

Counting Problems

- Counting problems are concerned with the number of solutions.
 - #SAT: the number of satisfying truth assignments to a boolean formula.
 - #HAMILTONIAN PATH: the number of Hamiltonian paths in a graph.
- They cannot be easier than their decision versions.
 - The decision problem has a solution if and only if the solution count is larger than 0.
- But they can be harder than their decision versions.

Decision and Counting Problems

- FP is the set of polynomial-time computable functions $f: \{0,1\}^* \to \mathbb{Z}$.
 - GCD, LCM, matrix-matrix multiplication, etc.
- If $\#SAT \in FP$, then P = NP.
 - Given boolean formula ϕ , calculate its number of satisfying truth assignments, k, in polynomial time.
 - Declare " $\phi \in SAT$ " if and only if $k \geq 1$.
- The validity of the reverse direction is open.

A Counting Problem Harder than Its Decision Version

- CYCLE asks if a directed graph contains a cycle.
- #CYCLE counts the number of cycles in a directed graph.
- CYCLE is in P by a simple greedy algorithm.
- But #CYCLE is hard unless P = NP.

Counting Class #P

A function f is in #P (or $f \in \#P$) if

- There exists a polynomial-time NTM M.
- M(x) has f(x) accepting paths for all inputs x.
- f(x) = number of accepting paths of M(x).

Some #P Problems

- $f(\phi)$ = number of satisfying truth assignments to ϕ .
 - The desired NTM guesses a truth assignment T and accepts ϕ if and only if $T \models \phi$.
 - Hence $f \in \#P$.
 - f is also called #SAT.
- #HAMILTONIAN PATH.
- #3-coloring.

#P Completeness

- Function f is #P-complete if
 - $-f \in \#P.$
 - $\#P \subseteq FP^f$.
 - * Every function in #P can be computed in polynomial time with access to a black box^a or **oracle** for f.
 - Of course, oracle f will be accessed only a polynomial number of times.
 - #P is said to be **polynomial-time**Turing-reducible to f.

^aThink of it as a subroutine

#SAT Is **#**P-Complete^a

- First, it is in #P (p. 735).
- Let $f \in \#P$ compute the number of accepting paths of M.
- Cook's theorem uses a parsimonious reduction from M on input x to an instance ϕ of SAT (p. 280).
 - Hence the number of accepting paths of M(x) equals the number of satisfying truth assignments to ϕ .
- Call the oracle #SAT with ϕ to obtain the desired answer regarding f(x).

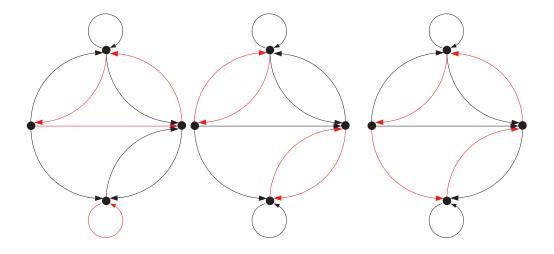
^aValiant (1979); in fact, #2sat is also #P-complete.

Leslie G Valiant (1949–)



CYCLE COVER

• A set of node-disjoint cycles that cover all nodes in a directed graph is called a **cycle cover**.



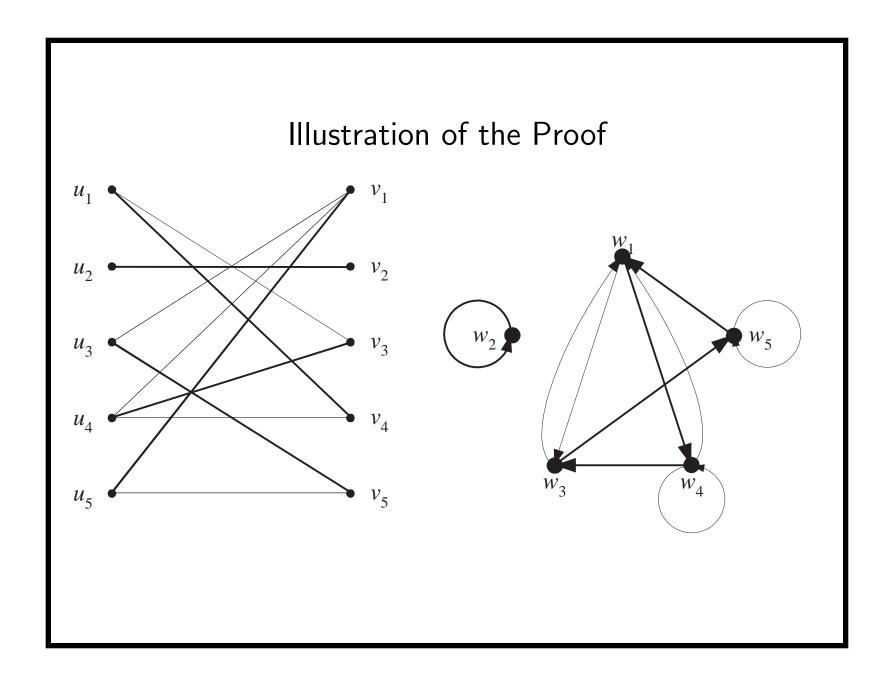
• There are 3 cycle covers (in red) above.

