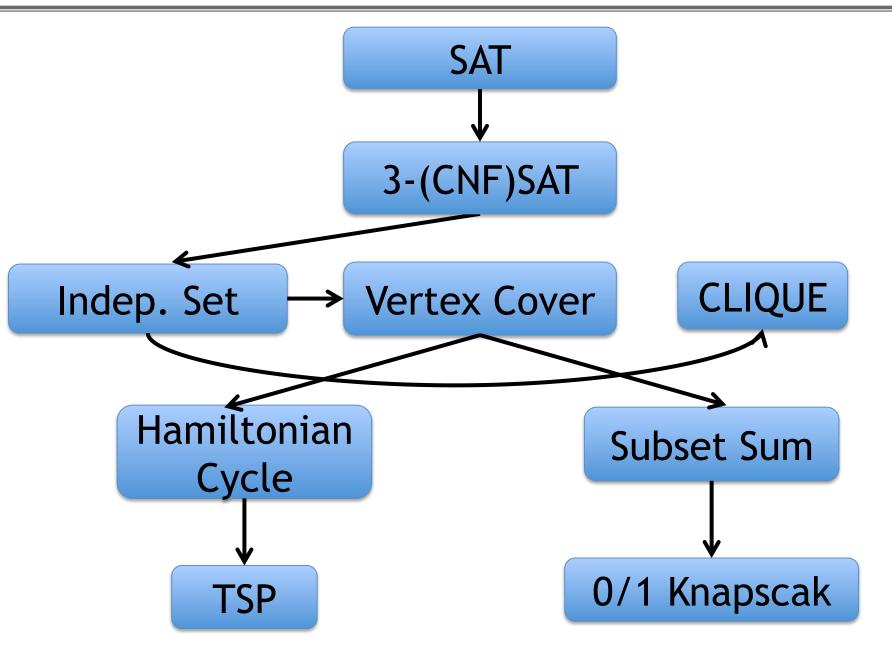
## P, NP, NP-completeness 2

Reductions

Thu, March 28<sup>th</sup>, April 2<sup>nd</sup>

#### Overview of the next 2 Lectures



First: A bit of history on SAT

The First NP-Complete Problem

#### SAT: The First NP-Complete Problem

```
Input: A boolean formula \varphi consisting of:

n boolean variables x_1, x_2, ..., x_n

m boolean connectives: \wedge (AND), \vee (OR), \neg (NOT), \leftrightarrow (iff),

\rightarrow (implication), ... (can be others)
```

and parantheses

Output: Is φ satisfiable?

I.e., are there true/false values to  $x_i$  that make  $\varphi$  true?

### Example SAT Formulas

$$\varphi = (x_1 \rightarrow x_2) \land \neg x_2$$

Q: Is this satisfiable?

| <b>X</b> <sub>1</sub> | <b>X</b> <sub>2</sub> | $(x_1 \rightarrow x_2) \land \neg x_2$ |
|-----------------------|-----------------------|--|
| 0                     | 0                     | 1                                      |
| 0                     | 1                     | 0                                      |
| 1                     | 0                     | 0                                      |
| 1                     | 1                     | 0                                      |

#### Example SAT Formulas

$$\varphi = (x_1 \rightarrow x_2) \land \neg x_2$$

Q: Is this satisfiable?

| <b>X</b> <sub>1</sub> | <b>X</b> <sub>2</sub> | $(x_1 \rightarrow x_2) \land \neg x_2$ |
|-----------------------|-----------------------|--|
| 0                     | 0                     | 1                                      |
| 0                     | 1                     | 0                                      |
| 1                     | 0                     | 0                                      |
| 1                     | 1                     | 0                                      |

### Example SAT Formulas

$$\varphi = (x_1 \rightarrow \neg x_2) \land \neg x_2$$

Q: Is this satisfiable?

| <b>X</b> <sub>1</sub> | <b>X</b> <sub>2</sub> | $(x_1 \rightarrow \neg x_2) \land \neg x_2$ |
|-----------------------|-----------------------|---|
| 0                     | 0                     | 1   |
| 0                     | 1                     | 0   |
| 1                     | 0                     | 1   |
| 1                     | 1                     | 0   |

#### Example SAT Formula

$$\varphi = (x_1 \rightarrow \neg x_2) \land \neg x_2$$

Q: Is this satisfiable?

| X <sub>1</sub> | <b>X</b> <sub>2</sub> | $(x_1 \rightarrow \neg x_2) \land \neg x_2$ |
|----------------|-----------------------|---|
| 0              | 0                     | 1   |
| 0              | 1                     | 0   |
| 1              | 0                     | 0   |
| 1              | 1                     | 0   |

#### Example SAT Formula

$$\varphi = ((x_1 \land x_2 \land x_3) \longleftrightarrow (\neg x_1 \land x_3))$$

Q: Is this satisfiable?

A: No

| <b>X</b> <sub>1</sub> | $X_2$ | <b>X</b> <sub>3</sub> | φ |
|-----------------------|-------|-----------------------|---|
| 0                     | 0     | 0                     | 0 |
| 0                     | 0     | 1                     | 0 |
| 0                     | 1     | 0                     | 0 |
| 0                     | 1     | 1                     | 0 |
| 1                     | 0     | 0                     | 0 |
| 1                     | 0     | 1                     | 0 |
| 1                     | 1     | 0                     | 0 |
| 1                     | 1     | 1                     | 0 |

#### Recall 2 Criteria For NP-Completeness

- 1. C\* has to be in NP.
- 2. Every other NP problem has to reduce to C\*.

## Criterion 1: Why is SAT in NP?

Can verify a solution  $X^* = (x_1 = 0/1, ...., x_n = 0/1)$  is linear time!

Just check if X\* makes φ true!

# Criterion 2: Why does every NP problem reduce to SAT?

Method 1: Cook-Levin Theorem (1971)

(Won't show in class)

Method 2: Or you can show another known NP-

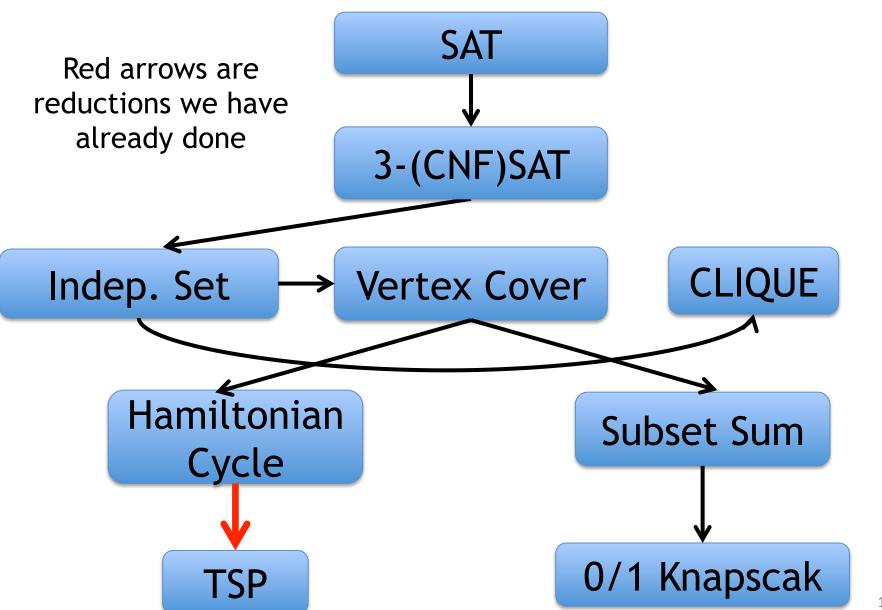
Complete problem, e.g., CIRCUIT-SAT,

reduces to SAT

(Also won't show in class)

Instead will show some reductions across another set of problems (all NP-Complete)

#### Reductions Tree

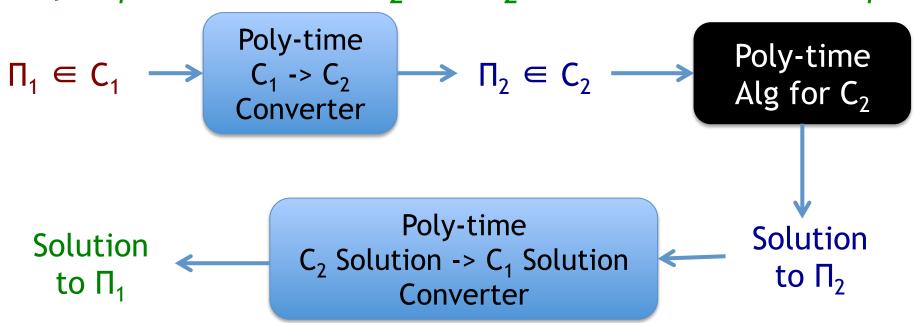


#### Recall Reductions: Showing C<sub>2</sub> is as hard as C<sub>1</sub>

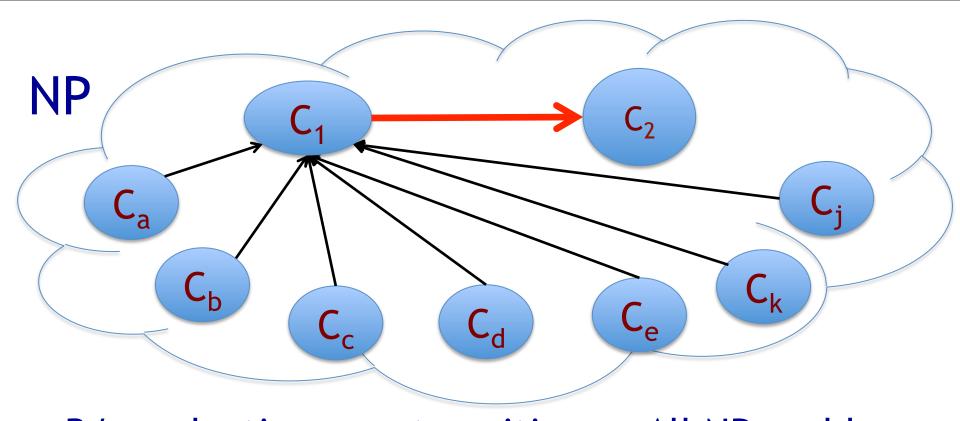
What does it mean for problem  $C_2$  to be as hard as  $C_1$ ?

