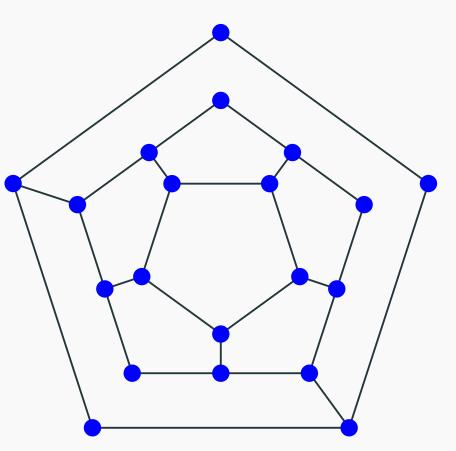
#### Pre-lecture brain teaser

Does this graph have a hamiltonian cycle?



a Yes. b No.

# ECE-374-B: Lecture 22 - Lots of NP-Complete reductions

Instructor: Nickvash Kani

April 13, 2023

University of Illinois at Urbana-Champaign



NP-Completeness of two problems:

- Hamiltonian Cycle
- 3-Color

Important: understanding the problems and that they are hard.

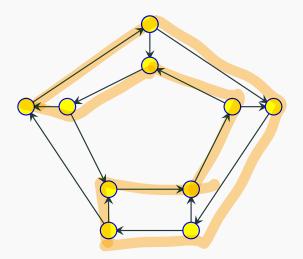
Proofs and reductions will be sketchy and mainly to give a flavor

## Reduction from 3SAT to Hamiltonian Cycle

**Input** Given a directed graph G = (V, E) with *n* vertices

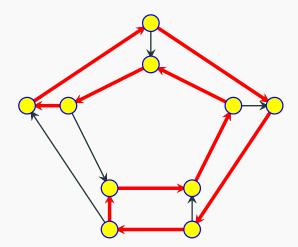
**Goal** Does *G* have a Hamiltonian cycle?

• A Hamiltonian cycle is a cycle in the graph that visits every vertex in G exactly once

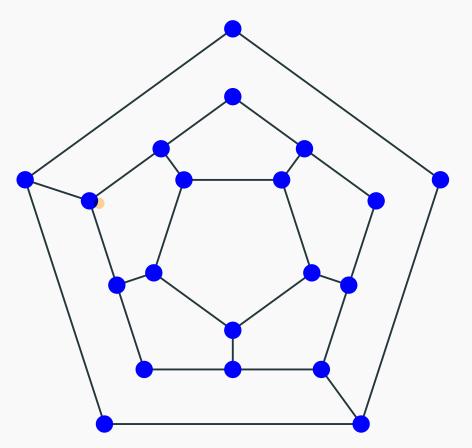


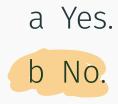
**Input** Given a directed graph G = (V, E) with *n* vertices **Goal** Does *G* have a Hamiltonian cycle?

• 2- A Hamiltonian cycle is a cycle in the graph that visits every vertex in *G* exactly once



### Is the following graph Hamiltonianan?





4

#### Directed Hamiltonian Cycle is NP-Complete

• Directed Hamiltonian Cycle is in NP: exercise

• Hardness: We will show

 $3-SAT \leq_P$  Directed Hamiltonian Cycle

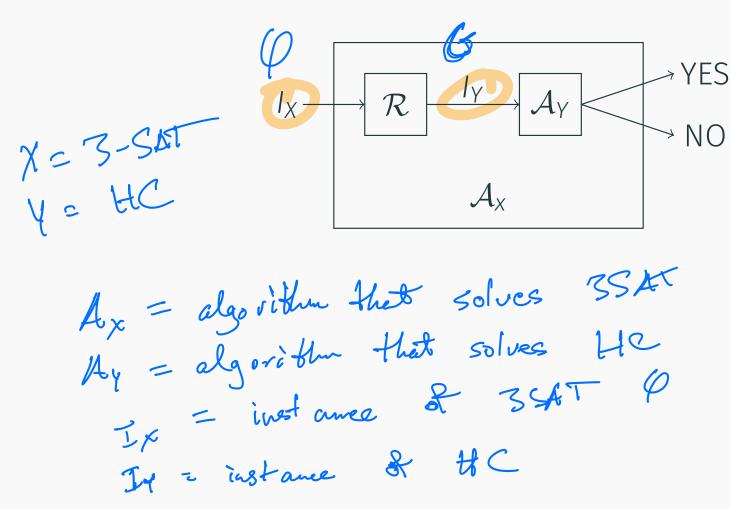
> Certifiabe: cycle => sequence & vertices c= [vø, vz, .... vn]

Certifier i - check that every vertices in c is distinct - Check / c/ ~ n - for every ViEC, check (Vi, Viei)EE (VNIVI) CE

#### Directed Hamiltonian Cycle is NP-Complete

- Directed Hamiltonian Cycle is in NP: exercise
- Hardness: We will show

 $3-SAT \leq_P Directed Hamiltonian Cycle$ 



#### Reduction

Given 3-SAT formula  $\varphi$  create a graph  $G_{\varphi}$  such that

- $G_{\varphi}$  has a Hamiltonian cycle if and only if  $\varphi$  is satisfiable
- +  $G_{\varphi}$  should be constructible from  $\varphi$  by a polynomial time algorithm  $\mathcal{A}$

Notation:  $\varphi$  has *n* variables  $x_1, x_2, \ldots, x_n$  and *m* clauses  $C_1, C_2, \ldots, C_m$ .

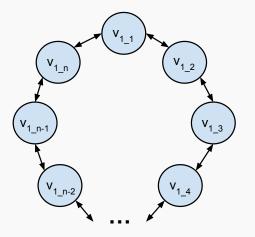
#### Reduction: First Ideas

- Viewing SAT: Assign values to *n* variables, and each clauses has 3 ways in which it can be satisfied.
- Construct graph with 2<sup>n</sup> Hamiltonian cycles, where each cycle corresponds to some boolean assignment.
- Then add more graph structure to encode constraints on assignments imposed by the clauses.

$$f(x_1) = 1 \tag{1}$$

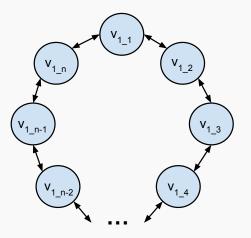
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We create a cyclic graph that always has a hamiltonian:



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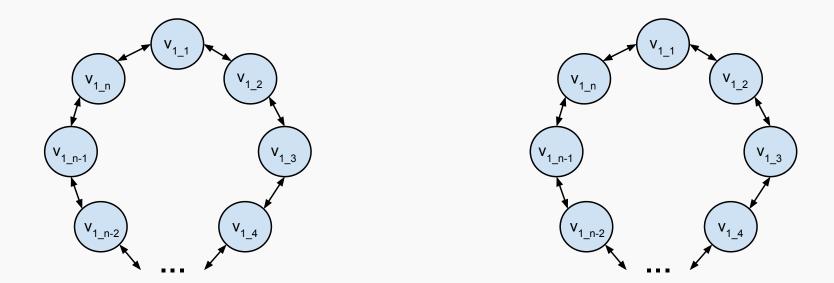
We create a cyclic graph that always has a hamiltonian:



But how do we encode the variable?

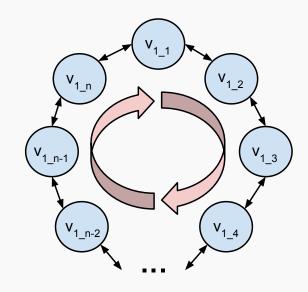
$$f(x_1) = 1 \tag{2}$$

Maybe we can encode the variable  $x_1$  in terms of the cycle direction:

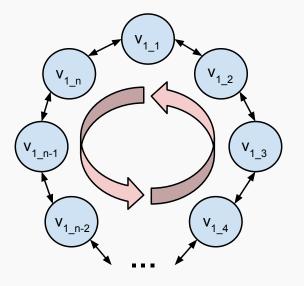


$$f(x_1) = 1 \tag{2}$$

Maybe we can encode the variable  $x_1$  in terms of the cycle direction:



If  $x_1 = 1$ 



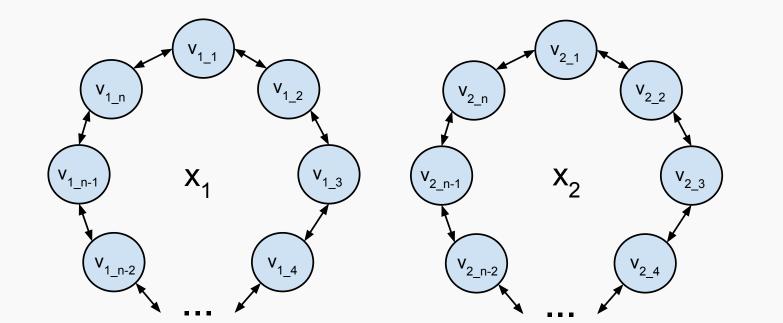
 $lf x_1 = 0$ 

$$f(x_1, x_2) = 1$$
 (3)

Maybe two circles? Now we need to connect them so that we have a single hamiltonian path

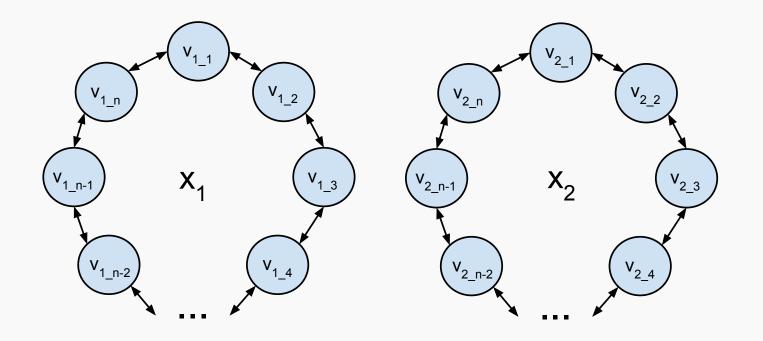
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Now we need to connect them so that we have a single hamiltonian path



