# Lecture 19: Complexity Intro \& Reductions 

Rafael Oliveira<br>University of Waterloo<br>Cheriton School of Computer Science<br>rafael.oliveira.teaching@gmail.com

November 16, 2023

## Overview

- Complexity Classes
- Decision Problems
- P - decision problems with efficient algorithms
- Search/Optimization Problems
- Reductions \& Transformations
- Examples of Problems \& Transformations
- Problems
- Transformations
- Acknowledgements


## Decision Problems

- Decision problems are problems which have a YES/NO answer
- Given graph $G$, does it have perfect matching?
- Given graph $G$ and $k \in \mathbb{N}$, does it have matching of size $k$ ?
- Given directed graph $G$ and $s, t \in V$, is there an $s \rightarrow t$ path in $G$ ?
- Given directed graph $G, s, t \in V$ and $k \in \mathbb{N}$, are there $k$ edge-disjoint $s \rightarrow t$ paths in $G$ ?
- Complexity Classes
- Decision Problems
- P - decision problems with efficient algorithms
- Search/Optimization Problems
- Reductions \& Transformations
- Examples of Problems \& Transformations
- Problems
- Transformations
- Acknowledgements


## Complexity Class P: the class of efficient algorithms

- We have learned many "efficient" algorithms in this course so far
- But what do we really mean when we say "efficient"?


## Complexity Class P: the class of efficient algorithms

- We have learned many "efficient" algorithms in this course so far
- But what do we really mean when we say "efficient"?
- A good notion of efficient should be:
- "fast" (solve large instances of the problem in reasonable time) As instances grow, runtime should not be prohibitive.
- "composable"
(allows for using efficient subroutines)
Of course, should call subroutine not too many times


## Complexity Class P: the class of efficient algorithms

- We have learned many "efficient" algorithms in this course so far
- But what do we really mean when we say "efficient"?
- A good notion of efficient should be:
- "fast" (solve large instances of the problem in reasonable time) As instances grow, runtime should not be prohibitive.
- "composable" (allows for using efficient subroutines) Of course, should call subroutine not too many times
- What could be a set of runtimes that satisfy the above properties?


## Polynomial time!

A runtime $T(n)$ is polynomial if there is a constant $c>0$ such that $T(n)=O\left(n^{c}\right)$.

## Complexity Class P: the class of efficient algorithms

- We have learned many "efficient" algorithms in this course so far
- But what do we really mean when we say "efficient"?
- A good notion of efficient should be:
- "fast" (solve large instances of the problem in reasonable time) As instances grow, runtime should not be prohibitive.
- "composable" (allows for using efficient subroutines) Of course, should call subroutine not too many times
- What could be a set of runtimes that satisfy the above properties?


## Polynomial time!

A runtime $T(n)$ is polynomial if there is a constant $c>0$ such that $T(n)=O\left(n^{c}\right)$.

- Complexity class P:
$\mathrm{P}:=$ class of decision problems with algorithms which correctly decide them in polynomial time.
- Complexity Classes
- Decision Problems
- P - decision problems with efficient algorithms
- Search/Optimization Problems
- Reductions \& Transformations
- Examples of Problems \& Transformations
- Problems
- Transformations
- Acknowledgements


## Search/Optimization Problems

- The choice of considering decision problems is not too restrictive


## Search/Optimization Problems

- The choice of considering decision problems is not too restrictive
- Often times, deciding property allows us to search for witness of the property
- saw this in DP
- greedy always returns a solution with maximal properties
- BFS/DFS, Dijkstra trees
- saw how to get the max-flow \& the min-cut
- can find a perfect matching if we can decide whether graph has perfect matching


## Search/Optimization Problems

- The choice of considering decision problems is not too restrictive
- Often times, deciding property allows us to search for witness of the property
- saw this in DP
- greedy always returns a solution with maximal properties
- BFS/DFS, Dijkstra trees
- saw how to get the max-flow \& the min-cut
- can find a perfect matching if we can decide whether graph has perfect matching
- Also, for optimization problems, it is often the case that the decision version of problem combined with binary search yields an efficient solution
- If we can decide, for every $k$, whether graph $G$ has matching of size $k$, we can find the maximum matching in $G$
- If we can decide, for every $k$, whether $G$ has a flow of value $k$, then we can find the max-flow value.
- Complexity Classes
- Decision Problems
- P - decision problems with efficient algorithms
- Search/Optimization Problems
- Reductions \& Transformations
- Examples of Problems \& Transformations
- Problems
- Transformations
- Acknowledgements


## Reductions \& Transformations

- How do we prove problem $A$ is "easier than" another problem $B$ ?


