

## Search and Optimization Problems

These notes supplement the old CSC 364S course notes “**NP and NP-Completeness**” and “**Turing Machines and Reductions**” by presenting **NP** Search and Optimization problems.

Problems in **NP** are formally sets of strings, but we often define them as *decision problems*. For example **SAT** is defined as follows:

### **SAT**

Instance:

$\langle \varphi \rangle$ , where  $\varphi$  is a formula of the propositional calculus.

Question:

Is  $\varphi$  satisfiable?

Thus **SAT** is the problem: given a propositional formula, decide whether or not it is satisfiable. But in practice we often want to know more: If  $\varphi$  is satisfiable, we would like to find a satisfying truth assignment. This problem can be stated as follows:

### **SAT-SEARCH**

Instance:

$\langle \varphi \rangle$ , where  $\varphi$  is a formula of the propositional calculus.

Output:

A satisfying assignment for  $\varphi$ , or ‘NO’ if none exists.

This idea can be generalized to apply to arbitrary sets  $A \subseteq \Sigma^*$  in **NP**. By definition (see **Definition 1** in the notes **NP and NP-Completeness**)  $A$  is in **NP** iff there is a polynomial time computable relation  $R(x, y)$  and constants  $c, d$  such that for all  $x \in \Sigma^*$

$$x \in A \Leftrightarrow \text{there exists } y \in \Sigma^* \text{ so } |y| \leq c|x|^d \text{ and } R(x, y)$$

Here we call any string  $y$  a *certificate* for  $x$  if it satisfies the conditions  $|y| \leq c|x|^d$  and  $R(x, y)$  in the definition.

The corresponding search problem for  $A$  is

### **A-SEARCH**

Instance:

$x \in \Sigma^*$

Output:

$y \in \Sigma^*$  such that  $|y| \leq c|x|^d$  and  $R(x, y)$ , or ‘NO’ if no such  $y$  exists.

It turns out that if  $A$  is **NP**-complete, then the two problems  $A$  (the decision problem) and **A-SEARCH** are polynomial time reducible to each other.

For this kind of polynomial reducibility we refer the reader to Definition 6 in the Notes **Turing Machines and Reductions**. Repeating this definition we have

**Definition 6.**  $P_1$  is polynomial-time reducible to  $P_2$  (in symbols:  $(P_1 \xrightarrow{p} P_2)$ ) if there is a polynomial-time algorithm for  $P_1$  which is allowed to access a solver for  $P_2$ , where the time taken by  $P_2$  is not counted.

**Theorem 1** (Self Reducibility). 1) If  $A$  is any problem in **NP**, then  $A \xrightarrow{p} A\text{-SEARCH}$ .

2) If  $A$  is **NP-complete** then  $A\text{-SEARCH} \xrightarrow{p} A$ .

*Proof.* The proof of 1) is obvious: An input  $x$  is in  $A$  iff the answer to **A-SEARCH** is a certificate  $y$  for  $x$ .

For the proof of 2), we use the fact that if  $A$  is **NP-complete**, then *every* decision problem  $B$  in **NP** is polytime reducible to  $A$ . We leave it to the reader to think of a useful **NP** problem  $B$  such that the answers to polynomially many queries to  $B$  can be used to find a certificate  $y$  for  $x$  (assuming  $x \in A$ ).  $\square$

Although we know from part 2) of the above theorem that  $A\text{-SEARCH} \xrightarrow{p} A$  when  $A$  is **NP-complete**, it is interesting to give explicit reductions from search to decision for specific **NP-complete** problems  $A$ .

**Example 1: SAT-SEARCH  $\xrightarrow{p}$  SAT.** (i.e. **SAT** is self-reducible.)

*Proof.* Assume that  $Sat(\varphi)$  is a Boolean solver for **SAT**. Thus

$$Sat(\varphi) \text{ is true} \Leftrightarrow \varphi \in \mathbf{SAT}$$

We assume that Boolean formulas can have constants 1 (for true) and 0 (for false). We use the notation  $\psi[x_i \leftarrow 1]$  for the result of replacing every instance of the variable  $x_i$  in formula  $\psi$  by 1, and similarly for  $\psi[x_i \leftarrow 0]$ .

