

TSP: Traveling Salesperson Problem

- **Input:**
 - Weighted graph, G
 - Length bound, B
- **Question:**
 - Is there a traveling salesperson tour in G of length at most B ?
- Is TSP in NP ?
 - **YES**. Easy to verify a given solution.
- Is TSP in P ?
 - **OPEN!**
 - One of the greatest unsolved problems of this century!
 - Same as asking: Is $P = NP$?

Terminology (Cont'd)

- Complexity Class \mathcal{P} :
 - Set of all problems p for which polynomial-time algorithms exist.
- Complexity Class \mathcal{NP} :
 - Set of all problems p for which polynomial-time verification algorithms exist.
- Complexity Class $\text{co-}\mathcal{NP}$:
 - Set of all problems p for which polynomial-time verification algorithms exist for their **complements**, I.e., their complements are in \mathcal{NP} .

Terminology (Cont'd)

- **Reductions:** $p_1 \rightarrow p_2$
 - A problem p_1 is reducible to p_2 , if there exists an algorithm R that takes an instance i_1 of p_1 and outputs an instance i_2 of p_2 , with the constraint that the solution for i_1 is YES if and only if the solution for i_2 is YES.
 - Thus, R converts YES (NO) instances of p_1 to YES (NO) instances of p_2 .
- **Polynomial-time reductions:** $p_1 \xrightarrow{P} p_2$
 - Reductions that run in polynomial time.

- If $p_1 \xrightarrow{P} p_2$, then
 - If p_2 is easy, then so is p_1 . $p_2 \in \mathcal{P} \Rightarrow p_1 \in \mathcal{P}$
 - If p_1 is hard, then so is p_2 . $p_1 \notin \mathcal{P} \Rightarrow p_2 \notin \mathcal{P}$

What are *NP-Complete* problems?

- These are the hardest problems in *NP*.
- A problem p is *NP-Complete* if
 - there is a polynomial-time reduction from every problem in *NP* to p .
 - $p \in NP$
- How to prove that a problem is *NP-Complete*?

- **Cook's Theorem:** [1972]
 - The SAT problem is *NP-Complete*.

Steve Cook, Richard Karp, Leonid Levin

NP-Complete vs *NP-Hard*

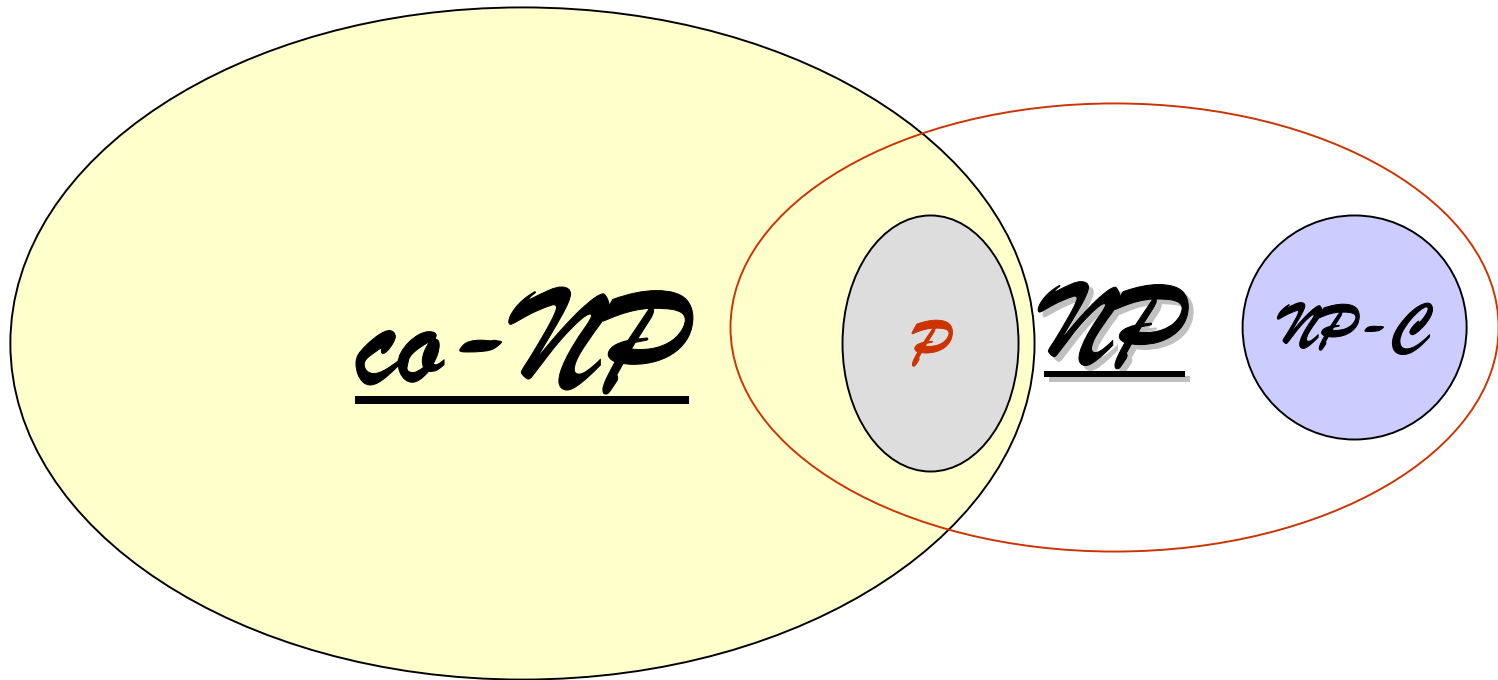
- A problem p is *NP-Complete* if
 - there is a polynomial-time reduction from every problem in *NP* to p .
 - $p \in \text{NP}$
- A problem p is *NP-Hard* if
 - there is a polynomial-time reduction from every problem in *NP* to p .

