



Reversible Pebble Games and the Relation Between Tree-Like and General Resolution Space

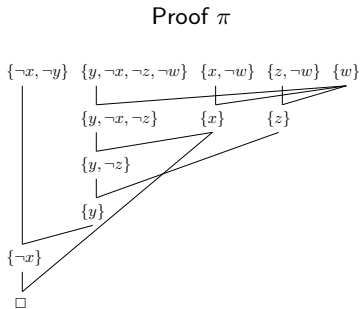
Jacobo Torán & Florian Wörz
Universität Ulm

Dagstuhl Seminar „*SAT and Interactions*“
February 6, 2020

Just to Check We Are on the Same Page...

- The proof system **Resolution** has only one derivation rule:

$$\frac{B \vee x \quad C \vee \bar{x}}{B \vee C}$$

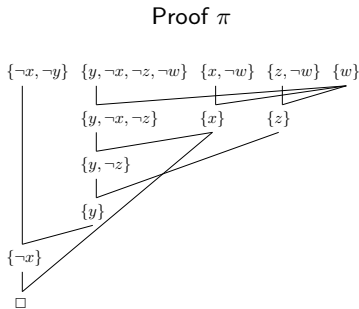


- Complexity Measures:
 - Length of $\pi = \#$ of clauses in π
 - Clause Space of $\pi = \max \#$ of clauses in memory simultaneously during π
 - $\mu(F \vdash \square) := \min_{\pi: F \vdash \square} \mu(\pi)$.
 - Prefix “Tree-” before a complexity measure indicates tree-like resolution.

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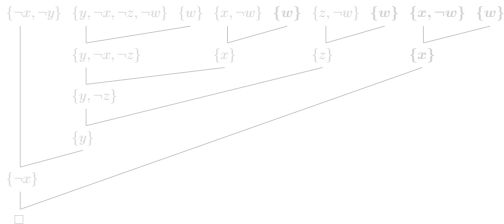
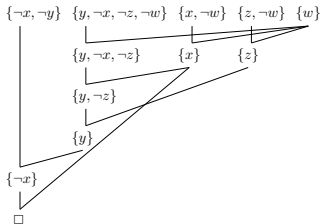
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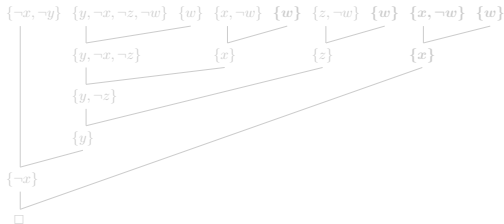
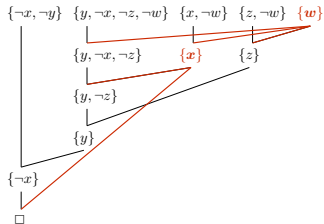
Tree-like vs. General Resolution Refutations

If a clause is needed more than once in a refutation, it has to be rederived each time.



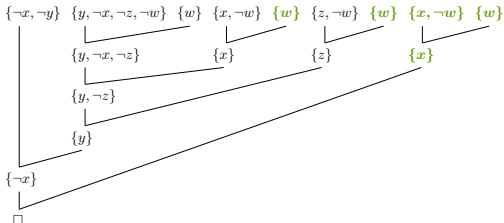
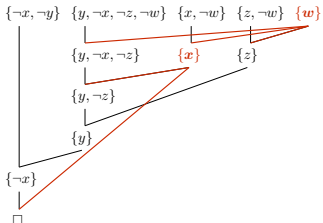
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Tree-like vs. General Resolution Refutations

If a clause is **needed more than once** in a refutation, it has to be **rederived each time**. (\rightarrow refutation DAG G_π becomes a **tree**)



After We've Set the Stage: Motivation of This Talk

Thanks to [Ben-Sasson, Impagliazzo, Wigderson '04: Near optimal separation...] we know an **almost optimal separation** between general and tree-like resolution w. r. t. **length**:

\exists a family $(F_n)_{n \in \mathbb{N}}$ of unsatisfiable formulas in $O(n)$ variables with

- resolution refutations of **length L** (linear in n),
- **but** any **tree-like resolution** refutation requires **length $\exp\left(\Omega\left(\frac{L}{\log L}\right)\right)$** .

