

COMP 446 / 546

ALGORITHM DESIGN

AND ANALYSIS

LECTURE 14 P-NP

ALPTEKİN KÜPÇÜ

Based on slides of Shafi Goldwasser, Xukai Zou, Michael Goodrich, and Roberto Tamassia

TRACTABLE PROBLEMS

- **Our focus so far: Problems that can be solved efficiently**
 - Matrix Multiplication
 - Is N a prime or composite
 - Max Flow Min Cut
 - Linear Programming
- **Tractable:** Problems that can be solved by algorithms which run in time $O(n^k)$ for some constant $k > 0$ where n is the input size.

INTRACTABLE PROBLEMS

- Are all problems tractable? Far from it.
- No known **polynomial-time** algorithm for:
 - **Traveling Salesman Problem**: On a weighted graph G , find minimum-cost cycle that visits each vertex exactly once.
 - **Factoring**: On input N , find its prime factorization
- No known (any complexity) algorithm for:
 - **Halting Problem**: Given a program P (e.g., written in Java) and an input x , does $P(x)$ terminate ? **UNDECIDABLE!!**

CLASSIFY PROBLEMS

- Provably un-deciable: **Halting**
- Provably requires exponential-time:
 - Given a Turing machine, does it **halt in at most n steps**?
 - Given a board position in an n -by- n generalization of **chess**, **can black guarantee a win**?
- **Frustrating news:** Huge number of fundamental problems have defied classification for decades.

DECISION, SEARCH, OPTIMIZATION PROBLEMS

- **Decision problem:**

- Given a matrix A , vectors b and c , and a value k , **is there** a real-valued vector x , such that $Ax \leq b$ and $cx \geq k$.

- **Search Problem:**

- Given a matrix A , and vectors b and c , and a value k , **find** a real-valued vector x such that $Ax \leq b$ and $cx \geq k$.

- **Optimization problem:**

- Given a matrix A , and vectors b and c , **find** a real-valued vector x , such that $Ax \leq b$ that **maximizes** the value of cx .

- **Optimization is harder than Search, which is harder than Decision**

- If one can solve Optimization, then one can easily solve Search
- If one can solve Search, then one can easily solve Decision

DECISION, SEARCH, OPTIMIZATION PROBLEMS

- **Decision problem:**

- Given a weighted graph $G=(V,E)$, a weight function w , and a bound k , **is there** a spanning tree of G of total weight less than k .

- **Search Problem:**

- Given a weighted graph $G=(V,E)$, a weight function w , and a bound k , **find** a spanning tree of G of total weight less than k .

- **Optimization problem:**

- Given a weighted graph $G=(V,E)$, and a weight function w , **find** a spanning tree of G of **minimum** possible total weight.

DECISION PROBLEMS

- Problems whose answer is either **Yes** or **No**
- Complexity theory usually deals with **decision** version of problems
 - We are interested in classifying how hard problems are.
 - If one can show decision version is hard, then we immediately know its search and optimization versions are also hard.
- A **decision problem** is a function **D** from the set all binary strings (all possible inputs represented in binary) to the set of **{1,0}**.
 - An input **x** to **D** is a **yes-input** if $D(x)=1$
 - An input **x** to **D** is a **no-input** if $D(x)=0$
 - We write $x \in D$ if and only if $D(x)=1$

COMPLEXITY CLASS P

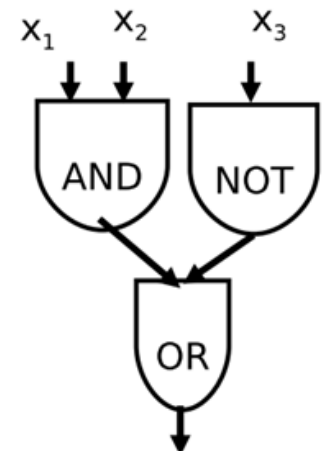
- **Complexity Class P** = { All **decision** problems **D** such that there exists a **polynomial-time** algorithm **A** such that $A(x)=D(x)$ for all inputs **x** }
 - **A** is an algorithm that solves the decision problem **D**
 - We say that **A** **decides** **D**
- **Examples**
 - *Existence of a Spanning Tree with cost at most **k** ?*
 - *Feasibility of a Linear Program ?*
 - *Is **N** a prime number ?*

PROBLEMS NOT KNOWN TO BE IN P: TSP

- **Decision version of Traveling Sales Person (TSP):**
 - Given a **complete** weighted graph **G** and an integer **k**, **is there** a simple cycle that visits all nodes exactly once whose total weight is less than or equal to **k**.
- **Search version: Find such a cycle**
- **Optimization version: Find minimum-weight simple cycle**
- **Best known algorithm: Solve decision version by solving the search version**
 - Find cycle in time $O(2^V)$ for a graph with **V** vertices.
 - Given cycle, it is easy to verify that its weight is $\leq k$
 - Given a cycle, one cannot verify its optimality in polynomial time
 - Search problem does not let us solve optimization problem easily

PROBLEMS NOT KNOWN TO BE IN P: SAT & CIRCUIT-SAT

- **Circuit Satisfiability (CIRCUIT-SAT):** Given a Boolean **circuit C** made of gates and wires (an acyclic diagram whose vertices can be **AND/OR/NOT** gates) with **n** inputs and one output, is there a way to assign **0-1** values to the inputs so that the output value is **1**?
- **General Satisfiability (SAT):** Given a Boolean **formula** over **n** variables, is there an assignment of **TRUE/FALSE** to the variables that make the formula **TRUE**.
- For this lecture, we will not distinguish between SAT and cSAT.
- **Best Known algorithm:** Try out all **2^n** assignments.
 - **EXPONENTIAL!!**



PROBLEMS NOT KNOWN TO BE IN P: FACTORING

- **Decision** version of **Factoring**: Given an **n-bit** integer **N** and bound **B**, **is there** a divisor **d** of **N** such that $1 < d < B$
- **Search** Version: Given an **n-bit** integer **N**, **find** a divisor **d** of **N** such that $1 < d < N$
- **Best known algorithm**: $O(e^K)$ where $K \sim n^{1/3} \log_n^{2/3}$
 - Sub-exponential
 - Super-polynomial
- **Interesting note**: A **quantum** algorithm by **Shor** solves Factoring in **polynomial-time** on a quantum computer.

PROBLEMS NOT KNOWN TO BE IN P: COMMON OBSERVATIONS

- **Solve search to solve decision:**
 - Finding the solution to the **search** version of these problems is **hard**
 - But once you found it, the solution has **polynomial size** and can be verified to be correct in **polynomial time**
- **For a decision problem D**
 - For **yes-inputs** x of D , there is a short and easy to verify certificate that $x \in D$
 - The **certificate** is simply the solution to the search variant of the problem
 - Short means **polynomial-size**
 - Easy to verify means **polynomial-time** verification
- **ONLY FOR YES-INPUTS !!!!!!!!!!!!!!!**

COMPLEXITY CLASS NP

- **Complexity Class NP:** All **decision** problems **D** for which there exist **polynomial-time** verification algorithm **V** and **constant** $c > 0$ such that
 - If $D(x) = 1$ (x is a **yes-input** of **D**) then \exists certificate y s.t. $|y| < |x|^c$ and $V(x,y) = \text{ACCEPT}$
 - If $D(x) = 0$ (x is a **no-input** of **D**) then \forall certificates y $V(x,y) = \text{REJECT}$
- **NO-inputs cannot** have certificates that cause the verification algorithm to **accept**.
- Verification algorithm **never accepts NO-inputs** regardless of the certificate provided.

