



**Universitas Gadjah Mada Yogyakarta**

Fakultas Matematika dan Ilmu Pengetahuan Alam

Program Studi Ilmu Komputer

# Teori

## P, NP, NP-Hard dan NP-Complete

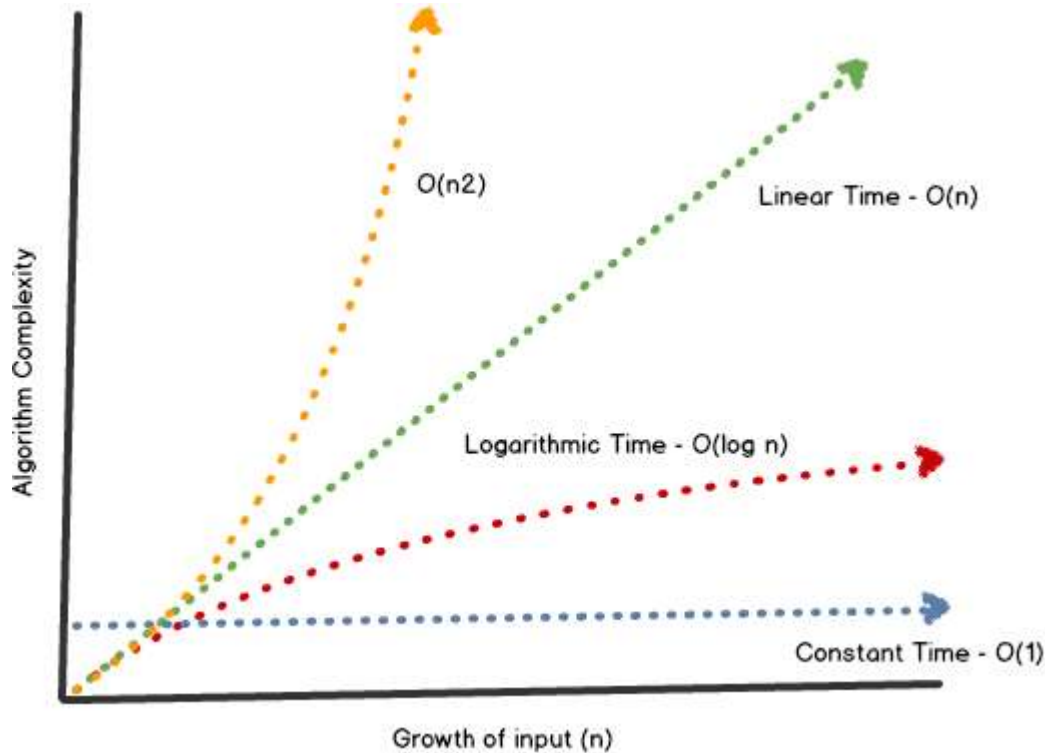


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# Introducing...

The time requirement of the algorithm varies



Good!

It's **Polynomial** solution!

# What is P?

- Polynomial Time
- The worst-case time complexity is **limited** by the polynomial function of its input size.
- The class of problems where the solution can *discovered* **“quickly”**
  - In time polynomial in the size of the input

# What is P? (cont.)

## Example

**Sorting**  $\rightarrow T(n) = O(n^2), T(n) = O(n \log n)$

**Searching**  $\rightarrow T(n) = O(n), T(n) = IO(\log n)$

**Matrix multiplication**  $\rightarrow T(n) = O(n^3), T(n) = O(n^{2.83})$

# P problems

- P Problems are the set of all decision issues **that can be solved** by algorithms with polynomial time requirements.
- More specifically, they are problems **that can be solved** in time  $O(n^k)$  for some constant  $k$ , where  $n$  is the size of the input to the problem.
- The key is that  $n$  is the **size of input**.

# What is the complexity of **primality testing**?

```
public static boolean isPrime(int n){
    boolean answer = (n>1)? true: false;

    for(int i = 2; i*i <= n; ++i)
    {
        System.out.printf("%d\n", i);
        if(n%i == 0)
        {
            answer = false;
            break;
        }
    }
    return answer;
}
```

This loops until the square root of n  
So this should be  $O(\sqrt{n})$

But what is the input size?  
How many bits does it take to  
represent the number n?  
 $\log(n) = k$

What is  $\sqrt{n}$

$$\sqrt{n} = \sqrt{2^{\log(n)}} = (2^k)^{0.5}$$

Naïve primality testing is  
exponential!!

