

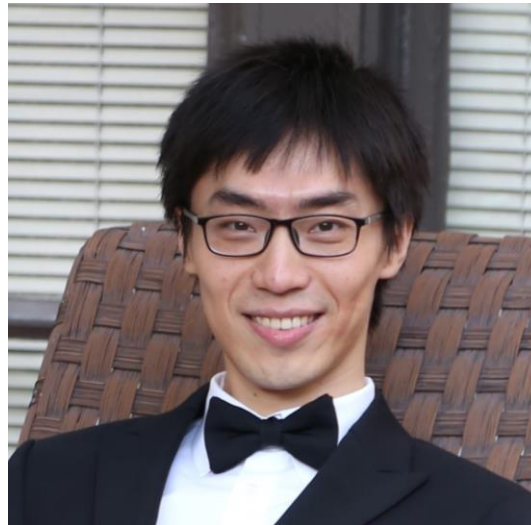
# Supercritical and Robust Trade-offs for Resolution Depth Versus Width and Weisfeiler-Leman

Jakob Nordström

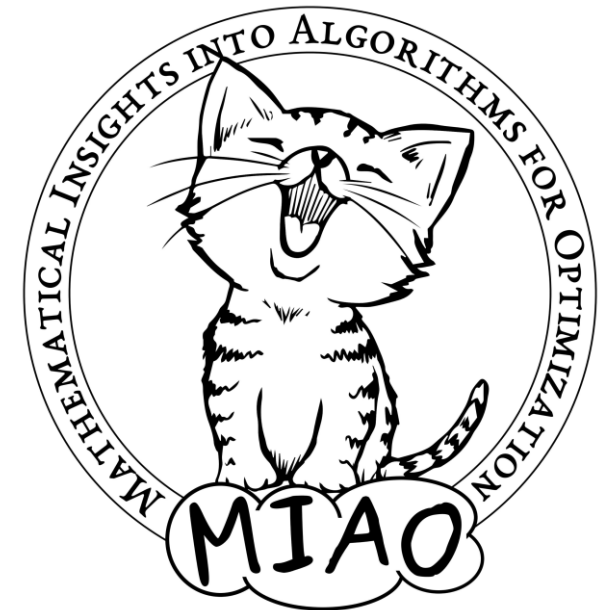
University of Copenhagen and Lund University

*SAT and Interactions*

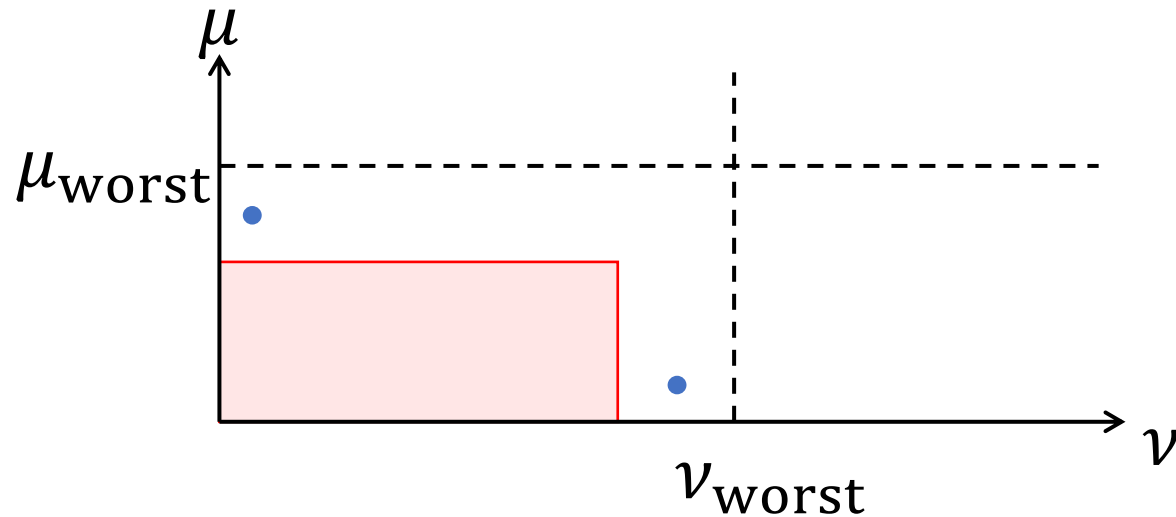
*Dagstuhl, October 13-18, 2024*



Joint work with Duri Andrea Janett and Shuo Pang



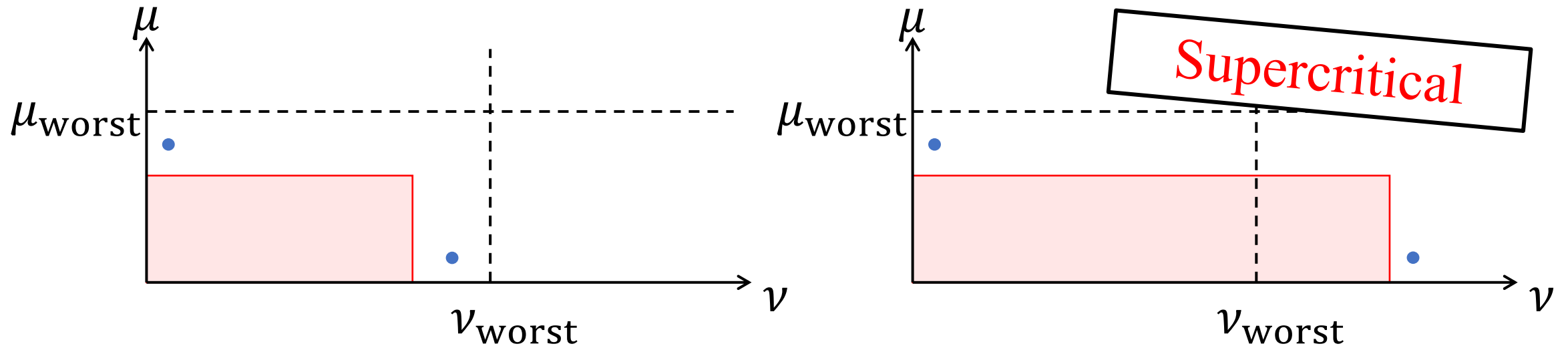
## What Is a Trade-off Result?



