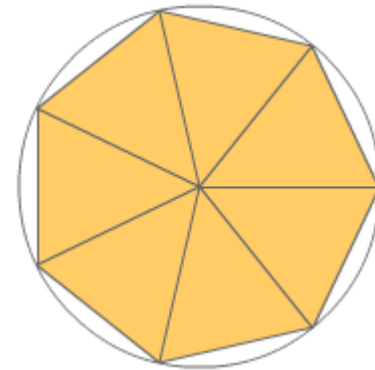


# Coping with NP-Completeness



Theory of Computation

CISC 603, Spring 2020, Daqing Yun

# 3-SAT

PROBLEM 13.1. **3-SAT Problem.**

**Input:** given a boolean formula in format of

$$\psi = (x_1 \vee \overline{x_2} \vee x_3) \wedge (x_1 \vee \overline{x_2} \vee \overline{x_3}) \wedge (x_1 \vee x_2) \wedge \cdots \wedge (\overline{x_1} \vee \overline{x_2} \vee x_3),$$

where every clause contains at most 3 literals (boolean variables).

**Question:** is there an assignment to  $x_1, x_2, x_3$  that makes  $\psi$  is true?

brute-force?  $O(2^n)$  Can we do better?

# Observations

PROBLEM 13.1. **3-SAT Problem.**

**Input:** given a boolean formula in format of

$$\psi = (x_1 \vee \overline{x_2} \vee x_3) \wedge (x_1 \vee \overline{x_2} \vee \overline{x_3}) \wedge (x_1 \vee x_2) \wedge \cdots \wedge (\overline{x_1} \vee \overline{x_2} \vee x_3),$$

where every clause contains at most 3 literals (boolean variables).

**Question:** is there an assignment to  $x_1, x_2, x_3$  that makes  $\psi$  is true?

- Do we check certain clauses multiple times?
- Do all clauses contain three literal variables?
- We have tried *divide and conquer*, how about *decrease and conquer*?

Let  $t(x_i)$  be the evaluated value of literal  $x_i$  or  $\overline{x_i}$  ( $i \in \{1, 2, 3\}$ ).

let  $a = t(x_1)$ ,  $b = t(x_2)$ ,  $c = t(x_3)$

Let  $t(x_i)$  be the evaluated value of literal  $x_i$  or  $\overline{x_i}$  ( $i \in \{1, 2, 3\}$ ).  
let  $a = t(x_1)$ ,  $b = t(x_2)$ ,  $c = t(x_3)$

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**Algorithm 1** 3-SAT( $\psi$ )

---

```
1: if  $\psi$  is empty then  
2:   return True;  
3: if  $\psi$  has a clause contains one literal  $a$  then  
4:    $\psi = \psi[a \text{ is True}]$   
5:   return 3-SAT( $\psi$ )  
6: if  $\psi$  has a clause contains two literals  $a$  and  $b$  then  
7:    $\psi_1 = \psi[a \text{ is False}, b \text{ is True}]$   
8:    $\psi_2 = \psi[a \text{ is True}]$   
9:   return 3-SAT( $\psi_1$ )  $\cup$  3-SAT( $\psi_2$ )  
10: if  $\psi$  has a clause contains three literals  $a$ ,  $b$ , and  $c$  then  
11:    $\psi_1 = \psi[a \text{ is False}, b \text{ is False}, c \text{ is True}]$   
12:    $\psi_2 = \psi[a \text{ is False}, b \text{ is True}]$   
13:    $\psi_3 = \psi[a \text{ is True}]$   
14:   return 3-SAT( $\psi_1$ )  $\cup$  3-SAT( $\psi_2$ )  $\cup$  3-SAT( $\psi_3$ )
```

---

# Time Complexity

- Did we really improve it?

The running time complexity of Algorithm 1 is

$$T(n) = T(n - 1) + T(n - 2) + T(n - 3).$$

by solving equation  $x^n = x^{n-1} + x^{n-2} + x^{n-3}$ , we get  $x \approx 1.84$ , thus

$$T(n) = \mathcal{O}(1.84^n).$$

# Largest Independent Set

DEFINITION 13.2. An *independent set*  $S$  of a graph  $G(V, E)$  is a subset of the vertices in  $G$  such that there is no edge between any two vertices in  $S$ .

