

# On Length, Width and Space in Resolution

Jakob Nordström

`jakobn@kth.se`

Royal Institute of Technology (KTH)  
Stockholm, Sweden

Fall school of Logic and Complexity  
Třešť, Czech Republic  
September 16–22, 2007

# Outline

- 1 A Resolution Primer
  - Definitions and Notation
  - Highlights of Research Results
- 2 Our Contribution: Separation of Space and Width
  - Pebble Games
  - Pebbling Contradictions
  - Sketch of Proof
- 3 Some Open Problems
  - A List of Some Nice Open Problems
  - A Plausible Line of Attack for the Nicest Problem

# Resolution

- Prove tautologies  $\Leftrightarrow$  refute unsatisfiable formulas in conjunctive normal form (CNF)
- Resolution: proof system for refuting CNF formulas
- Perhaps *the* most studied system in proof complexity
- Also used in many real-world automated theorem provers

# Some Notation and Terminology

- **Literal**  $a$ : variable  $x$  or its negation  $\bar{x}$
- **Clause**  $C = a_1 \vee \dots \vee a_k$ : set of literals  
At most  $k$  literals:  **$k$ -clause**
- **CNF formula**  $F = C_1 \wedge \dots \wedge C_m$ : set of clauses  
 **$k$ -CNF formula**: CNF formula consisting of  $k$ -clauses  
(assume  $k$  fixed)
- Refer to clauses of CNF formula as **axioms**  
(as opposed to derived clauses)

# Some More Notation and Terminology

- Truth value assignment  $\alpha$  makes
  - clause true if one literal true
  - CNF formula true if all clauses true
- $F \models D$ : semantical implication,  $\alpha(F)$  true  $\Rightarrow \alpha(D)$  true for all truth value assignments  $\alpha$
- $[n] = \{1, 2, \dots, n\}$

# Resolution Rule

Resolution rule:

$$\frac{B \vee x \quad C \vee \bar{x}}{B \vee C}$$

## Observation

*If  $F$  is a satisfiable CNF formula and  $D$  is derived from clauses  $C_1, C_2 \in F$  by the resolution rule, then  $F \wedge D$  is satisfiable.*

Prove  $F$  **unsatisfiable** by deriving the unsatisfiable empty clause 0 (the clause with no literals) from  $F$  by resolution

# Resolution Rule

Resolution rule:

$$\frac{B \vee x \quad C \vee \bar{x}}{B \vee C}$$

## Observation

*If  $F$  is a satisfiable CNF formula and  $D$  is derived from clauses  $C_1, C_2 \in F$  by the resolution rule, then  $F \wedge D$  is satisfiable.*

Prove  $F$  **unsatisfiable** by deriving the unsatisfiable empty clause 0 (the clause with no literals) from  $F$  by resolution

# Resolution Rule

Resolution rule:

$$\frac{B \vee x \quad C \vee \bar{x}}{B \vee C}$$

## Observation

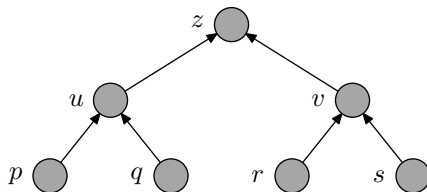
*If  $F$  is a satisfiable CNF formula and  $D$  is derived from clauses  $C_1, C_2 \in F$  by the resolution rule, then  $F \wedge D$  is satisfiable.*

Prove  $F$  **unsatisfiable** by deriving the unsatisfiable empty clause 0 (the clause with no literals) from  $F$  by resolution



# Example CNF Formula

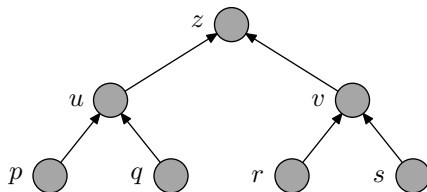
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



- source vertices true
- truth propagates upwards
- but target vertex is false

# Example CNF Formula

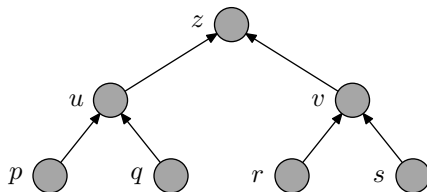
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



- source vertices true
- truth propagates upwards
- but target vertex is false

# Example CNF Formula

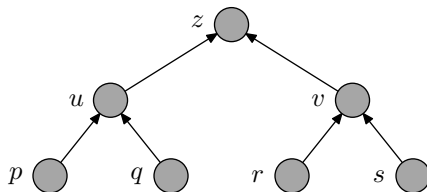
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



- source vertices true
- truth propagates upwards
- but target vertex is false

# Example CNF Formula

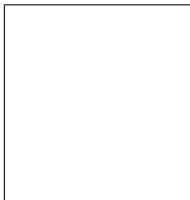
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



- source vertices true
- truth propagates upwards
- but target vertex is false

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



## Blackboard bookkeeping

# distinct clauses on board	0
# literals in largest clause	0
# lines on blackboard used	0

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	1
# literals in largest clause	1
# lines on blackboard used	1

$p$

Write down axiom 1:  $p$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	2
# literals in largest clause	1
# lines on blackboard used	2

$p$   
 $q$

Write down axiom 2:  $q$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	3
# literals in largest clause	3
# lines on blackboard used	3

$p$   
 $q$   
 $\bar{p} \vee \bar{q} \vee u$

Write down axiom 5:  $\bar{p} \vee \bar{q} \vee u$



# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	3
# literals in largest clause	3
# lines on blackboard used	3

$p$   
 $q$   
 $\bar{p} \vee \bar{q} \vee u$

Infer  $\bar{q} \vee u$  from  
 $p$  and  $\bar{p} \vee \bar{q} \vee u$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	4
# literals in largest clause	3
# lines on blackboard used	4

$p$   
 $q$   
 $\bar{p} \vee \bar{q} \vee u$   
 $\bar{q} \vee u$

Infer  $\bar{q} \vee u$  from  
 $p$  and  $\bar{p} \vee \bar{q} \vee u$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	4
# literals in largest clause	3
# lines on blackboard used	4

$p$   
 $q$   
 $\bar{p} \vee \bar{q} \vee u$   
 $\bar{q} \vee u$

Erase clause  $p$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	4
# literals in largest clause	3
# lines on blackboard used	4

$$\begin{array}{l}
 q \\
 \bar{p} \vee \bar{q} \vee u \\
 \bar{q} \vee u
 \end{array}$$

Erase clause  $p$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	4
# literals in largest clause	3
# lines on blackboard used	4

$$\begin{array}{l}
 q \\
 \bar{p} \vee \bar{q} \vee u \\
 \bar{q} \vee u
 \end{array}$$

Erase clause  $\bar{p} \vee \bar{q} \vee u$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	4
# literals in largest clause	3
# lines on blackboard used	4

$$\begin{array}{l} q \\ \bar{q} \vee u \end{array}$$

Erase clause  $\bar{p} \vee \bar{q} \vee u$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	4
# literals in largest clause	3
# lines on blackboard used	4

$q$   
 $\bar{q} \vee u$

Infer  $u$  from  
 $q$  and  $\bar{q} \vee u$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	5
# literals in largest clause	3
# lines on blackboard used	4

$$\begin{array}{l}
 q \\
 \bar{q} \vee u \\
 u
 \end{array}$$

Infer  $u$  from  
 $q$  and  $\bar{q} \vee u$



# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	5
# literals in largest clause	3
# lines on blackboard used	4

$$\begin{array}{l}
 q \\
 \bar{q} \vee u \\
 u
 \end{array}$$

Erase clause  $q$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	5
# literals in largest clause	3
# lines on blackboard used	4

$$\bar{q} \vee u$$

$$u$$

Erase clause  $q$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	5
# literals in largest clause	3
# lines on blackboard used	4

$\bar{q} \vee u$   
 $u$

Erase clause  $\bar{q} \vee u$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	5
# literals in largest clause	3
# lines on blackboard used	4

$u$

Erase clause  $\bar{q} \vee u$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	6
# literals in largest clause	3
# lines on blackboard used	4

$u$
$r$

Write down axiom 3:  $r$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	7
# literals in largest clause	3
# lines on blackboard used	4

$u$   
 $r$   
 $s$

Write down axiom 4:  $s$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	8
# literals in largest clause	3
# lines on blackboard used	4

 $u$  $r$  $s$  $\bar{r} \vee \bar{s} \vee v$ 

Write down axiom 6:  $\bar{r} \vee \bar{s} \vee v$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	8
# literals in largest clause	3
# lines on blackboard used	4

 $u$  $r$  $s$  $\bar{r} \vee \bar{s} \vee v$ 

Infer  $\bar{s} \vee v$  from  
 $r$  and  $\bar{r} \vee \bar{s} \vee v$



# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	9
# literals in largest clause	3
# lines on blackboard used	5

$u$   
 $r$   
 $s$   
 $\bar{r} \vee \bar{s} \vee v$   
 $\bar{s} \vee v$

Infer  $\bar{s} \vee v$  from  
 $r$  and  $\bar{r} \vee \bar{s} \vee v$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	9
# literals in largest clause	3
# lines on blackboard used	5

 $u$  $r$  $s$  $\bar{r} \vee \bar{s} \vee v$  $\bar{s} \vee v$ Erase clause  $r$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	9
# literals in largest clause	3
# lines on blackboard used	5

 $u$  $s$  $\bar{r} \vee \bar{s} \vee v$  $\bar{s} \vee v$ Erase clause  $r$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	9
# literals in largest clause	3
# lines on blackboard used	5

 $u$  $s$  $\bar{r} \vee \bar{s} \vee v$  $\bar{s} \vee v$ Erase clause  $\bar{r} \vee \bar{s} \vee v$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	9
# literals in largest clause	3
# lines on blackboard used	5

 $u$  $s$  $\bar{s} \vee v$ Erase clause  $\bar{r} \vee \bar{s} \vee v$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	9
# literals in largest clause	3
# lines on blackboard used	5

 $u$  $s$  $\bar{s} \vee v$ 

Infer  $v$  from  
 $s$  and  $\bar{s} \vee v$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	10
# literals in largest clause	3
# lines on blackboard used	5

$u$   
 $s$   
 $\bar{s} \vee v$   
 $v$

Infer  $v$  from  
 $s$  and  $\bar{s} \vee v$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	10
# literals in largest clause	3
# lines on blackboard used	5

 $u$  $s$  $\bar{s} \vee v$  $v$ Erase clause  $s$



# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	10
# literals in largest clause	3
# lines on blackboard used	5

$$\begin{array}{l}
 u \\
 \bar{s} \vee v \\
 v
 \end{array}$$

Erase clause  $s$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	10
# literals in largest clause	3
# lines on blackboard used	5

$$\begin{array}{l}
 u \\
 \bar{s} \vee v \\
 v
 \end{array}$$

Erase clause  $\bar{s} \vee v$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	10
# literals in largest clause	3
# lines on blackboard used	5

$u$   
 $v$

Erase clause  $\bar{s} \vee v$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	11
# literals in largest clause	3
# lines on blackboard used	5

 $u$  $v$  $\bar{u} \vee \bar{v} \vee z$ 

Write down axiom 7:  $\bar{u} \vee \bar{v} \vee z$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	11
# literals in largest clause	3
# lines on blackboard used	5

 $u$  $v$  $\bar{u} \vee \bar{v} \vee z$ 

Infer  $\bar{v} \vee z$  from  
 $u$  and  $\bar{u} \vee \bar{v} \vee z$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	12
# literals in largest clause	3
# lines on blackboard used	5

$u$   
 $v$   
 $\bar{u} \vee \bar{v} \vee z$   
 $\bar{v} \vee z$

Infer  $\bar{v} \vee z$  from  
 $u$  and  $\bar{u} \vee \bar{v} \vee z$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	12
# literals in largest clause	3
# lines on blackboard used	5

 $u$  $v$  $\bar{u} \vee \bar{v} \vee z$  $\bar{v} \vee z$ Erase clause  $u$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	12
# literals in largest clause	3
# lines on blackboard used	5

$$\begin{array}{l}
 v \\
 \bar{u} \vee \bar{v} \vee z \\
 \bar{v} \vee z
 \end{array}$$

Erase clause  $u$



# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	12
# literals in largest clause	3
# lines on blackboard used	5

$$\begin{array}{l}
 v \\
 \bar{u} \vee \bar{v} \vee z \\
 \bar{v} \vee z
 \end{array}$$

Erase clause  $\bar{u} \vee \bar{v} \vee z$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	12
# literals in largest clause	3
# lines on blackboard used	5

$$v$$

$$\bar{v} \vee z$$

Erase clause  $\bar{u} \vee \bar{v} \vee z$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	12
# literals in largest clause	3
# lines on blackboard used	5

$v$   
 $\bar{v} \vee z$

Infer  $z$  from  
 $v$  and  $\bar{v} \vee z$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	13
# literals in largest clause	3
# lines on blackboard used	5

$$\begin{array}{l}
 v \\
 \bar{v} \vee z \\
 z
 \end{array}$$

Infer  $z$  from  
 $v$  and  $\bar{v} \vee z$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	13
# literals in largest clause	3
# lines on blackboard used	5

 $v$  $\bar{v} \vee z$  $z$ Erase clause  $v$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	13
# literals in largest clause	3
# lines on blackboard used	5

$\bar{v} \vee z$   
 $z$

Erase clause  $v$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	13
# literals in largest clause	3
# lines on blackboard used	5

$\bar{v} \vee z$   
 $z$

Erase clause  $\bar{v} \vee z$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	13
# literals in largest clause	3
# lines on blackboard used	5

$z$

Erase clause  $\bar{v} \vee z$



# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	14
# literals in largest clause	3
# lines on blackboard used	5

$z$   
 $\bar{z}$

Write down axiom 8:  $\bar{z}$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	14
# literals in largest clause	3
# lines on blackboard used	5

$z$   
 $\bar{z}$

Infer 0 from  
 $z$  and  $\bar{z}$

# Example Resolution Refutation

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

## Blackboard bookkeeping

# distinct clauses on board	15
# literals in largest clause	3
# lines on blackboard used	5

$z$   
 $\bar{z}$   
**0**

Infer 0 from  
 $z$  and  $\bar{z}$

# More Formally Speaking...

## Resolution derivation

Sequence of **clause configurations**  $\{\mathbb{C}_0, \dots, \mathbb{C}_\tau\}$  such that  $\mathbb{C}_0 = \emptyset$  and  $\mathbb{C}_t$  follows from  $\mathbb{C}_{t-1}$  by:

*Download*  $\mathbb{C}_t = \mathbb{C}_{t-1} \cup \{C\}$  for clause  $C \in F$  (**axiom**)

*Erasure*  $\mathbb{C}_t = \mathbb{C}_{t-1} \setminus \{C\}$  for clause  $C \in \mathbb{C}_{t-1}$

*Inference*  $\mathbb{C}_t = \mathbb{C}_{t-1} \cup \{B \vee C\}$  for clause  $B \vee C$  inferred by  
**resolution rule** from  $B \vee x, C \vee \bar{x} \in \mathbb{C}_{t-1}$

**Resolution refutation** of  $F$ :

Derivation  $\{\mathbb{C}_0, \dots, \mathbb{C}_\tau\}$  such that empty clause  $0 \in \mathbb{C}_\tau$

Also sometimes referred to as **resolution proof** of  $F$

# More Formally Speaking...

## Resolution derivation

Sequence of **clause configurations**  $\{\mathbb{C}_0, \dots, \mathbb{C}_\tau\}$  such that  $\mathbb{C}_0 = \emptyset$  and  $\mathbb{C}_t$  follows from  $\mathbb{C}_{t-1}$  by:

*Download*  $\mathbb{C}_t = \mathbb{C}_{t-1} \cup \{C\}$  for clause  $C \in F$  (**axiom**)

*Erase*  $\mathbb{C}_t = \mathbb{C}_{t-1} \setminus \{C\}$  for clause  $C \in \mathbb{C}_{t-1}$

*Inference*  $\mathbb{C}_t = \mathbb{C}_{t-1} \cup \{B \vee C\}$  for clause  $B \vee C$  inferred by  
**resolution rule** from  $B \vee x, C \vee \bar{x} \in \mathbb{C}_{t-1}$

**Resolution refutation** of  $F$ :

Derivation  $\{\mathbb{C}_0, \dots, \mathbb{C}_\tau\}$  such that empty clause  $0 \in \mathbb{C}_\tau$

Also sometimes referred to as **resolution proof** of  $F$

# More Formally Speaking...

## Resolution derivation

Sequence of **clause configurations**  $\{\mathbb{C}_0, \dots, \mathbb{C}_\tau\}$  such that  $\mathbb{C}_0 = \emptyset$  and  $\mathbb{C}_t$  follows from  $\mathbb{C}_{t-1}$  by:

*Download*  $\mathbb{C}_t = \mathbb{C}_{t-1} \cup \{C\}$  for clause  $C \in F$  (**axiom**)

*Erasure*  $\mathbb{C}_t = \mathbb{C}_{t-1} \setminus \{C\}$  for clause  $C \in \mathbb{C}_{t-1}$

