CSE 531B: Algorithm Analysis and Design (Spring 2025)

NP-Completeness

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NP-Completeness Theory

- The topics we discussed so far are positive results: how to design efficient algorithms for solving a given problem.
- NP-Completeness provides negative results: some problems can not be solved efficiently.

Q: Why do we study negative results?

NP-Completeness Theory

- The topics we discussed so far are positive results: how to design efficient algorithms for solving a given problem.
- NP-Completeness provides negative results: some problems can not be solved efficiently.

Q: Why do we study negative results?

- A given problem X cannot be solved in polynomial time.
- Without knowing it, you will have to keep trying to find polynomial time algorithm for solving X. All our efforts are doomed!

Efficient = Polynomial Time

- Polynomial time: $O(n^k)$ for any constant $k > 0$
- Example: $O(n), O(n^2), O(n^{2.5}\log n), O(n^{100})$
- Not polynomial time: $O(2^n), O(n^{\log n})$

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Reason for Efficient = Polynomial Time

- For natural problems, if there is an $O(n^k)$-time algorithm, then k is small, say 4
- A good cut separating problems: for most natural problems, either we have a polynomial time algorithm, or the best algorithm runs in time $\Omega(2^{n^c})$ for some c
- Do not need to worry about the computational model

Outline

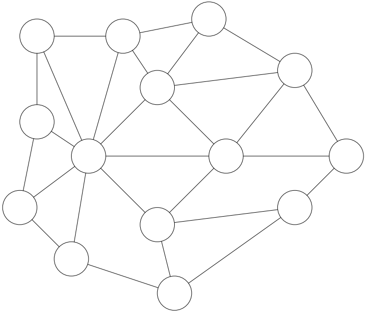
Example: Hamiltonian Cycle Problem

Def. Let G be an undirected graph. A Hamiltonian Cycle (HC) of G is a cycle C in G that passes each vertex of G exactly once.

Hamiltonian Cycle (HC) Problem

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

Output: whether G contains a Hamiltonian cycle



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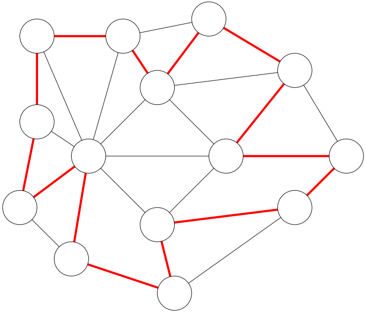

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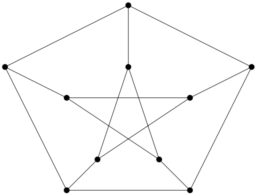

- The graph is called the Petersen Graph. It has no HC.

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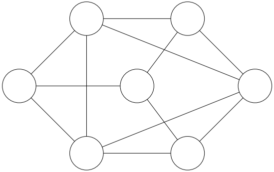
- Far away from polynomial time
- HC is NP-hard: it is unlikely that it can be solved in polynomial time.

Maximum Independent Set Problem

Def. An independent set of $G = (V, E)$ is a subset $I \subseteq V$ such that no two vertices in I are adjacent in G.



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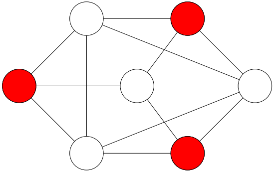

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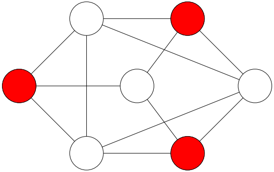

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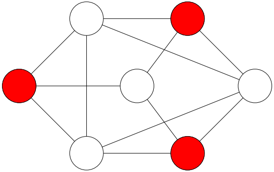

Maximum Independent Set Problem

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

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- Maximum Independent Set is NP-hard

Formula Satisfiability

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Input: boolean formula with n variables, with $\vee, \wedge, \neg$ operators.

Output: whether the boolean formula is satisfiable

- Example: $\neg((\neg x_1 \wedge x_2) \vee (\neg x_1 \wedge \neg x_3) \vee x_1 \vee (\neg x_2 \wedge x_3))$ is not satisfiable
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Def. A problem X is called a decision problem if the output is either 0 or 1 (yes/no).

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Fact For each optimization problem X, there is a decision version X' of the problem. If we have a polynomial time algorithm for the decision version X', we can solve the original problem X in polynomial time.

Optimization to Decision

Shortest Path

Input: graph $G = (V, E)$, weight w, s, t and a bound L

Output: whether there is a path from s to t of length at most L

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Input: a graph G and a bound k

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- Input: (3, 6, 100, 9, 60)
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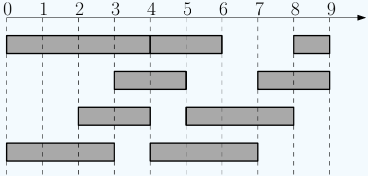

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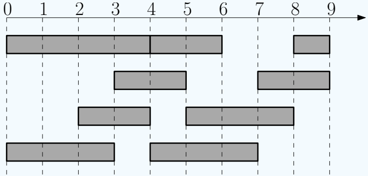

- $(0, 3, 0, 4, 2, 4, 3, 5, 4, 6, 4, 7, 5, 8, 7, 9, 8, 9)$

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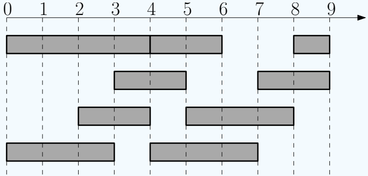

- $(0, 3, 0, 4, 2, 4, 3, 5, 4, 6, 4, 7, 5, 8, 7, 9, 8, 9)$
- Encode the sequence into a binary string as before

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Q: Does it matter how we encode the input instances?

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A: No! As long as we are using a "natural" encoding. We only care whether the running time is polynomial or not

Define Problem as a Function $X : \{0,1\}^* \to \{0,1\}$

Def. A decision problem X is a function mapping $\{0,1\}^*$ to $\{0,1\}$ such that for any $s \in \{0,1\}^*$, $X(s)$ is the correct output for input s.

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Def. A has a polynomial running time if there is a polynomial function $p(\cdot)$ so that for every string s, the algorithm A terminates on s in at most $p(|s|)$ steps.

Complexity Class P

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- The decision versions of interval scheduling, shortest path and minimum spanning tree all in P.

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Def. The message Alice sends to Bob is called a certificate, and the algorithm Bob runs is called a certifier.

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- Certificate: a set of size k
- Certifier: check if the given set is really an independent set

The Complexity Class NP

Def. B is an efficient certifier for a problem X if

- B is a polynomial-time algorithm that takes two input strings s and t, and outputs 0 or 1.
- there is a polynomial function p such that, $X(s) = 1$ if and only if there is string t such that $|t| \leq p(|s|)$ and $B(s, t) = 1$.

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Def. The complexity class NP is the set of all problems for which there exists an efficient certifier.

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- HC(G) = 1 $\iff$ $\exists S$, $B(G, S) = 1$

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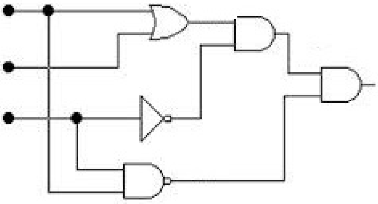
- Clearly, B runs in polynomial time
- $\text{MIS}(G, k) = 1 \quad \Longleftrightarrow \quad \exists S,\ B((G, k), S) = 1$

Circuit Satisfiablity (Circuit-Sat) Problem

Input: a circuit with and/or/not gates

Output: whether there is an assignment such that the output is 1?



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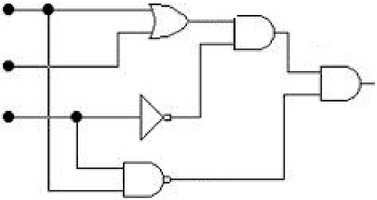

- Is Circuit-Sat $\in$ NP?

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- $\overline{\text{HC}} \in$ Co-NP

The Complexity Class Co-NP

Def. For a problem X, the problem $\overline{X}$ is the problem such that $\overline{X}(s) = 1$ if and only if $X(s) = 0$.

Def. Co-NP is the set of decision problems X such that $\overline{X} \in$ NP.

Def. A tautology is a boolean formula that always evaluates to 1.

