

# Compressibility of TFNP Reductions

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## Introduction & Background

TFNP is the class of all search problems satisfying:

- ▶ **Totality:** Every instance has a solution.
- ▶ **Polynomial verification:** Solutions can be checked efficiently.

The class has many natural problems such as the following.

1. Given an integer  $N$ , find one of its prime factors.
2. Given a graph  $G$  and an odd-degree vertex, find another one.
3. Given  $f : [n] \rightarrow [n-1]$ , find  $x \neq y$  with  $f(x) = f(y)$ .

As we can see, the totality is often obtained from combinatorial lemmas.

### Alternative model of computation

Black-box TFNP, or  $\text{TFNP}^{dt}$ , is the analogue of TFNP where the model of computation is the *decision tree*. Efficient verification of solutions is done by shallow decision trees – those of depth  $\text{polylog} n$  – where  $n$  is the length of the string encoding the instance of the problem at hand.

### Reductions

Reductions capture the idea of using one problem to solve another.

**Decision-tree reduction:** Given two  $\text{TFNP}^{dt}$  problems  $A_n$  and  $B_m$ , we say  $A_n$  *decision-tree reduces* to  $B_m$  in depth  $d$  if there are the following two families of decision trees of depth at most  $d \leq \text{polylog} n$ :

- ▶ **Forward maps:** For every index  $i$  of the input string to  $B_m$ , there is a tree  $f_i$  which takes the input  $x$  to  $A_n$  and calculates the bit  $f_i(x)$  at that index.
- ▶ **Backward maps:** For every solution  $o$  of  $B_m$ , there is a tree  $T_o$  transforming  $o$  into a solution  $T_o(x)$  of  $A_n$ .

The complexity of the reduction is  $\log m + d$ .

In this case, we write or  $A_n \leq_d B_m$ .

### Completion

A problem  $P$  is complete for a class  $\mathcal{C}$  if  $P \in \mathcal{C}$  and all problems in  $\mathcal{C}$  decision-tree reduce to  $P$ . In order to study  $\text{TFNP}^{dt}$ , subclasses have been defined by considering sets for which important problems are complete, since  $\text{TFNP}^{dt}$  is suspected to have no complete problem. Among them is  $\text{PLS}^{dt}$ , for which the Sink-of-DAG problem is complete.

## Connection to Proof Complexity

A *propositional proof system* is a polynomial time algorithm which, given a formula  $F$  and a proof  $P$ , verifies that (i)  $F$  is unsatisfiable, and (ii) that  $P$  is a proof that  $F$  is unsatisfiable.

The *Resolution Proof System* is defined by the following two rules and acts only on clauses.

$$\text{Resolution} : C \vee x, D \vee \bar{x} \vdash C \vee D$$

$$\text{Weakening} : C \vdash C \vee D$$

Here, we have clauses  $C, D$  and literals  $x, \bar{x}$  not in  $C$  and  $D$  respectively. The width of a clause is number of literals in it. A Resolution proof of size  $m$  and width  $d$  is a sequence of  $m$  clauses, whose widest clause has  $d$  literals. The complexity of the proof is  $\log m + d$ .

**The connection:** It is important to note that for all total search problems  $A$ , there is an unsatisfiable CNF formula  $F$  that claims the  $A$  is not total. A subclass  $\mathcal{C}^{dt}$  of  $\text{TFNP}^{dt}$  is *characterised* by a proof system  $P$  if the complexity of the reduction of  $A$  to the  $\mathcal{C}^{dt}$ -complete problem is in the same order as the complexity of proving  $F \in \text{UNSAT}$ .  $\text{PLS}^{dt}$  is the first subclass characterised by a proof system [2]; this proof system is Resolution.

