

# Lower Bounds on Resolution Theorem Proving Via Games (An Exposition)

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1. [Stays Jukna's](#) book on Circuit complexity had the material.
2. Original source: [Beyersdorff, Galesi, Lauria's](#) paper [A Lower Bound for the PHP in Tree-Like Resolution by Asymmetric Prover-Delayer Games](#). In IPL, 2010.
3. Result itself is old; however this proof is new and wonderful.

# Connection of $NP=coNP$

**Problem:** Given a CNF-Formula  $\varphi \notin SAT$  we want a proof that  $\varphi \notin SAT$ .

1. If we can always get **short** proof then  $NP=coNP$ .
2. **Research Program:** Show that in various Logic Systems **cannot** get a short proof.

# RESOLUTION RULE

$$\frac{A \vee x \quad B \vee \neg x}{A \vee B}$$

## Definition

Let  $\varphi = C_1 \wedge \dots \wedge C_L$  be a CNF formula. A *Resolution Proof that  $\varphi \notin SAT$* , is a sequence of clauses such that on each line you have either

1. One of the  $C$ 's in  $\varphi$  (called an AXIOM).
2.  $A \vee B$  where on prior lines you had  $A \vee x$  and  $B \vee \neg x$ .  
Variable that is *resolved on* is  $x$ .
3. The last line has the empty clause.

**EASY:** If there is a Resolution Proof that  $\varphi \notin SAT$  then  $\varphi \notin SAT$ .

# Example

$$\varphi = x_1 \wedge x_2 \wedge (\neg x_1 \vee \neg x_2)$$

1.  $x_1$  (AXIOM)
2.  $\neg x_1 \vee \neg x_2$  (AXIOM)
3.  $\neg x_2$  (From lines 1,2, resolve on  $x_1$ .)
4.  $x_2$  (AXIOM)
5.  $\emptyset$  (From lines 3,4, resolve on  $x_2$ .)

# Another Example

The AND of the following:

1.  $x_{11} \vee x_{12}$

2.  $x_{21} \vee x_{22}$

3.  $x_{31} \vee x_{32}$

4.  $\neg x_{11} \vee \neg x_{21}$

5.  $\neg x_{11} \vee \neg x_{31}$

6.  $\neg x_{21} \vee \neg x_{31}$

7.  $\neg x_{12} \vee \neg x_{22}$

8.  $\neg x_{12} \vee \neg x_{32}$

9.  $\neg x_{22} \vee \neg x_{32}$

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7.  $\neg x_{12} \vee \neg x_{22}$
8.  $\neg x_{12} \vee \neg x_{32}$
9.  $\neg x_{22} \vee \neg x_{32}$

This is Pigeonhole Principle:  $x_{ij}$  is putting  $i$ th pigeon in  $j$  hole!



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This is Pigeonhole Principle:  $x_{ij}$  is putting  $i$ th pigeon in  $j$  hole!  
Can't put 3 pigeons into 2 holes!

# PHP: Pigeon Hole Principle

Let  $n < m$ .  $n$  is NUMBER OF HOLES,  $m$  is NUMBER OF PIGEONS.  $x_{ij}$  will be thought of as Pigeon  $i$  IS in Hole  $j$ .

## Definition

$PHP_n^m$  is the AND of the following:

1. For  $1 \leq i \leq m$

$$x_{i1} \vee x_{i2} \vee \cdots \vee x_{in}$$

(Pigeon  $i$  is in SOME Hole.)

2. For  $1 \leq i_1 < i_2 \leq n$  and  $1 \leq j \leq m$

$$\neg x_{i_1 j} \vee \neg x_{i_2 j}$$

(Hole  $j$  does not have BOTH Pigeon  $i_1$  and Pigeon  $i_2$ .)

**NOTE:**  $PHP_n^m$  has  $nm$  VARS and  $O(mn^2)$  CLAUSES.

# PHP- HOW TO VIEW ASSIGNMENTS

An Assignment is an  $m \times n$  array of 0's and 1's.

**Example:**  $m = 4, n = 3$ .

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

$x_{12} = x_{23} = x_{13} = x_{42} = 1$ . All else 0. Violates PHP since have  
 $x_{12} = x_{42} = 1$ .

# TWO WAYS TO VIOLATE PHP

1) Have two 1's in a column.

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

2) Have an all 0's row.

