

# 1. Introduction

## COMP6741: Parameterized and Exact Computation

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## 1 Algorithms for NP-hard problems

Central question

P vs. NP

### NP-hard problems

- no known polynomial time algorithm for any NP-hard problem
- belief:  $P \neq NP$
- What to do when facing an NP-hard problem?

### Example problem: Vertex Cover

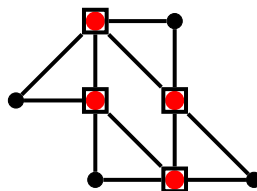
A *vertex cover* in a graph  $G = (V, E)$  is a subset of vertices  $S \subseteq V$  such that every edge of  $G$  has an endpoint in  $S$ .

VERTEX COVER

Input: Graph  $G$ , integer  $k$

Question: Does  $G$  have a vertex cover of size  $k$ ?

**Note:** VERTEX COVER is NP-complete.



## Coping with NP-hardness

- Approximation algorithms
  - There is an algorithm, which, given an instance  $(G, k)$  for VERTEX COVER, finds a vertex cover of size at most  $2k$  or correctly determines that  $G$  has no vertex cover of size  $k$ .
- *Exact exponential time algorithms*
  - There is an algorithm solving VERTEX COVER in time  $O(1.2002^n)$ , where  $n = |V|$ .
- *Fixed parameter algorithms*
  - There is an algorithm solving VERTEX COVER in time  $O(1.2738^k + kn)$ .
- Heuristics
  - Heuristic A finds a smaller vertex cover than Heuristic B on benchmark instances  $C_1, \dots, C_m$ .
- Restricting the inputs
  - VERTEX COVER can be solved in polynomial time on bipartite graphs, trees, interval graphs, etc.
- Quantum algorithms?
  - Not believed to solve NP-hard problems in polynomial time.

## Aims of this course

Design and analyze algorithms for NP-hard problems.

We focus on algorithms that solve NP-hard problems *exactly* and analyze their *worst case running time*.

## 2 Exponential Time Algorithms

### Running times

Worst case running time of an algorithm.

- An algorithm is *polynomial* if  $\exists c \in \mathbb{N}$  such that the algorithm solves every instance in time  $O(n^c)$ , where  $n$  is the size of the instance. Also:  $n^{O(1)}$  or  $\text{poly}(n)$ .
- *quasi-polynomial*:  $2^{O(\log^c n)}$ ,  $c \in O(1)$
- *sub-exponential*:  $2^{o(n)}$
- *exponential*:  $2^{\text{poly}(n)}$
- *double-exponential*:  $2^{2^{\text{poly}(n)}}$

$O^*$ -notation ignores polynomial factors in the input size:

$$O^*(f(n)) \equiv O(f(n) \cdot \text{poly}(n))$$

$$O^*(f(k)) \equiv O(f(k) \cdot \text{poly}(n))$$

## Brute-force algorithms for NP-hard problems

**Theorem 1.** *Every problem in NP can be solved in exponential time.*

*Proof.* Let  $\Pi$  be an arbitrary problem in NP. [Use certificate-based definition of NP] We know that  $\exists$  a polynomial  $p$  and a polynomial-time verification algorithm  $V$  such that:

- for every  $x \in \Pi$  (i.e., every YES-instance for  $\Pi$ )  $\exists$  string  $y \in \{0, 1\}^*$ ,  $|y| \leq p(|x|)$ , such that  $V(x, y) = 1$ , and
- for every  $x \notin \Pi$  (i.e., every NO-instance for  $\Pi$ ) and every string  $y \in \{0, 1\}^*$ ,  $V(x, y) = 0$ .

Now, we can prove that there exists an exponential-time algorithm for  $\Pi$  with input  $x$ :

- For each string  $y \in \{0, 1\}^*$  with  $|y| \leq p(|x|)$ , evaluate  $V(x, y)$  and return YES if  $V(x, y) = 1$ .
- Return NO.

Running time:  $2^{p(|x|)} \cdot n^{O(1)} \subseteq 2^{O(2 \cdot p(|x|))} = 2^{O(p(|x|))}$ , but non-constructive. □

## Three main categories for NP-complete problems

- Subset problems
- Permutation problems
- Partition problems

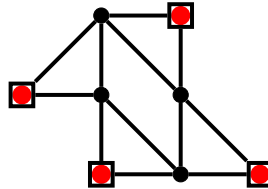
### Subset Problem: Independent Set

An *independent set* in a graph  $G = (V, E)$  is a subset of vertices  $S \subseteq V$  such that the vertices in  $S$  are pairwise non-adjacent in  $G$ .

#### INDEPENDENT SET

Input: Graph  $G$ , integer  $k$

Question: Does  $G$  have an independent set of size  $k$ ?



