

## LECTURE 27

Wednesday March 15, 2017

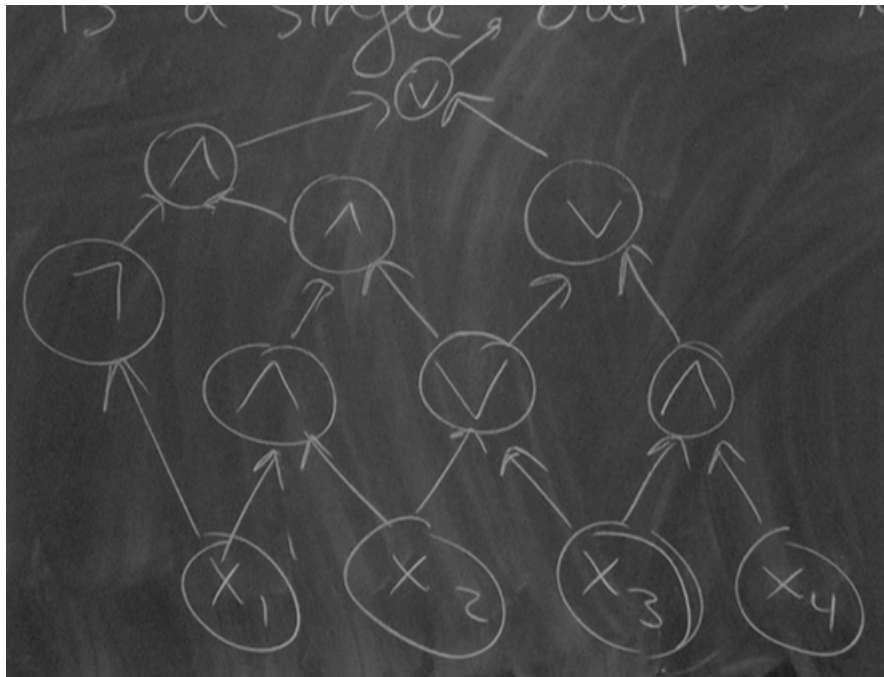
based on notes by Denis Pankratov

Complexity Theory (*cont.*) $L \in NPC$  implies that:

1.  $L \in NP$
2.  $(\forall \tilde{L} \in NP)(\tilde{L} \leq_p L)$

Definition: A **Boolean** circuit is a *directed acyclic graph* so that:

1. Leaves are labelled with variables, e.g.  $x_1, \dots, x_n$
2. Internal nodes are labelled with  $\cap$ ,  $\cup$ ,  $\neg$  in-degree  $(\cap) = \text{in-degree}(\cup) = 2$ , in-degree  $(\neg) = 1$
3. There is a single output node:

Figure 1: *Example*

Circuit Sat Problem Input:  $C$  - circuit

Output: 1 if  $\exists$  assignment to vars of  $C$  so that  $C$  outputs 1 on that assignment

0 otherwise

$$L_{C-SAT} = \{ \langle C \rangle \mid C \text{ is satisfiable} \}$$

Theorem (version of Cook's theorem)

$$L_{C-SAT} \in NPC$$

Proof:

1.  $L_{C-SAT} \in NP$

Verifier on input

$x = \langle C \rangle$  - circuit

$y = \langle \tau \rangle$  - assignment to vars of  $C$

Evaluates  $C$  on  $\tau$ , returns whatever  $C$  returns.

Verifier runs in *polytime*:

$\langle C \rangle \in L_{C-SAT} \Leftrightarrow \exists \tau$  verifier outputs 1 on  $(\langle C \rangle, \langle \tau \rangle)$

2. Let  $L \in NP$

Given  $x$  need to construct circuit  $C$  efficiently so that  $x \in L \Leftrightarrow \langle C \rangle \in L_{C-SAT}$

Let  $A$  be a polytime verifier for  $L$ ,  $\exists k_1 > 0$  so that  $(\forall x)(x \in L \Leftrightarrow \exists y : |y| \leq |x|^{k_1} \wedge A(x, y) = 1)$

