

**Theory of Computation** CSC 339 – Spring 2021

**Chapter-7: part5**NP-Complete Problems

King Saud University

Department of Computer Science

Dr. Azzam Alsudais

## Recap

**Problem A is NP-complete if:** 

1)A is in NP (it can be verified in polynomial time), and

## Recap

**Problem A is NP-complete if:** 

- 1)A is in NP (it can be verified in polynomial time), and
- 2) Every problem in NP reduces to A.

## Recap

- Problem A is NP-complete if:
  - 1)A is in NP (it can be verified in polynomial time), and
  - 2) Every problem in NP reduces to A.
- In this part, we will look at more NP-complete problems and how we use reduction to prove they are NP-complete.

Most problems in NP are known either to be in P or to be NP-complete.

- Most problems in NP are known either to be in P or to be NP-complete.
- Again, why do we focus on NP-complete?

- Most problems in NP are known either to be in P or to be NP-complete.
- Again, why do we focus on NP-complete?
  - >Assume we encountered a new NP-problem. Instead of spending lots of time seeking a polynomial time algorithm, we might want to try to prove that it is NP-complete.

- Most problems in NP are known either to be in P or to be NP-complete.
- >Again, why do we focus on NP-complete?
  - >Assume we encountered a new NP-problem. Instead of spending lots of time seeking a polynomial time algorithm, we might want to try to prove that it is NP-complete.
  - ▶Proving that a problem is NP-complete saves us time (instead of wasting too much time seeking a polynomial time solution that doesn't exist).

## More on Polynomial Time Reduction (p-reduction)

When constructing polynomial time reduction from 3SAT to another language, we look for <u>structures</u> (or <u>gadgets</u>) in that language that can simulate the variables and clauses in Boolean formulas.

# More on Polynomial Time Reduction (p-reduction)

When constructing polynomial time reduction from 3SAT to another language, we look for <u>structures</u> (or <u>gadgets</u>) in that language that can simulate the variables and clauses in Boolean formulas.

>e.g.,

3SAT Simula	cted by CLIQUE
variables	nodes
clauses	triples
a true variable	node part of clique
each clause must contain at least one true literal	each triple must contain one node in clique

#### **Description**

 $\triangleright$ If G is undirected graph, a <u>vertex cover</u> of G is a subset of nodes where every edge of G touches one of those nodes.

#### Description

- $\triangleright$ If G is undirected graph, a <u>vertex cover</u> of G is a subset of nodes where every edge of G touches one of those nodes.
- The <u>vertex cover</u> problem asks whether a graph contains a vertex cover of a specified size:

