

Finite Base Property for Algebras of Binary Relations

Jaš Šemrl

UCL (University College London)

BLAST 2022

Introduction

The Conjecture

Failure of FBP with Negation and Composition

Relation Algebras, 4-Move Games, and FBP

Section 1

Introduction

- ▶ Tarskian Representable Relation Algebras are badly behaved
- ▶ Look for better behaviour with reduct languages
- ▶ FBP doesn't trivially follow from other properties
- ▶ Decidability guarantees in computer science

Proper Relation Algebras are $\{0, 1, -, +, 1', \smile, ;\}$ -structures with a carrier set $A \subseteq \wp(X \times X)$ where X is called the base set and

1. $0, 1, -, +$ are interpreted as proper Boolean top and bottom, negation, and join
2. $1', \smile, ;$ are interpreted as

$$1' = \{(x, x) \mid x \in X\}$$

$$\check{S} = \{(y, x) \mid (x, y) \in S\}$$

$$S; T = \{(x, z) \mid \exists y : (x, y) \in S, (y, z) \in T\}$$

for $S, T \subseteq X \times X$

Let τ be a RA-reduct language.

Finite Base Property (FBP)

τ is said to have the Finite Base Property (FBP) if all finite proper τ -structures are isomorphic to a proper τ -structure with a finite base.

Section 2

The Conjecture

Let τ be a RA-reduct signature.

Conjecture

τ has the FBP if and only if

$$\{-, ;\} \not\subseteq \tau \not\supseteq \{., ;\}$$

- ▶ All signatures containing $\{., ;\}$ have no FBP [Mad16, N⁺17]
- ▶ All signatures containing $\{-, ;\}$ have no FBP

- ▶ Composition-free signatures have FBP
- ▶ Cayley Representation for Groups works for $\{; \}$, $\{1', ; \}$
- ▶ $\{\leq, ; \}$ have FBP [Zar59]
- ▶ $\{D, \smile, ; \} \subseteq \tau \subseteq \{0, 1, \leq, 1', D, R, \smile, ; \}$ have FBP [HE13, Sem21]
- ▶ $\{\leq, \backslash, /, ; \}$ have FBP [Rog20]

Section 3

Failure of FBP with Negation and Composition



Theorem

Any signature τ containing $\{-, ;\}$ fails to have the FBP.

Theorem

Any signature τ containing $\{-, ;\}$ fails to have the FBP.

Proof:

The Point Algebra is the proper Relation Algebra over the base \mathbb{Q} with the following 8 elements (interpreted arithmetically)

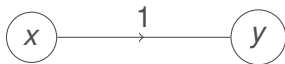
$$\{0, 1, =, \neq, <, \leq, >, \geq\}$$

Observe how all operations in the language of RA are well defined for this algebra.

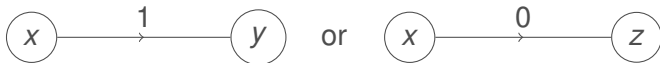
Assume there existed a proper τ -structure over a finite base X , isomorphic to the Point Algebra via some isomorphism h .

There must exist $x, y \in X$ with $(x, y) \in h(1)$.

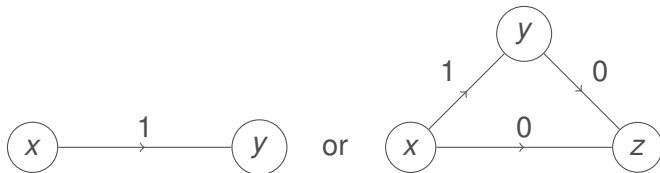
There must exist $x, y \in X$ with $(x, y) \in h(1)$.



There must exist $x, y \in X$ with $(x, y) \in h(1)$.

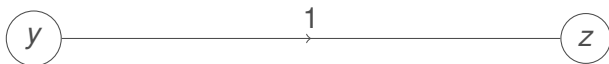


There must exist $x, y \in X$ with $(x, y) \in h(1)$.



