

Algorithms - Spring '25

- End of flows
- Complexity



Recap

HW due	Monday
Readings	Mon & Wed
No class	Friday

Max-flow/Min Cut Algorithms:

Residual graph based:

- FF: $O((V+E)F^*)$

- Edmonds-Karp: $O(E^2 \log E \log f^*)$

- BFS based: $O(VE^2)$

And a
Poster is
Ge &
improve

Technique	Direct	With dynamic trees	Source(s)
Blocking flow	$O(V^2E)$	$O(VE \log V)$	[Dinitz; Karzanov; Even and Itai; Sleator and Tarjan]
Network simplex	$O(V^2E)$	$O(VE \log V)$	[Dantzig; Goldfarb and Hao; Goldberg, Grigoriadis, and Tarjan]
Push-relabel (generic)	$O(V^2E)$	—	[Goldberg and Tarjan]
Push-relabel (FIFO)	$O(V^3)$	$O(VE \log(V^2/E))$	[Goldberg and Tarjan]
Push-relabel (highest label)	$O(V^2\sqrt{E})$	—	[Cheriyan and Maheshwari; Tunçel]
Push-relabel-add games	—	$O(VE \log_{E/(V \log V)} V)$	[Cheriyan and Hagerup; King, Rao, and Tarjan]
Pseudoflow	$O(V^2E)$	$O(VE \log V)$	[Hochbaum]
Pseudoflow (highest label)	$O(V^3)$	$O(VE \log(V^2/E))$	[Hochbaum and Orlin]
Incremental BFS	$O(V^2E)$	$O(VE \log(V^2/E))$	[Goldberg, Held, Kaplan, Tarjan, and Werneck]
Compact networks	—	$O(VE)$	[Orlin]

Figure 10.10. Several purely combinatorial maximum-flow algorithms and their running times.

FOR HW

Just use
 $O(VE)$ if
unsure

$O(VE)$

Another: Exam scheduling

Input: n classes, r classrooms
 t time slots, P proctors

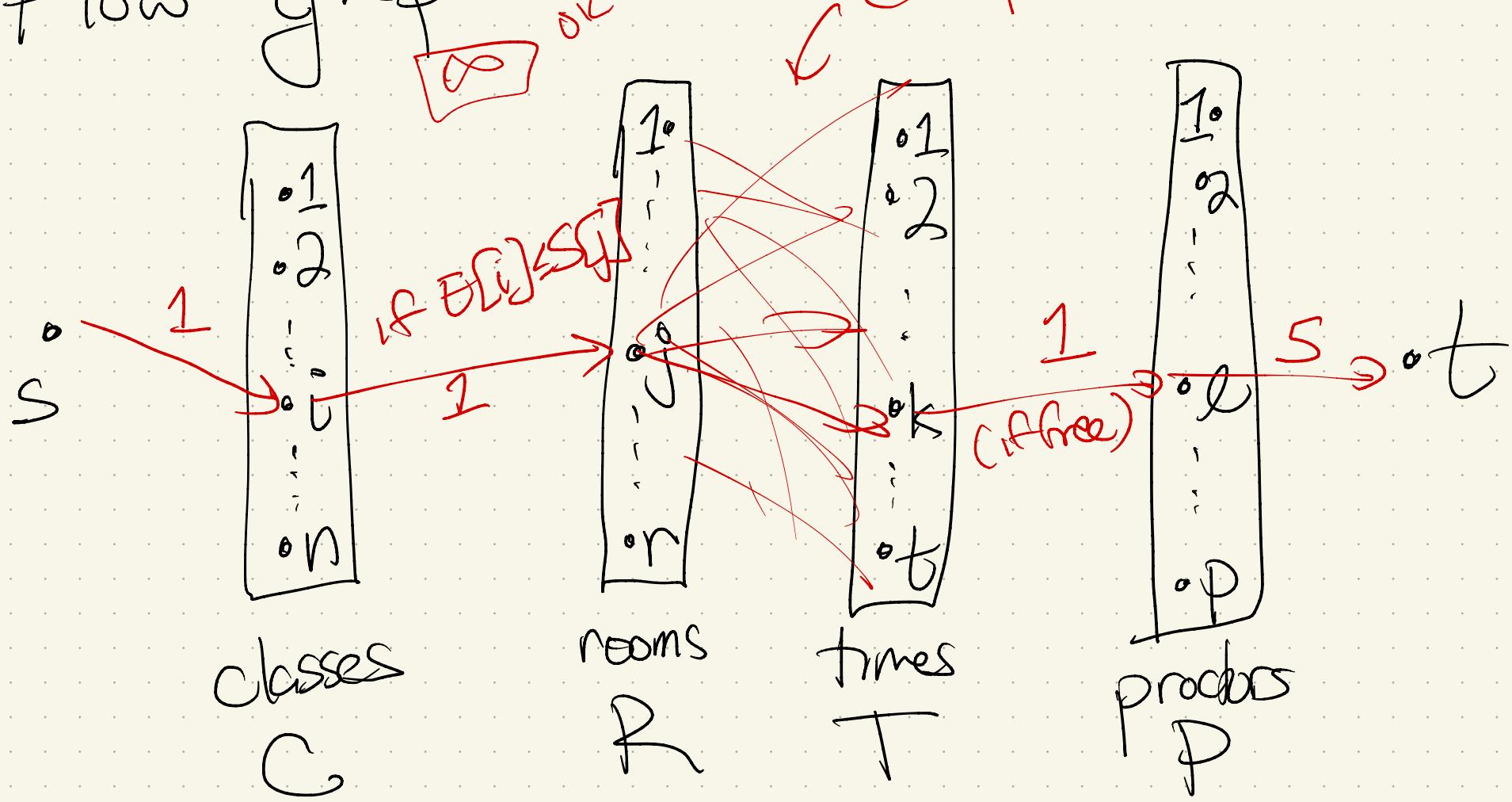
$E[1..n]$: # of students in each class

$S[1..r]$: capacity of each classroom

$A[1..t, 1..P]$: $A[k, l]$ is true
if l th proctor is free at time slot k

& each proctor gets ≤ 5 classes.

