



CSE 421

Project Selection / Reductions

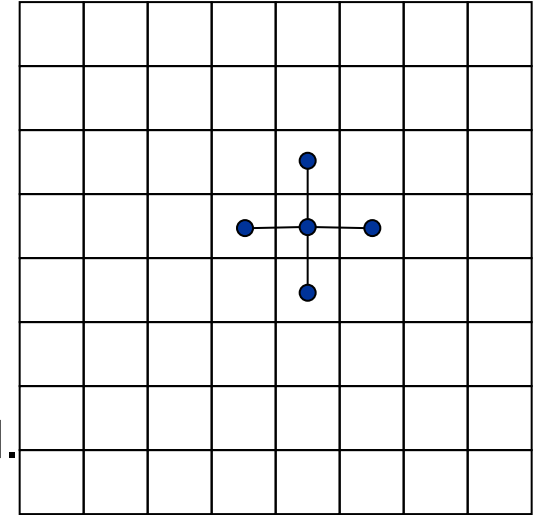
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Image Segmentation

Foreground / background segmentation

Label each pixel as foreground/background.

- V = set of pixels, E = pairs of neighboring pixels.
- $a_i \geq 0$ is likelihood pixel i in foreground.
- $b_i \geq 0$ is likelihood pixel i in background.
- $p_{i,j} \geq 0$ is separation penalty for labeling one of i and j as foreground, and the other as background.



Goals.

Accuracy: if $a_i > b_i$ in isolation, prefer to label i in foreground.

Smoothness: if many neighbors of i are labeled foreground, we should be inclined to label i as foreground.

Find partition (A, B) that **maximizes**:

$$\sum_{i \in A} a_i + \sum_{j \in B} b_j - \sum_{\substack{(i,j) \in E \\ i \in A, j \in B}} p_{i,j}$$

Foreground
Background

Image Seg: Min Cut Formulation

Difficulties:

- Maximization (as opposed to minimization)
- No source or sink
- Undirected graph

Step 1: Turn into Minimization

Maximizing
$$\sum_{i \in A} a_i + \sum_{j \in B} b_j - \sum_{\substack{(i,j) \in E \\ i \in A, j \in B}} p_{i,j}$$

Equivalent to minimizing
$$+ \sum_{i \in V} a_i + \sum_{j \in V} b_j - \sum_{i \in A} a_i - \sum_{j \in B} b_j + \sum_{\substack{(i,j) \in E \\ i \in A, j \in B}} p_{i,j}$$

Equivalent to minimizing
$$+ \sum_{j \in B} a_j + \sum_{i \in A} b_i + \sum_{\substack{(i,j) \in E \\ i \in A, j \in B}} p_{i,j}$$