Take a computational model with two complexity measures  $\mu, \nu$  (e.g.  $\mu = \text{time}$  and  $\nu = \text{space}$ )

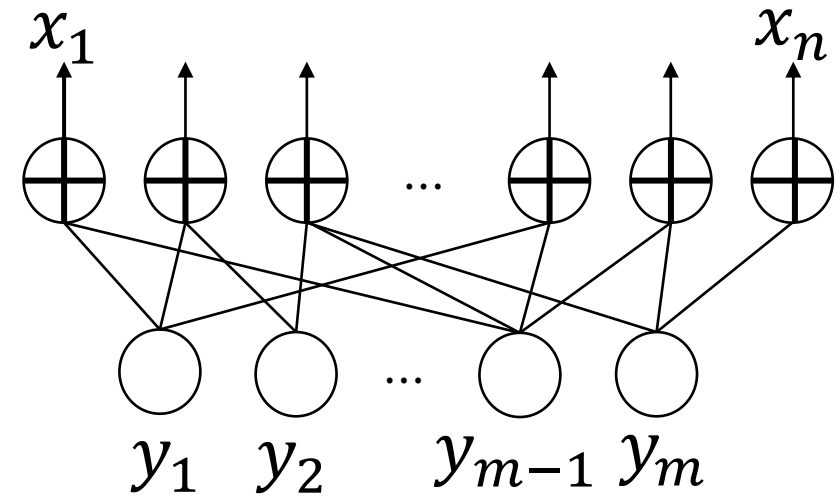
**Robust**  $\approx$  rectangle large

# A New Kind of Trade-off [Razborov 2016]



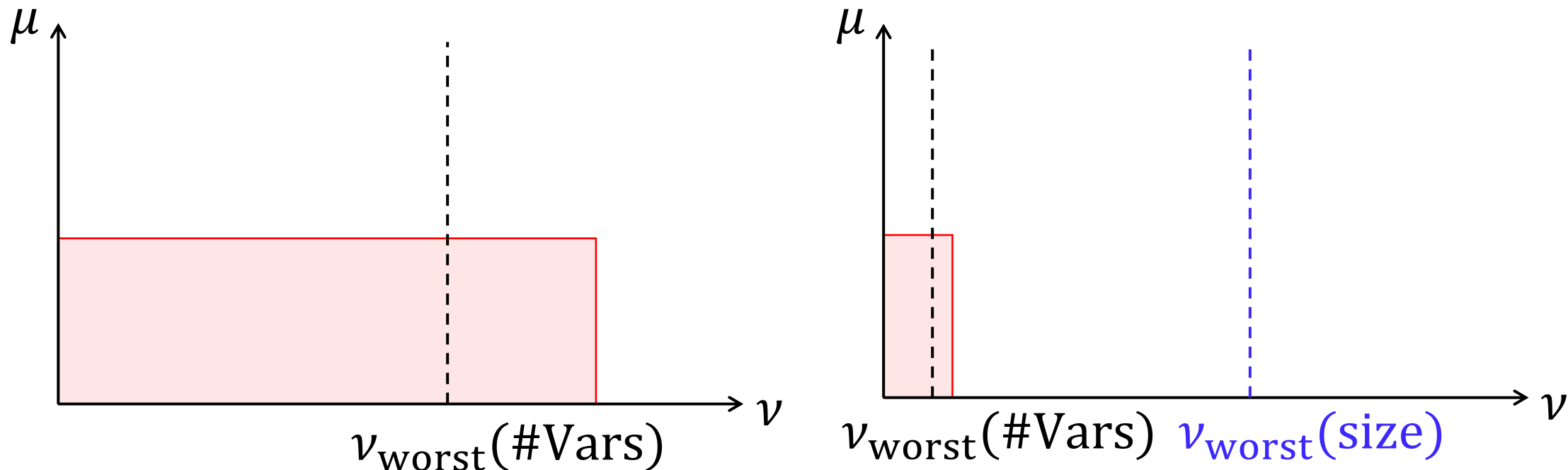
## Achieved through Hardness Condensation

- Take medium-hard input in variables  $x_1, \dots, x_n$
- «Compress» by substituting with variables  $y_1, \dots, y_m$
- But so that most of original hardness preserved
- Now measured in  $m \ll n$   
⇒ **Supercritical!**



[Razborov '16, Razborov '17, Razborov '18, Berkholz-Nordström '20, Fleming-Pitassi-Robere '22, Berkholz-Nordström '23, ...]

## But Supercritical *in What?*



All trade-offs supercritical in #variables only, except

[Berkholz '12,  
Beck-Nordström-Tang '13,  
Beame-Beck-Impagliazzo '16]

## Our Work

Computation model: **Resolution** proof system

Complexity measures: **width** and **depth** (worst case  $\leq$  #variables  $\leq$  formula size)

## Theorem

For any large enough  $k$  and  $c < k$  exist 4-CNF formulas such that

- formula size  $s \approx n^c$
- exists proof in width  $k + 3$
- but width  $< k + c \Rightarrow$  depth  $s^{k/c}$

