

Understanding Space in Proof Complexity: Separations and Trade-offs via Substitutions

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Joint work with Eli Ben-Sasson

Executive Summary of Talk

- **SATISFIABILITY:** NP-complete and so probably intractable in worst case
- But enormous progress on applied algorithms last 10-15 years
- Best known algorithms today based on **resolution** (DPLL-algorithms augmented with clause learning)
- Key resources for SAT-solvers: **time** and **space**
- What are the connections between these resources? Time-space correlations? Trade-offs?
- What can proof complexity say about this? (For resolution and more powerful **k-DNF resolution** proof systems)

Some Notation and Terminology

- **Literal** a : variable x or its negation \bar{x}
- **Clause** $C = a_1 \vee \cdots \vee a_k$: disjunction of literals
- **Term** $T = a_1 \wedge \cdots \wedge a_k$: conjunction of literals
- **CNF formula** $F = C_1 \wedge \cdots \wedge C_m$: conjunction of clauses
 k -CNF formula: CNF formula with clauses of size $\leq k$
- **DNF formula** $D = T_1 \vee \cdots \vee T_m$: disjunction of terms
 k -DNF formula: DNF formula with terms of size $\leq k$

Example 2-DNF Resolution Refutation

Can write down axioms,
infer new formulas, and
erase used formulas

1. x
2. $\bar{x} \vee y$
3. $\bar{y} \vee z$
4. \bar{z}

Rules:

- Infer new formulas only from formulas currently on board
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Write down axiom 1: x

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$$\bar{y} \vee z$$

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Write down axiom 3: $\bar{y} \vee z$

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Combine x and $\bar{y} \vee z$
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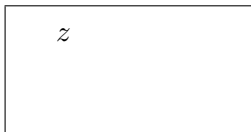
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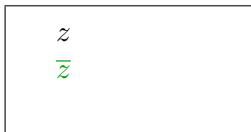
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Write down axiom 4: \bar{z}

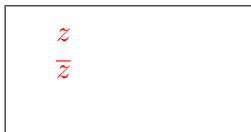
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Write down axiom 4: \bar{z}

Infer 0 from

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z
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Complexity Measures of Interest: Length and Space

- **Length** \approx Lower bound on **time** for SAT-solver
- **Space** \approx Lower bound on **memory** for SAT-solver

Length

formulas written on blackboard counted with repetitions

Space

Somewhat less straightforward — several ways of measuring

$$\begin{array}{l} x \\ \bar{y} \vee z \\ (x \wedge \bar{y}) \vee z \end{array}$$

Formula space: 3

Total space: 6

Variable space: 3

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Length and Space Bounds for (1-DNF) Resolution

Let n = size of formula

Length: at most 2^n

Lower bound $\exp(\Omega(n))$ [Urquhart '87, Chvátal & Szemerédi '88]

Formula space (a.k.a. clause space): at most n

Lower bound $\Omega(n)$ [Torán '99, Alekhovich et al. '00]

Total space: at most n^2

No better lower bound than $\Omega(n)$!?

Notice **formula space lower bounds** can be **at most linear** — but these are **nondeterministic bounds!** (So might be much stronger in practice)

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For restricted system of so-called **tree-like resolution** (\Leftrightarrow **original DLL algorithm**): **length and space strongly correlated** [Esteban & Torán '99, Atserias & Dalmau '03]

So essentially no trade-offs for tree-like resolution

No (nontrivial) length-space correlation for general resolution
[Ben-Sasson & Nordström '08]

Nothing known about time-space trade-offs for

- explicit formulas in
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Previous Work on k -DNF Resolution ($k \geq 2$)

Upper bounds carry over from resolution

Length: lower bound $\exp(\Omega(n^{1-o(1)}))$ [Segerlind et al. '04, Alekhnovich '05]

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(Suppressing dependencies on k)

$(k+1)$ -DNF resolution exponentially stronger than k -DNF resolution w.r.t. length [Segerlind et al. '04]