Tautology Problem

Input: a boolean formula

Output: whether the formula is a tautology

- e.g. $(\neg x_1 \wedge x_2) \vee (\neg x_1 \wedge \neg x_3) \vee x_1 \vee (\neg x_2 \wedge x_3)$ is a tautology

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- Bob can certify that a formula is not a tautology
- Thus Tautology $\in$ Co-NP

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- Thus, $X \in \mathsf{NP}$ and $\mathsf{P} \subseteq \mathsf{NP}$

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- The certificate is an empty string
- Thus, $X \in$ NP and P $\subseteq$ NP
- Similarly, P $\subseteq$ Co-NP, thus P $\subseteq$ NP $\cap$ Co-NP

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- A famous, big, and fundamental open problem in computer science
- Most researchers believe $\mathrm{P} \neq \mathrm{NP}$
- It would be too amazing if $\mathrm{P} = \mathrm{NP}$: if one can check a solution efficiently, then one can find a solution efficiently

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- We said it is unlikely that Hamiltonian Cycle can be solved in polynomial time:
  - if P $\neq$ NP, then HC $\notin$ P
  - HC $\notin$ P, unless P $=$ NP

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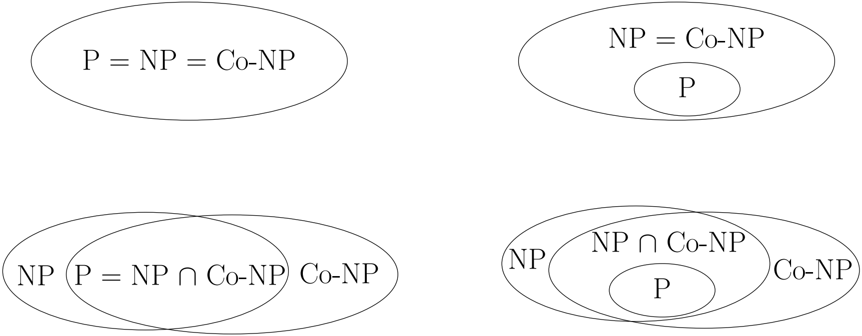
4 Possibilities of Relationships

Notice that $X \in \text{NP} \iff \overline{X} \in \text{Co-NP}$ and $\text{P} \subseteq \text{NP} \cap \text{Co-NP}$



- People commonly believe we are in the 4th scenario

Outline

Polynomial-Time Reductions

Def. Given a black box algorithm A that solves a problem X, if any instance of a problem Y can be solved using a polynomial number of standard computational steps, plus a polynomial number of calls to A, then we say Y is polynomial-time reducible to X, denoted as $Y \leq_P X$.

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Suppose $Y \leq_P X$. If Y cannot be solved in polynomial time, then X cannot be solved in polynomial time.

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Hamiltonian-Path (HP) problem

Input: $G = (V, E)$ and $s, t \in V$

Output: whether there is a Hamiltonian path from s to t in G

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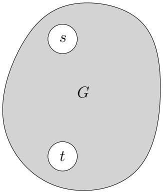

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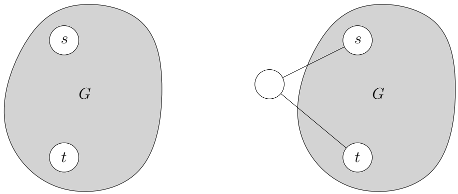

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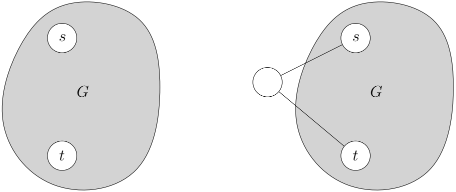

Obs. G has a HP from s to t if and only if graph on right side has a HC.

NP-Completeness

Def. A problem X is called NP-complete if

1. $X \in \text{NP}$, and
2. $Y \le_{\text{P}} X$ for every $Y \in \text{NP}$.

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Def. A problem X is called NP-hard if

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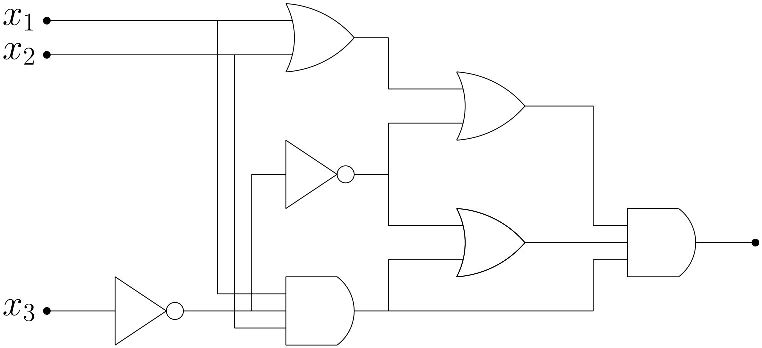
- How can we find a problem $X \in \text{NP}$ such that every problem $Y \in \text{NP}$ is polynomial time reducible to X? Are we asking for too much?
- No! There is indeed a large family of natural NP-complete problems

The First NP-Complete Problem: Circuit-Sat

Circuit Satisfiability (Circuit-Sat)

Input: a circuit

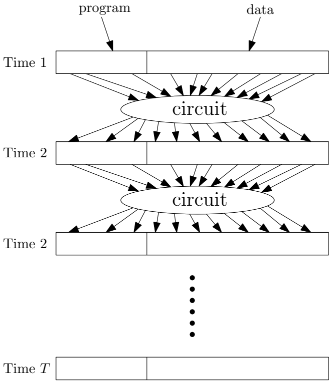
Output: whether the circuit is satisfiable



Circuit-Sat is NP-Complete

- key fact: algorithms can be converted to circuits

Fact Any algorithm that takes n bits as input and outputs $0/1$ with running time $T(n)$ can be converted into a circuit of size $p(T(n))$ for some polynomial function $p(\cdot)$.



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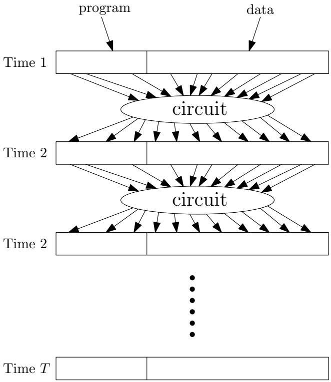

- Then, we can show that any problem $Y \in$ NP can be reduced to Circuit-Sat.
- We prove HC $\leq_P$ Circuit-Sat as an example.

HC $\leq_P$ Circuit-Sat

check-HC(G, S)

- Let check-HC(G, S) be the certifier for the Hamiltonian cycle problem: check-HC(G, S) returns 1 if S is a Hamiltonian cycle in G and 0 otherwise.

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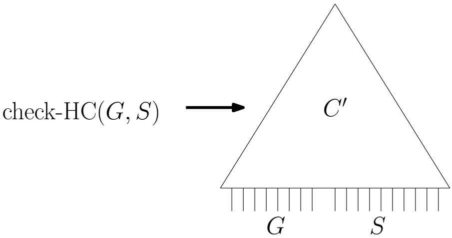

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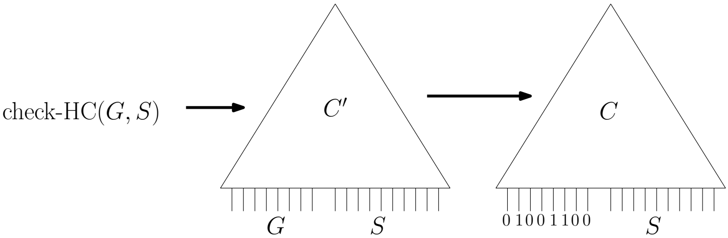

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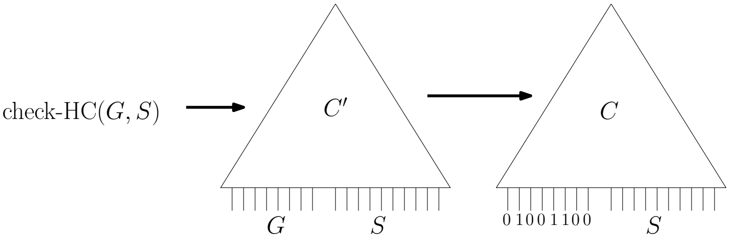

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- Construct a circuit C' for the algorithm check-HC
- hard-wire the instance G to the circuit C' to obtain the circuit C
- G is a yes-instance if and only if C is satisfiable

$Y \leq_P$ Circuit-Sat, For Every $Y \in$NP

- Let check-Y(s, t) be the certifier for problem Y: check-Y(s, t) returns 1 if t is a valid certificate for s.
- s is a yes-instance if and only if there is a t such that check-Y(s, t) returns 1
- Construct a circuit C' for the algorithm check-Y
- hard-wire the instance s to the circuit C' to obtain the circuit C
- s is a yes-instance if and only if C is satisfiable $\square$

$Y \leq_P$ Circuit-Sat, For Every $Y \in$NP

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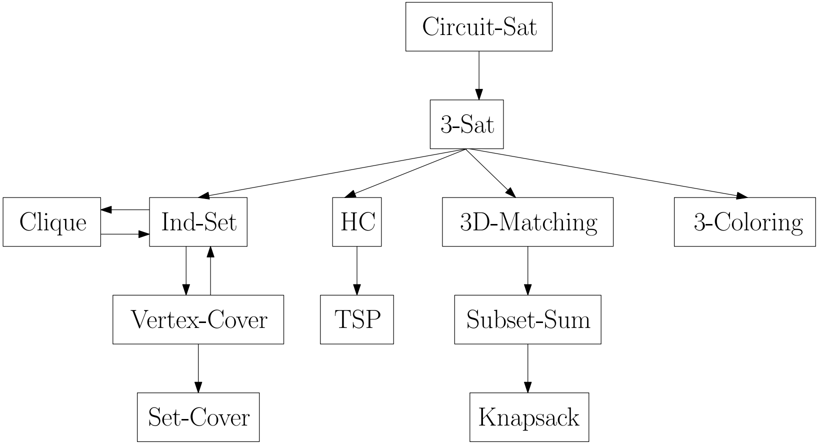
Theorem Circuit-Sat is NP-complete.