Matching upper bound of $\exp\left(O\left(\frac{L \log \log L}{\log L}\right)\right)$ for tree-like resolution length of any formula that can be refuted in length L by general resolution.

¿What can we say about space?

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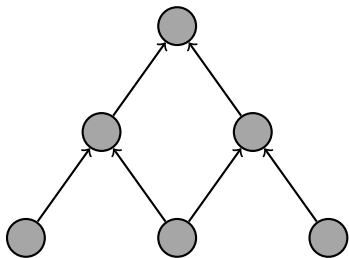
Part I

Separations for Pebbling Formulas

Pebble Games (games played on graphs)

The Black Pebble Game

Goal: Get a **single black pebble** on the **sink** of the graph.

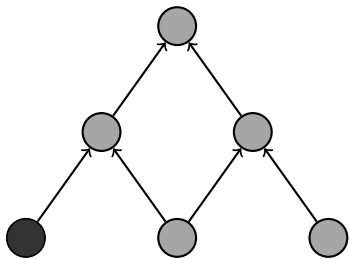


max # of pebbles
used at any point:

- **Pebble Placement:** On empty vertex if all direct predecessors have a pebble (in particular: can always pebble sources)
- **Pebble Removal:** At any time

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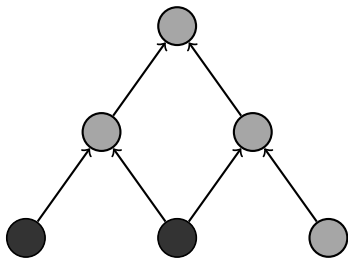


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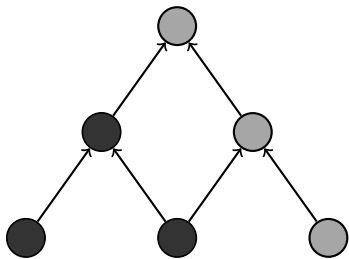


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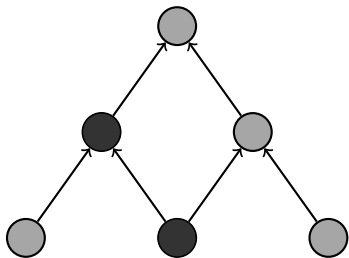


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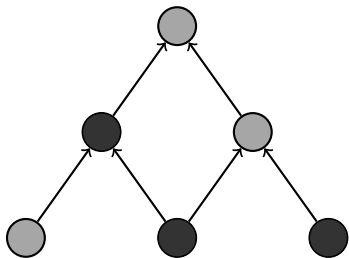


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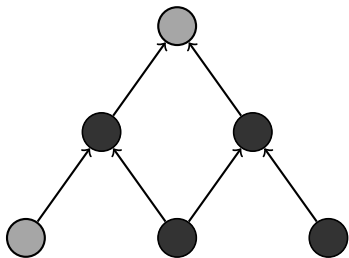


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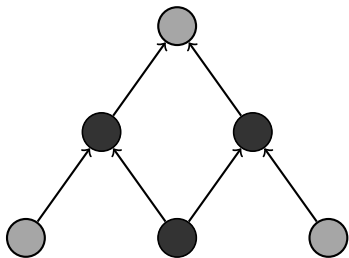


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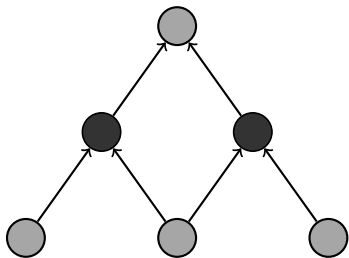


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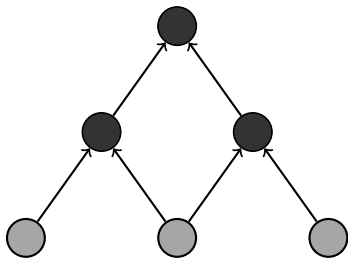