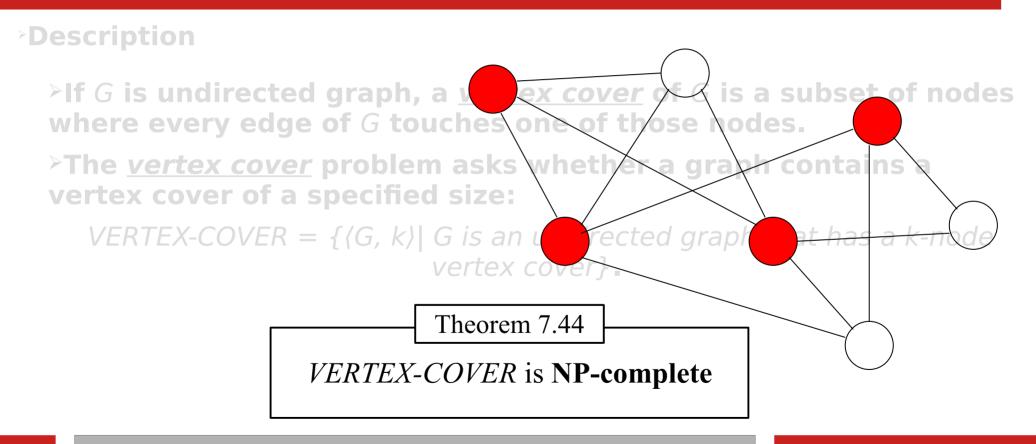
#### **Description**

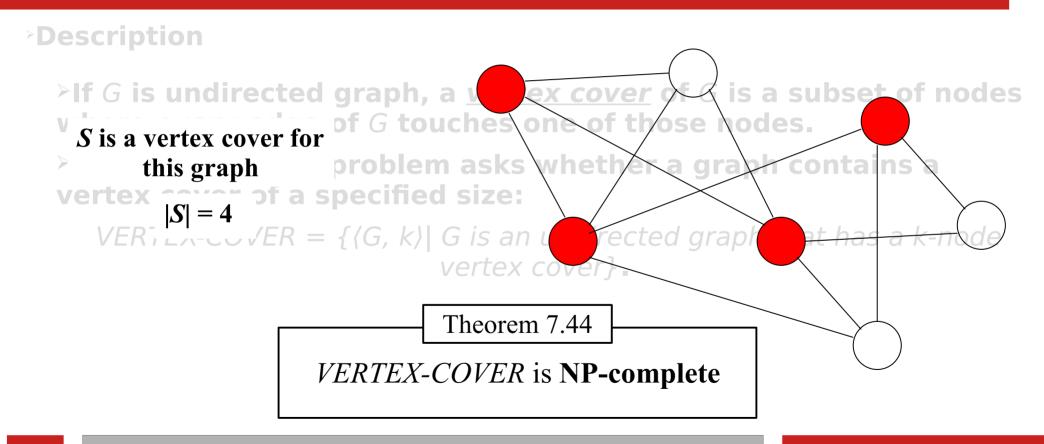
- $\triangleright$ If G is undirected graph, a <u>vertex cover</u> of G is a subset of nodes where every edge of G touches one of those nodes.
- The <u>vertex cover</u> problem asks whether a graph contains a vertex cover of a specified size:

 $VERTEX-COVER = \{(G, k) | G \text{ is an undirected graph that has a } k-node$   $vertex \text{ cover}\}.$ 