Flow graph:



Edges: $H \in C, S \rightarrow V$ with $cap = 1$,
 so flow paths "assign" 1 class to
 valid room, time & proctor

Then $C \rightarrow R$ edges:

If $E[i] \leq S[j]$: class will fit
in room.

So add edge $i \rightarrow j$ [for $i \in C, j \in R$].
capacity = ~~X~~ 1

Then $R \rightarrow T$ edges:

add all edges $j \rightarrow k$ with
capacity = 1, since each room
is open to start at every time

Next: $T \rightarrow P$ edges

If $A[k, l]$ is true, then proctor
 l is open at time k .

→ add edge of capacity = 1
(so can't be assigned 2)

Finally: $P \rightarrow t$

Add all $l \rightarrow t$ edges, for $l \in P$

Capacity = ~~5~~ 5

Then: find max flow.

If $= n$, done! ~~If $< n$: problem~~

Find flow paths:

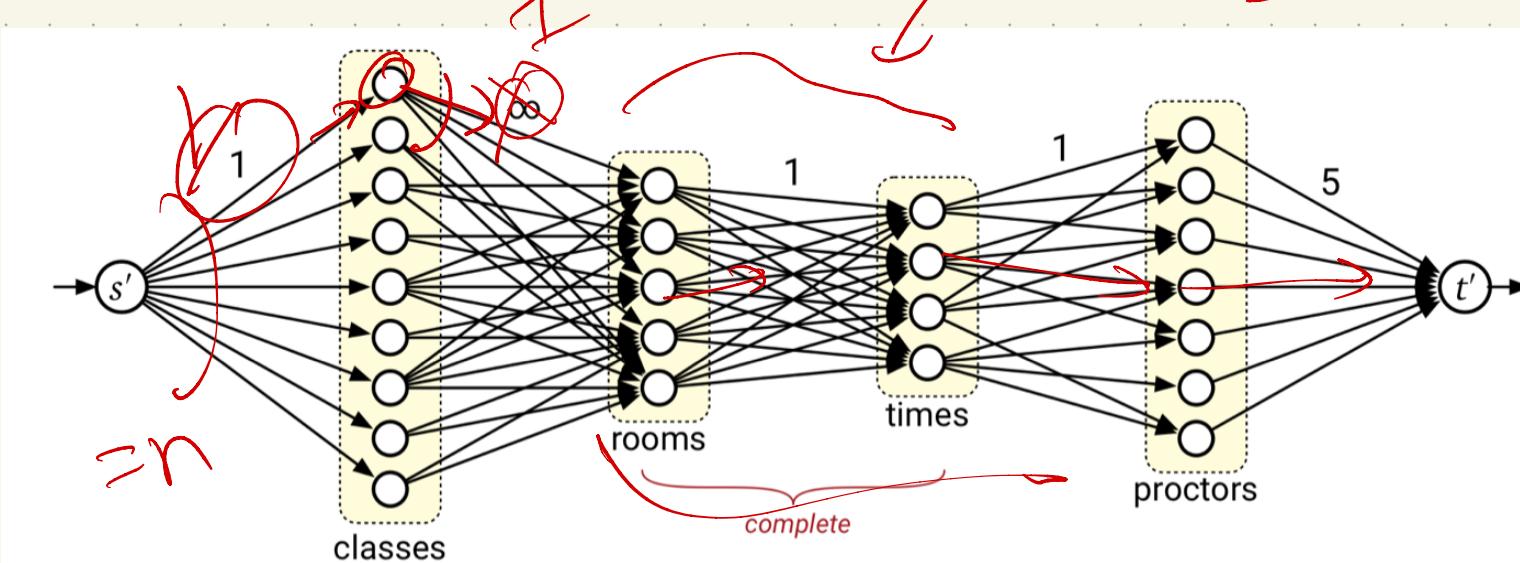


Figure 11.5. A flow network for the exam scheduling problem.

Must go $s \rightarrow i \rightarrow j \rightarrow k \rightarrow l \rightarrow t$.

So: If I flow of value n ,
can find assignment of exams.

Other way:

If can assign rooms, classes,
times, & proctors, can also
use each assignment to build
a flow path of value 1 in

6. So, assignment \Rightarrow flow.
 $\text{of } k$
 classes of value } k

Runtime:

$$V = 2 + n + r + t + p$$

$$E \leq \underbrace{2}_{\substack{s+t \\ 1}} + \underbrace{n \cdot r}_{s \rightarrow n} + r \cdot t + t \cdot p + p$$

proctors
→ t

$$N = \max \{n, r, t, p\}$$
$$= n + r + t + p$$

$$+ O(n^k) = O(VE) =$$

$$O((n+r+t+p)(nr+rt+tp))$$

$$= \underline{\underline{O(N^3)}}$$

Quantifying Hardness:

Fundamental question:

Are there "harder" problems? (Yes)

Why should we care?

Because sometimes we can't
solve exactly!

How do we rank?

Runtime: $O(n) \ll O(n^2) \ll O(n^3)$
 $\ll O(2^n)$...