COMPLEXITY CLASS NP

- **Theoretical Non-Deterministic Turing Machine**
 - Can “guess” the answer
 - Or, can be thought as running many copies of the program in parallel
 - Accepts an input x if there exists some sequence of operations that outputs “yes” on input x .
- **NP = The class of problems that can be solved in polynomial-time on a Non-Deterministic Turing Machine.**
 - Polynomial-time verification definition is equivalent!

REMARKS

- For every **yes-input** for an NP problem, there exists **at least one certificate**, but **possibly many**
- **P** means **decision** problems that can be solved in **polynomial time**
- **NP** does not mean decision problems that are “**not** solvable in **polynomial time**”
- **NP** means “**decision** problems with **polynomial-time verification algorithms**” (**non-deterministic polynomial time**)

REMARKS

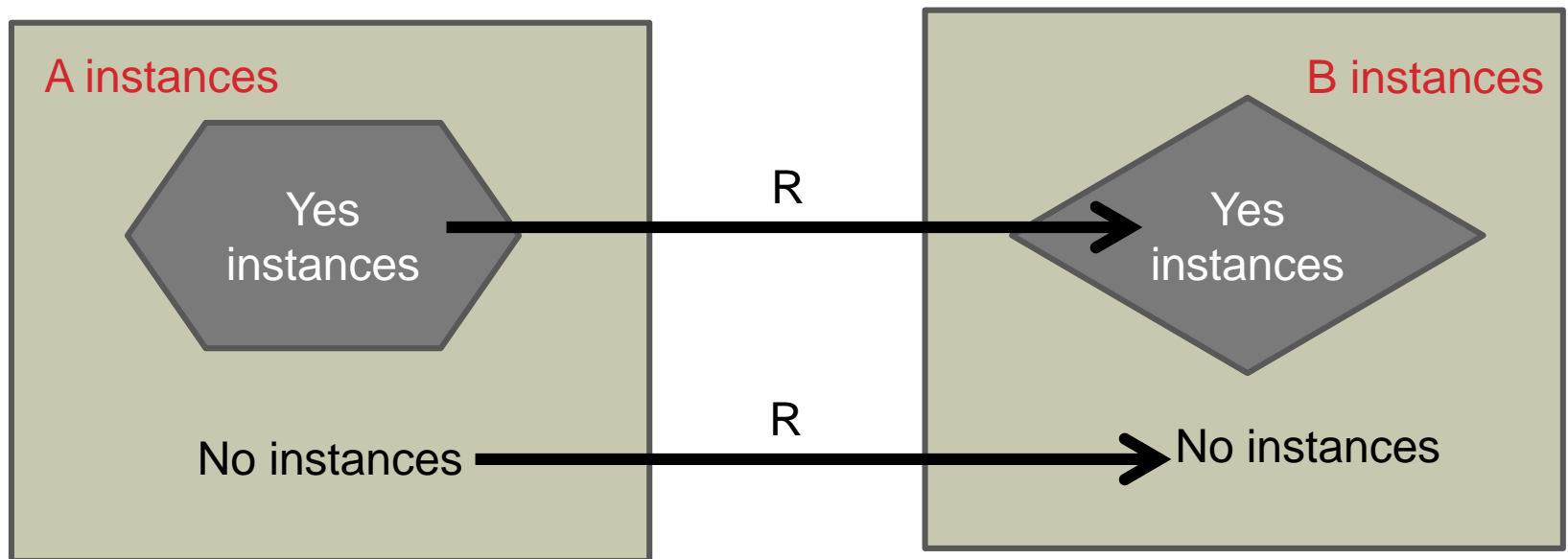
- For every **yes-input** for an NP problem, there exists **at least one certificate**, but **possibly many**
- **P** means **decision** problems that can be solved in **polynomial time**
- **NP does not mean** decision problems that are “**not** solvable in **polynomial time**”
- **NP** means “**decision** problems with **polynomial-time verification algorithms**” (**non-deterministic polynomial time**)
- **$P \subseteq NP$** (every problem in **P** is also in **NP**)
 - Since every deterministic TM is also non-deterministic
- **Not all decision problems are in NP.**
 - Ex: Given circuit **C** decide if **all** assignments to the input variables make the output **0** (**FALSE**).
 - No short certificate is known that can be verified in polynomial-time

P vs. NP

- **P =? NP**
 - Is it as easy to solve as to verify?
- **Main problem: P and NP classify problems, not solutions**
 - But, classification depends on solution algorithms
- **No proof exists that shows a polynomial-time solution to an NP problem cannot exist.**
 - But highly unlikely
 - The question has been open since 1970s
 - No such algorithm has been found
- **How can we make progress on this problem?**
 - Find the “hardest” problems in NP and just work on them
 - The **NP-Complete** problems

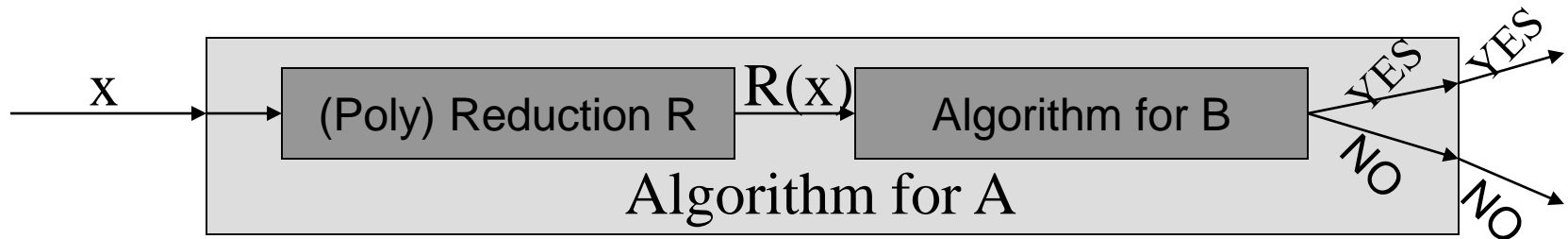
POLYNOMIAL-TIME REDUCTIONS

- Let **A** and **B** be **decision** problems
- **A** is **polynomial-time reducible to B** if there exists a polynomial-time algorithm **R** s.t.
 - **R** transforms input **x** to problem **A** into input **R(x)** to problem **B** so that **x** is a **yes-input** for **A** if and only if **R(x)** is **yes-input** for **B**



