



I can't find an efficient algorithm, but neither can all these famous people.

CSE 417 Algorithms and Complexity

Richard Anderson Lecture 26 NP-Completeness, Part 2

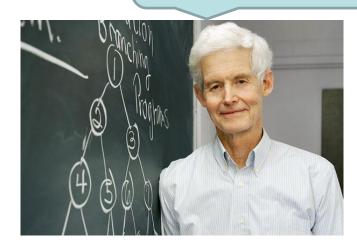
Announcements

- No final exam
- Homework 9
 Due March 13
- Homework 10
 - Due March 18
 - NP-Completeness
 - Counts as a regular
 HW



NP Completeness: The story so far

Circuit Satisfiability is NP-Complete



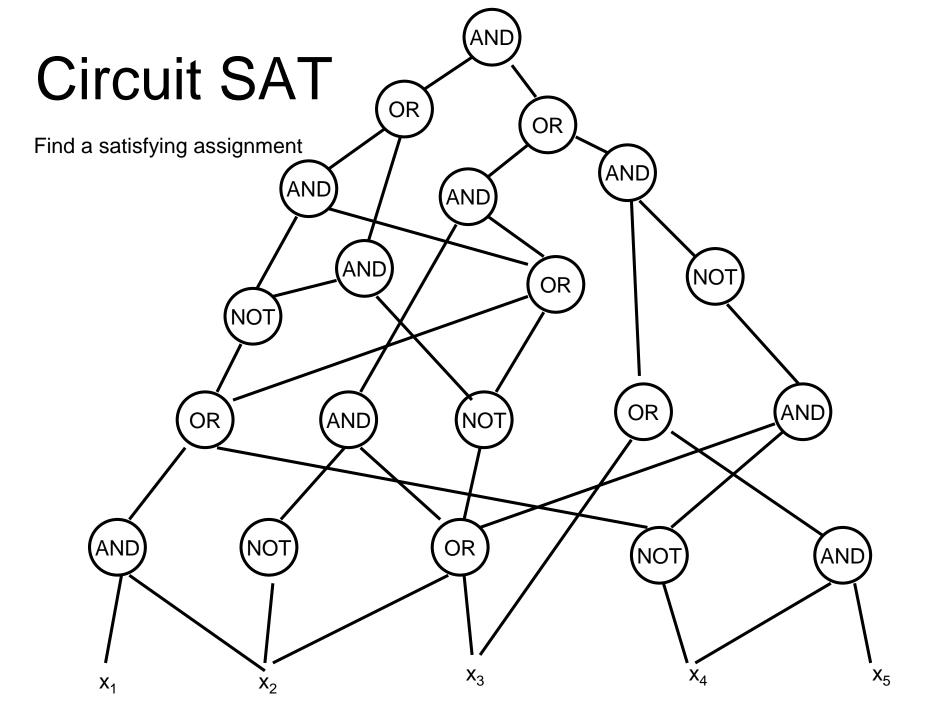
Background

- P: Class of problems that can be solved in polynomial time
- NP: Class of problems that can be solved in non-deterministic polynomial time
- Y is Polynomial Time Reducible to X
 - Solve problem Y with a polynomial number of computation steps and a polynomial number of calls to a black box that solves X
 - Notation: $Y <_P X$
- Suppose Y <_P X. If X can be solved in polynomial time, then Y can be solved in polynomial time
- A problem X is NP-complete if
 - X is in NP
 - For every Y in NP, $Y <_P X$
- If X is NP-Complete, Z is in NP and $X \leq_P Z$
 - Then Z is NP-Complete

Cook's Theorem

 The Circuit Satisfiability Problem is NP-Complete

- Circuit Satisfiability
 - Given a boolean circuit, determine if there is an assignment of boolean values to the input to make the output true



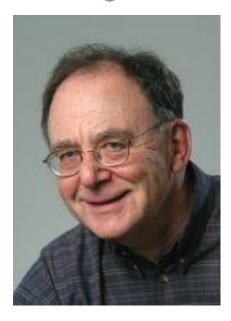
Proof of Cook's Theorem

- Reduce an arbitrary problem Y in NP to X
- Let A be a non-deterministic polynomial time algorithm for Y
- Convert A to a circuit, so that Y is a Yes instance iff and only if the circuit is satisfiable