The SAT (Satisfiability) Problem

- **Input:** Boolean expression C in Conjunctive normal form (CNF) in n variables and m clauses.
- **Question:** Is C satisfiable?
 - Let $C = C_1 \wedge C_2 \wedge \dots \wedge C_m$
 - Where each $C_i = (y_1^i \vee y_2^i \vee \dots \vee y_{k_i}^i)$
 - And each $y_j^i \in \{x_1, \neg x_1, x_2, \neg x_2, \dots, x_n, \neg x_n\}$
 - We want to know if there exists a truth assignment to all the variables in the boolean expression C that makes it true.
- **Steve Cook** showed that the problem of deciding whether a non-deterministic Turing machine T accepts an input w or not can be written as a boolean expression C_T for a SAT problem. The boolean expression will have length bounded by a polynomial in the size of T and w .

- How to now prove Cook's theorem? Is SAT in NP ?
- Can every problem in NP be poly. reduced to it?

The problem classes and their relationships



More *NP-Complete* problems

3SAT

- **Input:** Boolean expression C in Conjunctive normal form (CNF) in n variables and m clauses. Each clause has at most three literals.
- **Question:** Is C satisfiable?
 - Let $C = C_1 \wedge C_2 \wedge \dots \wedge C_m$
 - Where each $C_i = (y_1^i \vee y_2^i \vee y_3^i)$
 - And each $y_j^i \in \{x_1, \neg x_1, x_2, \neg x_2, \dots, x_n, \neg x_n\}$
 - We want to know if there exists a truth assignment to all the variables in the boolean expression C that makes it true.

3SAT is *NP-Complete*.

More *NP*-Complete problems?

2SAT

- **Input:** Boolean expression C in Conjunctive normal form (CNF) in n variables and m clauses. Each clause has at most three literals.
- **Question:** Is C satisfiable?
 - Let $C = C_1 \wedge C_2 \wedge \dots \wedge C_m$
 - Where each $C_i = (y_1^i \vee y_2^i)$
 - And each $y_j^i \in \{x_1, \neg x_1, x_2, \neg x_2, \dots, x_n, \neg x_n\}$
 - We want to know if there exists a truth assignment to all the variables in the boolean expression C that makes it true.

2SAT is in *P*.

3SAT is *NP-Complete*

- 3SAT is in *NP*.
- SAT can be reduced in polynomial time to 3SAT.
- This implies that every problem in *NP* can be reduced in polynomial time to 3SAT. Therefore, 3SAT is *NP-Complete*.
- So, we have to design an algorithm such that:
- Input: an instance C of SAT
- Output: an instance C' of 3SAT such that satisfiability is retained. In other words, C is satisfiable if and only if C' is satisfiable.

