Coping With NP-Completeness

Q. Suppose I need to solve an NP-complete problem. What should I do?
A. Theory says you’re unlikely to find poly-time algorithm.

Must sacrifice one of three desired features.
- Solve problem to optimality.
- Solve problem in polynomial time.
- Solve arbitrary instances of the problem.

This lecture. Solve some special cases of NP-complete problems that arise in practice.

10.1 Finding Small Vertex Covers

**Vertex Cover**

**VERTEX COVER:** Given a graph $G = (V, E)$ and an integer $k$, is there a subset of vertices $S \subseteq V$ such that $|S| = k$, and for each edge $(u, v)$ either $u \in S$, or $v \in S$, or both.

$$k = 4$$

$$S = \{ 3, 6, 7, 10 \}$$
Finding Small Vertex Covers

Q. What if $k$ is small?

Brute force. $O(k n^{k-1})$.
- Try all $C(n, k) = O(n^k)$ subsets of size $k$.
- Takes $O(k n)$ time to check whether a subset is a vertex cover.

Goal. Limit exponential dependency on $k$, e.g., to $O(2^k k n)$.

Ex. $n = 1,000$, $k = 10$.
Brute. $k n^{k-1} = 10^{34} \Rightarrow$ infeasible.
Better. $2^k k n = 10^7 \Rightarrow$ feasible.

Remark. If $k$ is a constant, algorithm is poly-time; if $k$ is a small constant, then it’s also practical.

Finding Small Vertex Covers: Algorithm

Claim. The following algorithm determines if $G$ has a vertex cover of size $\leq k$ in $O(2^k k n)$ time.

```java
boolean Vertex-Cover(G, k) {
  if (G contains no edges) return true
  if (G contains $k n$ edges) return false
  let (u, v) be any edge of G
  a = Vertex-Cover(G - {u}, k-1)
  b = Vertex-Cover(G - {v}, k-1)
  return a or b
}
```

Pf.
- Correctness follows previous two claims.
- There are $\leq 2^{k-1}$ nodes in the recursion tree; each invocation take $O(k n)$ time. 

Finding Small Vertex Covers: Recursion Tree

Claim. Let $u-v$ be an edge of $G$. $G$ has a vertex cover of size $\leq k$ iff at least one of $G - \{u\}$ and $G - \{v\}$ has a vertex cover of size $\leq k-1$.

Pf.
- Suppose $G$ has a vertex cover $S$ of size $\leq k$.
  - $S$ contains either $u$ or $v$ (or both). Assume it contains $u$.
  - $S - \{u\}$ is a vertex cover of $G - \{u\}$.

Pf. $\Rightarrow$
- Suppose $S$ is a vertex cover of $G - \{u\}$ of size $k-1$.
- Then $S \cup \{u\}$ is a vertex cover of $G$. 

Claim. If $G$ has a vertex cover of size $k$, it has $\leq k(n-1)$ edges.

Pf. Each vertex covers at most $n-1$ edges.
10.2 Solving NP-Hard Problems on Trees

Independent Set on Trees: Greedy Algorithm

**Theorem.** The following greedy algorithm finds a maximum cardinality independent set in forests (and hence trees).

```plaintext
Independent-Set-In-A-Forest(F) {
    S ← ∅ 
    while (F has at least one edge) {
        Let e = (u, v) be an edge such that v is a leaf
        Add v to S 
        Delete from F nodes u and v, and all edges incident to them.
    } 
    return S 
}
```

**Pf.** Correctness follows from the previous key observation. •

**Remark.** Can implement in \( O(n) \) time by considering nodes in postorder.

**Fact.** A tree has at least two leaf nodes.

**Key observation.** If \( v \) is a leaf, there exists a maximum size independent set containing \( v \).

**Pf.** Consider a max cardinality independent set \( S \).

- If \( v \in S \), we’re done.
- If \( u \in S \) and \( v \notin S \), then \( S \cup \{v\} \) is independent \( \Rightarrow S \) not maximum.
- IF \( u \in S \) and \( v \notin S \), then \( S \cup \{v\} - \{u\} \) is independent. •

Weighted Independent Set on Trees

**Weighted independent set on trees.** Given a tree and node weights \( w_v > 0 \), find an independent set \( S \) that maximizes \( \sum_{v \in S} w_v \).