*Inference*  $\mathbb{C}_t = \mathbb{C}_{t-1} \cup \{B \vee C\}$  for clause  $B \vee C$  inferred by  
**resolution rule** from  $B \vee x, C \vee \bar{x} \in \mathbb{C}_{t-1}$

**Resolution refutation** of  $F$ :

Derivation  $\{\mathbb{C}_0, \dots, \mathbb{C}_\tau\}$  such that empty clause  $0 \in \mathbb{C}_\tau$

Also sometimes referred to as **resolution proof** of  $F$

# More Formally Speaking...

## Resolution derivation

Sequence of **clause configurations**  $\{\mathbb{C}_0, \dots, \mathbb{C}_\tau\}$  such that  $\mathbb{C}_0 = \emptyset$  and  $\mathbb{C}_t$  follows from  $\mathbb{C}_{t-1}$  by:

*Download*  $\mathbb{C}_t = \mathbb{C}_{t-1} \cup \{C\}$  for clause  $C \in F$  (**axiom**)

*Erasure*  $\mathbb{C}_t = \mathbb{C}_{t-1} \setminus \{C\}$  for clause  $C \in \mathbb{C}_{t-1}$

*Inference*  $\mathbb{C}_t = \mathbb{C}_{t-1} \cup \{B \vee C\}$  for clause  $B \vee C$  inferred by **resolution rule** from  $B \vee x, C \vee \bar{x} \in \mathbb{C}_{t-1}$

Resolution refutation of  $F$ :

Derivation  $\{\mathbb{C}_0, \dots, \mathbb{C}_\tau\}$  such that empty clause  $0 \in \mathbb{C}_\tau$

Also sometimes referred to as **resolution proof** of  $F$

# More Formally Speaking...

## Resolution derivation

Sequence of **clause configurations**  $\{\mathbb{C}_0, \dots, \mathbb{C}_\tau\}$  such that  $\mathbb{C}_0 = \emptyset$  and  $\mathbb{C}_t$  follows from  $\mathbb{C}_{t-1}$  by:

*Download*  $\mathbb{C}_t = \mathbb{C}_{t-1} \cup \{C\}$  for clause  $C \in F$  (**axiom**)

*Erasure*  $\mathbb{C}_t = \mathbb{C}_{t-1} \setminus \{C\}$  for clause  $C \in \mathbb{C}_{t-1}$

*Inference*  $\mathbb{C}_t = \mathbb{C}_{t-1} \cup \{B \vee C\}$  for clause  $B \vee C$  inferred by **resolution rule** from  $B \vee x, C \vee \bar{x} \in \mathbb{C}_{t-1}$

**Resolution refutation** of  $F$ :

Derivation  $\{\mathbb{C}_0, \dots, \mathbb{C}_\tau\}$  such that empty clause  $0 \in \mathbb{C}_\tau$

Also sometimes referred to as **resolution proof** of  $F$



# More Formally Speaking...

## Resolution derivation

Sequence of **clause configurations**  $\{\mathbb{C}_0, \dots, \mathbb{C}_\tau\}$  such that  $\mathbb{C}_0 = \emptyset$  and  $\mathbb{C}_t$  follows from  $\mathbb{C}_{t-1}$  by:

*Download*  $\mathbb{C}_t = \mathbb{C}_{t-1} \cup \{C\}$  for clause  $C \in F$  (**axiom**)

*Erasure*  $\mathbb{C}_t = \mathbb{C}_{t-1} \setminus \{C\}$  for clause  $C \in \mathbb{C}_{t-1}$

*Inference*  $\mathbb{C}_t = \mathbb{C}_{t-1} \cup \{B \vee C\}$  for clause  $B \vee C$  inferred by **resolution rule** from  $B \vee x, C \vee \bar{x} \in \mathbb{C}_{t-1}$

**Resolution refutation** of  $F$ :

Derivation  $\{\mathbb{C}_0, \dots, \mathbb{C}_\tau\}$  such that empty clause  $0 \in \mathbb{C}_\tau$

Also sometimes referred to as **resolution proof** of  $F$

# Length, Width and Space

- **Length**  $L(\pi)$  of refutation  $\pi : F \vdash 0$   
# distinct clauses in all of  $\pi$   
(in our example 15)
- **Width**  $W(\pi)$  of refutation  $\pi : F \vdash 0$   
# literals in largest clause in  $\pi$   
(in our example 3)
- **Space**  $Sp(\pi)$  of refutation  $\pi : F \vdash 0$   
# clauses in largest clause configuration  $\mathbb{C}_t \in \pi$   
(in our example 5)

# Length, Width and Space of Refuting $F$

- Length of refuting  $F$  is

$$L(F \vdash 0) = \min_{\pi: F \vdash 0} \{L(\pi)\}$$

- Width of refuting  $F$  is

$$W(F \vdash 0) = \min_{\pi: F \vdash 0} \{W(\pi)\}$$

- Space of refuting  $F$  is

$$Sp(F \vdash 0) = \min_{\pi: F \vdash 0} \{Sp(\pi)\}$$

# Why Should We Care About These Measures?

- **Length:** Lower bound on **time** for proof search algorithm
- **Space:** Lower bound on **memory** for proof search algorithm
- **Width:** Intimately connected to length and space 😊

Can also give ideas for proof search heuristics

When comparing measures, for simplicity consider mostly  **$k$ -CNF formulas** (during this talk)

# Results for Length

Easy upper bound:  $L(F \vdash 0) \leq 2^{(\# \text{ variables in } F + 1)}$

Theorem (Haken 1985)

*Polynomial-size CNF formula family with exponential lower bound on resolution refutation length (pigeonhole principle)*

Since then many exponential lower bounds for different formula families

But resolution used widely in practice anyway  
Amenable to proof search because of its simplicity

# Results for Length

Easy upper bound:  $L(F \vdash 0) \leq 2^{(\# \text{ variables in } F + 1)}$

Theorem (Haken 1985)

*Polynomial-size CNF formula family with **exponential lower bound** on resolution refutation length (**pigeonhole principle**)*

Since then many exponential lower bounds for different formula families

But resolution used widely in practice anyway  
Amenable to proof search because of its simplicity

# Results for Length

Easy upper bound:  $L(F \vdash 0) \leq 2^{(\# \text{ variables in } F + 1)}$

## Theorem (Haken 1985)

*Polynomial-size CNF formula family with **exponential lower bound** on resolution refutation length (**pigeonhole principle**)*

Since then many exponential lower bounds for different formula families

But resolution used widely in practice anyway  
Amenable to proof search because of its simplicity

# Connection between Length and Width (1/2)

Trivial upper bound:  $W(F \vdash 0) \leq \# \text{ variables in } F$

Also, a **narrow** resolution refutation is necessarily **short**

For a refutation in **width**  $w$ , bound on **length**  $\leq (2 \cdot \# \text{ variables})^w$   
(max # distinct clauses)



## Connection between Length and Width (2/2)

There is a kind of converse to this:

Theorem (Ben-Sasson & Wigderson 1999)

*The width of refuting a  $k$ -CNF formula  $F$  over  $n$  variables is*

$$W(F \vdash 0) = \mathcal{O}\left(\sqrt{n \log L(F \vdash 0)}\right).$$

Proof search heuristic: **search for narrow refutations!**

Two comments:

- Short and narrow refutation **need not be the same one!?**
- Bound on width in terms of length **essentially optimal**  
(Bonet & Galesi 1999)

## Connection between Length and Width (2/2)

There is a kind of converse to this:

Theorem (Ben-Sasson & Wigderson 1999)

*The width of refuting a  $k$ -CNF formula  $F$  over  $n$  variables is*

$$W(F \vdash 0) = \mathcal{O}\left(\sqrt{n \log L(F \vdash 0)}\right).$$

Proof search heuristic: [search for narrow refutations!](#)

Two comments:

- Short and narrow refutation **need not be the same one!?**
- Bound on width in terms of length **essentially optimal**  
(Bonet & Galesi 1999)

# Results for Space

- Space introduced by Esteban & Torán (1999)
- Maximal # clauses in memory while verifying proof—related to performance of proof search algorithms
- Easy upper bound:  $Sp(F \vdash 0) \leq \text{size of } F$ , or more precisely  $\leq \min(\# \text{ variables in } F, \# \text{ clauses in } F) + \mathcal{O}(1)$
- Many lower bounds proven, e.g. polynomial-size  $k$ -CNF formula families matching upper bounds above up to multiplicative constant (Alekhnovich et al. 2000, Torán 1999)
- Also, all space lower bounds turned out to match width lower bounds! True in general?

# Connection between Space and Width

## Theorem (Atserias & Dalmau 2003)

*For any unsatisfiable  $k$ -CNF formula  $F$  it holds that*

$$Sp(F \vdash 0) \geq W(F \vdash 0) - \mathcal{O}(1).$$

But do space and width always coincide?

Are they in fact the same measure asymptotically?

Or can they be separated?

I.e., is there a  $k$ -CNF formula family  $\{F_n\}_{n=1}^{\infty}$  such that  
 $Sp(F_n \vdash 0) = \omega(W(F_n \vdash 0))$ ?

# Separation of Space and Width

## Theorem (Nordström 2006)

*For all  $k \geq 4$ , there is a family of  $k$ -CNF formulas  $\{F_n\}_{n=1}^{\infty}$  of size  $\mathcal{O}(n)$  with*

- *refutation width  $W(F_n \vdash 0) = \mathcal{O}(1)$  and*
- *refutation space  $Sp(F_n \vdash 0) = \Theta(\log n)$ .*

Second part of talk: overview of this result

Try to convey main ideas—will gloss over all gory details

# Another Space Measure: Variable Space

Clause space  $Sp(\cdot)$

# clauses on blackboard  $|C|$

Variable space  $VarSp(\cdot)$

Total # literals on blackboard  $\sum_{C \in \{C\}} |C|$

Which space measure is “the right one”?

Potentially long discussion. . .

Short answer: **both are interesting**

# Trade-off Results Involving Variable Space (1/2)

## Theorem (Ben-Sasson 2002)

Exists family of  $k$ -CNF formulas  $\{F_n\}_{n=1}^{\infty}$  of size  $\mathcal{O}(n)$  such that

- $L(F_n \vdash 0) = \Theta(n)$ ,
- $W(F_n \vdash 0) = \mathcal{O}(1)$ ,
- $Sp(F_n \vdash 0) = \mathcal{O}(1)$ , but
- $VarSp(F_n \vdash 0) = \Theta(n / \log n)$ .

## Corollary (Ben-Sasson 2002)

For any refutation  $\pi$  of  $F_n$ ,  $Sp(\pi) \cdot W(\pi) = \Omega(n / \log n)$ .

## Proof of corollary.

For any refutation  $\pi$ ,  $Sp(\pi) \cdot W(\pi) \geq VarSp(\pi)$ . □

# Trade-off Results Involving Variable Space (1/2)

## Theorem (Ben-Sasson 2002)

Exists family of  $k$ -CNF formulas  $\{F_n\}_{n=1}^{\infty}$  of size  $\mathcal{O}(n)$  such that

- $L(F_n \vdash 0) = \Theta(n)$ ,
- $W(F_n \vdash 0) = \mathcal{O}(1)$ ,
- $Sp(F_n \vdash 0) = \mathcal{O}(1)$ , but
- $VarSp(F_n \vdash 0) = \Theta(n/\log n)$ .

## Corollary (Ben-Sasson 2002)

For any refutation  $\pi$  of  $F_n$ ,  $Sp(\pi) \cdot W(\pi) = \Omega(n/\log n)$ .

## Proof of corollary.

For any refutation  $\pi$ ,  $Sp(\pi) \cdot W(\pi) \geq VarSp(\pi)$ . □



# Trade-off Results Involving Variable Space (2/2)

## (Incorrectly Stated) Theorem (Hertel & Pitassi 2007)

Exists family of CNF formulas  $\{F_n\}_{n=1}^{\infty}$  of size  $\mathcal{O}(n)$  such that

- $\text{VarSp}(F_n \vdash 0) = \Theta(\sqrt[3]{n})$ ,
- $\text{VarSp}(\pi) = \text{VarSp}(F_n \vdash 0) \Rightarrow L(\pi) = \exp(\Omega(\sqrt[3]{n}))$ ,
- adding just 3 more bits of memory can get  $\pi'$  with  $\text{VarSp}(\pi') = \text{VarSp}(F_n \vdash 0) + 3 = \mathcal{O}(\sqrt[3]{n})$  and  $L(\pi') = \mathcal{O}(n)$ .

Technical issues to be resolved:

- stated for refutations but proved for derivations (probably true in both cases but some work needed)
- need added condition that  $F_n$  is **minimally unsatisfiable** for theorem to be interesting (probably is the case)

# Trade-off Results Involving Variable Space (2/2)

## (Incorrectly Stated) Theorem (Hertel & Pitassi 2007)

Exists family of CNF formulas  $\{F_n\}_{n=1}^{\infty}$  of size  $\mathcal{O}(n)$  such that

- $\text{VarSp}(F_n \vdash 0) = \Theta(\sqrt[3]{n})$ ,
- $\text{VarSp}(\pi) = \text{VarSp}(F_n \vdash 0) \Rightarrow L(\pi) = \exp(\Omega(\sqrt[3]{n}))$ ,
- adding just 3 more bits of memory can get  $\pi'$  with  $\text{VarSp}(\pi') = \text{VarSp}(F_n \vdash 0) + 3 = \mathcal{O}(\sqrt[3]{n})$  and  $L(\pi') = \mathcal{O}(n)$ .

Technical issues to be resolved:

- stated for refutations but proved for derivations (probably true in both cases but some work needed)
- need added condition that  $F_n$  is **minimally unsatisfiable** for theorem to be interesting (probably is the case)

# Pebbles Games

One-player game played on directed acyclic graphs (DAGs)

- Devise for studying programming languages and compiler construction
- Have found a variety of applications in complexity theory

## Conventions

- $V(G)$  denote the vertices of a DAG  $G$
- vertices with indegree 0 are **sources**
- vertices with outdegree 0 are **targets**

Only consider DAGs with **single target  $z$**  and **indegree 2 for all non-source vertices**

# Definition of Black-White Pebble Game

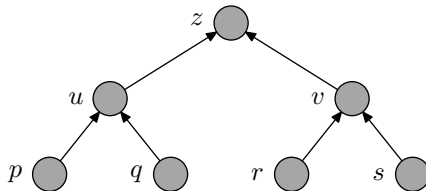
Start with all vertices of DAG  $G$  empty

- ① Can **place black pebble** on (empty) vertex  $v$  if all immediate predecessors have pebbles on them
- ② Can always **remove black pebble** from vertex
- ③ Can always **place white pebble** on (empty) vertex
- ④ Can **remove white pebble** from  $v$  if all immediate predecessors have pebbles on them

**Goal:** get **black pebble on target vertex** of  $G$  with no other pebbles in  $G$ , using as few pebbles as possible

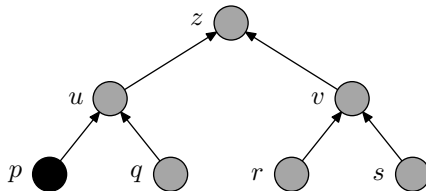
Studied by Cook & Sethi (1976) and many others

# Example Pebbling and Pebbling Price



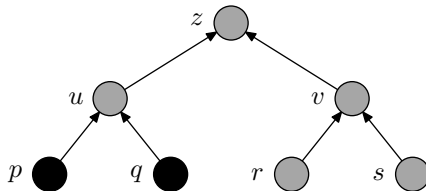
- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW-Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

# Example Pebbling and Pebbling Price



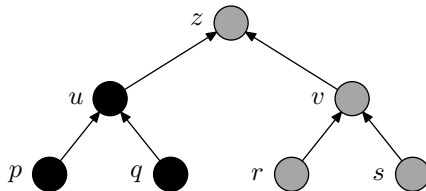
- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW-Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

# Example Pebbling and Pebbling Price



- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW-Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

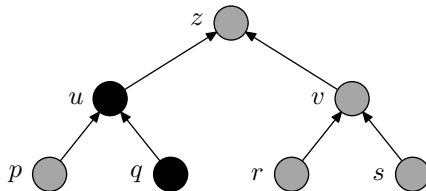
# Example Pebbling and Pebbling Price



- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW-Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

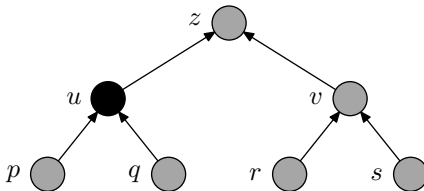


# Example Pebbling and Pebbling Price



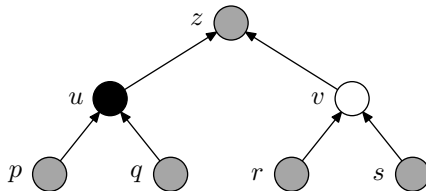
- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW\text{-}Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

