

Intro to Theory of Computation

CS
464

LECTURE 26

Last time

- Polynomial-time reductions

Today

- Polynomial-time reductions
- NP-completeness

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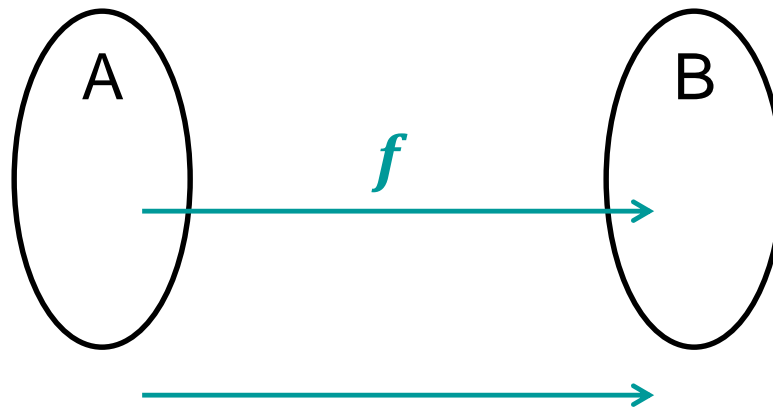
Classify Problems

- **Desiderata:** classify problems according to those that can be solved in polynomial-time and those that cannot.
- Some problems *provably require exponential time* (next month):
 - Given a Turing machine, does it halt in at most k steps?
 - Given a board position in an n -by- n generalization of chess, can black guarantee a win?
- **Frustrating news:** huge number of fundamental problems have defied classification for decades.
- **Chapters 7.4-7.5 (NP-completeness):** Show that these fundamental problems are "computationally equivalent" and appear to be different manifestations of one **really hard** problem.

Polynomial-time reduction

Given languages A and B,
 $A \leq_p B$

if there is a *poly-time* computable function f ,
such that for all strings w ,
 $w \in A$ iff $f(w) \in B$.



Implication of poly-time reductions

Theorem. If $A \leq_p B$ and $B \in \mathbf{P}$ then $A \in \mathbf{P}$.

(So, if $A \leq_p B$ and $A \notin \mathbf{P}$ then $B \notin \mathbf{P}$.)

Theorem. If $A \leq_p B$ and $B \leq_p C$ then $A \leq_p C$.

(Poly-time reductions compose.)



Reduction by simple equivalence

Basic reduction strategies

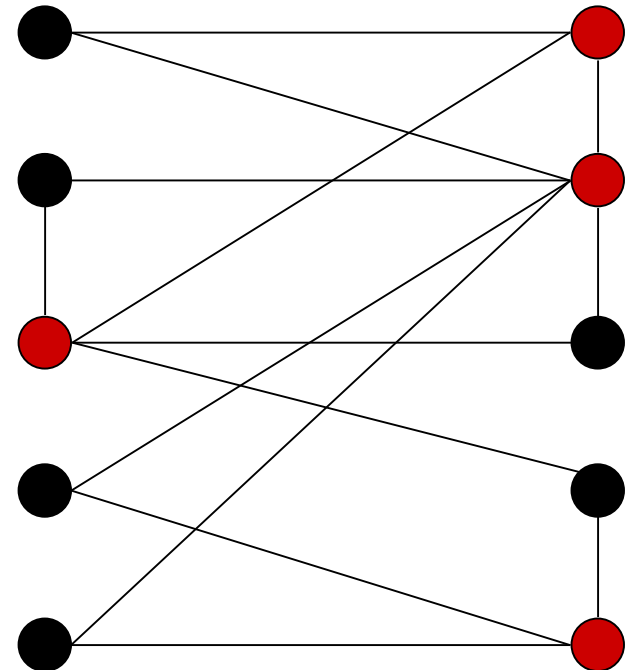
- Reduction by simple equivalence.
- Reduction from special case to general case.
- Reduction by encoding with gadgets.