Reductions of NP-Complete Problems



3-Sat

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- Clause: disjunction ("or") of at most 3 literals: $x_3 \vee \neg x_4$, $x_1 \vee x_8 \vee \neg x_9$, $\quad \neg x_2 \vee \neg x_5 \vee x_7$

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- 3-CNF formula: conjunction ("and") of clauses: $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee \neg x_4)$

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Input: a 3-CNF formula

Output: whether the 3-CNF is satisfiable

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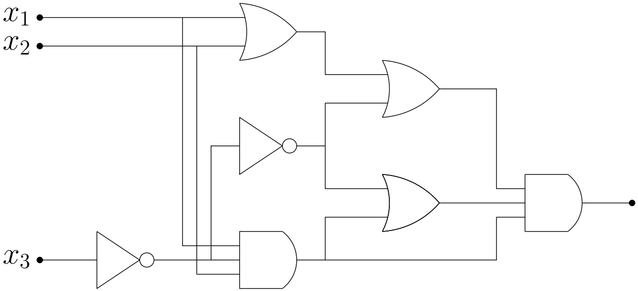
Output: whether the 3-CNF is satisfiable

- To satisfy a 3-CNF, we need to satisfy all clauses
- To satisfy a clause, we need to satisfy at least 1 literal
- Assignment $x_1 = 1, x_2 = 1, x_3 = 0, x_4 = 0$ satisfies $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee \neg x_4)$

Circuit-Sat $\leq_P$ 3-Sat



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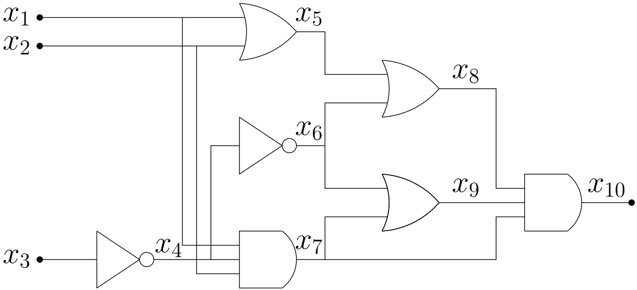

- Associate every wire with a new variable

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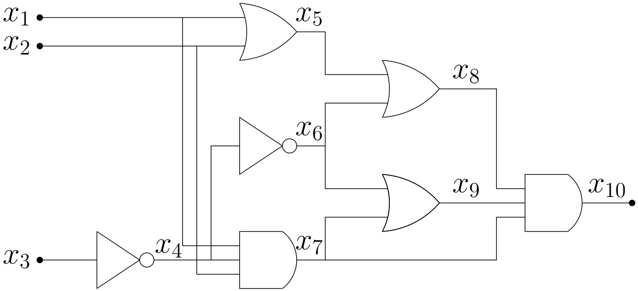

- Associate every wire with a new variable
- The circuit is equivalent to the following formula:

$$
\begin{aligned}
&(x_4 = \neg x_3) \wedge (x_5 = x_1 \vee x_2) \wedge (x_6 = \neg x_4) \\
&\wedge (x_7 = x_1 \wedge x_2 \wedge x_4) \wedge (x_8 = x_5 \vee x_6) \\
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$$x_5 = x_1 \vee x_2 \quad \Leftrightarrow$$

x_1	x_2	x_5	$x_5 \leftrightarrow x_1 \vee x_2$
0	0	0	1
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0	1	0	0
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Circuit-Sat $\leq_P$ 3-Sat

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&(x_4 = \neg x_3) \land (x_5 = x_1 \lor x_2) \land (x_6 = \neg x_4) \\
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$$\wedge\, (x_9 = x_6 \vee x_7) \wedge (x_{10} = x_8 \wedge x_9 \wedge x_7) \wedge x_{10}$$

Convert each clause to a 3-CNF

$$x_5 = x_1 \vee x_2 \quad \Leftrightarrow$$

$$(x_1 \vee x_2 \vee \neg x_5) \quad \wedge$$
$$(x_1 \vee \neg x_2 \vee x_5) \quad \wedge$$
$$(\neg x_1 \vee x_2 \vee x_5) \quad \wedge$$
$$(\neg x_1 \vee \neg x_2 \vee x_5)$$

x_1	x_2	x_5	$x_5 \leftrightarrow x_1 \vee x_2$
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

Circuit-Sat $\leq_P$ 3-Sat

- Circuit $\Longleftrightarrow$ Formula $\Longleftrightarrow$ 3-CNF

Circuit-Sat $\leq_P$ 3-Sat

- Circuit $\Longleftrightarrow$ Formula $\Longleftrightarrow$ 3-CNF
- The circuit is satisfiable if and only if the 3-CNF is satisfiable

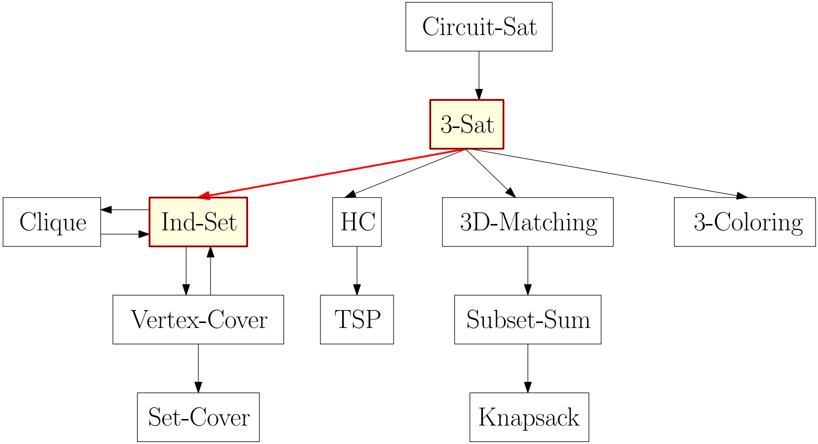
Circuit-Sat $\leq_P$ 3-Sat

- Circuit $\iff$ Formula $\iff$ 3-CNF
- The circuit is satisfiable if and only if the 3-CNF is satisfiable
- The size of the 3-CNF formula is polynomial (indeed, linear) in the size of the circuit

Circuit-Sat $\leq_P$ 3-Sat

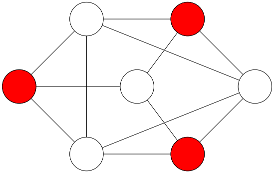
- Circuit $\Longleftrightarrow$ Formula $\Longleftrightarrow$ 3-CNF
- The circuit is satisfiable if and only if the 3-CNF is satisfiable
- The size of the 3-CNF formula is polynomial (indeed, linear) in the size of the circuit
- Thus, Circuit-Sat $\leq_P$ 3-Sat

Reductions of NP-Complete Problems



Recall: Independent Set Problem

Def. An independent set of $G = (V, E)$ is a subset $I \subseteq V$ such that no two vertices in I are adjacent in G.



Independent Set (Ind-Set) Problem

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

Output: whether there is an independent set of size k in G

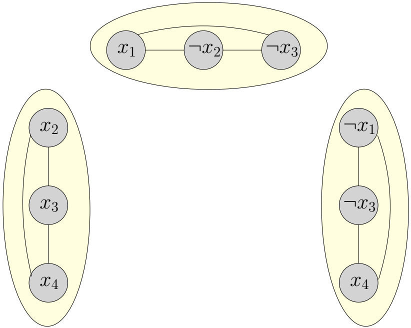
3-Sat $\leq_P$ Ind-Set

- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$

3-Sat $\leq_P$ Ind-Set

- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$

- A clause $\Rightarrow$ a group of 3 vertices, one for each literal
- An edge between every pair of vertices in same group



3-Sat $\leq_P$ Ind-Set

- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$
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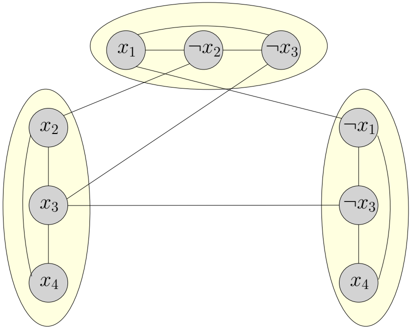
- An edge between every pair of contradicting literals



3-Sat $\leq_P$ Ind-Set

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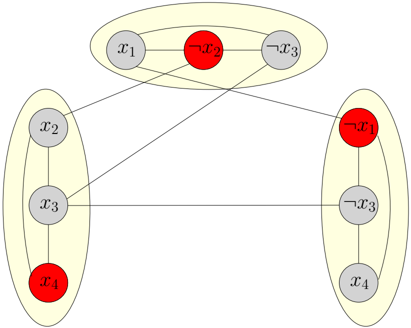

3-Sat $\leq_P$ Ind-Set

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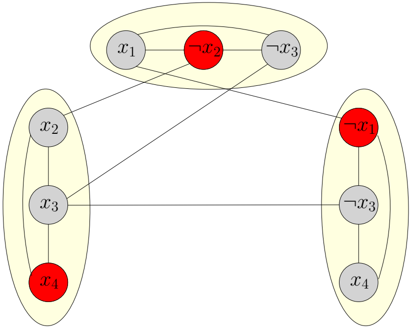

3-Sat instance is yes-instance $\Leftrightarrow$ Ind-Set instance is yes-instance:

