



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

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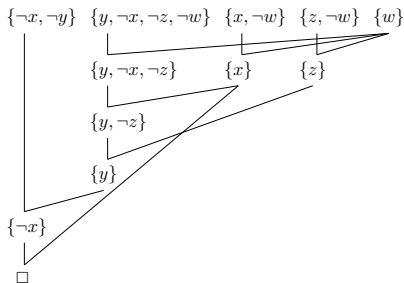
25. Jahrestagung der GI-Fachgruppe „Logik in der Informatik“ in Jena
22nd October, 2019

Joint work with **Jacobo Torán**, Universität Ulm

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

- **Resolution**: most studied proof system for refuting CNF formulas
- only **one derivation rule**:

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

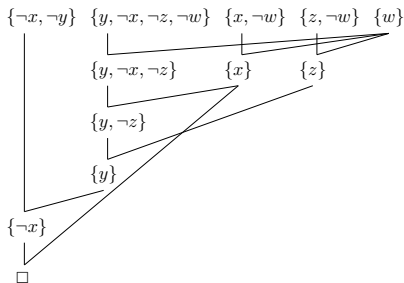


- **Length** of $\pi = \#$ of clauses in π
- **Clause Space** of $\pi = \max \#$ of clauses in memory simultaneously during π
- **Tree-Res**, if refutation DAG is a tree (\rightarrow maybe need to **rederive** clauses)

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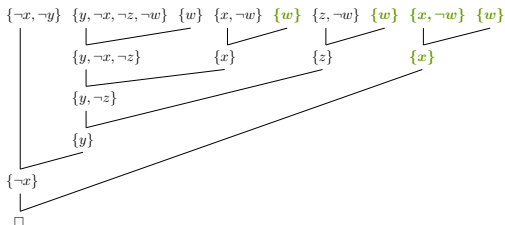
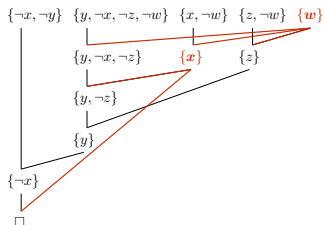
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General vs. Tree-like Resolution Refutations

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



Complexity Measures for Resolution

For a complexity measure μ and a formula F

$$\mu(F \vdash \square) := \min_{\pi: F \vdash \square} \mu(\pi).$$

Prefix “Tree-” before a complexity measure indicates tree-like resolution.

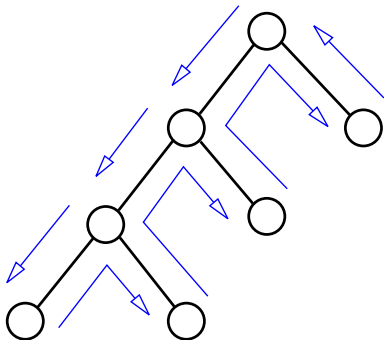
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Why Care About these Measures for Resolution?

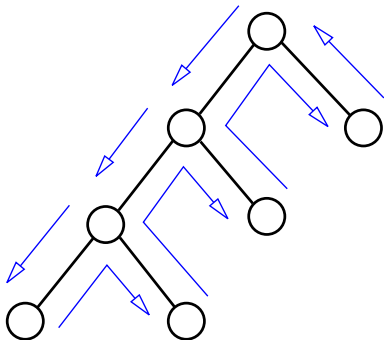


- After more than 50 years, **DPLL** is still the basis of most modern **SAT Solvers** (Chaff, zChaff, GRASP, MiniSAT, ...).
- Tree-like resolution and DPLL are p -equivalent proof systems.
- Experimental results (and even theoretical arguments): **tree-space measures for resolution correlate well with the hardness of solving formulas with SAT solvers in practice.**

[Järvisalo, Matsliah, Nordström, Živný '12: Relating Proof Complexity Measures and Practical Hardness of SAT]

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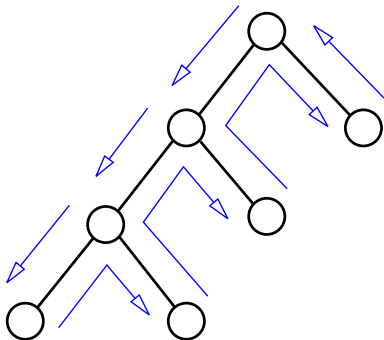


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After We've Set the Stage: Motivation of This Talk

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 about space?

