Chapter 4

More NP-Complete Problems

CS 573: Algorithms, Fall 2013
September 5, 2013

4.0.0.1 Recap

NP: languages that have polynomial time certifiers/verifiers.
A language L is **NP-Complete** $\iff$

- L is in **NP**
- for every L' in **NP**, $L' \leq_P L$

L is **NP-Hard** if for every L' in **NP**, $L' \leq_P L$.

Theorem 4.0.1 (Cook-Levin). ***Circuit-SAT*** *and* ***SAT*** *are* **NP-Complete**.

4.0.0.2 Recap contd

Theorem 4.0.2 (Cook-Levin). *Circuit-SAT and SAT are* **NP-Complete**.

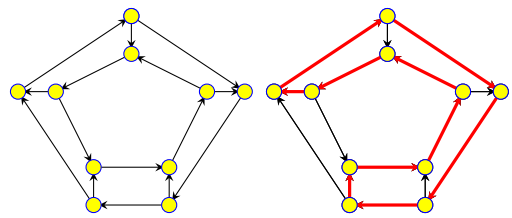
Establish **NP-Complete**ness via reductions:

- SAT $\leq_P$ 3-SAT and hence 3-SAT is **NP**-complete
- 3-SAT $\leq_P$ Independent Set (which is in **NP**) and hence Independent Set is **NP-Complete**
- Vertex Cover is **NP-Complete**
- Clique is **NP-Complete**
- Set Cover is **NP-Complete**

4.0.0.3 Today

Prove

- **Hamiltonian Cycle** Problem is **NP-Complete**.
- 3-Coloring is **NP-Complete**.
- **Subset Sum**.



4.1 NP-Completeness of Hamiltonian Cycle

4.1.1 Reduction from 3SAT to Hamiltonian Cycle

4.1.1.1 Directed Hamiltonian Cycle

Input Given a directed graph $G = (V, E)$ with n vertices

Goal Does G have a **Hamiltonian cycle**?

- A Hamiltonian cycle is a cycle in the graph that visits every vertex in G exactly once

4.1.1.2 Directed Hamiltonian Cycle is NP-Complete

- Directed Hamiltonian Cycle is in NP
  - **Certificate:** Sequence of vertices
  - **Certifier:** Check if every vertex (except the first) appears exactly once, and that consecutive vertices are connected by a directed edge
- **Hardness:** We will show 3-SAT $\leq_P$ Directed Hamiltonian Cycle

4.1.1.3 Reduction

Given 3-SAT formula φ create a graph G_φ such that

- G_φ has a Hamiltonian cycle if and only if φ is satisfiable
- G_φ should be constructible from φ by a polynomial time algorithm $\mathcal{A}$

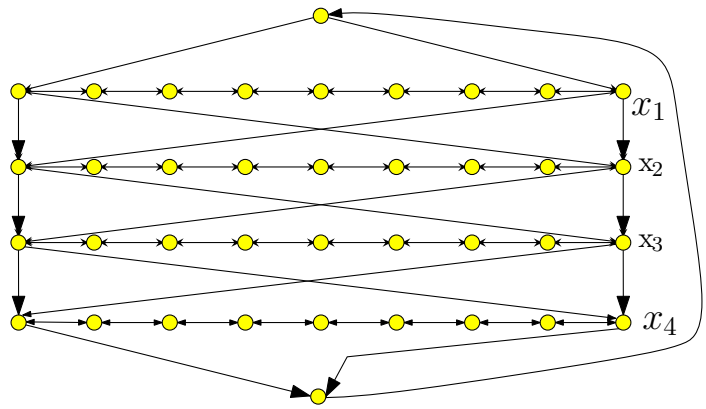
Notation: φ has n variables $x_1, x_2, \ldots, x_n$ and m clauses $C_1, C_2, \ldots, C_m$.

4.1.1.4 Reduction: First Ideas

- Viewing SAT: Assign values to n variables, and each clauses has 3 ways in which it can be satisfied.
- Construct graph with 2^n Hamiltonian cycles, where each cycle corresponds to some boolean assignment.
- Then add more graph structure to encode constraints on assignments imposed by the clauses.

