Understanding Space in Proof Complexity: Separations and Trade-offs via Substitutions

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Joint work with Eli Ben-Sasson

Executive Summary of Talk

- Resolution: proof system for refuting CNF formulas
- Perhaps the most studied system in proof complexity
- Basis of current state-of-the-art SAT-solvers (e.g. winners in SAT 2008 competition)
- Key resources: time and space
- What are the connections between these resources? Time-space correlations? Trade-offs?
- Study these questions for more general k-DNF resolution proof systems introduced by [Krajíček '01]

Basics Some Previous Work Our Results

Some Notation and Terminology

- Literal *a*: variable *x* or its negation \overline{x}
- Clause $C = a_1 \lor \cdots \lor a_k$: disjunction of literals
- Term $T = a_1 \land \cdots \land a_k$: conjunction of literals
- CNF formula F = C₁ ∧ · · · ∧ C_m: conjunction of clauses k-CNF formula: CNF formula with clauses of size ≤ k
- DNF formula D = T₁ ∨ · · · ∨ T_m: disjunction of terms k-DNF formula: DNF formula with terms of size ≤ k

Basics Some Previous Work Our Results

Example *k*-DNF Resolution Refutation (k = 2)

Can write down axioms, infer new formulas, and erase used formulas

- 1. *x*
- 2. $\overline{x} \lor y$
- 3. $\overline{y} \lor z$
- 4. Z

- Infer new formulas only from formulas currently on board
- Only *k*-DNF formulas can appear on board (for *k* fixed)
- Details about derivation rules won't matter for us

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Write down axiom 1: x

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Write down axiom 1: xWrite down axiom 3: $\overline{y} \lor z$

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Write down axiom 1: x Write down axiom 3: $\overline{y} \lor z$ Combine x and $\overline{y} \lor z$ to get $(x \land \overline{y}) \lor z$

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Can write down axioms, infer new formulas, and erase used formulas

- 1. *x*
- 2. $\overline{x} \lor y$
- 3. $\overline{y} \lor z$
- 4. Z

$$\begin{array}{c} x \\ \overline{y} \lor z \\ (x \land \overline{y}) \lor z \end{array}$$

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$$egin{array}{c} x \ \overline{y} ee z \ (x \wedge \overline{y}) ee z \end{array}$$

Rules:

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Write down axiom 1: x Write down axiom 3: $\overline{y} \lor z$ Combine x and $\overline{y} \lor z$ to get $(x \land \overline{y}) \lor z$ Erase the line x

Basics Some Previous Work Our Results

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Can write down axioms, infer new formulas, and erase used formulas

- 1. *x*
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$$\overline{y} \lor z$$
$$(x \land \overline{y}) \lor z$$

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$$\frac{\overline{y} \lor z}{(x \land \overline{y}) \lor z}$$

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Write down axiom 3: $\overline{y} \lor z$ Combine x and $\overline{y} \lor z$ to get $(x \land \overline{y}) \lor z$ Erase the line x Erase the line $\overline{y} \lor z$

Basics Some Previous Work Our Results

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$$(x \wedge \overline{y}) \vee z$$

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Basics Some Previous Work Our Results

Example k-DNF Resolution Refutation (k = 2)

Can write down axioms, infer new formulas, and erase used formulas

1. x2. $\overline{x} \lor y$ 3. $\overline{y} \lor z$ 4. \overline{z}

$$(x \land \overline{y}) \lor z$$

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

Rules:

- Infer new formulas only from formulas currently on board
- Only *k*-DNF formulas can appear on board (for *k* fixed)
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Combine x and $\overline{y} \lor z$ to get $(x \land \overline{y}) \lor z$ Erase the line x Erase the line $\overline{y} \lor z$ Write down axiom 2: $\overline{x} \lor y$

Basics Some Previous Work Our Results

Example k-DNF Resolution Refutation (k = 2)

Can write down axioms, infer new formulas, and erase used formulas

- 1. *x*
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$$\frac{(x \land \overline{y}) \lor z}{\overline{x} \lor y}$$

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Erase the line xErase the line $\overline{y} \lor z$ Write down axiom 2: $\overline{x} \lor y$ Infer z from $\overline{x} \lor y$ and $(x \land \overline{y}) \lor z$