POLYNOMIAL-TIME REDUCTIONS

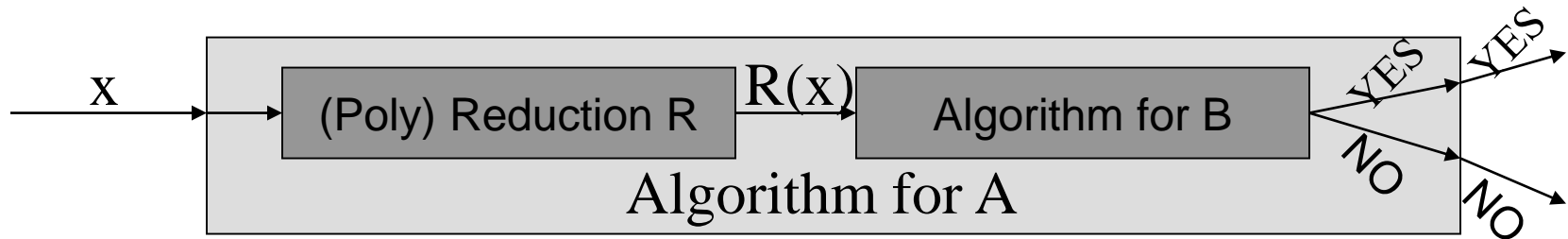
- **Claim:** If **A** is polynomial-time reducible to **B** and if \exists polynomial-time algorithm for **B** then \exists polynomial-time algorithm for **A**



- **Proof:**

- Assume **R** takes $p(|x|)$ time and the algorithm for **B** takes $q(|y|)$ time, where p and q are polynomial functions.
- Further assume the output of **R** is $r(|x|)$ bits where r is a polynomial.
- Then on input x the running time of **A** is $p(|x|) + q(r(|x|)) = \text{poly}(|x|)$

POLYNOMIAL-TIME REDUCTIONS



- **Main uses of reductions:**

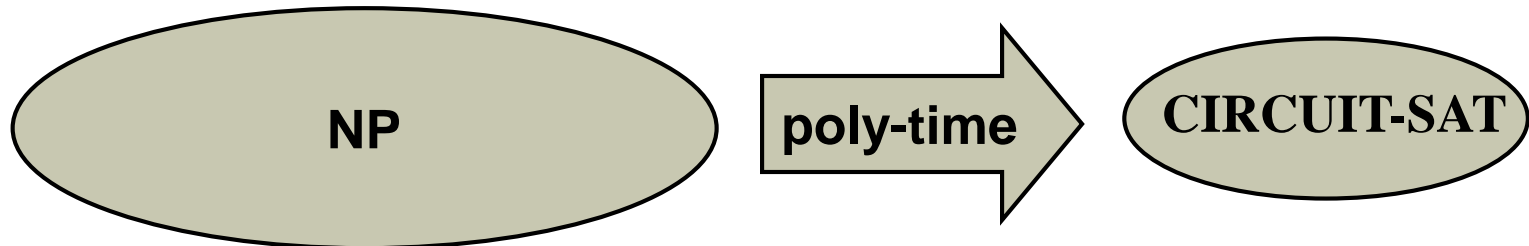
- Solving problem A using algorithm for B
- Showing B is harder than (at least as hard as) A
 - Because if we can solve B, we can easily solve A
 - But even if we can solve A, it may be hard to solve B
- Cryptographic security proofs

POLYNOMIAL-TIME REDUCTIONS

- Let $B \geq A$ (or $A \leq B$) denote that A is polynomial-time reducible to B
 - We use \geq because such a reduction means B is at least as hard as A .
- **Reductions are transitive:** If $A \leq B$ and $B \leq C$, then $A \leq C$.
 - An input x for A can be converted to x' for B , such that $x \in A$ iff $x' \in B$.
 - Likewise, we can convert x' into x'' for C such that $x' \in B$ iff $x'' \in C$.
 - Hence, if $x \in A$, then $x' \in B$ and $x'' \in C$.
 - Likewise, if $x'' \in C$, then $x' \in B$ and $x \in A$.
 - Thus, $A \leq C$ since polynomials are closed under composition and addition. (required for sizes of certificates and verification times)

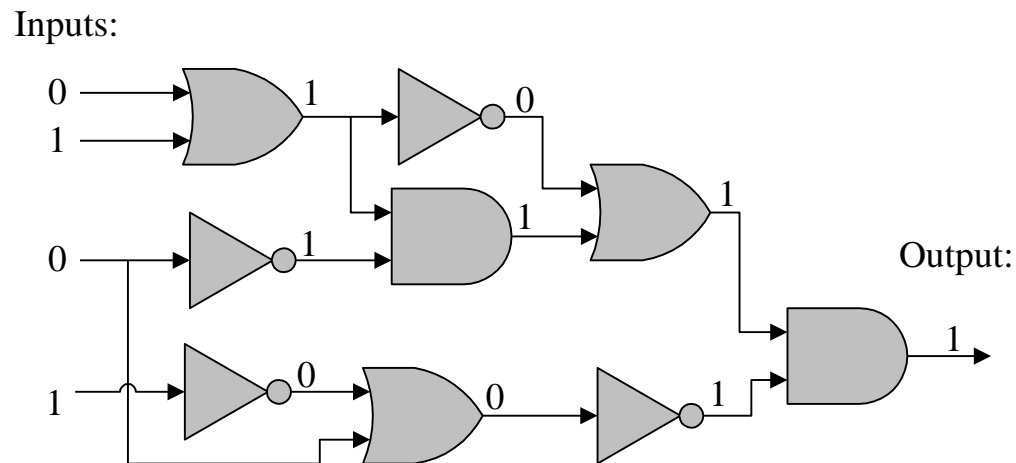
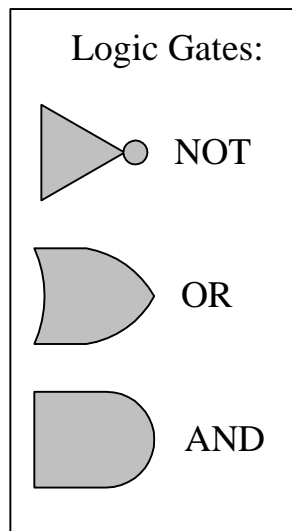
NP-COMPLETENESS

- A problem **L** is **NP-hard** if **every** problem in NP can be reduced to **L** in polynomial time.
- **L** is **NP-complete** if it is in **NP** and is **NP-hard**.
- **Cook-Levin Theorem: SATISFIABILITY is NP-complete.**
 - This includes SAT, CIRCUIT-SAT, 3-SAT



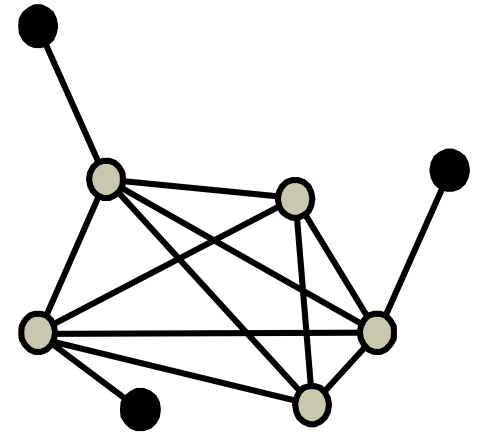
SATISFIABILITY IS IN NP

- Consider a Boolean circuit composed of **AND/OR/NOT** gates.
- The **CIRCUIT-SAT** problem is to determine if there is an assignment of **0/1** to inputs so that the circuit outputs **1**.
- **Polynomial-time verification algorithm:** Given a set of satisfying inputs (certificate), run each gate and check if the result is **1**.