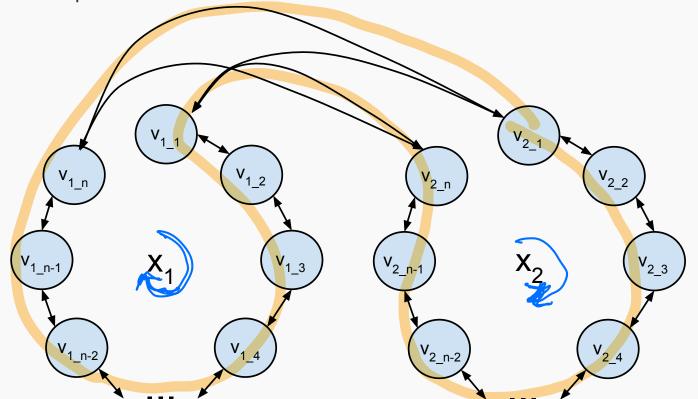
#### Reduction: Encoding idea II

How do we encode multiple variables?

$$f(x_1, x_2) = 1$$
 (4)

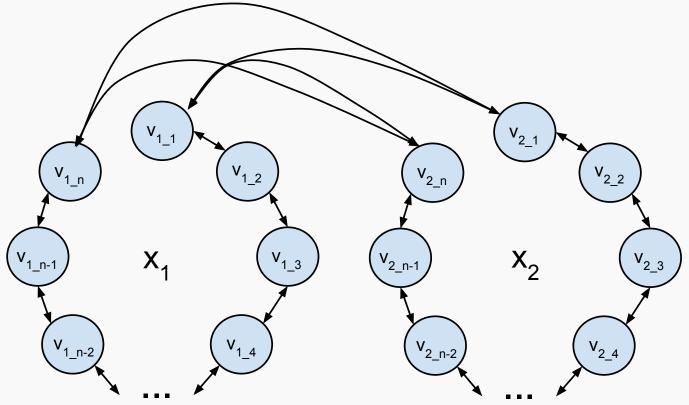
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Now we need to connect them so that we have a single hamiltonian path



$$f(x_1, x_2) = 1$$
 (5)

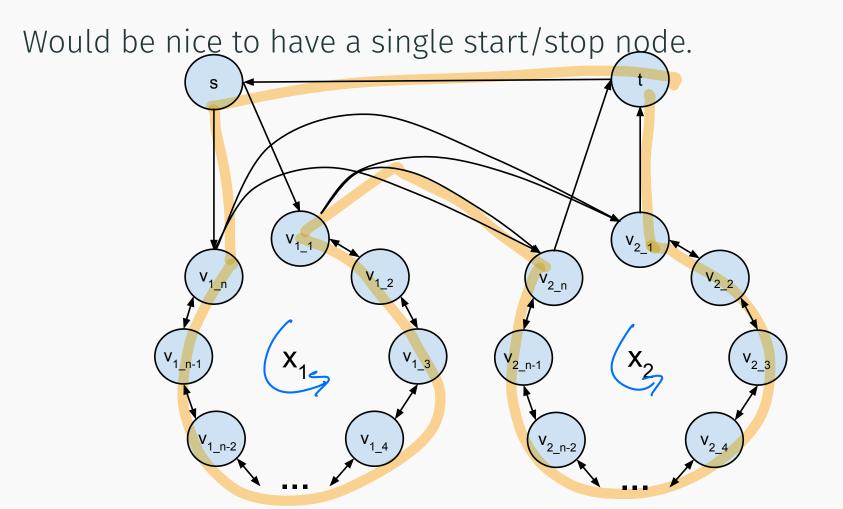
Would be nice to have a single start/stop node.



#### Reduction: Encoding idea II

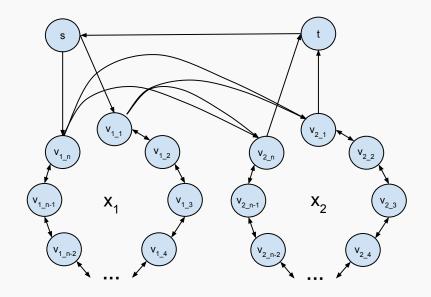
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$$\int b f(x_1, x_2) = 1$$
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$$f(x_1, x_2) = 1$$
 (6)

Getting a bit messy. Let's reorganize:

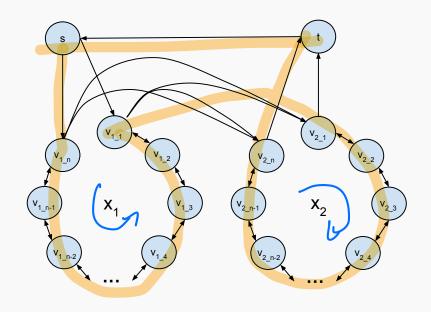


#### Reduction: Encoding idea II

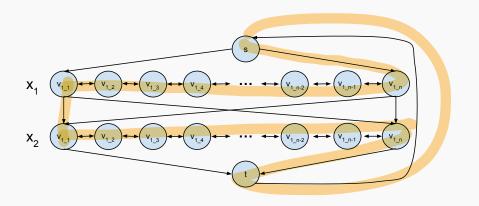
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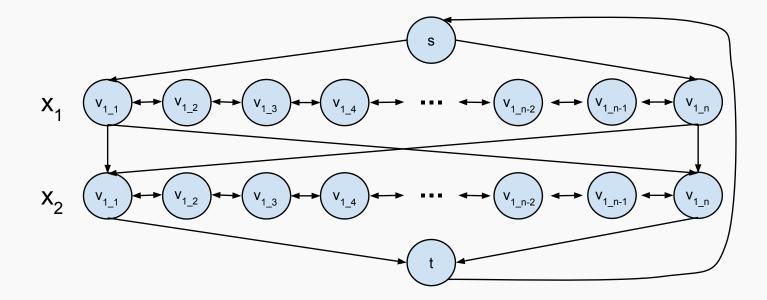






$$f(x_1, x_2) = 1$$
 (7)

This is how we encode variable assignments in a variable loop!

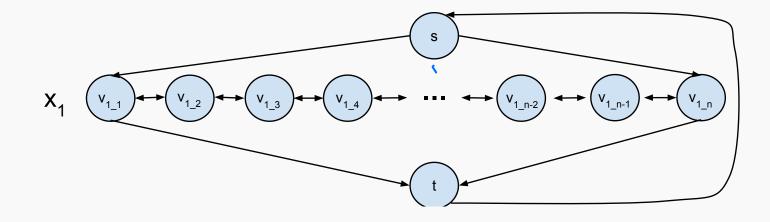


#### Reduction: Encoding idea III

How do we handle clauses?  $C_{l}$  $f(x_1) = x_1$ 

(8)

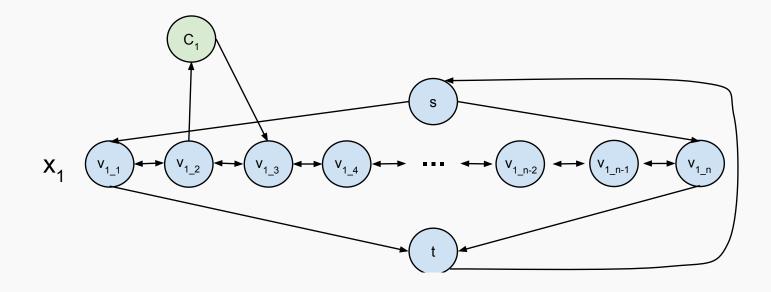
Lets go back to our one variable graph:



(9) $f(x_1) = x_1$ Add node for clause: C<sub>1</sub> s V<sub>1\_4</sub> V<sub>1\_n-?</sub> **X**<sub>1</sub> V<sub>1.2</sub> V<sub>1 n</sub>

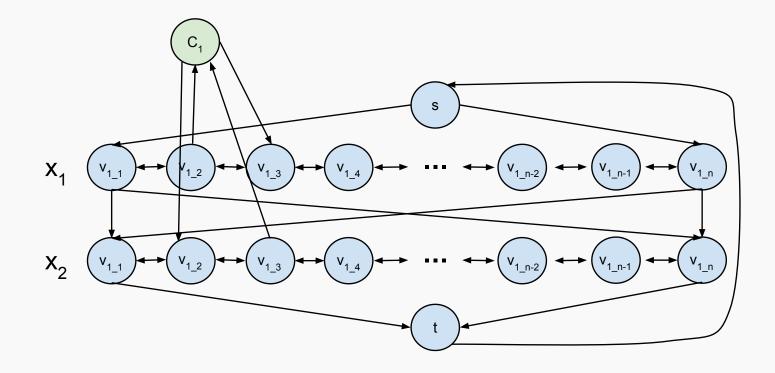
$$f(x_1, x_2) = (x_1 \vee \overline{x_2}) \tag{10}$$

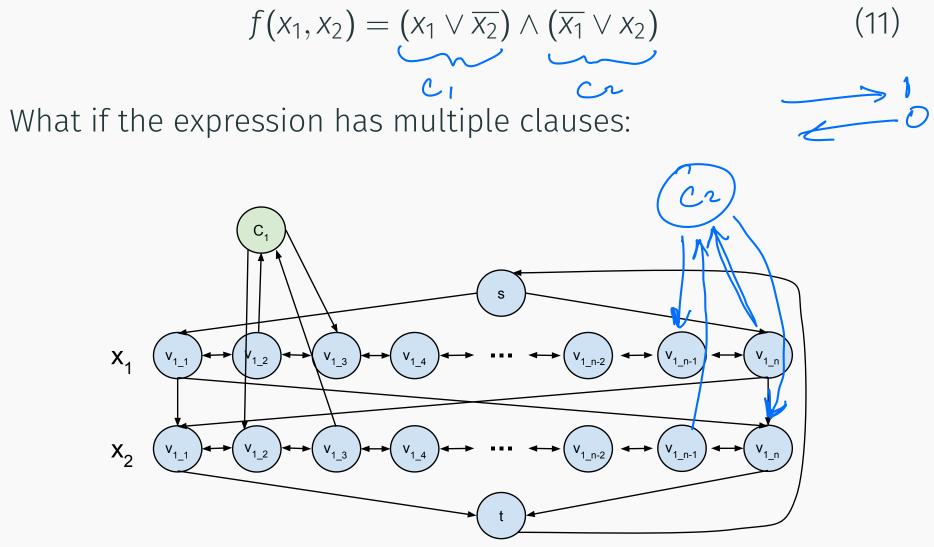
What do we do if the clause has two literals:



 $f(x_1, x_2) = (x_1 \vee \overline{x_2}) \tag{10}$ 

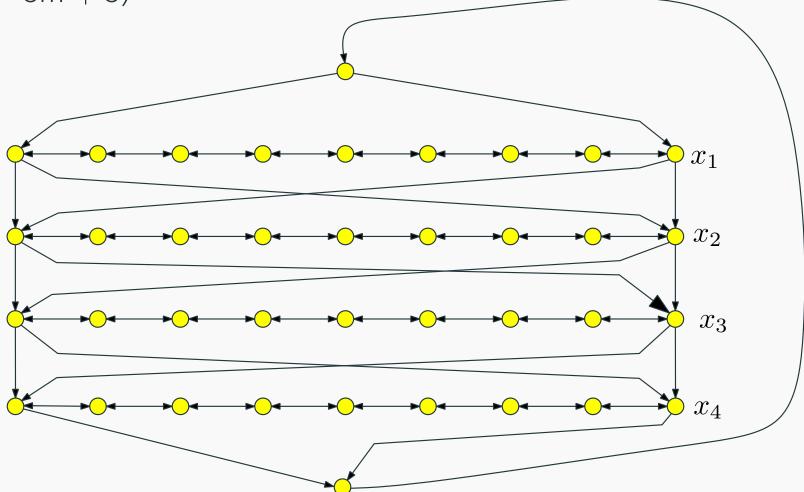
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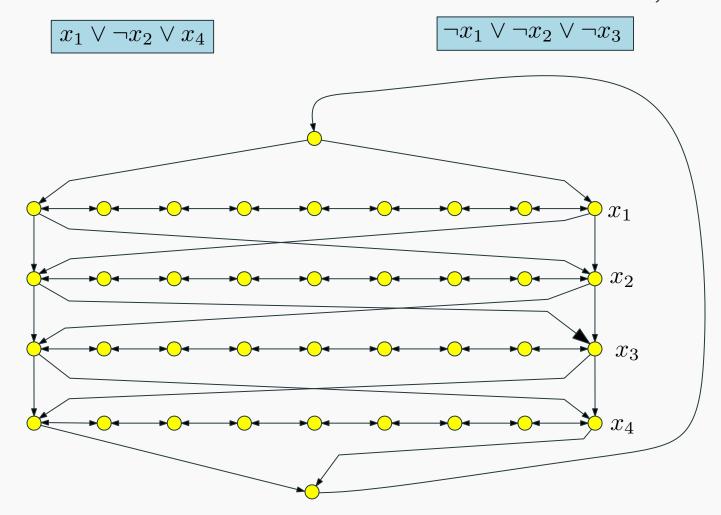


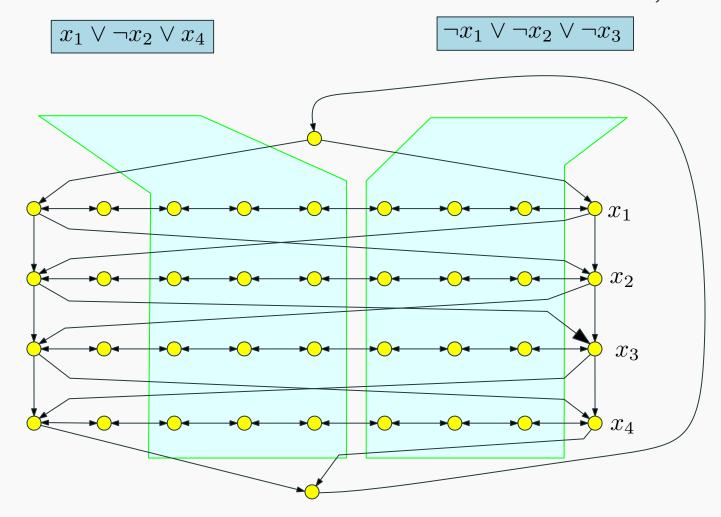


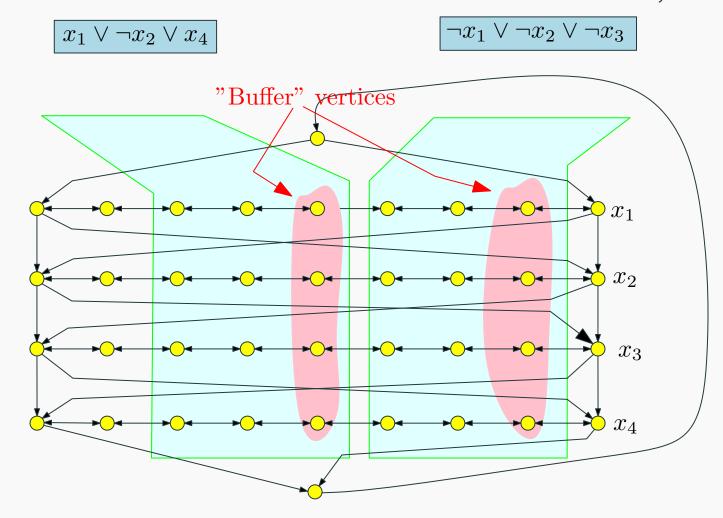
#### The Reduction: Review I

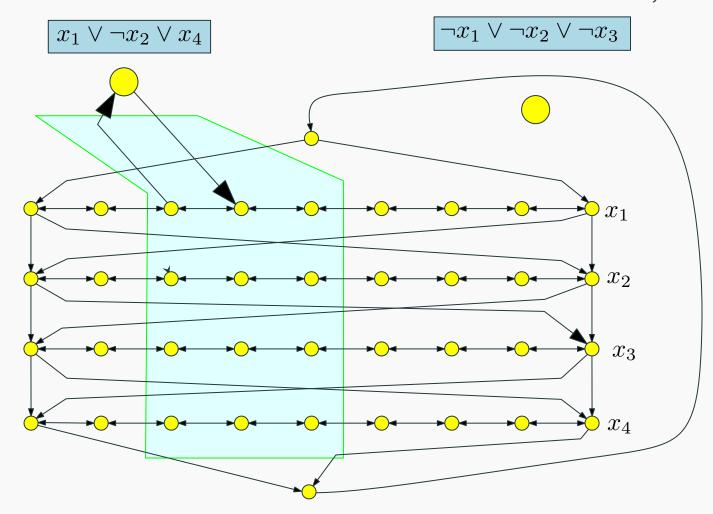
- Traverse path *i* from left to right iff  $x_i$  is set to true
- Each path has 3(m + 1) nodes where *m* is number of clauses in  $\varphi$ ; nodes numbered from left to right (1 to 3m + 3)





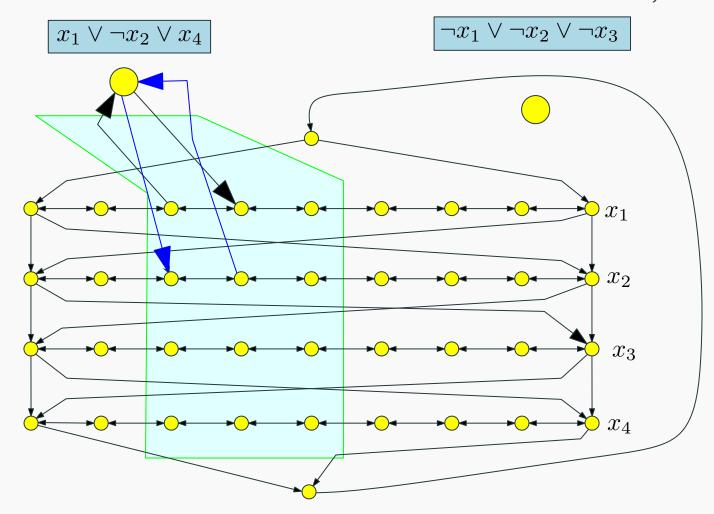






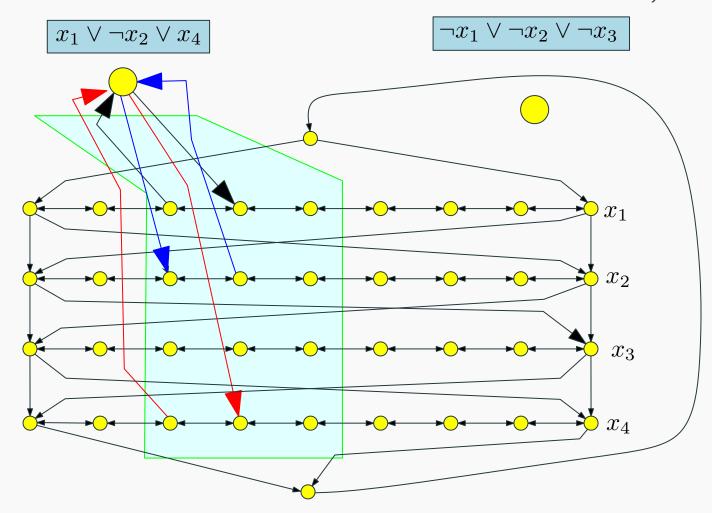
## The Reduction algorithm: Review II

Add vertex  $c_j$  for clause  $C_j$ .  $c_j$  has edge from vertex 3j and to vertex 3j + 1 on path *i* if  $x_i$  appears in clause  $C_j$ , and has edge from vertex 3j + 1 and to vertex 3j if  $\neg x_i$  appears in  $C_j$ .



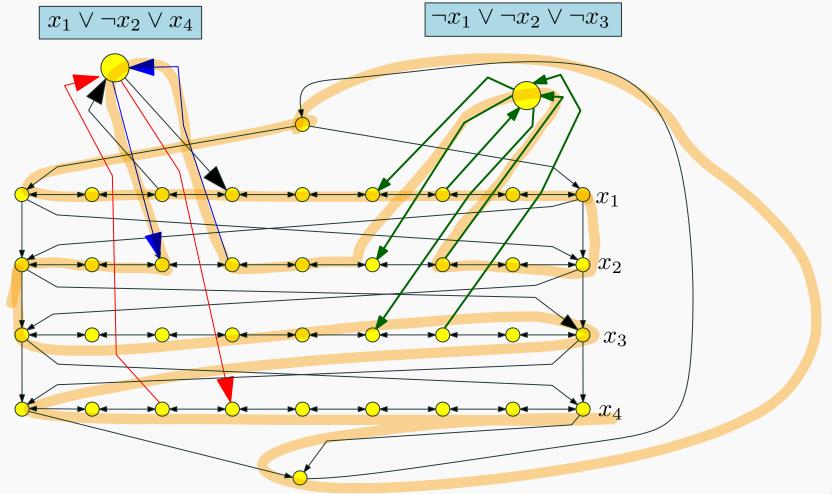
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#### Theorem

 $\varphi$  has a satisfying assignment iff  $G_{\varphi}$  has a Hamiltonian cycle.

Based on proving following two lemmas.

