
Contents

Preface	ix
1 Computers, Complexity, and Intractability	1
1.1 Introduction	1
1.2 Problems, Algorithms, and Complexity	4
1.3 Polynomial Time Algorithms and Intractable Problems	6
1.4 Provably Intractable Problems	11
1.5 NP-Complete Problems	13
1.6 An Outline of the Book	14
2 The Theory of NP-Completeness	17
2.1 Decision Problems, Languages, and Encoding Schemes	18
2.2 Deterministic Turing Machines and the Class P	23
2.3 Nondeterministic Computation and the Class NP	27
2.4 The Relationship Between P and NP	32
2.5 Polynomial Transformations and NP-Completeness	34
2.6 Cook's Theorem	38
3 Proving NP-Completeness Results	45
3.1 Six Basic NP-Complete Problems	46
3.1.1 3-SATISFIABILITY	48
3.1.2 3-DIMENSIONAL MATCHING	50
3.1.3 VERTEX COVER and CLIQUE	53
3.1.4 HAMILTONIAN CIRCUIT	56
3.1.5 PARTITION	60
3.2 Some Techniques for Proving NP-Completeness	63
3.2.1 Restriction	63
3.2.2 Local Replacement	66
3.2.3 Component Design	72
3.3 Some Suggested Exercises	74

4 Using NP-Completeness to Analyze Problems	77
4.1 Analyzing Subproblems	80
4.2 Number Problems and Strong NP-Completeness	90
4.2.1 Some Additional Definitions	92
4.2.2 Proving Strong NP-Completeness Results	95
4.3 Time Complexity as a Function of Natural Parameters	106
5 NP-Hardness	109
5.1 Turing Reducibility and NP-Hard Problems	109
5.2 A Terminological History	118
6 Coping with NP-Complete Problems	121
6.1 Performance Guarantees for Approximation Algorithms	123
6.2 Applying NP-Completeness to Approximation Problems	137
6.3 Performance Guarantees and Behavior “In Practice”	148
7 Beyond NP-Completeness	153
7.1 The Structure of NP	154
7.2 The Polynomial Hierarchy	161
7.3 The Complexity of Enumeration Problems	167
7.4 Polynomial Space Completeness	170
7.5 Logarithmic Space	177
7.6 Proofs of Intractability and P vs. NP	181
Appendix: A List of NP-Complete Problems	187
A1 Graph Theory	190
A1.1 Covering and Partitioning	190
A1.2 Subgraphs and Supergraphs	194
A1.3 Vertex Ordering	199
A1.4 Iso- and Other Morphisms	202
A1.5 Miscellaneous	203
A2 Network Design	206
A2.1 Spanning Trees	206
A2.2 Cuts and Connectivity	209
A2.3 Routing Problems	211
A2.4 Flow Problems	214
A2.5 Miscellaneous	218
A3 Sets and Partitions	221
A3.1 Covering, Hitting, and Splitting	221
A3.2 Weighted Set Problems	223
A4 Storage and Retrieval	226
A4.1 Data Storage	226
A4.2 Compression and Representation	228
A4.3 Database Problems	232

A5	Sequencing and Scheduling	236
	A5.1 Sequencing on One Processor	236
	A5.2 Multiprocessor Scheduling	238
	A5.3 Shop Scheduling	241
	A5.4 Miscellaneous	243
A6	Mathematical Programming	245
A7	Algebra and Number Theory	249
	A7.1 Divisibility Problems	249
	A7.2 Solvability of Equations	250
	A7.3 Miscellaneous	252
A8	Games and Puzzles	254
A9	Logic	259
	A9.1 Propositional Logic	259
	A9.2 Miscellaneous	261
A10	Automata and Language Theory	265
	A10.1 Automata Theory	265
	A10.2 Formal Languages	267
A11	Program Optimization	272
	A11.1 Code Generation	272
	A11.2 Programs and Schemes	275
A12	Miscellaneous	279
A13	Open Problems	285
	Symbol Index	289
	Reference and Author Index	291
	Subject Index	327
	Update for the Current Printing	339