



Eg, 3SAT.

$X$  = specification of variables & clauses

$y$  = specification of truth assignment

$V(x,y)$  = algorithm that checks  $y$  satisfies every clause specified in  $x$ .

$P \subseteq NP$  because  $V(x,y)$  can ignore  $y$  and solve  $x$  in poly time.

$P \stackrel{?}{=} NP$ : most believe  $P \neq NP$ .

2.  $\Pi$  is NP-Hard if any of the following equivalent statements hold.

- Cook-Levin Theorem (CS 4810/4814)
- Every problem  $\Pi' \in NP$  satisfies  $\Pi' \leq_p \Pi$ .
  - There exists an NP-Hard  $\Pi'$  st.  $\Pi' \leq_p \Pi$ .
  - $3SAT \leq_p \Pi$ .

3.  $\Pi$  is NP-Complete if  $\Pi \in NP$  and is NP-hard.

You can verify a solution of  $\Pi$  in poly-time but can't find a solution unless  $P=NP$ .

"Prove some problem ABC is NP-Complete."

- easy/short
- Present a polytime verifier. (Show  $ABC \in NP$ .)
  - Present a reduction from some other NP-hard problem, XYZ, to ABC.
  - Show reduction runs in poly time.
  - Reduction, applied to "yes" instance of XYZ, yields "yes" instance of ABC.
- Careful thought

⑤ Same as step 4, for "no" instances.

"gadgets work as intended"

"gadgets cannot be successfully used in unintended ways"

often accomplish step 5 by proving its contrapositive

HAMILTONIAN CYCLE: input is a directed graph. Question: does the graph contain a simple cycle that visits all vertices?  
(cycle with no repeated vertices)

① Belongs to NP because a verifier given the graph, and a list of vertices in the cycle, checks that each vertex is on the cycle once and only once, and each edge of the cycle belongs to the graph.

② Reduce from something NP-hard.

Textbook:  $3SAT \leq_p HAM\ CYCLE$ .  
(Read it! It's instructive.)

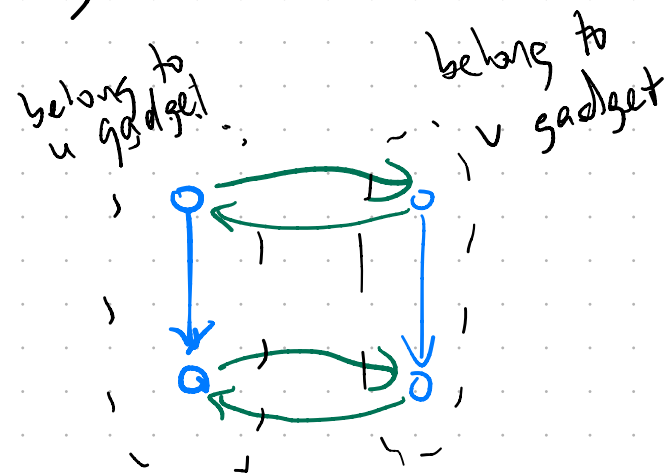
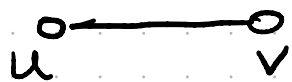
Today:  $VERTEX\ COVER \leq_p HAM\ CYCLE$ .

Given undirected  $G$ ,  $k \in \mathbb{N}$ .