Idea:  $C$  will have  $y$  as inputs & will simulate  $A(x, y)$

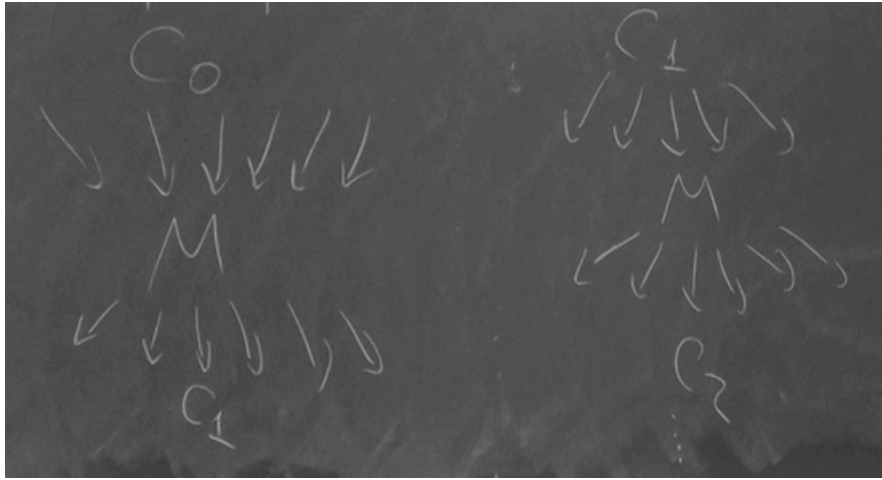
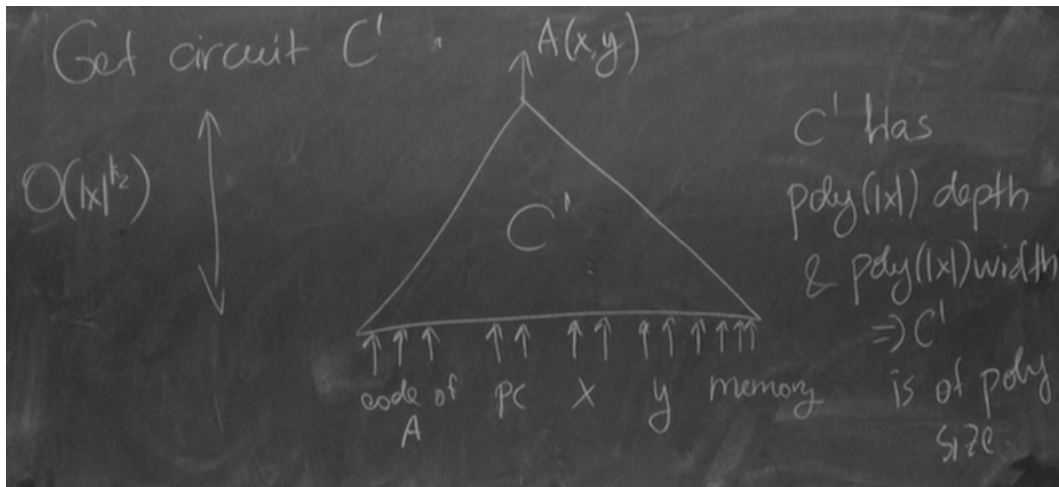
Let  $T(|x|)$  denote the runtime of  $A$  on input  $|x|$

$\exists k_2 > 0$  so that  $T(|x|) \leq |x|^{k_2}$  ( $A$  is polytime)

Let  $c_i$  be the state of the computer running  $A$  on input  $(x, y)$

$c_i :$	Code of $A$	Program counter	$x$	$y$	memory
	constant	constant	$ x $	$ x ^{k_1}$	$ x ^{k_2}$

Let  $M$  be the circuit implementing a single step (processor):  $c_i$  to  $c_{i+1}$

Figure 2: We stack  $T(|x|)$  copies of  $M$ Figure 3: Get circuit  $C'$ : what happens when we unroll the process with time

$C'$  has  $\text{poly}(|x|)$  depth &  $\text{poly}(|x|)$  width  $\Rightarrow C'$  is of poly size

