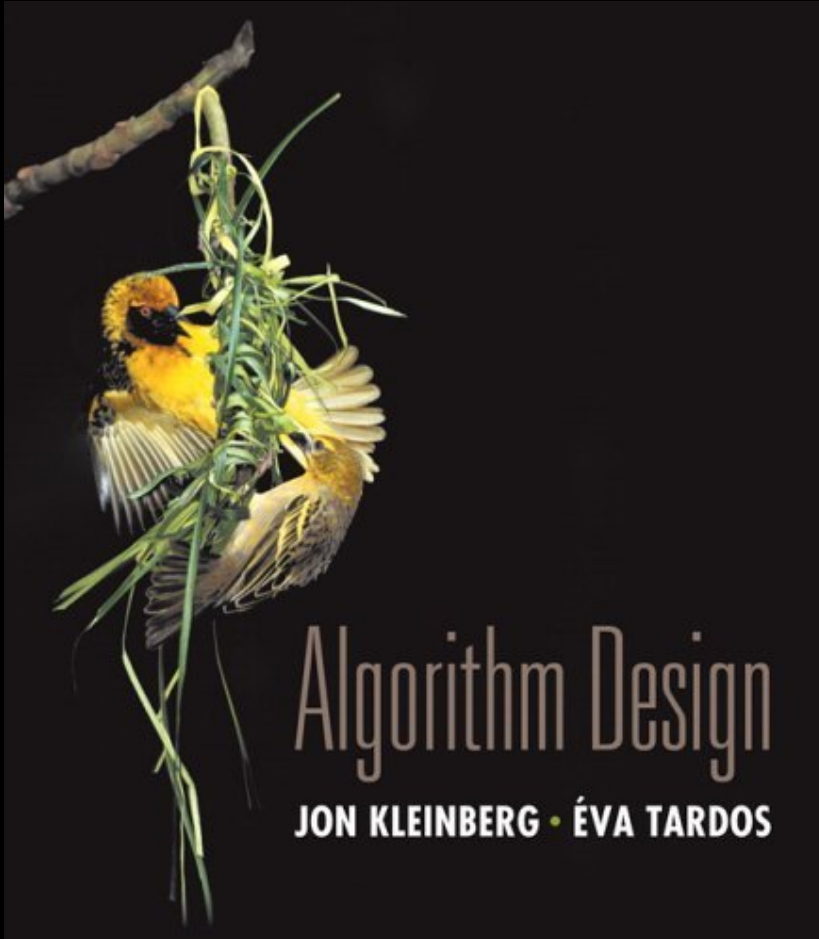


# Chapter 8

## NP and Computational Intractability



Slides by Kevin Wayne.  
Copyright © 2005 Pearson-Addison Wesley.  
All rights reserved.

# Algorithm Design Patterns and Anti-Patterns

## Algorithm design patterns.

- Greed.
- Divide-and-conquer.
- Dynamic programming.
- Duality.
- **Reductions.**
- Local search.
- Randomization.

## Ex.

$O(n \log n)$  interval scheduling.

$O(n \log n)$  FFT.

$O(n^2)$  edit distance.

$O(n^3)$  bipartite matching.

## Algorithm design anti-patterns.

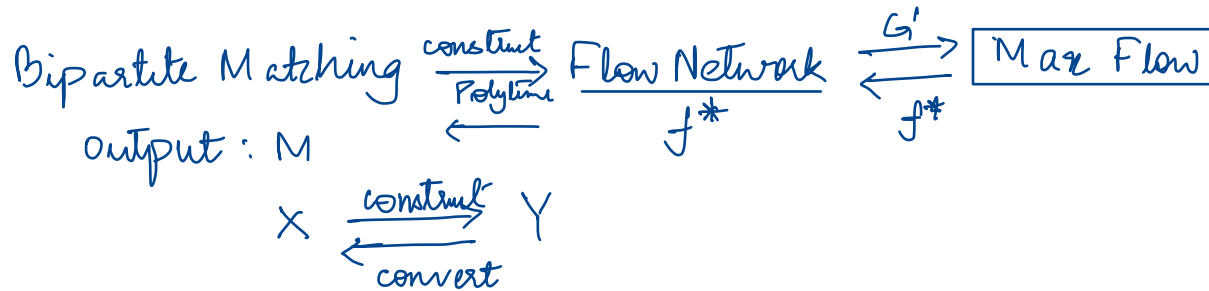
- **NP-completeness.**
- PSPACE-completeness.
- Undecidability.

