Effectively Polynomial Simulations

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## Proof systems

#### Propositional

Poly time onto fn:  $\{0,1\}^*$   $\rightarrow$  TAUT (proofs) (prop. tautologies)

#### Quantified

Poly time onto fn: {0,1}\* QTAUT (proofs) (valid quantified formulae)

## **Proof Systems and Complexity**

- Theorem [Cook-Reckhow]: NP = coNP iff there is a propositional proof system which is *polynomially bounded* (every tautology has a proof of length polynomial in size of tautology)
- PSPACE = NP iff there is a quantified proof system which is polynomially bounded

# p-Simulations

- P p-simulates Q if for all tautologies  $\phi$ 
  - If φ has Q-proofs of size n, then φ has P-proofs of size poly(n)
- If P p-simulates Q then proof size lower bounds for P translate to lower bounds for Q
- Extended Frege p-simulates Frege p-simulates Bounded-depth Frege p-simulates Resolution

#### Effectively p-simulations: Basic Idea

- Relaxed notion of simulation
- P effectively p-simulates Q if
  - $-\phi$  has small proofs in Q  $\rightarrow$  f( $\phi$ ) has small proofs in P, where f is poly-time

## Effectively p-simulations: Definition

Effectively p-simulation of Q by P



For all φ and m, φ is a tautology iff f(<φ,1<sup>m</sup>>) is a tautology
If φ has Q-proofs of size at most m, then f(<φ,1<sup>m</sup>>) has P-proofs of size at most poly(m)

#### Effectively p-simulation: Motivation

- When proof systems are used in SAT solvers, natural to allow poly-time preprocessing
- Allows us to
  - Compare proof systems of different kinds, eg. propositional vs quantified
  - Relate several pairs of proof systems not known to be related before
- Useful in studying *automatizability* (efficient proof search)

## Automatizability



 "Proof" might not be in P, but in a different proof system. If proof produced is a P-proof, then "strongly automatizable"

# Automatizability and Complexity

- Theorem: The following are equivalent
  - Every propositional proof system is automatizable
  - Every quantified proof system is automatizable
  - -P = NP

Automatizability and Effectively Polynomial Simulation

- Proposition: If P is automatizable and P effectively p-simulates Q, then Q is automatizable
- Proof: Given <φ,1<sup>m</sup>>, automatization procedure for Q runs automatization procedure for P on f(<φ,1<sup>m</sup>>) and returns the result

# Proof Systems: Hilbert-style (Propositional)

- Axioms, rules of deduction, lines of proof are propositional
- Different proof systems depending on what the lines are
  - Clauses: Resolution
  - k-DNFs: k-Res
  - AC<sup>0</sup>: Bounded-depth Frege
  - Formulae: Frege
  - Circuits: EF

# Proof Systems: Hilbert-style (Quantified)

- Axioms, rules of deduction, lines of proof are quantified Boolean formulae
- Key rule of deduction is *cut* rule (from A V B → C and A → B ∧ D, derive A → D V C)
- Different proof systems depending on type of B

- B is  $\Sigma_i$  formula: G<sub>i</sub>

## **Proof Systems: Algebraic**

- Manipulating systems of polynomial equations: Polynomial Calculus (PC), Nullstellensatz
- Manipulating systems of linear inequalities: Cutting Planes (CP), Lovasz-Schrijver (LS), LS+

## p-Simulations: The Map



### Effectively p-simulations: Examples (1)

- Proposition: If A and B are (quasi)automatizable, then each effectively (quasi)p-simulates the other
- Corollary: Nullstellensatz, PC and Tree Resolution effectively (quasi)p-simulate each other
- Theorem [CEI96]: Nullstellensatz does not (quasi)p-simulate PC
- Tree Resolution does not (quasi)p-simulate Nullstellensatz or PC

### Effectively p-simulations: Examples (2)

- Linear Resolution: Resolution where one of the resolved clauses is the most recently derived
- Unknown whether Linear Resolution p-simulates Resolution
- Theorem [B-OP03]: Linear Resolution effectively p-simulates Resolution

### Effectively p-simulations: Examples (3)

- Clause Learning: Variant of Resolution used extensively in SAT solvers
- Unknown whether Clause Learning p-simulates Resolution
- Theorem [BHPvG08]: Clause Learning effectively p-simulates Resolution

### Effectively p-simulations: Examples (4)

- Theorem [ABE02]: Res does not p-simulate k-Res, for any k >= 2
- Theorem [AB04]: Res effectively p-simulates k-Res for any constant k
- Generalization: a proof system can effectively p-simulate any *local extension* of it

### Effectively p-simulations: Examples (5)

- Unknown whether G<sub>i</sub> p-simulates G<sub>i</sub>, for j < i</li>
- Theorem: G<sub>0</sub> effectively p-simulates *every* quantified proof system S
- Proof idea: Map  $\phi$  to Refl<sub>s</sub> $\rightarrow \phi$ , and prove that if  $\phi$  has small proofs in S, then Refl<sub>s</sub> $\rightarrow \phi$  has small proofs in G<sub>0</sub>

# Re-drawing the Map



# Lower Bounds on Effectively psimulations

- If A is automatizable and B is not, then B does not effectively p-simulate A
- Corollary: If Factoring is not in quasi-poly time, then Tree Resolution does not eff. p-sim EF
- But how about if neither A nor B is believed to be automatizable?

# Lower Bounds (ctd)

- Theorem: If NP ∩ coNP ⊈ i.o.P, then there are prop. proof systems A and B such that
  - A is not automatizable
  - B is not automatizable
  - A does not effectively p-simulate B
- Analogue of Ladner's Theorem for proof complexity

## Lower Bounds on Restricted Simulations

- Theorem: If Frege does not p-simulate EF, then there is no symmetric extensional effectively p-simulation of EF by Frege
- Uses result of [Clote-Kranakis91] about "poly-symmetric" functions

## **Open Problems**

- More examples of effective p-simulations?
- Resolution does not effectively p-simulate EF, under natural assumption?
- Frege does not effectively p-simulate EF, for oblivious p-simulations?