To get  $C$ :

$$\text{applying a restriction} \begin{cases} \text{hard-code } x \\ 0's \text{ for memory} \\ 0's \text{ for PC} \\ \text{code of } A \text{ to code of } A \end{cases}$$

$$x \in L \Leftrightarrow \exists y : |y| \leq |x|^{k_1} \text{ and } A(x, y) = 1$$

$$\Leftrightarrow \exists y C(y) = 1$$

$$\Leftrightarrow \langle C \rangle \in L_{C-SAT}$$

Given  $x$ , you can construct  $C$  in *polynomial time*

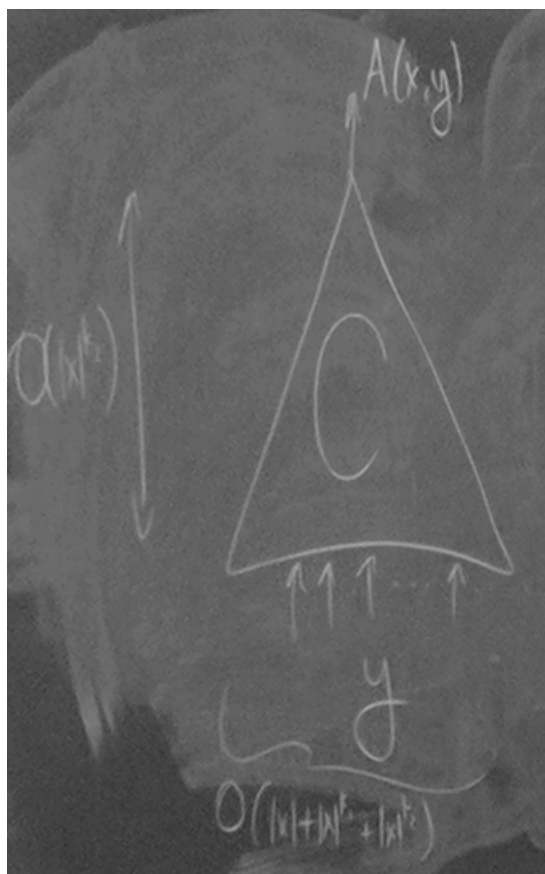


Figure 4: Visualization

*Note:*

$\mathcal{O}(|x|^{k_2})$  with vertical arrow

$\mathcal{O}(|x| + |x|^{k_1} + |x|^{k_2})$  with horizontal arrow

Exercise: Show  $\leq_p$  is transitive if  $L_1 \leq_p L_2$  &  $L_2 \leq_p L_3$  then  $L_1 \leq_p L_3$

**Claim:** If  $L_1 \in NPC$  &  $L_1 \leq_p L_2$ , then  $L_2$  is  $NP$ -hard. Moreover, if  $L_2 \in NP$ , then  $L_2 \in NPC$

Proof: Let  $\tilde{L} \in NP$ , then  $\tilde{L} \leq_p L_1 (l_1 \in NPC) \Rightarrow$  by transitivity  $\tilde{L} \leq_p L_2$

**Claim:**  $L_{3-SAT} \in NPC$

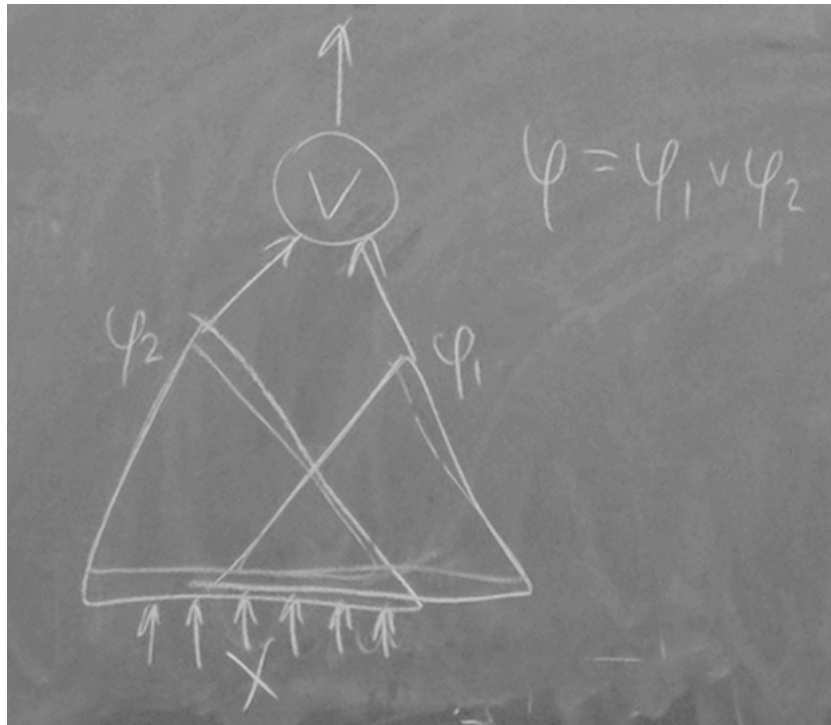
Proof:

