

Recognizing read-once functions from depth-3 formulas

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CSR 2018, June 8, 2018

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NO: check all formulas.

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ROR is the problem of deciding whether a given monotone Boolean formula computes read-once function.

Special cases of ROR:

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- ▶ read-2 ROR (the input is read-2 monotone formula);
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Complexity of ROR

ROR $\in \Sigma_2^P$ (observation).

ROR $\in \text{coNP}$ (follows from [Gur77]).

More detailed complexity of ROR:

- ▶ depth-2 ROR $\in P$, $O(nl)$ -time algorithm [GMR08].
- ▶ depth-4 read-2 ROR is coNP-complete [EMR11]
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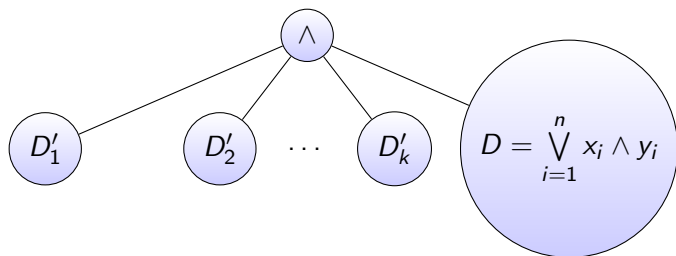
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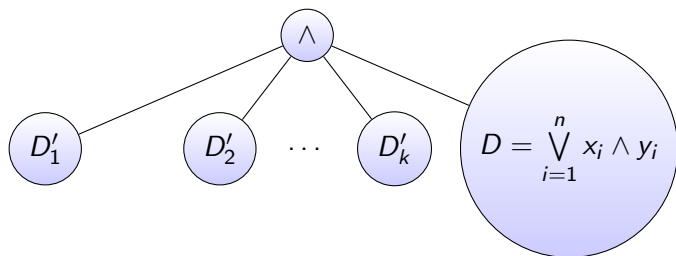


Here D'_1, \dots, D'_k are read-once disjoint DNF's over $x_1, y_1, \dots, x_n, y_n$.

Corollary

ROR is coNP-complete even for inputs of the form $A \wedge D$, where A is a monotone read-once $\wedge - \vee - \wedge$ formula and $D = \bigvee_{i=1}^n x_i \wedge y_i$.

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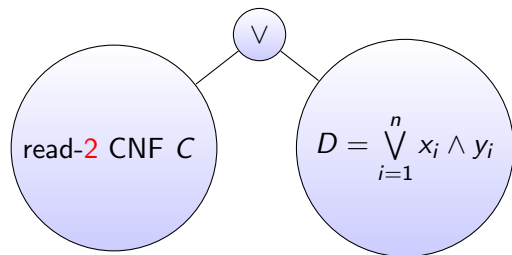


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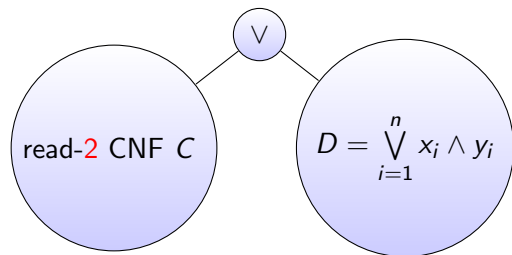
Gurvich's hardness result in more detail.



Theorem (Gur10)

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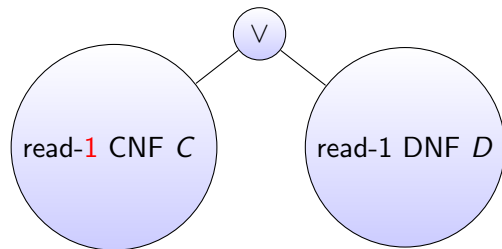
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Tractable subclass of depth-3 formulas



Theorem (this work)

ROR is solvable in polynomial time for inputs of the form $C \vee D$, where C is a monotone read-1 CNF, D is a monotone read-1 DNF and every variable of C occurs also in D .

Reduction

Reduction from

CO-CLIQUE = $\{(G, k) : \text{there is no clique of size } k \text{ in } G\}$.

$(G = (V, E), k) \iff$ (Alice \wedge Bob) vs Merlin game
 \iff depth-3 read-2 Φ .