**Lemma** If  $\varphi$  has a satisfying assignment then  $G_{\varphi}$  has a Hamilton cycle.

## Lemma

If  $G_{\varphi}$  has a Hamilton cycle then  $\varphi$  has a satisfying assignment.

#### Lemma

If  $\varphi$  has a satisfying assignment then  $G_{\varphi}$  has a Hamilton cycle.

Proof.

- $\Rightarrow$  Let *a* be the satisfying assignment for  $\varphi$ . Define Hamiltonian cycle as follows
  - If  $a(x_i) = 1$  then traverse path *i* from left to right
  - If  $a(x_i) = 0$  then traverse path *i* from right to left
  - For each clause, path of at least one variable is in the "right" direction to splice in the node corresponding to clause

Suppose  $\Pi$  is a Hamiltonian cycle in  $G_{\varphi}$ 

#### Definition

We say  $\Pi$  is <u>canonical</u> if for each clause vertex  $c_j$  the edge of  $\Pi$  entering  $c_j$  and edge of  $\Pi$  leaving  $c_j$  are from the same path corresponding to some variable  $x_i$ . Otherwise  $\Pi$  is <u>non-canonical</u> or emphcheating.

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**Lemma** Every Hamilton cycle in  $G_{\varphi}$  is canonical.

#### Lemma

Every Hamilton cycle in  $G_{\varphi}$  is canonical.

- If  $\Pi$  enters  $c_j$  (vertex for clause  $C_j$ ) from vertex 3j on path i then it must leave the clause vertex on edge to 3j + 1 on the same path i
  - If not, then only unvisited neighbor of 3j + 1 on path i is 3j + 2
  - Thus, we don't have two unvisited neighbors (one to enter from, and the other to leave) to have a Hamiltonian Cycle
- Similarly, if Π enters c<sub>j</sub> from vertex 3j + 1 on path i then it must leave the clause vertex c<sub>j</sub> on edge to 3j on path i

#### Lemma

Any canonical Hamilton cycle in  $G_{\varphi}$  corresponds to a satisfying truth assignment to  $\varphi$ .

Consider a canonical Hamilton cycle  $\Pi$ .

- For every clause vertex c<sub>j</sub>, vertices visited immediately before and after c<sub>j</sub> are connected by an edge on same path corresponding to some variable x<sub>i</sub>
- We can remove  $c_j$  from cycle, and get Hamiltonian cycle in  $G c_j$
- Hamiltonian cycle from  $\Pi$  in  $G \{c_1, \ldots c_m\}$  traverses each path in only one direction, which determines truth assignment
- Easy to verify that this truth assignment satisfies  $\varphi$

# Hamiltonian cycle in undirected graph

## Hamiltonian Cycle in <u>Undirected</u> Graphs

Problem

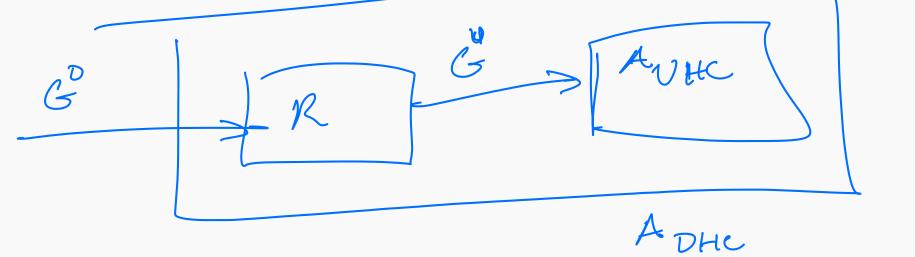
**Input** Given undirected graph G = (V, E)

**Goal** Does G have a Hamiltonian cycle? That is, is there a cycle that visits every vertex exactly one (except start and end vertex)?

#### Theorem Hamiltonian cycle problem for <u>undirected</u> graphs is NP-Complete. Droof $\mathcal{DHC} \subseteq_{\mathcal{P}} \mathcal{UHC}$

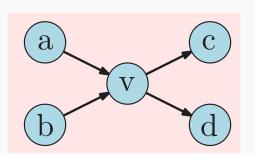
Proof.

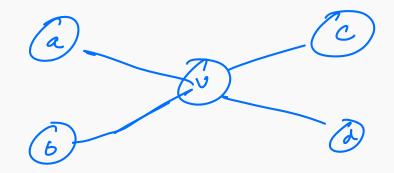
- The problem is in **NP**; proof left as exercise.
- Hardness proved by reducing Directed Hamiltonian Cycle
  to this problem



Reduction

•

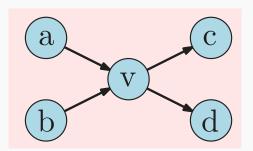




## Reduction

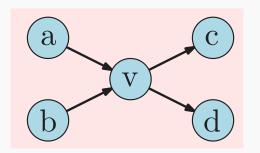
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• Replace each vertex v by 3 vertices: v<sub>in</sub>, v, and v<sub>out</sub>



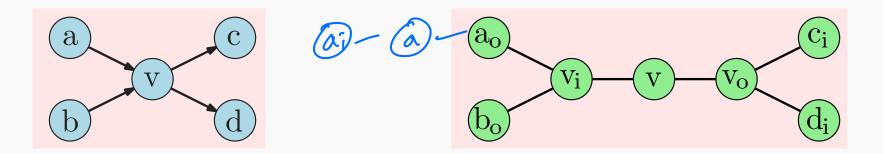
## Reduction

- Replace each vertex v by 3 vertices: v<sub>in</sub>, v, and v<sub>out</sub>
- A directed edge (a, b) is replaced by edge  $(a_{out}, b_{in})$

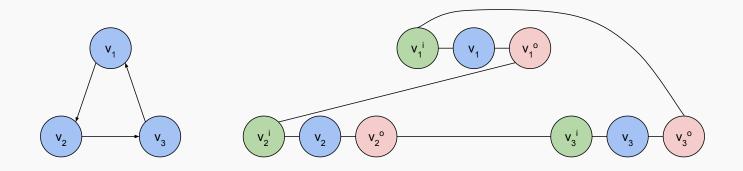


#### Reduction

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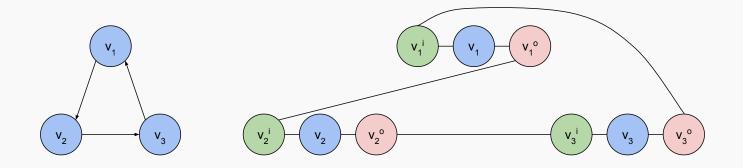


#### Graph <u>with</u> cycle:

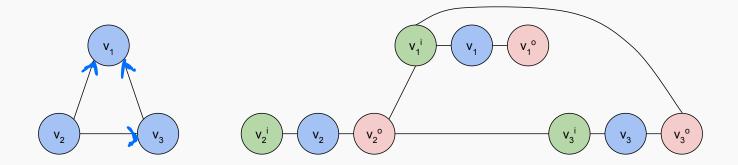


## Reduction Sketch Example

#### Graph <u>with</u> cycle:



Graph without cycle:



## Reduction: Wrapup

- The reduction is polynomial time (exercise)
- The reduction is correct (exercise)

#### **Input** Given a graph G = (V, E) with *n* vertices

#### **Goal** Does *G* have a Hamiltonian path?

• A Hamiltonian path is a path in the graph that visits every vertex in *G* exactly once

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Theorem Directed Hamiltonian Path and Undirected Hamiltonian Path are NP-Complete.

Easy to modify the reduction from **3-SAT** to **Halitonian Cycle** or do a reduction from **Halitonian Cycle** 

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Implies that Longest Simple Path in a graph is NP-Complete.

## NP-Completeness of Graph Coloring

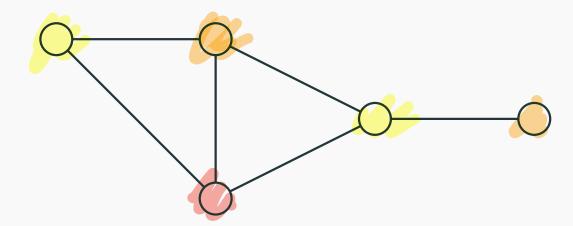
Problem: Graph Coloring

**Instance:** G = (V, E): Undirected graph, integer k. **Question:** Can the vertices of the graph be colored using k colors so that vertices connected by an edge do not get the same color?

#### Problem: 3 Coloring

**Instance:** G = (V, E): Undirected graph. **Question:** Can the vertices of the graph be colored using 3 colors so that vertices connected by an edge do not get the same color?

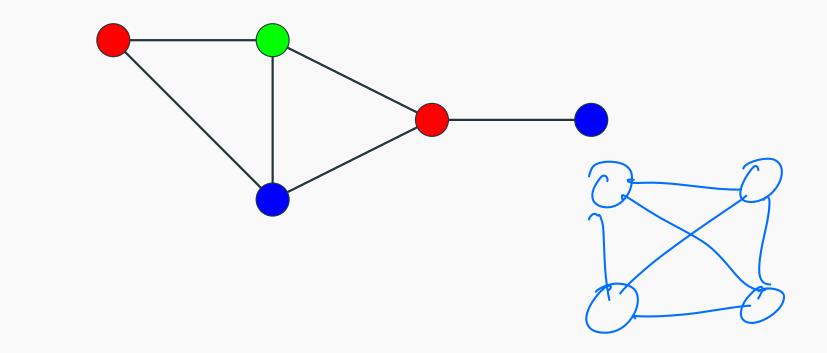
k=3



1

#### Problem: 3 Coloring

**Instance:** G = (V, E): Undirected graph. **Question:** Can the vertices of the graph be colored using 3 colors so that vertices connected by an edge do not get the same color?



Observation: If G is colored with k colors then each color class (nodes of same color) form an independent set in G. Thus, G can be partitioned into k independent sets iff G is k-colorable.

Graph 2-Coloring can be decided in polynomial time.

*G* is 2-colorable iff *G* is bipartite! There is a linear time algorithm to check if *G* is bipartite using Breadth-first-Search

# Problems related to graph coloring

#### **Register Allocation**

Assign variables to (at most) *k* registers such that variables needed at the same time are not assigned to the same register

#### Interference Graph

Vertices are variables, and there is an edge between two vertices, if the two variables are "live" at the same time.

## Observations

- [Chaitin] Register allocation problem is equivalent to coloring the interference graph with *k* colors
- Moreover, 3-COLOR  $\leq_P k$  Register Allocation, for any  $k \geq 3$

Given *n* classes and their meeting times, are *k* rooms sufficient?