# Example Pebbling and Pebbling Price



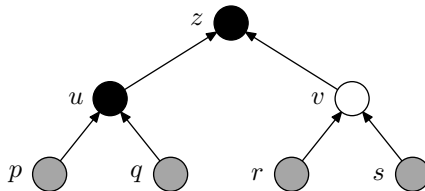
- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW-Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

# Example Pebbling and Pebbling Price



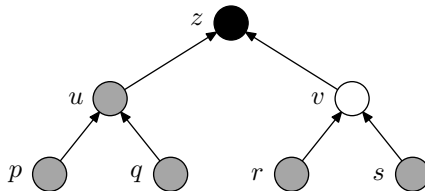
- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW-Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

# Example Pebbling and Pebbling Price



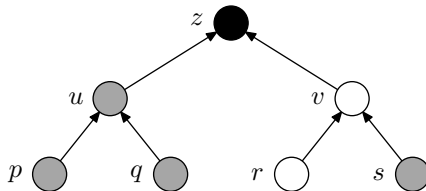
- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW\text{-}Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

# Example Pebbling and Pebbling Price



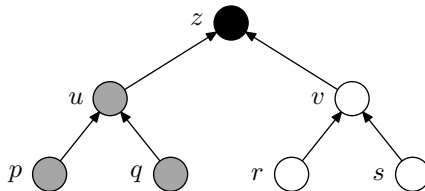
- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW-Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

# Example Pebbling and Pebbling Price



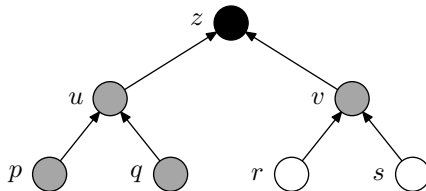
- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW\text{-}Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

# Example Pebbling and Pebbling Price



- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW\text{-}Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

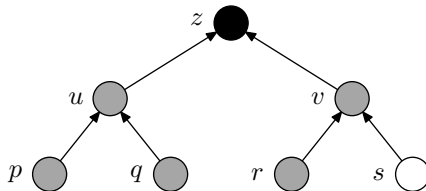
# Example Pebbling and Pebbling Price



- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW-Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

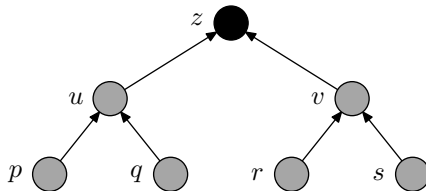


# Example Pebbling and Pebbling Price



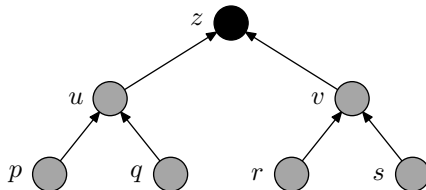
- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW\text{-}Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

# Example Pebbling and Pebbling Price



- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW-Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

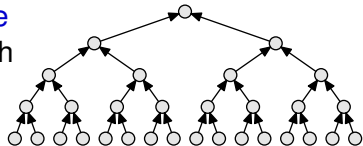
# Example Pebbling and Pebbling Price



- Cost of pebbling:  
max # pebbles simultaneously in  $G$   
(in our example 4)
- Black-white pebbling price  $BW\text{-}Peb(G)$  of DAG  $G$ :  
minimal cost of any pebbling
- (Black) pebbling price  $Peb(G)$ :  
minimal cost of pebbling using black pebbles only

# Pebbling Price of Binary Trees

Let  $T_h$  denote **complete binary tree** of **height  $h$**  considered as DAG with edges directed towards root



- Pebbling price of  $T_h$  is

$$\text{Peb}(T_h) = h + 2$$

(easy induction over the tree height)

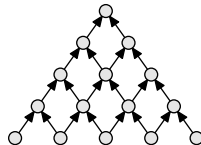
- Black-white pebbling price is

$$\text{BW-Peb}(T_h) = \left\lfloor \frac{h}{2} \right\rfloor + 3 = \Omega(h)$$

(Lengauer & Tarjan 1980)

# Pebbling Price of Pyramids

Let  $\Pi_h$  denote **pyramid graph** of **height  $h$**  considered as DAG with edges directed towards root



- $Peb(\Pi_h) = h + 2$   
(Cook 1974)
- $BW-Peb(\Pi_h) = \left\lfloor \frac{h}{2} \right\rfloor + \mathcal{O}(1) = \Omega(h)$   
(Klawe 1985)

## DAG Size-Pebbling Price Trade-off

- **Binary tree** of size  $n$  has pebbling price  $\Theta(\log n)$
- **Pyramid** of size  $n$  has pebbling price  $\Theta(\sqrt{n})$

# Pebbling Contradiction

CNF formula encoding pebble game on DAG  $G$  with unique target  $z$  and all non-source vertices having indegree 2

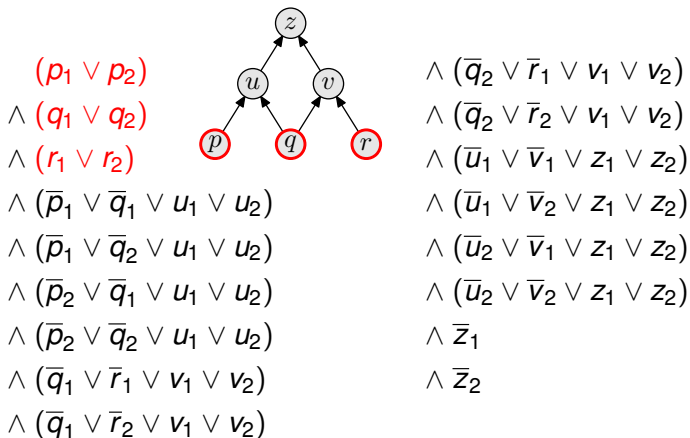
Associate  $d$  variables  $v_1, \dots, v_d$  with every vertex  $v \in V(G)$

The  $d$ th degree pebbling contradiction  $Peb_G^d$  over  $G$  says that:

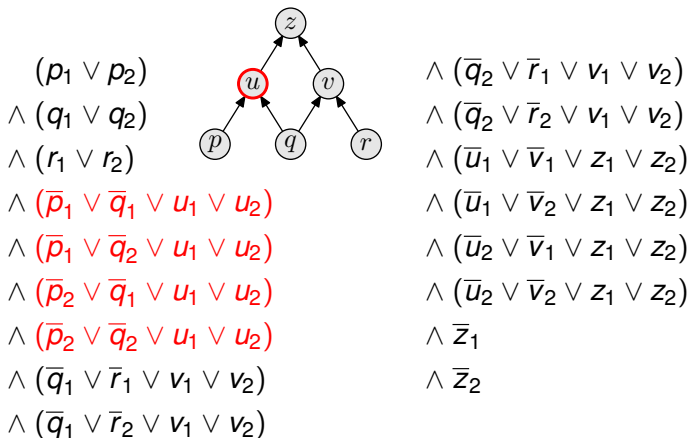
- All source vertices have at least one true variable
- Truth propagates upwards according to pebbling rules
- For the target  $z$  all variables are false

Studied by Bonet et al. (1998), Raz & McKenzie (1999), Ben-Sasson & Wigderson (1999) and others

# Pebbling Contradiction $Peb_{\Pi_2}^2$ for Pyramid of Height 2



# Pebbling Contradiction $Peb_{\Pi_2}^2$ for Pyramid of Height 2





# Pebbling Contradiction $Peb_{\Pi_2}^2$ for Pyramid of Height 2

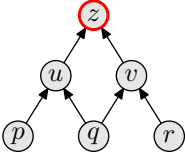


Diagram illustrating a pyramid graph structure with nodes  $p, q, r$  at the bottom,  $u, v$  in the middle, and  $z$  at the top. The nodes are connected by edges:  $p \rightarrow u$ ,  $q \rightarrow u$ ,  $q \rightarrow v$ , and  $r \rightarrow v$ . Node  $z$  is circled in red.

Logical expressions associated with the graph:

$$\begin{aligned}
 & (p_1 \vee p_2) \\
 \wedge & (q_1 \vee q_2) \\
 \wedge & (r_1 \vee r_2) \\
 \wedge & (\bar{p}_1 \vee \bar{q}_1 \vee u_1 \vee u_2) \\
 \wedge & (\bar{p}_1 \vee \bar{q}_2 \vee u_1 \vee u_2) \\
 \wedge & (\bar{p}_2 \vee \bar{q}_1 \vee u_1 \vee u_2) \\
 \wedge & (\bar{p}_2 \vee \bar{q}_2 \vee u_1 \vee u_2) \\
 \wedge & (\bar{q}_1 \vee \bar{r}_1 \vee v_1 \vee v_2) \\
 \wedge & (\bar{q}_1 \vee \bar{r}_2 \vee v_1 \vee v_2) \\
 & \wedge (\bar{q}_2 \vee \bar{r}_1 \vee v_1 \vee v_2) \\
 & \wedge (\bar{q}_2 \vee \bar{r}_2 \vee v_1 \vee v_2) \\
 \wedge & (\bar{u}_1 \vee \bar{v}_1 \vee z_1 \vee z_2) \\
 \wedge & (\bar{u}_1 \vee \bar{v}_2 \vee z_1 \vee z_2) \\
 \wedge & (\bar{u}_2 \vee \bar{v}_1 \vee z_1 \vee z_2) \\
 \wedge & (\bar{u}_2 \vee \bar{v}_2 \vee z_1 \vee z_2) \\
 & \wedge \bar{z}_1 \\
 & \wedge \bar{z}_2
 \end{aligned}$$

# Pebbling Contradictions Easy w.r.t. Length and Width

$\text{Peb}_G^d$  is an unsatisfiable  $(2+d)$ -CNF formula with

- $d \cdot |V(G)|$  variables
- $\mathcal{O}(d^2 \cdot |V(G)|)$  clauses

Can be refuted by deriving  $\bigvee_{i=1}^d v_i$  for all  $v \in V(G)$  inductively in topological order and resolving with target axioms  $\bar{z}_i, i \in [d]$

It follows that

- $L(F \vdash 0) = \mathcal{O}(d^2 \cdot |V(G)|)$
- $W(F \vdash 0) = \mathcal{O}(d)$

(Ben-Sasson et al. 2000)

# What about Pebbling Contradictions and Space?

Upper bounds:

- **Arbitrary DAGs  $G$**

optimal black pebbling of  $G$  + proof from previous slide:

$$Sp(Peb_G^d \vdash 0) \leq Peb(G) + \mathcal{O}(1)$$

- **Binary trees  $T_h$**

improvement by Esteban & Torán (2003):

$$Sp(Peb_{T_h}^2 \vdash 0) \leq \left\lceil \frac{2h+1}{3} \right\rceil + 3 = \frac{2}{3} Peb(T_h) + \mathcal{O}(1)$$

- **Only one variable / vertex**

Ben-Sasson (2002):

$$Sp(Peb_G^1 \vdash 0) = \mathcal{O}(1) \text{ for arbitrary } G$$

No lower bounds on space for  $d \geq 2$  previously known

# What about Pebbling Contradictions and Space?

Upper bounds:

- **Arbitrary DAGs  $G$**

optimal black pebbling of  $G$  + proof from previous slide:

$$Sp(Peb_G^d \vdash 0) \leq Peb(G) + \mathcal{O}(1)$$

- **Binary trees  $T_h$**

improvement by Esteban & Torán (2003):

$$Sp(Peb_{T_h}^2 \vdash 0) \leq \left\lceil \frac{2h+1}{3} \right\rceil + 3 = \frac{2}{3} Peb(T_h) + \mathcal{O}(1)$$

- **Only one variable / vertex**

Ben-Sasson (2002):

$$Sp(Peb_G^1 \vdash 0) = \mathcal{O}(1) \text{ for arbitrary } G$$

No lower bounds on space for  $d \geq 2$  previously known

# What about Pebbling Contradictions and Space?

Upper bounds:

- **Arbitrary DAGs  $G$**

optimal black pebbling of  $G$  + proof from previous slide:

$$Sp(Peb_G^d \vdash 0) \leq Peb(G) + \mathcal{O}(1)$$

- **Binary trees  $T_h$**

improvement by Esteban & Torán (2003):

$$Sp(Peb_{T_h}^2 \vdash 0) \leq \left\lceil \frac{2h+1}{3} \right\rceil + 3 = \frac{2}{3} Peb(T_h) + \mathcal{O}(1)$$

- **Only one variable / vertex**

Ben-Sasson (2002):

$$Sp(Peb_G^1 \vdash 0) = \mathcal{O}(1) \text{ for arbitrary } G$$

No lower bounds on space for  $d \geq 2$  previously known

# What about Pebbling Contradictions and Space?

Upper bounds:

- **Arbitrary DAGs  $G$**

optimal black pebbling of  $G$  + proof from previous slide:

$$Sp(Peb_G^d \vdash 0) \leq Peb(G) + \mathcal{O}(1)$$

- **Binary trees  $T_h$**

improvement by Esteban & Torán (2003):

$$Sp(Peb_{T_h}^2 \vdash 0) \leq \left\lceil \frac{2h+1}{3} \right\rceil + 3 = \frac{2}{3} Peb(T_h) + \mathcal{O}(1)$$

- **Only one variable / vertex**

Ben-Sasson (2002):

$$Sp(Peb_G^1 \vdash 0) = \mathcal{O}(1) \text{ for arbitrary } G$$

No lower bounds on space for  $d \geq 2$  previously known

# Rephrasing Our Result

## Theorem (Nordström 2006)

*Let  $\text{Peb}_{T_h}^d$  denote the pebbling contradiction of degree  $d \geq 2$  defined over the complete binary tree of height  $h$ . Then the space of refuting  $\text{Peb}_{T_h}^d$  in resolution is  $\text{Sp}(\text{Peb}_{T_h}^d \vdash 0) = \Theta(h)$ .*

Previous theorem follows as corollary, since height grows logarithmically in tree size

# Proof Idea

Prove lower bounds on space of  $\pi : \text{Peb}_G^d \vdash 0$  by

- 1 Interpreting **clause configurations**  $\mathbb{C}_t$  in terms of **black and white pebbles** on  $T_h$
- 2 Showing that if  $\mathbb{C}_t$  corresponds to  **$N$  pebbles** it contains **at least  $N$  clauses** (if  $d \geq 2$ )
- 3 Establishing that **resolution refutations induce black-white pebbings** under this interpretation

Then some  $\mathbb{C}_t \in \pi$  must induce  $BW\text{-Peb}(T_h)$  pebbles

$$\begin{array}{c} \Downarrow \\ |\mathbb{C}_t| \geq BW\text{-Peb}(T_h) = \Omega(h) \\ \Downarrow \\ \text{Sp}(\text{Peb}_{T_h}^d \vdash 0) = \Omega(h) \end{array}$$



# Proof Idea

Prove lower bounds on space of  $\pi : \text{Peb}_G^d \vdash 0$  by

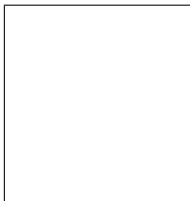
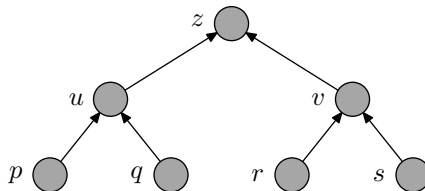
- 1 Interpreting **clause configurations**  $\mathbb{C}_t$  in terms of **black and white pebbles** on  $T_h$
- 2 Showing that if  $\mathbb{C}_t$  corresponds to  **$N$  pebbles** it contains **at least  $N$  clauses** (if  $d \geq 2$ )
- 3 Establishing that **resolution refutations induce black-white pebbings** under this interpretation

Then some  $\mathbb{C}_t \in \pi$  must induce  $BW\text{-Peb}(T_h)$  pebbles

$$\begin{array}{c} \Downarrow \\ |\mathbb{C}_t| \geq BW\text{-Peb}(T_h) = \Omega(h) \\ \Downarrow \\ \text{Sp}(\text{Peb}_{T_h}^d \vdash 0) = \Omega(h) \end{array}$$

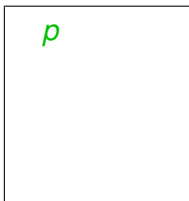
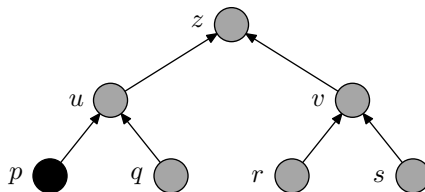
# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



# Developing an Intuition for Black Pebbles

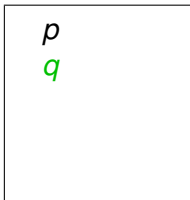
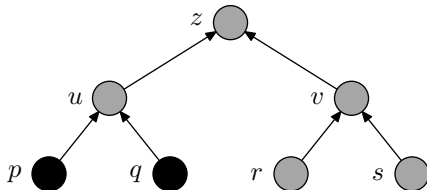
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Download axiom 1:  $p$

