Computational Complexity Theory

Lecture 5: More NP-complete problems

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Recap: 3SAT is NP-complete

 Definition. A CNF is a called a k-CNF if every clause has at most k literals.

e.g. a 2-CNF $\phi = (\mathbf{x}_1 \lor \mathbf{x}_2) \land (\mathbf{x}_3 \lor \neg \mathbf{x}_2)$

- Definition. k-SAT is the language consisting of all satisfiable k-CNFs.
- Theorem. (Cook-Levin) 3-SAT is NP-complete.

NP complete problems: Examples



- 3-coloring planar graphs Stockmeyer 1973
- 2-Diophantine solvability Adleman & Manders 1975

Ref: Garey & Johnson, "Computers and Intractability" 1979

NPC problems from number theory

 SqRootMod: Given natural numbers a, b and c, check if there exists a natural number x ≤ c such that

 $x^2 = a \pmod{b}$.

• Theorem: SqRootMod is NP-complete. Manders & Adleman 1976

NPC problems from number theory

- Variant_IntFact : Given natural numbers L, U and N, check if there exists a natural number d ∈ [L, U] such that d divides N.
- Claim: Variant_IntFact is NP-hard under <u>randomized</u> <u>poly-time reduction</u>.
- Reference:

https://cstheory.stackexchange.com/questions/4769/annp-complete-variant-of-factoring/4785

A peculiar NP problem

- Minimum Circuit Size Problem (MCSP): Given the <u>truth table</u> of a Boolean function f and an integer s, check if there is a circuit of size ≤ s that computes f.
- Easy to see that MCSP is in NP.
- Is MCSP NP-complete? Not known!

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- Is MCSP NP-complete? Not known!
- Multi-output MCSP is NP-hard under poly-time randomized reductions. (*llango*, *Loff*, *Oliveira* 2020)

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- Is MCSP NP-complete? Not known!
- Partial fn. MCSP is NP-hard under poly-time randomized reductions. (*Hirahara 2022*)

More NP-complete problems

INDSET := {(G, k): G has independent set of size k}

Goal: Design a poly-time reduction f s.t.
 x ∈ 3SAT ← f(x) ∈ INDSET

- Reduction from 3SAT: Recall, a reduction is just an efficient algorithm that takes input a 3CNF \$\overline{\phi}\$ and outputs a (G, k) tuple s.t
 - $\phi \in 3SAT \iff (G, k) \in INDSET$

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A vertex stands for a partial assignment of the variables in C_i that satisfies the clause

For every clause C_i form a complete graph (cluster) on 7 vertices

 Reduction: Let

 be a 3CNF with m clauses and n variables. Assume, every clause has exactly 3 literals.

C_I

Add an edge between two vertices in two different clusters if the partial assignments they stand for are <u>incompatible</u>.

• Reduction: Let ϕ be a 3CNF with m clauses and n variables. Assume, every clause has exactly 3 literals.





• Obs: ϕ is satisfiable iff G has an ind. set of size m.

Example 2: Clique

CLIQUE := {(H, k): H has a clique of size k}

• Goal: Design a poly-time reduction f s.t. $x \in INDSET \iff f(x) \in CLIQUE$

Reduction from INDSET: The reduction algorithm computes G from G

 $(G, k) \in INDSET \iff (\overline{G}, k) \in CLIQUE$

Example 3: Vertex Cover

VCover := {(H, k): H has a vertex cover of size k}

Goal: Design a poly-time reduction f s.t.
 x ∈ INDSET ← f(x) ∈ VCover

- Reduction from INDSET: Let n be the number of vertices in G. The reduction algorithm maps (G, k) to (G, n-k).
 - $(G, k) \in INDSET \iff (G, n-k) \in VCover$

Example 4: 0/1 Integer Programming

- 0/1 IProg := Set of satisfiable 0/1 integer programs
- A <u>0/1 integer program</u> is a set of linear inequalities with rational coefficients and the variables are allowed to take only 0/1 values.
- Reduction from 3SAT: A clause is mapped to a linear inequality as follows

 $x_1 \vee \overline{x}_2 \vee x_3 \implies x_1 + (1 - x_2) + x_3 \ge 1$

- MaxCut : Given a graph find a <u>cut</u> with the max size.
- A <u>cut</u> of G = (V, E) is a tuple $(U, V \setminus U), U \subseteq V$. <u>Size</u> of a cut $(U, V \setminus U)$ is the number of edges from U to V \U.
- MinVCover: Given a graph H, find a vertex cover in H that has the min size.
- Obs: From MinVCover(H), we can readily check if (H, k) ∈ VCover, for any k.

- MaxCut : Given a graph find a <u>cut</u> with the max size.
- A cut of G = (V, E) is a tuple (U,V\U), U ⊆ V. Size of a cut (U,V\U) is the number of edges from U to V\U.
- Goal: A poly-time <u>reduction</u> from MinVCover to MaxCut.
 H
 G
 G
 G

Size of a MaxCut(G) = 2.|E(H)| - |MinVCover(H)|

• The reduction: $H \longrightarrow G$



 G is formed by adding a new vertex w and adding deg_H(u) − I edges between every u ∈ V(H) and w.

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- Let S_G(U) := no. of edges in G with <u>exactly one</u> end vertex incident on a vertex in U.

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- Proof: Let V(H) = V. Then V(G) = V + w.
 Suppose (U,V\U + w) is a cut in G.
- Let $S_G(U)$ = no. of edges going out of U in G.

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- Then $S_G(U) = S_H(U) + \sum_{u \in U} (deg_H(u) I)$

$$= S_{H}(U) + \sum_{u \in U} deg_{H}(u) - |U|$$

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- Then $S_G(U) = S_H(U) + \sum_{u \in U} (deg_H(u) I)$ = $S_H(U) + \sum_{u \in U} deg_H(u) + |U|$ Obs: Twice the number of edges in H with <u>at least one</u> end vertex in U.

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$$= S_{H}(U) + \sum_{u \in U} deg_{H}(u) - |U|$$

 $= 2.|E_{H}(U)| - |U|$

 $E_H(U) :=$ Set of edges in H with <u>at</u> <u>least one</u> end vertex in U.

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 ... Eqn (1)

Proposition: If (U, V\U + w) is a max cut in G then U is a vertex cover in H.

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Proposition: If (U, V\U + w) is a max cut in G then U is a vertex cover in H.
 U must be a minVCover in H

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• Then
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Proposition: If (U, V\U + w) is a <u>max cut</u> in G then U is a <u>vertex cover</u> in H.

Thus, the proof of the above claim follows from the proposition

Proof of the Proposition: Suppose U is not a vertex cover



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Gain: $deg_H(u)$ -I + I edges.

Loss: At most $deg_H(u)$ -I edges, these are the edges going from U to u. Net gain: At least I edge. Hence the cut is not a max cut.