CYCLE COVER and BIPARTITE PERFECT MATCHING

Proposition 92 CYCLE COVER and BIPARTITE PERFECT MATCHING (p. 440) are parsimoniously reducible to each other.

- A polynomial-time algorithm creates a bipartite graph G' from any directed graph G.
- Moreover, the number cycle covers for G equals the number of bipartite perfect matchings for G'.
- And vice versa.

Corollary 93 CYCLE COVER $\in P$.



Permanent

• The **permanent** of an $n \times n$ integer matrix A is

$$perm(A) = \sum_{\pi} \prod_{i=1}^{n} A_{i,\pi(i)}.$$

- $-\pi$ ranges over all permutations of n elements.
- 0/1 PERMANENT computes the permanent of a 0/1 (binary) matrix.
 - The permanent of a binary matrix is at most n!.
- Simpler than determinant (5) on p. 443: no signs.
- Surprisingly, much harder to compute than determinant!

Permanent and Counting Perfect Matchings

- BIPARTITE PERFECT MATCHING is related to determinant (p. 444).
- #BIPARTITE PERFECT MATCHING is related to permanent.

Proposition 94 0/1 PERMANENT and BIPARTITE PERFECT MATCHING are parsimoniously reducible to each other.

The Proof

- Given a bipartite graph G, construct an $n \times n$ binary matrix A.
 - The (i, j)th entry A_{ij} is 1 if $(i, j) \in E$ and 0 otherwise.
- Then perm(A) = number of perfect matchings in G.

Illustration of the Proof Based on p. 741 (Left)

$$A = egin{bmatrix} 0 & 0 & 1 & \boxed{1} & 0 \ 0 & \boxed{1} & 0 & 0 & 0 \ 1 & 0 & 0 & 0 & \boxed{1} \ 1 & 0 & \boxed{1} & 1 & 0 \ \boxed{1} & 0 & 0 & 0 & 1 \end{bmatrix}.$$

- $\operatorname{perm}(A) = 4$.
- The permutation corresponding to the perfect matching on p. 741 is marked.

Permanent and Counting Cycle Covers

Proposition 95 0/1 PERMANENT and CYCLE COVER are parsimoniously reducible to each other.

- Let A be the adjacency matrix of the graph on p. 741 (right).
- Then perm(A) = number of cycle covers.

Three Parsimoniously Equivalent Problems

We summarize Propositions 92 (p. 740) and 94 (p. 743) in the following.

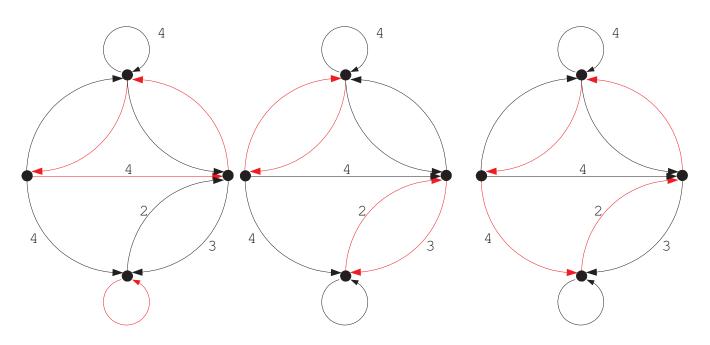
Lemma 96 0/1 PERMANENT, BIPARTITE PERFECT MATCHING, and CYCLE COVER are parsimoniously equivalent.

We will show that the counting versions of all three problems are in fact #P-complete.