Independent Set

Given an undirected graph G , an **independent set** in G is a set of nodes, which includes at most one endpoint of every edge.

INDEPENDENT SET = $\{\langle G, k \rangle \mid G \text{ is an undirected graph which has an independent set with } k \text{ nodes}\}$

- Is there an independent set of size ≥ 6 ?
 - Yes. independent set
- Is there an independent set of size ≥ 7 ?
 - No.



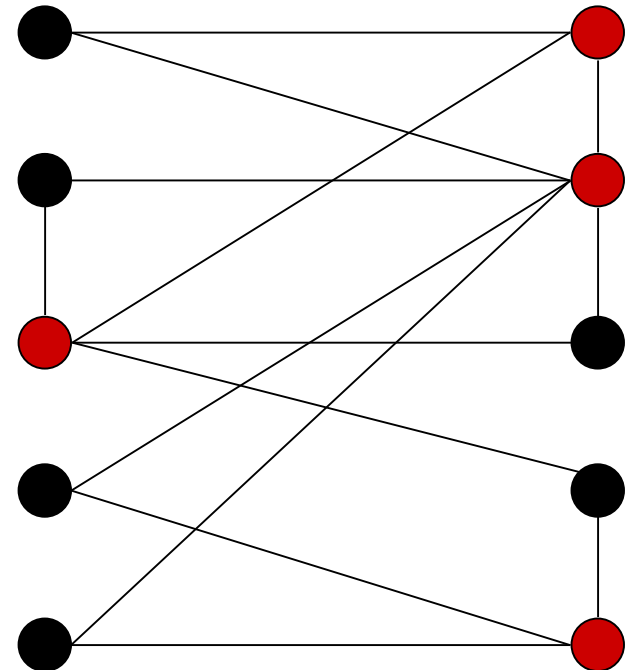
Vertex Cover

Given an undirected graph G , a **vertex cover** in G is a set of nodes, which includes at *least* one endpoint of every edge.

VERTEX COVER = $\{ \langle G, k \rangle \mid G \text{ is an undirected graph which has a vertex cover with } k \text{ nodes} \}$

- Is there vertex cover of size ≤ 4 ?
 - Yes.
- Is there a vertex cover of size ≤ 3 ?
 - No.

● vertex cover



Set Cover

Given a set U , called a *universe*, and a collection of its subsets S_1, S_2, \dots, S_m , a **set cover** of U is a subcollection of subsets whose union is U .

- SET COVER = $\{ \langle U, S_1, S_2, \dots, S_m; k \rangle \mid U \text{ has a set cover of size } k \}$

- Sample application.

- m available pieces of software.
- Set U of n capabilities that we would like our system to have.
- The i th piece of software provides the set $S_i \subseteq U$ of capabilities.
- Goal: achieve all n capabilities using fewest pieces of software.

$$U = \{ 1, 2, 3, 4, 5, 6, 7 \}$$

$$k = 2$$

$$S_1 = \{ 3, 7 \}$$

$$S_4 = \{ 2, 4 \}$$

$$S_2 = \{ 3, 4, 5, 6 \}$$

$$S_5 = \{ 5 \}$$

$$S_3 = \{ 1 \}$$

$$S_6 = \{ 1, 2, 6, 7 \}$$

Satisfiability

- **Boolean variables:** variables that can take on values T/F (or 1/0)
- **Boolean operations:** \vee , \wedge , and \neg
- **Boolean formula:** expression with Boolean variables and ops

SAT = { $\langle \Phi \rangle$ | Φ is a satisfiable Boolean formula}

- **Literal:** A Boolean variable or its negation. x_i or $\overline{x_i}$
- **Clause:** OR of literals. $C_j = x_1 \vee \overline{x_2} \vee x_3$
- **Conjunctive normal form (CNF):** AND of clauses. $\Phi = C_1 \wedge C_2 \wedge C_3 \wedge C_4$

