

# Lecture 26

## NP completeness IV

Chinmay Nirkhe | CSE 421 Spring 2025



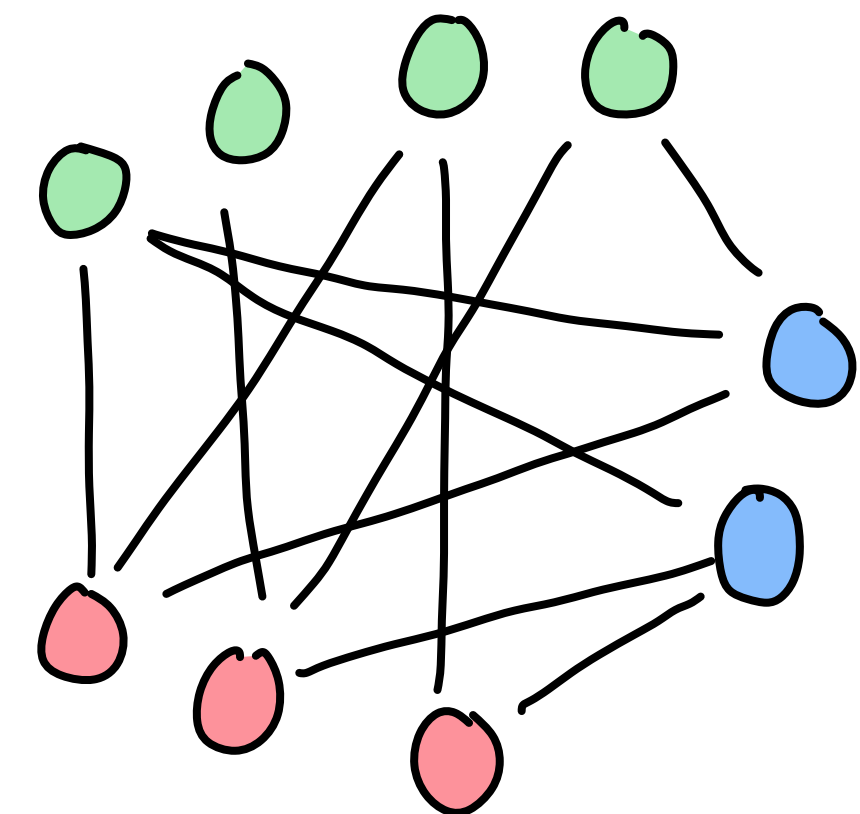
# Administrative notes

- There will be no after hours Q&A review. Instead, there will be Q&A during Friday's lecture.
- About the final exam:
  - Exactly the same as the midterm except 2 hours.
  - Many practice problems are available to you in your textbooks! The assigned readings have practice problems at the ends of the chapters.

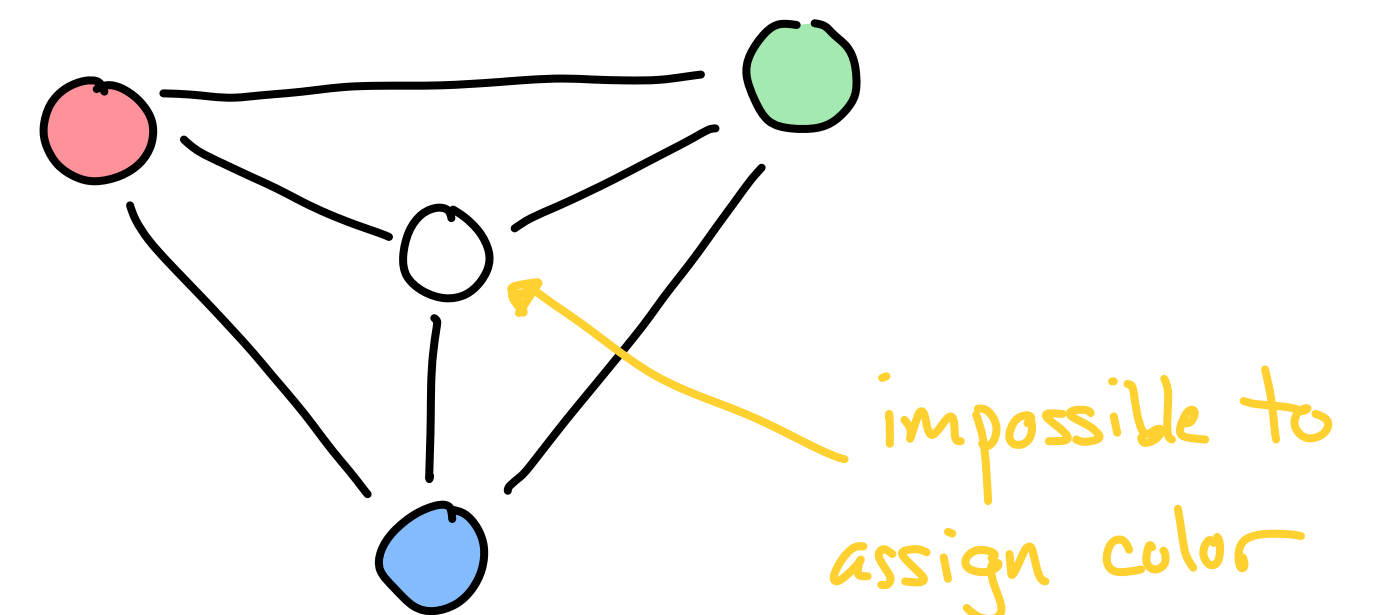
# 3-color is NP-complete

- **Input:** a graph  $G = (V, E)$ . **Output:** If there exists an assignment  $\pi : V \rightarrow \{R, G, B\}$  such that  $\pi(u) \neq \pi(v)$  for every edge  $(u, v) \in E$
- 3-Color  $\in$  NP as the proof is the assignment  $\pi$
- We will show that  $3\text{-SAT} \leq_p 3\text{-Color}$ 
  - We have to create a graph  $G$  representing a formula  $\varphi$
  - Some “part” of the graph will have to represent variables and their negations
  - Some “part” of the graph will have to represent clauses such that the “part” can only be assigned colors if the clause is true

