

Design and Analysis of Algorithm

NP Completeness



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Course Contents

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Sr #	Major and Detailed Coverage Area	Hrs
1	NP Completeness <ul style="list-style-type: none">▪ Defination of P, NP, NP Complete, NP Hard▪ 3-CNF Satisfiability Problem▪ Clique Decision Problem▪ Hamiltonian Cycle▪ TSP	4

Contents of Discussion

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- Intractable Problem
- Nondeterministic Algorithm
- P and NP Definition
- Optimization & Decision Problem
- Verification of Problem
- Reducibility
- NP Complete & NP Hard Definition
- ~~Cook's Theorem~~
- Examples of NP Complete
 - ❖ Clique Decision Problem
 - ❖ Hamiltonian Cycle
 - ❖ TSP



Tractability

<i>Tractable problems:</i>	<i>Intractable problems:</i>
Polynomial time	Super Polynomial time
$O(n^2)$, $O(n^3)$, $O(1)$, $O(n \lg n)$	$O(2^n)$, $O(n 2^n)$, $O(n^n)$, $O(n!)$
Ex:- $O(n^3)$; for $n=100$ Number of steps = 10,00,000	Ex:- $O(2^n)$; for $n=100$ Number of steps $\approx 90,000,000$

Prove

Tractability

<i>Tractable problems:</i>	<i>Intractable problems:</i>
Polynomial time	Super Polynomial time
$O(n^2)$, $O(n^3)$, $O(1)$, $O(n \lg n)$	$O(2^n)$, $O(n 2^n)$, $O(n^n)$, $O(n!)$
$O(n^{100})$ High order Polynomial	$O(n 2^n)$ (for $n=10$, small input)

Disprove

Tractability

***Tractable* problems:**

Polynomial time algorithms
are *Tractable* Normally

Not applicable for:
Higher order Polynomial

***Intractable* problems:**

Super Polynomial time
algorithms are
Intractable in General

Not applicable for:
Small inputs

Polynomial Time Nondeterministic Algorithm

```
int Search(a, n, key)
{
    j=choice(1 : n)
    if(key==a[j])
        return(j);
    else
        return(-1);
}
```

Running Time
// $O(1)$: Nondeterministic
// 1
// 1
// 1
Total Running time= $O(1)$

Assume time required for choice(1 : n) is $O(1)$.

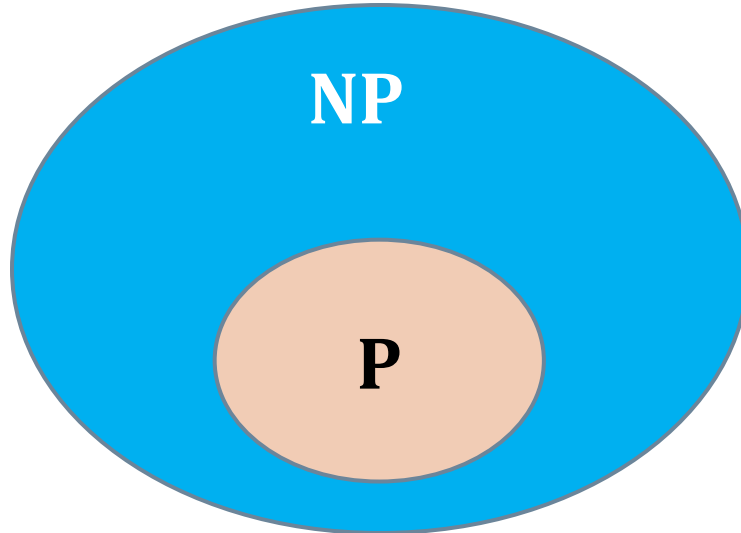
P and NP

- **P** is set of problems that can be solved in polynomial time in a deterministic machine
- **NP** (*nondeterministic polynomial time*) is the set of problems that can be solved in polynomial time by a **nondeterministic** machine

A non-deterministic computer is a computer that magically “guesses” a solution, then has to verify that it is correct.

Is $P = NP$?

P and NP



Today nondeterministic, Tomorrow may be deterministic

Optimization and Decision Problems

Optimization Problem: Maximize profit or Minimize Loss

Decision Problem: Answers are in Boolean (Yes/No)

Optⁿ: Find MCST of the graph, G .

Decⁿ: Is there any MCST exist in G with cost less than k ?

Optⁿ: Find TSP (optimal) of the graph, G .

Decⁿ: Is there any TSP exist in G with cost less than k ?

Optⁿ: Find maximum profit in a 0/1 Knapsack.

Decⁿ: Does 0/1 Knapsack have a profit more than k ?

Optimization and Decision Problems



In fact, from the point of view of polynomial-time solvability, there is not a significant difference between the optimization (maximize or minimize) version of the problem and the decision version (decide, yes or no).

Given a method to solve the optimization version, we automatically solve the decision version as well.

Optimization and Decision Problems

Solution to decision problems takes a fraction of time more than solution to optimization problems. (condⁿ check).

NP completeness is proved directly w.r.t. decision problems. However, same computational complexity will also be applicable to the optimization problems.

Verification of Decision Problems

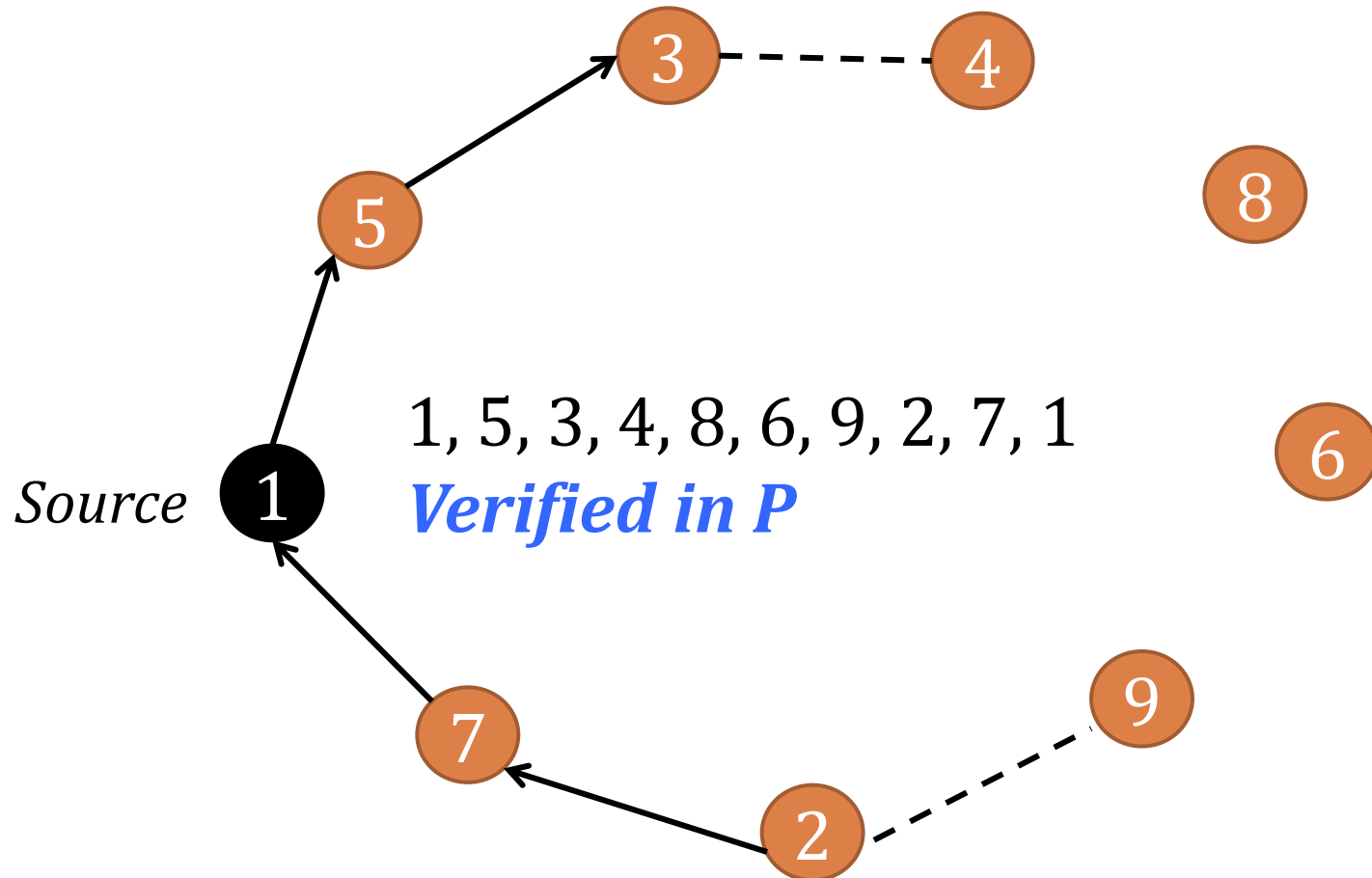


Ex:- TSP, Formula Satisfiability, 0/1 Knapsack...

Given a solution (guess) to the problem, we need to verify it in the problem

NP problems are *Verifiable* in polynomial time in deterministic machine

Verification of Decision TSP in P



Reducibility

The crux of NP-Completeness is *Reducibility*

Informally, a problem L can be reduced to another problem Q if *any* instance of L can be “**easily rephrased**” as an instance of Q , the solution to which provides a solution to the instance of L

Intuitively: If L reduces to Q , L is “**no harder to solve**” than Q

Reducibility Examples

Given an equation $ax^2 + bx + c = 0$, find roots of the equation.

Question: $5x + 6 = 0$;



$$0.x^2 + 5x + 6 = 0$$

Question: Find the value of $\sqrt{45^2 + 46^2}$

Apply **Pithagoras Theorem:**



Draw a right angle triangle with $p=45$, $b=46$, Measure h

Reducibility Examples

X: Given n integers, is the largest integer > 0 ?

Y: Given n Boolean variables, is there at least one TRUE?

X	-1	-49	-4	5	1	0	-6	8	-20
Y	F	F	F	T	T	F	F	T	F

Transform X to Y by $y_i = T$ if $x_i > 0$, $y_i = F$ if $x_i \leq 0$

Time required
to test X

=

Time required to
reduce X to Y

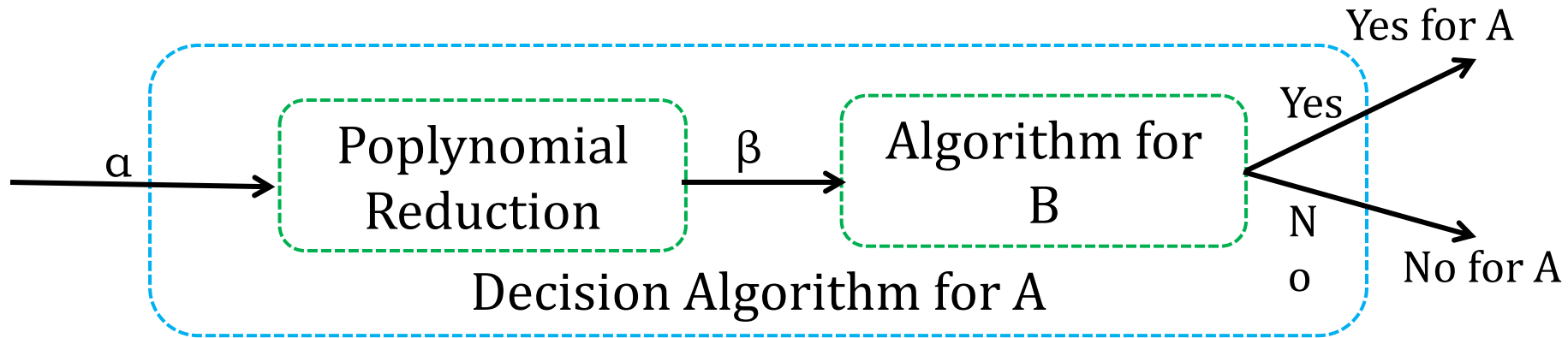
+

Time required
to test Y

Now, X is *Polynomial-time Reducible* to Y,

So, we denote this $X \leq_p Y$

Reducibility relation



A and B are two decision Problems

If decision algorithm for B is polynomial so does A

A is no harder than B

If A hard (e.g. NPC) so does B

Transitive property of Reducibility

X, Y and Z are three problems;

X is *Polynomial-time Reducible* to Y, $X \leq_p Y$ and

Y is *Polynomial-time Reducible* to Z, $Y \leq_p Z$

Now, $X \leq_p Z$; X is *Polynomial-time Reducible* to Z

Computational Relationship

NP-Complete problems are computationally related:

- If any *one* NP-Complete problem can be solved in polynomial time...
- ...then *every* NP-Complete problem can be solved in polynomial time...
- ...and in fact *every* problem in **NP** can be solved in polynomial time (which would show **P = NP**)

P & NP Defination

P = problems that can be solved in polynomial time
(quick solution)

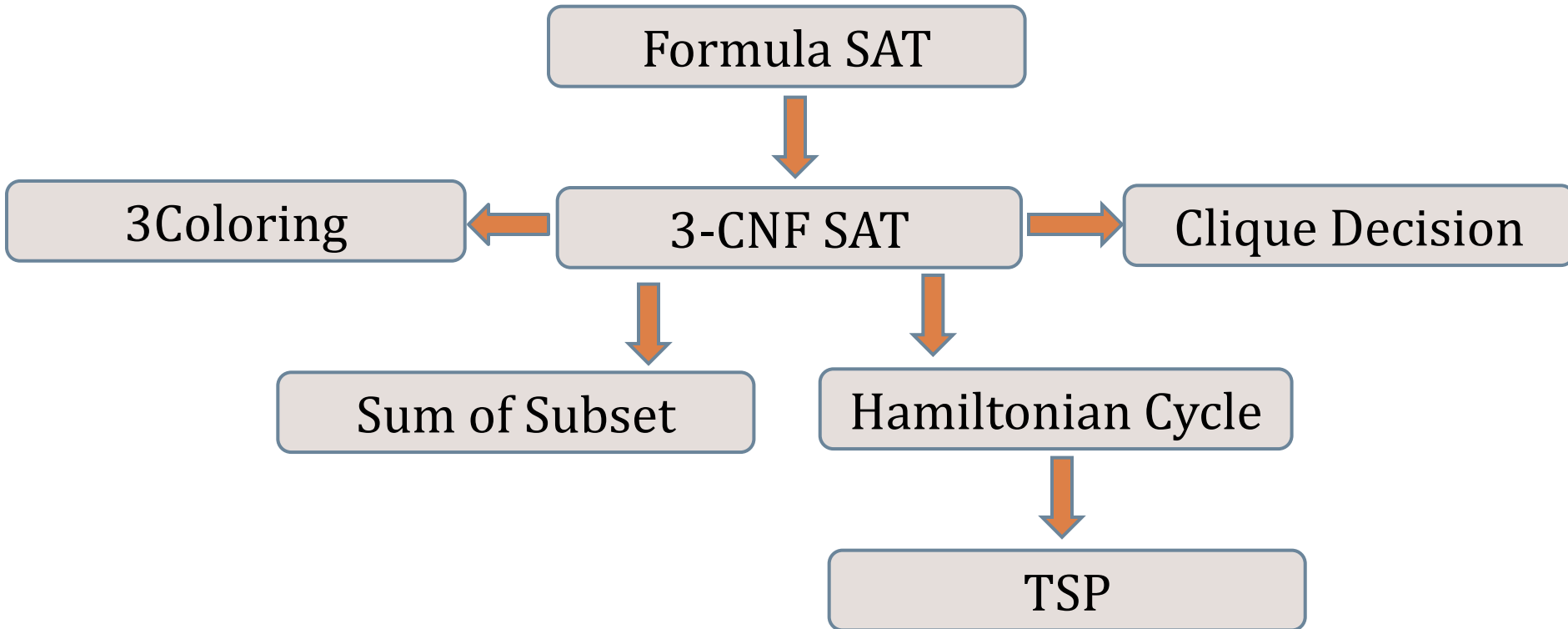
NP = problems for which a solution can be verified
in polynomial time (quick verification)

Unknown whether **P = NP** ? (most suspect not)

NP Complete & NP Hard Definition

NP-Complete	NP-Hard
Problem L is NP Complete, if <ul style="list-style-type: none">➤ $L \in \mathbf{NP}$ and➤ $R \leq_p L \forall R \in \mathbf{NP}$	Problem L is NP Hard if $R \leq_p L \forall R \in \mathbf{NP}$
Problem L is NP Complete, if <ul style="list-style-type: none">➤ $L \in \mathbf{NP}$ and➤ $R \leq_p L$ for any $R \in \mathbf{NPC}$	Problem L is NP Hard if $R \leq_p L \text{ for any } R \in \mathbf{NPC}$

NP-Complete Problems



Maximum Clique Problem

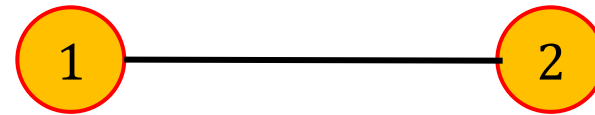
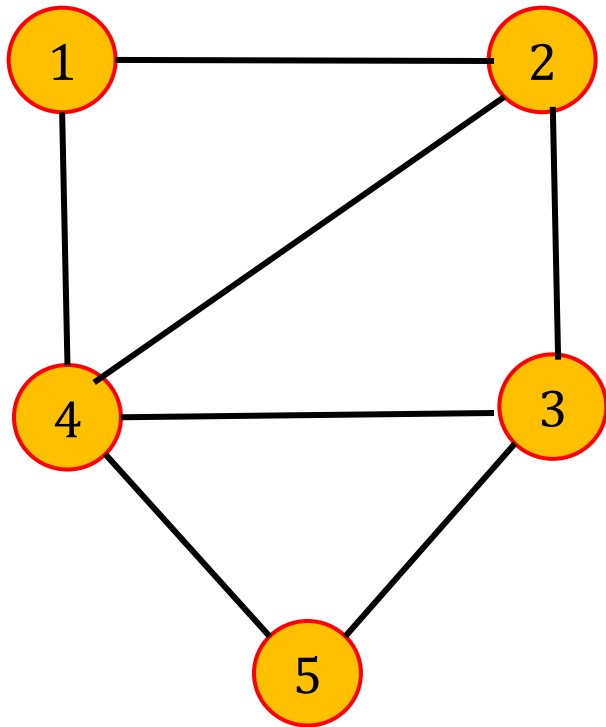
Max clique problem: A complete subgraph of a graph is a clique.

Number of edges in a complete graph, $G=(V,E)$ is

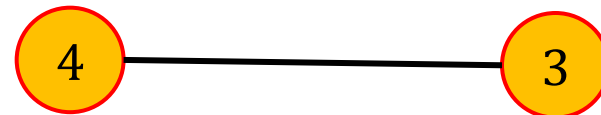
$$|E| = |V| \times |V-1| / 2$$

The maximal clique problem is to determine the size of a largest clique in G .

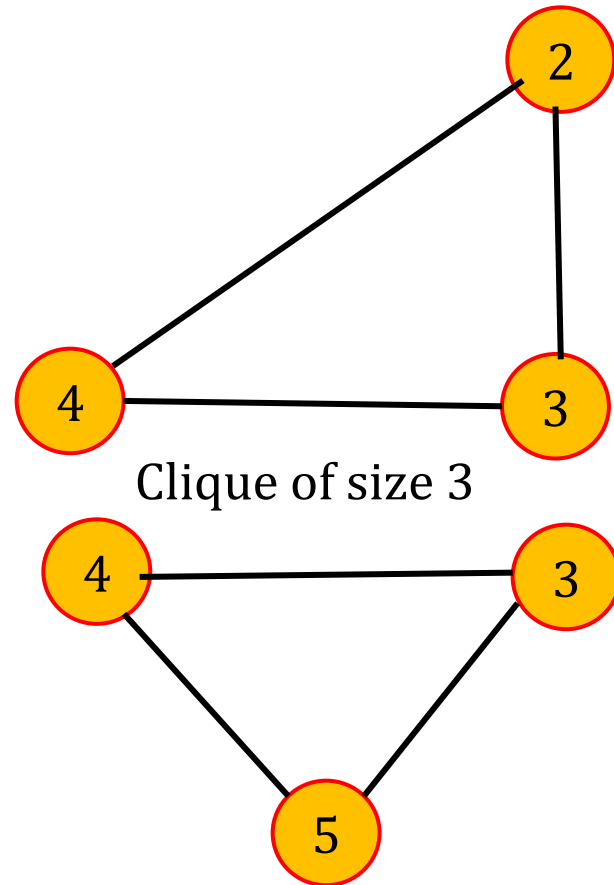
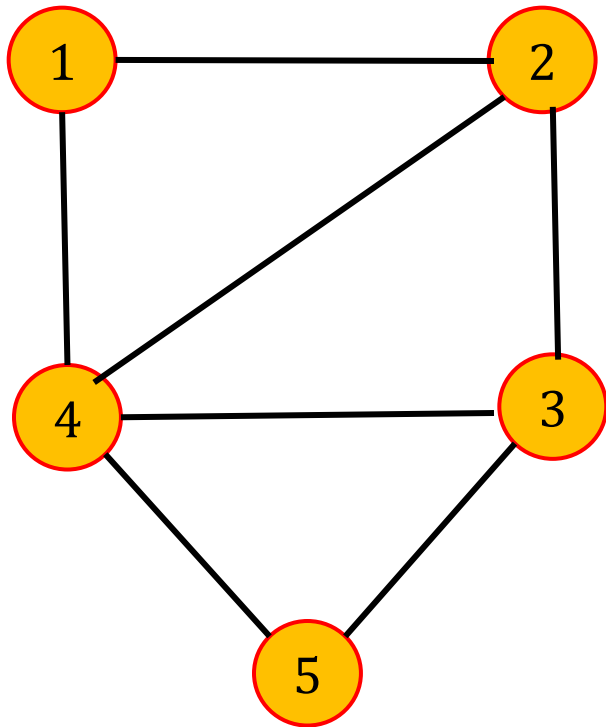
Maximum Clique Problem



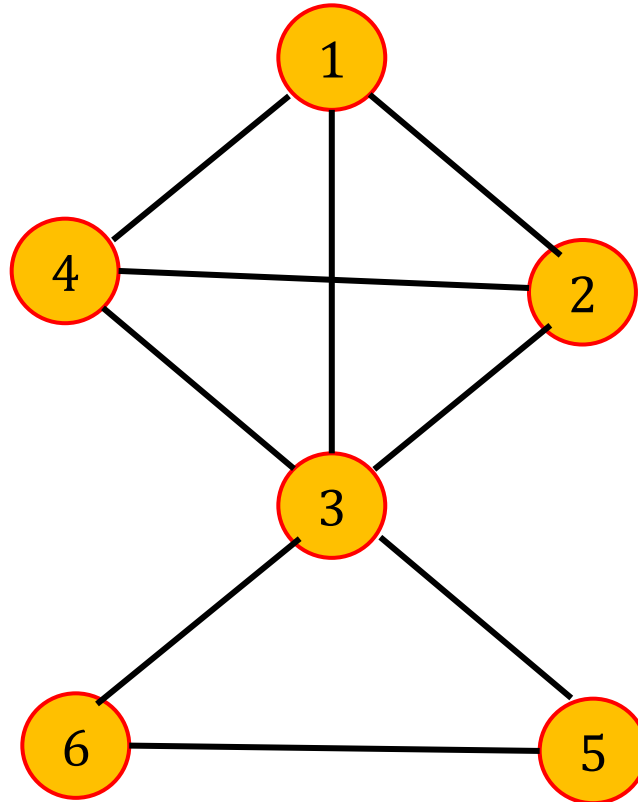
Clique of size 2



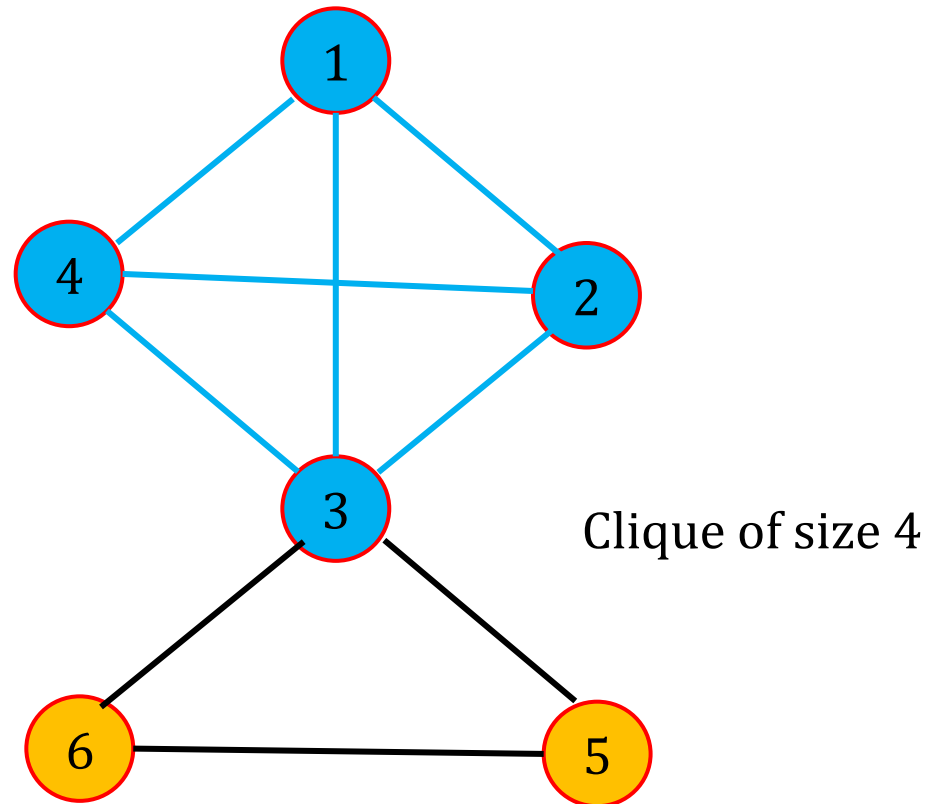
Maximum Clique Problem



Maximum Clique Problem



Maximum Clique Problem



Clique Decision Problem (CDP)

Is there a clique of size 3 in the graph?

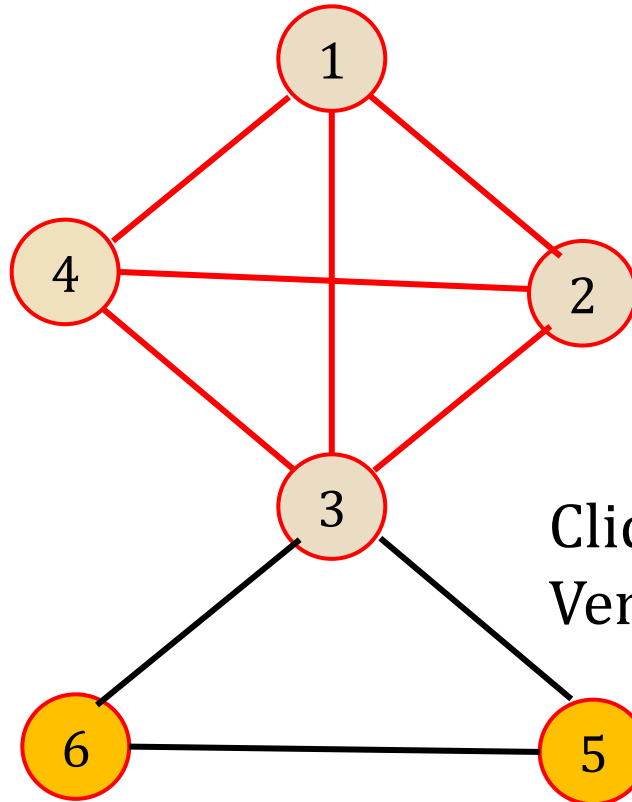
Clique Decision Problem (CDC) is in NP-Complete?

- i. $\text{CDC} \in \mathbf{NP}$ and
- ii. $3\text{-CNF SAT} \leq_p \text{CDC}$

if the formula is satisfiable then the graph has a Clique of size 3.