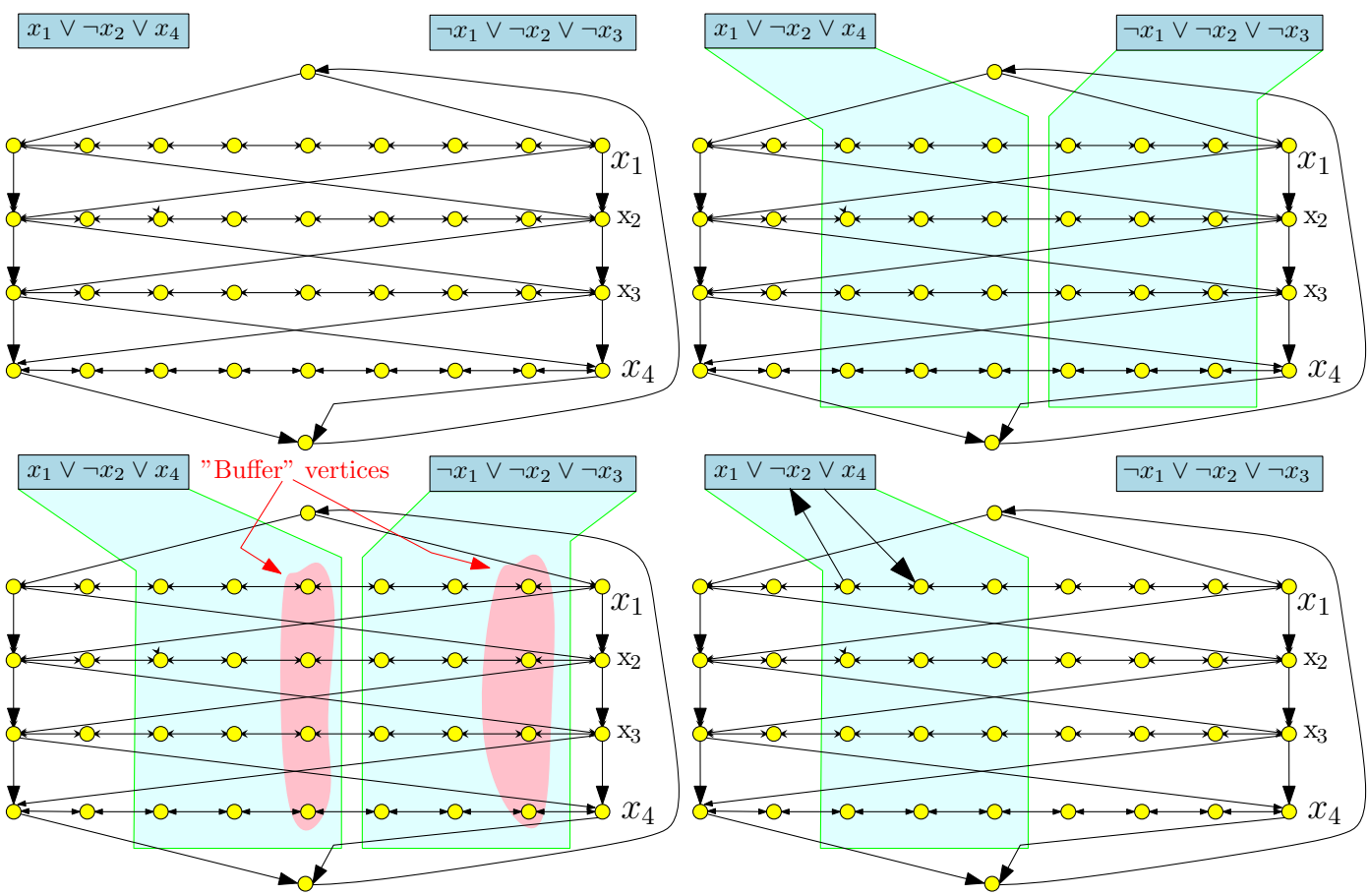
4.1.1.5 The Reduction: Phase I

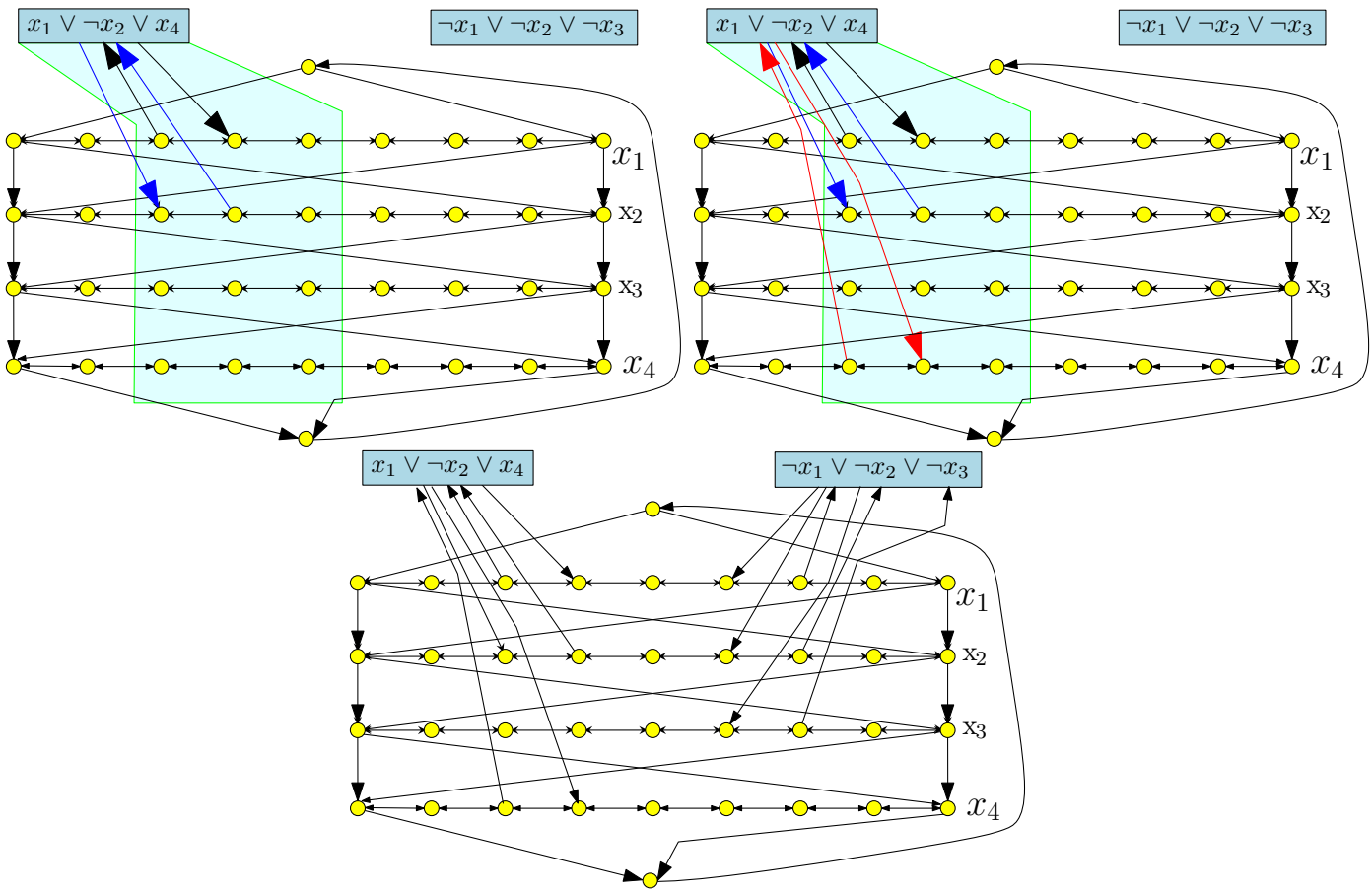
- Traverse path i from left to right if and only if x_i is set to true.
- Each path has $3(m+1)$ nodes where m is number of clauses in φ; nodes numbered from left to right (1 to $3m+3$)



4.1.1.6 The Reduction: Phase II

- Add vertex c_j for clause C_j. c_j has edge *from* vertex $3j$ and *to* vertex $3j+1$ on path i if x_i appears in clause C_j, and has edge *from* vertex $3j+1$ and *to* vertex $3j$ if $\neg x_i$ appears in C_j.