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Our Results / Outline of This Talk

In this talk we will:

- I.
 - a) characterize **Tree-CS** for special formulas defined over a DAG G in terms of a pebble game played on G .
 - b) deduce the best known **separation** between Tree-CS and CS with this new characterization.
- II. show that this is **almost optimal** by proving an upper bound for Tree-CS in terms of CS (for general formulas).

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Part I

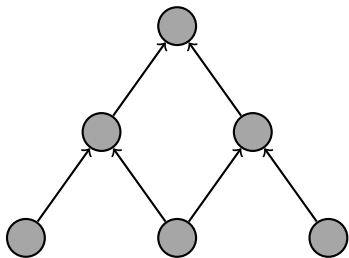
Separations for Pebbling Formulas

Pebble Games

(games played on graphs)

The Black Pebble Game

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

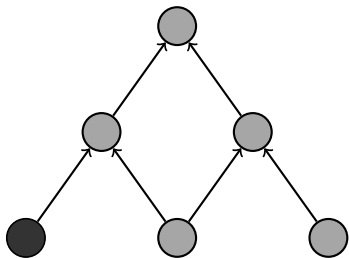


max # of pebbles
used at any point:

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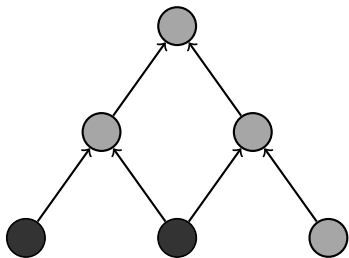


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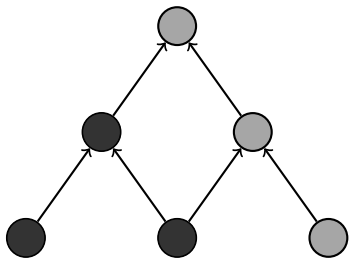


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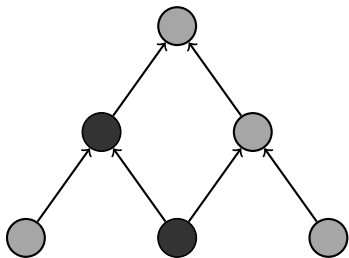


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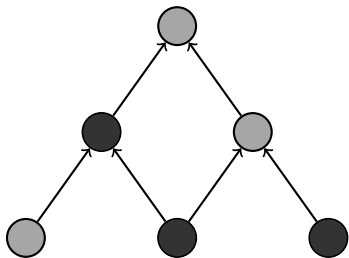


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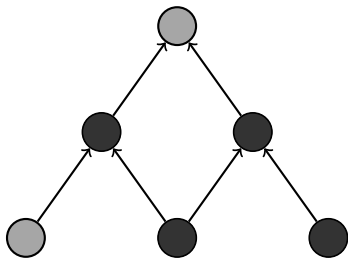


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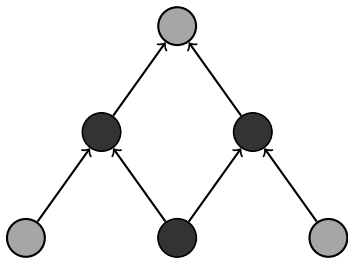


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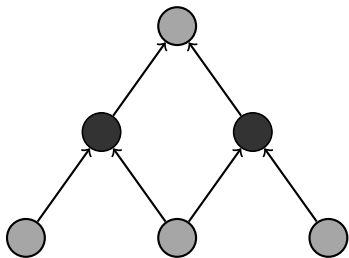


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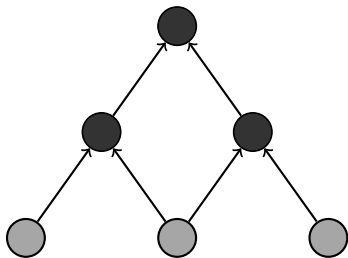