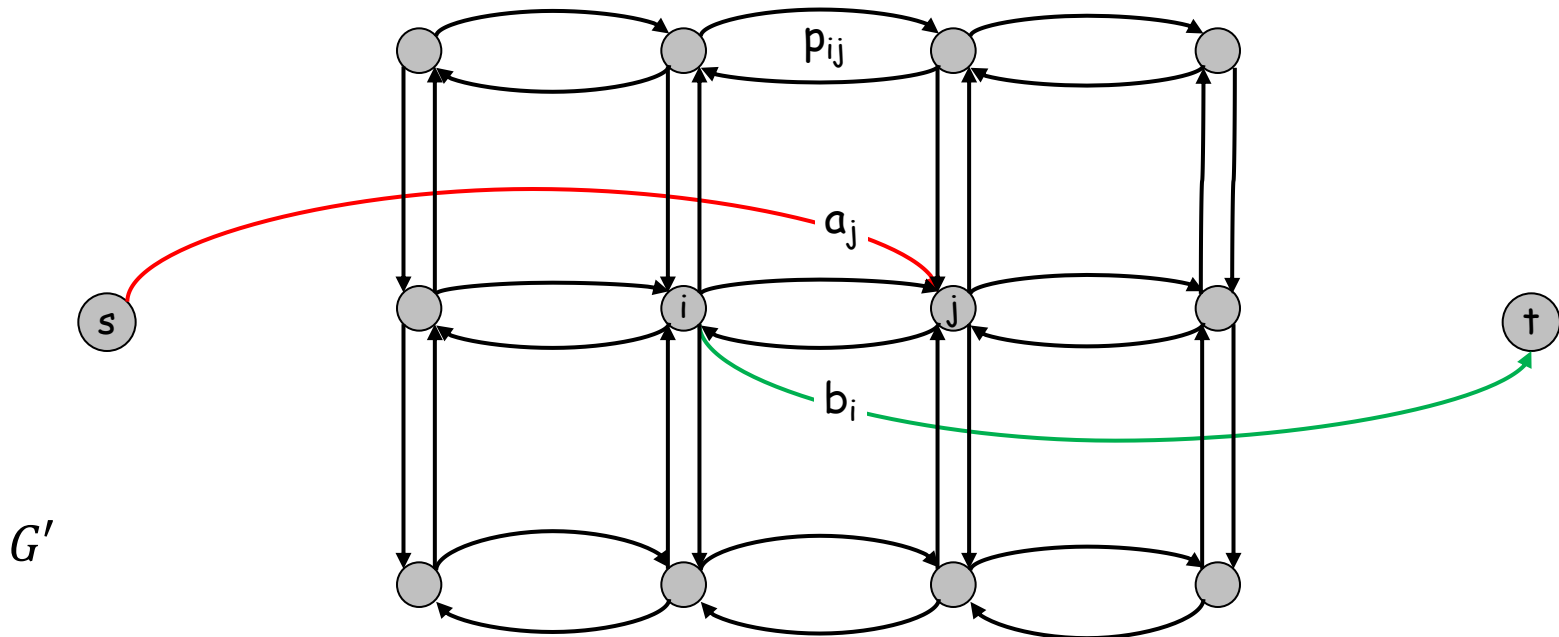
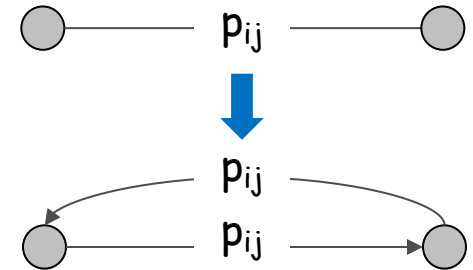
Min cut Formulation (cont'd)

$G' = (V', E')$.

Add s to correspond to foreground;

Add t to correspond to background

Use two anti-parallel edges
instead of undirected edge.