CLIQUE

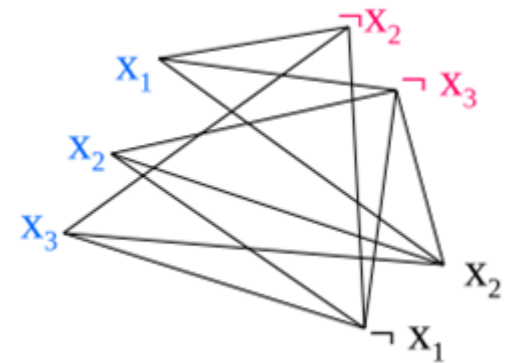
- **Input:** An undirected graph $G=(V,E)$ be and $K > 0$
- **Problem:** Is there a subset C of V with $|C| \geq K$ such that **every pair** of vertices in C has an edge between them?
 - Does the graph have a clique of size K ?
 - Clique of size 3 are easy to detect
- **Theorem:** CLIQUE is NP-Complete.
- **Proof:**
 - First, obviously CLIQUE is in NP
 - *Verification algorithm ?*
 - For NP-hardness proof
 - Reduce 3-SAT to CLIQUE
 - Reduce inputs so that solving CLIQUE solves 3-SAT



3SAT \leq CLIQUE REDUCTION

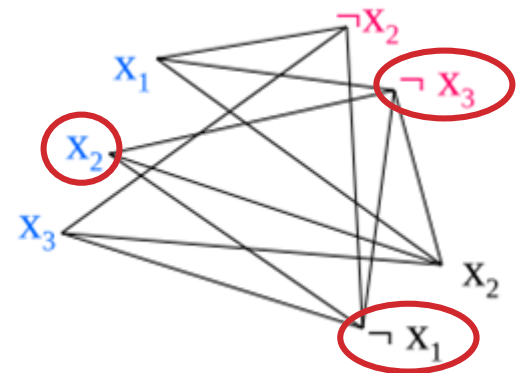
- Given a 3-SAT input 3-CNF $\phi = C_1, \dots, C_m$ over x_1, \dots, x_n , construct a CLIQUE input $G=(V,E)$ and K s.t ϕ satisfiable iff G has a clique of size $\geq K$
 - Notation: a **literal** is either x_i or $\neg x_i$
- **Reduction:**
 - create a **vertex** for each literal t occurring in a clause
 - create an **edge** between V_t and $V_{t'}$ unless
 - t and t' are in the same clause, or
 - t is the negation of t'
 - set $K=m$ (#clauses)
- **Example:**
 - Formula: $(x_1 \vee x_2 \vee x_3) \wedge (\neg x_2 \vee \neg x_3) \wedge (\neg x_1 \vee x_2)$

$O(n+m)$



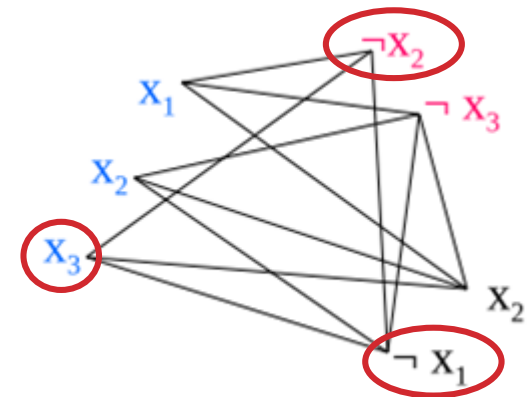
3SAT \leq CLIQUE REDUCTION

- **Claim:** φ satisfiable iff G has a clique of size $\geq m$
- φ satisfiable $\Rightarrow G$ has a clique of size m
 - Take any assignment that satisfies φ
 - e.g., $x_1=F, x_3=F, x_2=T$
 - Let the set of vertices C contain one literal for each clause that made the clause true
 - x_2 & $\neg x_3$ & $\neg x_1$
 - C is a clique of size m
 - All vertices in C are from different clauses
 - No two vertices' labels are negation of each other
 - Otherwise, not a valid assignment
 - No i with $x_i = T$ and $x_i = F$



3SAT \leq CLIQUE REDUCTION

- **Claim:** ϕ satisfiable iff G has a clique of size $\geq m$
- ϕ satisfiable $\iff G$ has a clique of size m
 - Take any clique C of size m
 - All vertices in C are from different clauses
 - No two vertices' labels are negation of each other
 - Set all literals in the clique to evaluate to true in ϕ
 - e.g., $x_3=T, x_2=F, x_1=F$
 - This is a legal assignment which satisfies ϕ

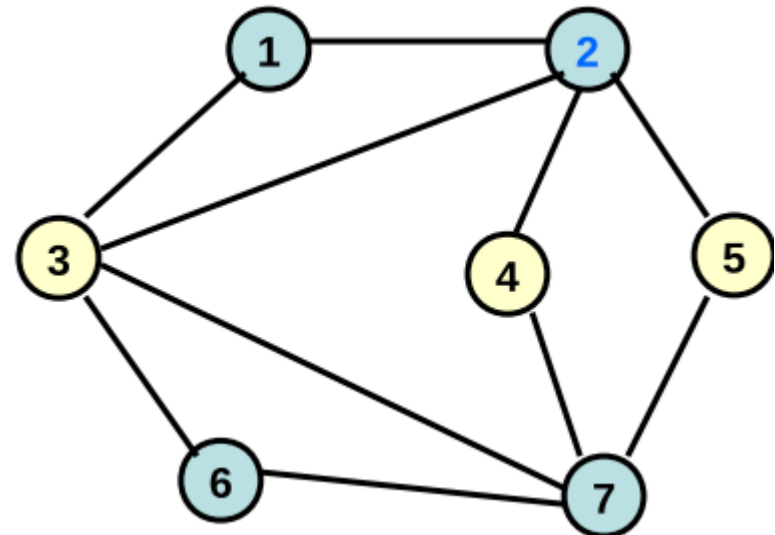


3SAT \leq CLIQUE REDUCTION SUMMARY

- We constructed a reduction that maps:
 - YES-inputs of 3-SAT to YES-inputs of CLIQUE
 - NO-inputs of 3-SAT to NO-inputs of CLIQUE
- The reduction works in polynomial time
- Therefore, SAT \leq CLIQUE and hence CLIQUE is NP-hard
- CLIQUE \in NP and CLIQUE is NP-hard
 - \Rightarrow CLIQUE is NP-complete

