

20 Mar 2019

1. Finish 3SAT  $\leq_p$  IS
2. Some definitions & properties regarding  $NP$ -completeness
3. More hard problems!

Recall:  $\phi$  is a 3CNF formula with  $n$  variables and  $l$  clauses.

$$\phi = C_1 \wedge C_2 \wedge C_3 \wedge \dots \wedge C_l$$

for all  $i \in \{1, 2, \dots, l\}$   $C_i$  is a Boolean OR of exactly 3 literals in the set  $\{x_1, \dots, x_n, \bar{x}_1, \dots, \bar{x}_n\}$ .

$\phi$  is satisfiable if  $\exists$  a truth assignment to  $x_1, \dots, x_n$  such that each  $C_i$  contains at least one true literal.

Reduction  $f: I_{3SAT} \rightarrow I_{IS}$ .

$f(\phi)$  is the pair  $(G, k)$  where  $k = n + l$  and  $G$  is a graph defined by following construction.

$G$  has one vertex  $v_j$  or  $\bar{v}_j$  for each literal  $x_j$  or  $\bar{x}_j$ .

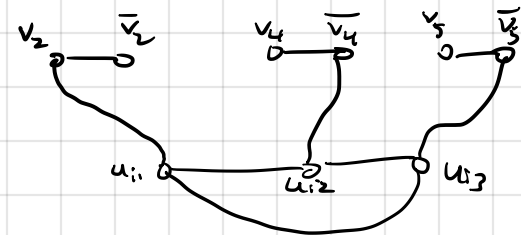
$G$  has edges  $(v_j, \bar{v}_j)$  for all  $j$ .

$G$  has a triangle  $u_{i1} - u_{i2} - u_{i3}$  for each

clause  $C_i$ .

$G$  has edges connecting  $u_{ik}$  to  $\bar{v}_j$  or  $v_j$  if  $i \in \{1, \dots, l\}$ ,  $k \in \{1, 2, 3\}$ , and  $x_j$  or  $\bar{x}_j$  is the  $k^{\text{th}}$  literal in clause  $i$ . "pirate ship gadget"

E.g.  $C_i = \bar{x}_2 \vee x_4 \vee x_5$



Reasoning:

"Choosing a truth assignment of  $x_1, \dots, x_n$  is like choosing either  $v_j$  or  $\bar{v}_j$  from each pair of nodes in the 'variable gadgets' part of the graph."

choosing  $v_j$  represents setting  $x_j = \text{TRUE}$

choosing  $\bar{v}_j$  represents setting  $x_j = \text{FALSE}$ .

"Making three wrong choices should penalize the person searching for a large indep. set."

This happens because 3 truth assignments that fail to satisfy  $C_i$  correspond to 3 node choices that prevent choosing a node from the 'hill'!

Proving the reduction is correct.

Need to show:

① IF  $\phi$  is 'yes' instance of 3SAT (i.e. has a satisfying truth assignment) then  $G$  has an ind set with  $n+l$  nodes.  
"CONFIRM THAT THE GADGETS WORK AS INTENDED."

② IF  $\phi$  is a 'no' instance (i.e. has no satisfying assignment) then  $G$  has no ind set with  $n+l$  nodes.

$\equiv$  IF  $G$  has an ind set with  $n+l$  nodes then  $\phi$  has a satisfying truth assignment.  
"CONFIRM TH: THE GADGETS HAVE NO UNINTENDED USES."

1. IF  $(x_1, \dots, x_n)$  satisfies  $\phi$  then define node set  $S$  as

- $S$  contains  $\begin{cases} v_j & \text{if } x_j = \text{TRUE} \\ \bar{v}_j & \text{if } x_j = \text{FALSE} \end{cases}$
- $S$  contains  $u_{ik}$  if the  $k^{\text{th}}$  literal of clause  $i$  is satisfied and no lower numbered literal in the same clause is satisfied.

This forms an indep set because

- no "v-to-v" edges with both endpoints in  $S$ .
  - no "u-to-u" edges " " " " " "
  - no "u-to-v" edges " " " " " "
- because the nodes  $u_{ik}$  in  $S$  correspond to satisfied literals.

The size of  $S$  is  $n+l$  because it contains one node per  $\{v_j, \bar{v}_j\}$  ( $n$  of these) and one node per  $\{u_{i1}, u_{i2}, u_{i3}\}$  ( $l$  of these).

2. IF  $S \subset V(G)$  has  $|S| = n+l$  and is indep set then set  $x_j = \begin{cases} \text{TRUE} & \text{if } v_j \in S \\ \text{FALSE} & \text{if } v_j \notin S \end{cases}$

Notice  $G$  has  $n$  "var gadgets",  $l$  "clause gadgets" and an indep set contains  $\leq 1$  node per gadget.

Only way to have indep set of size  $n+l$  is with exactly one node per gadget.

$\therefore \forall j$  either  $S$  contains  $v_j$  and  $x_j = \text{TRUE}$  or  $S$  contains  $\bar{v}_j$  and  $x_j = \text{FALSE}$ .

Now each  $C_i$  is satisfied by  $(x_1, \dots, x_n)$ : look at the literal corresponding to the node of  $C_i$  that is in  $S$ .

Remark.  $\leq_p$  is a transitive relation.

If  $A \leq_p B$  &  $B \leq_p C$  it means  $\exists$  functions  $f_{AB}, f_{BC}$  computable in poly time s.t.

$$\forall x \in I_A \quad A(x) = B(f_{AB}(x))$$

$$\forall y \in I_B \quad B(y) = C(f_{BC}(y))$$

$$\Rightarrow \forall x \in I_A \quad A(x) = B(f_{AB}(x)) = C(f_{BC}(f_{AB}(x)))$$

$\Rightarrow f_{BC} \circ f_{AB}$  is a (poly time) reduction from  $A$  to  $C$ .

Def.  $P$  is the set of decision problems solvable by poly-time alg.

$NP$  is the set of decision problems that have a **poly-time verifier**: an algorithm  $V$  with two inputs  $x$  &  $y$ , called "problem instance" & "witness". s.t.  $V$  runs in poly-time in worst case and  $\forall x \quad A(x) = \text{yes} \iff \exists y \text{ s.t. } |y| \leq \text{poly}(|x|) \text{ and } V(x, y) = \text{yes}.$

Observe the asymmetry: verifier for "yes" but not "no".