

P,  
NP,  
and

Reductions

Admin Corner

# Last time

Def:  $P$  = "complexity class" of all problems  
which are efficiently solvable

Def:  $NP$  = class of problems whose solutions  
can be verified efficiently

Thm: • 3-Coloring  $\in NP$   
• Factoring  $\in NP$

# Rudrata Cycle aka Hamiltonian Cycle

Input: Graph  $G = (V, E)$

Solution: tour = cycle visiting each vertex exactly once

Trivial alg: Try all  $n!$  ways of ordering vertices

Best known alg: Time  $O(1.657^n)$

Not known to be in P!

Fact: Hamiltonian Cycle  $\in$  NP

Pf: Verify( $G$ , tour) : Check that:  
Input : visits each vertex once  
Solution : only uses edges in graph

Eulerian cycle: find cycle visiting each edge exactly once  
 $\in$  P

# Traveling Salesperson Problem (TSP)

Input: Graph  $G = (V, E)$  w/ edge weights

Solution: tour w/ low total weight

Optimization version: Min-TSP

Find the tour w/ min total weight

Best known alg: time  $O(n^2 2^n)$

Min-TSP  $\in$  NP ??? ← Probably not!

Search version: Search-TSP

Find a tour w/ total weight  $\leq B$  ← "Budget" (part of input)

Fact: Search-TSP  $\in$  NP

Decision version: Decision-TSP

Does there exist a tour w/ weight  $\leq B$ ? (Yes/No answer)

Fact: Dec-TSP  $\in$  NP

Things not in NP: 1. Some optimization versions of problems  
believed to be 2. Counting versions of problems  
"How many 3-colorings are there?"  
3. Really, really hard problems (Halting)

Super, duper formally:

- NP typically defined for decision problems  
(in CS 172)
- we'll allow search problems too

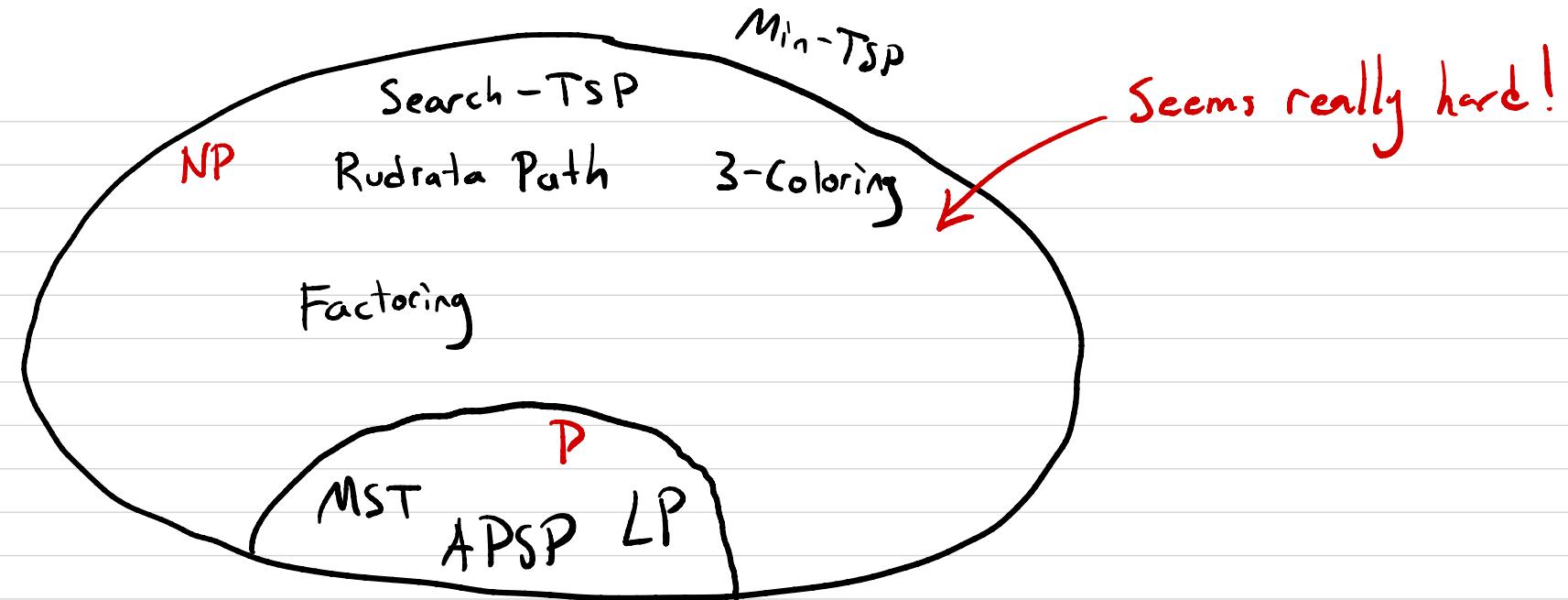
Thm:  $P \subseteq NP$

E.g. Minimum Spanning tree (in P)  
Input:  $G = (V, E)$  w/ weights on edges  
Output: MST  $T$