$O(n^k)$  algorithm unlikely.

$O(n^k)$  certification algorithm unlikely.

No algorithm possible.

## 8.1 Polynomial-Time Reductions



# Classify Problems According to Computational Requirements

Q. Which problems will we be able to solve in practice?

A working definition. [Cobham 1964, Edmonds 1965, Rabin 1966]  
Those with polynomial-time algorithms.

Yes	Probably no
Shortest path	Longest path
Matching	3D-matching
Min cut	Max cut
2-SAT	3-SAT
Planar 4-color	Planar 3-color
Bipartite vertex cover	Vertex cover
Primality testing	Factoring

# Classify Problems

**Desiderata.** Classify problems according to those that can be solved in polynomial-time and those that cannot.

**Provably requires exponential-time.**

- Given a Turing machine, does it halt in at most  $k$  steps?
- Given a board position in an  $n$ -by- $n$  generalization of chess, can black guarantee a win?

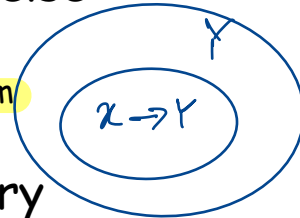
**Frustrating news.** Huge number of fundamental problems have defied classification for decades.

**This chapter.** Show that these fundamental problems are "computationally equivalent" and appear to be different manifestations of one **really hard** problem.

# Polynomial-Time Reduction

**Desiderata'**. Suppose we could solve  $X$  in polynomial-time. What else could we solve in polynomial time?

don't confuse with reduces from



**Reduction.** Problem  $X$  **polynomially reduces to** problem  $Y$  if arbitrary instances of problem  $X$  can be solved using:

- Polynomial number of standard computational steps, plus
- Polynomial number of calls to oracle that solves problem  $Y$ .

- solving  $Y$  can solve ' $x$ ', but vice-versa not true.

- Thus solving ' $x$ ' is equal/easier to solve than ' $Y$ '.

**Notation.**  $X \leq_P Y$ .

↑  
computational model supplemented by special piece of hardware that solves instances of  $Y$  in a single step

↳ polynomial time, e.g. 1<sup>st</sup> slide

**Remarks.**

- We pay for time to write down instances sent to black box  $\Rightarrow$  instances of  $Y$  must be of polynomial size.
- Note: Cook reducibility.

↙ in contrast to Karp reductions

# Polynomial-Time Reduction

**Purpose.** Classify problems according to **relative** difficulty.

**Design algorithms.** If  $X \leq_p Y$  and  $Y$  can be solved in polynomial-time, then  $X$  **can** also be solved in polynomial time.

**Establish intractability.** If  $X \leq_p Y$  and  $X$  cannot be solved in polynomial-time, then  $Y$  **cannot** be solved in polynomial time.

**Establish equivalence.** If  $X \leq_p Y$  and  $Y \leq_p X$ , we use notation  $X \equiv_p Y$ .



up to cost of reduction

# Reduction By Simple Equivalence

---

Basic reduction strategies.

- Reduction by simple equivalence.
- Reduction from special case to general case.
- Reduction by encoding with gadgets.