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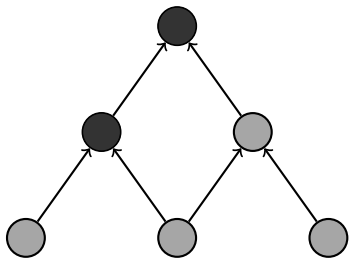


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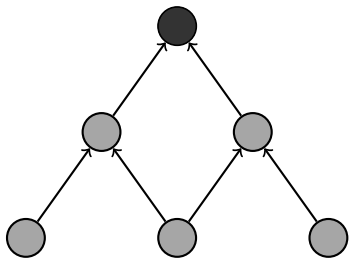


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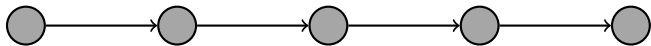
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The Reversible Pebble Game

Same Goal: Get a single black pebble on the sink of the graph.

Same measure: **max # of pebbles used at any point:**



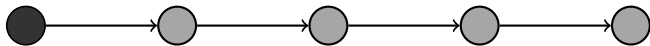
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The Reversible Pebble Game

Same Goal: Get a single black pebble on the sink of the graph.

Same measure: **max # of pebbles used at any point: 1**



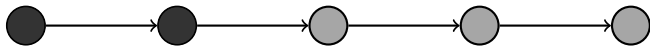
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Same measure: **max # of pebbles used at any point: Π**



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Same Goal: Get a single black pebble on the sink of the graph.

Same measure: \max # of pebbles used at any point: IIII



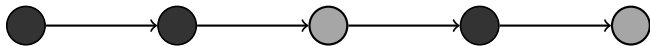
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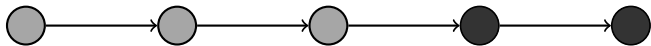
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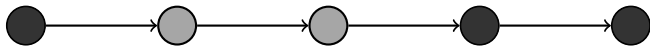
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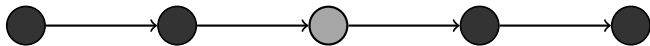
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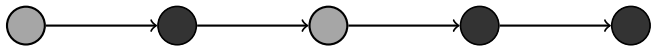
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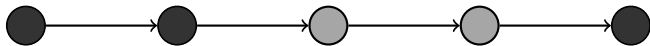
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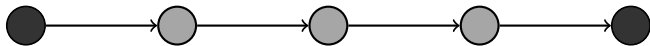
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Complexity Measures for the Pebble Games

$$\text{Black}(G) := \min_{\text{black pebblings } \mathcal{P}} \left(\max \# \text{ of pebbles used at any point in } \mathcal{P} \right)$$

$$\text{Rev}(G) := \min_{\text{rev. pebblings } \mathcal{P}} \left(\max \# \text{ of pebbles used at any point in } \mathcal{P} \right)$$

Why even care about these pebbling prices?

↪ Plethora **connections to resolution!** [Nordström '15: New Wine ...]

$$\text{CS}(F \vdash \square) = \min_{\pi: F \vdash \square} \text{Black}(G_\pi) \quad [\text{Esteban, Torán '01: Space bdds. for res.}]$$

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Reversible Pebbling meets Tree-CS in the Special Case of Pebbling Formulas

Pebbling Formula

Clauses of Peb_G :

u

v

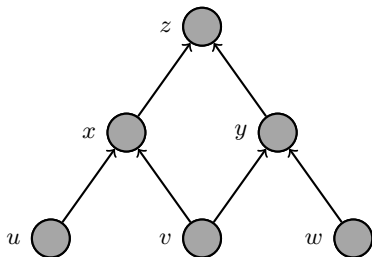
w

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$(v \wedge w) \rightarrow y = \bar{v} \vee \bar{w} \vee y$

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

\bar{z}



Encode the rules of the black pebble game in a formula (i. e., formula is defined over an underlying DAG):

- source vertices are true
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- but the sink vertex is false