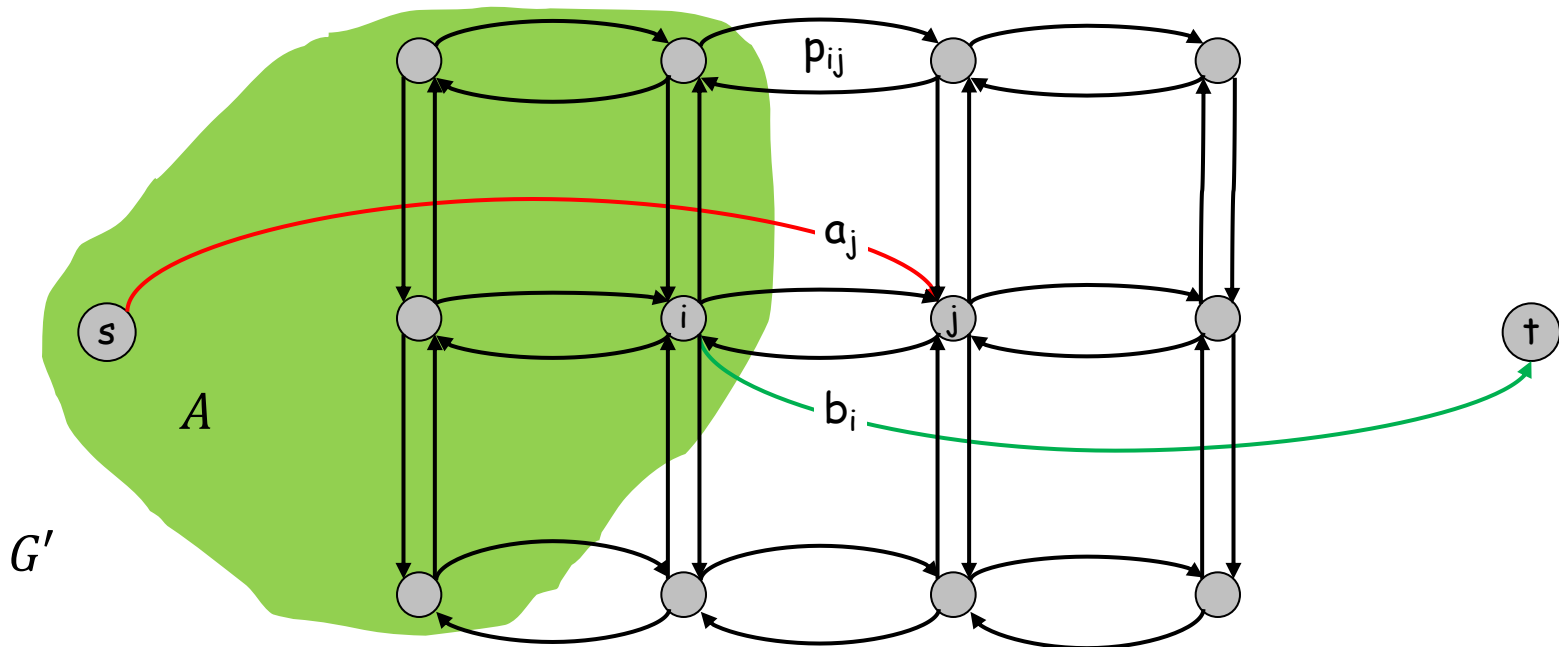


Min cut Formulation (cont'd)

Consider min cut (A, B) in G' . (A = foreground.)

$$cap(A, B) = \sum_{j \in B} a_j + \sum_{i \in A} b_i + \sum_{\substack{(i,j) \in E \\ i \in A, j \in B}} p_{i,j}$$

Precisely the quantity we want to minimize.



Project Selection

Project Selection

can be positive or negative



Projects with prerequisites.

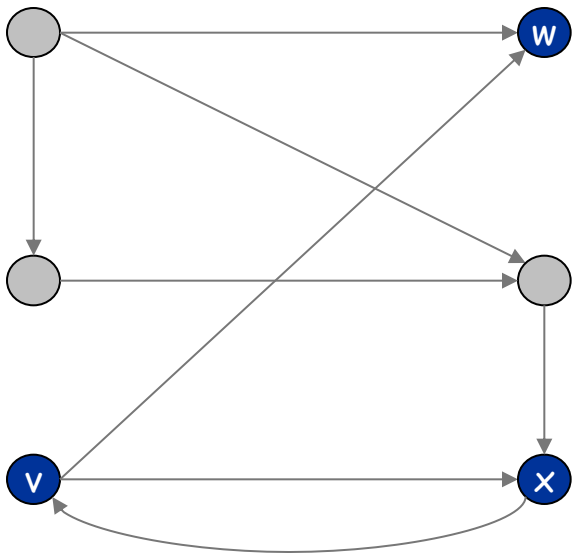
- Set P of possible projects. Project v has associated revenue p_v .
 - some projects generate money: create interactive e-commerce interface, redesign web page
 - others cost money: upgrade computers, get site license
- Set of prerequisites E . If $(v, w) \in E$, can't do project v and unless also do project w .
- A subset of projects $A \subseteq P$ is **feasible** if the prerequisite of every project in A also belongs to A .

Project selection. Choose a feasible subset of projects to maximize revenue.

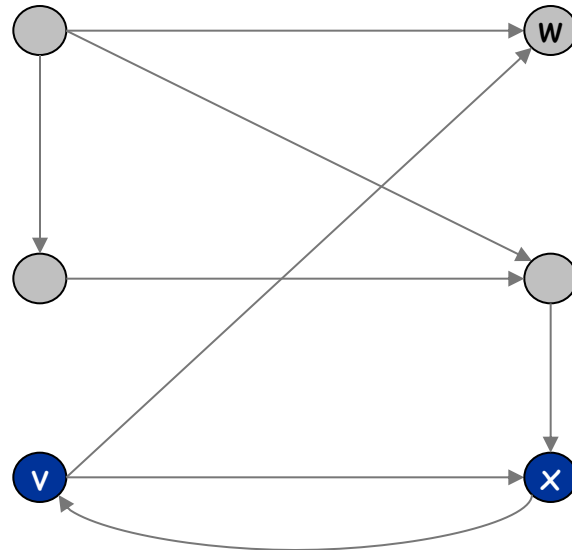
Project Selection: Prerequisite Graph

Prerequisite graph.