# Intractable and tractable

- An issue is said to be **intractable** if it is not possible to be solved by a polynomial-time algorithm.
- Conversely, the problem is said to be **tractable** if a polynomial algorithm can solve it.



# Is this **tractable**?

Multiplication of the chain matrix

$$A_1 \times A_2 \times \dots \times A_n$$

By means of a brute force attack and divide conquer

→  **$T(n)$ , Non Polynom**

But, by using dynamic programming

→  **$T(n) = O(n^3)$ , Polynom**

\*Multiplication of the chain matrix is tractable



Is there **an intractable**  
issue?

It's a **halting problem**

by Alan Turing, 1963

# Example

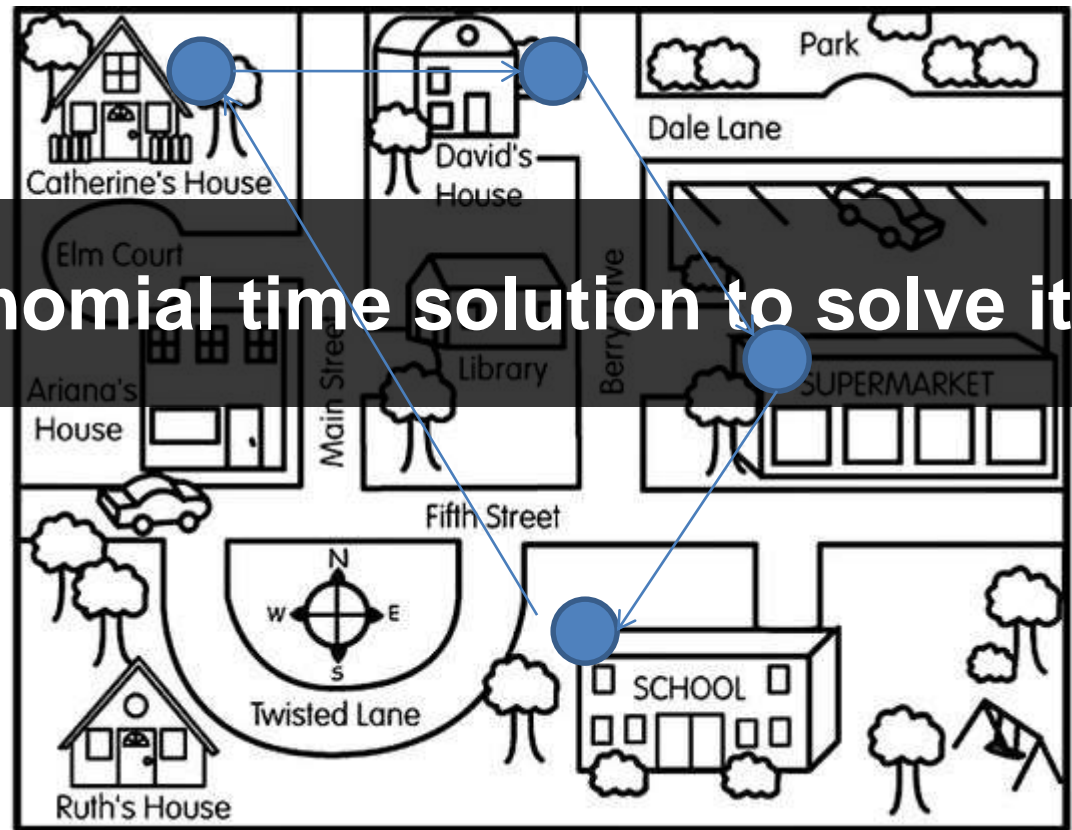
- Take  $x$  integers less than ten multiply hold  $x$  by itself until the result is more than 100
  - If  $x=9$ , then the program **will stop in step 2**
  - If  $x=4$ , then the program **will stop in step 3**
  - But, if  $x=1$ , then the program **will never stop**