4.1.1.7 Correctness Proof

Proposition 4.1.1. *φ has a satisfying assignment $\iff$ G_φ has a Hamiltonian cycle.*

Proof:

$\Rightarrow$ Let α be the satisfying assignment for φ. Define Hamiltonian cycle as follows

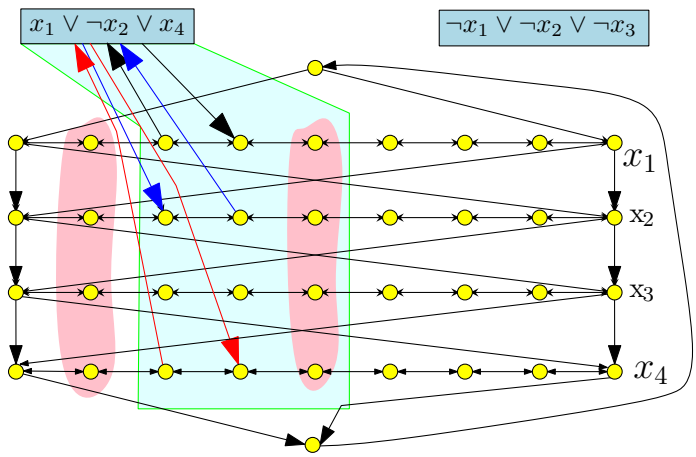
- If $\alpha(x_i) = 1$ then traverse path i from left to right
- If $\alpha(x_i) = 0$ then traverse path i from right to left.
- For each clause, path of at least one variable is in the "right" direction to splice in the node corresponding to clause.

■

4.1.1.8 Hamiltonian Cycle $\Rightarrow$ Satisfying assignment

Proof continued Suppose Π is a Hamiltonian cycle in G_φ

- If Π enters c_j (vertex for clause C_j) from vertex $3j$ on path i then it must leave the clause vertex on edge to $3j+1$ on the *same path* i
  - If not, then only unvisited neighbor of $3j+1$ on path i is $3j+2$
  - Thus, we don't have two unvisited neighbors (one to enter from, and the other to leave) to have a Hamiltonian Cycle



- Similarly, if Π enters c_j from vertex $3j+1$ on path i then it must leave the clause vertex c_j on edge to $3j$ on path i

4.1.1.9 Example

4.1.1.10 Hamiltonian Cycle $\implies$ Satisfying assignment (contd)

- Thus, vertices visited immediately before and after C_i are connected by an edge
- We can remove c_j from cycle, and get Hamiltonian cycle in $G - c_j$
- Consider Hamiltonian cycle in $G - \{c_1, \ldots c_m\}$; it traverses each path in only one direction, which determines the truth assignment

4.1.2 Hamiltonian cycle in undirected graph

4.1.2.1 (Undirected) Hamiltonian Cycle

Problem 4.1.2 (Undirected Hamiltonian Cycle).
Input: *Given* ***undirected*** *graph* $\mathsf{G} = (\mathsf{V}, \mathsf{E})$.
Goal: *Does* G *have a Hamiltonian cycle? That is, is there a cycle that visits every vertex exactly one (except start and end vertex)?*

4.1.2.2 NP-Completeness

Theorem 4.1.3. ***Hamiltonian cycle*** *problem for* undirected *graphs is* **NP-Complete**.

Proof:

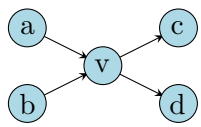
- The problem is in **NP**; proof left as exercise.
- Hardness proved by reducing Directed Hamiltonian Cycle to this problem.

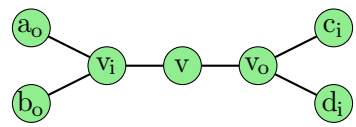
■

4.1.2.3 Reduction Sketch

Goal: Given directed graph G, need to construct undirected graph G' such that G has Hamiltonian Path if and only if G' has Hamiltonian path Reduction

- Replace each vertex v by 3 vertices: v_{in}, v, and v_{out}
- A directed edge (a, b) is replaced by edge (a_{out}, b_{in})





4.1.2.4 Reduction: Wrapup

- The reduction is polynomial time (exercise)
- The reduction is correct (exercise)

4.2 NP-Completeness of Graph Coloring

4.2.0.5 Graph Coloring

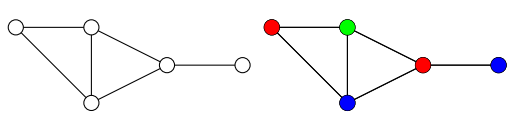
Graph Coloring

Instance: $G = (V, E)$: Undirected graph, integer k.
Question: Can the vertices of the graph be colored using k colors so that vertices connected by an edge do not get the same color?