Definition:  $C_1$  reduces to  $C_2$ ,  $(C_1 \le_p C_2)$ , if given a polytime algorithm for  $C_2$ , we can solve  $C_1$  in poly-time.

If  $C_1$  reduces to  $C_2 => C_2$  is "as hard as"  $C_1$ 



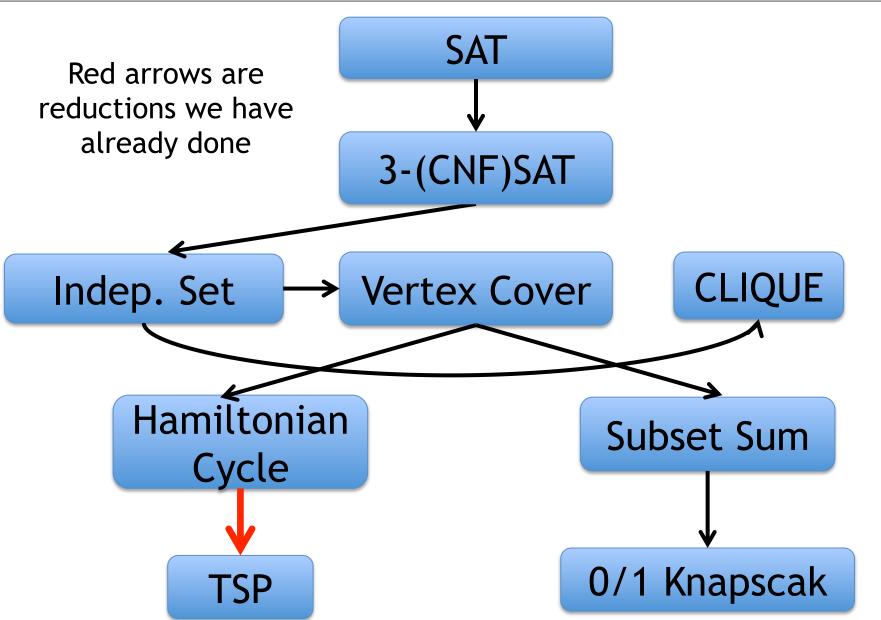
## An NP-complete C<sub>1</sub> reducing to C<sub>2</sub>



B/c reductions are transitive => All NP problems reduce to C<sub>2</sub>

# Therefore C<sub>2</sub> is also NP-complete!

#### Reductions Tree

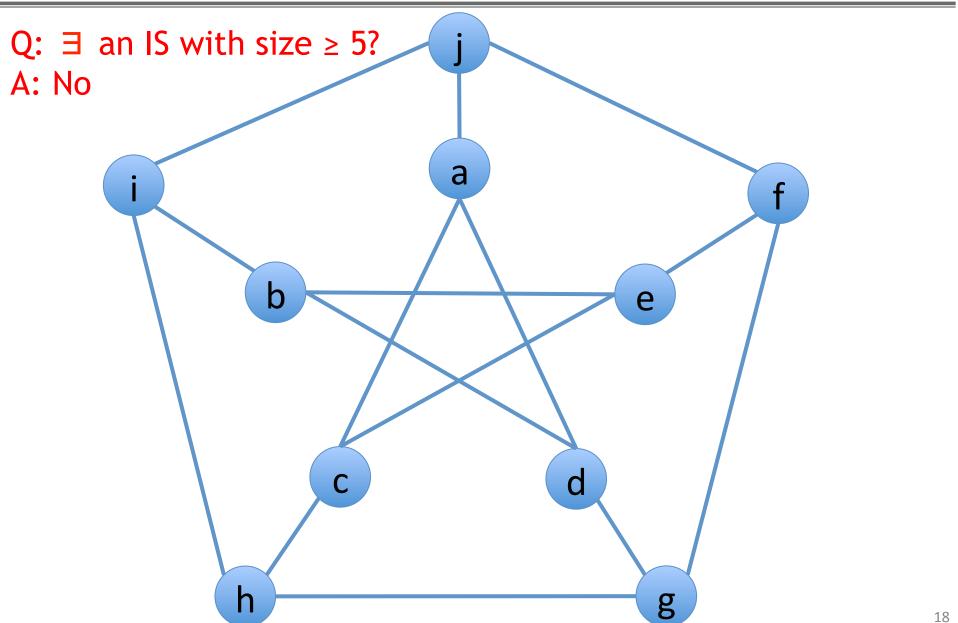


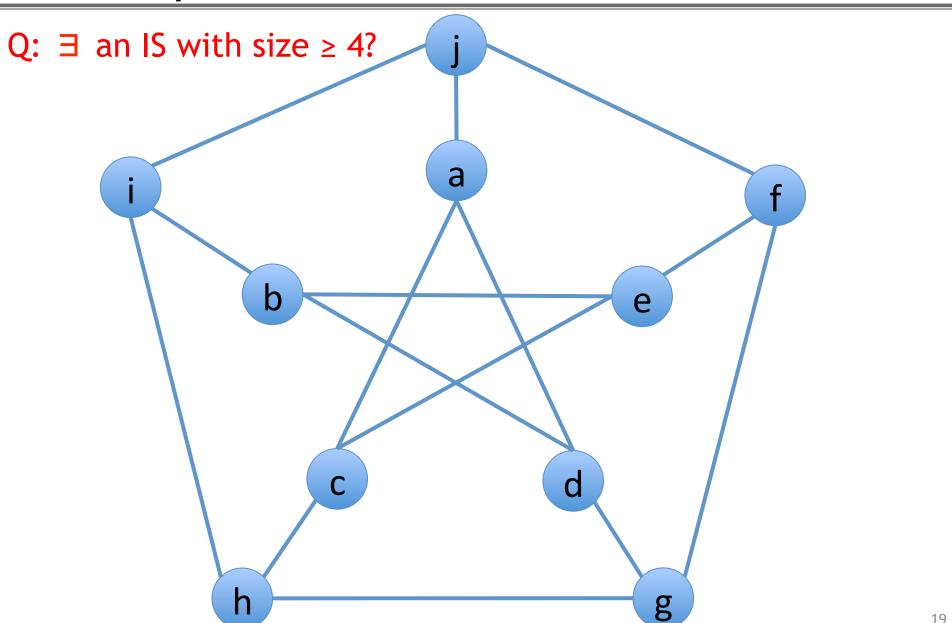
### Independent Set (IS)

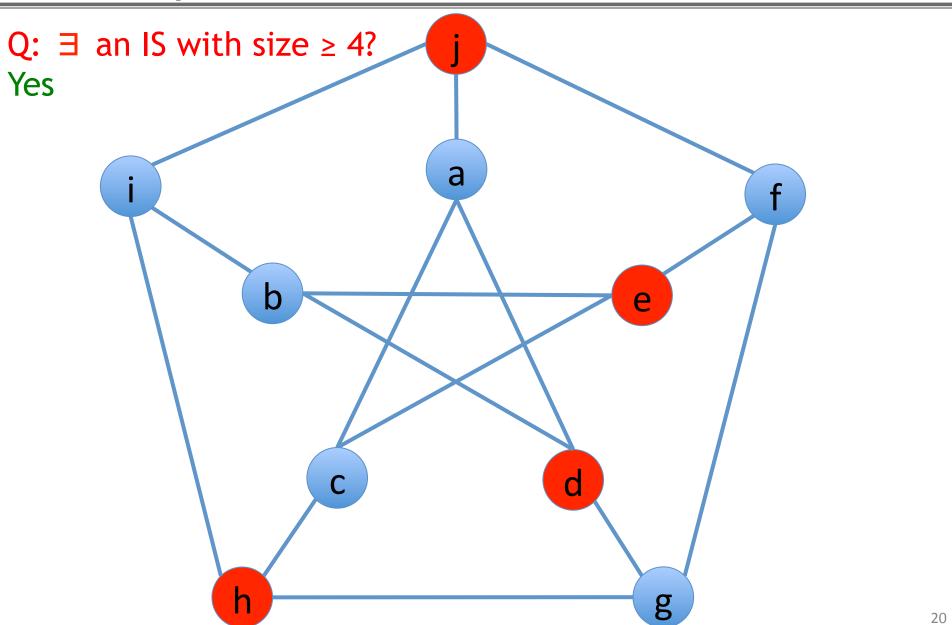
Input: undirected graph G=(V, E) & an integer kOutput: "yes" iff  $\exists$  subset  $S \subseteq V$  of size  $\geq k$  s.t.

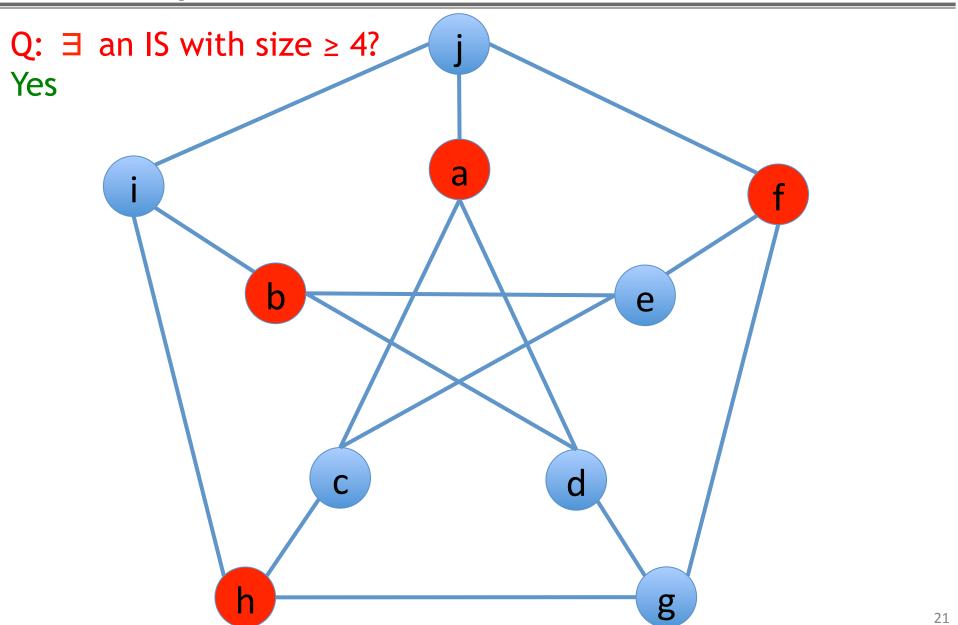
no pair of vertices in S have an edge, i.e.,  $\nexists (u, v) \in E$  s.t.  $u \in S$  and  $v \in S$ 

Recall: We solved this in linear time on line graphs!