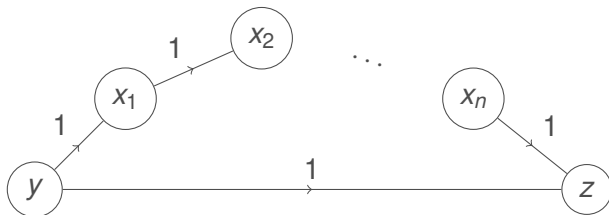
There must exist $x \in X$ with $(x, x) \in h(1)$.

There must exist $x \in X$ with $(x, x) \in h(1)$.



There must exist $x \in X$ with $(x, x) \in h(1)$.

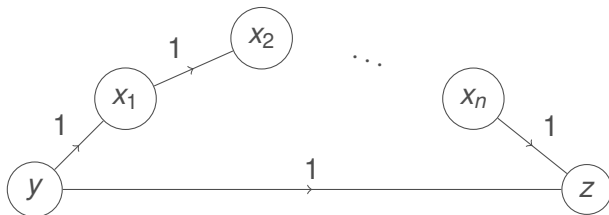
$$1 = 1; 1 = 1; 1; 1 = \dots = 1^{n+1} = \dots$$



where $|X| = n - 1$.

There must exist $x \in X$ with $(x, x) \in h(1)$.

$$1 = 1; 1 = 1; 1; 1 = \dots = 1^{n+1} = \dots$$



where $|X| = n - 1$.

So, there must exist $i < j$ such that $x_i = x_j = x$ and we get $(x, x) \in h(1)$ as $1 = 1^{j-i}$.

There must exist unique points $x_0, x_1, \dots, x_m \in X$ for any $m < \omega$

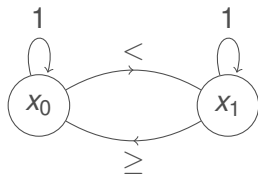
There must exist unique points $x_0, x_1, \dots, x_m \in X$ for any $m < \omega$



There must exist unique points $x_0, x_1, \dots, x_m \in X$ for any $m < \omega$

$$1 = <; \geq$$

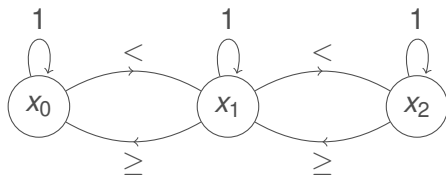
$$< = -(\geq)$$



There must exist unique points $x_0, x_1, \dots, x_m \in X$ for any $m < \omega$

$$1 = <; \geq$$

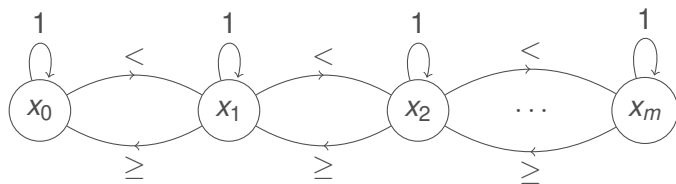
$$< = -(\geq)$$



There must exist unique points $x_0, x_1, \dots, x_m \in X$ for any $m < \omega$

$$1 = <; \geq$$

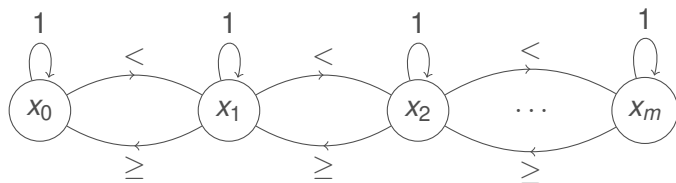
$$< = -(\geq)$$



There must exist unique points $x_0, x_1, \dots, x_m \in X$ for any $m < \omega$

$$1 = <; \geq$$

$$< = -(\geq)$$



Contradiction!