Pebbling Formula

Clauses of Peb_G :

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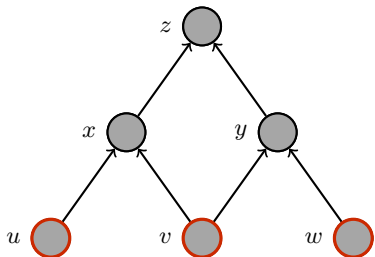
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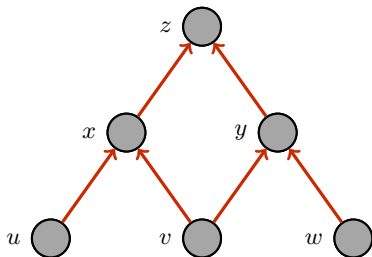
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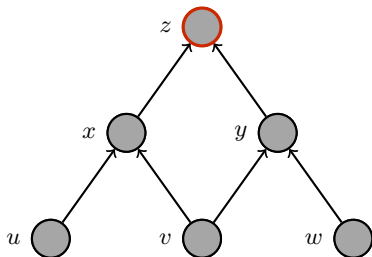
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Reversible Pebbling meets Tree-CS

Theorem

For all DAGs G with a unique sink:

$$\text{Rev}(G) + 2 \leq \text{Tree-CS}(\text{Peb}_G[\oplus_2] \vdash \square) \leq 2 \cdot \text{Rev}(G) + 2.$$

Obtaining Space-Separations with Pebble games (1/3)

Idea:

- $\text{CS}(\text{Peb}_G[\oplus_2] \vdash \square) = O(\text{Black}(G))$
- $\text{Tree-CS}(\text{Peb}_G[\oplus_2] \vdash \square) = \Omega(\text{Rev}(G))$

\implies Construct a graph family with a **gap between its black and reversible pebbling price**

Example: Path graphs P_n of length n



- $\text{Black}(P_n) = O(1) \forall n \in \mathbb{N}$
- $\text{Rev}(P_n) = \Theta(\log n) \forall n \in \mathbb{N}$

[Bennett '89: Time/space trade-offs for reversible computation; Li, Vitányi '96: Reversibility and adiabatic computation: Trading time and space for energy]

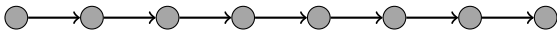
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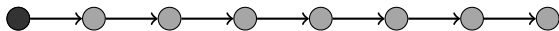
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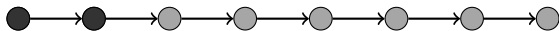
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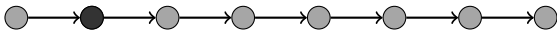
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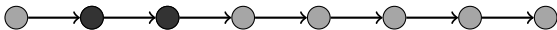
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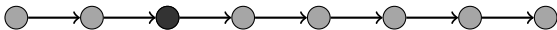
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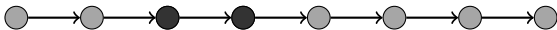
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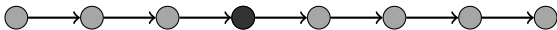
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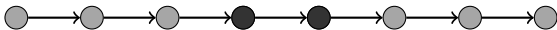
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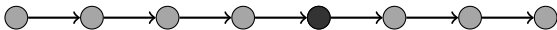
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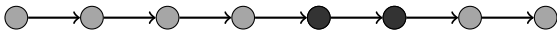
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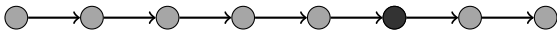
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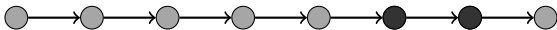
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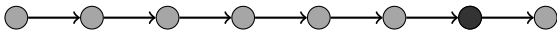
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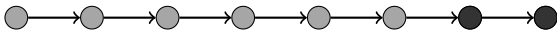
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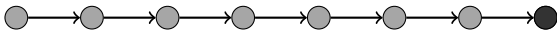
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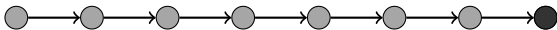
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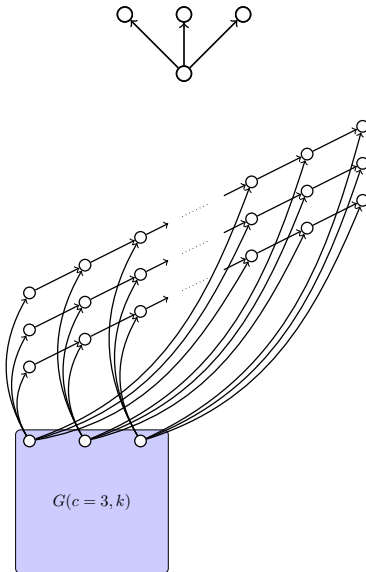