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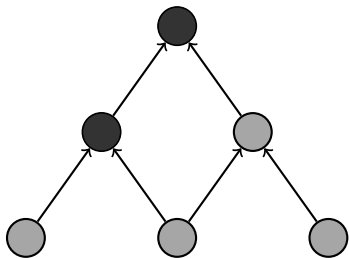


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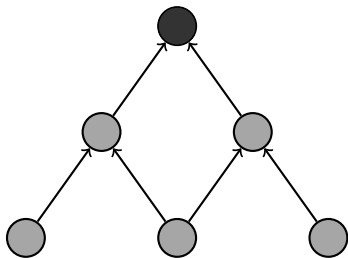


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The Reversible Pebble Game

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

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



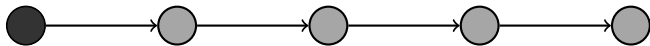
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Same Goal: Get a single black pebble on the sink of the graph.

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



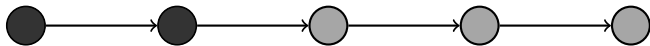
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Same measure: **max # of pebbles used at any point: Π**



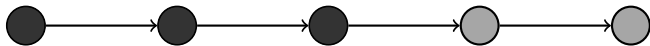
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Same Goal: Get a single black pebble on the sink of the graph.

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



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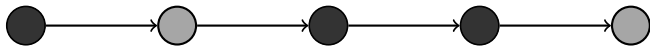
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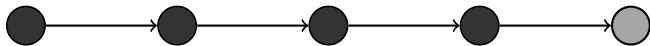
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Same Goal: Get a single black pebble on the sink of the graph.

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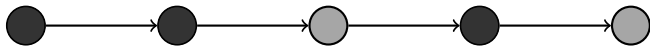
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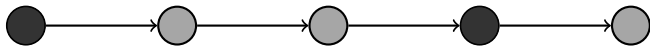
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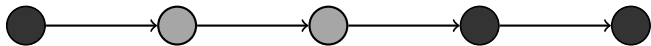
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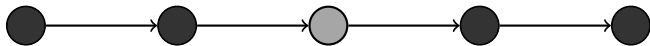
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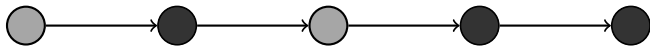
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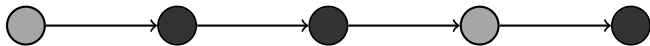
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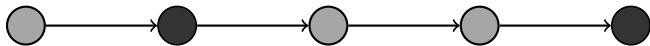
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The Reversible Pebble Game

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

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



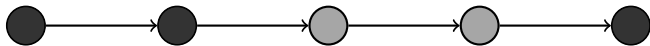
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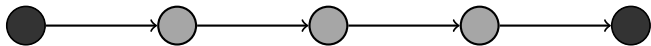
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Complexity Measures for the Pebble Games

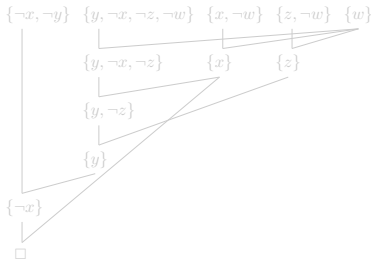
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Why even care about these pebbling prices?

Plethora of **connections to resolution** i. a.:

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



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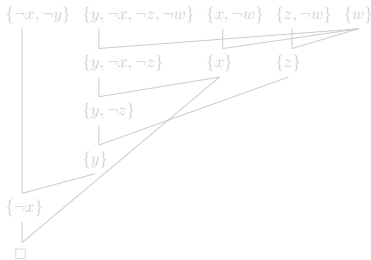
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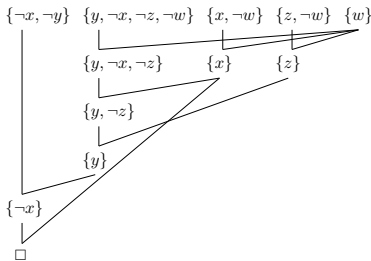
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Pebbling Formulas

(formulas over DAGs)

