How Limited Interaction Hinders Real Communication (and What it Means for Proof and Circuit Complexity)

Marc Vinyals

KTH Royal Institute of Technology Stockholm, Sweden

joint work with Susanna F. de Rezende and Jakob Nordström

Theoretical Foundations of SAT Solving Workshop August 18, Fields Institute, Toronto, Canada

When are SAT Solvers Not Good?

Proof complexity

- Examples of hard formulas...yes, we knew that
- Examples of easy formulas...but hard in practice!

When are SAT Solvers Not Good?

Proof complexity

- Examples of hard formulas...yes, we knew that
- Examples of easy formulas...but hard in practice!

Why?

- Proofs may not be easy to find
- Simulation results do not allow forgetting clauses
- This talk: aggressive memory minimization is dangerous

When are SAT Solvers Not Good?

Proof complexity

- Examples of hard formulas...yes, we knew that
- Examples of easy formulas...but hard in practice!

Why?

- Proofs may not be easy to find
- Simulation results do not allow forgetting clauses
- This talk: aggressive memory minimization is dangerous

Disclaimer

Theoretical work, no experiments

Question

Assume *F* has a proof in length *L* and another proof in space *s*. Is there a proof in length O(L) and space O(s)?

Question

Assume *F* has a proof in length *L* and another proof in space *s*. Is there a proof in length O(L) and space O(s)?

No

Question

Assume *F* has a proof in length *L* and another proof in space *s*. Is there a proof in length O(L) and space O(s)?

No

- Studied for resolution, polynomial calculus, and a model of CDCL [Ben Sasson, Nordström '11] [Beame, Beck, Impagliazzo '12] [Beck, Nordström, Tang '13] [Elffers, Johannsen, Lauria, Magnard, Nordström, V '16]
- This talk: cutting planes

Cutting Planes

Work with inequalities

$$x \lor \overline{y} \quad \rightarrow \quad x + (1 - y) \ge 1 \quad \rightarrow \quad x - y \ge 0$$

Cutting Planes

Work with inequalities

$$x \lor \overline{y} \quad \rightarrow \quad x + (1 - y) \ge 1 \quad \rightarrow \quad x - y \ge 0$$

Rules

Variable axioms	Addition		Division
	$\sum a_i x_i \geq a$	$\sum b_i x_i \geq b$	$\sum a_i x_i \geq a$
$x \ge 0 -x \ge -1$	$\sum (a_i + b_i)$	$x_i \ge a+b$	$\sum (a_i/k) x_i \ge \lceil a/k \rceil$

Cutting Planes

Work with inequalities

$$x \lor \overline{y} \quad \rightarrow \quad x + (1 - y) \ge 1 \quad \rightarrow \quad x - y \ge 0$$

Rules

Variable axioms	Addition		Division
	$\sum a_i x_i \ge a$	$\sum b_i x_i \ge b$	$\sum a_i x_i \geq a$
$x \ge 0 -x \ge -1$	$\sum (a_i + b_i)$	$x_i \ge a+b$	$\sum (a_i/k) x_i \ge \lceil a/k \rceil$

Goal: derive $0 \ge 1$

Complexity Measures

Size # bits in proof

• Size $2^{O(N)}$ always possible.

Length # lines in proof

• Worst case $2^{\Omega(N^{\epsilon})}$. [Pudlák '97]

Complexity Measures

Size # bits in proof

• Size $2^{O(N)}$ always possible.

Length # lines in proof

• Worst case $2^{\Omega(N^{\epsilon})}$. [Pudlák '97]

Total space max # bits in memory at the same time

• Space $O(N^2)$ always possible; worst case $\Omega(N)$.

Line space max # lines in memory at the same time

Space 5 always possible. [Galesi, Pudlák, Thapen '15]









But exponential coefficients and quadratic total space.

Marc Vinyals (KTH) How Limited Interaction Hinders Real Communication

Question

Assume *F* has a proof in small total space with polynomial coefficients. Are there still trade-offs?

Question

Assume *F* has a proof in small total space with polynomial coefficients. Are there still trade-offs?

Cannot answer with previous techniques (provably)

Question

Assume *F* has a proof in small total space with polynomial coefficients. Are there still trade-offs?