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$$(x \wedge \overline{y}) \lor z$$

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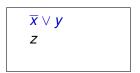
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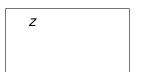
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Basics Some Previous Work Our Results

Example k-DNF Resolution Refutation (k = 2)

Can write down axioms, infer new formulas, and erase used formulas

2.
$$\overline{x} \lor y$$

- 3. $\overline{y} \lor z$
- 4. z



Rules:

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Infer z from $\overline{x} \lor y$ and $(x \land \overline{y}) \lor z$ Erase the line $(x \land \overline{y}) \lor z$ Erase the line $\overline{x} \lor y$ Write down axiom 4: \overline{z}

Basics Some Previous Work Our Results

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Erase the line $(x \land \overline{y}) \lor z$ Erase the line $\overline{x} \lor y$ Write down axiom 4: \overline{z} Infer 0 from \overline{z} and z

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Complexity Measures of Interest: Length and Space

- Length: Lower bound on time for proof search algorithm
- Space: Lower bound on memory for proof search algorithm

Length # formulas written on blackboard counted with repetitions (Or total # derivation steps)

Space Somewhat less straightforward—several ways of measuring



Formula space:3Total space:6Variable space:3

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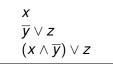
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Basics Some Previous Work Our Results

Length and Space Bounds for Resolution

Let n = size of formula

Length: at most 2^n Lower bound $\exp(\Omega(n))$ [Urquhart '87, Chvátal & Szemerédi '88]

Formula space (a.k.a. clause space): at most *n* Lower bound $\Omega(n)$ [Torán '99, Alekhnovich et al. '00]

Total space: at most n^2 No better lower bound than $\Omega(n)$?

Variable space: at most *n* Lower bound $\Omega(n)$ [Ben-Sasson & Wigderson '99]

Basics Some Previous Work Our Results

Length-Space Trade-offs for Resolution?

For restricted system of so-called tree-like resolution: length and space strongly correlated [Esteban & Torán '99]

So essentially no trade-offs for tree-like resolution

No (nontrivial) length-space correlation for general resolution [Ben-Sasson & Nordström '08]

Nothing known about time-space trade-offs for

- resolution refutations of
- explicit formulas in
- general, unrestricted resolution

(Results in restricted settings in [Ben-Sasson '02, Hertel & Pitassi '07, Nordström '07])

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Basics Some Previous Work Our Results

Previous Work on *k*-DNF Resolution ($k \ge 2$)

Length: lower bound $\exp(\Omega(n^{1-o(1)}))$ [Alekhnovich '05] **Formula space:** lower bound $\Omega(n)$ [Esteban et al. '02] (Suppressing dependencies on *k*)

(*k*+1)**-DNF resolution exponentially stronger** than *k*-DNF resolution w.r.t. length [Segerlind et al. '04]

No hierarchy known w.r.t. space Except for tree-like *k*-DNF resolution [Esteban et al. '02 (But tree-like *k*-DNF weaker than standard resolution)

No trade-off results known

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Basics Some Previous Work Our Results

New Results 1: Time-Space Trade-offs

We prove a collection of time-space trade-offs

Results hold for

- resolution (essentially tight analysis)
- *k*-DNF resolution, $k \ge 2$ (with slightly worse parameters)

Different trade-offs covering (almost) whole range of space from constant to linear

Simple, explicit formulas

Basics Some Previous Work Our Results

One Example: Robust Trade-offs for Small Space

Theorem

- refutable in resolution in total space $\omega(1)$
- refutable in resolution in length $\mathcal{O}(n)$ and total space $\approx \sqrt[3]{n}$
- any resolution refutation in formula space ≤ ³√n requires superpolynomial length
- any k-DNF resolution refutation in formula space $\leq n^{1/3(k+1)}$ requires superpolynomial length

Basics Some Previous Work Our Results

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ResolutionBaOutline of ProofsSoOpen ProblemsOutline

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Some Quick Technical Remarks

Upper bounds hold for

- total space (# literals)
- standard syntactic derivation rules

Lower bounds hold for

- formula space (# lines)
- semantic derivation rules (exponentially stronger)

