## Extremely Deep Proofs

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- Several other size/space tradeoffs for various proof systems [R17,BN20,R18]


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Many strong proof systems can be balanced - depth is always at most log of the size
$\rightarrow$ Resolution (Res(k), Cutting Planes) cannot always be balanced

## This Work

For any $P \in\{$ Resolution, Res(k), Cutting Planes $\}$
There is a CNF formula $F$ on $n$ variables such that

- There is a polynomial size $P$-proof of $F$
- Any subexponential-size $P$-proof of $F$ must have poly $(n)>n$ depth



## This Work

For any $P \in\{$ Resolution, Res(k), Cutting Planes $\}$
There is a CNF formula $F$ on $n$ variables such that

- There is a weakly exponential size $P$-proof of $F$
- Any subexponential-size $P$-proof of $F$ must have weakly exponential depth


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Let $\varepsilon>0$, let $c \geq 1$ be real-valued parameter that will control our tradeoff
Main Theorem (Res): There is a CNF formula $F$ on $n$ variables s.t.

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2. If $\Pi$ is a Resolution-proof with $\operatorname{size}(\Pi) \leq \exp \left(o\left(n^{1-\varepsilon} / c\right)\right)$ then

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* Caveat: $F$ has $n^{O(c)}$ many clauses - we'll come back to this!


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How do we do compression? Lifting!

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Let $P, Q$ be two proof systems
A lifting theorem relates the complexity of

- $P$-proofs of $F$
- $Q$-proofs of $F \circ g$


## Lifting (Composition)

Simple Example: $g=\mathrm{XOR}_{2}$ then $F \circ \mathrm{XOR}_{2}:=F\left(x_{1} \oplus x_{1}^{\prime}, \ldots, x_{N} \oplus x_{N}^{\prime}\right)$

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$\rightarrow$ Locally simulate the XOR in every step of the proof of $F$
$\Longrightarrow$ Naively simulation is essentially the best! (A theme of lifting theorems)

## Lifting (Composition)

## Typically

- $P$ is a "weak" proof system
- $Q$ is a "strong" proof system

A lifting theorem shows that the most efficient $Q$-proof of $F \circ g$ is to simulate the most efficient $P$-proof of $F$ (with some extra overhead to handle $g$ )

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Find a gadget $g$ such that

1. The number of variables $n$ of $F \circ g$ will be much smaller than $N$
2. Any small-size Resolution proof of $F \circ g$ will require the same depth as proving $F$

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Our gadget will be the XOR function $F\left(\operatorname{XOR}\left(\vec{x}_{1}\right), \ldots, \operatorname{XOR}\left(\vec{x}_{N}\right)\right)$

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$\rightarrow$ Composing will reduce the total number of variables to $n \ll N$

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Idea: If $G$ is sufficiently expanding:
$\rightarrow$ learning the value of one XOR won't reveal much information about any other XOR
$\rightarrow$ The best Resolution proof of $F \circ \mathrm{XOR}_{G}$ should essentially be to simulate the best proof of $F$
$r$-Expanding: For any set $U \subseteq[N]$ with $|U| \leq r$ the number of unique neighbours is at least $2|U|$

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Let $G$ be an $N \times n$ bipartite graph $F \circ \mathrm{XOR}_{G}$ replaces $z_{i} \mapsto \bigoplus x_{j}$ $x_{j} \in \mathrm{~N}\left(z_{i}\right)$

Idea: If $G$ is sufficiently expanding:
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## Depth Condensation

Main workhorse behind our tradeoff:
Depth Condensation Theorem: ([Razborov16] stated for tree-resolution)
Let $G$ be $r$-expanding, $F$ any unsatisfiable formula.
If $\Pi$ is a Resolution proof of $F \circ \mathrm{XOR}_{G}$ with width $(\Pi) \leq r / 4$ then

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Let $\varepsilon>0$, let $c \geq 1$ be real-valued parameter
Main Theorem: There is a CNF formula $F$ on $n$ variables such that

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- For Cutting Planes we use the lifting theorem of [GGKS18]
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Our proof uses a characterization of resolution depth by Prover-Adversary games

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Claim: If there is a strategy for the Adversary such that the game always continues for at least $d$ rounds, then any resolution proof of $F$ requires depth $\geq d$

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Claim: For any $F$, if there is a Resolution proof $\Pi$ of $F$ of width $\leq w$ and depth $\leq d$ then there is a strategy for the Prover to win the $(w+1)$-bounded game in $d$ rounds.

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- Otherwise, move to $B \vee \bar{x}_{i}$. Forget $A \backslash B$


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## Depth Condensation Theorem:

Let $G$ be an $r$-boundary expander, $F$ any unsatisfiable formula.
If $\Pi$ is a Resolution proof of $F \circ X O R_{G}$ with width $(\Pi) \leq r / 4$ then

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$\rightarrow$ Use $A$ to construct an Adversary Strategy for the $w$-bounded game on
$F \circ X O R_{G}$ to survive $\Omega(d / w)$ rounds, for any $w \leq r / 4$.

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## (New) Proof of Depth Condensation

## High Level of Proof:

If depth Res $(F) \geq d \Longrightarrow$ exists a strategy $A$ for the Adversary to survive $d$ rounds in the unbounded game on $F$

Adversary strategy for $F \circ \mathrm{XOR}_{G}$ :
If Prover queries $x_{i}$ :

- If there are $\geq 2$ variables in $\mathrm{N}\left(z_{j}\right)$ for every $z_{j} \in \mathrm{~N}\left(x_{i}\right)$ : set $x_{i}$ arbitrarily
- If $x_{i}$ is the last variable in $\mathrm{N}\left(z_{j}\right)$ (for some $z_{j}$ ) not set in $\rho$ :
- Query $A$ for the value $b$ of $z_{j}$ on state $\mathrm{XOR}_{G}(\rho)$.
- Set $x_{i}$ so that $\oplus_{t: x_{t} \in N\left(z_{j}\right)} x_{t}=b$



## Problem!

This forces $z_{4}=0$
What if $A$ sets $z_{4}=1$ ?

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Invariant: $G \backslash \rho$ is $r$-expanding
$\rightarrow$ Setting any $x_{i}$ doesn't determine any $z$-variable

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Closure Lemma: If $G \backslash \rho$ is $r$-expanding and $\rho^{\prime}$ is obtained by querying some $x_{i}$, then there exists $\mathrm{Cl}\left(\rho^{\prime}\right) \supseteq \operatorname{vars}\left(\rho^{\prime}\right)$ such that

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3. The variables of $\mathrm{Cl}\left(\rho^{\prime}\right) \backslash \operatorname{vars}\left(\rho^{\prime}\right)$ can be set consistently with $A$
$\rightarrow$ To restore expansion, set the variables of $\mathrm{Cl}\left(\rho^{\prime}\right) \backslash \operatorname{vars}\left(\rho^{\prime}\right)$ !

## Adversary Strategy

If depth Res $(F) \geq d \Longrightarrow \exists$ strategy $A$ for the Adversary to survive $d$ rounds on $F$ Adversary strategy for $w$-bounded game on $F \circ \mathrm{XOR}_{G}$ simulates $A$ as follows:

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Each round uses $O(w)$ queries to $A \Longrightarrow$ we can continue for $\Omega(d / w)$ rounds!

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$\Longrightarrow$ Our tradeoffs do not imply supercritical tradeoffs for monotone circuits

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Negative resolution: (conditional) size/depth tradeoff for monotone circuits
Q. Supercritical size/depth tradeoffs for non-monotone circuits?