Pebbling Formula

Clauses of Peb_G :

u

v

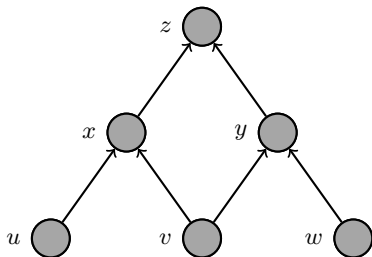
w

$(u \wedge v) \rightarrow x = \bar{u} \vee \bar{v} \vee x$

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

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

\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
- truth propagates upwards
- but the sink vertex is false

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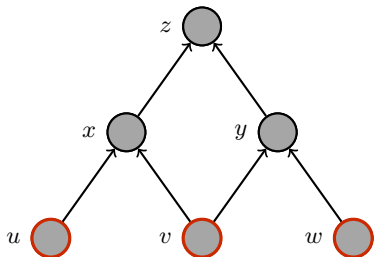
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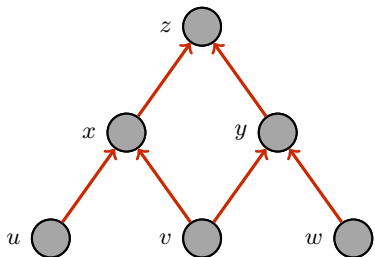
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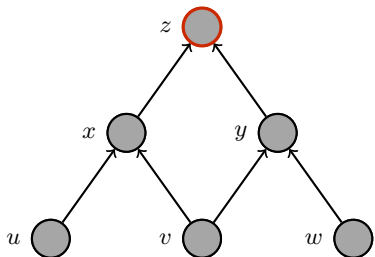
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Make formulas slightly harder to refute

- For a technical reason we need the XORification of our pebbling formulas.
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Reversible Pebbling meets Tree-CS in the Special Case of Pebbling Formulas

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:

- $\text{CS}(\text{Peb}_G[\oplus_2] \vdash \square) = O(\text{Black}(G))$
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⇒ Construct a graph family with a **gap between its black and reversible pebbling price**

Example: Path graphs P_n of length n



- $\text{Black}(P_n) = O(1) \forall n \in \mathbb{N}$
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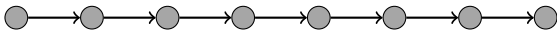
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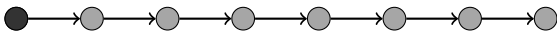
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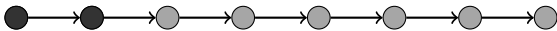
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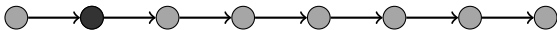
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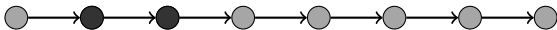
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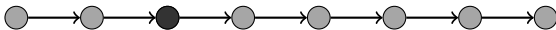
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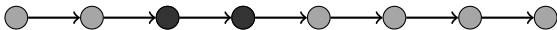
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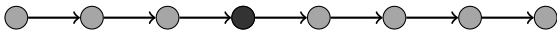
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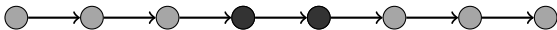
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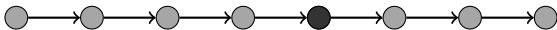
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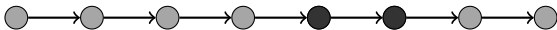
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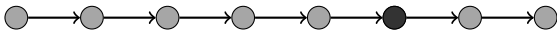
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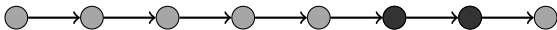
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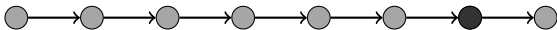
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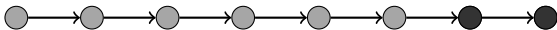
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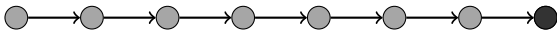
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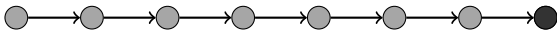
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- $\text{CS}(\text{Peb}_G[\oplus_2] \vdash \square) = O(\text{Black}(G))$
- $\text{Tree-CS}(\text{Peb}_G[\oplus_2] \vdash \square) = \Omega(\text{Rev}(G))$

