CS514: Design and Analysis of Algorithms

Intractability



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- Euler tour vs Hamiltonian cycle
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- 2-SAT vs 3-SAT
 - 2-SAT: $(x_1 \lor \neg x_2) \land (\neg x_1 \lor x_3) \land (x_2 \lor \neg x_3)$
 - 3-SAT: $(x_1 \lor \neg x_2 \lor x_4) \land (\neg x_1 \lor x_2 \lor x_3) \land (x_2 \lor \neg x_3 \lor x_4)$

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- Fractional vs 0-1 knapsack

Time complexity

	Size n					
Time complexity function	10	20	30	40	50	60
n	.00001	.00002	.00003	.00004	.00005	.00006
	second	second	second	second	second	second
n²	.0001	.0004	.0009	.0016	.0025	.0036
	second	second	second	second	second	second
n ³	.001	.008	.027	.064	.125	.216
	second	second	second	second	second	second
n ⁵	.1	3.2	24.3	1.7	5.2	13.0
	second	seconds	seconds	minutes	minutes	minutes
2"	.001	1.0	17.9	12.7	35.7	366
	second	second	minutes	days	years	centurie
3"	.059	58	6.5	3855	2×10 ⁸	1.3×10 ¹
	second	minutes	years	centuries	centuries	centurie

3 Image source: Computers and Intractability

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- It is obvious that P ⊆ NP. However, the famous open question is whether P is a proper subset of NP
- If any NP-complete problem can be solved in polynomial time, then every problem in NP has a polynomial-time algorithm

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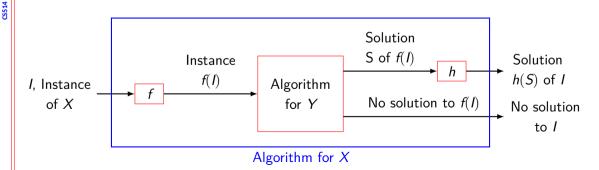
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- Which problem is harder?
- Can an optimization problem be converted as decision problem?

Reduction

- $X \leq_{p} Y$
- Problem X polynomial-time reduces to problem Y if arbitrary instances of problem X can be solved using:
 - Polynomial number of standard computational steps (f, h), plus
 - Polynomial number of calls to oracle that solves problem Y



Poly-time Reduction

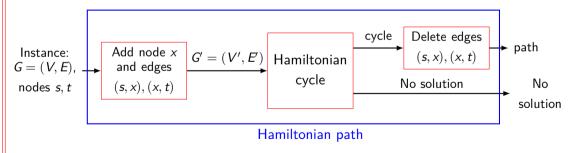
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- If $X \leq_p Y$ and X cannot be solved in polynomial time, then Y cannot be solved in polynomial time
- If $X \leq_p Y$ and Y can be solved in exponential time, then X ??

Hamiltonian path \rightarrow Hamiltonian cycle

- Hamiltonian cycle: given a graph, is there a cycle that passes through each vertex exactly once?
- Hamiltonian path(s, t): given a graph, is there a path between s and t that passes through each vertex exactly once?



Abstract problem

- An abstract problem Q is defined to be binary relation on a set I of problem instances and a set S of problem solution
 - For shortest-path problem instance consists of a graph and two vertices, $I = \langle G, u, v \rangle$
 - A solution is sequence of vertices or null if it does not exist
- For NP-Completeness, we are primarily interested in decision problems
 - For shortest-path, decision problem can be represented as $\textit{I}=\langle\textit{G},\textit{u},\textit{v},\textit{k}
 angle$
 - Given a graph and two vertices, does there exist a path with at most k edges?
 - An optimization problem can be converted to decision problem

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Encoding scheme	string	length
Vertex and edge list	$v_1 v_2 v_3 v_4 (v_1 v_2) (v_2 v_3)$	36
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- A concrete problem is polynomial-time solvable if there exist an algorithm to solve it in O(n^k) time for some constant k

- We say a function f: {0,1}* → {0,1}* is polynomial-time computable if there exists a polynomial-time algorithm A that given any input x ∈ {0,1}*, produces as output f(x)
- We say that two encodings e_1 and e_2 are polynomially related if there exist two polynomial-time computable function f_{12} and f_{21} such that for any $i \in I$, we have $f_{12}(e_1(i)) = e_2(i)$ and $f_{21}(e_2(i)) = e_1(i)$

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 - Let Q be an abstract decision problem on an instance set I, and let e_1 and e_2 be polynomially related encodings on I. Then, $e_1(Q) \in P$ if and only if $e_2(Q) \in P$.

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- A language L is decided in polynomial-time by an algorithm A if there exists a constant k such that for any length-n string x ∈ {0,1}*, the algorithm correctly decides whether x ∈ L in O(n^k) time

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- It leaves the question of whether P = NP

NP-completeness

- A language $L \subseteq \{0,1\}^*$ is **NP-complete (NPC)** if
 - $L \in NP$, and
 - $L' \leq_P L$ for every $L' \in \mathsf{NP}$
- If an language *L* satisfies the 2nd property but not necessarily the 1st, we say *L* is **NP-hard**

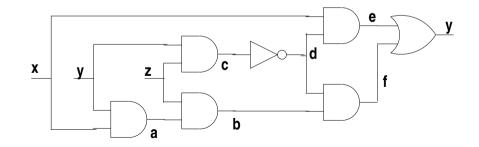
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• If any NP-complete problem is polynomial-time solvable, then P = NP. Equivalently, if any problem in NP is not polynomial-time solvable, then no NP-complete problem is polynomial-time solvable.

