

This assignment is designed to be an introduction to the concepts used in our study of NP-completeness later in the semester. Some of the questions are trivial; some are subtle. You should have enough background to answer these questions.

## 1 Comparison Networks: An Analogy

See the Wikipedia article on *Sorting Networks*. Just read down to, but not including, the zero-one principle. We will be concerned with comparison networks, in general, not just sorting networks.

The *size* of a comparison network is the number of comparators, and the *depth* is the number of levels of comparators. For example, in the Wikipedia article, the initial sorting network for four inputs has size five and depth three. The parallel bubble sort network for six inputs has size fifteen and depth nine. In general, a parallel bubble sort network for  $n$  inputs has size  $n(n-1)/2$  and depth  $2n-3$ .

1. Let  $n$  be a power of 2.
  - (a) Show how to construct an efficient comparison network with  $n$  inputs where the output on the top wire is the minimum value and the output on the bottom wire is the maximum value. Primarily minimize the depth and secondarily minimize the size. Just describe the network; do not justify.
  - (b) What is the (exact) size of your network?
  - (c) What is the (exact) depth of your network?

It turns out that comparison networks are very important on Mars, where they have many applications. A *merging network* inputs two sorted lists each of size  $n/2$  and outputs the total list of values in order. The Martians have discovered merging networks with depth about  $\lg n$ . (Such merging networks were independently discovered on Earth by Batcher.)

The Martians are especially interested in sorting networks. They have proven that any sorting network must have depth at least  $\lg n$  (and size at least about  $n \lg n$ ). They know that there are sorting networks with depth  $O((\log n)^2)$ , but do not know whether they can attain depth  $O(\log n)$ .

A problem similar to sorting that Martians often need to solve is *half sorting*: The input is two lists each of size  $n/2$ , and the output is the two lists independently sorted. Not surprisingly, sorting and half sorting are closely related.

2. (a) Show that if sorting can be solved on a comparison network in depth  $O(\log n)$  then half sorting can be solved on a comparison network in depth  $O(\log n)$ .
- (b) Show that if half sorting can be solved on a comparison network in depth  $O(\log n)$  then sorting can be solved on a comparison network in depth  $O(\log n)$ .

Your two “reductions” show:

**Corollary.** There exists a depth  $O(\log n)$  sorting network if and only if there exists a depth  $O(\log n)$  half sorting network.

The Martians extended this result to show that many other important comparison problems are equivalent to sorting and half sorting: Any one of these special problems is solvable in depth  $O(\log n)$  if and only if all of them are solvable in depth  $O(\log n)$ .

Recently two Martian computer scientists Koco and Nevil made a startling discovery.

**Definition.** A function  $f(n)$  is *polylog*( $n$ ) if there exists a constant  $k$  such that  $f(n) = O((\log n)^k)$ . We will just say *polylog* when the parameter  $n$  is implicit.

**Theorem.** If there exists a depth  $O(\log n)$  sorting network then, for every problem solvable on a comparison network in polylog depth there exists a depth  $O(\log n)$  comparison network.

For details, see their article in the prestigious *Martian Online Journal Of Computer Science* (otherwise known as *MOJO CS*).

To finish the analogy: Let **L** (for **L**og depth) be the class of problems solvable in depth  $O(\log n)$  on a comparison network with  $n$  inputs. Let **PL** (for **P**oly**L**og depth) be the class of problems solvable on a comparison network in polylog depth. The theorem of Koco and Nevil shows that sorting is **PL**-complete (in other words, if sorting is in **L**, then every problem in **PL** is also in **L**). The open problem on Mars is: Does **L** = **PL**?

3. Is half sorting **PL**-complete? Justify.

Note that on Earth, **L** and **PL** are used to represent different classes. Also on Earth, we have discovered an  $O(\log N)$  depth sorting network, but the constants are too large to be practical.