Verification of CDP

$\text{CDC} \in \text{NP}$

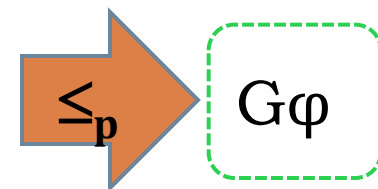


Clique of size 3 (1, 2, 4)
Verified in polynomial time

Clique Decision Problem (CDP)

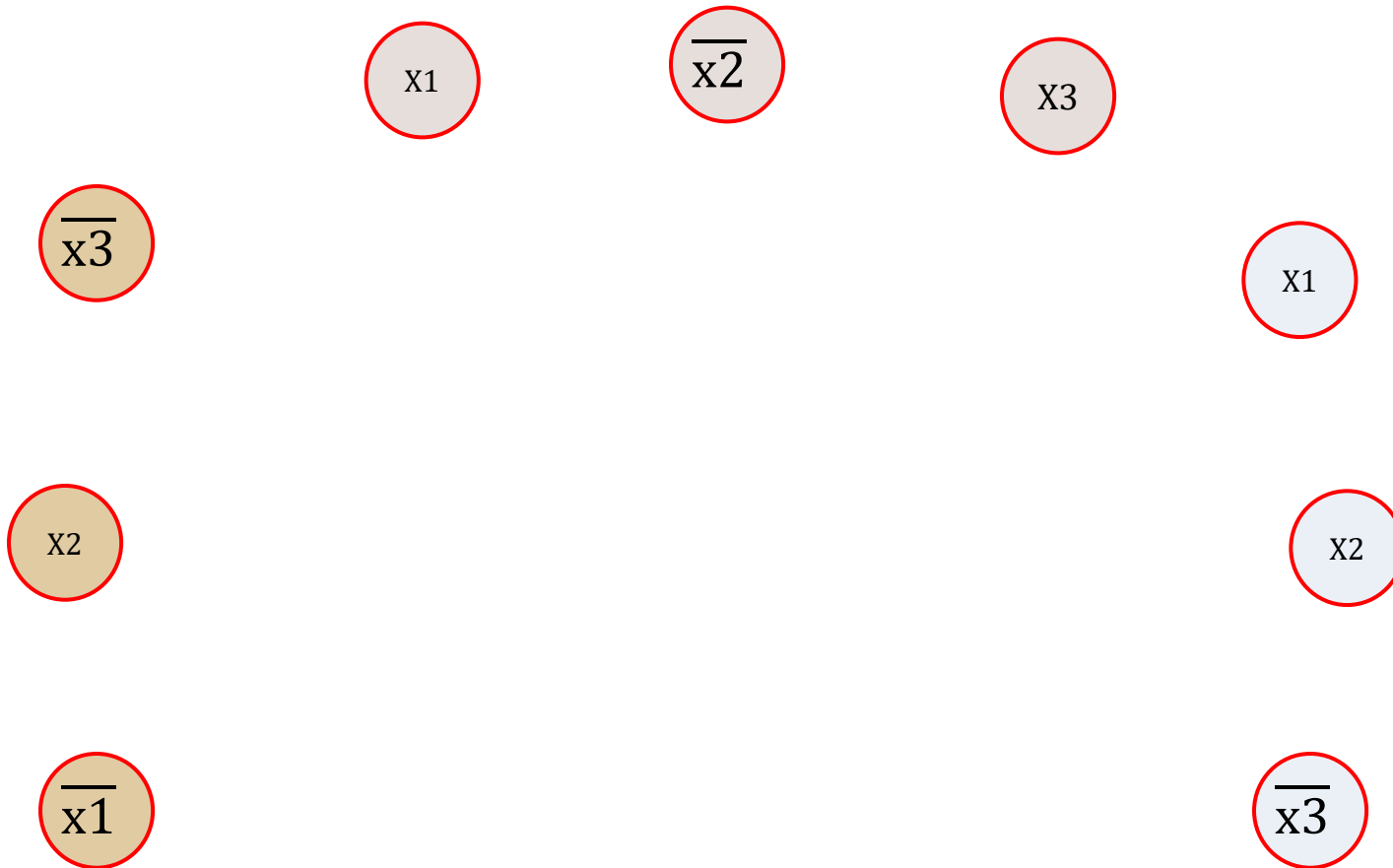
3-CNF SAT \leq_p CDP

$$\varphi = (\underbrace{\bar{x}_1 \vee x_2 \vee \bar{x}_3}_{C_1}) \wedge (\underbrace{x_1 \vee \bar{x}_2 \vee x_3}_{C_2}) \wedge (\underbrace{x_1 \vee x_2 \vee \bar{x}_3}_{C_3})$$



The formula is satisfiable iff the graph $G\varphi$ has a Clique of size 3.

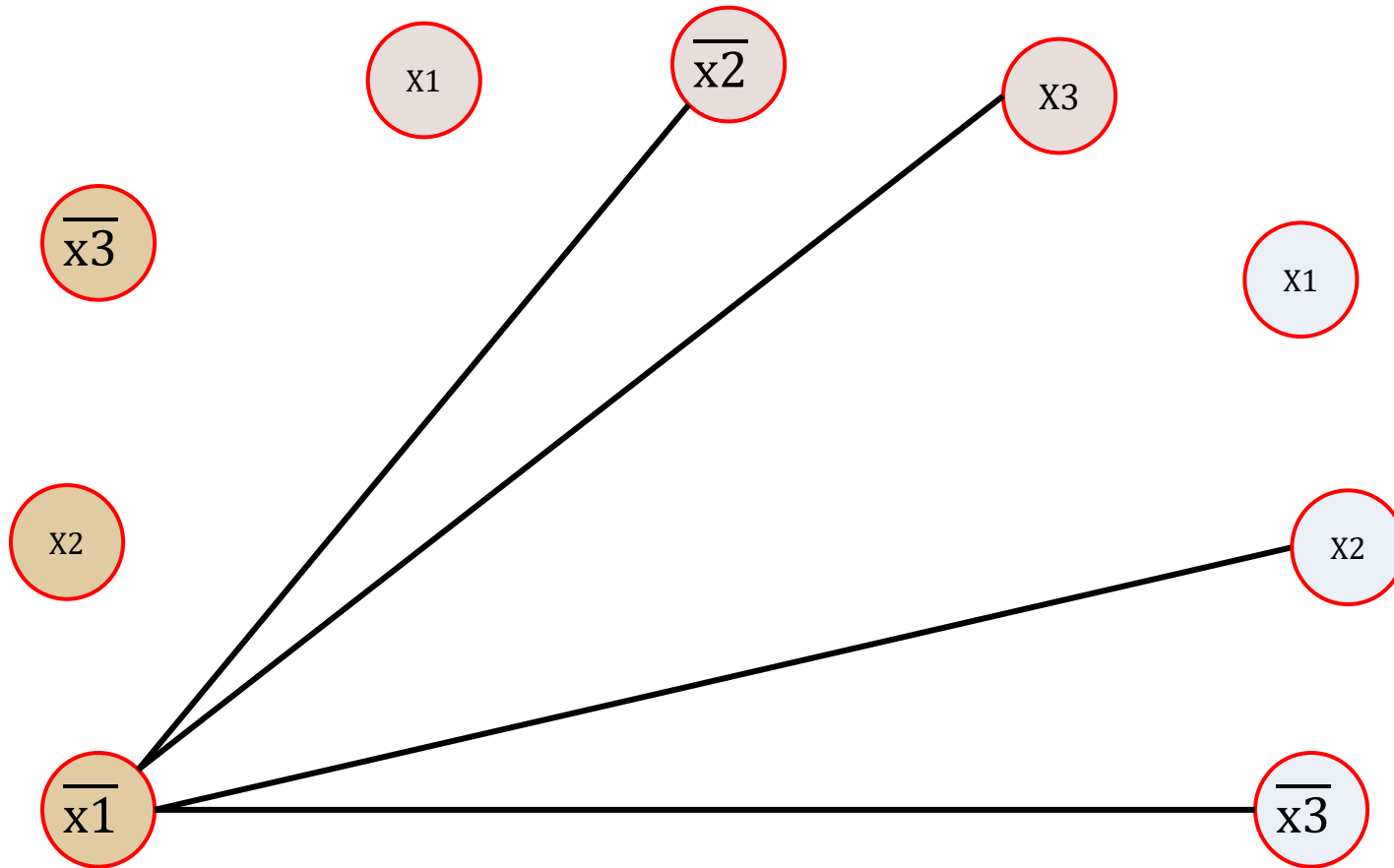
$$\varphi = (\overline{x1} \vee_{C1} x2 \vee_{C2} \overline{x3}) \wedge (x1 \vee_{C3} \overline{x2} \vee x3) \wedge (x1 \vee x2 \vee \overline{x3})$$



$$V = \{ \langle a, i \rangle \mid a \in C_i \}$$

$$E = \{ \langle a, i \rangle \langle b, j \rangle \mid b \neq \overline{a}, i \neq j \}$$

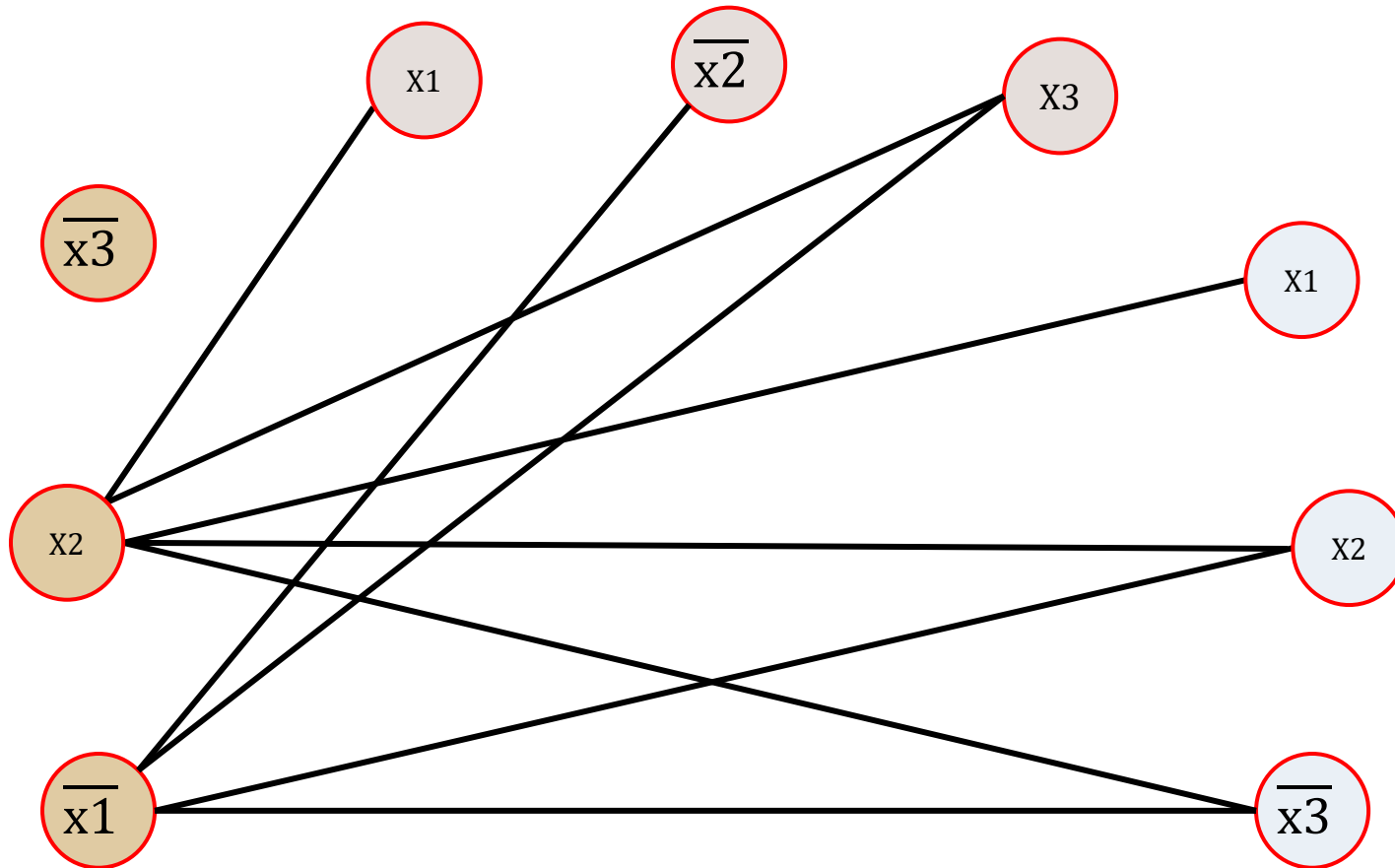
$$\varphi = (\overline{x1} \vee_{C1} x2 \vee_{C2} \overline{x3}) \wedge (x1 \vee_{C3} \overline{x2} \vee x3) \wedge (x1 \vee x2 \vee \overline{x3})$$



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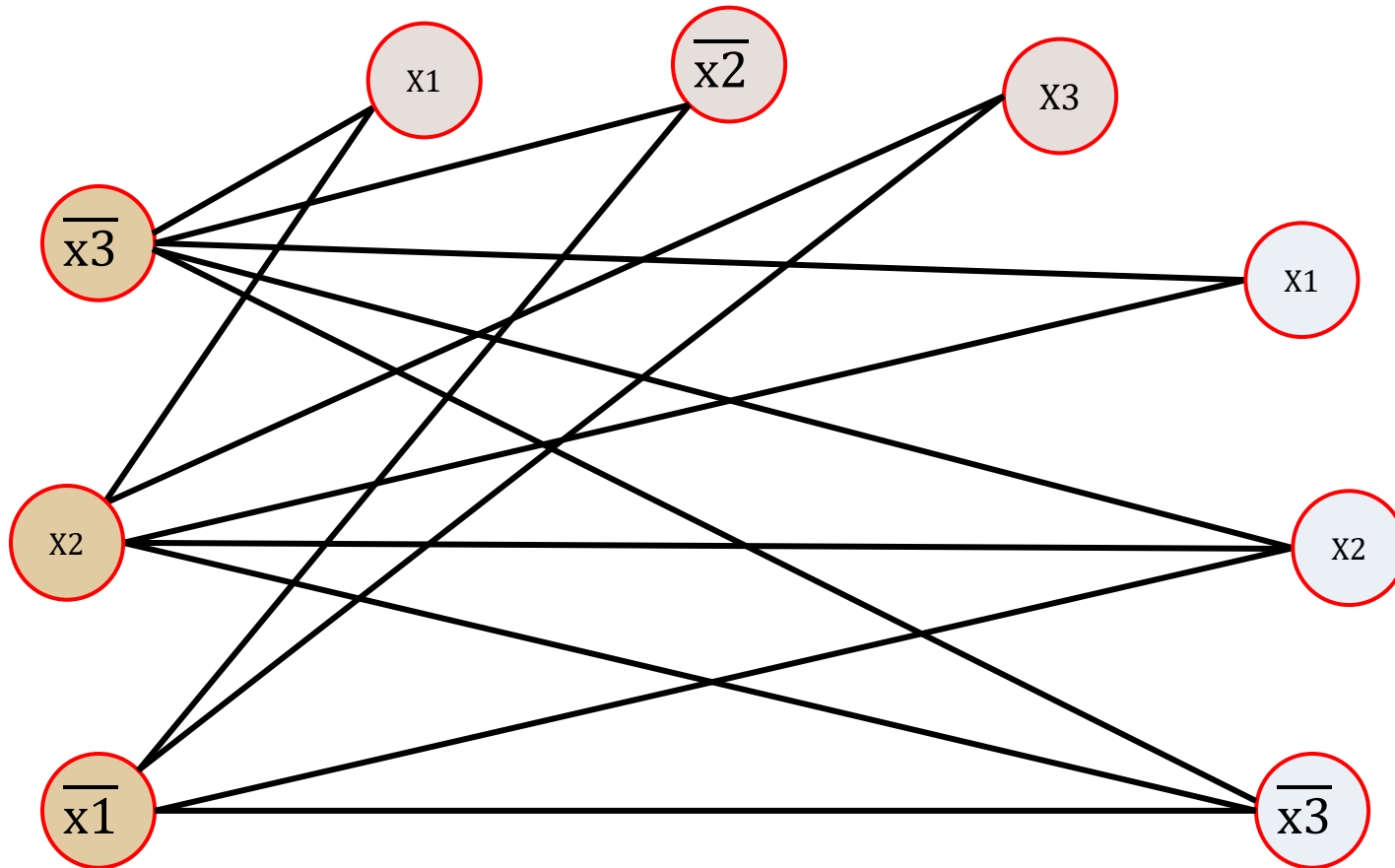
$$\varphi = (\overline{x1} \vee_{C1} x2 \vee_{C2} \overline{x3}) \wedge (x1 \vee_{C3} \overline{x2} \vee x3) \wedge (x1 \vee x2 \vee \overline{x3})$$



$$V = \{ \langle a, i \rangle \mid a \in C_i \}$$

$$E = \{ \langle \langle a, i \rangle, \langle b, j \rangle \rangle \mid b \neq \overline{a}, i \neq j \}$$

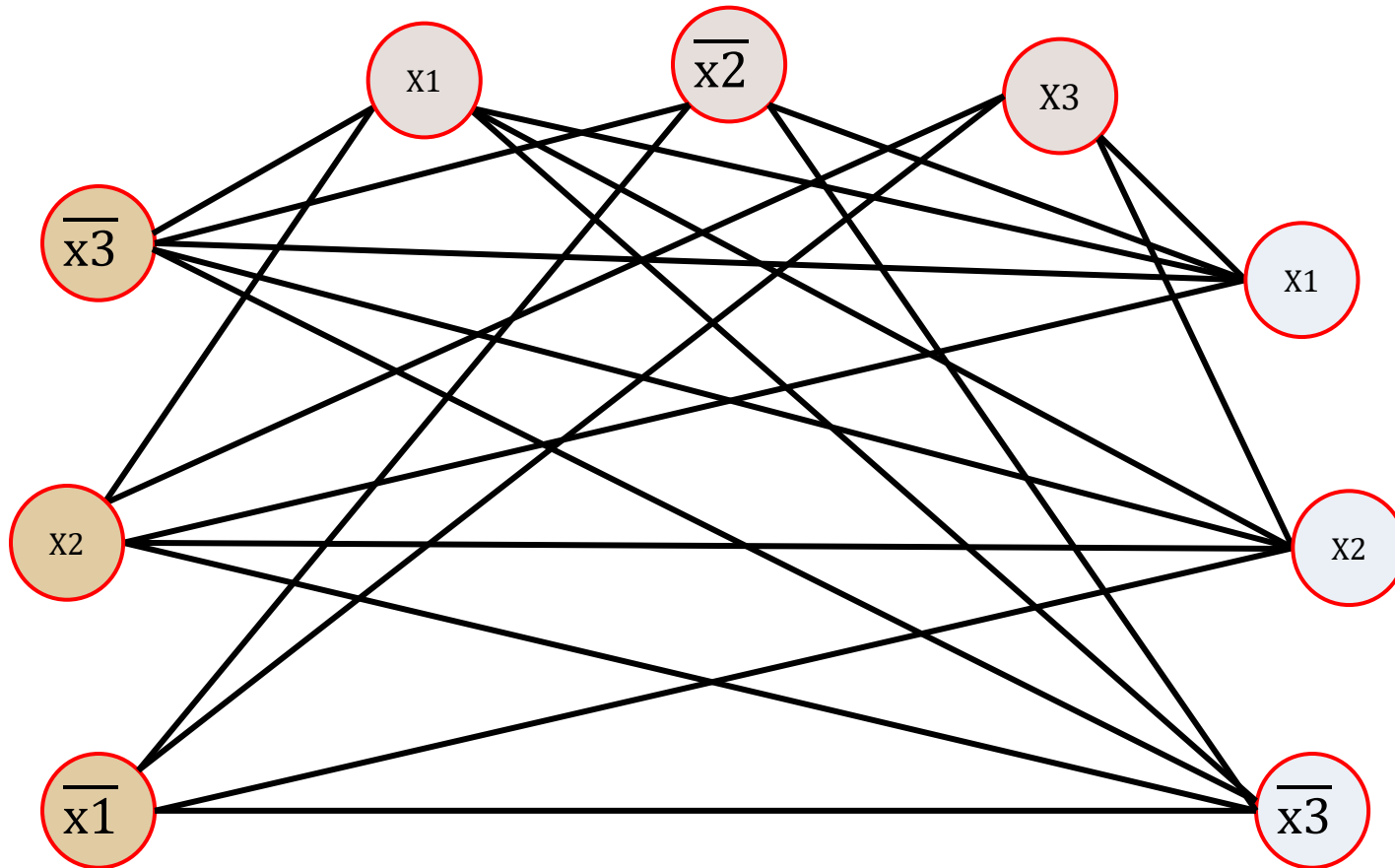
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$$V = \{ \langle a, i \rangle \mid a \in C_i \}$$

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$$\varphi = (\overline{x1} \vee_{C1} x2 \vee_{C2} \overline{x3}) \wedge (x1 \vee_{C3} \overline{x2} \vee x3) \wedge (x1 \vee x2 \vee \overline{x3})$$



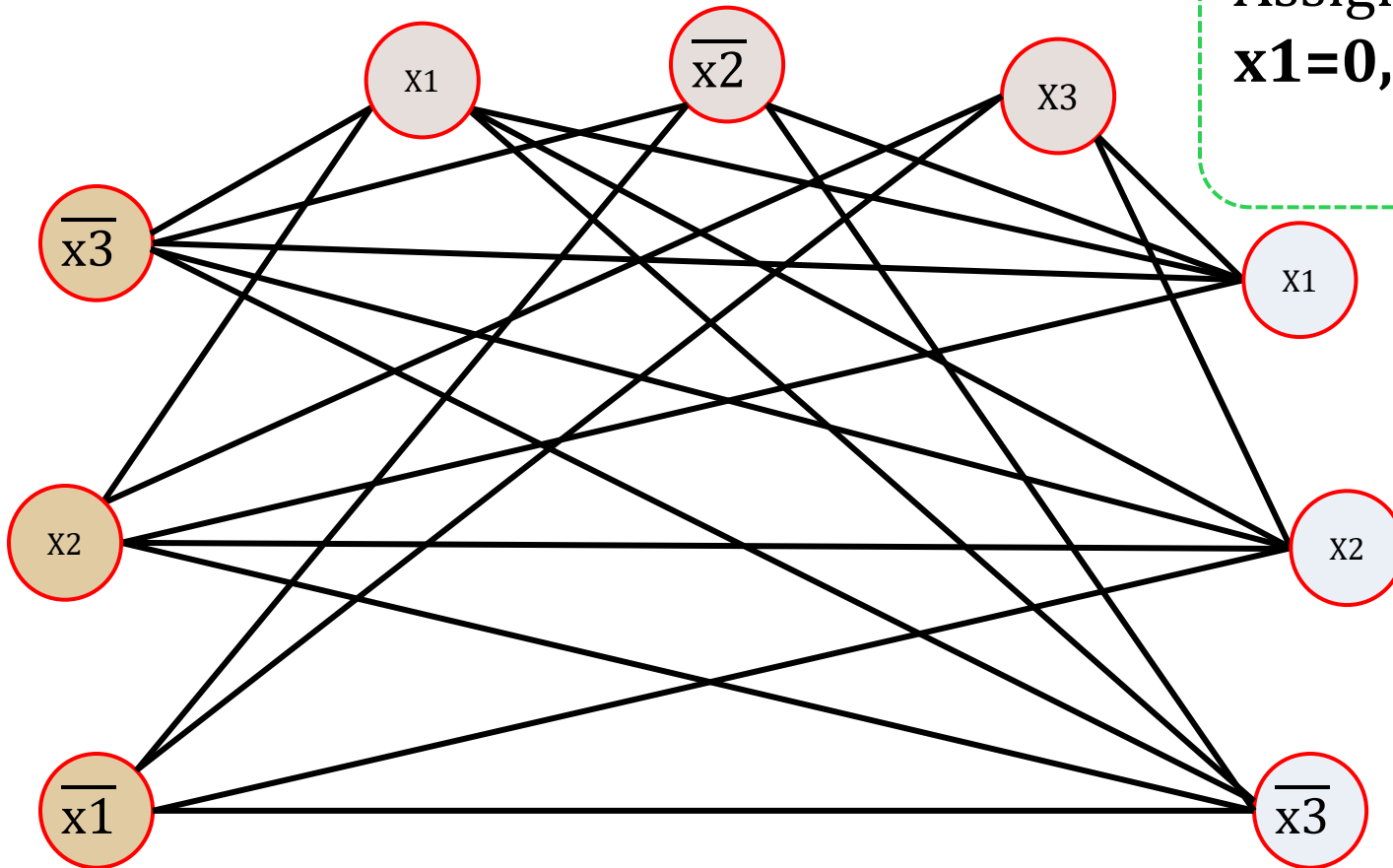
$$V = \{ \langle a, i \rangle \mid a \in C_i \}$$

$$E = \{ \langle a, i \rangle \langle b, j \rangle \mid b \neq \overline{a}, i \neq j \}$$

$$\varphi = (\overline{x_1} \vee x_2 \vee \overline{x_3}) \wedge (x_1 \vee \overline{x_2} \vee x_3) \wedge (x_1 \vee x_2 \vee \overline{x_3})$$

C1C2 C3

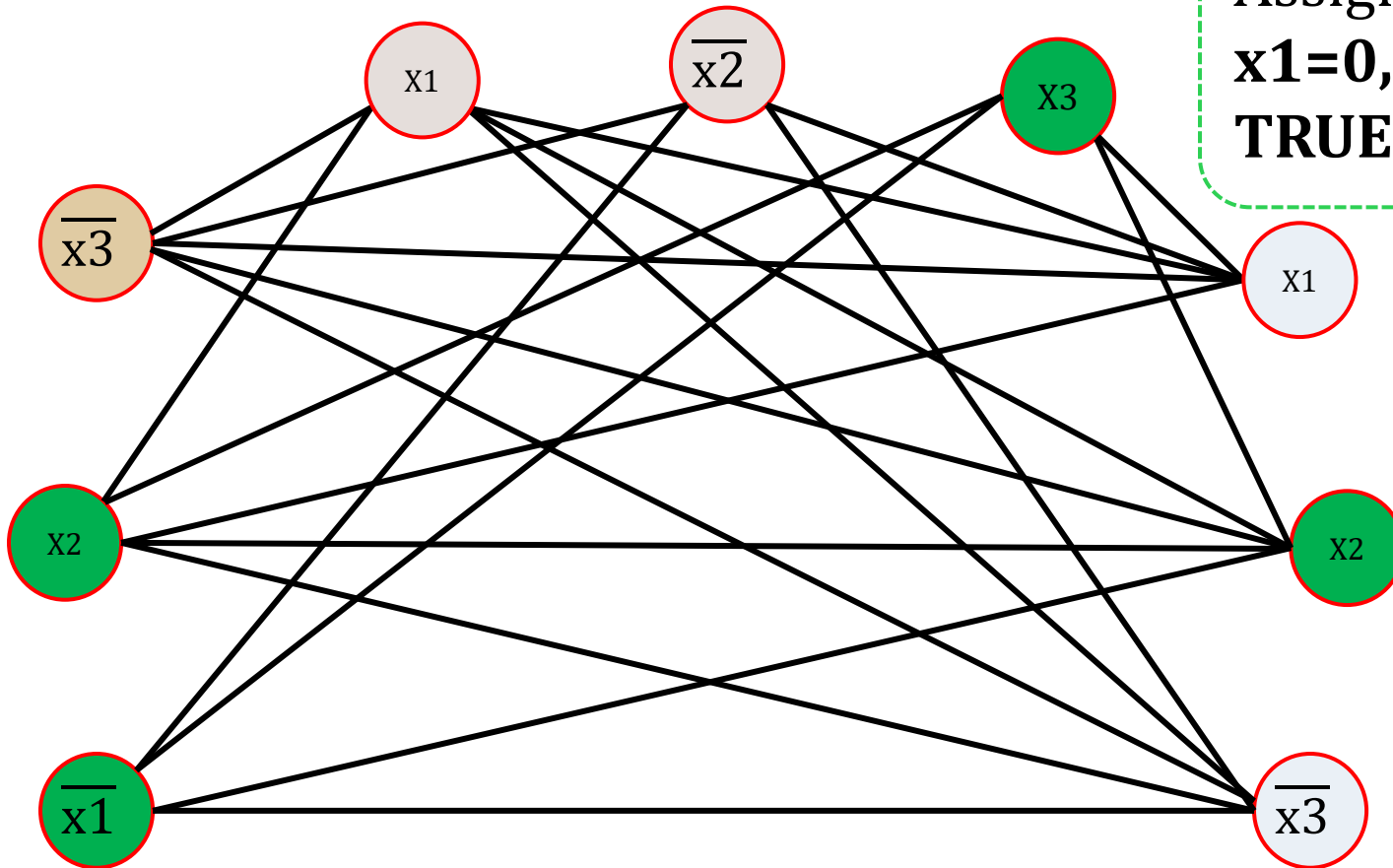
Assignment:
 $x_1=0, x_2=1, x_3=1$



$$\varphi = (\overline{x_1} \vee x_2 \vee \overline{x_3}) \wedge (x_1 \vee \overline{x_2} \vee x_3) \wedge (x_1 \vee x_2 \vee \overline{x_3})$$