Reduce to Graph *k*-Coloring problem

Create graph G

- a node  $v_i$  for each class i
- an edge between  $v_i$  and  $v_j$  if classes *i* and *j* conflict

Exercise: G is k-colorable iff k rooms are sufficient

Cellular telephone systems that use Frequency Division Multiple Access (FDMA) (example: GSM in Europe and Asia and AT&T in USA)

- Breakup a frequency range [a, b] into disjoint <u>bands</u> of frequencies [a<sub>0</sub>, b<sub>0</sub>], [a<sub>1</sub>, b<sub>1</sub>], ..., [a<sub>k</sub>, b<sub>k</sub>]
- Each cell phone tower (simplifying) gets one band
- Constraint: nearby towers cannot be assigned same band, otherwise signals will interference

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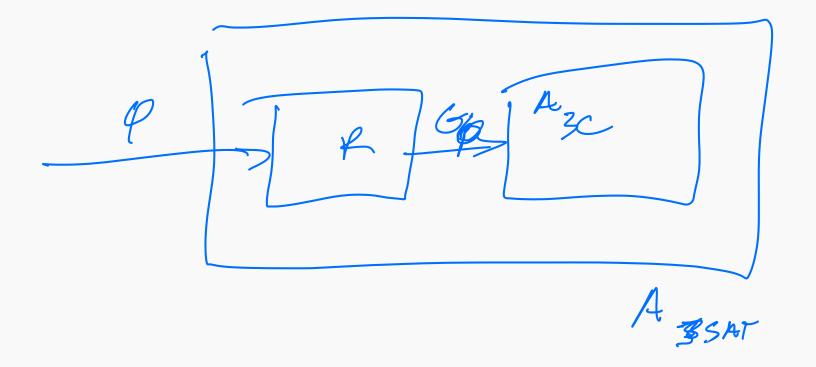
Problem: given k bands and some region with n towers, is there a way to assign the bands to avoid interference?

Can reduce to *k*-coloring by creating intereference/conflict graph on towers.

# Showing hardness of 3 COLORING

## 3-Coloring is NP-Complete

- **3-Coloring** is in **NP**.
  - Non-deterministically guess a 3-coloring for each node
  - Check if for each edge (*u*, *v*), the color of *u* is different from that of *v*.
- Hardness: We will show 3-SAT  $\leq_P$  3-Coloring.



Start with **3SAT** formula (i.e., 3CNF formula)  $\varphi$  with *n* variables  $x_1, \ldots, x_n$  and *m* clauses  $C_1, \ldots, C_m$ . Create graph  $G_{\varphi}$  such that  $G_{\varphi}$  is 3-colorable iff  $\varphi$  is satisfiable

- need to establish truth assignment for  $x_1, \ldots, x_n$  via colors for some nodes in  $G_{\varphi}$ .
- create triangle with node True, False, Base
- for each variable  $x_i$  two nodes  $v_i$  and  $\overline{v_i}$  connected in a triangle with common Base
- If graph is 3-colored, either  $v_i$  or  $\bar{v_i}$  gets the same color as True. Interpret this as a truth assignment to  $v_i$
- Need to add constraints to ensure clauses are satisfied (next phase)

We want to create a gadget that:

- Is 3 colorable if at least one of the literals is true
- Not 3-colorable if none of the literals are true

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Let's start off with the simplest SAT we can think of:

$$f(x_1, x_2) = (x_1 \lor x_2)$$
 (12)

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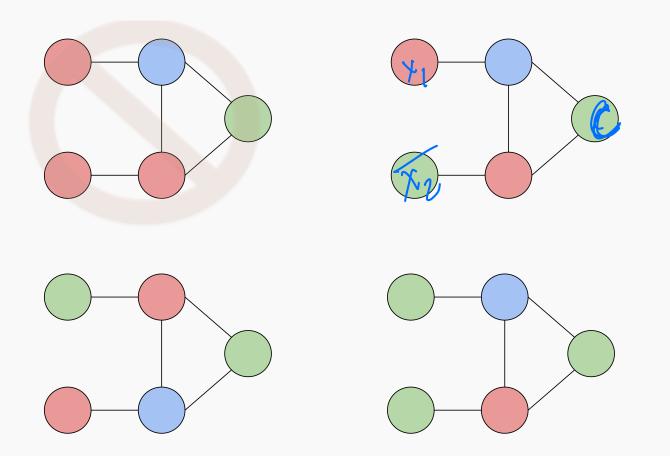
Assume green=true and red=false,

- Is 3 colorable if at least one of the literals is true
- Not 3-colorable if none of the literals are true

Let's try some stuff:

- Is 3 colorable if at least one of the literals is true
- Not 3-colorable if none of the literals are true

Seems to work:



- Is 3 colorable if at least one of the literals is true
- Not 3-colorable if none of the literals are true

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How do we do the same thing for 3 variables?:

$$f(x_1, x_2, x_3) = (x_1 \lor x_2 \lor x_3)$$
(13)

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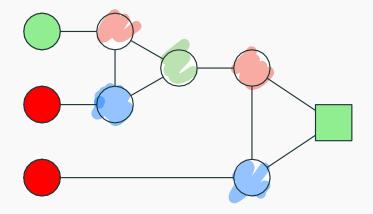
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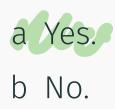
$$f(x_1, x_2, x_3) = (x_1 \lor x_2 \lor x_3)$$
(13)

Assume green=true and red=false,

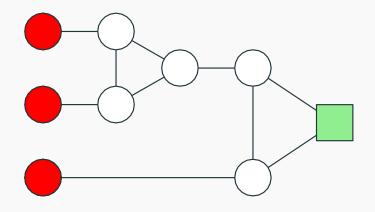
# 3 color this gadget II

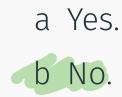
You are given three colors: red, green and blue. Can the following graph be three colored in a valid way (assuming that some of the nodes are already colored as indicated).



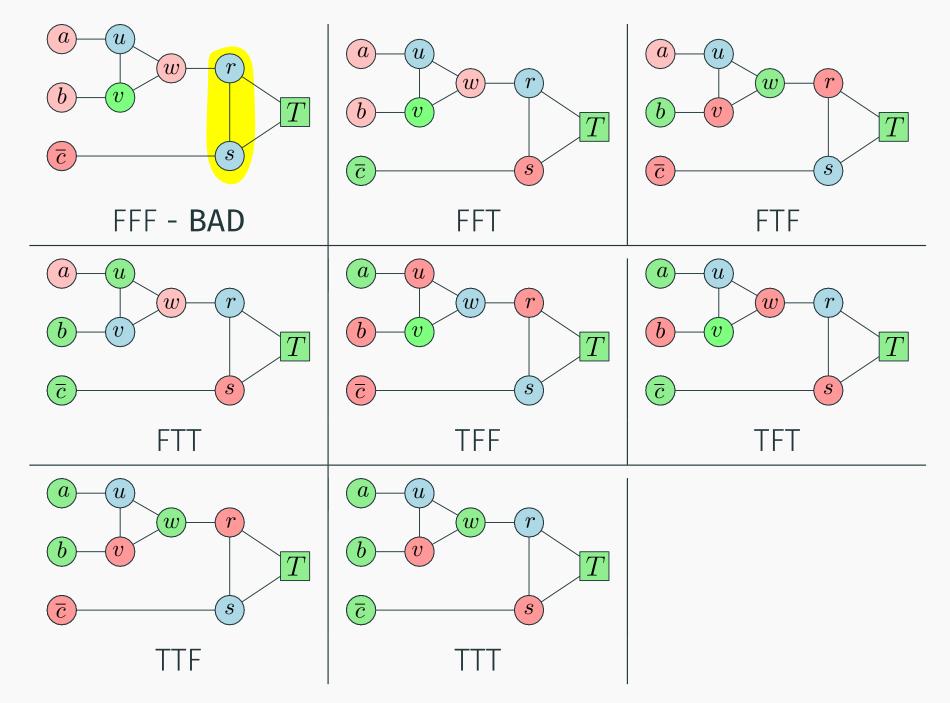


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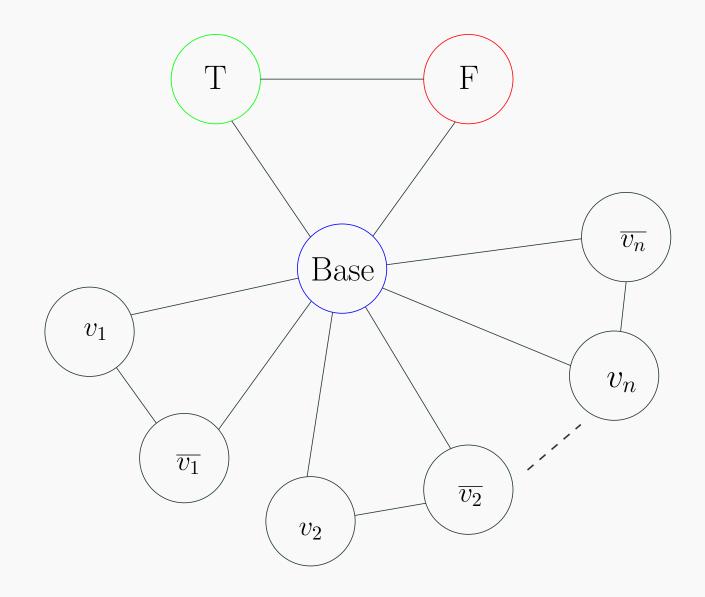
# 3-coloring of the clause gadget



Next we need a gadget that assigns literals. Our previously constructed gadget assumes:

- All literals are either red or green.
- Need to limit graph so only  $x_1$  or  $\overline{x_1}$  is green. Other must be red

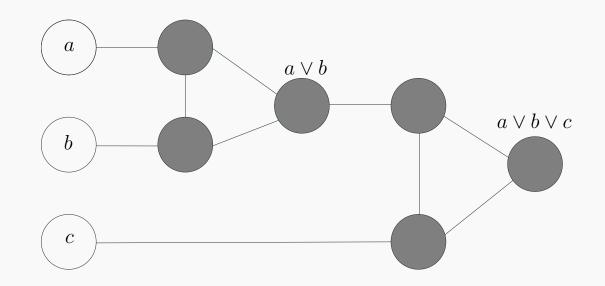
# Reduction Idea II - Literal Assignment II



For each clause  $C_j = (a \lor b \lor c)$ , create a small gadget graph

- gadget graph connects to nodes corresponding to *a*, *b*, *c*
- needs to implement OR

