

Lecture 21

CS 170

- Reductions

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Search problems

A **search problem** is specified by an algorithm **VERIFY** that takes two inputs, an instance **I** and a proposed solution **S** and runs in time polynomial in $|I|$.

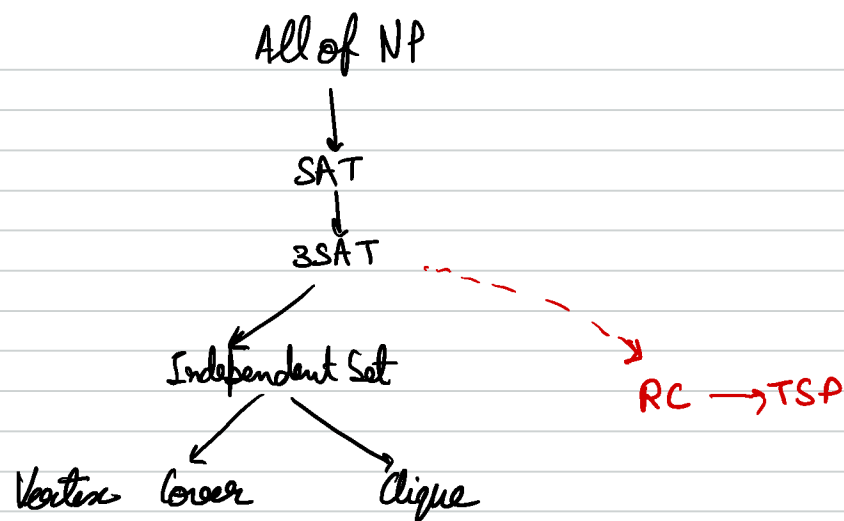
We say that **S** is a solution to **I** if $\text{VERIFY}(I, S) = 1$

P : Class of search problems where we can find a solution in polynomial in $|I|$ time.

NP: Class of all search problems; i.e. the class of all problems where we can verify a solution in polynomial time

NP-completeness

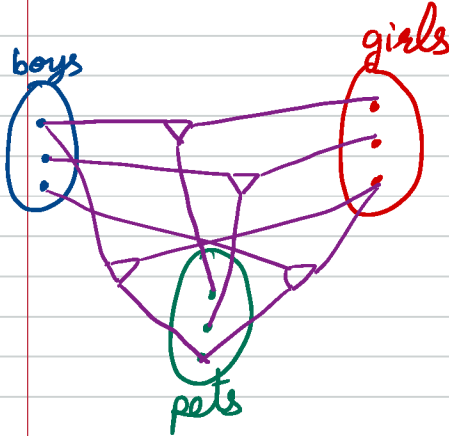
A search problem is NP-complete if all other search problems reduce to it.



3D Matching

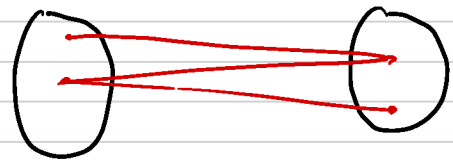
Input: n boys, n girls and n pets with preference triples $\{(b, g, p)\}$

Solution: n -disjoint triples.



n -boys

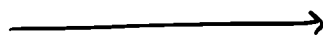
n -girls.



Input: n boys & n girls preference triples $\{(b, g)\}$

Solution: n -disjoint triples.

3SAT



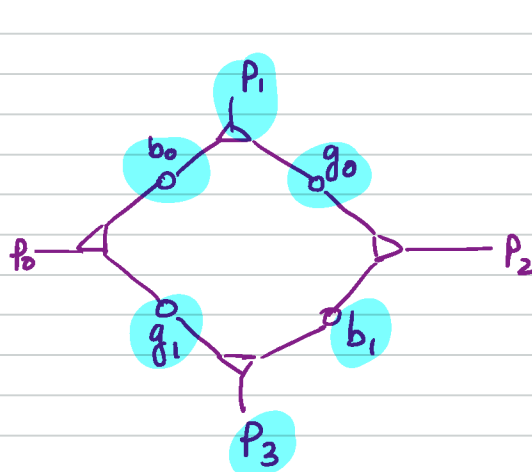
3DM

Instance: Formula ϕ on variable $x_1 \dots x_m$
 Solution: A satisfying assignment

Input: n boys, n girls and n pets with preference triples $\{(b, g, p)\}$

Solution: n -disjoint triples.

