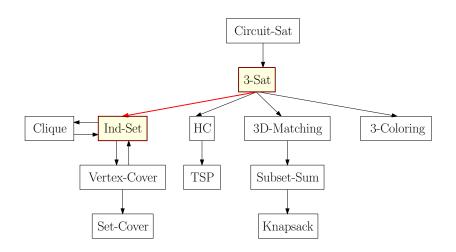
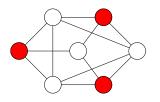
Reductions of NP-Complete Problems



Recall: Independent Set Problem

Def. An independent set of G = (V, E) is a subset $I \subseteq V$ such that no two vertices in I are adjacent in G.



Independent Set (Ind-Set) Problem

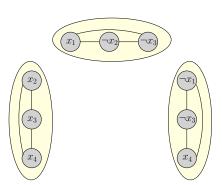
Input: G = (V, E), k

Output: whether there is an independent set of size k in G

|3-Sat $\leq_P \mathsf{Ind}$ -Set

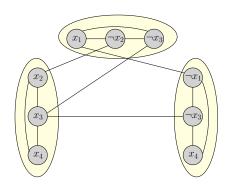
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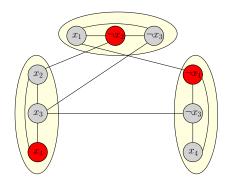


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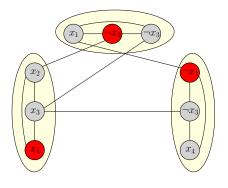
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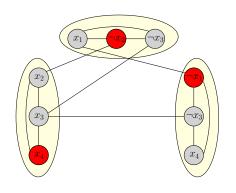
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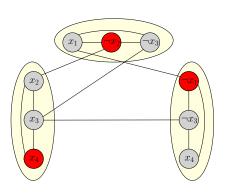
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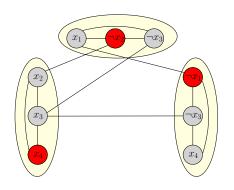


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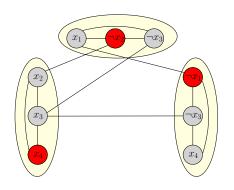
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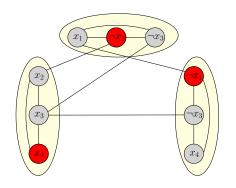
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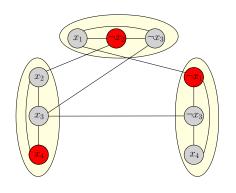
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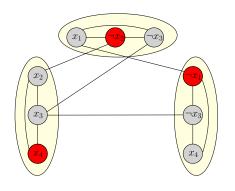
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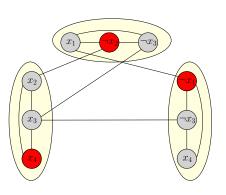
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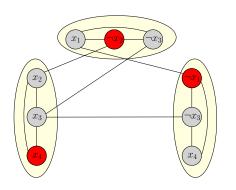
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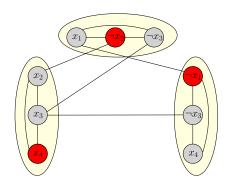
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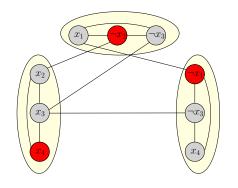
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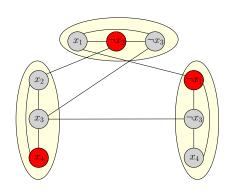
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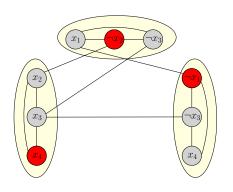
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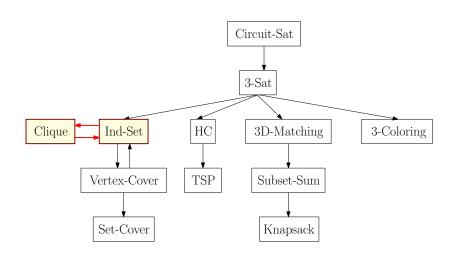
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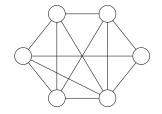


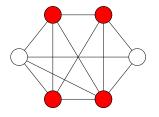
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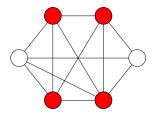


Reductions of NP-Complete Problems





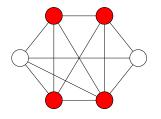




Clique Problem

Input: G = (V, E) and integer k > 0,

Output: whether there exists a clique of size k in G



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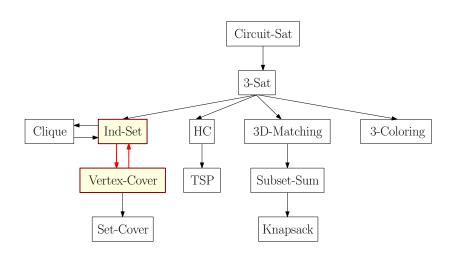
• What is the relationship between Clique and Ind-Set?

