

CS5314

Randomized Algorithms

Lecture 22: Markov Chains
(Solving 3SAT)

Objectives

- The **3SAT** problem:
 - Given a formula **F**, each clause with exactly **3** literals;
 - Decide if **F** is satisfiable
- This lecture will discuss a randomized algorithm for **3SAT** and make use of Markov Chains to **analyze** its performance

Application: Solving 3SAT

- Unlike the case with 2 literals (2SAT), 3SAT problem is NP-Complete!
- Let $n = \#$ variables in F
- We can solve this in $O(2^n)$ steps (of scanning the clauses) by brute force method
- Later, we show a faster randomized algo ...
- Before that, let's see what happens if we re-use the previous 2SAT algorithm:

1. Start with an arbitrary assignment
2. Repeat m times, terminating with all clauses satisfied
 - (a) Choose a clause that is currently not satisfied
 - (b) Choose uniformly at random one of the literals in the clause and switch its value
3. If valid assignment found, return it
4. Else, conclude that F is unsatisfiable

Application: Solving 3SAT (3)

- Let us follow the same approach as before to investigate the performance of the algorithm → Start by bounding the expected time to get a satisfying assignment when F is indeed satisfiable
- Let A^* = this particular assignment
- Also, let A_t = the assignment of variables after the t^{th} iteration of Step 2
- Let X_t = the number of variables that are assigned the same value in A^* and A_t

Application: Solving 3SAT (4)

- First, when $X_t = 0$, any change in the current assignment A_t must increase the # of matching assignment with A^* by 1

→
$$\Pr(X_{t+1} = 1 \mid X_t = 0) = 1$$

- When $X_t = j$, with $1 \leq j \leq n-1$, we will choose a clause that is false with the current assignment A_t , and change the assignment of one of its variable next ... the value of X_{t+1} can either be $j-1$ or $j+1$

Application: Solving 3SAT (5)

So, for j , with $1 \leq j \leq n-1$ we have

$$\Pr(X_{t+1} = j+1 \mid X_t = j) \geq 1/3$$

$$\Pr(X_{t+1} = j-1 \mid X_t = j) \leq 2/3$$

- The above equations follow since at least one variable from the selected clause are assigned differently in A^* and A_t
- Again, note that the stochastic process X_0, X_1, X_2, \dots is not a Markov chain

Application: Solving 3SAT (6)

- To simplify the analysis, we invent a true Markov chain Y_0, Y_1, Y_2, \dots as follows:

$$Y_0 = X_0$$

$$\Pr(Y_{t+1} = 1 \mid Y_t = 0) = 1$$

$$\Pr(Y_{t+1} = j+1 \mid Y_t = j) = 1/3$$

$$\Pr(Y_{t+1} = j-1 \mid Y_t = j) = 2/3$$

- When compared with the stochastic process X_0, X_1, X_2, \dots , it takes more time for Y_t to increase to n ... (why??)

Application: Solving 3SAT (7)

- Thus, the expected time to reach n from any point is larger for Markov chain Y than for the stochastic process X

So, we have

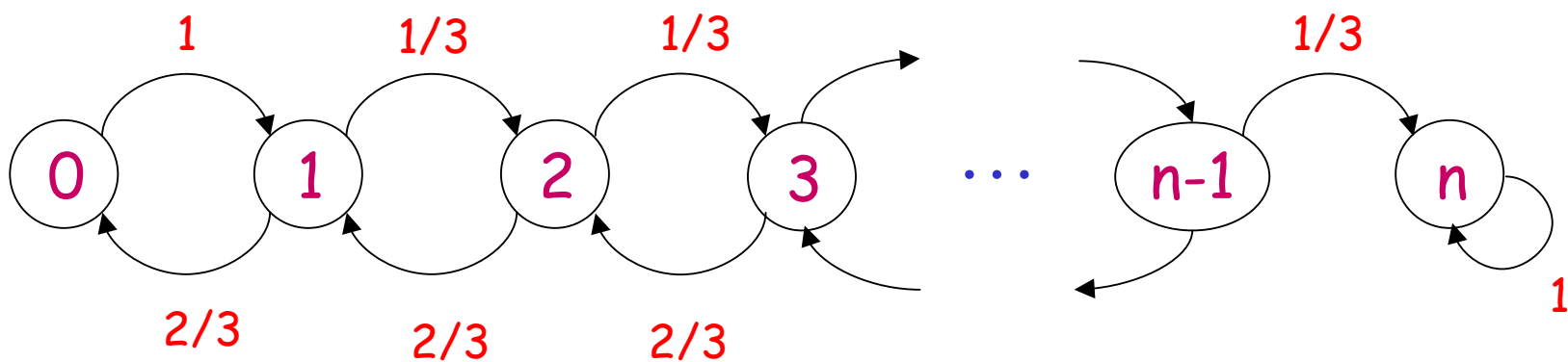
$$\begin{aligned} & E[\text{time for } X \text{ to reach } n \text{ starting at } X_0] \\ & \leq E[\text{time for } Y \text{ to reach } n \text{ starting at } Y_0] \end{aligned}$$

Question: Can we upper bound the term $E[\text{time for } Y \text{ to reach } n \text{ starting at } Y_0]$?