Gadgets

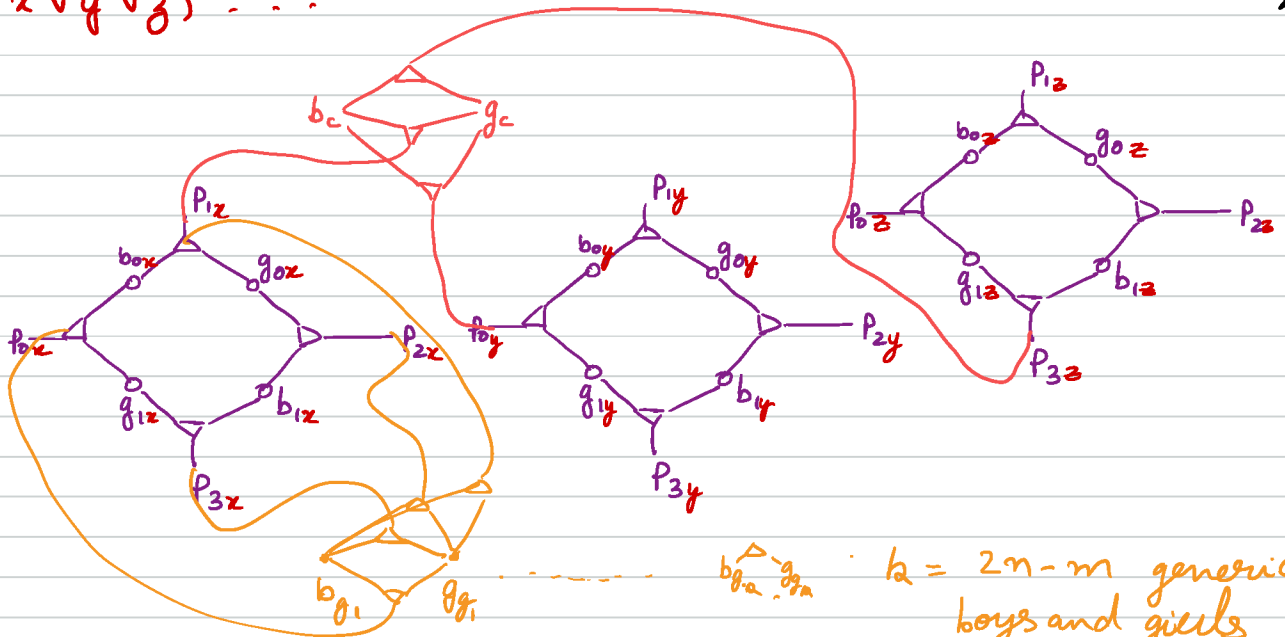


(b_0, g_1, p_0) (b_1, g_1, p_3)
 \downarrow
 $\text{false} \rightarrow P_0 \& P_2 \text{ free}$
 $\text{true} \rightarrow P_1 \& P_3 \text{ free}$
 \downarrow
 $(b_0, g_1, p_0) \& (b_1, g_0, p_2)$

$$w \cdot \log \cdot \phi = (x_1, \dots) (x_2) (\dots \bar{x}_3) \dots (x_k)$$

$$(\bar{x}_1 \vee x_2) (\bar{x}_2 \vee x_3) \dots (\bar{x}_k \vee x_1) \quad x \rightarrow x, \bar{x}$$

$$c = (x \vee \bar{y} \vee z) \dots$$



Zero-One Equations (ZOE)

Instance: $A \in \{0, 1\}^{m \times n}$

Solution: $x \in \{0, 1\}^n$ st. $Ax = \mathbf{1}$

$$\begin{array}{c} \xrightarrow{n} \\ \begin{array}{|c|} \hline A \\ \hline \end{array} \\ \xleftarrow{m} \end{array}
 \begin{array}{|c|} \hline x \\ \hline \end{array}
 =
 \begin{array}{|c|} \hline 1 \\ \hline \vdots \\ \hline 1 \\ \hline \end{array}$$