\* Halting problem

# How about **Travelling Salesman Problem?**



**There is no polynomial time solution to solve it!**



**Time**  
complexity =  $O(n!)$ .

# What is NP?

- Nondeterministic Polynomial time
- The class of problems where the solution can *verified* “quickly”
  - In time polynomial in the size of the input

# What is NP? (cont.)

## Example

- TSP,
- integer knapsack problem,
- graph coloring,
- Hamilton Circuit,
- partition problem,
- integer linear programming

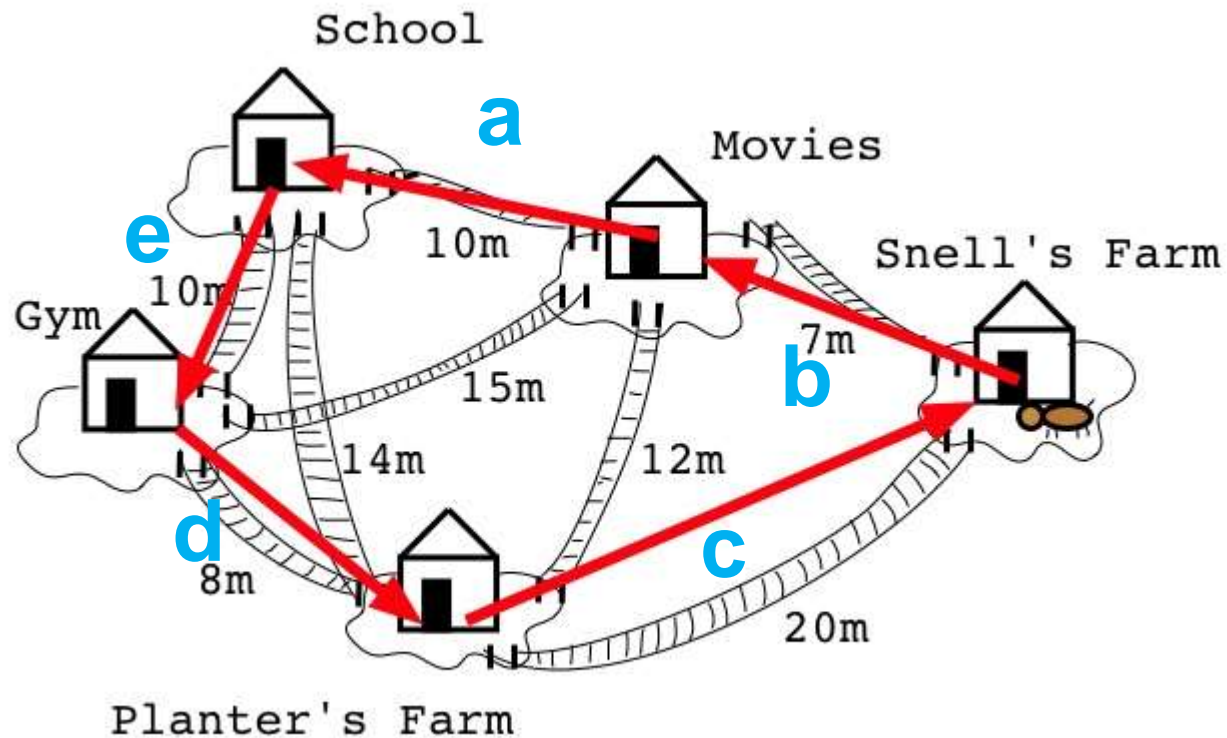
# NP theory

- In discussing the theory of NP, we only limit the **decision problem**.
- Decision issue is a problem whose solution is only "**yes**" or "**no**" answer.