# Independent Set *'Refer KT 8.1'*

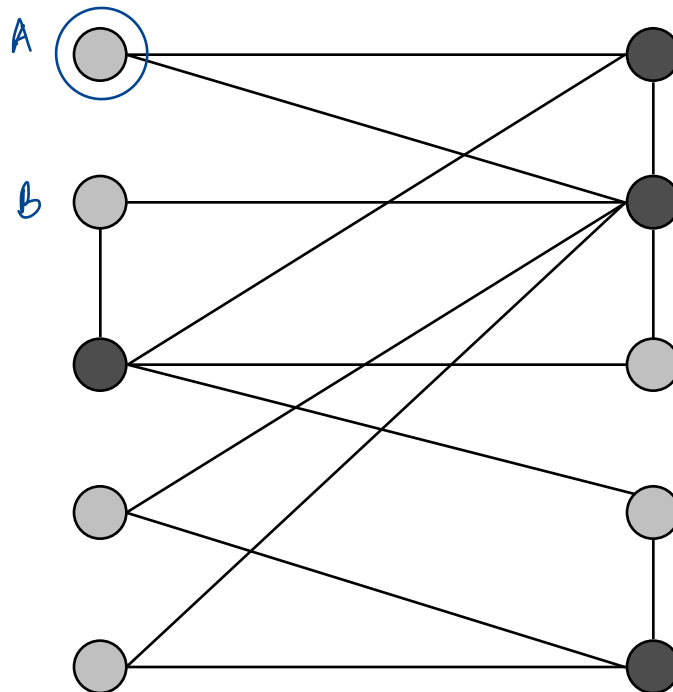
P1. **INDEPENDENT SET:** Given a graph  $G = (V, E)$  and an integer  $k$ , is there a subset of vertices  $S \subseteq V$  such that  $|S| \geq k$ , and for each edge at most one of its endpoints is in  $S$ ?

Ex. Is there an independent set of size  $\geq 6$ ? Yes.

Ex. Is there an independent set of size  $\geq 7$ ? No.

- Influencer in SN,  
not connected

*A & B has no  
exposure*



● independent set

# Vertex Cover

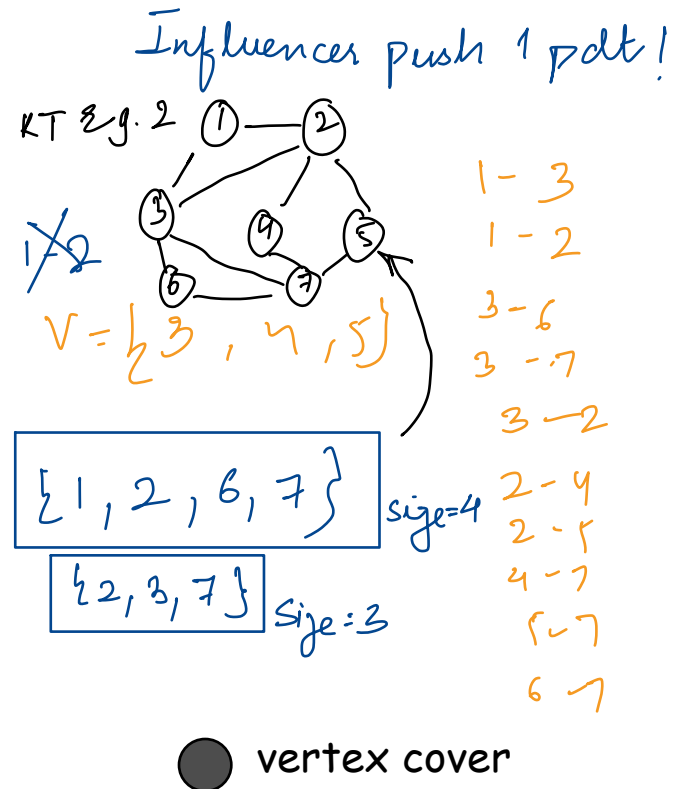
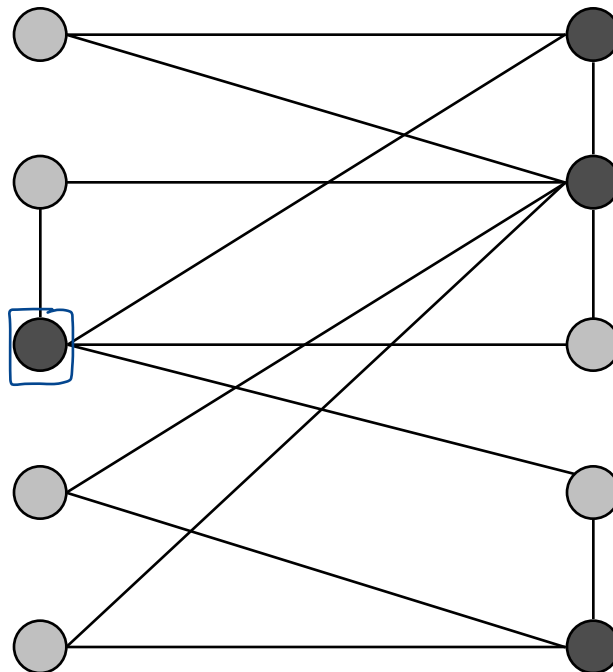
$k=2$  (at most?)  
 $\hookrightarrow$  but  $k \geq n$