3DM

ZOE

Input: t -boys, girls and pets
with preference triples $\{(b, g, p)\}$

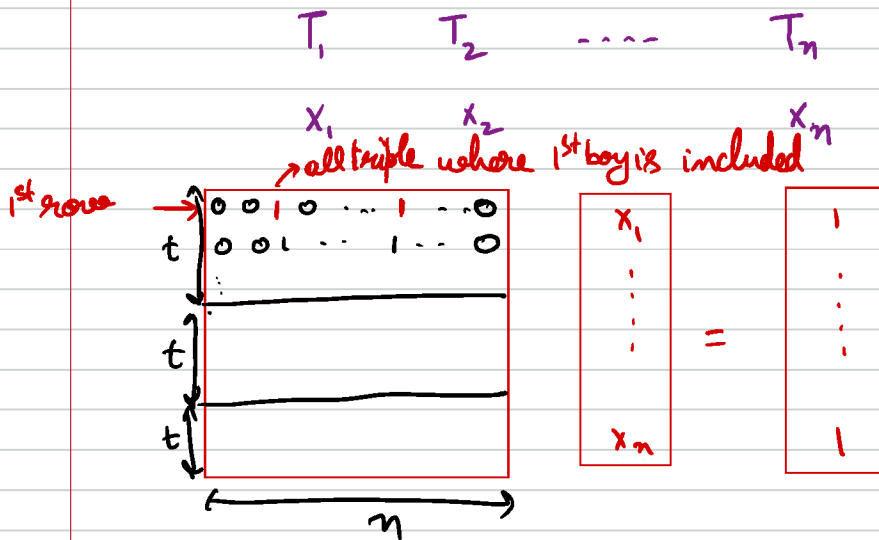
Instance: $A \in \{0, 1\}^{m \times n}$

Solution: t -disjoint triples.

Solution: $x \in \{0, 1\}^n$ st. $Ax = \mathbf{1}$.

$x_i = 0$ if T_i is not
part of the 3DM
solution

$x_i = 1$ if T_i is a part
of the solution



ZOE \rightarrow RC / HC

(1) ZOE \rightarrow RC with paired edges (RC w PE)

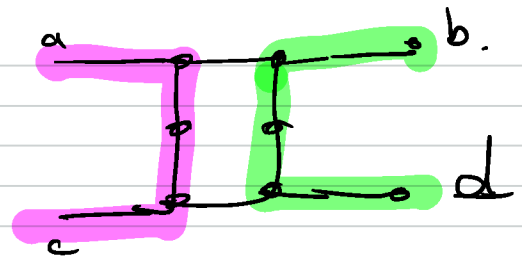
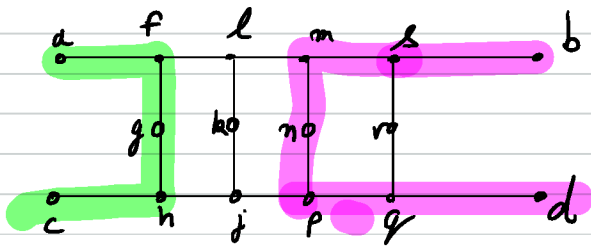
(2) RC w PE \rightarrow RC

RC w PE

Instance: $G = (V, E) \quad C \subseteq E \times E$

Solution: RC S in G st. $\forall (u, v) \in C$

exactly one of u, v is in S .



RC

→ Travelling Salesman Problem (TSP)

Instance: $G=(V,E)$

Instance: distances d_{ij} & a bound B

Solution: cycle S visiting each vertex exactly once.

Solution: a permutation $\tau: \{1 \dots n\} \rightarrow \{1 \dots n\}$ s.t.

$$d_{\tau(1)\tau(2)} + d_{\tau(2)\tau(3)} + \dots + d_{\tau(n)\tau(1)} \leq B$$

G

→

$$d_{ij} = 1 \quad \text{if } (i,j) \in E$$

$$d_{ij} = 1+\alpha \quad \text{if } (i,j) \notin E$$

$$B = |V|$$

ZOE



Subset Sum

Instance: $A \in \{0,1\}^{m \times n}$

Instance: a_1, \dots, a_n, w

Solution: $x \in \{0,1\}^n$ s.t. $Ax = \mathbf{1}$

Solution: $x_1, \dots, x_n \in \{0,1\}$ s.t.
 $\sum a_i x_i = w$

$$A = \begin{pmatrix} | & & & \\ \hline 1 & 0 & \dots & \\ 0 & & & \\ \hline \end{pmatrix} \begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} 1 \\ \vdots \\ 1 \end{pmatrix}$$

$$a_i = \sum A_{ij} 2^j \quad w = \sum 2^j$$

$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \end{pmatrix}$$

18
5
4
8
31

$$a_i = \sum A_{ij} (n+1)^j \quad w = \sum (n+1)^j$$