OR-gadget-graph:

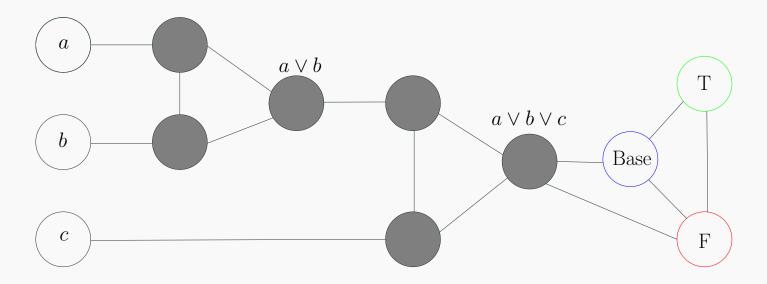


**Property**: if *a*, *b*, *c* are colored False in a 3-coloring then output node of OR-gadget has to be colored False.

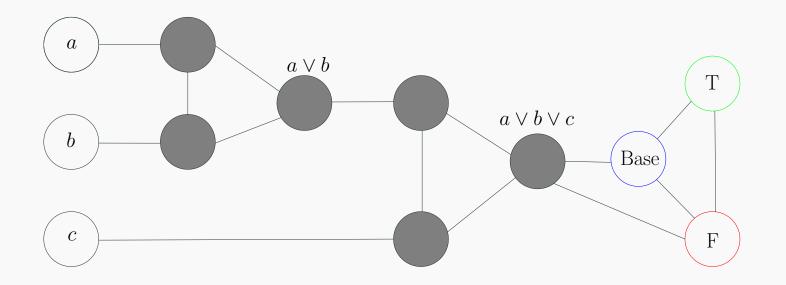
**Property**: if one of *a*, *b*, *c* is colored True then OR-gadget can be 3-colored such that output node of OR-gadget is colored True.

# Reduction

- create triangle with nodes True, False, Base
- for each variable  $x_i$  two nodes  $v_i$  and  $\overline{v_i}$  connected in a triangle with common Base
- for each clause C<sub>j</sub> = (a ∨ b ∨ c), add OR-gadget graph with input nodes a, b, c and connect output node of gadget to both False and Base



# Reduction

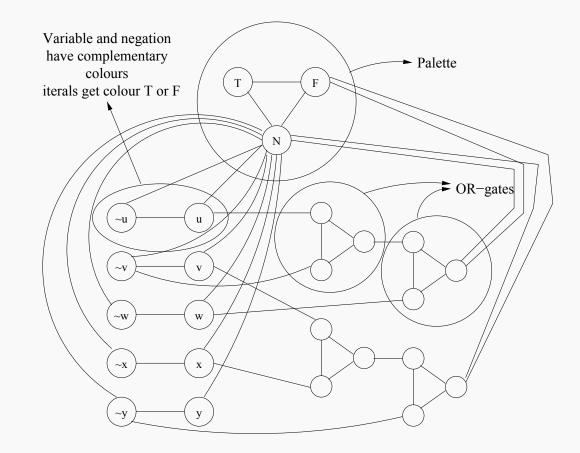


#### Lemma

No legal 3-coloring of above graph (with coloring of nodes T, F, B fixed) in which a, b, c are colored False. If any of a, b, c are colored True then there is a legal 3-coloring of above graph.

### **Reduction Outline**

#### **Example** $\varphi = (u \lor \neg v \lor w) \land (v \lor x \lor \neg y)$



 $\varphi$  is satisfiable implies  $G_{\varphi}$  is 3-colorable

• if  $x_i$  is assigned True, color  $v_i$  True and  $\overline{v_i}$  False

 $\varphi$  is satisfiable implies  $G_{\varphi}$  is 3-colorable

- if  $x_i$  is assigned True, color  $v_i$  True and  $\overline{v_i}$  False
- for each clause  $C_j = (a \lor b \lor c)$  at least one of a, b, c is colored True. OR-gadget for  $C_j$  can be 3-colored such that output is True.

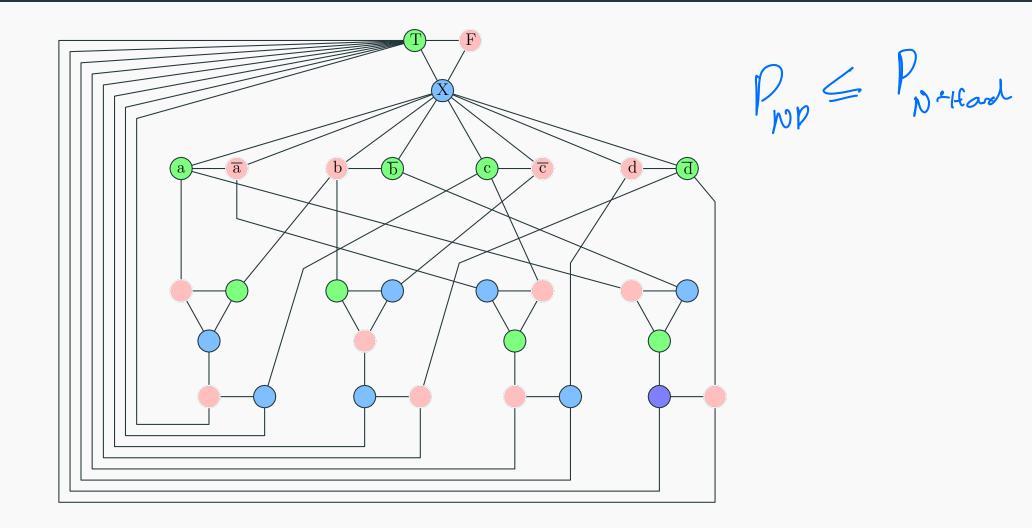
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- $G_{\varphi}$  is 3-colorable implies  $\varphi$  is satisfiable
  - if v<sub>i</sub> is colored True then set x<sub>i</sub> to be True, this is a legal truth assignment

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- $G_{\varphi}$  is 3-colorable implies  $\varphi$  is satisfiable
  - if v<sub>i</sub> is colored True then set x<sub>i</sub> to be True, this is a legal truth assignment
  - consider any clause C<sub>j</sub> = (a ∨ b ∨ c). it cannot be that all a, b, c are False. If so, output of OR-gadget for C<sub>j</sub> has to be colored False but output is connected to Base and False!

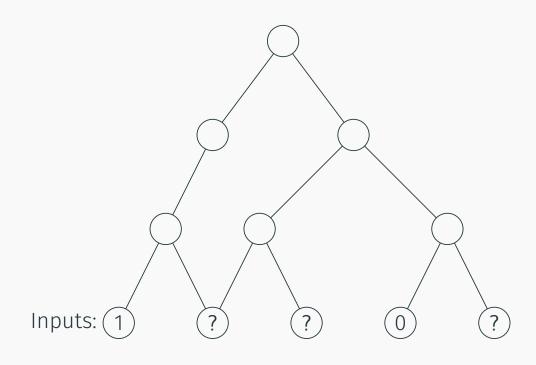
#### Graph generated in reduction from 3SAT to 3COLOR



# Circuit-Sat Problem

Circuits

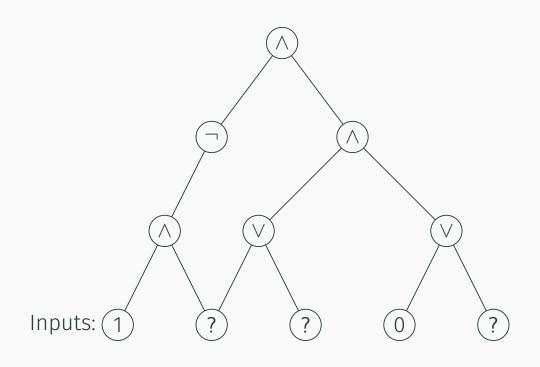
#### A circuit is a directed <u>acyclic</u> graph with



- Input vertices (without incoming edges) labeled with 0, 1 or a distinct variable.
- Every other vertex is labeled ∨, ∧ or ¬.
- Single node output vertex with no outgoing edges.

Circuits

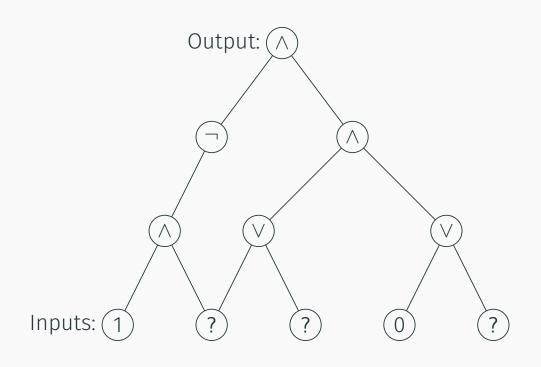
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#### Definition (Circuit Satisfaction (CSAT).)

Given a circuit as input, is there an assignment to the input variables that causes the output to get value 1?

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Given a circuit as input, is there an assignment to the input variables that causes the output to get value 1?

Lemma CSAT is in NP.

- Certificate: Assignment to input variables.
- Certifier: Evaluate the value of each gate in a topological sort of DAG and check the output gate value.

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Circuits are a much more powerful (and hence easier) way to express Boolean formulas

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However they are equivalent in terms of polynomial-time solvability.

Theorem SAT  $\leq_P$  3SAT  $\leq_P$  CSAT.

Theorem  $CSAT \leq_P SAT \leq_P 3SAT.$ 

Given 3CNF formula  $\varphi$  with *n* variables and *m* clauses, create a Circuit *C*.