No hierarchy known w.r.t. space

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New Results 1: Length-Space Trade-offs

We prove **collection of length-space trade-offs**

Results hold for

- resolution (essentially tight analysis)
- k -DNF resolution, $k \geq 2$ (with slightly worse parameters)

Different trade-offs **covering (almost) whole range of space** from constant to linear

Simple, explicit formulas that have

- linear length (and constant width) refutations of high space complexity, but for which
- any small space complexity refutation must be (very) long

One Example: Robust Trade-offs for Small Space

Theorem

For *any* $\omega(1)$ function and *any* fixed K there exist explicit CNF formulas of size $\mathcal{O}(n)$

- refutable in resolution in total space $\omega(1)$
- refutable in resolution in length $\mathcal{O}(n)$ and total space $\approx \sqrt[3]{n}$
- any resolution refutation in formula space $\lesssim \sqrt[3]{n}$ requires *superpolynomial length*
- any k -DNF resolution refutation, $k \leq K$, in formula space $\lesssim n^{1/3(k+1)}$ requires *superpolynomial length*

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Some Quick Technical Remarks

Upper bounds hold for

- total space (# literals) — larger measure
- standard syntactic rules

Lower bounds hold for

- formula space (# lines) — smaller measure
 - semantic rules — exponentially stronger than syntactic
-

Space definition reminder

 x $\bar{y} \vee z$ $(x \wedge \bar{y}) \vee z$

Formula space: 3

Total space: 6

Variable space: 3

New Results 2: Space Hierarchy for k -DNF Resolution

We also separate k -DNF resolution from $(k+1)$ -DNF resolution w.r.t. formula space

Theorem

For *any constant k* there are explicit CNF formulas of size $\mathcal{O}(n)$

- *refutable in $(k+1)$ -DNF resolution in formula space $\mathcal{O}(1)$ but such that*
- *any k -DNF resolution refutation requires formula space $\Omega(\sqrt[k+1]{n/\log n})$*

Rest of This Talk

- Study old combinatorial game from the 1970s
- Prove new theorem about variable substitution and proof space
- Combine the two

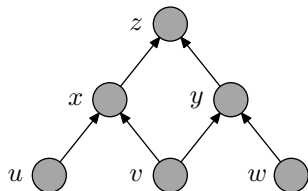
How to Get a Handle on Time-Space Relations?

Time-space trade-off questions well-studied for pebble games modelling calculations described by DAGs ([Cook & Sethi '76] and many others)

- Time needed for calculation: $\#$ pebbling moves
- Space needed for calculation: $\max \#$ pebbles required

The Black-White Pebble Game

Goal: get **single black pebble** on **sink vertex** of G

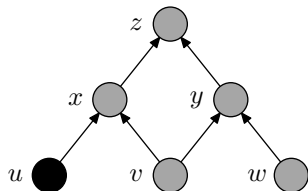


# moves	0
Current # pebbles	0
Max # pebbles so far	0

- 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
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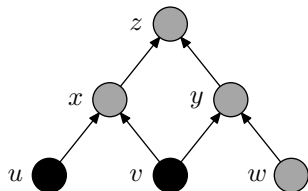


# moves	1
Current # pebbles	1
Max # pebbles so far	1

- 1 Can **place black pebble** on (empty) vertex v if all immediate predecessors have pebbles on them
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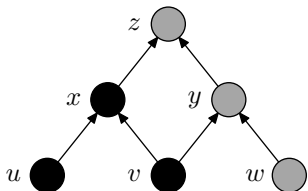


# moves	2
Current # pebbles	2
Max # pebbles so far	2

- 1 Can **place black pebble** on (empty) vertex v if all immediate predecessors have pebbles on them
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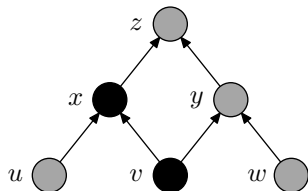