Today

REDUCIBILITY AMONG COMBINATORIAL PROBLEMS

There are a whole bunch of other important problems which are NP-Complete



Richard M. Karp

University of California at Berkeley

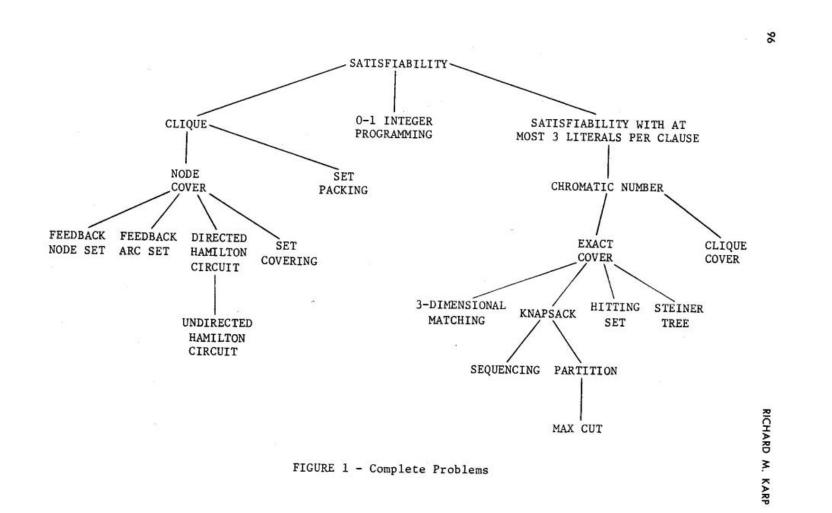
<u>Abstract</u>: A large class of computational problems involve the determination of properties of graphs, digraphs, integers, arrays of integers, finite families of finite sets, boolean formulas and elements of other countable domains. Through simple encodings from such domains into the set of words over a finite alphabet these problems can be converted into language recognition problems, and we can inquire into their computational complexity. It is reasonable to consider such a problem satisfactorily solved when an algorithm for its solution is found which terminates within a number of steps bounded by a polynomial in the length of the input. We show that a large number of classic unsolved problems of covering, matching, packing, routing, assignment and sequencing are equivalent, in the sense that either each of them possesses a polynomial-bounded algorithm or none of them does.

1. INTRODUCTION

All the general methods presently known for computing the chromatic number of a graph, deciding whether a graph has a Hamilton circuit, or solving a system of linear inequalities in which the variables are constrained to be 0 or 1, require a combinatorial search for which the worst case time requirement grows exponentially with the length of the input. In this paper we give theorems which strongly suggest, but do not imply, that these problems, as well as many others, will remain intractable perpetually.

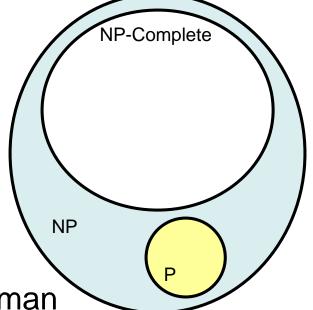
This research was partially supported by National Science Foundation Grant GJ-474.

Reducibility Among Combinatorial Problems



Populating the NP-Completeness Universe

- Circuit Sat <_P 3-SAT
- 3-SAT <_P Independent Set
- 3-SAT <_P Vertex Cover
- Independent Set <_P Clique
- 3-SAT <_P Hamiltonian Circuit
- Hamiltonian Circuit <_P Traveling Salesman
- 3-SAT <_P Integer Linear Programming
- 3-SAT <_P Graph Coloring
- 3-SAT <_P Subset Sum
- Subset Sum <_P Scheduling with Release times and deadlines



Satisfiability

Literal: A Boolean variable or its negation.

Clause: A disjunction of literals.

Conjunctive normal form: A propositional formula Φ that is the conjunction of clauses.

 $\Phi = C_1 \wedge C_2 \wedge C_3 \wedge C_4$

 $C_i = x_1 \vee \overline{x_2} \vee x_3$

 x_i or x_i

SAT: Given CNF formula Φ , does it have a satisfying truth assignment?

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

Ex:
$$(\overline{x_1} \lor x_2 \lor x_3) \land (x_1 \lor \overline{x_2} \lor x_3) \land (x_2 \lor x_3) \land (\overline{x_1} \lor \overline{x_2} \lor \overline{x_3})$$

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

3-SAT is NP-Complete

Theorem. 3-SAT is NP-complete.

