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

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# **Cutting Planes**

#### Work with inequalities

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

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Variable axioms

Addition

$$\frac{\sum a_i x_i \ge a}{x \ge 0} \frac{\sum a_i x_i \ge a}{\sum (a_i + b_i) x_i \ge a + b} \frac{\sum a_i x_i \ge a}{\sum (a_i / k) x_i \ge \lceil a / k \rceil}$$

Division

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Goal: derive 0 > 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**

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#### 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]

#### 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)?

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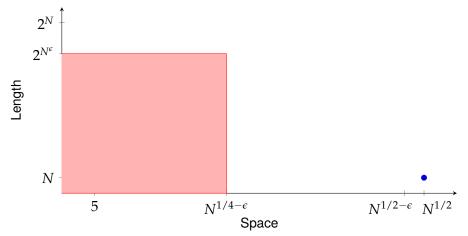
No

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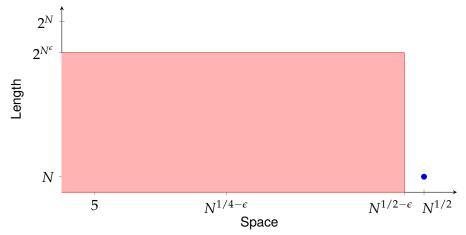
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## No

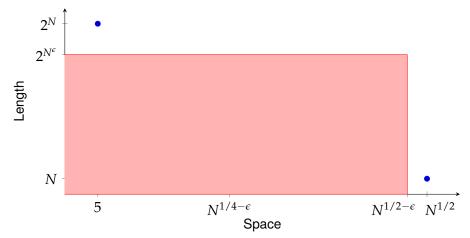
Previously studied for resolution and polynomial calculus [Ben Sasson, Nordström '11] [Beame, Beck, Impagliazzo '12] [Beck, Nordström, Tang '13]



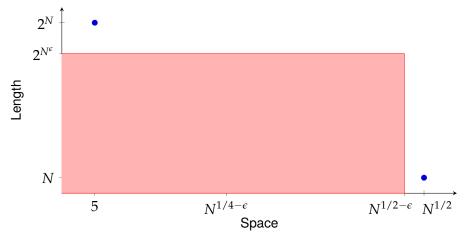
[Huynh, Nordström '12] Can do length  $\mathrm{O}(N)$ , space  $N^{1/2}$ . But space  $N^{1/4-\epsilon}$  requires size  $\exp(N^{\epsilon-\mathrm{o}(1)})$ .



[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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This talk:

Yes

#### **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.

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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)



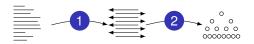
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lacktriangle Communication protocol for Search(F)



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



Communication protocol for Search(F)



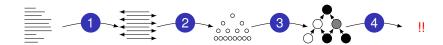
Parallel decision tree for Search(F)



Strategy for Dymond-Tompa pebble game



Construct graph with trade-offs



Refutation in length L , space  $s\to$  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



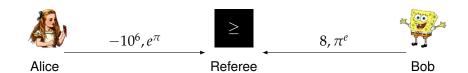
Referee



Bob

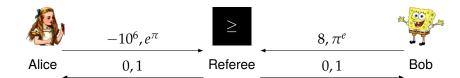
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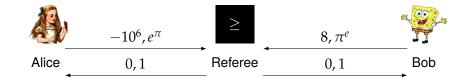
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- $\triangleright$  Simulates deterministic communication (Alice sends m, Bob sends 1/2)
- Stronger than deterministic communication (EQ)

Falsified clause search on CNF F(x, y)

- ► 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
- ho  $\alpha(\mathbb{C}) = 1$  iff Referee answers 111...1

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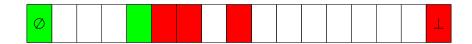
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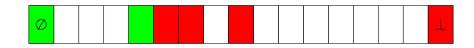
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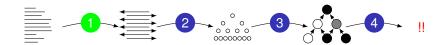
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- $ightharpoonup \alpha(\mathbb{C}) = 1 \quad \alpha(\mathbb{C} \cup \{A\}) = 0 \quad \Rightarrow \quad \alpha(A) = 0$
- ▶  $\log L$  rounds, communication  $s \log L$

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
- Construct graph with trade-offs



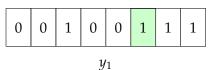
Protocol for Lift(S) in r rounds, communication  $c \rightarrow$  Parallel decision tree for S of depth r, c queries

### 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

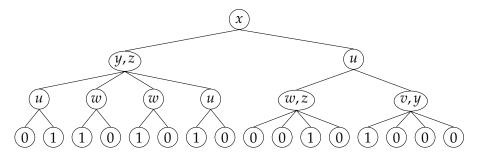
1



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  $c \rightarrow$  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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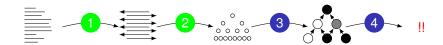
???

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

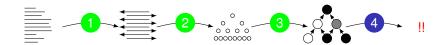
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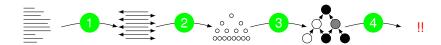
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- 2 Parallel decision tree for Search(F) of depth  $\log L$  and  $s \log L$  queries
- 3 Strategy for Dymond–Tompa pebble game for  $\log L$  rounds and  $s\log L$  pebbles [Chan '13]
- 4 Construct graph with trade-offs



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  $s \log L$
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- 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

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- ► Hold for resolution, polynomial calculus, cutting planes
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