C1 C2 C3

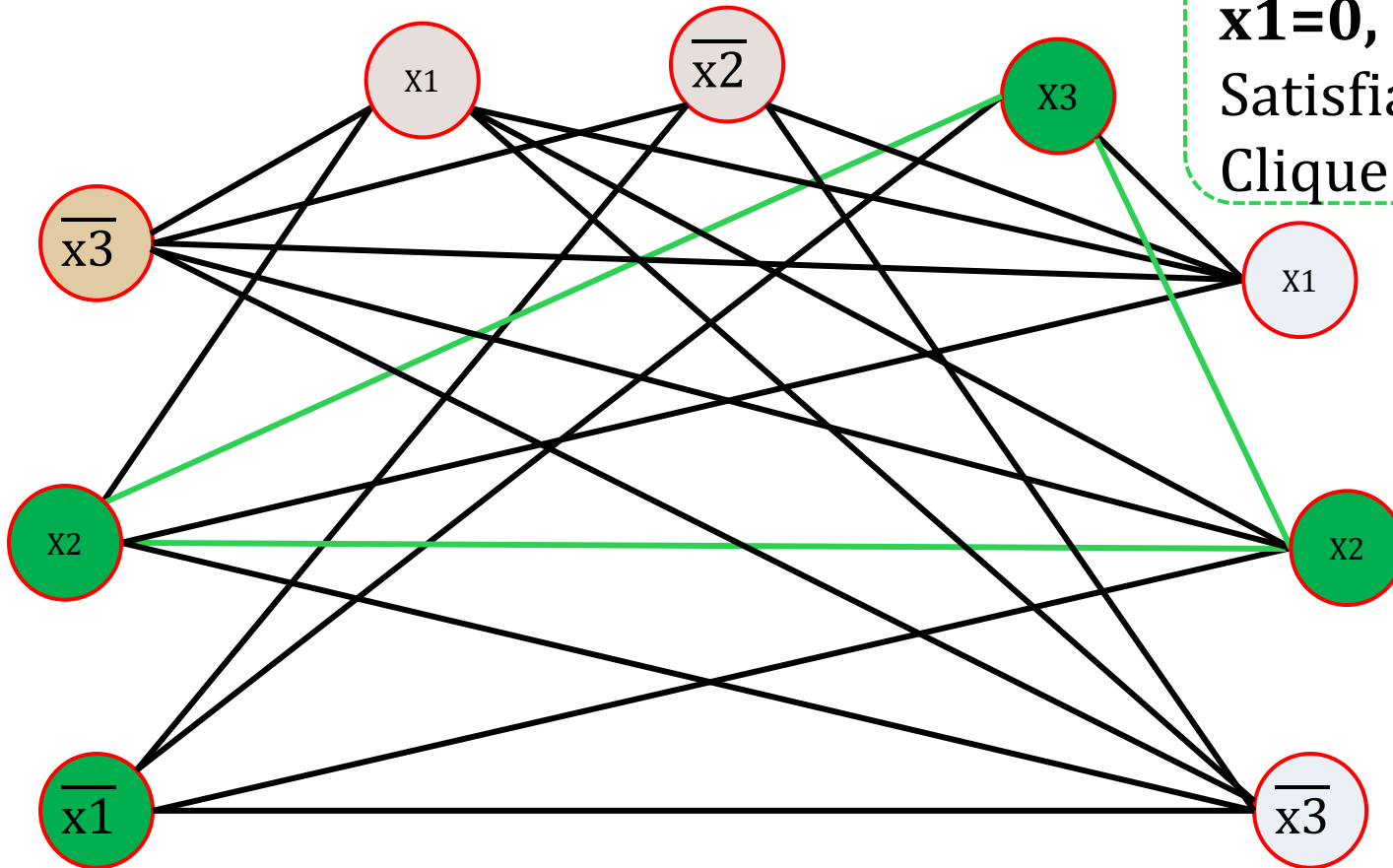
Assignment:
 $x_1=0, x_2=1, x_3=1$
TRUE



$$\varphi = (\overline{x_1} \vee x_2 \vee \overline{x_3}) \wedge (x_1 \vee \overline{x_2} \vee x_3) \wedge (x_1 \vee x_2 \vee \overline{x_3})$$

C1C2 C3

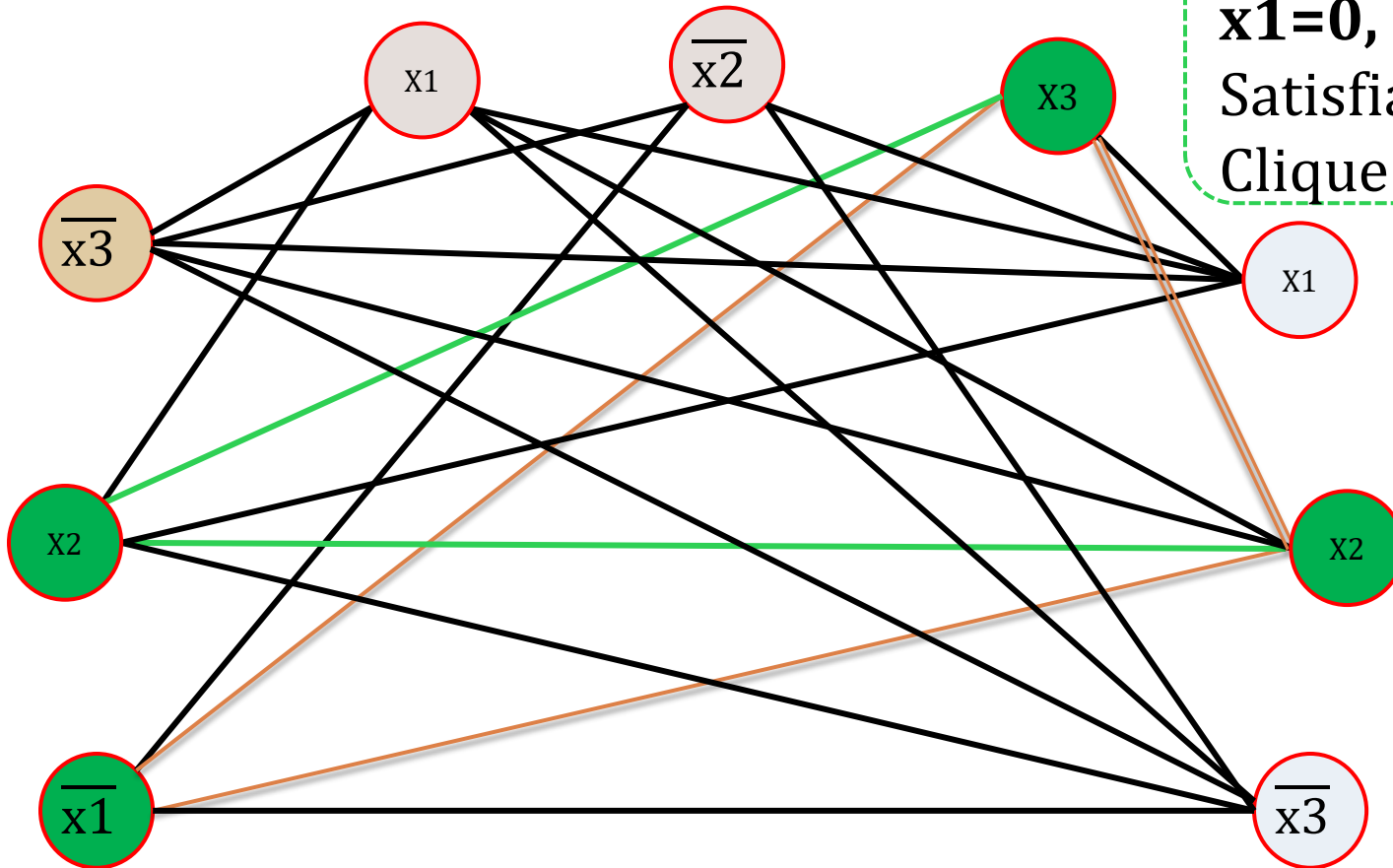
Assignment:
 $x_1=0, x_2=1, x_3=1$
 Satisfiable
 Clique of size 3



$$\varphi = (\overline{x_1} \vee x_2 \vee \overline{x_3}) \wedge (x_1 \vee \overline{x_2} \vee x_3) \wedge (x_1 \vee x_2 \vee \overline{x_3})$$

C1C2 C3

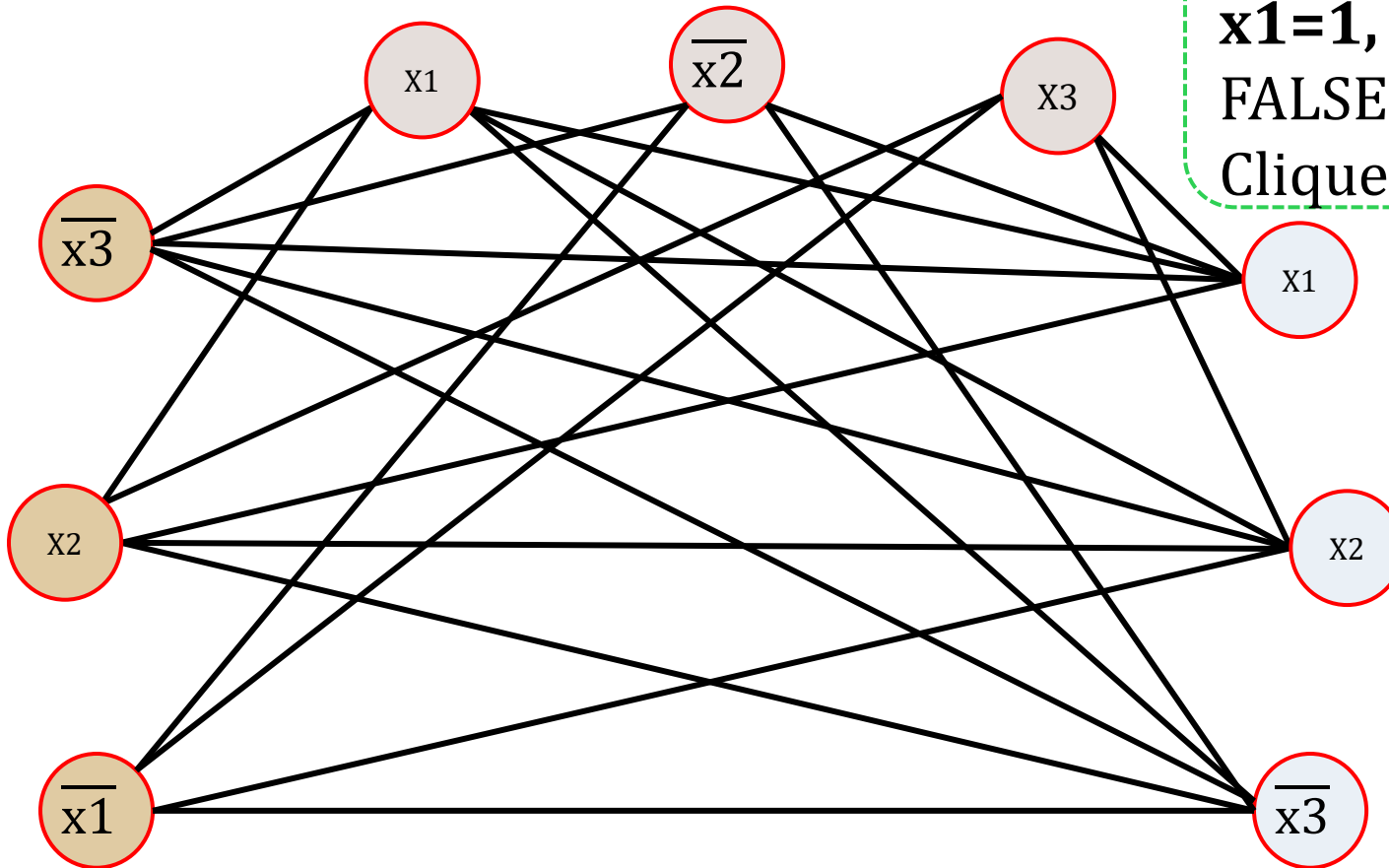
Assignment:
 $x_1=0, x_2=1, x_3=1$
 Satisfiable
 Clique of size 3



$$\varphi = (\overline{x_1} \vee x_2 \vee \overline{x_3}) \wedge (x_1 \vee \overline{x_2} \vee x_3) \wedge (x_1 \vee x_2 \vee \overline{x_3})$$

C1C2 C3

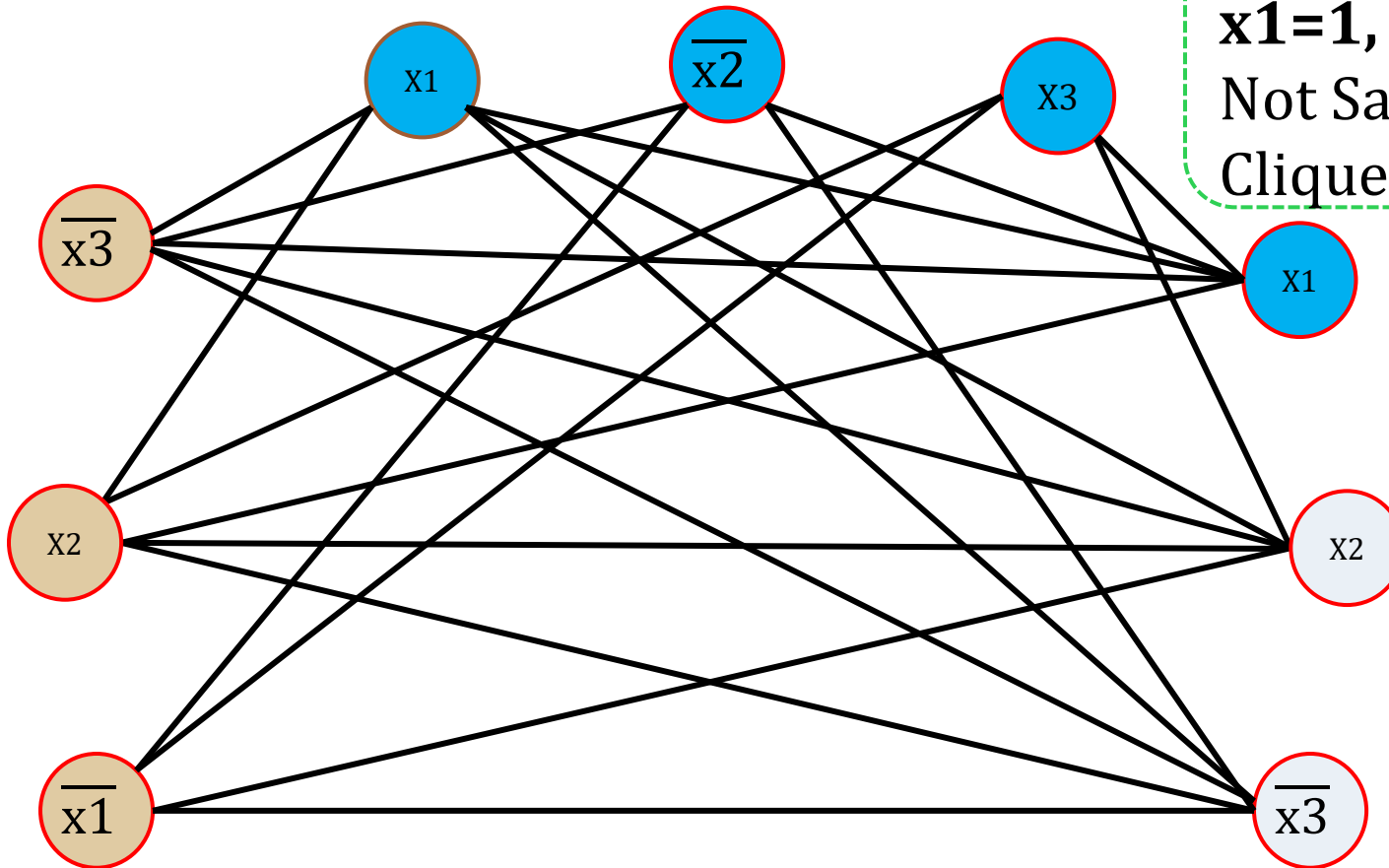
Assignment:
 $x_1=1, x_2=0, x_3=1$
 FALSE
 Clique of size 3 ?



$$\varphi = (\overline{x_1} \vee x_2 \vee \overline{x_3}) \wedge (x_1 \vee \overline{x_2} \vee x_3) \wedge (x_1 \vee x_2 \vee \overline{x_3})$$

C1C2 C3

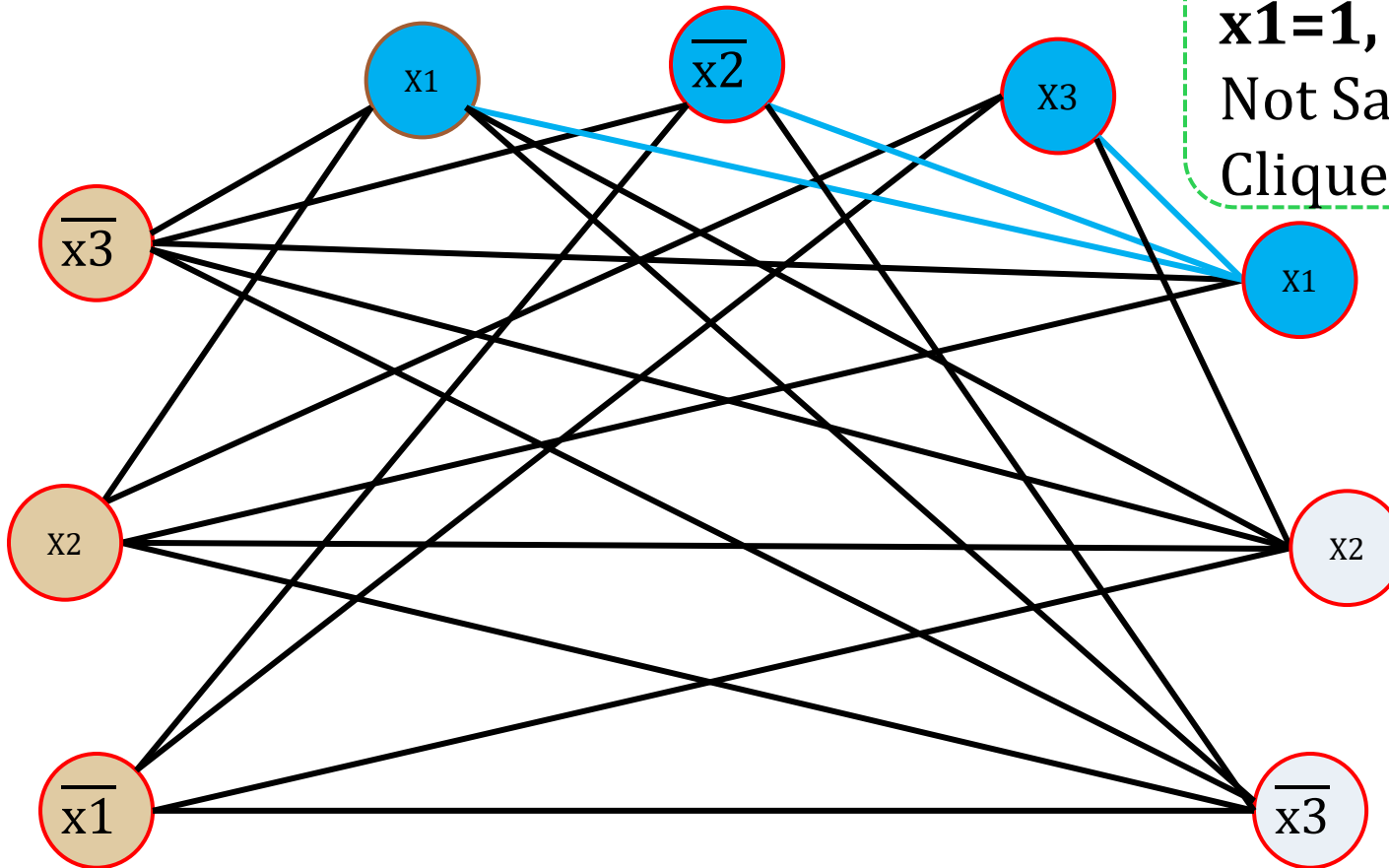
Assignment:
 $x_1=1, x_2=0, x_3=1$
 Not Satisfiable
 Clique of size 3 ?



$$\varphi = (\overline{x_1} \vee x_2 \vee \overline{x_3}) \wedge (x_1 \vee \overline{x_2} \vee x_3) \wedge (x_1 \vee x_2 \vee \overline{x_3})$$

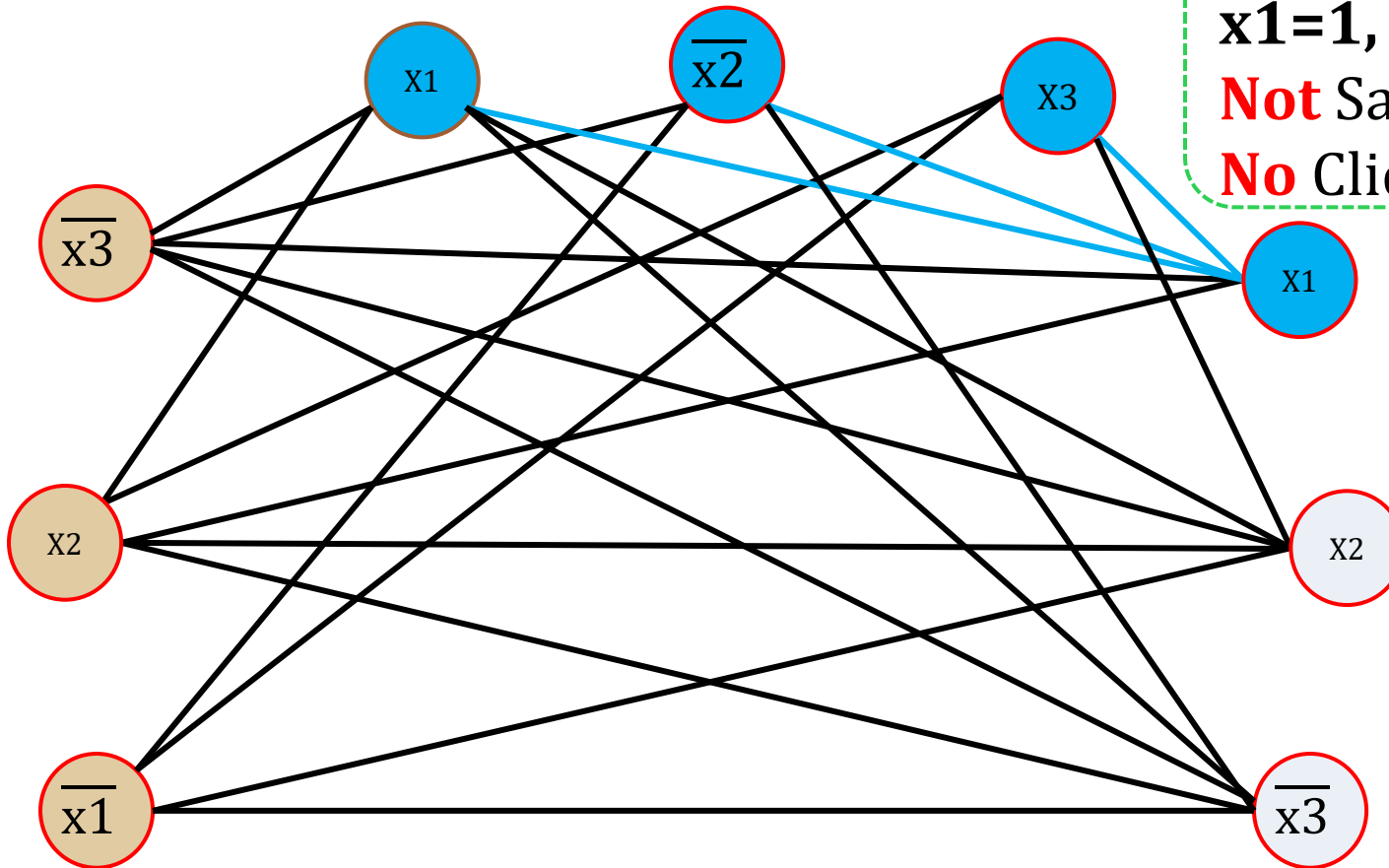
C1C2 C3

Assignment:
 $x_1=1, x_2=0, x_3=1$
 Not Satisfiable
 Clique of size 3 ?



$$\varphi = (\overline{x_1} \vee x_2 \vee \overline{x_3}) \wedge (x_1 \vee \overline{x_2} \vee x_3) \wedge (x_1 \vee x_2 \vee \overline{x_3})$$

$C1C2$
 $C3$



Assignment:

x1=1, x2=0, x3=1

Not Satisfiable

No Clique of size 3

Hamiltonian Cycle

Given a directed graph $G = (V, E)$, we say that a cycle C in G is a Hamiltonian cycle if it visits each vertex exactly once. Find C in G .

Hamiltonian Cycle Problem: Given a G , does it contain a Hamiltonian cycle?

Hamiltonian Cycle

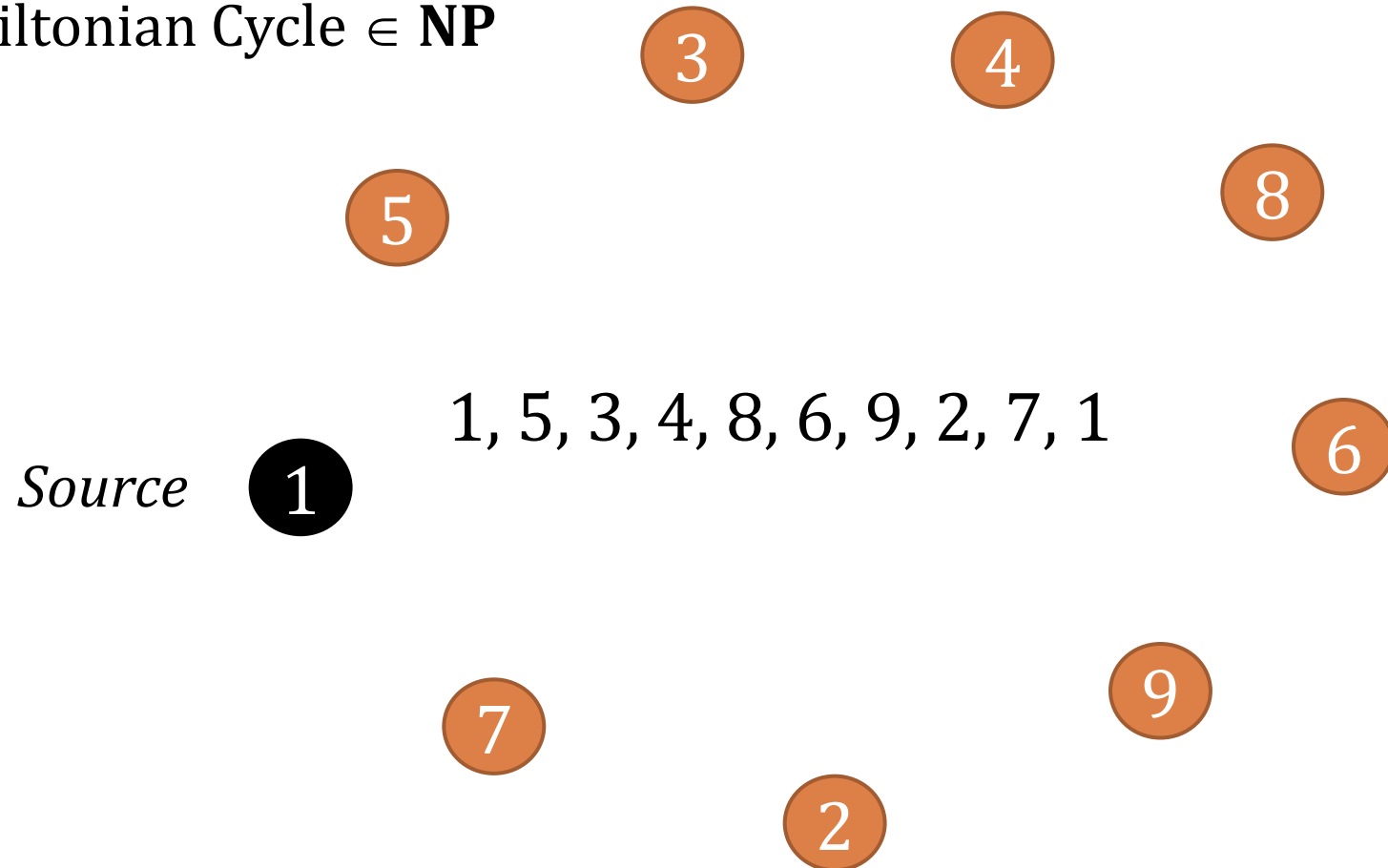
Hamiltonian Cycle is in NP-Complete ?