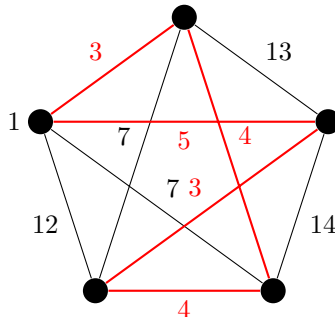
Brute-force:  $O^*(2^n)$ , where  $n = |V(G)|$

### Permutation Problem: Traveling Salesman

#### TRAVELING SALESMAN PROBLEM (TSP)

Input: a set of  $n$  cities, the distance  $d(i, j) \in \mathbb{N}$  between every two cities  $i$  and  $j$ , integer  $k$

Question: Is there a permutation of the cities (a *tour*) such that the total distance when traveling from city to city in the specified order, and returning back to the origin, is at most  $k$ ?



Brute-force:  $O^*(n!) \subseteq 2^{O(n \log n)}$

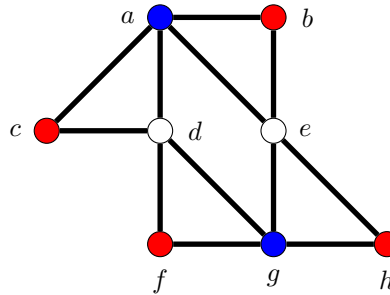
### Partition Problem: Coloring

A  $k$ -coloring of a graph  $G = (V, E)$  is a function  $f : V \rightarrow \{1, 2, \dots, k\}$  assigning colors to  $V$  such that no two adjacent vertices receive the same color.

#### COLORING

Input: Graph  $G$ , integer  $k$

Question: Does  $G$  have a  $k$ -coloring?



Brute-force:  $O^*(k^n)$ , where  $n = |V(G)|$

### Exponential Time Algorithms

- natural question in Algorithms: design faster (worst-case analysis) algorithms for problems
- might lead to practical algorithms
  - for small instances
    - \* you don't want to design software where your client/boss can find with better solutions *by hand* than your software
  - subroutines for
    - \* (sub)exponential time approximation algorithms
    - \* randomized algorithms with expected polynomial run time

### Solve an NP-hard problem

- exhaustive search
  - trivial method
  - try all possible “solutions” (certificates) for a ground set on  $n$  elements
  - running times for problems in NP
    - \* SUBSET PROBLEMS:  $O^*(2^n)$
    - \* PERMUTATION PROBLEMS:  $O^*(n!)$
    - \* PARTITION PROBLEMS:  $O^*(c^{n \log n})$
- faster exact algorithms
  - for some problems, it is possible to obtain provably faster algorithms
  - running times  $O(1.0892^n)$ ,  $O(1.5086^n)$ ,  $O(1.9977^n)$

## Exponential Time Algorithms in Practice

- How large are the instances one can solve in practice?

Available time nb. of operations	1 s $2^{36}$	1 min $2^{42}$	1 hour $2^{48}$	3 days $2^{54}$	6 months $2^{60}$
$n^5$	147	337	776	1782	4096
$n^{10}$	12	18	27	42	64
$1.05^n$	511	596	681	767	852
$1.1^n$	261	305	349	392	436
$1.5^n$	61	71	82	92	102
$2^n$	36	42	48	54	60
$5^n$	15	18	20	23	25
$n!$	13	15	16	18	19

Note: Intel Core i7 920 (Quad core) executes between  $2^{36}$  and  $2^{37}$  instructions per second at 2.66 GHz.

For every polynomial-time algorithm you have, there is an exponential algorithm that I would rather run.

– Alan Perlis (1922-1990, programming languages, 1st recipient of Turing Award)

### Hardware vs. Algorithms

- Suppose a  $2^n$  algorithm enables us to solve instances up to size  $x$
- Faster processors
  - processor speed doubles after 18-24 months (Moore's law)
  - can solve instances up to size  $x + 1$
- Faster algorithm
  - design an  $O^*(2^{n/2}) \subseteq O(1.4143^n)$  time algorithm
  - can solve instances up to size  $2 \cdot x$

## 3 Parameterized Complexity

### A story

A computer scientist meets a biologist ... The biologist has performed  $n$  experiments. Unfortunately, the data obtained from these experiments has some conflicts. He suspects that a small number  $k$  of experiments have gone wrong, and he would like to detect whether removing  $k$  experiments can solve all the conflicts.

### Eliminating conflicts from experiments

$n = 1000$  experiments,  $k = 20$  experiments failed

Theoretical	Running Time	
	Number of Instructions	Real
$2^n$	$1.07 \cdot 10^{301}$	$4.941 \cdot 10^{282}$ years
$n^k$	$10^{60}$	$4.611 \cdot 10^{41}$ years
$2^k \cdot n$	$1.05 \cdot 10^9$	0.01526 seconds

Notes:

- We assume that  $2^{36}$  instructions are carried out per second.
- The Big Bang happened roughly  $13.5 \cdot 10^9$  years ago.

## Goal of Parameterized Complexity

Confine the combinatorial explosion to a parameter  $k$ .



