

Computer Science & Engineering 423/823  
Design and Analysis of Algorithms  
Lecture 10 — NP-Completeness (Chapter 34)

Stephen Scott and Vinodchandran N. Variyam

sscott@cse.unl.edu

Navigation icons

1/46

## Introduction

- ▶ So far, we have focused on problems with “efficient” algorithms
- ▶ I.e., problems with algorithms that run in polynomial time:  $O(n^c)$  for some constant  $c \geq 1$ 
  - ▶ Side note 1: We call it efficient even if  $c$  is large, since it is likely that another, even more efficient, algorithm exists
  - ▶ Side note 2: Need to be careful to speak of polynomial in **size** of the input, e.g., size of a single integer  $k$  is  $\log k$ , so time linear in  $k$  is exponential in size (number of bits) of input
- ▶ But, for some problems, the fastest known algorithms require time that is **superpolynomial**
  - ▶ Includes sub-exponential time (e.g.,  $2^{n^{1/3}}$ ), exponential time (e.g.,  $2^n$ ), doubly exponential time (e.g.,  $2^{2^n}$ ), etc.
  - ▶ There are even problems that cannot be solved in *any* amount of time (e.g., the “halting problem”)
- ▶ We will focus on **lower bounds** again, but this time we'll use them to argue that some problems probably don't have **any** efficient solution

Navigation icons

2/46

## P vs. NP

- ▶ Our focus will be on the **complexity classes** called P and NP
- ▶ Centers on the notion of a **Turing machine** (TM), which is a finite state machine with an infinitely long tape for storage
  - ▶ Anything a computer can do, a TM can do, and vice-versa
  - ▶ More on this in CSCE 428/828 and CSCE 424/824
- ▶ P = “deterministic polynomial time” = set of problems that can be solved by a **deterministic TM** (deterministic algorithm) in poly time
- ▶ NP = “nondeterministic polynomial time” = the set of problems that can be solved by a **nondeterministic TM** in polynomial time
  - ▶ Can loosely think of a nondeterministic TM as one that can explore many, many possible paths of computation at once
  - ▶ Equivalently, NP is the set of problems whose solutions, if given, can be **verified** in polynomial time

Navigation icons

3/46

## P vs. NP Example

- ▶ Problem HAM-CYCLE: Does a graph  $G = (V, E)$  contain a **hamiltonian cycle**, i.e., a simple cycle that visits every vertex in  $V$  exactly once?
  - ▶ This problem is in NP, since if we were given a specific  $G$  plus the yes/no answer to the question plus a **certificate**, we can verify a “yes” answer in polynomial time using the certificate
    - ▶ Not worried about verifying a “no” answer
  - ▶ What would be an appropriate certificate?
  - ▶ Not known if HAM-CYCLE  $\in$  P

Navigation icons

4/46

## P vs. NP Example (2)

- ▶ Problem EULER: Does a directed graph  $G = (V, E)$  contain an **Euler tour**, i.e., a cycle that visits every edge in  $E$  exactly once and can visit vertices multiple times?
  - ▶ This problem is in P, since we can answer the question in polynomial time by checking if each vertex's in-degree equals its out-degree
  - ▶ Does that mean that the problem is also in NP? If so, what is the certificate?

Navigation icons

5/46

## NP-Completeness

- ▶ Any problem in P is also in NP, since if we can efficiently solve the problem, we get the poly-time verification for free
  - $\Rightarrow P \subseteq NP$
- ▶ Not known if  $P \subset NP$ , i.e., unknown if there a problem in NP that's not in P
- ▶ A subset of the problems in NP is the set of **NP-complete** (NPC) problems
  - ▶ Every problem in NPC is at least as hard as all others in NP
  - ▶ These problems are believed to be intractable (no efficient algorithm), but not yet proven to be so
  - ▶ If any NPC problem is in P, then  $P = NP$  and life is glorious 😊 and a little bit scary (e.g., RSA public key algorithm would break)

Navigation icons

6/46

## Proving NP-Completeness

- ▶ Thus, if we prove that a problem is NPC, we can tell our boss that we cannot find an efficient algorithm and should take a different approach
  - ▶ E.g., approximation algorithm, heuristic approach
- ▶ How do we prove that a problem  $B$  is NPC?
  1. Prove that  $B \in \text{NP}$  by identifying certificate that can be used to verify a “yes” answer in polynomial time
    - ▶ Typically, use the obvious choice of what causes the “yes” (e.g., the hamiltonian cycle itself, given as a list of vertices)
    - ▶ **Need to argue that verification requires polynomial time**
    - ▶ The certificate is **not** merely the instance, unless  $B \in \text{P}$
  2. Show that  $B$  is as hard as any other NP problem by showing that if we can efficiently solve  $B$  then we can efficiently solve all problems in NP
- ▶ First step is usually easy, but second looks difficult
- ▶ Fortunately, part of the work has been done for us ...

