# 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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### Setup

Prove CNF formula unsatisfiable.

Present proof on board.

- Write down axiom clauses
- Infer new clauses

$$\frac{C \vee x \qquad D \vee \overline{x}}{C \vee D}$$

Erase clauses to save space

$$F = \{x \lor y, \ \overline{x} \lor y, \ \overline{y}\}$$

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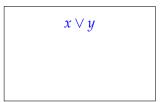
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$$x \lor y$$
 $\overline{x} \lor y$ 

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$$\begin{array}{c} x \lor y \\ \overline{x} \lor y \\ y \end{array}$$

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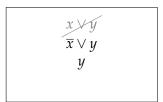
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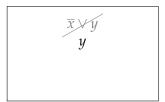
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 $\frac{y}{\overline{y}}$ 

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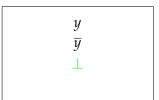
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#### Questions

- How much time will this take? (Length)
- How large is the blackboard? (Space)

# **Proof Systems**

#### Resolution

- Logic reasoning
- Most current SAT solvers
- Very well understood
  - Strong length lower bounds
  - Strong space lower bounds
  - Wide range of trade-offs

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#### Resolution

- Logic reasoning
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  - Strong length lower bounds
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### Cutting planes

- Pseudoboolean reasoning
- Experimental solvers
- Not well understood
  - Strong length lower bound
  - Weak space lower bounds
  - Some trade-offs

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

Rules

Variable axioms

$$\frac{1}{r > 0} \frac{1}{-r > -1}$$

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

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

# **Cutting Planes**

Work with inequalities

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Division

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Goal: derive 0 > 1

### Length

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

$$\begin{vmatrix} 2y \ge 1 \\ y \ge 1 \end{vmatrix} \begin{vmatrix} 2y \ge 1 \\ y \ge 1 \end{vmatrix} \begin{vmatrix} 2y \ge 1 \\ y \ge 1 \end{vmatrix}$$

$$\begin{vmatrix} 2y \ge 1 \\ y \ge 1 \end{vmatrix} \begin{vmatrix} 3y \ge 1 \\ 3y \ge 1 \end{vmatrix}$$

Length of a proof: # Lines

Length of refuting a formula: min over all proofs

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

#### Size

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

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Size of a proof: # Bits Size of refuting a formula: min over all proofs Size  $\exp(O(N))$  always possible.

#### Line Space

[Esteban, Torán '99] [Alekhnovich, Ben Sasson, Razborov, Wigderson '00]

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

$$2y \ge 1 \quad y \ge 1 \quad y \ge 1$$

$$1 \quad 2 \quad 3 \quad 4 \quad 1 \quad 2 \quad 3$$

Line Space of a proof: max lines in configuration (whiteboard) Line Space of refuting a formula: min over all proofs Line Space 5 always possible. [Galesi, Pudlák, Thapen '15]

#### **Total Space**

[Esteban, Torán '99] [Alekhnovich, Ben Sasson, Razborov, Wigderson '00]

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

$$2y \ge 1 \quad y \ge 1 \quad y \ge 1$$

$$5 \quad 10 \quad 13 \quad 16 \quad 3 \quad 6 \quad 7$$

Total Space of a proof:  $\max$  bits in configuration (whiteboard) Total Space of refuting a formula:  $\min$  over all proofs Total Space  $O(N^2)$  always possible; worst case  $\Omega(N)$ .

#### 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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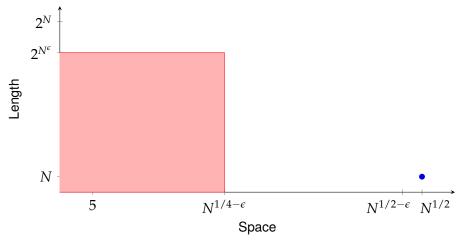
No

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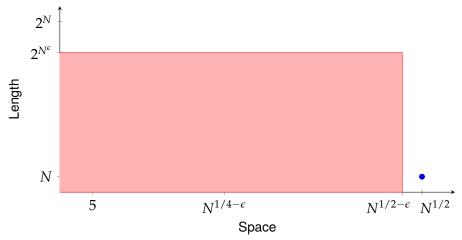
Previously studied for resolution and polynomial calculus [Ben Sasson, Nordström '11] [Beame, Beck, Impagliazzo '12] [Beck, Nordström, Tang '13]