4.2.0.6 Graph 3-Coloring

3 Coloring

Instance: $G = (V, E)$: Undirected graph.
Question: Can the vertices of the graph be colored using 3 colors so that vertices connected by an edge do not get the same color?



4.2.0.7 Graph Coloring

Observation: If G is colored with k colors then each color class (nodes of same color) form an independent set in G. Thus, G can be partitioned into k independent sets $\iff$ G is k-colorable.

Graph 2-Coloring can be decided in polynomial time.

G is 2-colorable $\iff$ G is bipartite! There is a linear time algorithm to check if G is bipartite using **BFS** (we saw this earlier).

4.2.1 Problems related to graph coloring

4.2.1.1 Graph Coloring and Register Allocation

Register Allocation Assign variables to (at most) k registers such that variables needed at the same time are not assigned to the same register Interference Graph Vertices are variables, and there is an edge between two vertices, if the two variables are "live" at the same time. Observations

- **[Chaitin]** Register allocation problem is equivalent to coloring the interference graph with k colors
- Moreover, 3-COLOR $\leq_P$ k-Register Allocation, for any $k \geq 3$

4.2.1.2 Class Room Scheduling

Given n classes and their meeting times, are k rooms sufficient?

Reduce to Graph k-Coloring problem

Create graph G

- a node v_i for each class i
- an edge between v_i and v_j if classes i and j *conflict*

Exercise: G is k-colorable $\iff$ k rooms are sufficient

4.2.1.3 Frequency Assignments in Cellular Networks

Cellular telephone systems that use Frequency Division Multiple Access (FDMA) (example: GSM in Europe and Asia and AT&T in USA)

- Breakup a frequency range $[a, b]$ into disjoint *bands* of frequencies $[a_0, b_0], [a_1, b_1], \ldots, [a_k, b_k]$
- Each cell phone tower (simplifying) gets one band
- Constraint: nearby towers cannot be assigned same band, otherwise signals will interference

Problem: given k bands and some region with n towers, is there a way to assign the bands to avoid interference?

Can reduce to k-coloring by creating interference/conflict graph on towers.

4.2.2 Showing hardness of 3 COLORING

4.2.2.1 3-Coloring is NP-Complete

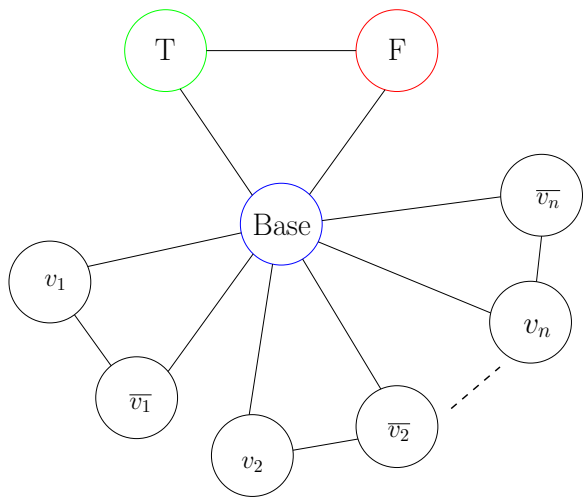
- **3-Coloring** is in **NP**.
  - **Certificate:** for each node a color from $\{1, 2, 3\}$.
  - **Certifier:** Check if for each edge (u, v), the color of u is different from that of v.
- **Hardness:** We will show 3-SAT $\leq_P$ 3-Coloring.

4.2.2.2 Reduction Idea

Start with **3SAT** formula (i.e., 3CNF formula) φ with n variables $x_1, \ldots, x_n$ and m clauses $C_1, \ldots, C_m$.
Create graph G_φ such that G_φ is 3-colorable $\iff$ φ is satisfiable

(A) Need to establish truth assignment for $x_1, \ldots, x_n$ via colors for some nodes in G_φ.
(B) Create triangle with nodes true, false, base.
(C) For each variable x_i two nodes v_i and $\bar{v}_i$ connected in a triangle with the special node base.
(D) If graph is 3-colored, either v_i or $\bar{v}_i$ gets the same color as true. Interpret this as a truth assignment to v_i.
(E) Need to add constraints to ensure clauses are satisfied (next phase).