Cannot answer with previous techniques (provably)

This talk:

Yes

Theorem

There is a family of 6-CNF formulas with

▶ short proofs: size O(N), total space $O(N^{2/5})$;

Theorem

- ► short proofs: size O(N), total space $O(N^{2/5})$;
- ▶ small space proofs: total space $O(N^{1/40})$, size $2^{O(N^{1/40})}$;

Theorem

- ► short proofs: size O(N), total space $O(N^{2/5})$;
- small space proofs: total space $O(N^{1/40})$, size $2^{O(N^{1/40})}$;
- ► but line space $N^{1/20-\epsilon}$ requires length $\exp(\Omega(N^{1/40}))$.

Theorem

- ► short proofs: size O(N), total space $O(N^{2/5})$;
- small space proofs: total space $O(N^{1/40})$, size $2^{O(N^{1/40})}$;
- ▶ but line space $N^{1/20-\epsilon}$ requires length $\exp(\Omega(N^{1/40}))$.

- Upper bounds with constant coefficients, counting all bits.
- Lower bound with unbounded coefficients, only counting lines.
- Lower bound for semantic cutting planes.

Theorem

- ► short proofs: size O(N), total space $O(N^{2/5})$;
- small space proofs: total space $O(N^{1/40})$, size $2^{O(N^{1/40})}$;
- ▶ but line space $N^{1/20-\epsilon}$ requires length $\exp(\Omega(N^{1/40}))$.

- Upper bounds with constant coefficients, counting all bits.
- Lower bound with unbounded coefficients, only counting lines.
- Lower bound for semantic cutting planes.
- Holds for resolution and polynomial calculus proof systems.

Spin-off

Exponential separation of the monotone-AC hierarchy

Theorem

There is a monotone Boolean function with

- ▶ small monotone circuits: size O(n), depth $\log^i(n)$, fan-in $n^{4/5}$
- but monotone circuits of depth $O(\log^{i-1} n)$ require size $\exp(\Omega(n^{\epsilon}))$.

Superpolynomial separation known [Raz, McKenzie '97]

Assume refutation in length *L* and space *s*



Devious Plan

Assume refutation in length L and space \boldsymbol{s}

1 Communication protocol for falsified clause search problem



Devious Plan

Assume refutation in length \boldsymbol{L} and space \boldsymbol{s}

1 Communication protocol for Search(F)



Devious Plan

Assume refutation in length \boldsymbol{L} and space \boldsymbol{s}

- Communication protocol for Search(F) ↓
- **2** Parallel decision tree for Search(F)



Devious Plan

Assume refutation in length \boldsymbol{L} and space \boldsymbol{s}

- Communication protocol for Search(F) ↓
- 2 Parallel decision tree for Search(F) \downarrow
- 3 Strategy for Dymond–Tompa pebble game



Devious Plan

Assume refutation in length \boldsymbol{L} and space \boldsymbol{s}

- **1** Communication protocol for Search(F) \downarrow
- 2 Parallel decision tree for Search(F) \downarrow
- Strategy for Dymond–Tompa pebble game
- 4 Construct graph with trade-offs



Refutation in length *L*, space $s \rightarrow$ Protocol for Search(*F*) in log *L* rounds, communication $s \log L$

- Inspired by [Beame, Pitassi, Segerlind '05] [Beame, Huynh, Pitassi '10], explicit in [Huynh, Nordström '12].
- Key twists:
 - Real communication model
 - Measure number of rounds

Communication Complexity





y



- Two parties compute f(x, y)
- Alice knows $x \in X$, Bob knows $y \in Y$

Communication Complexity



- Two parties compute f(x, y)
- Alice knows $x \in X$, Bob knows $y \in Y$
- Communicate alternately

Communication Complexity



- Two parties compute f(x, y)
- Alice knows $x \in X$, Bob knows $y \in Y$
- Communicate alternately
- Cost = # bits sent in worst case
- Rounds = # messages sent in worst case

Introduced in [Krajíček '98] to study cutting planes

Compare real numbers at cost 1



Alice



Referee



Introduced in [Krajíček '98] to study cutting planes

Compare real numbers at cost 1



Introduced in [Krajíček '98] to study cutting planes

Compare real numbers at cost 1



Introduced in [Krajíček '98] to study cutting planes

Compare real numbers at cost 1



- Simulates deterministic communication (Alice sends m, Bob sends 1/2)
- Stronger than deterministic communication (EQ)