Supercritical in **input size**

# Resolution Proof System

Goal: prove CNF formula unsatisfiable

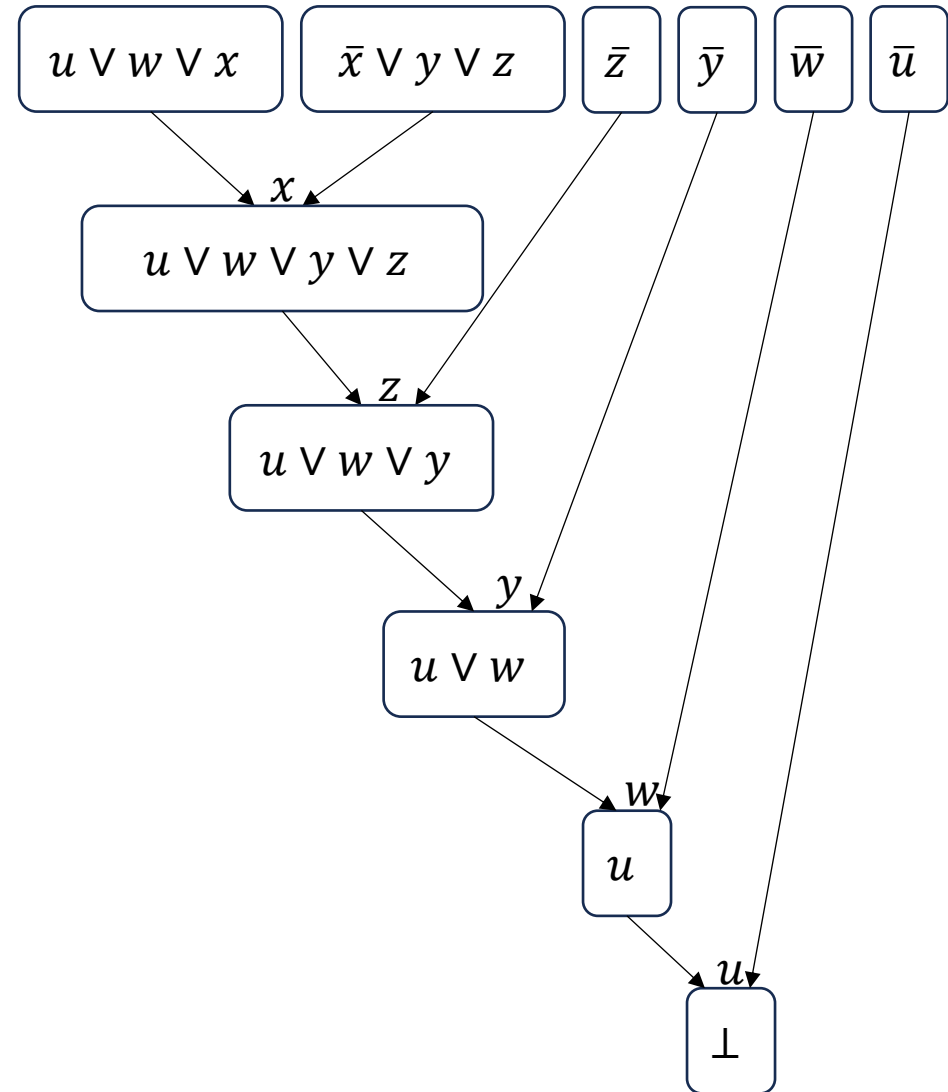
Resolution rule:

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

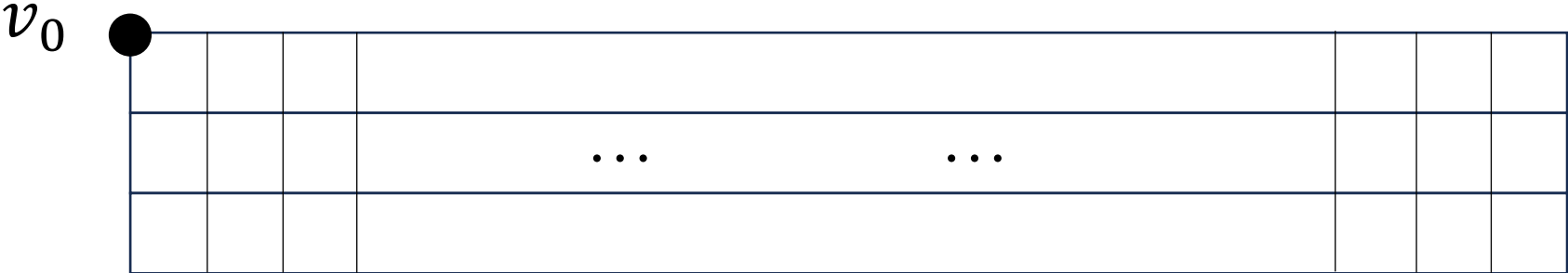
size = #nodes = 11

width = max clause size = 4

depth = max path length = 5

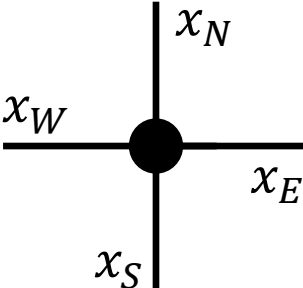


# Tseitin Formula: Encoding Handshake Lemma



Cylinder Graph: every vertex has edges N E S W, wraps around vertically

Variables:  $x_e$  for edge  $e$



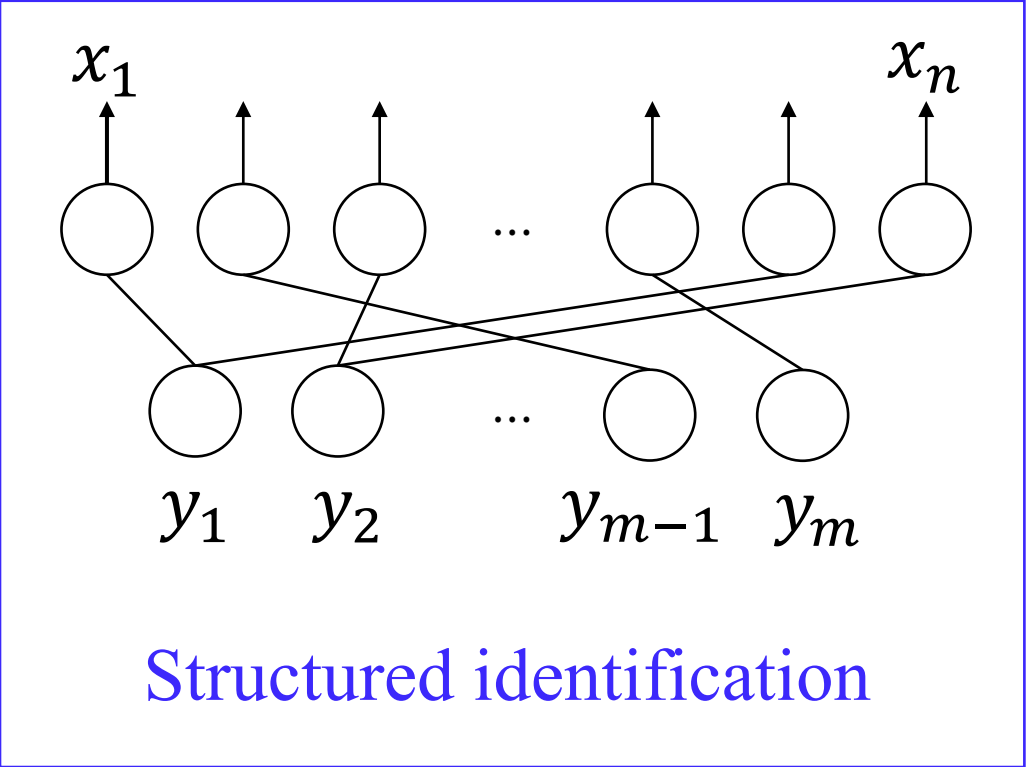
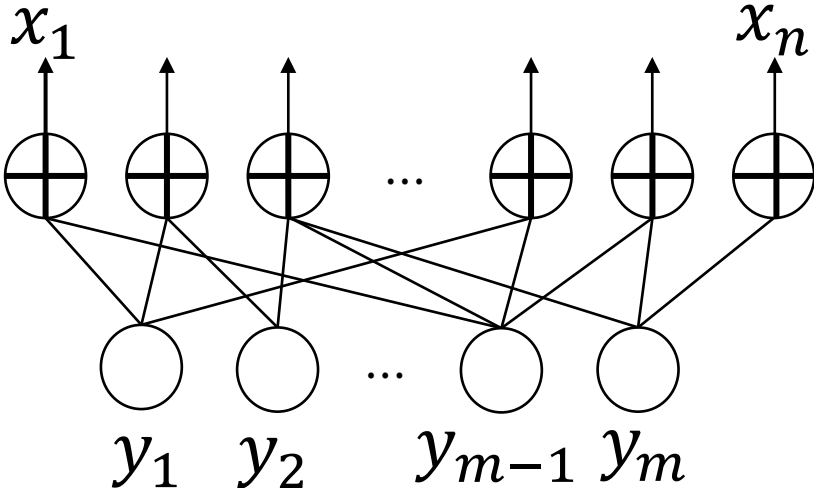
$$\sum_{e \ni v} x_e = 1 \pmod 2 \quad \text{iff} \quad v = v_0$$