4.2.2.3 Figure

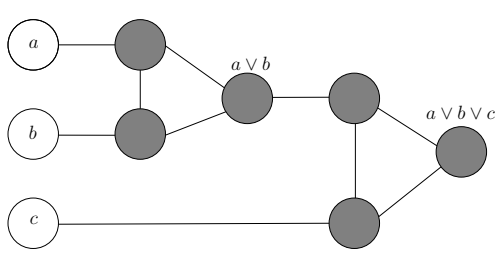


4.2.2.4 Clause Satisfiability Gadget

For each clause $C_j = (a \vee b \vee c)$, create a small gadget graph

- gadget graph connects to nodes corresponding to a, b, c
- needs to implement OR

OR-gadget-graph:

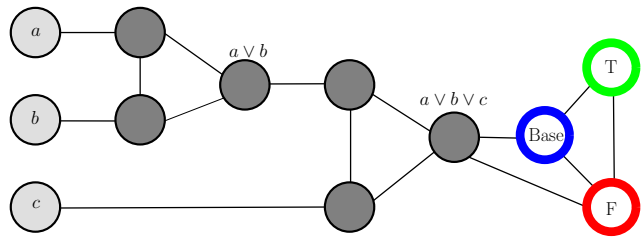


4.2.2.5 OR-Gadget Graph

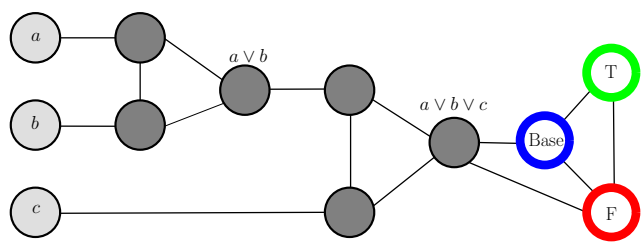
Property: if a, b, c are colored false in a 3-coloring then output node of OR-gadget has to be colored false.
Property: if one of a, b, c is colored true then OR-gadget can be 3-colored such that output node of OR-gadget is colored true.

4.2.2.6 Reduction

(A) Create triangle with nodes true, false, base.
(B) for each variable x_i two nodes v_i and $\bar{v}_i$ connected in a triangle with the above base vertex.
(C) For each clause $C_j = (a \vee b \vee c)$, add OR-gadget graph with input nodes a, b, c and connect output node of gadget to both false and base.