Claim: **MSTC NP**  
"pf":

Verify( $\text{Input}_G$ ,  $\text{Solution}_T$ ):

1. Run Kruskal(6).  
Let  $T^*$  = its output.
  2. Check  $\text{cost}(T) = \text{cost}(T^*)$ .



Biggest open problem in TCS: Is  $P = NP$ ?

- Q. How to compare difficulty of solving problems?
- A. Reductions.

# Reductions

3 min break

(Close the doors!)

Def: "Problem A reduces in polynomial time to Problem B"  
 if "you can use any efficient alg for B to efficiently solve A",  
 aka: " $A \leq_p B$ " (A's difficulty  $\leq$  B's difficulty)  
 (A is at most as hard as B)

## Two-player Zero sum game

Input: Payoff matrix M

Solution: Row player's optimal strategy

Thm: Zero Sum  $\leq_p$  Linear Programming

Zero Sum input

3	1
2	4

Reduction  
alg

LP input

$$\begin{aligned} \max \quad & \sum \\ \text{s.t.} \quad & \sum \leq 3p_1 + 2p_2 \\ & \sum \leq p_1 + 4p_2 \\ & p_1 + p_2 = 1 \\ & p_1, p_2 \geq 0 \end{aligned}$$

LP  
alg

LP solution

$$\begin{aligned} \sum &= 2.5 \\ p_1 &= \frac{1}{2} \\ p_2 &= \frac{1}{2} \end{aligned}$$

Recovery  
alg

Zero Sum  
solution

$$\begin{aligned} p_1 &= \frac{1}{2} \\ p_2 &= \frac{1}{2} \end{aligned}$$

Input  
to A



A lg for B

Returns  
solution  
to B

Recovery  
Alg

Returns  
solution  
to A

## Rudrata/Hamiltonian Cycle

Input: Graph  $G = (V, E)$

Solution: tour of  $G$   
(= cycle visiting each vertex exactly once)

## Min-TSP

Input: cities  $1, \dots, n$

pairwise distances  $d_{ij}$ ,  $\forall i \neq j$

Solution: tour of minimum distance

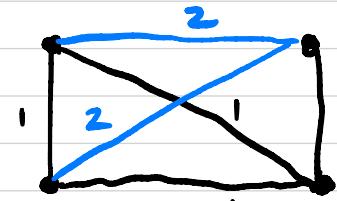
Thm: Rudrata Cycle  $\leq_p$  Min-TSP (neither known to be in P!)

Rudrata instance  $G$



Reduction

Min-TSP instance



Min-TSP solution



Recovery

{ Output tour if total weight =  $n$   
Output "no tour" otherwise

## Reduction notes

- Reduction & Recovery algs must be efficient (poly-time)
- $A \leq_p B$  and  $B \leq_p C \Rightarrow A \leq_p C$
- Can prove  $A \leq_p B$ , even if  $A$  &  $B$  not known to be efficient
- "A  $\leq_p$  B" and "A reduces to B" most confusing thing in Algos