**VERTEX COVER:** Given a graph  $G = (V, E)$  and an integer  $k$ , is there a subset of vertices  $S \subseteq V$  such that  $|S| \leq k$ , and for each edge, at least one of its endpoints is in  $S$ ?

Ex. Is there a vertex cover of size  $\leq 4$ ? Yes.

Ex. Is there a vertex cover of size  $\leq 3$ ? No.

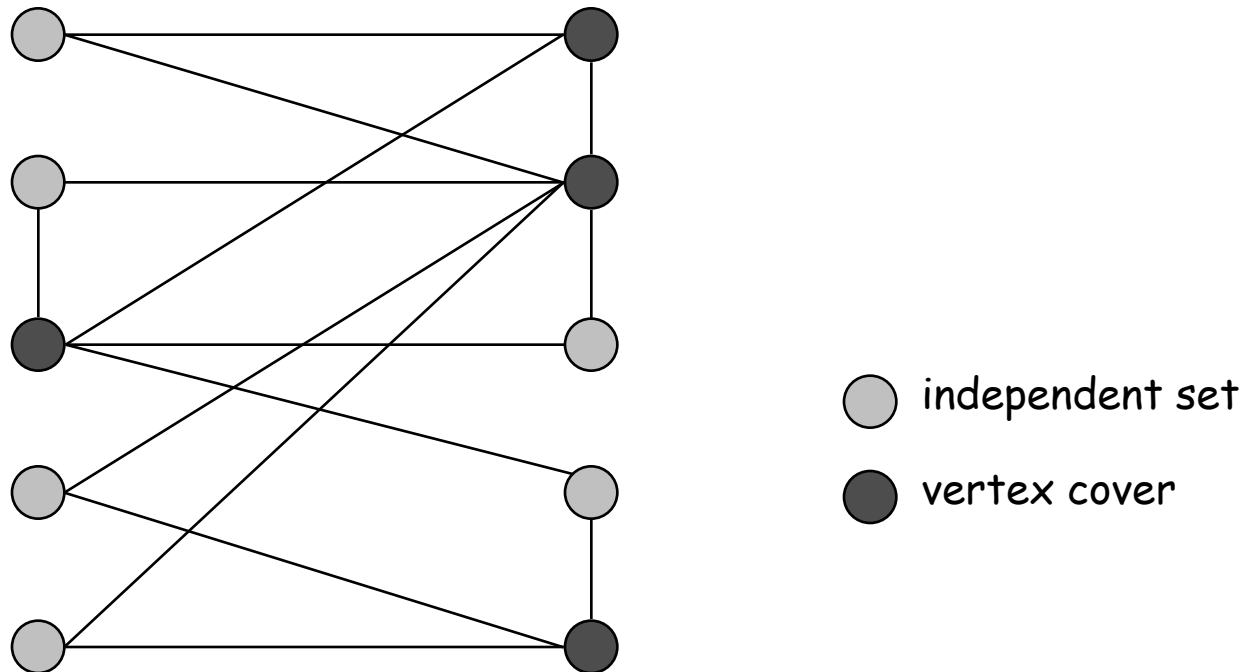
eg. 1



# Vertex Cover and Independent Set

**Claim.** VERTEX-COVER  $\equiv_p$  INDEPENDENT-SET.

**Pf.** We show  $S$  is an independent set iff  $V - S$  is a vertex cover.



# Vertex Cover and Independent Set

**Claim.** VERTEX-COVER  $\equiv_P$  INDEPENDENT-SET.

**Pf.** We show  $S$  is an independent set iff  $V - S$  is a vertex cover.

$\Rightarrow$

- Let  $S$  be any independent set.
- Consider an arbitrary edge  $(u, v)$ .
- $S$  independent  $\Rightarrow \underline{u \notin S}$  or  $\underline{v \notin S} \Rightarrow u \in V - S$  or  $v \in V - S$ .
- Thus,  $V - S$  covers  $(u, v)$ .  $\Rightarrow$  Vertex cover  $\leq_P$  Independent set