WEIGHTED CYCLE COVER

- Consider a directed graph G with integer weights on the edges.
- The weight of a cycle cover is the product of its edge weights.
- The **cycle count** of *G* is sum of the weights of all cycle covers.
 - Let A be G's adjacency matrix but $A_{ij} = w_i$ if the edge (i, j) has weight w_i .
 - Then perm(A) = G's cycle count (same proof as Proposition 95 on p. 746).
- #CYCLE COVER is a special case: All weights are 1.

An Example^a



There are 3 cycle covers, and the cycle count is

$$(4 \cdot 1 \cdot 1) \cdot (1) + (1 \cdot 1) \cdot (2 \cdot 3) + (4 \cdot 2 \cdot 1 \cdot 1) = 18.$$

^aEach edge has weight 1 unless stated otherwise.

Three #P-Complete Counting Problems

Theorem 97 (Valiant (1979)) 0/1 PERMANENT, #BIPARTITE PERFECT MATCHING, and #CYCLE COVER are #P-complete.

- By Lemma 96 (p. 747), it suffices to prove that #CYCLE COVER is #P-complete.
- #SAT is #P-complete (p. 737).
- #3sat is #P-complete because it and #sat are parsimoniously equivalent (p. 283).
- We shall prove that #3sat is polynomial-time Turing-reducible to #CYCLE COVER.

The Proof (continued)

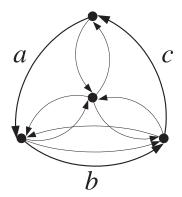
- Let ϕ be the given 3SAT formula.
 - It contains n variables and m clauses (hence 3m literals).
 - It has $\#\phi$ satisfying truth assignments.
- ullet First we construct a weighted directed graph H with cycle count

$$\#H = 4^{3m} \times \#\phi.$$

- Then we construct an unweighted directed graph G.
- We make sure #H (hence $\#\phi$) is polynomial-time Turing-reducible to G's number of cycle covers (denoted #G).

The Proof: the Clause Gadget (continued)

• Each clause is associated with a **clause gadget**.



- Each edge has weight 1 unless stated otherwise.
- Each bold edge corresponds to one literal in the clause.
- There are not *parallel* lines as bold edges are schematic only (preview p. 765).

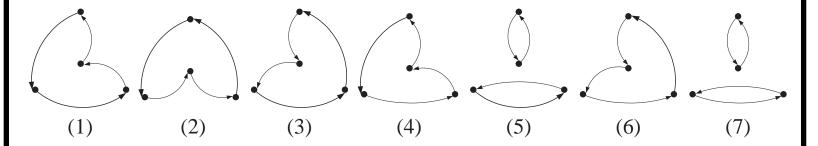
The Proof: the Clause Gadget (continued)

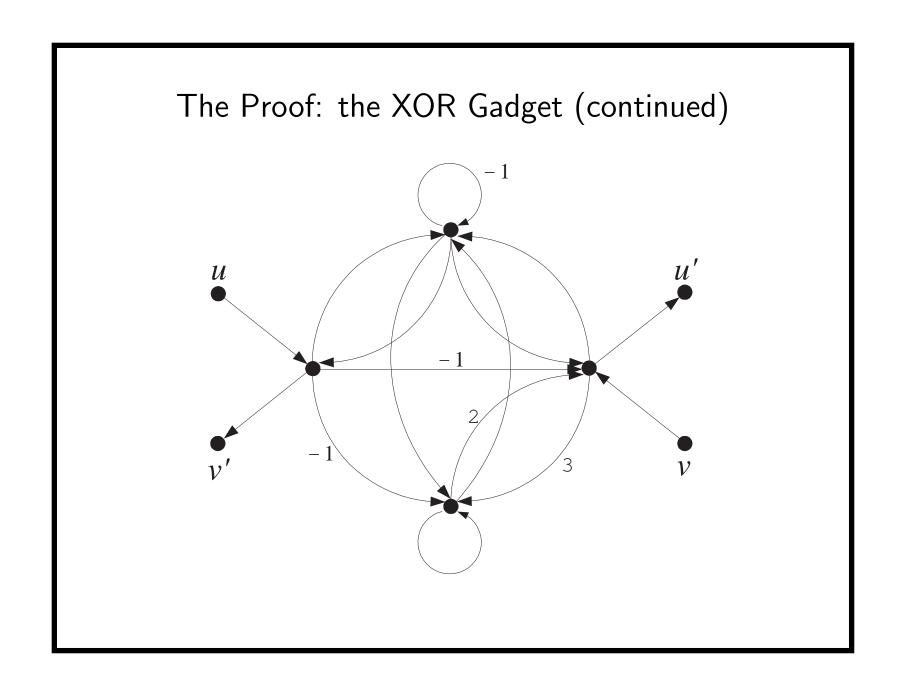
- Following a bold edge means making the literal false (0).
- A cycle cover cannot select all 3 bold edges.
 - The interior node would be missing.
- Every proper nonempty subset of bold edges corresponds to a unique cycle cover of weight 1 (see next page).