3SAT = { $\langle \Phi \rangle$ | Φ is a satisfiable Boolean CNF formula, where each clause contains exactly 3 literals}

↑
each corresponds to a different variable

Ex: $(\overline{x_1} \vee x_2 \vee x_3) \wedge (x_1 \vee \overline{x_2} \vee x_3) \wedge (x_2 \vee x_3) \wedge (\overline{x_1} \vee \overline{x_2} \vee \overline{x_3})$

Yes: $x_1 = \text{true}, x_2 = \text{true}, x_3 = \text{false}.$

Summary of reduction strategies

- Basic reduction strategies.
 - Simple equivalence: $\text{INDEPENDENT-SET} \equiv_{\text{P}} \text{VERTEX-COVER}$.
 - Special case to general case: $\text{VERTEX-COVER} \leq_{\text{P}} \text{SET-COVER}$.
 - Encoding with gadgets: $3\text{-SAT} \leq_{\text{P}} \text{INDEPENDENT-SET}$.
- Composition. If $X \leq_{\text{P}} Y$ and $Y \leq_{\text{P}} Z$, then $X \leq_{\text{P}} Z$.
- Thus,

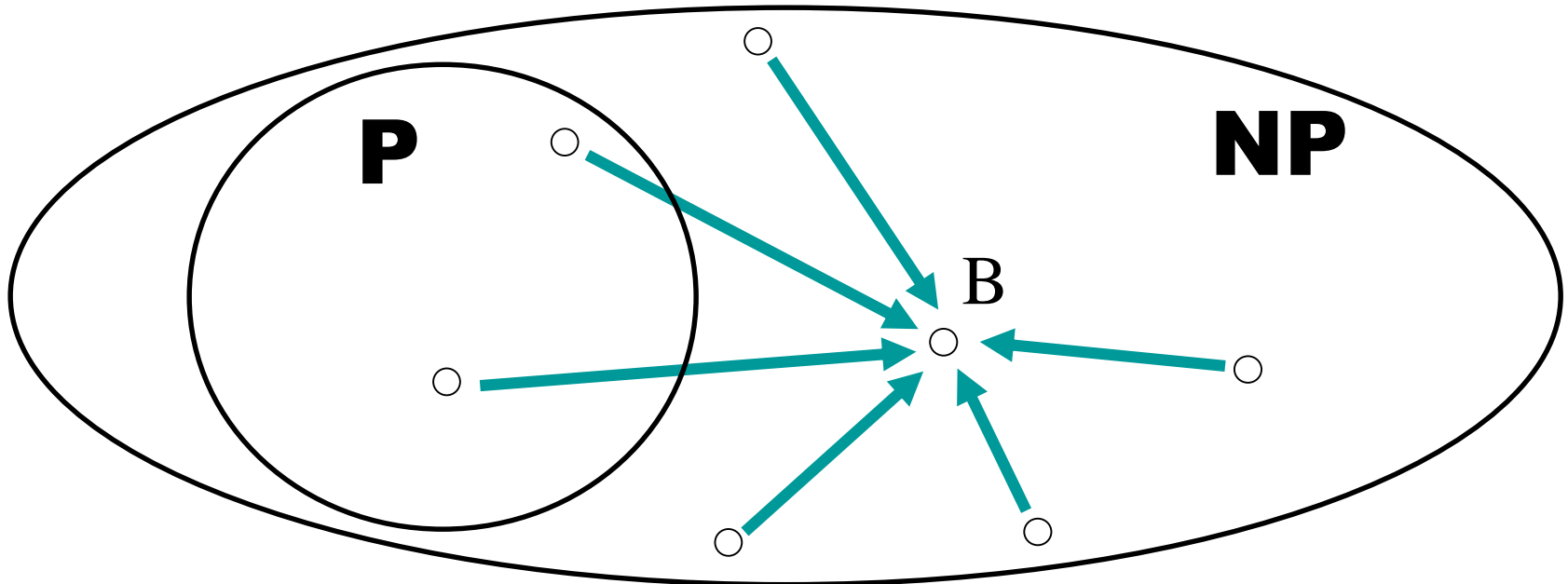
$$3\text{SAT} \leq_{\text{P}} \text{INDEPENDENT-SET} \leq_{\text{P}} \text{VERTEX-COVER} \leq_{\text{P}} \text{SET-COVER}.$$

Are we done now?