$$\begin{aligned} \overline{x_N} \vee x_E \vee x_S \vee x_W \\ x_N \vee \overline{x_E} \vee x_S \vee x_W \\ x_N \vee x_E \vee \overline{x_S} \vee x_W \\ x_N \vee x_E \vee x_S \vee \overline{x_W} \end{aligned}$$

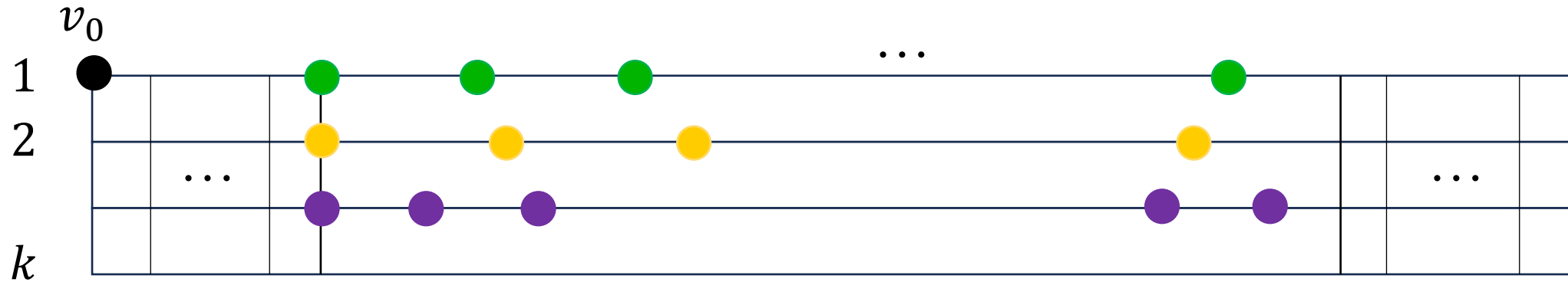
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# Substitution [Grohe-Lichter-Neuen-Schweitzer 2023]

