Definition

A boolean circuit is an acyclic graph such that:

- There is exactly one vertex with outdegree 0, the Output.
- Every vertex with indegree 0 is an Input and labeled by x_i or ¬x_i.
- All other vertices are gates and labeled by ∧, ∨ or ¬ (with indegree 1).

▲□▶ ▲□▶ ▲□▶ ▲□▶ ■ ●の00



To find out whether a boolean circuit has a satisfying assignment is *NP*-complete.

<ロト < 回 > < 回 > < 回 > < 回 > < 三 > 三 三



Big gates have indegree > 2.

The height is the length of the longest path.

The weft is the maximal number of big gates on some path.

・ロト ・ 国 ト ・ ヨ ト ・ ヨ ト

э

Definition

Let $\mathcal{F}(t, h)$ be the set of all boolean circuits with height h and weft t.

Definition The weighted satisfiability problem $L_{\mathcal{F}(t,h)}$:

```
Input: (G, k), where G \in \mathcal{F}(t, h)
Parameter: k
Question: Has G a satisfiying assingment of weight k
```

The weight of an assignment is the number of 1s.

Definition

A parameterized problem is in the complexity class W[t] if it can be reduced to $L_{\mathcal{F}(t,h)}$ for some *h* by a parameterized reduction.

▲□▶ ▲□▶ ▲□▶ ▲□▶ ■ ●の00

Example

Independent Set is in W[1].

Dominating Set is in W[2].

Question: Why?

Definition

A problem L is W[t]-hard, if every problem in W[t] can be reduced to L by a parameterized reduction.

Definition

A problem is W[t]-complete, if it belongs to W[t] and is W[t]-hard.

Theorem

Let A be a W[t]-complete problem. Assume that A can be reduced to B by a parameterized reduction and $B \in W[t]$. Then B is also W[t]-complete.

Proof

We already assumed that $B \in W[t]$. Since every problem in W[t] can be reduced to A, the W[t]-hardness follows from the transitivity of parameterized reducibility.

Short Turing Machine Acceptance

We will see later that the following problem is W[1]-complete:

Definition Short Turing Machine Acceptance:

Input: A non-deterministic Turing maching M, a word w, a number k. Parameter: kQuestion: Does M have an accepting path of length at most k on input w?

▲□▶ ▲□▶ ▲□▶ ▲□▶ ■ ●の00

The class W[1, s] and W[1, 2]

We consider the weighted satisfiability problem for very simple circuits.

Definition

Let s > 1 be a number. By $\mathcal{F}(s)$ we denote the family of all circuit whose output is an AND-gate that is connected to OR-gates with indegrees at most s. The OR-gates are directly connected to inputs (literals, i.e., variables or negated variables).

We define W[1, s] as the class of all problems in W[1] that can be reduced to $L_{\mathcal{F}(s)}$ by a parameterized reduction.

We will prove the following theorem:

Theorem Short Turing Machine Acceptance $\in W[1,2]$

For this end we need a reduction from Short Turing Machine Acceptance to $L_{\mathcal{F}(2)}$.

We have to map M, w, k to a circuit and a number k' = f(k) in such a way that there is a satisfying assignment of weight k' iff M accepts w in at most k steps.

We will prove the following theorem:

Theorem Short Turing Machine Acceptance $\in W[1,2]$

For this end we need a reduction from Short Turing Machine Acceptance to $L_{\mathcal{F}(2)}$.

We have to map M, w, k to a circuit and a number k' = f(k) in such a way that there is a satisfying assignment of weight k' iff M accepts w in at most k steps.

・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・

A configuration consists of

- the position of the read/write-head,
- the state.

If *i* is a configuration and *a* is a symbol, then let $\delta(i, a) = (j, b)$ hold if *M* changes from configuration *i* into *j* when reading the symbol *a* overwriting it with *b*.

A configuration consists of

- the position of the read/write-head,
- the state.

If *i* is a configuration and *a* is a symbol, then let $\delta(i, a) = (j, b)$ hold if *M* changes from configuration *i* into *j* when reading the symbol *a* overwriting it with *b*.

A configuration consists of

the position of the read/write-head,

the state.

If *i* is a configuration and *a* is a symbol, then let $\delta(i, a) = (j, b)$ hold if *M* changes from configuration *i* into *j* when reading the symbol *a* overwriting it with *b*.

A configuration consists of

- the position of the read/write-head,
- the state.

If *i* is a configuration and *a* is a symbol, then let $\delta(i, a) = (j, b)$ hold if *M* changes from configuration *i* into *j* when reading the symbol *a* overwriting it with *b*.