**Observation.** If \((u, v)\) is an edge such that \( v \) is a leaf node, then either \( \text{OPT} \) includes \( u \), or it includes all leaf nodes incident to \( u \).

**Dynamic programming solution.** Root tree at some node, say \( r \).

- \( \text{OPT}_{\text{in}}(u) = \max \text{ weight independent set rooted at } u, \text{ containing } u \).
- \( \text{OPT}_{\text{out}}(u) = \max \text{ weight independent set rooted at } u, \text{ not containing } u \).

\[
\text{OPT}_{\text{in}}(u) = w_u + \sum_{v \in \text{children}(u)} \text{OPT}_{\text{out}}(v)
\]

\[
\text{OPT}_{\text{out}}(u) = \max_{v \in \text{children}(u)} \{ \text{OPT}_{\text{in}}(v), \text{OPT}_{\text{out}}(v) \}
\]
Independent Set on Trees: Greedy Algorithm

**Theorem.** The dynamic programming algorithm find a maximum weighted independent set in trees in $O(n)$ time.

```
Weighted-Independent-Set-In-A-Tree(T) {
    Root the tree at a node r
    foreach (node u of T in postorder) {
        if (u is a leaf) {
            M_in[u] = w_u
            M_out[u] = 0
        } else {
            M_in[u] = \sum_{v \in \text{children}(u)} M_out[v] + w_u
            M_out[u] = \sum_{v \in \text{children}(u)} \max(M_out[v], M_in[v])
        }
    }
    return \max(M_in[r], M_out[r])
}
```

**Pf.** Takes $O(n)$ time since we visit nodes in postorder and examine each edge exactly once. •

Wavelength-Division Multiplexing

**Wavelength-division multiplexing (WDM).** Allows $m$ communication streams (arcs) to share a portion of a fiber optic cable, provided they are transmitted using different wavelengths.

**Ring topology.** Special case is when network is a cycle on $n$ nodes.

**Bad news.** NP-complete, even on rings.

**Brute force.** Can determine if $k$ colors suffice in $O(k^m)$ time by trying all $k$-colorings.

**Goal.** $O(f(k) \cdot \text{poly}(m, n))$ on rings.

10.3 Circular Arc Coloring

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Circular Arc Coloring: Dynamic Programming Algorithm

Dynamic programming algorithm.
- Assign distinct color to each interval which begins at cut node \( v_0 \).
- At each node \( v_i \), some intervals may finish, and others may begin.
- Enumerate all \( k \)-colorings of the intervals through \( v_i \) that are consistent with the colorings of the intervals through \( v_{i-1} \).
- The arcs are \( k \)-colorable iff some coloring of intervals ending at cut node \( v_0 \) is consistent with original coloring of the same intervals.

Circular Arc Coloring: Running Time

Running time. \( O(k! \cdot n) \).
- \( n \) phases of the algorithm.
- Bottleneck in each phase is enumerating all consistent colorings.
- There are at most \( k \) intervals through \( v_i \), so there are at most \( k! \) colorings to consider.

Remark. This algorithm is practical for small values of \( k \) (say \( k = 10 \)) even if the number of nodes \( n \) (or paths) is large.

Review: Interval Coloring

Interval coloring. Greedy algorithm finds coloring such that number of colors equals depth of schedule.

Circular arc coloring.
- Weak duality: number of colors \( \geq \) depth.
- Strong duality does not hold.

(Almost) Transforming Circular Arc Coloring to Interval Coloring

Circular arc coloring. Given a set of \( n \) arcs with depth \( d \leq k \), can the arcs be colored with \( k \) colors?