## Vertex Cover (VC)

Input: undirected graph G=(V, E) & an integer k

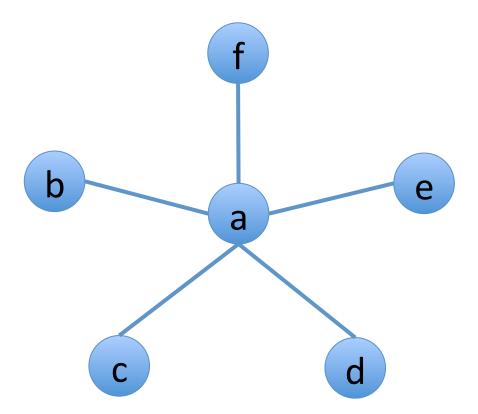
Output: "yes" iff  $\exists$  subset  $S \subseteq V$  of size  $\leq k$  s.t.

 $\forall (u, v) \in E$ , either  $u \in S$  or  $v \in S$ 

(each edge is "covered" by at least one vertex  $\subseteq$  S)

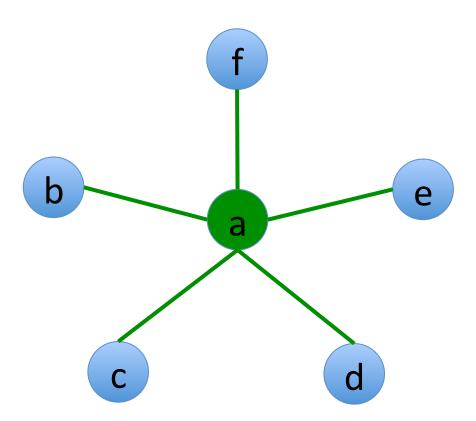
## VC Example

#### Q: $\exists$ a VS with size $\leq$ 1?



## VC Example

#### Q: $\exists$ a VS with size $\leq$ 1?



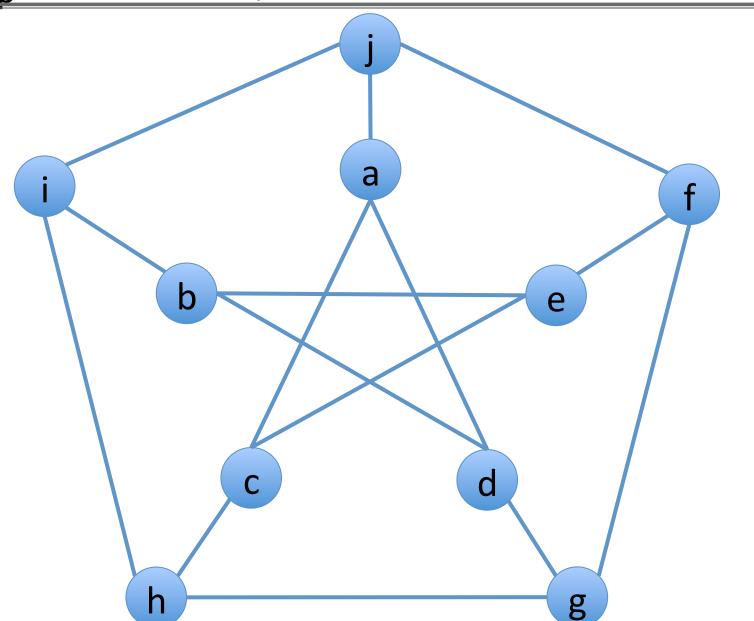
## IS ≤<sub>D</sub> VC Proof Idea

∃ an IS S with size = k

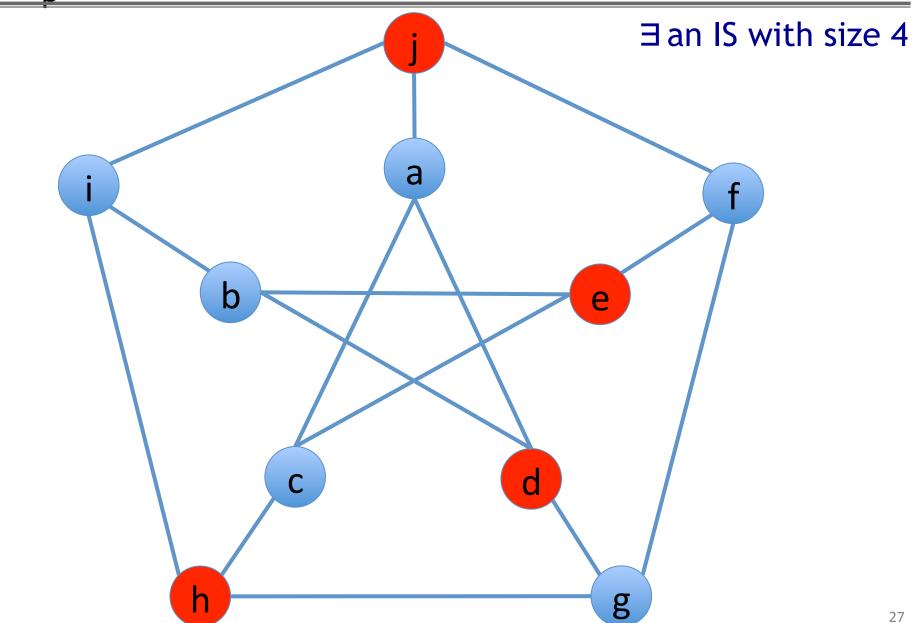
iff∃ an VC with size = n-k

Just take S<sup>C</sup> = V-S!

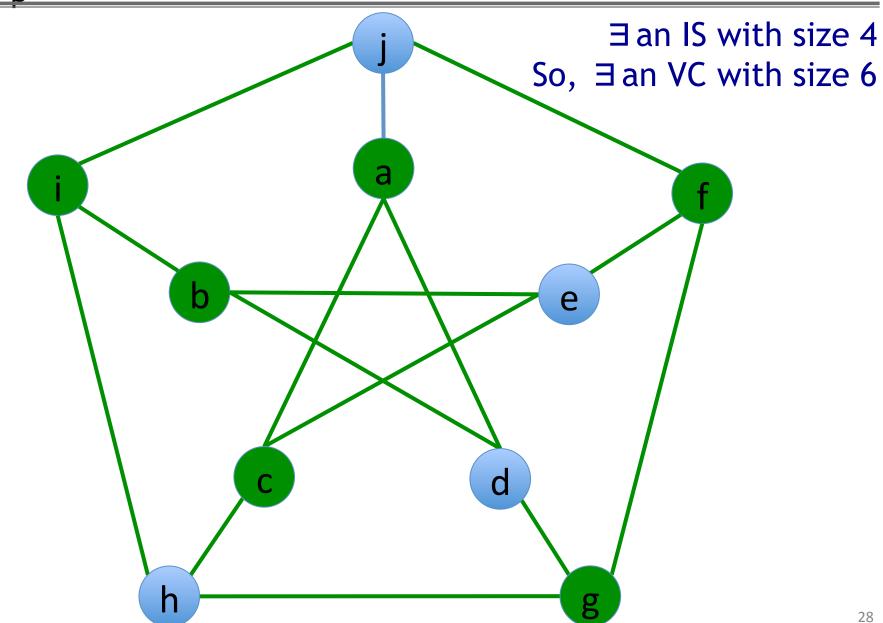
# IS ≤<sub>D</sub> VC Proof by Picture



# IS ≤<sub>D</sub> VC Proof by Picture

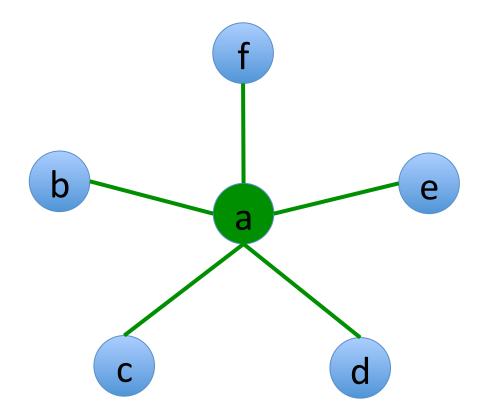


# IS ≤<sub>D</sub> VC Proof by Picture



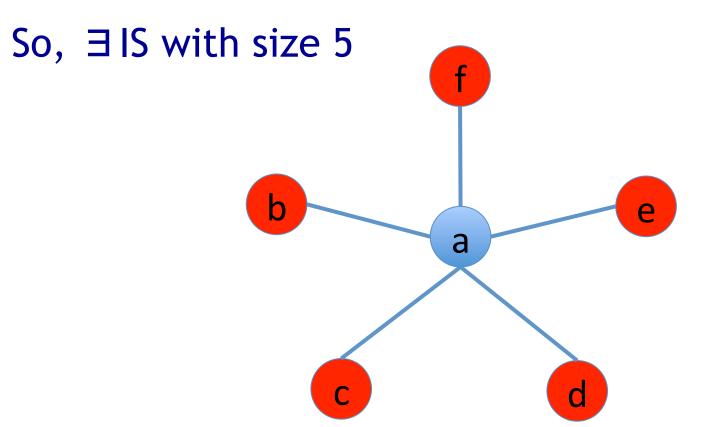
## IS ≤<sub>D</sub> VC Proof by Picture (Reverse)

#### ∃a VS with size 1



## IS ≤<sub>D</sub> VC Proof by Picture (Reverse)

∃a VS with size 1



## IS ≤<sub>p</sub> VC Proof Idea

In general:

 $\exists$  an IS S with size  $\geq$  k

iff∃ an VC with size ≤ n-k

Just take S<sup>C</sup> = V-S!

