

- Reductions

- A can be reduced to B, if given a solution to B, can use that to solve problem A.

```

B (input to prob. B)
{
  ...
  return correct answer to B
}
given to you
    
```

```

A (input to problem A)
{
  do anything on input
  call B( ... )
  do something with output
  call B(1... )
  ...
  return correct answer to A
}
    
```

- example: LIS to LCS

$$X = \{ 5, 2, 3, 6, 4, 9 \}$$

$$LIS = 4 \quad \{ 2, 3, 6, 9 \}$$

- reduction

```

LIS(X[])
{
  Y = MergeSort(X)
  return LCS(X, Y)
}
    
```

```

LCS(X[], Y[])
{
  ...
}
    
```

$$\rightarrow Y = \{ 2, 3, 4, 5, 6, 9 \}$$

$$LCS(\{ 5, 2, 3, 6, 4, 9 \}, \{ 2, 3, 4, 5, 6, 9 \})$$

$$= 4 \quad \{ 2, 3, 6, 9 \}$$

n^2

$$(best) \text{ runtime for LIS } \leq (best) \text{ runtime for LCS } + \Theta(n \log n)$$

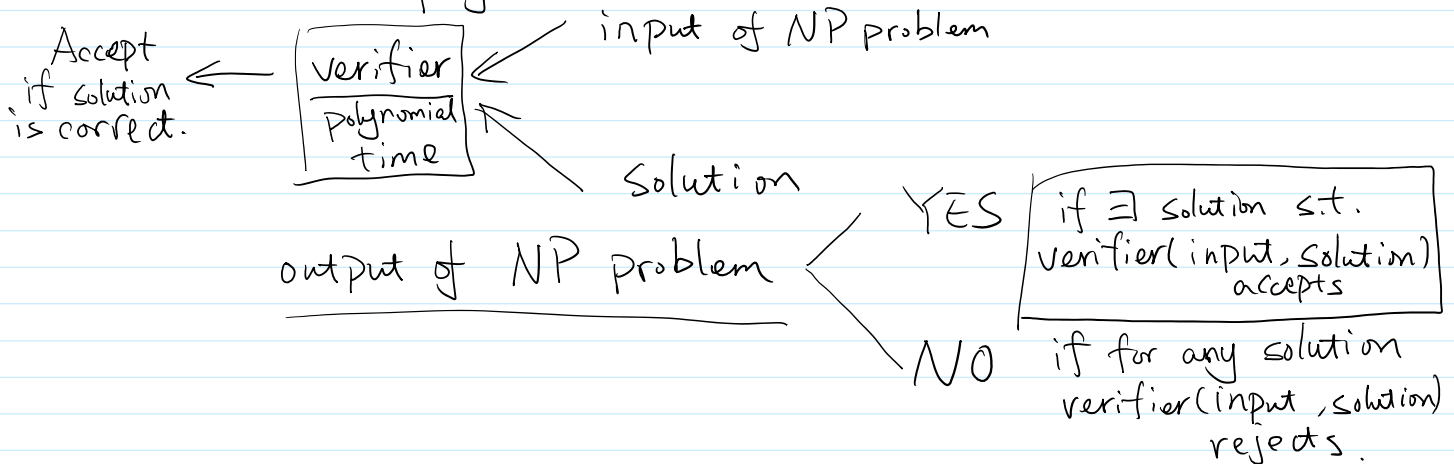
- A can be reduced to B, reduction time "small"

A is "easier" than B

"easier" "no harder than" \leq

runtime $A \lesssim O(\text{runtime for } B)$

- complexity class, easy vs. hard problems
 - P : set of decision problems that can be solved in polynomial time.
 - NP : set of decision problems whose solution can be verified in polynomial time.



- $P \subseteq NP$, believe $P \subset NP$
- Polynomial time reduction: convert input X of A to input Y of B in poly time, return $B(Y)$.