

# 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  $t^{\text{th}}$  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

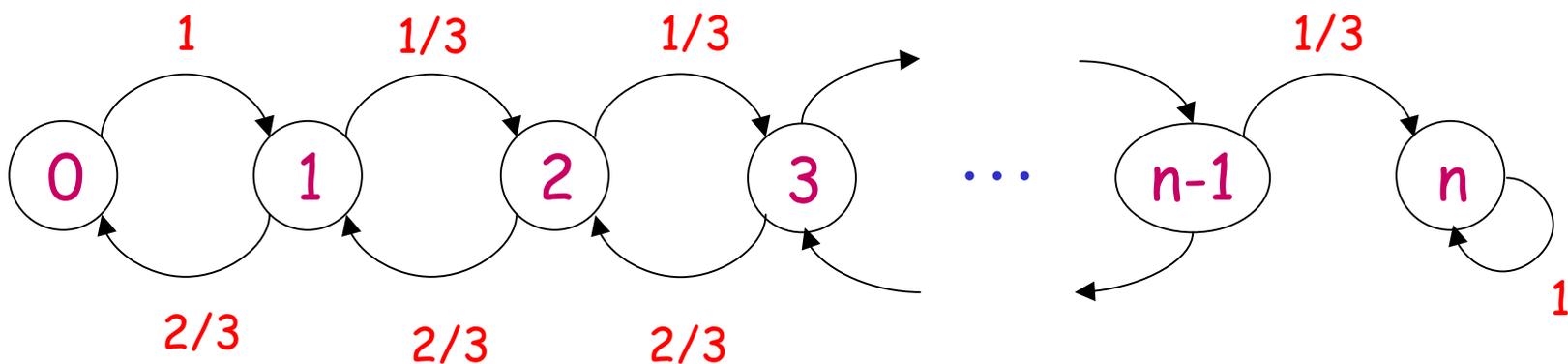
$$\begin{aligned} & E[\text{time for } X \text{ to reach } n \text{ starting at } X_0] \\ & \leq E[\text{time for } Y \text{ to reach } n \text{ starting at } Y_0] \end{aligned}$$

**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