- Hamiltonian Cycle $\in \mathbf{NP}$ and
- 3-CNF SAT \leq_p Hamiltonian Cycle

if the formula is satisfiable then the graph has a Hamiltonian Cycle

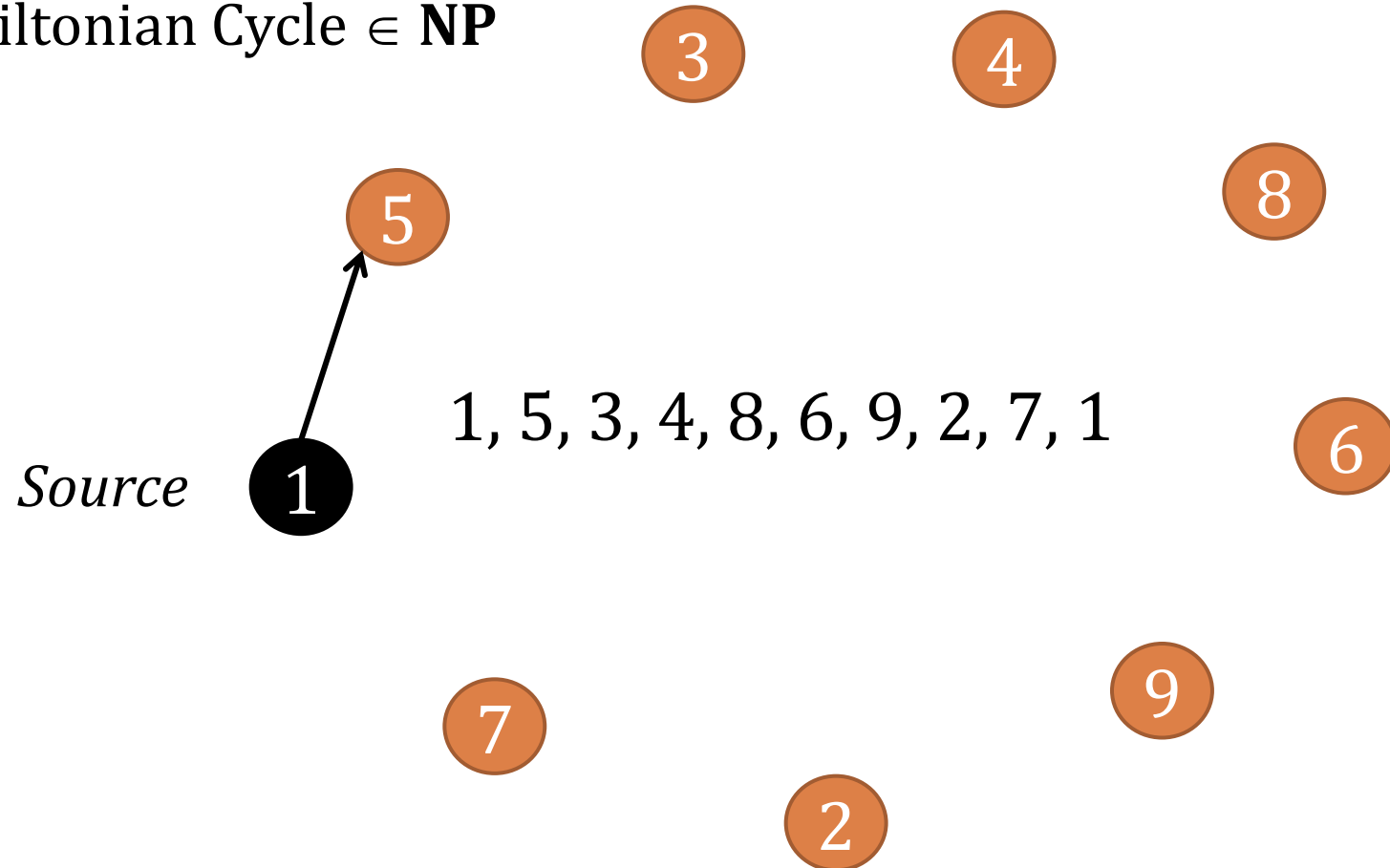
Verification of Hamiltonian Cycle

Hamiltonian Cycle $\in \mathbf{NP}$



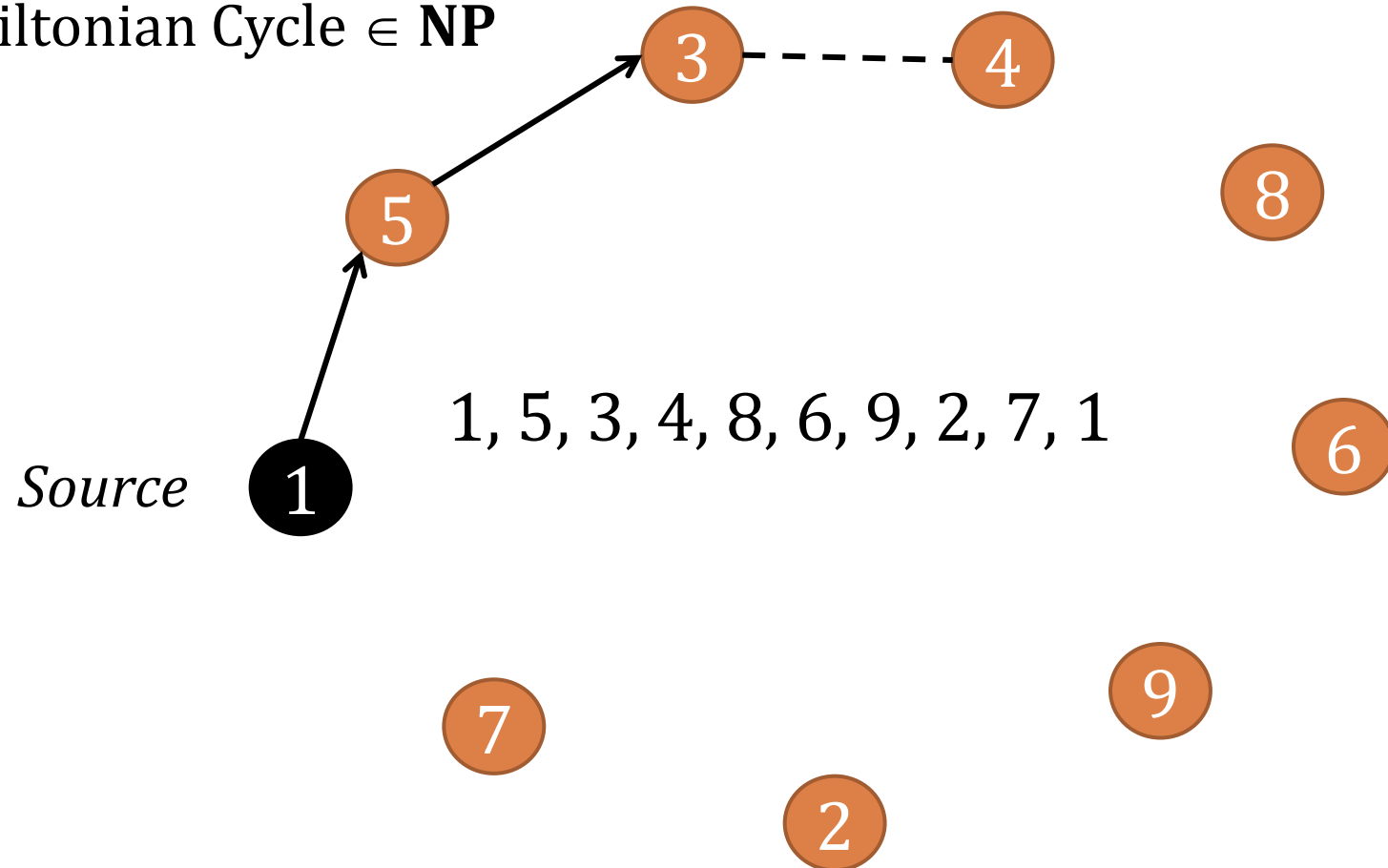
Verification of Hamiltonian Cycle

Hamiltonian Cycle \in NP



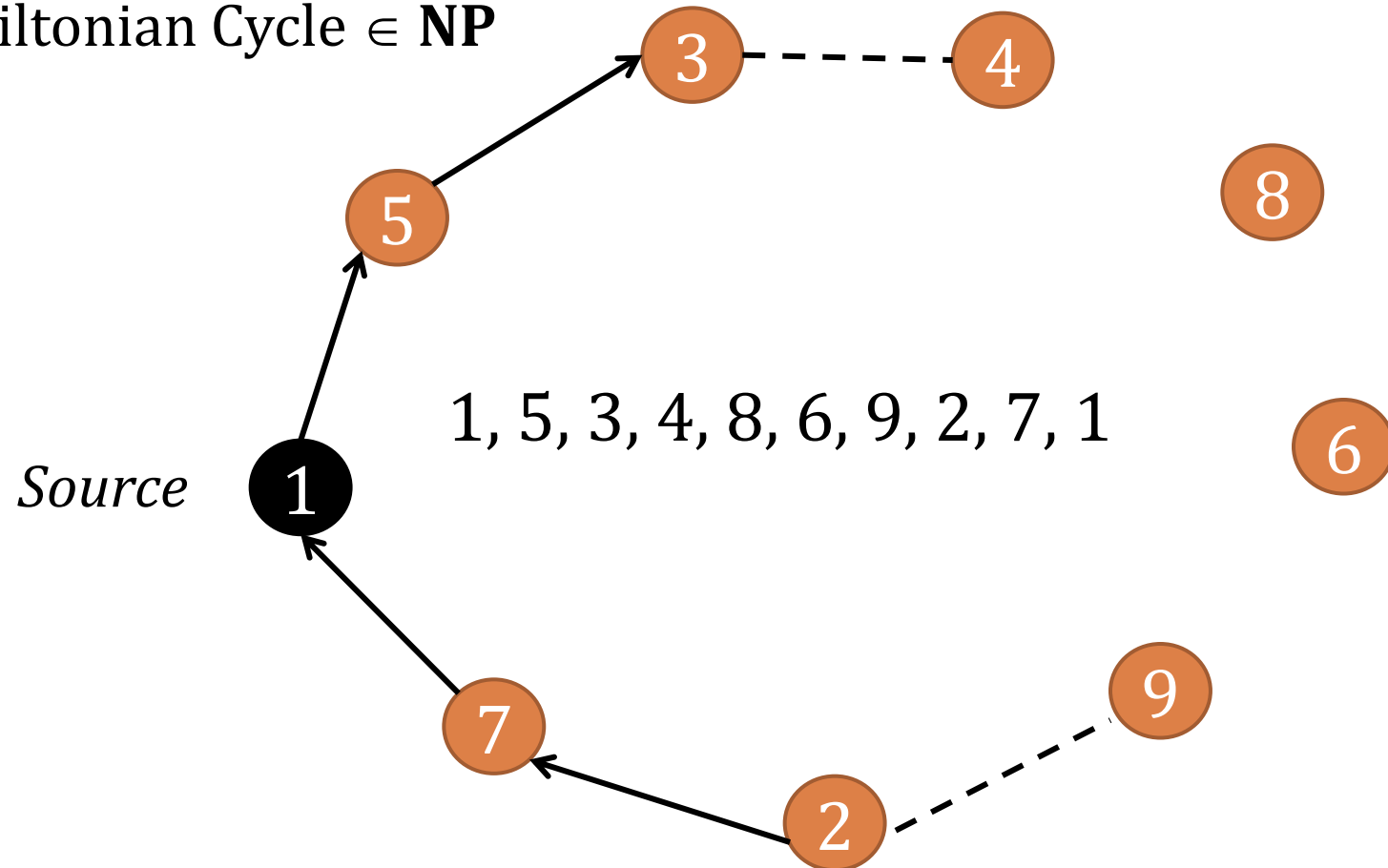
Verification of Hamiltonian Cycle

Hamiltonian Cycle $\in \mathbf{NP}$



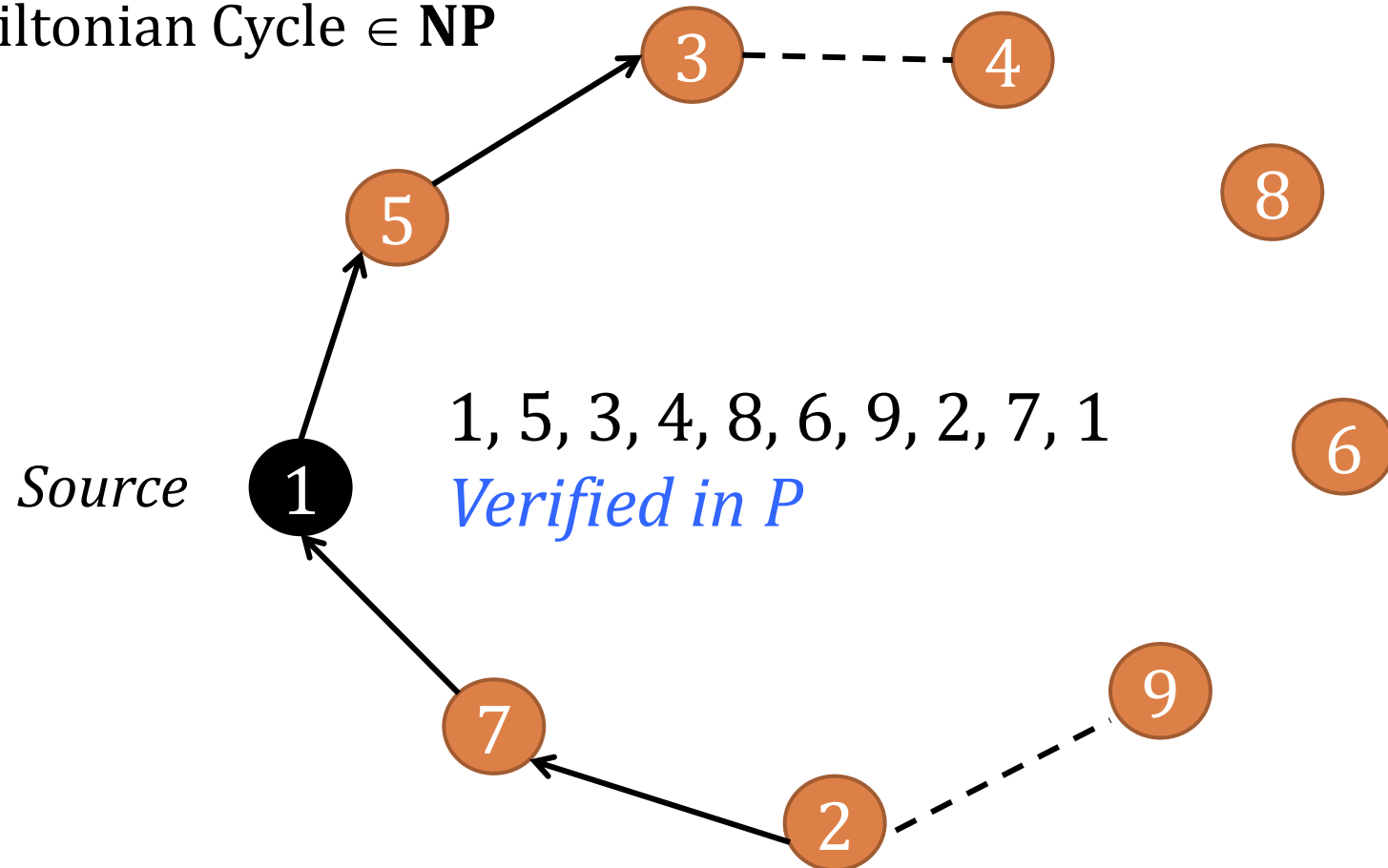
Verification of Hamiltonian Cycle

Hamiltonian Cycle $\in \mathbf{NP}$

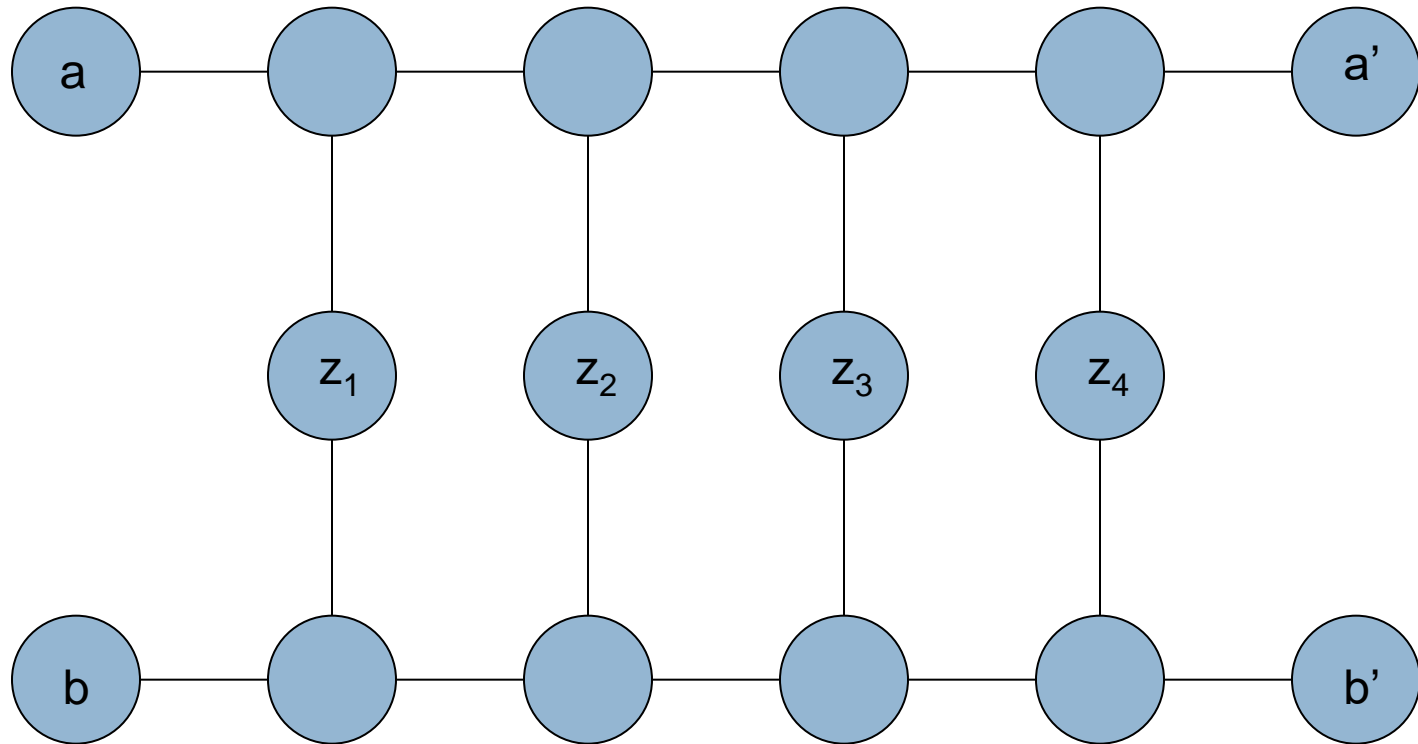


Verification of Hamiltonian Cycle

Hamiltonian Cycle $\in \mathbf{NP}$

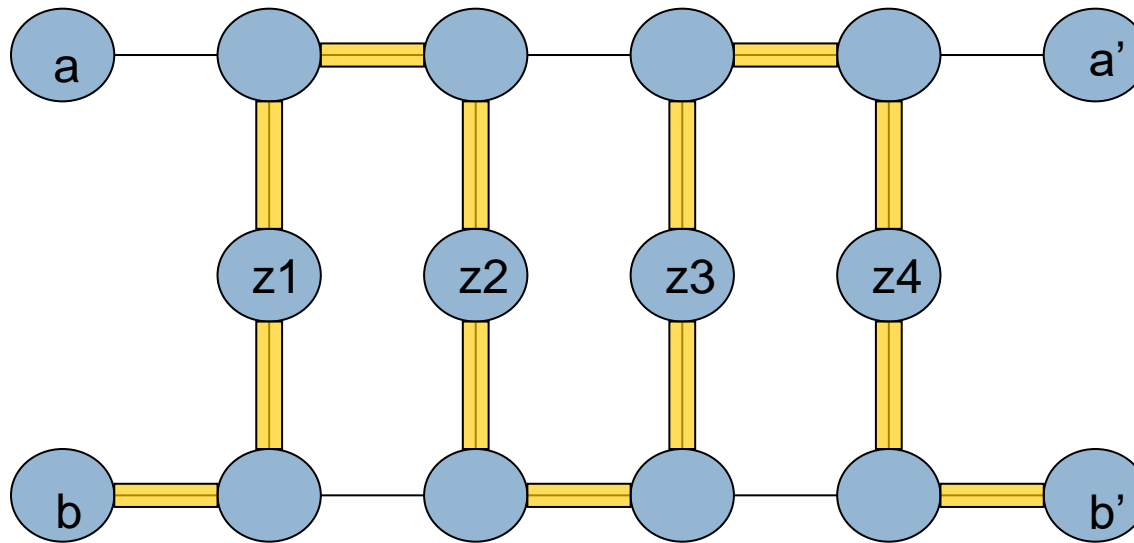


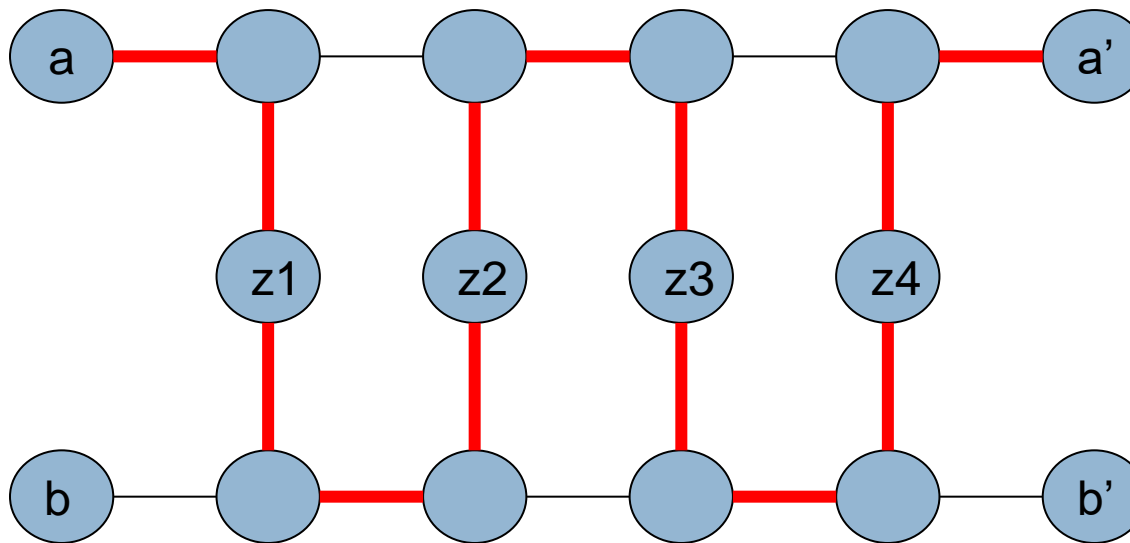
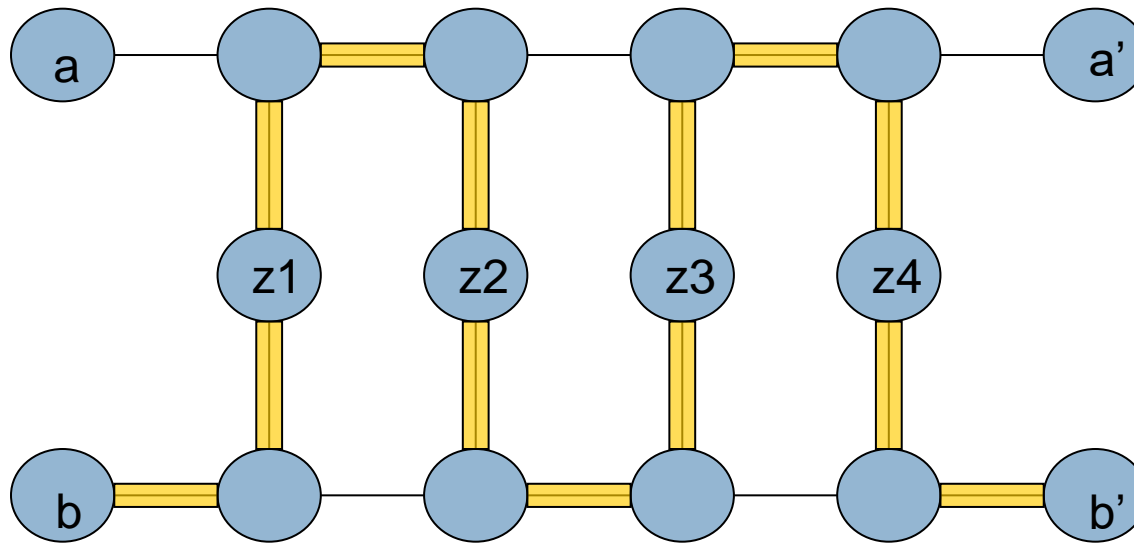
A Widget



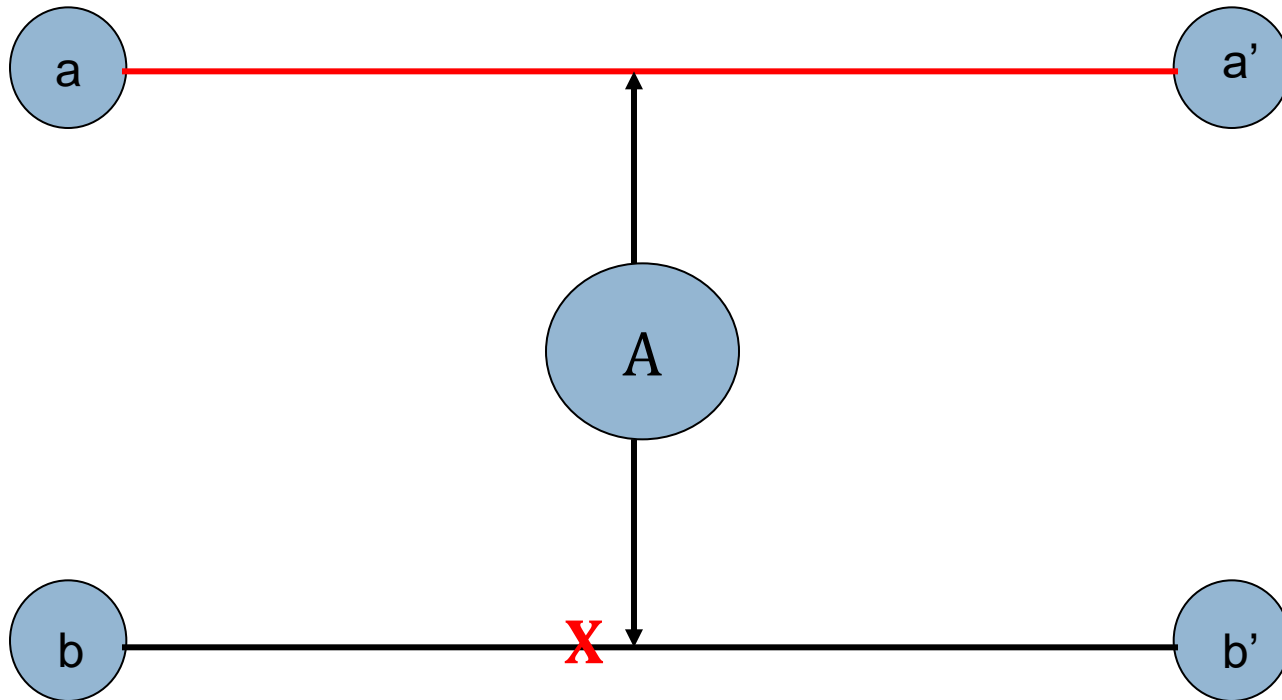
A widget is part of a graph.

Contd...

