

# Teaching reductions : formal foundations

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# Teaching reductions

**Goal : develop a platform to help students learn complexity theory**

- ✓ Understand the classic reductions
- ☠ Design their own reductions, and get feedback

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- ✓ Understand the classic reductions
- ☠ Design their own reductions, and get feedback
  - easy-to-grasp specification language for reductions
  - automatic tools to check the validity of such reductions
  - produce a counter-example if the reduction is incorrect

## Specification language

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- give an algorithmic procedure

instance of  $P \mapsto$  instance of  $P^*$

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declarative



right-to-left

Best of both worlds :

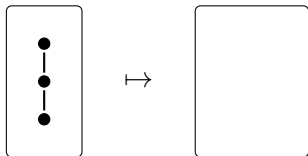
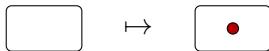
- ✓ declarative
- ✓ left-to-right



# Specification language: *cookbook reductions*

## Cookbook reduction

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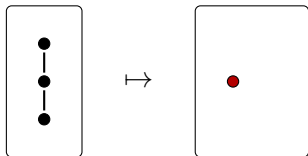
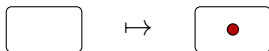


$$k\text{-CLIQUE} \leq (k+1)\text{-CLIQUE}$$

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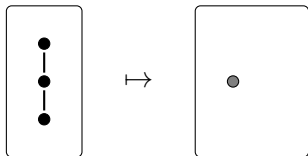
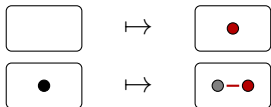


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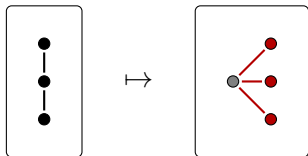
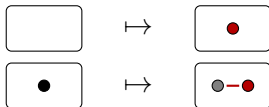


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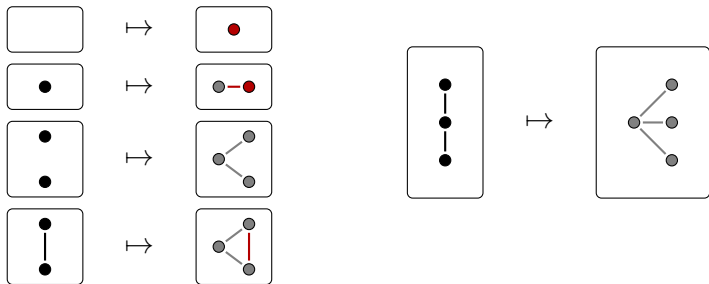
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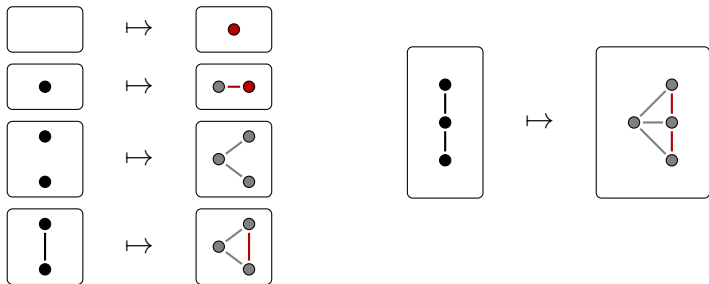
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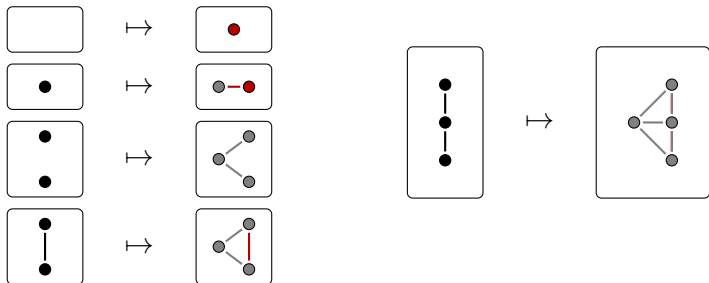
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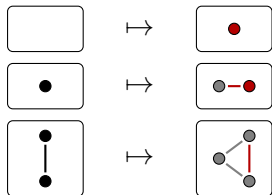
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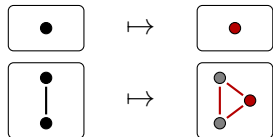


