Learning Goals V. Define NP-complete and NP-Hard Problems and describe their Importance V. Describe parts of NP-complete Proof Practice proving a problem is NP complete (Hamiltonian Path)

SAT competition

Exit Tickets

 $\sum_{i=1}^{n}$

 $X = \begin{pmatrix} X_1 & \sqrt{2} & \sqrt{2} & \sqrt{2} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_2 & \sqrt{2} & \sqrt{2} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_2 & \sqrt{2} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{2} & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \\ 0 & \sqrt{3} & \sqrt{3} \end{pmatrix} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} \end{pmatrix} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \end{pmatrix} \land \begin{pmatrix} X_3 & \sqrt{3} & \sqrt{3} & \sqrt{3} \end{pmatrix} \end{pmatrix} \end{pmatrix} \end{pmatrix}$ $\left(X_{1} \vee X_{2} \vee X_{3}\right)$ 3 variables: XI, Xz, X3

How Many Gadgets? A:3 B:4



 $X = \left(\begin{array}{c} X_{1} \\ X_{2} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{2} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{2} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{2} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \\ X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \end{array} \right) \wedge \left(\begin{array}{c} X_{3} \end{array} \right)$ $(X_1 \vee X_2 \vee X_3)$

How many non-gadget vertices? A: 3



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 $X = \left(X_1 \vee X_2 \vee X_3 \right) \wedge \left(X_2 \vee X_3 \right) \wedge \left(X_2 \vee X_3 \right) \wedge \left(X_3 \vee X_3 \right) \wedge$ $(X_1 \vee X_2 \vee X_3)$ How Many horizontal vertices. - TRUE K COCCCC Failse

Review NP-Hard NP-Complete NP NP- complete - 3-SAT PSACE-HARd

P = UP

Types of Problems Easy Puzzles/NP Crossword (Polynomial time) Sudoku · Search E 100 miles Delivery rt · Sort · Multiplication Protein Folding · Closest 'Points Factor larger numbers · Greedy Scheduling Primality Testing · MWIS on a line · Matrix Mult. Question How do we identify the hardest problems in NP? -> Empirical: Keep trying to find alg... but can't... HARD -> Analytical' Prove a problem is hard . [Possible!]

NP-Hard def: A problem QENP-Hard if for every problem RENP, REpQ. Ex: Halting Problem E NP-Hard Yes, No les, No 5-SAT Boolean X -> F3SAT-HP Halt. Prob. form. 1 >HP(x') -> 3-SAT(x) runs in poly program MWIS (general graph /YES-NO) Alsobraph FMWIS->HP Also program $x \rightarrow f_{R} \rightarrow HP$ $X \rightarrow X' \rightarrow HP(x') \rightarrow HP(x')$ R(X)

NP-Hard problem are Marder/require more resources > than NP problems, b/c if could solve, then would have power to solve any NP problem. NP-Hard BUT Sampling Halting ProbleM BOR NR def: & NP-Hard & NP-Complete Hardest problems in NP: (Traveling Salesperson, MWIS, Negative cycle avoiding shortest path) def: QENP-Complete $\widehat{\mathbb{Q}}$ ENP and BENP-Hard

Formal Definition of Polytime Reduction def: R≤pQ ("Ris polytime reducible to Q") if /] f_{R→G}: 20,13* → 20,13* s.t. "] constant CRAQ s.t. runtime of fRAQ on input x is $O(|x|^{c_{R \to Q}})$ (Polytime) • $\forall x \in g_{0,1}g^*$, $R(x) = \forall es iff Q(f_{R,Q}(x)) = \forall es$ (Correctly convert input)

Lemma: 3SAT = p Ham - Path Strategy Describe f35AT > Ham-Path 2) Show fosts Ham-path runs in Polytime (3) Show X is 3SAT-Yes iff f3SAT-Ham-Path(X) is a Ham-Path-Yes 3SATSp HAM-Path: $\chi = \left(\frac{2}{2}, \sqrt{2}, \sqrt$ HAM-PATH Sp 3 - SAT KNOW blu 3-SATIS $\left(\frac{1}{2}, \frac{1$

How many Hamiltonian Paths are in this graph? V True N False C 490 $D. \begin{pmatrix} 7\\ 2 \end{pmatrix}$ 3 A. 2 B.

How many Hamiltonian Paths are in this graph? LRL True C. 2 D. 3 A. B. | alse,



Group Work I. Encode (Zi) A (7Z, VZ,) A (7Z, VZ) into Ham-Path instance. Show get a No Instance. 2. Runtime of fasation HAM-PATIA? (Create adj matrix for graph) 3. 3SAT(X) = Yes iff HAMPATH (f3SAT - HAMPATH (X)) = Yes

 $\left(Z_{1}\right)\left(1Z_{1},V_{2},V_{3}\right)\left(1Z_{1},V_{3},Z_{1}\right)$. l.

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2. Let M = # clauses $M \leq |X| \lesssim 3M$ N = # variables $n \leq |X| \leq 2^{3} \binom{n}{3} = O(n^{3})$ |X| = polynomial (M, N)Each gadget: 2m +4 vertices? > { N (2m+4) Total gadgets: n Clause vertices: m 2nm+4n+m vertices O(mn) Adj Matrix: $O(n^2 m^2)$ size Filling out array take O(n2m2) fime, which is polynomial in n and m.

5, 3SAT(X) = Yes iff HAMPATH (f3SAT - HAMPATH (X)) = Yes $(Z, VZ_1 V Z_3)$ => If 3SAT(x) = Yes, then there is a satisfying assignment $Z_1 \rightarrow T_1 \quad Z_2 \rightarrow F_1 \cdots$ Choose one satisfying literal for each clause. Go LRL or RLR through each gadget according to the satisfying assignment, and if that variable is the chosen one for satisfying a clause, jump from gadget to correspending clause vertex, without breaking LRL/RLR Flow. In this way we will touch each vertex once. Thus HAMPATH (fsat-strampt (x)) = YES.

(= If fostr > HAMPATH(X) is VES for HAM-PATH, the path must go LRL or RLR through each gadget and when the path jumps to a clause vertex, it must return to same gadget, or otherwise the path would Miss vertices. Then assign $Z_i = T$ if LRL thru gadget i $Z_i = F$ if RLR "

Then this will will satisfy all clauses because each clause will be satisfied by the variable associated with the gadget from which the clause is visited

Mate:



Ex 2.19 QUADEQ COMBINATORIAL AUCTION

Figure 2.4. Web of reductions between the NP-completeness problems described in this chapter and the exercises. Thousands more are known.

(Arora + Boaz, Computational Complexity'