3-Sat $\le_P$ Ind-Set

- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$

- A clause $\Rightarrow$ a group of 3 vertices, one for each literal
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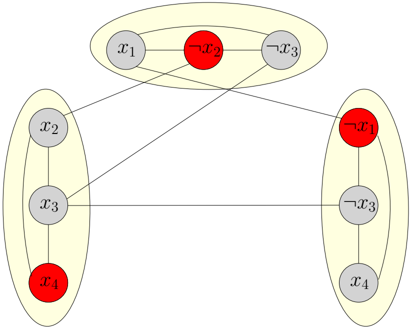
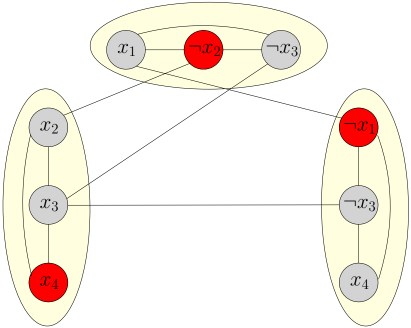


3-Sat instance is yes-instance $\Leftrightarrow$ Ind-Set instance is yes-instance:

- satisfying assignment $\Rightarrow$ independent set of size k
- independent set of size k $\Rightarrow$ satisfying assignment

Satisfying Assignment $\Rightarrow$ IS of Size k

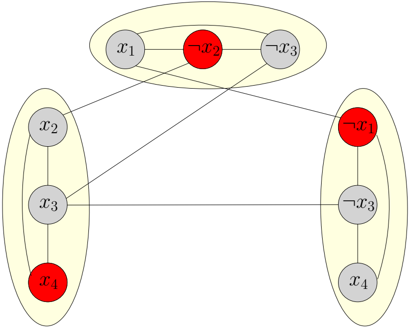
- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$



Satisfying Assignment $\Rightarrow$ IS of Size k

- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$

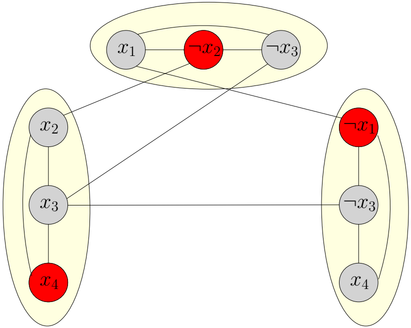
- For every clause, at least 1 literal is satisfied



Satisfying Assignment $\Rightarrow$ IS of Size k

- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$

- For every clause, at least 1 literal is satisfied
- Pick the vertex correspondent the literal



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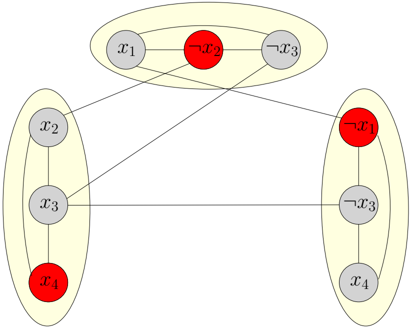
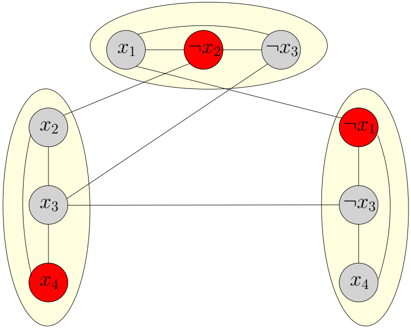
- So, 1 literal from each group



Satisfying Assignment $\Rightarrow$ IS of Size k

- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$

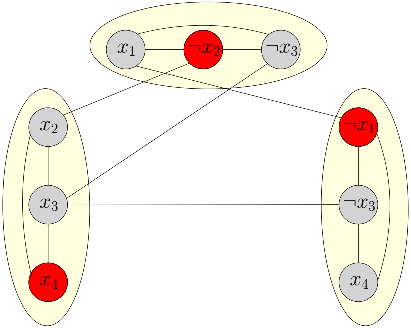
- For every clause, at least 1 literal is satisfied
- Pick the vertex correspondent the literal
- So, 1 literal from each group
- No contradictions among the selected literals



Satisfying Assignment $\Rightarrow$ IS of Size k

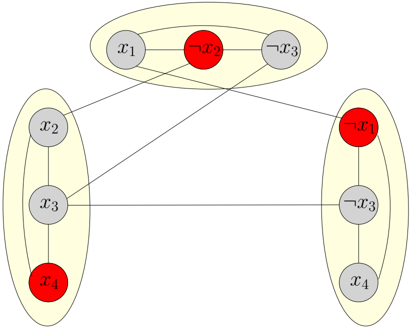
- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$

- For every clause, at least 1 literal is satisfied
- Pick the vertex correspondent the literal
- So, 1 literal from each group
- No contradictions among the selected literals
- An IS of size k



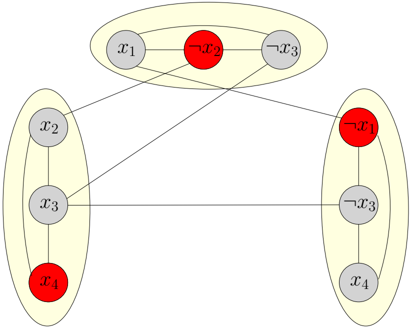
IS of Size $k \Rightarrow$ Satisfying Assignment

- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$



IS of Size $k \Rightarrow$ Satisfying Assignment

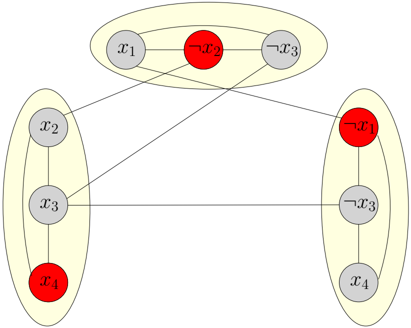
- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$
- For every group, exactly one literal is selected in IS



IS of Size $k \Rightarrow$ Satisfying Assignment

- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$

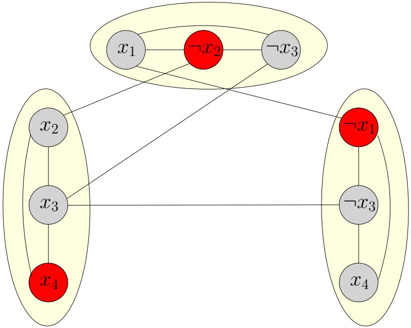
- For every group, exactly one literal is selected in IS
- No contradictions among the selected literals



IS of Size $k \Rightarrow$ Satisfying Assignment

- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$

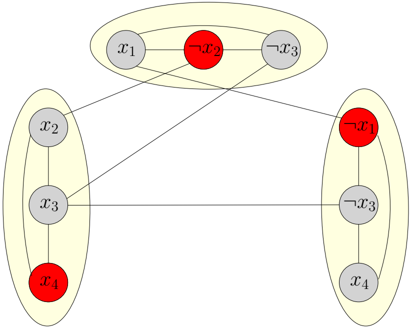
- For every group, exactly one literal is selected in IS
- No contradictions among the selected literals
- If x_i is selected in IS, set $x_i = 1$



IS of Size $k \Rightarrow$ Satisfying Assignment

- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$

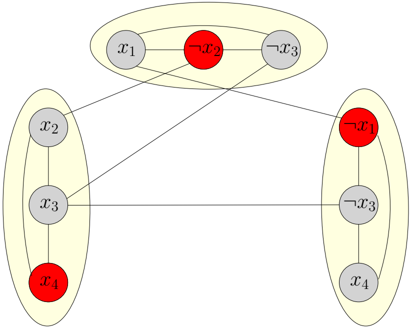
- For every group, exactly one literal is selected in IS
- No contradictions among the selected literals
- If x_i is selected in IS, set $x_i = 1$
- If $\neg x_i$ is selected in IS, set $x_i = 0$



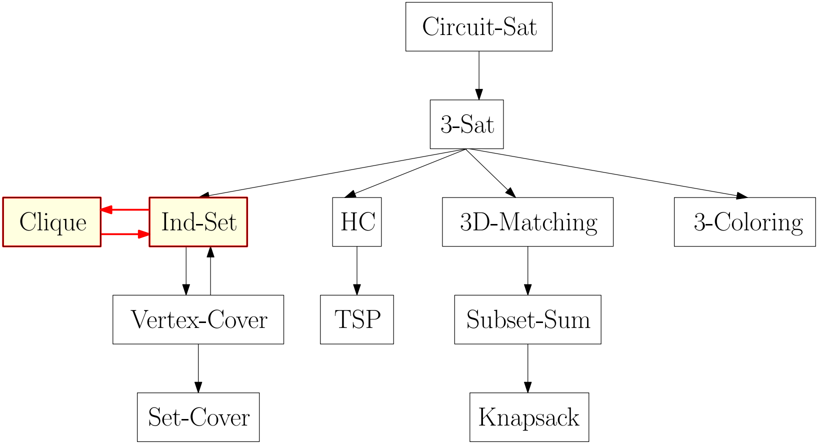
IS of Size $k \Rightarrow$ Satisfying Assignment

- $(x_1 \vee \neg x_2 \vee \neg x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee x_4)$

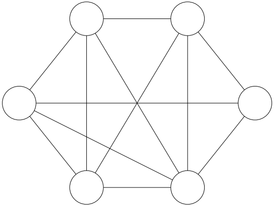
- For every group, exactly one literal is selected in IS
- No contradictions among the selected literals
- If x_i is selected in IS, set $x_i = 1$
- If $\neg x_i$ is selected in IS, set $x_i = 0$
- Otherwise, set x_i arbitrarily