Equivalent problem. Cut the network between nodes \( v_i \) and \( v_j \) in the arcs. The arcs can be colored with \( k \) colors iff the intervals can be colored with \( k \) colors in such a way that "sliced" arcs have the same color.
Vertex Cover in Bipartite Graphs

Vertex Cover

Weak duality. Let \( M \) be a matching, and let \( S \) be a vertex cover. Then, \( |M| \leq |S| \).

\[ M = 1-2', 3-1', 4-5' \]
\[ |M| = 3 \]

Pf. Each vertex can cover at most one edge in any matching.

\[ S = \{ 3, 4, 5, 1', 2' \} \]
\[ |S| = 5 \]

Vertex Cover: König-Egerváry Theorem

König-Egerváry Theorem. In a bipartite graph, the max cardinality of a matching is equal to the min cardinality of a vertex cover.

\[ S^* = \{ 3, 1', 2', 5' \} \]
\[ |S^*| = 4 \]

\[ M^* = 1-1', 2-2', 3-3', 5-5' \]
\[ |M^*| = 4 \]
**Vertex Cover: Proof of König-Egerváry Theorem**

König-Egerváry Theorem. In a bipartite graph, the max cardinality of a matching is equal to the min cardinality of a vertex cover.
- Suffices to find matching $M$ and cover $S$ such that $|M| = |S|$.
- Formulate max flow problem as for bipartite matching.
- Let $M$ be max cardinality matching and let $(A, B)$ be min cut.

Formulate max flow problem as for bipartite matching.

\[ |M| = \text{cap} (A, B) = |S|. \]

- only edges of form $(s, u)$ or $(v, t)$ contribute to cap$(A, B)$
- $|M| = \text{cap} (A, B) = |L_B| + |R_A| = |S|$.  

**Claim 1.** $S = L_B \cup R_A$ is a vertex cover.
- consider $(u, v) \in E$
- $u \in L_A, v \in R_B$ impossible since infinite capacity
- thus, either $u \in L_B$ or $v \in R_A$ or both

**Claim 2.** $|S| = |M|$.  
- max-flow min-cut theorem $\Rightarrow |M| = \text{cap} (A, B)$
- only edges of form $(s, u)$ or $(v, t)$ contribute to $\text{cap} (A, B)$
- $|M| = \text{cap} (A, B) = |L_B| + |R_A| = |S|$.  

**Register Allocation**

Register. One of $k$ of high-speed memory locations in computer's CPU.

Register allocator. Part of an optimizing compiler that controls which variables are saved in the registers as compiled program executes.

Interference graph. Nodes are "live ranges" (variables or temporaries). There is an edge between $u$ and $v$ if there exists an operation where both $u$ and $v$ are "live" at the same time.

Observation. [Chaitin, 1982] Can solve register allocation problem iff interference graph is $k$-colorable.

Spilling. If graph is not $k$-colorable (or we can't find a $k$-coloring), we "spill" certain variables to main memory and swap back as needed.

\[ \downarrow \]

typically infrequently used variables that are not in inner loops
**A Useful Property**

Remark. Register allocation problem is NP-hard.

Useful fact. If a node $v$ in graph $G$ has fewer than $k$ neighbors, $G$ is $k$-colorable iff $G - \{v\}$ is $k$-colorable.

Pf. Delete node $v$ from $G$ and color $G - \{v\}$.

1. If $G - \{v\}$ is not $k$-colorable, then neither is $G$.
2. If $G - \{v\}$ is $k$-colorable, then there is at least one remaining color left for $v$.

Chaitin’s Algorithm

Vertex coloring heuristic. [Kempe 1879, Chaitin 1982]

- Repeat until $G$ is empty.
  - Pick a node $v$ with fewer than $k$ neighbors.
  - Push $v$ on stack.
  - Delete $v$ and all its incident edges.
- Repeat until the stack is empty.
  - Pop next node $v$ from the stack.
  - Assign $v$ a color different from its neighboring nodes which have already been colored.

Theorem. If algorithm never encounters a graph where all nodes have degree $\geq k$, then it produces a $k$-coloring.

Practice. This algorithm (and variants) are extremely effective and widely used in real compilers for register allocation.