Complexity Theory
Lecture 5

Anuj Dawar

University of Cambridge Computer Laboratory
Easter Term 2013

http://www.cl.cam.ac.uk/teaching/1213/Complexity/

Reductions

Given two languages $L_1 \subseteq \Sigma_1^\star$, and $L_2 \subseteq \Sigma_2^\star$,

A *reduction* of L_1 to L_2 is a *computable* function

$$f : \Sigma_1^\star \to \Sigma_2^\star$$

such that for every string $x \in \Sigma_1^\star$,

$$f(x) \in L_2 \text{ if, and only if, } x \in L_1$$

Resource Bounded Reductions

If f is computable by a polynomial time algorithm, we say that L_1 is *polynomial time reducible* to L_2.

$$L_1 \leq_P L_2$$

If f is also computable in $\mathsf{SPACE}(\log n)$, we write

$$L_1 \leq_L L_2$$

Reductions 2

If $L_1 \leq_P L_2$ we understand that L_1 is no more difficult to solve than L_2, at least as far as polynomial time computation is concerned.

That is to say,

If $L_1 \leq_P L_2$ and $L_2 \in \mathsf{P}$, then $L_1 \in \mathsf{P}$

We can get an algorithm to decide L_1 by first computing f, and then using the polynomial time algorithm for L_2.

Completeness

The usefulness of reductions is that they allow us to establish the *relative* complexity of problems, even when we cannot prove absolute lower bounds.

Cook (1971) (and independently Levin) first showed that there are problems in NP that are maximally difficult.

A language L is said to be NP-*hard* if for every language $A \in \mathsf{NP}$, $A \leq_P L$.

A language L is NP-*complete* if it is in NP and it is NP-hard.

SAT is NP-complete

Cook showed that the language SAT of satisfiable Boolean expressions is NP-complete.

To establish this, we need to show that for every language L in NP, there is a polynomial time reduction from L to SAT.

Since L is in NP, there is a nondeterministic Turing machine

$$M = (Q, \Sigma, s, \delta)$$

and a bound k such that a string x of length n is in L if, and only if, it is accepted by M within n^k steps.

Boolean Formula

We need to give, for each $x \in \Sigma^\star$, a Boolean expression $f(x)$ which is satisfiable if, and only if, there is an accepting computation of M on input x.

$f(x)$ has the following variables:

$$\begin{array}{ll} S_{i,q} & \text{for each } i \leq n^k \text{ and } q \in Q \\ T_{i,j,\sigma} & \text{for each } i,j \leq n^k \text{ and } \sigma \in \Sigma \\ H_{i,j} & \text{for each } i,j \leq n^k \end{array}$$

Intuitively, these variables are intended to mean:

- $S_{i,q}$ – the state of the machine at time i is q.
- $T_{i,j,\sigma}$ – at time i, the symbol at position j of the tape is σ.
- $H_{i,j}$ – at time i, the tape head is pointing at tape cell j.

We now have to see how to write the formula $f(x)$, so that it enforces these meanings.

Initial state is s and the head is initially at the beginning of the tape.

$$S_{1,s} \wedge H_{1,1}$$

The head is never in two places at once

$$\bigwedge_i \bigwedge_j (H_{i,j} \rightarrow \bigwedge_{j' \neq j} (\neg H_{i,j'}))$$

The machine is never in two states at once

$$\bigwedge_q \bigwedge_i (S_{i,q} \rightarrow \bigwedge_{q' \neq q} (\neg S_{i,q'}))$$

Each tape cell contains only one symbol

$$\bigwedge_i \bigwedge_j \bigwedge_\sigma (T_{i,j,\sigma} \rightarrow \bigwedge_{\sigma' \neq \sigma} (\neg T_{i,j,\sigma'}))$$

The initial tape contents are x

$$\bigwedge_{j \leq n} T_{1,j,x_j} \wedge \bigwedge_{n < j} T_{1,j,\sqcup}$$

The tape does not change except under the head

$$\bigwedge_i \bigwedge_j \bigwedge_{j' \neq j} \bigwedge_\sigma (H_{i,j} \wedge T_{i,j',\sigma}) \rightarrow T_{i+1,j',\sigma}$$