The bad news! Undecidability

Some problems are impossible to solve!

The Halting Problem:

Given a program P and input I , does P halt or run forever if given I ?

Output: True/False \leftarrow

(Utility should be obvious!)

Note: Can't just simulate P on I .

Why? If doesn't halt, don't know when to stop

Thm [Turing 1936]:

The halting problem is undecidable.

(That is, no such algorithm can exist.)

Proof by contradiction - suppose we have such a program, H .

$$H(\underline{P}, \underline{I}) = \begin{cases} \text{True} & \text{if } P(I) \text{ halts} \\ \text{False} & \text{if } P(I) \text{ loops forever} \end{cases}$$

Need to find a contradiction now...

Define a program G, which uses H as a subroutine:

G(x): if $H(x, x) = \text{false}$
return false
else
loop forever

So: if $X(x)$ halts, loop forever
if $X(x)$ loops halt + return false

Now : What does $G(G)$ do?

If $H(G, G) = \text{false}$, then halts
↳ but if $H(G, G)$ is false,
means $G(G)$ has infinite loop!

If $H(G, G) = \text{true}$, then loops
forever

↳ but if $H(G, G)$ is true,
means $G(G)$ halts.

Logical contradiction

↳ no such function exists.

So... what next?

Clearly, many things are solvable in polynomial time.

Some things are impossible

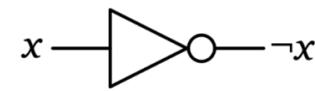
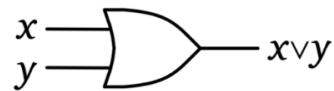
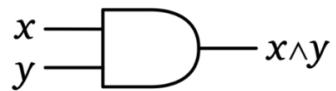
But - what is in between?

Idea:

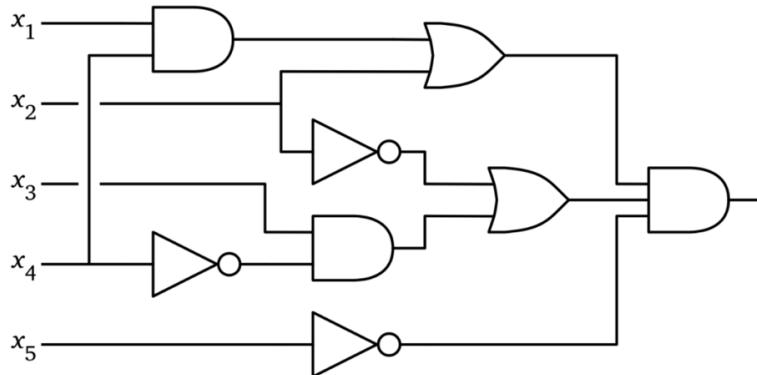
Try to formalize a notion of "hardness", to better understand what computer can do.

The first problem found;

Boolean circuits

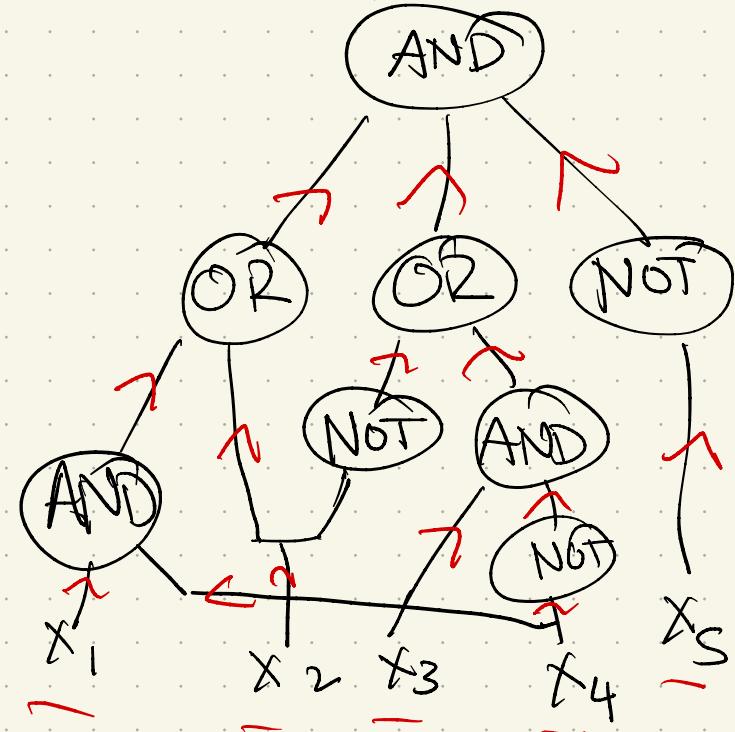


An AND gate, an OR gate, and a Not gate.



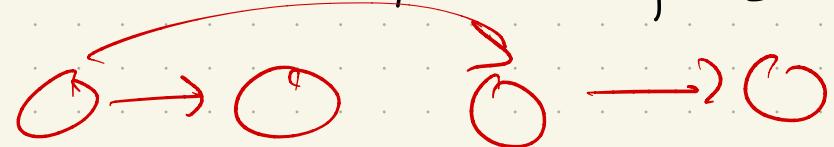
A boolean circuit. inputs enter from the left, and the output leaves to the right.

