Exponential-Time Algorithms for NP Problems: Prospects and Limits

Andrew Drucker

IAS

Oct. 4, 2013

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Exp-Time Algorithms for NP Problems

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Basic concepts

• NP problems: decision problems whose "Yes" instances have <u>short certificates</u>

(checkable in time polynomial in input length)

• NP-complete problems: "hardest" problems in this class.

- \bullet Believed not to be solvable in polynomial time. ("P \neq NP")
- Exponential Time Hypothesis **(ETH)**[Impagliazzo, Paturi, Zane '97]: NP-complete problems require exponential time (roughly speaking)

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- **INPUT:** integers a_1, \ldots, a_n, T //each of bitlength O(n)
- **DECIDE:** is there a subset $J \subseteq [n]$ such that $\sum_{i \in J} a_i = T$?

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Naïve algorithm: $\sim n^2 \cdot 2^n$ steps.

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- ETH rules out a $2^{o(n)}$ -time algorithm.

• But, neither hypothesis rules out improvements on brute-force search!

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'Meet-in-the-middle" algorithm [Horowitz, Sahni '74] :

- Compute L := (all possible subsums of $a_1, \ldots, a_{n/2}$);
- Ompute R := (all possible subsums of a_{n/2+1},..., a_n);
- SORT each of L, R;
- Check if $T \in L + R$.

Claim

Each step can be performed in $2^{n/2} \cdot poly(n)$ steps.

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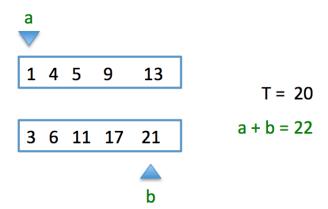
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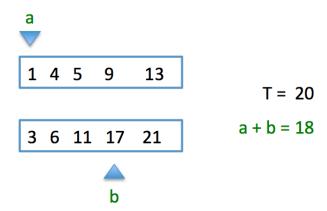
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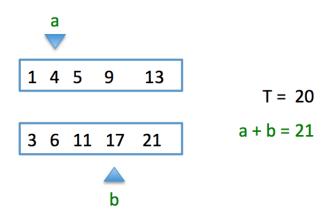




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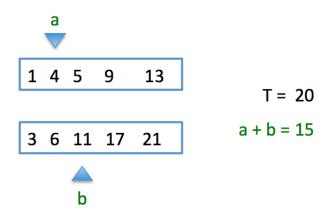




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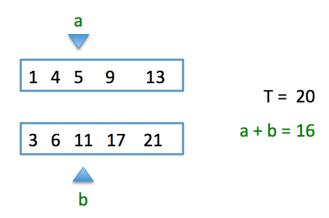
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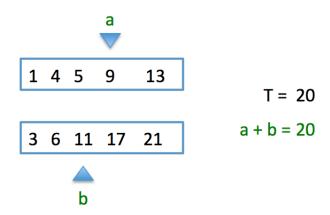
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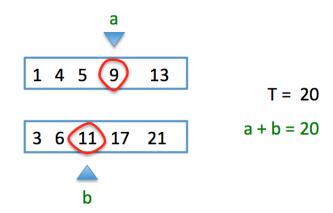
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• One route to progress: the "k-SUM" problem ...

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- $k \geq 3$ a fixed integer.
 - **INPUT:** sets of integers A_1, \ldots, A_k each of size *n*; a target value *T*.
 - **DECIDE:** Is $T \in A_1 + \ldots + A_k$?
 - Best known algorithm: ~ n^[k/2] steps.
 Significant improvements would <u>also</u> improve the best algorithms for SUBSET-SUM and other NP-complete problems.
 OTOH, the ETH implies that k-SUM requires time n^{Ω(k)}.
 [Woeginger '04], [Patrascu, Williams '10]
 - Many such connections were found between the complexity of polynomial-time solvable problems (like k-SUM) and NP-complete problems (like SUBSET-SUM).

Deeper connections may exist.

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 - INPUT: a CNF formula φ(x₁,...,x_n), each clause of length ≤ k.
 - **DECIDE:** is there a variable assignment \overline{x} such that $\phi(\overline{x}) = \text{TRUE}$?

$(x_1 \lor x_2 \lor x_4) \land (\neg x_2 \lor x_3) \land (x_3 \lor \neg x_4)$

• Exponential Time Hypothesis (ETH):

For suff. small $\delta > 0$, 3-SAT can't be solved in time $2^{\delta n} \cdot \text{poly}(|\phi|)$.

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Improved algorithm for k-SAT

• Will see a method to solve k-SAT by intelligent random guessing.

Theorem [Paturi, Pudlák, Zane '97]

 \exists a poly(*n*)-time <u>randomized</u> algorithm *A*: for any satisfiable ϕ , *A* finds a satisfying assignment with probability $\geq \frac{1}{n} \cdot 2^{-n+n/k}$.

 \implies can run A for $\sim n \cdot 2^{n-n/k}$ trials to obtain a solution w.h.p.

- Many of the known improved algs for NP-complete problems have this form! (or, can be re-expressed in this form) [Paturi, Pudlák '10]
- A rich, natural paradigm for algorithm design.

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To attempt to produce a satisfying assignment to *k*-CNF formula $\phi(x_1, \ldots, x_n)$:

Algorithm *A* [PPZ]:

- I Pick a random permutation $\sigma \in S_n$ ("reordering" of x_1, \ldots, x_n);
- **O For** i = 1, 2, ..., n:
 - If $x_{\sigma(i)}$ is "critical" for ϕ under current assignment, then set accordingly;
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(But, ETH is a very strong assumption...)

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Theorem [Paturi, Pudlák '10]

If some poly-time random guessing procedure can achieve success probability $\geq 2^{-.9n}$ for solving satisfiable Circuit-SAT instances,

then, Circuit-SAT has (non-uniform) algorithms of runtime $2^{n^{.99}}$.

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Theorem [D '13]

If some poly-time random guessing procedure can achieve success probability $\geq 2^{-n^{.9}}$ for solving satisfiable 3-SAT instances, then NP \subseteq coNP/poly.

What's next?

 May be possible to prove strong limits on <u>other</u> restricted algorithms for solving NP-complete problems.

(under reasonable hardness assumptions)

- Candidate: Algorithms with superpolynomial <u>time</u> budget, but polynomially-bounded space budget.
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