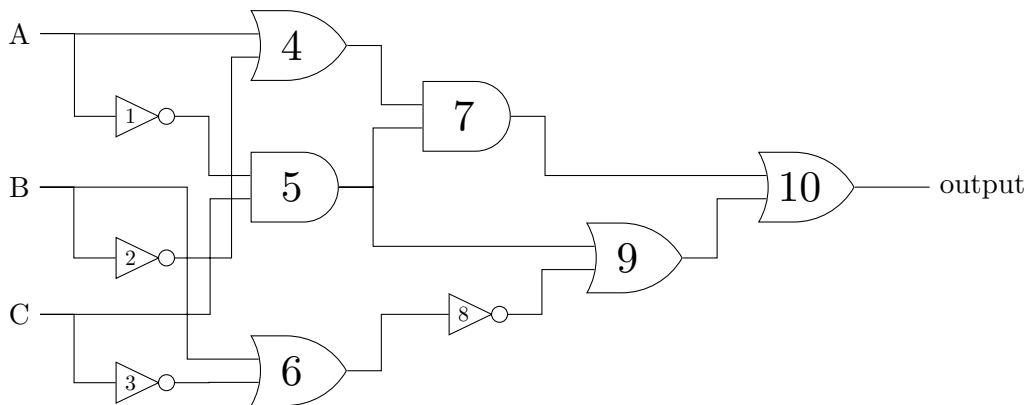
## 2 Boolean Formula Evaluation

4. (a) Consider the formula

$$((A \wedge \bar{B}) \vee (\bar{A} \wedge C)) \wedge (B \wedge \bar{C})$$

with assignment to the variables  $A, B \equiv \text{TRUE}$ ,  $C \equiv \text{FALSE}$ . Evaluate the formula. You do not need to show your work.

- (b) Consider the Boolean circuit, with assignment to the inputs  $A, B \equiv \text{TRUE}$ ,  $C \equiv \text{FALSE}$ . Evaluate the Boolean circuit. Show your work by indicating the truth value produced by



each gate. Use the table in the back of this assignment.

The scenario: You are working as a computer programmer for the Alpha Beta Gamma Software company. It is your dream job.

Your manager calls you into the office with the following comment:

We hired you because you have a Computer Science degree from one of those fancy colleges. Nobody else here at Alpha Beta Gamma Software has your education or ability. We are moving into the business of Boolean formula evaluation. Starting next month, every morning we will be receiving a large number of large Boolean formulas. For each formula, the assignment of TRUE's and FALSE's to the variables will be given. We will evaluate each formula. We at Alpha Beta Gamma believe that we can rely on you to write a lightning fast program to evaluate these Boolean formulas.

You have no idea how to write such a program. You scour the internet but cannot find a satisfactory program to evaluate Boolean formulas. However, you do find a great program to evaluate Boolean circuits.

5. (a) Explain very briefly in English how you would use the Boolean circuit evaluation program to evaluate Boolean formulas.
- (b) Show what you would do on the following example (from above):

$$((A \wedge \bar{B}) \vee (\bar{A} \wedge C)) \wedge (B \wedge \bar{C})$$

6. (a) Assume that the Boolean circuit evaluation program works in linear time  $\Theta(n)$ , where  $n$  is the number of gates and/or wires in the Boolean circuit. How fast can you evaluate a formula of size  $n$ , where  $n$  is the number of connectives (AND's, OR's, and NOT's)? Justify.
- (b) Assume that the Boolean circuit evaluation program works in time  $\Theta(n^r)$ , for some constant  $r \geq 1$ . How fast can you evaluate a formula of size  $n$ , where  $n$  is the number of connectives (AND's, OR's, and NOT's)? Justify.
7. Assume the scenario is reversed: You need to evaluate Boolean circuits; you have available a great program that evaluates Boolean formulas.
  - (a) Explain briefly how to use the Boolean formula program to evaluate Boolean circuits.
  - (b) Assume that the Boolean formula evaluation program works in time  $\Theta(n^r)$  for some constant  $r \geq 1$ . How fast can you evaluate a Boolean circuit of size  $n$ ? Justify.

### 3 Boolean Formula Satisfiability

A Boolean formula is *satisfiable* if there is an assignment of TRUE's and FALSE's to the variables that makes the formula TRUE. A Boolean circuit with one output wire is *satisfiable* if there is an assignment of TRUE's and FALSE's (or 1's and 0's) to the inputs that makes the output wire TRUE (or 1).

8. This question works with Boolean formulas in Conjunctive Normal Form (CNF). If you are not sure what that is, look it up. A CNF formula is in *k-CNF* if every clause has exactly  $k$  literals (for some natural number  $k$ ).
  - (a) Give a 2-CNF formula that is satisfiable, where no variable occurs twice in the same clause. No justification needed.
  - (b) Give a 2-CNF formula that is not satisfiable, where no variable occurs twice in the same clause. No justification needed.

