

Flagmatic

Jakub Sliáčan

University of Warwick

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Flagmatic



A tool for researchers in extremal graph theory.

Download Flagmatic

View Project on GitHub

Flagmatic is an application that uses flag algebras and semi-definite programming to find bounds on Turán density and related problems, using the method of Razborov.

Flagmatic is designed in a way that means it can be adapted to handle different kinds of problems. Currently, it can solve graph, oriented graph and 3-graph problems. In fact, it was originally created to solve 3-graph problems.

Flagmatic 2.0 is a reinvention of Flagmatic as a Sage package.

To download, please use the link above. Also, you can read the [User's Guide](#).

You may need to download the [Mac binary](#) of CSDP. (More information about CSDP [here](#).)

For Flagmatic 1.5, see the [old website](#).

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`https://github.com/jsliacan/flagmatic-dev.git`
(tested with Sage 6.4)

Problem type

Maximize induced density of a small H in a big F -free G .

induced density: $\#$ induced copies of H in G , normalized by $\binom{|G|}{|H|}$

Example

Maximize the density of \mathfrak{K}_2 in a \mathfrak{K}_3 -free G when $|G| \rightarrow \infty$.

Answer

$\phi(\mathfrak{K}_2) \leq 1/2$. Complete balanced bipartite G : $\phi(\mathfrak{K}_2) \geq 1/2$.

How?

Asymptotic density only:

$$\phi(\mathfrak{I}) = \lim_{n \rightarrow \infty} \max_{|G|=n} d(\mathfrak{I}; G) \quad (\text{exists})$$

Start small:

$$d(\mathfrak{I}; G) = \sum_{|F|=k} d(\mathfrak{I}; F) d(F; G)$$

Do **not** know $d(F; G)$, but $\sum_{|F|=k} d(F; G) = 1$.

Bound:

$$d(\mathfrak{I}; G) \leq \max_{|F|=k} d(\mathfrak{I}; F) \quad (\text{poor})$$

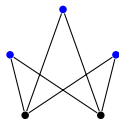
Need a better bound

The above bound is rarely sharp.

Example

$$\begin{aligned}d(\bullet; G) &\leq \max_{|F|=3} d(\bullet; F) \\ &= d(\bullet; \bullet\bullet\bullet) = 2/3\end{aligned}$$

*Only sharp if every subgraph of G on 3 vertices is a $\bullet\bullet\bullet$.
Impossible for G with ≥ 5 vertices:*



Account for subgraph overlaps

G_\bullet is G with one vertex red. Then $d(\uparrow; G_\bullet)$ is the normalized degree of the red vertex.

1. $d(\uparrow; G_\bullet)d(\uparrow; G_\bullet)$ choosing two neighbours of \bullet (repetition allowed)
2. $d(\uparrow, \uparrow; G_\bullet) = d(\uparrow \curvearrowright; G_\bullet) + d(\uparrow \curvearrowleft; G_\bullet)$ choosing two neighbours of \bullet (repetition disallowed)

Negligible difference when G big. \implies start with 1., switch to 2., uncolor (average over all choices of \bullet in G). Left with $\alpha d(\uparrow \curvearrowright; G)$.

$$\llbracket d(\uparrow; G_\bullet)d(\uparrow; G_\bullet) \rrbracket_\bullet \sim \frac{1}{3} d(\uparrow \curvearrowright; G)$$

Manipulation

Vector $v = [d(\bullet; G), d(\bullet; G)]$.

$$\left[\left[vv^T \right]_{\bullet} \right]_{\bullet} \geq 0$$

Similarly, for every $A \succeq 0$,

$$\left[\left[vAv^T \right]_{\bullet} \right]_{\bullet} \geq 0$$

$$\begin{aligned} d(\bullet; G) &= \sum_{|F|=3} d(\bullet; F) d(F; G) \\ &\leq \sum_{|F|=3} d(\bullet; F) d(F; G) + \left[\left[vAv^T \right]_{\bullet} \right]_{\bullet} \quad \text{with } A \succeq 0 \\ &= \sum_{|F|=3} (d(\bullet; F) + c_F) d(F; G) \\ &\leq \max_{|F|=3} d(\bullet; F) + c_F \end{aligned}$$

Delegating tasks to the PC

Clearly, the process was rather systematic. Need to know: **density graphs**, **forbidden graphs**. The rest can be done by the PC.

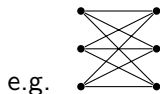
Optimization:

$$\begin{aligned} & \min \gamma : \\ & d(\bullet; F) + c_F \leq \gamma \quad , \text{for all } F \\ & A \succeq 0 \end{aligned}$$

Mantel in Flagmatic

Maximise $\phi(\bullet)$ in a graph without copies of \triangle .