# Developing an Intuition for Black Pebbles

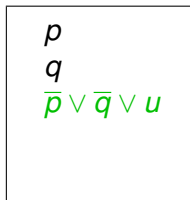
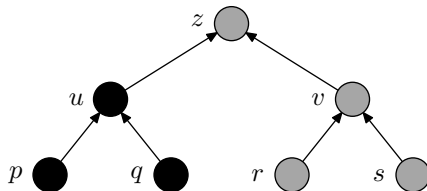
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Download axiom 2:  $q$

# Developing an Intuition for Black Pebbles

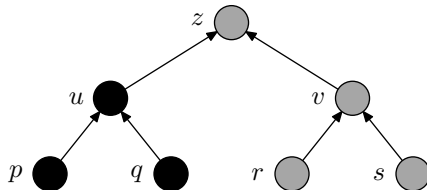
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Download axiom 5:  $\bar{p} \vee \bar{q} \vee u$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

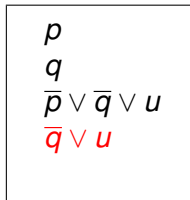
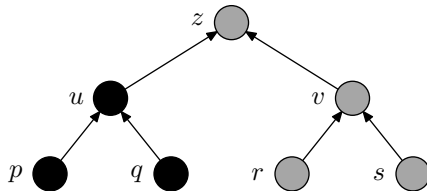


$p$   
 $q$   
 $\bar{p} \vee \bar{q} \vee u$

Infer  $\bar{q} \vee u$  from  
 $p$  and  $\bar{p} \vee \bar{q} \vee u$

# Developing an Intuition for Black Pebbles

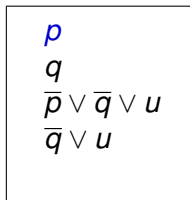
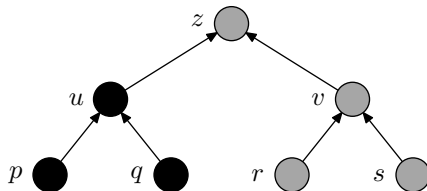
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Infer  $\bar{q} \vee u$  from  
 $p$  and  $\bar{p} \vee \bar{q} \vee u$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

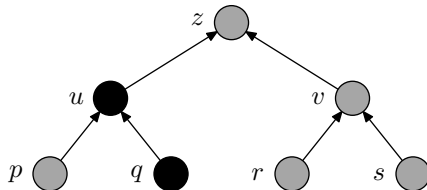


Erase clause  $p$



# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

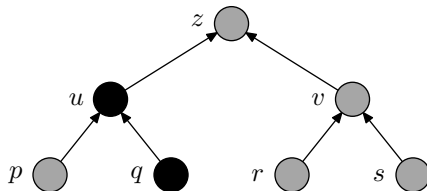


$$\begin{array}{l}
 q \\
 \bar{p} \vee \bar{q} \vee u \\
 \bar{q} \vee u
 \end{array}$$

Erase clause  $p$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

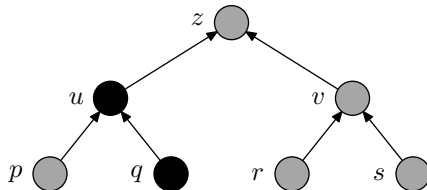


$$\begin{array}{l}
 q \\
 \bar{p} \vee \bar{q} \vee u \\
 \bar{q} \vee u
 \end{array}$$

Erase clause  $\bar{p} \vee \bar{q} \vee u$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

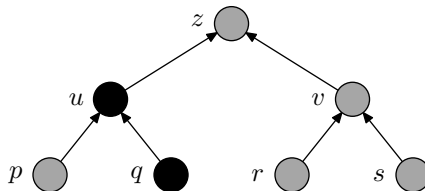


$$\begin{array}{l} q \\ \bar{q} \vee u \end{array}$$

Erase clause  $\bar{p} \vee \bar{q} \vee u$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

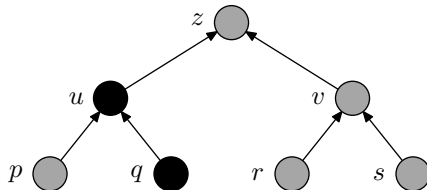


$q$   
 $\bar{q} \vee u$

Infer  $u$  from  
 $q$  and  $\bar{q} \vee u$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

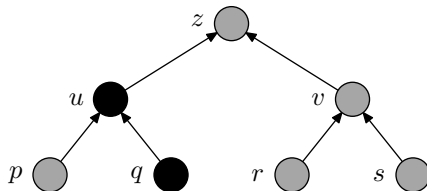


$$\begin{array}{l}
 q \\
 \bar{q} \vee u \\
 \textcolor{red}{u}
 \end{array}$$

Infer  $u$  from  
 $q$  and  $\bar{q} \vee u$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

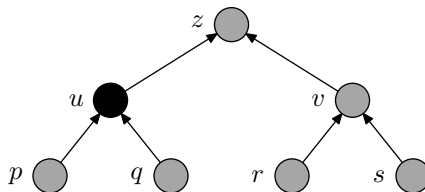


$$\begin{array}{l} q \\ \bar{q} \vee u \\ u \end{array}$$

Erase clause  $q$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



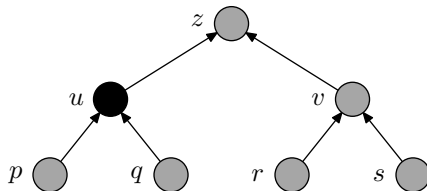
$$\bar{q} \vee u$$

$$u$$

Erase clause  $q$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



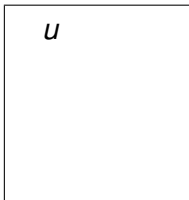
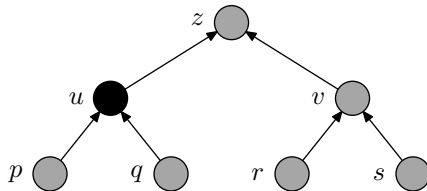
$\bar{q} \vee u$   
 $u$

Erase clause  $\bar{q} \vee u$



# Developing an Intuition for Black Pebbles

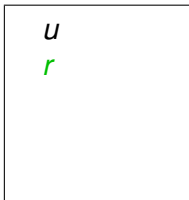
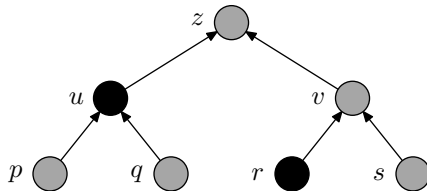
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Erase clause  $\bar{q} \vee u$

# Developing an Intuition for Black Pebbles

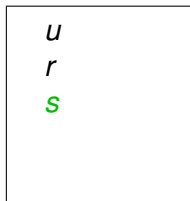
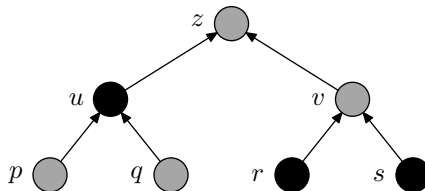
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Download axiom 3:  $r$

# Developing an Intuition for Black Pebbles

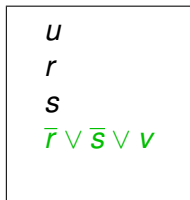
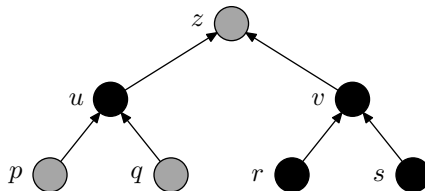
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Download axiom 4:  $s$

# Developing an Intuition for Black Pebbles

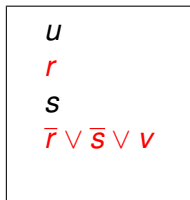
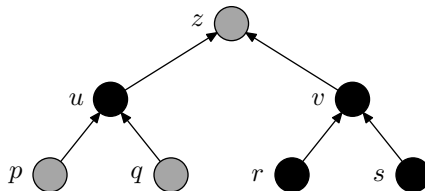
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Download axiom 6:  $\bar{r} \vee \bar{s} \vee v$

# Developing an Intuition for Black Pebbles

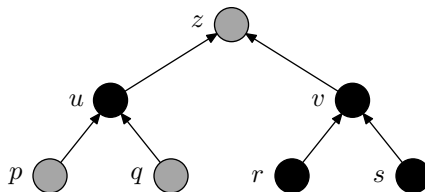
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Infer  $\bar{s} \vee v$  from  
 $r$  and  $\bar{r} \vee \bar{s} \vee v$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

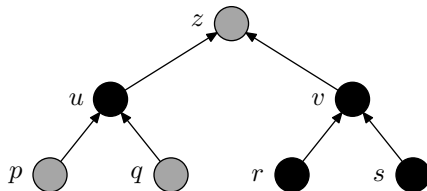


$u$
$r$
$s$
$\bar{r} \vee \bar{s} \vee v$
$\bar{s} \vee v$

Infer  $\bar{s} \vee v$  from  
 $r$  and  $\bar{r} \vee \bar{s} \vee v$

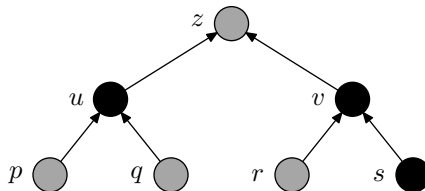
# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

 $u$  $r$  $s$  $\bar{r} \vee \bar{s} \vee v$  $\bar{s} \vee v$ Erase clause  $r$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



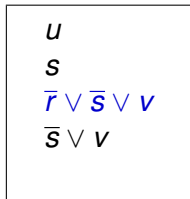
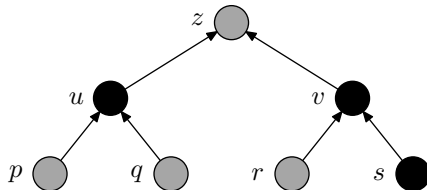
$$\begin{array}{l}
 u \\
 s \\
 \bar{r} \vee \bar{s} \vee v \\
 \bar{s} \vee v
 \end{array}$$

Erase clause  $r$



# Developing an Intuition for Black Pebbles

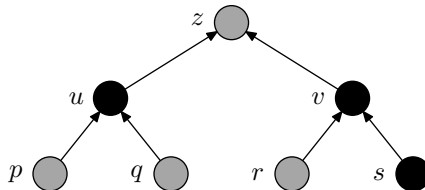
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Erase clause  $\bar{r} \vee \bar{s} \vee v$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

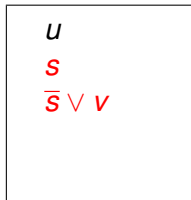
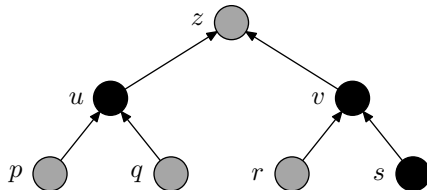


$$\begin{array}{l} u \\ s \\ \bar{s} \vee v \end{array}$$

Erase clause  $\bar{r} \vee \bar{s} \vee v$

# Developing an Intuition for Black Pebbles

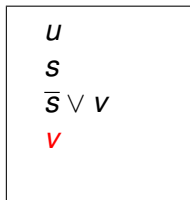
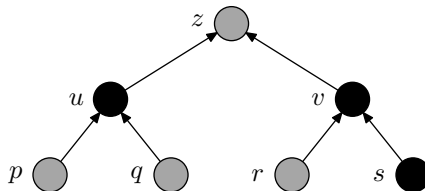
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



**Infer**  $v$  from  
 $s$  and  $\bar{s} \vee v$

# Developing an Intuition for Black Pebbles

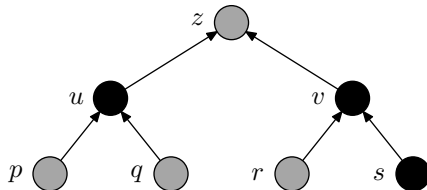
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Infer  $v$  from  
 $s$  and  $\bar{s} \vee v$

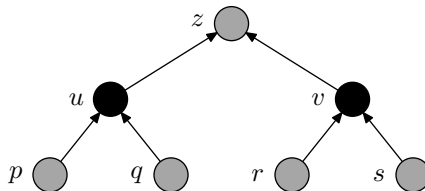
# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

 $u$  $s$  $\bar{s} \vee v$  $v$ Erase clause  $s$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

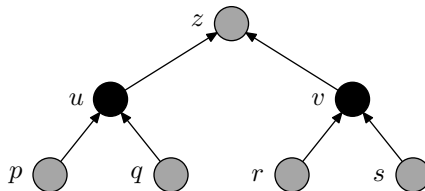


$$\begin{array}{l} u \\ \bar{s} \vee v \\ v \end{array}$$

Erase clause  $s$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

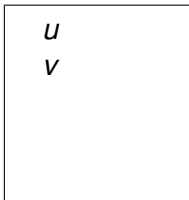
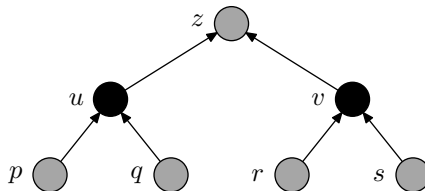


$$\begin{array}{l}
 u \\
 \bar{s} \vee v \\
 v
 \end{array}$$

Erase clause  $\bar{s} \vee v$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

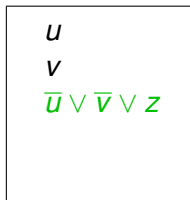
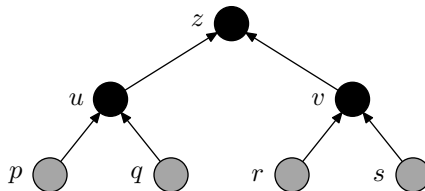


Erase clause  $\bar{s} \vee v$



# Developing an Intuition for Black Pebbles

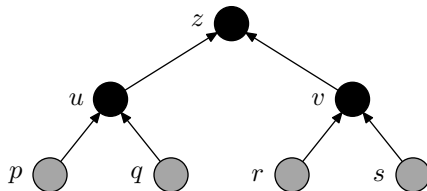
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Download axiom 7:  $\bar{u} \vee \bar{v} \vee z$

# Developing an Intuition for Black Pebbles

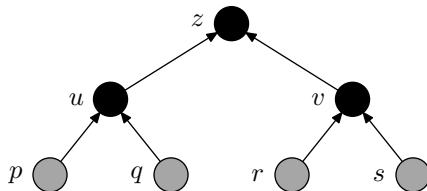
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

 $u$  $v$  $\bar{u} \vee \bar{v} \vee z$ 

Infer  $\bar{v} \vee z$  from  
 $u$  and  $\bar{u} \vee \bar{v} \vee z$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

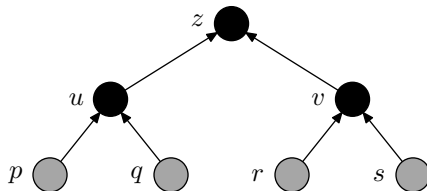


$$\begin{array}{l}
 u \\
 v \\
 \bar{u} \vee \bar{v} \vee z \\
 \bar{v} \vee z
 \end{array}$$

Infer  $\bar{v} \vee z$  from  
 $u$  and  $\bar{u} \vee \bar{v} \vee z$

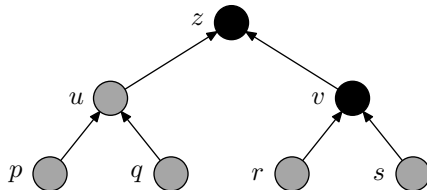
# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

 $u$  $v$  $\bar{u} \vee \bar{v} \vee z$  $\bar{v} \vee z$ Erase clause  $u$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

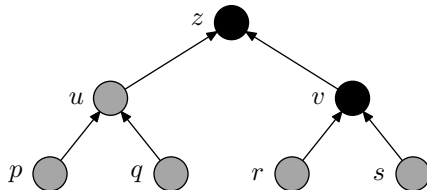


$$\begin{array}{l}
 v \\
 \bar{u} \vee \bar{v} \vee z \\
 \bar{v} \vee z
 \end{array}$$

Erase clause  $u$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

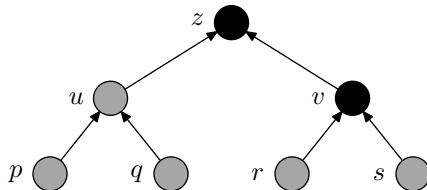


$$\begin{array}{l}
 v \\
 \bar{u} \vee \bar{v} \vee z \\
 \bar{v} \vee z
 \end{array}$$

Erase clause  $\bar{u} \vee \bar{v} \vee z$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

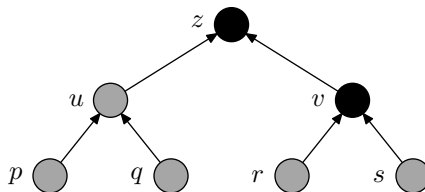


$$\begin{array}{l} v \\ \bar{v} \vee z \end{array}$$

Erase clause  $\bar{u} \vee \bar{v} \vee z$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