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

Example: Path graphs P_n of length n

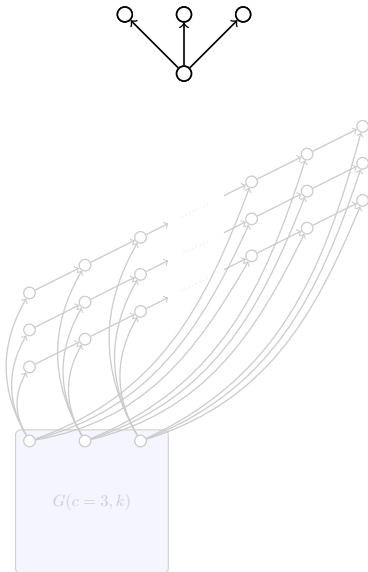


- $\text{Black}(P_n) = O(1) \forall n \in \mathbb{N} \quad \exists$ Results for non-const. space?
- $\text{Rev}(P_n) = \Theta(\log n) \forall n \in \mathbb{N}$

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

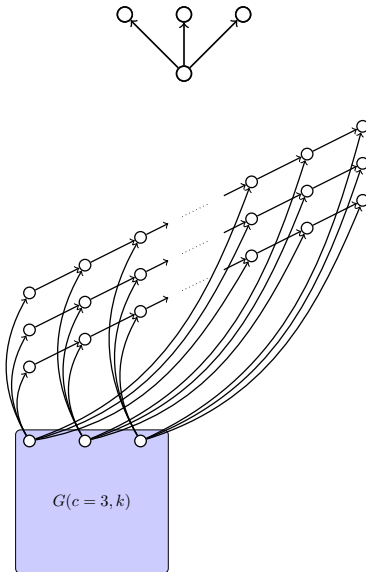
Obtaining Space-Separations with Pebble games (2/3)

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



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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

- $\text{CS}(\text{Peb}_{G_n}[\oplus_2] \vdash \square) = O(s(n))$
- $\text{Tree-CS}(\text{Peb}_{G_n}[\oplus_2] \vdash \square) = \Omega(s(n) \log n)$.

¿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 it holds

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

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

We will now prove this theorem... after introducing yet another two games.

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

The Prover-Delayer Game

Given: An unsatisfiable CNF formula F

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

Score of Delayer = # of *'s

Prover

- Wants to falsify $C \in F$
(then Game Over)
- Queries a variable x of F
- Plugs answer of Delayer
in / chooses value for *

Delayer

- Answers
 - $x = 0$,
 - $x = 1$ or
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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])

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The equivalence of Rev and R-Mc

Rev(G) is hard to compute

Raz-McKenzie Game to the help

Given: A single sink DAG G

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

Pebbler

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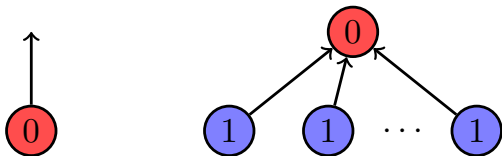
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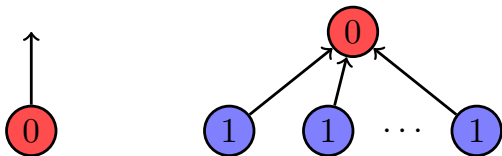
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The Actual Proof

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

Stages of the game: Pebbler chooses C → Prover queries vars. in C not yet assigned by α (& extends with Delayer's answers) until either

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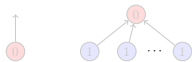
The game is played until α falsifies a clause in F .

After at most k stages the Raz–McKenzie game finished
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Proof sketch of $\text{Tree-CS}(F \vdash \square) \leq \min_{\pi: F \vdash \square} \text{Rev}(G_{\pi}) + 2$

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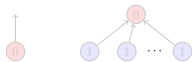
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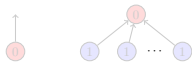
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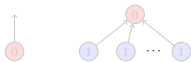
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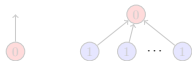
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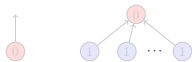
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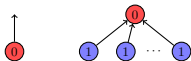
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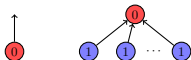
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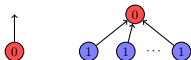
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[Razborov '18: On space and depth in resolution] introduced amortised clause space:

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

Corollary

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Thank you for your attention!