

CS 124 Lecture 20

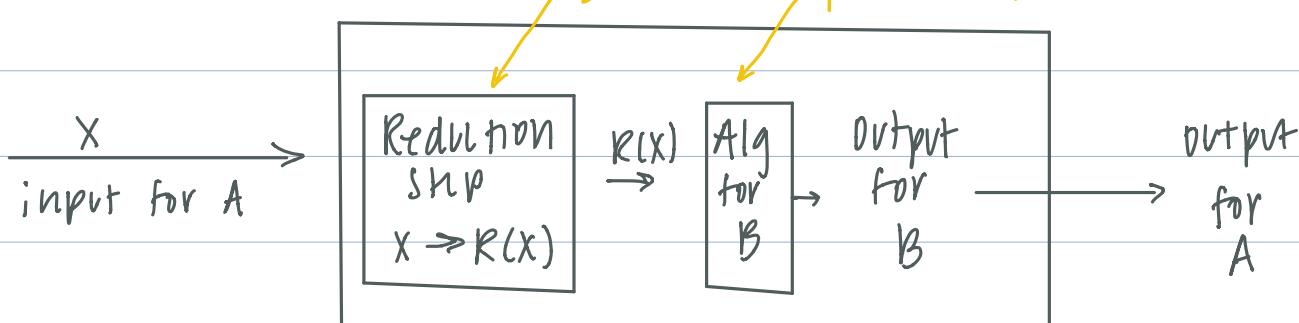
Mon, April 13, 2020

~ NP and Review ~

$P = \text{Poly-time} = \text{class of yes/no problems s.t. } \exists \text{ an algorithm } A \text{ and a positive int } k \text{ s.t. } A \text{ solves the problem in time } O(n^k)$

$g(x)$ and $p(x)$ are polynomials

Reductions



$p(x)$ is poly $\therefore B \in P$

Time for A: $g(x) + p(|R(x)|) \rightarrow A \in P$.

★ $A \leq_p B$ if I can solve B, I can solve A
if A can't be solved in poly-time, neither can B

NP

Things I can "verify" in poly-time

class of yes/no problems s.t. if answer is yes, there is a short certificate that verifies it.

EX: For input x, there is a certificate (or hint) of length

$p(x)$ where $p(x)$ is a polynomial.

There's a ^{poly-time} algorithm that takes as input $x, \text{hint}(x)$

and returns YES if the answer is yes, NO otherwise.

→ not symmetric \rightarrow cannot hint NO

3SAT

Certificate: truth assignment

Algorithm: check the truth assignment

Composite

Certificate: factor

Algorithm: division algorithm

co-NP

Similar definition to NP but show NO instead of YES.

NP-Complete

"Hardest" (Reduction) set of problems?

- Are in NP
- All other problems reduce to it single problem as lever

$X \in \text{NPC}$ if $\nexists Y \in \text{NP}$ s.t. $Y \leq_p X$ and $X \in \text{NP}$

$A \leq_p B \leq_p C$ given B is NPC, C is NPC

$A \leq_p C$

Circuit-SAT Cook's Theorem

Given a boolean circuit w/ some input values classified, is there a way to set the rest of the inputs so output

is true?

✓ In NP

- Checking algo (can implement in poly-sized circuit)

Inputs: original input to problem, corresponding certificate

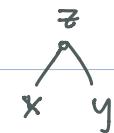
The Q: Is there a hint for Alg A = Are there hint inputs s.t. the circuit outputs true

Circuit SAT \leq_p 3-SAT would show Circuit SAT is NP-hard

Circuit C as input (known and unknown inputs w/ \top, \perp, V)

variable for each gate and each input

- if input is known: (X) if true, (\bar{X}) if false
- if input is unknown: free variable
- OR gate: $(\bar{y} \vee x) \wedge (\bar{z} \vee x) \wedge (\bar{x} \vee y \vee z)$
- AND gate: $(\bar{x} \vee y) \wedge (\bar{x} \vee z) \wedge (\bar{y} \vee \bar{z} \vee x)$
- NOT gate: $(\bar{x} \vee \bar{y}) \wedge (x \vee y)$
- Output gate: (\top)



Claim: Circuit has unknown inputs yielding true \iff 3SAT formula is satisfiable

3SAT \leq_p Int Linear Program

↳ 3sat formula to LP

$$x \rightarrow x$$

clauses \rightarrow constraints

$$\bar{x} \rightarrow 1-x$$

$$(x \vee \bar{y} \vee z) \rightarrow x + (1-y) + (1-z) \geq 1$$

$1 = \text{true}, 0 = \text{false}$

all variables: $0 \leq x \leq 1$

optimize anything

Claim: \exists solution to ILP \iff 3SAT formula is satisfiable.