The Proof: the Clause Gadget (continued)

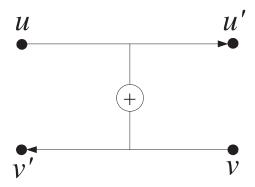
7 possible cycle covers, one for each satisfying assignment:

(1)
$$a = 0, b = 0, c = 1,$$
 (2) $a = 0, b = 1, c = 0,$ etc.



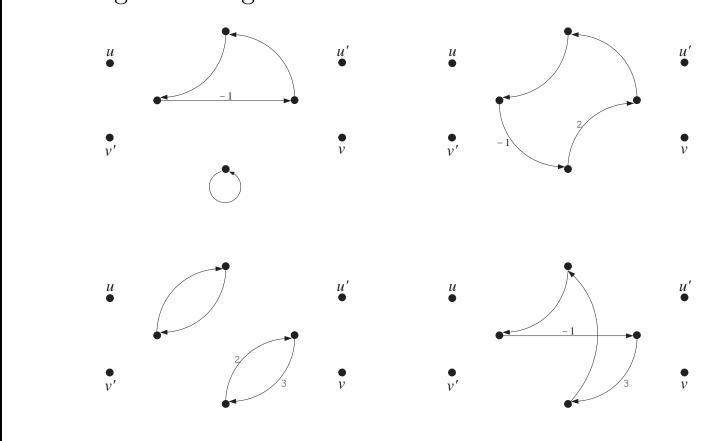


• The XOR gadget schema:

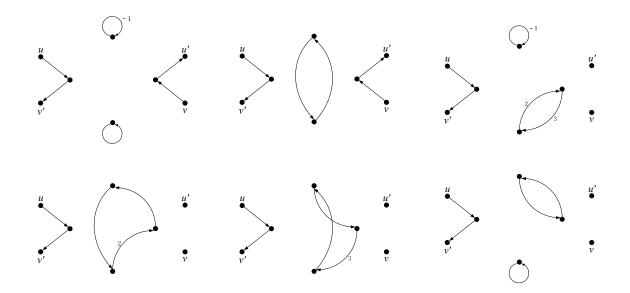


- At most one of the 2 schematic edges will be included in a cycle cover.
- There will be 3m XOR gadgets, one for each literal.

Total weight of -1 - 2 + 6 - 3 = 0 for cycle covers not entering or leaving it.



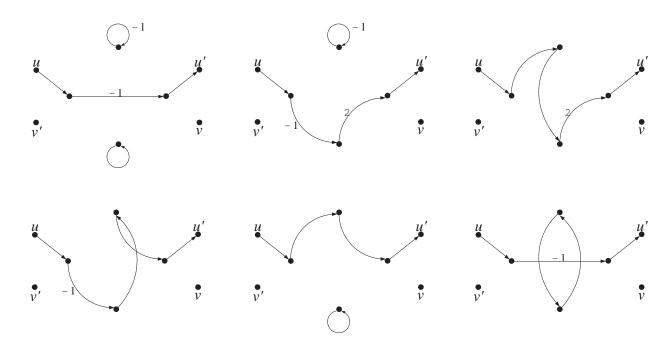
• Total weight of -1 + 1 - 6 + 2 + 3 + 1 = 0 for cycle covers entering at u and leaving at v'.^a



• Same for cycle covers entering at v and leaving at u'.

^aCorrected by Mr. Yu-Tsung Dai (B91201046) and Mr. Che-Wei Chang (R95922093) on December 27, 2006.

• Total weight of 1+2+2-1+1-1=4 for cycle covers entering at u and leaving at u'.



• Same for cycle covers entering at v and leaving at v'.