- $\text{Black}(P_n) = O(1) \forall n \in \mathbb{N}$ \exists Results for non-const. space?
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Obtaining Space-Separations with Pebble games (2/3)

Non-constant black pebbling number and Black-Rev-separation:



Obtaining Space-Separations with Pebble games (3/3)

Conclusion: The best known separation

For any “slowly enough” growing space function $s(n)$ there is a family of pebbling formulas $(\text{Peb}_{G_n}[\oplus_2])_{n=1}^{\infty}$ with $\Theta(n)$ variables such that

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¿Can we do any better?

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Part II

Upper Bounds for Tree-CS for General Formulas

An upper bound for Tree-CS

How large can the gap between CS and Tree-CS grow?

Theorem

For any unsatisfiable formula F with n variables it holds (2nd ineq. is tight)

$$\text{Tree-CS}(F \vdash \square) \leq \min_{\pi: F \vdash \square} \text{Rev}(G_\pi) + 2, \text{ and}$$

$$\min_{\pi: F \vdash \square} \text{Rev}(G_\pi) \leq \text{Tree-CS}(F \vdash \square) \left(\lceil \log n \rceil + 1 \right).$$

Note, that the **minimum** in the theorem is taken **over all possible refutations of F** , not only over the tree-like ones.

Recall: $\text{CS}(F \vdash \square) = \min_{\pi: F \vdash \square} \text{Black}(G_\pi)$ [ET01] \rightsquigarrow Similarity to Thm!

We will now prove the inequality of the Theorem...

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A combinatorial characterization of Tree-CS (by a game played on formulas)

The Prover-Delayer Game

[Pudlák, Impagliazzo '00: A lower bound for DLL algorithms for k-SAT]

Given: An unsatisfiable CNF formula F

Two players take rounds... until Game Over...

Score of Delayer = # of *'s

Prover

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[Pudlák, Impagliazzo '00: A lower bound for DLL algorithms for k-SAT]

Given: An unsatisfiable CNF formula F

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A Combinatorial Characterisation for Tree-CS

Definition (Game value of the Prover-Delayer game)

Let F be an unsatisfiable CNF formula.

$PD(F) := \max$ pts. of Delayer on F against optimal strategy of Prover.

Theorem ([Esteban, Torán '03: A combinatorial char. of treelike res. space])

Let F be an unsatisfiable CNF formula. Then

$$\text{Tree-CS}(F \vdash \square) = PD(F) + 2.$$

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The equivalence of Rev and R-Mc

Reversible pebbling is hard to analyse

Raz-McKenzie Game to the help

Given: A single sink DAG G

Two players take rounds... until Game Over...

Pebbler

- Places pebble on sink
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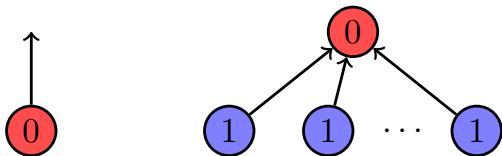
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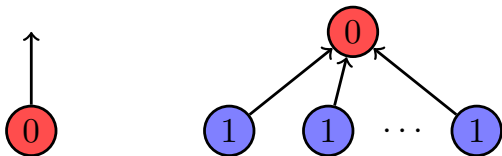
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$$\text{Rev}(G) = \text{R-Mc}(G)$$

Theorem ([Chan '13: Just a pebble game])

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The Actual Proof

An upper bound for Tree-CS

Proof sketch of $\text{Tree-CS}(F \vdash \square) \leq \min_{\pi: F \vdash \square} \text{Rev}(G_\pi) + 2$

Given: a res. refutation π of F with a ref.-graph G_π and $\text{Rev}(G_\pi) =: k$.