- Inputs to C are the n boolean variables  $x_1, x_2, \ldots, x_n$
- Use NOT gate to generate literal  $\neg x_i$  for each variable  $x_i$
- For each clause ( $\ell_1 \lor \ell_2 \lor \ell_3$ ) use two OR gates to mimic formula
- Combine the outputs for the clauses using AND gates to obtain the final output

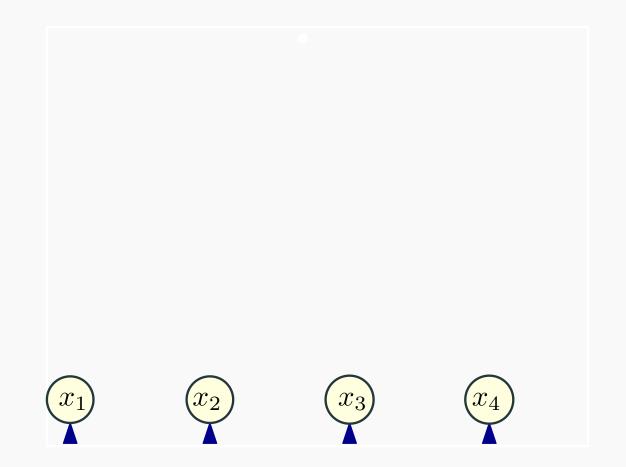
#### Example: $3SAT \leq_P CSAT$

 $\varphi = \left( X_1 \lor \lor X_3 \lor X_4 \right) \land \left( X_1 \lor \neg X_2 \lor \neg X_3 \right) \land \left( \neg X_2 \lor \neg X_3 \lor X_4 \right)$ 



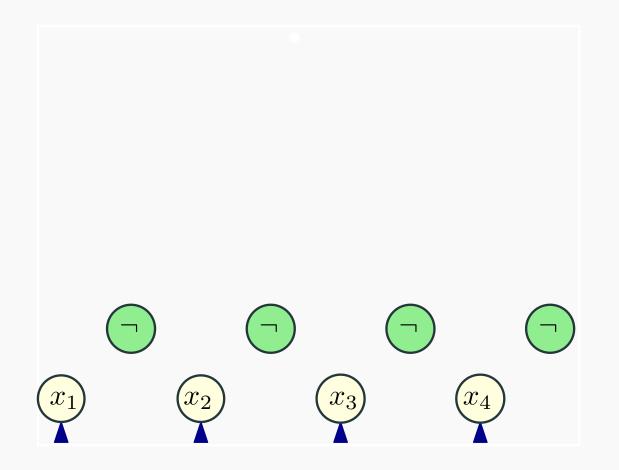
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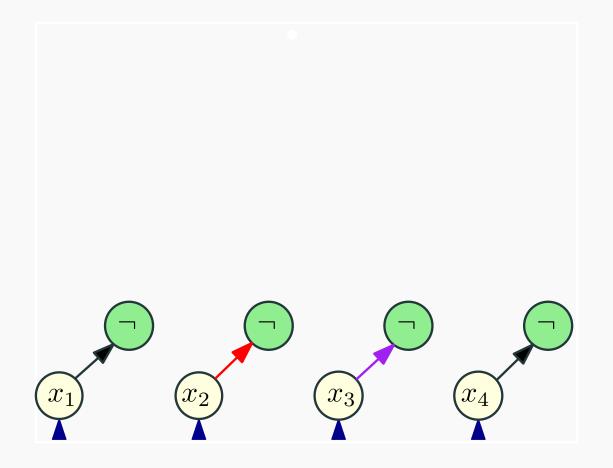
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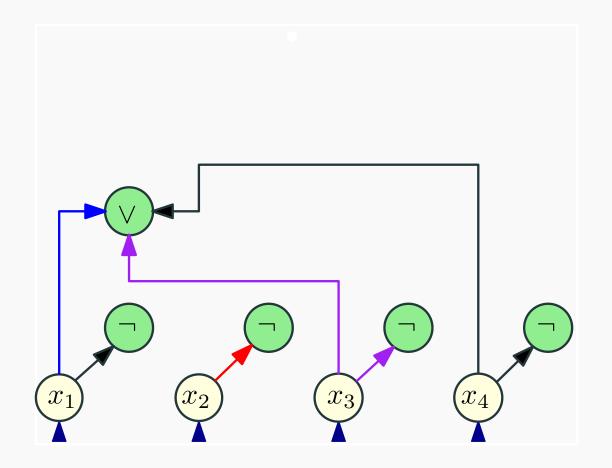


#### Example: 3SAT SAT

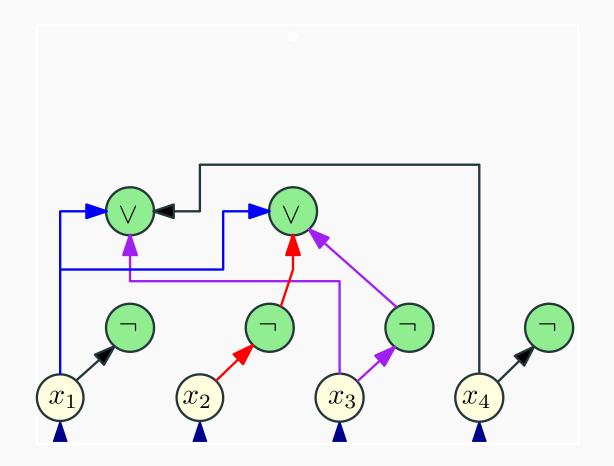
 $\varphi = \left( X_1 \lor \lor X_3 \lor X_4 \right) \land \left( X_1 \lor \neg X_2 \lor \neg X_3 \right) \land \left( \neg X_2 \lor \neg X_3 \lor X_4 \right)$ 



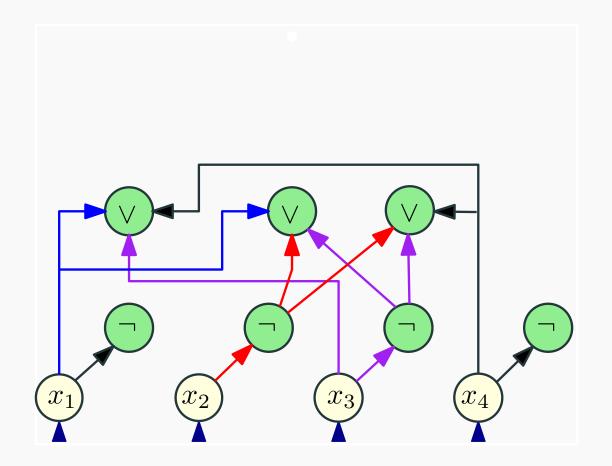
$$\varphi = \left( X_1 \lor \lor X_3 \lor X_4 \right) \land \left( X_1 \lor \neg X_2 \lor \neg X_3 \right) \land \left( \neg X_2 \lor \neg X_3 \lor X_4 \right)$$



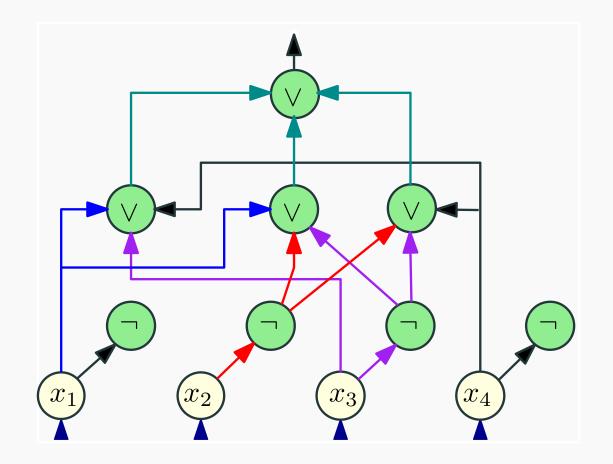
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What will converting a circuit to a SAT formula prove?

#### Converting a circuit to a SAT formula

#### What will converting a circuit to a SAT formula prove?

But first we need to look back at a gadget!

Ζ	Х	У	
0	0	0	
0	0	1	
0	1	0	
0	1	1	
1	0	0	
1	0	1	
1	1	0	
1	1	1	

Ζ	Х	У	$z = x \wedge y$		
0	0	0	1		
0	0	1	1		
0	1	0	1		
0	1	1	0		
1	0	0	0		
1	0	1	0		
1	1	0	0		
1	1	1	1		

Ζ	Х	У	$z = x \wedge y$				
0	0	0	1	1	1	1	1
0	0	1	1	1	1	1	1
0	1	0	1	1	1	1	1
0	1	1	0	0	1	1	1
1	0	0	0	1	0	1	1
1	0	1	0	1	1	0	1
1	1	0	0	1	1	1	0
1	1	1	1	1	1	1	1

Ζ	Х	У	$z = x \wedge y$	$z \lor \overline{x} \ vee\overline{y}$			
0	0	0	1	1	1	1	1
0	0	1	1	1	1	1	1
0	1	0	1	1	1	1	1
0	1	1	0	0	1	1	1
1	0	0	0	1	0	1	1
1	0	1	0	1	1	0	1
1	1	0	0	1	1	1	0
1	1	1	1	1	1	1	1

Ζ	Х	У	$z = x \wedge y$	$z \lor \overline{x} \ vee\overline{y}$	$\overline{z} \lor x \lor y$		
0	0	0	1	1	1	1	1
0	0	1	1	1	1	1	1
0	1	0	1	1	1	1	1
0	1	1	0	0	1	1	1
1	0	0	0	1	0	1	1
1	0	1	0	1	1	0	1
1	1	0	0	1	1	1	0
1	1	1	1	1	1	1	1

Ζ	Х	У	$z = x \wedge y$	$z \lor \overline{x} \ vee\overline{y}$	$\overline{z} \lor x \lor y$	$\overline{z} \lor x \lor \overline{y}$	
0	0	0	1	1	1	1	1
0	0	1	1	1	1	1	1
0	1	0	1	1	1	1	1
0	1	1	0	0	1	1	1
1	0	0	0	1	0	1	1
1	0	1	0	1	1	0	1
1	1	0	0	1	1	1	0
1	1	1	1	1	1	1	1

Ζ	Х	У	$z = x \wedge y$	$z \lor \overline{x} \ vee\overline{y}$	$\overline{z} \lor x \lor y$	$\overline{z} \lor x \lor \overline{y}$	$\overline{z} \lor \overline{x} \lor y$
0	0	0	1	1	1	1	1
0	0	1	1	1	1	1	1
0	1	0	1	1	1	1	1
0	1	1	0	0	1	1	1
1	0	0	0	1	0	1	1
1	0	1	0	1	1	0	1
1	1	0	0	1	1	1	0
1	1	1	1	1	1	1	1

Ζ	Х	У	$z = x \wedge y$	$z \lor \overline{x} \ vee\overline{y}$	$\overline{z} \lor x \lor y$	$\overline{z} \lor x \lor \overline{y}$	$\overline{z} \lor \overline{x} \lor y$
0	0	0	1	1	1	1	1
0	0	1	1	1	1	1	1
0	1	0	1	1	1	1	1
0	1	1	0	0	1	1	1
1	0	0	0	1	0	1	1
1	0	1	0	1	1	0	1
1	1	0	0	1	1	1	0
1	1	1	1	1	1	1	1