(c) Consider the following 3-CNF formula (with four variables and sixteen clauses):

$$(A \vee B \vee C)(A \vee B \vee \bar{C})(A \vee \bar{B} \vee C)(\bar{A} \vee B \vee \bar{C})(A \vee B \vee \bar{D})(\bar{A} \vee B \vee \bar{D})(A \vee \bar{B} \vee \bar{D})(\bar{A} \vee B \vee D) \\ (A \vee C \vee D)(A \vee C \vee \bar{D})(\bar{A} \vee C \vee D)(\bar{A} \vee \bar{C} \vee D)(B \vee C \vee D)(B \vee \bar{C} \vee D)(\bar{B} \vee C \vee D)(\bar{B} \vee \bar{C} \vee \bar{D})$$

After much struggling, you discover that the formula is satisfiable with the assignment  $A, D \equiv \text{FALSE}$  and  $B, C \equiv \text{TRUE}$ . Confirm this by circling exactly one literal in each clause such that this assignment makes the clause TRUE. Use the table in the back of this assignment.

9. Imagine that there is a large Boolean formula (not necessarily in CNF) written on the whiteboard, where  $n$  is the number of connectives (AND's, OR's, and NOT's). Perhaps  $n = 200$ . You claim that the formula is satisfiable; I claim that it is not.
- What do you have to do to convince me that you are right? How much time (in order notation) do you need (as a function of  $n$ )? Note: Only count the time needed to actually show me that you are right, not any time needed to figure out how to do so.
  - What do I have to do to convince you that I am right? How much time (in order notation) do I need (as a function of  $n$ )? Note: Only count the time needed to actually show you that I am right, not any time needed to figure out how to do so.

Your manager calls you into the office with the following comment:

We are now moving into the business of Boolean formula satisfiability. Starting next month, every morning we will be receiving a large number of large Boolean formulas. For each formula, we will need to determine if it is satisfiable. Note that we do not have to actually find the satisfying assignment; we just need a YES/NO answer for each formula.

Once again we need your unique skills. You have two weeks to write a lightning fast program to solve satisfiability for these formulas.

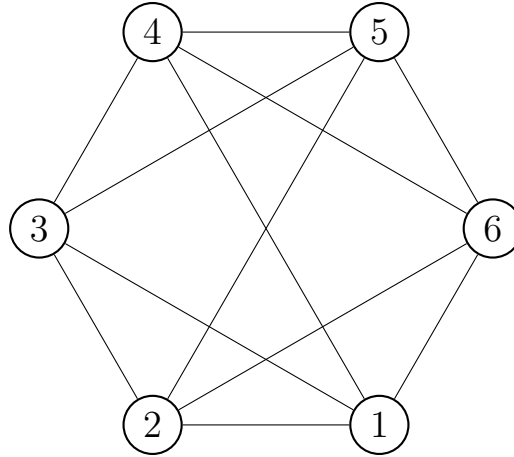
10. Of course, you have no idea how to write such a program. You scour the internet but cannot find a satisfactory program to solve satisfiability for Boolean formulas. However, you do find a great program to solve satisfiability for Boolean circuits.
- Explain very briefly in English how you would use this Boolean circuit program to solve satisfiability for Boolean formulas.
  - Assume that the Boolean circuit satisfiability program works in linear time  $\Theta(m)$ , where  $m$  is the number of gates and/or wires in the Boolean circuit. How fast can you determine if a formula with  $n$  connectives is satisfiable? Justify.
  - Assume that the Boolean circuit satisfiability program works in time  $\Theta(m^r)$ , where  $m$  is the number of gates and/or wires in the Boolean circuit. How fast can you determine if a formula with  $n$  connectives is satisfiable? Justify.

## 4 Graph Coloring

An undirected graph  $G = (V, E)$  is  $c$ -colorable if each vertex can be assigned a color such that at most  $c$  colors are used and no two vertices that share an edge have the same color.

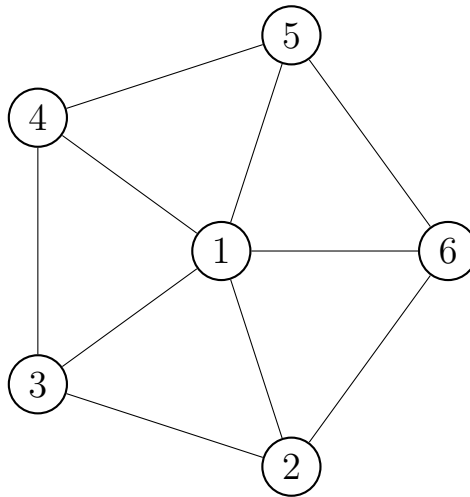
11. You must solve these problems as described. There may be much more clever methods, but we do not care.

- (a) Show that the following graph is 3-colorable, by assigning a color to each vertex and showing that no edge has the same color on its two endpoints.



The three vertices in triangle (1,2,3) must be different colors. By symmetry, we can set those three colors to Red (R), Blue (B), and Green (G), respectively. This way we can guarantee that there is a unique solution to this problem. Use the two tables provided in the back of this assignment.

