# CS 341: Algorithms

Lecture 22: NP-completeness, continued

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based on lecture notes by many other CS341 instructors

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# the Traveling Salesman Problem

# Traveling salesman is NP-complete

#### **Definition:** TSP

- input: n, nonnegative integer "distances"  $d_{u,v}$ ,  $1 \le u < v \le n$ , integer K
- output: is there a Hamiltonian cycle C in the complete graph  $G_n$  on n vertices with  $\sum_{\{u,v\}\in C} d_{u,v} \leq K$
- NP (certificate? certifier? runtime? correctness?)

# Claim

HAMILTONIANCYCLE  $\leq_P TSP$ 

### **Proof:** given G = (V, E), set n = |V|

- reduction:  $d_{u,v} = 1$  if  $\{u, v\}$  in E,  $d_{u,v} = 2$  otherwise, and K = n
- Hamiltonian cycle in  $G_n$  with  $\sum_{\{u,v\}\in C} d_{u,v} \le n \iff d_{u,v} = 1$  for all  $\{u,v\}$  on C  $\iff$  all  $\{u,v\}$  on C are in E

# Remark: Euclidean traveling salesman

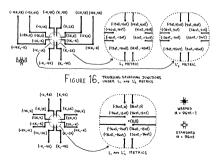
### **Definition:** EUCLIDEANTSP

- input:  $(x_u, y_u)_{1 \le u \le n}$  integers
- output: same as above, with  $d_{u,v} = \sqrt{(x_u x_v)^2 + (y_u y_v)^2}$  (not necessarily integers)

#### **Unknown if NP**

• open: how to test efficiently if a sum of square roots of integers is  $\leq K$ 

#### NP-hard



# Colorability

### **kColorable**

#### **Definition:**

- input: symmetric graph G, integer k
- output: can we color all vertices of G with k colors, with adjacent vertices having different colors?
- NP

#### Remark

- k = 1: G 1-colorable iff no edge
- k = 2: G 2-colorable iff bipartite

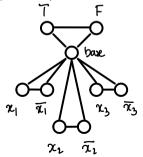
### **kColorable** is NP-complete

#### Claim

 $3SAT \leq_P KCOLORABLE$ 

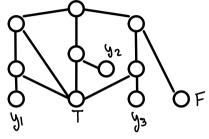
#### Starting the construction

- given a formula in 3CNF, e.g.  $(x_1 \lor x_2 \lor \overline{x_3}) \land (\overline{x_1} \lor x_2)$
- build a graph with vertices  $x_i$  and  $\overline{x_i}$ , T, F, and a base
- 3-coloring  $\iff$  variable assignments  $(x_i \text{ true if the same color as } T)$



# 3-colorability gadget

For any clause  $y_1 \vee y_2 \vee y_3$ , attach graph below to the previous construction

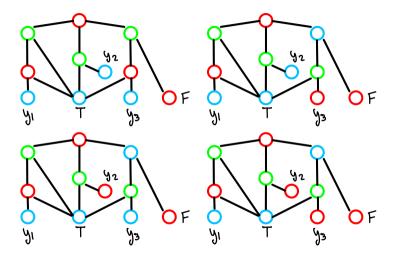


### Claim

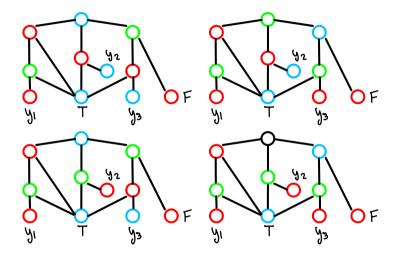
Assuming we can use colors T or F for  $y_1, y_2, y_3$ , this graph is 3-colorable **iff** at least one of  $y_1, y_2, y_3$  is colored T

⇒ new graph 3-coloriable iff all clauses can simultaneously be satisfied

# Case discussion 1/2



# Case discussion 2/2



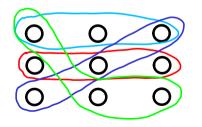
# Perfect 3D matchings

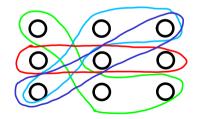
### **Definition**

### 3D matching

- input: 3 sets X,Y,Z of size n and a family of hyperedges  $E\subset X\times Y\times Z$  (don't require |E|=n)
- output: is there a perfect matching (n hyperedges that cover X, Y and Z)? each  $x_i$ , and each  $y_i$ , and each  $z_k$ , is in a unique hyperedge
- NP

### **Examples**





### **Definition**

### 3D matching

- input: 3 sets X, Y, Z of size n and a family of hyperedges  $E \subset X \times Y \times Z$  (don't require |E| = n)
- output: is there a perfect matching (n hyperedges that cover X, Y and Z)? each  $x_i$ , and each  $y_j$ , and each  $z_k$ , is in a unique hyperedge
- NP