Reductions of NP-Complete Problems



Def. A clique in an undirected graph $G = (V, E)$ is a subset $S \subseteq V$ such that $\forall u, v \in S$ we have $(u, v) \in E$



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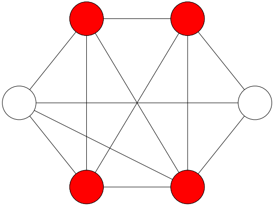

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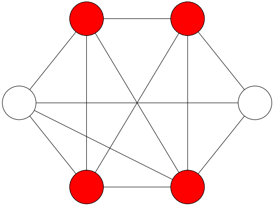

Clique Problem

Input: $G = (V, E)$ and integer $k > 0$,

Output: whether there exists a clique of size k in G

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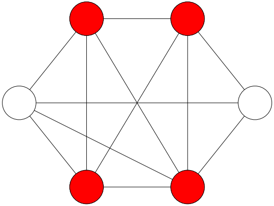


Clique Problem

Input: $G = (V, E)$ and integer $k > 0$,

Output: whether there exists a clique of size k in G

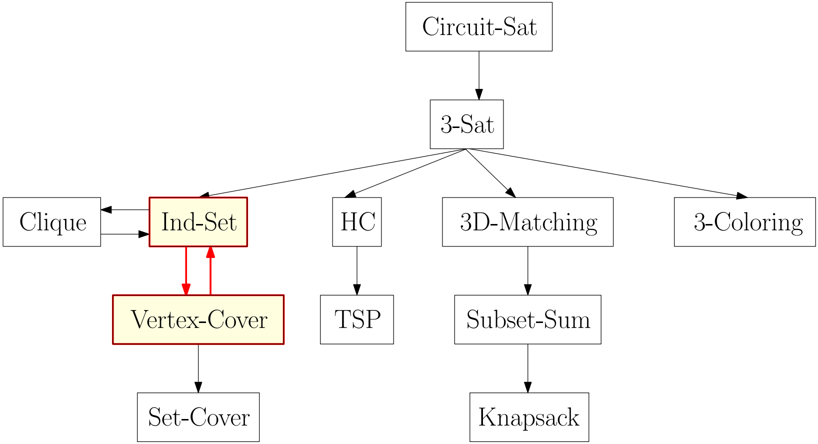
- What is the relationship between Clique and Ind-Set?

Clique $=_P$ Ind-Set

Def. Given a graph $G = (V, E)$, define $\overline{G} = (V, \overline{E})$ be the graph such that $(u, v) \in \overline{E}$ if and only if $(u, v) \notin E$.

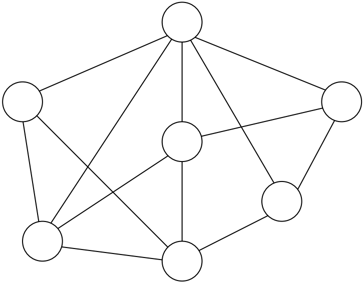
Obs. S is an independent set in G if and only if S is a clique in $\overline{G}$.

Reductions of NP-Complete Problems



Vertex-Cover

Def. Given a graph $G = (V, E)$, a vertex cover of G is a subset $S \subseteq V$ such that for every $(u, v) \in E$ then $u \in S$ or $v \in S$.



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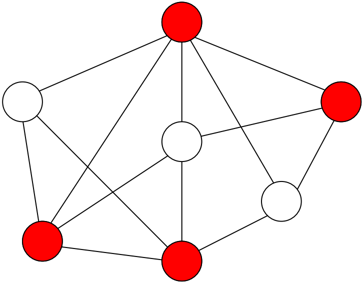

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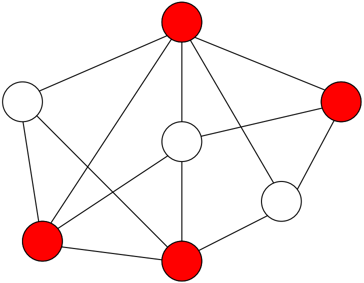


Vertex-Cover Problem

Input: $G = (V, E)$ and integer k

Output: whether there is a vertex cover of G of size at most k

Vertex-Cover $=_P$ Ind-Set

Vertex-Cover $=_P$ Ind-Set

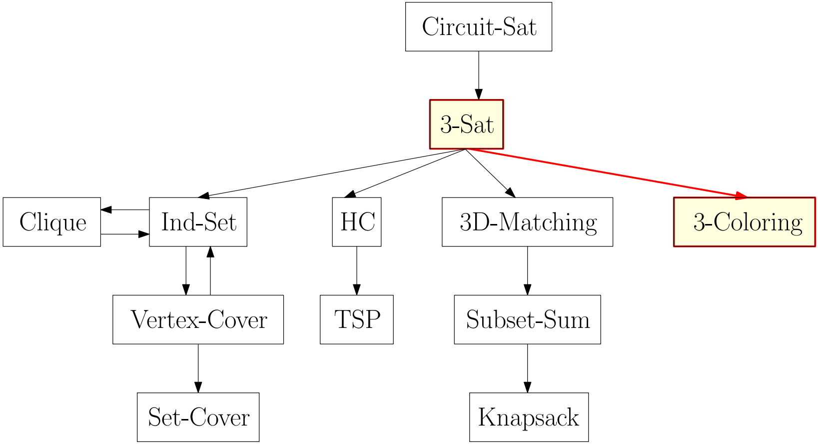
Q: What is the relationship between Vertex-Cover and Ind-Set?

Vertex-Cover $=_P$ Ind-Set

Q: What is the relationship between Vertex-Cover and Ind-Set?

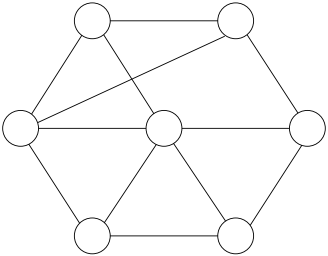
A: S is a vertex-cover of $G = (V, E)$ if and only if $V \setminus S$ is an independent set of G.

Reductions of NP-Complete Problems



k-coloring problem

Def. A k-coloring of $G = (V, E)$ is a function $f : V \to \{1, 2, 3, \cdots, k\}$ so that for every edge $(u, v) \in E$, we have $f(u) \neq f(v)$. G is k-colorable if there is a k-coloring of G.



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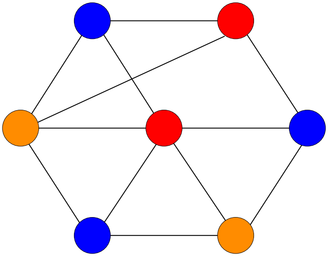

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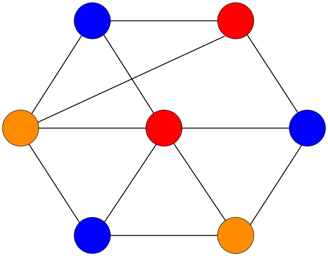


k-coloring problem

Input: a graph $G = (V, E)$

Output: whether G is k-colorable or not

2-Coloring Problem

Obs. A graph G is 2-colorable if and only if it is bipartite.

Q: How do we check if a graph G is 2-colorable?

2-Coloring Problem

Obs. A graph G is 2-colorable if and only if it is bipartite.

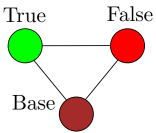
Q: How do we check if a graph G is 2-colorable?

A: We check if G is bipartite.

3-SAT $\leq_P$ 3-Coloring

- Construct the base graph

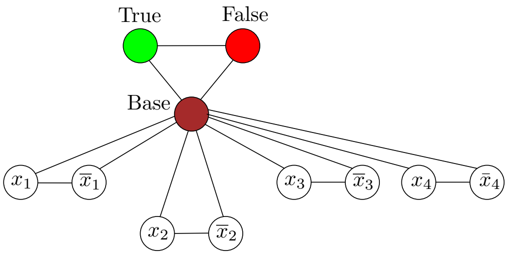
Base Graph



3-SAT $\leq_P$ 3-Coloring

- Construct the base graph

Base Graph

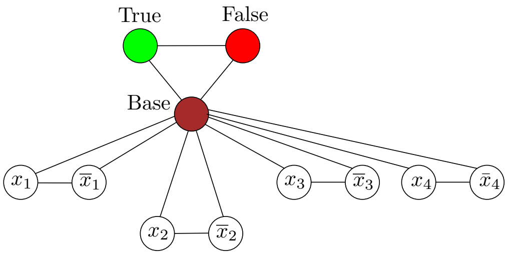


3-SAT $\leq_P$ 3-Coloring

- Construct the base graph
- Construct a gadget from each clause: gadget is 3-colorable if and only if the clause is satisfied.