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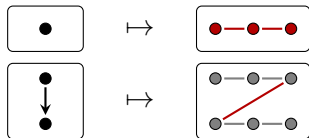
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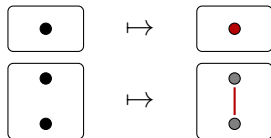
$k\text{-CLIQUE} \leq (k+1)\text{-CLIQUE}$



$k\text{-VERTEXCOVER} \leq k\text{-FVS}$



$\text{HAMCYCLE}_d \leq \text{HAMCYCLE}_u$



$k\text{-CLIQUE} \leq k\text{-INDEPSET}$



## Specification language: *cookbook reductions*

### Theorem

*Every cookbook reduction is equivalent to a quantifier-free interpretation*

...but not all QF-interpretations are cookbook reductions

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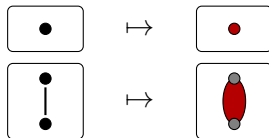
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Edge-gadget reductions

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## Elements of proof

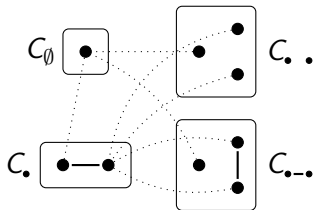
### Theorem

*Fix any problem  $P$  and any  $P^* \in \text{FO}$ . One can decide whether a cookbook reduction of arity  $\leq r$  is a valid reduction  $P \leq P^*$ .*

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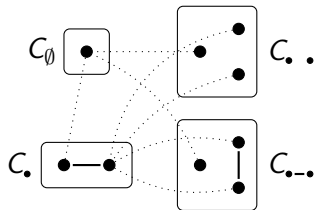


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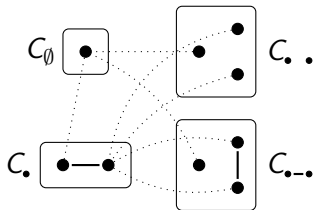
$\rho(\mathcal{A})$  can be FO-interpreted  
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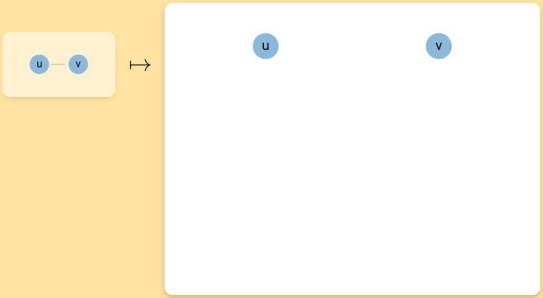
Hence, the correction of  $\rho$  only depends on the FO-type of its recipe at some depth.

# Prototype on Itis

Reduction from VERTEXCOVER to FEEDBACKVERTEXSET

Specify an edge gadget reduction to reduce VERTEXCOVER to FEEDBACKVERTEXSET by constructing an edge gadget below.

Build the edge gadget:



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The diagram illustrates the construction of an edge gadget. On the left, a box contains two blue nodes labeled 'u' and 'v' connected by a horizontal line. An arrow points to the right, where a larger box contains a V-shaped graph with three nodes: 'u' and 'v' at the top, and 'uv' at the bottom. Edges connect 'u' to 'uv' and 'v' to 'uv'.

Enter your gadget-reduction

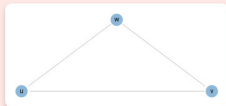
# Prototype on Ittis



Your gadget does not induce a valid reduction.

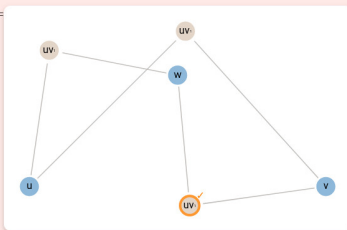
For instance, consider the following *negative* VERTEXCOVER instance:

$k = 1, G =$



Applying your gadget yields the following *positive* instance of FEEDBACKVERTEXSET:

$k^* = 1, G^* =$



A solution is given by the highlighted vertices.

Wrong reduction: feedback via counter-example



## Conclusion and perspectives

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### Theorem

Fix any problem  $P$  and any  $P^* \in \text{MSO}$ . One can decide whether an edge-gadget reduction is a valid reduction  $P \leq P^*$ .

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### Theorem Conjecture

Fix any problem  $P$  and any  $P^* \in \text{MSO} - \text{MSO}^2$ . One can decide whether ~~an edge-gadget reduction~~ a **cookbook reduction of arity  $\leq r$**  is a valid reduction  $P \leq P^*$ .