7/46

## Reductions

- ▶ We will use the idea of an efficient **reduction** of one problem to another to prove how hard the latter one is
- ▶ A reduction takes an instance of one problem  $A$  and transforms it to an instance of another problem  $B$  in such a way that a solution to the instance of  $B$  yields a solution to the instance of  $A$
- ▶ **Example:** How did we prove lower bounds on convex hull and BST problems?
- ▶ Time complexity of reduction-based algorithm for  $A$  is the time for the reduction to  $B$  plus the time to solve the instance of  $B$

8/46

## Decision Problems

- ▶ Before we go further into reductions, we simplify our lives by focusing on **decision problems**
- ▶ In a decision problem, the only output of an algorithm is an answer “yes” or “no”
- ▶ I.e., we’re not asked for a shortest path or a hamiltonian cycle, etc.
- ▶ Not as restrictive as it may seem: Rather than asking for the weight of a shortest path from  $i$  to  $j$ , just ask if there exists a path from  $i$  to  $j$  with weight at most  $k$
- ▶ Such decision versions of *optimization problems* are no harder than the original optimization problem, so if we show the decision version is hard, then so is the optimization version
- ▶ Decision versions are especially convenient when thinking in terms of languages and the Turing machines that accept/reject them

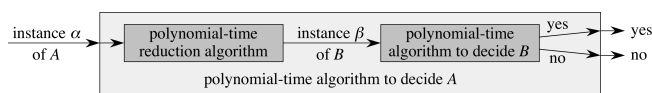
9/46

## Reductions (2)

- ▶ What is a reduction in the NPC sense?
- ▶ Start with two problems  $A$  and  $B$ , and we want to show that problem  $B$  is at least as hard as  $A$
- ▶ Will **reduce**  $A$  to  $B$  via a **polynomial-time reduction** by transforming *any* instance  $\alpha$  of  $A$  to *some* instance  $\beta$  of  $B$  such that
  1. The transformation **must** take polynomial time (since we’re talking about hardness in the sense of efficient vs. inefficient algorithms)
  2. The answer for  $\alpha$  is “yes” **if and only if** the answer for  $\beta$  is “yes”
- ▶ If such a reduction exists, then  $B$  is at least as hard as  $A$  since if an efficient algorithm exists for  $B$ , we can solve any instance of  $A$  in polynomial time
- ▶ Notation:  $A \leq_p B$ , which reads as “ $A$  is no harder to solve than  $B$ , modulo polynomial time reductions”

10/46

## Reductions (3)



- ▶ Same as reduction for convex hull (yielding CHSort), but no need to transform solution to  $B$  to solution to  $A$
- ▶ As with convex hull, reduction’s time complexity must be strictly less than the lower bound we are proving for  $B$ ’s algorithm

11/46

## Reductions (4)

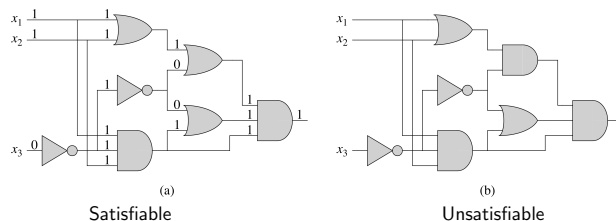
- ▶ But if we want to prove that a problem  $B$  is NPC, do we have to reduce to it every problem in NP?
- ▶ No we don’t:
  - ▶ If another problem  $A$  is known to be NPC, then we know that any problem in NP reduces to it
  - ▶ If we reduce  $A$  to  $B$ , then any problem in NP can reduce to  $B$  via its reduction to  $A$  followed by  $A$ ’s reduction to  $B$
  - ▶ We then can call  $B$  an **NP-hard** problem, which is NPC if it is also in NP
  - ▶ Still need our first NPC problem to use as a basis for our reductions

12/46

## CIRCUIT-SAT

- ▶ Our first NPC problem: CIRCUIT-SAT
- ▶ An instance is a boolean combinational circuit (no feedback, no memory)
- ▶ Question: Is there a **satisfying assignment**, i.e., an assignment of inputs to the circuit that satisfies it (makes its output 1)?

