CSCC63 TUT 0002 Tutorial 10

3SAT to Subset-Sum

3SAT = { | p is a 3CNF formulat that can be satisfied } Subset-Sum = { <S, t> | S is a multiset of integers, t is an integer, a subset of S sums to t }

3CNF Formula:

(x1' or x2' or x3) and (x1' or x2 or x3') and (x1 or x2' or x3') and (x1 or x2 or x3')

	×1	x2	x3	c 1	c2	c 3	c4
x1	1	0	0	0	0	1	1
x1′	1	0	0	1	1	0	0
x2	0	1	0	0	1	0	1
x2′	0	1	0	1	0	1	0
×3	0	0	1	1	0	0	1
x3′	0	0	1	О	1	1	0
	1	1	1	1	1	1	3
				1	0	0	0
				1	0	o	0
				О	1	О	0
				0	1	0	0
				0	0	1	0
				0	0	1	0
				0	0	0	1
				0	0	0	1
	1	1	1	3	3	3	3

3CNF Formula:

(x1' or x2' or x3) and (x1' or x2 or x3') and (x1 or x2' or x3') and (x1 or x2 or x3')

	x1	x2	x 3	c1	c2	c3	c4
x1	1	0	0	0	0	1	1
×1′	1	0	0	1	1	0	0
x2	0	1	O	0	1	0	1
x2′	0	1	σ	1	0	1	O
х3	0	0	1	1	0	0	O
x3′	0	0	1	0	1	1	1
	1	1	1	2	2	2	1
				1	0	0	٥
				2	0	0	0
				0	1	0	٥
				0	2	0	0
				0	0	1	0
				0	0	2	0
				0	0	0	1
				0	0	0	2
	1	1	1	4	4	4	4

Q3 Help:

- a) Give a reduction from some NP-hard language (consider Clique)
- b) Give a reduction from some co-NP hard language (or reduce reduce NP-hard to co-Many-Cliques)
- Co-Many-Cliques = { <G, r, k> | exists a size r subgraph of G that doesn't contain a k-clique } c) Write a solver, justify that it is ran in PSPACE (Decider), always halts, and returns whether a given input belongs ti Many-Cliques.
- Example: 3COLOR, show that SOLVE-3COL is in PSPACE Input <G>, output: whether or not the graph is 3 colorable.

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COLOR on input <G>:

define COLOR-SOLVER input <G = (V, E), M>: # M is a hashmap mapping nodes to their color

if |V| = |M| accept;

for node v in V:

if M[v] exists:

continue

for color in [r, g, b]

if none of v's neighbours has the same color

M[v] = color

accept if COLOR-SOLVER(G, M) accepts

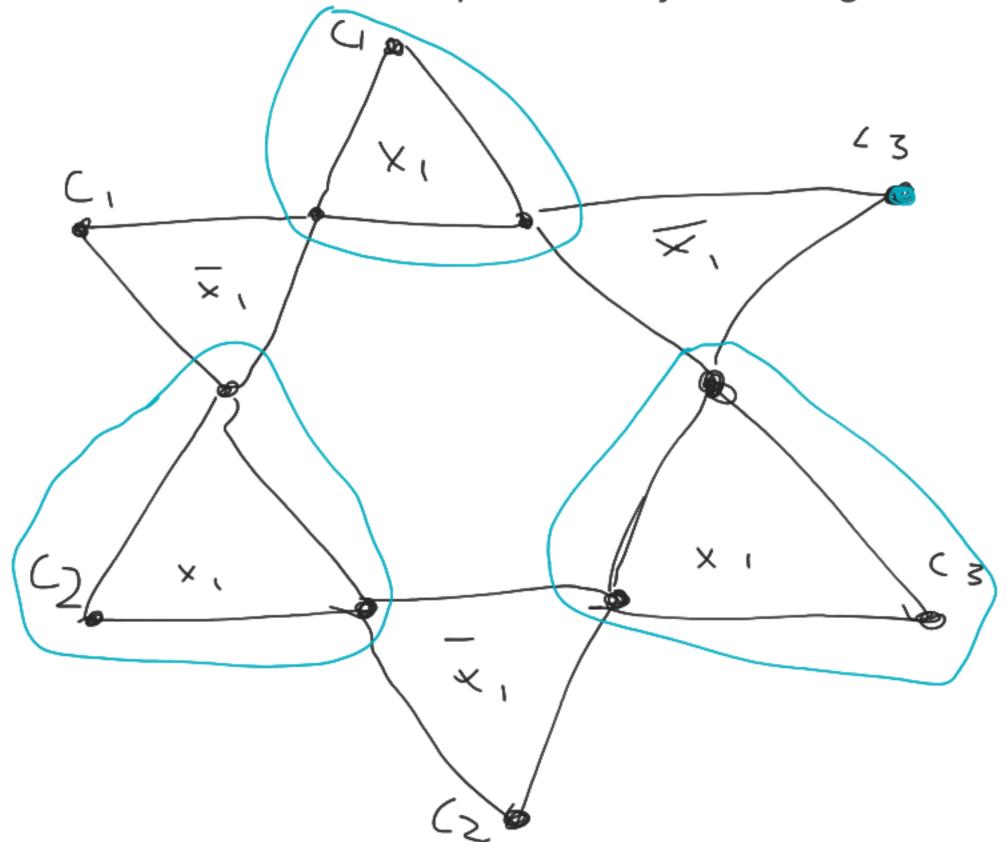
M[v] = nil #none of the previous coloring choices lead to a colorable graph, we must backtrack return