DEFINITION 13.3. **Independent Set Problem**

**Instance:** a graph  $G(V, E)$ , integer  $k \leq |V|$ .

**Question:** does  $G$  contain an independent set of size at least  $k$ ?

PROBLEM 13.4. **Largest Independent Set Problem**

**Input:** a graph  $G(V, E)$ .

**Question:** what is the size of the largest independent set of  $G(V, E)$ ?

# Brute-Force

Using a brute-force approach, as for each vertex  $v \in G$ , there are two possibilities, i.e., either  $v$  is in the largest independent set or not.

Let us use a  $V$ -bit binary number  $x$  to represent the solution, each bit  $x_i$  ( $i = 1, 2, \dots, |V|$ ) of  $x$  indicates if a vertex  $v_i$  is in the largest independent set or not, i.e., either 1 (in the set) or 0 (not in the set).

$$O(2^n)$$

I mean “so far” in this class



The best we can do so far is to try to reduce the base of the exponential running time complexity, i.e., reduce  $x$  in  $\mathcal{O}(x^n)$ .



It seems that there is no short cut but repeatedly picking and checking

What if we pick a vertex  $v$  arbitrarily?

If we pick  $v$  arbitrarily without considering its degree at Line 3, the running time of complexity of Algorithm 2 is  $T(n) = 2T(n-1)$ , i.e.,  $T(n)$  is still  $\mathcal{O}(2^n)$ .

What if we pick a vertex  $v$  with non-zero degree?

---

**Algorithm 2** LISBruteForce( $G(V, E)$ )

---

```
1: if  $E$  is  $\emptyset$  then  
2:   return  $|V|$   
3: Pick  $v \in V$  such that  $N(v)$  is not  $\emptyset$   
4:  $G_1 = G - \{v\}$   
5:  $G_2 = G - \{v\} - \{N(v)\}$   
6:  $k_1 = \text{LIS}(G_1)$   
7:  $k_2 = \text{LIS}(G_2)$   
8: return  $\max\{k_1, k_2 + 1\}$ 
```

---

let  $N(v)$  denote the set of neighbouring vertices of vertex  $v$

# Time Complexity

$$T(n) = T(n - 1) + T(n - 2).$$

$$T(n) = \mathcal{O}(x^n) \quad x^n = x^{n-1} + x^{n-2}, \quad T(n) = \mathcal{O}(1.618^n).$$

---

**Algorithm 2** LISBruteForce( $G(V, E)$ )

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7:  $k_2 = \text{LIS}(G_2)$   
8: return  $\max\{k_1, k_2 + 1\}$ 
```

---

# Approximation?

- Very hard for general cases unless P is equal to NP
- Focus on special cases, try a greedy approach

**Note:** this algorithm runs in polynomial time, but may not give us optimal solution

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**Algorithm 3** LISGreedy( $G(V, E)$ )

---

```
1:  $S \leftarrow \emptyset$ 
2: while  $G$  is not empty do
3:   Let  $v$  be a node with minimal degree in  $G$ ;
4:    $S \leftarrow S \cup \{v\}$ ;
5:   Remove  $v$  and its neighbors from  $G$ 
6: return  $S$ 
```

---

# Approximation?

- How bad can it be?
- When picking  $v$ , how many nodes can be removed at most thus can not be in the IS? Call this number  $\Delta$
- We have  $|V - S| \leq \Delta \cdot |S|$  and  $S + |V - S| = n$ , thus
$$\Delta \cdot |S| + |S| \geq n \quad \Rightarrow \quad |S| \cdot (\Delta + 1) \geq n, \text{ i.e., } |S| \geq \frac{n}{\Delta + 1}$$

---

**Algorithm 3** LISGreedy( $G(V, E)$ )

---