## CIRCUIT-SAT (2)



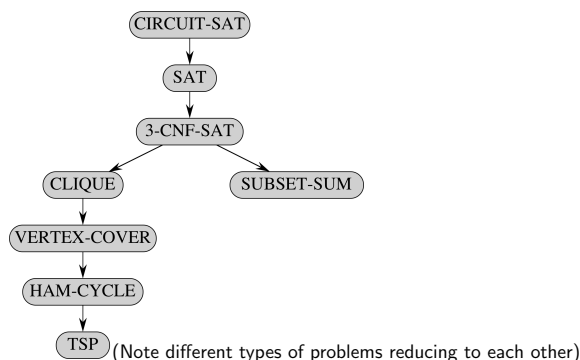
## CIRCUIT-SAT (3)

- ▶ To prove CIRCUIT-SAT to be NPC, need to show:
  1. CIRCUIT-SAT  $\in$  NP; what is its certificate that we can use to confirm a "yes" in polynomial time?
  2. That any problem in NP reduces to CIRCUIT-SAT
- ▶ We'll skip the NP-hardness proof for #2, save to say that it leverages the existence of an algorithm that verifies certificates for some NP problem

## Other NPC Problems

- ▶ We'll use the fact that CIRCUIT-SAT is NPC to prove that these other problems are as well:
  - ▶ SAT: Does boolean formula  $\phi$  have a satisfying assignment?
  - ▶ 3-CNF-SAT: Does 3-CNF formula  $\phi$  have a satisfying assignment?
  - ▶ CLIQUE: Does graph  $G$  have a clique (complete subgraph) of  $k$  vertices?
  - ▶ VERTEX-COVER: Does graph  $G$  have a vertex cover (set of vertices that touches all edges) of  $k$  vertices?
  - ▶ HAM-CYCLE: Does graph  $G$  have a hamiltonian cycle?
  - ▶ TSP: Does complete, weighted graph  $G$  have a hamiltonian cycle of total weight  $\leq k$ ?
  - ▶ SUBSET-SUM: Is there a subset  $S'$  of finite set  $S$  of integers that sum to exactly a specific target value  $t$ ?
- ▶ Many more in Garey & Johnson's book, with proofs

## Other NPC Problems (2)



## How to Prove a Problem $B$ is NP-Complete

**Important to follow every one of these steps!**

1. Prove that the problem  $B$  is in NP
  - 1.1 Describe a certificate that can verify a "yes" answer
    - ▶ Often, the certificate is simple and obvious (but **not** merely the instance)
  - 1.2 Describe how the certificate is verified
  - 1.3 Argue that the verification takes polynomial time
2. Prove that the problem  $B$  is NP-hard
  - 2.1 Take **any** other NP-complete problem  $A$  and reduce it to  $B$ 
    - ▶ Your reduction must transform **any** instance of  $A$  to **some** instance of  $B$
  - 2.2 Prove that the reduction takes polynomial time
    - ▶ The reduction is an algorithm, so analyze it like any other
  - 2.3 Prove that the reduction is valid
    - ▶ I.e., the answer is "yes" for the instance of  $A$  if and only if the answer is "yes" for the instance of  $B$
    - ▶ **Must** argue both directions: "if" and "only if"
    - ▶ Constructive proofs work well here, e.g., "Assume the instance of VERTEX-COVER (problem  $A$ ) has a vertex cover of size  $\leq k$ . We will now construct from that a hamiltonian cycle in problem  $B$ ."

## NPC Problem: Formula Satisfiability (SAT)

- ▶ Given: A boolean formula  $\phi$  consisting of
  1.  $n$  boolean variables  $x_1, \dots, x_n$
  2.  $m$  boolean connectives from  $\wedge, \vee, \neg, \rightarrow, \leftrightarrow$
  3. Parentheses
- ▶ Question: Is there an assignment of boolean values to  $x_1, \dots, x_n$  to make  $\phi$  evaluate to 1?
- ▶ E.g.:  $\phi = ((x_1 \rightarrow x_2) \vee \neg((\neg x_1 \leftrightarrow x_3) \vee x_4)) \wedge \neg x_2$  has satisfying assignment  $x_1 = 0, x_2 = 0, x_3 = 1, x_4 = 1$  since

$$\begin{aligned}
 \phi &= ((0 \rightarrow 0) \vee \neg((\neg 0 \leftrightarrow 1) \vee 1)) \wedge \neg 0 \\
 &= (1 \vee \neg((1 \leftrightarrow 1) \vee 1)) \wedge 1 \\
 &= (1 \vee \neg(1 \vee 1)) \wedge 1 \\
 &= (1 \vee 0) \wedge 1 \\
 &= 1
 \end{aligned}$$