- Include an edge from v to w if can't do v without also doing w .
- $\{v, w, x\}$ is feasible subset of projects.
- $\{v, x\}$ is infeasible subset of projects.



feasible

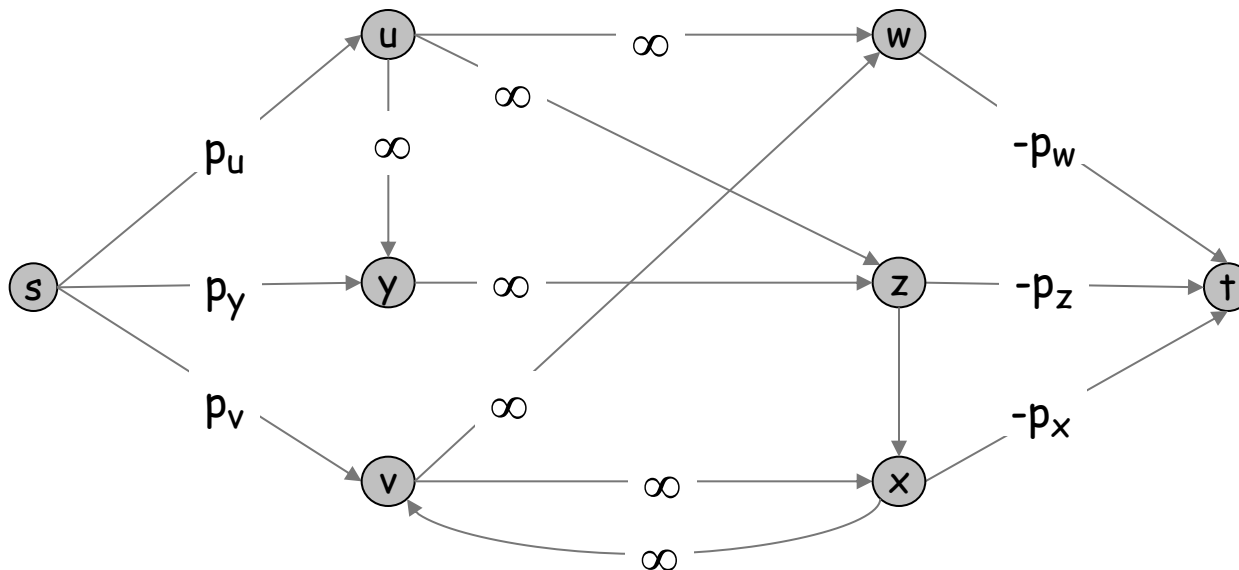


infeasible

Project Selection: Min Cut Formulation

Min cut formulation.

- Assign capacity ∞ to all prerequisite edge.
- Add edge (s, v) with capacity p_v if $p_v > 0$.
- Add edge (v, t) with capacity $-p_v$ if $p_v < 0$.
- For notational convenience, define $p_s = p_t = 0$.