### #1 Most Common Mistake:

"Prove"  $A \leq_p B$  by taking

Instance  
of B

reduction

Instance  
of A

XX

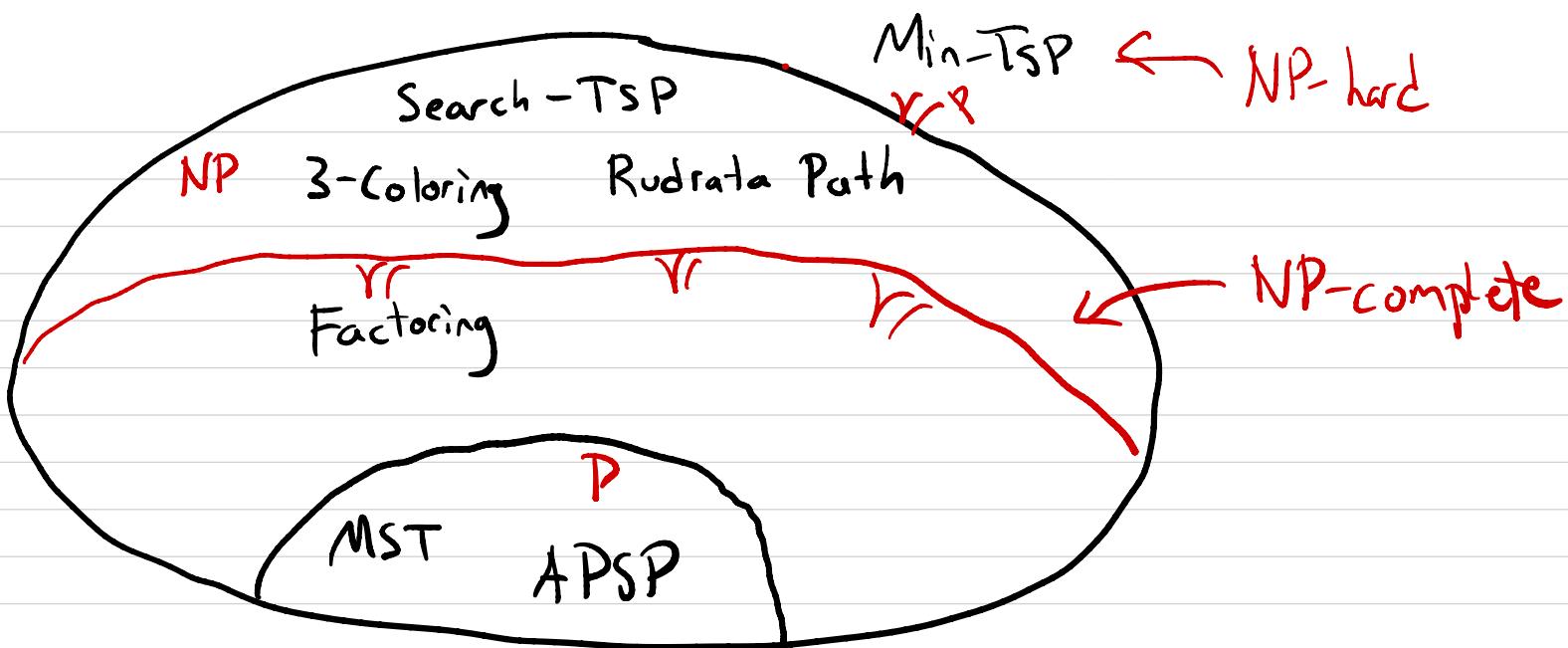
Quiz: We have seen

$A = LP$ ,  $B = \text{Max Flow}$   
 $A = \text{Max Flow}$ ,  $B = \text{Bipartite matching}$

$A \leq_p B$

$B \leq_p A$

X



Def: A problem  $A$  is **NP-hard** if every problem  $B \in \text{NP}$  reduces to  $A$   
 $(B \leq_p A)$

Def:  $A$  is **NP-complete** if  $A \in \text{NP}$  &  $A$  is NP-hard.

Fact: If  $A$  &  $B$  are NP-complete,  $A \leq_p B$  and  $B \leq_p A$ .

Fact:  $\exists$  poly-time alg for NP-complete problem  $\Rightarrow P = NP$ .

## NP-completeness

Every problem  
in NP

$\leq_p$

Circuit  
Sat

$\rightarrow$  3Sat

Ind Set

Clique

Vertex Cover

Integer  
Programming

Rudrata Cycle

(1000+ problems)

To show Problem A is NP-complete:

1.)  $A \in NP$  (show verification algorithm)

2.) Pick some (usually well-known) NP-complete problem B.  
and show  $B \leq_p A$ . (Example:  $3Sat \leq_p A$ )

## Independent set

Input: Graph  $G = (V, E)$ ,  $k = \{0, 1, 2, 3, \dots\}$

Solution: Independent set of size  $k$   
= set  $S \subseteq V$  with  $|S| = k$   
s.t.  $\forall u, v \in S, (u, v) \notin E$ .

## Integer programming

Input: A linear program

Solution: An integer solution  
to linear program

$$G = (V, E), K$$



reduction



$$x_i = \begin{cases} 1 & \text{if } i \in \text{Independent Set} \\ 0 & \text{...w.} \end{cases}$$

$$\text{IP: } \max x_1 + \dots + x_n$$

$$\text{s.t. } 0 \leq x_i \leq 1$$

$$\forall (i, j) \in E \quad x_i + x_j \leq 1$$

To prove:

- 1.)  $G$  has independent set of size  $k \Rightarrow \exists$  solution to IP w/ val  $\geq k$
- 2.)  $\exists$  solution to IP w/ val  $\geq k \Rightarrow G$  has independent set of size  $k$ .