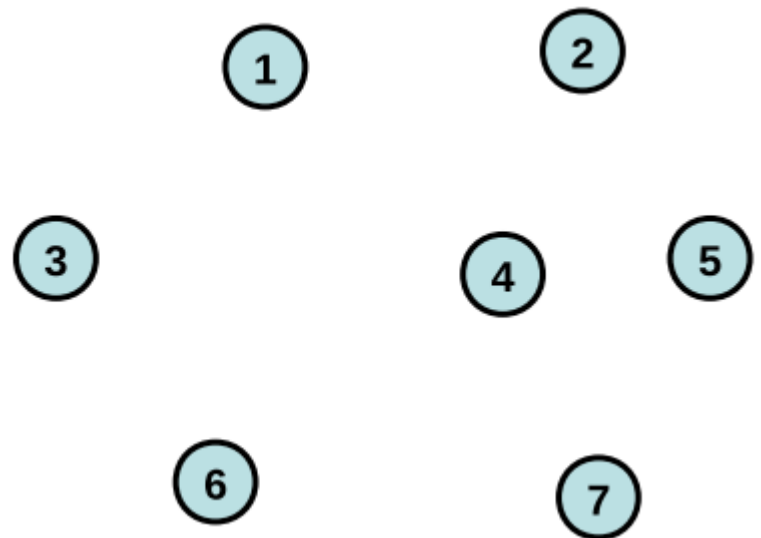
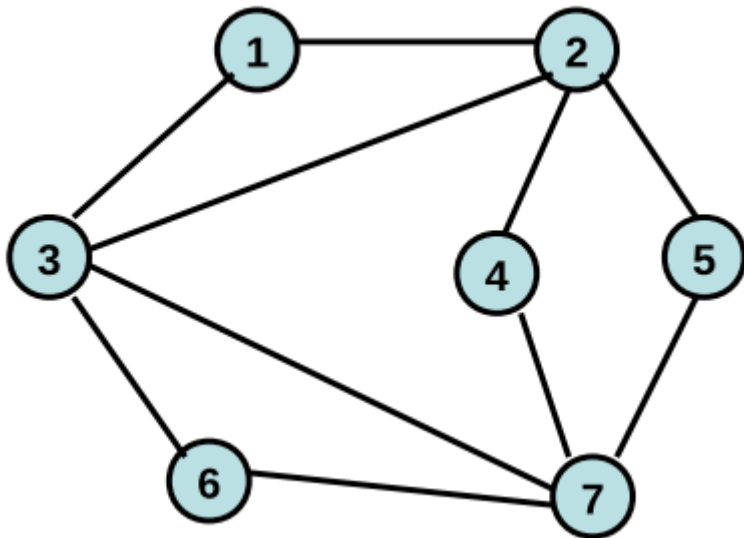
INDEPENDENT SET

- **Input:** An **undirected** graph $G=(V,E)$ and integer $K > 0$
- **Problem:** Is there a subset S of V of size K that is an **independent set** (that is there are **no** edges between vertices in S)
- **Theorem:** IS is NP-complete
- **Proof:**
 - First, obviously IS is in NP
 - *Verification algorithm ?*
 - For NP-hardness proof
 - Reduce CLIQUE to IS
 - Reduce inputs so that solving IS solves CLIQUE



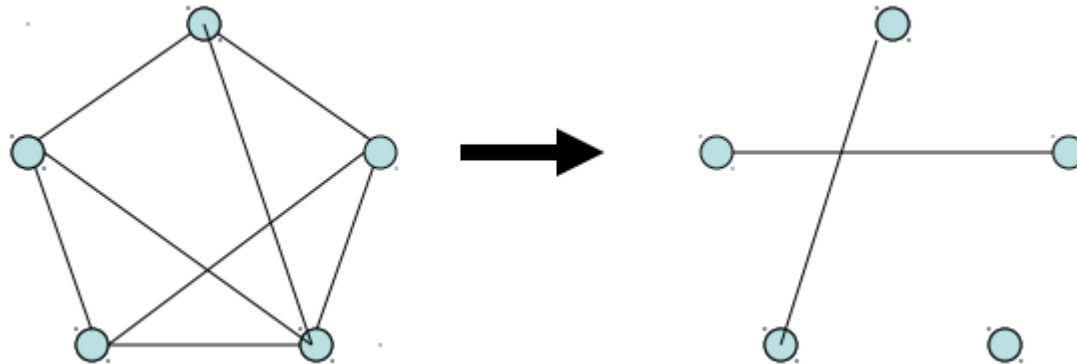
COMPLEMENT OF A GRAPH

- $G'=(V,E')$ is the complement of $G=(V,E)$ if edge $e \in E'$ iff $e \notin E$
- *Example: Construct the complement on board*



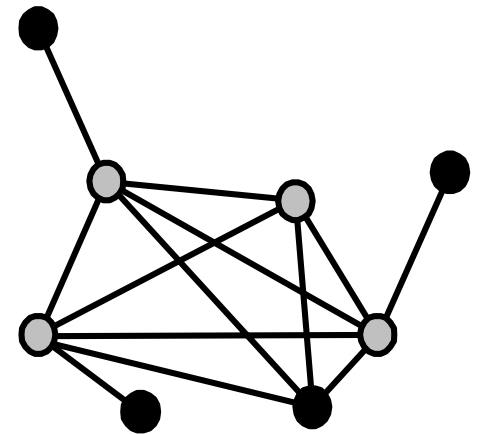
CLIQUE \leq INDEPENDENT SET

- **Claim:** S is a **clique** in G iff S is an **independent set** in the **complement** of G
- **Reduction:** $O(|V|^2)$
 - Compute the complement of the graph G' .
 - The complement graph has an **independent set** of size K iff the original graph had a **clique** of size K .
 - (G, K) is reduced to (G', K)
- **Duality again!**



VERTEX COVER

- **Input:** An undirected graph $G=(V,E)$ and an integer $K > 0$
- **Problem:** Is there a subset S of V that is a **vertex cover** of size at most K (every edge in E has **at least one** end point in S)
 - For all $(a,b) \in E$, $a \in S$ or $b \in S$
- **Theorem:** Vertex Cover is NP-Complete
- **Proof:**
 - First, obviously VC is in NP
 - *Verification algorithm ?*
 - For NP-hardness proof
 - Reduce IS to VC
 - Reduce inputs so that solving VC solves IS