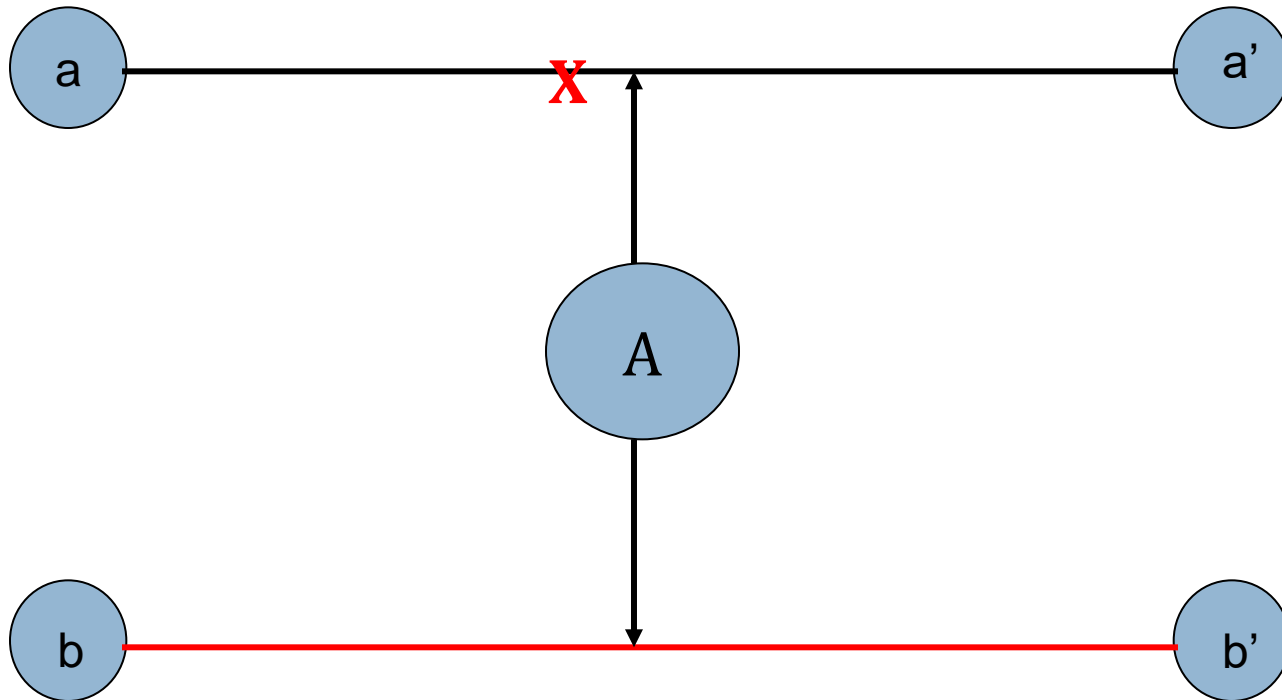




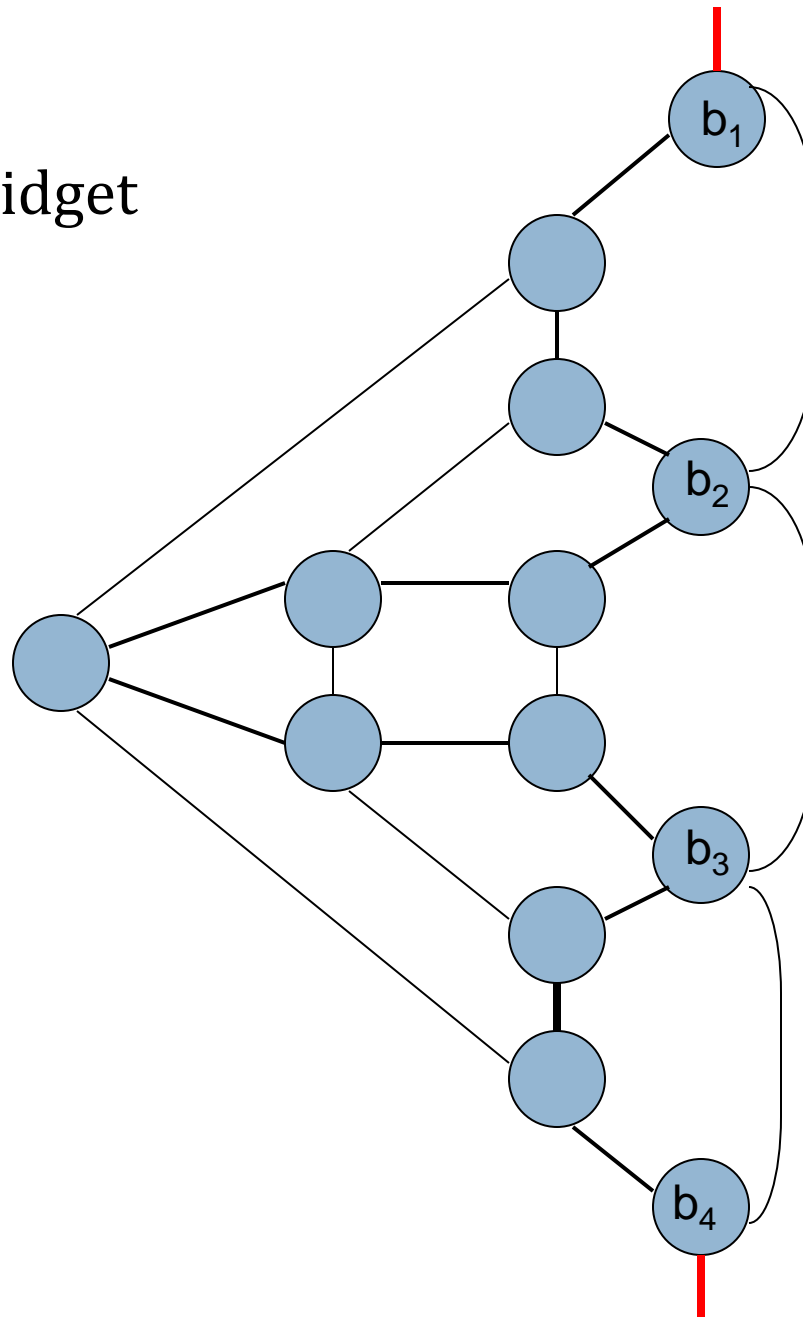
A Widget



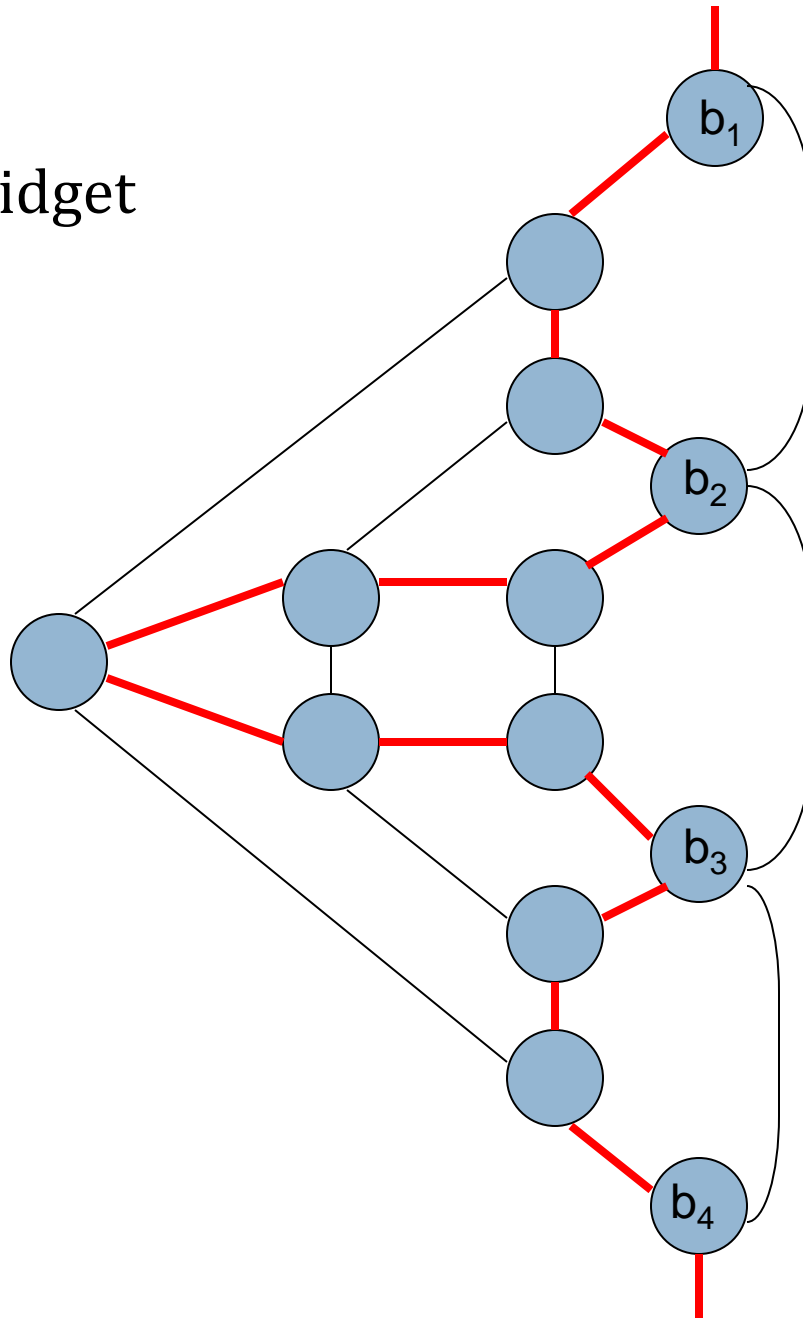
A Widget



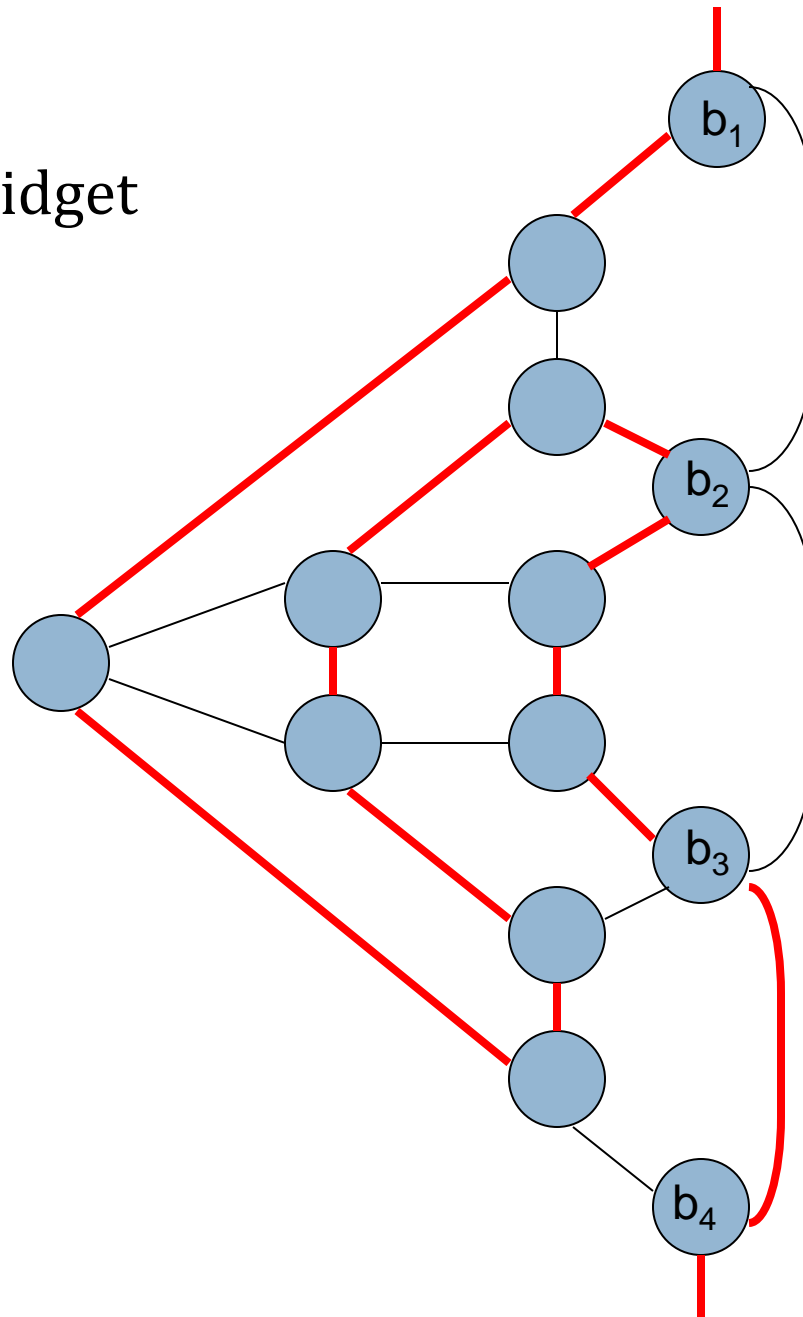
B Widget



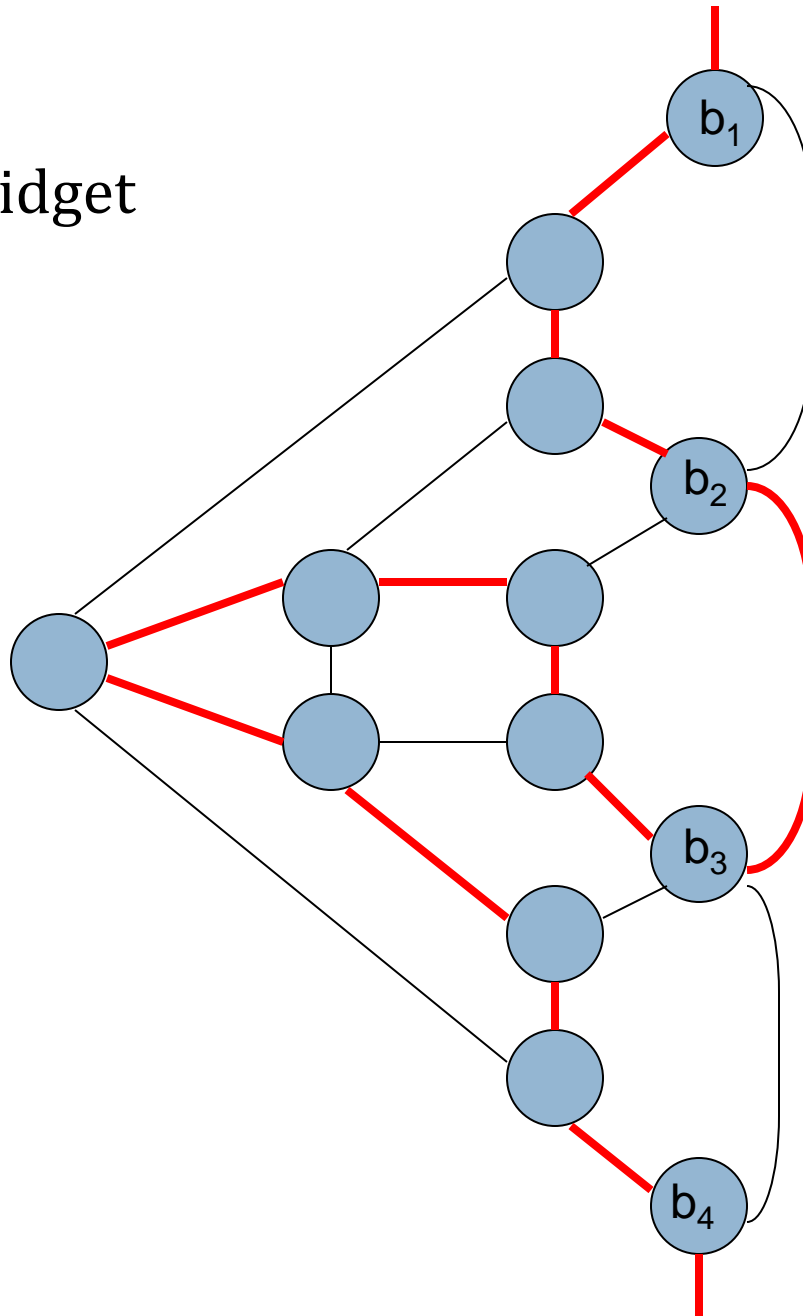
B Widget



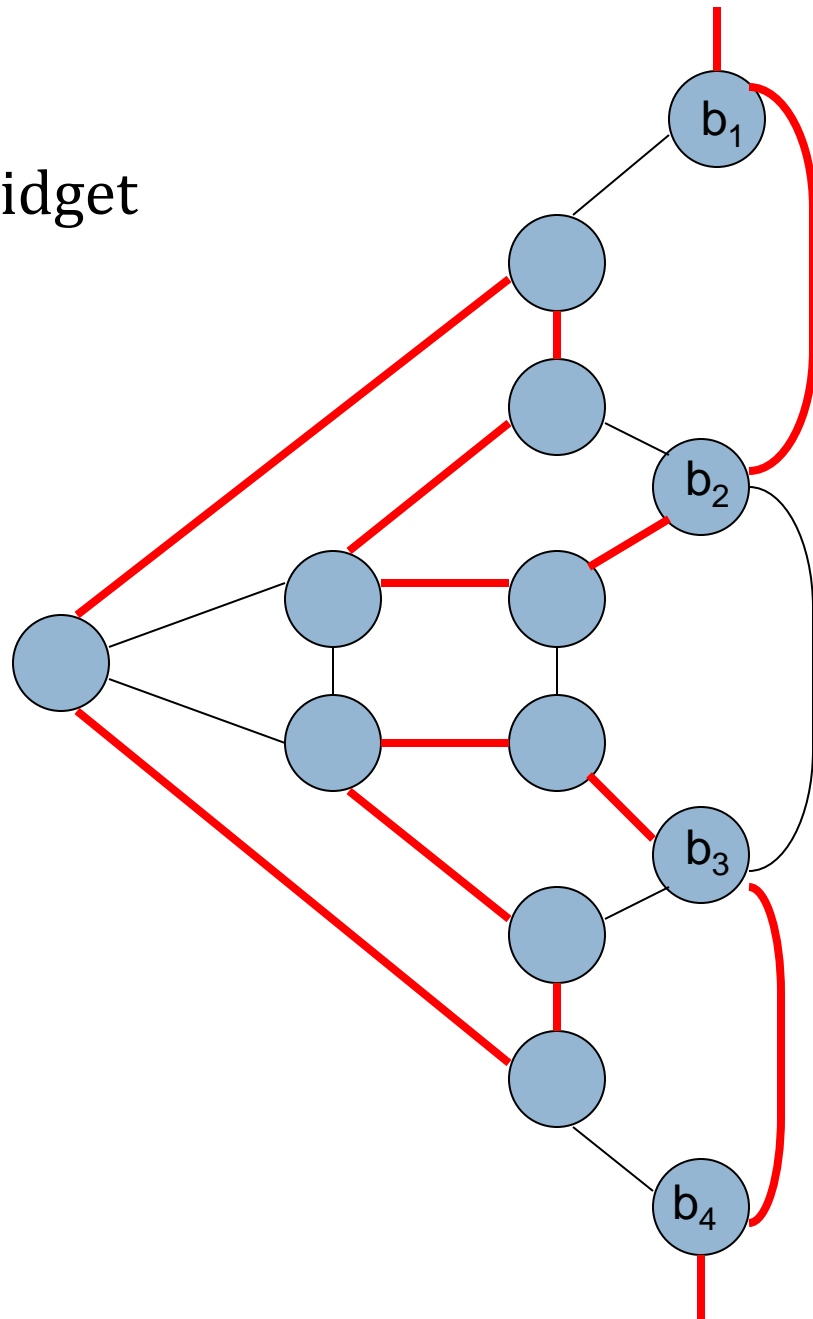
B Widget



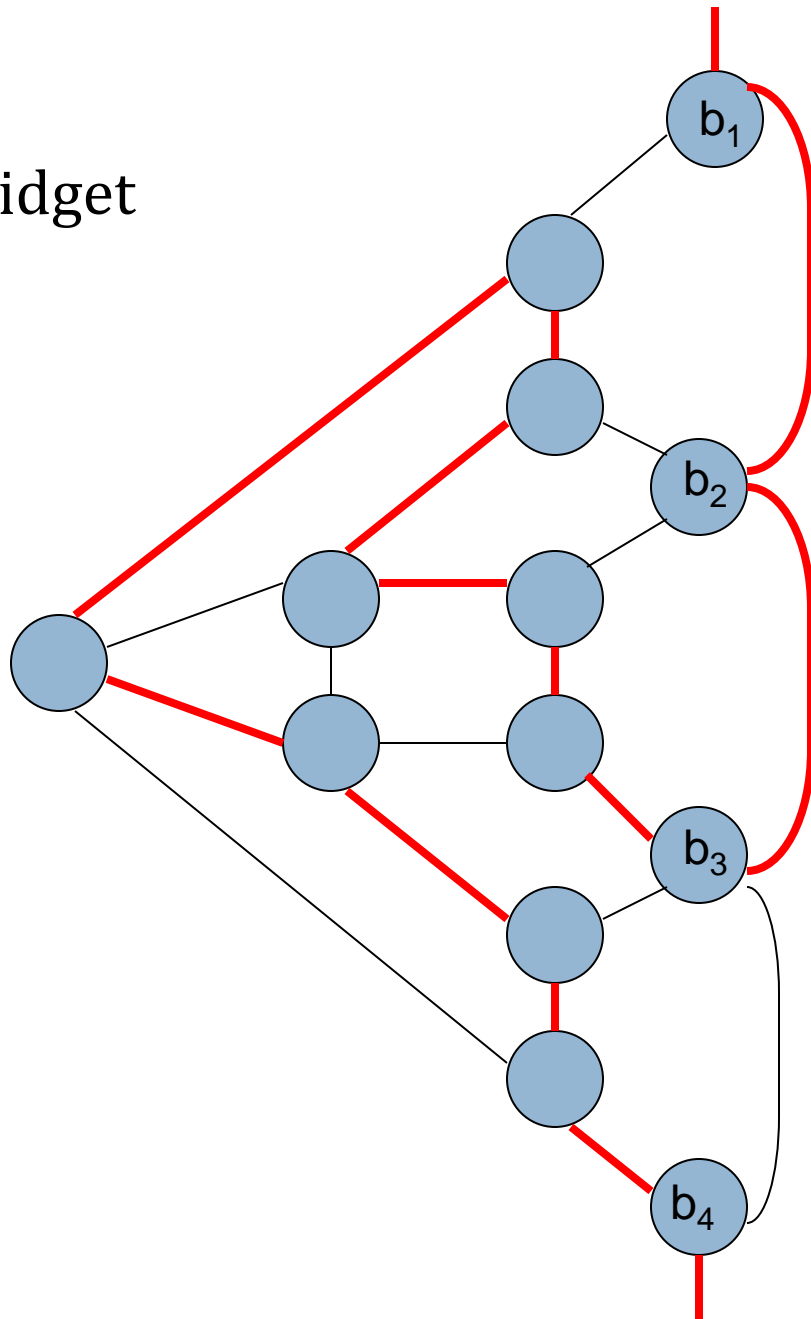
B Widget



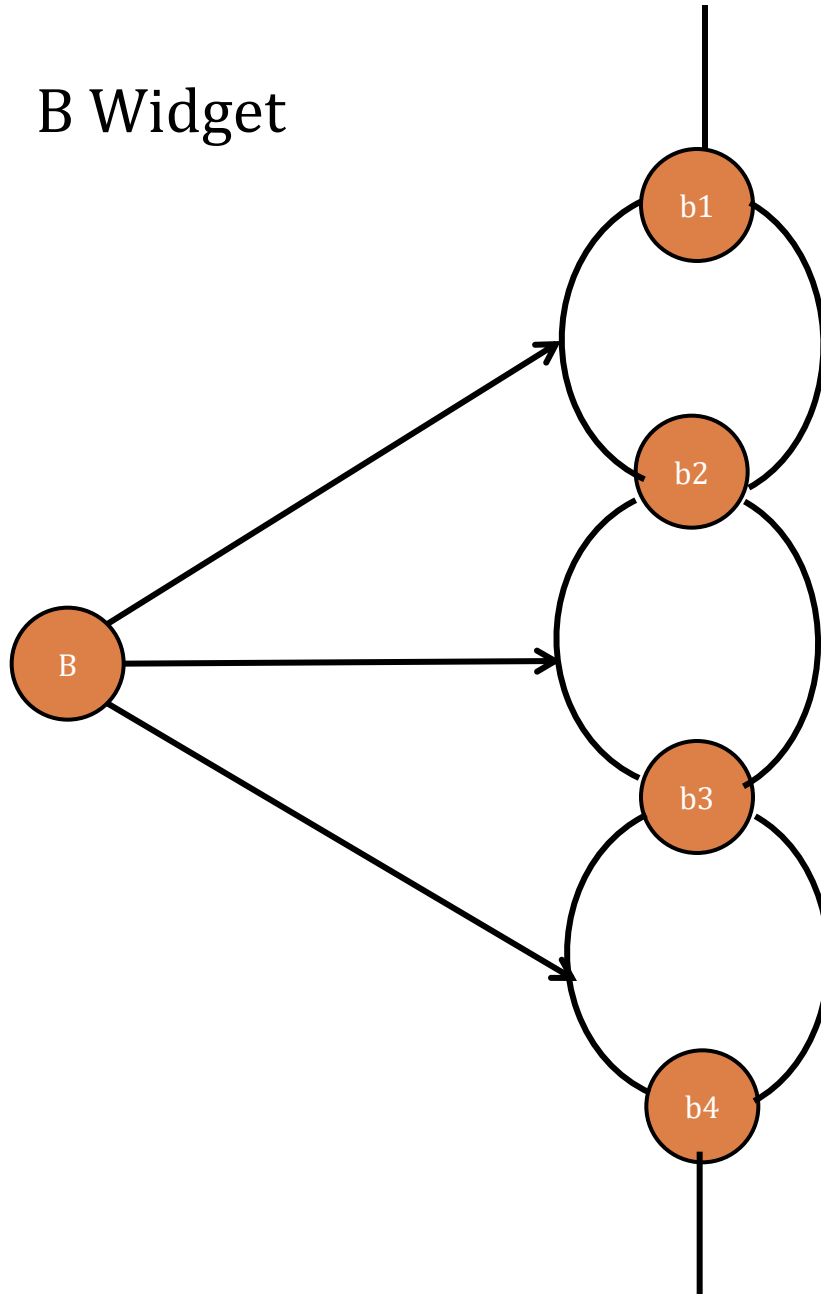
B Widget



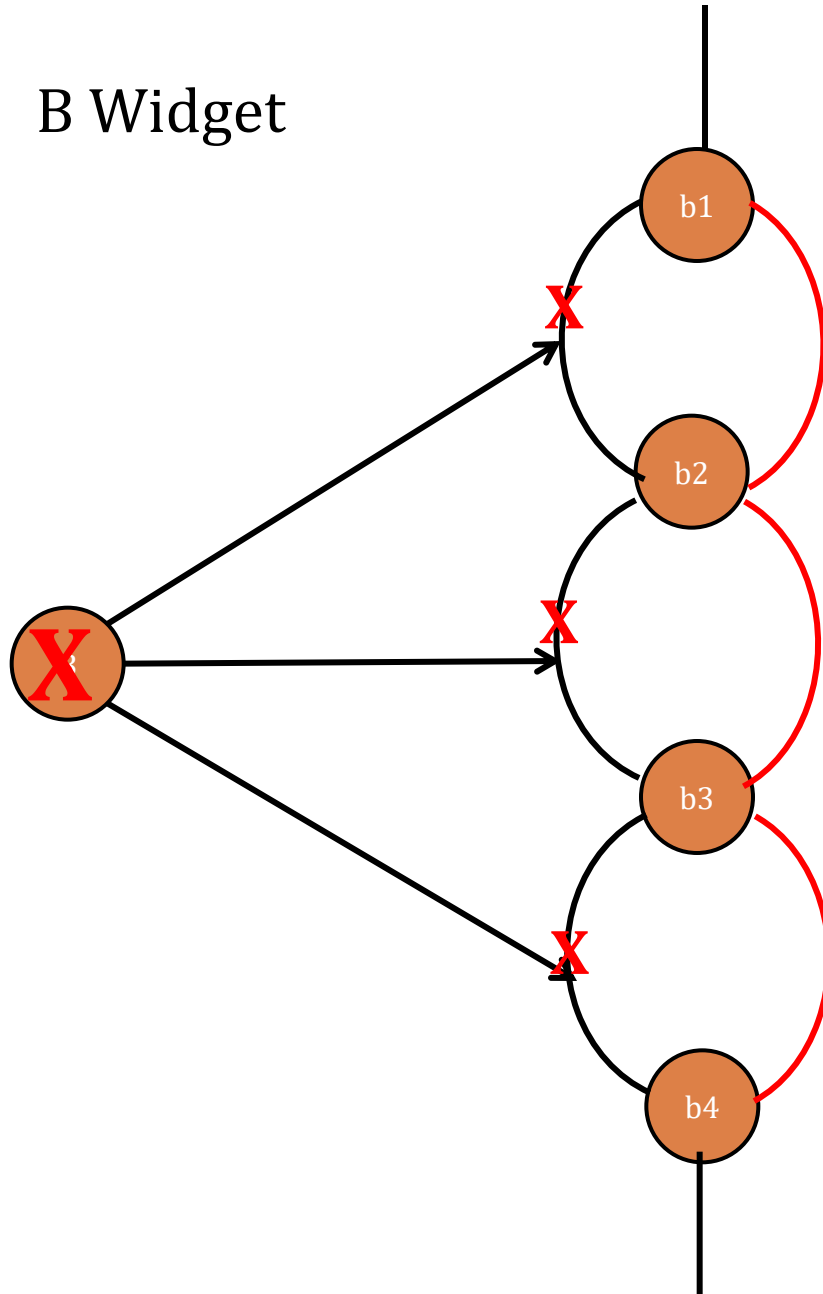
B Widget



B Widget

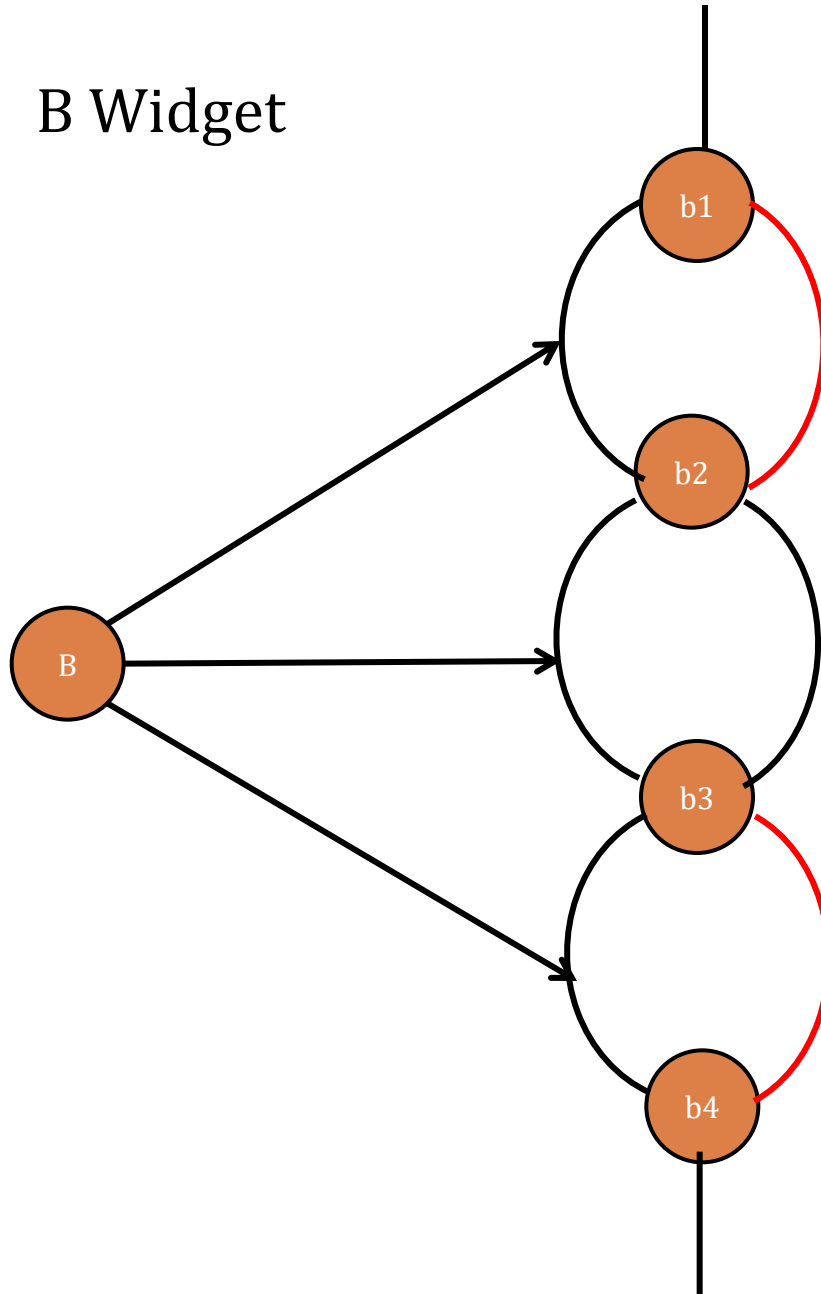


B Widget



All edges can not be traversed opposite to widget B to visit remaining vertices of the Widget

B Widget



A subset of the edges can be traversed opposite to widget B to visit remaining vetreces of the Widget B