- Alice \leftarrow assignment to *x* variables
- Bob \leftarrow assignment to y variables
- Task: Find falsified clause

- Alice \leftarrow assignment to *x* variables
- Bob \leftarrow assignment to y variables
- Task: Find falsified clause

|--|

- Alice \leftarrow assignment to *x* variables
- Bob \leftarrow assignment to y variables
- Task: Find falsified clause



- Alice \leftarrow assignment to *x* variables
- Bob \leftarrow assignment to *y* variables
- Task: Find falsified clause



- Alice evaluates $\sum a_i x_i a$ in *s* inequalities
- Bob evaluates $-\sum a_i y_i$ in s inequalities
- $\alpha(\mathbb{C}) = 1$ iff Referee answers $111 \dots 1$

- Alice \leftarrow assignment to *x* variables
- Bob \leftarrow assignment to y variables
- Task: Find falsified clause



- Alice \leftarrow assignment to *x* variables
- Bob \leftarrow assignment to y variables
- Task: Find falsified clause



- Alice \leftarrow assignment to *x* variables
- Bob \leftarrow assignment to y variables
- Task: Find falsified clause



- Alice \leftarrow assignment to *x* variables
- Bob \leftarrow assignment to y variables
- Task: Find falsified clause



- Alice \leftarrow assignment to *x* variables
- Bob \leftarrow assignment to y variables
- Task: Find falsified clause



- $\bullet \ \alpha(\mathbb{C}) = 1 \quad \alpha(\mathbb{C} \cup \{A\}) = 0 \quad \Rightarrow \quad \alpha(A) = 0$
- $\log L$ rounds, communication $s \log L$

Assume refutation in length L and space s

- Communication protocol for Search(F) in log L rounds and communication s log L
- **2** Parallel decision tree for Search(F)
- **3** Strategy for Dymond–Tompa pebble game
- 4 Construct graph with trade-offs



Devious Plan (2): Protocol \rightarrow Decision Tree

Protocol for Lift(*S*) in *r* rounds, communication $c \rightarrow$ Parallel decision tree for *S* of depth *r*, *c* queries

- Main technical result (Simulation Theorem)
 - Technique from [Raz, McKenzie '97]
 - Adapted to real communication in [Bonet, Esteban, Galesi, Johannsen '98]
 - Connection to decision trees made explicit in [Göös, Pitassi, Watson '15]
- Our contribution
 - Introduce rounds
 - Adapt to real communication preserving rounds

Assume refutation of lifted formula in length L and space s

- Communication protocol for Lift(Search(F)) in log L rounds and communication s log L
- Parallel decision tree for Search(F) of depth log L and s log L queries
- 3 Strategy for Dymond–Tompa pebble game
- 4 Construct graph with trade-offs



Assume refutation of lifted pebbling formula in length L and space s

- Communication protocol for Lift(Search(F)) in log L rounds and communication s log L
- Parallel decision tree for Search(F) of depth log L and s log L queries
- Strategy for Dymond–Tompa pebble game for log L rounds and s log L pebbles [Chan '13]
- 4 Construct graph with trade-offs



Assume refutation of lifted pebbling formula in length L and space s

- Communication protocol for Lift(Search(F)) in log L rounds and communication s log L
- Parallel decision tree for Search(F) of depth log L and s log L queries
- 3 Strategy for Dymond–Tompa pebble game for log L rounds and s log L pebbles
- 4 Construct graph where such strategy does not exist



Take Home

Remarks

- Strong size-space trade-offs for cutting planes
- Hold for resolution, polynomial calculus, cutting planes
- Key to measure rounds

Take Home

Remarks

- Strong size-space trade-offs for cutting planes
- Hold for resolution, polynomial calculus, cutting planes
- Key to measure rounds

Open problems

- Verify experimentally
- Smaller lift size
- Stronger models of communication

Take Home

Remarks

- Strong size-space trade-offs for cutting planes
- Hold for resolution, polynomial calculus, cutting planes
- Key to measure rounds

Open problems

- Verify experimentally
- Smaller lift size
- Stronger models of communication

Thanks!