## Example:

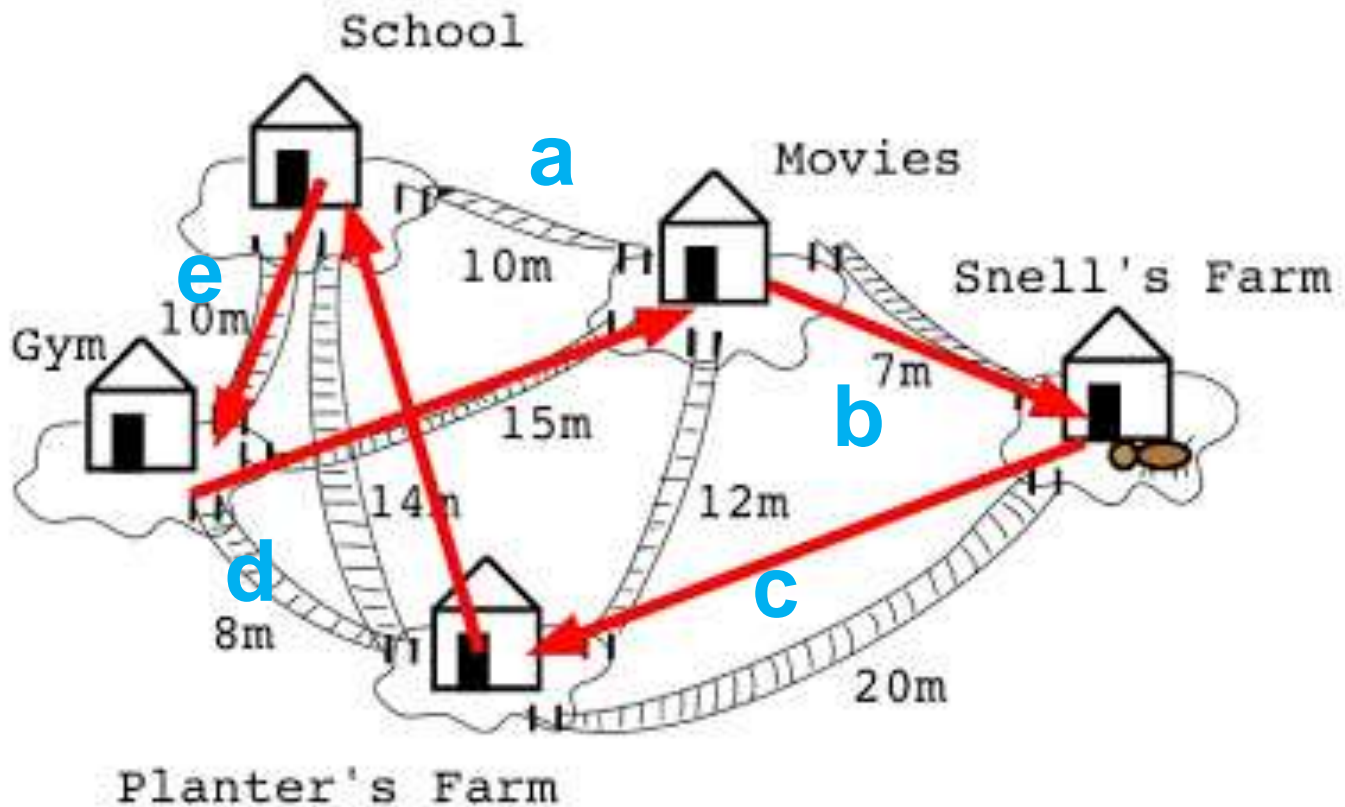
- Given an integer  $x$ . Determine whether **the element  $x$  is in the table?**
- Given an integer  $x$ . Determine whether  $x$  **is prime number?**

# NP problems





# NP problems



$a + b + c + d + e = \text{minimum weight}$   
 $a + b + c + d + e < x$

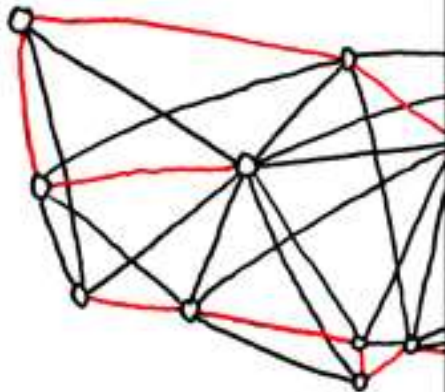
TSOP = minimum weight  
TSDP = total weight  $< x$



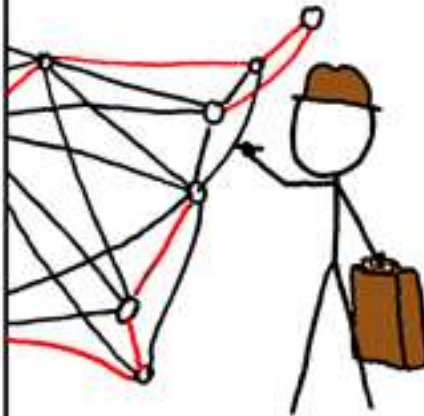
- **Traveling Salesman Optimization Problem (TSOP)** is a matter of determining a tour with a minimum total of minimum weights. (\*TSP is commonly known).
- **Traveling Salesman Decision Problem (TSDP)** is a matter of determining whether there is a tour with the total weight of the sides **not exceeding** the value  $x$ .