$\Leftarrow$

- Let  $V - S$  be any vertex cover.
- Consider two nodes  $u \in S$  and  $v \in S$ . , if there is a  $e = (u, v)$
- There is no edge  $(u, v)$  in  $E$  since  $V - S$  is a vertex cover (otherwise  $u$  or  $v$  has to be in  $V - S$ , the vertex cover)
- Thus, no two nodes in  $S$  are joined by an edge  $\Rightarrow S$  independent set.  $\Rightarrow$  Independent set  $\leq_P$  Vertex cover

# Reduction from Special Case to General Case

---

Basic reduction strategies.

- Reduction by simple equivalence.
- Reduction from special case to general case.
- Reduction by encoding with gadgets.

# Set Cover

**SET COVER:** Given a set  $U$  of elements, a collection  $S_1, S_2, \dots, S_m$  of subsets of  $U$ , and an integer  $k$ , does there exist a collection of  $\leq k$  of these sets whose union is equal to  $U$ ?

## Sample application.

- $m$  available pieces of software.
- Set  $U$  of  $n$  capabilities that we would like our system to have.
- The  $i$ th piece of software provides the set  $S_i \subseteq U$  of capabilities.
- Goal: achieve all  $n$  capabilities using fewest pieces of software.

Ex:

$U = \{1, 2, 3, 4, 5, 6, 7\}$

$k = 2$

$S_1 = \{3, 7\}$

$S_4 = \{2, 4\}$

$S_2 = \{3, 4, 5, 6\}$

$S_5 = \{5\}$

$S_3 = \{1\}$

$S_6 = \{1, 2, 6, 7\}$

$n$  elements  $\cdot 2^n$  subsets

using ' $k$ ' subsets we should get ' $U$ ' back.

# Vertex Cover Reduces to Set Cover

**Claim.** VERTEX-COVER  $\leq_p$  SET-COVER.

**Pf.** Given a VERTEX-COVER instance  $G = (V, E)$ ,  $k$ , we construct a set cover instance whose size equals the size of the vertex cover instance.

**Construction.**

- Create SET-COVER instance:
  - $k = k$ ,  $U = E$ ,  $S_v = \{e \in E : e \text{ incident to } v\}$
- Set-cover of size  $\leq k$  iff vertex cover of size  $\leq k$ .

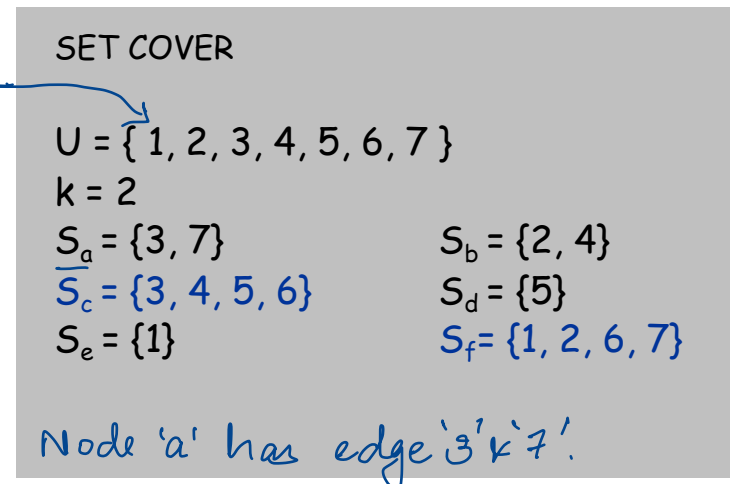
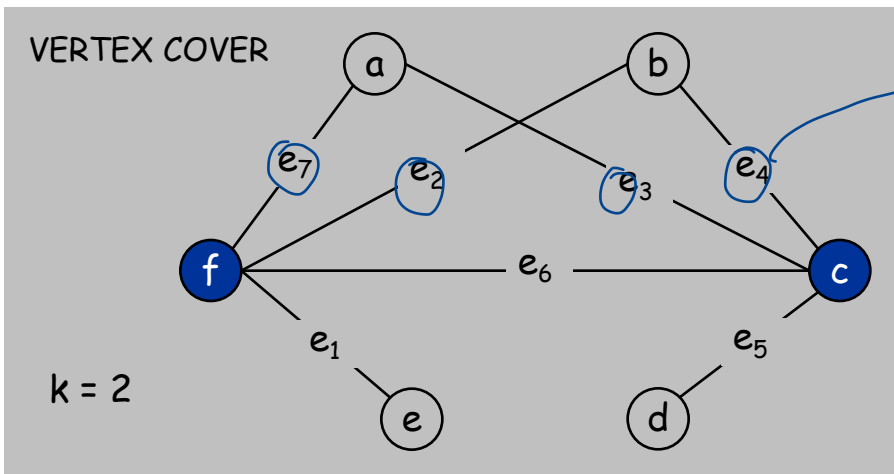
Thus,  $S_c$  &  $S_f$  forms 'U' & vertex 'c' & 'f' are vertex cover.