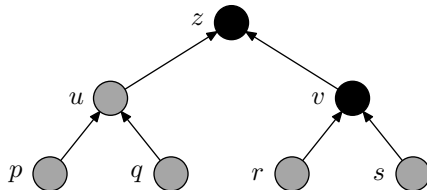
$v$   
 $\bar{v} \vee z$

Infer  $z$  from  
 $v$  and  $\bar{v} \vee z$



# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

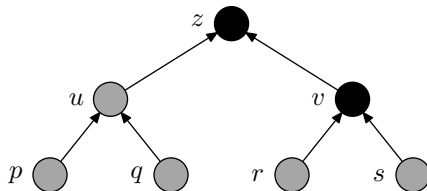


$$\begin{array}{l}
 v \\
 \bar{v} \vee z \\
 \textcolor{red}{z}
 \end{array}$$

Infer  $z$  from  
 $v$  and  $\bar{v} \vee z$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



$v$

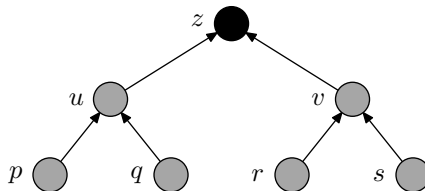
$\bar{v} \vee z$

$z$

Erase clause  $v$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



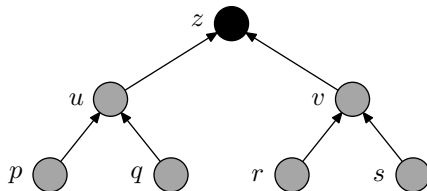
$$\bar{v} \vee z$$

$$z$$

Erase clause  $v$

# Developing an Intuition for Black Pebbles

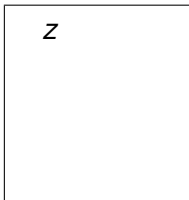
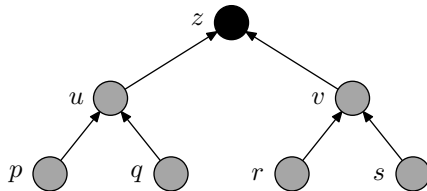
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$


 $\bar{v} \vee z$ 
 $z$ 

Erase clause  $\bar{v} \vee z$

# Developing an Intuition for Black Pebbles

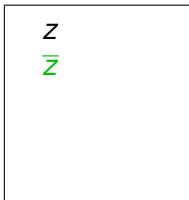
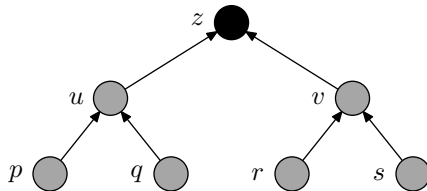
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Erase clause  $\bar{v} \vee z$

# Developing an Intuition for Black Pebbles

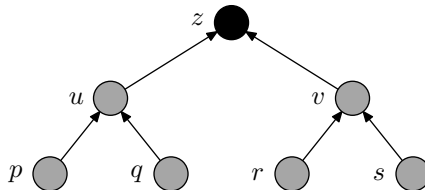
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Download axiom 8:  $\bar{z}$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

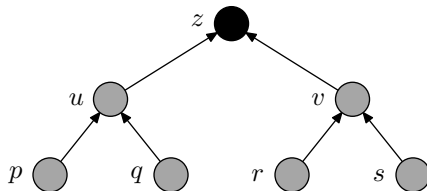


$z$   
 $\bar{z}$

Infer 0 from  
 $z$  and  $\bar{z}$

# Developing an Intuition for Black Pebbles

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



$z$   
 $\bar{z}$   
**0**

Infer 0 from  
 $z$  and  $\bar{z}$



# Intuition for Black and White Pebbles

## Induced Black Pebble

$C_t \models \bigvee_{i=1}^d v_i \Leftrightarrow$  black pebble on  $v$  with no white pebbles below

How to interpret white pebbles on  $W$  below black pebble  $v$ ?

Getting **white pebbles off vertices** is exactly as hard as getting **black pebbles on vertices**

Assuming we could remove white pebbles from  $W \Leftrightarrow$  place black pebbles on  $W$ , would have single black pebble on  $v$  left

## Induced White Pebbles

$C_t$  should induce white pebbles on  $W$  below  $v$  if **assuming black pebbles on  $W$ , we get single black pebble on  $v$**

That is, if  $C_t \cup \{ \bigvee_{i=1}^d w_i \mid w \in W \} \models \bigvee_{i=1}^d v_i$ .

# Intuition for Black and White Pebbles

## Induced Black Pebble

$C_t \models \bigvee_{i=1}^d v_i \Leftrightarrow$  black pebble on  $v$  with no white pebbles below

How to interpret white pebbles on  $W$  below black pebble  $v$ ?

Getting **white pebbles off vertices** is exactly as hard as getting **black pebbles on vertices**

Assuming we could remove white pebbles from  $W \Leftrightarrow$  place black pebbles on  $W$ , would have single black pebble on  $v$  left

## Induced White Pebbles

$C_t$  should induce white pebbles on  $W$  below  $v$  if **assuming black pebbles on  $W$ , we get single black pebble on  $v$**

That is, if  $C_t \cup \{ \bigvee_{i=1}^d w_i \mid w \in W \} \models \bigvee_{i=1}^d v_i$ .

# Intuition for Black and White Pebbles

## Induced Black Pebble

$\mathbb{C}_t \models \bigvee_{i=1}^d v_i \Leftrightarrow$  black pebble on  $v$  with no white pebbles below

How to interpret white pebbles on  $W$  below black pebble  $v$ ?

Getting **white pebbles off vertices** is exactly as hard as getting **black pebbles on vertices**

Assuming we could remove white pebbles from  $W \Leftrightarrow$  place black pebbles on  $W$ , would have single black pebble on  $v$  left

## Induced White Pebbles

$\mathbb{C}_t$  should induce white pebbles on  $W$  below  $v$  if **assuming black pebbles on  $W$ , we get single black pebble on  $v$**

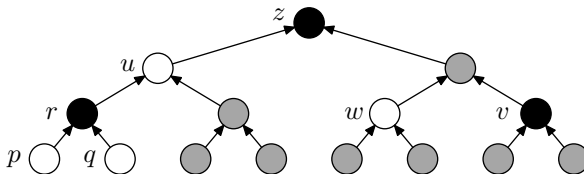
That is, if  $\mathbb{C}_t \cup \{ \bigvee_{i=1}^d w_i \mid w \in W \} \models \bigvee_{i=1}^d v_i$ .

# Example of Induced Pebble Subconfigurations

As an example, we would like the clause configuration

$$\mathbb{C} = \left[ \begin{array}{c} \bar{u}_i \vee \bar{w}_j \vee \bigvee_{l=1}^d z_l \\ \bar{p}_i \vee \bar{q}_j \vee \bigvee_{l=1}^d r_l \\ \bigvee_{l=1}^d v_l \end{array} \middle| 1 \leq i, j \leq d \right]$$

to induce the pebbles

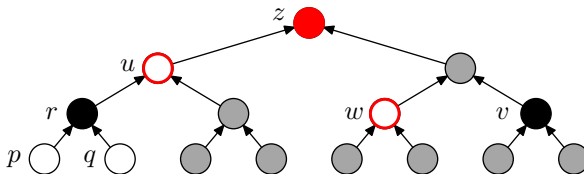


# Example of Induced Pebble Subconfigurations

As an example, we would like the clause configuration

$$\mathbb{C} = \left[ \begin{array}{c} \bar{u}_i \vee \bar{w}_j \vee \bigvee_{l=1}^d z_l \\ \bar{p}_i \vee \bar{q}_j \vee \bigvee_{l=1}^d r_l \\ \bigvee_{l=1}^d v_l \end{array} \middle| 1 \leq i, j \leq d \right]$$

to induce the pebbles

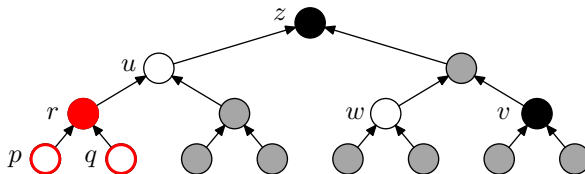


# Example of Induced Pebble Subconfigurations

As an example, we would like the clause configuration

$$\mathbb{C} = \left[ \begin{array}{c} \bar{u}_i \vee \bar{w}_j \vee \bigvee_{l=1}^d z_l \\ \bar{p}_i \vee \bar{q}_j \vee \bigvee_{l=1}^d r_l \\ \bigvee_{l=1}^d v_l \end{array} \middle| 1 \leq i, j \leq d \right]$$

to induce the pebbles

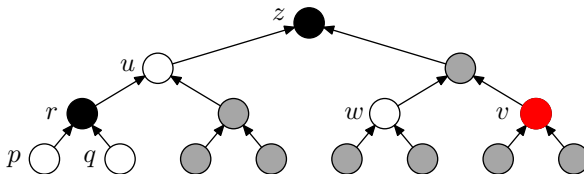


# Example of Induced Pebble Subconfigurations

As an example, we would like the clause configuration

$$\mathbb{C} = \left[ \begin{array}{c} \bar{u}_i \vee \bar{w}_j \vee \bigvee_{l=1}^d z_l \\ \bar{p}_i \vee \bar{q}_j \vee \bigvee_{l=1}^d r_l \\ \textcolor{red}{\bigvee_{l=1}^d v_l} \end{array} \middle| 1 \leq i, j \leq d \right]$$

to induce the pebbles



# Induced Pebbles and Clause Configuration Size

- Formalizing this yields interpretation of clause configuration  $\mathbb{C}_t$  derived from  $Peb_G^d$  in terms of pebbles on  $G$
- Hope that resolution proof will correspond to black-white pebbling of  $G$  under this interpretation
- But to get lower bound on space from this we need to show that

$\mathbb{C}_t$  induces many pebbles

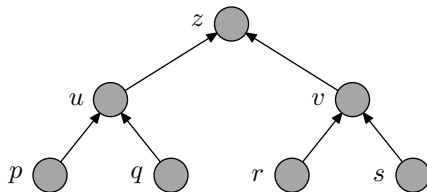


$\mathbb{C}_t$  contains many clauses



# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

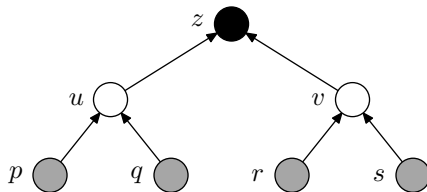
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Refutation in space 3  
by Ben-Sasson (2002)

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

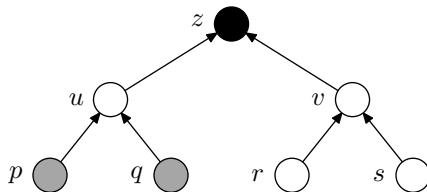


$$\bar{u} \vee \bar{v} \vee z$$

Download axiom 7:  $\bar{u} \vee \bar{v} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



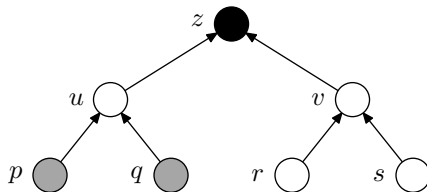
$$\bar{u} \vee \bar{v} \vee z$$

$$\bar{r} \vee \bar{s} \vee v$$

Download axiom 6:  $\bar{r} \vee \bar{s} \vee v$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

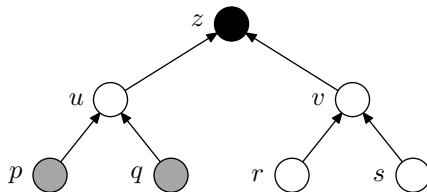


$\bar{u} \vee \bar{v} \vee z$   
 $\bar{r} \vee \bar{s} \vee v$

**Infer**  $\bar{r} \vee \bar{s} \vee \bar{u} \vee z$  from  
 $\bar{r} \vee \bar{s} \vee v$  and  $\bar{u} \vee \bar{v} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



$$\bar{u} \vee \bar{v} \vee z$$

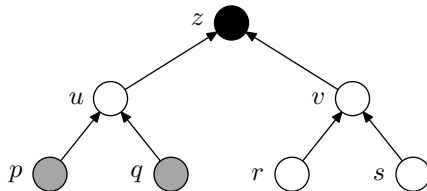
$$\bar{r} \vee \bar{s} \vee v$$

$$\bar{r} \vee \bar{s} \vee \bar{u} \vee z$$

Infer  $\bar{r} \vee \bar{s} \vee \bar{u} \vee z$  from  
 $\bar{r} \vee \bar{s} \vee v$  and  $\bar{u} \vee \bar{v} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



$$\bar{u} \vee \bar{v} \vee z$$

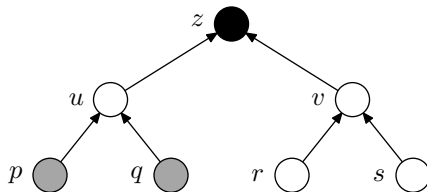
$$\bar{r} \vee \bar{s} \vee v$$

$$\bar{r} \vee \bar{s} \vee \bar{u} \vee z$$

Erase clause  $\bar{r} \vee \bar{s} \vee v$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

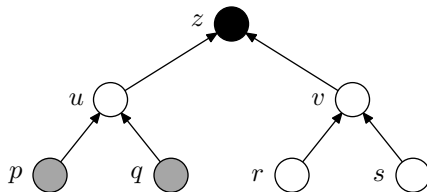


$$\begin{array}{l} \bar{u} \vee \bar{v} \vee z \\ \bar{r} \vee \bar{s} \vee \bar{u} \vee z \end{array}$$

Erase clause  $\bar{r} \vee \bar{s} \vee v$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



$$\bar{u} \vee \bar{v} \vee z$$

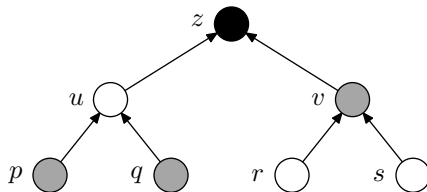
$$\bar{r} \vee \bar{s} \vee \bar{u} \vee z$$

Erase clause  $\bar{u} \vee \bar{v} \vee z$



# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

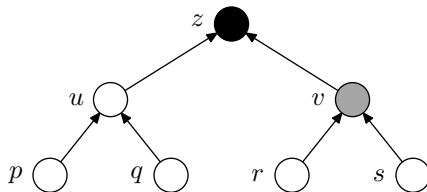


$$\bar{r} \vee \bar{s} \vee \bar{u} \vee z$$

Erase clause  $\bar{u} \vee \bar{v} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



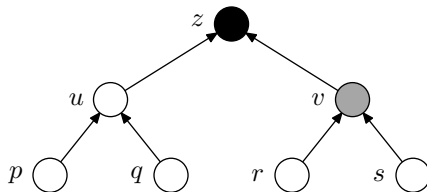
$$\bar{r} \vee \bar{s} \vee \bar{u} \vee z$$

$$\bar{p} \vee \bar{q} \vee u$$

Download axiom 5:  $\bar{p} \vee \bar{q} \vee u$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

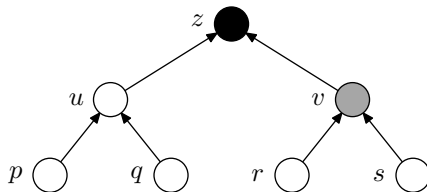


$\bar{r} \vee \bar{s} \vee \bar{u} \vee z$   
 $\bar{p} \vee \bar{q} \vee u$

Infer  $\bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z$  from  
 $\bar{p} \vee \bar{q} \vee u$  and  $\bar{r} \vee \bar{s} \vee \bar{u} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

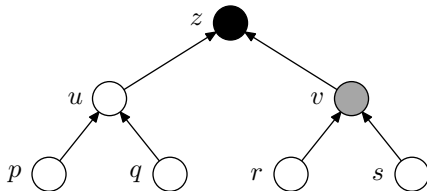


$$\begin{array}{l} \bar{r} \vee \bar{s} \vee \bar{u} \vee z \\ \bar{p} \vee \bar{q} \vee u \\ \bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z \end{array}$$

Infer  $\bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z$  from  
 $\bar{p} \vee \bar{q} \vee u$  and  $\bar{r} \vee \bar{s} \vee \bar{u} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

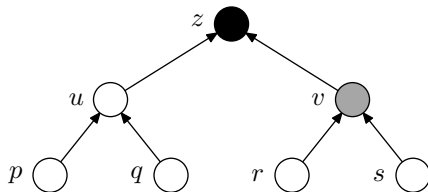


$$\begin{array}{l} \bar{r} \vee \bar{s} \vee \bar{u} \vee z \\ \bar{p} \vee \bar{q} \vee u \\ \bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z \end{array}$$

Erase clause  $\bar{p} \vee \bar{q} \vee u$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

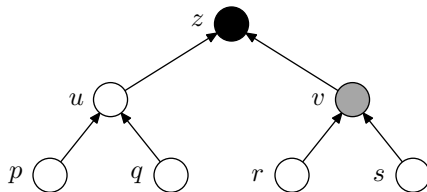


$$\begin{array}{l} \bar{r} \vee \bar{s} \vee \bar{u} \vee z \\ \bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z \end{array}$$