Hardest problems in NP

A language B is **NP-complete** if

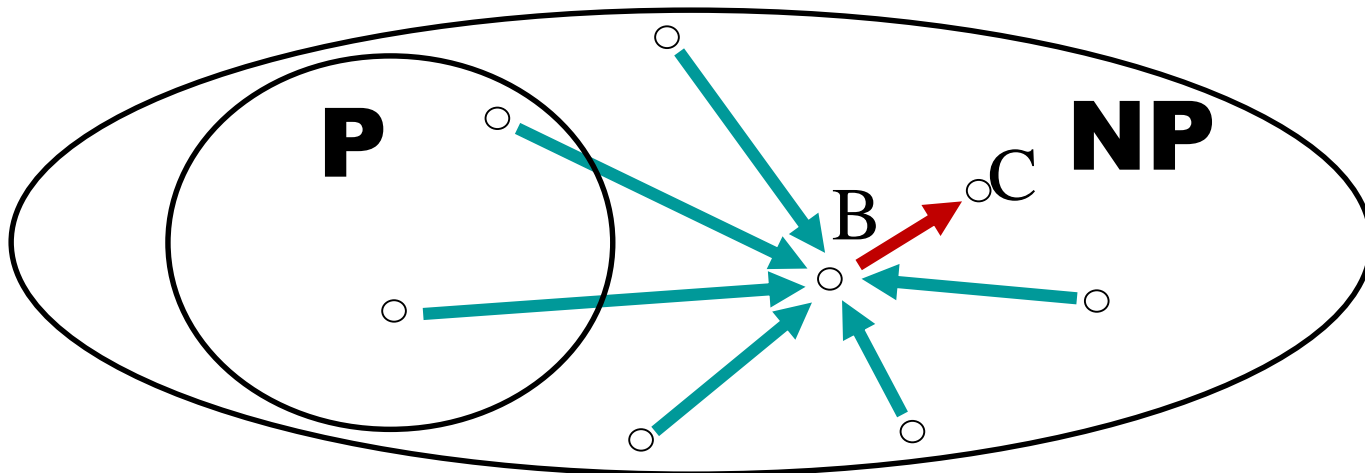
1. $B \in \text{NP}$
2. B is **NP-hard**, i.e., every language in NP is poly-time reducible to B .



Implication of poly-time reductions

Theorem. If

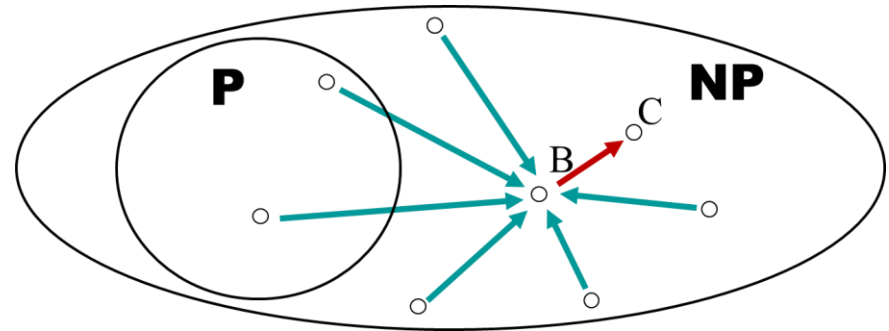
- B is **NP**-complete,
 - $C \in \mathbf{NP}$ and
 - $B \leq_p C$
- then C is **NP**-complete.



