

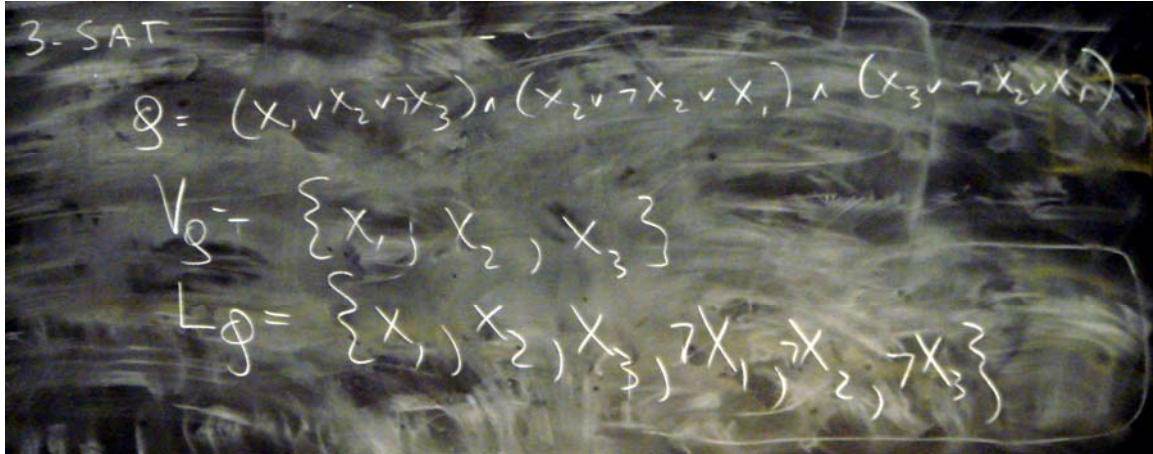
3-SAT:

A Boolean formula $\Phi = (x_1 \vee x_2 \vee \neg x_3) \wedge (x_2 \vee \neg x_2 \vee \neg x_1) \wedge (x_3 \vee \neg x_2 \vee x_1)$

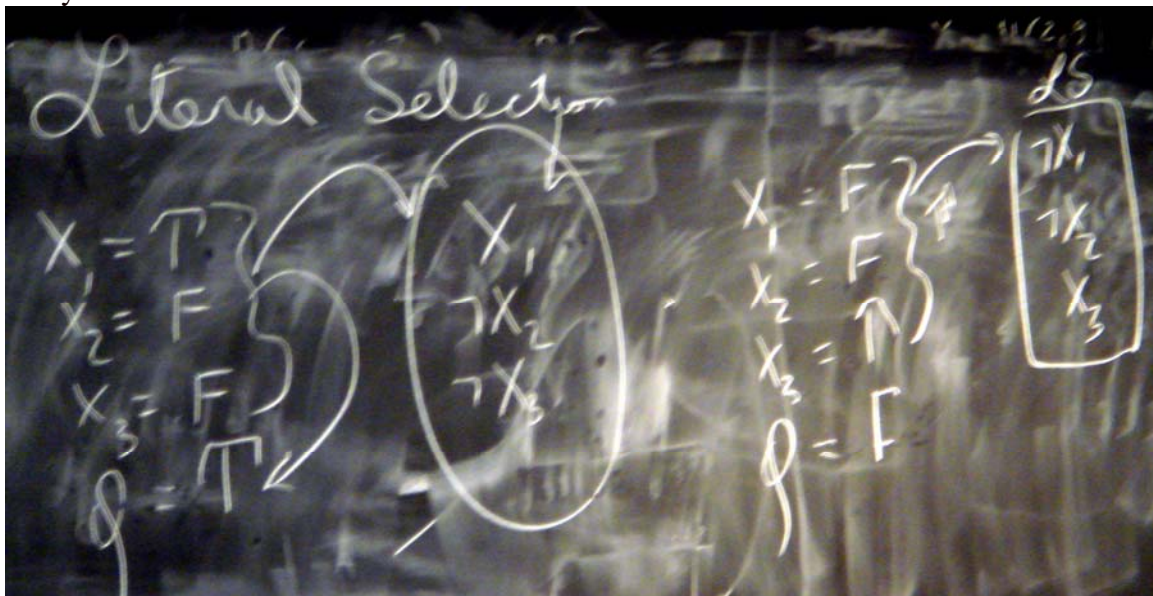
This formula has 3 clauses ($C_1, C_2,$ and C_3).