The Proof: Summary (continued)

- Cycle covers not entering *all* of the XOR gadgets contribute 0 to the cycle count.
 - Let x denote an XOR gadget not entered for a cycle cover c.
 - Now, the said cycle covers' total contribution is

$$= \sum_{\text{cycle cover } c \text{ for } H} \text{weight}(c)$$

$$= \sum_{\text{cycle cover } c \text{ for } H - x} \text{weight}(c) \sum_{\text{cycle cover } c \text{ for } x} \text{weight}(x)$$

$$= \sum_{\text{cycle cover } c \text{ for } H - x} \text{weight}(c) \cdot 0$$

$$= 0.$$

The Proof: Summary (continued)

- Cycle covers entering *any* of the XOR gadgets and leaving illegally contribute 0 to the cycle count.
- For every XOR gadget entered and exited legally, the total weight of a cycle cover is multiplied by 4.
 - With an XOR gadget x entered and exited legally fixed,

contributions of such cycle covers to the cycle count

$$\sum_{\text{cycle cover } c \text{ for } H} \text{weight}(c)$$

$$= \sum_{\text{cycle cover } c \text{ for } H - x} \text{weight}(c) \sum_{\text{cycle cover } c \text{ for } x} \text{weight}(x)$$

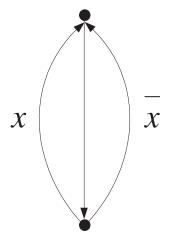
$$= \sum_{\text{cycle cover } c \text{ for } H - x} \text{weight}(c) \cdot 4.$$

The Proof: Summary (continued)

- Hereafter we consider only cycle covers which enter every XOR gadget and leaves it legally.
 - Only these cycle covers contribute nonzero weights to the cycle count.
- They are said to **respect** the XOR gadgets.

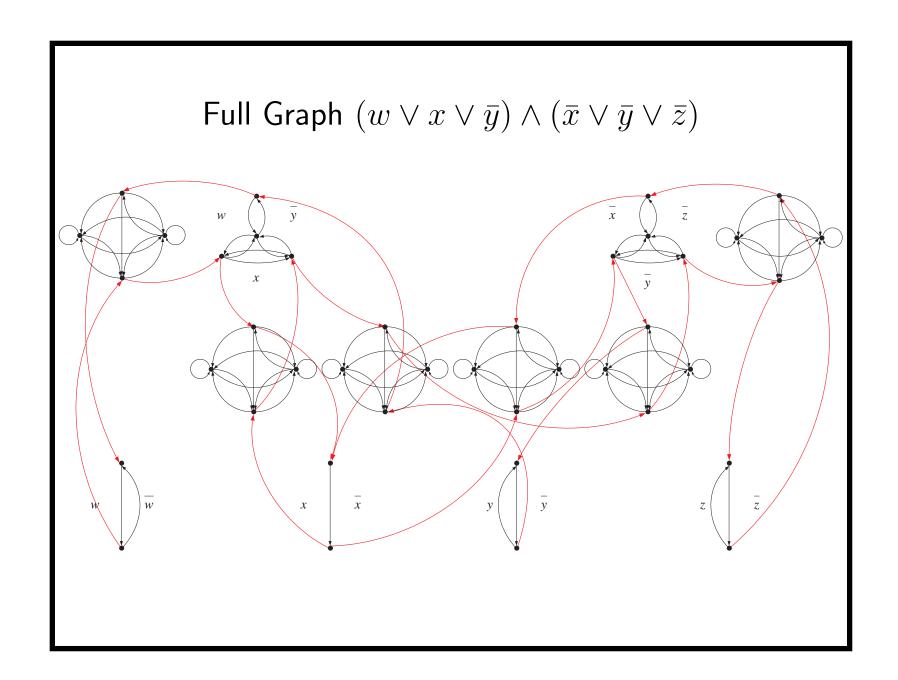
The Proof: the Choice Gadget (continued)

• One choice gadget (a schema) for each variable.



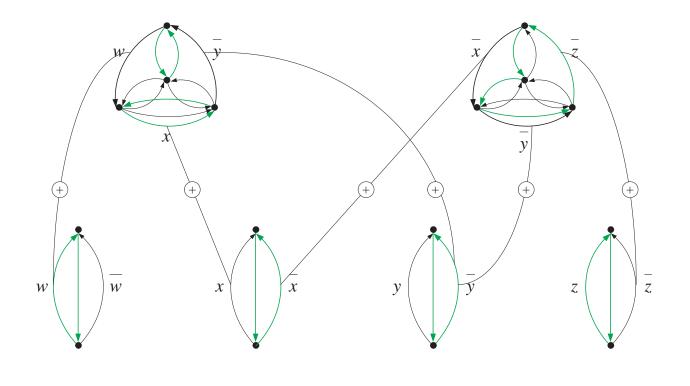
- It gives the truth assignment for the variable.
- Use it with the XOR gadget to enforce consistency.