Below is the program: (We assume that the input formula  $\varphi$  has variables  $x_1, \dots, x_n$ .)

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Input  $\varphi$ 
if  $\neg \text{Sat}(\varphi)$  then output 'NO'
 $\psi \leftarrow \varphi$ 
for  $i = 1 \dots n$  (*)
  if  $\text{Sat}(\psi[x_i \leftarrow 1])$  then
     $\psi \leftarrow \psi[x_i \leftarrow 1]; \tau(x_i) = 1$ 
  else  $\psi \leftarrow \psi[x_i \leftarrow 0]; \tau(x_i) = 0$ 
  end if
end for
Output  $\tau$ 

```

(\*) Loop Invariant:  $\psi$  is satisfiable and  $\psi = \varphi[x_1 \leftarrow \tau(x_1), \dots, x_i \leftarrow \tau(x_i)]$ .

□

**Example 2:** Recall that if  $G = (V, E)$  is an undirected graph and  $V' \subseteq V$ , then  $V'$  is a *clique* in  $G$  iff  $(u, v) \in E$  for every pair  $u, v$  of distinct nodes in  $V'$ . The associated decision problem is:

### **CLIQUE**

Instance:

$\langle G, k \rangle$  where  $G$  is an undirected graph and  $k$  is a positive integer.

Question:

Does  $G$  have a clique of size  $k$ ?

The associated search problem for the same input as above is to find a clique of size  $k$ , if one exists. But a more interesting associated search problem is the following **optimization** problem:

### **MAX CLIQUE-SEARCH**

Instance:

$\langle G \rangle$  where  $G = (V, E)$  is an undirected graph.

Output:

A clique  $V' \subseteq V$  in  $G$  such that  $|V'| \geq |V''|$  for every clique  $V''$  in  $G$ .

**Theorem 2.** MAX CLIQUE-SEARCH  $\xrightarrow{p}$  CLIQUE.

*Proof.* Assume that  $\text{Clique}(G, k)$  is a Boolean solver for **CLIQUE**. The program for **MAX CLIQUE-SEARCH** has two parts. On input  $G = (V, E)$ , the first part finds the largest number  $k_G$  such that  $G$  has a clique of size  $k_G$ , and the second part finds a clique of size  $k_G$ .

Here is the program for **MAX CLIQUE-SEARCH**. We assume that the input graph is  $G = (V, E)$ , where  $V = \{v_1, \dots, v_n\}$ .

If  $H$  is a graph, then the notation  $H - \{v_i\}$  stands for the graph obtained from  $H$  by removing the vertex  $v_i$  and all edges incident to  $v_i$ .

```
for  $i = 1 \dots n$ 
  if  $Clique(G, i)$  then  $k \leftarrow i$ 
end for
 $k_G \leftarrow k$ 

 $H \leftarrow G$ 
for  $i = 1 \dots, n$  (*)
  if  $Clique(H - \{v_i\}, k_G)$  then  $H \leftarrow H - \{v_i\}$ 
end for
 $V'$  = the set of vertices in  $H$ .
Output  $V'$ 
```

### Correctness proof:

It is clear from the first part of the program that  $k_G$  is the size of the largest clique in  $G$ .

To see that the output  $V'$  of the second part is a clique of size  $k_G$  we use the following loop invariant (which is proved by induction on  $i$ ):

(\*) Loop invariant:

Let  $H = (V_i, E_i)$ . Then  $H$  has a clique  $V'$  of size  $k_G$ , where

$$V_i \cap \{v_1, \dots, v_{i-1}\} \subseteq V' \subseteq V_i$$

Hence after the for loop is finished, in effect the next  $i = n + 1$ , so  $V_{n+1} = V'$ , where  $V_{n+1}$  is the set of vertices in the final graph  $H$ . Thus the set of vertices in the final  $H$  is a clique of size  $k_G$ .  $\square$