Implication of poly-time reductions

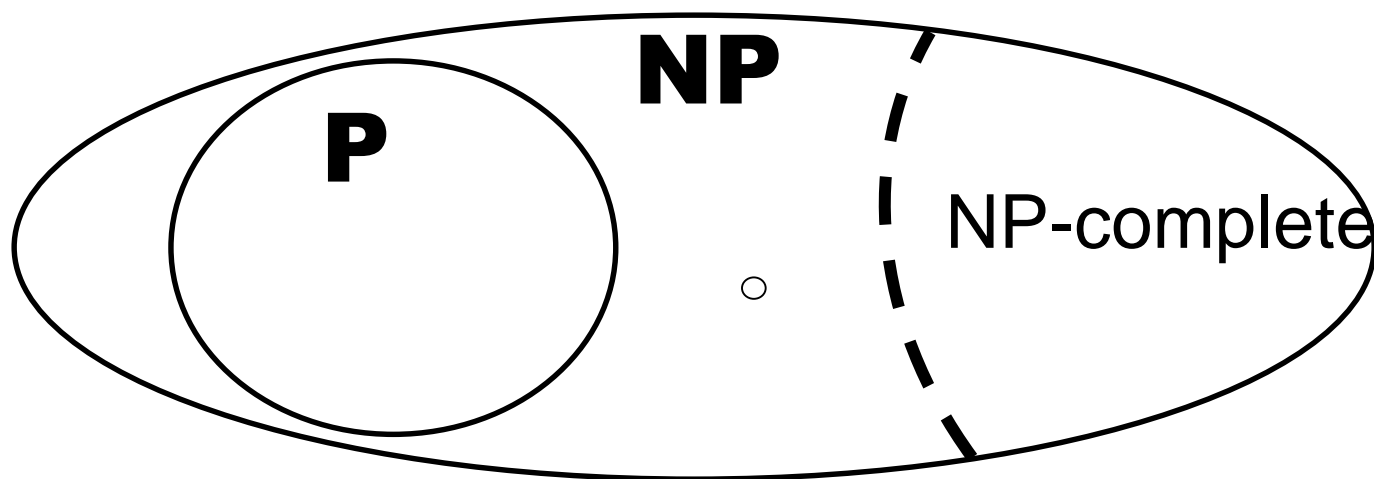
Theorem. If

- B is **NP**-complete,
 - $C \in \mathbf{NP}$ and
 - $B \leq_p C$
- then C is **NP**-complete.



Theorem. If B is **NP**-complete and $B \in \mathbf{P}$ then
 $\mathbf{P} = \mathbf{NP}$.

(So, if B is **NP**-complete and $\mathbf{P} \neq \mathbf{NP}$
then there is no poly-time algorithm for B.)



An NP-complete problem

$BA_{NTM} = \{\langle M, x, \underline{t} \rangle \mid M \text{ is an NTM that accepts } x$
 $\text{in at most } t \text{ steps}\}$

Technical detail: \underline{n} denotes 1^n .

Theorem. BA_{NTM} is NP-Complete.

1. $BA_{NTM} \in NP$:

The list of guesses M makes to accept x in t steps is the certificate that $\langle M, x, \underline{t} \rangle \in BA_{NTM}$.

2. For all $A \in NP$, $A \leq_P BA_{NTM}$.

$A \in NP$ iff there is an NTM N for A that runs in time $O(n^k)$.

Let $f_A(w) = \langle N, w, \underline{c} \mid w \mid^k \rangle$.