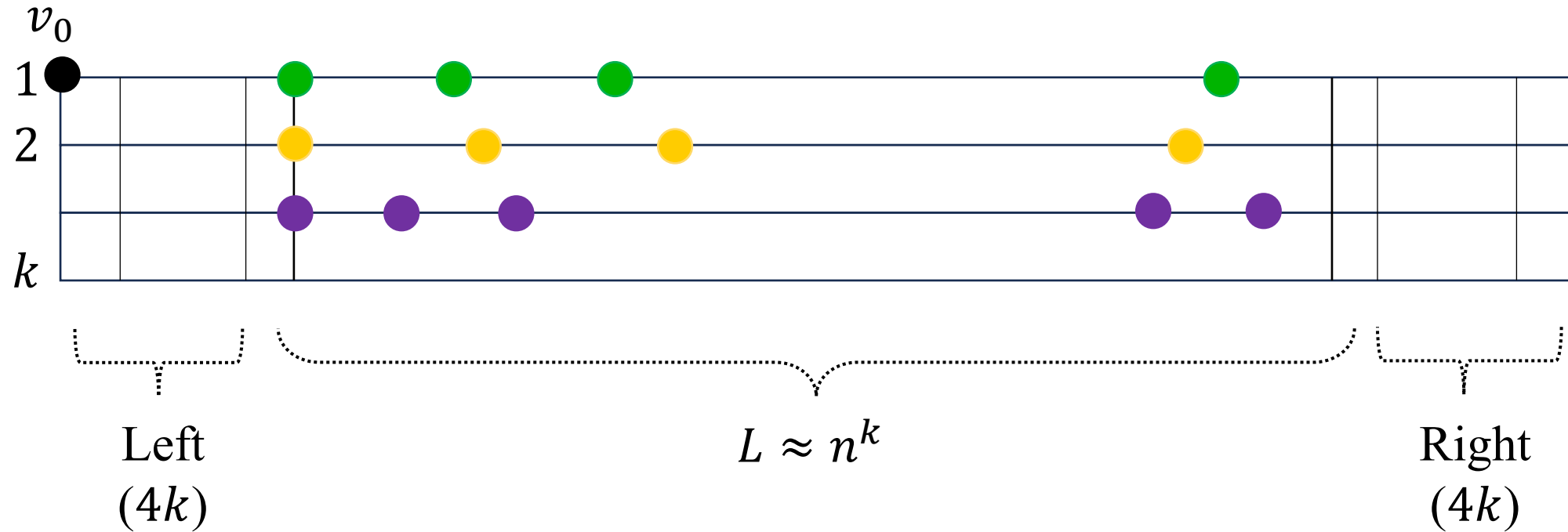


# Substitution [Grohe-Lichter-Neuen-Schweitzer 2023]



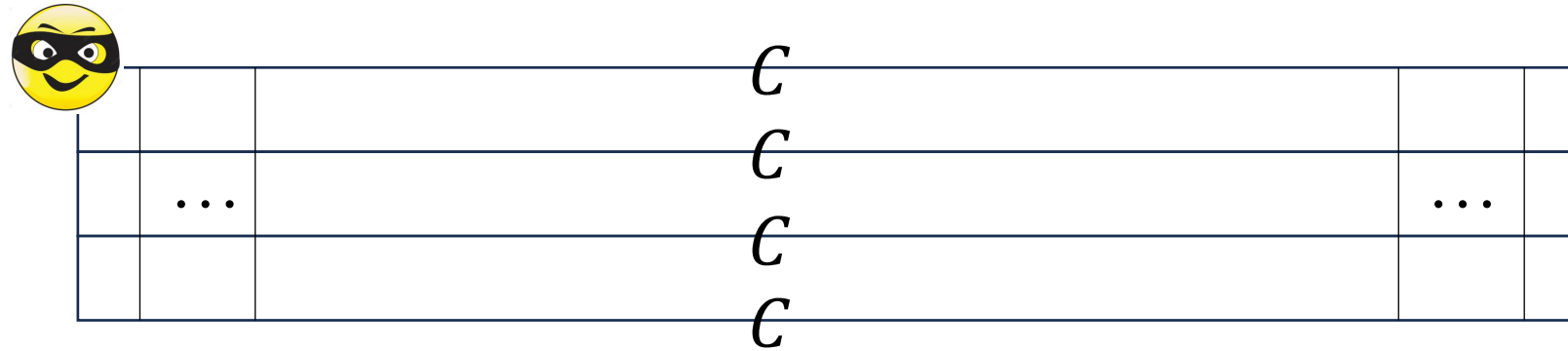
$$\equiv_V: \text{row } i \text{ mod } m_i$$

# Condensed Formula [Grohe-Lichter-Neuen-Schweitzer 2023]



$$\sum_{[e] \ni [v]} y_{[e]} = 1 \pmod{2} \quad \text{iff} \quad [v] = [v_0]$$

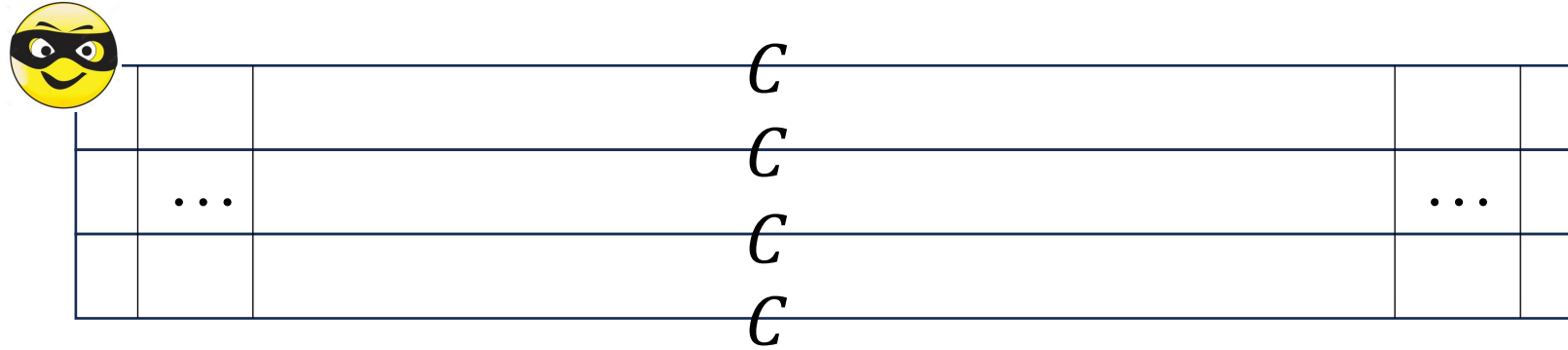
# Proof: By Analyzing the Cop-Robber Game



- Start:  $(k + c)$  cops, one robber at  $v_0$
- In every round:
  - Lift a cop and signal a vertex  $v$
  - Robber moves
  - Cop lands at  $v$
- Ends when Robber is caught
- #cops  $\approx$  resolution width; #rounds  $\approx$  resolution depth

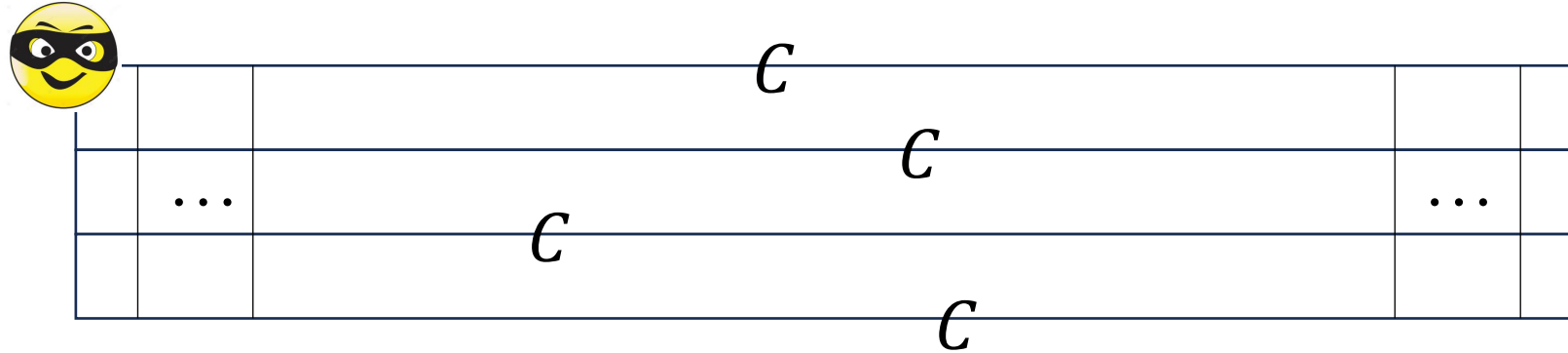
[Seymour-Thomas 93, Galesi-Talebanfard-Torán 18]

# Cop Strategy



- With  $(k + c)$  cops,  $c$  small:
  - Place cops on middle column
  - March slowly towards where robber is
  - # rounds  $\approx$  width of cylinder
- With  $3k$  cops:
  - Binary search
  - # rounds  $\approx$  logarithm of width of graph