Erase clause  $\bar{p} \vee \bar{q} \vee u$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



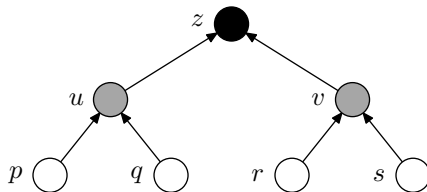
$$\bar{r} \vee \bar{s} \vee \bar{u} \vee z$$

$$\bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z$$

Erase clause  $\bar{r} \vee \bar{s} \vee \bar{u} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



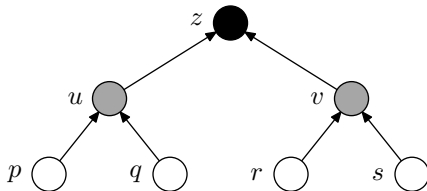
$$\bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z$$

Erase clause  $\bar{r} \vee \bar{s} \vee \bar{u} \vee z$



# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



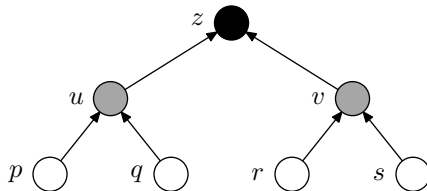
$$\bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z$$

$p$

Download axiom 1:  $p$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

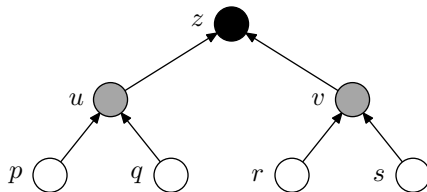


$\bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z$   
 $p$

Infer  $\bar{q} \vee \bar{r} \vee \bar{s} \vee z$  from  
 $p$  and  $\bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



$$\bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z$$

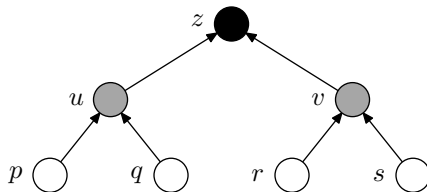
$$p$$

$$\bar{q} \vee \bar{r} \vee \bar{s} \vee z$$

Infer  $\bar{q} \vee \bar{r} \vee \bar{s} \vee z$  from  
 $p$  and  $\bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

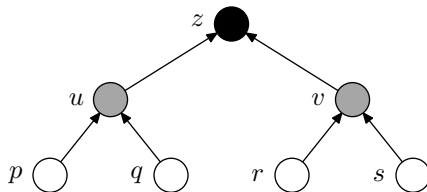


$$\begin{array}{l} \bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z \\ p \\ \hline \bar{q} \vee \bar{r} \vee \bar{s} \vee z \end{array}$$

Erase clause  $p$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

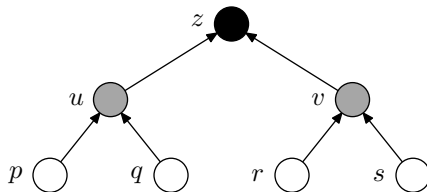


$$\begin{array}{l} \bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z \\ \bar{q} \vee \bar{r} \vee \bar{s} \vee z \end{array}$$

Erase clause  $p$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

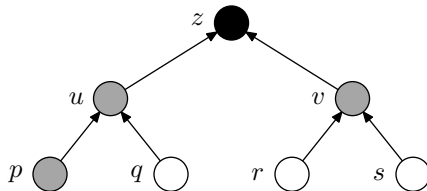


$$\begin{array}{l} \bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z \\ \bar{q} \vee \bar{r} \vee \bar{s} \vee z \end{array}$$

Erase clause  $\bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

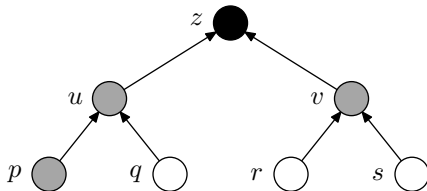


$$\bar{q} \vee \bar{r} \vee \bar{s} \vee z$$

Erase clause  $\bar{p} \vee \bar{q} \vee \bar{r} \vee \bar{s} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



$$\bar{q} \vee \bar{r} \vee \bar{s} \vee z$$

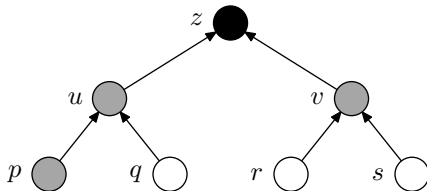
$q$

Download axiom 2:  $q$



# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

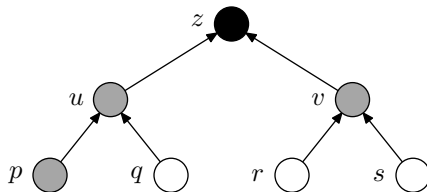


$\bar{q} \vee \bar{r} \vee \bar{s} \vee z$   
 $q$

Infer  $\bar{r} \vee \bar{s} \vee z$  from  
 $q$  and  $\bar{q} \vee \bar{r} \vee \bar{s} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



$$\bar{q} \vee \bar{r} \vee \bar{s} \vee z$$

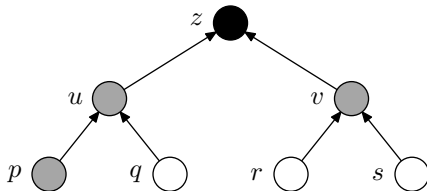
$$q$$

$$\bar{r} \vee \bar{s} \vee z$$

Infer  $\bar{r} \vee \bar{s} \vee z$  from  
 $q$  and  $\bar{q} \vee \bar{r} \vee \bar{s} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



$$\bar{q} \vee \bar{r} \vee \bar{s} \vee z$$

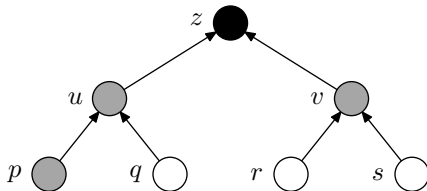
$$q$$

$$\bar{r} \vee \bar{s} \vee z$$

Erase clause  $q$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

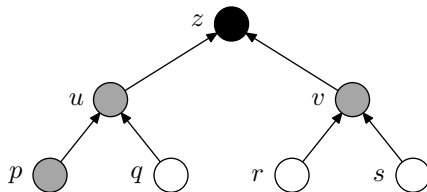


$$\begin{array}{l} \bar{q} \vee \bar{r} \vee \bar{s} \vee z \\ \bar{r} \vee \bar{s} \vee z \end{array}$$

Erase clause  $q$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



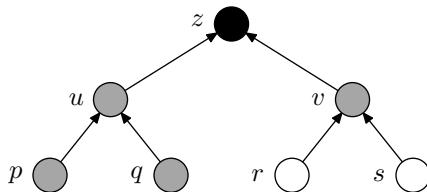
$$\bar{q} \vee \bar{r} \vee \bar{s} \vee z$$

$$\bar{r} \vee \bar{s} \vee z$$

Erase clause  $\bar{q} \vee \bar{r} \vee \bar{s} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

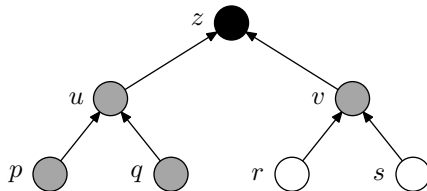


$$\bar{r} \vee \bar{s} \vee z$$

Erase clause  $\bar{q} \vee \bar{r} \vee \bar{s} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



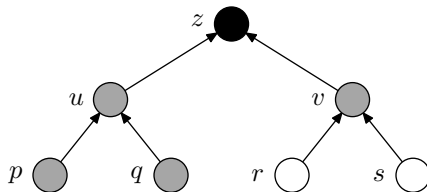
$$\bar{r} \vee \bar{s} \vee z$$

$r$

Download axiom 3:  $r$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



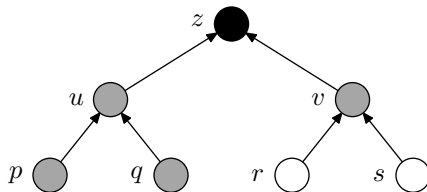
$\bar{r} \vee \bar{s} \vee z$   
 $r$

Infer  $\bar{s} \vee z$  from  
 $r$  and  $\bar{r} \vee \bar{s} \vee z$



# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



$$\bar{r} \vee \bar{s} \vee z$$

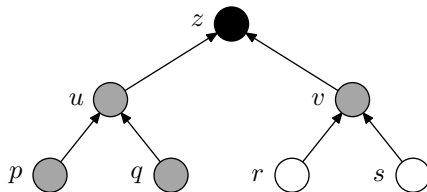
$$r$$

$$\bar{s} \vee z$$

Infer  $\bar{s} \vee z$  from  
 $r$  and  $\bar{r} \vee \bar{s} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



$$\bar{r} \vee \bar{s} \vee z$$

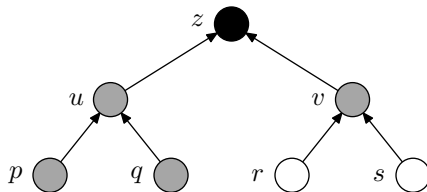
$r$

$$\bar{s} \vee z$$

Erase clause  $r$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



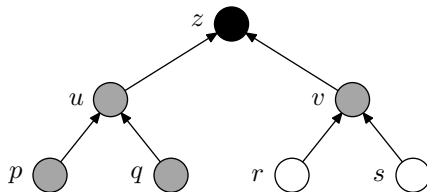
$$\bar{r} \vee \bar{s} \vee z$$

$$\bar{s} \vee z$$

Erase clause  $r$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



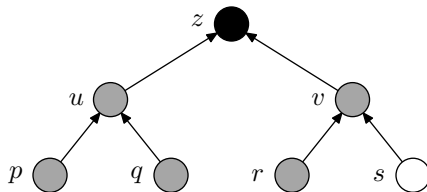
$$\bar{r} \vee \bar{s} \vee z$$

$$\bar{s} \vee z$$

Erase clause  $\bar{r} \vee \bar{s} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

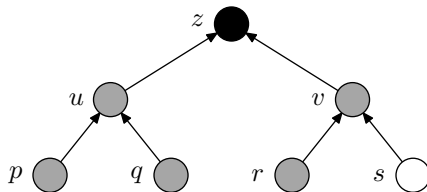


$\bar{s} \vee z$

Erase clause  $\bar{r} \vee \bar{s} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

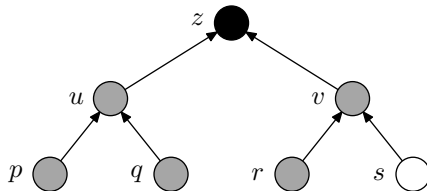


$\bar{s} \vee z$   
 $s$

Download axiom 4:  $s$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

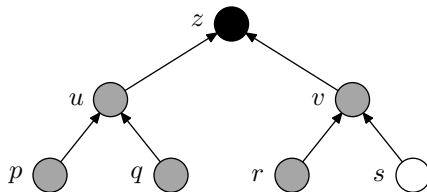


$\bar{s} \vee z$   
 $s$

Infer  $z$  from  
 $s$  and  $\bar{s} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

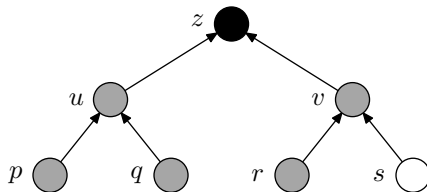

 $\bar{s} \vee z$ 
 $s$ 
 $z$ 

Infer  $z$  from  
 $s$  and  $\bar{s} \vee z$



# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

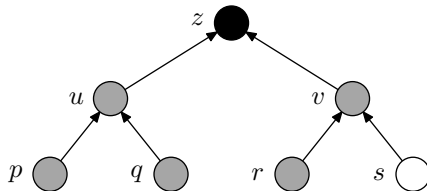
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$


 $\bar{s} \vee z$ 
 $s$ 
 $z$ 

Erase clause  $s$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



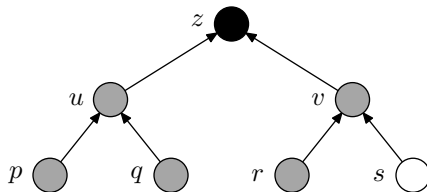
$$\bar{s} \vee z$$

$$z$$

Erase clause  $s$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

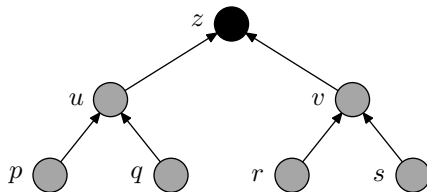


$\bar{s} \vee z$   
 $z$

Erase clause  $\bar{s} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

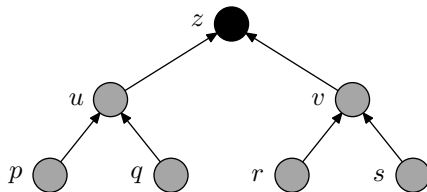


$z$

Erase clause  $\bar{s} \vee z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

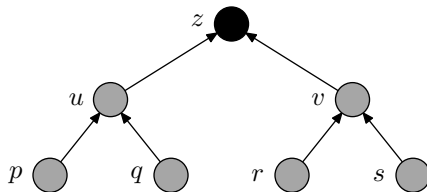
1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$



Download axiom 8:  $\bar{z}$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

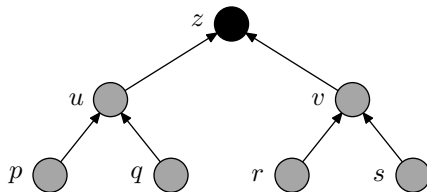


$z$   
 $\bar{z}$

Infer 0 from  
 $\bar{z}$  and  $z$

# Many Pebbles $\nRightarrow$ Many Clauses for 1 Variable / Vertex!

1.  $p$
2.  $q$
3.  $r$
4.  $s$
5.  $\bar{p} \vee \bar{q} \vee u$
6.  $\bar{r} \vee \bar{s} \vee v$
7.  $\bar{u} \vee \bar{v} \vee z$
8.  $\bar{z}$

 $z$  $\bar{z}$  $0$ 

Infer 0 from  
 $\bar{z}$  and  $z$

# But $\# \text{ Pebbles} \geq \# \text{ Clauses}$ for $d > 1$

This “top-down” proof in space 3 generalizes to any DAG  $G$

- In terms of our induced pebble configurations:  
**white pebbles are free** for  $d = 1$ !
- In a sense, this is exactly why  $Sp(Peb_G^1 \vdash 0) = \mathcal{O}(1)$
- But for  $d > 1$  variables per vertex we can prove that  
 **$\# \text{ clauses} \geq \# \text{ induced pebbles}$**



# Induced Pebbles Break The Pebbling Rules

Unfortunately, our interpretation of resolution refutations does not yield “well-behaved” pebblings

- Erasures can (and will) lead to large blocks of black and white pebbles suddenly just disappearing
- Need to keep track of *exactly* which white pebbles have been used to get a black pebble on a vertex—**label each black pebble with the white pebbles it depends on**
- “Illegal” removal of white pebble from  $w$  OK provided that all black pebbles labelled with  $w$  are removed as well!
- Also white pebbles may slide upwards and black pebbles slide downwards—“backward” **reversal** moves

If you can't beat 'em, join 'em! Define new **labelled pebble game**

# Induced Pebbles Break The Pebbling Rules

Unfortunately, our interpretation of resolution refutations does not yield “well-behaved” pebblings

- Erasures can (and will) lead to large blocks of black and white pebbles suddenly just disappearing
- Need to keep track of *exactly* which white pebbles have been used to get a black pebble on a vertex—**label each black pebble with the white pebbles it depends on**
- “Illegal” removal of white pebble from  $w$  OK provided that all black pebbles labelled with  $w$  are removed as well!
- Also white pebbles may slide upwards and black pebbles slide downwards—“backward” **reversal** moves

If you can't beat 'em, join 'em! Define new **labelled pebble game**

# Induced Pebbles Break The Pebbling Rules

Unfortunately, our interpretation of resolution refutations does not yield “well-behaved” pebblings

- Erasures can (and will) lead to large blocks of black and white pebbles suddenly just disappearing
- Need to keep track of *exactly* which white pebbles have been used to get a black pebble on a vertex—**label each black pebble with the white pebbles it depends on**
- “Illegal” removal of white pebble from  $w$  OK provided that all black pebbles labelled with  $w$  are removed as well!
- Also white pebbles may slide upwards and black pebbles slide downwards—“backward” **reversal** moves

If you can't beat 'em, join 'em! Define new **labelled pebble game**

# Induced Pebbles Break The Pebbling Rules

Unfortunately, our interpretation of resolution refutations does not yield “well-behaved” pebblings