The variable $M_{t,p,a,b}$ models that at the beginning of the *t*th step the symbol *a* can be found at the *p*th position of the tape and that it is overwritten with a *b* during this step.

Our next goal is to construct a formula whose satisfying assignments model a computation of the Turing maching M.

In particular there will be a satisfying assignment with $C_{t,i,j,a,b} = 1$ iff there is a computation where M goes from configuration i to j in its *t*th step reading an *a* and overwriting it with a *b*.

Every possible computation path should correspond to exactly one (weighted) satisfying assignment.

・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・

Moreover: There should exist only accepting computation of length k and satisfying assignments with weight f(k).

The variable $M_{t,p,a,b}$ models that at the beginning of the *t*th step the symbol *a* can be found at the *p*th position of the tape and that it is overwritten with a *b* during this step.

Our next goal is to construct a formula whose satisfying assignments model a computation of the Turing maching M.

In particular there will be a satisfying assignment with $C_{t,i,j,a,b} = 1$ iff there is a computation where M goes from configuration i to j in its *t*th step reading an *a* and overwriting it with a *b*.

Every possible computation path should correspond to exactly one (weighted) satisfying assignment.

Moreover: There should exist only accepting computation of length k and satisfying assignments with weight f(k).

We need a lot of constraints in order to make this model work.

We will express each constraint by an AND of ORs.

We define clauses in such a way that a wrong modelling automatically leads to a non-satisfying assignment.

In that way, satisfying assignments are those that do not overstep any rule.

▲□▶ ▲□▶ ▲□▶ ▲□▶ ■ ●の00

Rule 1:

"Nothing exists twice because we have a computation path"

More precisely: In step t the machine M is in exactly one state, changes to exactly one other, reads exactly one symbol, and overwrites it by exactly one symbol.

How can we enforce Rule 1 by clauses?

$$C_{t,i,j,a,b}
ightarrow \overline{C_{t,i',j',a',b'}}$$

or, equivalently,

 $C_{t,i,j,a,b} \vee C_{t,i',j',a',b'}$

for all t, i, j, a, b, i', j', a', b' with (i, j, a, b)
eq (i', j', a', b') and

$$M_{t,p,a,b}
ightarrow \overline{M_{t,p,a',b'}}$$

・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・

for all t, p, a, b, a', b' with $(a, b) \neq (a', b')$.

Rule 1:

"Nothing exists twice because we have a computation path"

More precisely: In step t the machine M is in exactly one state, changes to exactly one other, reads exactly one symbol, and overwrites it by exactly one symbol.

How can we enforce Rule 1 by clauses?

$$C_{t,i,j,a,b} o \overline{C_{t,i',j',a',b'}}$$

or, equivalently,

$$\overline{C_{t,i,j,a,b}} \vee \overline{C_{t,i',j',a',b'}}$$

for all t, i, j, a, b, i', j', a', b' with $(i, j, a, b) \neq (i', j', a', b')$ and

$$M_{t,p,a,b}
ightarrow \overline{M_{t,p,a',b'}}$$

for all t, p, a, b, a', b' with $(a, b) \neq (a', b')$.

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三三 - のへで

Rule 1:

"Nothing exists twice because we have a computation path"

More precisely: In step t the machine M is in exactly one state, changes to exactly one other, reads exactly one symbol, and overwrites it by exactly one symbol.

How can we enforce Rule 1 by clauses? Question: Why only one possibility? We have nondeterministic TMs after all? or, equivalently,

 $\overline{C_{t,i,j,a,b}} \vee \overline{C_{t,i',j',a',b'}}$

for all t, i, j, a, b, i', j', a', b' with $(i, j, a, b) \neq (i', j', a', b')$ and

$$M_{t,p,a,b}
ightarrow \overline{M_{t,p,a',b'}}$$

for all t, p, a, b, a', b' with $(a, b) \neq (a', b')$.

・ロト・白 ・ キャー・ キャー ショー うらん

Rule 2:

"*M* and *C* must fit together."

More precisely: If we read a symbol, it has to be there beforehand. If we write a symbol, it must be there afterwards.

How can we enforce Rule 2 by clauses?

 $C_{t,i,j,a,b} o M_{t,p(i),a,b}$

for all t, i, j, a, b, where p(i) is the position of the read/write head in configuration i.

▲□▶ ▲□▶ ▲□▶ ▲□▶ ■ ●の00

Rule 2:

"*M* and *C* must fit together."

More precisely: If we read a symbol, it has to be there beforehand. If we write a symbol, it must be there afterwards.