# moves	3
Current # pebbles	3
Max # pebbles so far	3

- 1 Can **place black pebble** on (empty) vertex v if all immediate predecessors have pebbles on them
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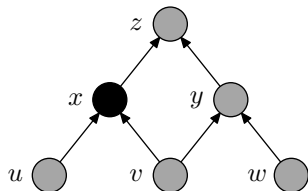


# moves	4
Current # pebbles	2
Max # pebbles so far	3

- 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
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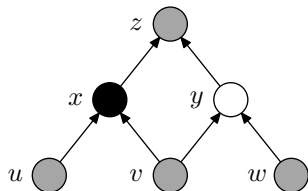


# moves	5
Current # pebbles	1
Max # pebbles so far	3

- 1 Can **place black pebble** on (empty) vertex v if all immediate predecessors have pebbles on them
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Goal: get **single black pebble on sink vertex** of G

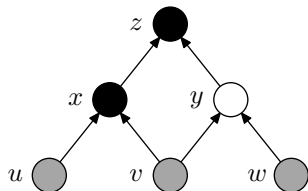


# moves	6
Current # pebbles	2
Max # pebbles so far	3

- 1 Can **place black pebble** on (empty) vertex v if all immediate predecessors have pebbles on them
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Goal: get **single black pebble** on **sink vertex** of G

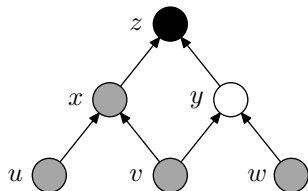


# moves	7
Current # pebbles	3
Max # pebbles so far	3

- 1 Can **place black pebble** on (empty) vertex v if all immediate predecessors have pebbles on them
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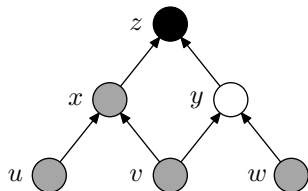


# moves	8
Current # pebbles	2
Max # pebbles so far	3

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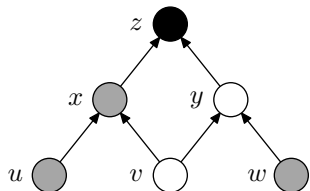


# moves	8
Current # pebbles	2
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- 1 Can **place black pebble** on (empty) vertex v if all immediate predecessors have pebbles on them
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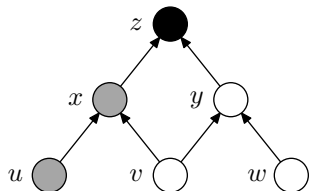


# moves	9
Current # pebbles	3
Max # pebbles so far	3

- 1 Can **place black pebble** on (empty) vertex v if all immediate predecessors have pebbles on them
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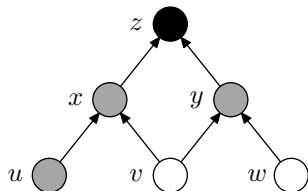


# moves	10
Current # pebbles	4
Max # pebbles so far	4

- 1 Can **place black pebble** on (empty) vertex v if all immediate predecessors have pebbles on them
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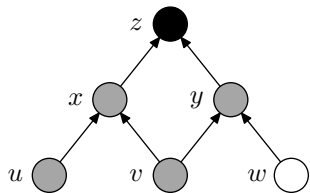


# moves	11
Current # pebbles	3
Max # pebbles so far	4

- 1 Can **place black pebble** on (empty) vertex v if all immediate predecessors have pebbles on them
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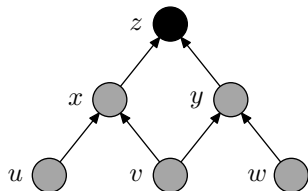


# moves	12
Current # pebbles	2
Max # pebbles so far	4

- 1 Can **place black pebble** on (empty) vertex v if all immediate predecessors have pebbles on them
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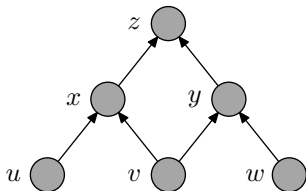
# moves	13
Current # pebbles	1
Max # pebbles so far	4

