Coping with NP-hard Problems *NP-Hardness *Optimization Problems *Approximation Algorithms



NP-Hardness

- A problem (not necessarily belong to NP) is NP-hard if it is proved to be "at least as hard" as the NPcomplete problems.
 - All the NP-complete problems are NP-hard.
 - Any decision problem Π, whether a member of NP or not, to which we can transform an NP-complete problem will have the property that it cannot be solved in polynomial time unless P=NP. such a problem Π is "NP-hard", since it is, in a sense, at least as hard as the NP-complete problems.
- In general, The technique used for proving NP-hardness is polynomial time Turing reduction.
 - Recall: A Turing reduction from a problem Π to a problem Π', denoted by Π∞_TΠ', is a algorithm A that solves Π by using a hypothetical subroutine S for solving Π' such that, if S were a polynomial time algorithm for Π', then A would be a polynomial time algorithm for Π.
 - $\Pi \propto_{\mathsf{T}} \Pi' \Rightarrow \Pi'$ is at least as hard as Π .
 - If $\Pi \propto_T \Pi'$ and Π is NP-complete or NP-hard, then Π' is NP-hard.
 - Note: The strict definition needs OTM

 Oracle Turing Machine. We omit it.

2007/12/4 CS,OUC 2



Kth Largest subset

- Kth Largest Subset does not appear to be in NP.
- Since *K* can be as large as near $2^{|A|}$.
- Kth Largest Subset is NP-hard.
- Proof: Turing reduction from PARTITION.
 - Suppose S[A, B, K] is a subroutine for solving the Kth Largest Subset problem, with parameters
 - $A=\{a_1, a_2, ..., a_n\},\$
 - $B \le \sum_{a \in A'} a$, and
 - $K \leq 2^n$

2007/12/4

■ The corresponding algorithm for solving PARTITION with instance $A = \{a_1, a_2, ..., a_n\}$ is the next.

subsets $A' \subseteq A$ that satisfies $\sum_{a \in A'} a \leq B$?

If $\sum_{a \in A} a$ is odd then return "no"

 $2^{|A|}$ and $B \leq \sum_{a \in A} a$.

else set b= (Σ_{α∈A'}a)/2.
Binarily search, using the assumed subroutine S, for the number of subsets A'⊆ A satisfying Σ_{α∈A'}a
b

Instance: A finite set A of positive integers, two nonnegative integers $K \le$

Question: Are there at least *K* distinct

- a. Set $L_{\min}=0$, $L_{\max}=2^n$.
- b. While $L_{\min} < L_{\max} 1$ do
 - Set $L=(L_{min}+L_{max})/2$ and call S[A, b, L].
 - If the answer is "yes" then set $L_{\min} = L$ else set $L_{\max} = L$.
- 3. Call S[A, b-1, L]. If the answer is "yes", return "no", else return "yes".
- The algorithm would be a polynomial time for PARTITION if S were a polynomial time algorithm for Kth Largest Subset.
- Thus, Kth Largest Subset is NP-hard.

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Optimization problems

- A combinatorial optimization problem Π is either a minimization problem or a maximization problem and consists of the following three parts:
 - A set D_Π of instances;
 - for each instance $I \in D_{\Pi}$, a finite set $S_{\Pi}(I)$ of candidate solutions for I: and
 - A function m_{Π} that assigns to each instance $I \in D_{\Pi}$ and each candidate solution $\sigma \in S_{\Pi}(I)$ a positive rational number $m_{\Pi}(I, \sigma)$ called the solution value for σ .
- If Π is a minimization [maximization] problem, then an optimal solution for an instance $I \in D_{\Pi}$ is a candidate solution $\sigma^* \in S_{\Pi}(I)$ such that $m_{\Pi}(I, \sigma^*) \le m_{\Pi}(I, \sigma)$ [$m_{\Pi}(I, \sigma^*) \ge m_{\Pi}(I, \sigma)$] for all $\sigma \in S_{\Pi}(I)$.

Examples of NP-hard optimization problems.

- Traveling Salesman (TS)

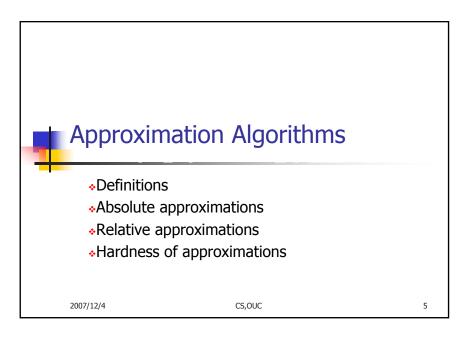
 Instance: A graph G=(VF)
 - **Instance:** A graph G=(V,E), a weight $W: E \rightarrow Z^+$. **Objective:** Find a Hamiltonian circuit C so that $\sum_{o \in C} W(e)$ is minimized.
- Vertex Cover (VC)

Instance: A graph G=(V,E).

Objective: Find a vertex cover C in G so that |C| is minimized.

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Approximation Algorithms

- An approximation algorithm A for optimization problem Π guarantees:
 - Feasibility: For each instance $I \in D_{\Pi}$ it finds a solution $\sigma \in S_{\Pi}(I)$.
 - Performance: Denote by A(I) the value of the solution it produces for $I \in D_{\Pi}$, by OPT(I) the value of the optimal solution for $I \in D_{\Pi}$, then
 - A is an absolute approximation algorithm for Π if there is a constant k, such that $|A(I)\text{-}\mathrm{OPT}(I)| \le k$ for every $I \in D_{\Pi}$.
 - A is a relative approximation algorithm for Π if there is a constant k, such that A(I)/OPT(I) ≤ k if Π is to minimize, and OPT(I)/A(I) ≤ k if Π is to maximize, for every I=D_Π.

- For relative approximation algorithm A, the constant k is called the performance ratio of A.
- Obviously:
 - performance ratio should be no less than 1, and
 - The smaller the performance ratio is, the better the algorithm is.

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Absolute approximations (I)

Maximum Programs Stored

Instance: n programs of sizes respective $L_1, L_1, ..., L_n$, two disks of the same size L.

Objective: Store maximum number of programs in the two disks with the constraint that a program must be wholly put in one disk.

Comment: The problem is NP-hard since an algorithm for it can be used to solve the PARTITION problem, by looking at the solution for the case of $L=(\sum L_i)/2$.

An absolute approximation algorithm *A*:

Repeatedly put the smallest waiting program in the first disk, until the present program cannot be accomodated, then do the same on the second disk.

The algorithm is clearly of polynomial time.

- For any instance I of Maximum Programs Stored, we have $|OPT(I)-A(I)| \le 1$.
- Proof: suppose $L_1 \le L_1 \le ... \le L_n$. and A(I) = K.
- Let p be the maximum integer between 0 and n such that $\sum_{1 \le i \le n} L_i \le 2L$, then $OPT(I) \le p$.
- Let j be the maximum integer between 0 and n such that $\sum_{1 \le i \le j} L_i \le L$, then
 - a i≤r
 - b. algorithm A stores the first j programs in disk 1, and
 - c. $\sum_{j \le i \le p} L_i \le L$.
- The c in the above implies that the algorithm *A* puts at least the next p-j-1 programs, from the (j+1)-th to the (p-1)-th, into disk 2.
- Thus $A(I) \ge p-1$, giving us that $|OPT(I)-A(I)| \le 1$.

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7