Space definition reminder

$$egin{array}{l} x \ \overline{y} \lor z \ (x \land \overline{y}) \lor z \end{array}$$

Formula space:3Total space:6Variable space:3

ResolutionBasicsOutline of ProofsSome PrevioOpen ProblemsOur Results

New Results 2: Space Hierarchy for k-DNF Resolution

We also separate k-DNF resolution from (k+1)-DNF resolution w.r.t. formula space

Theorem

For any constant k there are explicit CNF formulas of size O(n)

- refutable in (k+1)-DNF resolution in formula space O(1) but such that
- any k-DNF resolution refutation requires formula space $\Omega(\sqrt[k+1]{n/\log n})$

Resolution Pebble Games and Pebbling Outline of Proofs Substitution Space Theorem Open Problems Putting the Pieces Together

Rest of This Talk

- Study old combinatorial game from the 1970s
- Prove new theorem about variable substitution and proof space
- Combine the two

Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

How to Get a Handle on Time-Space Relations?

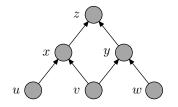
Time-space trade-off questions well-studied for pebble games modelling calculations described by DAGs ([Cook & Sethi '76] and many others)

- Time needed for calculation: # pebbling moves
- Space needed for calculation: max # pebbles required

Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

The Black-White Pebble Game

Goal: get single black pebble on sink vertex of G



# moves	0
Current # pebbles	0
Max # pebbles so far	0

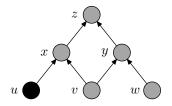
Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them

- ② Can always remove black pebble from vertex
- 3 Can always place white pebble on (empty) vertex
- Can remove white pebble from v if all immediate predecessors have pebbles on them

Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

The Black-White Pebble Game

Goal: get single black pebble on sink vertex of G



# moves	1
Current # pebbles	1
Max # pebbles so far	1

Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them

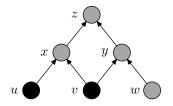
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- Can remove white pebble from v if all immediate predecessors have pebbles on them

Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

The Black-White Pebble Game

Goal: get single black pebble on sink vertex of G



# moves	2
Current # pebbles	2
Max # pebbles so far	2

Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them

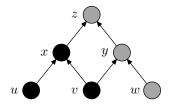
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Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

The Black-White Pebble Game

Goal: get single black pebble on sink vertex of G



# moves	3
Current # pebbles	3
Max # pebbles so far	3

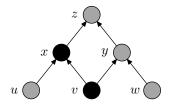
Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them

Can always remove black pebble from vertex

- 3 Can always place white pebble on (empty) vertex
- Can remove white pebble from v if all immediate predecessors have pebbles on them

Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

The Black-White Pebble Game

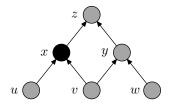


# moves	4
Current # pebbles	2
Max # pebbles so far	3

- Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them
- ② Can always remove black pebble from vertex
- Can always place white pebble on (empty) vertex
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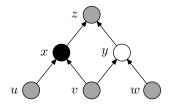


# moves	5
Current # pebbles	1
Max # pebbles so far	3

- Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them
- ② Can always remove black pebble from vertex
- Can always place white pebble on (empty) vertex
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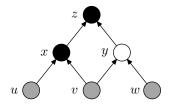


# moves	6
Current # pebbles	2
Max # pebbles so far	3

- Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them
- ② Can always remove black pebble from vertex
- Can always place white pebble on (empty) vertex
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Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

The Black-White Pebble Game

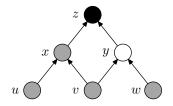


# moves	7
Current # pebbles	3
Max # pebbles so far	3

- Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them
- ② Can always remove black pebble from vertex
- Can always place white pebble on (empty) vertex
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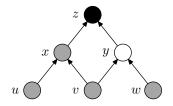


# moves	8
Current # pebbles	2
Max # pebbles so far	3

- Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them
- ② Can always remove black pebble from vertex
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Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

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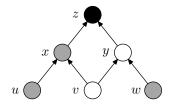


# moves	8
Current # pebbles	2
Max # pebbles so far	3

- Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them
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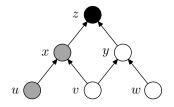