The variables of Φ are $\{x_1, x_2, x_3\}$.

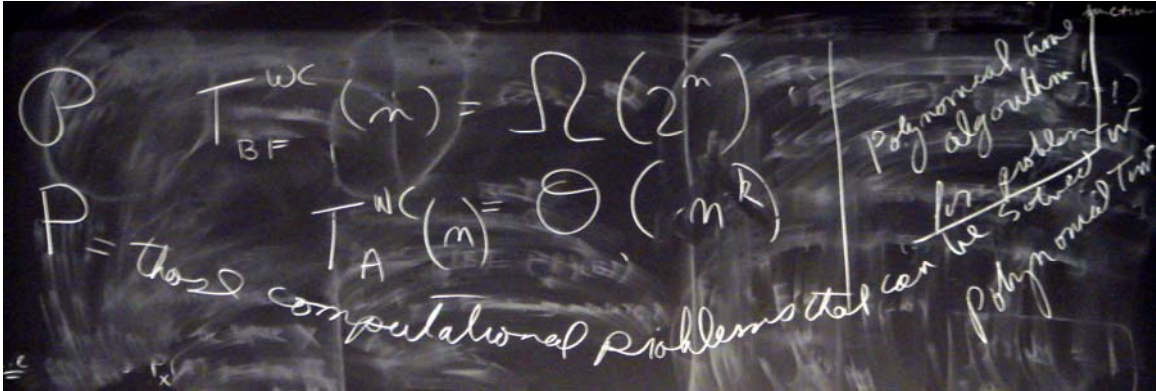
The literals of Φ are $\{x_1, \neg x_1, x_2, \neg x_2, x_3, \neg x_3\}$.



Literal selection: for each truth assignment, the set of literals that evaluate to T are said to be in the *literal selection*. Φ is satisfiable iff there exists a literal selection such that every clause has at least 1 element from the literal selection.



If a problem has an algorithm that solves it in $O(n^k)$ time, then we say the problem is solvable in polynomial time. P is the set of such problems.

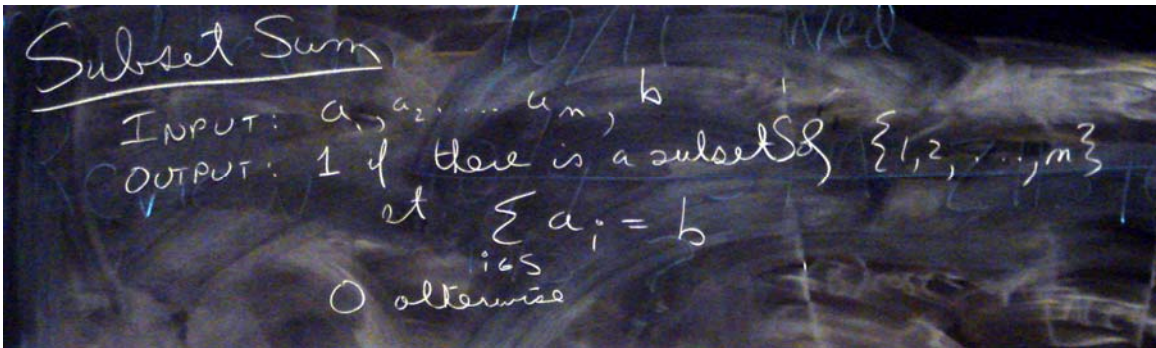


For 3-SAT, there exists an algorithm called the resolution method that tries to solve 3-SAT problems quickly, but in the worst case it is still not polynomial.