$$U = \{e_1, e_2, e_3, e_4, e_5, e_6, e_7\}$$

$$S_a = \{e_7, e_3\} \quad S_b = \{e_2, e_4\}$$

$$S_c = \{e_3, e_4, e_6, e_7\}$$

$$S_f = \{e_7, e_2, e_6, e_1\}$$



# Polynomial-Time Reduction

## Basic strategies.

- Reduction by simple equivalence.
- Reduction from special case to general case.
- Reduction by encoding with gadgets.



## 8.2 Reductions via "Gadgets"

---

Basic reduction strategies.

- Reduction by simple equivalence.
- Reduction from special case to general case.
- Reduction via "gadgets."

# Satisfiability

**Literal:** A Boolean variable or its negation.

$$x_i \text{ or } \overline{x_i}$$


**Clause:** A disjunction of literals.

$$C_j = x_1 \underset{\text{OR}}{\vee} \overline{x_2} \underset{\text{OR}}{\vee} x_3$$


**Conjunctive normal form:** A propositional formula  $\Phi$  that is the conjunction of clauses.

$$\Phi = C_1 \underset{\text{AND}}{\wedge} C_2 \underset{\text{AND}}{\wedge} C_3 \underset{\text{AND}}{\wedge} C_4$$

*assignment is satisfying if cnf = true*

**SAT:** Given CNF formula  $\Phi$ , does it have a satisfying truth assignment? 

**3-SAT:** SAT where each clause contains exactly 3 literals.

  
each corresponds to a different variable

**Ex:**  $(\overline{x_1} \vee x_2 \vee x_3) \wedge (x_1 \vee \overline{x_2} \vee x_3) \wedge (x_2 \vee x_3) \wedge (\overline{x_1} \vee \overline{x_2} \vee \overline{x_3})$

**Yes:**  $x_1 = \text{true}, x_2 = \text{true}, x_3 = \text{false}.$  *→ assignment.*

### 3 Satisfiability Reduces to Independent Set

Why 3? - It can be easily reduced to other NP-complete problem!