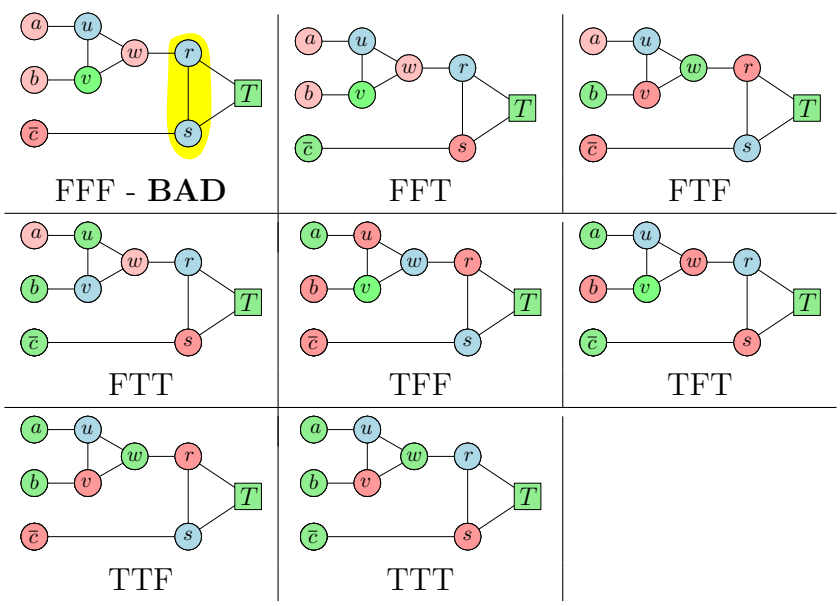


4.2.2.7 Reduction



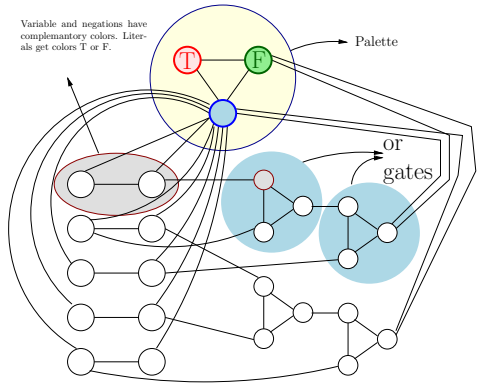
Claim 4.2.1. *No legal 3-coloring of above graph (with coloring of nodes T, F, B fixed) in which a, b, c are colored* false*. If any of a, b, c are colored True then there is a legal 3-coloring of above graph.*

4.2.2.8 3 coloring of the clause gadget



4.2.2.9 Reduction Outline

Example 4.2.2. $\varphi = (u \vee \neg v \vee w) \wedge (v \vee x \vee \neg y)$



4.2.2.10 Correctness of Reduction

φ is satisfiable implies G_φ is 3-colorable

(A) if x_i is assigned 1, color v_i true and $\bar{v}_i$ false.

(B) for each clause $C_j = (a \vee b \vee c)$ at least one of a, b, c is colored True. OR-gadget for C_j can be 3-colored such that output is True.

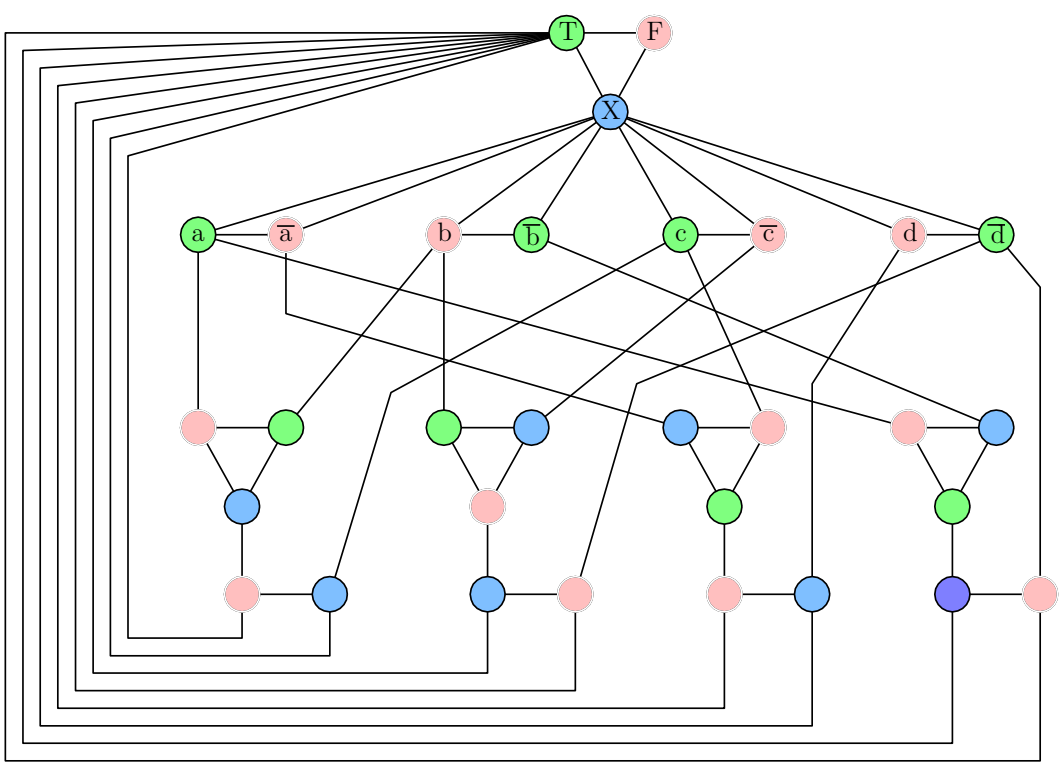
G_φ is 3-colorable implies φ is satisfiable

(A) If v_i is colored true then set x_i to be 1, this is a legal truth assignment.

(B) Consider any clause $C_j = (a \vee b \vee c)$. it cannot be that all a, b, c are all colored false. If so, output of OR-gadget for C_j has to be colored false but output is connected to base and false!