Application: Solving 3SAT (8)

Let us take a look of how the Markov chain Y looks like in the graph representation

- Recall that vertices represent the state space, which are the values that any Y_t can take on:



Application: Solving 3SAT (9)

Let $h_j = E[\text{time to reach } n \text{ starting at state } j]$

Clearly,

$$h_n = 0 \quad \text{and} \quad h_0 = h_1 + 1$$

Also, for other values of j , we have

$$h_j = (2/3)(h_{j-1} + 1) + (1/3)(h_{j+1} + 1)$$

Solving the above equations give:

$$h_j = 2^{n+2} - 2^{j+2} - 3(n-j)$$

Application: Solving 3SAT (10)

- On average, it takes $\Theta(2^n)$ steps to find a satisfying assignment [no good...]
- To improve the performance further, we have a key observation:

Once the algorithm starts, it is more likely to move toward 0 than toward n . The longer we run the process, the more likely that it will move to 0

→ Better if we **restart** the process after a small number of steps !

Modified Algorithm

1. Repeat m times, stop if all clauses satisfied
 - (a) Choose an assignment uniformly at random
 - (b) Repeat $3n$ times, stop if all clauses satisfied
 - i. Choose a clause that is not satisfied
 - ii. Choose one of the variables in the clause uniformly at random and switch its assigned value
3. If valid assignment found, return it
4. Else, conclude that F is unsatisfiable

Analysis of Modified Algorithm

- Let q = the probability that the process reaches A^* in $3n$ steps (Step 1(b)) when starting with a random assignment
- Let q_{-j} = the probability that the process reaches A^* in $3n$ steps when starting with a random assignment that has j variables assigned differently with A^* (I.e., still needs j changes to be A^*)
- In the following, we shall obtain a lower bound for q_{-j} , then for q

Bounding q_j

Question: When we start at an assignment with j variables assigned differently with A^* , how can we obtain a satisfying assignment in $3n$ steps (or fewer)?

Ans. Let E_k be the event that we move $j+2k$ steps, in which exactly k steps are "moving down"

Then, we obtain a satisfying assignment if either one of the events, E_1, E_2, \dots, E_j , happen

Bounding q_{-j} (2)

Thus, we have

$$\begin{aligned} q_{-j} &\geq \Pr(E_1 \cup E_2 \cup \dots \cup E_j) \\ &\geq \Pr(E_j) \\ &= C(3^j, j) (2/3)^j (1/3)^{2j} \\ &\geq \left((c/j^{0.5}) (27/4)^j \right) (2/3)^j (1/3)^{2j} \\ &\quad \dots \text{ [from Stirling, with } c = \text{some constant]} \\ &= (c/j^{0.5}) (1/2)^j \end{aligned}$$

Also, $q_0 = 1$

Bounding q

- Let event H_j = the starting assignment differs from A^* in exactly j variables
- Then, q (which is the probability that the process can reach A^* in $3n$ steps) can be bounded by:

$$\begin{aligned} q &= \sum_{j=0 \text{ to } n} \Pr(H_j) q_{-j} \\ &\geq (1/2)^n + \sum_{j=1 \text{ to } n} C(n,j) (1/2)^n (c/j^{0.5})(1/2)^j \\ &\geq (c/n^{0.5})(1/2)^n \sum_{j=0 \text{ to } n} C(n,j) (1/2)^j \\ &= (c/n^{0.5})(1/2)^n (3/2)^n = (c/n^{0.5})(3/4)^n \end{aligned}$$

... Back to the Algorithm

- Now, we know that if F is satisfiable, then with probability $\geq (c/n^{0.5})(3/4)^n$, we obtain a satisfying assignment
- Thus, the expected number of restarts so that we obtain a satisfying assignment is at most $(n^{0.5}/c)(4/3)^n$, so that the expected number of steps to obtain a satisfying assignment is $O(n^{1.5}(4/3)^n)$
→ much better than brute force $O(2^n)$!!

Application: Solving 3SAT (11)

- Based on the previous discussion, if we set $m = 2r (n^{0.5}/c)(4/3)^n$, then we can easily show the following theorem:

Theorem: The modified 3SAT algorithm answers correctly if the formula is unsatisfiable.

Otherwise, with probability $\geq 1 - 1/2^r$, it returns a satisfying assignment