"Flipped view":

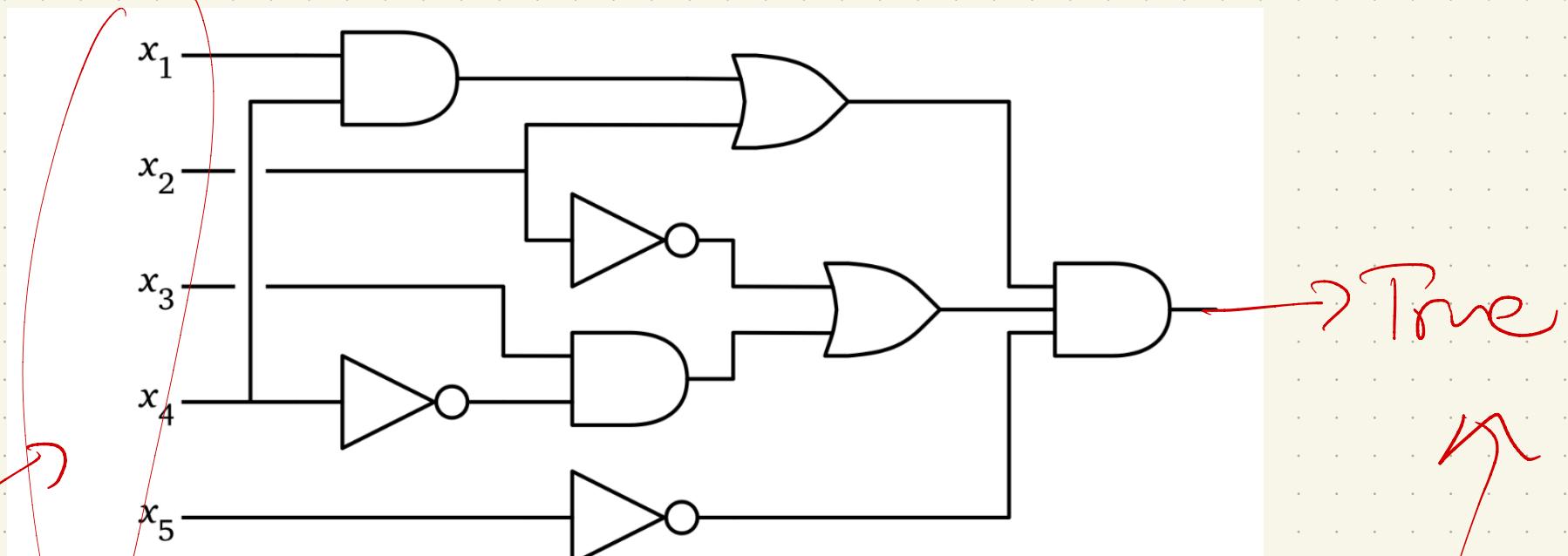


Given a set of inputs can clearly calculate out put in linear time ($\text{in } \# \text{ inputs} + \# \text{ gates}$).

How? Top Sort



Q: Given such a boolean circuit, is there a set of inputs which result in TRUE output?



One
set
of
TF

foreach
input

Known as CIRCUIT SATISFIABILITY
(or CIRCUIT SAT)

Best known algorithm:

Try all possible inputs

If one works, return true
else return false

Runtime: n T/F values

$$\hookrightarrow O(2^n \cdot (n+m))$$

Note: Best known approach.

(No lower bound)

$$S2(2^n)$$

↓
top sort

P, NP, + co-NP

Consider only decision

problems: so Yes/No output

P: Set of decision problems that can be solved in polynomial time

Examples: IS x in list? (whole book)
IS flow in $G = n$? $P \subseteq NP$

NP: Set of problems such that, if the answer is yes & you hand me proof, I can verify/check in polynomial time.

Examples: CIRCUIT SAT (use top sort)
everything in P!

Co-NP: Set of problems where we can verify a "no".

Examples: Is number n prime?

Def: NP-Hard

X is NP-Hard



If X could be solved in polynomial time,
then $P=NP$.

So if any NP-Hard problem could be solved in polynomial time, then all of NP could be.

Note: Not at all obvious any such problem exists!

Cook-Levine Thm:

Circuit SAT is NP-Hard.

Proof (sketch):

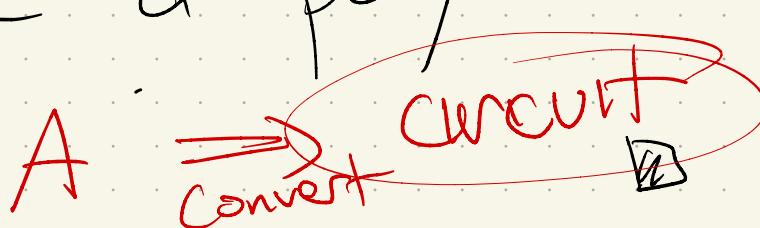
Suppose I have an algorithm CIRCUIT-SAT. in poly time.
to solve

Take any problem in NP, A.

Reduce A to CIRCUIT-SAT.

