

Participant's Commentary: Finding Makespans Is NP-Complete

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We consider a special case of the general optimization problem of finding the makespan for an arbitrary network—the case in which the graph of the network is a tree. We show that this more limited problem is polynomial-time reducible to an NP-complete problem, the partition problem.

Let G be a tree representing a network, with weights T_1, T_2, \dots, T_k assigned to its k edges. Interpret each edge-weight as the time required for a file transfer between the two nodes. Require both that no node can be involved in more than one transfer at a time and that transfers be *atomic* (they cannot be interrupted and resumed later).

If we can solve the *decision problem*:

Can all the transfers be performed in time n or less?

then we can also solve the *optimization problem*:

What is the minimum time to perform all of the transfers?

Starting with $n = 1$, we simply solve the decision problem for each successive value of n until we get a “yes” answer. We are guaranteed to reach a “yes” answer, since any graph can complete its transfers in $\sum T_i$ units of time by doing them one after another.

Theorem: *The decision problem is NP-complete.*

Proof: The proof involves two parts [Manber 1989, 341–357]. We must show that

- the decision problem is in the class NP, meaning that we can check in polynomial time whether a proposed solution is in fact a valid solution; and
- some NP-complete problem is polynomial-time reducible to the decision problem, meaning that we can convert (in polynomial time) any instance

of the known NP-complete problem to an instance of the decision problem, such that the answer for the decision problem is positive if and only if the answer for the NP-complete problem is positive.

The first part of the proof is easy. Given an integer n and a proposed schedule for any graph, we can test in polynomial time whether it is a valid schedule requiring no more than time n , by checking each node to see if it is ever involved in two transfers, and checking if any transfers happen after time n . Hence, the graph scheduling problem (the decision version) is in the class NP.

For the second part, we use as our known NP-complete problem the *partition problem* [Garey and Johnson 1979, 60–62]:

Given integers a_1, a_2, \dots, a_m , is there a partition of these integers into sets A and B so that

$$\sum_{a_i \in A} a_i = \sum_{a_i \in B} a_i?$$

We first exhibit how to convert an instance of the partition problem into an instance of the decision problem. Let an instance of the partition problem be given, with integers a_1, a_2, \dots, a_m . If $\sum a_i$ is odd, then there cannot be a partition into two sets with equal sum. So suppose $\sum a_i$ is even, with $\sum a_i = 2n$. Construct a tree with the structure and edge weights shown in **Figure 1**. Given an instance of the partition problem, we can certainly produce a description of the corresponding tree in polynomial time.

Finally, we show that *a partition exists if and only if the transfers on the tree can be performed in $(2n + 1)$ units of time*. In other words, the partition problem is polynomial-time reducible to the decision problem, so the decision problem is NP-complete.

(\Leftarrow) Suppose that the transfers indicated in **Figure 1** can be performed in $(2n + 1)$ units of time. This implies that the two nodes with edge weights n and $(n + 1)$ spend the entire time engaged in transfers. Each can either perform the n -unit transfer followed immediately by the $(n + 1)$, or the $(n + 1)$ followed by the n .

If they both perform $(n + 1)$ -unit transfers first, then the two n -unit transfers will not be possible at the same time, because they are incident upon a common node. Hence, at least $(n + 1) + n + n = 3n + 1$ units of time are required, which contradicts our supposition that the transfers can be performed in $(2n + 1)$ units of time. Similarly, if both n -unit transfers are performed first, the $(n + 1)$ -unit transfers will not be possible at the same time, and $n + (n + 1) + (n + 1) = 3n + 2$ units of time will be necessary.

Hence, one of the $(n + 1)$'s must be first, and the other must be last. This means that the only time that the 1-unit transfer can be performed is in the unit of free time between the two n 's. During that transfer, the node connecting the a_i 's is occupied (from time n to time $(n + 1)$, assuming that the clock starts at time 0). Since $\sum a_i = 2n$, this node must also be

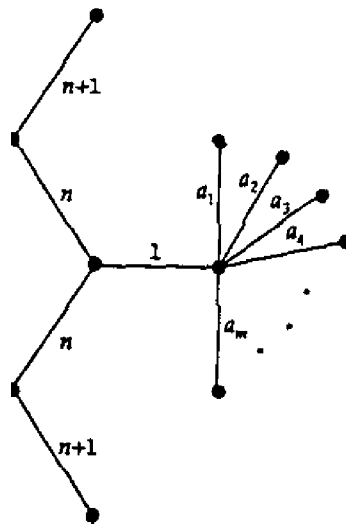


Figure 1. The tree representing the network of transfers.

continuously engaged in transfers. So the durations of the transfers that it performs before handling the 1-unit transfer must sum to n , and similarly for those performed after the 1-unit transfer.

Let A and B be the sets of the durations for the transfers handled in the two halves. Then A and B constitute a partition of a_1, a_2, \dots, a_m , and

$$\sum_{a_i \in A} a_i = n = \sum_{a_i \in B} a_i.$$

If the transfers in the tree can be performed in $2n + 1$ units of time, there is a partition of a_1, a_2, \dots, a_m such that $\sum_{a_i \in A} a_i = \sum_{a_i \in B} b_i$.

(\Rightarrow) Now suppose that there is such a partition into sets A and B . As before, we can run the two $(n + 1)$ -unit transfers, the two n -unit transfers, and the 1-unit transfer in a total of $(2n + 1)$ units of time, if the 1-unit transfer is run at the halfway point. The node joining the a_i 's is then available for n units of time before this transfer and for n units of time after this transfer. We can handle the transfers corresponding to the elements of A in the first n -unit interval, and those corresponding to B in the last n -unit interval. So, if there is a partition of a_1, a_2, \dots, a_m into A and B such that $\sum_{a_i \in A} a_i = \sum_{a_i \in B} b_i$, then the transfers in the corresponding tree can be performed in $2n + 1$ units of time.

Hence, the desired partition exists if and only if the corresponding tree can be executed in $(2n + 1)$ units of time. \square

References

- Garey, M.R. and D.S. Johnson. 1979. *Computers and Intractability: A Guide to the Theory of NP-Completeness*. San Francisco, CA: W.H. Freeman.
- Manber, Udi. 1989. *Introduction to Algorithms: A Creative Approach*. Reading, MA: Addison-Wesley.

About the Author

Clifford McCarthy completed a mathematics B.S. in 1994 at Harvey Mudd College and is continuing in mathematics as a graduate student at the University of Illinois. His team's entry in the MCM, with fellow students Brian Diggs and Andrew M. Ross (advisor: David Bosley), was judged Meritorious. The proof in this commentary is his own; it constituted an appendix to their entry.