19/46

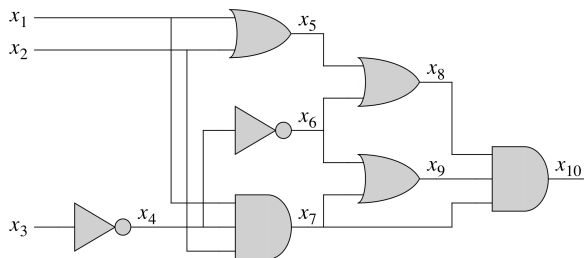
## SAT is NPC

- ▶ **SAT is in NP:**  $\phi$ 's satisfying assignment certifies that the answer is "yes" and this can be easily checked in poly time by assigning the values to the variables and evaluating
- ▶ **SAT is NP-hard:** Will show CIRCUIT-SAT  $\leq_P$  SAT by reducing from CIRCUIT-SAT to SAT
- ▶ In reduction, need to map **any** instance (circuit)  $C$  of CIRCUIT-SAT to **some** instance (formula)  $\phi$  of SAT such that  $C$  has a satisfying assignment if and only if  $\phi$  does
- ▶ Further, the time to do the mapping must be polynomial in the size of the circuit (number of gates and wires), implying that  $\phi$ 's representation must be polynomially sized

20/46

## SAT is NPC (2)

Define a variable in  $\phi$  for each wire in  $C$ :



21/46

## SAT is NPC (3)

- ▶ Then define a clause of  $\phi$  for each gate that defines the function for that gate:

$$\begin{aligned}
 \phi = & x_{10} \wedge (x_4 \leftrightarrow \neg x_3) \\
 & \wedge (x_5 \leftrightarrow (x_1 \vee x_2)) \\
 & \wedge (x_6 \leftrightarrow \neg x_4) \\
 & \wedge (x_7 \leftrightarrow (x_1 \wedge x_2 \wedge x_4)) \\
 & \wedge (x_8 \leftrightarrow (x_5 \vee x_6)) \\
 & \wedge (x_9 \leftrightarrow (x_6 \vee x_7)) \\
 & \wedge (x_{10} \leftrightarrow (x_7 \wedge x_8 \wedge x_9))
 \end{aligned}$$

22/46

## SAT is NPC (4)

- ▶ Size of  $\phi$  is polynomial in size of  $C$  (number of gates and wires)
- ⇒ If  $C$  has a satisfying assignment, then the final output of the circuit is 1 and the value on each internal wire matches the output of the gate that feeds it
  - ▶ Thus,  $\phi$  evaluates to 1
- ⇐ If  $\phi$  has a satisfying assignment, then each of  $\phi$ 's clauses is satisfied, which means that each of  $C$ 's gate's output matches its function applied to its inputs, and the final output is 1
- ▶ Since satisfying assignment for  $C \Rightarrow$  satisfying assignment for  $\phi$  and vice-versa, we get  $C$  has a satisfying assignment if and only if  $\phi$  does

23/46

## NPC Problem: 3-CNF Satisfiability (3-CNF-SAT)

- ▶ Given: A boolean formula that is in 3-conjunctive normal form (3-CNF), which is a conjunction of clauses, each a disjunction of 3 literals, e.g.,
 
$$(x_1 \vee \neg x_1 \vee \neg x_2) \wedge (x_3 \vee x_2 \vee x_4) \wedge (\neg x_1 \vee \neg x_3 \vee \neg x_4) \wedge (x_4 \vee x_5 \vee x_1)$$
- ▶ Question: Is there an assignment of boolean values to  $x_1, \dots, x_n$  to make the formula evaluate to 1?

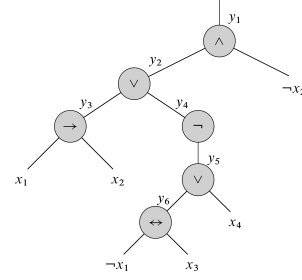
24/46

## 3-CNF-SAT is NPC

- **3-CNF-SAT is in NP:** The satisfying assignment certifies that the answer is "yes" and this can be easily checked in poly time by assigning the values to the variables and evaluating
- **3-CNF-SAT is NP-hard:** Will show  $\text{SAT} \leq_p \text{3-CNF-SAT}$
- Again, need to map **any** instance  $\phi$  of SAT to **some** instance  $\phi'''$  of 3-CNF-SAT
  1. Parenthesize  $\phi$  and build its **parse tree**, which can be viewed as a circuit
  2. Assign variables to wires in this circuit, as with previous reduction, yielding  $\phi'$ , a conjunction of clauses
  3. Use the truth table of each clause  $\phi'_i$  to get its DNF, then convert it to CNF  $\phi''_i$
  4. Add auxiliary variables to each  $\phi''_i$  to get three literals in it, yielding  $\phi'''_i$
  5. Final CNF formula is  $\phi''' = \bigwedge_i \phi'''_i$