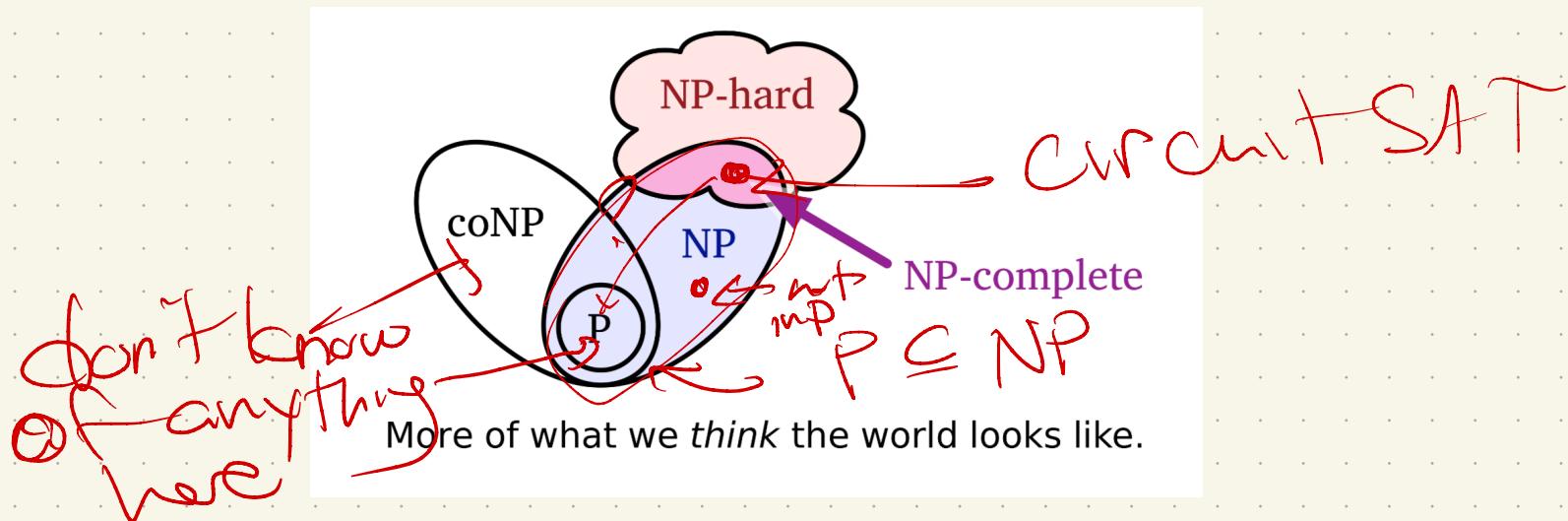
in polynomial time: build circuit.

Therefore, I have a poly time alg
for A,



So, there is at least one problem that is NP-Hard, & in NP, but which we don't think is in P:

IS $P=NP$?



NP-Complete: NP-Hard & in NP

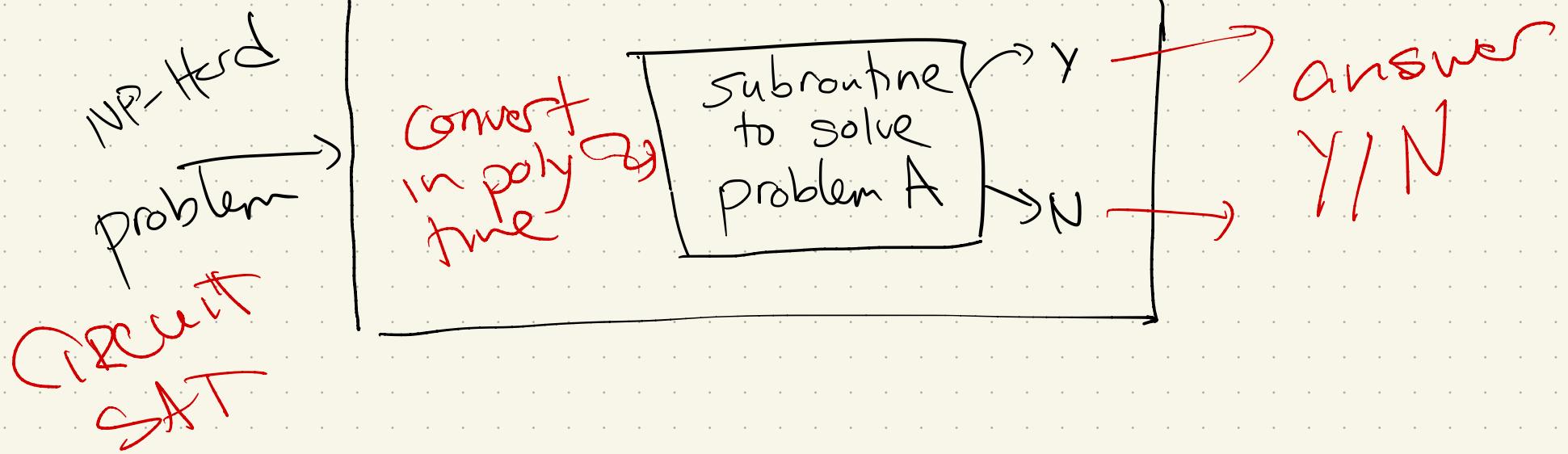
To prove NP-Hardness of A:

Reduce a known NP-Hard problem to A.