#### Q: Runtime of our converter from IS to VC?

0(1)

Input to IS: G(V, E), k

Input to VC: G(V, E), n-k

Converter only replaces k with n-k

## IS ≤<sub>D</sub> VC

Let  $X=\{G(V, E), k\}$  be an instance of IS.

Then convert it to  $X = \{G(V, E), n-k\}.$ 

Claim:  $\exists$  an IS of size k in G(V, E) iff

 $\exists$  a VC of size n-k in G(V, E)

Proof:  $\rightarrow$  let S be an IS s.t. |S| = k

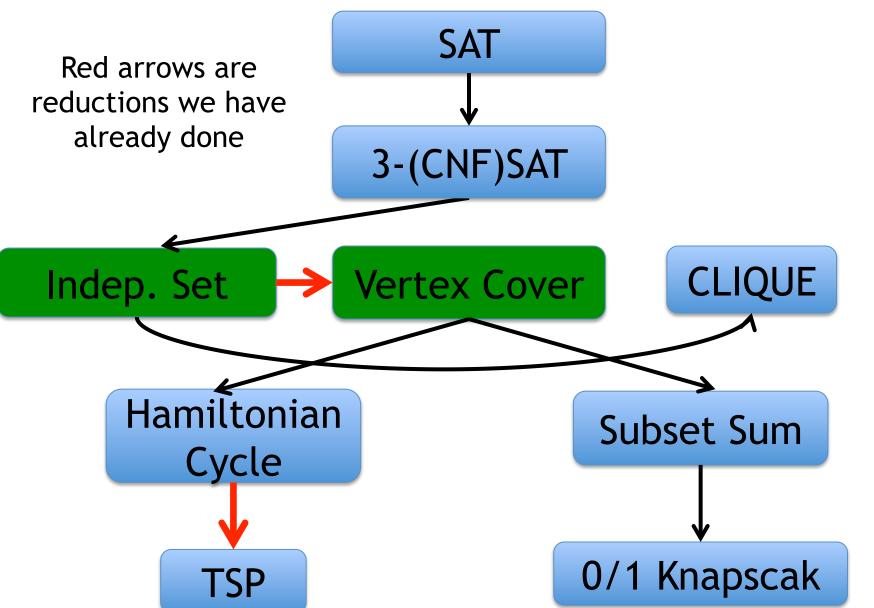
Consider cut (S,  $S^c=V-S$ ). Since S is an IS

 $\forall$  (u, v)  $\in$  E, at least one of u, v both  $\in$  V-S or

Therefore S<sup>C</sup> is a VC of size n-k

← Is similar (exercise)

#### Reductions Tree



#### **CLIQUE**

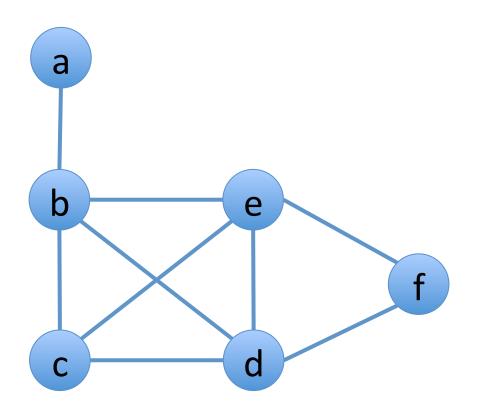
Input: undirected graph G=(V, E) & an integer k

Output: "yes" iff  $\exists$  subset  $S \subseteq V$  of size  $\ge k$  s.t.

 $\forall u, v \text{ s.t } u \text{ \& } v \text{ both } \subseteq S: (u, v) \subseteq E \text{ i.e.}$ 

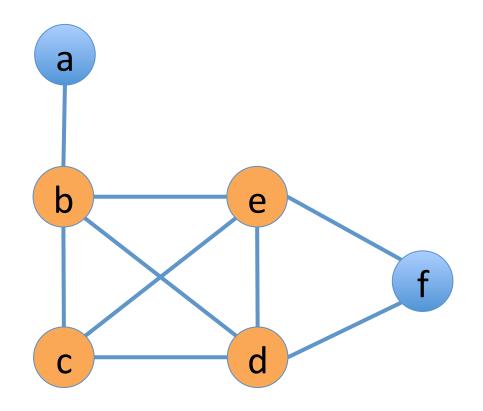
S is a "clique" (all possible edges exist in S)

## **CLIQUE Example**



Q:  $\exists$  an CLIQUE of size  $\geq$  4?

## **CLIQUE Example**



Q:  $\exists$  an CLIQUE of size  $\geq$  4?

A: Yes

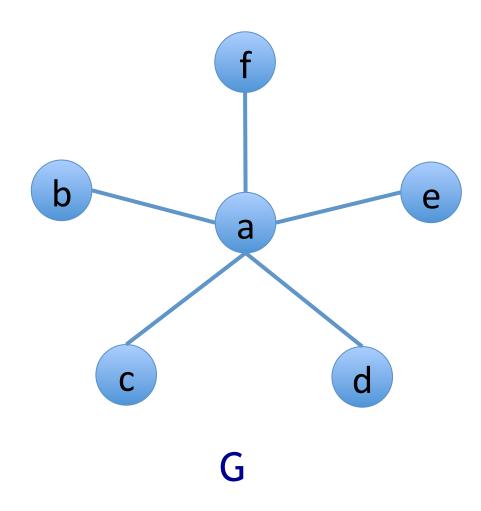
# IS ≤<sub>D</sub> CLIQUE Proof Idea

 $\exists$  an IS S with size = k in G=(V, E)

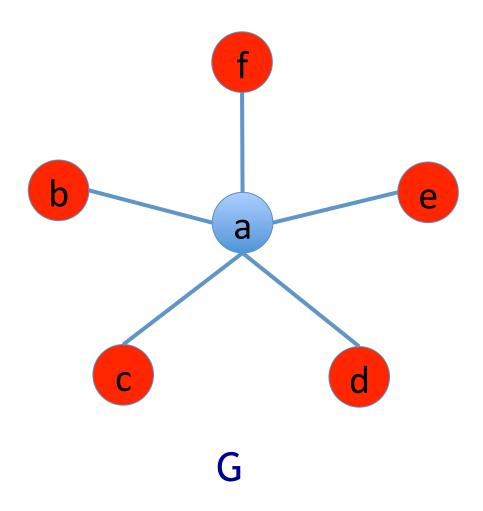
iff  $\exists$  an CLIQUE with size = k in  $G^{c}$ 

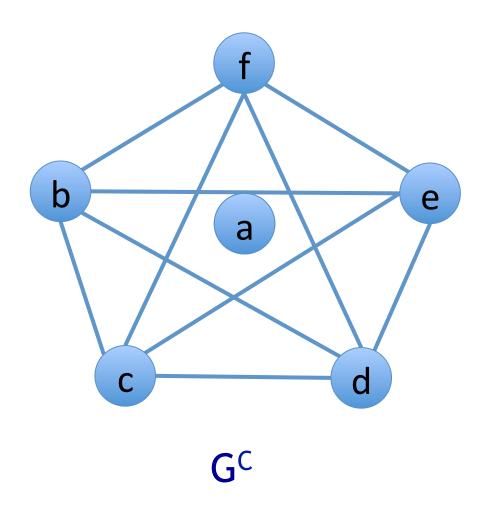
 $(G^{C}=(V, E^{C}), contains missing edges of E)$ 

Just take S in G<sup>C</sup>!

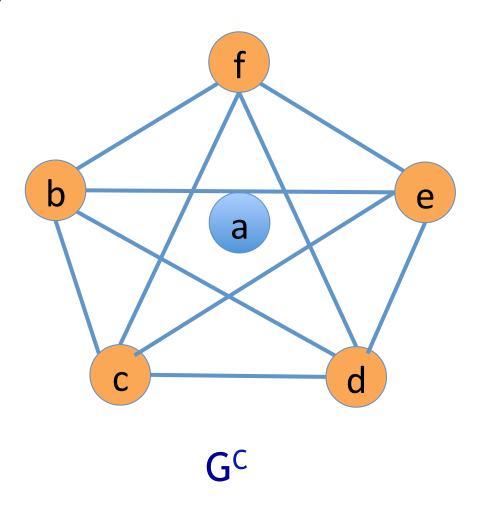


#### ∃an IS with size 5 in G





 $\exists$  an IS with size 5 in G So  $\exists$  a CLIQUE of size 5 in  $G^{C}$ 



# IS ≤<sub>D</sub> CLIQUE Proof Idea

# In general

 $\exists$  an IS S with size  $\geq$  k in G=(V, E)

iff  $\exists$  an CLIQUE with size  $\geq$  k in  $G^{C}$ 

#### Q: Runtime of IS to CLIQUE converter?

 $O(n^2)$ 

Input to IS: G(V, E), k

Input to CLIQUE: G<sup>C</sup>(V, E<sup>C</sup>), k

Converter constructs E<sup>C</sup> by adding missing edges

(there may be at most O(n<sup>2</sup>) of it)

## IS ≤<sub>D</sub> CLIQUE

Let  $X=\{G(V, E), k\}$  be an instance of IS.