# moves	9
Current # pebbles	3
Max # pebbles so far	3

- Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them
- ② Can always remove black pebble from vertex
- Can always place white pebble on (empty) vertex
- Can remove white pebble from v if all immediate predecessors have pebbles on them

Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

The Black-White Pebble Game

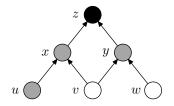


# moves	10
Current # pebbles	4
Max # pebbles so far	4

- Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them
- ② Can always remove black pebble from vertex
- Can always place white pebble on (empty) vertex
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Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

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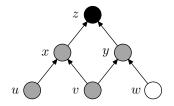


# moves	11
Current # pebbles	3
Max # pebbles so far	4

- Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them
- ② Can always remove black pebble from vertex
- Can always place white pebble on (empty) vertex
- Can remove white pebble from v if all immediate predecessors have pebbles on them

Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

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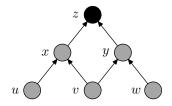


# moves	12
Current # pebbles	2
Max # pebbles so far	4

- Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them
- ② Can always remove black pebble from vertex
- Can always place white pebble on (empty) vertex
- Can remove white pebble from v if all immediate predecessors have pebbles on them

Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

The Black-White Pebble Game



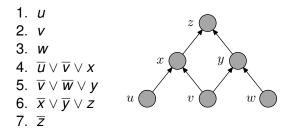
# moves	13
Current # pebbles	1
Max # pebbles so far	4

- Can place black pebble on (empty) vertex v if all immediate predecessors have pebbles on them
- ② Can always remove black pebble from vertex
- Can always place white pebble on (empty) vertex
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Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

Pebbling Contradiction

CNF formula encoding pebble game on DAG G



- sources are true
- truth propagates upwards
- but sink is false

Studied by [Bonet et al. '98, Raz & McKenzie '99, Ben-Sasson & Wigderson '99] and others

Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

Resolution–Pebbling Correspondence

Observation (Ben-Sasson et al. '00)

Any black-pebbles-only pebbling translates into refutation with

- refutation length ≤ # moves
- total space ≤ # pebbles

Theorem (Ben-Sasson '02)

Any refutation translates into black-white pebbling with

- *# moves* ≤ *refutation length*
- *# pebbles* \leq *variable space*

Unfortunately extremely easy w.r.t. formula space!

Jakob Nordström (MIT)

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Understanding Space in Proof Complexity

Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

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Resolution Pebble Games and Pebbling Outline of Proofs Substitution Space Theorem Open Problems Putting the Pieces Together

Key Idea: Variable Substitution

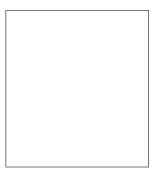
Make formula harder by substituting $x_1 \oplus x_2$ for every variable *x*:

 $\overline{x} \lor y$ 1 $\neg (X_1 \oplus X_2) \lor (V_1 \oplus V_2)$ ∜ $(X_1 \vee \overline{X}_2 \vee Y_1 \vee Y_2)$ $\wedge (X_1 \vee \overline{X}_2 \vee \overline{Y}_1 \vee \overline{Y}_2)$ $\wedge (\overline{X}_1 \vee X_2 \vee Y_1 \vee Y_2)$ $\wedge (\overline{x}_1 \vee x_2 \vee \overline{y}_1 \vee \overline{y}_2)$

Resolution Pebble Games and Pebbling Outline of Proofs Substitution Space Theorem Open Problems Putting the Pieces Together

Key Technical Result: Substitution Space Theorem

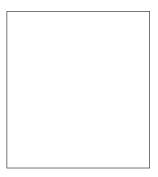
Let $F[\oplus]$ denote formula with XOR $x_1 \oplus x_2$ substituted for x



Key Technical Result: Substitution Space Theorem

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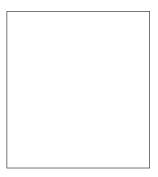
x	



Key Technical Result: Substitution Space Theorem

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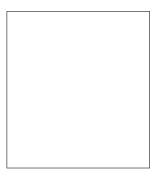
$\frac{x}{\overline{x}} \lor y$