## Main Results

In this section, we give a proof-sketch that the Sink-of-DAG (SoD) problem has the compression property. We define the following search problems:

- ▶  $\text{SoD}_N$  – Given an  $N \times N$  grid where each node either has a self-loop or points to a node one level down. Return  $(1, 1)$  if it has a self-loop, or any other node with a self-loop and a predecessor.
- ▶  $\text{Iter}_N$  – This is the same as SoD but on an  $N^2 \times 1$  grid and with the additional property that each node can point to any node under it (as opposed to just one level down).

It is an interesting exercise to check the following:

- ▶ **Lemma 1.** If  $A \leq_d \text{SoD}_N$  then  $A \leq_d \text{Iter}_{N^2}$ ;
- ▶ **Lemma 2.** If  $A \leq_d \text{Iter}_N$  then  $A \leq_d \text{SoD}_N$ .

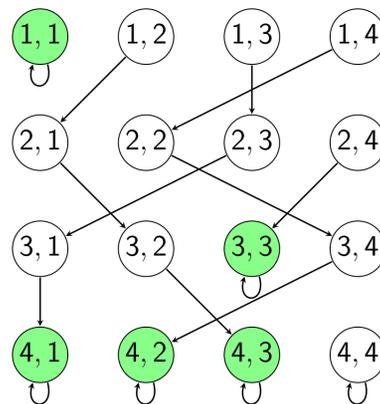


Figure: Example  $\text{SoD}_4$  instance. Green nodes are solutions.

**Theorem 1.** Let  $A \in \text{TFNP}^{dt}$  be a search problem taking inputs of size  $n$ . If  $A$  reduces to  $\text{SoD}_N$  in depth  $d$ , then  $A$  reduces to  $\text{SoD}_m$  in depth  $O(d)$ , where  $m = n^{O(d)}$ .

### Proof Sketch

**Setup:** Consider the reduction  $A \leq_d \text{Iter}_N$  with forward maps  $(f_{ij})$ . We may assume all decision paths have length  $d$ , since we can add in dummy queries from unused variables.

**Observation:** We will call two decision tree paths *identical* if they query the same set of literals. A critical observation is that there are at most  $\binom{n}{d} 2^d = n^{O(d)}$  non-identical paths.

**Compression:** For any pair of identical paths  $f_u, f_v$  with outputs  $o_u < o_v$  (i.e.  $o_u$  is above  $o_v$  on the grid), rewire the output of  $f_u$  to be  $o_v$ . This bounds the total number of distinct outputs by  $n^{O(d)}$ . See the figure below for an illustration.

**Cleanup:** Delete each tree  $f_o$  for any unused output  $o$  and keep exactly one tree per used output, giving  $n^{O(d)}$  trees. The compressed trees yield  $A \leq_d \text{Iter}_{n^{O(d)}}$ , since no solution is introduced (they are only lost).

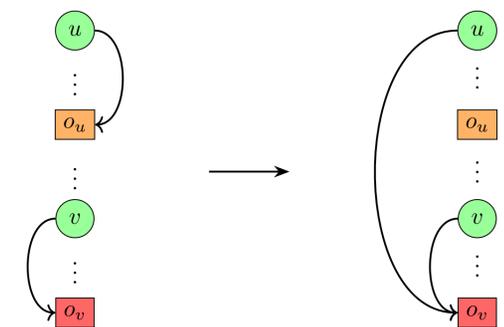


Figure: Compression step: rewiring  $o_u$  to  $o_v$ .

This shows that  $\text{Iter}$  has the compression property. So if  $A \leq_d \text{SoD}_N$ , Lemma 1 implies that  $A \leq_d \text{Iter}_{N^2}$  and so  $A \leq_{O(d)} \text{Iter}_{n^{O(d)}}$ . Then we invoke Lemma 2 to conclude that  $A \leq_{O(d)} \text{SoD}_{n^{O(d)}}$ .  $\square$

## References & Acknowledgements

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- [2] David Johnson, Christos Papadimitriou, and Mihalis Yannakakis. How easy is local search? *Journal of Computer and System Sciences*, 37(1):79–100, 1988.

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