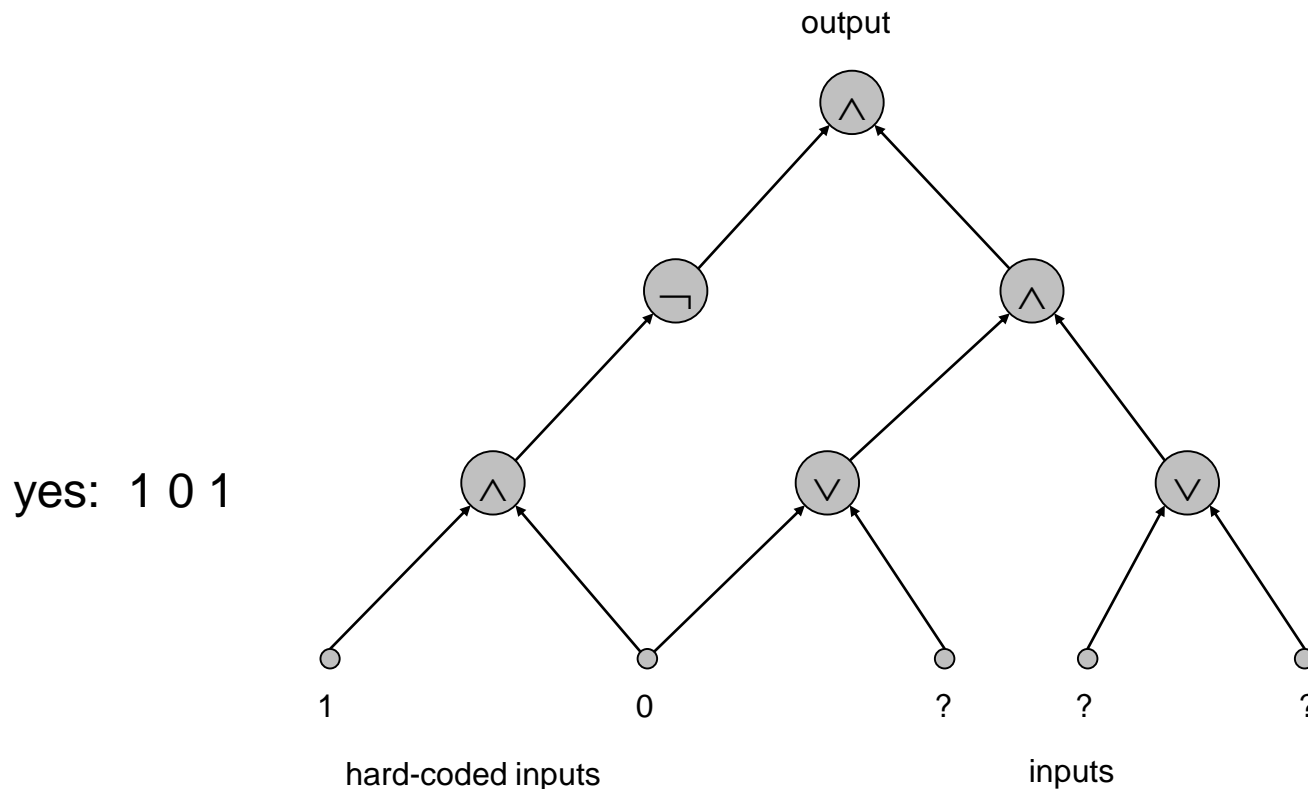
$\langle N, w, \underline{c} \mid w \mid^k \rangle \in BA_{NTM}$ iff N accepts w , iff $w \in A$.

Circuit Satisfiability

A **circuit** is built out of AND, OR and NOT gates.

A circuit is **satisfiable** if one can set the circuit inputs, so that the output is 1.

$\text{CIRCUIT-SAT} = \{ \langle C \rangle \mid C \text{ is a satisfiable circuit} \}$.



The "First" NP-Complete Problem

Theorem. CIRCUIT-SAT is NP-complete. [Cook 1971, Levin 1973]

Proof sketch.

1. CIRCUIT-SAT is in NP

certificate: input on which circuit is 1.

The "First" NP-Complete Problem

Theorem. CIRCUI-T-SAT is NP-complete. [Cook 1971, Levin 1973]

Proof sketch.