Key Technical Result: Substitution Space Theorem

Let $F[\oplus]$ denote formula with XOR $x_1 \oplus x_2$ substituted for x

x	
$\overline{x} \lor y$	
У	



Key Technical Result: Substitution Space Theorem

Let $F[\oplus]$ denote formula with XOR $x_1 \oplus x_2$ substituted for x



$$\begin{array}{c} x_1 \lor x_2 \\ \overline{x}_1 \lor \overline{x}_2 \end{array}$$

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$$\begin{array}{c} x_1 \lor x_2 \\ \overline{x}_1 \lor \overline{x}_2 \\ x_1 \lor \overline{x}_2 \lor y_1 \lor y_2 \\ x_1 \lor \overline{x}_2 \lor \overline{y}_1 \lor \overline{y}_2 \\ \overline{x}_1 \lor \overline{x}_2 \lor y_1 \lor y_2 \\ \overline{x}_1 \lor x_2 \lor y_1 \lor y_2 \\ \overline{x}_1 \lor x_2 \lor \overline{y}_1 \lor \overline{y}_2 \end{array}$$

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 Resolution
 Pebble Games and Pebbling Contradictions

 Outline of Proofs
 Substitution Space Theorem

 Open Problems
 Putting the Pieces Together

Key Technical Result: Substitution Space Theorem

Let $F[\oplus]$ denote formula with XOR $x_1 \oplus x_2$ substituted for x

Obvious approach for $F[\oplus]$: mimic refutation of F

x	
$\overline{x} \lor y$	
У	

For such refutation of $F[\oplus]$:

- length \geq length for F
- formula space ≥ variable space for F

$$\begin{array}{c} x_1 \lor x_2 \\ \overline{x}_1 \lor \overline{x}_2 \\ x_1 \lor \overline{x}_2 \lor y_1 \lor y_2 \\ x_1 \lor \overline{x}_2 \lor \overline{y}_1 \lor \overline{y}_2 \\ \overline{x}_1 \lor x_2 \lor y_1 \lor y_2 \\ \overline{x}_1 \lor x_2 \lor \overline{y}_1 \lor \overline{y}_2 \\ \overline{y}_1 \lor y_2 \\ \overline{y}_1 \lor \overline{y}_2 \end{array}$$

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Prove that this is (sort of) best one can do for $F[\oplus]!$

Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

Sketch of Proof of Substitution Space Theorem

Given refutation of $F[\oplus]$, extract "shadow refutation" of F

XOR formula $F[\oplus]$	Original formula F
If XOR blackboard implies e.g. $\neg(x_1 \oplus x_2) \lor (y_1 \oplus y_2)$	write $\overline{x} \lor y$ on shadow black- board
For consecutive XOR black- board configurations	can get between correspond- ing shadow blackboards by legal derivation steps
(sort of) upper-bounded by XOR derivation length	Length of shadow blackboard derivation
is at most # clauses on XOR blackboard	# variables mentioned on shadow blackboard

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Pebble Games and Pebbling Contradictions Substitution Space Theorem Putting the Pieces Together

Applying Substitution to Pebbling Formulas

Making variable substitutions in pebbling formulas

- lifts lower bound from variable space to formula space
- maintains upper bound in terms of total space and length

Substitution with XOR over k + 1 variables works against k-DNF resolution

Get our results by

- using known pebbling results from literature of 70s and 80s
- proving a couple of new pebbling results
- to get tight trade-offs, showing that resolution proofs can sometimes do better than black-only pebblings

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Stronger Results for *k*-DNF resolution?

Gap of (k+1)st root between upper and lower bounds for k-DNF resolution

Open Question

Can the loss of a (k+1)st root in the k-DNF resolution lower bounds be diminished? Or even eliminated completely?

Conceivable that same bounds as for resolution could hold

However, any improvement beyond *k*th root requires fundamentally different approach [Nordström & Razborov '09]

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Stronger Length-Space Trade-offs than from Pebbling?

Open Question

Are there superpolynomial trade-offs for formulas refutable in constant space?

Open Question

Are there formulas with trade-offs in the range space > formula size? Or can every proof be carried out in at most linear space?

Pebbling formulas cannot answer these questions—can impossibly have such strong trade-offs

Summing up

- Strong time-space trade-offs for resolution and k-DNF resolution for wide range of parameters
- Strict space hierarchy for k-DNF resolution
- Many remaining open questions about space in resolution

Thank you for your attention!