Each step is according to δ.

$$\bigwedge_i \bigwedge_j \bigwedge_\sigma \bigwedge_q (H_{i,j} \wedge S_{i,q} \wedge T_{i,j,\sigma})$$
$$\rightarrow \bigvee_\Delta (H_{i+1,j'} \wedge S_{i+1,q'} \wedge T_{i+1,j,\sigma'})$$

where Δ is the set of all triples (q', σ', D) such that $((q, \sigma), (q', \sigma', D)) \in \delta$ and

$$j' = \begin{cases} j & \text{if } D = S \\ j - 1 & \text{if } D = L \\ j + 1 & \text{if } D = R \end{cases}$$

Finally, the accepting state is reached

$$\bigvee_i S_{i,\mathrm{acc}}$$

CNF

A Boolean expression is in *conjunctive normal form* if it is the conjunction of a set of *clauses*, each of which is the disjunction of a set of *literals*, each of these being either a *variable* or the *negation* of a variable.

For any Boolean expression ϕ, there is an equivalent expression ψ in conjunctive normal form.

ψ can be exponentially longer than ϕ.

However, CNF-SAT, the collection of satisfiable CNF expressions, is NP-complete.

3SAT

A Boolean expression is in 3CNF if it is in conjunctive normal form and each clause contains at most 3 literals.

3SAT is defined as the language consisting of those expressions in 3CNF that are satisfiable.

3SAT is NP-complete, as there is a polynomial time reduction from CNF-SAT to 3SAT.

Composing Reductions

Polynomial time reductions are clearly closed under composition.

So, if $L_1 \leq_P L_2$ and $L_2 \leq_P L_3$, then we also have $L_1 \leq_P L_3$.

> Note, this is also true of $\leq_L$, though less obvious.

If we show, for some problem A in NP that

$$\mathsf{SAT} \leq_P A$$

or

$$\mathsf{3SAT} \leq_P A$$

it follows that A is also NP-complete.

Independent Set

Given a graph $G = (V, E)$, a subset $X \subseteq V$ of the vertices is said to be an *independent set*, if there are no edges (u, v) for $u, v \in X$.

The natural algorithmic problem is, given a graph, find the largest independent set.

To turn this *optimisation problem* into a *decision problem*, we define IND as:

> The set of pairs (G, K), where G is a graph, and K is an integer, such that G contains an independent set with K or more vertices.

IND is clearly in NP. We now show it is NP-complete.

Reduction

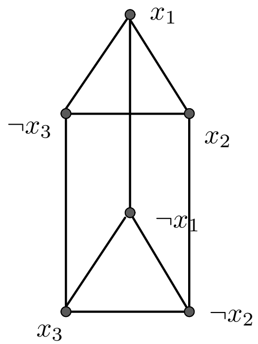
We can construct a reduction from 3SAT to IND.

A Boolean expression ϕ in 3CNF with m clauses is mapped by the reduction to the pair (G, m), where G is the graph obtained from ϕ as follows:

> G contains m triangles, one for each clause of ϕ, with each node representing one of the literals in the clause.
>
> Additionally, there is an edge between two nodes in different triangles if they represent literals where one is the negation of the other.

Example

$$(x_1 \vee x_2 \vee \neg x_3) \wedge (x_3 \vee \neg x_2 \vee \neg x_1)$$



Clique

Given a graph $G = (V, E)$, a subset $X \subseteq V$ of the vertices is called a *clique*, if for every $u, v \in X$, (u, v) is an edge.

As with IND, we can define a decision problem version:

CLIQUE is defined as:

> The set of pairs (G, K), where G is a graph, and K is an integer, such that G contains a clique with K or more vertices.

Clique 2

CLIQUE is in NP by the algorithm which *guesses* a clique and then verifies it.

CLIQUE is NP-complete, since

IND $\leq_P$ CLIQUE

by the reduction that maps the pair (G, K) to $(\bar{G}, K)$, where $\bar{G}$ is the complement graph of G.