Base Graph

$x_1 \vee \neg x_2 \vee x_3$



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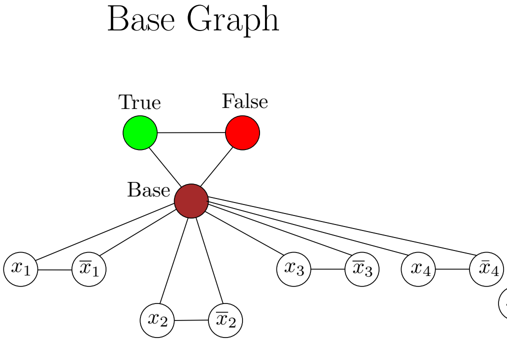

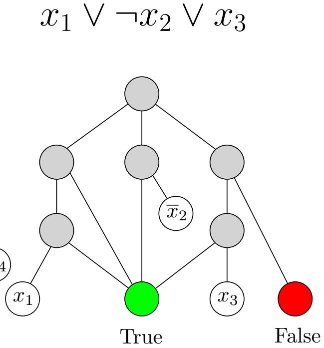

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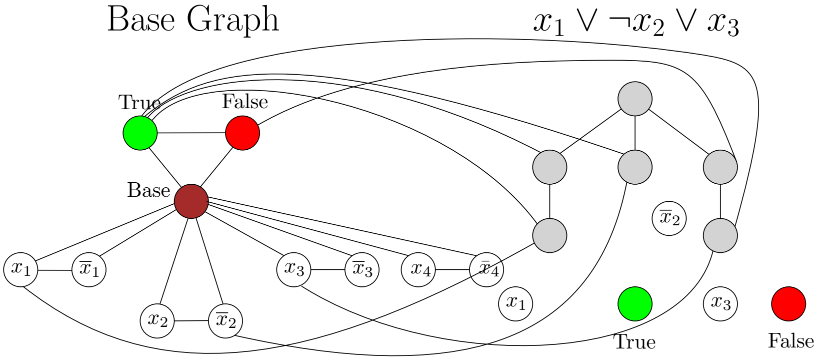

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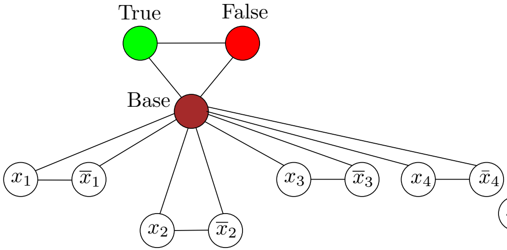

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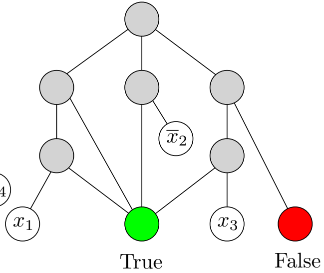

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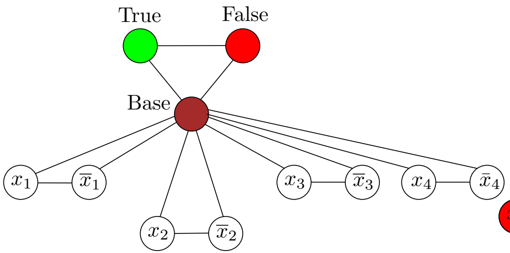

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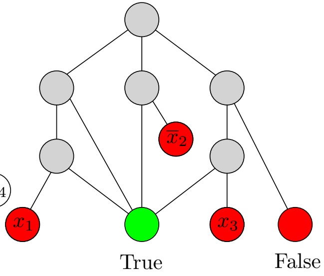

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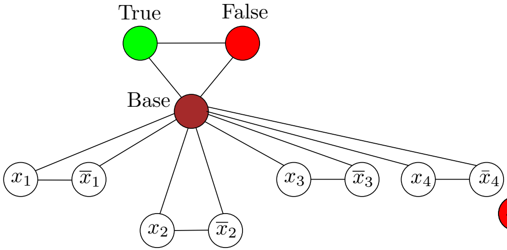

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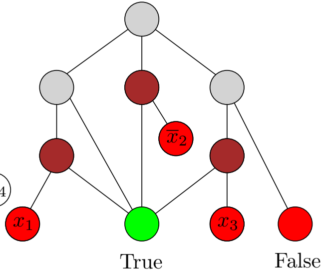

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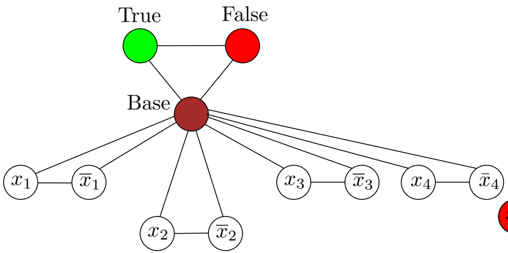

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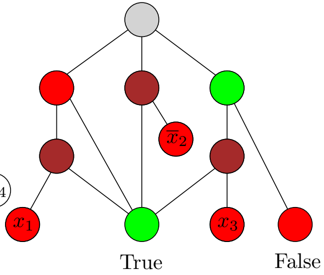

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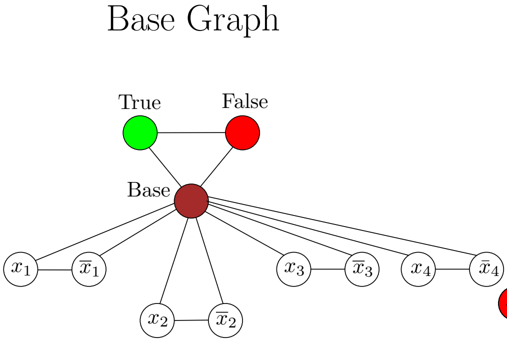

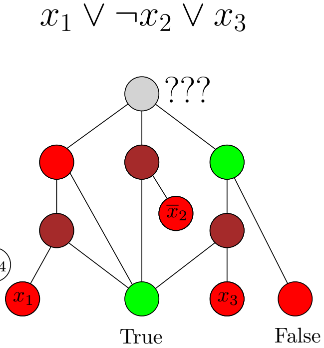

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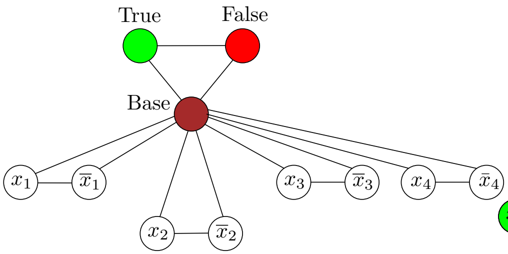

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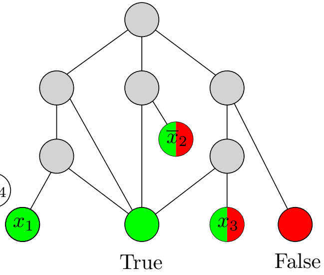

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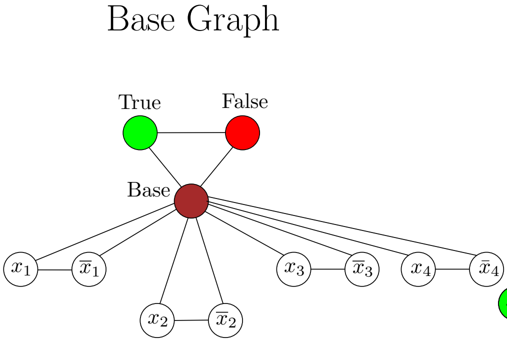

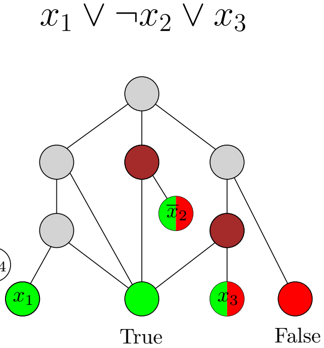

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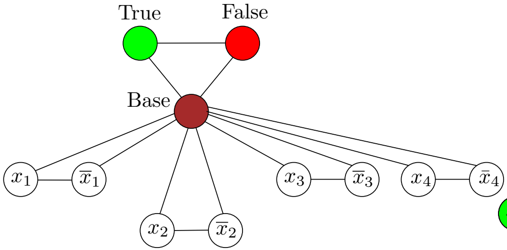

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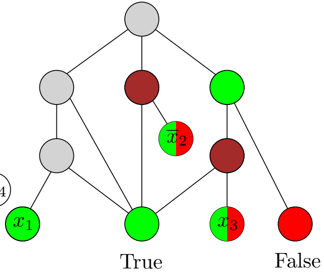

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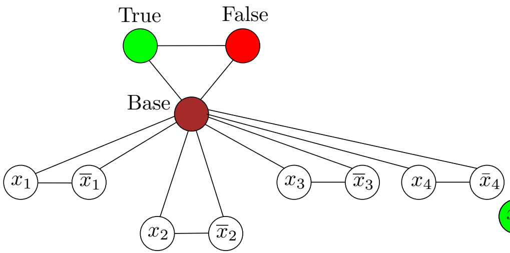

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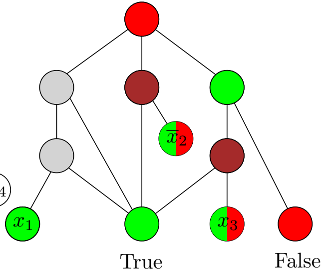

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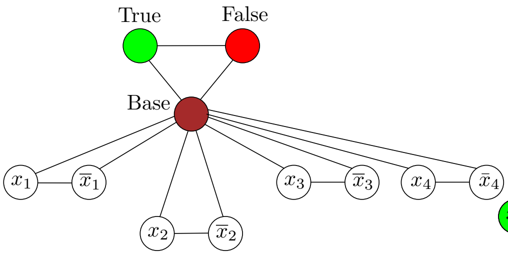