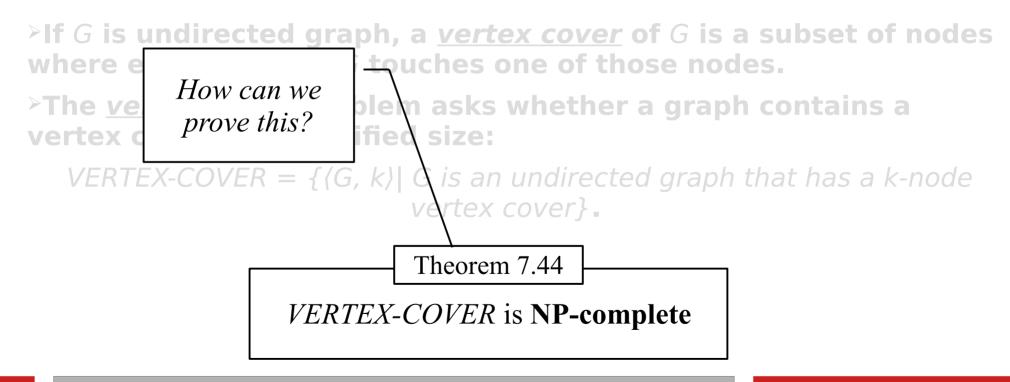
Theorem 7.44

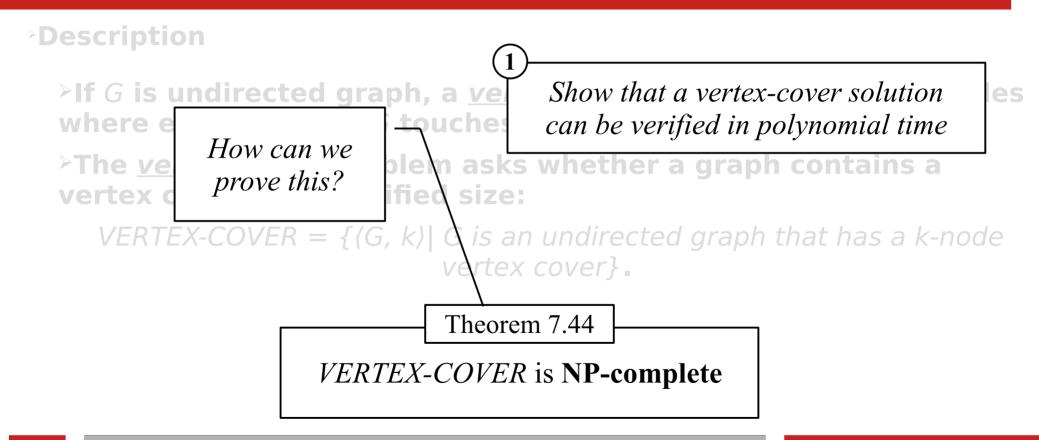
VERTEX-COVER is NP-complete

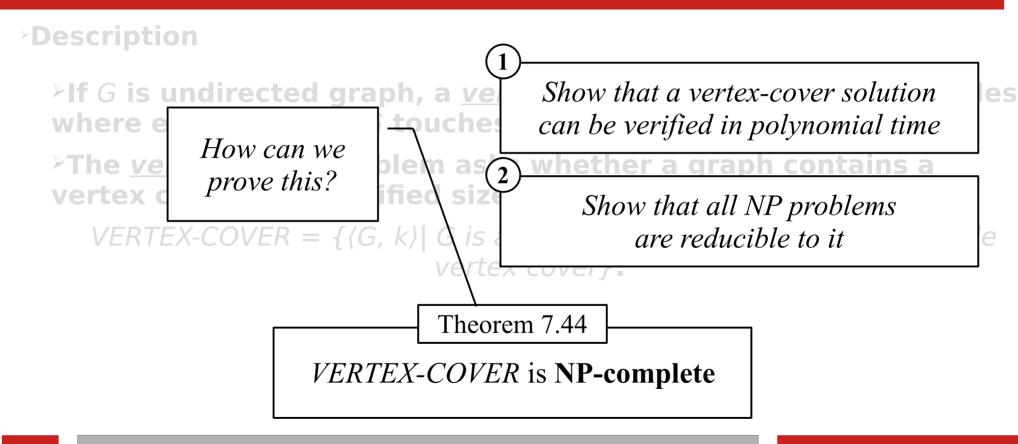




#### **Description**







- >1) Verifying a certificate
  - **▶** A certificate is just a vertex cover of size *k*.

- >1) Verifying a certificate
  - $\triangleright$ A certificate is just a vertex cover of size k.
  - >A Vertex-cover verifier can clearly verify whether the certificate is valid or not in polynomial time.

- >1) Verifying a certificate
  - **▶A** certificate is just a vertex cover of size *k*.
  - >A Vertex-cover verifier can clearly verify whether the certificate is valid or not in polynomial time.
    - 1)Check if cover size is k. If not, <u>reject</u>.

- >1) Verifying a certificate
  - **▶A** certificate is just a vertex cover of size *k*.
  - >A Vertex-cover verifier can clearly verify whether the certificate is valid or not in polynomial time.
    - 1)Check if cover size is k. If not, <u>reject</u>.
    - 2)Iterate over the edges of the graph and check whether one of the nodes (at the two ends of the edge) exists in the vertex cover presented in the certificate.

- **>1) Verifying a certificate** 
  - **▶A** certificate is just a vertex cover of size *k*.
  - >A Vertex-cover verifier can clearly verify whether the certificate is valid or not in polynomial time.
    - 1)Check if cover size is k. If not, <u>reject</u>.
    - 2)Iterate over the edges of the graph and check whether one of the nodes (at the two ends of the edge) exists in the vertex cover presented in the certificate.
    - 3)If it finds one edge whose both nodes are not in the certificate, then it <u>rejects</u> the solution. Otherwise, it <u>accepts</u>.

- >2) Polynomial time reduction (p-reduction)
  - **>Show that** 3SAT is p-reducible to VERTEX-COVER.

- >2) Polynomial time reduction (p-reduction)
  - **>Show that** 3SAT is p-reducible to VERTEX-COVER.
  - This entails converting a 3cnf-formula into a graph G and a number k.

