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

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joint work with Susanna F. de Rezende and Jakob Nordström

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Cutting Planes

Work with linear inequalities

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

Rules

Variable axioms

Addition

$$\frac{\sum a_i x_i \ge a \qquad \sum b_i x_i \ge b}{\sum (a_i + b_i) x_i \ge a + b} \qquad \frac{\sum a_i x_i \ge a}{\sum (a_i / k) x_i \ge \lceil a / k \rceil}$$

Division

$$\frac{\sum a_i x_i \ge a}{\sum (a_i/k) x_i \ge \lceil a/k \rceil}$$

Goal: derive 0 > 1

$$F = \{x + y \ge 1, y - x \ge 0, -y \ge 0\}$$

- Write down axiom inequalities
- Infer new inequalities
- Erase inequalities to save space



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$$y + x \ge 1$$
$$y - x \ge 0$$
$$2y \ge 1$$

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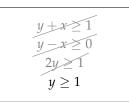
$$y - x \ge 0$$

$$2y \ge 1$$

$$y \ge 1$$

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$$y \ge 1$$
$$-y \ge 0$$
$$0 > 1$$

$$F = \{x + y \ge 1, y - x \ge 0, -y \ge 0\}$$

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$$\begin{vmatrix} y+x \ge 1 \\ y-x \ge 0 \end{vmatrix} \begin{vmatrix} y+x \ge 1 \\ y-x \ge 0 \end{vmatrix} \begin{vmatrix} y+x \ge 1 \\ y-x \ge 0 \end{vmatrix} \begin{vmatrix} y+x \ge 1 \\ y-x \ge 0 \end{vmatrix} \begin{vmatrix} y+x \ge 1 \\ y-x \ge 0 \end{vmatrix} \begin{vmatrix} y+x \ge 1 \\ y-x \ge 0 \end{vmatrix} \begin{vmatrix} y \ge 1 \\ -y \ge 0 \end{vmatrix}$$

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Complexity Measures

Size # bits in proof

► Size $2^{O(N)}$ always possible.

Length # lines in proof

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

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• 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]

Question

Assume F has a proof in length L and another proof in space s. Is there a proof in length $\mathrm{O}(L)$ and space $\mathrm{O}(s)$?

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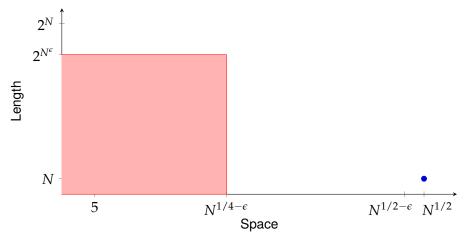
No

Question

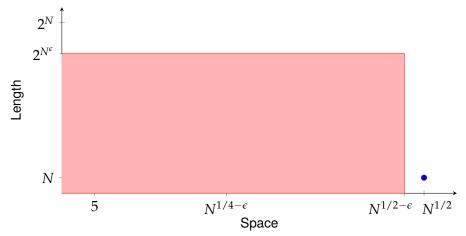
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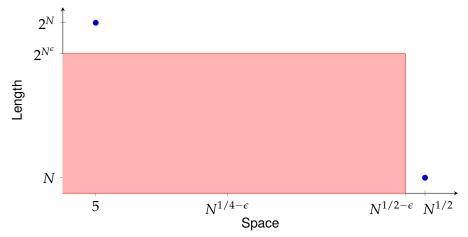
Previously studied for resolution and polynomial calculus [Ben Sasson, Nordström '11] [Beame, Beck, Impagliazzo '12] [Beck, Nordström, Tang '13]



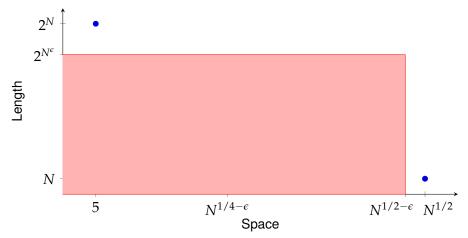
[Huynh, Nordström '12] Can do length $\mathrm{O}(N)$, space $N^{1/2}$. But space $N^{1/4-\epsilon}$ requires size $\exp(N^{\epsilon-\mathrm{o}(1)})$.



[Göös, Pitassi '14] Can do length $N^{1+{\rm o}(1)}$, space $N^{1/2+{\rm o}(1)}$. But space $N^{1/2-\epsilon}$ requires size $\exp(N^{\epsilon-{\rm o}(1)})$.