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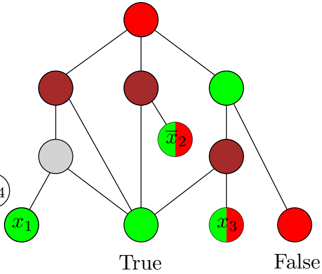

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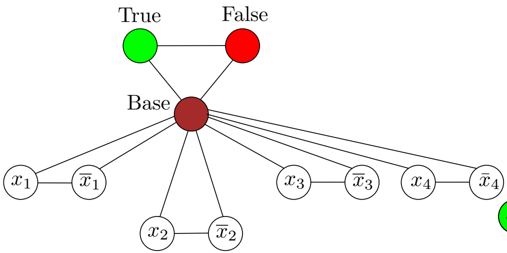

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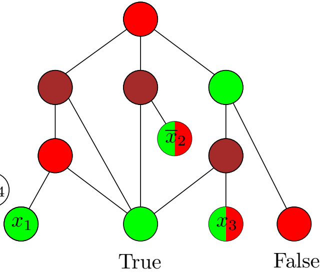

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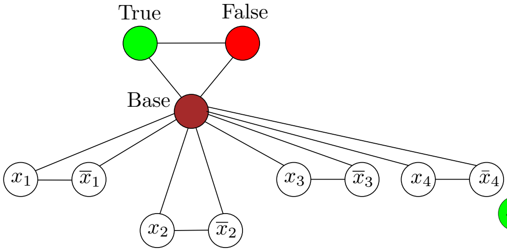

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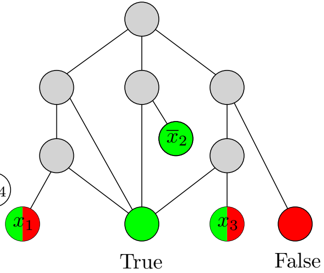

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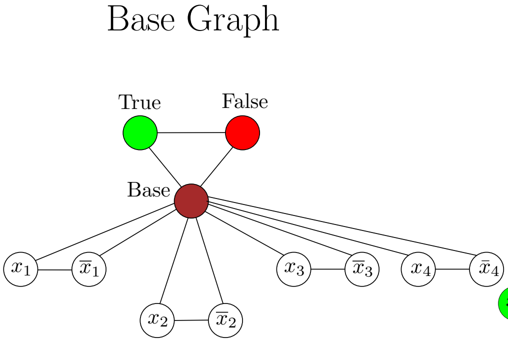

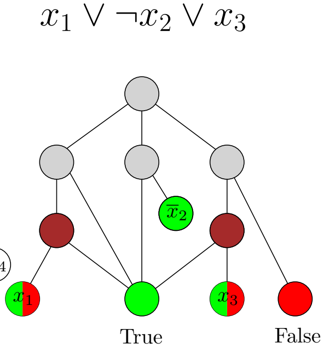

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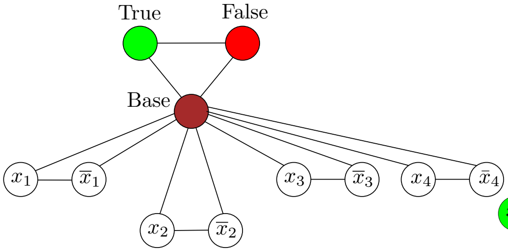

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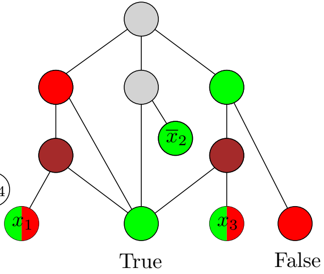

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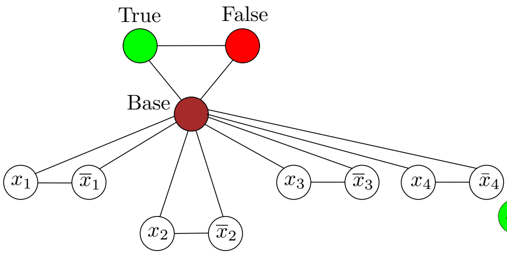

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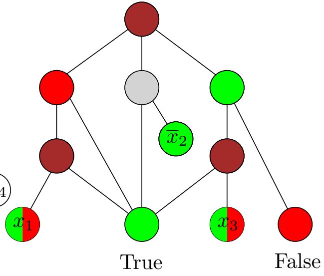

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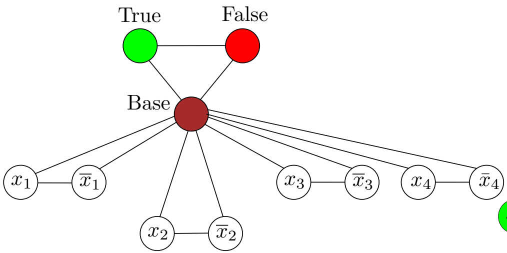

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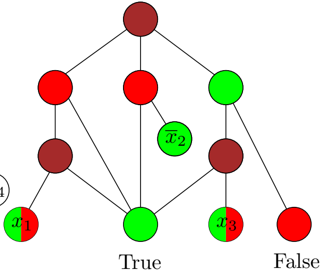

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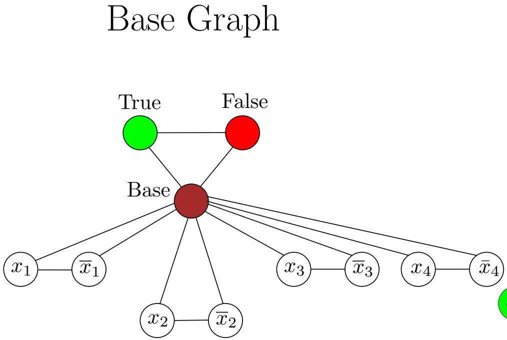

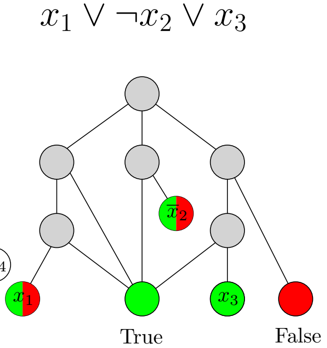

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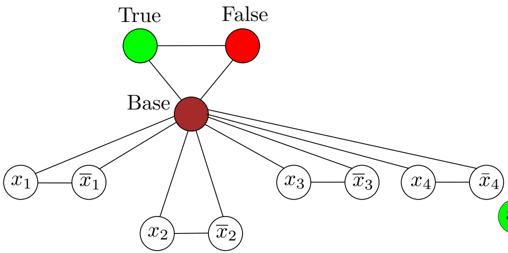

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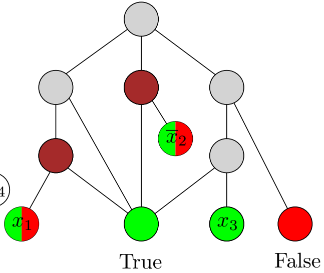

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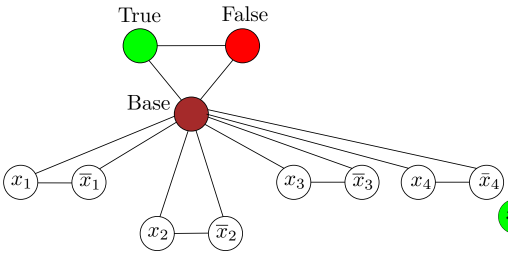

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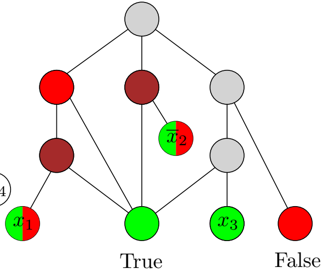

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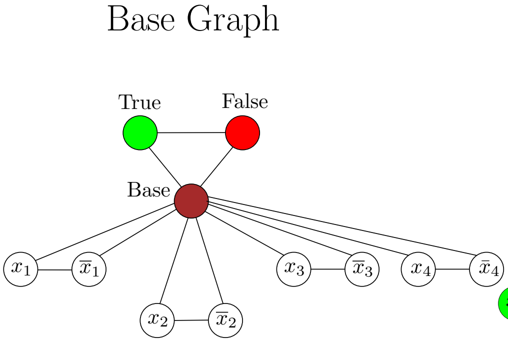

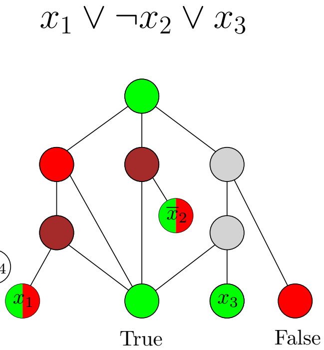

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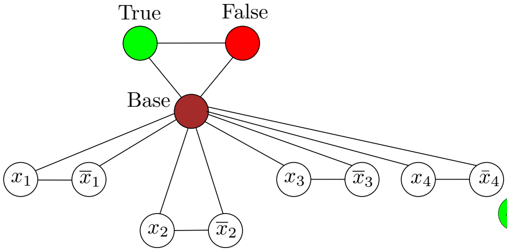

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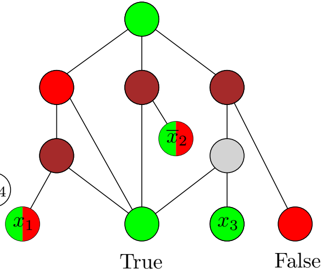

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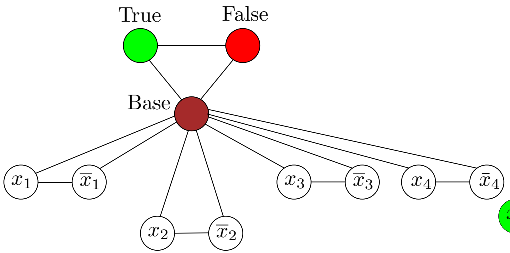

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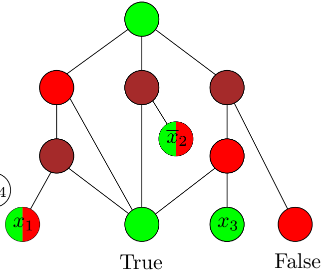

A Strategy of Polynomial Reduction

Recall the definition of polynomial time reductions:

Def. Given a black box algorithm A that solves a problem X, if any instance of a problem Y can be solved using a polynomial number of standard computational steps, plus a polynomial number of calls to A, then we say Y is polynomial-time reducible to X, denoted as $Y \leq_P X$.