2. For all $A \in \text{NP}$, $A \leq_p \text{CIRCUI-T-SAT}$.

- A TM that takes a fixed number of bits as input can be represented by a circuit. Moreover, if algorithm takes poly-time, then circuit is of poly-size.
- Consider some problem $A \in \text{NP}$. It has a poly-time verifier $V(w, c)$. To determine whether $w \in A$, need to know if there exists a certificate c of length $p(|w|)$ such that $V(w, c)$ accepts.
- View $V(w, c)$ as an algorithm on $|w| + p(|c|)$ bits (input w , certificate c) and convert it into a poly-size circuit C .
 - first $|w|$ bits are hard-coded with w
 - remaining $p(|s|)$ bits represent bits of t

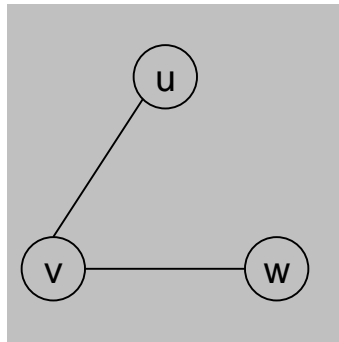
Correctness: Circuit C is satisfiable iff $V(w, c)$ accepts.

Idea #1 (on board): Algorithms are circuits

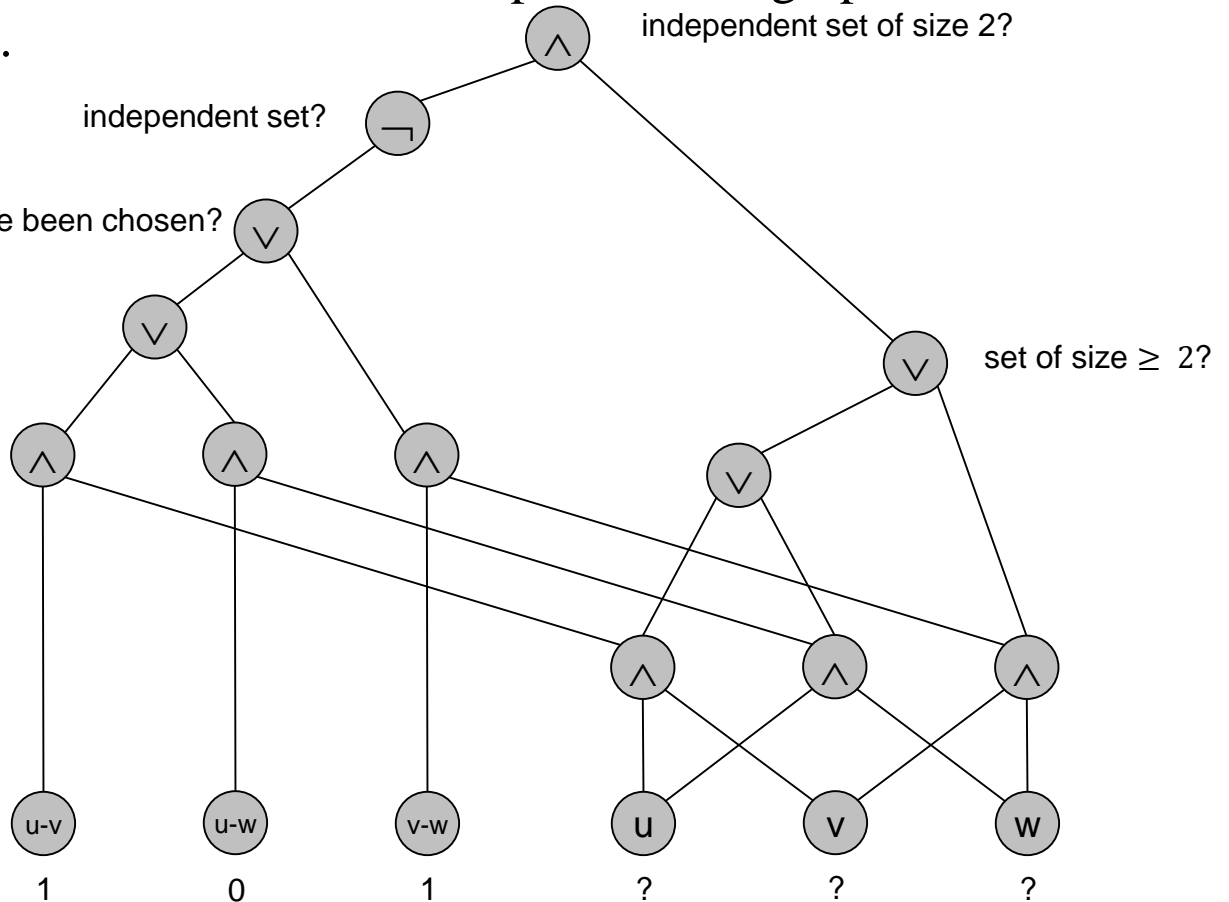
- Every circuit is an “algorithm” with
 - Fixed length input and
 - Fixed running time
- Every algorithm with fixed length input m , and upper bound t on running time can be converted into a circuit with $O(t(m + t))$ gates
 - Space usage is at most $m + t$
 - Imagine a $(m + t) \times t$ table where column i is the state of the algorithms memory at time i
 - Circuit just needs to compute state at time $i + 1$ from state at time i .