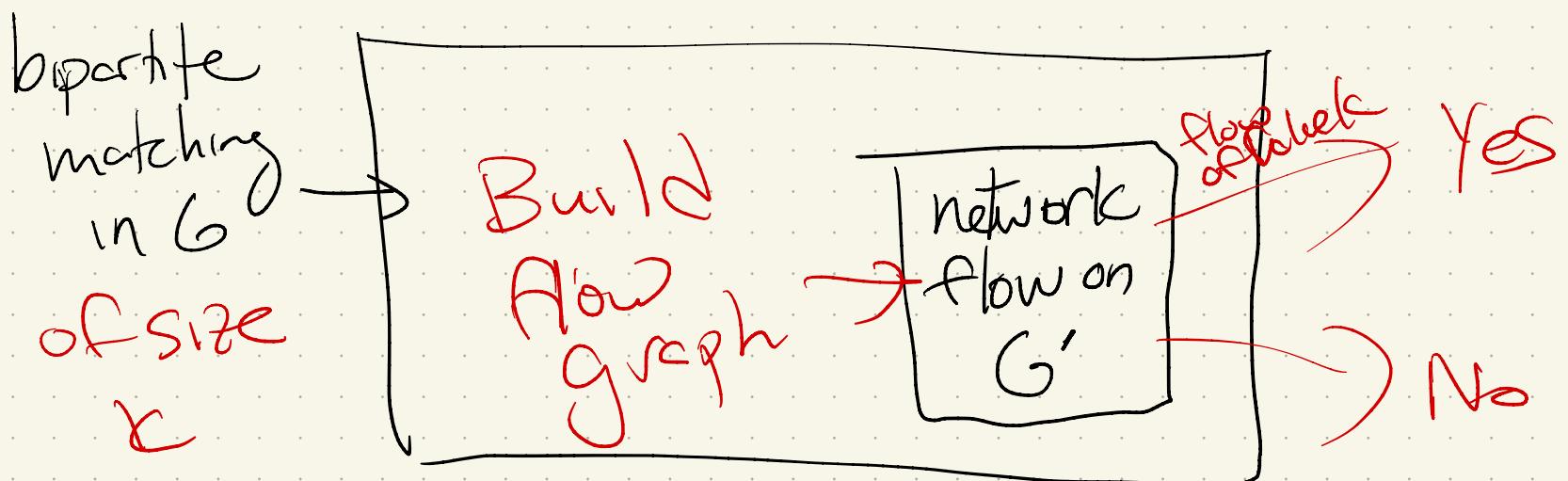
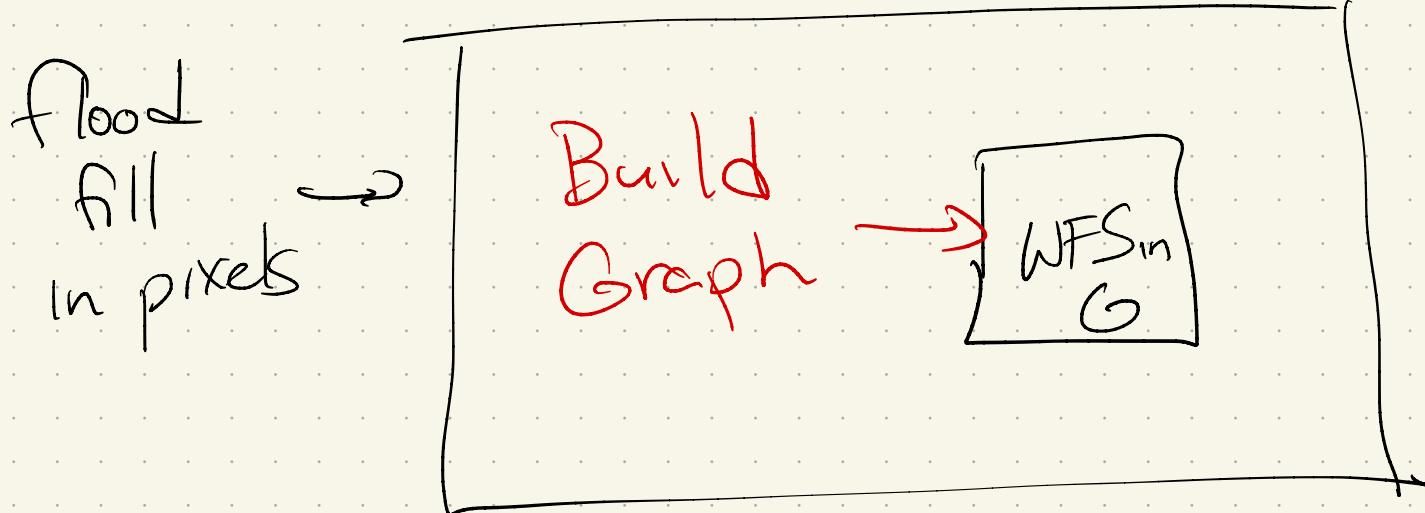
(Alternative is to show any problem in NP can be turned into A, like

Cook.)

~~Cook~~



We've seen reductions!
But used them to solve problems!



This will feel odd, though:

To prove a new problem is hard,
we'll show how we could solve a
known hard problem using new
problem as a subroutine.

Why? Just like halting problem!

Well, if a poly time algorithm
existed, than you'd also be able to
solve the hard problem!

(Therefore, "can't" be any such alg)

Other NP-Hard Problems:

SAT: Given a boolean formula, is there a way to assign inputs so result is 1?

Ex:

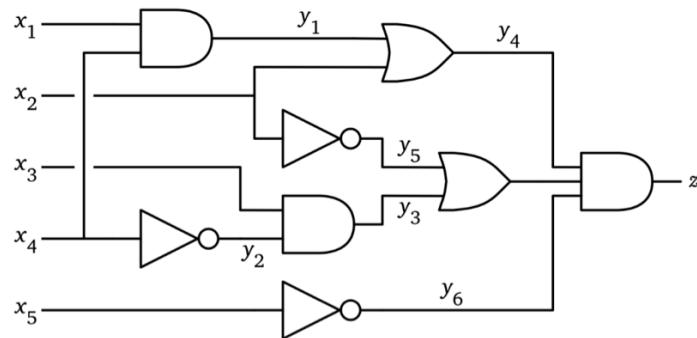
$$(a \vee b \vee c \vee \bar{d}) \Leftrightarrow ((b \wedge \bar{c}) \vee \overline{\bar{a} \Rightarrow d}) \vee (c \neq a \wedge b),$$

n variables, m clauses

First: in NP?

Thm: SAT is NP-Hard.