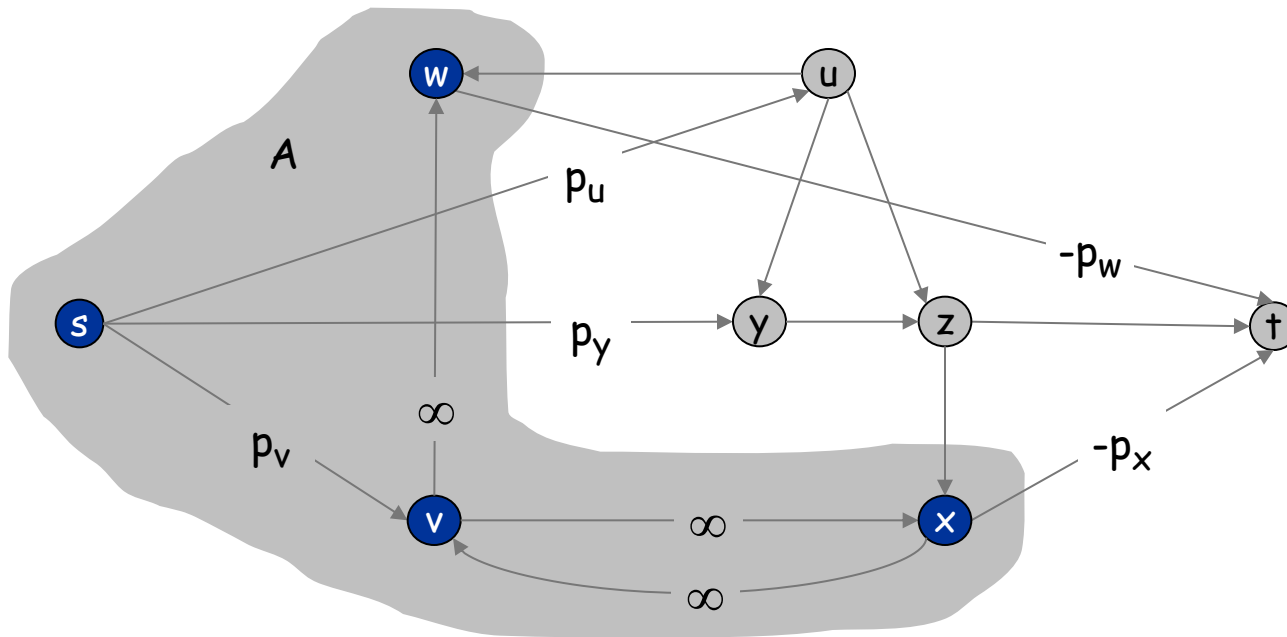
Project Selection: Min Cut Formulation

Claim. (A, B) is min cut iff $A - \{s\}$ is optimal set of projects.

- Infinite capacity edges ensure $A - \{s\}$ is feasible.

- Max revenue because:

$$\begin{aligned} \text{cap}(A, B) &= \sum_{v \in B: p_v > 0} p_v + \sum_{v \in A: p_v < 0} (-p_v) \\ &= \underbrace{\sum_{v: p_v > 0} p_v}_{\text{constant}} - \sum_{v \in A} p_v \end{aligned}$$



Reductions & NP-Completeness

Computational Complexity

Goal: Classify problems according to the amount of computational resources used by the best algorithms that solve them

Here we focus on time complexity

Recall: worst-case running time of an algorithm

- **max** # steps algorithm takes on any input of size n

Computational Complexity and Reduction

In most cases, we cannot characterize the true hardness of a computational problem

So?

We only **reduce** the number of problems

Want to be able to make statements of the form

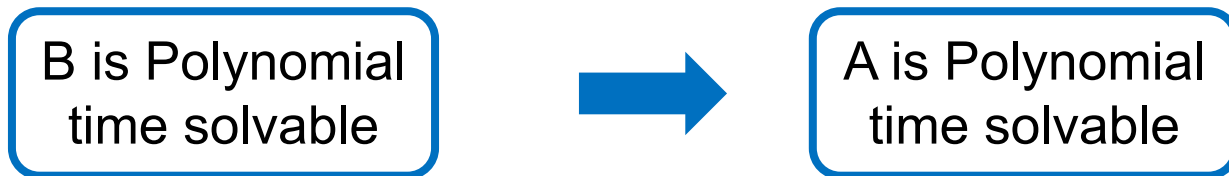
- “If we could solve problem B in polynomial time then we can solve problem A in polynomial time”
- “Problem B is at least as hard as problem A”

Polynomial Time Reduction

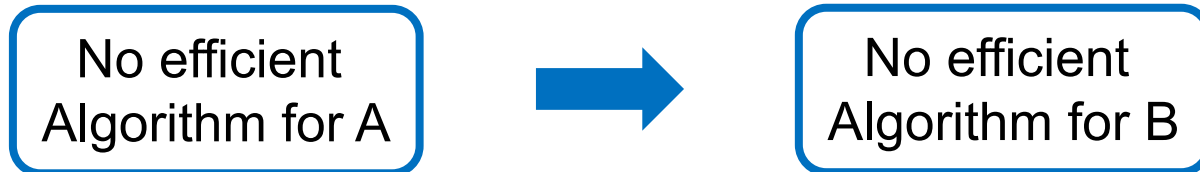
Def $A \leq_p B$: if there is an **algorithm** for problem A using a 'black box' (subroutine) that solve problem B s.t.,

- Algorithm uses only a polynomial number of steps
- Makes only a polynomial number of calls to a subroutine for **B**

So,



Conversely,



In words, B is as hard as A (it can be even harder)

\leq_p^1 Reductions

In this lecture we see a restricted form of polynomial-time reduction often called Karp or many-to-one reduction