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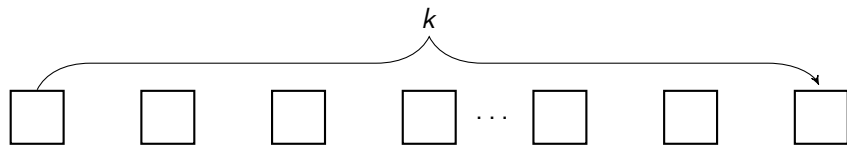
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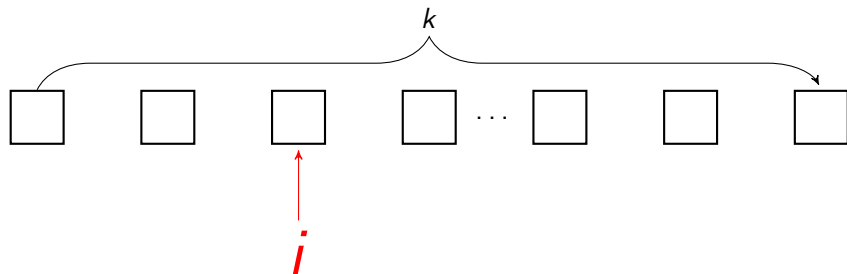
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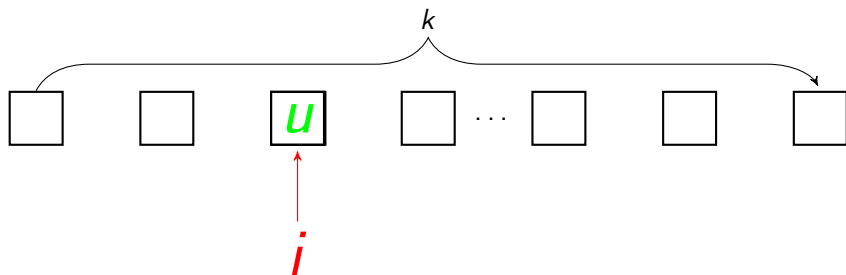
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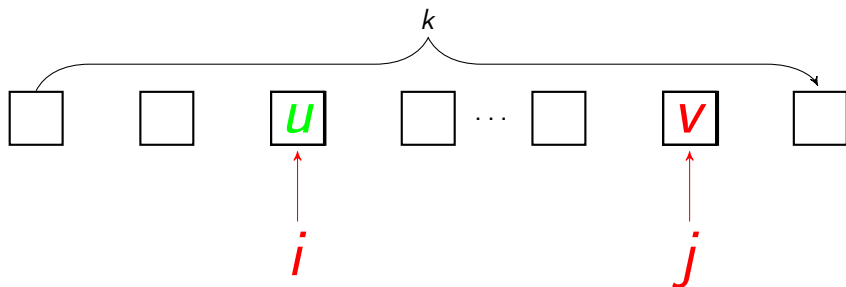
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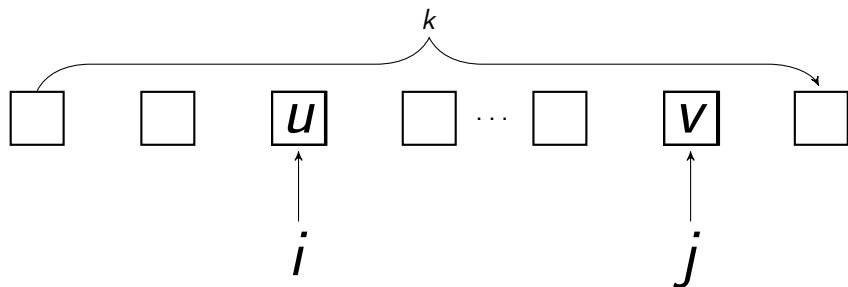
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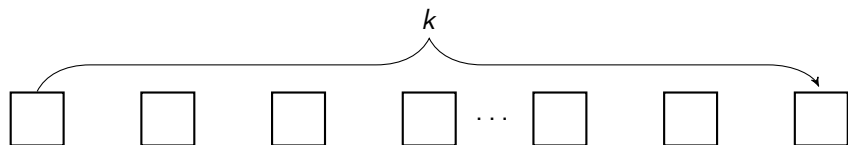


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4. Bob comes in and *tries to guess a cell which was touched first*.