4.2.3 Graph generated in reduction...

4.2.3.1 ... from 3SAT to 3COLOR



4.3 Hardness of **Subset Sum**

4.3.0.2 Subset Sum

Subset Sum

Instance: S - set of positive integers,t: - an integer number (Target)
Question: Is there a subset $X \subseteq S$ such that $\sum_{x \in X} x = t$?

Claim 4.3.1. ***Subset Sum*** *is* **NP-Complete**.

4.3.0.3 Vector Subset Sum

We will prove following problem is **NP-Complete**...

Vec Subset Sum

Instance: S - set of n vectors of dimension k, each vector has non-negative numbers for its coordinates, and a target vector $\overrightarrow{t}$.
Question: Is there a subset $X \subseteq S$ such that $\sum_{\overrightarrow{x} \in X} \overrightarrow{x} = \overrightarrow{t}$?

Reduction from **3SAT**.

4.3.1 Vector Subset Sum

4.3.1.1 Handling a single clause

Think about vectors as being lines in a table.

First gadget

Selecting between two lines.

Target	??	??	01	???
a_1	??	??	01	??
a_2	??	??	01	??

Two rows for every variable x: selecting either $x = 0$ or $x = 1$.

4.3.1.2 Handling a clause...

We will have a column for every clause...

numbers	...	$C \equiv a \vee b \vee \overline{c}$	...
a	...	01	...
$\overline{a}$	...	00	...
b	...	01	...
$\overline{b}$	...	00	...
c	...	00	...
$\overline{c}$	...	01	...
C fix-up 1	000	07	000
C fix-up 2	000	08	000
C fix-up 3	000	09	000
TARGET		10	

4.3.1.3 3SAT to Vec Subset Sum

numbers	$a \vee \overline{a}$	$b \vee \overline{b}$	$c \vee \overline{c}$	$d \vee \overline{d}$	$D \equiv \overline{b} \vee c \vee \overline{d}$	$C \equiv a \vee b \vee \overline{c}$
a	1	0	0	0	00	01
$\overline{a}$	1	0	0	0	00	00
b	0	1	0	0	00	01
$\overline{b}$	0	1	0	0	01	00
c	0	0	1	0	01	00
$\overline{c}$	0	0	1	0	00	01
d	0	0	0	1	00	00
$\overline{d}$	0	0	0	1	01	01
C fix-up 1	0	0	0	0	00	07
C fix-up 2	0	0	0	0	00	08
C fix-up 3	0	0	0	0	00	09
D fix-up 1	0	0	0	0	07	00
D fix-up 2	0	0	0	0	08	00
D fix-up 3	0	0	0	0	09	00
TARGET	1	1	1	1	10	10

4.3.1.4 Vec Subset Sum to Subset Sum

numbers
010000000001
010000000000
000100000001
000100000100
000001000100
000001000001
000000010000
000000010101
000000000007
000000000008
000000000009
000000000700
000000000800
000000000900
010101011010

4.3.1.5 Other NP-Complete Problems

- 3-Dimensional Matching
- Subset Sum

Read book.

4.3.1.6 Need to Know NP-Complete Problems

- **3SAT**.
- **Circuit-SAT**.
- **Independent Set**.
- **Vertex Cover**.
- **Clique**.
- **Set Cover**.

- **Hamiltonian Cycle** (in Directed/Undirected Graphs).
- **3Coloring**.
- **3-D Matching**.
- **Subset Sum**.

4.3.1.7 Subset Sum and Knapsack

Subset Sum Problem: Given n integers $a_1, a_2, \ldots, a_n$ and a target B, is there a subset of S of $\{a_1, \ldots, a_n\}$ such that the numbers in S add up *precisely* to B?

Subset Sum is **NP-Complete**— see book.

Knapsack: Given n items with item i having size s_i and profit p_i, a knapsack of capacity B, and a target profit P, is there a subset S of items that can be packed in the knapsack and the profit of S is at least P?

Show Knapsack problem is **NP-Complete** via reduction from Subset Sum (exercise).

4.3.1.8 Subset Sum and Knapsack

Subset Sum can be solved in $O(nB)$ time using dynamic programming (exercise).

Implies that problem is hard only when numbers $a_1, a_2, \ldots, a_n$ are exponentially large compared to n. That is, each a_i requires polynomial in n bits.

Number problems of the above type are said to be ***weakly*** **NP-Complete**.