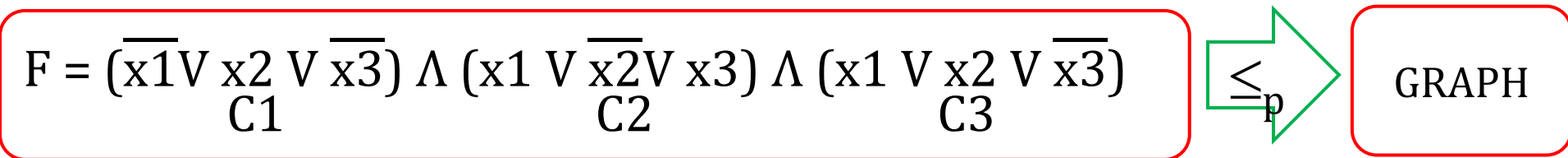
Reducing to Hamiltonian Cycle



3-CNF SAT \leq_p Hamiltonian Cycle

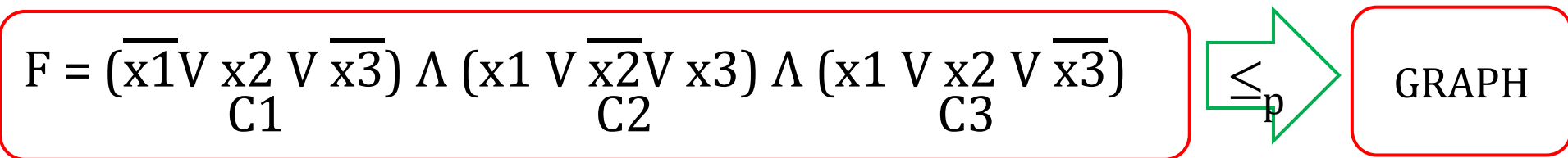
Reducing to Hamiltonian Cycle

3-CNF SAT \leq_p Hamiltonian Cycle



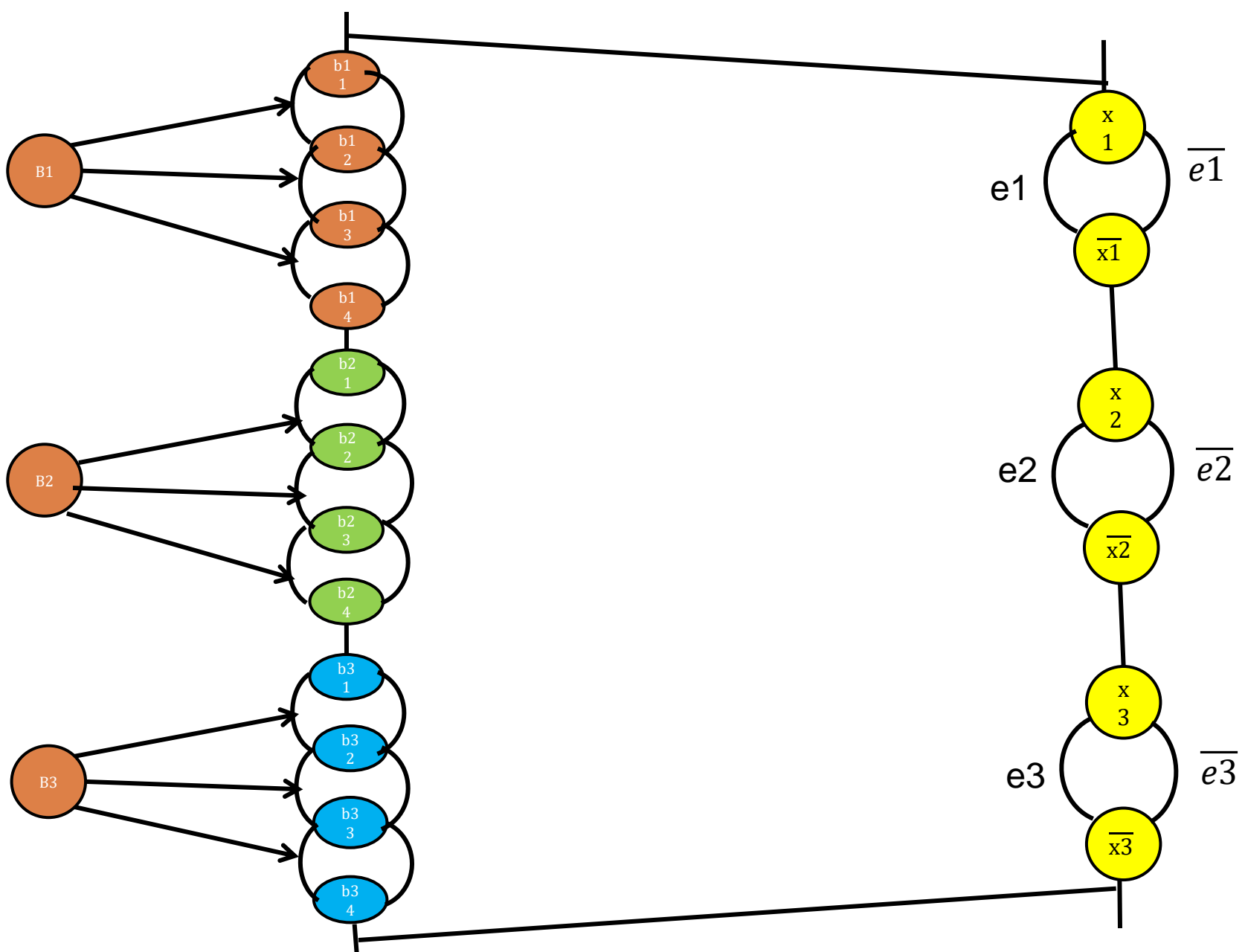
Reducing to Hamiltonian Cycle

3-CNF SAT \leq_p Hamiltonian Cycle



if the formula is satisfiable then the Graph has a Hamiltonian Cycle

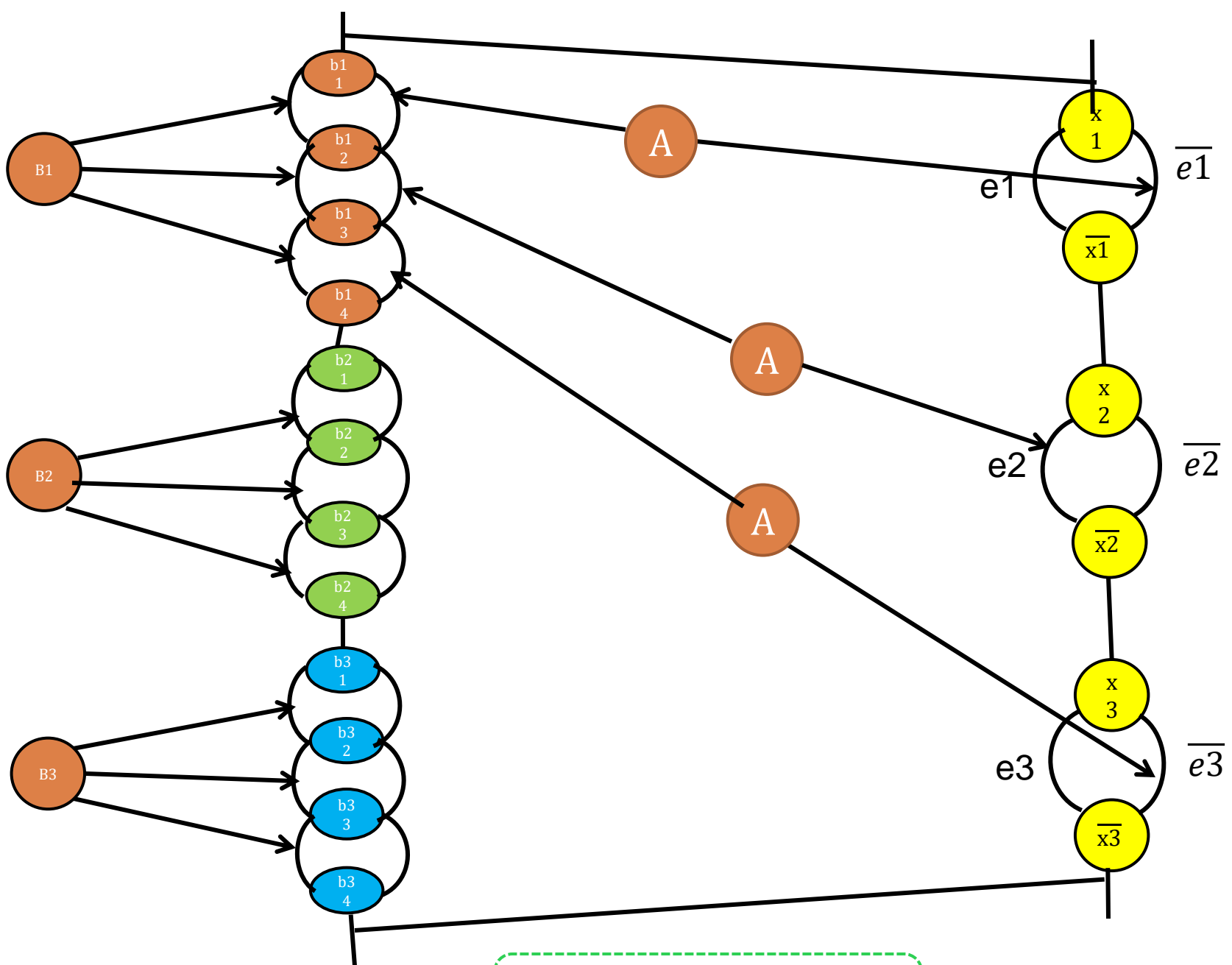
Contd...



$$F = (\overline{x1} \vee x2 \vee \overline{x3}) \wedge (x1 \vee \overline{x2} \vee x3) \wedge (x1 \vee x2 \vee \overline{x3})$$

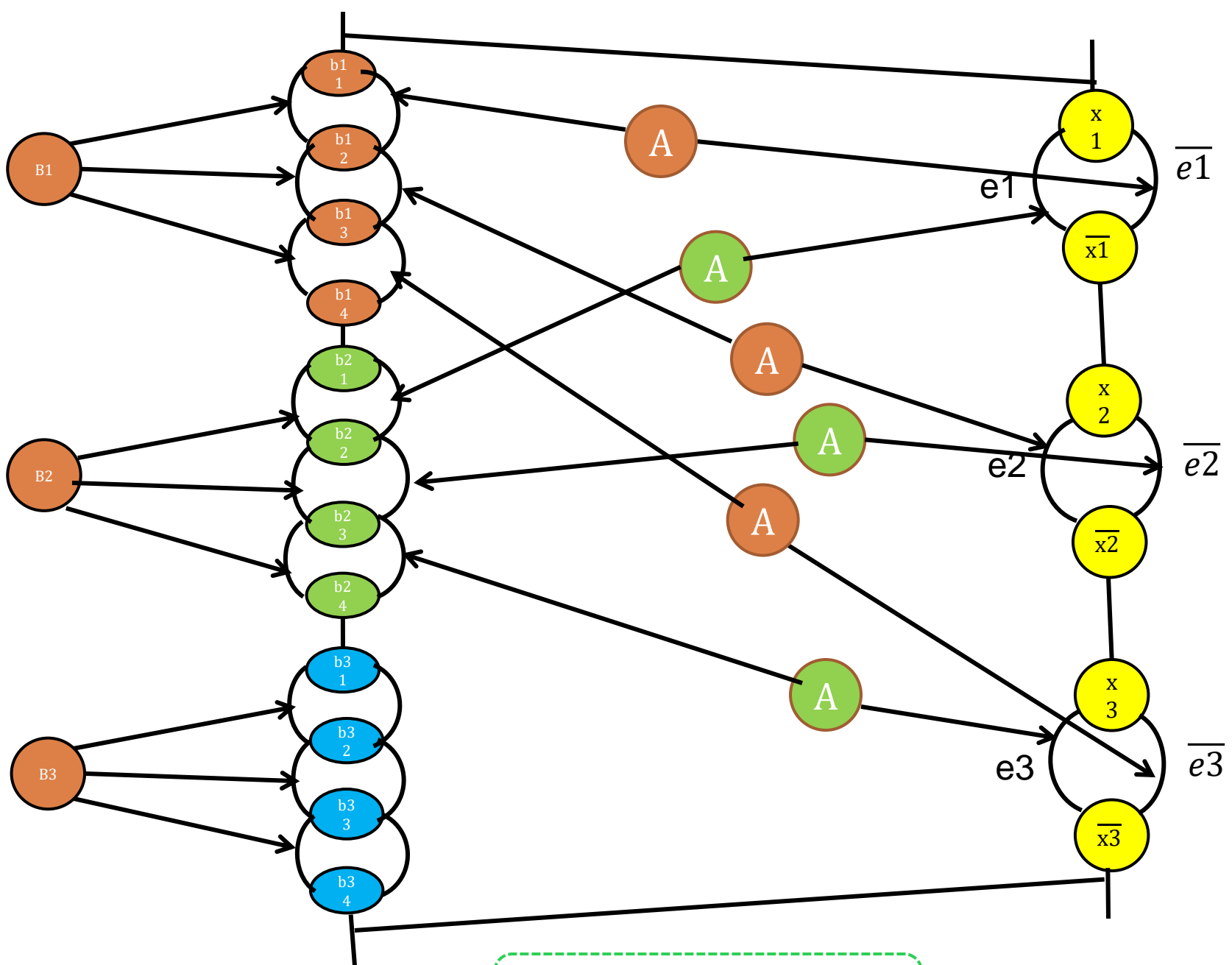
$C1 \qquad \qquad \qquad C2 \qquad \qquad \qquad C3$

Contd...



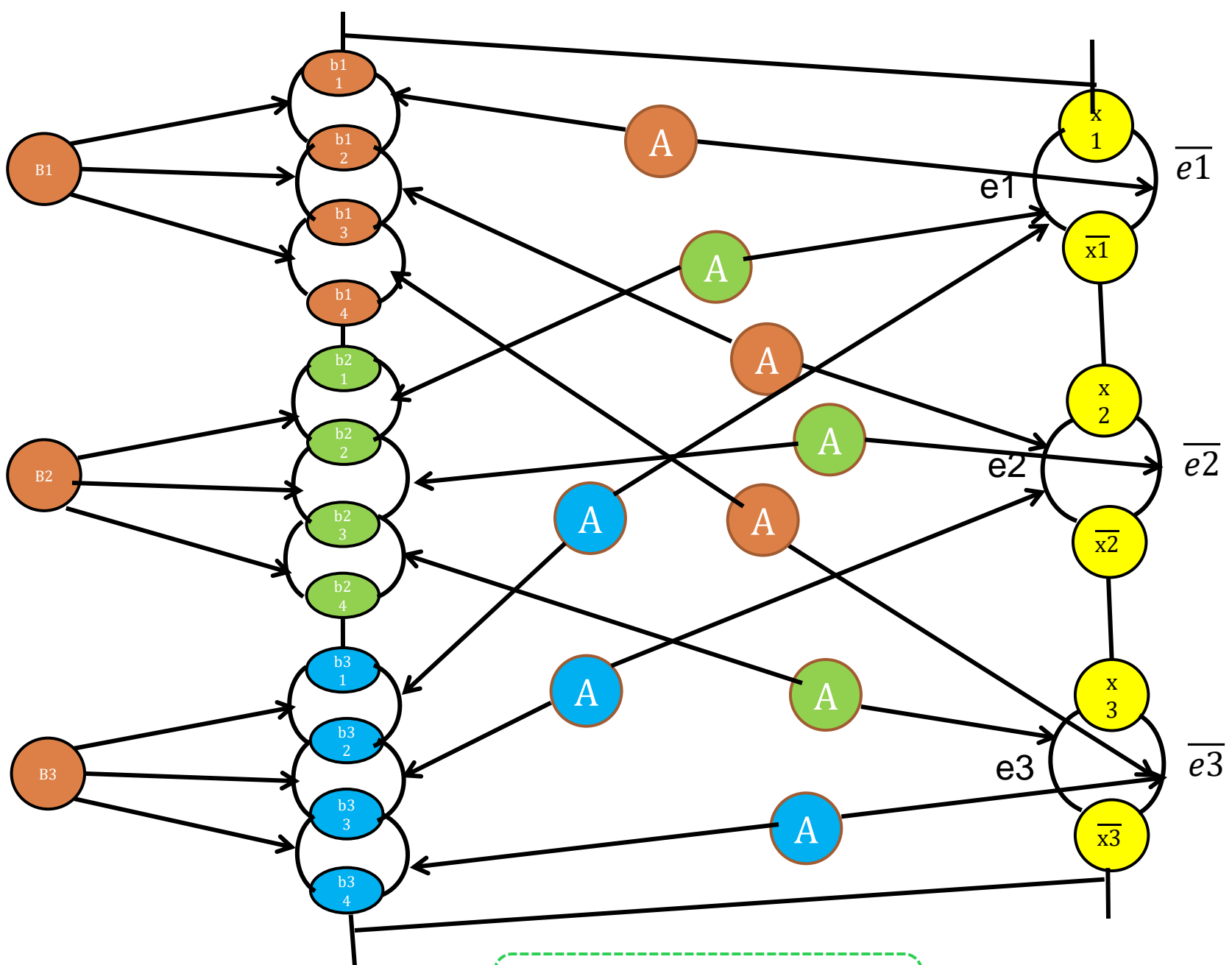
$$C1 = (\overline{x1} \vee x2 \vee \overline{x3})$$

Contd...



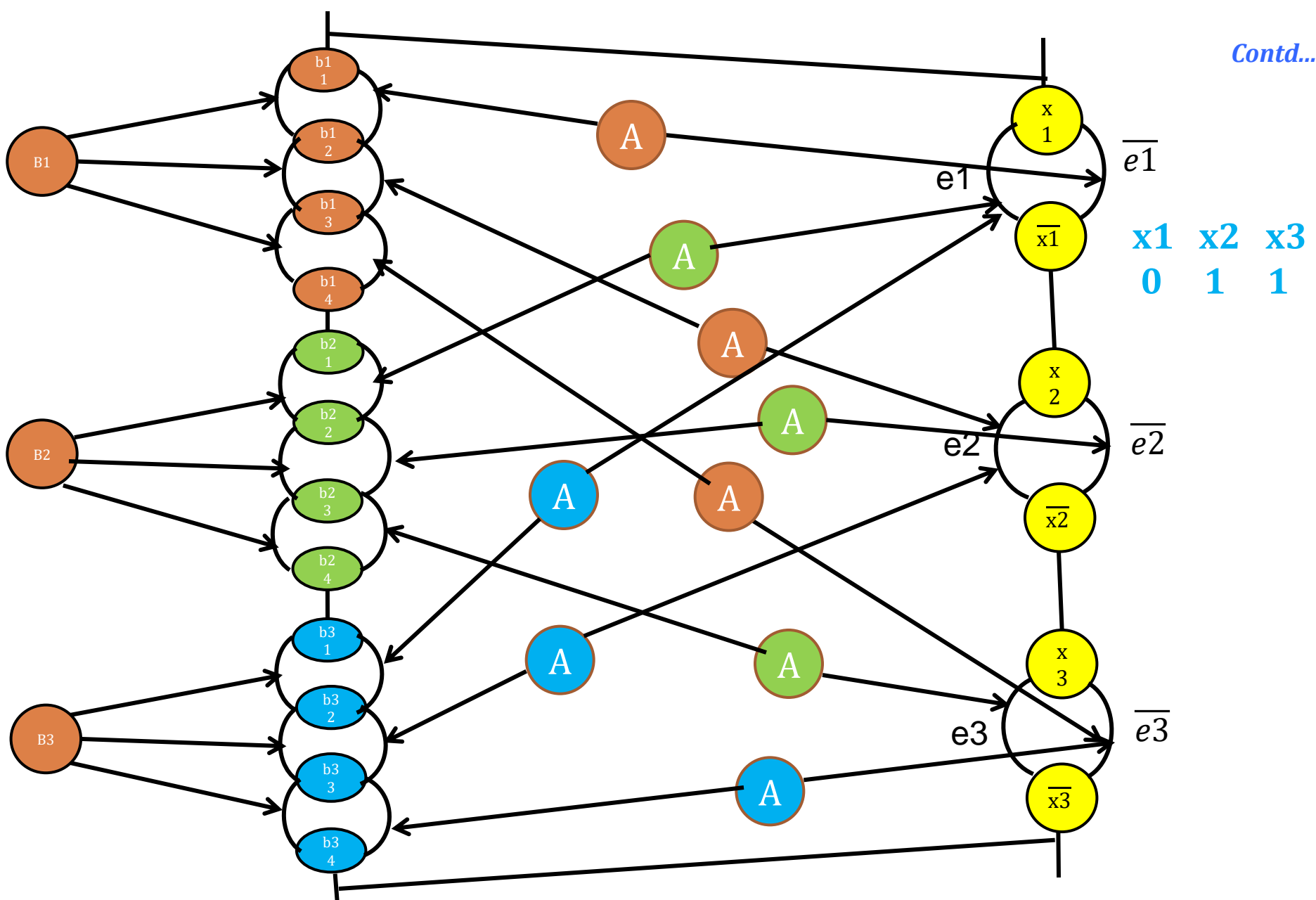
$$C2 = (x1 \vee \overline{x2} \vee x3)$$

Contd...



$$C3 = (x_1 \vee x_2 \vee \bar{x}_3)$$

Contd...

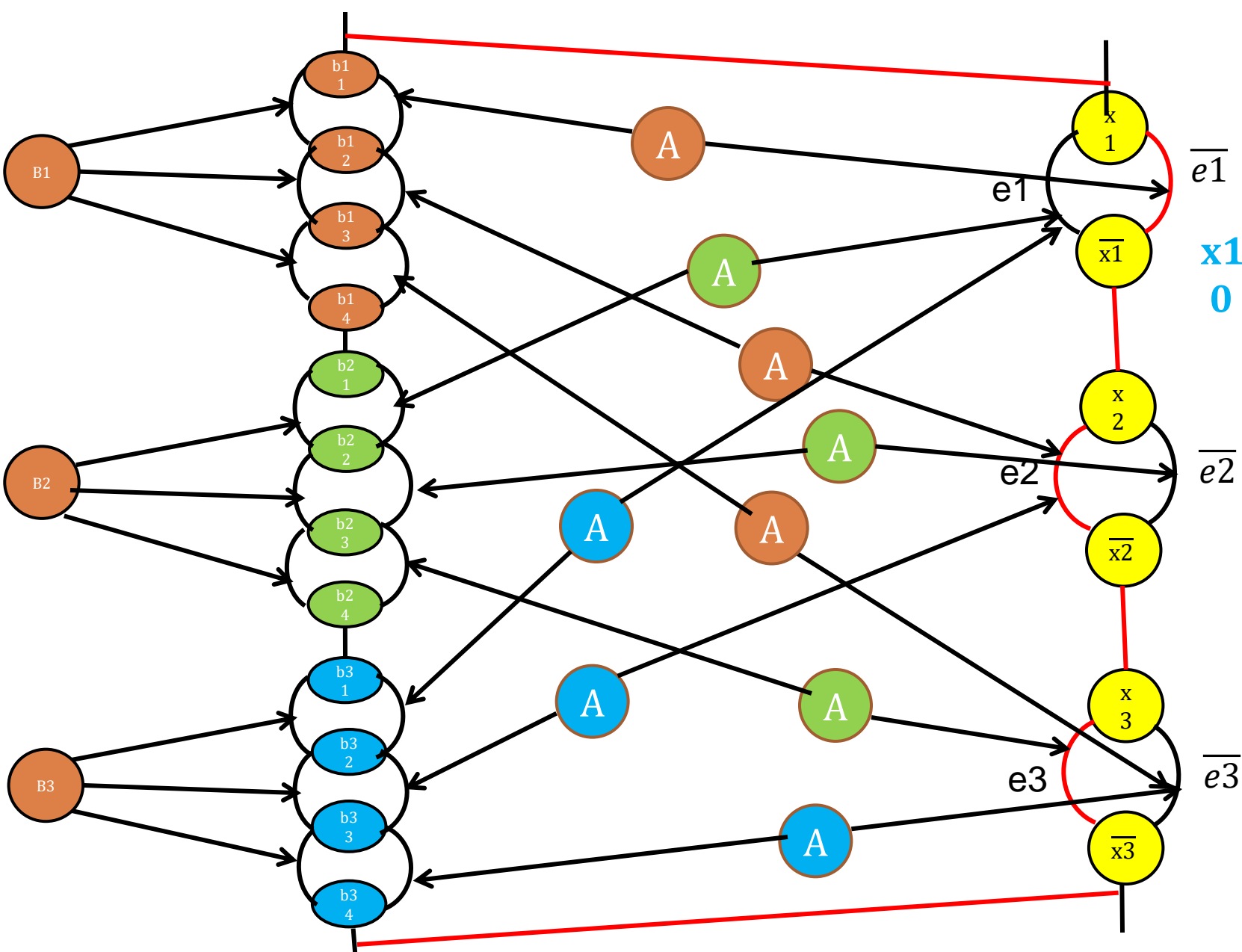


$$F = (\overline{x1} \vee x2 \vee \overline{x3}) \wedge (x1 \vee \overline{x2} \vee x3) \wedge (x1 \vee x2 \vee \overline{x3})$$

C1 C2 C3

Contd...

x_1 x_2 x_3
0 1 1

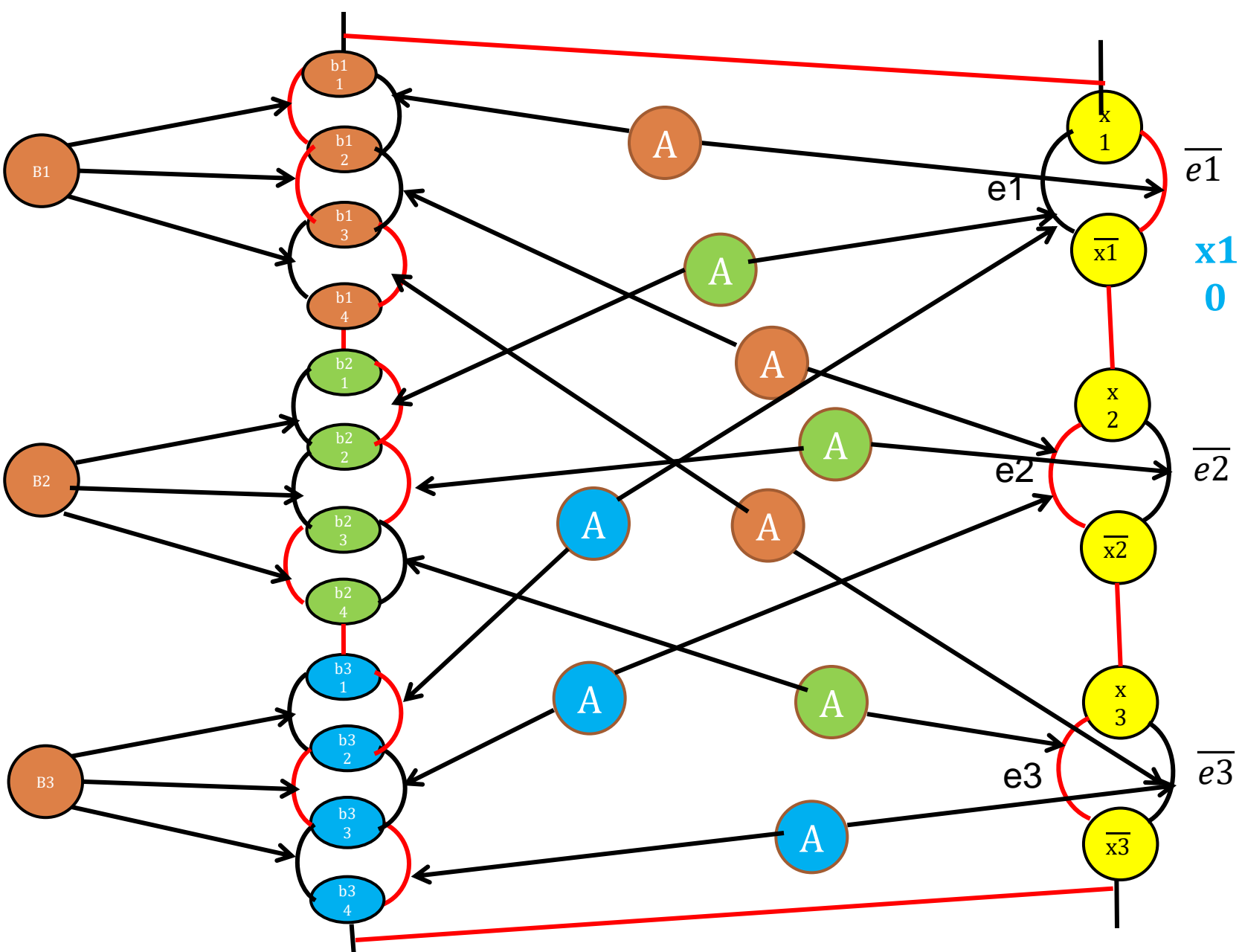


$$F = (\overline{x_1} \vee x_2 \vee \overline{x_3}) \wedge (x_1 \vee \overline{x_2} \vee x_3) \wedge (x_1 \vee x_2 \vee \overline{x_3})$$

$C_1 \qquad C_2 \qquad C_3$

Contd...

x_1 x_2 x_3
0 1 1

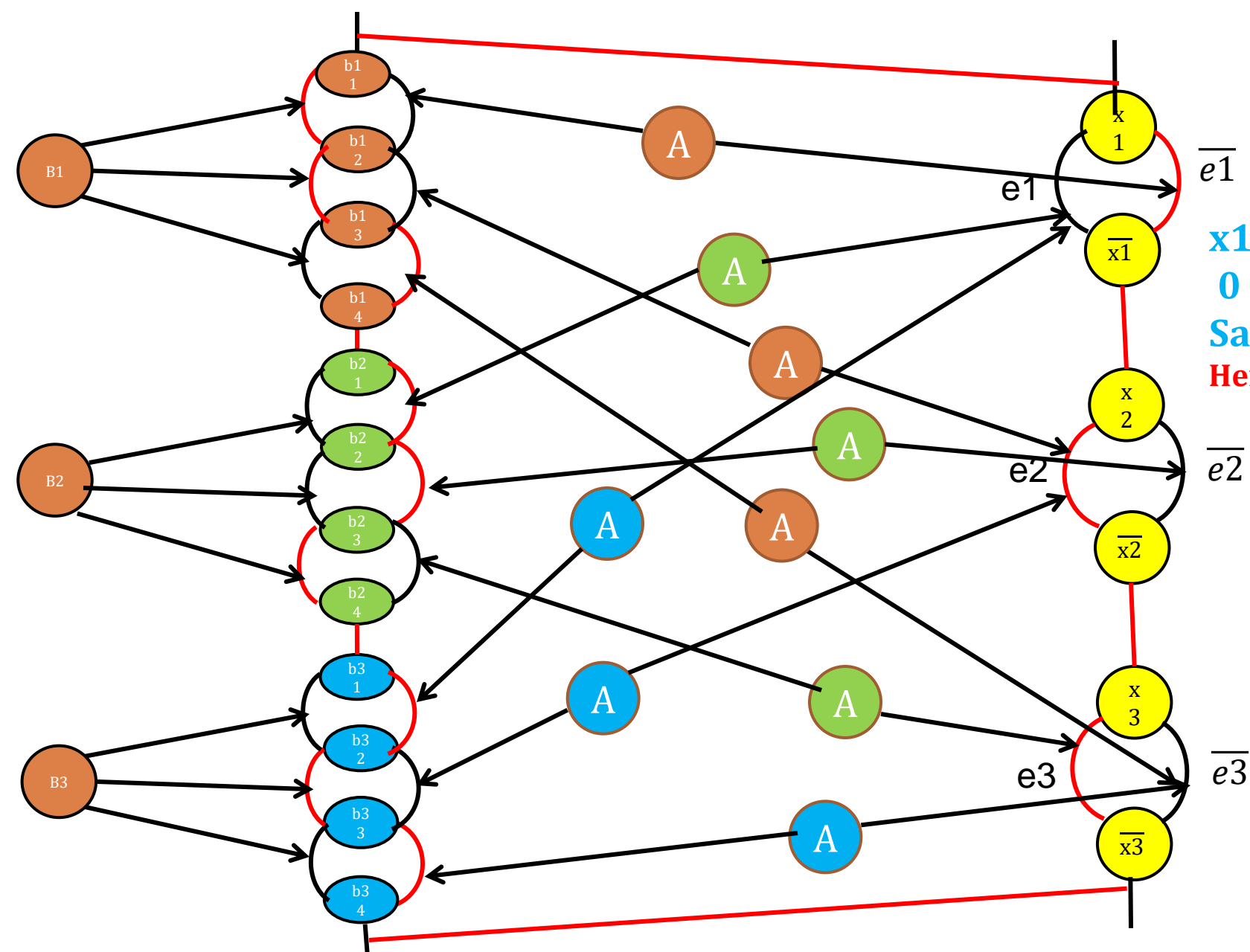


$$F = (\overline{x_1} \vee x_2 \vee \overline{x_3}) \wedge (x_1 \vee \overline{x_2} \vee x_3) \wedge (x_1 \vee x_2 \vee \overline{x_3})$$

$C_1 \qquad C_2 \qquad C_3$

Contd...