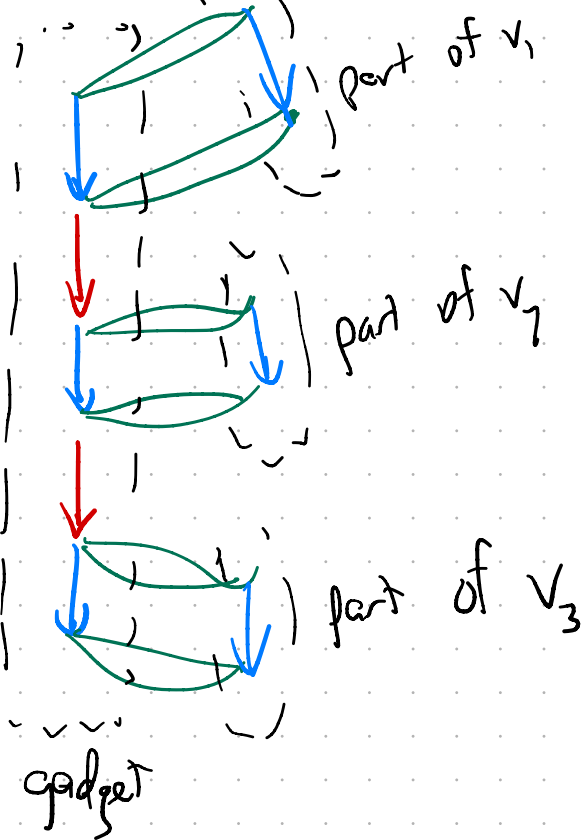
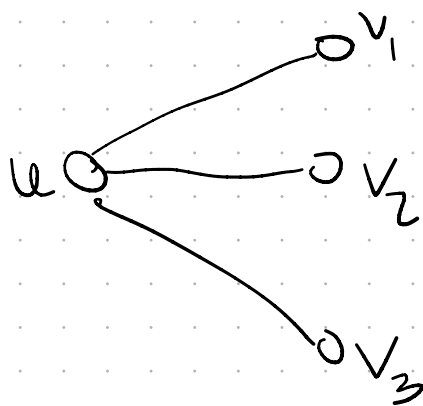
Can we find  $\leq k$  vertices in  $G$  such that each edge has at least one endpoint among the  $k$  vertices?

Will represent  $G$  as a HAM CYCLE input with 3 types of gadgets.

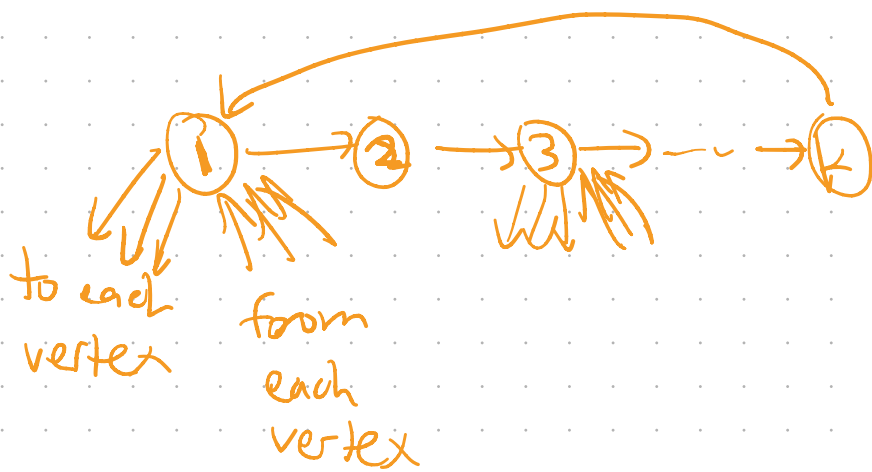
### EDGE GADGET



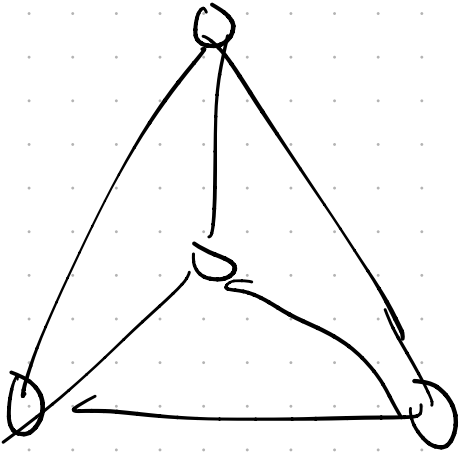
### VERTEX GADGET



### COUNTER GADGET







$k=3$