Section 4

Relation Algebras, 4-Move Games, and FBP

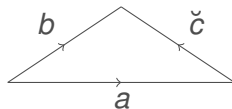
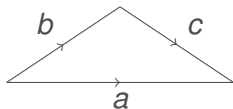
A Relation Algebra is a $\{0, 1, -, +, 1', \smile, ;\}$ -structure such that

1. its $\{0, 1, -, +\}$ -reduct is a Boolean Algebra
2. $1'$ is the identity for associative and additive ;
3. $\check{a} = a$ and $(a; b)^\smile = \check{b}; \check{a}$
4. the Percian triangle law holds

$$a \cdot (b; c) = 0$$



$$b \cdot (a; \check{c}) = 0$$



Proposition

Every finite τ -structure, where $\{-, ;\} \not\subseteq \tau \not\supseteq \{., ;\}$, is finitely representable if and only if it embeds into a finite relation algebra.

- ▶ Every finite relation algebra can be uniquely defined by its atoms, their converses, the identity, and the set of triangles such that $a \leq b; c$ where a, b, c are atoms
- ▶ Example: Point Algebra $Atoms = \{1', l, g\}$

$l = \check{g}$	$1' = \check{1}'$	$1' \leq l; g$
$1' \leq g; l$	$1' \leq 1'; 1'$	$l \leq l; 1'$
$l \leq 1'; l$	$g \leq g; 1'$	$g \leq 1'; g$
$g \leq g; g$	$g \leq l; g$	$g \leq g; l$
$l \leq l; l$	$l \leq l; g$	$l \leq g; l$

- ▶ A two-player game can be defined for a structure \mathcal{A} where Abelard (\forall) challenges Héloïse (\exists) to build a representation [HH02]

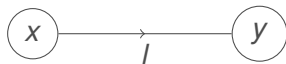
- ▶ A two-player game can be defined for a structure \mathcal{A} where Abelard (\forall) challenges Héloïse (\exists) to build a representation [HH02]
- ▶ Example play of the game for Point Algebra

- ▶ A two-player game can be defined for a structure \mathcal{A} where Abelard (\forall) challenges Héloïse (\exists) to build a representation [HH02]
- ▶ Example play of the game for Point Algebra

\forall : I is a diversity atom

- ▶ A two-player game can be defined for a structure \mathcal{A} where Abelard (\forall) challenges Héloïse (\exists) to build a representation [HH02]
- ▶ Example play of the game for Point Algebra

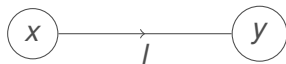
\forall : l is a diversity atom



- ▶ A two-player game can be defined for a structure \mathcal{A} where Abelard (\forall) challenges Héloïse (\exists) to build a representation [HH02]
- ▶ Example play of the game for Point Algebra

\forall : l is a diversity atom

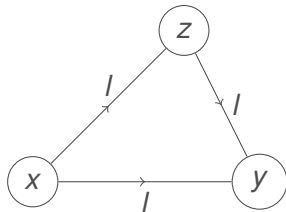
\forall : $l \leq l; l$ at (x, y)



- ▶ A two-player game can be defined for a structure \mathcal{A} where Abelard (\forall) challenges Héloïse (\exists) to build a representation [HH02]
- ▶ Example play of the game for Point Algebra

\forall : l is a diversity atom

\forall : $l \leq l; l$ at (x, y)

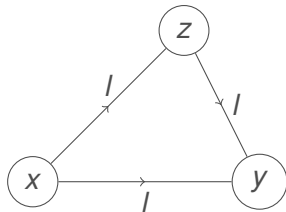


- ▶ A two-player game can be defined for a structure \mathcal{A} where Abelard (\forall) challenges Héloïse (\exists) to build a representation [HH02]
- ▶ Example play of the game for Point Algebra

\forall : l is a diversity atom

\forall : $l \leq l; l$ at (x, y)

