

CS151 Complexity Theory

Lecture 13
May 11, 2021

Relationship to other classes

Question: is **#P** hard because it entails **finding NP** witnesses?

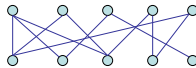
...or is **counting** difficult by itself?

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Bipartite Matchings

- Definition:
 - $G = (U, V, E)$ bipartite graph with $|U| = |V|$
 - a **perfect matching** in G is a subset $M \subseteq E$ that touches every node, and no two edges in M share an endpoint

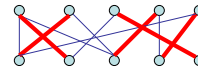


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Bipartite Matchings

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Bipartite Matchings

- **#MATCHING**: given a bipartite graph $G = (U, V, E)$ how many perfect matchings does it have?

Theorem: **#MATCHING** is **#P-complete**.

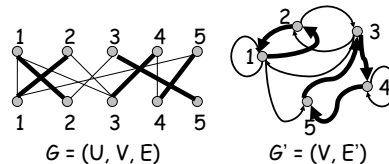
- But... can **find** a perfect matching in polynomial time!
 - counting itself must be difficult

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Cycle Covers

- **Claim:** 1-1 correspondence between **cycle covers in G'** and **perfect matchings in G**
 - **#MATCHING** and **#CYCLE-COVER** parsimoniously reducible to each other



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Cycle Covers

- **cycle cover**: collection of node-disjoint directed cycles that touch every node
- **#CYCLE-COVER**: given directed graph $G = (V, E)$ how many cycle covers does it have?

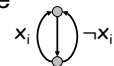
Theorem: #CYCLE-COVER is #P-complete.
 – implies #MATCHING is #P-complete

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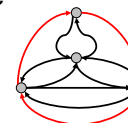
Cycle Cover is #P-complete

- **variable gadget**: every cycle cover includes left cycle or right cycle



- **clause gadget**: cycle cover cannot use all three outer edges

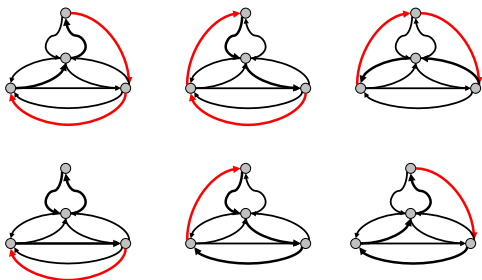
– and each of 7 ways to exclude at least one gives exactly 1 cover using those external edges



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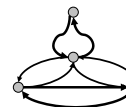
Cycle Cover is #P-complete



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Cycle Cover is #P-complete

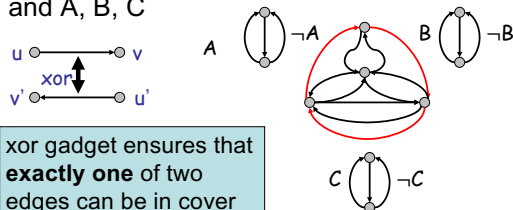


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Cycle Cover is #P-complete

- clause gadget corresponding to $(A \vee B \vee C)$ has “xor” gadget between outer 3 edges and A, B, C



xor gadget ensures that exactly one of two edges can be in cover

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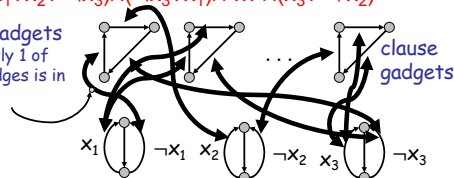
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Cycle Cover is #P-complete

- Proof outline (reduce from #SAT)

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

xor gadgets (exactly 1 of two edges is in cover)



N.B. must avoid reducing SAT to MATCHING!

variable gadgets

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Cycle Cover is #P-complete

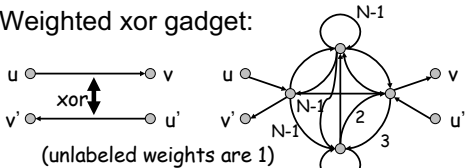
- Introduce edge weights
 - cycle cover weight is product of weights of its edges
- “implement” xor gadget by
 - weight of cycle cover that “obeys” xor multiplied by $4 \pmod{N}$
 - weight of cycle cover that “violates” xor multiplied by N

large integer

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Cycle Cover is #P-complete

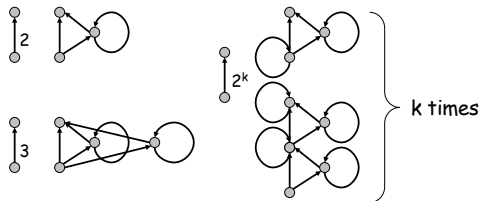
- Weighted xor gadget:
 
 - weight of cycle cover that “obeys” xor multiplied by $4 \pmod{N}$
 - weight of cycle cover that “violates” xor multiplied by N

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Cycle Cover is #P-complete

- Simulating positive edge weights
 - need to handle 2, 3, 4, 5, ..., N-1



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Cycle Cover is #P-complete

- $$(\neg x_1 \vee x_2 \vee \neg x_3) \wedge (\neg x_3 \vee x_1) \wedge \dots \wedge (x_3 \vee \neg x_2)$$
- xor gadget (exactly 1 of two edges is in cover)
- clause gadget
- variable gadgets: $x_1, \neg x_1, x_2, \neg x_2, x_3, \neg x_3$
- $m = \#$ xor gadgets; $n = \#$ variables; $N > 4^m 2^n$
 - $\#$ covers $\pmod{N} = (4^m) \cdot (\# \text{ sat. assignments})$