For which problem–parameter combinations can we find algorithms with running times of the form

$$f(k) \cdot n^{O(1)},$$

where the  $f$  is a computable function independent of the input size  $n$ ?

## Examples of Parameters

A Parameterized Problem

Input: an instance of the problem

Parameter: a parameter  $k$

Question: a Yes–No question about the instance and the parameter

- A parameter can be
  - input size (trivial parameterization)
  - solution size
  - related to the structure of the input (maximum degree, treewidth, branchwidth, genus, ...)
  - etc.

## Main Complexity Classes

P: class of problems that can be solved in time  $n^{O(1)}$

FPT: class of problems that can be solved in time  $f(k) \cdot n^{O(1)}$

W[·]: parameterized intractability classes

XP: class of problems that can be solved in time  $f(k) \cdot n^{g(k)}$

$$P \subseteq \text{FPT} \subseteq \text{W}[1] \subseteq \text{W}[2] \cdots \subseteq \text{W}[P] \subseteq \text{XP}$$

Known: If  $\text{FPT} = \text{W}[1]$ , then the Exponential Time Hypothesis fails, i.e. 3-SAT can be solved in time  $2^{o(n)}$ .

## 3.1 FPT Algorithm for Vertex Cover

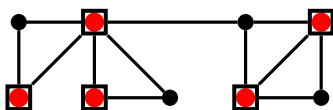
### Vertex Cover

VERTEX COVER (VC)

Input: A graph  $G = (V, E)$  on  $n$  vertices, an integer  $k$

Parameter:  $k$

Question: Is there a set of vertices  $C \subseteq V$  of size at most  $k$  such that every edge has at least one endpoint in  $C$ ?



```

Algorithm vc1(G, k);
1 if E = ∅ then // all edges are covered
2   return Yes
3 else if k = 0 then // we cannot select any vertex
4   return No
5 else
6   Select an edge uv ∈ E;
7   return vc1(G - u, k - 1) ∨ vc1(G - v, k - 1)

```

## 3.2 Algorithms for Vertex Cover

### Brute Force Algorithms

- $2^n \cdot n^{O(1)}$  not FPT
- $n^k \cdot n^{O(1)}$  not FPT

### An FPT Algorithm

#### Running Time Analysis

- Let us look at an arbitrary execution of the algorithm.
- Recursive calls form a *search tree*  $T$ 
  - with depth  $\leq k$
  - where each node has  $\leq 2$  children
- $\Rightarrow T$  has  $\leq 2^k$  leafs and  $\leq 2^k - 1$  internal nodes
- at each node the algorithm spends time  $n^{O(1)}$
- The running time is  $O^*(2^k)$

### A faster FPT Algorithm

```

Algorithm vc2(G, k);
1 if E = ∅ then // all edges are covered
2   return Yes
3 else if k = 0 then // we used too many vertices
4   return No
5 else if Δ(G) ≤ 2 then // G has maximum degree ≤ 2
6   Solve the problem in polynomial time;
7 else
8   Select a vertex v of maximum degree;
9   return vc2(G - v, k - 1) ∨ vc2(G - N[v], k - d(v))

```

### Exercise

Show that VC can be solved in polynomial time for graphs of maximum degree at most 2.

## Solution Idea

Show that VC can be solved in polynomial time for graphs of maximum degree at most 2.

- A graph of maximum degree at most 2 is a disjoint union of paths and cycles
- Denote by  $vc_{opt}(G)$  the size of a smallest vertex cover of  $G$

**Lemma 2.** For a path  $P_k$  on  $k \geq 1$  vertices,  $vc_{opt}(P_k) = \lceil (k-1)/2 \rceil$ .

*Proof sketch.* By induction on  $k$ . Base cases: check for  $k = 1$  and  $k = 2$ . Induction: Let  $k \geq 3$  and assume the lemma is true for  $P_{k'}$  for all  $k'$ ,  $1 \leq k' < k$ . One can prove that  $vc_{opt}(P_k) = 1 + vc_{opt}(P_{k-2}) = 1 + \lceil (k-3)/2 \rceil = \lceil (k-1)/2 \rceil$ .  $\square$

- For a cycle  $C_k$  on  $k \geq 3$  vertices,  $vc_{opt}(C_k) = 1 + vc_{opt}(P_{k-1}) = \lceil k/2 \rceil$ .

## Running time analysis of vc2

$$T(k) \leq T(k-1) + T(k-3)$$

$$x^k \leq x^{k-1} + x^{k-3}$$

$$x^3 - x^2 - 1 = 0$$

- Positive real root of this equation:  $x \approx 1.4655\dots$
- Running time:  $1.4656^k \cdot n^{O(1)}$

## 4 Further Reading

### Further Reading

- Exponential-time algorithms
  - Chapter 1, *Introduction* in Fedor V. Fomin and Dieter Kratsch. Exact Exponential Algorithms. Springer, 2010.
  - Gerhard J. Woeginger: Exact Algorithms for NP-Hard Problems: A Survey. Combinatorial Optimization 2001: 185-208.
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