- Pf. Suffices to show that CIRCUIT-SAT \leq_P 3-SAT since 3-SAT is in NP.
 - Let K be any circuit.
 - Create a 3-SAT variable x_i for each circuit element i.
 - Make circuit compute correct values at each node:

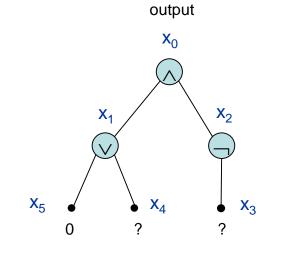
•
$$\mathbf{x}_2 = \neg \mathbf{x}_3 \implies \text{add 2 clauses:} \quad x_2 \lor x_3$$
,

•
$$x_1 = x_4 \lor x_5 \implies$$
 add 3 clauses:

•
$$x_0 = x_1 \wedge x_2 \implies$$
 add 3 clauses:

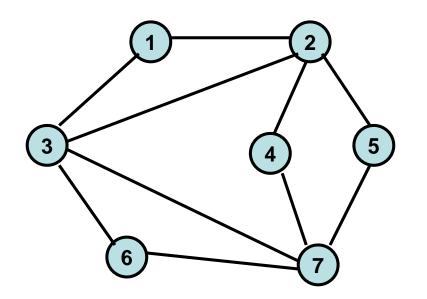
$$\begin{array}{c} x_2 \lor x_3 \ , \ \overline{x_2} \lor \overline{x_3} \\ x_1 \lor \overline{x_4} \ , \ x_1 \lor \overline{x_5} \ , \ \overline{x_1} \lor x_4 \lor x_5 \\ \overline{x_0} \lor x_1 \ , \ \overline{x_0} \lor x_2 \ , \ x_0 \lor \overline{x_1} \lor \overline{x_2} \end{array}$$

- Hard-coded input values and output value.
 - $x_5 = 0 \implies \text{add 1 clause: } \overline{x_5}$
 - $x_0 = 1 \implies \text{add 1 clause:} x_0$
- Final step: turn clauses of length < 3 into clauses of length exactly 3.



Independent Set

- Independent Set
 - Graph G = (V, E), a subset S of the vertices is independent if there are no edges between vertices in S





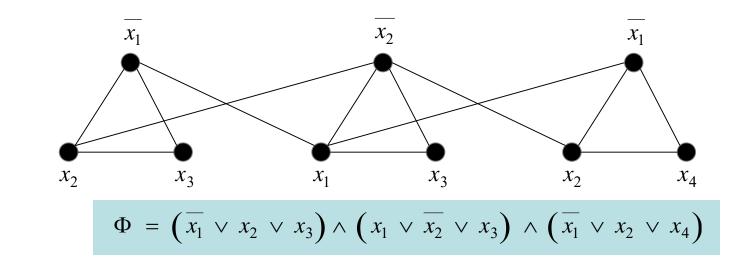
3 Satisfiability Reduces to Independent Set

Claim. $3-SAT \leq_{P} INDEPENDENT-SET.$

Pf. Given an instance Φ of 3-SAT, we construct an instance (G, k) of INDEPENDENT-SET that has an independent set of size k iff Φ 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.



G

k = 3

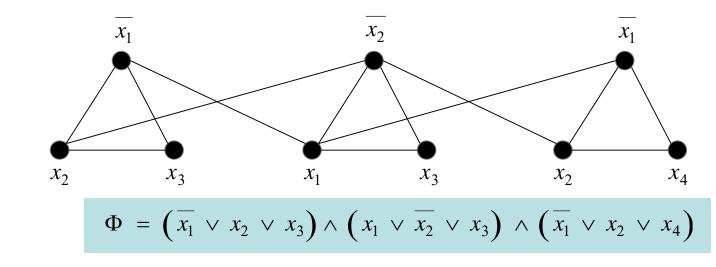


3 Satisfiability Reduces to Independent Set

Claim. G contains independent set of size $k = |\Phi|$ iff Φ 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. ← and any other variables in a consistent way
 - Truth assignment is consistent and all clauses are satisfied.