\forall : $l \leq l; l$ at (x, z)

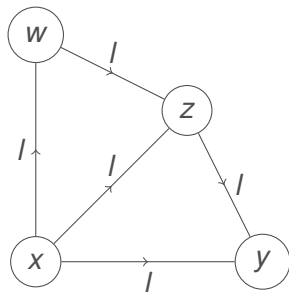


- ▶ A two-player game can be defined for a structure \mathcal{A} where Abelard (\forall) challenges Héloïse (\exists) to build a representation [HH02]
- ▶ Example play of the game for Point Algebra

\forall : l is a diversity atom

\forall : $l \leq l$; l at (x, y)

\forall : $l \leq l$; l at (x, z)

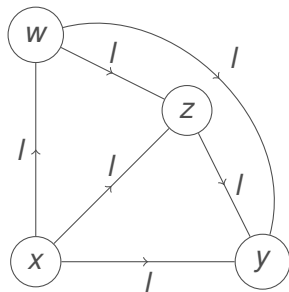


- ▶ A two-player game can be defined for a structure \mathcal{A} where Abelard (\forall) challenges Héloïse (\exists) to build a representation [HH02]
- ▶ Example play of the game for Point Algebra

\forall : l is a diversity atom

\forall : $l \leq l$; l at (x, y)

\forall : $l \leq l$; l at (x, z)



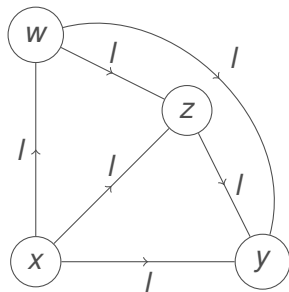
- ▶ A two-player game can be defined for a structure \mathcal{A} where Abelard (\forall) challenges Héloïse (\exists) to build a representation [HH02]
- ▶ Example play of the game for Point Algebra

\forall : I is a diversity atom

\forall : $I \leq I$; I at (x, y)

\forall : $I \leq I$; I at (x, z)

...



\forall wins iff \exists introduces an inconsistent triangle

Let \mathcal{A} be defined by its atoms with their converses, the identity, and the list of allowed/forbidden triangles.

Proposition

\mathcal{A} is a relation algebra if and only if \exists has a winning strategy for a representation game of length 4.

Proposition

\mathcal{A} is a representable relation algebra if and only if \exists has a winning strategy for the infinite-length representation game.

- ▶ A similar representation game can be defined for every $\tau \subseteq \{0, 1, -, +, 1', \smile, ;\}$

Proposition

Every finite τ -structure \mathcal{A} , where $\{-, ;\} \not\subseteq \tau \not\supseteq \{., ;\}$, is finitely representable if and only if it embeds into a finite $\tau \cup \{., \smile\}$ -structure \mathcal{A}' such that \exists has a winning strategy for a 4-move representation game for \mathcal{A}' .

Thank You!

ArXiv Identifier

<http://arxiv.org/abs/2111.01213>



Robin Hirsch and R Egrot.

Meet-completions and representations of ordered domain algebras.
The Journal of Symbolic Logic, 2013.



Robin Hirsch and Ian Hodkinson.

Relation algebras by games.
Elsevier, 2002.



Roger D Maddux.

The finite representation property fails for composition and intersection.
arXiv preprint arXiv:1604.01386, 2016.



Murray David Neuzerling et al.

Representability of finite algebras of relations.
PhD Thesis, 2017.



Daniel Rogozin.

The finite representation property for some reducts of relation algebras.
arXiv preprint arXiv:2007.13079, 2020.



Jaš Šemrl.

Domain range semigroups and finite representations.
arXiv preprint arXiv:2106.02709, 2021.



KA Zareckii.

The representation of ordered semigroups by binary relations, izv. vyss. ucebn. zaved.
Matematika, (6):13, 1959.