3-Colorable

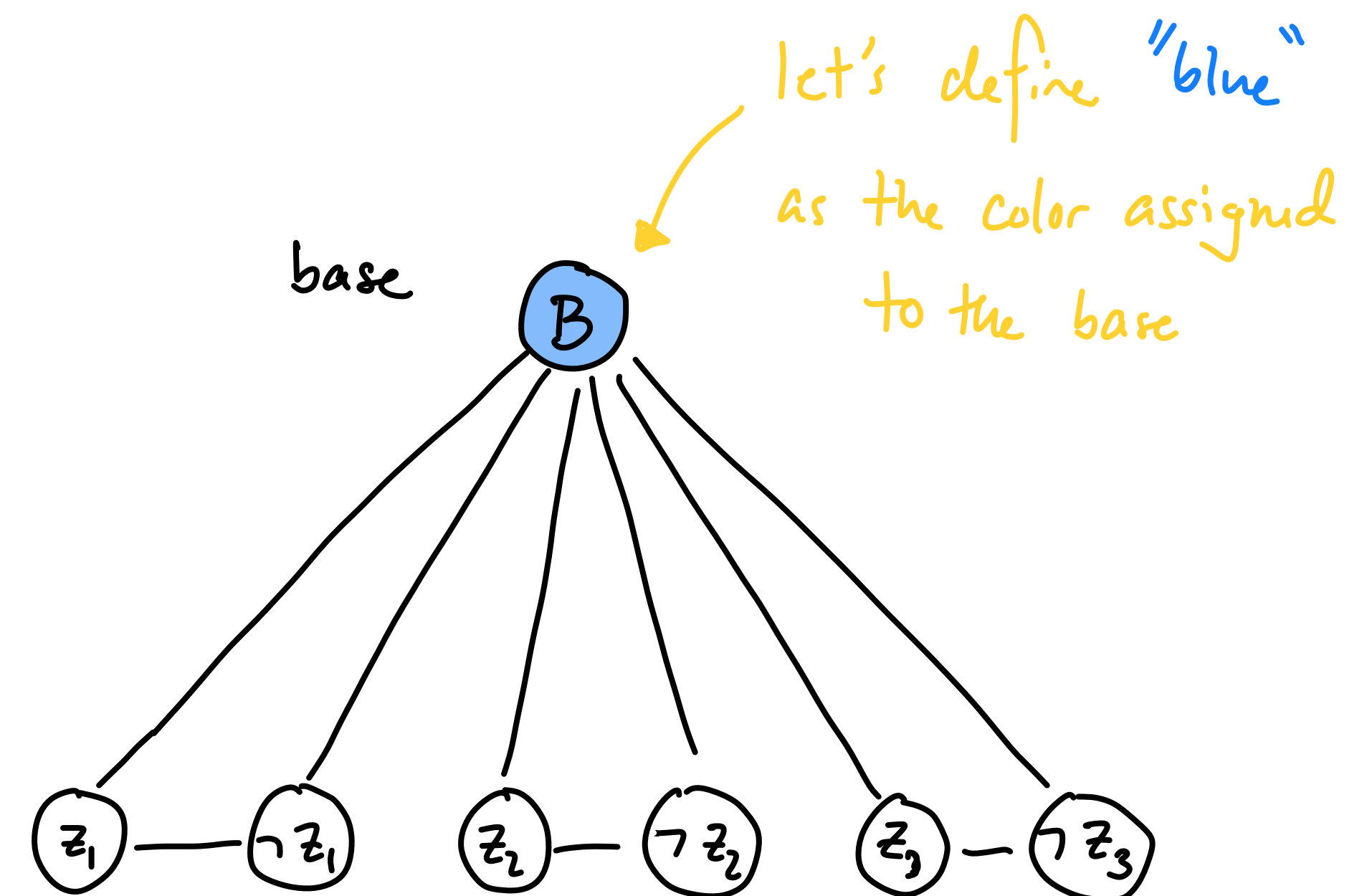


Not 3-colorable

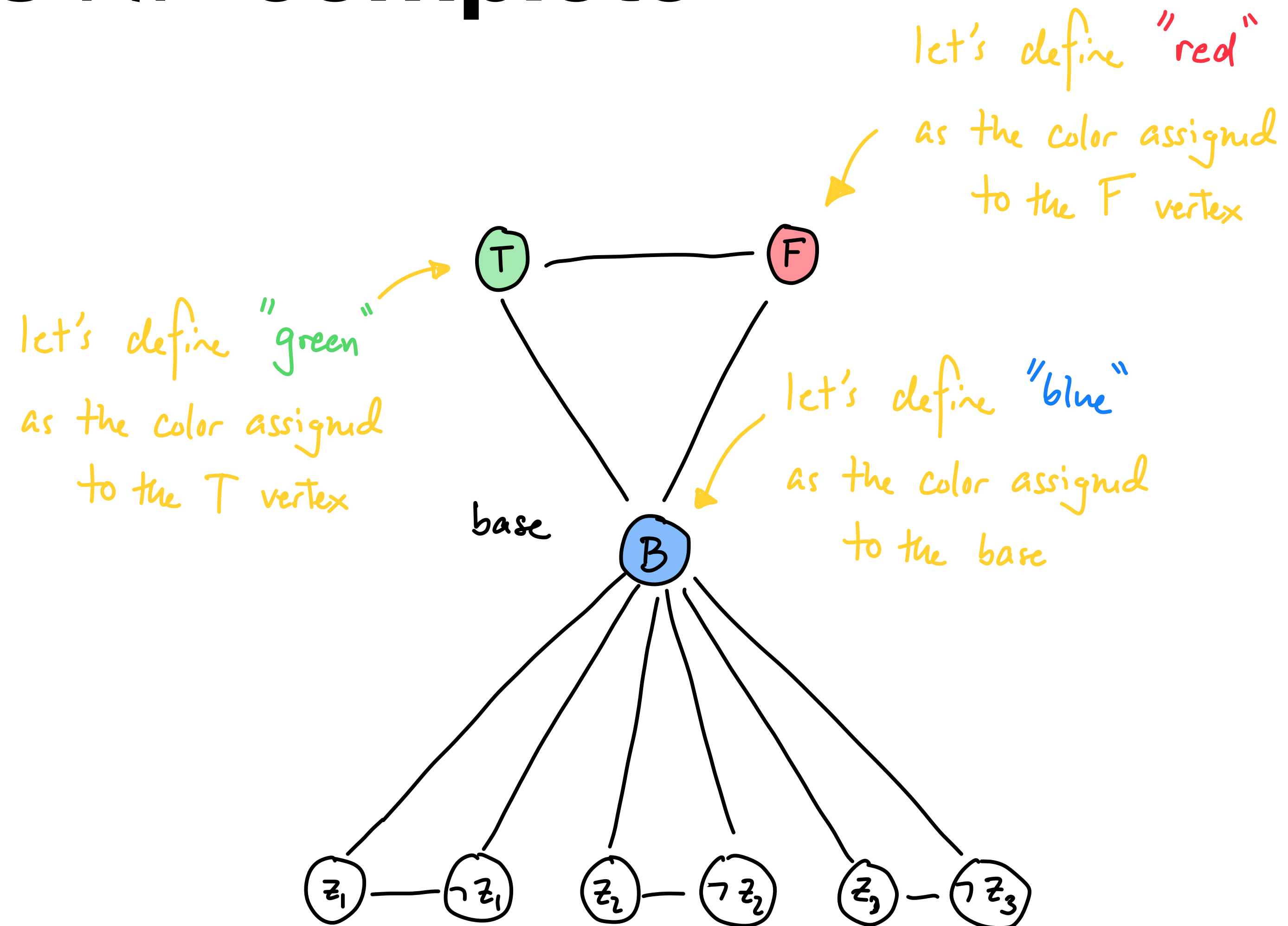


# 3-color is NP-complete

- For every variable  $z_i$  create a vertex  $z_i$  and  $\neg z_i$
- Let's build a reduction such that
  - if  $z_i$  is colored GREEN then  $z_i$  should be set to be true
  - If  $z_i$  is colored RED then  $z_i$  should be set to be false
- By connecting triangles  $B, z_i, \neg z_i$  we enforce that exactly one of  $z_i$  and  $\neg z_i$  will be colored GREEN and RED
- So far the set of satisfying colorings are in bijection with assignments of the variables to true or false



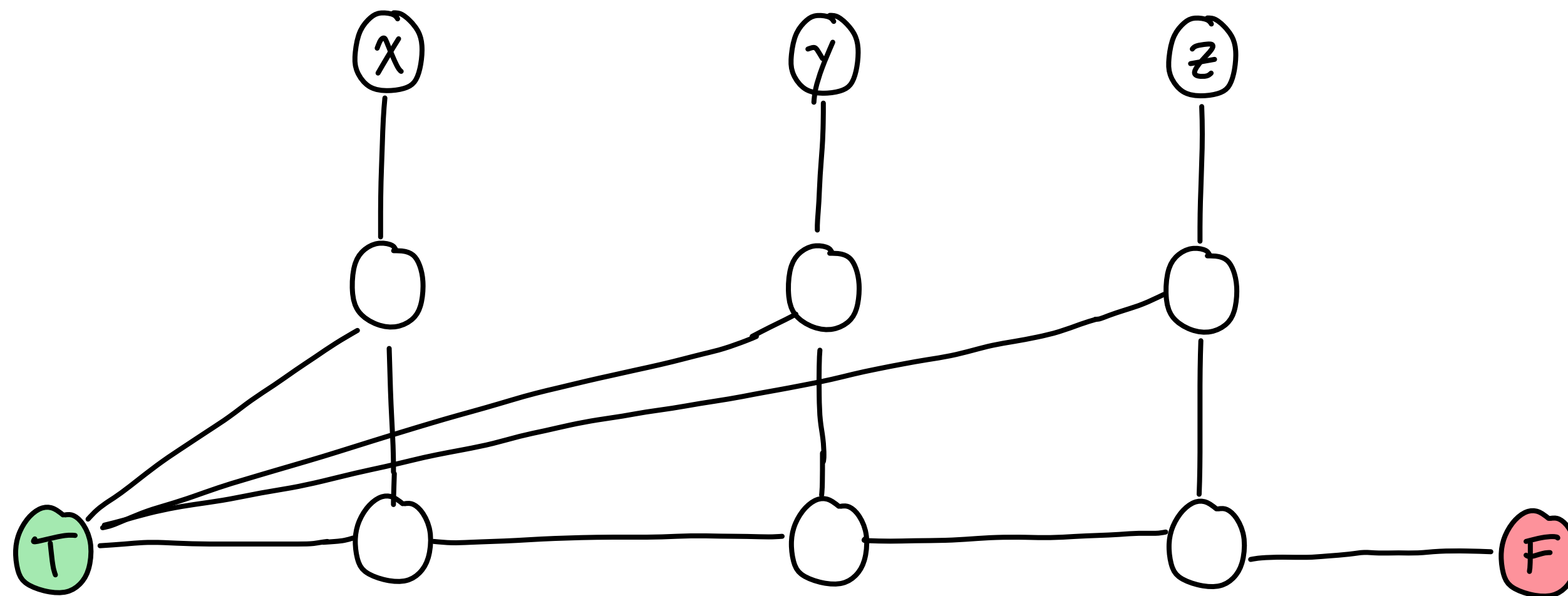
# 3-color is NP-complete



# 3-color is NP-complete

We now need to construct a "gadget" per clause  $x \vee y \vee z$  s.t.

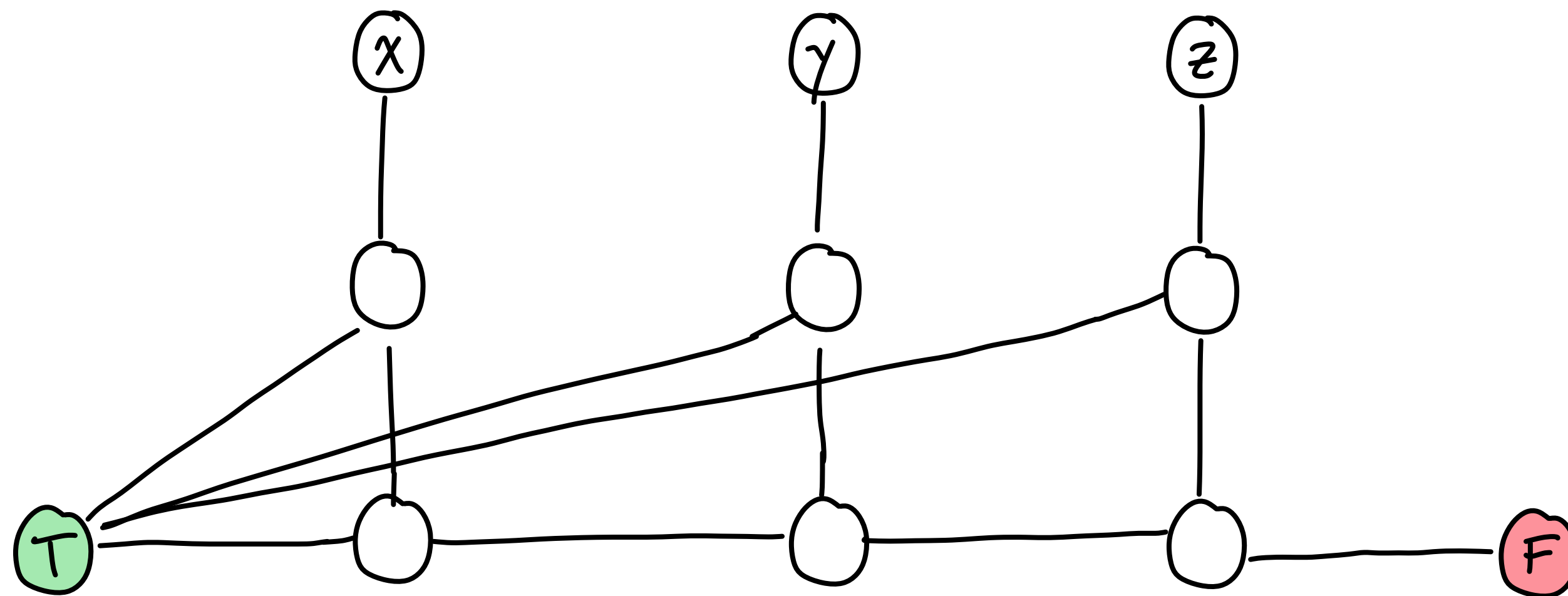
if all 3 corresponding vertices are colored **red** iff the gadget isn't colorable



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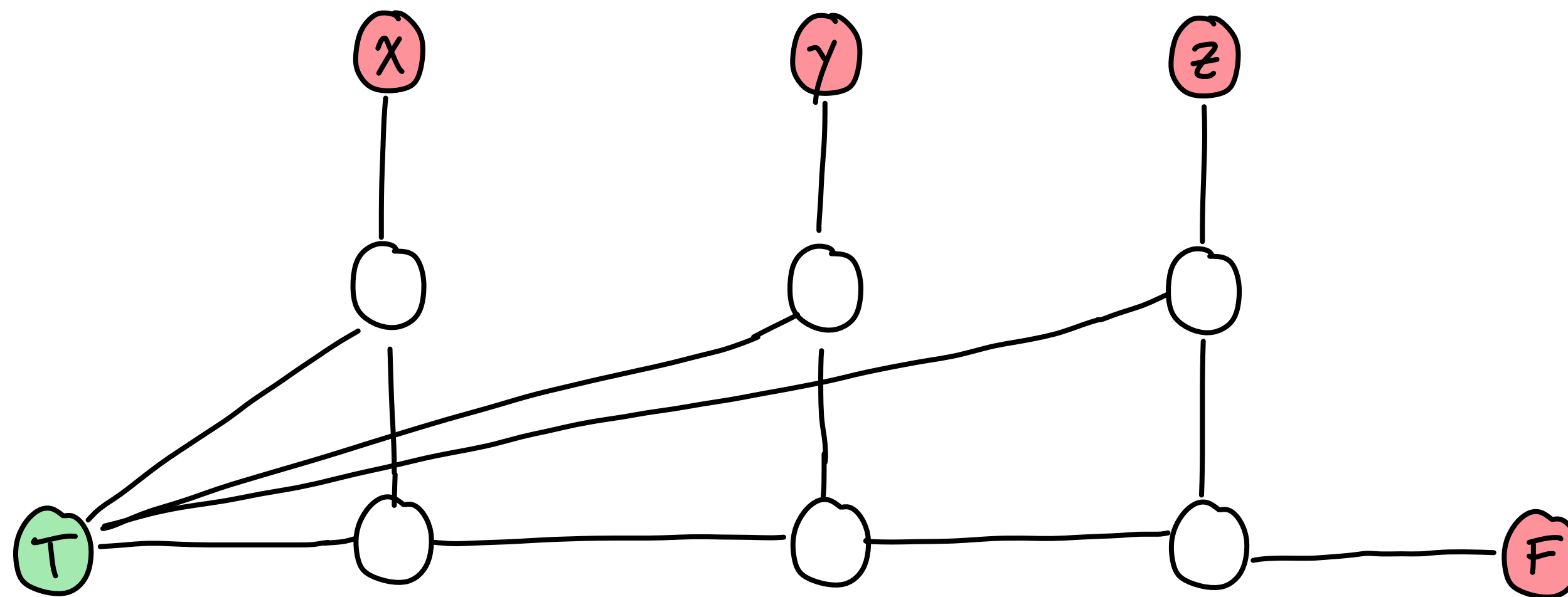
Recall every literal must be colored **red** or **green** by first construction.