Recall $\phi(\bullet) \leq 1/2$. Extremal graph is complete balanced bipartite:



In Flagmatic 2.0 [Emil's]

Listing 1: Mantel's theorem.

```
p = GraphProblem(3, forbid="3:121323")
c = GraphBlowupConstruction("2:12")
p.set_extremal_construction(c)
p.solve_sdp(solver="csdp")
p.make_exact()
```

Listing 2: Output

```
Forbidding 3:121323 as a subgraph.
Generating graphs...
Generated 3 graphs.
Generating types and flags...
Generated 1 types of order 1, with [2] flags of order 2.
Computing products.
Writing SDP input file...
Running SDP solver...
Returncode is 0. Objective value is 0.50000001.
Checking numerical bound...
Bound of 1/2 attained by:
1/2 : graph 0 (3:)
1/2 : graph 2 (3:1213)
```

Three modes of Flagmatic-dev

- ▶ Plain mode [Emil's]
- ▶ Optimization mode [Assumptions]
- ▶ Feasibility mode. [No objective function]

Plain mode

D^* quantum graph $a_1 D_1 + \dots + a_k D_k$, some k
 \mathcal{T} set of type graphs

min δ :

$$D^* + \sum_{\tau \in \mathcal{T}} \left[\mathbf{p}_\tau Q_\tau \mathbf{p}_\tau^T \right]_\tau \leq \delta$$

$$Q_\tau \succeq 0, \quad \forall \tau \in \mathcal{T}$$

$$\delta \geq 0$$

Example: Minimizing monochromatic 4-cliques in a 2-colored clique

Sperfeld '12

$$m_{K_4+\overline{K_4}} \geq \frac{1}{34.7858} = 0.0287473624294971$$

Listing 3: In Flagmatic

```
p = GraphProblem(8, density=[("4:", 1), ("4:121314232434", 1)],
                 minimize=True)
p.solve_sdp(solver="csdp")
p.make_exact()
p.write_certificate("monocolor.cert")
```

Optimization mode

Assumption

$$S = \sum_{\substack{W \in \mathcal{F}' \subseteq \mathcal{F}^\sigma \\ |\mathcal{F}'| < \infty}} b_W W \geq b, \quad b_W \in \mathbb{R}$$

SDP problem

min δ :

$$D^* + \left[(S_1 - b_1) \sum_{i=1}^{l_1} c_i^1 F_i^1 \right]_{\sigma_1} + \dots + \left[(S_M - b_M) \sum_{i=1}^{l_M} c_i^M F_i^M \right]_{\sigma_M} + \sum_{\tau \in \mathcal{T}} \left[\mathbf{p}_\tau Q_\tau \mathbf{p}_\tau^T \right]_{\tau} \leq \delta$$

$$Q_\tau \succeq 0, \quad \forall \tau \in \mathcal{T}$$

$$c_i^1 \geq 0, \quad \forall i = 1, \dots, l_1$$

\vdots

$$c_i^M \geq 0, \quad \forall i = 1, \dots, l_M$$

$$\delta \geq 0$$

Example: Sós problem

Let G be your big graph with edge density $1/2$. Suppose you know that if you randomly sample 4 vertices from $V(G)$, then the number of edges you see on them (as induced in G) is exactly what it would be in an Erdős-Rényi random graph $\mathbb{G}(n, 1/2)$.

Then your graph G is $\frac{1}{2}$ -pseudorandom.

Example

Listing 4: Sós problem

```
N = binomial(4,2)

def dens(pp, n, k):
    return binomial(n,k)*pp^k*(1-pp)^(n-k)

sp = GraphProblem(4,
                  density=[("4:12132434(0)", -4), ("4:12233124(0)", 1),
                           ("4:1434(0)", 1), ("4:1324(0)", -4)],
                  types=["2:", "2:12"],
                  mode="optimization")

sp.add_assumption("0:", [("4:(0)", 1)], dens(1/2, N, 0), equality=True)
sp.add_assumption("0:", [("4:12(0)", 1)], dens(1/2, N, 1), equality=True)
sp.add_assumption("0:", [("4:1223(0)", 1), ("4:1234(0)", 1)], dens(1/2, N, 2), equality=True)
sp.add_assumption("0:", [("4:121314(0)", 1), ("4:122334(0)", 1), ("4:12344(0)", 1)], dens(1/2, N, 3), equality=True)
sp.add_assumption("0:", [("4:12233441(0)", 1), ("4:12233134(0)", 1)], dens(1/2, N, 4), equality=True)
sp.add_assumption("0:", [("4:1223344113", 1)], dens(1/2, N, 5), equality=True)
sp.add_assumption("0:", [("4:122334411324", 1)], dens(1/2, N, 6), equality=True)
sp.solve_sdp(solver="csdp")
```


Feasibility mode

[Not tested]

$$\begin{aligned} & \min \delta : \\ & \left[(S_1 - b_1) \sum_{i=1}^{l_1} c_i^1 F_i^1 \right]_{\sigma_1} + \dots + \left[(S_M - b_M) \sum_{i=1}^{l_M} c_i^M F_i^M \right]_{\sigma_M} + \sum_{\tau \in \mathcal{T}} \left[\mathbf{p}_\tau Q_\tau \mathbf{p}_\tau^T \right]_\tau \leq \delta \\ & Q_\tau \succeq 0, \quad \forall \tau \in \mathcal{T} \\ & c_i^1 \geq 0, \quad \forall i = 1, \dots, l_1 \\ & \quad \quad \quad \vdots \\ & c_i^M \geq 0, \quad \forall i = 1, \dots, l_M \\ & \quad \quad \quad \sum_{j=1}^M \sum_{i=1}^{l_j} c_i^j = 1 \end{aligned}$$