Lecture 19: Complexity Intro & Reductions

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November 16, 2023

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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 $s \to t$ 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

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 - "*fast*" (solve large instances of the problem in reasonable time) As instances grow, runtime should not be prohibitive.
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Polynomial time!

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- Complexity class P:
 - $\mathsf{P} := \mathsf{class}$ of decision problems with *algorithms* which correctly decide them in polynomial time.

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- 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
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 - 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.

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- 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 calls¹ to instances of B

¹These 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).

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- For instance, we saw in previous lectures that
 - max-flow $\leq_{\mathcal{T}}$ shortest paths

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- 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

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- Traveling Salesman Problem:
 - Input: complete graph G(V, E, d) where $d: E \to \mathbb{R}_{\geq 0}$, $k \in \mathbb{R}$
 - **Output:** is there a cycle in *G* visiting each vertex exactly once of total distance *k*?

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- Claim 2: vertex cover \leq_m independent set
- Proof: In G(V, E), S ⊂ V is a vertex cover iff V \ S is an independent set.

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- 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]

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