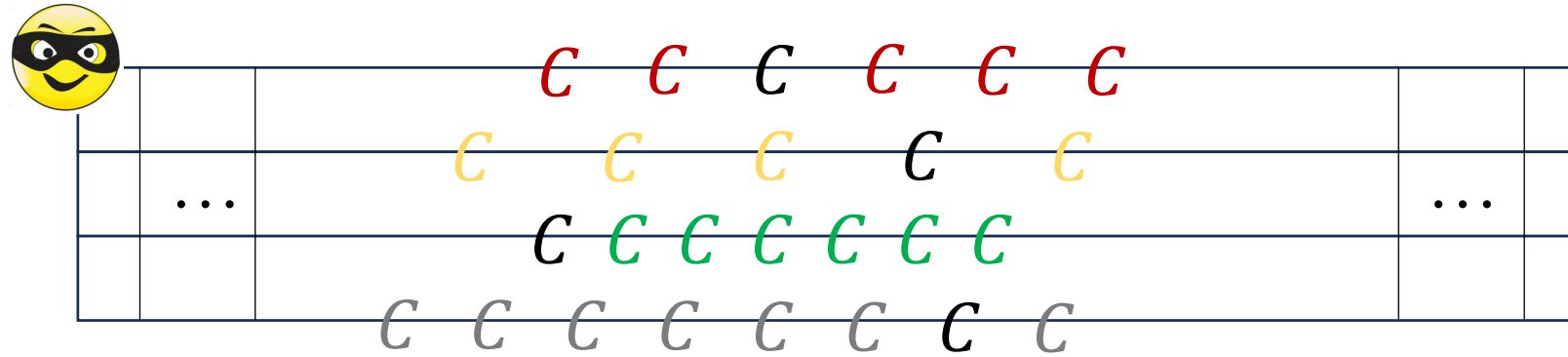
# Compressed Cop-Robber Game



- $(k + c)$  cops, one robber at  $v_0$ 
  - Lift a cop and signal a vertex  $v$
  - Robber does a  $\equiv$ -compressible move
  - Cop lands at  $[v]$

[Grohe-Lichter-Neuen-Schweitzer 23]

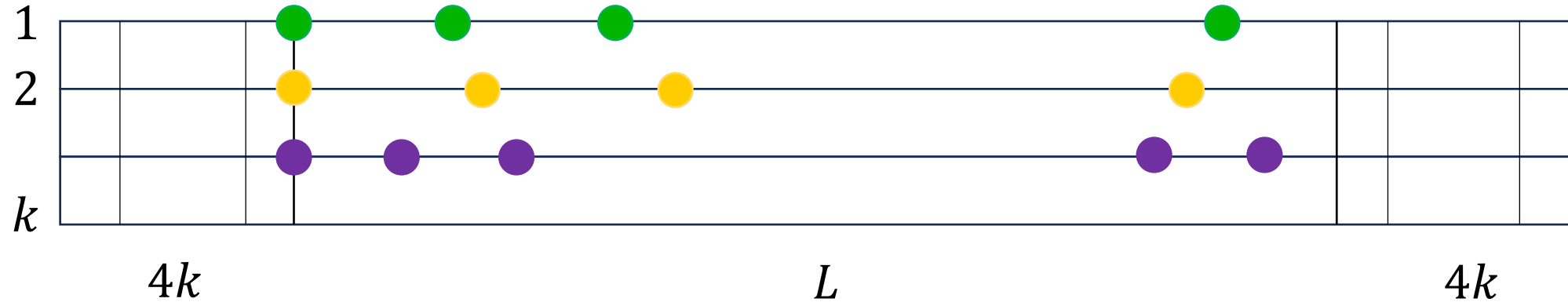
# Compressed Cop-Robber Game



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[Grohe-Lichter-Neuen-Schweitzer 23]

## How to Compress the Graph: The Moduli



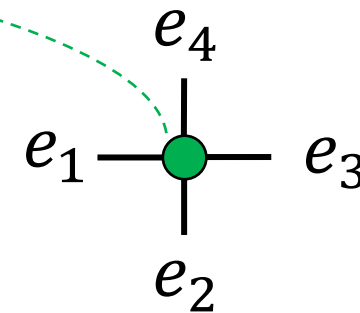
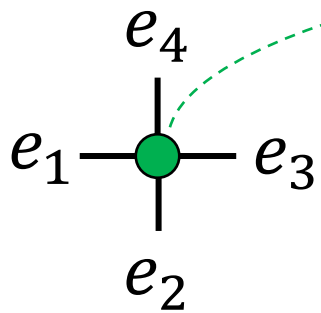
- Fix  $1 \leq c \leq k - 2$
- Pick  $k$  coprime numbers  $P_1, \dots, P_k$ ,  $|P_i| \approx n$

$$m_i := (4k) \cdot P_i \cdots P_{i+c}$$

$$L := \text{lcm}\{m_i\} = (4k) \cdot P_1 \cdots P_k$$

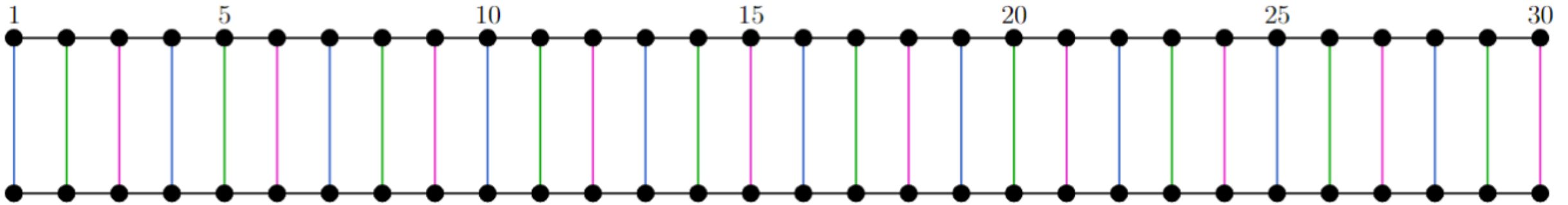
- Compressed formula size  $n^k \rightarrow n^{c+1}$



