

# Lecture 21: Intractability - NP and coNP

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# Overview

- Complexity Classes & Complete Problems
  - NP
  - coNP
  - Completeness for NP
- Completing Karp Reductions/Polynomial Transformations
  - NP-completeness of 3SAT
  - Current Worldview
- Acknowledgements

- Let  $\Pi$  be a decision problem and let  $L_\Pi$  be the set of all YES instances of  $\Pi$ . Then  $L_\Pi \subseteq \{0, 1\}^*$   
decision problems  $\leftrightarrow$  subsets of all boolean strings

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- NP := class of decision problems  $\Pi$  with following property:
  - There is a poly-time algorithm  $V_\Pi$  and a constant  $c > 0$  such that
    - For any  $x \in L_\Pi$  (i.e., YES instance) of size  $n$ , there is a *proof/witness*  $y$  of size  $n^c$  such that  $V_\Pi(x, y) = 1$
    - For any  $x' \notin L_\Pi$  (i.e., NO instance) there is *no such proof*  $z$  of size  $n^c$  such that  $V_\Pi(x', z) = 1$ .

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    - For any  $x' \notin L_\Pi$  (i.e., NO instance) there is *no such proof*  $z$  of size  $n^c$  such that  $V_\Pi(x', z) = 1$ .
- In other words, NP is the class of decision problems where the YES instances have a *small proof* that can be *verified* in poly-time

# Problems in NP

- Clique
- Independent Set
- SAT (and 3SAT)
- TSP
- Hamilton cycle (and Hamilton path)
- Subset Sum
- Vertex Cover
- 3COLOR (and the graph coloring problem)
- *every* problem in P

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- The class coNP is essentially the opposite of NP.
- for a decision problem  $\Pi$ , let  $\bar{\Pi}$  be the *opposite* problem to  $\Pi$ , that is,

$$x \in L_{\Pi} \Leftrightarrow x \notin L_{\bar{\Pi}}$$

equivalently,  $L_{\bar{\Pi}} = \overline{L_{\Pi}}$ .

- In simpler terms, every YES instance of  $\Pi$  is a NO instance of  $\bar{\Pi}$  (and vice-versa)



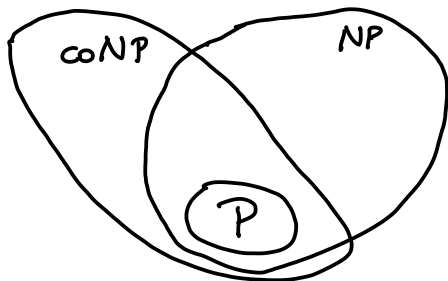
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- In simpler terms, every YES instance of  $\Pi$  is a NO instance of  $\bar{\Pi}$  (and vice-versa)
- $\text{coNP} :=$  class of decision problems  $\Pi$  such that  $\bar{\Pi} \in \text{NP}$ .

## Relation between P, NP and coNP



Unknown:

- 1) is  $P = NP \cap \text{coNP}$  ?
- 2) is  $NP = \text{coNP}$  ?
- 3) is  $P = NP$  ?

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## A remark about reductions

- Given a particular reduction  $\leq$  (Turing, Karp), we can define a *complete* problem for a complexity class  $\mathcal{C}$  as follows:
  - Hardness:**  $\Pi$  is  $\mathcal{C}$ -hard if for *every* problem  $\Gamma \in \mathcal{C}$ , we have

$$\Gamma \leq \Pi$$

- Membership in  $\mathcal{C}$ :**  $\Pi \in \mathcal{C}$

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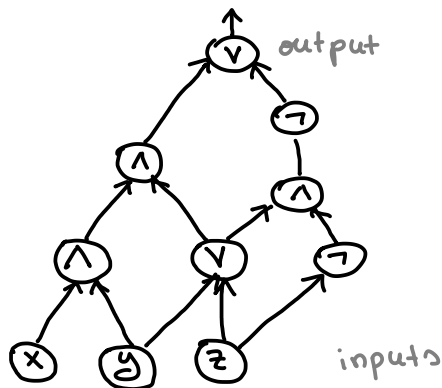
$$\Gamma \leq \Pi$$

- Membership in  $\mathcal{C}$ :**  $\Pi \in \mathcal{C}$
- Complexity theorists prefer to define NP-completeness under *Karp reductions* (or polynomial transformations) because, as we will see, NP is closed under such reductions
  - Note that we *do not know* whether NP is closed under Turing reductions
  - The above would imply  $\text{NP} = \text{coNP}$ , which is considered unlikely

Under Turing reductions,  $\text{UNSAT} \equiv \text{SAT}$

# CIRCUIT-SAT

- A *boolean circuit* is a DAG with:
  - input gates
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  - input gates
  - AND/OR/NOT gates,
  - and a special gate (the output gate)
- **CIRCUIT-SAT** problem:
  - **Input:** a boolean circuit  $\Phi$
  - **Output:** YES, if there is a truth assignment  $\alpha$  such that  $\Phi(\alpha) = 1$ , NO otherwise.