# 3-color is NP-complete

We now need to construct a "gadget" per clause  $x \vee y \vee z$  s.t.

if all 3 corresponding vertices are colored **red** iff the gadget isn't colorable

Case 1:  $x, y, z$  are all  
set to **red**



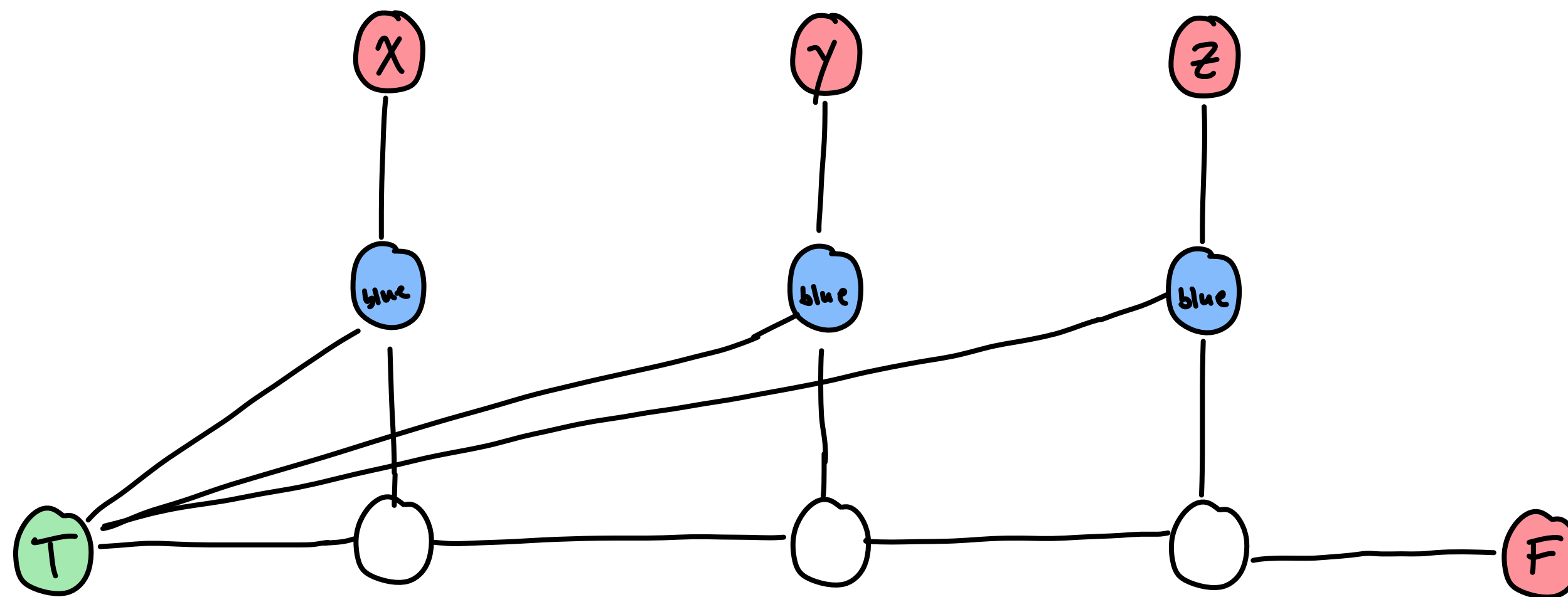


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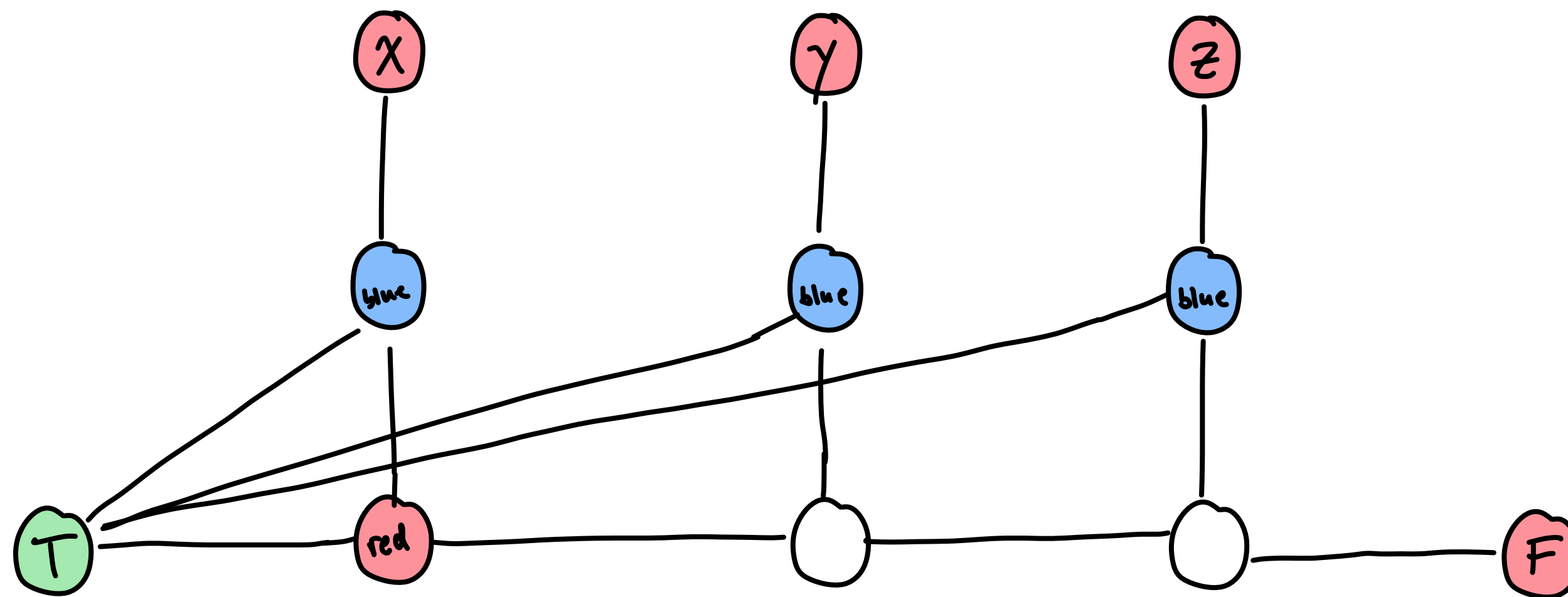


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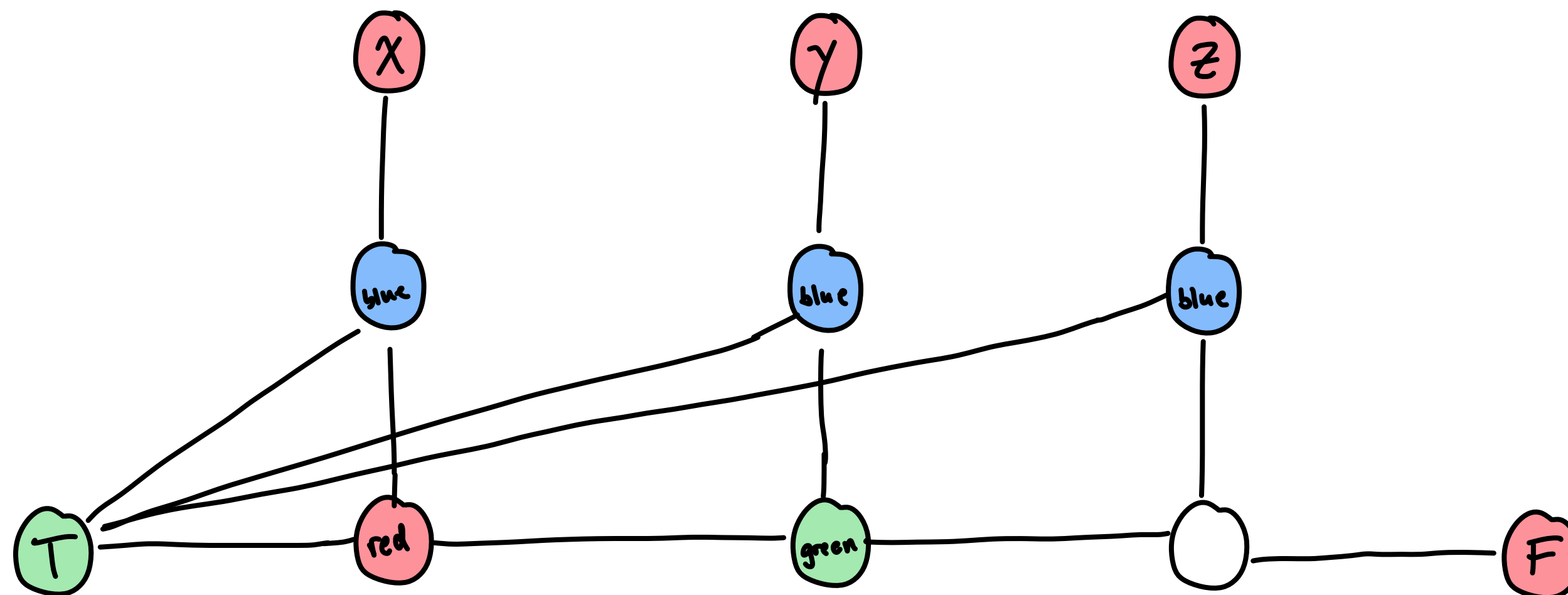


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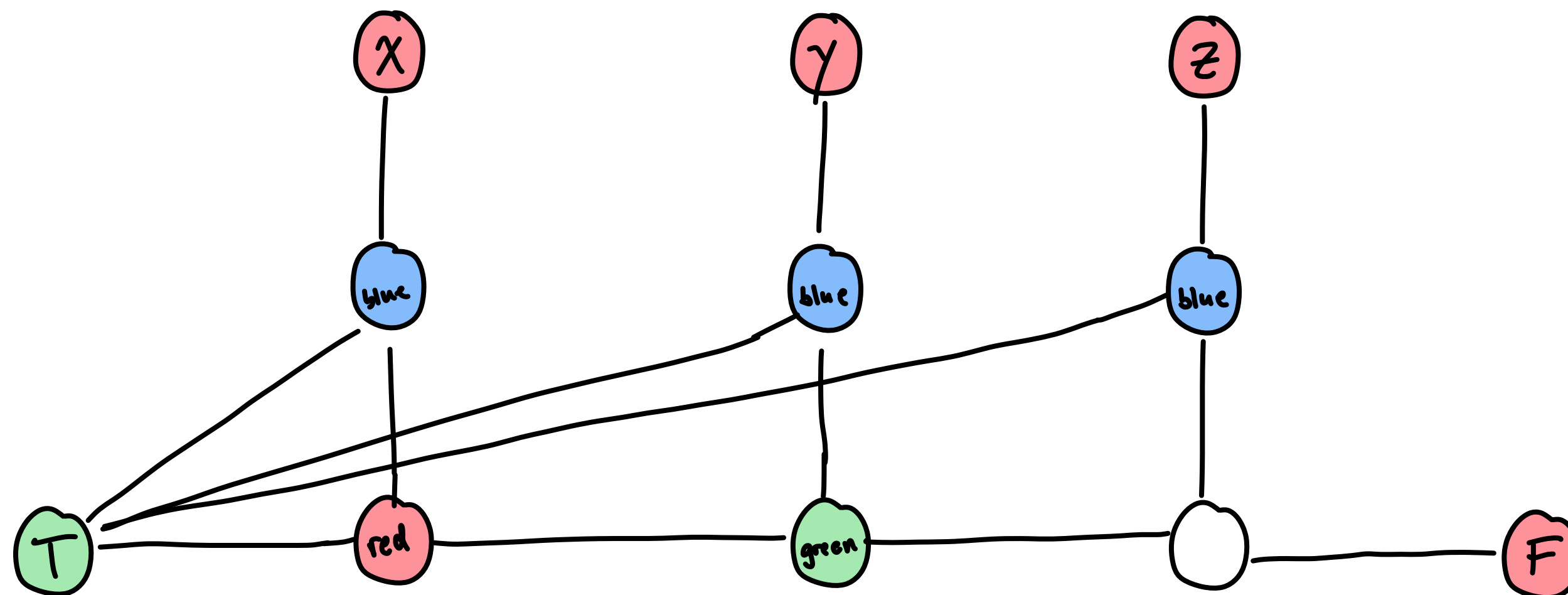