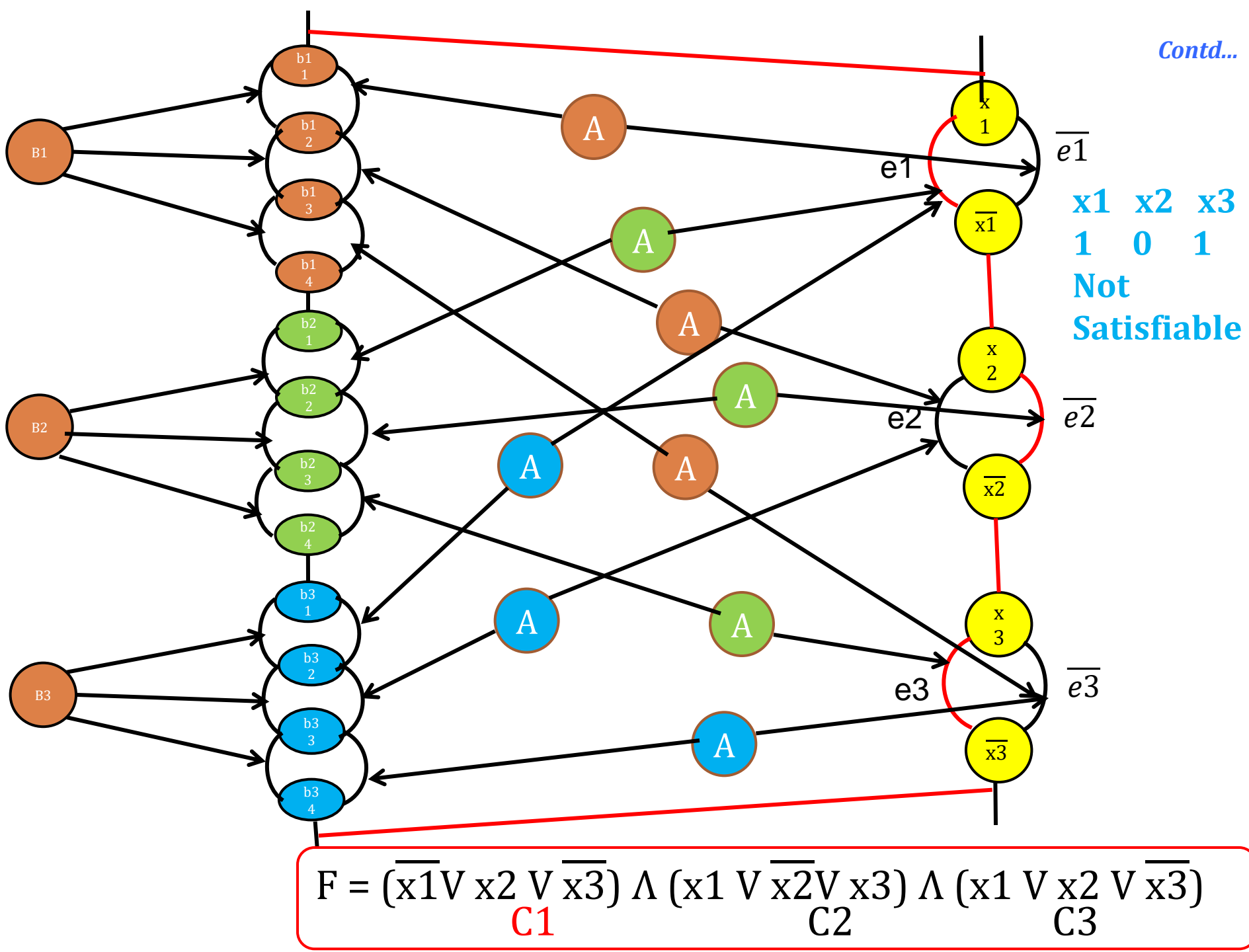
x_1 x_2 x_3
 0 1 1
 Satisfiable
 Hence, Cycle



$$F = (\bar{x}_1 \vee x_2 \vee \bar{x}_3) \wedge (x_1 \vee \bar{x}_2 \vee x_3) \wedge (x_1 \vee x_2 \vee \bar{x}_3)$$

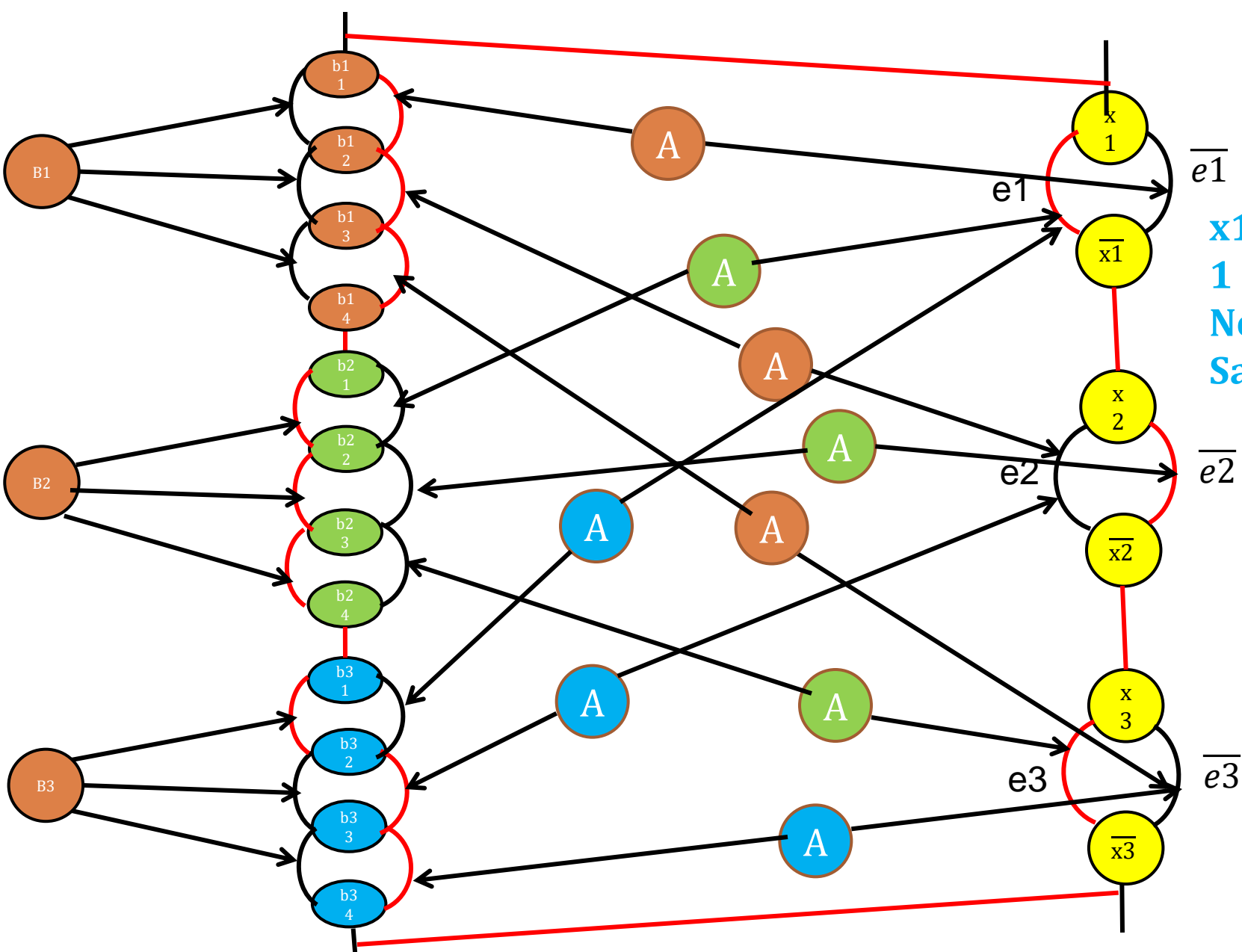
C_1
 C_2
 C_3

Contd...



Contd...

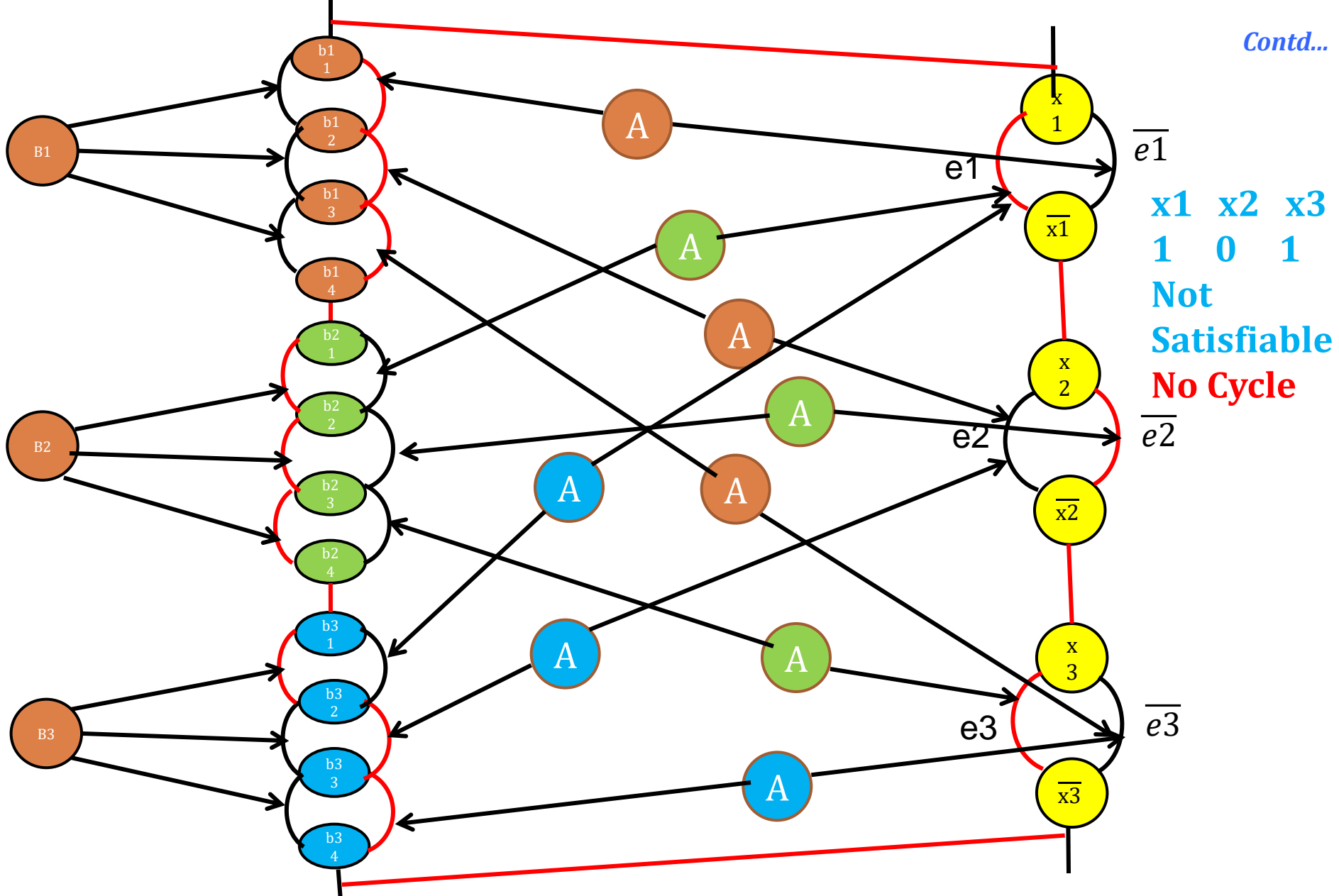
x1 x2 x3
1 0 1
Not
Satisfiable



$$F = (\overline{x1} \vee x2 \vee \overline{x3}) \wedge (x1 \vee \overline{x2} \vee x3) \wedge (x1 \vee x2 \vee \overline{x3})$$

C1 **C2** **C3**

Contd...



x1 x2 x3
1 0 1
Not
Satisfiable
No Cycle

$$F = (\overline{x1} \vee x2 \vee \overline{x3}) \wedge (x1 \vee \overline{x2} \vee x3) \wedge (x1 \vee x2 \vee \overline{x3})$$

C1 **C2** **C3**

Travelling Salesperson Problem (TSP)

Consider a salesman who must visit n cities labeled v_1, v_2, \dots, v_n .

The salesman starts in city v_1 , his home, and wants to find a tour—an order in which to visit all the other cities and return home. His goal is to find a tour that causes him to travel as little total distance as possible.

Decision Travelling Salesman Problem: Given a set of distances on n cities, and a bound D , is there a tour of length at most D ?

Travelling Salesperson Problem (TSP)

TSP is in NP-Complete ?

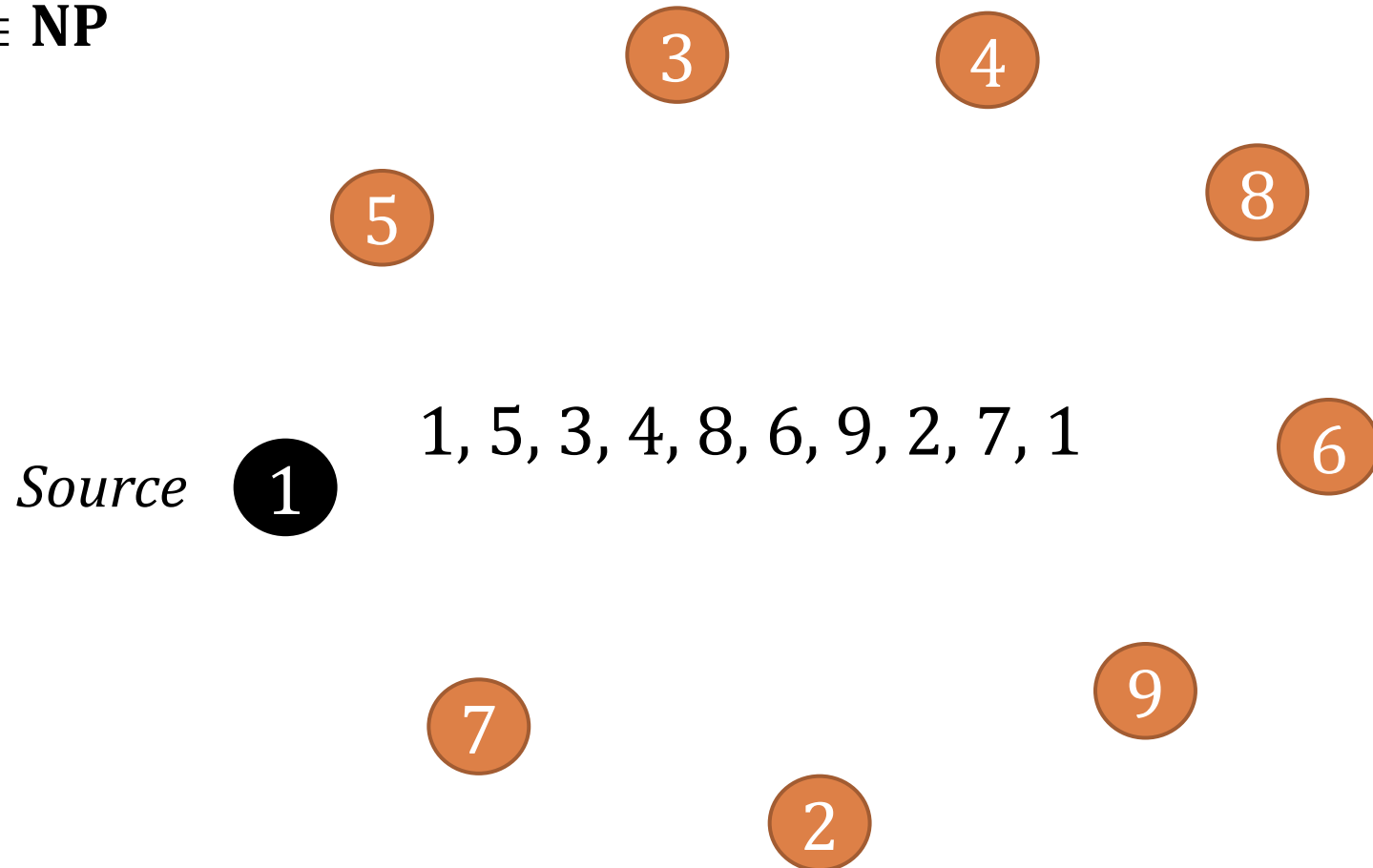
- i. $\text{TSP} \in \mathbf{NP}$
- ii. $\text{Hamiltonian Cycle} \leq_p \text{TSP}$

if the graph (G) has a Hamiltonian Cycle then the graph (G') must have a TSP

TSP: Does the graph have a TSP whose cost is **k**?

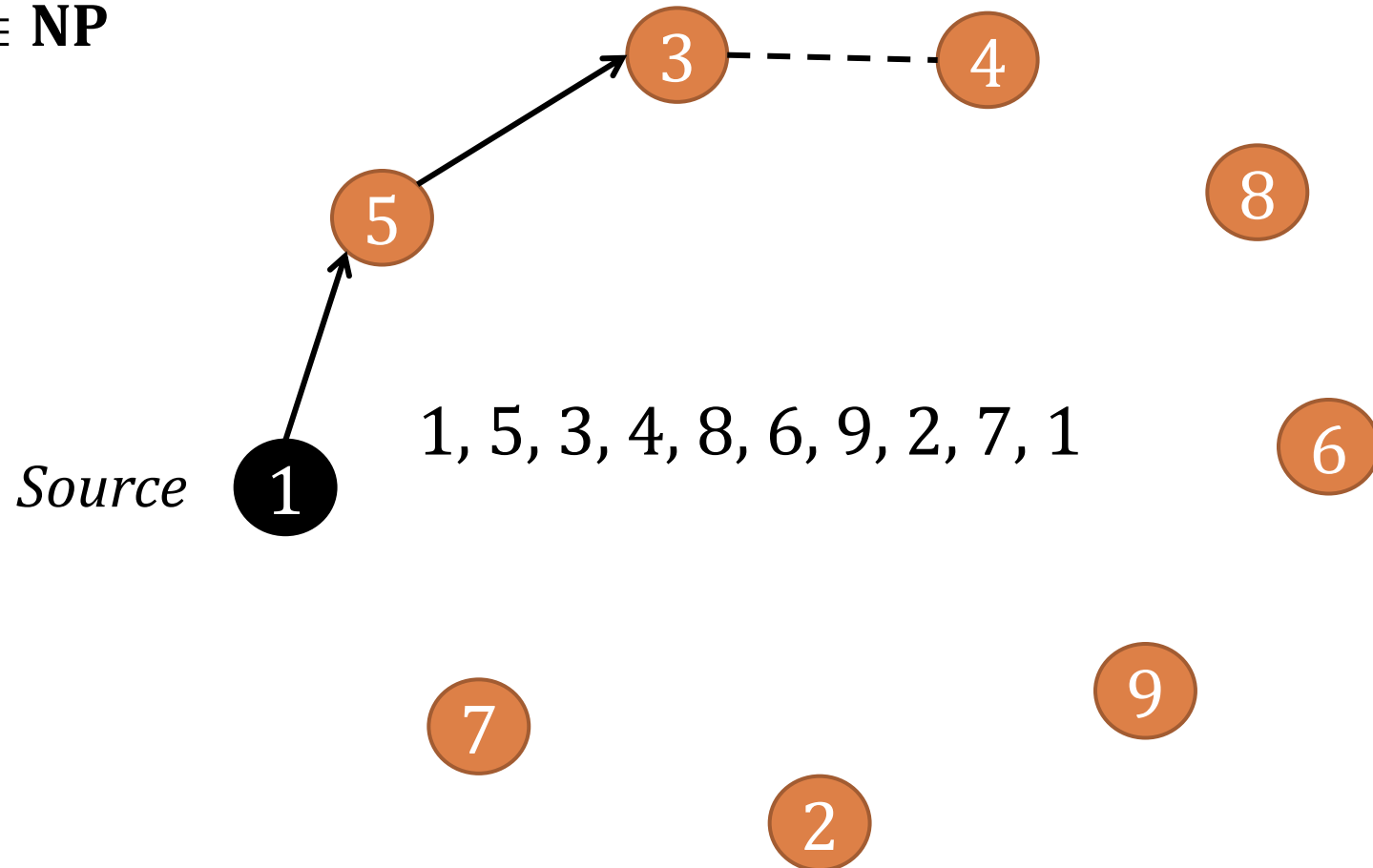
Verification of decision TSP

TSP \in NP



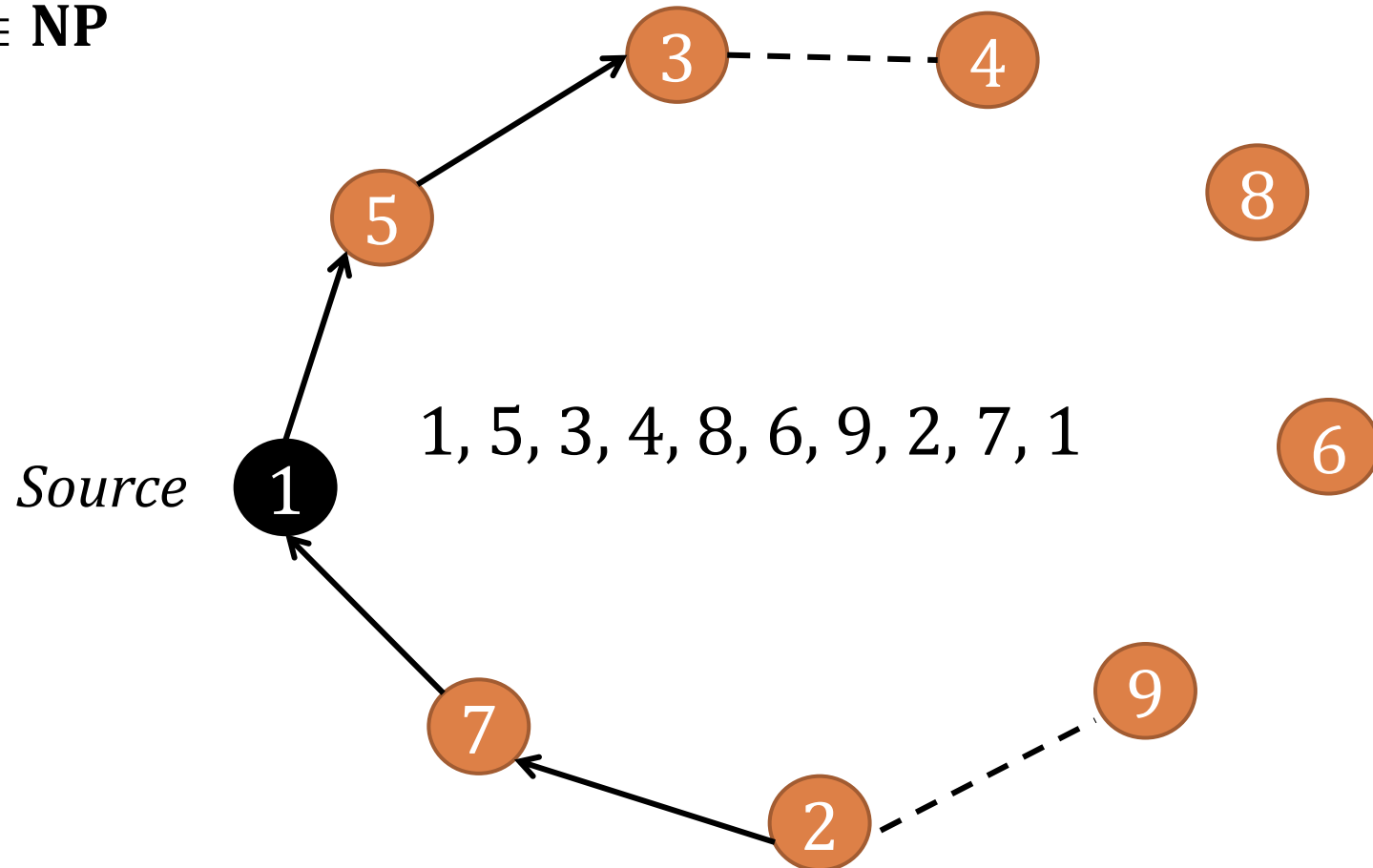
Verification of decision TSP

TSP \in NP



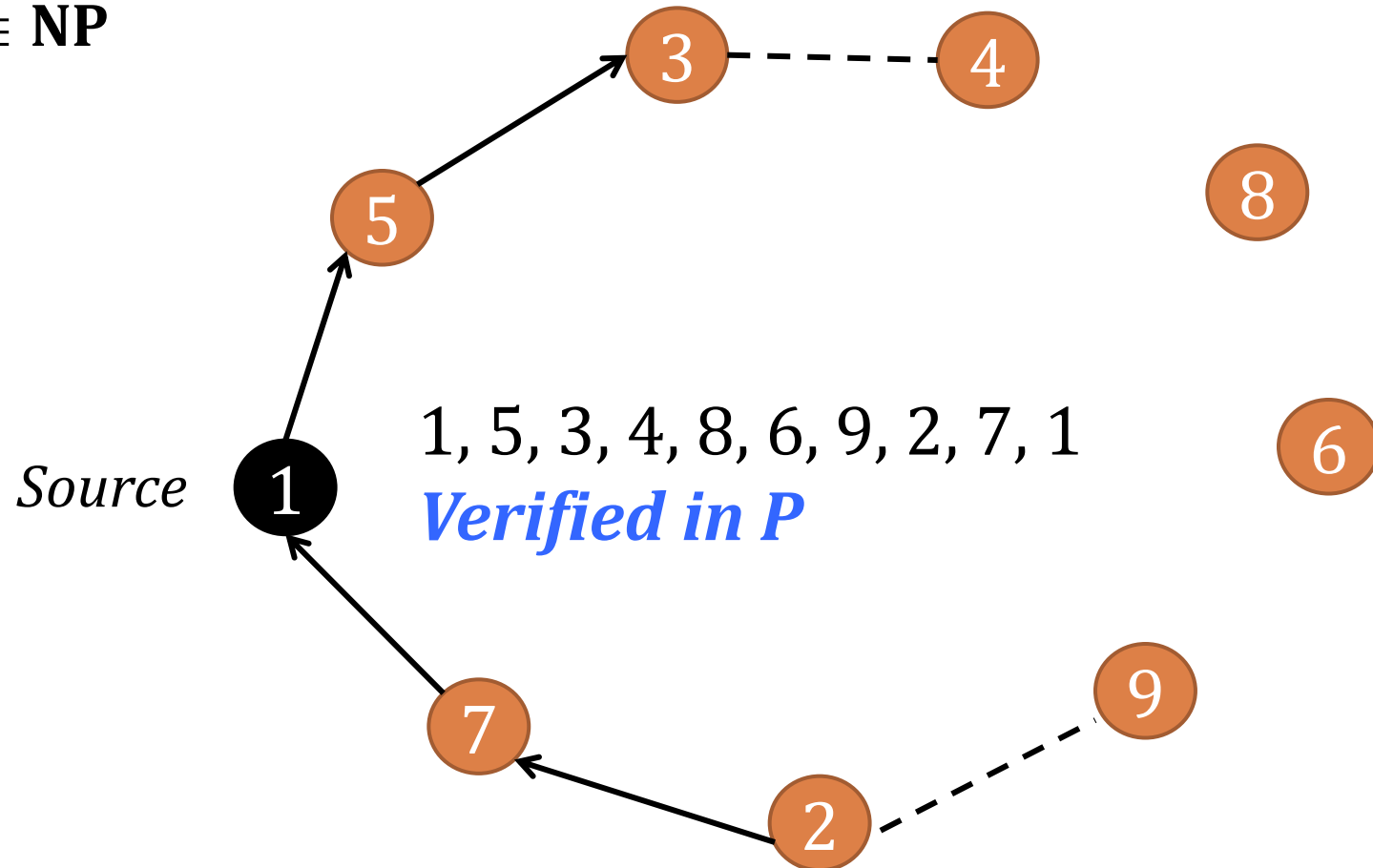
Verification of decision TSP

TSP \in NP



Verification of decision TSP

TSP \in NP



Reducing to Travelling Salesperson Problem (TSP)