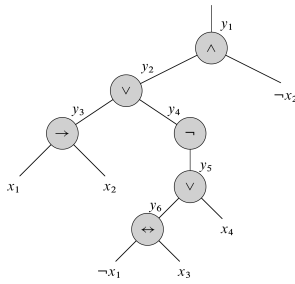
## Building the Parse Tree

$$\phi = ((x_1 \rightarrow x_2) \vee \neg((\neg x_1 \leftrightarrow x_3) \vee x_4)) \wedge \neg x_2$$



Might need to parenthesize  $\phi$  to put at most two children per node

## Assign Variables to wires



$$\phi' = y_1 \wedge (y_1 \leftrightarrow (y_2 \wedge \neg x_2)) \wedge (y_2 \leftrightarrow (y_3 \vee y_4)) \wedge (y_3 \leftrightarrow (x_1 \rightarrow x_2)) \wedge (y_4 \leftrightarrow \neg y_5) \wedge (y_5 \leftrightarrow (y_6 \vee x_4)) \wedge (y_6 \leftrightarrow (\neg x_1 \leftrightarrow x_3))$$

## Convert Each Clause to CNF

- Consider first clause  $\phi'_1 = (y_1 \leftrightarrow (y_2 \wedge \neg x_2))$
- Truth table:

$y_1$	$y_2$	$x_2$	$(y_1 \leftrightarrow (y_2 \wedge \neg x_2))$
1	1	1	0
1	1	0	1
1	0	1	0
1	0	0	0
0	1	1	1
0	1	0	0
0	0	1	1
0	0	0	1

- Can now directly read off DNF of negation:

$$\neg \phi'_1 = (y_1 \wedge y_2 \wedge x_2) \vee (y_1 \wedge \neg y_2 \wedge x_2) \vee (y_1 \wedge \neg y_2 \wedge \neg x_2) \vee (\neg y_1 \wedge y_2 \wedge \neg x_2)$$

- And use DeMorgan's Law to convert it to CNF:

$$\phi''_1 = (\neg y_1 \vee \neg y_2 \vee \neg x_2) \wedge (\neg y_1 \vee y_2 \vee \neg x_2) \wedge (\neg y_1 \vee y_2 \vee x_2) \wedge (y_1 \vee \neg y_2 \vee x_2)$$

## Add Auxillary Variables

- Based on our construction,  $\phi$  is satisfiable iff  $\phi'' = \bigwedge_i \phi''_i$  is, where each  $\phi''_i$  is a CNF formula each with at most three literals per clause
- But we need to have *exactly* three per clause!
- Simple fix: For each clause  $C_i$  of  $\phi''$ ,
  1. If  $C_i$  has three distinct literals, add it as a clause in  $\phi'''$
  2. If  $C_i = (\ell_1 \vee \ell_2)$  for distinct literals  $\ell_1$  and  $\ell_2$ , then add to  $\phi'''$ 

$$(\ell_1 \vee \ell_2 \vee p) \wedge (\ell_1 \vee \ell_2 \vee \neg p)$$
  3. If  $C_i = (\ell)$ , then add to  $\phi'''$ 

$$(\ell \vee p \vee q) \wedge (\ell \vee p \vee \neg q) \wedge (\ell \vee \neg p \vee q) \wedge (\ell \vee \neg p \vee \neg q)$$
- $p$  and  $q$  are **auxiliary variables**, and the combinations in which they're added result in an expression that is satisfied if and only if the original clause is

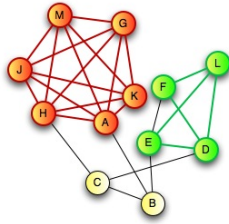
## Proof of Correctness of Reduction

$\Leftrightarrow \phi$  has a satisfying assignment iff  $\phi'''$  does

- 1. CIRCUIT-SAT reduction to SAT implies satisfiability preserved from  $\phi$  to  $\phi'$
- 2. Use of truth tables and DeMorgan's Law ensures  $\phi''$  equivalent to  $\phi'$
- 3. Addition of auxillary variables ensures  $\phi'''$  is satisfiable iff  $\phi''$  is
- Constructing  $\phi'''$  from  $\phi$  takes polynomial time
  1.  $\phi'$  gets variables from  $\phi$ , plus at most one variable and one clause per operator in  $\phi$
  2. Each clause in  $\phi'$  has at most 3 variables, so each truth table has at most 8 rows, so each clause in  $\phi'$  yields at most 8 clauses in  $\phi''$
  3. Since there are only two auxillary variables, each clause in  $\phi''$  yields at most 4 in  $\phi'''$
  4. Thus size of  $\phi'''$  is polynomial in size of  $\phi$ , and each step easily done in polynomial time

## NPC Problem: Clique Finding (CLIQUE)

- ▶ Given: An undirected graph  $G = (V, E)$  and value  $k$
- ▶ Question: Does  $G$  contain a clique (complete subgraph) of size  $k$ ?