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



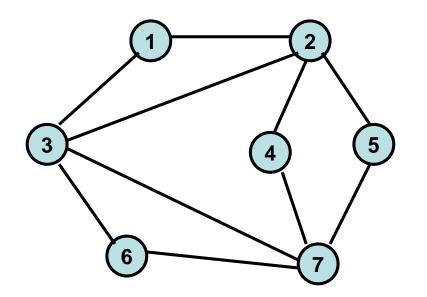
G

k = 3

Vertex Cover

Vertex Cover

 Graph G = (V, E), a subset S of the vertices is a vertex cover if every edge in E has at least one endpoint in S



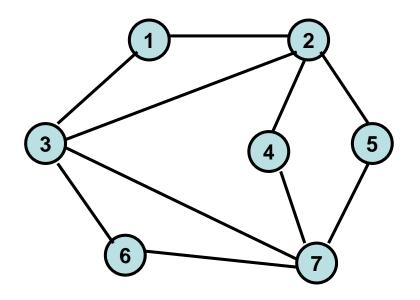
 $IS <_P VC$

 Lemma: A set S is independent iff V-S is a vertex cover

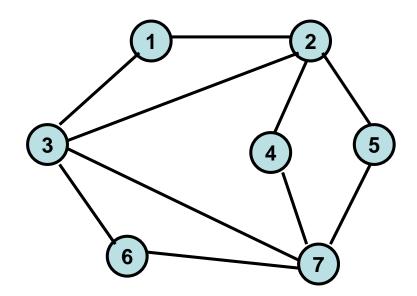
 To reduce IS to VC, we show that we can determine if a graph has an independent set of size K by testing for a Vertex cover of size n - K

$IS <_P VC$

Find a maximum independent set S



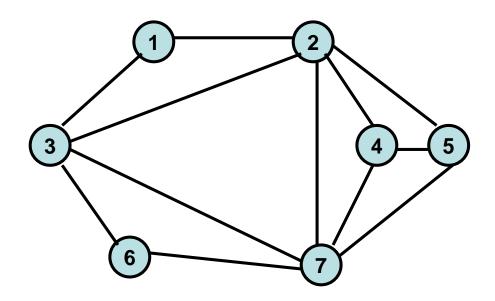
Show that V-S is a vertex cover



Clique

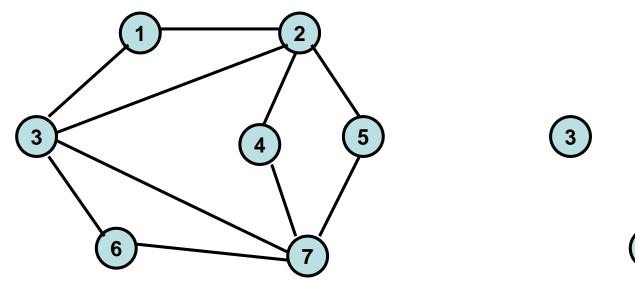
Clique

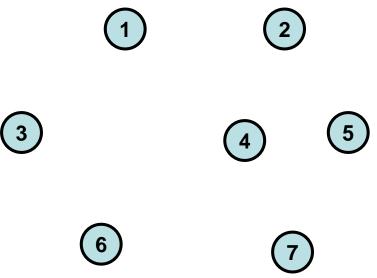
 Graph G = (V, E), a subset S of the vertices is a clique if there is an edge between every pair of vertices in S



Complement of a Graph

 Defn: G'=(V,E') is the complement of G=(V,E) if (u,v) is in E' iff (u,v) is not in E





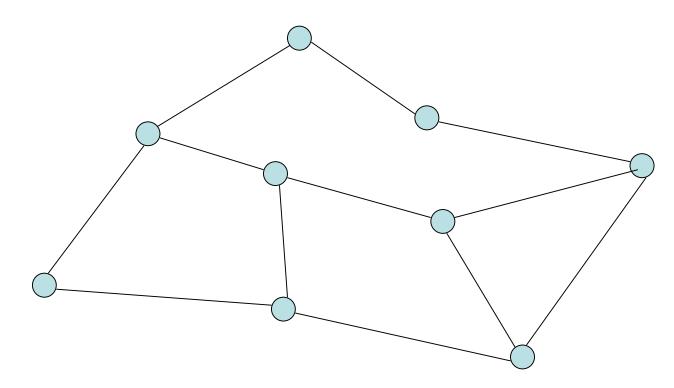
$IS <_P Clique$

 Lemma: S is Independent in G iff S is a Clique in the complement of G

 To reduce IS to Clique, we compute the complement of the graph. The complement has a clique of size K iff the original graph has an independent set of size K