1.  $L_{3-SAT} \in NP$  (last lecture)

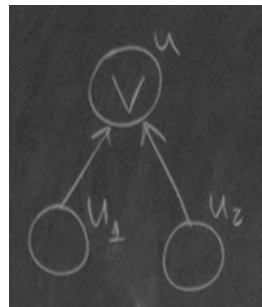
2.  $L_{C-SAT} \leq_p L_{3-SAT}$

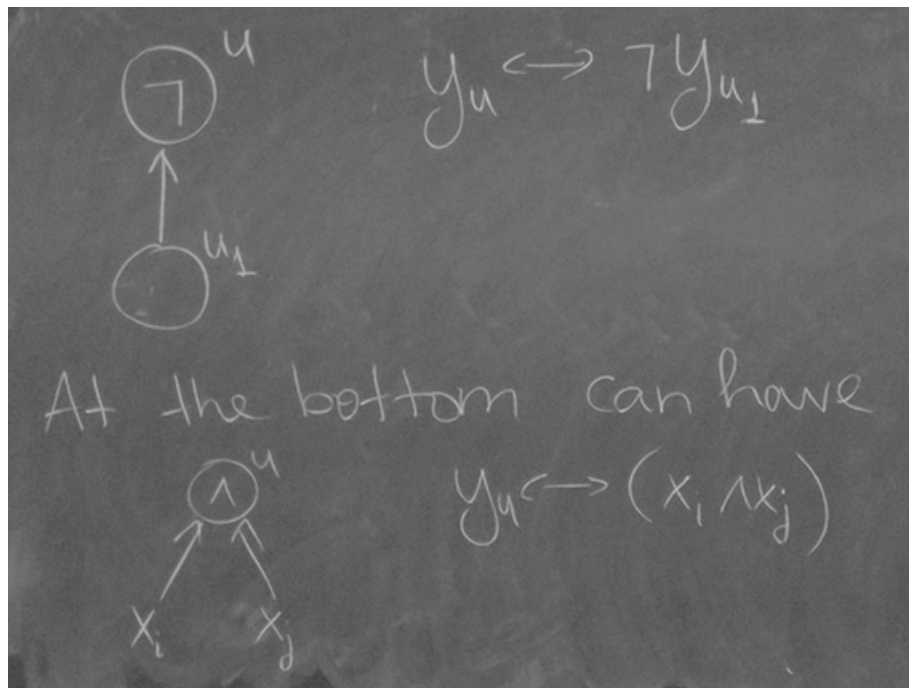
*Need to show (NTS):* given circuit  $C$ , we can construct in *polytime* formula  $\varphi$  so that:

- $\varphi$  is 3-CNF
- $C$  is satisfiable  $\Leftrightarrow \varphi$  is satisfiable

Figure 5: *Visualization*

- (1) Keep vars  $x_i$   
For each internal node  $u$ , introduce a new variable  $y_u$  intended meaning  $y_u$  has the value of the circuit evaluated on  $x$  at gate  $u$
- (2) Add clauses:

Figure 6: *Clause*

Figure 7: *Clauses*

- (3) Add clause  $y_u$  where  $u$  is the output gate
- (4) Convert all clauses into *CNFs*

Example:

$y_{u_1}$	$y_u$	$y_u \leftrightarrow y_{u_1}$
0	0	0
0	1	1
1	0	1
1	1	0

$$\neg(y_u \leftrightarrow \neg y_{u_1}) \equiv (\neg y_{u_1} \wedge \neg y_u) \vee (y_u \wedge y_u)$$