Then convert it to  $X = \{G^{C}(V, E^{C}), k\}$ 

where E<sup>C</sup> is the complement of E

Claim:  $\exists$  an IS of size k in G(V, E) iff

 $\exists$  a CLIQUE of size k in  $G^{C}(V, E^{C})$ 

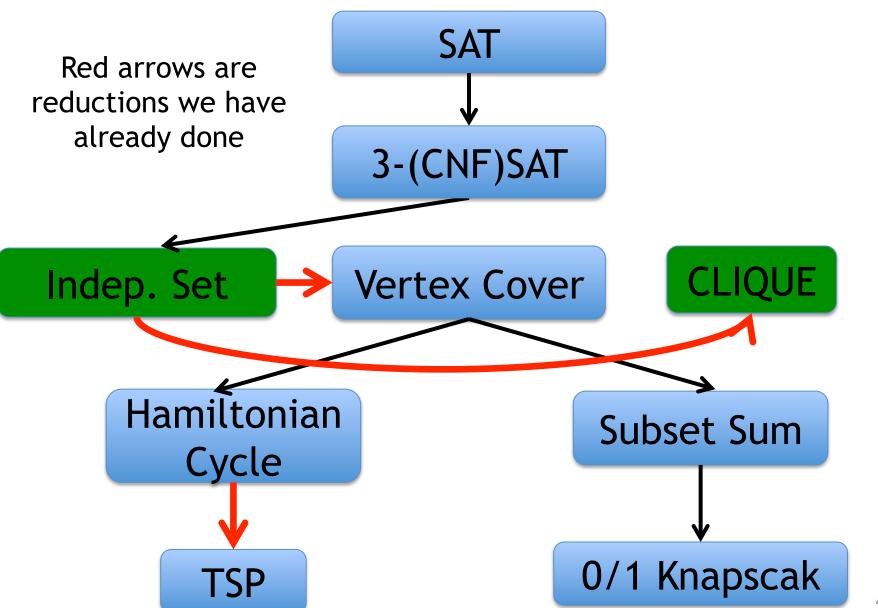
Proof:  $\rightarrow$  let S be an IS s.t. |S| = k

 $\Rightarrow \forall u, v \in S, (u, v) \notin E$ 

 $=> \forall u, v \in S, (u, v) \in E^{C} => S \text{ is a clique in } G^{C}$ 

← is similar (exercise) Important! The reverse argument has to be done!

#### Reductions Tree



#### **3-CNFSAT**

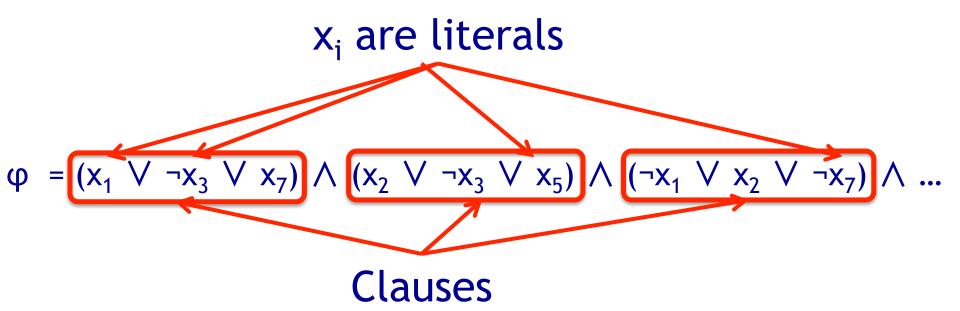
```
Input: A boolean formula φ consisting of:
```

```
n boolean variables x_1, x_2, ..., x_n
m clauses connectives: \land (AND), \lor (OR), \neg (NOT)
and parantheses s.t.
```

- (1) each clause has 3 distinct literals; AND
- (2) φ is in Conjunctive Normal Form

Output: Is φ satisfiable?

### Conjunctive Normal Form



- φ is in CNF: if (1) each clause is an OR of literals or their negations &
  - (2) φ is an AND of clauses
- $\varphi$  is in 3-CNF: if (1)  $\varphi$  is in CNF &
  - (2) clauses have 3 distinct literals

## 3-CNFSAT ≤<sub>D</sub> IS

Goal: Convert a 3CNFSAT formula  $\varphi$  into an IS instance (G,k) s.t.

- 1. Conversion is poly-time; AND
- 2. IS solution to (G, k) tells us whether  $\phi$  is satisfiable or not

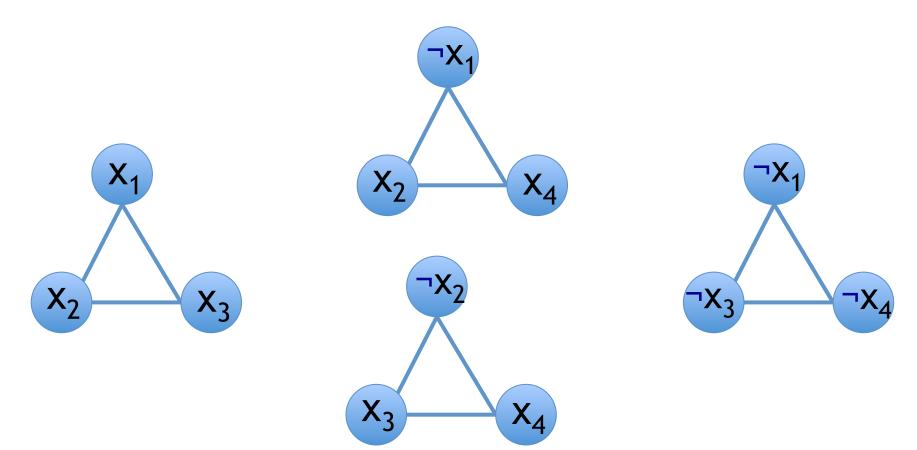
Ex: 
$$\varphi = (x_1 \lor x_2 \lor x_3) \land (\neg x_1 \lor x_2 \lor x_4) \land (\neg x_2 \lor x_3 \lor x_4) \land (\neg x_1 \lor \neg x_3 \lor \neg x_4)$$

How to convert φ into a graph?

#### 3-CNFSAT to IS Converter Step 1

Ex: 
$$\varphi = (x_1 \lor x_2 \lor x_3) \land (\neg x_1 \lor x_2 \lor x_4) \land (\neg x_2 \lor x_3 \lor x_4) \land (\neg x_1 \lor \neg x_3 \lor \neg x_4)$$

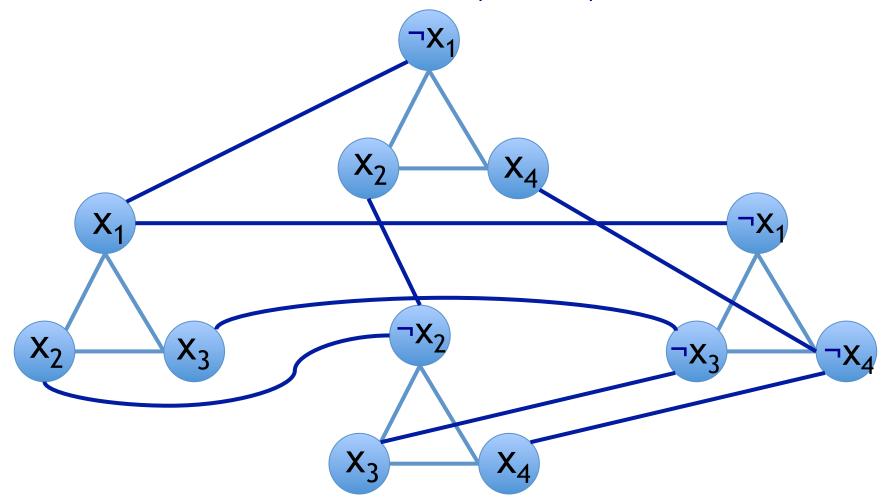
For each clause add 3 vertices with the literals as labels; AND Add each edge between these labels (called "clause gadget")



### 3-CNFSAT to IS Converter Step 2

Ex: 
$$\varphi = (x_1 \lor x_2 \lor x_3) \land (\neg x_1 \lor x_2 \lor x_4) \land (\neg x_2 \lor x_3 \lor x_4) \land (\neg x_1 \lor \neg x_3 \lor \neg x_4)$$

For any two vertices with labels  $x_i$  and  $\neg x_i$ : add another edge



#### Claim about relation of G and $\phi$

Let m be the # clauses in φ

φ is satisfiable

iff∃ an IS with size = m in G

Q: Can there be an IS of size > m in G?

A: No, b/c there are m clause gadgets in G

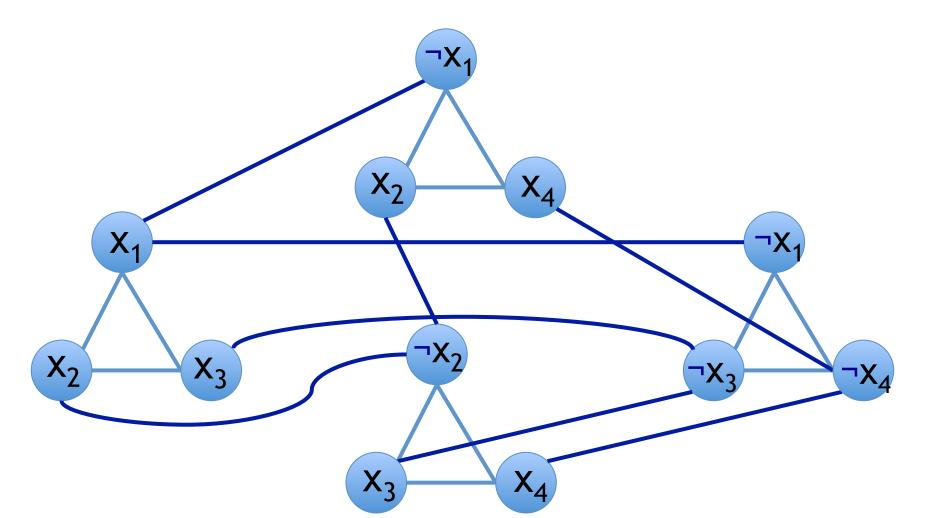
#### Q: Runtime of 3-CNFSAT to IS converter?

O(poly(m))

Constructing clause gadgets takes O(m) time.