- >2) Polynomial time reduction (p-reduction)
  - **>Show that** 3SAT is p-reducible to VERTEX-COVER.
  - This entails converting a 3cnf-formula into a graph G and a number k.
  - The formula  $\varphi$  is satisfiable whenever G has a vertex cover with k nodes.

- >2) Polynomial time reduction (p-reduction)
  - **>Show that** 3SAT is p-reducible to VERTEX-COVER.
  - This entails converting a 3cnf-formula into a graph G and a number k.
  - >The formula  $\varphi$  is satisfiable whenever G has a vertex cover with k nodes.
  - Simply put, G should simulate  $\varphi$ .

#### >2) Polynomial time reduction (p-reduction)

Let  $\varphi$  be a 3CNF formula with m variables and l clauses

$$\varphi = (x_1 \ x_2 \ x_3) \ (\overline{x_1} \ \overline{x_2} \ \overline{x_4}) \ (\overline{x_1} \ x_3 \ x_4)$$
Clause 1 Clause 2 Clause 3

$$m = 4$$
 $l = 3$ 

#### >2) Polynomial time reduction (p-reduction)

Formula  $\varphi$  can be converted to a graph G such that:

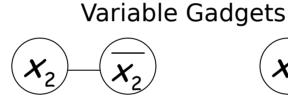
arphi is satisfiable *iff* 

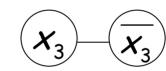
G has a vertex cover of size  $\mathbf{k} = m + 2l$ 

#### >2) Polynomial time reduction (p-reduction)

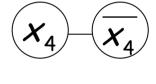
$$\varphi = (x_1 \vee x_2 \vee x_3) \wedge (\overline{x_1} \vee \overline{x_2} \vee \overline{x_4}) \wedge (\overline{x_1} \vee \overline{x_3} \vee x_4)$$

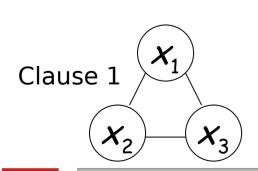
 $(x_1)$   $(x_1)$ 

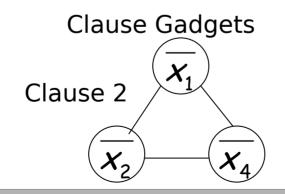


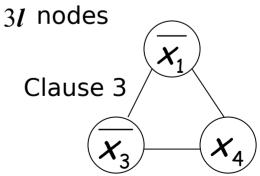


2m nodes



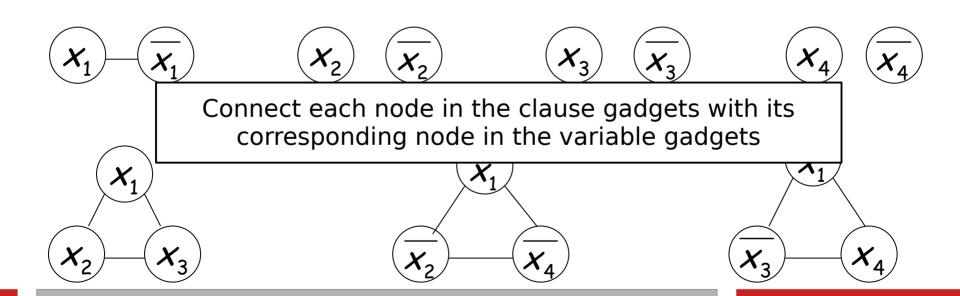






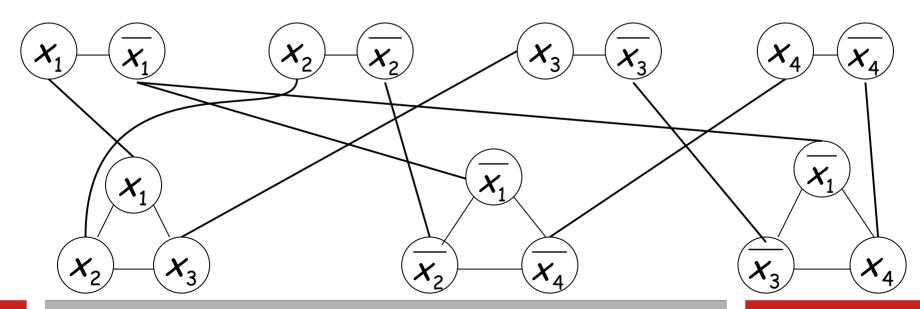
#### >2) Polynomial time reduction (p-reduction)

$$\varphi = (x_1 \vee x_2 \vee x_3) \wedge (\overline{x_1} \vee \overline{x_2} \vee \overline{x_4}) \wedge (\overline{x_1} \vee \overline{x_3} \vee x_4)$$