How can we enforce Rule 2 by clauses?

$$C_{t,i,j,a,b} o M_{t,p(i),a,b}$$

for all t, i, j, a, b, where p(i) is the position of the read/write head in configuration *i*.

Rule 2:

"*M* and *C* must fit together."

More precise Question: Deforehand. If we write a Do we need the other direction, too? "If there is a symbol on the tape, then this symbol is read."

$$C_{t,i,j,a,b} o M_{t,p(i),a,b}$$

for all t, i, j, a, b, where p(i) is the position of the read/write head in configuration *i*.

Rule 3:

"Subsequent steps have to fit together."

More precisely: If one step ends with a configuration, the next step has to start with the same one. The tape content cannot change from step t to step t + 1 at most places.

How can we enforce Rule 3 by clauses?

 $C_{t,i,j,a,b}
ightarrow C_{t+1,i',j',c,d}$

for all t, i, j, i', j'a, b, c, d with $i' \neq j$ and

 $M_{t,p,a,b}
ightarrow \overline{M_{t+1,p,c,d}}$

・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・

for all t, p, a, b, c, d with $b \neq c$.

Rule 3:

"Subsequent steps have to fit together."

More precisely: If one step ends with a configuration, the next step has to start with the same one. The tape content cannot change from step t to step t + 1 at most places.

How can we enforce Rule 3 by clauses?

$$C_{t,i,j,a,b} o \overline{C_{t+1,i',j',c,d}}$$

for all t, i, j, i', j'a, b, c, d with $i' \neq j$ and

$$M_{t,p,a,b} o \overline{M_{t+1,p,c,d}}$$

for all t, p, a, b, c, d with $b \neq c$.

Rule 4:

"The beginning and the end have to be correct. The computation path must be accepting."

$\rightarrow \mathsf{Exercise}$

Because all rules have to hold simultaneously we can combine them with a big AND.

This yields an $\mathcal{F}(2)$ -formula as desired.

There is an accepting path of length k iff there is a satisfying assignment with weight k'.

Rule 4:

"The beginning and the end have to be correct. The computation path must be accepting."

 $\rightarrow \mathsf{Exercise}$

Because all rules have to hold simultaneously we can combine them with a big AND.

This yields an $\mathcal{F}(2)$ -formula as desired.

There is an accepting path of length k iff there is a satisfying assignment with weight k'.

Rule 4:

"The beginning and the end have to be correct. The computation path must be accepting."

 $\rightarrow \mathsf{Exercise}$

Because all rules have to hold simultaneously we can combine them Question: How big is k'? This yields an $\mathcal{F}(2)$ -tormula as desired.

There is an accepting path of length k iff there is a satisfying assignment with weight k'.

▲□▶ ▲□▶ ▲□▶ ▲□▶ ■ ●の00

Remember:

We just proved the following.

Theorem Short Turing Machine Acceptance $\in W[1,2]$

▲□▶ ▲□▶ ▲ 三▶ ▲ 三▶ 三三 - のへぐ

The class antimonotone-W[1, s]

We consider the weighted satisfiability problem for very simple structured circuits.

Definition

Let s > 1 be a number. By antimonotone- $\mathcal{F}(s)$ we denote the family of all circuits whose output is an AND-gate connected to OR-gates with indegree at most s. The OR-gates are connected to negative literals only (negated variables).

Antimonotone-W[1, s] is the class of all parameterized problems in W[1] that can be reduced to $L_{Antimonoton-\mathcal{F}(s)}$ by a parameterized reduction.

・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・

 $L_{Antimonoton-\mathcal{F}(s)}$ can be reduced to Short Turing Machine Acceptance be a parameterized reduction.

Corollary

antimonotone- $W[1, s] \subseteq antimonotone-W[1, 2]$

Proof

Construct a turing machine that works as follows:

- 1. Guess k variables onto the tape.
- 2. Visit all subsets of size s of them.
- 3. Verify for each subset that it does not cover a clause.

▲□▶ ▲□▶ ▲□▶ ▲□▶ □ のQで

```
W[1] \subseteq \operatorname{antimonotone} W[1,2]
```

 $L_{Antimonoton-\mathcal{F}(s)}$ can be reduced to Short Turing Machine Acceptance be a parameterized reduction.

Corollary

 $\textit{antimonotone-W}[1,s] \subseteq \textit{antimonotone-W}[1,2]$

Proof

Construct a turing machine that works as follows:

- 1. Guess k variables onto the tape.
- 2. Visit all subsets of size s of them.
- 3. Verify for each subset that it does not cover a clause.