- Erasures can (and will) lead to large blocks of black and white pebbles suddenly just disappearing
- Need to keep track of *exactly* which white pebbles have been used to get a black pebble on a vertex—**label each black pebble with the white pebbles it depends on**
- “Illegal” removal of white pebble from  $w$  OK provided that all black pebbles labelled with  $w$  are removed as well!
- Also white pebbles may slide upwards and black pebbles slide downwards—“backward” **reversal** moves

If you can't beat 'em, join 'em! Define new **labelled pebble game**

# Induced Pebbles Break The Pebbling Rules

Unfortunately, our interpretation of resolution refutations does not yield “well-behaved” pebblings

- Erasures can (and will) lead to large blocks of black and white pebbles suddenly just disappearing
- Need to keep track of *exactly* which white pebbles have been used to get a black pebble on a vertex—**label each black pebble with the white pebbles it depends on**
- “Illegal” removal of white pebble from  $w$  OK provided that all black pebbles labelled with  $w$  are removed as well!
- Also white pebbles may slide upwards and black pebbles slide downwards—“backward” **reversal** moves

If you can't beat 'em, join 'em! Define new **labelled pebble game**

# Induced Pebbles Break The Pebbling Rules

Unfortunately, our interpretation of resolution refutations does not yield “well-behaved” pebblings

- Erasures can (and will) lead to large blocks of black and white pebbles suddenly just disappearing
- Need to keep track of *exactly* which white pebbles have been used to get a black pebble on a vertex—**label each black pebble with the white pebbles it depends on**
- “Illegal” removal of white pebble from  $w$  OK provided that all black pebbles labelled with  $w$  are removed as well!
- Also white pebbles may slide upwards and black pebbles slide downwards—“backward” **reversal** moves

If you can't beat 'em, join 'em! Define new **labelled pebble game**

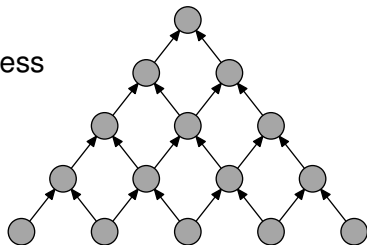
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

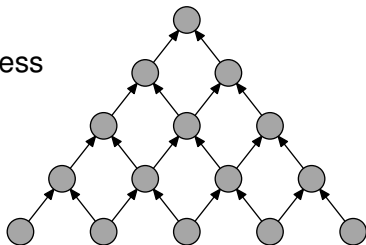
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- Destroys pebbling price for general graphs
- But still pebbling price  $\Omega(h)$  for binary trees  $T_h$



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*



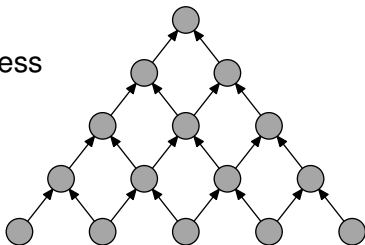
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

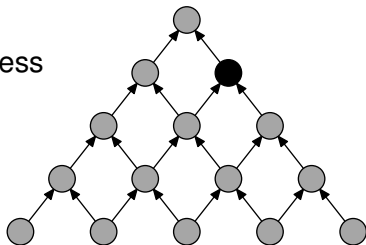
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

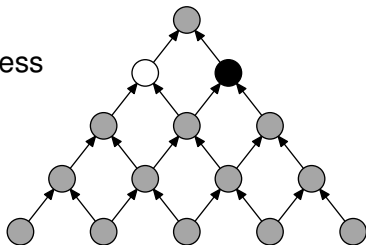
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

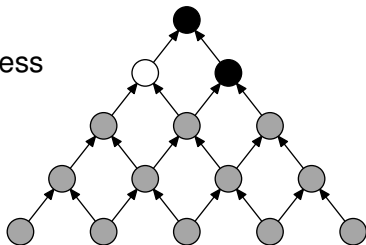
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

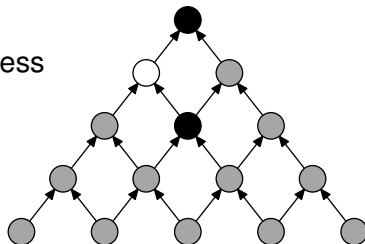
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

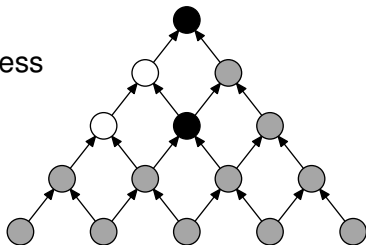
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

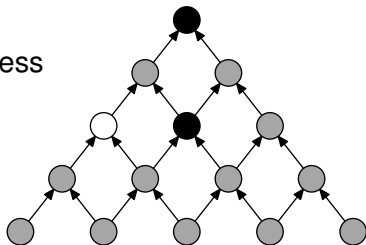
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

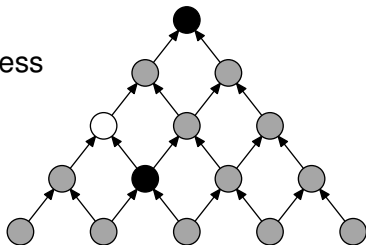
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*



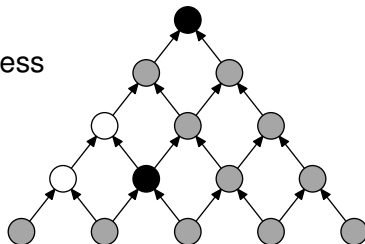
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

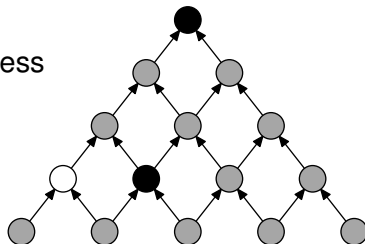
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

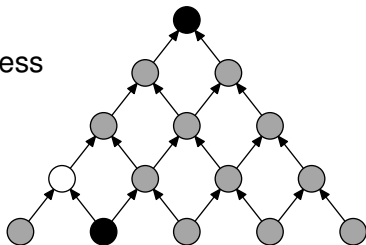
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

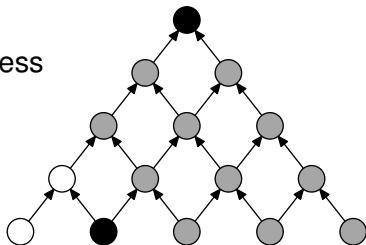
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

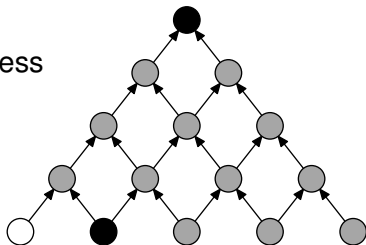
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

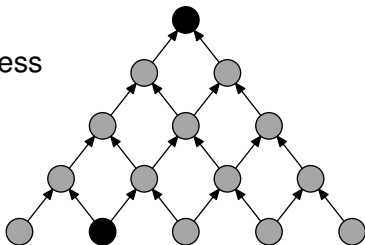
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

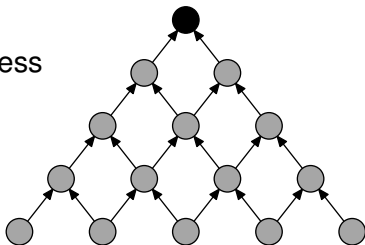
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*

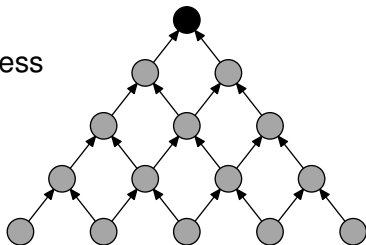
# Pebbling Price in Labelled Pebble Game

Reversal moves might seem harmless

Move pebbles “in wrong direction”

⇒ possible to eliminate without affecting pebbling price!?

- False! Reversal moves **fatal**
- **Destroys pebbling price** for **general graphs**
- But still **pebbling price  $\Omega(h)$**  for **binary trees  $T_h$**



## Theorem

*For  $T_h$  a complete binary tree of height  $h$ , the labelled pebbling price is  $L\text{-Peb}(T_h) = \Theta(BW\text{-Peb}(T_h)) = \Theta(h)$ .*



# Main Theorem

## Theorem

*Space of refuting pebbling contradiction of degree  $d \geq 2$  over complete binary tree of height  $h$  is  $Sp(Peb_{T_h}^d \vdash 0) = \Theta(h)$*

## Proof sketch.

- Upper bound easy (use “black-pebbling” resolution proof)
- For lower bound, let  $\pi = \{\mathbb{C}_0, \dots, \mathbb{C}_\tau\}$  refutation of  $Peb_{T_h}^d$
- $\pi$  induces labelled pebbling of  $T_h \Rightarrow \exists$  some  $\mathbb{C}_t \in \pi$  corresponding to  $\Omega(h)$  pebbles
- # pebbles in  $T_h$  at time  $t \leq \#$  clauses in  $\mathbb{C}_t$  (since  $d \geq 2$ )
- Thus  $Sp(\pi) \geq |\mathbb{C}_t| \geq \#$  pebbles induced by  $\mathbb{C}_t = \Omega(h)$  □

# A Separation of Space and Width in Resolution

## Corollary

For all  $k \geq 4$ , there is a family of  $k$ -CNF formulas  $\{F_n\}_{n=1}^{\infty}$  of size  $\mathcal{O}(n)$  with refutation width  $W(F_n \vdash 0) = \mathcal{O}(1)$  and refutation space  $Sp(F_n \vdash 0) = \Theta(\log n)$ .

## Proof.

Know  $W(\text{Peb}_G^d \vdash 0) = \mathcal{O}(d)$  for all  $G$

$\text{Peb}_G^d$  is  $(2+d)$ -CNF formula

Fix  $d \geq 2$ , let  $F_n = \text{Peb}_{T_h}^d$  for  $h = \lfloor \log(n+1) \rfloor$  and use Main Theorem



# References for Space-Width Separation

Published as *Narrow Proofs May Be Spacious: Separating Space and Width in Resolution*

Extended abstract in [STOC '06](#): all formal definitions + statements of theorems with proof sketches

Full-length paper with all technical details to appear in [SIAM Journal on Computing](#)—drop me a line to get current version

# Lower Bounds on Variable Space?

## Open Question

*Is there a CNF formula family  $\{F_n\}_{n=1}^{\infty}$  of size  $\mathcal{O}(n)$  such that*

*$\text{VarSp}(F_n \vdash 0) = \Omega(n^2)$ ?*

*Or at least such that  $\text{VarSp}(F_n \vdash 0) = \omega(n)$ ?*

Mentioned in Aleknovich et al. (2000)

Answer conjectured to be “yes”

Still open as far as I know

# Length-Width Trade-offs: Are Short Proofs Narrow?

Ben-Sasson & Wigderson (1999) showed that given refutation in **length**  $L$ , can find refutation in **width**  $\mathcal{O}(\sqrt{n \log L})$

But not the same refutation! **Exponential blow-up in length!**

Is this increase in length necessary?

## Open Question

*Given refutation of  $k$ -CNF formula  $F$  over  $n$  variables in length  $L(\pi) = L$ , is there a refutation  $\pi'$  in width  $W(\pi') = \mathcal{O}(\sqrt{n \log L})$  with length no more than, say,  $L(\pi') = \mathcal{O}(L)$  or at most  $\text{poly}(L)$ ?*

*Or can we find formula family with length-width trade-off?*

# Length-Space Trade-offs: Are Tight Proofs Short?

Given refutation in **small space**  $\Rightarrow$  exists refutation in **short length** (by Atserias & Dalmau 2003)

But again **not the same refutation**

For concreteness, fix space to constant:

## Open Question

*Given polynomial-size  $k$ -CNF formulas  $\{F_n\}_{n=1}^{\infty}$  with  $Sp(F_n \vdash 0) = \mathcal{O}(1)$ , is there a refutation  $\pi'$  with  $L(\pi') = \text{poly}(n)$  and  $Sp(\pi') = \mathcal{O}(1)$ ?*

Or can it be that restricting the space, we end up with really long refutations? (Compare Hertel & Pitassi 2007)

# Length-Space Trade-offs: Are Short Proofs Tight?

Recall:  $\exists$  **short refutation**  $\Rightarrow \exists$  **narrow refutation**

Is it true that  $\exists$  **short refutation**  $\Rightarrow \exists$  **small space refutation**?

Or can short refutations be **arbitrarily complex w.r.t. space**?

## My Conjecture

*Exists family of  $k$ -CNF formulas  $\{F_n\}_{n=1}^{\infty}$  of size  $\mathcal{O}(n)$  such that  $L(F_n \vdash 0) = \mathcal{O}(n)$  but  $Sp(F_n \vdash 0) = \Omega(n/\log n)$*

Would separate length and space in **strongest sense possible**  
(given length  $n$ , space  $\mathcal{O}(n/\log n)$  always possible)

Could be really bad news for proof search algorithms

# Length-Space Trade-offs: Are Short Proofs Tight?

Recall:  $\exists$  **short refutation**  $\Rightarrow \exists$  **narrow refutation**

Is it true that  $\exists$  **short refutation**  $\Rightarrow \exists$  **small space refutation**?

Or can short refutations be **arbitrarily complex w.r.t. space**?

## My Conjecture

*Exists family of  $k$ -CNF formulas  $\{F_n\}_{n=1}^{\infty}$  of size  $\mathcal{O}(n)$  such that  $L(F_n \vdash 0) = \mathcal{O}(n)$  but  $Sp(F_n \vdash 0) = \Omega(n/\log n)$*

Would separate length and space in **strongest sense possible**  
(given length  $n$ , space  $\mathcal{O}(n/\log n)$  always possible)

Could be really bad news for proof search algorithms



# Length-Space Trade-offs: Are Short Proofs Tight?

Recall:  $\exists$  **short refutation**  $\Rightarrow \exists$  **narrow refutation**

Is it true that  $\exists$  **short refutation**  $\Rightarrow \exists$  **small space refutation**?

Or can short refutations be **arbitrarily complex w.r.t. space**?

## My Conjecture

*Exists family of  $k$ -CNF formulas  $\{F_n\}_{n=1}^{\infty}$  of size  $\mathcal{O}(n)$  such that  $L(F_n \vdash 0) = \mathcal{O}(n)$  but  $Sp(F_n \vdash 0) = \Omega(n/\log n)$*

Would separate length and space in **strongest sense possible**  
(given length  $n$ , space  $\mathcal{O}(n/\log n)$  always possible)

Could be really bad news for proof search algorithms

# Plausible Candidate: Pebbling Contradictions

Pebbling contradictions refutable in linear length

For binary trees, space grows like  $BW\text{-}Peb(T_h)$

## Intuition

For any DAG  $G$ , from resolution refutation of pebbling contradiction should be possible to extract black-white pebbling

Sufficient!  $\exists \{G_n\}$  of size  $\mathcal{O}(n)$  with  $BW\text{-}Peb(G_n) = \Theta(n/\log n)$

## Problem

What if a refutation doesn't feel like respecting our intuition?

E.g. might have derived if  $u$  and  $v$  true, then  $x$  or  $y$  must be true  
for distinct vertices  $u, v, x, y$

# Plausible Candidate: Pebbling Contradictions

Pebbling contradictions refutable in linear length

For binary trees, space grows like  $BW\text{-}Peb(T_h)$

## Intuition

For **any DAG  $G$** , from **resolution refutation** of pebbling contradiction should be possible to **extract black-white pebbling**

**Sufficient!**  $\exists \{G_n\}$  of size  $\mathcal{O}(n)$  with  $BW\text{-}Peb(G_n) = \Theta(n/\log n)$

## Problem

What if a refutation doesn't feel like respecting our intuition?

E.g. might have derived **if  $u$  and  $v$  true, then  $x$  or  $y$  must be true**  
for distinct vertices  $u, v, x, y$

# Plausible Candidate: Pebbling Contradictions

Pebbling contradictions refutable in linear length

For binary trees, space grows like  $BW\text{-}Peb(T_h)$

## Intuition

For **any DAG  $G$** , from **resolution refutation** of pebbling contradiction should be possible to **extract black-white pebbling**

**Sufficient!**  $\exists \{G_n\}$  of size  $\mathcal{O}(n)$  with  $BW\text{-}Peb(G_n) = \Theta(n / \log n)$

## Problem

What if a refutation doesn't feel like respecting our intuition?