#### >2) Polynomial time reduction (p-reduction)

$$\varphi = (x_1 \vee x_2 \vee x_3) \wedge (\overline{x_1} \vee \overline{x_2} \vee \overline{x_4}) \wedge (\overline{x_1} \vee \overline{x_3} \vee x_4)$$



$$\varphi = (x_1 \vee x_2 \vee x_3) \wedge (\overline{x_1} \vee \overline{x_2} \vee \overline{x_4}) \wedge (\overline{x_1} \vee \overline{x_3} \vee x_4)$$

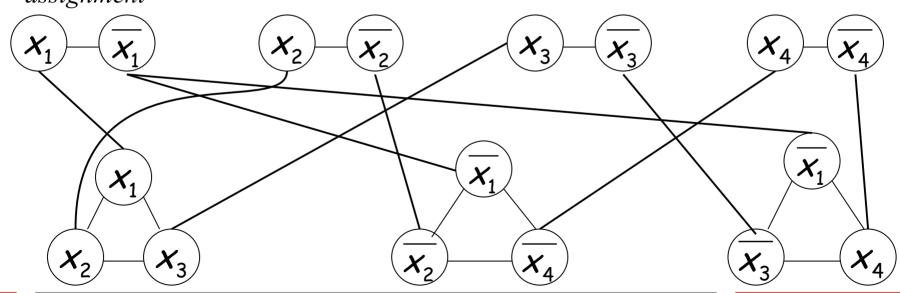
Start with a satisfying  $x_1 = 1$   $x_2 = 0$   $x_3 = 0$   $x_4 = 1$ assignment

$$x_1 = 1$$

$$x_2 = 0$$

$$x_3 = 0$$

$$x_4 = 1$$



$$\varphi = (x_1 \vee x_2 \vee x_3) \wedge (\overline{x_1} \vee \overline{x_2} \vee \overline{x_4}) \wedge (\overline{x_1} \vee \overline{x_3} \vee x_4)$$

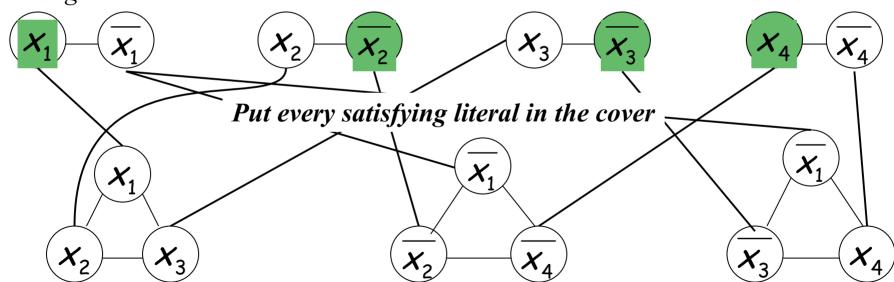
Start with a satisfying  $x_1 = 1$   $x_2 = 0$   $x_3 = 0$   $x_4 = 1$ assignment

$$x_1 = 1$$

$$x_2 = 0$$

$$x_3 = 0$$

$$x_4 = 1$$



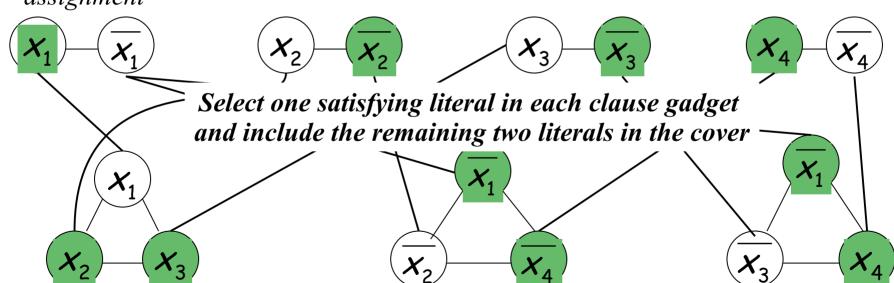
$$\varphi = (x_1 \vee x_2 \vee x_3) \wedge (\overline{x_1} \vee \overline{x_2} \vee \overline{x_4}) \wedge (\overline{x_1} \vee \overline{x_3} \vee x_4)$$