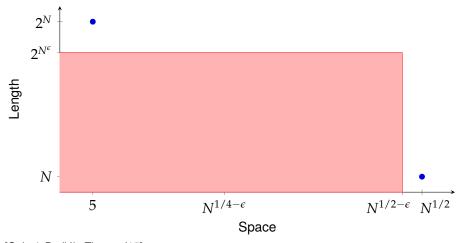
[Huynh, Nordström '12] Can do length O(N),

Can do length O(N), space  $N^{1/2}$ .

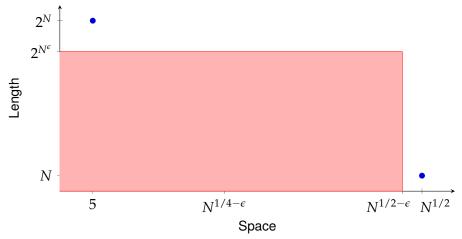
But space  $N^{1/4-\epsilon}$  requires size  $\exp(N^{\epsilon-o(1)})$ .



[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  $\exp(N)$ , space 5.



[Galesi, Pudlák, Thapen '15]

Can do length  $\exp(N)$ , space 5.

But exponential coefficients and quadratic total space.

#### Question

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

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Cannot answer with previous techniques (provably)

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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  $O(N^{2/5})$ ;

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

#### Theorem

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

# 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.

#### Theorem

- ▶ 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.
- 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]

# **Devious Plan**

Assume refutation in length L and space s



Assume refutation in length L and space s



1 Communication protocol for falsified clause search problem



Assume refutation in length L and space s



1 Communication protocol for Search(F)



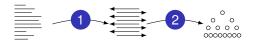
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 $\begin{tabular}{ll} \hline \begin{tabular}{ll} \textbf{Ommunication protocol for Search}(F) \\ \hline \end{tabular}$ 



2 Parallel decision tree for Search(F)



Assume refutation in length L and space s



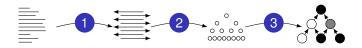
Communication protocol for Search(F)



Parallel decision tree for Search(F)

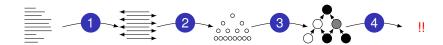


3 Strategy for Dymond-Tompa pebble game



Assume refutation in length L and space s

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



Refutation in length L, space  $s \to \operatorname{Protocol}$  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 in [Krajíček '98] to study cutting planes

Compare real numbers at cost 1



Alice



Referee



Bob

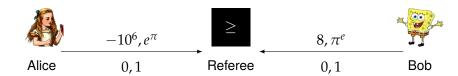
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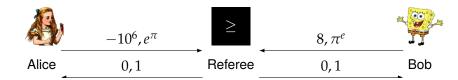
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Compare real numbers at cost 1



- $\triangleright$  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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- ▶ Bob  $\leftarrow$  assignment to y variables
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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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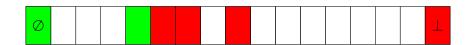
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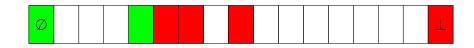
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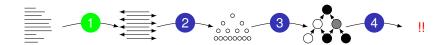
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- $ightharpoonup \alpha(\mathbb{C}) = 1 \quad \alpha(\mathbb{C} \cup \{A\}) = 0 \quad \Rightarrow \quad \alpha(A) = 0$
- ▶  $\log L$  rounds, communication  $s \log L$

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

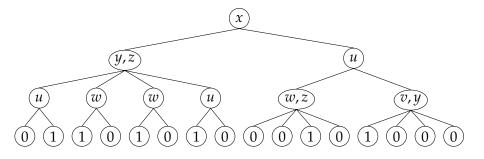
$$z_1 = y_1[5] = 1$$
 5  
 $z_2 = y_2[1] = 0$  1

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

▶ Lifted function Lift(f)(x, y) = f(y<sub>1</sub>[x<sub>1</sub>],...,y<sub>n</sub>[x<sub>n</sub>])

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  $x_1 + x_2 + \cdots + x_n$ 

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

Communication

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

Decision tree

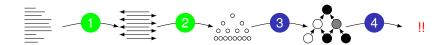
???