Pf: Reduce CIRCUIT SAT to SAT:



Input: CIRCUIT

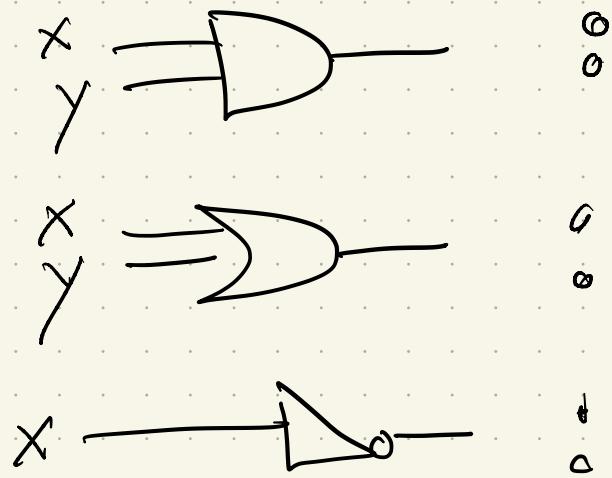
$$(y_1 = x_1 \wedge x_4) \wedge (y_2 = \overline{x_4}) \wedge (y_3 = x_3 \wedge y_2) \wedge (y_4 = y_1 \vee x_2) \wedge \\ (y_5 = \overline{x_2}) \wedge (y_6 = \overline{x_5}) \wedge (y_7 = y_3 \vee y_5) \wedge (z = y_4 \wedge y_7 \wedge y_6) \wedge z$$

A boolean circuit with gate variables added, and an equivalent boolean formula.

Convert in poly time to clauses:

More carefully:

1) For any gate, can transform:



2) "And" these together, & want final output true:

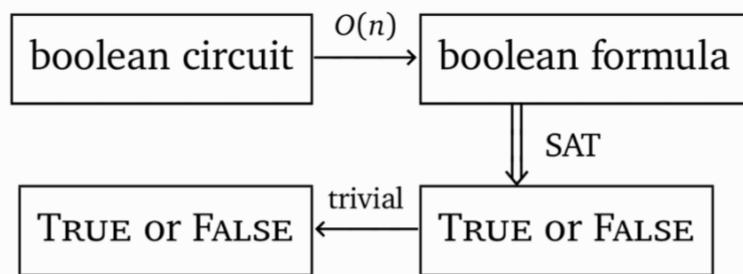
Is this poly-size?

Given n inputs + m gates:

Variables:

Clauses:

So our reduction:



$$T_{\text{CSAT}}(n) \leq O(n) + T_{\text{SAT}}(O(n)) \implies T_{\text{SAT}}(n) \geq T_{\text{CSAT}}(\Omega(n)) - O(n)$$

3SAT: 3CNF formulas!

Thm: 3SAT is NP-Hard

Pf: Reduce circuitSAT to 3SAT:

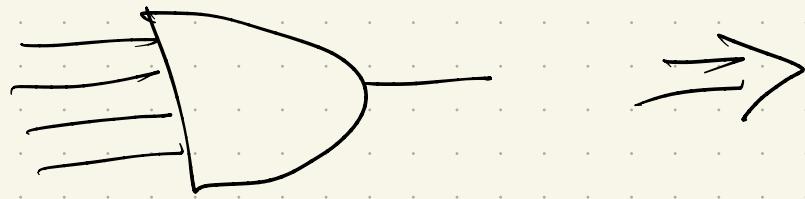
Need to show any circuit can be transformed
to 3CNF form

(so last reduction fails)

Instead 

Given a circuit!

- ① Rewrite so each gate has ≤ 2 inputs:



- ② Write formula, like SAT. Only 3 types!

$$y = a \vee b$$

$$y = a \wedge b$$

$$y = \overline{a}$$

③ Now, change to CNF:
go back to truth tables

$$a = b \wedge c \rightarrow (a \vee \bar{b} \vee \bar{c}) \wedge (\bar{a} \vee b) \wedge (\bar{a} \vee c)$$

$$a = b \vee c \rightarrow (\bar{a} \vee b \vee c) \wedge (a \vee \bar{b}) \wedge (a \vee \bar{c})$$

$$a = \bar{b} \rightarrow (a \vee b) \wedge (\bar{a} \vee \bar{b})$$

④ Now, need 3 per clause!

$$a \rightarrow (a \vee x \vee y) \wedge (a \vee \bar{x} \vee y) \wedge (a \vee x \vee \bar{y}) \wedge (a \vee \bar{x} \vee \bar{y})$$

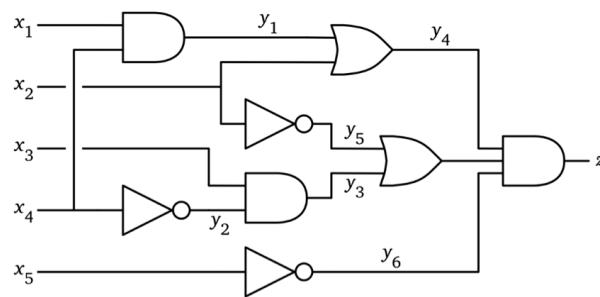
$$a \vee b \rightarrow (a \vee b \vee x) \wedge (a \vee b \vee \bar{x})$$

Note : Bigger!

How much

bigger?