3SAT is *NP-Complete*

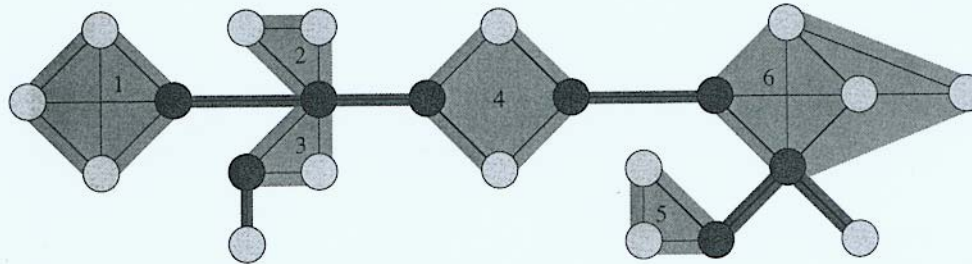
- Let C be an instance of SAT with clauses C_1, C_2, \dots, C_m
- Let C_i be a disjunction of $k > 3$ literals.
$$C_i = y_1 \vee y_2 \vee \dots \vee y_k$$
- Rewrite C_i as follows:
$$C'_i = (y_1 \vee y_2 \vee z_1) \wedge$$
$$(\neg z_1 \vee y_3 \vee z_2) \wedge$$
$$(\neg z_2 \vee y_4 \vee z_3) \wedge$$
$$\dots$$
$$(\neg z_{k-3} \vee y_{k-1} \vee y_k)$$
- Claim: C_i is satisfiable if and only if C'_i is satisfiable.

2SAT is in \mathcal{P}

- If there is only one literal in a clause, it must be set to true.
- If there are two literals in some clause, and if one of them is set to false, then the other must be set to true.
- Using these constraints, it is possible to check if there is some inconsistency.
- How? Homework problem!

The CLIQUE Problem

- A **clique** is a completely connected subgraph.



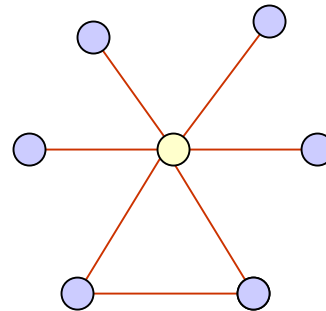
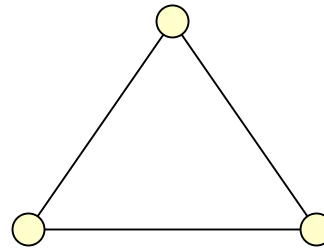
CLIQUE

- **Input:** Graph $G(V,E)$ and integer k
- **Question:** Does G have a clique of size k ?

Vertex Cover

A **vertex cover** is a set of vertices that "covers" all the edges of the graph.

Examples

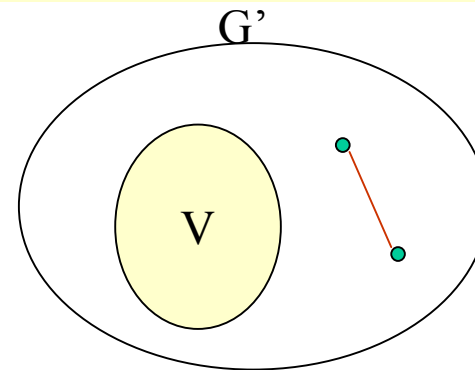
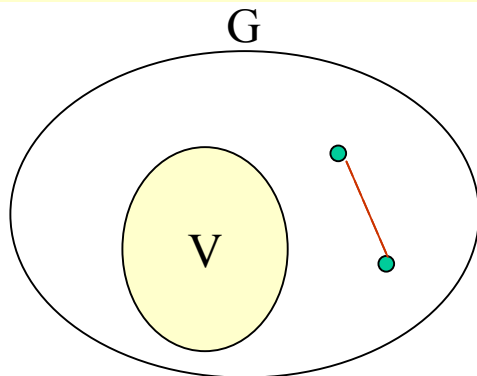


Vertex Cover (VC)

Input: Graph G , integer k

Question: Does G contain a **vertex cover** of size k ?

- VC is in **NP**.
- polynomial-time reduction from CLIQUE to VC.
- Thus VC is **NP-Complete**.



Claim: G' has a clique of size k' if and only if G has a VC of size $k = n - k'$

Hamiltonian Cycle Problem (HCP)

Input: Graph G

Question: Does G contain a **hamiltonian** cycle?

- HCP is in *NP*.
- There exists a polynomial-time reduction from 3SAT to HCP.
- Thus HCP is *NP-Complete*.
- Notes/animations by Yi Ge!