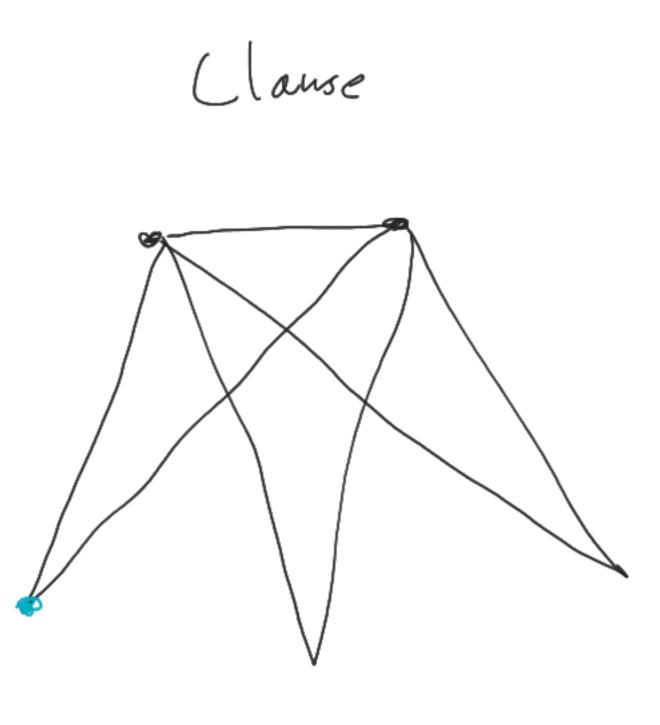
In total |V| max recursive depth,
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Partition-Into-Triangles

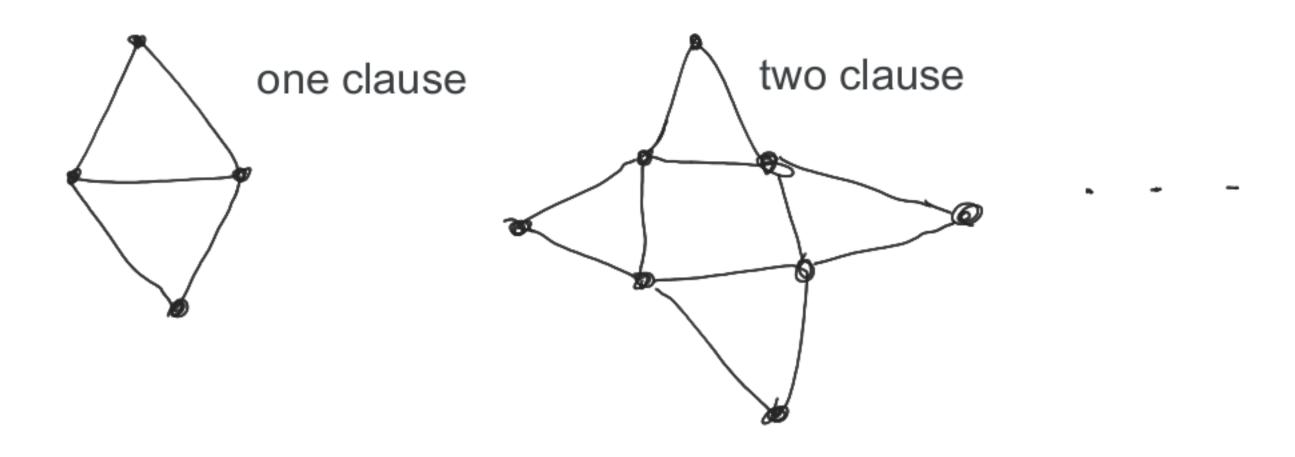
Input: A graph G

Question: Can G be split into disjoint triangles?





for each variable, encode a widget based off the number of clauses it belongs to,



clause widgets: suppose we have (x1 or x2 or x3)