Clique $=_P$ Ind-Set

Def. Given a graph G=(V,E), define $\overline{G}=(V,\overline{E})$ be the graph such that $(u,v)\in \overline{E}$ if and only if $(u,v)\notin E$.

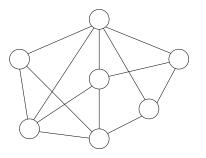
Obs. S is an independent set in G if and only if S is a clique in \overline{G} .

Reductions of NP-Complete Problems



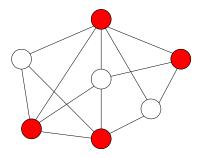
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Def. Given a graph G=(V,E), a vertex cover of G is a subset $S\subseteq V$ such that for every $(u,v)\in E$ then $u\in S$ or $v\in S$.



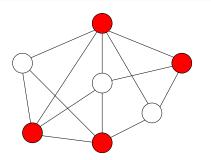
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Vertex-Cover Problem

Input: G = (V, E) and integer k

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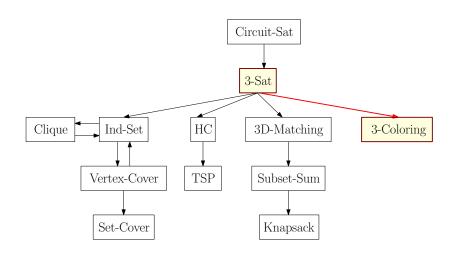
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A: S is a vertex-cover of G=(V,E) if and only if $V\setminus S$ is an independent set of G.

Reductions of NP-Complete Problems



A Strategy of Polynomial Reduction

Recall the definition of polynomial time reductions:

Def. Given a black box algorithm A that solves a problem X, if any instance of a problem Y can be solved using a polynomial number of standard computational steps, plus a polynomial number of calls to A, then we say Y is polynomial-time reducible to X, denoted as $Y \leq_P X$.

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- ullet In general, algorithm for Y can call the algorithm for X many times.
- ullet However, for most reductions, we call algorithm for X only once
- ullet That is, for a given instance s_Y for Y, we only construct one instance s_X for X

A Strategy of Polynomial Reduction

- Given an instance s_Y of problem Y, show how to construct in polynomial time an instance s_X of problem such that:
 - s_Y is a yes-instance of $Y \Rightarrow s_X$ is a yes-instance of X
 - s_X is a yes-instance of $X \Rightarrow s_Y$ is a yes-instance of Y

Outline

- Some Hard Problems
- P, NP and Co-NP
- Polynomial Time Reductions and NP-Completeness
- 4 NP-Complete Problems
- 5 Dealing with NP-Hard Problems
- **6** Summary

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- Essentially we have no techniques for proving lower bound for running time

Dealing with NP-Hard Problems

- Faster exponential time algorithms
- Solving the problem for special cases
- Fixed parameter tractability
- Approximation algorithms

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Travelling Salesman Problem:

- Brute-force: $O(n! \cdot poly(n))$
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- In practice: TSP Solver can solve Euclidean TSP instances with more than 100,000 vertices

Maximum independent set problem is NP-hard on general graphs, but easy on

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- trees
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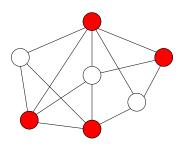
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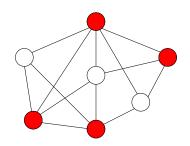
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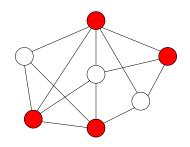
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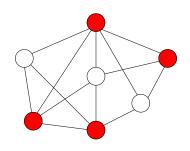
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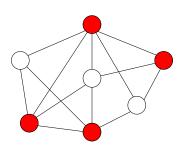
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- Approximation ratio is the ratio between the quality of the solution output by the algorithm and the quality of the optimal solution
- We want to make the approximation ratio as small as possible, while maintaining the property that the algorithm runs in polynomial time
- There is an 2-approximation for the vertex cover problem: we can
 efficiently find a vertex cover whose size is at most 2 times that of
 the optimal vertex cover

2-Approximation Algorithm for Vertex Cover

VertexCover(G)

- 1: $C \leftarrow \emptyset$
- 2: while $\neq \emptyset$ do
- 3: select an edge $(u, v) \in E$, $C \leftarrow C \cup \{u, v\}$
- 4: Remove from E every edge incident on either u or v
- 5: return C
- Let the set C and C^* be the sets output by above algorithm and an optimal alg, respectively. Let S be the set of edges selected.
- Since no two edge in S are covered by the same vertex (Once an edge is picked in line 3, all other edges that are incident on its endpoints are removed from E in line 4), we have $|C^*| \geq |S|$;
- As we have added both vertices of edge (u,v), we get |C|=2|S| but C^* have to add one of the two, thus, $|C|/|C^*| \leq 2$.