Schema for $(w \lor x \lor \bar{y}) \land (\bar{x} \lor \bar{y} \lor \bar{z})$ W W



The Proof: a Key Observation (continued) Each satisfying truth assignment to ϕ corresponds to a schematic cycle cover that respects the XOR gadgets.

 $w=1, x=0, y=0, z=1 \Leftrightarrow \mathsf{One}\;\mathsf{Cycle}\;\mathsf{Cover}$



The Proof: a Key Corollary (continued)

- \bullet Recall that there are 3m XOR gadgets.
- Each satisfying truth assignment to ϕ contributes 4^{3m} to the cycle count #H.
- Hence

$$\#H = 4^{3m} \times \#\phi,$$

as desired.

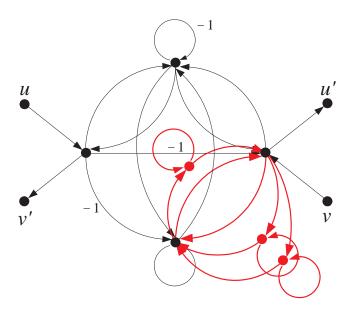
"w=1, x=0, y=0, z=1" Adds 4^6 to Cycle Count y

The Proof (continued)

- We are almost done.
- The weighted directed graph H needs to be efficiently replaced by some unweighted graph G.
- Furthermore, knowing #G should enable us to calculate #H efficiently.
 - This done, $\#\phi$ will have been Turing-reducible to #G.^a
- We proceed to construct this graph G.

^aBy way of #H of course.

• Replace edges with weights 2 and 3 as follows (note that the graph cannot have parallel edges):



• The cycle count #H remains unchanged.

- We move on to edges with weight -1.
- \bullet First, we count the number of nodes, M.
- Each clause gadget contains 4 nodes (p. 752), and there are m of them (one per clause).
- Each revised XOR gadget contains 7 nodes (p. 771), and there are 3m of them (one per literal).
- Each choice gadget contains 2 nodes (p. 763), and there are $n \leq 3m$ of them (one per variable).
- So

$$M \le 4m + 21m + 6m = 31m$$
.

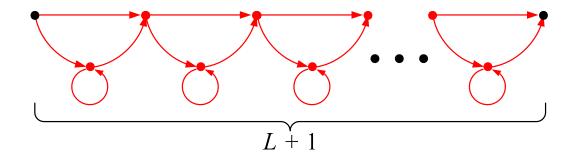
- $\#H \le 2^L$ for some $L = O(m \log m)$.
 - The maximum absolute value of the edge weight is 1.
 - Hence each term in the permanent is at most 1.
 - There are $M! \leq (31m)!$ terms.
 - Hence

$$#H \leq \sqrt{2\pi(31m)} \left(\frac{31m}{e}\right)^{31m} e^{\frac{1}{12\times(31m)}}$$

$$= 2^{O(m\log m)}$$
(13)

by a refined Stirling's formula.

• Replace each edge with weight -1 with the following:



- Each increases the number of cycle covers 2^{L+1} -fold.
- The desired unweighted G has been obtained.

The Proof (continued)

• #G equals #H after replacing each appearance -1 in #H with 2^{L+1} :

$$\# H = \cdots + \overbrace{(-1) \cdot 1 \cdot \cdots \cdot 1}^{\text{a cycle cover}} + \cdots,$$

$$\# G = \cdots + 2^{L+1} \cdot 1 \cdot \cdots \cdot 1 + \cdots.$$

- Let $\#G = \sum_{i=0}^{n} a_i \times (2^{L+1})^i$, where $0 \le a_i < 2^{L+1}$.
- As $\#H \leq 2^L$ even if we replace -1 by 1 (p. 773), each a_i equals the number of cycle covers with i edges of weight -1.

The Proof (concluded)

• We conclude that

$$#H = a_0 - a_1 + a_2 - \dots + (-1)^n a_n,$$

indeed easily computable from #G.

- We know $\#H = 4^{3m} \times \#\phi$ (p. 768).
- So

$$\#\phi = \frac{a_0 - a_1 + a_2 - \dots + (-1)^n a_n}{4^{3m}}.$$

- More succinctly,

$$\#\phi = \frac{\#G \bmod (2^{L+1} + 1)}{4^{3m}}.$$