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New Topic

- proof systems
- interactive proofs and their power
- Arthur-Merlin games

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Proof systems

$L = \{ (A, 1^k) : A \text{ is a true mathematical assertion with a proof of length } k \}$

What is a “proof”?

complexity insight: meaningless unless can be **efficiently** verified

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Proof systems

- given language L , goal is to prove $x \in L$
- **proof system for L** is a verification algorithm V
 - **completeness**: $x \in L \Rightarrow \exists \text{ proof}, V \text{ accepts } (x, \text{proof})$
“true assertions have proofs”
 - **soundness**: $x \notin L \Rightarrow \forall \text{ proof}^*, V \text{ rejects } (x, \text{proof}^*)$
“false assertions have no proofs”
 - **efficiency**: $\forall x, \text{proof}: V(x, \text{proof})$ runs in polynomial time in $|x|$

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Classical Proofs

- previous definition:
“classical” proof system
- recall:
 $L \in \mathbf{NP}$ iff expressible as
 $L = \{ x \mid \exists y, |y| < |x|^k, (x, y) \in R \}$ and $R \in \mathbf{P}$.
- **NP** is the set of languages with classical proof systems (R is the verifier)

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Interactive Proofs

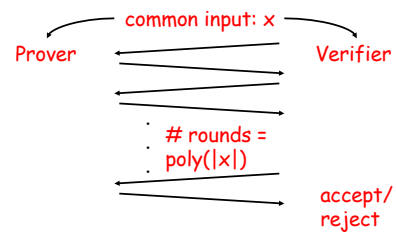
- Two new ingredients:
 - **randomness**: verifier tosses coins, errs with some small probability
 - **interaction**: rather than “reading” proof, verifier **interacts** with computationally unbounded **prover**
- **NP** proof systems lie in this framework: prover sends proof, verifier does not use randomness

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Interactive Proofs

- **interactive proof system for L** is an interactive protocol (P, V)



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Interactive Proofs

- **interactive proof system for L** is an interactive protocol (P, V)
 - **completeness**: $x \in L \Rightarrow \Pr[V \text{ accepts in } (P, V)(x)] \geq 2/3$
 - **soundness**: $x \notin L \Rightarrow \forall P^* \Pr[V \text{ accepts in } (P^*, V)(x)] \leq 1/3$
 - **efficiency**: V is p.p.t. machine
- **repetition**: can reduce error to any ϵ

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Interactive Proofs

IP = $\{L : L \text{ has an interactive proof system}\}$

- Observations/questions:
 - philosophically interesting: captures more broadly what it means to be convinced a statement is true
 - clearly $\mathbf{NP} \subseteq \mathbf{IP}$. Potentially larger. How much larger?
 - if larger, randomness is essential (why?)

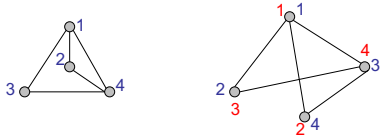
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Graph Isomorphism

- graphs $G_0 = (V, E_0)$ and $G_1 = (V, E_1)$ are **isomorphic** ($G_0 \cong G_1$) if exists a permutation $\pi: V \rightarrow V$ for which

$$(x, y) \in E_0 \Leftrightarrow (\pi(x), \pi(y)) \in E_1$$



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Graph Isomorphism

- $GI = \{(G_0, G_1) : G_0 \cong G_1\}$
 - in **NP**
 - not known to be in **P**, or **NP**-complete
- GNI = complement of GI**
 - not known to be in **NP**

Theorem (GMW): $GNI \in IP$

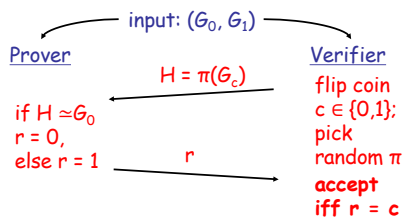
- indication **IP** may be more powerful than **NP**

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GNI in IP

- interactive proof system for GNI:



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GNI in IP

- completeness:**
 - if G_0 not isomorphic to G_1 then H is isomorphic to **exactly one** of (G_0, G_1)
 - prover will choose correct r
- soundness:**
 - if $G_0 \cong G_1$ then prover sees same distribution on H for $c = 0, c = 1$
 - no information on $c \Rightarrow$ any prover P^* can succeed with probability at most $1/2$

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The power of IP

- We showed $GNI \in IP$
- $GNI \in IP$ suggests **IP** more powerful than **NP**, since we don't know how to show GNI in **NP**
- GNI in **coNP**

Theorem (LFKN): $coNP \subseteq IP$

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The power of IP

- Proof idea:** input: $\varphi(x_1, x_2, \dots, x_n)$
 - prover: "I claim φ has k satisfying assignments"
 - true iff
 - $\varphi(0, x_2, \dots, x_n)$ has k_0 satisfying assignments
 - $\varphi(1, x_2, \dots, x_n)$ has k_1 satisfying assignments
 - $k = k_0 + k_1$
 - prover sends k_0, k_1
 - verifier sends **random** $c \in \{0, 1\}$
 - prover recursively proves " $\varphi^c = \varphi(c, x_2, \dots, x_n)$ has k_c satisfying assignments"
 - at end, verifier can check for itself.

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