assignment

Start with a satisfying 
$$x_1 = 1$$
  $x_2 = 0$   $x_3 = 0$   $x_4 = 1$ 

$$x_3 = 0$$

$$x_4 = 1$$



$$\varphi = (x_1 \vee x_2 \vee x_3) \wedge (\overline{x_1} \vee \overline{x_2} \vee \overline{x_4}) \wedge (\overline{x_1} \vee \overline{x_3} \vee x_4)$$

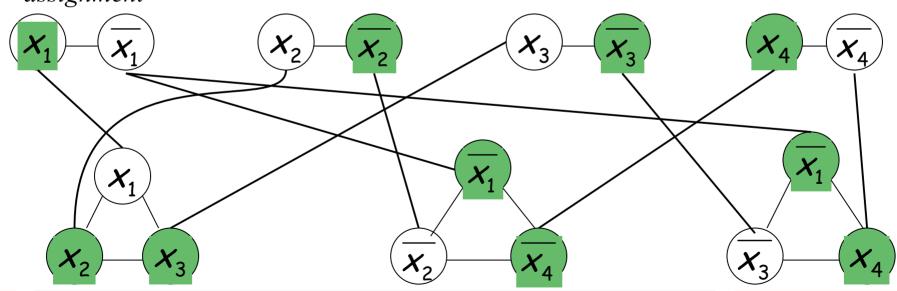
Start with a satisfying  $x_1 = 1$   $x_2 = 0$   $x_3 = 0$   $x_4 = 1$ assignment

$$x_1 = 1$$

$$x_2 = 0$$

$$x_3 = 0$$

$$x_4 = 1$$



$$\varphi = (x_1 \vee x_2 \vee x_3) \wedge (\overline{x_1} \vee \overline{x_2} \vee \overline{x_4}) \wedge (\overline{x_1} \vee \overline{x_3} \vee x_4)$$

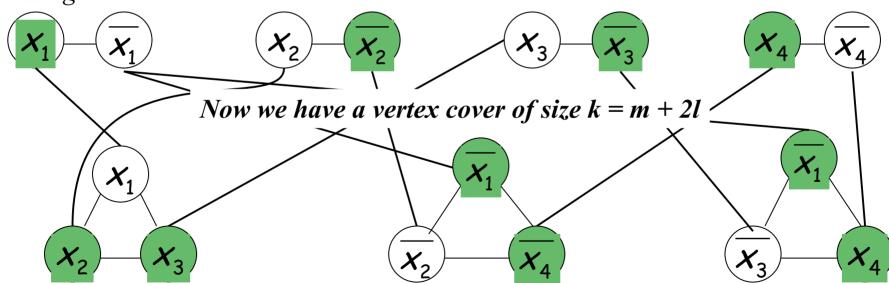
Start with a satisfying  $x_1 = 1$   $x_2 = 0$   $x_3 = 0$   $x_4 = 1$ assignment

$$x_1 = 1$$

$$x_2 = 0$$

$$x_3 = 0$$

$$x_4 = 1$$



We've shown that we can covert an instance of **3SAT** into an instance of **VERTEX-COVER** (in polynomial time)

We've shown that we can covert an instance of **3SAT** into an instance of **VERTEX-COVER** (in polynomial time)

Therefore, we've reduced in polynomial time 3SAT to VERTEX-COVER

We've shown that we can covert an instance of **3SAT** into an instance of **VERTEX-COVER** (in polynomial time)

Therefore, we've reduced in polynomial time 3SAT to VERTEX-COVER

This concludes the proof for Theorem 7.44