## Reductions \& Transformations

- How do we prove problem $A$ is "easier than" another problem $B$ ?
- Intuitive notion is: if we can efficiently solve $B$, then we can also efficiently solve $A$


## Reductions \& Transformations

- How do we prove problem $A$ is "easier than" another problem $B$ ?
- Intuitive notion is: if we can efficiently solve $B$, then we can also efficiently solve $A$
- Now that we have our notion of efficient (i.e., polynomial time solvable), we can make the notion above precise.


## Reductions \& Transformations

- How do we prove problem $A$ is "easier than" another problem $B$ ?
- Intuitive notion is: if we can efficiently solve $B$, then we can also efficiently solve $A$
- Now that we have our notion of efficient (i.e., polynomial time solvable), we can make the notion above precise.
- There are a couple of ways to go about it.
- Turing Reductions
- Karp Reductions (or Polynomial Transformations)
- Truth Table Reductions (won't see this in CS 341...)


## Polynomial Time (Turing) Reductions

- Turing reductions are the most natural way you would think about reducing a problem.
We say that

$$
A \leq_{T} B
$$

if there is a polynomial-time algorithm $M$ which solves problem $A$ and makes polynomially many calls ${ }^{1}$ to instances of $B$
${ }^{1}$ These calls to instances of $B$ does not count towards the running time of $M$. Think of $M$ as having access to an "oracle" that gives correct answers to instances of $B$ (in unit time).

## Polynomial Time (Turing) Reductions

- Turing reductions are the most natural way you would think about reducing a problem.
We say that

$$
A \leq_{T} B
$$

if there is a polynomial-time algorithm $M$ which solves problem $A$ and makes polynomially many calls ${ }^{1}$ to instances of $B$

- Intuitively, $M$ can use any (efficient) algorithm for $B$ as a subroutine, so long as it uses it polynomially many times.
${ }^{1}$ These calls to instances of $B$ does not count towards the running time of $M$. Think of $M$ as having access to an "oracle" that gives correct answers to instances of $B$ (in unit time).


## Polynomial Time (Turing) Reductions

- Turing reductions are the most natural way you would think about reducing a problem.
We say that

$$
A \leq_{T} B
$$

if there is a polynomial-time algorithm $M$ which solves problem $A$ and makes polynomially many calls ${ }^{1}$ to instances of $B$

- Intuitively, $M$ can use any (efficient) algorithm for $B$ as a subroutine, so long as it uses it polynomially many times.
- For instance, we saw in previous lectures that
- max-flow $\leq_{T}$ shortest paths
${ }^{1}$ These calls to instances of $B$ does not count towards the running time of $M$. Think of $M$ as having access to an "oracle" that gives correct answers to instances of $B$ (in unit time).


## Polynomial Time Transformations (Karp reductions)

- Another type of reduction is a mapping reduction, also known as transformations


## Polynomial Time Transformations (Karp reductions)

- Another type of reduction is a mapping reduction, also known as transformations
- In this case, if we can - in polynomial time - transform each YES instance of problem $A$ to a YES instance of problem $B$, and each NO instance of problem $A$ to a NO instance of problem $B$, then we say

$$
A \leq_{m} B
$$

## Polynomial Time Transformations (Karp reductions)

- Another type of reduction is a mapping reduction, also known as transformations
- In this case, if we can - in polynomial time - transform each YES instance of problem $A$ to a YES instance of problem $B$, and each NO instance of problem $A$ to a NO instance of problem $B$, then we say

$$
A \leq_{m} B
$$

- If we can do the above, then any efficient algorithm for $B$ will yield an efficient algorithm for $A$


## Polynomial Time Transformations (Karp reductions)

- Another type of reduction is a mapping reduction, also known as transformations
- In this case, if we can - in polynomial time - transform each YES instance of problem $A$ to a YES instance of problem $B$, and each NO instance of problem $A$ to a NO instance of problem $B$, then we say

$$
A \leq_{m} B
$$

- If we can do the above, then any efficient algorithm for $B$ will yield an efficient algorithm for $A$
- For instance, we saw in previous lectures that
- Perfect matching in bipartite graphs $\leq_{m}$ max-flow
- vertex-cover in bipartite graphs $\leq_{m}$ max-flow
- Complexity Classes
- Decision Problems
- P - decision problems with efficient algorithms
- Search/Optimization Problems
- Reductions \& Transformations
- Examples of Problems \& Transformations
- Problems
- Transformations
- Acknowledgements


## Problems

- Clique:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there a clique in $G$ with $k$ vertices?


## Problems

- Clique:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there a clique in $G$ with $k$ vertices?
- Independent Set:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there an independent set in $G$ of size $k$ ?


## Problems

- Clique:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there a clique in $G$ with $k$ vertices?
- Independent Set:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there an independent set in $G$ of size $k$ ?
- Vertex Cover:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there a vertex cover of size $\leq k$ ?