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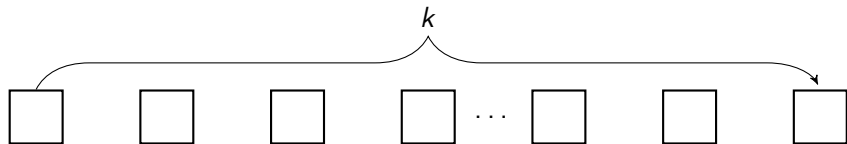
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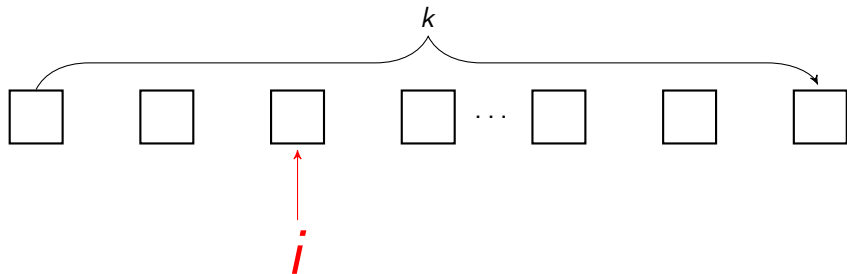
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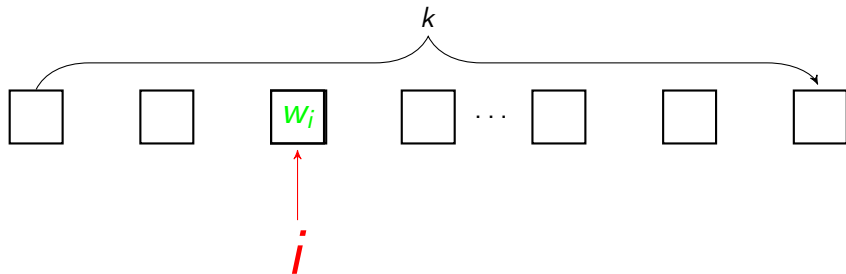
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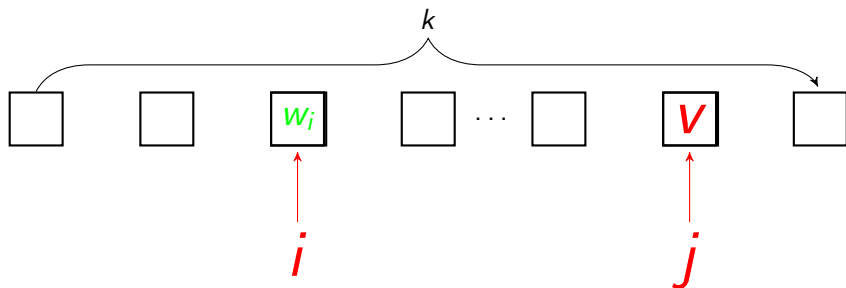
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Bob outputs a cell with a corresponding vertex of a clique in it.

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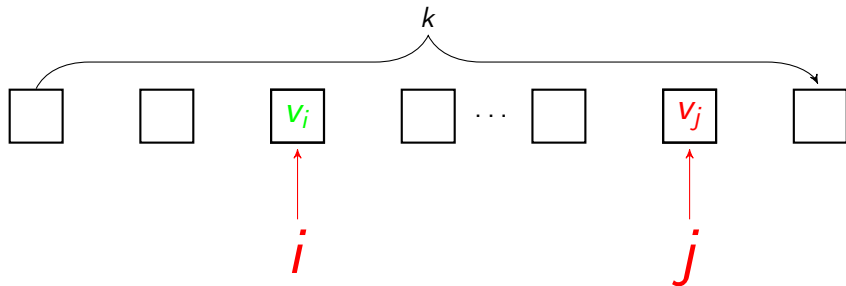
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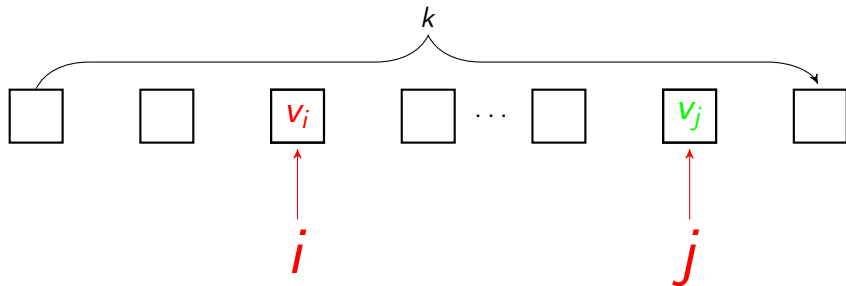
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From game to a formula

Constructing a formula:

- ▶ Variables correspond to possible outcomes of Alice-Merlin interaction:

$$x_{j,v}^{i,u} \quad \text{over all } i \neq j, \{u, v\} \notin E.$$

- ▶ Assignments of variables encode Bob's possible strategies.

$$x_{j,v}^{i,u} = 1 \iff \text{Bob picks } i^{\text{th}} \text{ cell when he sees } \{(i, u), (j, v)\}.$$

- ▶ Bob's strategy is correct iff

$$B = \bigvee (x_{j,v}^{i,u} \wedge x_{i,u}^{j,v}) = 0.$$

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Final remarks

G has k -clique \iff Alice and Bob have a winning strategy
 \iff $A \rightarrow B$ is not a tautology
 \iff $A \wedge (w_1 w_3 \vee w_2 w_4) \wedge (B \vee w_1 w_2 \vee w_3 w_4) \notin \text{ROR}$

Thank you! Any questions?