▲□▶ ▲□▶ ▲□▶ ▲□▶ □ のQで

```
W[1] \subseteq \operatorname{antimonotone} W[1,2]
```

 $L_{Antimonoton-\mathcal{F}(s)}$ can be reduced to Short Turing Machine Acceptance be a parameterized reduction.

Corollary

```
antimonotone-W[1, s] \subseteq antimonotone-W[1, 2]
```

Proof

Construct a turing machine that works as follows:

- 1. Guess k variables onto the tape.
- 2. Visit all subsets of size s of them.
- 3. Verify for each subset that it does not cover a clause.

```
W[1] \subseteq antimonotone-W[1,2]
```

 $L_{Antimonoton-\mathcal{F}(s)}$ can be reduced to Short Turing Machine Acceptance be a parameterized reduction.

Corollary

antimonotorQuestion:ProofWhat is the running time?

Construct a turing machine that works as follows:

- 1. Guess k variables onto the tape.
- 2. Visit all subsets of size s of them.
- 3. Verify for each subset that it does not cover a clause.

```
W[1] \subseteq antimonotone-W[1,2]
```

 $L_{Antimonoton-\mathcal{F}(s)}$ can be reduced to Short Turing Machine Acceptance be a parameterized reduction.

Corollary

```
antimonotone-W[1, s] \subseteq antimonotone-W[1, 2]
```

Proof

Construct a turing machine that works as follows:

- 1. Guess k variables onto the tape.
- 2. Visit all subsets of size s of them.
- 3. Verify for each subset that it does not cover a clause.

```
W[1] \subseteq \mathsf{antimonotone} \cdot W[1,2]
```

Now we consider the weighted satisfiability problem for different, but still very simple circuits.

Definition

Let s > 1 be a number. By $\mathcal{F}(1, 1, s)$ we denote the family of all circuits whose output is an OR-gate connected to AND-gates that are connected to OR-gates with indegree at most s.

By W[1, 1, s] we denote the class of problems in W[1] that can be reduced to $L_{\mathcal{F}(1,1,s)}$ by a parameterized reduction.

・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・

Simplification of Weft-1-Circuits

Theorem

Consider a circuit of weft 1 and height h. Then we can construct an equivalent circuit $\mathcal{F}(1,1,s)$ in polynomial time, where s depends only on h.

Proof

- DNF und CNF
- de Morgan
- Combination of gates of same type
- Distributive law

Simplification of Weft-1-Circuits

Theorem

Consider a circuit of weft 1 and height h. Then we can construct an equivalent circuit $\mathcal{F}(1,1,s)$ in polynomial time, where s depends only on h.

▲□▶ ▲□▶ ▲□▶ ▲□▶ □ のQで

Proof

- DNF und CNF
- ▶ de Morgan
- Combination of gates of same type
- Distributive law

$L_{\mathcal{F}(1,1,s)}$

```
Goal: Reduce L_{\mathcal{F}(1,1,s)} to STMA.
```

Intermediate step:

Reduce $L_{\mathcal{F}(1,1,s)}$ to one TM M_i for all subcircuits below the output gate.

・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・

One TM guesses whicht M_i will be used for the simulation.

Still not known:

```
How to reduce L_{\mathcal{F}(1,s)} to STMA.
```

$L_{\mathcal{F}(1,1,s)}$

```
Goal: Reduce L_{\mathcal{F}(1,1,s)} to STMA.
```

Intermediate step:

Reduce $L_{\mathcal{F}(1,1,s)}$ to one TM M_i for all subcircuits below the output gate.

・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・

One TM guesses whicht M_i will be used for the simulation.

Still not known:

```
How to reduce L_{\mathcal{F}(1,s)} to STMA.
```

Construct a TM that guesses an assignment on the tape and then computes two numbers:

- A = the number of clauses that are satisfied by negated variables.
- M = the number of clauses that are satisfied only by positive literals.

▲□▶ ▲□▶ ▲ 三▶ ▲ 三▶ 三 のへぐ

Construct a TM that guesses an assignment on the tape and then computes two numbers:

 A = the number of clauses that are satisfied by negated variables.

M = the number of clauses that are satisfied only by positive literals.

▲□▶ ▲□▶ ▲ 三▶ ▲ 三▶ 三 のへぐ

Construct a TM that guesses an assignment on the tape and then computes two numbers:

- A = the number of clauses that are satisfied by negated variables.
- M = the number of clauses that are satisfied only by positive literals.

Construct a TM that guesses an assignment on the tape and then computes two numbers:

- A = the number of clauses that are satisfied by negated variables.
- M = the number of clauses that are satisfied only by positive literals.