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- However, for most reductions, we call algorithm for X only once
- That is, for a given instance s_Y for Y, we only construct one instance s_X for X

A Strategy of Polynomial Reduction

- Given an instance s_Y of problem Y, show how to construct in polynomial time an instance s_X of problem such that:
  - s_Y is a yes-instance of $Y \Rightarrow s_X$ is a yes-instance of X
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Outline

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- Essentially we have no techniques for proving lower bound for running time

Dealing with NP-Hard Problems

- Faster exponential time algorithms
- Solving the problem for special cases
- Fixed parameter tractability
- Approximation algorithms

3-SAT:

Faster Exponential Time Algorithms

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- In practice: TSP Solver can solve Euclidean TSP instances with more than 100,000 vertices

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Maximum independent set problem is NP-hard on general graphs, but easy on

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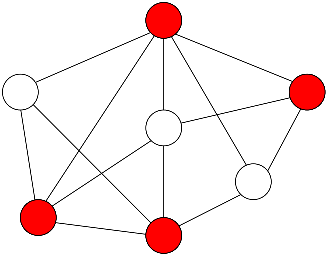
Fixed Parameter Tractability

- Problem: whether there is a vertex cover of size k, for a small k (number of nodes is n, number of edges is $\Theta(n)$.)



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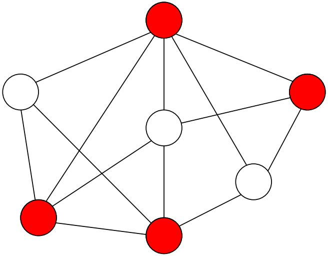

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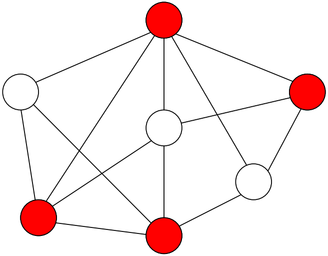

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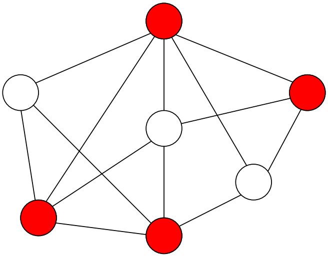

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- Brute-force algorithm: $O(kn^{k+1})$
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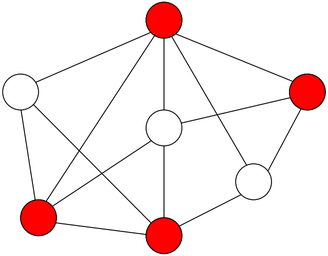
- Running time is $f(k)n^c$ for some c independent of k
- Vertex-Cover is fixed-parameter tractable.



Approximation Algorithms

- For optimization problems, approximation algorithms will find sub-optimal solutions in polynomial time

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- We want to make the approximation ratio as small as possible, while maintaining the property that the algorithm runs in polynomial time
- There is an 2-approximation for the vertex cover problem: we can efficiently find a vertex cover whose size is at most 2 times that of the optimal vertex cover

2-Approximation Algorithm for Vertex Cover

VertexCover(G)

1: $C \leftarrow \emptyset$
2: **while** $E \neq \emptyset$ **do**
3: select an edge $(u, v) \in E$, $C \leftarrow C \cup \{u, v\}$
4: Remove from E every edge incident on either u or v
5: **return** C

- Let the set C and C^* be the sets output by above algorithm and an optimal alg, respectively. Let S be the set of edges selected.
- Since no two edge in S are covered by the same vertex (Once an edge is picked in line 3, all other edges that are incident on its endpoints are removed from E in line 4), we have $|C^*| \geq |S|$;
- As we have added both vertices of edge (u, v), we get $|C| = 2|S|$ but C^* have to add one of the two, thus, $|C|/|C^*| \leq 2$.

Outline

Summary

- We consider decision problems
- Inputs are encoded as $\{0, 1\}$-strings

Def. The complexity class P is the set of decision problems X that can be solved in polynomial time.

- Alice has a supercomputer, fast enough to run an exponential time algorithm
- Bob has a slow computer, which can only run a polynomial-time algorithm

Def. (Informal) The complexity class NP is the set of problems for which Alice can convince Bob a yes instance is a yes instance

Summary

Def. B is an efficient certifier for a problem X if

- B is a polynomial-time algorithm that takes two input strings s and t
- there is a polynomial function p such that, $X(s) = 1$ if and only if there is string t such that $|t| \leq p(|s|)$ and $B(s,t) = 1$.

The string t such that $B(s,t) = 1$ is called a certificate.

Def. The complexity class NP is the set of all problems for which there exists an efficient certifier.

Summary

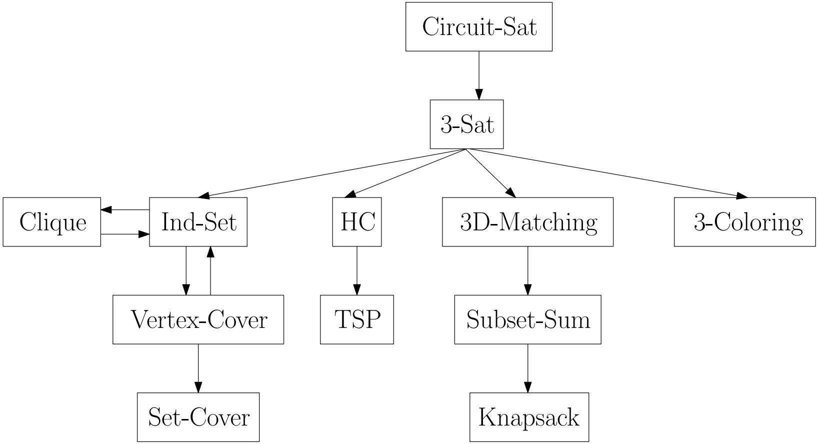
Def. Given a black box algorithm A that solves a problem X, if any instance of a problem Y can be solved using a polynomial number of standard computational steps, plus a polynomial number of calls to A, then we say Y is polynomial-time reducible to X, denoted as $Y \le_P X$.

Def. A problem X is called NP-complete if

1. $X \in$ NP, and
2. $Y \le_{\mathrm{P}} X$ for every $Y \in$ NP.

- If any NP-complete problem can be solved in polynomial time, then $P = NP$
- Unless $P = NP$, a NP-complete problem can not be solved in polynomial time

Summary


Circuit-Sat
3-Sat
Clique
Ind-Set
HC
3D-Matching
3-Coloring
Vertex-Cover
TSP
Subset-Sum
Set-Cover
Knapsack

Summary

Proof of NP-Completeness for Circuit-Sat

- Fact 1: a polynomial-time algorithm can be converted to a polynomial-size circuit
- Fact 2: for a problem in NP, there is a efficient certifier.

- Given a problem $X \in$ NP, let $B(s,t)$ be the certifier
- Convert $B(s,t)$ to a circuit and hard-wire s to the input gates
- s is a yes-instance if and only if the resulting circuit is satisfiable

- Proof of NP-Completeness for other problems by reductions

Outline

Important notations/algorithms

- Introduction:
  - Asymptotic analysis: O, Ω, Θ, compare the orders

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- HW 1, Quiz 2-4, P1

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- Greedy algorithms: safety strategy+self reduce
  - Box Packing problem

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- HW 2, Quiz 5-6, P1, Mid Exam I
- Quiz 6: Job scheduling with deadline, clustering problem, Weighted scheduling problem

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- HW 3, Quiz 6-7, P1-2

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- Quiz 8: Modular Exponentiation Problem, Finding Substring 101, Median of Mountain Problem, Missing Number Problem

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- HW 3-4, Quiz 9, P2, Mid Exam II
- Quiz 11: Longest Increasing Subsequence, Maximum Total Weight Independent Set, Shortest Path With Even Number of Vertices, Counting number of inverted 5-tuples

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  - Kruskal alg

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- HW 4, Quiz 10, P2

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- Complexity Classes
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  - Circuit SAT $\leq_P$ 3-SAT

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- HW 4, Quiz 12-13