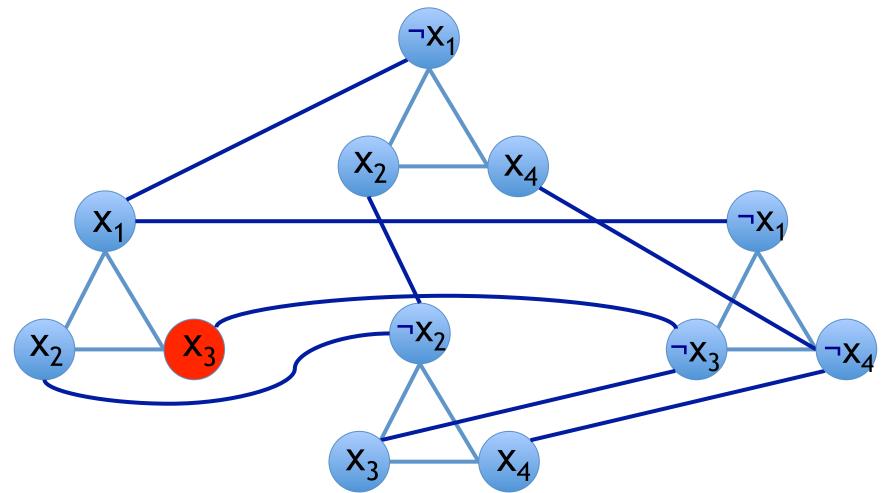
Adding  $(x_i, \neg x_i)$  is also poly-time O(mn).

Ex: 
$$\varphi = (x_1 \lor x_2 \lor x_3) \land \neg x_1 \lor x_2 \lor x_4) \land (\neg x_2 \lor x_3) \lor x_4) \land (\neg x_1 \lor \neg x_3 \lor \neg x_4)$$



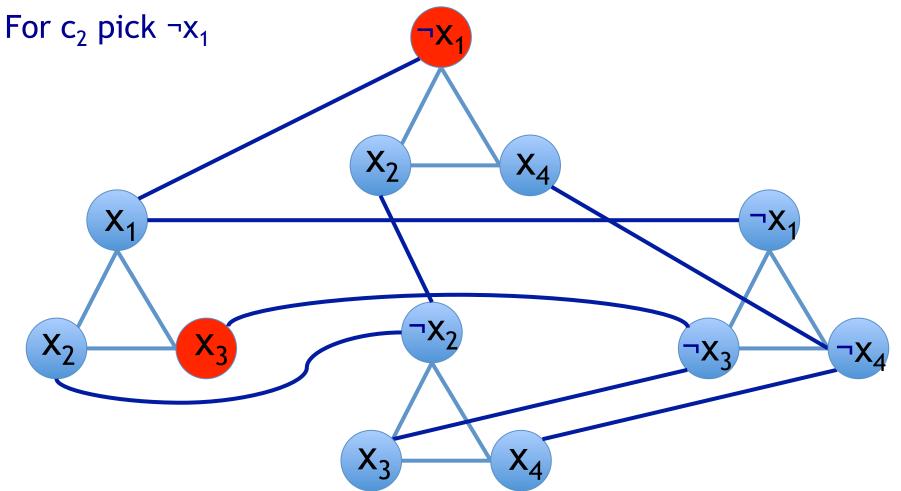
Ex: 
$$\varphi = (x_1 \lor x_2 \lor x_3) \land \neg x_1 \lor x_2 \lor x_4) \land (\neg x_2 \lor x_3) \lor x_4) \land (\neg x_1 \lor \neg x_3 \lor \neg x_4)$$

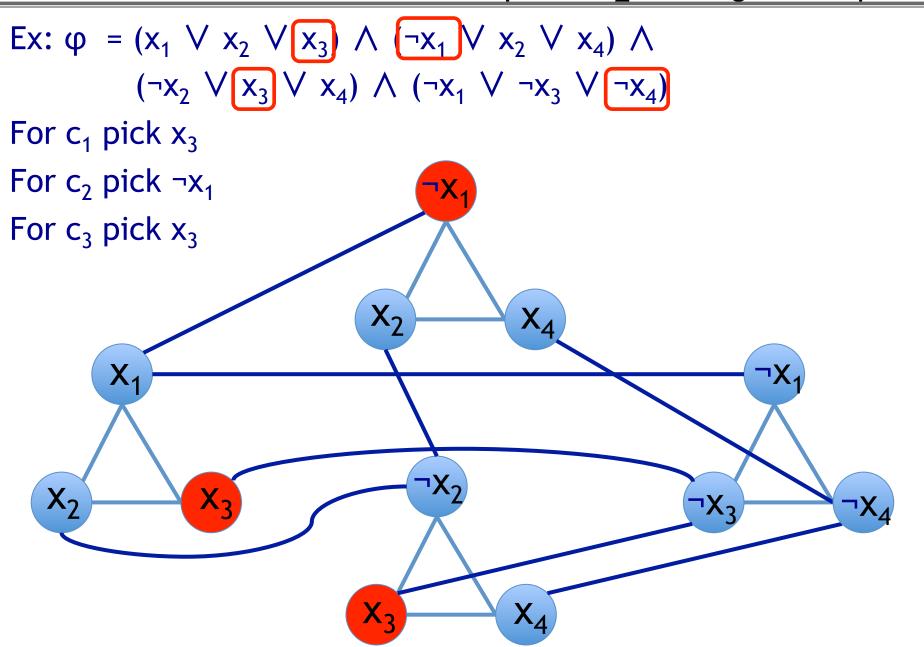
For  $c_1$  pick  $x_3$ 

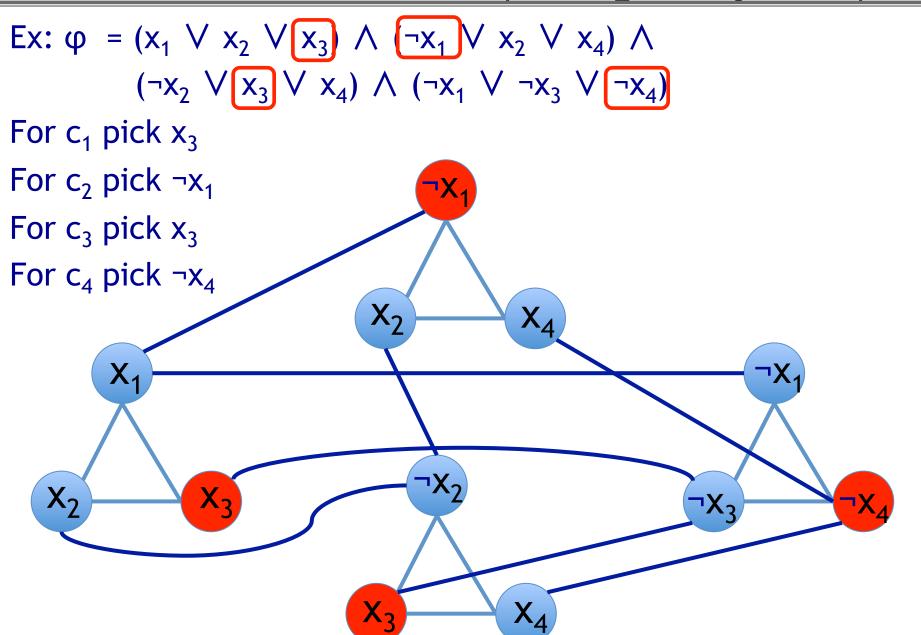


Ex: 
$$\varphi = (x_1 \lor x_2 \lor x_3) \land \neg x_1 \lor x_2 \lor x_4) \land (\neg x_2 \lor x_3) \lor (\neg x_1 \lor \neg x_3 \lor \neg x_4)$$

For c<sub>1</sub> pick x<sub>3</sub>







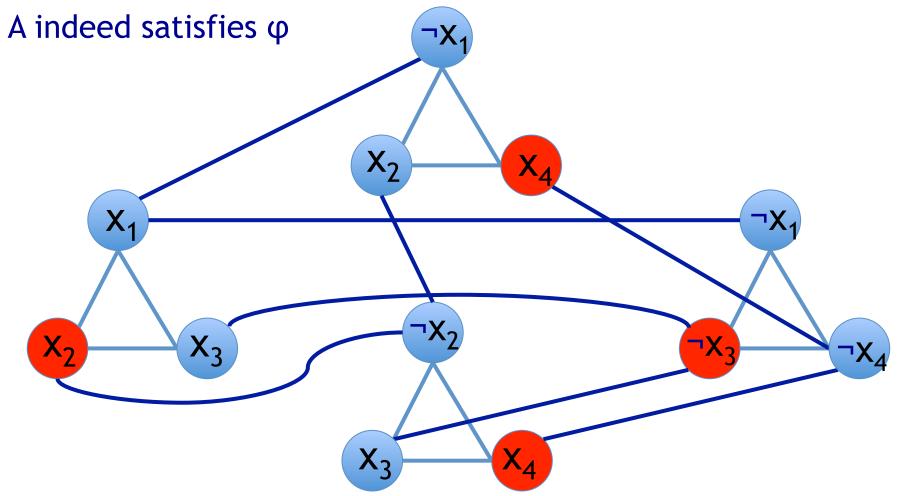
#### Left Direction: if $\varphi$ is sat -> $\exists$ m-size IS

If  $\varphi$  is satisfiable, i.e.,  $\exists$  assignment A satisfying  $\varphi$ for each clause:  $\exists$  at least one True literal  $(x_i \text{ or } \neg x_i)$ Pick one of those literals arbitrarily in each clause. Claim: vertices in G of these literals are independent B/c we picked 1 from each gadget and we cannot have picked an  $x_i$  and  $\neg x_i$  at the same time

# Right Dir: IS = $\{x_2 \in c_1, x_4 \in c_2, x_4 \in c_3, \neg x_3 \in c_4\}$

Ex: 
$$\varphi = (x_1 \lor x_2 \lor x_3) \land (\neg x_1 \lor x_2 \lor x_4) \land (\neg x_2 \lor x_3 \lor x_4) \land (\neg x_1 \lor \neg x_3 \lor \neg x_4)$$