- Example: if the problem Traveling Salesman Optimization Problem (TSOP) minimum tour is 20,
- Then the answer to the problem of Traveling Salesman Decision Problem (TSDP) is "yes" if  $x \geq 20$ , and "no" if  $x < 20$ .

BRUTE-FORCE  
SOLUTION:  
 $O(n!)$



DYNAMIC  
PROGRAMMING  
ALGORITHMS:  
 $O(n^2 2^n)$



SELLING ON EBAY:  
 $O(1)$

STILL WORKING  
ON YOUR ROUTE?

SHUT THE  
HELL UP.



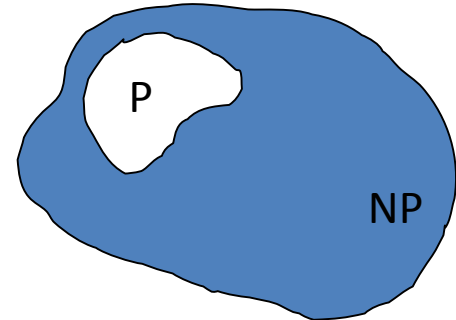
\*jokes

# NP hard problem

- Class of decision **problems which are at least as hard** as the hardest problems in NP.
- Problems that are NP-hard **do not have to be elements of NP**; indeed, they may not even be decidable.

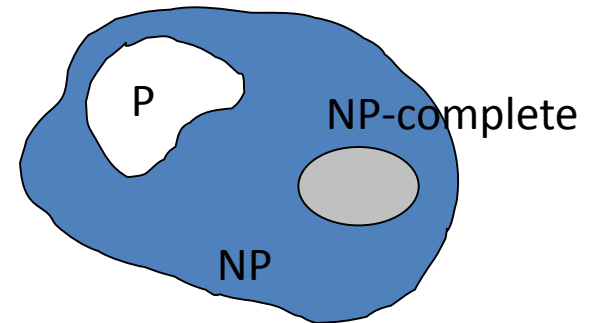
# Is $P = NP$ ?

- Any problem in  $P$  is also in  $NP$ :
- $P \subseteq NP$
- The big (and **open question**) is whether  $NP \subseteq P$  or  $P = NP$ 
  - i.e., if it is always easy to check a solution, should it also be easy to find a solution?
- Most computer scientists believe that this is false but we do not have a proof ...



# NP-Completeness (informally)

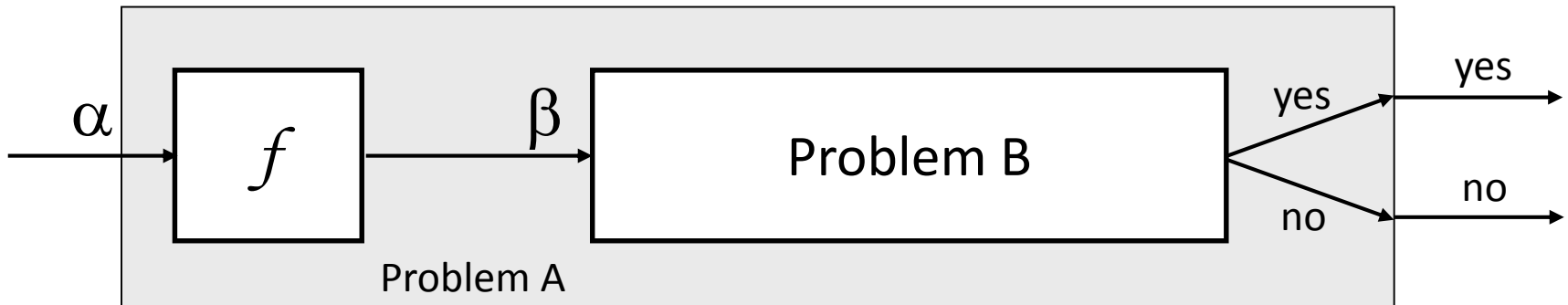
- **NP-complete** problems are



- defined as the hardest problems in NP
- Most practical problems turn out to be either P or NP-complete.
- Study NP-complete problems ...