Hamiltonian Cycle \leq_p TSP
G G'

Reducing to Travelling Salesperson Problem (TSP)

Hamiltonian Cycle \leq_p TSP
G G'

Cost matrix of G is reduced to cost matrix of G'

$\text{cost}(i, j) = 1$ if an edge is there between i to j else 0

Reducing to Travelling Salesperson Problem (TSP)

Hamiltonian Cycle \leq_p TSP
 G G'

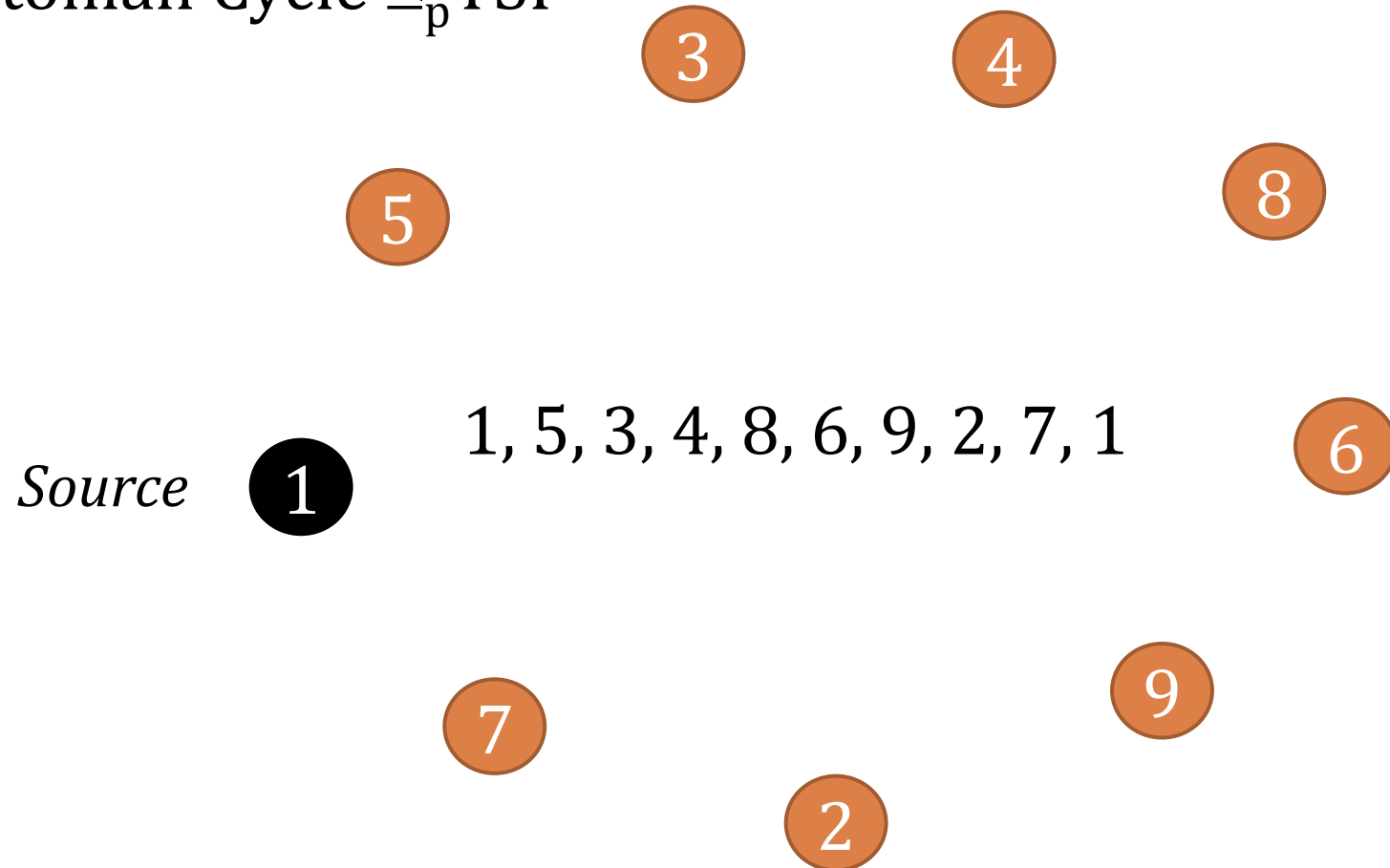
Cost matrix of G is reduced to cost matrix of G'

$\text{cost}(i, j) = 1$ if an edge is there between i to j else 0

The reduction can be done in P i. e. $O(n^2)$, considering n number of vertices

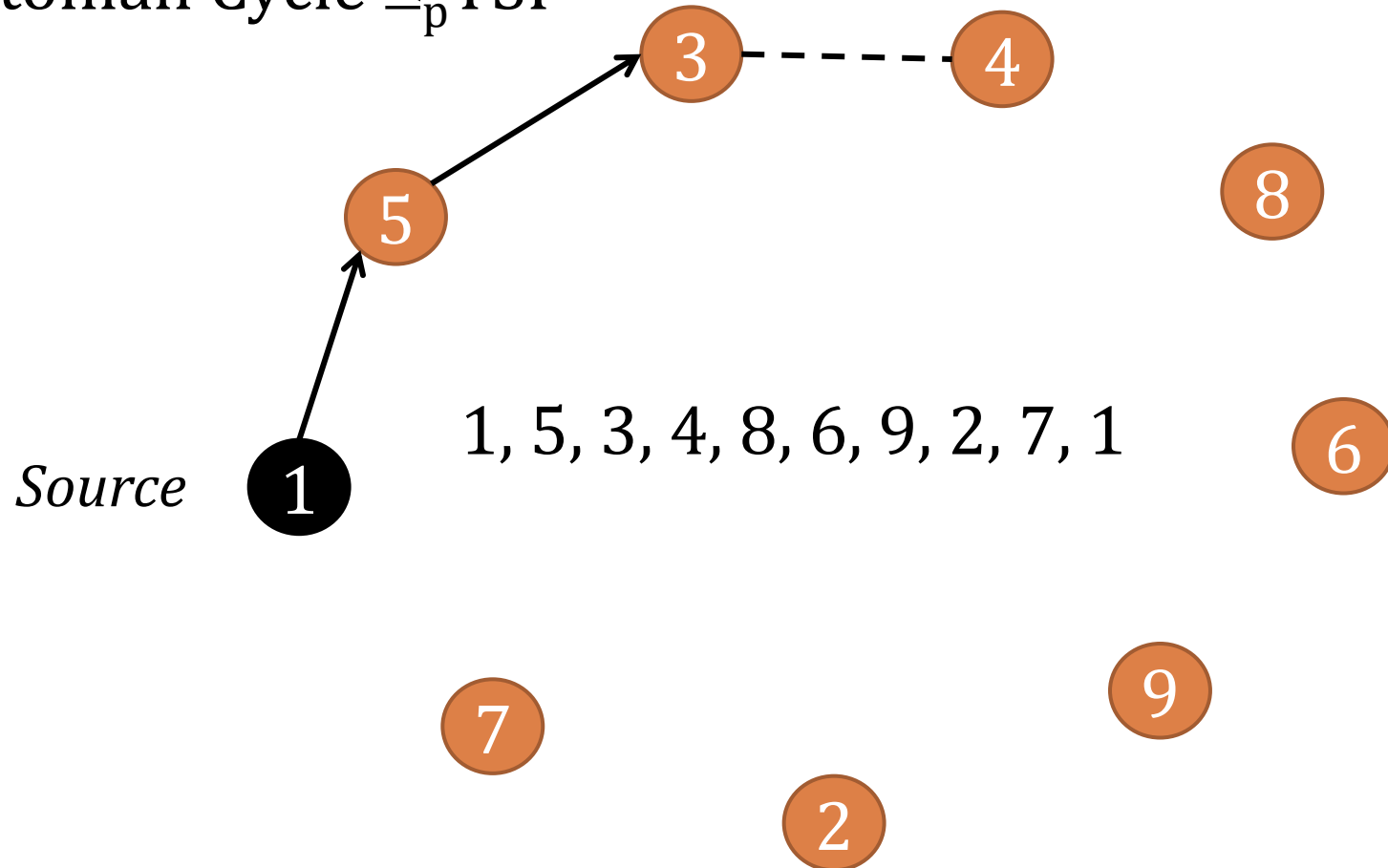
TSP of cost k? Hamiltonian Cycle?

Hamiltonian Cycle \leq_p TSP



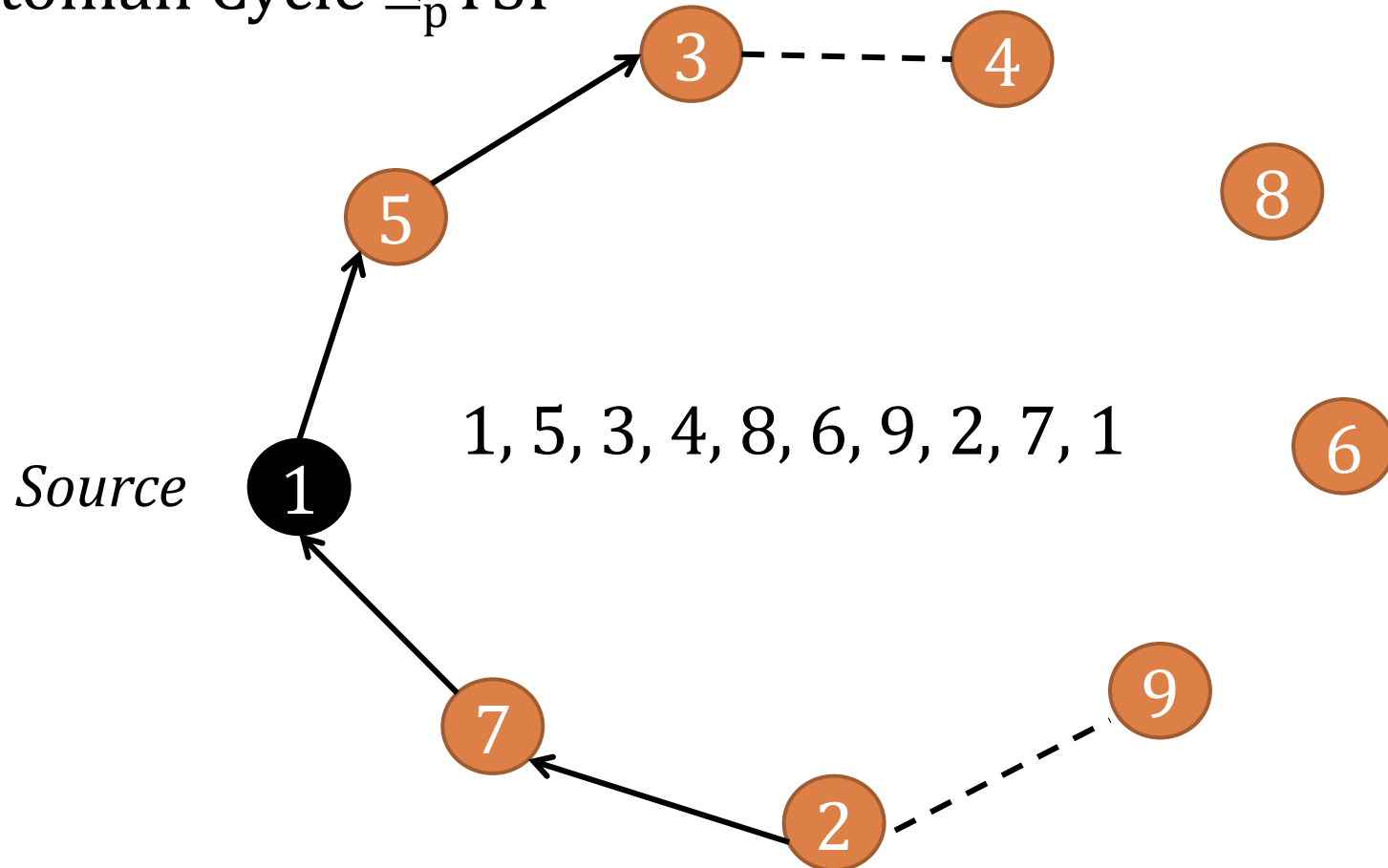
TSP of cost k? Hamiltonian Cycle?

Hamiltonian Cycle \leq_p TSP



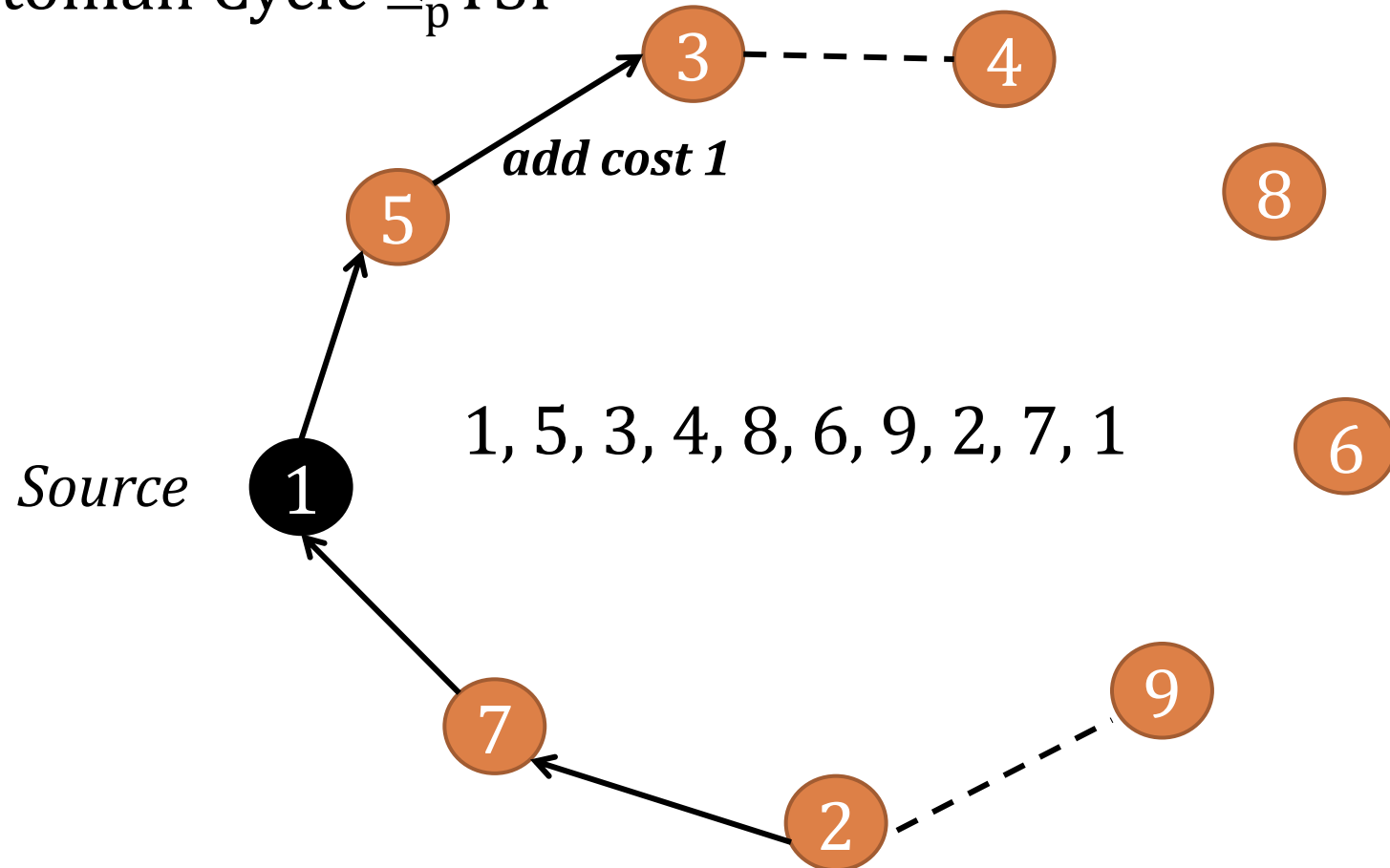
TSP of cost k? Hamiltonian Cycle?

Hamiltonian Cycle \leq_p TSP



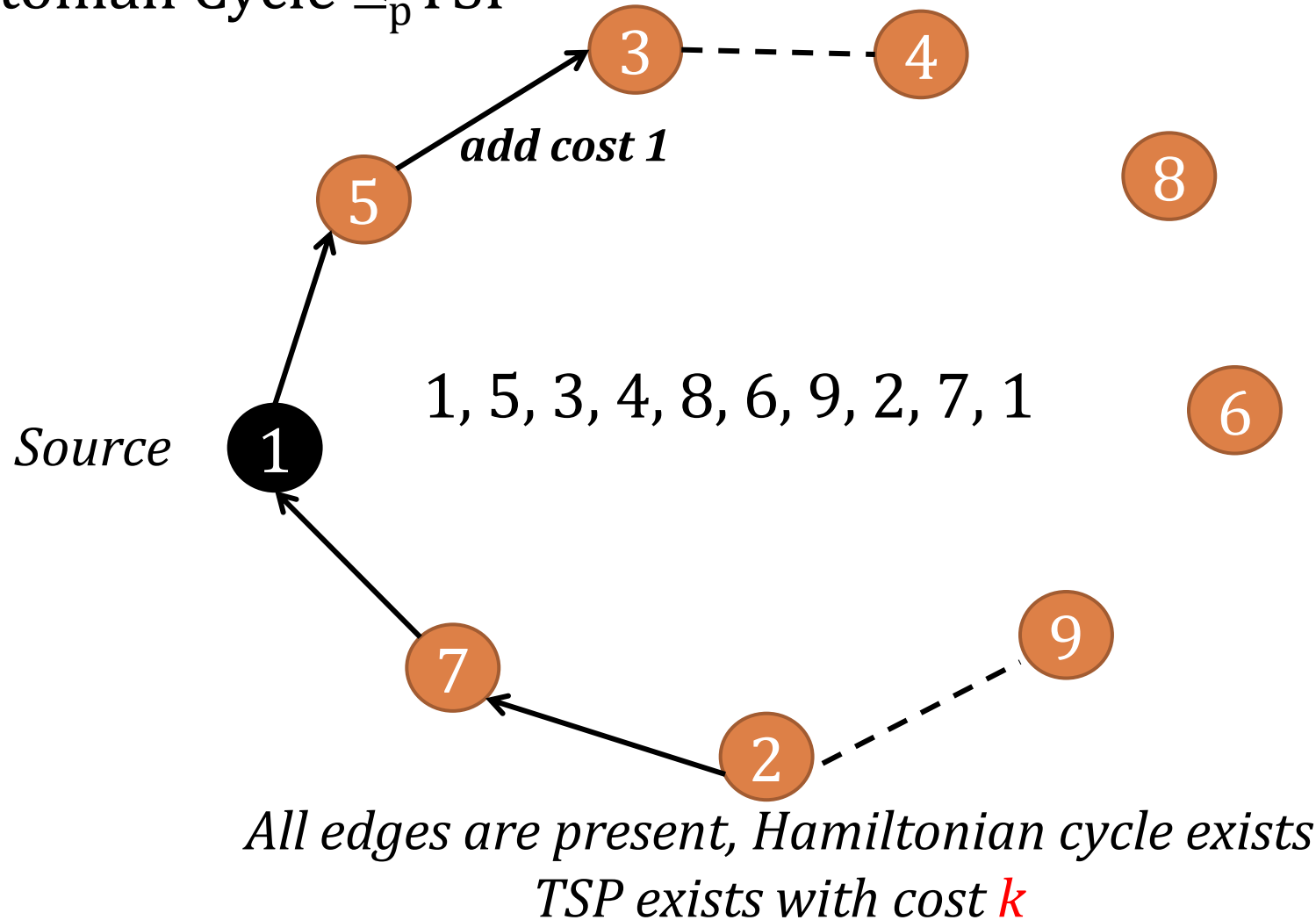
TSP of cost k? Hamiltonian Cycle?

Hamiltonian Cycle \leq_p TSP



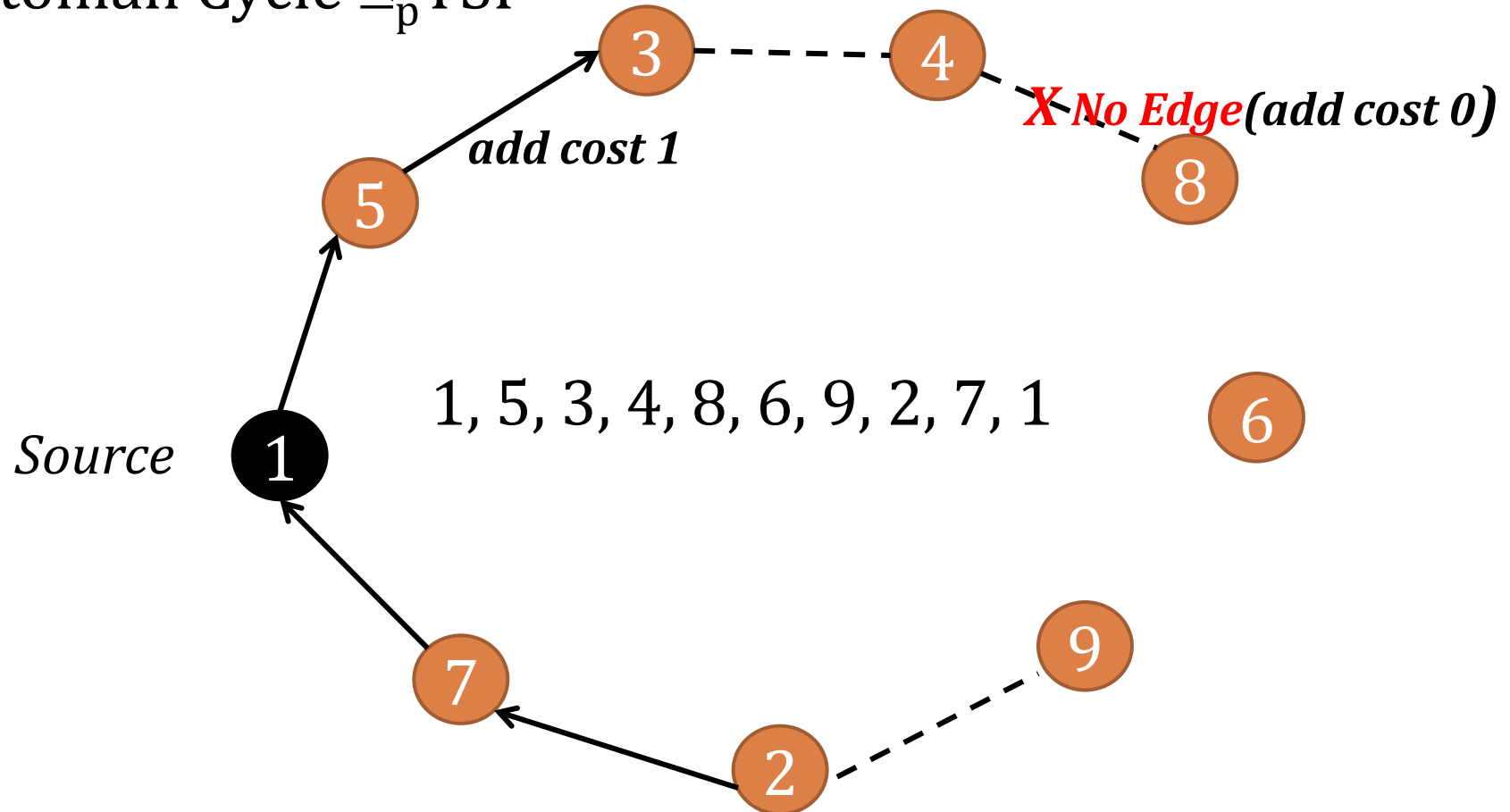
TSP of cost k ? Hamiltonian Cycle?

Hamiltonian Cycle \leq_p TSP



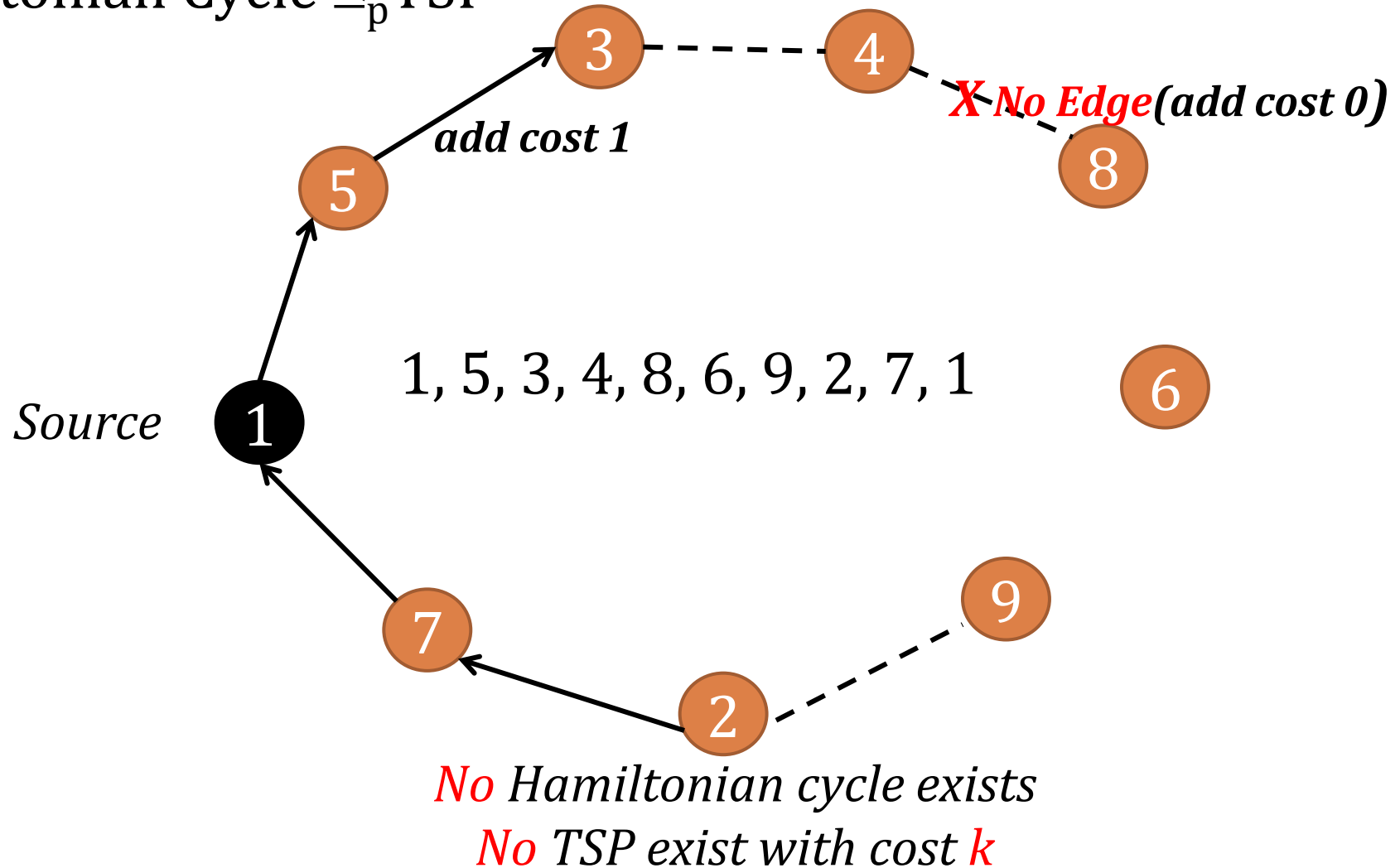
TSP of cost k? Hamiltonian Cycle?

Hamiltonian Cycle \leq_p TSP



TSP of cost k ? Hamiltonian Cycle?

Hamiltonian Cycle \leq_p TSP



**THANK
YOU!**