INDEPENDENT SET \leq VERTEX COVER

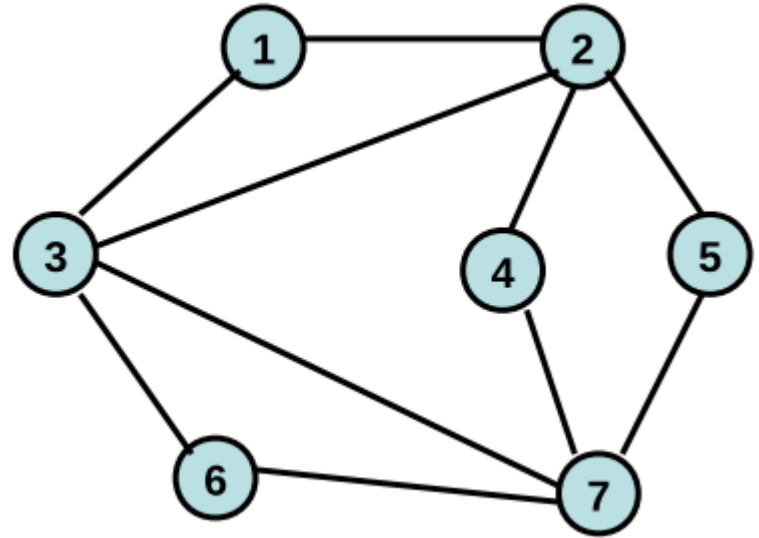
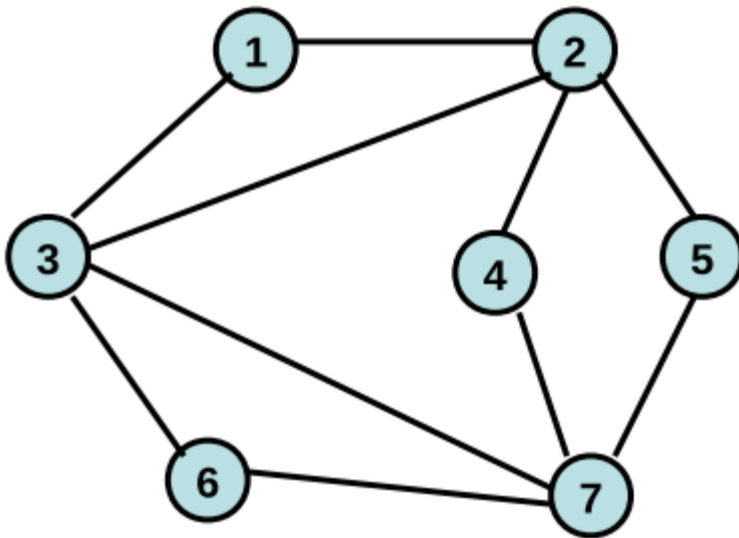
- **Lemma:** S is independent set in graph G iff $V-S$ is a vertex cover in G
- **Proof:**
 - S independent set $\Rightarrow V-S$ vertex cover
 - If S is independent set in G , there are no edges between vertices in S .
 - So all edges must have an end point in a vertex outside of S .
 - Thus, $V-S$ is a vertex cover.
 - S independent set $\Leftarrow V-S$ vertex cover
 - If $V-S$ is a vertex cover in G , then all edges must have at least one end point in $V-S$.
 - So any pair of vertices out of $V-S$ cannot have an edge between them otherwise that edge wouldn't be covered.
 - Thus, S is independent set.

INDEPENDENT SET \leq VERTEX COVER

EXERCISE:

Find maximum independent set S

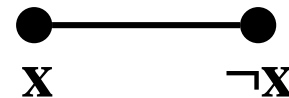
Show that $V-S$ is a vertex cover



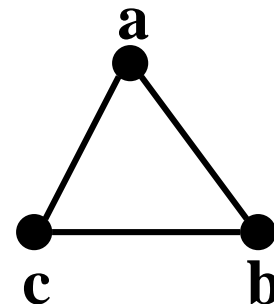
3-SAT \leq VERTEX COVER

- **Reduce 3SAT to VERTEX-COVER:**

- We have a Boolean formula in CNF with each clause having 3 literals.
- For each variable x , create a node for x and $\neg x$, and connect them with an edge:



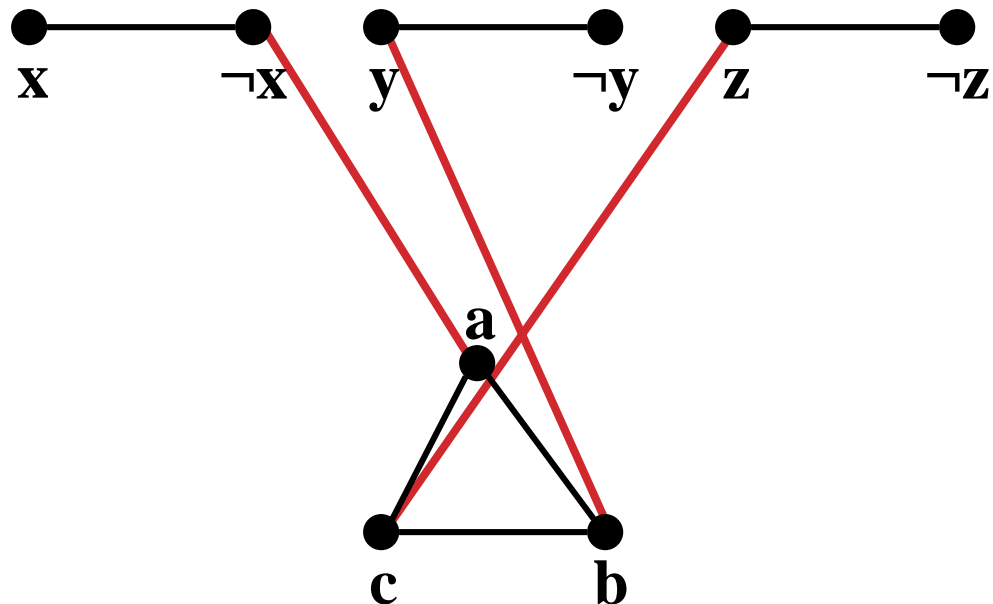
- For each clause $(a \vee b \vee c)$, create three nodes and connect them as a triangle.