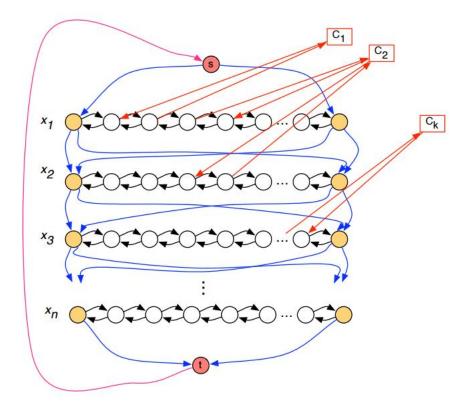
Hamiltonian Circuit Problem

 Hamiltonian Circuit – a simple cycle including all the vertices of the graph

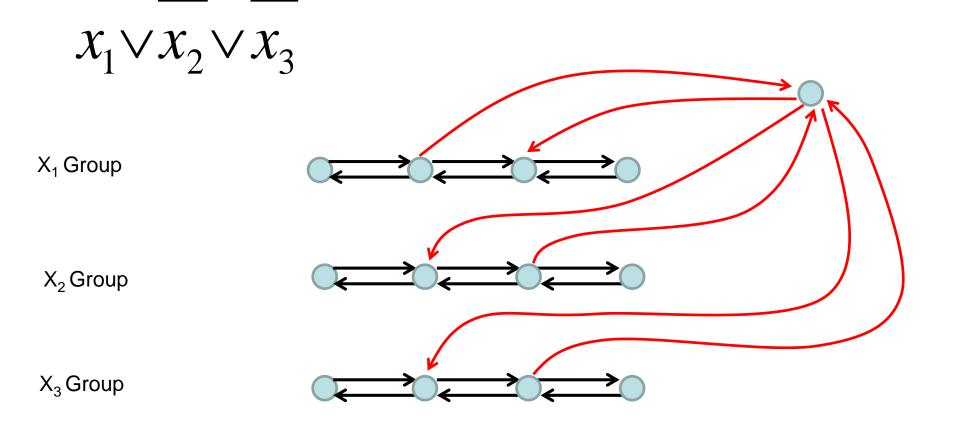


Thm: Hamiltonian Circuit is NP Complete

Reduction from 3-SAT

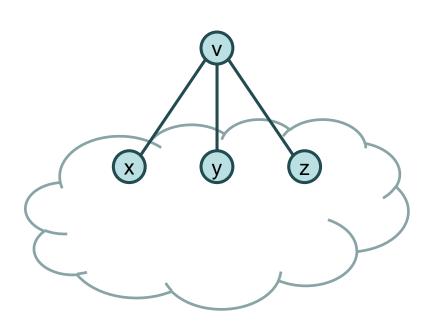


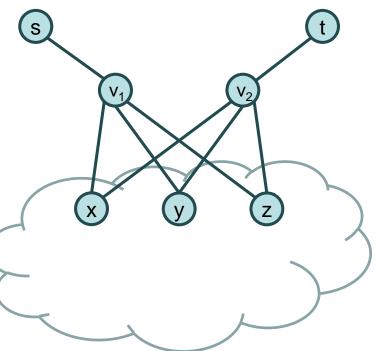
Clause Gadget



Reduce Hamiltonian Circuit to Hamiltonian Path

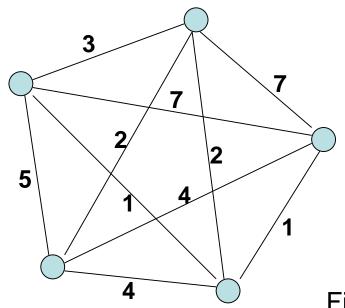
G₂ has a Hamiltonian Path iff G₁ has a Hamiltonian Circuit