### Remark: 2D version

- input: 2 sets X, Y of size n and a family of edges  $E \subset X \times Y$
- output: is there a perfect matching (n edges that cover X, Y)?
- this is testing if a bipartite graph has a perfect matching
- in **P** via max-flow

# 3DMatchings is NP-complete

(this is yet another question where 2 is easy and 3 looks hard)

#### Claim

 $3SAT \leq_P 3DMATCHING$ 

- given: a formula F in 3CNF, with s clauses  $C_1, \ldots, C_s$
- want: an instance H = (X, Y, Z, E) of 3DMATCHING such that F satisfiable iff H admits a perfect 3D matching
- reduction must be polynomial time

### The variable gadget

build one fidget-spinner-thing per variable  $x_i$ ,  $i = 1, \ldots, n$ .

**Vertices** (not done)

• 2s core vertices  $v_{i,1}, \ldots, v_{i,2s}$ 

• 2s tip vertices  $z_{i_1}^T, z_{i_1}^F, \ldots, z_{i_s}^T, z_{i_s}^F$ 

**Partition** 

•  $v_{i,1}, v_{i,3}, v_{i,5}, \ldots$  in X

•  $v_{i,2}, v_{i,4}, v_{i,6}, \ldots$  in Y

 $\bullet$  all tips in Z

Hyperedges: for  $i = 1, \ldots, n, j = 1, \ldots, s$ 

•  $\{v_{i,2i-1}, v_{i,2i}, z_{i,i}^T\}$ 

•  $\{v_{i,2i+1}, v_{i,2i}, z_{i,i}^F\}$ 

(not done)

only used in the gadget

ns so far

**ns** so far

2ns (done)

will connect to clause vertices

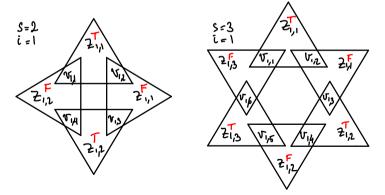
### The variable gadget

build one fidget-spinner-thing per variable  $x_i$ , i = 1, ..., n.

### **Vertices** (not done)

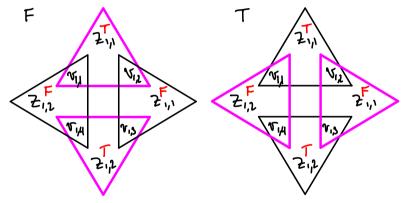
- 2s core vertices  $v_{i,1}, \ldots, v_{i,2s}$
- 2s tip vertices  $z_{i,1}^T, z_{i,1}^F, \dots, z_{i,s}^T, z_{i,s}^F$

only used in the gadget will connect to clause vertices



## **Covering the core vertices**

- there will be no other hyperedge covering the core vertices  $v_{i,j}$
- so only **two** ways to cover a gadget

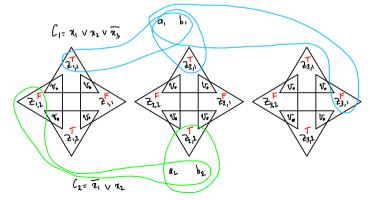


 $2^n$  coverings (2 possibilities per gadget)  $\iff$  boolean values for the  $x_i$ 's

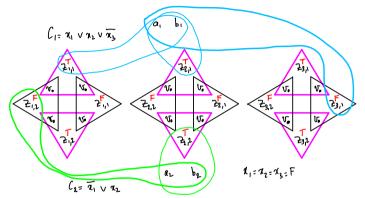
# Using the clauses to (almost) finish the graph

### For each clause $C_i$

- add two new vertices  $a_j \in X$  and  $b_j \in Y$
- for any literal  $x_i$  in  $C_j$ , add hyperedge  $\{a_j, b_j, z_{i,j}^T\}$
- for any literal  $\overline{x_i}$  in  $C_j$ , add hyperedge  $\{a_j, b_j, z_{i,j}^F\}$



## **Final adjustments**



- we have 2ns = 12 tips, with ns matched in pink and ns left
- in a perfect matching, each clause covers a tip, so ns s = 4 tips left
- add ns s dummy vertices  $d_k \in X$ ,  $e_k \in Y$
- add all hyperedges  $\{d_k, e_k, z_{i,j}^T\}$  and  $\{d_k, e_k, z_{i,j}^F\}$  (that's (ns-s)(2ns) of them)