3-SAT \leq VERTEX COVER

- **Reduction (continued):**

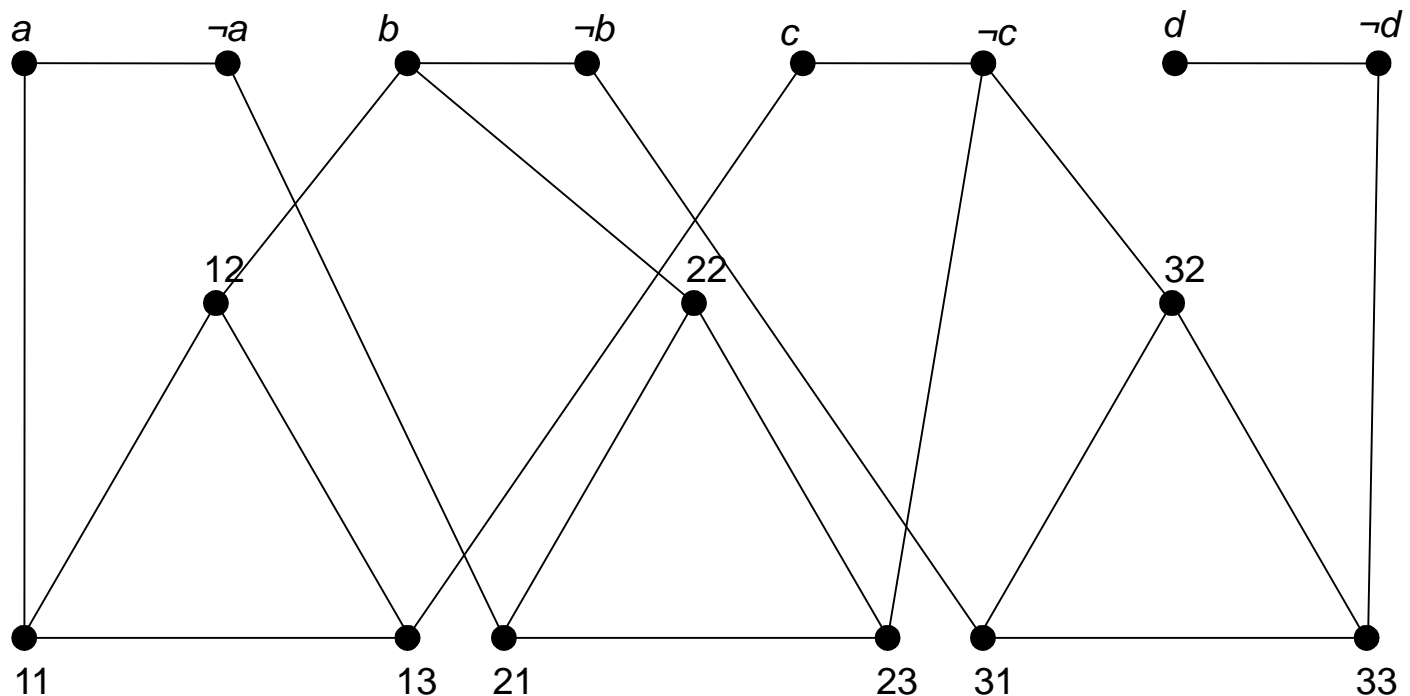
- Connect each literal in a clause triangle to its copy in a variable pair.
 - e.g., a clause $(\neg x \vee y \vee z)$



- Let $n = \#$ variables
- Let $m = \#$ clauses
- Set $K=n+2m$

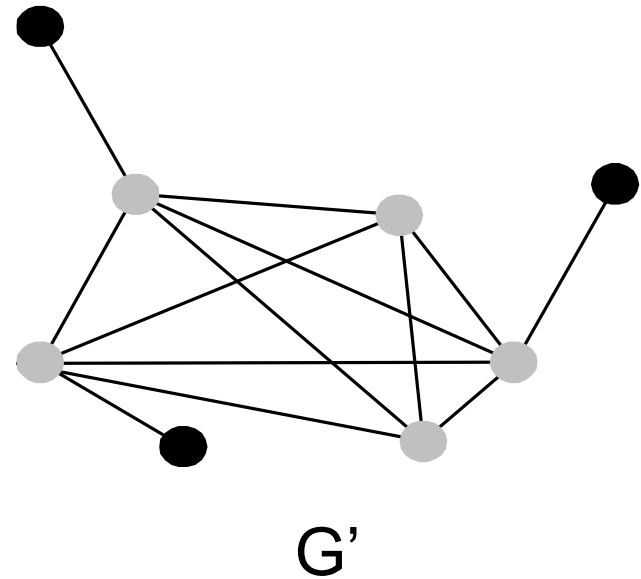
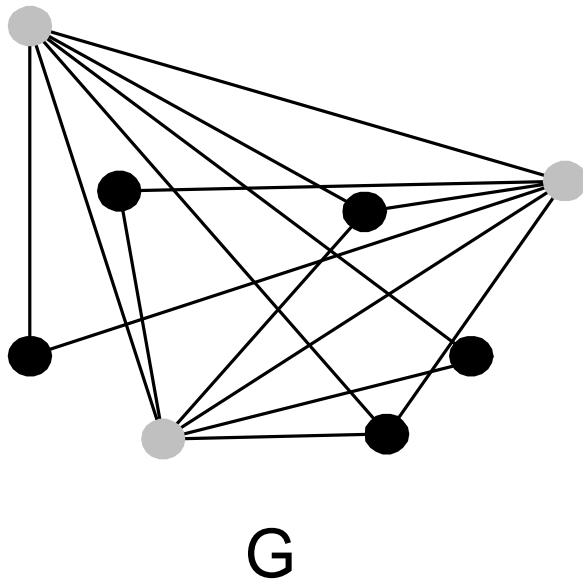
3-SAT \leq VERTEX COVER

- Example: $(a \vee b \vee c) \wedge (\neg a \vee b \vee \neg c) \wedge (\neg b \vee \neg c \vee \neg d)$
- Graph has vertex cover of size $K=4+6=10$ iff formula is satisfiable.



VERTEX COVER \leq CLIQUE

- Reduce VERTEX-COVER to CLIQUE.
- A graph **G** has a **vertex cover** of size **K** if and only if its complement graph **G'** has a **clique** of size **n-K**.



OTHER NP-COMPLETE PROBLEMS

- **SET-COVER:** Given a collection of m sets, are there K of these sets whose union is the same as the whole collection of m sets?
 - NP-complete by reduction from VERTEX-COVER
- **SUBSET-SUM:** Given a set of integers and a distinguished integer K , is there a subset of the integers that sums to K ?
 - NP-complete by reduction from VERTEX-COVER

OTHER NP-COMPLETE PROBLEMS

- **0-1 Knapsack:** Given a collection of items with weights and benefits, is there a subset of weight at most **W** and benefit at least **K**?
 - NP-complete by reduction from SUBSET-SUM
- **Hamiltonian-Cycle:** Given an graph **G**, is there a cycle in **G** that visits each vertex exactly once?
 - NP-complete by reduction from VERTEX-COVER
- **TSP:** Given a complete weighted graph **G**, is there a simple cycle that visits each vertex and has total cost at most **K**?
 - NP-complete by reduction from Hamiltonian-Cycle.

