

## Assignment 5.

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Q(2) - b.

Step 1. Show that Efficient Recruiting is in NP.

Given a set of  $k$  applicants as a "guess", the cost of checking whether all the  $n$  sports are covered is  $O(nk)$ . For example,

This "guess" can be represented by 0/1 table of size  $n \times k$

	$c_1$	$c_2$	...	$c_k$
$s_1$	1	0		1
$s_2$	0	1		0
$\vdots$		$\vdots$		
$s_n$	0	1		1

of sports  $\times$  Counselors. We need to

verify that there is at least one

'1' in each row.

Step 2. Show that a known NPC problem is polynomially reducible (to) Efficient Recruiting.

Important Side Note: The whole point of NP-completeness is that any one of these problems can be polynomially reduced to the problem  $x$ , in question, if the latter is indeed NPC. However, the reduction to a given problem  $x$  can be substantially easier starting from some problems than from others. Hence, one should try to choose the "right" one to use in a particular reduction.

For Efficient Recruiting, a natural analogue can be the Vertex Cover problem, which is a known NPC problem.

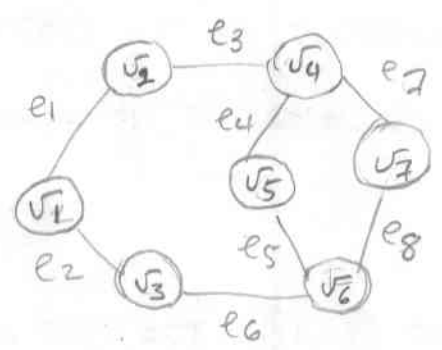
(V.C)

step 2.1 show that we can map an instance of Vertex Cover to an instance of Efficient Recruiting in polynomial-time. (E.R).

Given a graph  $G=(V,E)$  and an integer  $k$  as an instance of V.C., we construct a sport  $S_e$  for each edge  $e \in E$  and a Counselor  $C_v$  for each vertex  $v \in V$ . We set a counselor  $C_v$  to be qualified in Sport  $S_e$  iff  $e$  is incident to node  $v$ .

This information can be represented by a 0/1 table of size  $|V| \times |E|$  such as the one described previously.

Ex.



	$C_1$	$C_2$	$C_3$	$C_4$	$C_5$	$C_6$	$C_7$
$S_1$	1	1	0	0	0	0	0
$S_2$	1	0	1	0	0	0	0
$S_3$	0	1	0	1	0	0	0
$S_4$	0	0	0	1	1	0	0
$S_5$	0	0	0	0	1	1	0
$S_6$	0	0	1	0	0	1	0
$S_7$	0	0	0	1	0	0	1
$S_8$	0	0	0	0	0	1	1

The cost of this transformation is polynomial, specifically  $O(mn)$

where  $n$  is the number of sports &  $m$  is the number of counselor (applicants).

Step 2.2. Show that the constructed instance of E.R. has  $k$  counselors that cover all  $n$  sports if and only if the given instance of V.C. has an a vertex cover of size  $k$ .

That is, YES instance of E.R. implies YES instance of V.C and YES instance of V.C. implies YES instance of E.R.

Thus, if a has a vertex cover of size  $k$ , we can find  $k$  counselors that together cover all sports.  $\rightarrow$  COME.

(1) If the constructed E.R. has a set of  $k$  counselors such that all  $n$  spots are covered, this implies that each spot (i.e. edge) is covered by at least one counselor (i.e. node) indicated by at least one '1' in each row of table  $T$ . Hence, the corresponding set of  $k$  vertices in  $G$  have the property that each edge has an end in at least one of them; so, they define a vertex cover of size  $k$ .

(2) Conversely, if there is a vertex cover of size  $k$  in the given instance  $G$ , then the corresponding counselors in the constructed E.R. instance has the property that each spot is covered by at least one of them.

⇒ Thus,  $G$  has a vertex cover of size at most  $k$  iff the constructed instance of E.R. can be solved with at most  $k$  counselors.

To sum up, if we could solve E.R. in polynomial-time, we could also solve V.C. in polynomial-time. So, E.R. is NP-complete.