# F satisfiable iff perfect 3D matching

#### If F is satisfiable

- cover gadgets for  $x_1, \ldots, x_n$  according to their truth value
- pick exactly one true literal per clause  $C_j$ 
  - if  $x_i$ , take hyperedge  $\{a_j, b_j, z_{i,j}^T\}$
  - if  $\overline{x_i}$ , take hyperedge  $\{a_j, b_j, z_{i,j}^F\}$
- match all remaining tips with pairs of dummy vertices

### If perfect 3D matching

- matching gives truth values
- for each clause  $C_j$ , we picked a hyperedge  $\{a_j, b_j, z_{i,j}^T\}$ , resp.  $\{a_j, b_j, z_{i,j}^F\}$
- the corresponding  $x_i$  is T, resp. F
- this makes  $C_j$  satisfied either way

 $z_{i,j}^T$  still free  $z_{i,j}^F$  still free

# Subset sum and knapsack

# Subset sum and Knapsack are NP-complete

#### Subset sum

- given: positive integers  $a_1, \ldots, a_n$  and K
- want: is there a subset S of  $\{1,\ldots,n\}$  with  $\sum_{i\in S}a_i=K$
- NP

### Claim

3DMATCHING  $\leq_P$  SUBSETSUM  $\leq_P$  KNAPSACK (this is already known)

- given: sets X, Y, Z of size n, m hyperedges  $E \subset X \times Y \times Z$
- want: integers  $a_1, \ldots, a_s, K$  s.t. perfect 3D matching iff  $\sum_{i \in S} a_i = K$  for some  $S \in \{1, \ldots, n\}$
- reduction must be polynomial time

# From 3D matchings to vectors

we define m 0/1 vectors (one per hyperedge) of size 3n.

- jth hyperedge =  $\{x_{\boldsymbol{u}}, y_{\boldsymbol{v}}, z_{\boldsymbol{w}}\}, \boldsymbol{u}, \boldsymbol{v}, \boldsymbol{w} \text{ in } \{1, \dots, n\}$
- jth vector given by

$$v_{j} = \begin{bmatrix} 0 & \cdots & 0 & 1 & 0 & \cdots & 0 & 0 & \cdots & 0 & 1 & 0 & \cdots & 0 & 1 & 0 & \cdots & 0 \end{bmatrix}$$

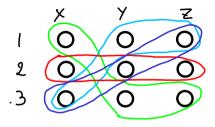
$$\uparrow \qquad \qquad \uparrow \qquad \qquad \uparrow \qquad \qquad \uparrow$$

$$u \qquad \qquad \qquad v+n \qquad \qquad w+2n$$

#### Observation

there is a perfect 3D matching iff there is a subset of  $\{v_1, \ldots, v_m\}$  that adds up to

# **Example**



```
v_1 = [ \ 1 \ 0 \ 0 \ 0 \ 1 \ 0 \ 0 \ 1 ]

v_2 = [ \ 0 \ 1 \ 0 \ 0 \ 1 \ 0 \ 0 \ 1 \ 0 ]

v_3 = [ \ 0 \ 0 \ 1 \ 1 \ 0 \ 0 \ 1 \ 0 \ 0 ]

v_4 = [ \ 0 \ 0 \ 1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 0 ]
```

### From vectors to numbers

we define m integers (one per hyperedge) of bit-size polynomial in n, m

- set b = m + 1 (large enough)
- given

define

$$a_j = b^u + b^{v+n} + b^{w+2n} = v_j \cdot [\ b\ b^2 \ \cdots \ b^{3n}\ ]$$

(vector  $v_j \leftrightarrow \text{digits of } a_j \text{ in base } b$ )

•  $a_j \le (m+1)^{3n+1}$  so  $\log_2(a_j) \in (mn)^{O(1)}$ 

## End of the proof

set  $K = b + b^2 + \dots + b^{3n}$  (so  $\log(K) \in (nm)^{O(1)}$ )

#### Claim

for S subset of  $\{1,\ldots,m\}$ ,  $\sum_{i\in S} v_i = [1 \cdots 1] \iff \sum_{i\in S} a_i = K$ 

1. we always have

$$\sum_{i \in S} a_i = \left(\sum_{i \in S} v_i\right) \cdot [b \ b^2 \ \cdots \ b^{3n}] = [c_1 \ c_2 \ \cdots \ c_{3n}] \cdot [b \ b^2 \ \cdots \ b^{3n}], \quad 0 \le c_j \le m$$

- **2.** if  $\sum_{i \in S} v_i = [1 \cdots 1], \sum_{i \in S} a_i = \sum_{j=1}^{3n} b^j = K$
- 3. if  $\sum_{i \in S} a_i = K$ ,

$$\sum_{j=1}^{3n} b^j = \sum_{j=1}^{3n} c_j b^j$$

so  $c_j = 1$  for all j because  $c_j < b$ , and  $\sum_{i \in S} v_i = [1 \cdots 1]$