

Reductions

Reduction: Problem A **reduces to** Problem B if, given a “black box” (subroutine) for B, one can solve A using a (polynomial) number of calls to the subroutine.

Trivial Example:

- B is addition – $B(x, y) = x + y$
- A multiplication by 3.
- A reduces to B because we can multiply by 3 : $A(z) = B(z, B(z, z))$.

More Reduction Examples

- A is max flow, B is linear programming
- A is $1 \parallel \sum C_j$, B is $1 \parallel \sum w_j C_j$
- A is $P \parallel C_{\max}$, B is $P \mid prec \mid \sum w_j C_j$

Reductions for NP-completeness

- For technical reasons, We will only consider decision versions of problems.
- e.g. $P||C_{\max}$; Given m machines, n jobs and a number B , does the optimal schedule have makespan less than B .
- e.g. Shortest Paths: Given a graph G with weights on the edges, two distinguished vertices s and t and a number B , is the shortest path from s to t of length less than B .
- The decision version and the optimization version of a problem are “equivalent,” that is they each reduce to each other.

Reduction Example

Vertex Cover A **vertex cover** of a graph $G=(V,E)$ is a set of vertices V' , such that for every edge (x,y) , at least one of x and y is in V' . The vertex cover problem is given a graph G and a number k and asks whether G has a vertex cover of size at most k .

Clique A **clique** is a set of vertices such that each pair of vertices has an edge between them. The **clique problem** is given a graph and a number ℓ and asks when a graph has a clique of size at least ℓ .

Question: Show that vertex cover reduces to clique.