- 1 Can **place black pebble** on (empty) vertex v if all immediate predecessors have pebbles on them
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Pebbling Contradiction

CNF formula encoding pebble game on DAG G

1. u
2. v
3. w
4. $\bar{u} \vee \bar{v} \vee x$
5. $\bar{v} \vee \bar{w} \vee y$
6. $\bar{x} \vee \bar{y} \vee z$
7. \bar{z}



- sources are true
- truth propagates upwards
- but sink is false

Studied by [Bonet et al. '98, Raz & McKenzie '99, Ben-Sasson & Wigderson '99] and others

Resolution–Pebbling Correspondence

Observation (Ben-Sasson et al. '00)

Any black-pebbles-only pebbling translates into refutation with

- *refutation length \leq # moves*
- *total space \leq # pebbles*

Theorem (Ben-Sasson '02)

Any refutation translates into black-white pebbling with

- *# moves \leq refutation length*
- *# pebbles \leq variable space*

Unfortunately *extremely easy* w.r.t. *formula space*!

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Unfortunately **extremely easy** w.r.t. **formula space!**

Key Idea: Variable Substitution

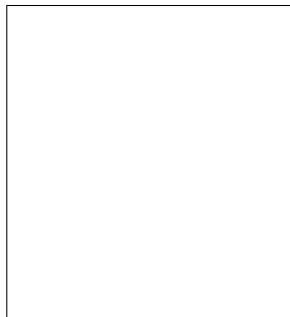
Make formula harder by substituting $x_1 \oplus x_2$ for every variable x
(also works for other Boolean functions with “right” properties):

$$\begin{aligned} & \bar{x} \vee y \\ & \Downarrow \\ & \neg(x_1 \oplus x_2) \vee (y_1 \oplus y_2) \\ & \Downarrow \\ & (x_1 \vee \bar{x}_2 \vee y_1 \vee y_2) \\ & \wedge (x_1 \vee \bar{x}_2 \vee \bar{y}_1 \vee \bar{y}_2) \\ & \wedge (\bar{x}_1 \vee x_2 \vee y_1 \vee y_2) \\ & \wedge (\bar{x}_1 \vee x_2 \vee \bar{y}_1 \vee \bar{y}_2) \end{aligned}$$

Key Technical Result: Substitution Theorem

Let $F[\oplus]$ denote formula with XOR $x_1 \oplus x_2$ substituted for x

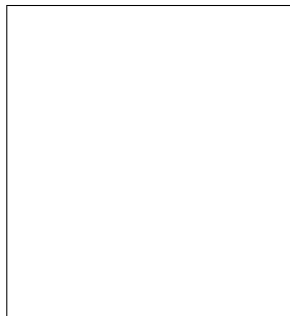
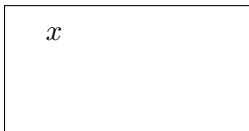
Obvious approach for refuting $F[\oplus]$: mimic refutation of F



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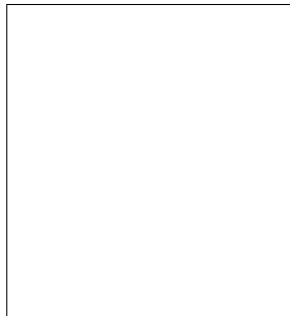


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Obvious approach for refuting $F[\oplus]$: mimic refutation of F

$$\begin{array}{l} x \\ \bar{x} \vee y \end{array}$$

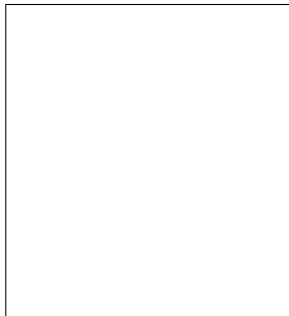


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$$\begin{array}{l} x_1 \vee x_2 \\ \bar{x}_1 \vee \bar{x}_2 \end{array}$$