# Reductions

- Reduction is a way of saying that one problem is “**easier**” than another.
- We say that problem A is easier than problem B, (i.e., we write “**A ≤ B**”)  
if we can solve A using the algorithm that solves B.
- **Idea:** transform the inputs of A to inputs of B



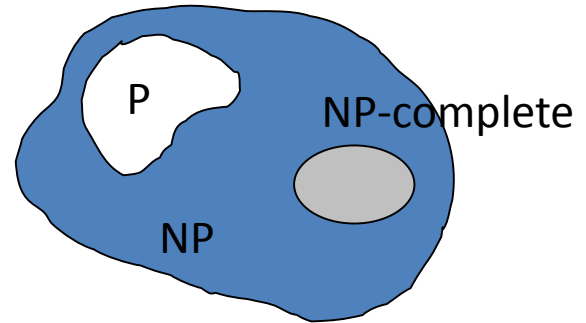


# Polynomial Reductions

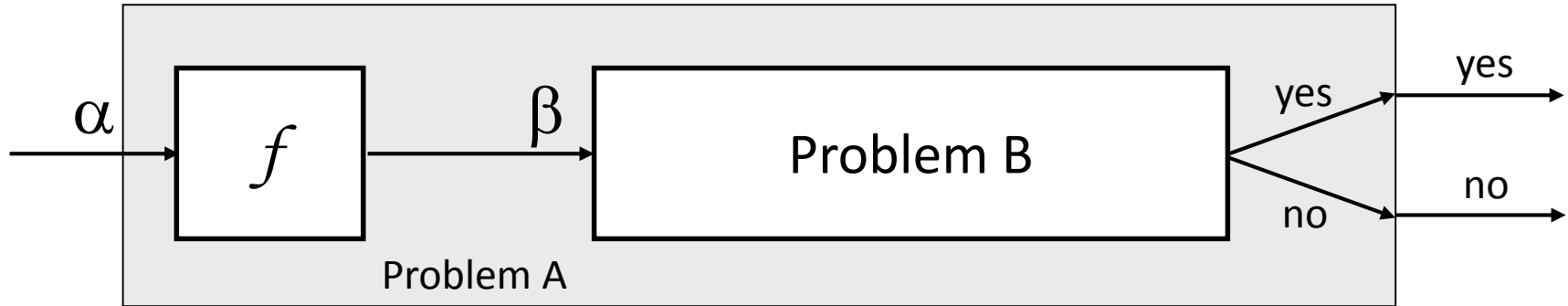
- Given two problems  $A$ ,  $B$ , we say that  $A$  is polynomially **reducible** to  $B$  ( $A \leq_p B$ ) if:
  - There exists a function  $f$  that converts the input of  $A$  to inputs of  $B$  in polynomial time
  - $A(i) = \text{YES} \Leftrightarrow B(f(i)) = \text{YES}$

# NP-Completeness (formally)

- A problem B is **NP-complete** if:
  - (1)  $B \in \mathbf{NP}$
  - (2)  $A \leq_p B$  for all  $A \in \mathbf{NP}$
- If B satisfies only property (2) we say that B is **NP-hard**
- No polynomial time algorithm has been discovered for an **NP-Complete** problem
- No one has ever proven that no polynomial time algorithm can exist for any **NP-Complete** problem