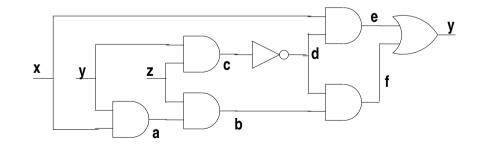
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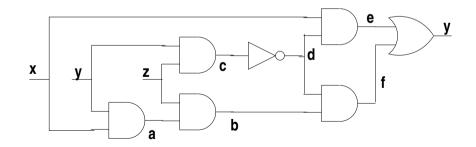
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- Circuit-SAT is also NP-Hard (see detailed proof in the book)



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- Prove $L \in \mathsf{NP}$
- Prove that *L* is NP-hard:
 - Select a known NP-complete language L'
 - Describe an algorithm that computes a function *f* mapping every instance *x* ∈ {0, 1}* of *L'* to an instance of *f*(*x*) of *L*
 - Prove that the function f satisfies $x \in L'$ if and only if $f(x) \in L$ for all $x \in \{0, 1\}^*$
 - Prove that the algorithm computing f runs in polynomial time

• SAT: inputs – *n* Boolean variables, *m* connectives $(\land, \lor, \neg, \rightarrow, \leftrightarrow)$, and parentheses

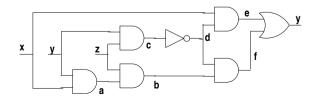
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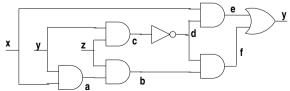
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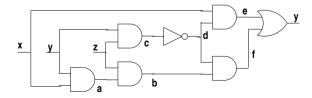
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$$\phi = y \land (y \leftrightarrow (e \lor f)) \land (e \leftrightarrow (x \land d)) \\ (f \leftrightarrow (d \land b)) \land (d \leftrightarrow \neg c) \land \\ (b \leftrightarrow (z \land a)) \land (c \leftrightarrow (z \land y)) \land \\ (a \leftrightarrow (x \land y))$$

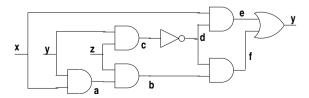


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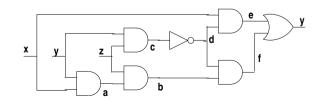
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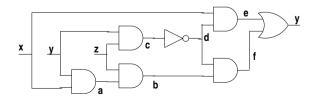
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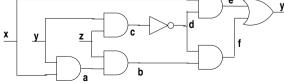
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- If some assignment causes ϕ to evaluate to 1, we can assign values to different wires and it will evaluate to 1 for C



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Circuit-SAT \leq_P **CNF-SAT**

- Literal variable in boolean formula, x_1 or $\neg x_1$
- Clause OR of any number of literals, $x_1 \lor \neg x_2 \lor x_3 \lor \neg x_4$
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Circuit-SAT < P CNF-SAT

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- Circuit-SAT can be converted to CNF-SAT in polynomial time using above transformations
- It can be shown Circuit-SAT has a solution if and only if CNF-SAT has a solution

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Set z_1, \ldots, z_{i-2} to true and rest to false

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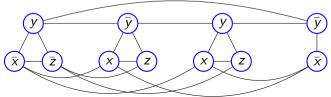
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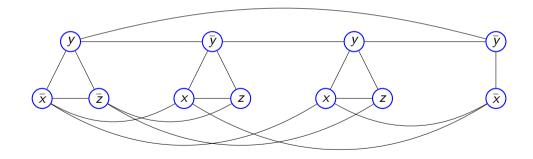
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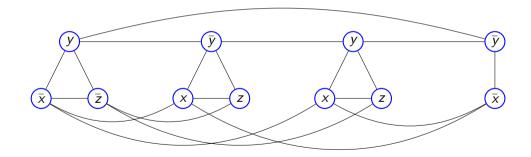
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- If I has a truth assignment then G has independent set of size k



Vertex Cover (VC) \in NPC

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- If a vertex cover exists, then all nodes not in VC set form IS
- If no such vertex cover exists, G cannot have an independent set of size k

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$\textbf{Clique} \in \textbf{NPC}$

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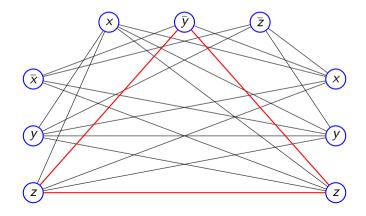
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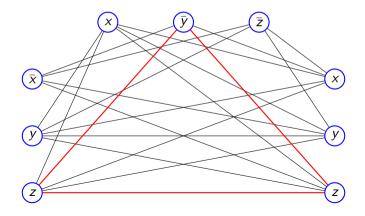
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 - Graph construction: G = (V, E)
 - For each clause $C_r = (I_1^r \vee I_2^r \vee I_3^r)$ in X create three vertices v_1^r, v_2^r, v_3^r into V
 - Add edge (v_i^r, v_i^s) into *E* if both of the following hold
 - v_i^r and v_j^s are in different triples, that is $r \neq s$, and
 - their corresponding literals are consistent, that is I_i^r is not the negation of I_i^s

$\textbf{Clique} \in \textbf{NPC}$

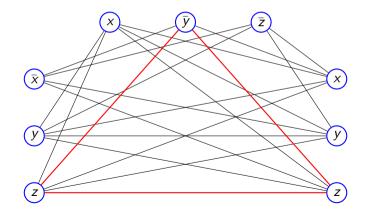
• Consider a 3SAT instance as $X = C_1 \land C_2 \land C_3 = (\bar{x} \lor y \lor z)(x \lor \bar{y} \lor \bar{z})(x \lor y \lor z)$



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- Suppose X has a satisfying assignment: what can we claim?



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- Suppose X has a satisfying assignment: what can we claim?
- Suppose G contains a clique of size k: what can be claimed?



Thank you!