```
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2: while  $G$  is not empty do
3:   Let  $v$  be a node with minimal degree in  $G$ ;
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5:   Remove  $v$  and its neighbors from  $G$ 
6: return  $S$ 
```

a  $\frac{1}{\Delta+1}$ -approximation algorithm

# Bin-Packing

## PROBLEM 13.5. **Bin-Packing Problem**

**Input:** given  $n$  items with weights  $a_1, a_2, \dots, a_n$  ( $1 > a_1 \geq a_2 \geq \dots \geq a_n > 0$ ), and  $m$  bins that can hold any subset of the items with total weight up to 1;

**Question:** find out the minimal number of bins needed to pack all  $n$  items.

Let us also try to design greedy algorithms

# Bin-Packing

## PROBLEM 13.5. **Bin-Packing Problem**

**Input:** given  $n$  items with weights  $a_1, a_2, \dots, a_n$  ( $1 > a_1 \geq a_2 \geq \dots \geq a_n > 0$ ), and  $m$  bins that can hold any subset of the items with total weight up to 1;

**Question:** find out the minimal number of bins needed to pack all  $n$  items.

We open up bins one by one and consider items in their index-increasing order.

We open bin 1 and put item 1 into it, consider bin 1 as the current bin and check next item: if the item fits the current opened bin, put it into the current bin;

otherwise, close the current bin and put the item into a newly-opened bin and consider this new bin as the current bin. Take next item and repeat checking.

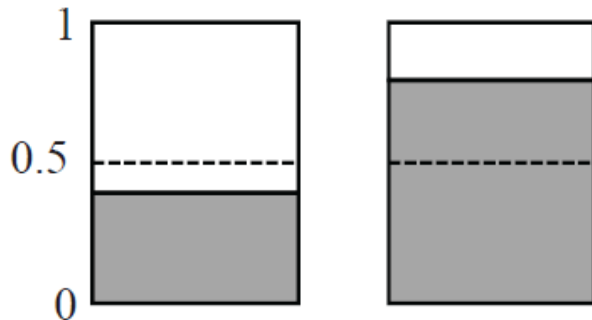
Linear time,  $O(n)$

# Approximation?

## PROBLEM 13.5. Bin-Packing Problem

**Input:** given  $n$  items with weights  $a_1, a_2, \dots, a_n$  ( $1 > a_1 \geq a_2 \geq \dots \geq a_n > 0$ ), and  $m$  bins that can hold any subset of the items with total weight up to 1;

**Question:** find out the minimal number of bins needed to pack all  $n$  items.



$$\text{OPT} \leq \text{NF} \leq 2 \cdot \sum a_i \leq 2 \cdot \text{OPT}.$$

Notice that it is impossible that any two consecutive bins are both filled with items of total weight  $\leq 0.5$

Any two consecutive bins are filled with items whose total weight is  $\geq 1$

To fill in all items with a total weight  $\sum a_i$ , we need  $\text{NF} \leq 2 \cdot \sum a_i$  bins.

$\sum a_i$  is the lower bound in which case no space in any bin is left “wasted”

# LIS

- Formulate LIS as an LP
- Using rounding to get a feasible solution



# LIS

- Formulate LIS as an LP
- Using rounding to get a feasible solution

Define a variable  $x_v$  associated with a node  $v \in V$  as,

$$x_v = \begin{cases} 1, & \text{if } v \text{ is in the LIS} \\ 0, & \text{otherwise,} \end{cases} \quad (13.3)$$

thus the corresponding transformed LP is given in Problem 13.6.

**PROBLEM 13.6. LIS Problem as an LP.**

$$\max \sum_v x_v, \quad (13.4)$$

subject to

$$x_u + x_v \leq 1, \text{ for all } (u, v) \in E, \quad (13.5)$$

$$0 \leq x_v \leq 1, \text{ for all } v \in V. \quad (13.6)$$

# Minimal Vertex Cover

A *vertex cover* of a graph  $G(V, E)$  is a subset  $U$  of  $V$  such that every edge of  $G$  has at least one endpoint in  $U$  [4].

## PROBLEM 13.7. Minimal Vertex Cover Problem

**Input:** a graph  $G(V, E)$ , an integer  $k$ .

**Question:** is there a vertex cover  $U$  of  $G$  including at most  $k$  vertices?

---

### Algorithm 4 VCBruteForce( $G(V, E), k$ )

---