[Galesi, Pudlák, Thapen '15] Can do length 2^N , space 5.



[Galesi, Pudlák, Thapen '15] Can do length 2^N , space 5. But exponential coefficients and quadratic total space.

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

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This talk:

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Cannot answer with previous techniques (provably)

Theorem

There is a family of 6-CNF formulas with

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

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

Theorem

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- 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



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1 Communication protocol for falsified clause search problem



Assume refutation in length L and space s



1 Communication protocol for Search(F)



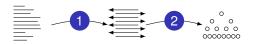
Assume refutation in length L and space s



 $\textbf{ 1} \ \, \textbf{ Communication protocol for Search}(F) \\$



Parallel decision tree for Search(F)



Assume refutation in length L and space s



Communication protocol for Search(F)



Parallel decision tree for Search(F)

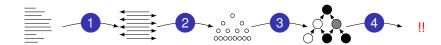


3 Strategy for Dymond-Tompa pebble game



Assume refutation in length L and space s

- \downarrow
- Parallel decision tree for Search(F)
 - \downarrow
- 3 Strategy for Dymond-Tompa pebble game
- 4 Construct graph with trade-offs



Devious Plan \bigcirc : Proof \rightarrow Protocol

Refutation in length L, space $s \to \operatorname{Protocol}$ 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

Introduced by [Krajíček '98] to study cutting planes

Compare real numbers at cost 1



Alice



Referee



Bob

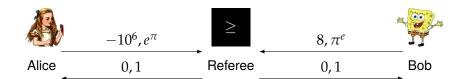
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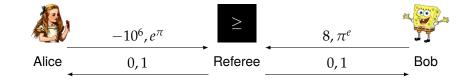
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Compare real numbers at cost 1



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Compare real numbers at cost 1



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

- ➤ Alice ← assignment to x variables
- ▶ Bob ← assignment to y variables
- Task: Find falsified clause

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

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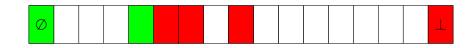
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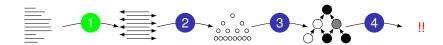
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- $ightharpoonup \alpha(\mathbb{C}) = 1 \quad \alpha(\mathbb{C} \cup \{A\}) = 0 \quad \Rightarrow \quad \alpha(A) = 0$
- ▶ $\log L$ rounds, communication $s \log L$

Assume refutation in length L and space s

- ① 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



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

Lifted Problem

- ▶ Function $f(z_1, ..., z_n)$
- ▶ Alice $\leftarrow n$ indices x_1, \ldots, x_n
- ▶ Bob $\leftarrow n$ arrays y_1, \ldots, y_n

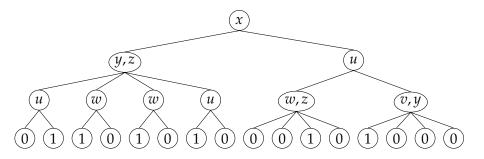
$$z_1 = y_1[5] = 1$$
 5
 $z_2 = y_2[1] = 0$ 1

0	0	1	0	0	1	1	1
1	0	0	1	0	1	1	1

Lifted function Lift $(f)(x,y) = f(y_1[x_1], \dots, y_n[x_n])$

Parallel Decision Trees

Decision tree with many queries per node [Valiant '75]



Depth Longest branch

Queries # queries in a branch

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

Devious Plan **②**: Protocol ← Decision Tree

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

Communication

Decision tree Query $\{z_3, z_{28}\}$

Devious Plan **②**: Protocol ← Decision Tree

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

Communication

Alice sends x_3 , x_{28} Bob sends $y_3[x_3]$, $y_{28}[x_{28}]$

Decision tree

Query $\{z_3, z_{28}\}$

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

Communication

Decision tree

Alice sends $x_1 + x_2 + \cdots + x_n$

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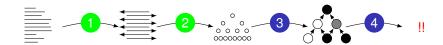
???

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

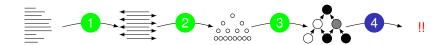
Assume refutation of lifted formula in length L and space s

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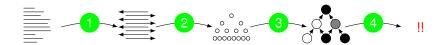
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- Construct graph with trade-offs



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

- 1 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
- 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

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Thanks!