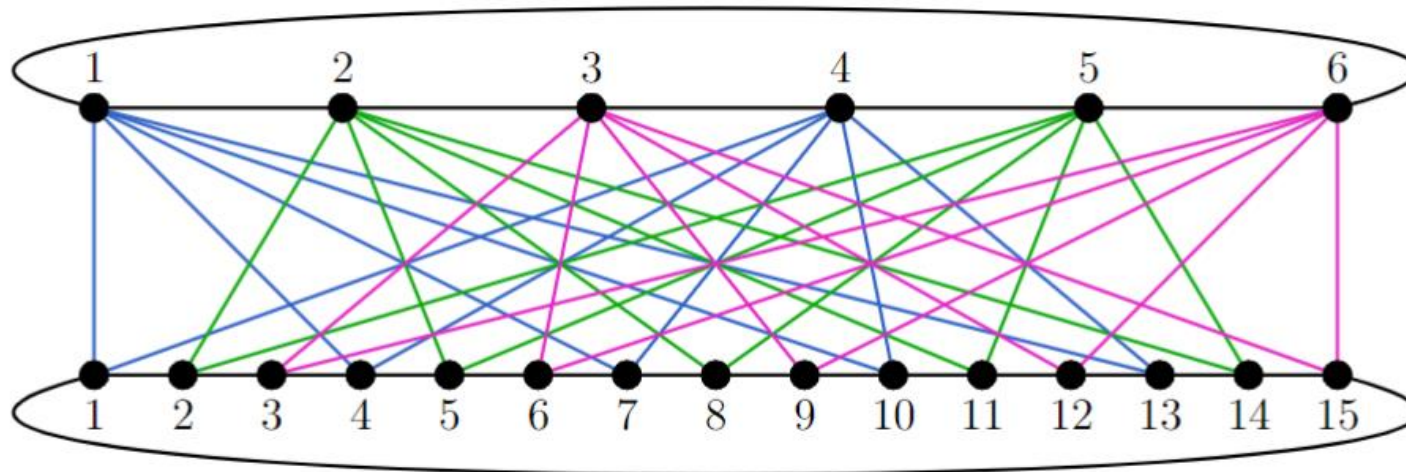


$\equiv_E$ : via adjacency list

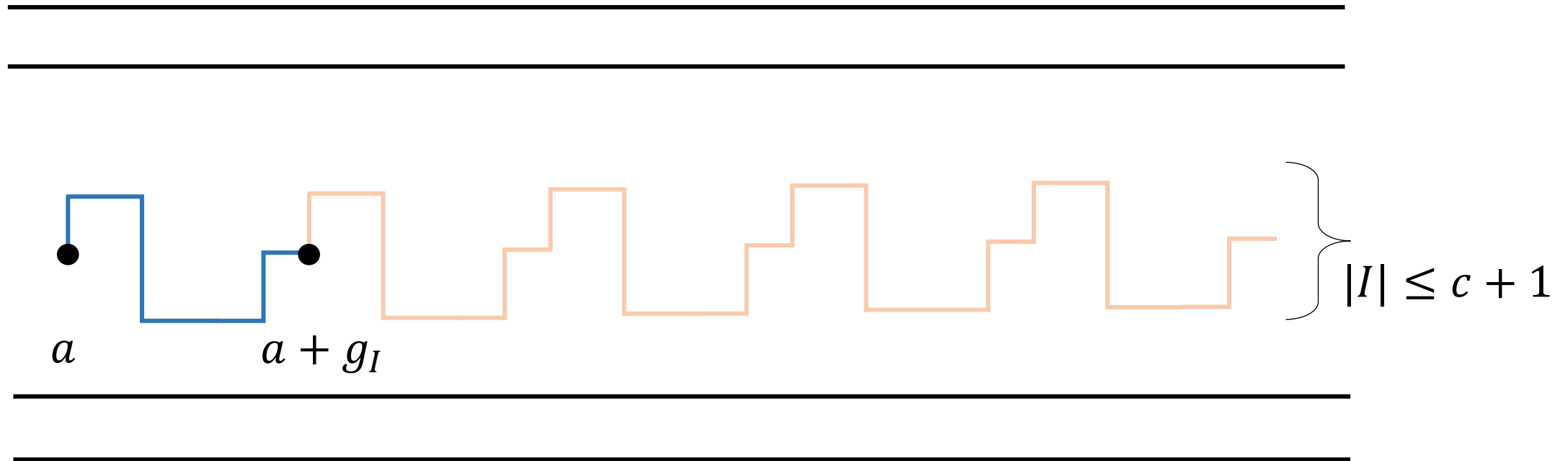
# Edge Equivalence



$$m_1 = 6, m_2 = 15$$

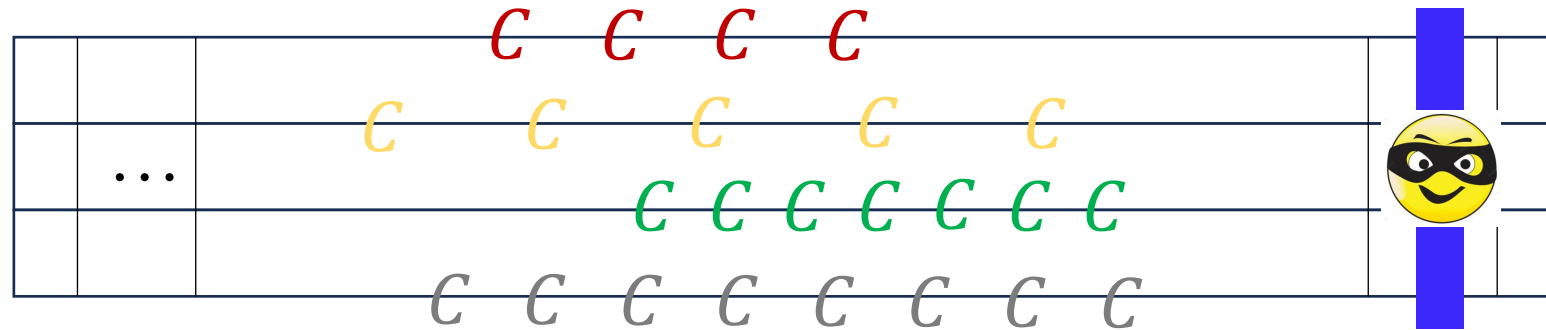


# Moves Translatable to Compressed Setting



$$g_I := \gcd(m_i: i \in I)$$

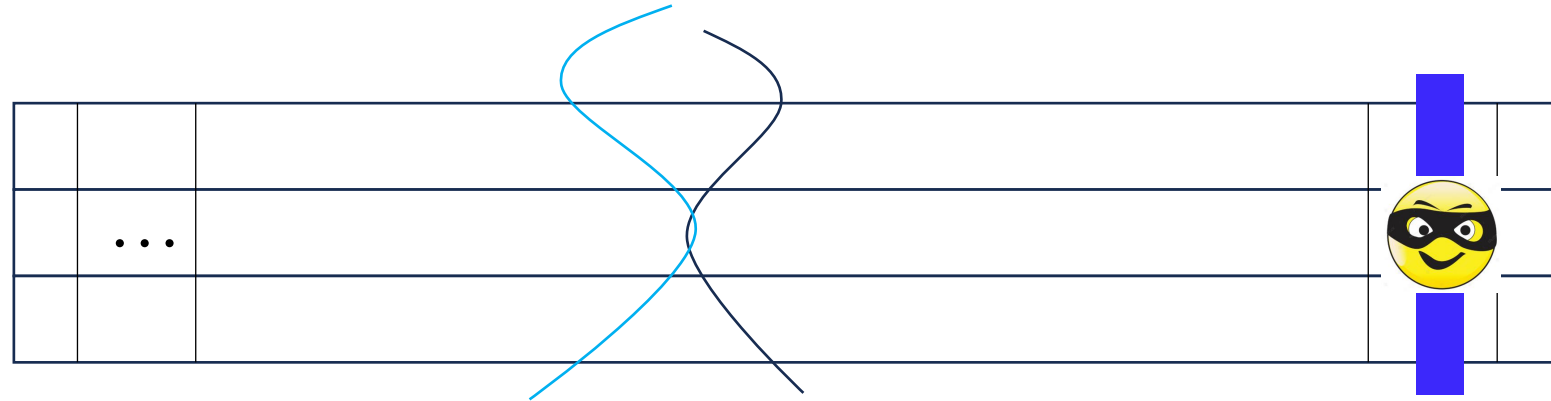
## Idea for Robber Strategy



Cop-free column

Slide between L, R using special moves  
translatable to compressed setting

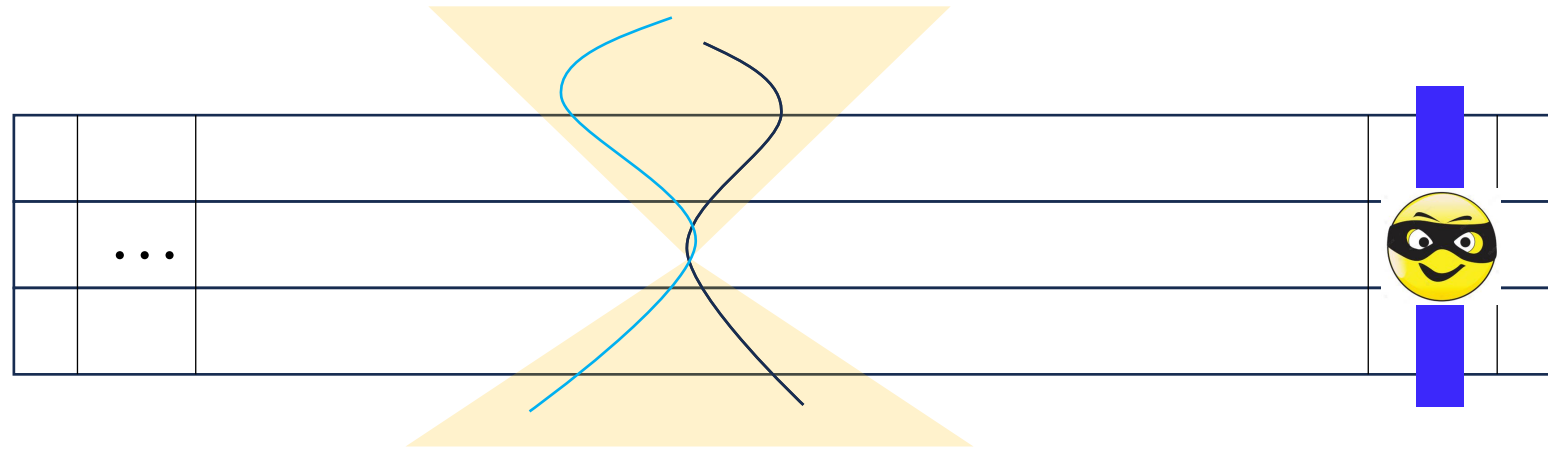
## Dangers of Robber Life: Separators



Slide between L, R using special moves

**SEPARATOR WARNING**

# Robber Strategy



Keep away from **potential** vertex separators  $S$



Survive roughly as long as on original cylinder

## Motivation for Grohe et al.: Weisfeiler-Leman algorithm

**Theorem** [Grohe-Lichter-Neuen-Schweitzer 2023]

$\exists$  graph pairs such that  $(k + 1)$ -dimensional Weisfeiler-Leman algorithm can distinguish them, but only after  $N^{\frac{k}{2}}$  iterations.

- dimension  $\approx$  resolution width