Has a clique of size  $k = 6$ , but not of size 7

## CLIQUE is NPC

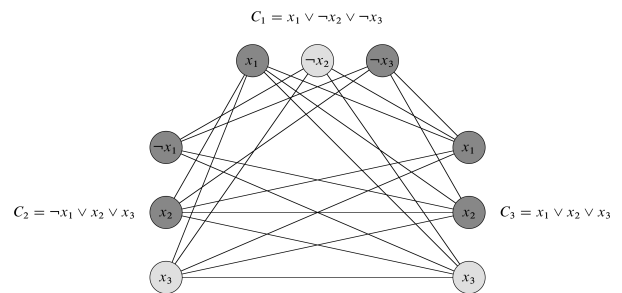
- ▶ **CLIQUE is in NP:** A list of vertices in the clique certifies that the answer is "yes" and this can be easily checked in poly time (how?)
- ▶ **CLIQUE is NP-hard:** Will show  $3\text{-CNF-SAT} \leq_P \text{CLIQUE}$  by mapping any instance  $\langle \phi \rangle$  of 3-CNF-SAT to some instance  $\langle G, k \rangle$  of CLIQUE
  - ▶ Seems strange to reduce a boolean formula to a graph, but we will show that  $\phi$  has a satisfying assignment iff  $G$  has a clique of size  $k$
  - ▶ Caveat: the reduction merely preserves the iff relationship; it does not try to directly solve either problem, nor does it assume it knows what the answer is

## The Reduction

- ▶ Let  $\phi = C_1 \wedge \dots \wedge C_k$  be a 3-CNF formula with  $k$  clauses
- ▶ For each clause  $C_r = (\ell_1^r \vee \ell_2^r \vee \ell_3^r)$  put vertices  $v_1^r$ ,  $v_2^r$ , and  $v_3^r$  into  $V$
- ▶ Add edge  $(v_i^r, v_j^s)$  to  $E$  if:
  1.  $r \neq s$ , i.e.,  $v_i^r$  and  $v_j^s$  are in separate triples
  2.  $\ell_i^r$  is not the negation of  $\ell_j^s$
- ▶ Obviously can be done in polynomial time

## The Reduction (2)

$\phi = (x_1 \vee \neg x_2 \vee \neg x_3) \wedge (\neg x_1 \vee x_2 \vee x_3) \wedge (x_1 \vee x_2 \vee x_3)$   
Satisfied by  $x_2 = 0, x_3 = 1$

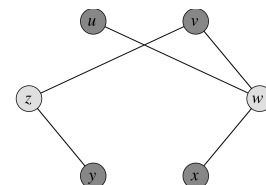


## The Reduction (3)

- ⇒ If  $\phi$  has a satisfying assignment, then at least one literal in each clause is true
- ▶ Picking corresponding vertex from a true literal from each clause yields a set  $V'$  of  $k$  vertices, each in a distinct triple
- ▶ Since each vertex in  $V'$  is in a distinct triple and literals that are negations of each other cannot both be true in a satisfying assignment, there is an edge between each pair of vertices in  $V'$
- ▶  $V'$  is a clique of size  $k$
- ⇐ If  $G$  has a size- $k$  clique  $V'$ , can assign 1 to corresponding literal of each vertex in  $V'$ 
  - ▶ Each vertex in its own triple, so each clause has a literal set to 1
  - ▶ Will not try to set both a literal and its negation to 1
  - ▶ Get a satisfying assignment

## NPC Problem: Vertex Cover Finding (VERTEX-COVER)

- ▶ A vertex in a graph is said to **cover** all edges incident to it
- ▶ A **vertex cover** of a graph is a set of vertices that covers all edges in the graph
- ▶ Given: An undirected graph  $G = (V, E)$  and value  $k$
- ▶ Question: Does  $G$  contain a vertex cover of size  $k$ ?