**Claim.**  $3\text{-SAT} \leq_p \text{INDEPENDENT-SET}$ .

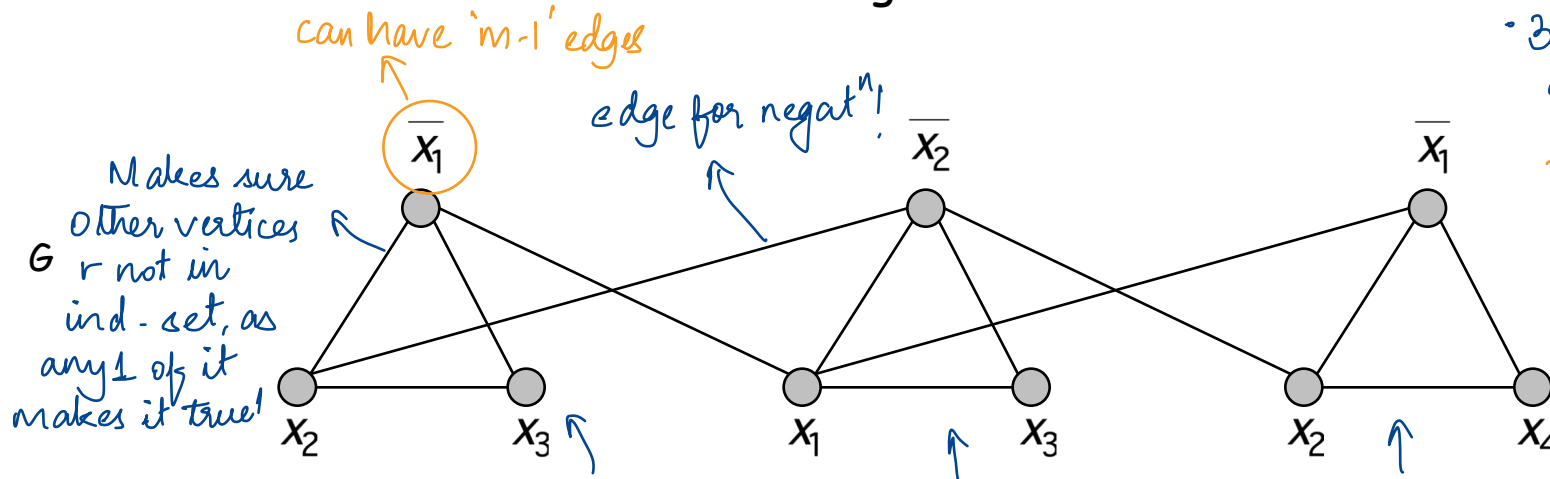
**Pf.** Given an instance  $\Phi$  of 3-SAT, we construct an instance  $(G, k)$  of INDEPENDENT-SET that has an independent set of size  $k$  iff  $\Phi$  is satisfiable.

**Construction.**

- $G$  contains 3 vertices for each clause, one for each literal.
- Connect 3 literals in a clause in a triangle.
- Connect literal to each of its negations.

$m$  clauses  $\rightarrow m$   $\Delta$ 's

•  $3m$  nodes  
•  $3m$  edges +  
edge for negat<sup>n</sup>  
-  $3m \cdot (m-1)$   
worst case



$k = 3$

$$\Phi = (\bar{x}_1 \vee x_2 \vee x_3) \wedge (x_1 \vee \bar{x}_2 \vee x_3) \wedge (\bar{x}_1 \vee x_2 \vee x_4)$$

### 3 Satisfiability Reduces to Independent Set

**Claim.**  $G$  contains independent set of size  $k = |\Phi|$  iff  $\Phi$  is satisfiable.

**Pf.**  $\Rightarrow$  Let  $S$  be independent set of size  $k$ .

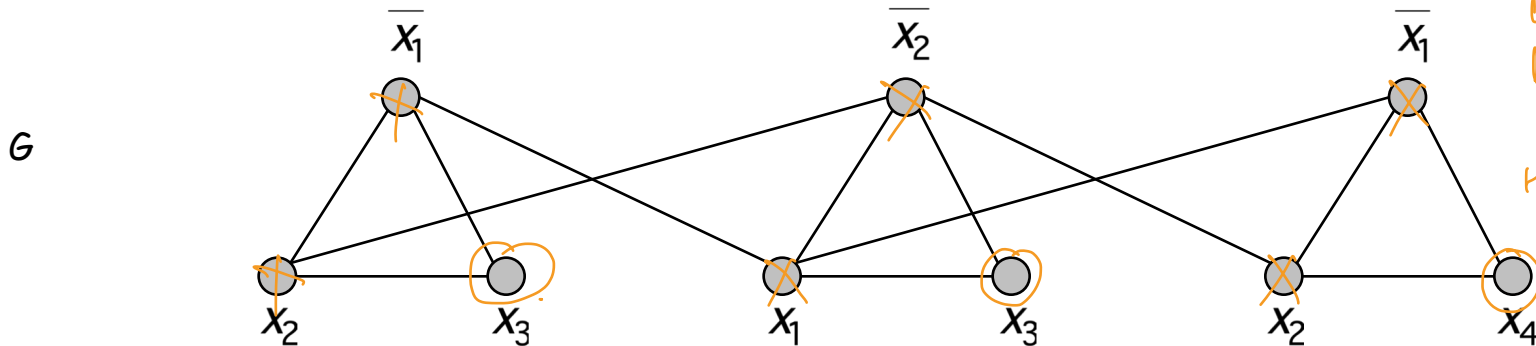
- $S$  must contain exactly one vertex in each triangle.
- Set these literals to true.  $\leftarrow$  and any other variables in a consistent way
- Truth assignment is consistent and all clauses are satisfied.