 $A=x_1=t/f$ ;  $x_2=t$ ;  $x_3=f$ ;  $x_4=t$ ;



60

## Right Direction: if $\exists$ m-size IS -> $\varphi$ is sat

If ∃ m-size IS S in G

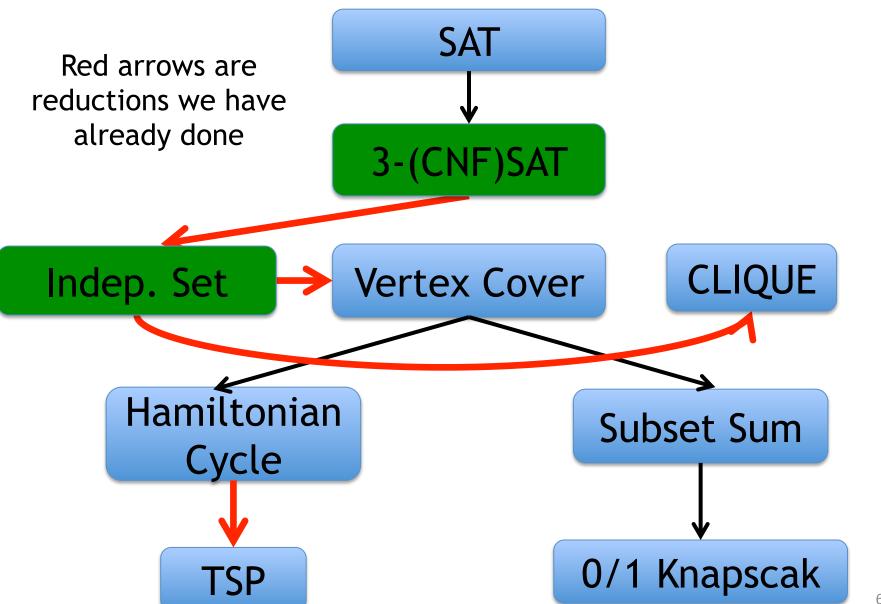
- => Each  $x_i$  (or  $\neg x_i$ )  $\subseteq$  S is in separate clause gadget
- (b/c within each gadget all vertices are connected)
- $\Rightarrow$  Let **A** be s.t. we set each  $x_i$  (or  $\neg x_i$ )  $\subseteq$  S to True
- Note we cannot set  $x_i$  and  $\neg x_i$  to True simultaneously
- → Assign non-assigned literals v. (or ¬v.) arbitrarily

b/c in G, there is an edge between each  $(x_i, \neg x_i)$ .

- $\Rightarrow$  Assign non-assigned literals  $x_i$  (or  $\neg x_i$ ) arbitrarily
- $\Rightarrow$  Claim: A satisfies  $\varphi$  b/c by construction there is

at least one literal in each clause that's T

#### Reductions Tree



#### Subset Sum

Input: A set of X: $\{x_1, x_2, ..., x_n\}$  of integers and a target t

Output: YES if  $\exists S \subseteq X$  s.t sum of S's elements equals exactly t

#### Example:

```
X = {1, 4, 16, 64, 256, 1040, 1041, 1093, 1284, 1344}
t = 3754
```

YES: S = {1, 16, 64, 1040, 1093, 1284}

# Subset Sum ≤<sub>D</sub> 0-1 Knapsack

Goal: Take Subset Sum instance  $\{x_1, ..., x_n\}$ , t Turn into a 0-1 Knapsack Instance:

$$A=\{v_1, ..., v_n\}, B=\{w_1, ..., w_n\}, W$$

Note: 0-1 Knapsack-DECISION: n items, W, V

∃a set of items with weight ≤ W

and value ≥ V

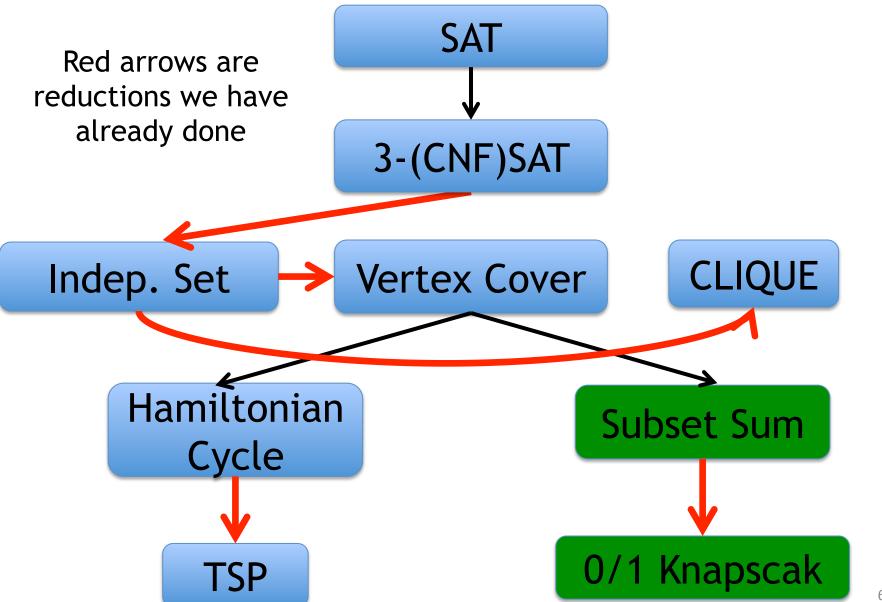
Idea:  $A=\{x_1, ..., x_n\}, B=\{x_1, ..., x_n\}, W=t, V=t\}$ 

Make each item s.t 1 weight always equal 1 value.

Ask if we can pack into a knapsack of size t, value at least t

Note value can't be > t because each weight has 1 value

#### Reductions Tree



### Recall Vertex Cover (VC)

Input: undirected graph G=(V, E) & an integer k

Output: "yes" iff  $\exists$  subset  $S \subseteq V$  of size  $\leq k$  s.t.

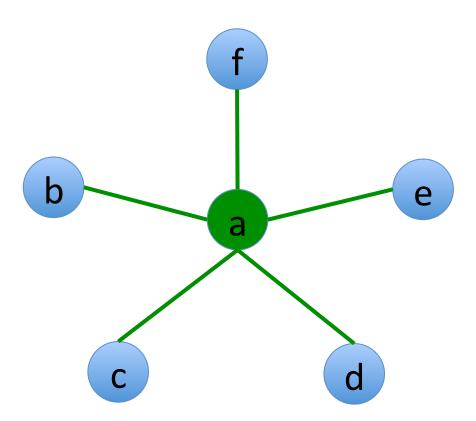
 $\forall (u, v) \in E$ , either  $u \in S$  or  $v \in S$ 

(each edge is "covered" by at least one vertex  $\subseteq$  S)

### VC Example

#### Q: $\exists$ a VS with size $\leq$ 1?

A: Yes



# Vertex Cover ≤<sub>D</sub> Subset Sum

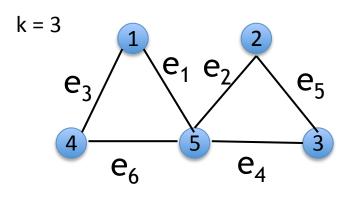
Goal: Take VC instance G, k

Turn into a Subset Sum Instance:

$$X = \{x_1, ..., x_n\}, t s.t$$

 $\exists$  a VC of size  $\leq$  k  $\leftrightarrow$   $\exists$  S  $\subseteq$  X s.t. sum of S equal exactly t

# Vertex Cover ≤<sub>D</sub> Subset Sum

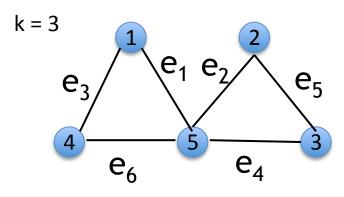


#### **Interpretations:**

v<sub>i</sub> are vertices
y<sub>i</sub> will be "place holders"

|                       |   | e <sub>1</sub> | $e_2$ | $e_3$ | $e_4$ | $e_5$ | $e_6$ | decimal |
|-----------------------|---|----------------|-------|-------|-------|-------|-------|---------|
| V <sub>1</sub>        | 1 | 1              | 0     | 1     | 0     | 0     | 0     | 5184    |
| <b>v</b> <sub>2</sub> | 1 | 0              | 1     | 0     | 0     | 1     | 0     | 4356    |
| <b>V</b> <sub>3</sub> | 1 | 0              | 0     | 0     | 1     | 1     | 0     | 4116    |
| $V_4$                 | 1 | 0              | 0     | 1     | 0     | 0     | 1     | 4161    |
| <b>V</b> <sub>5</sub> | 1 | 1              | 1     | 0     | 1     | 0     | 1     | 5393    |
| y <sub>1</sub>        | 0 | 1              | 0     | 0     | 0     | 0     | 0     | 1024    |
| <b>y</b> <sub>2</sub> | 0 | 0              | 1     | 0     | 0     | 0     | 0     | 256     |
| <b>y</b> <sub>3</sub> | 0 | 0              | 0     | 1     | 0     | 0     | 0     | 64      |
| y <sub>4</sub>        | 0 | 0              | 0     | 0     | 1     | 0     | 0     | 16      |
| <b>y</b> <sub>5</sub> | 0 | 0              | 0     | 0     | 0     | 1     | 0     | 4       |
| y <sub>6</sub>        | 0 | 0              | 0     | 0     | 0     | 0     | 1     | 1       |
| t                     | 3 | 2              | 2     | 2     | 2     | 2     | 2     | 15018   |