Has a vertex cover of size  $k = 2$ , but not of size 1

## VERTEX-COVER is NPC

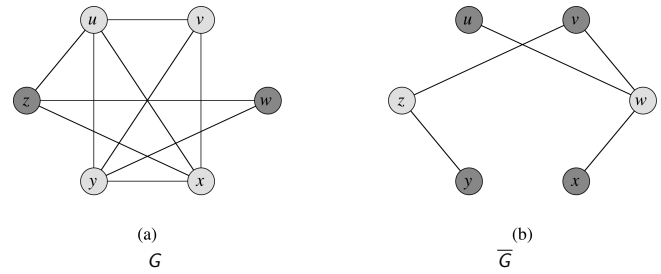
- ▶ **VERTEX-COVER is in NP:** A list of vertices in the vertex cover certifies that the answer is "yes" and this can be easily checked in poly time
- ▶ **VERTEX-COVER is NP-hard:** Will show  $\text{CLIQUE} \leq_p \text{VERTEX-COVER}$  by mapping *any* instance  $\langle G, k \rangle$  of CLIQUE to *some* instance  $\langle G', k' \rangle$  of VERTEX-COVER
- ▶ Reduction is simple: Given instance  $\langle G = (V, E), k \rangle$  of CLIQUE, instance of VERTEX-COVER is  $\langle \bar{G}, |V| - k \rangle$ , where  $\bar{G} = (V, \bar{E})$  is  $G$ 's complement:

$$\bar{E} = \{(u, v) : u, v \in V, u \neq v, (u, v) \notin E\}$$

- ▶ Easily done in polynomial time
- ▶ Again, note that we are **not** solving the CLIQUE instance  $\langle G, k \rangle$ , merely transforming it to an instance of VERTEX-COVER

37/46

## VERTEX-COVER is NPC (2)



38/46

## Proof of Correctness

- ⇒ Assume  $G$  has a size- $k$  clique  $C' \subseteq V$ 
  - ▶ Consider edge  $(z, v) \in \bar{E}$
  - ▶ If it's in  $\bar{E}$ , then  $(z, v) \notin E$ , so at least one of  $z$  and  $v$  (which cover  $(z, v)$ ) is not in  $C'$ , so at least one of them is in  $V \setminus C'$
  - ▶ This holds for each edge in  $\bar{E}$ , so  $V \setminus C'$  is a vertex cover of  $\bar{G}$  of size  $|V| - k$
- ⇐ Assume  $\bar{G}$  has a size- $(|V| - k)$  vertex cover  $V' \subseteq V$ 
  - ▶ For each  $(z, v) \in \bar{E}$ , at least one of  $z$  and  $v$  is in  $V'$ 
    - ▶ I.e.,  $(z, v) \in \bar{E} \Rightarrow (z \in V') \vee (v \in V')$
  - ▶ By contrapositive,  $\neg((z \in V') \vee (v \in V')) \Rightarrow (z, v) \notin \bar{E}$ 
    - ▶ I.e., if both  $u, v \notin V'$ , then  $(u, v) \in E$
  - ▶ Since every pair of nodes in  $V \setminus V'$  has an edge between them in  $\bar{G}$ ,  $V \setminus V'$  is a clique of size  $|V| - |V'| = k$  in  $G$

39/46

## NPC Problem: Subset Sum (SUBSET-SUM)

- ▶ Given: A finite set  $S$  of positive integers and a positive integer **target**  $t$
- ▶ Question: Is there a subset  $S' \subseteq S$  whose elements sum to  $t$ ?
- ▶ E.g.,  $S = \{1, 2, 7, 14, 49, 98, 343, 686, 2409, 2793, 16808, 17206, 117705, 117993\}$  and  $t = 138457$  has a solution  $S' = \{1, 2, 7, 98, 343, 686, 2409, 17206, 117705\}$

40/46

## SUBSET-SUM is NPC

- ▶ **SUBSET-SUM is in NP:** The subset  $S'$  certifies that the answer is "yes" and this can be easily checked in poly time (how?)
- ▶ **SUBSET-SUM is NP-hard:** Will show  $3\text{-CNF-SAT} \leq_p \text{SUBSET-SUM}$  by mapping *any* instance  $\phi$  of 3-CNF-SAT to *some* instance  $\langle S, t \rangle$  of SUBSET-SUM
- ▶ Make two reasonable assumptions about  $\phi$ :
  1. No clause contains both a variable and its negation
  2. Each variable appears in at least one clause