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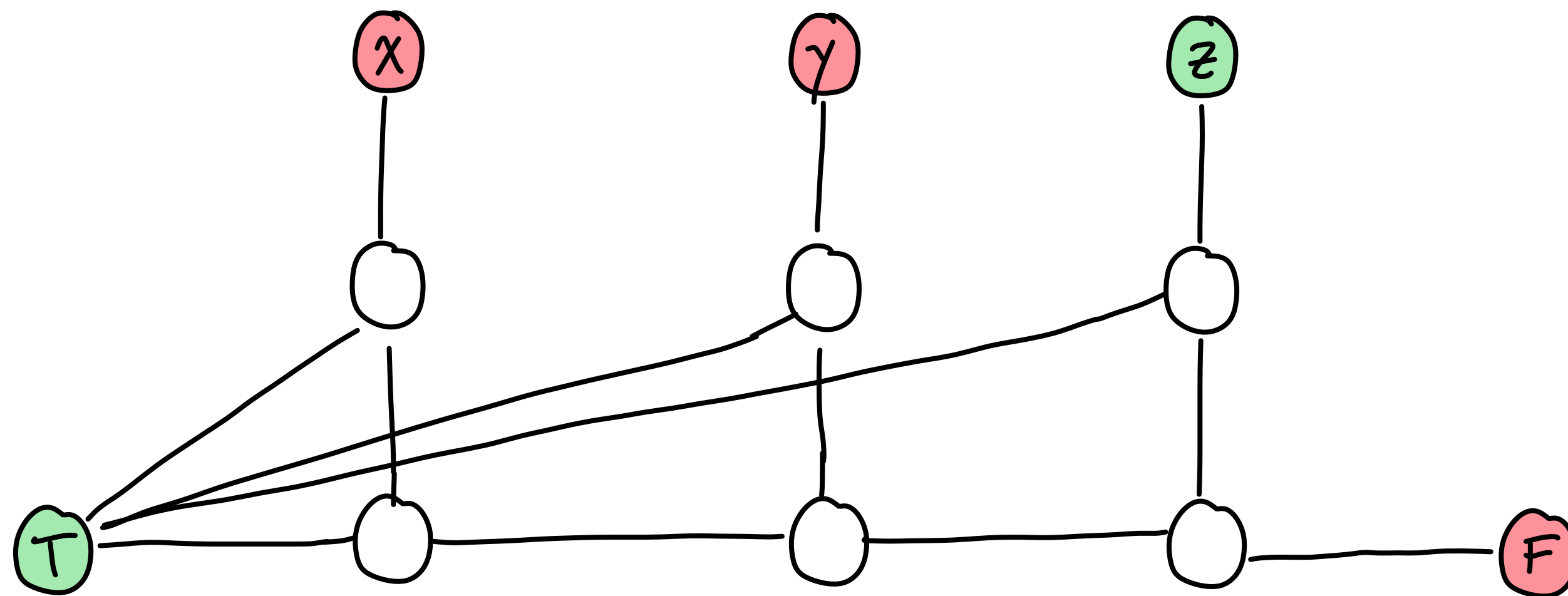


↑ there is no color we can assign!

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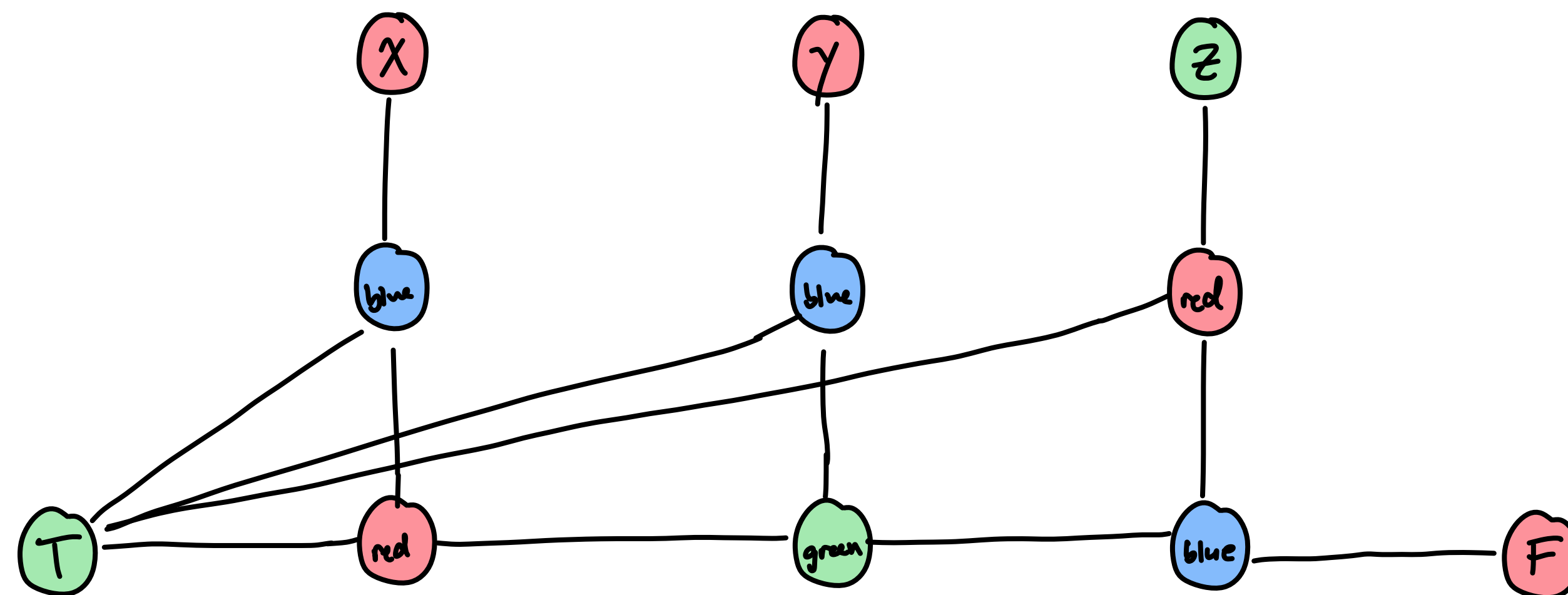


Case 2:  $x, y$  are colored  
**red** and  $z$  is colored  
**green**

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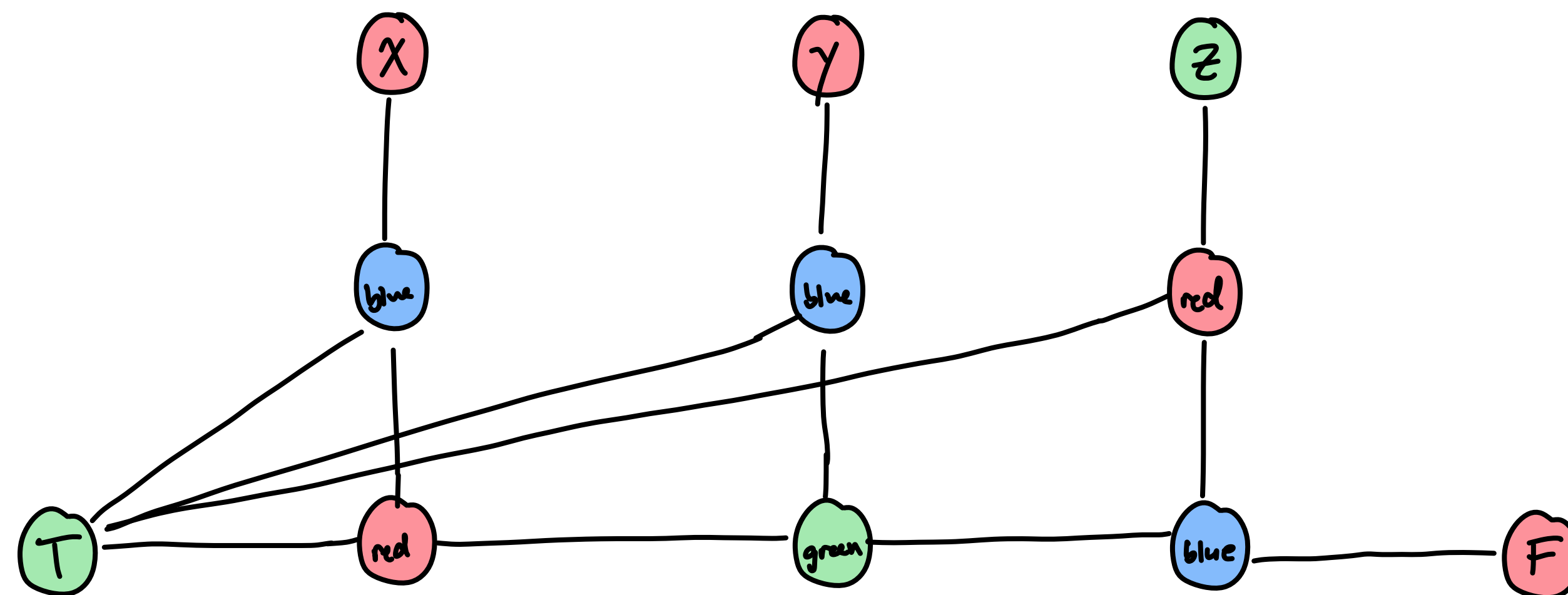


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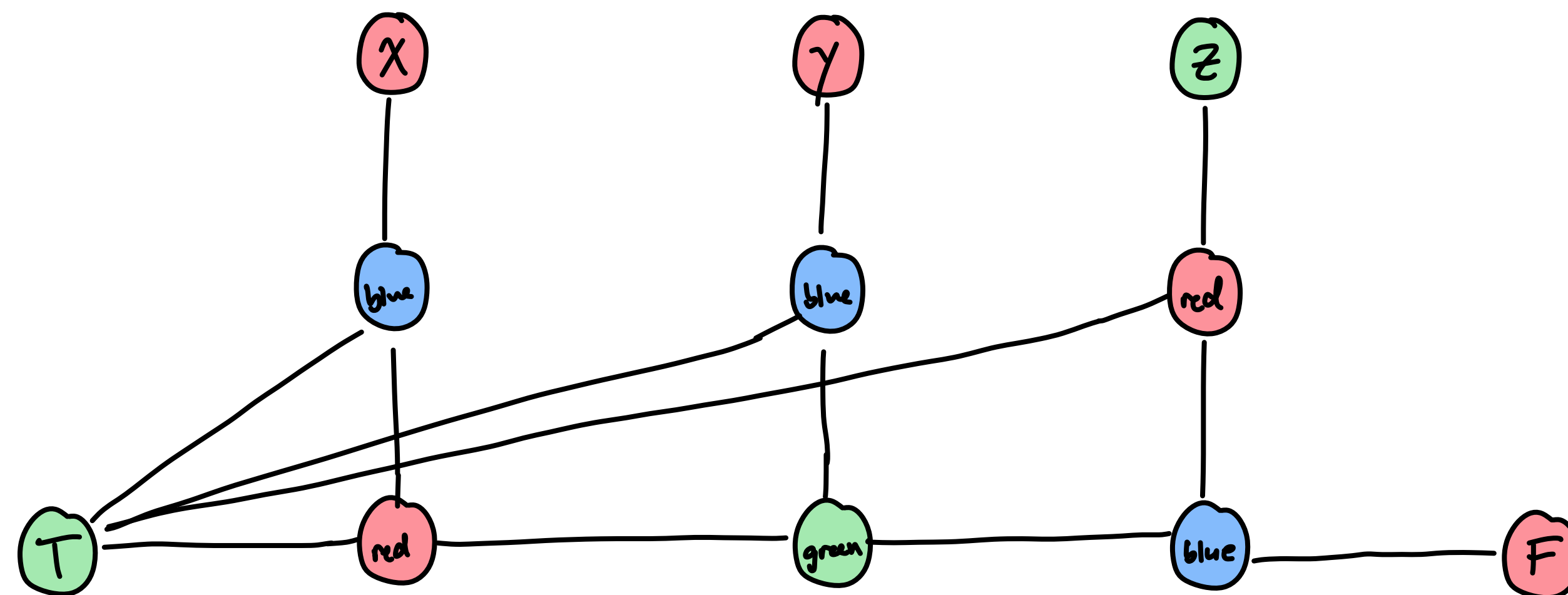