AIM: Give a strategy for Prover in the PD-game under which he has to pay at most k points.

Idea: Simulate the strategy of Pebbler in the Raz–McKenzie game
→ a falsifying part. assignment α of init. clause will be produced

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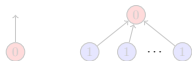
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\Rightarrow Delayer can score at most k points.

Only left to show: At the end of the game a clause of F is fals. by α .

When Raz–McKenzie finishes:

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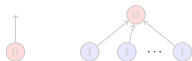
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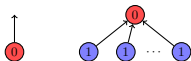
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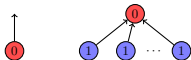
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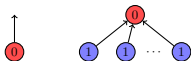
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An upper bound for Tree-CS in terms of CS*

[Razborov '18: On space and depth in resolution] introduced amortised clause space:

$$\text{CS}^*(F \vdash \square) := \min_{\pi: F \vdash \square} (\text{CS}(\pi) \cdot \log L(\pi))$$

Corollary

$$\text{Tree-CS}(F \vdash \square) \leq \text{CS}^*(F \vdash \square) + 2.$$

Proof.

- [Královič '04: Time and Space Complexity of Reversible Pebbling] $\text{Rev}(G_\pi) + 2 \leq \min_{\mathcal{P}} (\text{space}(\mathcal{P}) \cdot \log \text{time}(\mathcal{P})) + 2$, where the minimum is taken over all black pebbleings \mathcal{P} of G_π .
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Part III

The Tseitin Formula Case

Better Bounds for Tseitin Formulas

Tseitin Formulas: "Sum of degrees of vertices in a graph is even"

A quick Recap: We have just seen

$$\text{Tree-CS}(F \vdash \square) \lesssim \min_{\pi: F \vdash \square} \left(\text{CS}(\pi) \cdot \log L(\pi) \right).$$

Theorem: Matching Upper and Lower Bounds for Tseitin Formulas

- For any connected graph G with n vertices and odd marking χ :

$$\text{Tree-CS}(\text{Ts}(G, \chi) \vdash \square) \lesssim \text{CS}(\text{Ts}(G, \chi) \vdash \square) \cdot \log n.$$

- \exists a family of Tseitin formulas $(\text{Ts}(G_n, \chi_n))_{n=1}^{\infty}$ s. th. $\forall n \in \mathbb{N}$:

$$\text{Tree-CS}(\text{Ts}(G_n, \chi_n) \vdash \square) = \Omega\left(\text{CS}(\text{Ts}(G_n, \chi_n) \vdash \square) \cdot \log n\right).$$

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Open Questions and Conjectures

Is it possible to improve

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where $n = \#$ vertices / formula size?

Conjecture / Strong gut feeling

Yes (and we know: this is the only room for improvement).

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Related Question in the World of Pebbling

Can [Královič]'s bound

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be improved to

$$\text{Rev}(G) \leq \min_{\mathcal{P}} \left(\text{space}(\mathcal{P}) \cdot \log |V(G)| \right) \quad ?$$

Take-Home Message

Tree-CS and CS are different measures but “not too far” from one another

- $\text{Tree-CS}(\text{Peb}_G[\oplus_2] \vdash \square) \simeq \text{Rev}(G)$
- Separations between Tree-CS and CS by graphs G exhibiting separation between $\text{Rev}(G)$ and $\text{Black}(G)$
- $\text{Tree-CS}(F \vdash \square) \lesssim \min_{\pi: F \vdash \square} \text{Rev}(G_\pi)$
- $\text{Tree-CS}(F \vdash \square) \lesssim \text{CS}^*(F \vdash \square)$ for general F

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Thank you for your attention!