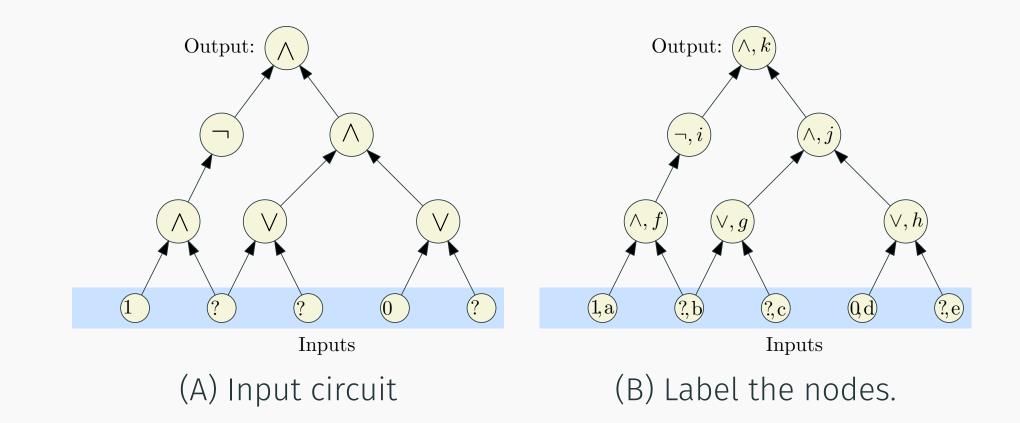
Ζ	Х	У	$z = x \wedge y$	$z \lor \overline{x} \ vee\overline{y}$	$\overline{z} \lor x \lor y$	$\overline{z} \lor x \lor \overline{y}$	$\overline{z} \lor \overline{x} \lor y$
0	0	0	1	1	1	1	1
0	0	1	1	1	1	1	1
0	1	0	1	1	1	1	1
0	1	1	0	0	1	1	1
1	0	0	0	1	0	1	1
1	0	1	0	1	1	0	1
1	1	0	0	1	1	1	0
1	1	1	1	1	1	1	1

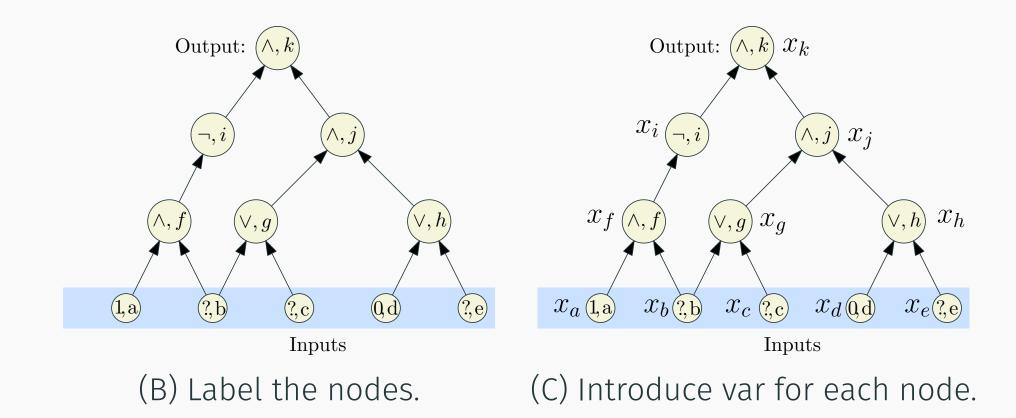
$$\left( z = x \land y \right) =$$

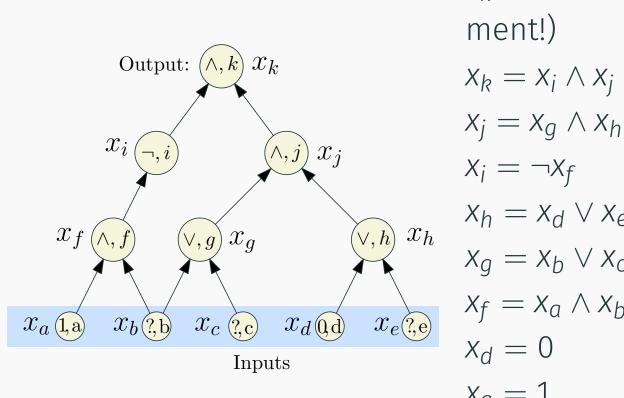
 $(z \lor \overline{x} \lor \overline{y}) \land (\overline{z} \lor x \lor y) \land (\overline{z} \lor x \lor \overline{y}) \land (\overline{z} \lor \overline{x} \lor y)$ 

#### **Lemma** *The following identities hold:*

$$\cdot z = \overline{x} \equiv (z \lor x) \land (\overline{z} \lor \overline{x}).$$
  
 
$$\cdot (z = x \lor y) \equiv (z \lor \overline{y}) \land (z \lor \overline{x}) \land (\overline{z} \lor x \lor y)$$
  
 
$$\cdot (z = x \land y) \equiv (z \lor \overline{x} \lor \overline{y}) \land (\overline{z} \lor x) \land (\overline{z} \lor y)$$







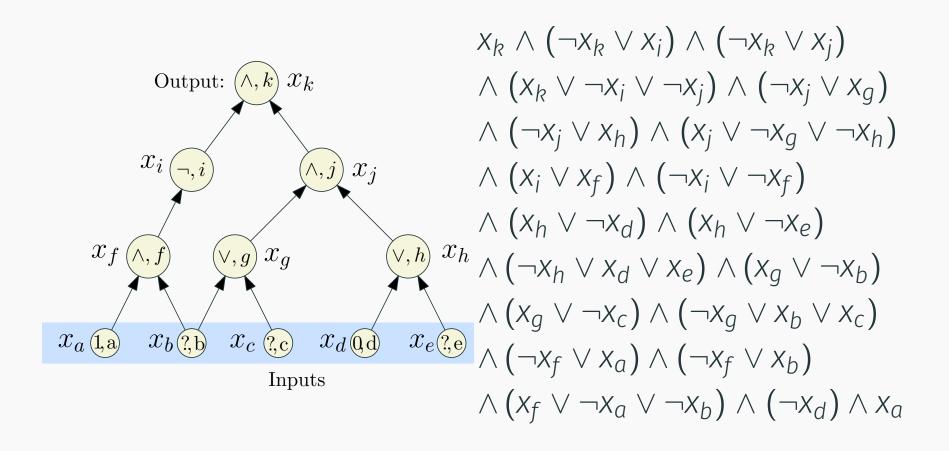
(Demand a sat' assign-Xk ment!)  $X_k = X_i \wedge X_i$ 

 $X_i = \neg X_f$  $X_h = X_d \vee X_e$  $X_q = X_b \vee X_c$  $X_f = X_a \wedge X_b$  $X_d = 0$  $x_{a} = 1$ 

(C) Introduce var for each node.

(D) Write a sub-formula for each variable that is true if the var is computed correctly. 66

X <sub>k</sub>	X <sub>k</sub>
$X_k = X_i \wedge X_j$	$(\neg x_k \lor x_i) \land (\neg x_k \lor x_j) \land (x_k \lor \neg x_i \lor \neg x_j)$
$X_j = X_g \wedge X_h$	$(\neg x_j \lor x_g) \land (\neg x_j \lor x_h) \land (x_j \lor \neg x_g \lor \neg x_h)$
$X_i = \neg X_f$	$(X_i \lor X_f) \land (\neg X_i \lor \neg X_f)$
$X_h = X_d \vee X_e$	$(x_h \vee \neg x_d) \wedge (x_h \vee \neg x_e) \wedge (\neg x_h \vee x_d \vee x_e)$
$x_g = x_b \vee x_c$	$(x_g \vee \neg x_b) \wedge (x_g \vee \neg x_c) \wedge (\neg x_g \vee x_b \vee x_c)$
$X_f = X_a \wedge X_b$	$(\neg x_f \lor x_a) \land (\neg x_f \lor x_b) \land (x_f \lor \neg x_a \lor \neg x_b)$
$X_d = 0$	$\neg X_d$
$x_a = 1$	Xa



We got a CNF formula that is satisfiable if and only if the original circuit is satisfiable.

- For each gate (vertex) v in the circuit, create a variable  $x_v$
- Case  $\neg$ : *v* is labeled  $\neg$  and has one incoming edge from *u* (so  $x_v = \neg x_u$ ). In **SAT** formula generate, add clauses  $(x_u \lor x_v), (\neg x_u \lor \neg x_v)$ . Observe that

$$x_v = \neg x_u$$
 is true  $\iff \frac{(x_u \lor x_v)}{(\neg x_u \lor \neg x_v)}$  both true.

• Case V: So  $x_v = x_u \lor x_w$ . In **SAT** formula generated, add clauses  $(x_v \lor \neg x_u)$ ,  $(x_v \lor \neg x_w)$ , and  $(\neg x_v \lor x_u \lor x_w)$ . Again, observe that

$$\begin{pmatrix} x_v = x_u \lor x_w \end{pmatrix} \text{ is true } \iff (x_v \lor \neg x_u), \\ (x_v \lor \neg x_w), & \text{ all true.} \\ (\neg x_v \lor x_u \lor x_w) \end{pmatrix}$$

• Case A: So  $x_v = x_u \wedge x_w$ . In **SAT** formula generated, add clauses  $(\neg x_v \vee x_u)$ ,  $(\neg x_v \vee x_w)$ , and  $(x_v \vee \neg x_u \vee \neg x_w)$ . Again observe that

$$x_{v} = x_{u} \wedge x_{w} \text{ is true } \iff (\neg x_{v} \vee x_{u}), \qquad \text{all true.} \\ (x_{v} \vee \neg x_{u} \vee \neg x_{w})$$

- If v is an input gate with a fixed value then we do the following. If  $x_v = 1$  add clause  $x_v$ . If  $x_v = 0$  add clause  $\neg x_v$
- Add the clause  $x_v$  where v is the variable for the output gate

Need to show circuit C is satisfiable iff  $\varphi_C$  is satisfiable

- $\Rightarrow$  Consider a satisfying assignment *a* for *C* 
  - Find values of all gates in C under a
  - Give value of gate v to variable  $x_v$ ; call this assignment a'
  - a' satisfies  $\varphi_c$  (exercise)
- $\Leftarrow \text{ Consider a satisfying assignment } a \text{ for } \varphi_{\mathcal{C}}$ 
  - Let a' be the restriction of a to only the input variables
  - Value of gate v under a' is the same as value of  $x_v$  in a
  - Thus, *a*′ satisfies *C*