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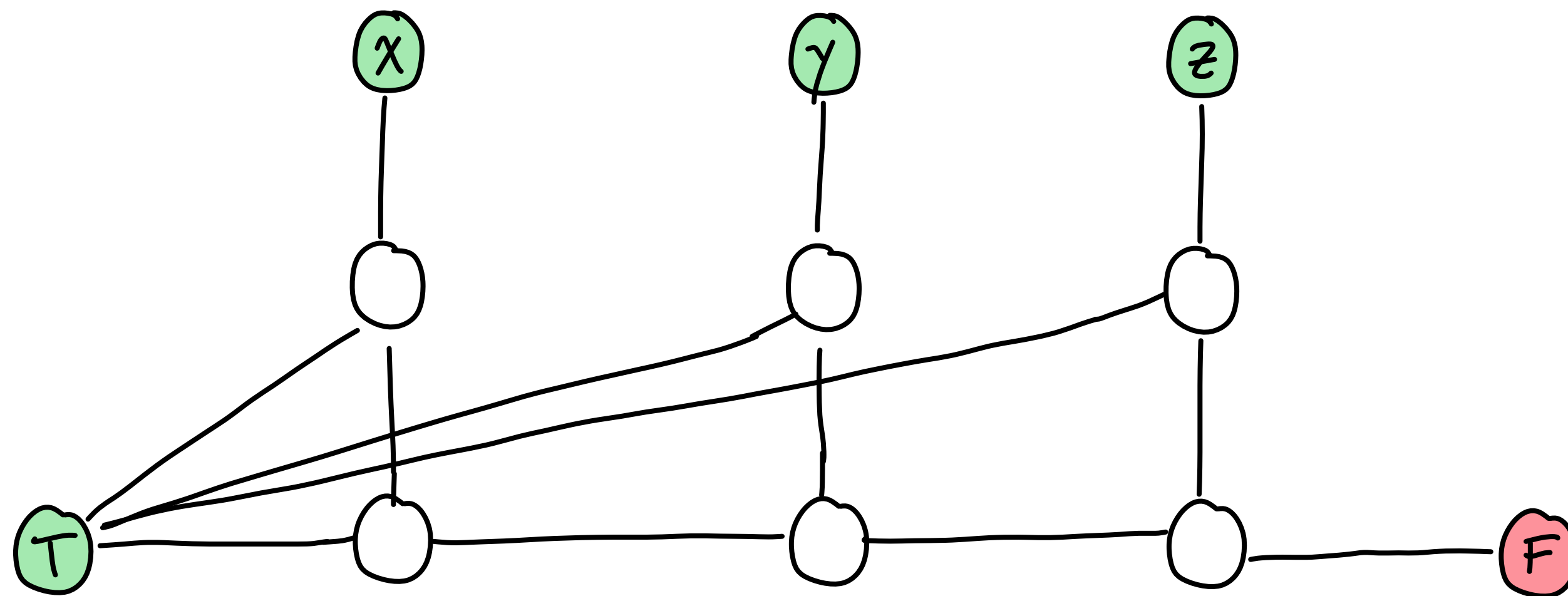
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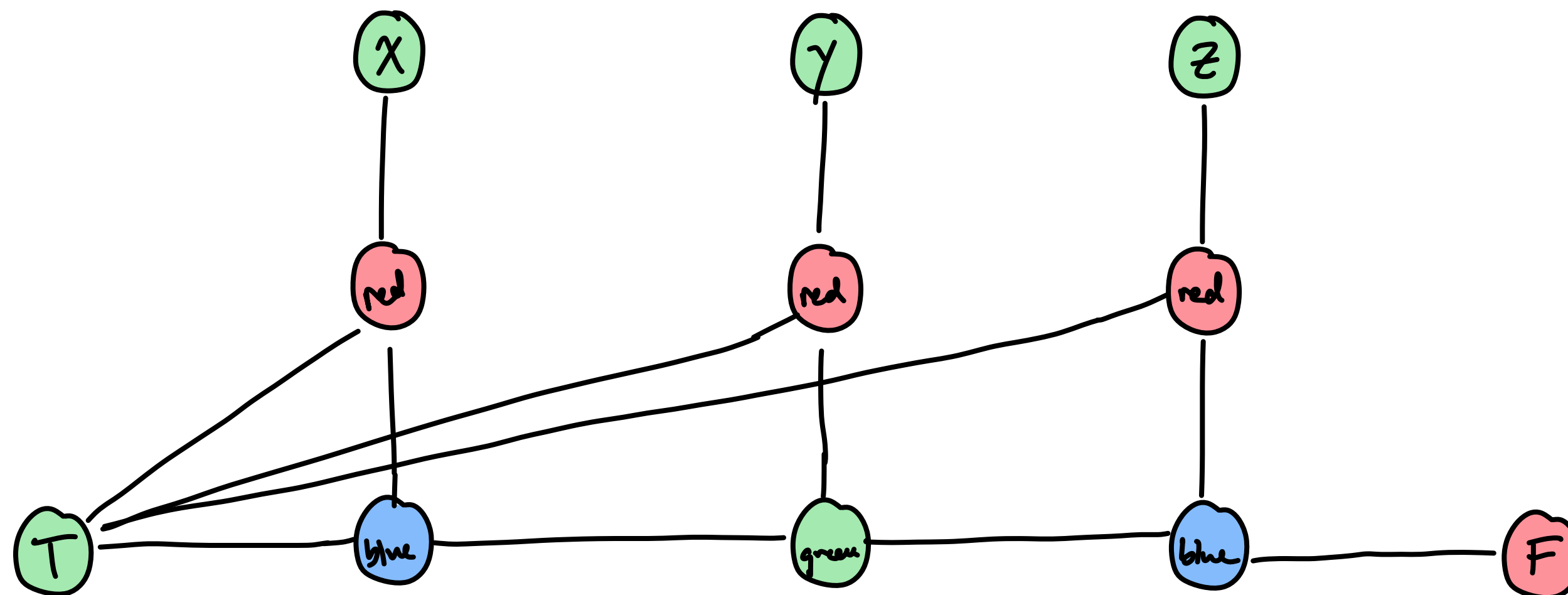
... Case 8: All

3 vertices  $x, y, z$  are  
colored green

# 3-color is NP-complete

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... Case 8: All

3 vertices  $x, y, z$  are  
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# 3-color is NP-complete

## Putting it all together

- Full construction:
  - Construct triangles  $(T, F, B)$  and  $(B, z_i, \neg z_i)$  for each variable  $z_i$ .
  - Construct gadget from vertices  $(x, y, z, T, F)$  as shown for each clause  $x \vee y \vee z$
- Properties:
  - Every vertex on a triangle must have a different color in a valid coloring
  - Let GREEN be the color assigned to  $T$ , RED assigned to  $F$ , BLUE assigned to  $B$
  - Lem: Exactly one of variable  $z_i$  and  $\neg z_i$  must be assigned GREEN or RED in a valid coloring
  - Lem: In a valid coloring, the gadget for  $x \vee y \vee z$  is colorable iff one of  $x, y, z$  is colored GREEN

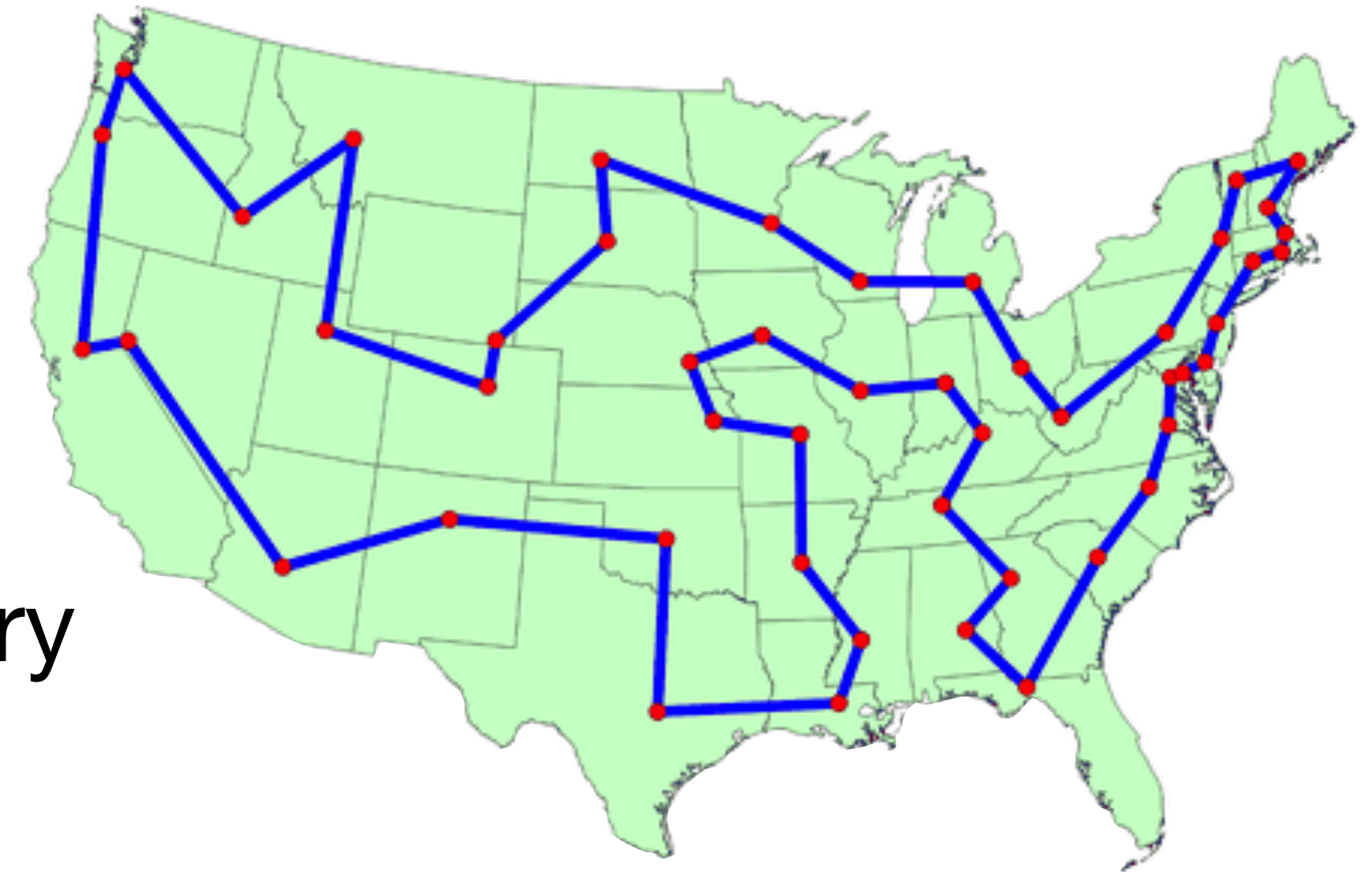
# 3-color is NP-complete

## Putting it all together

- **Reduction proof:**
  - “Yes”  $\rightarrow$  “Yes”: Let  $z$  be a satisfying assignment to 3-SAT  $\varphi$ .
    - Color the vertices of  $z_i$  and  $\neg z_i$  GREEN or RED respectively
    - Every clause is satisfied so there exists an assignment of colors for the gadget
  - “Yes”  $\leftarrow$  “Yes”: Let GREEN be the color assigned to  $T$ , RED assigned to  $F$ , BLUE assigned to  $B$ 
    - Set  $z_i$  to be 1 if assigned color GREEN or 0 if assigned color RED
    - Since the gadget for clause  $x \vee y \vee z$  has a valid coloring, at least one of the 3 literals must be GREEN and therefore the clause is satisfied

