Algorithms 2013: Reduction

(Based on [Manber 1989])

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1 Introductin

Introduction

- The basic idea of reduction is to solve a problem with the solution to another "similar" problem.
- When Problem A can be reduced to Problem B, there are two consequences:
 - A solution to Problem B may be used to solve Problem A.
 - If A is known to be "hard", then B is also necessarily "hard".
- One should avoid the pitfall of reducing a problem to another that is too general or too hard.

2 Bipartite Matching

Matching

- Given an undirected graph G = (V, E), a **matching** is a set of edges that do not share a common vertex.
- A maximum matching is one with the maximum number of edges.
- A maximal matching is one that cannot be extended by adding any other edge.

Bipartite Matching

- A bipartite graph G = (V, E, U) is a graph with $V \cup U$ as the set of vertices and E as the set of edges such that
 - -V and U are disjoint and
 - The edges in E connect vertices from V to vertices in U.

Problem 1. Given a bipartite graph G = (V, E, U), find a maximum matching in G.

3 Network Flows

Networks

- Consider a directed graph, or network, G = (V, E) with two distinguished vertices: s (the source) with indegree 0 and t (the sink) with outdegree 0.
- Each edge e in E has an associated positive weight c(e), called the *capacity* of e.

The Network Flow Problem

- \bullet A flow is a function f on E that satisfies the following two conditions:
 - 1. $0 \le f(e) \le c(e)$.

2.
$$\sum_{u} f(u, v) = \sum_{w} f(v, w)$$
, for all $v \in V - \{s, t\}$.

• The **network flow problem** is to maximize the flow f for a given network G.

4 Bipartite Matching to Network Flow

Bipartite Matching to Network Flow

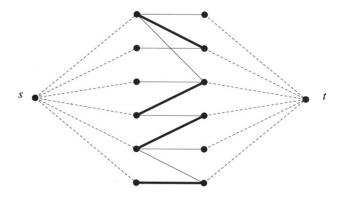


Figure 7.39 Reducing bipartite matching to network flow (the directions of all the edges are from left to right).

Source: [Manber 1989].

Bipartite Matching to Network Flow (cont.)

- Mapping from the input G = (V, E, U) of the bipartite matching problem to the input G' = (V', E') and c of the network flow problem:
 - The network is G' = (V', E') where
 - $*\ V' = \{s\} \cup V \cup U \cup \{t\}$
 - $* E' = \{(s, v) \mid v \in V\} \cup E \cup \{(u, t) \mid u \in U\}$
 - The capacity for every $e \in E'$ is 1, i.e., $\forall e \in E', c(e) = 1$.
- Correspondence between the two solutions
 - A maximum flow f in G' defines a maximum matching M_f in G.
 - A maximum matching M in G induces a maximum flow f_M in G'.

5 Linear Programming

Notations

- Let \overline{v} denote a vector (v_1, v_2, \dots, v_n) of n constants or n variables.
- In the following, \overline{a} , \overline{b} , \overline{c} , and \overline{e} are vectors of n constants.
- And, \overline{x} and \overline{y} are vectors of n variables.
- The (inner or dot) product $\overline{a} \cdot \overline{x}$ of two vectors \overline{a} and \overline{x} is defined as follows:

$$\overline{a} \cdot \overline{x} = \sum_{i=1}^{n} a_i \cdot x_i$$

Linear Programming

• Objective function:

$$\overline{c} \cdot \overline{x}$$

• Equality constraints:

$$\begin{bmatrix} \overline{e}_1 \\ \overline{e}_2 \\ \vdots \\ \overline{e}_m \end{bmatrix} \overline{x} = \begin{bmatrix} d_1 \\ d_2 \\ \vdots \\ d_m \end{bmatrix}$$

- Inequality constraints may be turned into equality constraints by introducing slack variables.
- The goal is to maximize (or minimize) the value of the objective function, subject to the equality constraints.

6 Network Flow to Linear Programming

Network Flow to Linear Programming

- Mapping from the input G = (V, E) and c of the network flow problem to the objective function and constraints of linear programming:
 - Let x_1, x_2, \ldots, x_n represent the flow of the n edges.
 - Objective function

$$\sum_{i \in S} x_i$$

where S is the set of edges leaving the source.

- Inequality constraints

$$x_i \le c_i$$
, for all $i, 1 \le i \le n$

where c_i is the capacity of edge i.

- Equality constraints

$$\sum_{i \text{ leaves } v} x_i - \sum_{j \text{ enters } v} x_j = 0, \text{ for every } v \in V \setminus \{s, t\}$$