41/46

## The Reduction

- ▶ Let  $\phi$  have  $k$  clauses  $C_1, \dots, C_k$  over  $n$  variables  $x_1, \dots, x_n$
- ▶ Reduction creates two numbers in  $S$  for each variable  $x_i$  and two numbers for each clause  $C_j$
- ▶ Each number has  $n + k$  digits, the most significant  $n$  tied to variables and least significant  $k$  tied to clauses
  1. Target  $t$  has a 1 in each digit tied to a variable and a 4 in each digit tied to a clause
  2. For each  $x_i$ ,  $S$  contains integers  $v_i$  and  $v'_i$ , each with a 1 in  $x_i$ 's digit and 0 for other variables. Put a 1 in  $C_j$ 's digit for  $v_i$  if  $x_i$  in  $C_j$ , and a 1 in  $C_j$ 's digit for  $v'_i$  if  $\neg x_i$  in  $C_j$
  3. For each  $C_j$ ,  $S$  contains integers  $s_j$  and  $s'_j$ , where  $s_j$  has a 1 in  $C_j$ 's digit and 0 elsewhere, and  $s'_j$  has a 2 in  $C_j$ 's digit and 0 elsewhere
- ▶ Greatest sum of any digit is 6, so no carries when summing integers
- ▶ Can be done in polynomial time

42/46

## The Reduction (2)

$$C_1 = (x_1 \vee \neg x_2 \vee \neg x_3), \quad C_2 = (\neg x_1 \vee \neg x_2 \vee \neg x_3), \quad C_3 = (\neg x_1 \vee \neg x_2 \vee x_3), \\ C_4 = (x_1 \vee x_2 \vee x_3)$$

	$x_1$	$x_2$	$x_3$	$C_1$	$C_2$	$C_3$	$C_4$
$v_1 =$	1	0	0	1	0	0	1
$v'_1 =$	1	0	0	0	1	1	0
$v_2 =$	0	1	0	0	0	0	1
$v'_2 =$	0	1	0	1	1	1	0
$v_3 =$	0	0	1	0	0	1	1
$v'_3 =$	0	0	1	1	1	0	0
$s_1 =$	0	0	0	1	0	0	0
$s'_1 =$	0	0	0	2	0	0	0
$s_2 =$	0	0	0	0	1	0	0
$s'_2 =$	0	0	0	0	2	0	0
$s_3 =$	0	0	0	0	0	1	0
$s'_3 =$	0	0	0	0	0	2	0
$s_4 =$	0	0	0	0	0	0	1
$s'_4 =$	0	0	0	0	0	0	2
$t =$	1	1	1	4	4	4	4

$$x_1 = 0, x_2 = 0, x_3 = 1$$

43/46

## Proof of Correctness

- ⇒ If  $x_i = 1$  in  $\phi$ 's satisfying assignment, SUBSET-SUM solution  $S'$  will have  $v_i$ , otherwise  $v'_i$
- For each variable-based digit, the sum of the elements of  $S'$  is 1
- Since each clause is satisfied, each clause contains at least one literal with the value 1, so each clause-based digit sums to 1, 2, or 3
- To match each clause-based digit in  $t$ , add in the appropriate subset of **slack variables**  $s_i$  and  $s'_i$

44/46

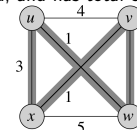
## Proof of Correctness (2)

- ⇐ In SUBSET-SUM solution  $S'$ , for each  $i = 1, \dots, n$ , exactly one of  $v_i$  and  $v'_i$  must be in  $S'$ , or sum won't match  $t$
- If  $v_i \in S'$ , set  $x_i = 1$  in satisfying assignment, otherwise we have  $v'_i \in S'$  and set  $x_i = 0$
- To get a sum of 4 in clause-based digit  $C_j$ ,  $S'$  must include a  $v_i$  or  $v'_i$  value that is 1 in that digit (since slack variables sum to at most 3)
- Thus, if  $v_i \in S'$  has a 1 in  $C_j$ 's position, then  $x_i$  is in  $C_j$  and we set  $x_i = 1$ , so  $C_j$  is satisfied (similar argument for  $v'_i \in S'$  and setting  $x_i = 0$ )
- This holds for all clauses, so  $\phi$  is satisfied

45/46

## In-Class Exercise: Traveling Salesman Problem (TSP)

- Given: A complete, undirected graph  $G$  with nonnegative costs on its edges, and a number  $k$
- Question: Is there a tour that visits every city (vertex) exactly once, finishing where it started, and has total cost  $\leq k$ ?



Has a tour of cost  $k = 7$

Prove that TSP is NP-complete (*Hint*: Reduce from HAM-CYCLE, realizing that HAM-CYCLE's instance is a graph with no costs and not necessarily complete)

46/46