# Traveling Salesman problem

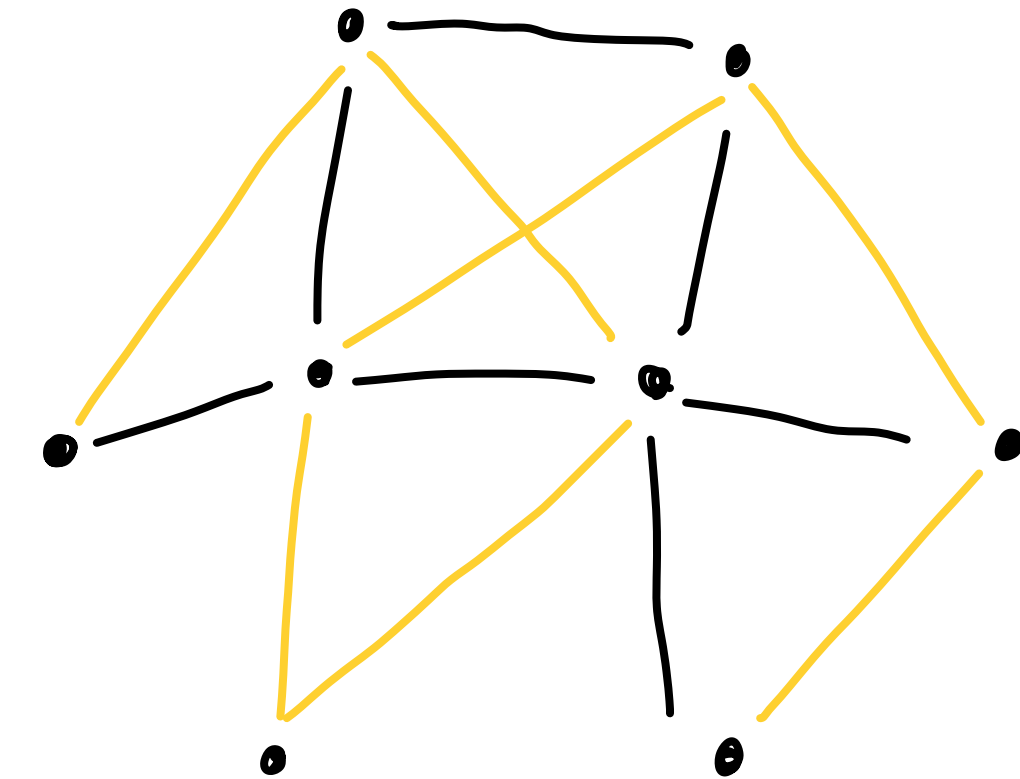
- **Input:** graph  $G = (V, E)$ , weight function  $d : E \rightarrow \mathbb{R}^+$ , parameter  $D \in \mathbb{R}$
- **Output:** If there exists a path visiting all vertices  $V$  such that the net distance traveled  $\leq D$ .
- Traveling Salesman  $\in \text{NP}$ : Check path  $\pi$  visits every vertex and total length is  $\leq D$
- $3\text{-SAT} \leq_p \text{Hamiltonian-Path} \leq_p \text{Traveling Salesman}$



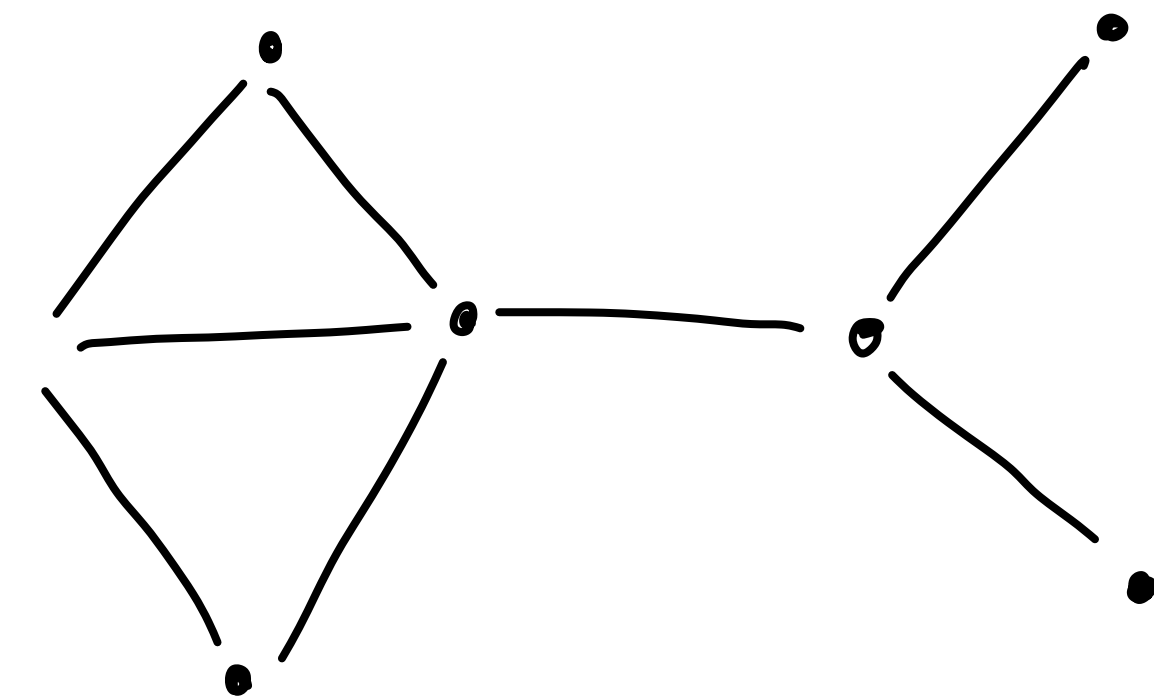
# Hamiltonian Path (Directed)

- **Input:** unweighted directed graph  $G = (V, E)$
- **Output:** If there exists a path that visits every vertex exactly once
- We saw that it is in NP already
- To prove it is NP-complete, we will need to construct a graph  $G$  such that the valid path “encodes” the satisfying assignment to a 3-SAT formula

YES

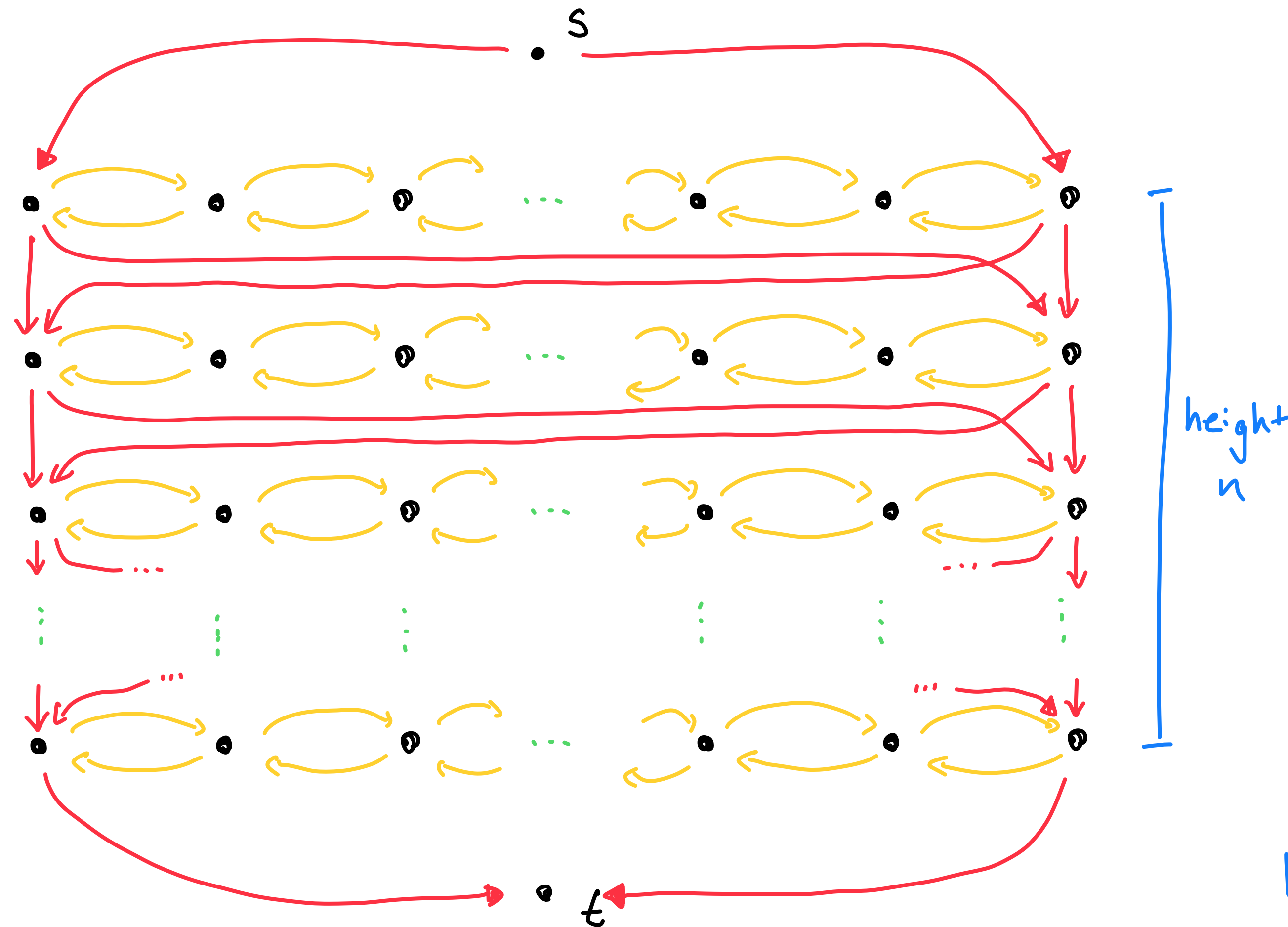


NO





# Hamiltonian cycle is NP-complete

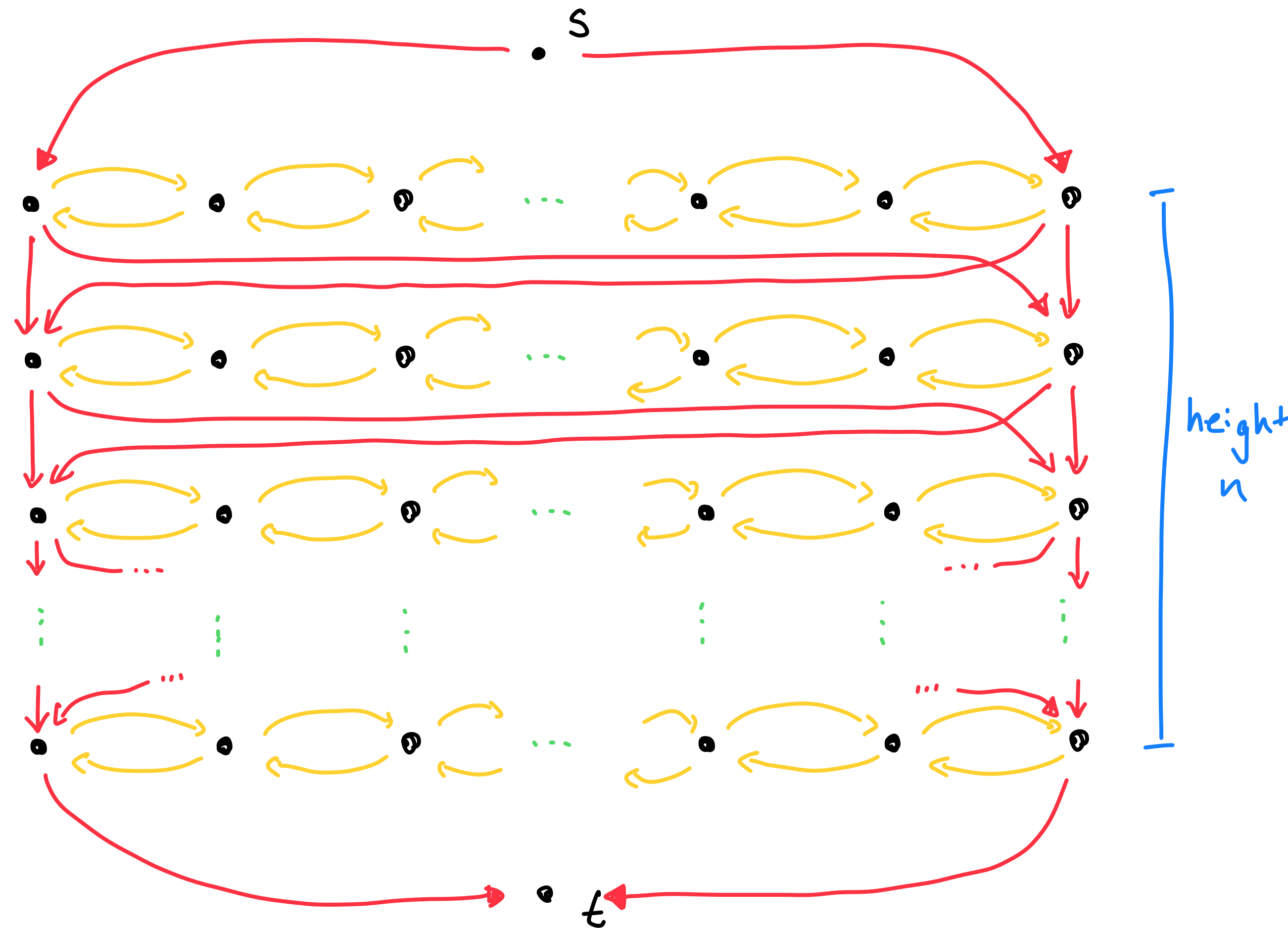


Question: How many different Hamiltonian paths does this graph have?