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

# CAN ALWAYS DO A RESOLUTION

$$\varphi(x_1, \dots, x_v) = C_1 \wedge \dots \wedge C_L$$

If  $\varphi \notin SAT$  then construct Resolution Proof as follows:

1. Form a **DECISION TREE** with nodes on level  $i$  labeled  $x_i$ .
2. Every leaf is a complete assignment. Output least indexed clause  $C$  that is 0.
3. Turn Decision Tree **UPSIDE DOWN**, its a Res. Proof.
4. **NOTE:** Can always do  $2^{O(v)}$  size proof.
5. **NOTE:** The Resolution Proofs are **TREE-Resolution**.

# TREE RESOLUTION

1. Informally- a **Tree Resolution** proof is one where if written out looks like a tree.
2. Formally- a **Tree Resolution** proof is one where any clause in the proof is used at most once.

# OUR GOAL

Assume  $n < m$ .

1.  $PHP_n^m$  always has a size  $2^{O(nm)}$  Tree Resolution Proof.
2. We show  $2^{\Omega(n \log n)}$  size is REQUIRED. THIS IS POINT OF THE TALK!!!!
3. The lower bound is IND of  $m$ .
4. There is a matching upper bound of  $2^{O(n \log n)}$ : Resolution and the weak pigeonhole principle, By Buss and Pitassi. Proceedings of the 1997 Computer Science Logic Conference.

# THE PROVER-DEL GAME

Parameters of the game:  $a, b \in \mathbb{R}^+$ ,  $p \in \mathbb{N}$ , with  $\frac{1}{a} + \frac{1}{b} = 1$ .

$$\varphi = C_1 \wedge \cdots \wedge C_L \notin SAT.$$

Do the following until a clause is proven false:

1. **PROVER** picks a variable  $x$  that was not already picked.
2. **DEL** either
  - 2.1 Sets  $x$  to 0 or 1, OR
  - 2.2 Defers to **PROVER**.
    - 2.2.1 If **PROVER** sets  $x = 0$  then **DEL** gets  $\lg a$  points.
    - 2.2.2 If **PROVER** sets  $x = 1$  then **DEL** gets  $\lg b$  points.

At end if **DEL** has  $p$  points then he **WINS**; otherwise **PROVER WINS**.



# CONVENTION

We assume that **PROVER** and **DEL** play perfectly.

1. **PROVER** wins means *PROVER has a winning strategy.*
2. **DEL** wins means *DEL has a winning strategy.*

# PROVER-DEL GAME and TREE RES!

## Lemma

Let  $a, b \in \mathbb{R}^+$ , such that  $\frac{1}{a} + \frac{1}{b} = 1$ ,  $p \in \mathbb{N}$ ,  $\varphi \notin \text{SAT}$ . If  $\varphi$  has a Tree Res proof of size  $< 2^p$  then **PROVER** wins.

## Proof.

We do case  $a = b = 2$ . **PROVER** Strategy:

1. Initially  $T$  is res tree of size  $< 2^p$  and **DEL** has 0 points.
2. **PROVER** picks  $x$ , the LAST var resolved on.
3. If **DEL** sets  $x$  **DEL** gets no points.
4. If **DEL** defers then **PROVER** sets to 1 or 0- **whichever yields a smaller tree**. **NOTE**: One of the trees will be of size  $< 2^{p-1}$ . **DEL** gets 1 point.
5. Repeat: after  $i$ th stage will always have  $T$  of size  $< 2^{p-i}$ , and **DEL** has  $\leq i$  points.

# CONTRAPOSITIVE IS AWESOME!

Recall:

## Lemma

Let  $a, b \in \mathbb{R}^+$ , with  $\frac{1}{a} + \frac{1}{b} = 1$ ,  $p \in \mathbb{N}$ ,  $\varphi \notin \text{SAT}$ . If  $\varphi$  has a Tree Res proof of size  $< 2^p$  then **PROVER** wins.

## Contrapositive:

## Lemma

Let  $a, b \in \mathbb{R}^+$ ,  $\frac{1}{a} + \frac{1}{b} = 1$ ,  $p \in \mathbb{N}$ ,  $\varphi \notin \text{SAT}$ . If **DEL** wins then **EVERY** Tree Resolution proof for  $\varphi$  has size  $\geq 2^p$ .