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- Want to prove that for any  $\Pi \in \text{NP}$ , we have  $\Pi \leq_m \text{CIRCUIT-SAT}$
- **Proof sketch:** *computation is local*
  - $\Pi \in \text{NP} \Rightarrow \exists$  poly-time verification algorithm  $V_\Pi$  and  $c > 0$  such that for any instance  $x \in \{0, 1\}^n$ ,

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- If  $V_\Pi(x, y)$  runs in time  $O(n^\gamma)$  (since it is polynomial in terms of the input size), there is circuit of size  $O(n^\gamma)$  simulating computation of  $V_\Pi$   
Can construct this circuit (from description of  $V_\Pi$ ) in  $\text{poly}(n)$ -time!

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- So, we get a  $\text{poly}(n)$ -sized circuit  $\Phi_x(y)$  which is satisfiable iff  $x \in L_\Pi!$
- Thus, we have a transformation

$$x \mapsto \Phi_x$$

such that  $x \in L_\Pi \Leftrightarrow \Phi_x \in \text{CIRCUIT-SAT}$ .

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- Let  $\Phi \in \text{CIRCUIT-SAT}$  of size  $n$  (i.e.,  $n$  gates and wires). We will construct CNF  $\Psi$  with  $O(n)$  clauses such that

$\Phi$  is satisfiable  $\Leftrightarrow \Psi$  is satisfiable.



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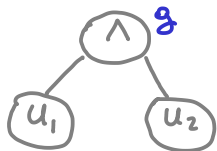
$\Phi$  is satisfiable  $\Leftrightarrow \Psi$  is satisfiable.

- Can do the above simulating gate-by-gate (wire-by-wire):
  - each gate has a new variable, which will tell us the value of the gate
  - Simulate each gate operation (AND/OR/NOT) as a CNF
  - ensure that output gate variable should be true

# Gate Simulations

- **AND: CNF**

$$(\bar{g} \vee u_1) \wedge (\bar{g} \vee u_2) \wedge (g \vee \bar{u}_1 \vee \bar{u}_2)$$



$$(\bar{g} \vee u_1) \wedge (\bar{g} \vee u_2)$$

if  $u_1$  or  $u_2 = 0$  then  
must have  $g = 0$  to  
satisfy above

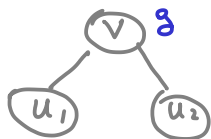
$$(g \vee \bar{u}_1 \vee \bar{u}_2)$$

if both  $u_1 = u_2 = 1$   
then  $g = 1$

# Gate Simulations

- OR: CNF

$$(g \vee \bar{u}_1) \wedge (g \vee \bar{u}_2) \wedge (\bar{g} \vee u_1 \vee u_2)$$



$$(g \vee \bar{u}_1) \wedge (g \vee \bar{u}_2)$$

if  $u_1$  or  $u_2 = 1$  then  
 $g$  must be 1 to satisfy  
above

$$(\bar{g} \vee u_1 \vee u_2)$$

if  $u_1 = u_2 = 0$  then  
 $g$  must be 0 to satisfy  
above clause.

# Gate Simulations

- NOT: CNF

$$(\bar{g} \vee \bar{u}) \wedge (g \vee u)$$

$$\bar{g} \vee \bar{u}$$

if  $u = 1$  then  $g = 0$  to  
satisfy above clause

$$g \vee u$$

if  $u = 0$  then  $g = 1$  to  
satisfy above clause



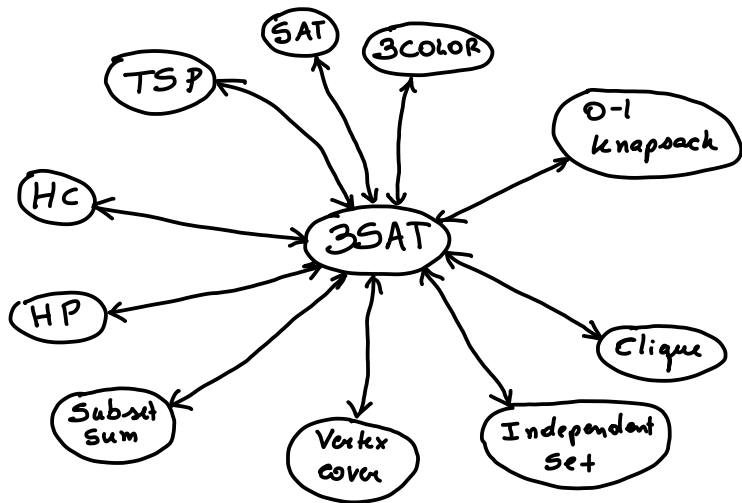
# Gate Simulations

- **1:** CNF is simply literal  $g$

# Gate Simulations

- **0**: CNF is simply literal  $\bar{g}$

## Updated Worldview



All NP-complete problems!

Where do we go next?

- CS 360/365

Formalization of Algorithms, full  
proof of Cook-Levin & **much more!**

(Prof Blais teaching it next term)

- Are there harder problems?

For sure! See CS 360/365 or  
more advanced courses



# Acknowledgement

Based on

- [Erickson 2019, Chapter 12]
- Prof. Lau's Lecture 18 notes

<https://cs.uwaterloo.ca/~lapchi/cs341/notes/L18.pdf>

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