Answer:  $2^n$ . Each Ham. path is described by the direction the path takes in each row.

bij. between Ham paths and  $x \in \{0, 1\}^n$ .

# Hamiltonian cycle is NP-complete



Intuition for reduction:

Add gadgets to graph corresponding to clauses in the 3SAT formula.

Yes  $\leftrightarrow$  Yes intuition:

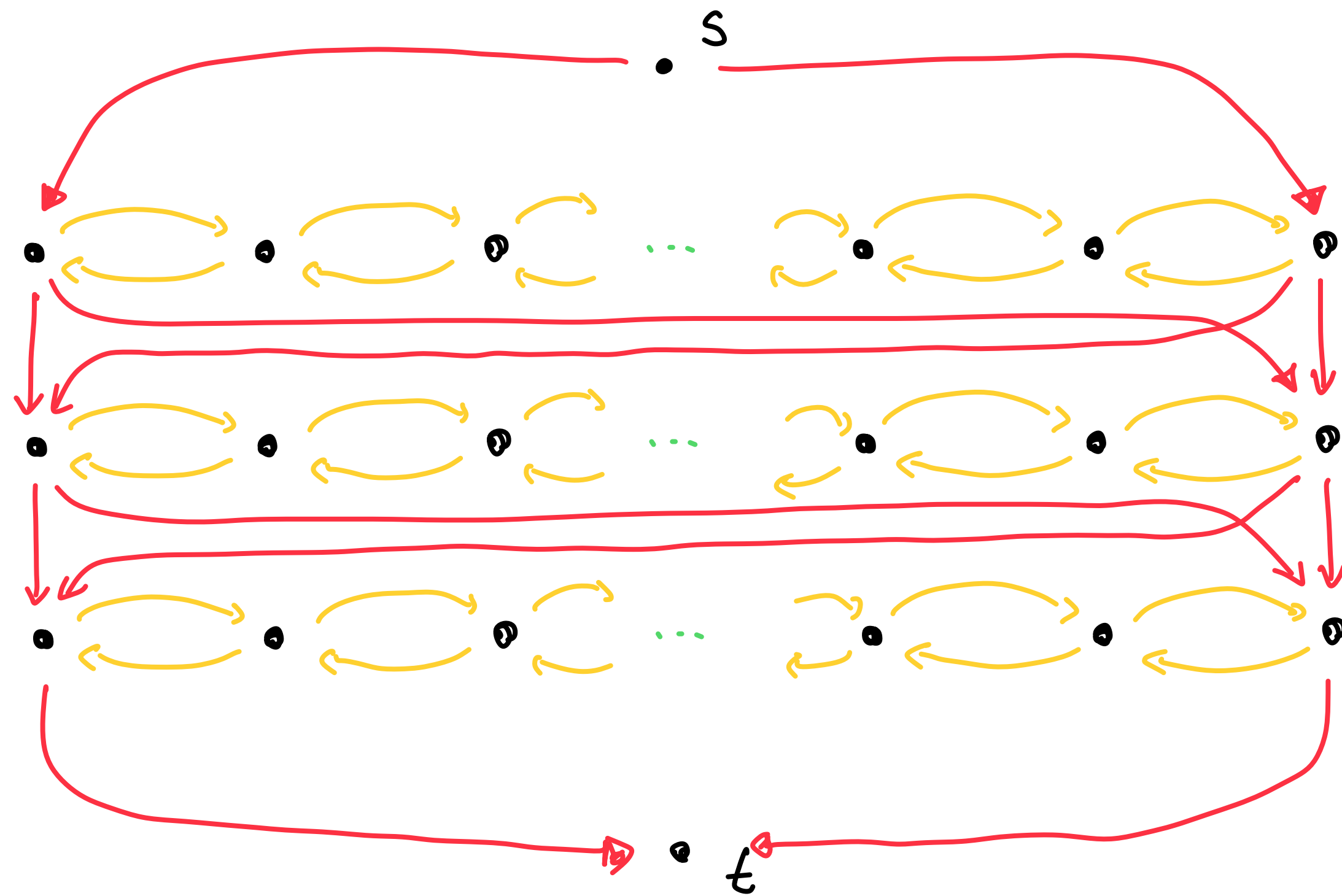
$x_i = 1$  in 3-SAT formula

iff

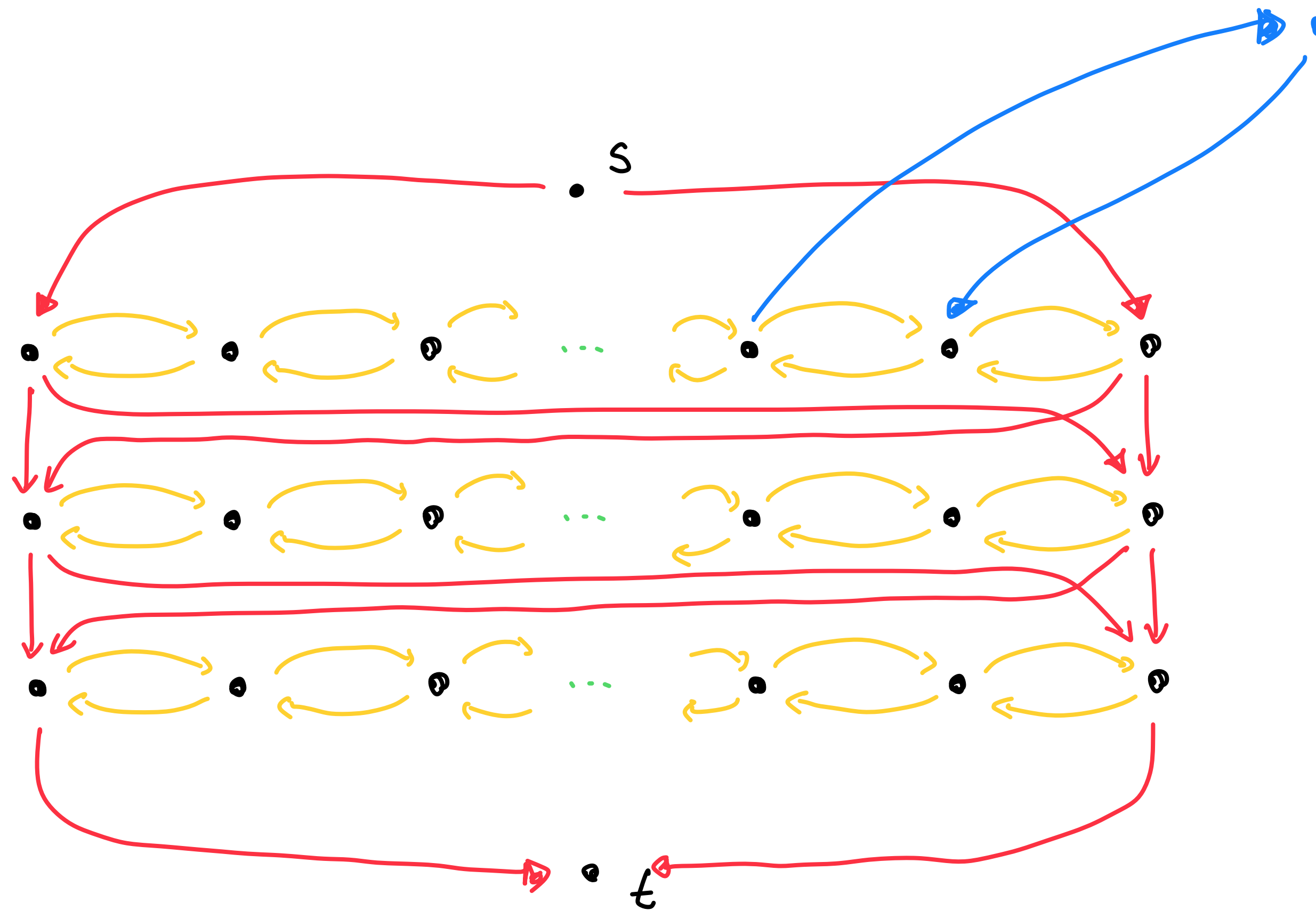
row  $i$  of graph is traversed left to right



# Hamiltonian cycle is NP-complete



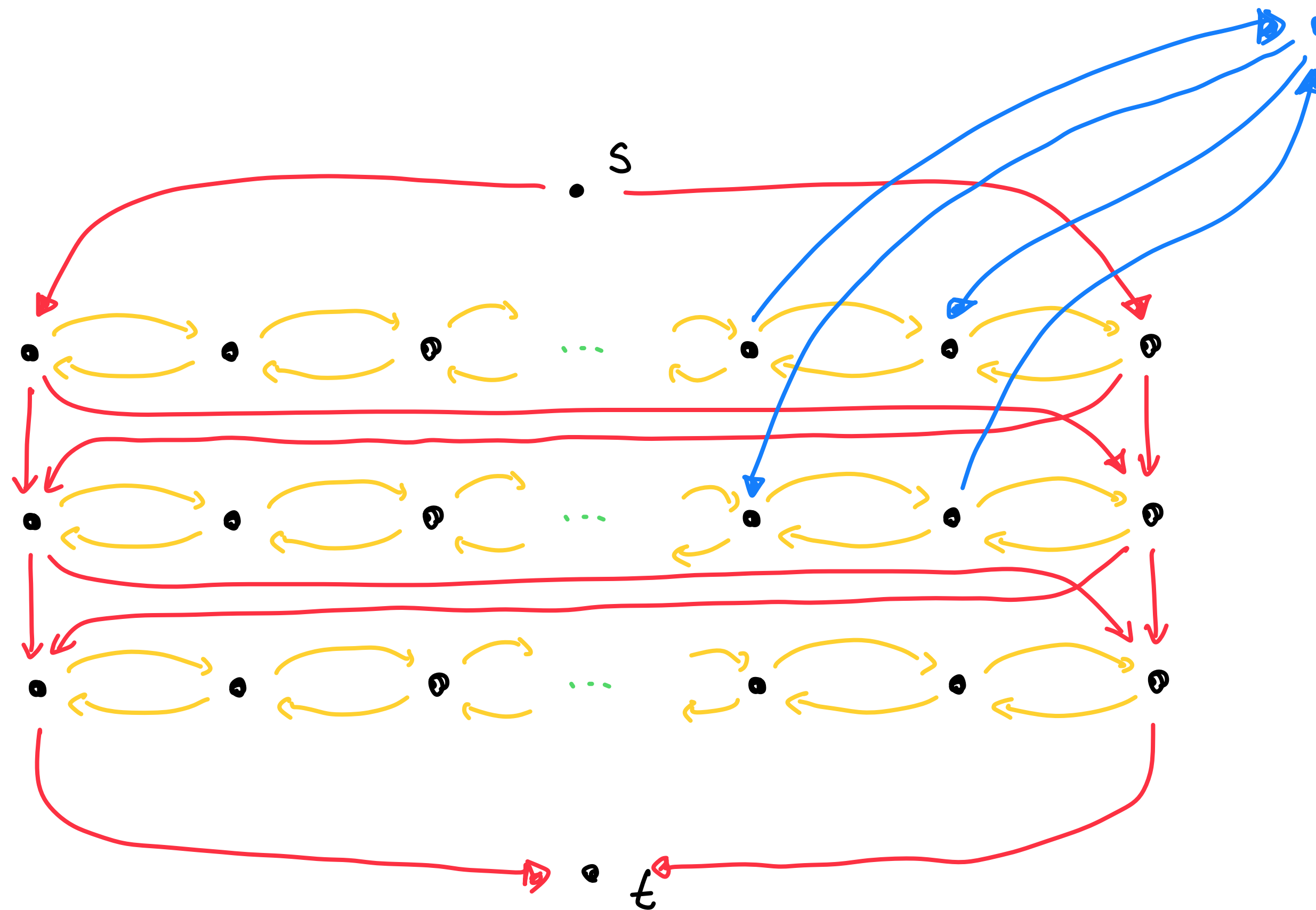
# Hamiltonian cycle is NP-complete



If we include this additional gadget then row 1 must go left to right to be a Ham cycle.