- (b) Show that the following graph is not 3-colorable, by showing that each possible assignment of colors to the vertices is not a 3-coloring. This is done by finding an edge in which both



endpoints have the same color.

There are too many possible colorings to make this practical to do by hand. Once again, the three vertices in the triangle (1,2,3) must be different colors, so by symmetry, we can set those three colors once and for all to, say, Red, Blue, and and Green, respectively. Then we only need to color the remaining three vertices. Use the table in the back of this assignment.

12. Imagine that there is a large undirected graph with  $n$  vertices drawn on the whiteboard. Perhaps  $n = 200$ . You claim that the graph is  $c$ -colorable; I claim that it is not.
- (a) What do you have to do to convince me that you are right? How much time (in order notation) do you need (as a function of  $n$  and  $c$ )? Note: Only count the time needed to actually show me that you are right, not any time needed to figure out how to do so.
  - (b) What do I have to do to convince you that I am right? How much time (in order notation) do I need (as a function of  $n$  and  $c$ )? Note: Only count the time needed to actually show you that I am right, not any time needed to figure out how to do so.

## 5 Finding Satisfying Assignments

Your manager calls you into the office with the following comment:

It turns out that not only do we need to determine whether a Boolean formula is satisfiable, but, if so, we need to find a satisfying assignment. Furthermore, the inputs are more complicated than we expected: Boolean formulas can not only have variables, but they can also have TRUE's and FALSE's. So an input might, for example, be

$$((A \wedge (\overline{B} \wedge \text{TRUE})) \vee (\overline{A} \wedge C)) \wedge ((B \wedge \overline{C}) \vee \text{FALSE})$$

Once again we need your unique skills. You have two weeks to write a fast program to determine if a formula is satisfiable, and, if so, to find the satisfying assignment.

You find a program

```
satisfiable(H)
```

that allows TRUE's and FALSE's in the input,  $H$ , and returns YES or NO depending on whether the Boolean formula is satisfiable. It runs in time  $\Theta(n^r)$ , for some constant  $r \geq 1$ , where  $n$  is the number of variables.

13. (a) Show how to use (the Boolean formula satisfiability program) `satisfiable` to efficiently find a satisfying assignment. Write the pseudo-code.
- (b) How fast is your algorithm? Justify.

Your manager calls you into the office, compliments you on a great job, and continues:

It turns out that not only do we need to find a satisfying assignment, but the assignment must minimize the number of variables set to TRUE.

You find a program

```
satisfiable_num(H,k)
```

that allows TRUE's and FALSE's in the input,  $H$ , and returns YES or NO depending on whether the Boolean formula is satisfiable with  $k$  or fewer variables set to TRUE. It runs in time  $\Theta(n^r)$ , for some constant  $r \geq 1$ , where  $n$  is the number of variables.

14. (a) Show how to use (the Boolean formula satisfiability program) `satisfiable_num(H,k)` to find a satisfying assignment that minimizes the number of variables set to TRUE. Write the pseudo-code.

HINT: eurtottesebtsumselbairavynamwohenimretedtsrif.

HINT for hint: sdrawkcabtidaer.

- (b) How fast is your algorithm? Justify.

## 6 Book Shelf Stacking

Alpha Beta Gamma wants to make every office in the company look attractive. Interior decorators are going to inspect every office. For each office, they will decide how much empty space each shelf with books can have. It is the same value for every shelf in that office. It is an upper bound, so shelves may have less empty space. Any book can be on any shelf. Every shelf in an office is the same size. The books start on the shelves, so you know that they fit.

The interior decorators will check if it is feasible to place the books on the shelves to meet their goal. If it is not feasible, they will continue to make the employee discard books, until their goal can be met. At that point, they will want the books shelved so that the maximum empty space is as small as possible.

There are two problems that need to be solved. In both problems there are  $n$  books with widths  $w_1, \dots, w_n$ , where each width is a positive integer; and enough shelves to fit the books, where each shelf has integer width  $s$ .

(1) Given a goal  $g$ , is there a way to place the books on the shelves so that the maximum empty space on any one shelf (being used) is at most  $g$ ?