## Vertex Cover ≤<sub>D</sub> Subset Sum

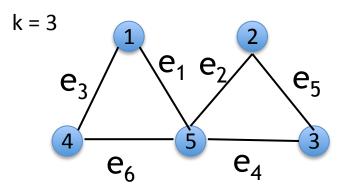


#### **Interpretations:**

v<sub>i</sub> are vertices
y<sub>i</sub> will be "place holders"
1st Clmn: will force to
select exactly k items

|                       |   | e <sub>1</sub> | $e_2$ | $e_3$ | $e_4$ | $e_5$ | $e_6$ | decimal |
|-----------------------|---|----------------|-------|-------|-------|-------|-------|---------|
| <b>v</b> <sub>1</sub> | 1 | 1              | 0     | 1     | 0     | 0     | 0     | 5184    |
| <b>v</b> <sub>2</sub> | 1 | 0              | 1     | 0     | 0     | 1     | 0     | 4356    |
| <b>V</b> <sub>3</sub> | 1 | 0              | 0     | 0     | 1     | 1     | 0     | 4116    |
| V <sub>4</sub>        | 1 | 0              | 0     | 1     | 0     | 0     | 1     | 4161    |
| V <sub>5</sub>        | 1 | 1              | 1     | 0     | 1     | 0     | 1     | 5393    |
| y <sub>1</sub>        | 0 | 1              | 0     | 0     | 0     | 0     | 0     | 1024    |
| <b>y</b> <sub>2</sub> | 0 | 0              | 1     | 0     | 0     | 0     | 0     | 256     |
| <b>y</b> <sub>3</sub> | 0 | 0              | 0     | 1     | 0     | 0     | 0     | 64      |
| <b>y</b> <sub>4</sub> | 0 | 0              | 0     | 0     | 1     | 0     | 0     | 16      |
| <b>y</b> <sub>5</sub> | 0 | 0              | 0     | 0     | 0     | 1     | 0     | 4       |
| y <sub>6</sub>        | 0 | 0              | 0     | 0     | 0     | 0     | 1     | 1       |
| t                     | 3 | 2              | 2     | 2     | 2     | 2     | 2     | 15018   |

## Vertex Cover ≤<sub>n</sub> Subset Sum



#### **Interpretations:**

v<sub>i</sub> are vertices
y<sub>i</sub> will be "place holders"
1st Clmn: will force to
select exactly k items
each v<sub>i</sub> row: adjacent
edges of v<sub>i</sub>

Interpret numbers as base k+1 (in example = 4)

|                       |   | $e_1$ | $e_2$ | $e_3$ | $e_4$ | e <sub>5</sub> | $e_6$ | decimal |
|-----------------------|---|-------|-------|-------|-------|----------------|-------|---------|
| $V_1$                 | 1 | 1     | 0     | 1     | 0     | 0              | 0     | 5184    |
| v <sub>2</sub>        | 1 | 0     | 1     | 0     | 0     | 1              | 0     | 4356    |
| V <sub>3</sub>        | 1 | 0     | 0     | 0     | 1     | 1              | 0     | 4116    |
| $V_4$                 | 1 | 0     | 0     | 1     | 0     | 0              | 1     | 4161    |
| <b>V</b> <sub>5</sub> | 1 | 1     | 1     | 0     | 1     | 0              | 1     | 5393    |
| y <sub>1</sub>        | 0 | 1     | 0     | 0     | 0     | 0              | 0     | 1024    |
| y <sub>2</sub>        | 0 | 0     | 1     | 0     | 0     | 0              | 0     | 256     |
| <b>y</b> <sub>3</sub> | 0 | 0     | 0     | 1     | 0     | 0              | 0     | 64      |
| y <sub>4</sub>        | 0 | 0     | 0     | 0     | 1     | 0              | 0     | 16      |
| y <sub>5</sub>        | 0 | 0     | 0     | 0     | 0     | 1              | 0     | 4       |
| y <sub>6</sub>        | 0 | 0     | 0     | 0     | 0     | 0              | 1     | 1       |
| t                     | 3 | 2     | 2     | 2     | 2     | 2              | 2     | 15018   |

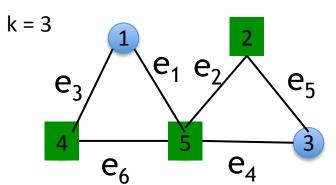
#### Claim

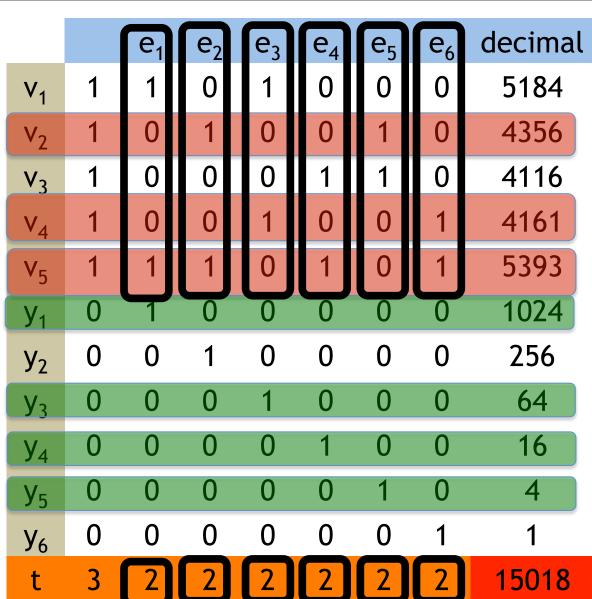
 $\exists \ VC \ C \ of \ size \le k \leftrightarrow \exists \ S \subseteq X \ with \ sum \ 15018$ 

#### $\exists$ VC C of size $\leq$ k $\rightarrow$ $\exists$ S $\subseteq$ X with sum 15018

- 1) Complete C to size exactly k by adding any k-|C| vertices.
- 2) Fix missing digits by adding Y rows

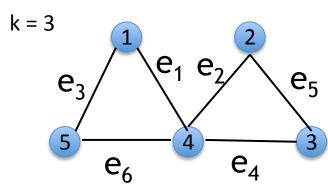
{4356, 4161, 5393, 1024, 64, 16, 4} add up to 15018

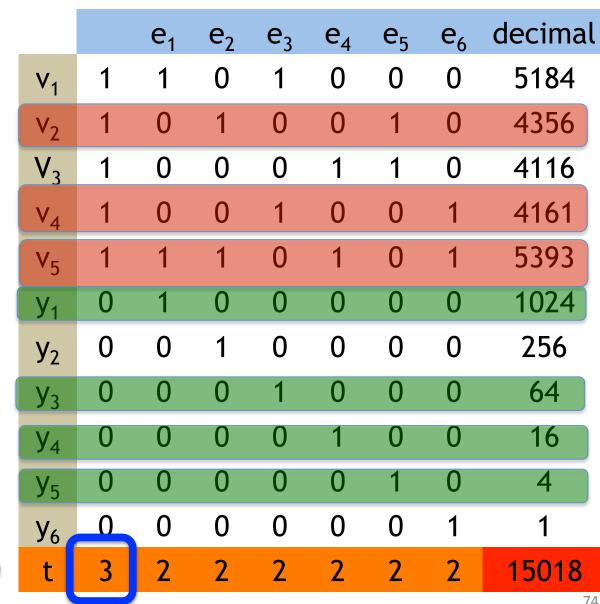




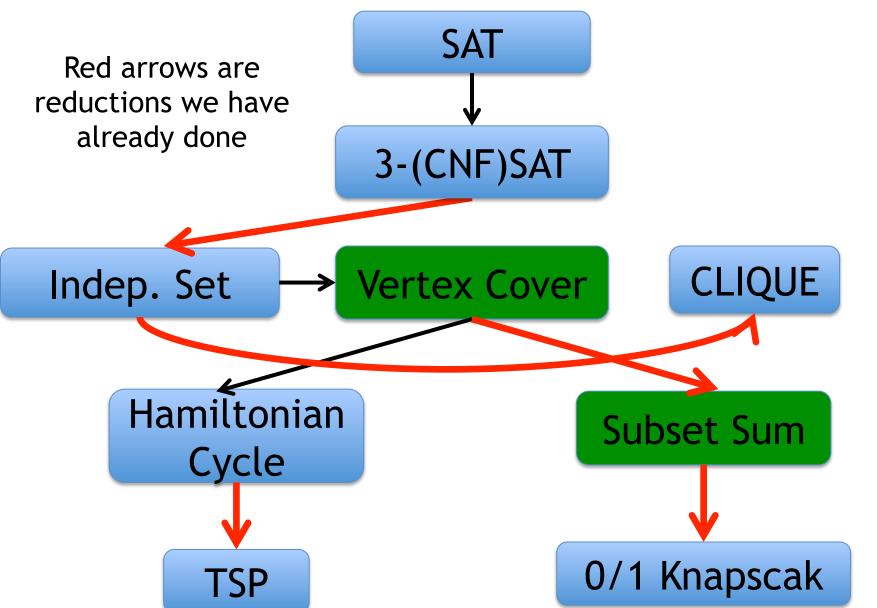
#### $\exists$ VC C of size $\leq$ k $\leftarrow$ $\exists$ S $\subseteq$ X with sum 15018

Suppose S sums to t. Let  $C = S \cap V$  (red rows) 1) each e<sub>i</sub> has 3 1's, so no carry overs 2) |C| = k (b/c the first digit is k 3) C is a VC b/c at least one  $v_i \in C$  must contribute a 1 to each "column" e<sub>i</sub>, i.e., covers e<sub>i</sub>.





#### Previous Reductions Tree



#### Your Problem is NP-complete. Now What?

- Option 1: Focus to special-case inputs.
  - Ex: Independent Set is NP-complete.
  - Focusing on line graphs, had a O(n) DP alg.
- Option 2: Find an approximate answer.
  - Will show a very simple algorithm for 0-1 Knapsack.
- Option 3: Be exponential time but better than bruteforce search.
  - 0-1 Knapscak O(nW) runtime DP algorihm.
- Option 4: Heuristics: fast algorithms that are not always correct (or even approximate)
- Option 5: Mix some of these options

#### Dealing With NP-complete Problems

For NP-complete Problems

the algorithmic tools in our toolbox can

be used as is.

But we have to give up something:

(1) generality, (2) exactness, or

(3) efficiency.