*Time :- size of ind. set!*

**Pf**  $\Leftarrow$  Given satisfying assignment, select one true literal from each triangle. This is an independent set of size  $k$ . ▪

*2  $x_3$  are considered as separate nodes!*

*Independent set may not give us all sol<sup>n</sup> but can tell us yes or no! Hence  $\{x_3, x_4\}$  also  $\{x_2, x_3, x_4\}$*



$k = 3$

$$\Phi = (\bar{x}_1 \vee x_2 \vee x_3) \wedge (x_1 \vee \bar{x}_2 \vee x_3) \wedge (\bar{x}_1 \vee x_2 \vee x_4)$$

# Review

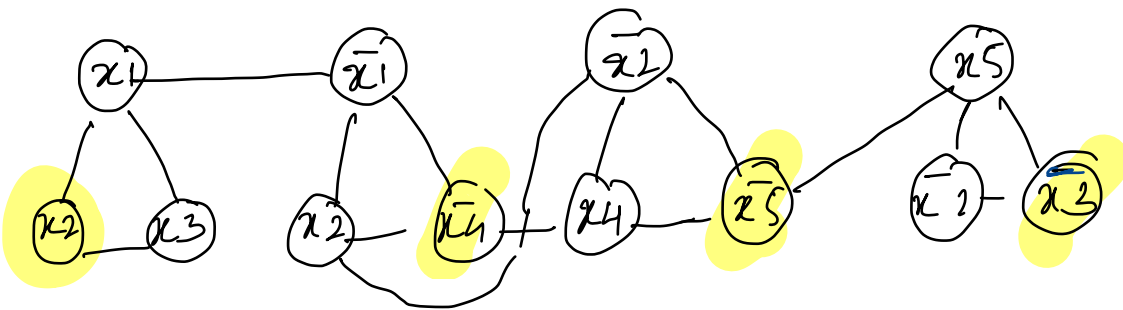
## Basic reduction strategies.

- Simple equivalence:  $\text{INDEPENDENT-SET} \equiv_p \text{VERTEX-COVER}$ .
- Special case to general case:  $\text{VERTEX-COVER} \leq_p \text{SET-COVER}$ .
- Encoding with gadgets:  $3\text{-SAT} \leq_p \text{INDEPENDENT-SET}$ .

**Transitivity.** If  $X \leq_p Y$  and  $Y \leq_p Z$ , then  $X \leq_p Z$ .

**Pf idea.** Compose the two algorithms.

**Ex:**  $3\text{-SAT} \leq_p \text{INDEPENDENT-SET} \leq_p \text{VERTEX-COVER} \leq_p \text{SET-COVER}$ .



$x_2$   $\bar{x}_3$   $\bar{x}_4$   $\bar{x}_5$   
T T T T

$\bar{x}_2$  - F  
 $x_5$

# Self-Reducibility

**Decision problem.** Does there **exist** a vertex cover of size  $\leq k$ ?

**Search problem.** **Find** vertex cover of minimum cardinality.

**Self-reducibility.** Search problem  $\leq_p$  decision version.

- Applies to all (NP-complete) problems in this chapter.
- Justifies our focus on decision problems.

**Ex:** to find min cardinality vertex cover.

- (Binary) search for cardinality  $k^*$  of min vertex cover.
- Find a vertex  $v$  such that  $G - \{v\}$  has a vertex cover of size  $\leq k^* - 1$ .
  - any vertex in any min vertex cover will have this property
- Include  $v$  in the vertex cover.
- Recursively find a min vertex cover in  $G - \{v\}$ .

↑  
delete  $v$  and all incident edges