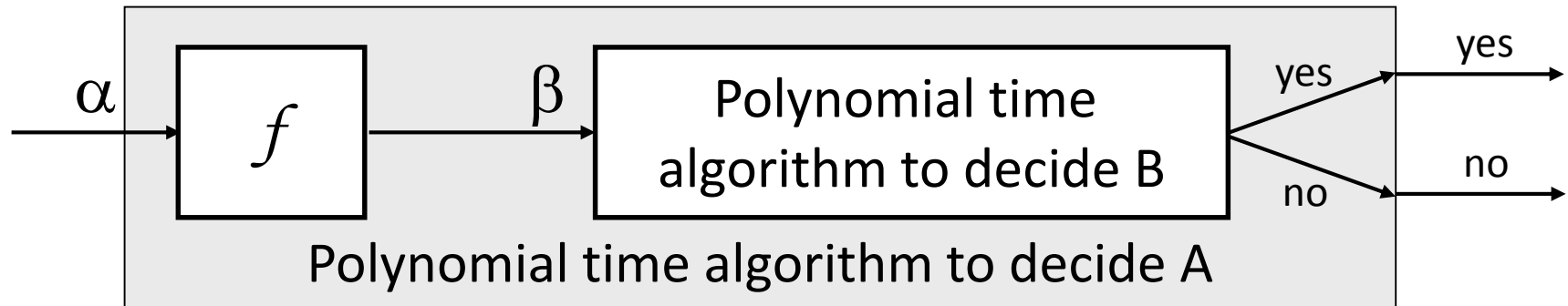


# Implications of Reduction



- If  $A \leq_p B$  and  $B \in P$ , then  $A \in P$
- if  $A \leq_p B$  and  $A \notin P$ , then  $B \notin P$

# Proving Polynomial Time

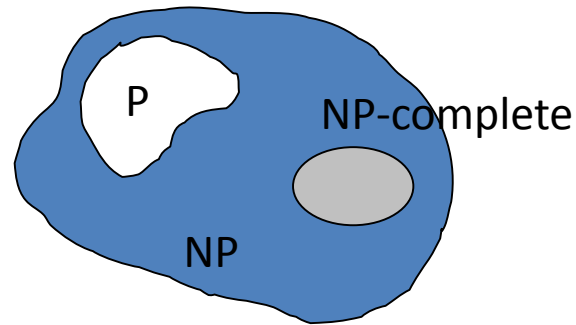


1. Use a **polynomial time** reduction algorithm to transform A into B
2. Run a known **polynomial time** algorithm for B
3. Use the answer for B as the answer for A

# Proving NP-Completeness In Practice

- Prove that the problem B is in NP
  - A randomly generated string can be checked in polynomial time to determine if it represents a solution
- Show that **one known** NP-Complete problem can be transformed to B in polynomial time
  - No need to check that **all** NP-Complete problems are reducible to B

# Revisit “Is $P = NP$ ?”



*Theorem:* If any NP-Complete problem can be solved in polynomial time  $\Rightarrow$  then  $P = NP$ .

# P & NP-Complete Problems

- **Shortest simple path**

- Given a graph  $G = (V, E)$  find a **shortest** path from a source to all other vertices
- Polynomial solution:  $O(VE)$

- **Longest simple path**

- Given a graph  $G = (V, E)$  find a **longest** path from a source to all other vertices
- NP-complete

# P & NP-Complete Problems

- **Euler tour**

- $G = (V, E)$  a connected, directed graph find a cycle that traverses each edge of  $G$  exactly once (may visit a vertex multiple times)
- Polynomial solution  $O(E)$

- **Hamiltonian cycle**

- $G = (V, E)$  a connected, directed graph find a cycle that visits each vertex of  $G$  exactly once
- NP-complete



# NP-naming convention

- **NP-complete** - means problems that are 'complete' in NP, i.e. the most difficult to solve in NP
- **NP-hard** - stands for 'at least' as hard as NP (but not necessarily **in** NP);
- **NP-easy** - stands for 'at most' as hard as NP (but not necessarily **in** NP);
- **NP-equivalent** - means equally difficult as NP, (but not necessarily **in** NP);

# Examples NP-complete and NP-hard problems

## Hamiltonian Paths

NP-complete

*Optimization Problem:* Given a graph, find a path that passes through every vertex exactly once

*Decision Problem:* Does a given graph have a Hamiltonian Path ?

## Traveling Salesman

NP-hard

*Optimization Problem:* Find a minimum weight Hamiltonian Path

*Decision Problem:* Given a graph and an integer  $k$ , is there a Hamiltonian Path with a total weight at most  $k$  ?

**Thank you**