ILP \in NP: certificate is simply values that satisfy constraints.

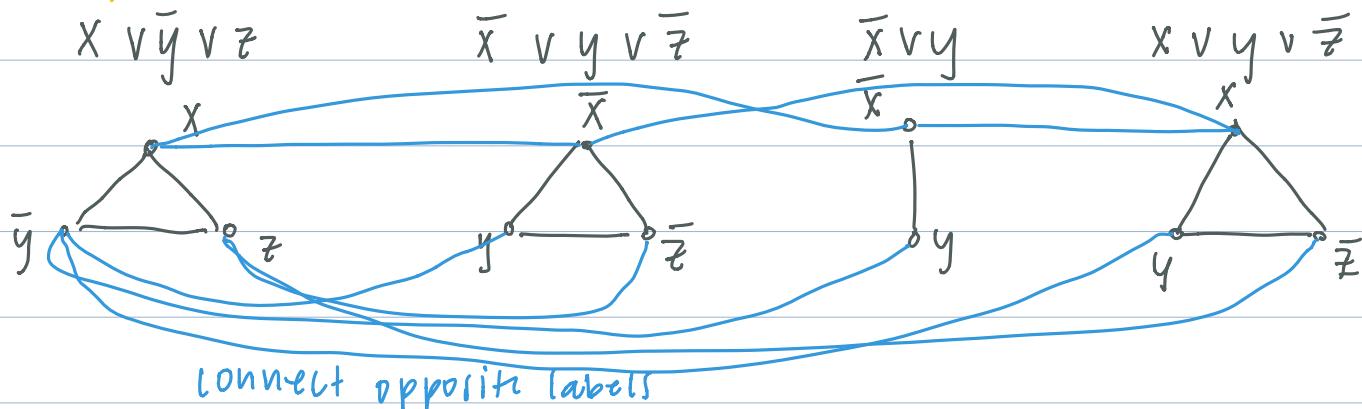
$3\text{SAT} \leq_p \text{ISET}$

Independent set problem:

$G = (V, E)$ $S \subseteq V$ is an iis if $\nexists (u, v) \in E$,
both u and v are not $\in S$.

Is there an independent set of size $\geq k$?

* Gadgets to encode parts of the problem



Claim: If 3SAT is solvable, \exists ISET of size $k = \# \text{ clauses}$

- Pick one vertex from each clause that is true

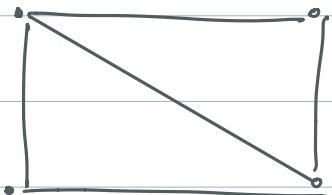
If \exists ISET of size $| \text{clauses} |$ then \exists satisfying assignment
for 3SAT

- at least one vertex per clause
- set vertex to true
- set remaining variables to arbitrary values

1 SET \leq_p VERTEX COVER

Vertex cover Ω for graph $G = (V, E)$ is a subset of vertices so that $\forall (u, v) \in E$ $u \in \Omega$ or $v \in \Omega$ or both.

Is there a VC of size $\leq k$.



C is vertex cover, $V - C$ is ISET

S is ISET, $\forall (u,v) \in E$, $u \in S$ or $v \in S$ or
 neither $\in S \rightarrow \forall (u,v) \quad v \in V-S, u \in V-S$
 or both $\in V-S \rightarrow V-S$ is vertex cover

ISET \leq_p CLIQUE

Clique is FC set of vertices (subgraph of graph that is a clique of size $\geq k$)

Flip edges (connect vertices that are not connected and disconnect vertices that are connected).

Claim: $\text{clique in } G \Leftrightarrow \text{ISET in } G'$ (complement of G)

$$P = NP?$$

Checking and finding solutions are equally difficult

Find a poly-solution for a single NPC problem \rightarrow solution for all of them