$$x_1 = 1$$

# Hamiltonian cycle is NP-complete



If we include this additional gadget then

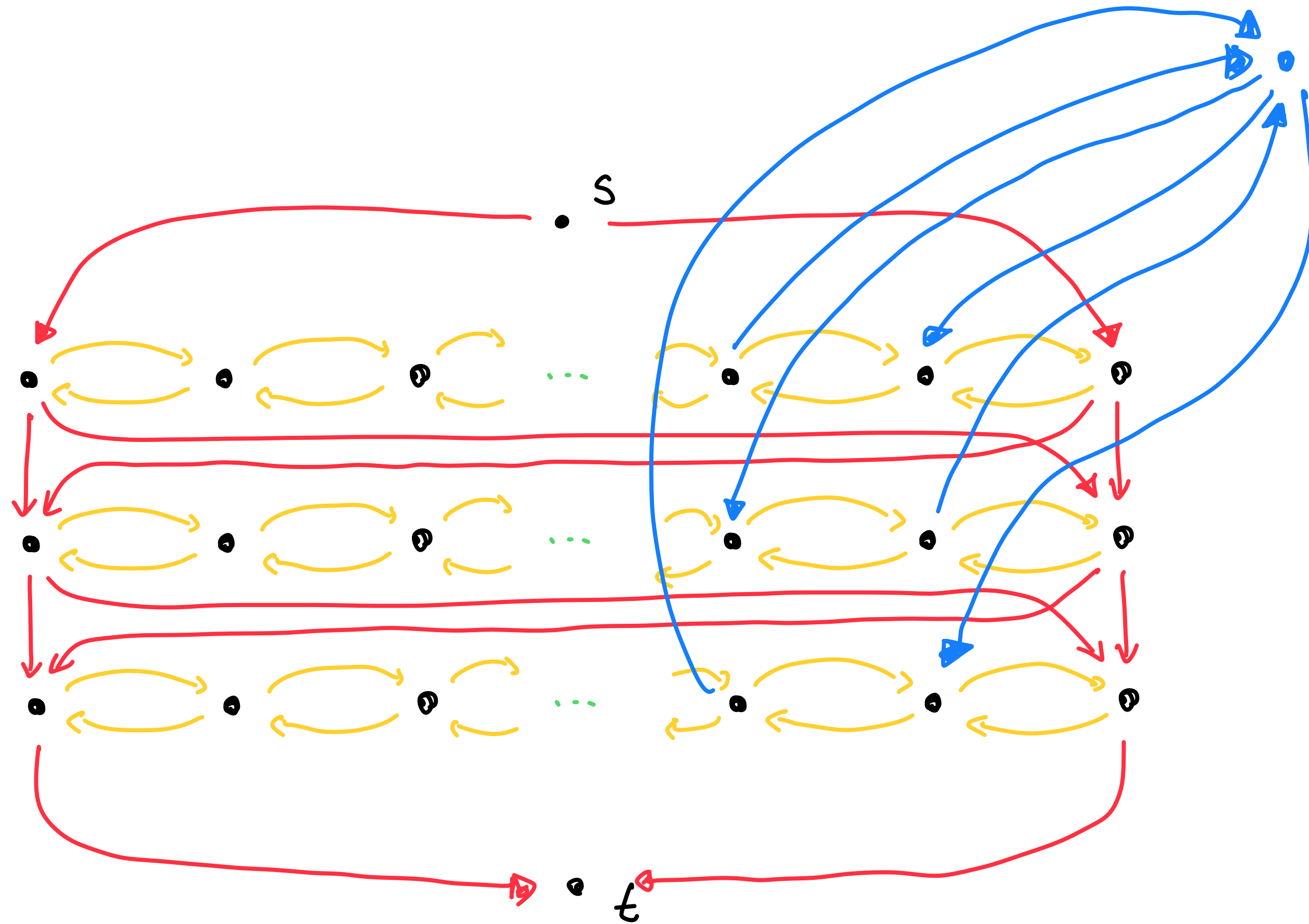
row 1 must go left to right

OR

row 2 must go right to left

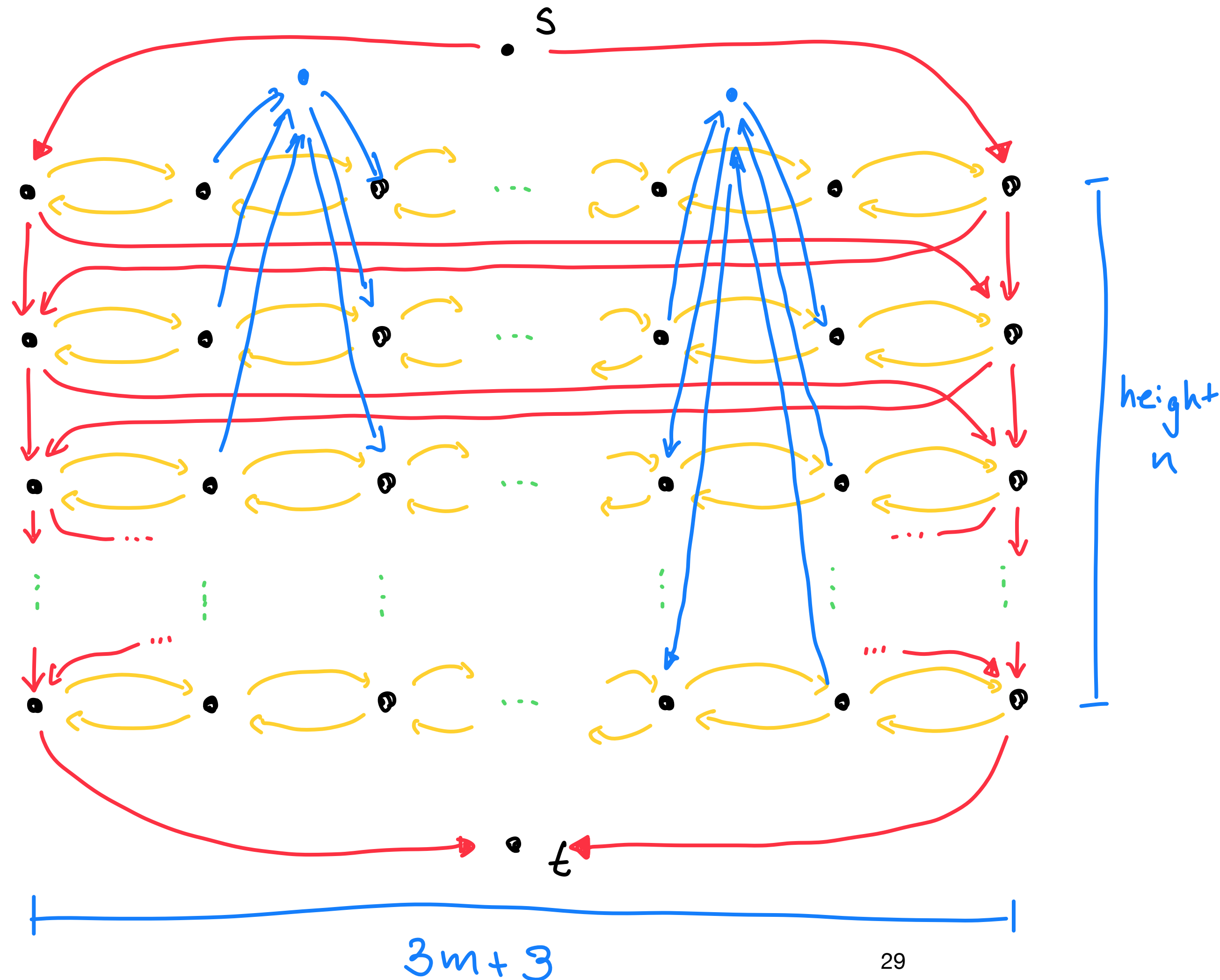
$$x_1 \vee \neg x_2 = \underline{1}$$

# Hamiltonian cycle is NP-complete



$$x_1 \vee \neg x_2 \vee x_3 = 1$$

# Hamiltonian cycle is NP-complete



$m = \#$  of clauses

Install gadget for clause  $j$

$$\varphi_j = (x_{i_1} \vee x_{i_2} \vee x_{i_3})$$

in columns  $3j, 3j-1$

and rows  $i_1, i_2, i_3$

so that gadgets never overlap

# Hamiltonian cycle is NP-complete

- **Proof of correctness for reduction:**
  - Reduction is easy to see that it is poly-time.
  - Graph has  $2 + n(3m + 3) + m$  vertices for formula on  $n$  variables and  $m$  clauses.
  - Each clause adds 6 edges after standard construction for  $n$  variables.
- Remains to prove that “yes”  $\rightarrow$  “yes” and “yes”  $\leftarrow$  “yes”.

# Hamiltonian cycle is NP-complete

- “Yes”  $\rightarrow$  “Yes”: If  $\varphi$  is satisfiable then a Ham. path exists.
  - Let  $x$  be a satisfying assignment for  $\varphi$
  - For each clause  $\varphi_j$ , identify a literal that is set to true (at least one exists).
  - Construct path  $s \rightsquigarrow t$  traversing row  $i$  from left to right iff  $x_i = 1$  except for a diversion to the vertex  $\varphi_j$  if  $x_i$  is the identified literal for clause  $\varphi_j$ .
  - Every variable in every row is necessarily visited and each clause variable must be visited since we identify a true literal.

# Hamiltonian cycle is NP-complete

- “Yes”  $\leftarrow$  “Yes”: If a Ham. path exists  $\varphi$  is satisfiable.
  - Any Ham. path must be from  $s$  to  $t$  since  $s$  is a source and  $t$  is a sink.
  - Set  $x_i = 1$  iff the leftmost vertex of row  $i$  is visited before the rightmost vertex
  - Since each vertex  $\varphi_j$  is visited, some literal in that clause must be set to be true as  $\varphi_j$  is only visited iff the direction of the path is equiv. to a literal in the clause being set to true
  - Therefore, all clauses  $\varphi_j$  are satisfied by the assignment given by  $x$



# Decision problems = Optimization problems

- Optimization problem: Find the *shortest path* for the traveling salesman to visit all the cities.
- Decision problem: Decide if there *exists* a path of length  $\leq D$  for the traveling salesman to visit all the cities.
- **Theorem:** There exists an efficient algorithm for optimization iff there exists an efficient algorithm for decision.
- **Proof:**
  - $(\implies)$ : Let  $\mathcal{A}_{\text{opt}}$  solve optimization. To solve decision, run  $\mathcal{A}_{\text{opt}}$  and calculate  $D^*$ . Answer if  $D^* \leq D$ .
  - $(\impliedby)$ :
    - Let  $\mathcal{A}_{\text{dec}}(D)$  solve decision for parameter  $D$ .
    - $D_{\text{max}} := \sum_e d(e)$ . Starting from  $D \leftarrow D_{\text{max}}/2$  use  $\mathcal{A}_{\text{dec}}(D)$  to “binary search” to calculate  $D^*$ .
    - If  $D^* \leq D$ , then  $\mathcal{A}_{\text{dec}}(D)$  outputs true and if  $D > D^*$ , then  $\mathcal{A}_{\text{dec}}(D)$  outputs false.
    - Total runtime is  $O\left(\log(D_{\text{max}})T_{\mathcal{A}_{\text{dec}}}\right)$  which is polynomial in input length.