DEALING WITH NP-COMPLETENESS

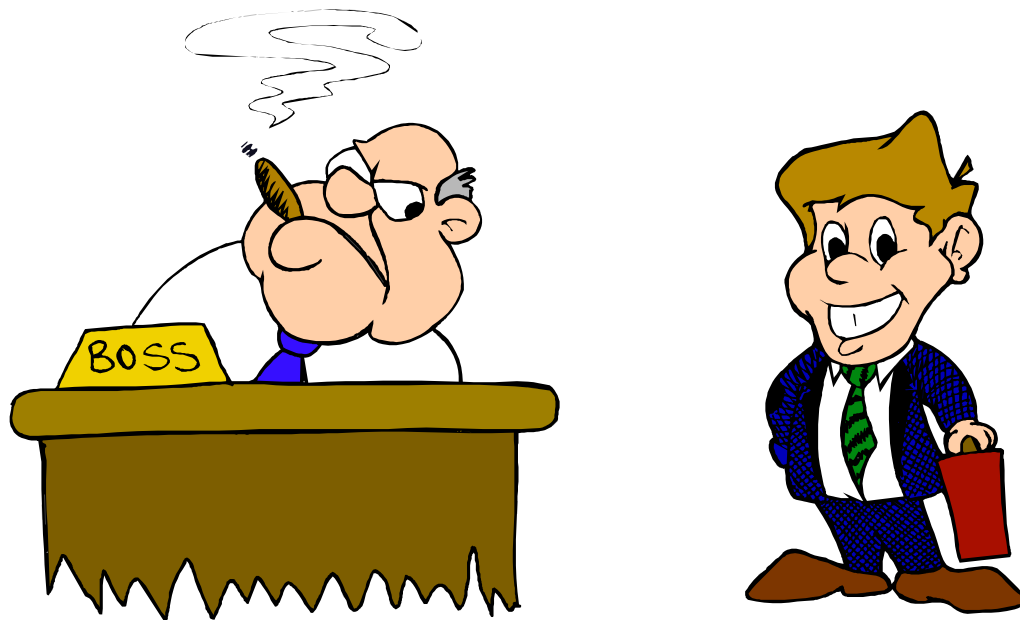
**I couldn't find a polynomial-time algorithm.
I guess I'm not smart enough.**



(cartoon inspired by [Garey-Johnson, 79])

DEALING WITH NP-COMPLETENESS

**I couldn't find a polynomial-time algorithm,
because no such algorithm exists!**



(cartoon inspired by [Garey-Johnson, 79])

Sometimes we can
prove a strong lower
bound... (but not
usually)

DEALING WITH NP-COMPLETENESS

I couldn't find a polynomial-time algorithm,
but neither could all these other smart people.
See the NP-hardness reduction for this problem.



(cartoon inspired by [Garey-Johnson, 79])

DEALING WITH NP-COMPLETENESS

- If you recognize your problem is NP-complete, do not waste your time trying to solve it in polynomial time.
- Options:
 - Use slow algorithm
 - Settle for an approximation of the solution
 - This applies to the search and optimization versions of the NP-complete decision problem
 - Change your problem formulation so this updated version is in P.
 - Sometimes special cases are surprisingly easy.

REMARKS

- **Special cases** of a problem may be in **P** even if the general case is not known to be.
 - 2-SAT (P) vs. 3-SAT (NP-complete)
- **Representation is important:** Sometimes if inputs to a problem (or even just part of the input) is specified not in binary but say in unary, then it becomes much easier.
 - Clique when K is in unary can be solved in polynomial n^K time.
 - Length of input K when represented in unary is K , instead of $\log K$ in binary.
- **Fixed vs. Growing:** Sometimes a portion of the input is really the same for all inputs (i.e., fixed), and that can make the problem tractable.
 - Integer programming with a fixed number of variables is in P
 - Clique with $k=3$ (i.e., deciding if there exists a triangle in the graph) is in P

NP VS. NP-COMPLETENESS

- **Graph Isomorphism:** Given two graphs $G_1=(V_1,E_1)$ and $G_2=(V_2,E_2)$, is there a mapping $f: V_1 \rightarrow V_2$ such that $(u,v) \in E_1$ iff $(f(u), f(v)) \in E_2$
- Important Problem!
- Best known algorithm: $O(2^{\sqrt{V}})$
- Obviously in NP
 - *Verification algorithm ?*
- But probably **not NP-complete**
 - Definitely not known to be NP-complete
 - Similarly not known to be NP-complete: **Factoring Problem**

BEYOND NP

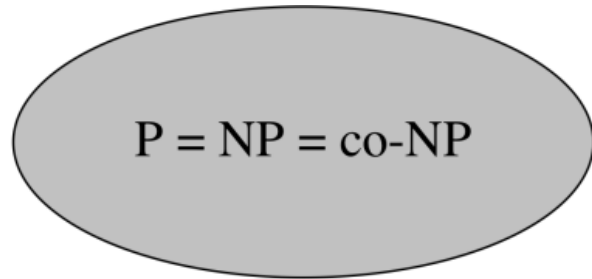
- Can you verify quickly that a **3-CNF** formula is **not satisfiable**?
 - *What would be a certificate?*
- Can you verify quickly that a graph **G** **does not have large clique**?
 - *What would be a certificate?*
- Can you verify quickly that a pair of graphs are **not isomorphic**?
 - *What would be a certificate?*
- Best we know: **exponential-size certificates** for all these

<http://introcs.cs.princeton.edu/java/76computability/>

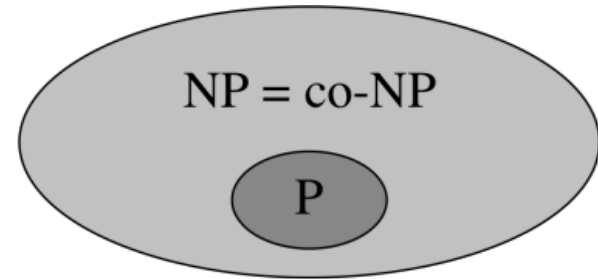
CO-NP

- **NP:** Decision problems that have a **polynomial-size certificate** that can be **verified in polynomial-time** for **yes-instances**.
 - Ex: SAT, HAM-CYCLE, COMPOSITES
- **Complexity Class co-NP:** Set containing **complements** of decision problems in NP. co-NP problems have a **polynomial-size certificate** that can be **verified in polynomial-time** for **no-instances**.
 - Ex: TAUTOLOGY, NO-HAM-CYCLE, PRIMES

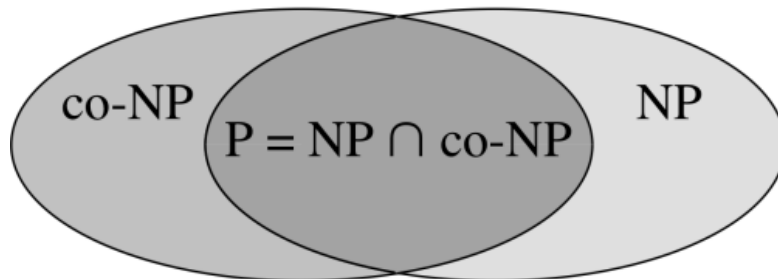
POSSIBLE OPTIONS (NONE PROVEN YET)



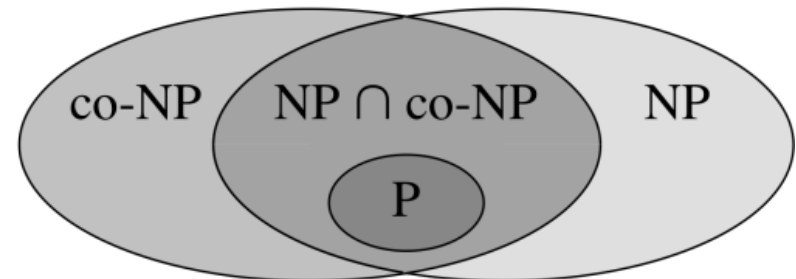
(a)



(b)



(c)



(d)