$A \leq_p^1 B$: if and only if there is an algorithm for A given a black box solving B that on input x

- Runs for polynomial time computing an input $f(x)$ of B
- Makes one call to the black box for B for input $f(x)$
- Returns the answer that the black box gave

We say that the function $f(\cdot)$ is the reduction

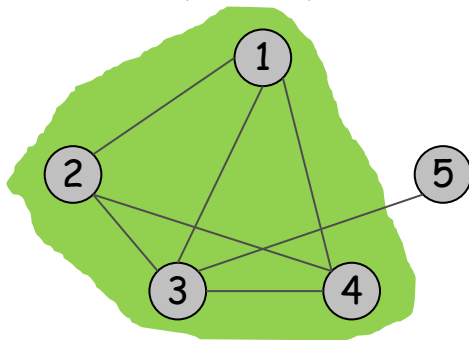
Example 1: Indep Set \leq_p Clique

Indep Set: Given $G=(V,E)$ and an integer k , is there $S \subseteq V$ s.t. $|S| \geq k$ and **no two** vertices in S are joined by an edge?

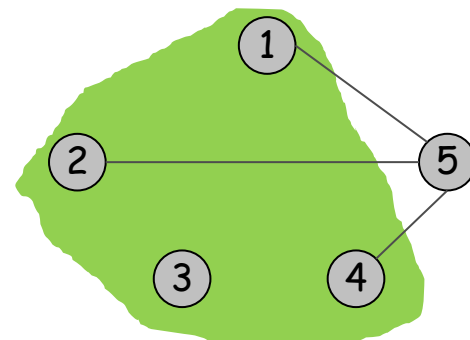
Clique: Given a graph $G=(V,E)$ and an integer k , is there $S \subseteq V$, $|S| \geq k$ s.t., every pair of vertices in S is joined by an edge?

Claim: Indep Set \leq_p Clique

Pf: Given $G = (V, E)$ and instance of indep Set. Construct a new graph $G' = (V, E')$ where $\{u, v\} \in E'$ if and only if $\{u, v\} \notin E$.



S is an independ
set in G



S is an Clique
in G'

Example 2: Vertex Cover \leq_p Indep Set

Vertex Cover: Given a graph $G=(V,E)$ and an integer k , is there a vertex cover of size at most k ?

Claim: For any graph $G = (V, E)$, S is an independent set iff $V - S$ is a vertex cover

Pf:

\Rightarrow Let S be a independent set of G

Then, S has **at most one** endpoint of every edge of G

So, $V - S$ has at least one endpoint of every edge of G

So, $V - S$ is a vertex cover.

\Leftarrow Suppose $V - S$ is a vertex cover

Then, there is no edge between vertices of S (otherwise, $V - S$ is not a vertex cover)

So, S is an independent set.

Example 3: Vertex Cover \leq_p Set Cover

Set Cover: Given a set U , collection of subsets S_1, \dots, S_m of U and an integer k , is there a collection of k sets that contain all elements of U ?

Claim: Vertex Cover \leq_p Set Cover

Pf:

Given $(G = (V, E), k)$ of vertex cover we construct a set cover input $f(G, k)$

- $U = E$
- For each $v \in V$ we create a set S_v of all edges connected to v

This clearly is a polynomial-time reduction

So, we need to prove it gives the right answer

Example 3: Vertex Cover \leq_p Set Cover

Claim: Vertex Cover \leq_p Set Cover

Pf: Given $(G = (V, E), k)$ of vertex cover we construct a set cover input $f(G, k)$

- $U = E$
- For each $v \in V$ we create a set S_v of all edges connected to v

Vertex-Cover (G, k) is yes \Rightarrow Set-Cover $f(G, k)$ is yes

If a set $W \subseteq V$ covers all edges, just choose S_v for all $v \in W$, it covers all U .

Set-Cover $f(G, k)$ is yes \Rightarrow Vertex-Cover (G, k) is yes

If $(S_{v_1}, \dots, S_{v_k})$ covers all U , the set $\{v_1, \dots, v_k\}$ covers all edges of G .

Decision Problems

A decision problem is a computational problem where the answer is just **yes/no**

Here, we study computational complexity of decision Problems.

Why?

- much simpler to deal with
- Decision version is not harder than Search version, so it is easier to lower bound Decision version
- Less important, usually, you can use decider multiple times to find an answer .