- iterations  $\approx$  resolution depth
- graph pair  $\approx$  Tseitin [Berkholz-Nordström '16/'23]
- But GLNS23 yields **no proof complexity results** (because of “ $\approx$ ”)<sub>23</sub>

# Our Result for Weisfeiler-Leman algorithm

## Corollary (Weisfeiler-Leman)

For any  $c \leq k - 2$ ,  $\exists$  graph pairs of size  $N$  such that:

- dimension- $(k + 1)$  WL can distinguish them
  - dimension- $(k + c)$  WL requires  $N^{\frac{k}{c+1}}$  iterations
- 
- **More robust trade-offs** for Weisfeiler-Leman than GLNS23
  - And thanks to robustness yields proof complexity consequences

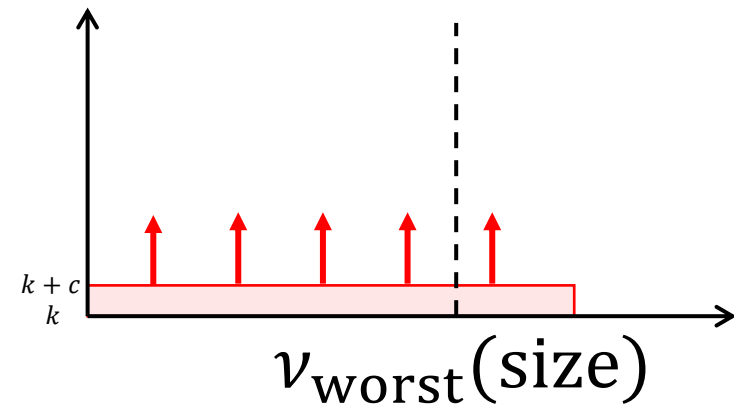


## Conclusion

- Depth-width tradeoff, **supercritical** in formula size
- **Robust** (somewhat): applies not only to minimal width
- Similar trade-offs obtained independently by Göös et al.
- Our results apply also to Weisfeiler-Leman algorithm

## Open problems:

- Better robustness?
- Trade-offs size-depth, size-space? (stay tuned...)
- Can we compress other graphs than cylinders?



*Thank you for your attention!*