## Problems

- Clique:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there a clique in $G$ with $k$ vertices?
- Independent Set:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there an independent set in $G$ of size $k$ ?
- Vertex Cover:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there a vertex cover of size $\leq k$ ?
- Hamiltonian Path:
- Input: graph $G(V, E)$
- Output: Does $G$ have a Hamiltonian Path (a path passing by each vertex exactly once)?


## Problems

- Clique:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there a clique in $G$ with $k$ vertices?
- Independent Set:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there an independent set in $G$ of size $k$ ?
- Vertex Cover:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there a vertex cover of size $\leq k$ ?
- Hamiltonian Path:
- Input: graph $G(V, E)$
- Output: Does $G$ have a Hamiltonian Path (a path passing by each vertex exactly once)?
- Hamiltonian Cycle:
- Input: graph $G(V, E)$
- Output: Does $G$ have a hamiltonian cycle?


## Problems

- Clique:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there a clique in $G$ with $k$ vertices?
- Independent Set:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there an independent set in $G$ of size $k$ ?
- Vertex Cover:
- Input: graph $G(V, E)$, integer $k \in \mathbb{N}$
- Output: is there a vertex cover of size $\leq k$ ?
- Hamiltonian Path:
- Input: graph $G(V, E)$
- Output: Does $G$ have a Hamiltonian Path (a path passing by each vertex exactly once)?
- Hamiltonian Cycle:
- Input: graph $G(V, E)$
- Output: Does $G$ have a hamiltonian cycle?
- Traveling Salesman Problem:
- Input: complete graph $G(V, E, d)$ where $d: E \rightarrow \mathbb{R}_{\geq 0}, k \in \mathbb{R}$
- Output: is there a cycle in $G$ visiting each vertex exactly once of total distance $k$ ?
- Complexity Classes
- Decision Problems
- P - decision problems with efficient algorithms
- Search/Optimization Problems
- Reductions \& Transformations
- Examples of Problems \& Transformations
- Problems
- Transformations
- Acknowledgements


## Clique and Independent Set

- Claim 1: Clique $\leq_{m}$ Independent Set
- Claim 2: Independent set $\leq_{m}$ Clique


## Clique and Independent Set

- Claim 1: Clique $\leq_{m}$ Independent Set
- Claim 2: Independent set $\leq_{m}$ Clique
- Proof: Complement graph


## Independent Set and Vertex Cover

- Claim 1: Independent set $\leq_{m}$ vertex cover
- Claim 2: vertex cover $\leq_{m}$ independent set


## Independent Set and Vertex Cover

- Claim 1: Independent set $\leq_{m}$ vertex cover
- Claim 2: vertex cover $\leq_{m}$ independent set
- Proof: In $G(V, E), S \subset V$ is a vertex cover iff $V \backslash S$ is an independent set.


## Hamiltonian Path \& Hamiltonian Cycle

- Claim 1: Hamiltonian path $\leq_{m}$ hamiltonian cycle


## Hamiltonian Path \& Hamiltonian Cycle

- Claim 1: Hamiltonian path $\leq_{m}$ hamiltonian cycle
- Proof: Forcing path to become cycle by adding one point


## Hamiltonian Path \& Hamiltonian Cycle

- Claim 1: Hamiltonian path $\leq_{m}$ hamiltonian cycle
- Proof: Forcing path to become cycle by adding one point
- Claim 2: hamiltonian cycle $\leq_{m}$ hamiltonian path


## Hamiltonian Path \& Hamiltonian Cycle

- Claim 1: Hamiltonian path $\leq_{m}$ hamiltonian cycle
- Proof: Forcing path to become cycle by adding one point
- Claim 2: hamiltonian cycle $\leq_{m}$ hamiltonian path
- Forcing cycle to become path by adding two "endpoints" (degree 1 vertices)


## Hamiltonian Cycle and Traveling Salesman Problem (TSP)

- Claim 2: hamiltonian cycle $\leq_{m}$ TSP
- different edge weights


## Acknowledgement

Based on

- Prof. Lau's Lecture 17
https://cs.uwaterloo.ca/~lapchi/cs341/notes/L17.pdf
- [Erickson 2019, Chapter 12]


## References I

Cormen, Thomas and Leiserson, Charles and Rivest, Ronald and Stein, Clifford (2009)

Introduction to Algorithms, third edition.
MIT Press
Dasgupta, Sanjay and Papadimitriou, Christos and Vazirani, Umesh (2006) Algorithms

E- Erickson, Jeff (2019)
Algorithms
https://jeffe.cs.illinois.edu/teaching/algorithms/
Relent Kleinberg, Jon and Tardos, Eva (2006)
Algorithm Design.
Addison Wesley