**PLAN:** Get AWESOME strategy for **DEL** when  $\varphi = \text{PHP}_n^m$ .

# KEY TO STRATEGY FOR DEL

## Lemma

Let  $a, b \in \mathbb{R}^+$ . Let  $n < m$ . Let  $\varphi = \text{PHP}_n^m$ . There is a strategy for **DEL** that earns at least

$$\min\{\Omega(n \log b), \Omega(n^2 \log a)\}.$$

KEY to STRATEGY FOR **DEL**:

1. **DEL** does NOT allow two 1's in a column. **EVER!!!!**
2. **DEL** is wary of the all-0's row. But not too wary. **DEL** puts a 1 in a row if **PROVER** has put many 0's in that row.

# STRATEGY FOR DEL

PROVER has picked  $x_{ij}$ .

1. If there is a  $i'$  such that  $x_{i',j} = 1$  then set  $x_{i,j} = 0$ . (DEL gets no points, but averts DISASTER.)
2. If the  $i$ th row has  $\frac{n}{2}$  0's that PROVER put there, and no 1's, then DEL puts a 1 (DEL gets no points, but DEL delays an all-0 row.)
3. Otherwise defer to PROVER (and get some points!).

# ANALYSE STRATEGY

1. Games over when some row is ALL 0's- say row  $i$ .
2.  $\leq \frac{n}{2}$  0's set by **PROVER**.  $\geq \frac{n}{2}$  0's set by **DEL**.
3.  $x_{ij}$  set to 0 by **DEL**:  $\exists x_{i'j}$  set to 1.
4. **PROVER** set  $x_{i'j} = 1$ :  $\lg b$  points for **DEL**.
5. **DEL** set  $x_{i'j} = 1$ : **PROVER** set  $\frac{n}{2}$  in that row to 0.  $\frac{n}{2} \lg a$  points for **DEL**.
6. **DEL** gets  $\geq \frac{n}{2} \min\{\lg b, \frac{n}{2} \lg a\} = \min\{\Omega(n \log b), \Omega(n^2 \log a)\}$ .

## Theorem

For  $n < m$  any Tree Res Proof of  $PHP_n^m$  requires  $2^{\Omega(n \log n)}$  size.

## Proof.

Let  $a, b, p \in \mathbb{R}^+$  such that  $\frac{1}{a} + \frac{1}{b} = 1$ , to be determined. We use parameters  $a, b, p$ ,  $PHP_n^m$  for game.

1. If DEL has winning strategy then ANY Tree Res Proof of  $PHP_n^m$  has size  $\geq 2^{\Omega(p)}$ .
2. There IS strategy, Del gets  $\min\{\Omega(n \log b), \Omega(n^2 \log a)\}$ .
3. Need  $a, b$  such that  $\min\{\Omega(n \log b), \Omega(n^2 \log a)\} \geq \Omega(n \log n)$ .

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2. There IS strategy, Del gets  $\min\{\Omega(n \log b), \Omega(n^2 \log a)\}$ .
3. Need  $a, b$  such that  $\min\{\Omega(n \log b), \Omega(n^2 \log a)\} \geq \Omega(n \log n)$ .
  - 3.1 Set  $b = \frac{n}{\ln n}$ . HAVE:  $n \lg b \geq \Omega(n \log n)$ .
  - 3.2 Set  $a = 1 + \frac{1}{b-1}$ . HAVE:  $\frac{1}{a} + \frac{1}{b} = 1$ .
  - 3.3  $a = 1 + \frac{1}{b-1} \sim e^{1/b-1} \sim e^{1/b} = n^{1/n}$ .
  - 3.4 HAVE:  $n^2 \lg a \geq \Omega(n^2 \frac{\log n}{n}) = \Omega(n \log n)$ .



# OPEN PROBLEMS (Mine)

1.  $RAM_n^m$  is every 2-coloring of the edges of  $K_m$  has a COMPLETE MONO  $K_n$ . For  $n = \lceil 0.5 \lg m \rceil$  this is TRUE. Can make into a formula.

2. Relevant Prover-Delayer Game:

2.1 PROVER picks an EDGE  $(i, j)$ .

2.2 DEL either colors edge RED or BLUE or DEFERS.

2.3 If defers then DEL gets a point.

Strategies for Delayer lead to lower bounds on proofs of  $RAM_n^m$ .

3. UGLY:  $RAM_n^m$  is of SIZE  $n^m$ , NOT Poly.

4. BETTER:  $RAMCYCLE_n^m$ ,  $RAMPATH_n^m$ , all have POLY number of clauses.

5. ALSO BETTER:  $c$ -COLORING  $c^3 \times c^3$  GRID yields a mono rectangle.