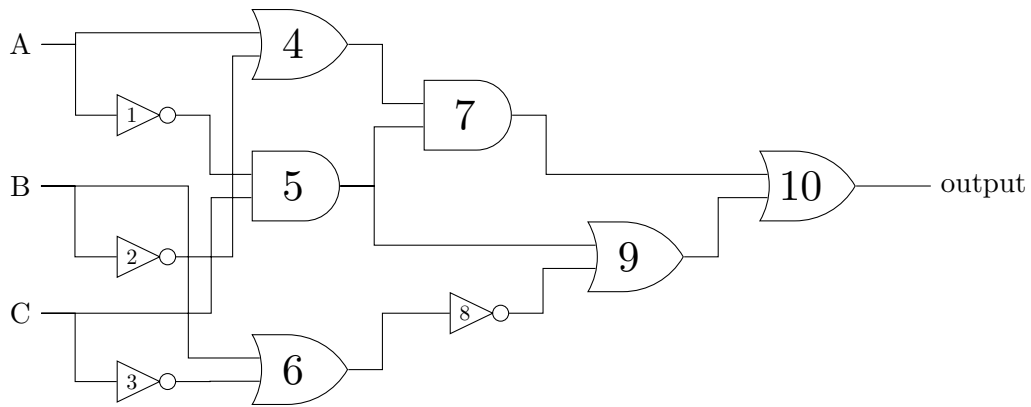
(2) How do you place the books on the shelves so that the maximum empty space on any one shelf (being used) is as small as possible?

These two problems seem to be hard to solve efficiently. Not surprisingly, your manager asks you to write programs to solve the two problems. As usual you have no idea how to write such programs. For each problem, you find an efficient program on the Internet that solves that problem. Unfortunately your budget will only allow you to buy one such program.

15. Assume that you have a program that solves the *second* problem in time  $\Theta(n^r)$ , for  $r \geq 1$ . Can you use it to solve the *first* problem in polynomial time? If so, how, and how fast is your algorithm?
16. Assume that you have a program that solves the *first* problem in time  $\Theta(n^q)$ , for  $q \geq 1$ . Can you use it to solve the *second* problem in polynomial time? If so, how, and how fast is your algorithm?



Assignment to the inputs  $A, B \equiv \text{TRUE}, C \equiv \text{FALSE}$ .



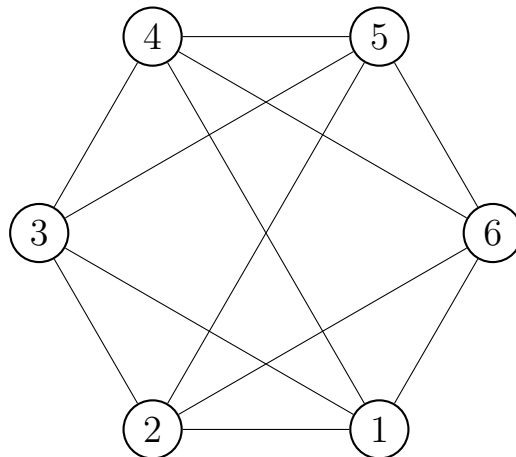
Gate	Output value
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Satisfying assignment:  $A, D \equiv \text{FALSE}$  and  $B, C \equiv \text{TRUE}$ .

Clause
$(A \vee B \vee C)$
$(A \vee B \vee \overline{C})$
$(A \vee \overline{B} \vee C)$
$(\overline{A} \vee B \vee \overline{C})$
$(A \vee B \vee \overline{D})$
$(\overline{A} \vee B \vee \overline{D})$
$(A \vee \overline{B} \vee \overline{D})$
$(\overline{A} \vee B \vee D)$
$(A \vee C \vee D)$
$(A \vee C \vee \overline{D})$
$(\overline{A} \vee C \vee D)$
$(\overline{A} \vee \overline{C} \vee D)$
$(B \vee C \vee D)$
$(B \vee \overline{C} \vee D)$
$(\overline{B} \vee C \vee D)$
$(\overline{B} \vee \overline{C} \vee \overline{D})$

Vertex	1	2	3	4	5	6
Color (R,B,G)	R	B	G			

Edge	Color left endpoint	Color right endpoint
(1,2)		
(1,3)		
(1,4)		
(1,6)		
(2,3)		
(2,5)		
(2,6)		
(3,4)		
(3,5)		
(4,5)		
(4,6)		
(5,6)		



123456	Bad edge	Color on endpoints
RBGRRR		
RBGRRB		
RBGRRG		
RBGRBR		
RBGRBB		
RBGRBG		
RBGRGR		
RBGRGB		
RBGRGG		
RBGBRR		
RBGBRB		
RBGBRG		
RBGBBR		
RBGBBB		
RBGBBG		
RBGBGR		
RBGBGB		
RBGBGG		
RBGRRR		
RBGGRB		
RBGGRG		
RBGGBR		
RBGGBB		
RBGGBG		
RBGGGR		
RBGGGB		
RBGGGG		