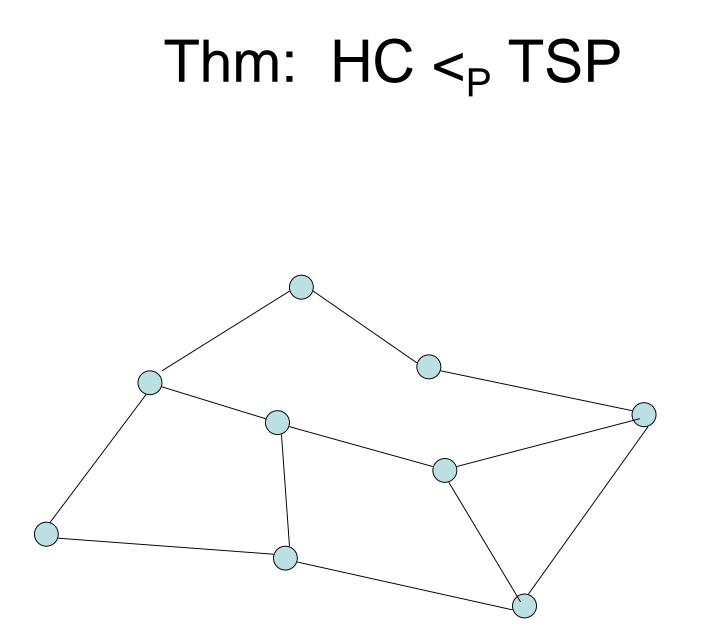


Traveling Salesman Problem

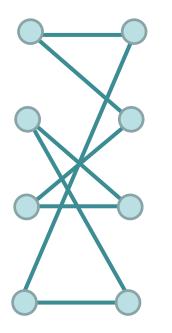
 Given a complete graph with edge weights, determine the shortest tour that includes all of the vertices (visit each vertex exactly once, and get back to the starting point)



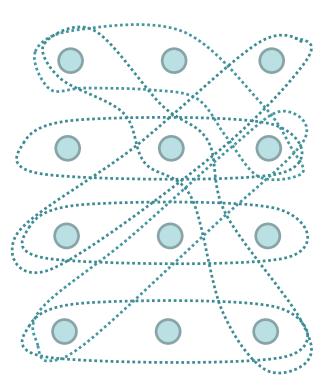
Find the minimum cost tour



Matching

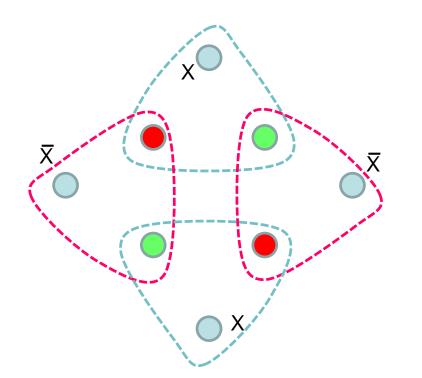


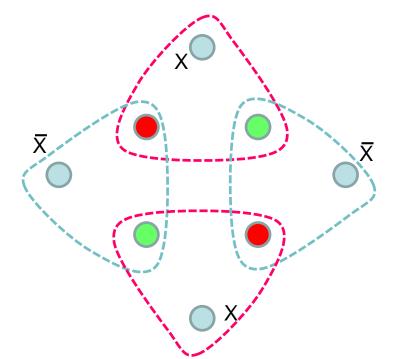
Two dimensional matching



Three dimensional matching (3DM)

$3-SAT <_P 3DM$



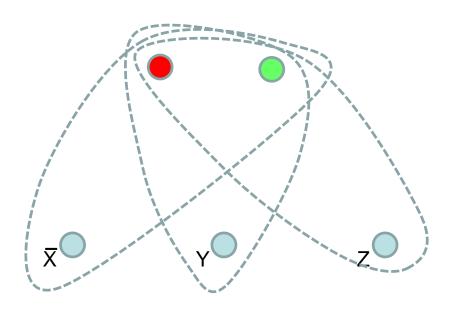


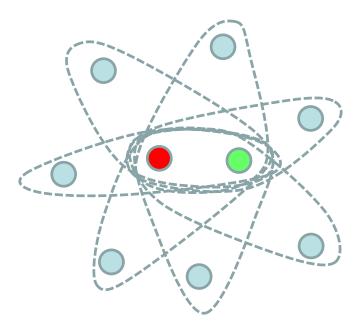
X True

X False

Truth Setting Gadget

$3-SAT <_P 3DM$





Clause gadget for (\overline{X} OR Y OR Z)

Garbage Collection Gadget (Many copies)

Graph Coloring

- NP-Complete
 - Graph K-coloring
 - Graph 3-coloring

- Polynomial
 - Graph 2-Coloring