```
1: if  $k == 0$  then  
2:   return ( $|E| == 0$ )  
3: Pick an edge  $(u, v) \in E$   
4:  $G_1 = (V - \{u\}, E - \{(u, w) | w \in V\})$  //  $u$  is in VC  
5:  $G_2 = (V - \{v\}, E - \{(v, w) | w \in V\})$  //  $v$  is in VC  
6: return  $VC(G_1, k - 1) \cup VC(G_2, k - 1)$ 
```

---

$$\begin{aligned} T(n, k) &= 2T(n-1, k-1) \leq 2^2T(n-2, k-2) \dots \\ &= 2^{k-1}T(n-(k-1), 1) = 2^{k-1} \cdot (n-(k-1)) = \mathcal{O}(2^k \cdot n) \end{aligned}$$

# Minimal Vertex Cover

- Eliminating the  $n$  from  $\mathcal{O}(2^k \cdot n)$  using preprocessing

In observation of that if  $u$ 's degree is larger than  $k$ , i.e.,  $\text{degree}(u) > k$ , then  $u$  must be in the VC if there is one exists, otherwise, a VC does not exist.

Suppose there are  $m$  vertices whose degrees are larger than  $k$ .

---

**Algorithm 5** VCFaster( $G(V, E), k$ )

---

- 1: Find all  $m$  vertices with degrees larger than  $k$
- 2: **if**  $m > k$  **then**
- 3:     **return** False
- 4: Remove these  $m$  vertices and corresponding edges from  $G$
- 5: Remove vertices with 0 degree, i.e., the isolated vertices
- 6: Denote the updated graph as  $G'$
- 7: **if**  $|V'| > 2k(k - m)$  **then**
- 8:     **return** False
- 9: **return** VC( $G', k - m$ )

$$T(n) = \mathcal{O}(2^k \cdot n) = \mathcal{O}(2^k \cdot 2k(k - m)) = \mathcal{O}(2^k \cdot k^2).$$

# MVC

- MVC as an ILP

MVC problem could be expressed as an ILP as follows, where  $x_i \in \{0, 1\}$  with  $x = 1$  indicates  $v_i \in U$  and 0 otherwise:

$$\min \sum_{i=1}^{|V|} x_i,$$

subject to

$$x_i + x_j \geq 1, \text{ for each edge } e(i, j), x_i \in \{0, 1\}.$$

# MVC

- Get a feasible solution via rounding

Now we change the restrictions to be

$$x_i + x_j \geq 1, \text{ for each edge } e(i, j), 0 \leq x_i \leq 1,$$

and get the corresponding LP.

Solving this LP in polynomial, we get its optimal solution, denoted as

$$\mathbf{x} = (x_1, x_2, \dots, x_{|V|}), 0 \leq x_i \leq 1, \text{ for } i = 1, 2, \dots, |V|. \quad (13.7)$$

We use a rounding method: if  $x_i \geq 0.5$ , then  $x_i$  is rounded up to 1.0, otherwise  $x_i$  is rounded down to 0.0, to get a feasible solution to MVC, denoted as

$$\mathbf{x}^* = (x_1^*, x_2^*, \dots, x_{|V|}^*), x_i^* \in \{0, 1\}, \text{ for } i = 1, 2, \dots, |V|. \quad (13.8)$$

Note that  $\mathbf{x}^*$  must produce a vertex cover (i.e., a feasible solution) due to the constraint  $x_i + x_j \geq 1$  that indicates at least one of  $x_i$  or  $x_j$  has to be  $\geq 0.5$ .

# Approximation?

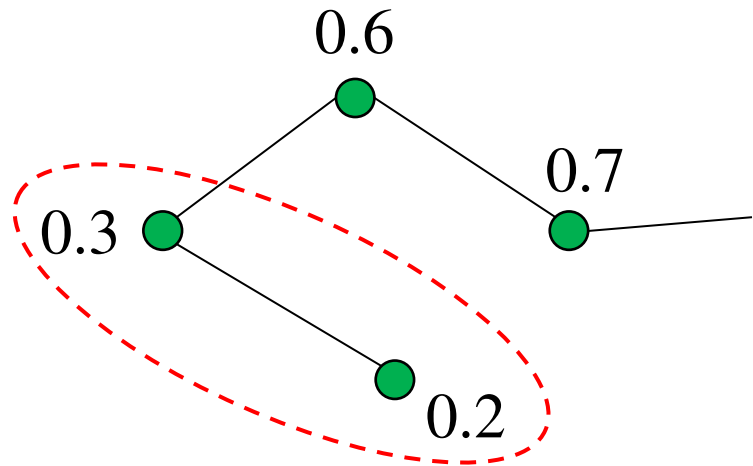
$$\text{OPT}_{\text{ILP}} \leq \sum_{i=1}^{|V|} x_i^*$$

$$\text{OPT}_{\text{LP}} \leq \text{OPT}_{\text{ILP}}$$

$$x_i^* \leq 2x_i$$

$$\text{OPT}_{\text{ILP}} \leq \sum_{i=1}^{|V|} x_i^* \leq$$

$$\sum_{i=1}^{|V|} 2x_i = 2 \sum_{i=1}^{|V|} x_i = 2 \cdot \text{OPT}_{\text{LP}} \leq 2 \cdot \text{OPT}_{\text{ILP}}$$





Thanks ! ☺

Questions ?