

one-per-clause NPComplete

a) In NP

1) What to reduce to

$$P_{3-col} \leq_p P_{one-per-clause}$$

2) Define P_{3-col}

3-col - instance: Graph G

Solution: 3-colouring

one-per-clause

Instance: clauses of at most 3 variables
no negatives

Solution: A $\{0,1\}$ assignment

Each clause has exactly one true

Observation

3) Given oracle for one-per

Design oracle for 3-col

4) Similarities variables $\rightarrow \{0,1\}$, nodes $\rightarrow \{0,1,2\} \Rightarrow \text{clauses} \rightarrow \{0,1,2\}$

5) Given oracle for 3-col give instance for one-per
 $\text{instance}_{one-per}(G)$

\forall node u + colour $c \in \{0,1,2\} \Rightarrow$ variable u_c
 \forall edge $(u,v) + \text{colour } c \Rightarrow$ clause $u_c \vee v_c$

\forall node $u \Rightarrow$ clause $u_0 \vee u_1 \vee u_2$

\forall edge $(u,v) \Rightarrow$ 3 clauses $u_0 \vee v_0$, $u_1 \vee v_1$, $u_2 \vee v_2$

6) Given solution $S_{one-per}$ return one-per
 \Rightarrow solution $S_{3-col} = \text{solution}_{map}(S_{one-per})$ for 3-col

Given $u_0=1, u_1=0, u_2=1$ Solution
Colour u red if $u_0=1$
blue if $u_1=1$
green if $u_2=1$

7) S_{super} valid \Rightarrow S_{root} valid

Well defined coloring
work Because class $u, v, w \Rightarrow$ exactly one true
 \Rightarrow node u is given exactly one colour

\forall edge e colour

class $u, v \in e_{\text{range}} \Rightarrow$ exactly one true

$\Rightarrow u, v$ not both true

$\Rightarrow u, v$ not both red

\Rightarrow valid coloring

8) Reverse map

Given solution S_{root}

\Rightarrow give $S_{\text{super}} = \text{Reverse Solution Map}(S_{\text{root}})$

Given u is red \Rightarrow is green
 \forall nodes $u, v \in T$ $u, v \in F$

\forall edges $u, v \in e$ colour

$e_{\text{range}} = T$ iff $u \in T + v \in T$

9) S_{root} valid \Rightarrow S_{super} valid

class u, v, w has exactly one true
because u has exactly one colour

\forall class $u, v \in e_{\text{range}}$ has exactly one true

because u, v can't both be red

$u \in T + v \in T \Rightarrow e_{\text{range}} = T$

\Rightarrow

Meat

Making change NP-complete

1) What to reduce to

3-SAT

Subset sum = Exact sum
without repeats

2) Set up facts

one per clause

3-SAT

One-per: Instance n variables x_1, \dots, x_n

m clauses of 3 variables
no negated variables

Solution: A subset of variables with exactly one variable per clause

Instance: Coin denominations c_1, c_2, \dots, c_n
Amount = A int
coins = k int

Solution: A set of at most k coins (repeats allowed) summing to exactly to A

3) Making change \in NP

1) Question: One-per \in NP making change

Answer: Yes for making change

One-per \in NP for one-per

2) Similarities

one-per: Solution: subset of variables to be true

making change: Solution: subset of coins (needs use coin at most once)

5) Given instance $I_{one-pat}$ for OnePat
 \Rightarrow instance I_{change} for makechange

OnePat: n variables, m clauses

Change: $K = n$

Do not mention
if has solution
well defined

$A =$

1	0	0	0	...	0
align	align				align
↑	↑				↑
clause 1	clause 2				clause m

\forall variable x_i there is a coin value c_i in \mathbb{N}

$C_i =$

0	0	1	0	0	1
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\uparrow pat 1 in location corresponding to clause when x_i is in clause

$C_{max} = 1$

6) Given solution S_{change} for make change
 \Rightarrow give S_{3-SAT} for 3-SAT

Do not mention
if valid
well defined

$S_{change} =$ Set of coins

$\Rightarrow S_{3-SAT} =$ Set x_{PAT} if C_i is included (and last one)
 $= F$ else

→) Scheme valid \Rightarrow Scepter valid

Scheme valid \Rightarrow at most k^n coins adding to A

\Rightarrow lemma \Rightarrow No call possible in sum

A = 0000001000...

$2^{log n}$

Coins 0000001000000000...

15 such coins gives

0000001500000000

Not correct sum

Need $> 10^{2^{log n}} > n$ such coins to call + give

10000000000000001

$2^{log n}$

But only k^n coins allowed

\therefore No call

\therefore # clause location $2^{log n}$

if only one coin with
is included

\Rightarrow exactly one variable in clause is true

8) Reverse map

Given solution S_{coin}

\Rightarrow Give solution S_{change}

If $n=T \Rightarrow$ include coin once

a) S_{coin} valid $\Leftrightarrow S_{\text{change}}$ valid

\forall class exactly one variable is 1

$\Rightarrow \forall$ class place sum is 1

$$= \sum c = A$$

n. coins \leq variables = n

3-Color \leq Ind. Set

4) ^{Similar to instance G} Solution subset of $\langle G, k \rangle$ ^{instance!} Solution subset of nodes

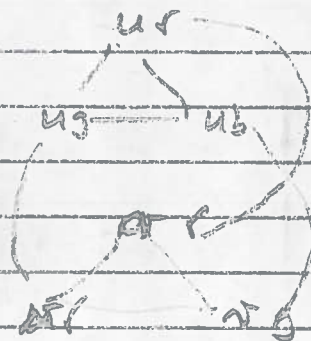
nodes not two edges
edges bichromatic

nodes taken
have no edges
between

5) Given Graph G to color
Construct G' for Ind set

$\forall u \in G$ + color $c \Rightarrow$ node $\langle u, c \rangle$

$\forall u$ edges



\forall edge $\langle u, v \rangle$

$k = \#$ nodes in G