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  $s \log L$
- 2 Parallel decision tree for Search(F) of depth  $\log L$  and  $s \log L$  queries
- 3 Strategy for Dymond-Tompa pebble game
- Construct graph with trade-offs



### Devious Plan 3: Decision Tree → Dymond-Tompa

Parallel decision tree for Search(Peb<sub>G</sub>) of depth r, c queries  $\leftrightarrow$  Dymond–Tompa pebble game strategy for r rounds, c pebbles

### Pebbling Formulas

Sources are true

и

v

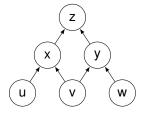
w

Truth propagates

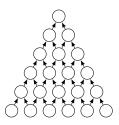
$$(u \land v) \to x$$
$$(v \land w) \to y$$
$$(x \land y) \to z$$

Sink is false

 $\overline{z}$ 

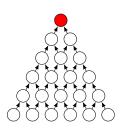


2-player pebble game on a DAG [Dymond, Dompa '85]



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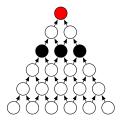
Start with a challenged pebble on the sink



Rounds 0

2-player pebble game on a DAG [Dymond, Dompa '85]

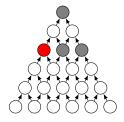
- Start with a challenged pebble on the sink
- Each round:
  - Pebbler adds some pebbles



Rounds 1

#### 2-player pebble game on a DAG [Dymond, Dompa '85]

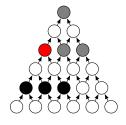
- Start with a challenged pebble on the sink
- Each round:
  - Pebbler adds some pebbles
  - Challenger may challenge one new pebble



Rounds 1

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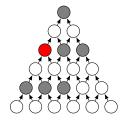
- Start with a challenged pebble on the sink
- Each round:
  - Pebbler adds some pebbles
  - Challenger may challenge one new pebble



Rounds 2

#### 2-player pebble game on a DAG [Dymond, Dompa '85]

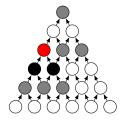
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Rounds 2

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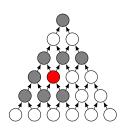


Rounds 3

#### 2-player pebble game on a DAG [Dymond, Dompa '85]

- Start with a challenged pebble on the sink
- Each round:
  - Pebbler adds some pebbles
  - Challenger may challenge one new pebble
- Ends when challenged pebble is surrounded





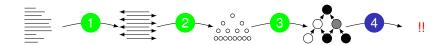
## Devious Plan 3: Decision Tree $\rightarrow$ Dymond–Tompa

Parallel decision tree for Search(Peb<sub>G</sub>) of depth r, c queries  $\leftrightarrow$  Dymond–Tompa pebble game strategy for r rounds, c pebbles

- Done in [Chan '13]
- Tweak to preserve rounds

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

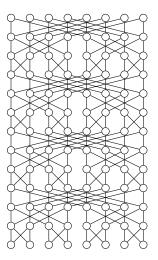
- ① Communication protocol for Lift(Search(F)) in  $\log L$  rounds and communication  $s \log L$
- 2 Parallel decision tree for Search(F) of depth  $\log L$  and  $s \log L$  queries
- 3 Strategy for Dymond–Tompa pebble game for  $\log L$  rounds and  $s\log L$  pebbles [Chan '13]
- Construct graph with trade-offs



## Devious Plan 4: Trade-off for Dymond-Tompa

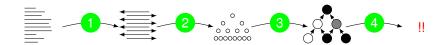
Graph where r-round DT game needs n/4 pebbles

- Stack of r+1 butterfly graphs
- Can do  $2r \log n$  pebbles in  $r \log n$  rounds
- ▶ Or  $n \log(r \log n)$  pebbles in  $\log(r \log n)$  rounds



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  $s \log L$
- 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
- 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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#### Open problems

- Smaller lift size
  - Progress in [Chattopadhyay, Koucký, Loff, Mukhopadhyay '17]
- Stronger models of communication

#### Take Home

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- Strong size-space trade-offs for cutting planes
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#### Open problems

- Smaller lift size
  - Progress in [Chattopadhyay, Koucký, Loff, Mukhopadhyay '17]
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# Thanks!