Example

A circuit C whose inputs can be set so that C outputs true iff graph G has an independent set of size 2.



$G = (V, E), n = 3$

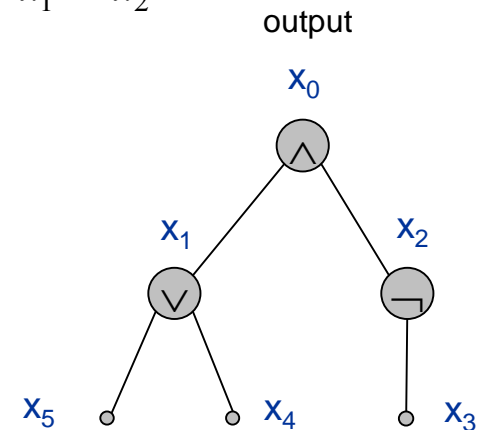


$\binom{n}{2}$ hard-coded inputs (graph description) n inputs (nodes in independent set)

3SAT is NP-complete

Proof. Suffices to show that $\text{CIRCUIT-SAT} \leq_p \text{3SAT}$ since 3SAT is in NP.

- Let C be any circuit.
- Create a 3-SAT variable x_i for each circuit element i .
- Make circuit compute correct values at each node:
 - $x_2 = \neg x_3 \Rightarrow$ add 2 clauses: $x_2 \vee x_3, \overline{x_2} \vee \overline{x_3}$
 - $x_1 = x_4 \vee x_5 \Rightarrow$ add 3 clauses: $x_1 \vee \overline{x_4}, x_1 \vee \overline{x_5}, \overline{x_1} \vee x_4 \vee x_5$
 - $x_0 = x_1 \wedge x_2 \Rightarrow$ add 3 clauses: $\overline{x_0} \vee x_1, \overline{x_0} \vee x_2, x_0 \vee \overline{x_1} \vee \overline{x_2}$
- Hard-coded input values and output value.
 - $x_5 = 0 \Rightarrow$ add 1 clause: $\overline{x_5}$
 - $x_0 = 1 \Rightarrow$ add 1 clause: x_0
- Final step: turn clauses of length < 3 into clauses of length exactly 3.



Idea #2 (on board): **Verifying** is easier than **computing**

- Given a circuit C with n input wires and m gates, the reduction constructs a 3CNF formula Φ with $O(n + m)$ variables and $O(m)$ clauses
 - One variable Φ for each wire in C
 - Given a satisfying assignment a for C , get a satisfying assignment to Φ :
 - Set variable x_e to the value on wire e when C is executed on a
- Notice the power of nondeterminism
 - Checking that each gate is executed correctly only requires looking at 3 wires at a time