: the distances locally make sense.
- Key property: if the graph has a cycle, at least one node will reject.


## Definition and story

Definition: A local certification of a graph class $\mathcal{C}$ is a local decision algorithm such that:

1. For $G \in \mathcal{C}$, there exists certificate assignment that makes all vertices accept.
2. For $G \notin \mathcal{C}$, for any certificate assignment, at least one vertex rejects.

## Story:

- A prover is trying to convince all nodes that the graph is in class $\mathcal{C}$ (which might be true or false).
- If the graph is indeed in the class, it succeeds.
- If the graph is not in the class, it cannot succeed.


## Any class can be certified

Theorem: Any graph class $\mathcal{C}$ can be certified locally.

When $G \in \mathcal{C}$ the prover gives:

- map of graph with identifiers

Nodes check:

- Same map as neighbors
- Consistent with local view
- Graph given belongs to $\mathcal{C}$.

(Unique identifiers are essential here to avoid symmetry issues.)


## Certificate size

Question: For a class $\mathcal{C}$, what is the minimum certificate size?
Previous slide $\rightarrow$ Upper bound of $O\left(n^{2}\right)$ bits.


- For some classes $O(1)$ bits suffice.
$\rightarrow$ degree-3 graphs, 3-colorable graphs.
- For some classes $\Omega\left(n^{2}\right)$ is needed
$\rightarrow$ Symmetric graphs, non-3-colorable graphs.
- A key size is $\Theta(\log n)$ (aka "compact local certifications"). $\rightarrow$ Trees, planar graphs.


## Certifying planarity

Theorem: We can certify planar graphs with $O(\log n)$ bits.


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## Part 1: Rotational system



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- Second component: orientations of the edges around each face.
- The consistency a system can be checked locally $\rightarrow$ Good for certification, if we allow edge certificates.


## Part 2: Checking Euler formula



- A rotational system $\rightarrow$ local embedding. Maybe not planar.


## Part 2: Checking Euler formula



$$
\begin{aligned}
& G \text { is planar iff } \\
& |V|-|E|+|F|=2
\end{aligned}
$$

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- Duplicating on both endpoints $\rightarrow$ size $=$ max-degree $\times O(\log n)$
- Planar graphs have degeneracy $\leq 6$.
- Each edge certificate goes to the smallest-index vertex. $\rightarrow$ Ok for the verification phase, and $O(\log n)$ certificates!


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- Open question: Is it true that every class defined by excluded minors can be certified with $O(\log n)$ bits?
- Known true for bounded-genus, small minors, planar minors.


## Origin: distributed computing



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- Fault-tolerance: be able to detect locally if the tree is broken.
- Impossible if only the pointers are kept in memory, but possible if one also keeps ID of and distance to the root.
- Algorithms that can cope with such faults are called self-stabilizing.


## Tool: Communication complexity



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- Tailored instances for reductions.
- Each player gets one part of the graph. Argue about certificate size at boundary.


## Analogy: Complexity theory

Class NP:
There exists a polytime verification algorithm $A$ such that:
Input is correct
Exists $c$ such that
A(c, input) accepts.

Local certification:
There exists a local sanity check $A$ such that:
Input is correct $\Leftrightarrow$
Exists $c: V \rightarrow$ labels such that $A(c$, input $)$ accepts at every node.

## Analogy: Complexity theory

One can define many other analogues of the classic complexity classes: probabilistic classes, interactive proofs, zero-knowledge, polynomial hierarchy etc.


## Analogy: Model checking

General model checking approach: Check efficiently that some restricted properties on restricted structures.

Courcelle theorem: Any MSO formula can be checked in polynomial-time in graphs of bounded treewidth.

Recent analogues: Any MSO formula can be certified with $O(($ poly $) \log n)$ bits in graphs on graphs of bounded treedepth/treewidth/cliquewidth.

Techniques: Kernelization, automata theory.


## Wrapping up

- Local certification is about checking locally a graph property (or data structure), thanks to certificates.
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Thanks for your attention!
(I cannot be around for the rest of the week, do not hesitate to send me an email for additional questions!)