(need polynomial)



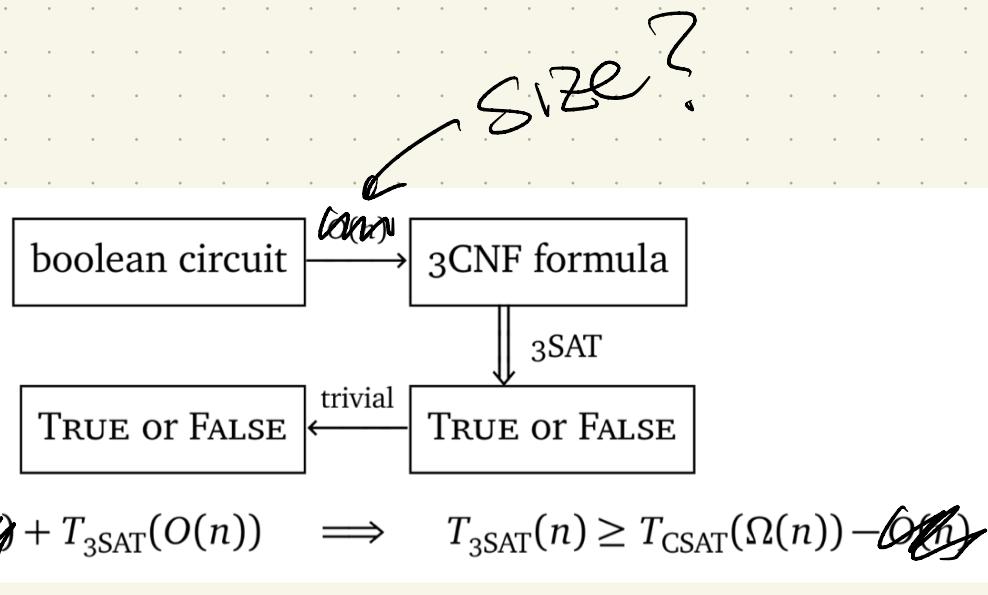
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A boolean circuit with gate variables added, and an equivalent boolean formula.



$$(y_1 \vee \overline{x_1} \vee \overline{x_4}) \wedge (\overline{y_1} \vee x_1 \vee z_1) \wedge (\overline{y_1} \vee x_1 \vee \overline{z_1}) \wedge (\overline{y_1} \vee x_4 \vee z_2) \wedge (\overline{y_1} \vee x_4 \vee \overline{z_2}) \\ \wedge (y_2 \vee x_4 \vee z_3) \wedge (y_2 \vee x_4 \vee \overline{z_3}) \wedge (\overline{y_2} \vee \overline{x_4} \vee z_4) \wedge (\overline{y_2} \vee \overline{x_4} \vee \overline{z_4}) \\ \wedge (y_3 \vee \overline{x_3} \vee \overline{y_2}) \wedge (\overline{y_3} \vee x_3 \vee z_5) \wedge (\overline{y_3} \vee x_3 \vee \overline{z_5}) \wedge (\overline{y_3} \vee y_2 \vee z_6) \wedge (\overline{y_3} \vee y_2 \vee \overline{z_6}) \\ \wedge (\overline{y_4} \vee y_1 \vee x_2) \wedge (y_4 \vee \overline{x_2} \vee z_7) \wedge (y_4 \vee \overline{x_2} \vee \overline{z_7}) \wedge (y_4 \vee \overline{y_1} \vee z_8) \wedge (y_4 \vee \overline{y_1} \vee \overline{z_8}) \\ \wedge (y_5 \vee x_2 \vee z_9) \wedge (y_5 \vee x_2 \vee \overline{z_9}) \wedge (\overline{y_5} \vee \overline{x_2} \vee z_{10}) \wedge (\overline{y_5} \vee \overline{x_2} \vee \overline{z_{10}}) \\ \wedge (y_6 \vee x_5 \vee z_{11}) \wedge (y_6 \vee x_5 \vee \overline{z_{11}}) \wedge (\overline{y_6} \vee \overline{x_5} \vee z_{12}) \wedge (\overline{y_6} \vee \overline{x_5} \vee \overline{z_{12}}) \\ \wedge (\overline{y_7} \vee y_3 \vee y_5) \wedge (y_7 \vee \overline{y_3} \vee z_{13}) \wedge (y_7 \vee \overline{y_3} \vee \overline{z_{13}}) \wedge (y_7 \vee \overline{y_5} \vee z_{14}) \wedge (y_7 \vee \overline{y_5} \vee \overline{z_{14}}) \\ \wedge (y_8 \vee \overline{y_4} \vee \overline{y_7}) \wedge (\overline{y_8} \vee y_4 \vee z_{15}) \wedge (\overline{y_8} \vee y_4 \vee \overline{z_{15}}) \wedge (\overline{y_8} \vee y_7 \vee z_{16}) \wedge (\overline{y_8} \vee y_7 \vee \overline{z_{16}}) \\ \wedge (y_9 \vee \overline{y_8} \vee \overline{y_6}) \wedge (\overline{y_9} \vee y_8 \vee z_{17}) \wedge (\overline{y_9} \vee y_8 \vee \overline{z_{17}}) \wedge (\overline{y_9} \vee y_6 \vee z_{18}) \wedge (\overline{y_9} \vee y_6 \vee \overline{z_{18}}) \\ \wedge (y_9 \vee z_{19} \vee z_{20}) \wedge (y_9 \vee \overline{z_{19}} \vee z_{20}) \wedge (y_9 \vee z_{19} \vee \overline{z_{20}}) \wedge (y_9 \vee \overline{z_{19}} \vee \overline{z_{20}})$$

So:



O()

-

So: If could solve 3CNF, could
solve CIRCUITSAT in poly time.

Next time:

Can we do this with any
useful problems?

(Logic is all well + good...)

Maybe \rightarrow graphs?