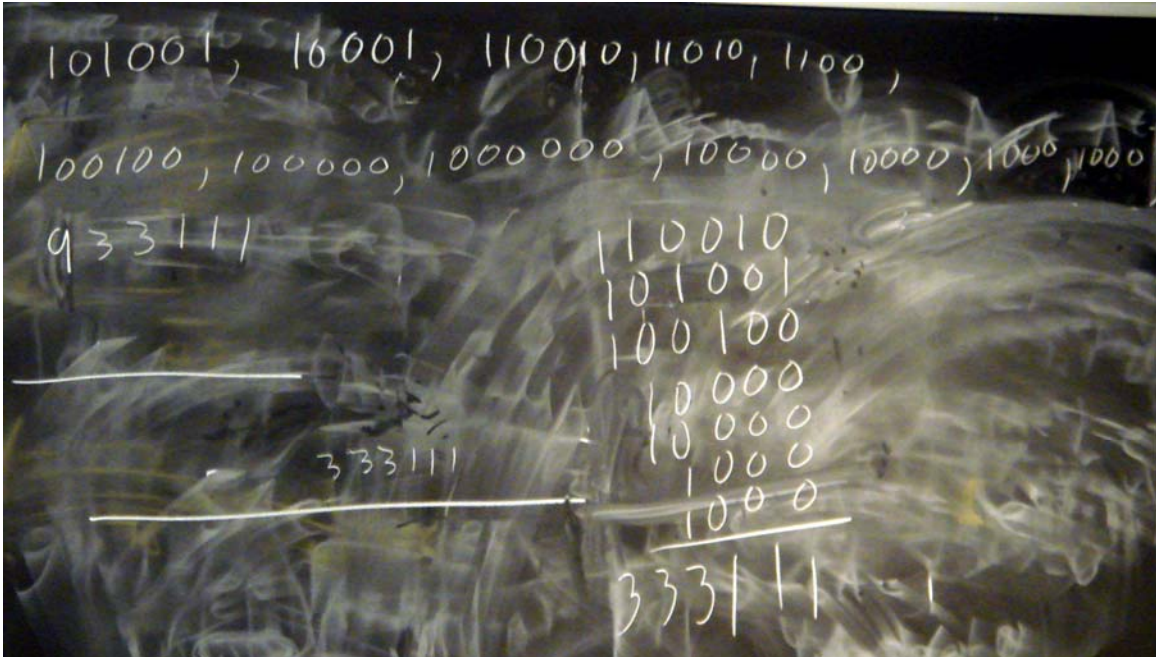
Subset Sum problem:

Input: a_1, \dots, a_n, b

Output: 1 if there exists $S \subseteq \{1, 2, \dots, n\}$ such that $\sum_{i \in S} a_i = b$ and 0 otherwise.



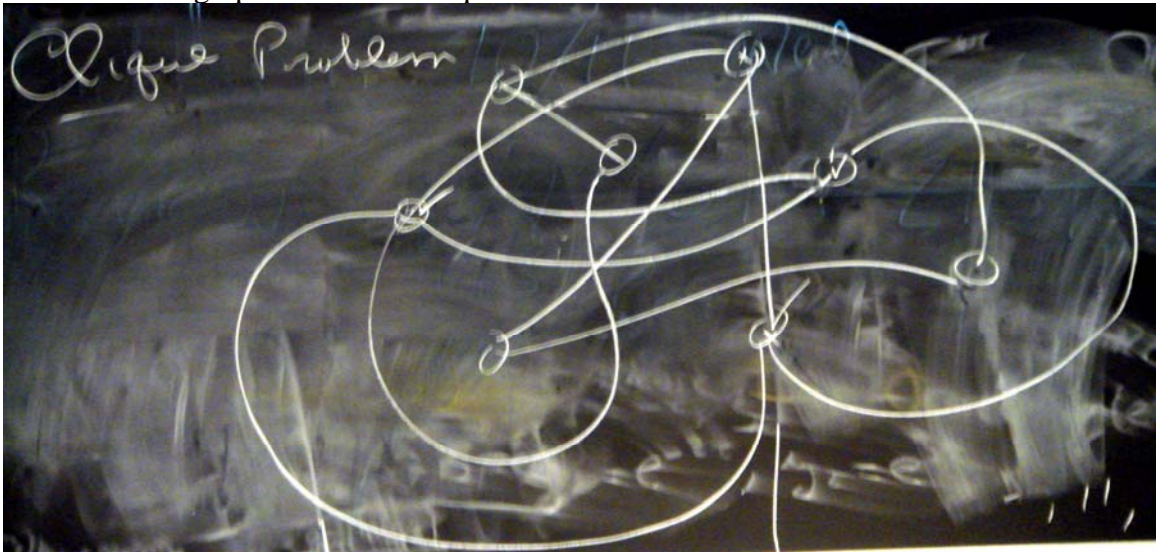
Example:



$$T_{BF}^{WC}(n) = \Omega(2^n)$$

Clique Problem:

An undirected graph with two 3-cliques:



Input: undirected graph G and a number k
 Output: 1 if G has a k -clique and 0 otherwise.