E.g. might have derived **if  $u$  and  $v$  true, then  $x$  or  $y$  must be true**  
for distinct vertices  $u, v, x, y$

# Interpret Refutations as “Multi-Pebblings”

**Suggested solution:** introduce “fuzzy” black pebbles covering multiple vertices

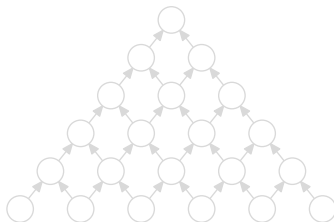
Notation  $[B]\langle W \rangle$  for

- black “multi-pebble”  $B$  with
- associated (regular) white pebbles  $W$

Require  $B \cap W = \emptyset$

Introduction move:

Black pebble on  $v$  with white pebbles on predecessors



# Interpret Refutations as “Multi-Pebblings”

**Suggested solution:** introduce “fuzzy” black pebbles covering multiple vertices

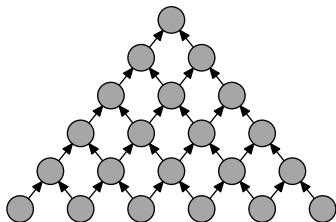
Notation  $[B]\langle W \rangle$  for

- black “multi-pebble”  $B$  with
- associated (regular) white pebbles  $W$

Require  $B \cap W = \emptyset$

**Introduction move:**

Black pebble on  $v$  with white pebbles on predecessors



# Interpret Refutations as “Multi-Pebblings”

**Suggested solution:** introduce “fuzzy” black pebbles covering multiple vertices

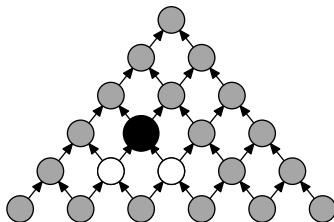
Notation  $[B]\langle W \rangle$  for

- black “multi-pebble”  $B$  with
- associated (regular) white pebbles  $W$

Require  $B \cap W = \emptyset$

**Introduction move:**

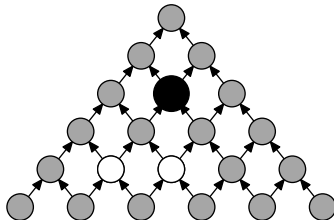
Black pebble on  $v$  with white pebbles on predecessors



# Inflations and Merger Moves

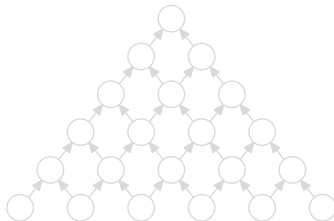
## Inflation move:

Enlarge black multi-pebble  
and/or add white pebbles



## Merger move:

Join  $[B_1]\langle W_1 \rangle$  &  $[B_2]\langle W_2 \rangle$   
by removing unique  
common black-white vertex

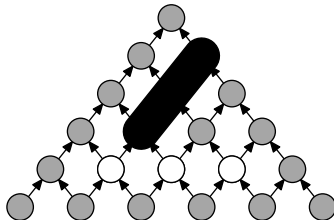




# Inflations and Merger Moves

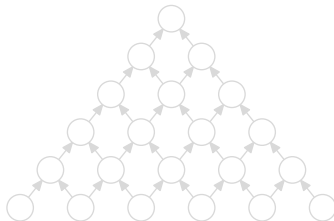
## Inflation move:

Enlarge black multi-pebble  
and/or add white pebbles



## Merger move:

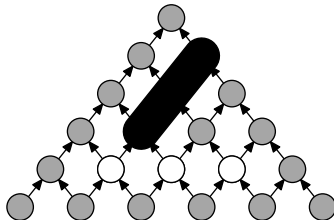
Join  $[B_1]\langle W_1 \rangle$  &  $[B_2]\langle W_2 \rangle$   
by removing unique  
common black-white vertex



# Inflations and Merger Moves

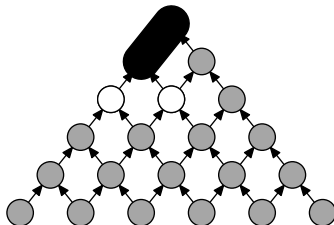
## Inflation move:

Enlarge black multi-pebble  
and/or add white pebbles



## Merger move:

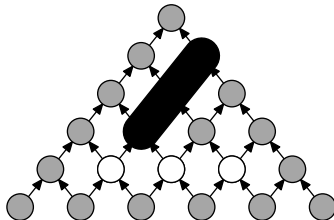
Join  $[B_1]\langle W_1 \rangle$  &  $[B_2]\langle W_2 \rangle$   
by removing unique  
common black-white vertex



# Inflations and Merger Moves

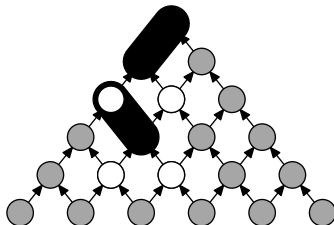
## Inflation move:

Enlarge black multi-pebble  
and/or add white pebbles



## Merger move:

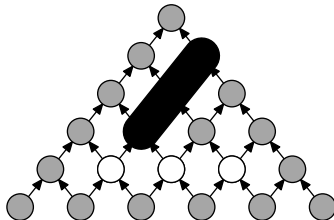
Join  $[B_1]\langle W_1 \rangle$  &  $[B_2]\langle W_2 \rangle$   
by removing unique  
common black-white vertex



# Inflations and Merger Moves

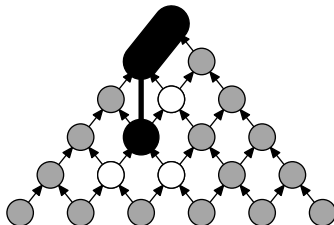
## Inflation move:

Enlarge black multi-pebble  
and/or add white pebbles



## Merger move:

Join  $[B_1]\langle W_1 \rangle$  &  $[B_2]\langle W_2 \rangle$   
by removing unique  
common black-white vertex



# The Multi-Pebble Game in All Its Formal Glory

## Multi-pebble game

**Multi-pebbling** of  $G$ : sequence of sets  $\mathcal{M} = \{\mathbb{M}_0, \dots, \mathbb{M}_\tau\}$  such that  $\mathbb{M}_0 = \emptyset$ ,  $\mathbb{M}_\tau = \{[z]\langle\emptyset\rangle\}$  and  $\mathbb{M}_t$  is obtained from  $\mathbb{M}_{t-1}$  by:

*Introduction*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[v]\langle\text{pred}(v)\rangle\}$

*Inflation*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[B \cup B']\langle W \cup W' \rangle\}$  if  $[B]\langle W \rangle \in \mathbb{M}_{t-1}$   
and  $(B \cup B') \cap (W \cup W') = \emptyset$

*Merger*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[B_1 \cup B_2 \setminus \{v\}]\langle W_1 \setminus \{v\} \cup W_2 \rangle\}$  for  
 $[B_1]\langle W_1 \rangle, [B_2]\langle W_2 \rangle \in \mathbb{M}_{t-1}$  such that  $B_1 \cap W_2 = \emptyset$   
and  $B_2 \cap W_1 = \{v\}$

*Erasure*  $\mathbb{M}_t = \mathbb{M}_{t-1} \setminus \{[B]\langle W \rangle\}$  for  $[B]\langle W \rangle \in \mathbb{M}_{t-1}$

# The Multi-Pebble Game in All Its Formal Glory

## Multi-pebble game

**Multi-pebbling** of  $G$ : sequence of sets  $\mathcal{M} = \{\mathbb{M}_0, \dots, \mathbb{M}_\tau\}$  such that  $\mathbb{M}_0 = \emptyset$ ,  $\mathbb{M}_\tau = \{[z]\langle\emptyset\rangle\}$  and  $\mathbb{M}_t$  is obtained from  $\mathbb{M}_{t-1}$  by:

*Introduction*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[v]\langle\text{pred}(v)\rangle\}$

*Inflation*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[B \cup B']\langle W \cup W'\rangle\}$  if  $[B]\langle W\rangle \in \mathbb{M}_{t-1}$   
and  $(B \cup B') \cap (W \cup W') = \emptyset$

*Merger*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[B_1 \cup B_2 \setminus \{v\}]\langle W_1 \setminus \{v\} \cup W_2\rangle\}$  for  
 $[B_1]\langle W_1\rangle, [B_2]\langle W_2\rangle \in \mathbb{M}_{t-1}$  such that  $B_1 \cap W_2 = \emptyset$   
and  $B_2 \cap W_1 = \{v\}$

*Erasure*  $\mathbb{M}_t = \mathbb{M}_{t-1} \setminus \{[B]\langle W\rangle\}$  for  $[B]\langle W\rangle \in \mathbb{M}_{t-1}$

# The Multi-Pebble Game in All Its Formal Glory

## Multi-pebble game

**Multi-pebbling** of  $G$ : sequence of sets  $\mathcal{M} = \{\mathbb{M}_0, \dots, \mathbb{M}_\tau\}$  such that  $\mathbb{M}_0 = \emptyset$ ,  $\mathbb{M}_\tau = \{[z]\langle\emptyset\rangle\}$  and  $\mathbb{M}_t$  is obtained from  $\mathbb{M}_{t-1}$  by:

*Introduction*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[v]\langle\text{pred}(v)\rangle\}$

*Inflation*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[B \cup B']\langle W \cup W' \rangle\}$  if  $[B]\langle W \rangle \in \mathbb{M}_{t-1}$   
and  $(B \cup B') \cap (W \cup W') = \emptyset$

*Merger*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[B_1 \cup B_2 \setminus \{v\}]\langle W_1 \setminus \{v\} \cup W_2 \rangle\}$  for  
 $[B_1]\langle W_1 \rangle, [B_2]\langle W_2 \rangle \in \mathbb{M}_{t-1}$  such that  $B_1 \cap W_2 = \emptyset$   
and  $B_2 \cap W_1 = \{v\}$

*Erasure*  $\mathbb{M}_t = \mathbb{M}_{t-1} \setminus \{[B]\langle W \rangle\}$  for  $[B]\langle W \rangle \in \mathbb{M}_{t-1}$

# The Multi-Pebble Game in All Its Formal Glory

## Multi-pebble game

**Multi-pebbling** of  $G$ : sequence of sets  $\mathcal{M} = \{\mathbb{M}_0, \dots, \mathbb{M}_\tau\}$  such that  $\mathbb{M}_0 = \emptyset$ ,  $\mathbb{M}_\tau = \{[z]\langle\emptyset\rangle\}$  and  $\mathbb{M}_t$  is obtained from  $\mathbb{M}_{t-1}$  by:

*Introduction*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[v]\langle\text{pred}(v)\rangle\}$

*Inflation*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[B \cup B']\langle W \cup W' \rangle\}$  if  $[B]\langle W \rangle \in \mathbb{M}_{t-1}$   
and  $(B \cup B') \cap (W \cup W') = \emptyset$

*Merger*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[B_1 \cup B_2 \setminus \{v\}]\langle W_1 \setminus \{v\} \cup W_2 \rangle\}$  for  
 $[B_1]\langle W_1 \rangle, [B_2]\langle W_2 \rangle \in \mathbb{M}_{t-1}$  such that  $B_1 \cap W_2 = \emptyset$   
and  $B_2 \cap W_1 = \{v\}$

*Erasure*  $\mathbb{M}_t = \mathbb{M}_{t-1} \setminus \{[B]\langle W \rangle\}$  for  $[B]\langle W \rangle \in \mathbb{M}_{t-1}$



# The Multi-Pebble Game in All Its Formal Glory

## Multi-pebble game

**Multi-pebbling** of  $G$ : sequence of sets  $\mathcal{M} = \{\mathbb{M}_0, \dots, \mathbb{M}_\tau\}$  such that  $\mathbb{M}_0 = \emptyset$ ,  $\mathbb{M}_\tau = \{[z]\langle\emptyset\rangle\}$  and  $\mathbb{M}_t$  is obtained from  $\mathbb{M}_{t-1}$  by:

*Introduction*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[v]\langle\text{pred}(v)\rangle\}$

*Inflation*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[B \cup B']\langle W \cup W'\rangle\}$  if  $[B]\langle W\rangle \in \mathbb{M}_{t-1}$   
and  $(B \cup B') \cap (W \cup W') = \emptyset$

*Merger*  $\mathbb{M}_t = \mathbb{M}_{t-1} \cup \{[B_1 \cup B_2 \setminus \{v\}]\langle W_1 \setminus \{v\} \cup W_2\rangle\}$  for  
 $[B_1]\langle W_1\rangle, [B_2]\langle W_2\rangle \in \mathbb{M}_{t-1}$  such that  $B_1 \cap W_2 = \emptyset$   
and  $B_2 \cap W_1 = \{v\}$

*Erasure*  $\mathbb{M}_t = \mathbb{M}_{t-1} \setminus \{[B]\langle W\rangle\}$  for  $[B]\langle W\rangle \in \mathbb{M}_{t-1}$

# Multi-Pebbling Price

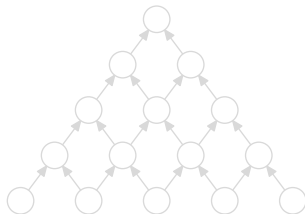
## Multi-pebbling price

- Charge for **every white pebble**
- Charge for longest sequence of **black multi-pebbles**  
 $B_1, \dots, B_s$  such that  $B_i \not\subseteq \bigcup_{j < i} B_j$

$M\text{-Peb}(G) = \min \text{ cost to get to } [z] \langle \emptyset \rangle \text{ for any pebbling of } G$

Example: **these overlapping**  
**pebbles** have cost 5

- white pebbles cost 3
- black pebbles cost only 2  
because of overlap



# Multi-Pebbling Price

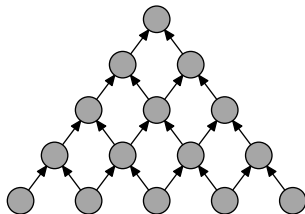
## Multi-pebbling price

- Charge for **every white pebble**
- Charge for longest sequence of **black multi-pebbles**  $B_1, \dots, B_s$  such that  $B_i \not\subseteq \bigcup_{j < i} B_j$

$M\text{-Peb}(G) = \min \text{ cost to get to } [z] \langle \emptyset \rangle \text{ for any pebbling of } G$

Example: **these overlapping pebbles** have cost 5

- white pebbles cost 3
- black pebbles cost only 2 because of overlap



# Multi-Pebbling Price

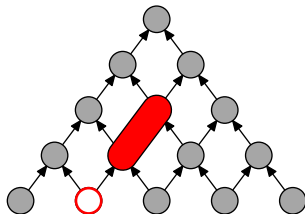
## Multi-pebbling price

- Charge for **every white pebble**
- Charge for longest sequence of **black multi-pebbles**  $B_1, \dots, B_s$  such that  $B_i \not\subseteq \bigcup_{j < i} B_j$

$M\text{-Peb}(G) = \min \text{ cost to get to } [z] \langle \emptyset \rangle \text{ for any pebbling of } G$

Example: **these** overlapping **pebbles** have cost 5

- white pebbles cost 3
- black pebbles cost only 2 because of overlap



# Multi-Pebbling Price

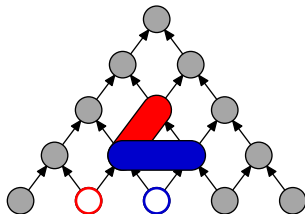
## Multi-pebbling price

- Charge for **every white pebble**
- Charge for longest sequence of **black multi-pebbles**  
 $B_1, \dots, B_s$  such that  $B_i \not\subseteq \bigcup_{j < i} B_j$

$M\text{-Peb}(G) = \min \text{ cost to get to } [z] \langle \emptyset \rangle \text{ for any pebbling of } G$

Example: **these overlapping**  
**pebbles** have cost 5

- white pebbles cost 3
- black pebbles cost only 2  
because of overlap



# Multi-Pebbling Price

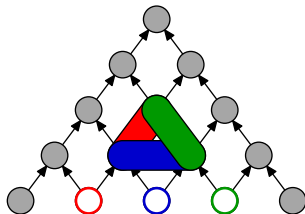
## Multi-pebbling price

- Charge for **every white pebble**
- Charge for longest sequence of **black multi-pebbles**  $B_1, \dots, B_s$  such that  $B_i \not\subseteq \bigcup_{j < i} B_j$

$M\text{-Peb}(G) = \min \text{ cost to get to } [z] \langle \emptyset \rangle \text{ for any pebbling of } G$

Example: **these overlapping**  
**pebbles** have cost 5

- white pebbles cost 3
- black pebbles cost only 2 because of overlap



# Multi-Pebbling Price

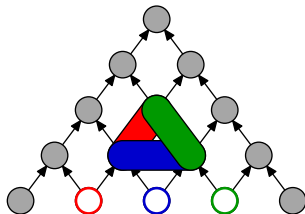
## Multi-pebbling price

- Charge for **every white pebble**
- Charge for longest sequence of **black multi-pebbles**  $B_1, \dots, B_s$  such that  $B_i \not\subseteq \bigcup_{j < i} B_j$

$M\text{-Peb}(G) = \min \text{ cost to get to } [z] \langle \emptyset \rangle \text{ for any pebbling of } G$

Example: **these overlapping**  
**pebbles** have cost 5

- white pebbles cost 3
- black pebbles cost only 2 because of overlap



# Multi-Pebbling and Space Lower Bounds

Resolution refutations correspond to multi-pebblings

Lower bounds on  $M\text{-Peb}(G)$



separation of length and space

Sufficient: show inflation can't help



$$M\text{-Peb}(G) \geq BW\text{-Peb}(G)$$



# Take-Home Message

- Lots of nice (and surprising!) results relating length, width and space
- Quite a few nice open problems left
- Why not start by attacking the multi-pebble game? 😊