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$$\begin{array}{l} x_1 \vee x_2 \\ \bar{x}_1 \vee \bar{x}_2 \\ x_1 \vee \bar{x}_2 \vee y_1 \vee y_2 \\ x_1 \vee \bar{x}_2 \vee \bar{y}_1 \vee \bar{y}_2 \\ \bar{x}_1 \vee x_2 \vee y_1 \vee y_2 \\ \bar{x}_1 \vee x_2 \vee \bar{y}_1 \vee \bar{y}_2 \end{array}$$

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$$\begin{array}{l} x \\ \bar{x} \vee y \\ y \end{array}$$

For such refutation of $F[\oplus]$:

- length \geq length for F
- formula space \geq variable space for F

$$\begin{array}{l} x_1 \vee x_2 \\ \bar{x}_1 \vee \bar{x}_2 \\ x_1 \vee \bar{x}_2 \vee y_1 \vee y_2 \\ x_1 \vee \bar{x}_2 \vee \bar{y}_1 \vee \bar{y}_2 \\ \bar{x}_1 \vee x_2 \vee y_1 \vee y_2 \\ \bar{x}_1 \vee x_2 \vee \bar{y}_1 \vee \bar{y}_2 \\ y_1 \vee y_2 \\ \bar{y}_1 \vee \bar{y}_2 \end{array}$$

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For such refutation of $F[\oplus]$:

- length \geq length for F
- formula space \geq variable space for F

Prove that this is (sort of) best one can do for $F[\oplus]$!

Sketch of Proof of Substitution Theorem

Given refutation of $F[\oplus]$, extract “shadow refutation” of F

XOR formula $F[\oplus]$	Original formula F
If XOR blackboard implies e.g. $\neg(x_1 \oplus x_2) \vee (y_1 \oplus y_2) \dots$	write $\bar{x} \vee y$ on shadow blackboard
For consecutive XOR blackboard configurations...	can get between corresponding shadow blackboards by legal derivation steps
... (sort of) upper-bounded by XOR derivation length	Length of shadow blackboard derivation ...
... is at most # clauses on XOR blackboard	# variables mentioned on shadow blackboard...

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... is at most $\#$ clauses on XOR blackboard	$\#$ variables mentioned on shadow blackboard...

Pieces Together: Substitution + Pebbling Formulas

Making variable substitutions in pebbling formulas

- lifts lower bound from variable space to formula space
- maintains upper bound in terms of total space and length

Substitution with XOR over $k + 1$ variables works against k -DNF resolution

Get our results by

- using known pebbling results from literature of 70s and 80s
- proving a couple of new pebbling results [Nordström '10]
- to get tight trade-offs, showing that resolution can sometimes do better than black-only pebbling [Nordström '10]

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- using known pebbling results from literature of 70s and 80s
- proving a couple of new pebbling results [Nordström '10]
- to get tight trade-offs, showing that resolution can sometimes do better than black-only pebbling [Nordström '10]

Some Open Problems

- Many remaining open (theoretical) questions about space in proof complexity
- See recent survey *Pebble Games, Proof Complexity, and Time-Space Trade-offs* at my webpage for details
- In this talk, want to focus on **main applied question**

Is Tractability Captured by Space Complexity?

Open Question

Do our trade-off phenomena show up in real life for state-of-the-art SAT-solvers run on pebbling contradictions?

That is, does space complexity capture hardness?

Space suggested as hardness measure in [Ansótegui et al.'08]

Some results in [Sabharwal et al.'03] indicate pebbling formulas hard for SAT-solvers at that time

Note that pebbling formulas are always extremely easy with respect to length (and width), so hardness in practice would be intriguing

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Summing up

- Strong resolution time-space trade-offs for wide range of parameters
- Results also extend to stronger k -DNF resolution proof systems
- Main (applied) open question: tractability \approx space complexity?

Thank you for your attention!