



INDIAN INSTITUTE OF  
INFORMATION  
TECHNOLOGY

# Deterministic, Non-Deterministic, Optimization, Approximation, and Probabilistic

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# Deterministic and Non-deterministic algorithms

# Computational complexity theory

- Fields in
  - Theoretical Computer Science
  - Analysis of Algorithms
- An algorithm solves a computation problem by mathematical steps.
- A computational problem (such as an algorithm) is a task solved by a computer.
- Focuses on classifying computational problems according to the resource usage
- Resource usage: amount of resources needed to solve computational problem,
- Resources: such as time and storage.

# Single Source Shortest-Paths Implementation

algorithm	restriction	typical case	worst case	extra space
topological sort	no directed cycles	$E + V$	$E + V$	$V$
Dijkstra (binary heap)	no negative weights	$E \log V$	$E \log V$	$V$
Bellman-Ford	no negative cycles	$E V$	$E V$	$V$
Bellman-Ford (queue-based)		$E + V$	$E V$	$V$

Easy  
Medium  
Hard

**Remark 1.** Directed cycles make the problem harder.

**Remark 2.** Negative weights make the problem harder.

**Remark 3.** Negative cycles makes the problem intractable.

# Single Source Shortest-Paths Implementation

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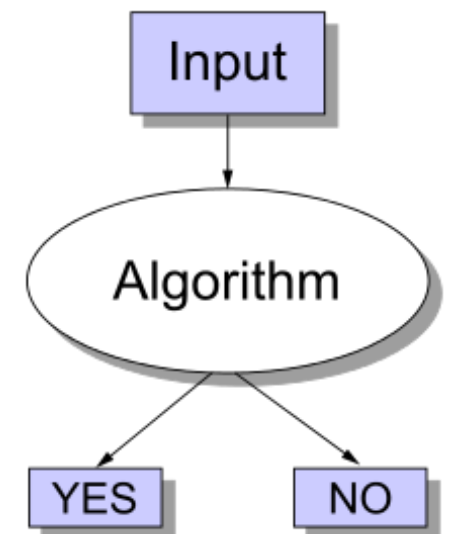
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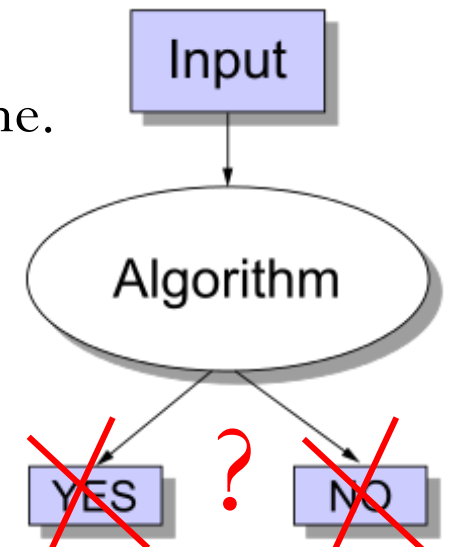
# Deterministic algorithm

- Given a particular input, will always produce the same output, with the underlying machine always passing through the same sequence of states.
- State machine: a state describes what a machine is doing at a particular instant in time.
- State machines pass in a discrete manner from one state to another.
- Enter the input, initial state or start state.
- Current state determines what will be next state, the set of states is predetermined.



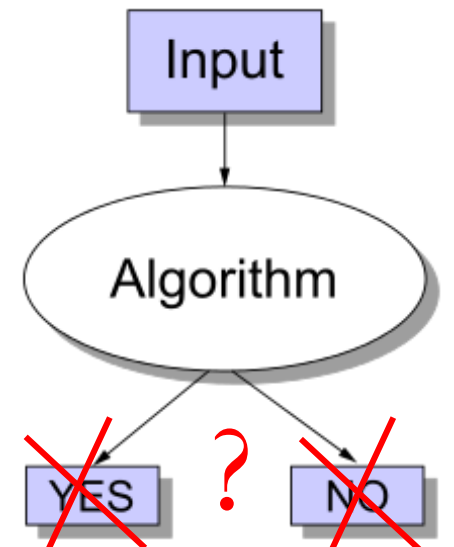
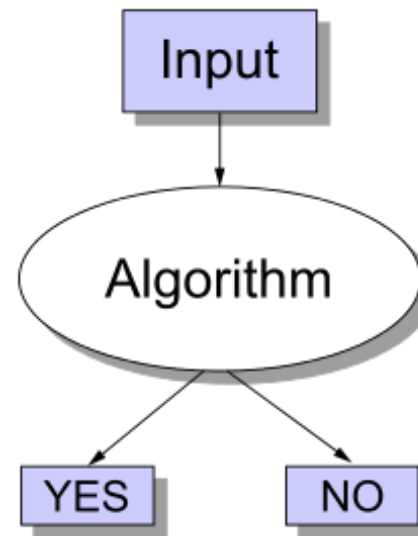
# Non-deterministic Algorithms

- If it uses external state other than the input, such as
  - user input,
  - a global variable,
  - a hardware timer value,
  - a random value, or
  - stored disk data.
- If it is timing-sensitive,
  - e.g. if it has multiple processors writing to the same data at the same time.
- If a hardware error causes its state to change in an unexpected way.
- The order each processor writes data will affect the result.



# Deterministic and Non-deterministic Algorithms

- Disadvantages of Determinism
  - predictable future by players or predictable security by hacker
  - e.g. predictable card shuffling program or security key
- Pseudorandom number generator is often not sufficient,
  - thus cryptographically secure pseudo-random number generator,
  - hardware random number generator.





# P (Polynomial) Time Problems

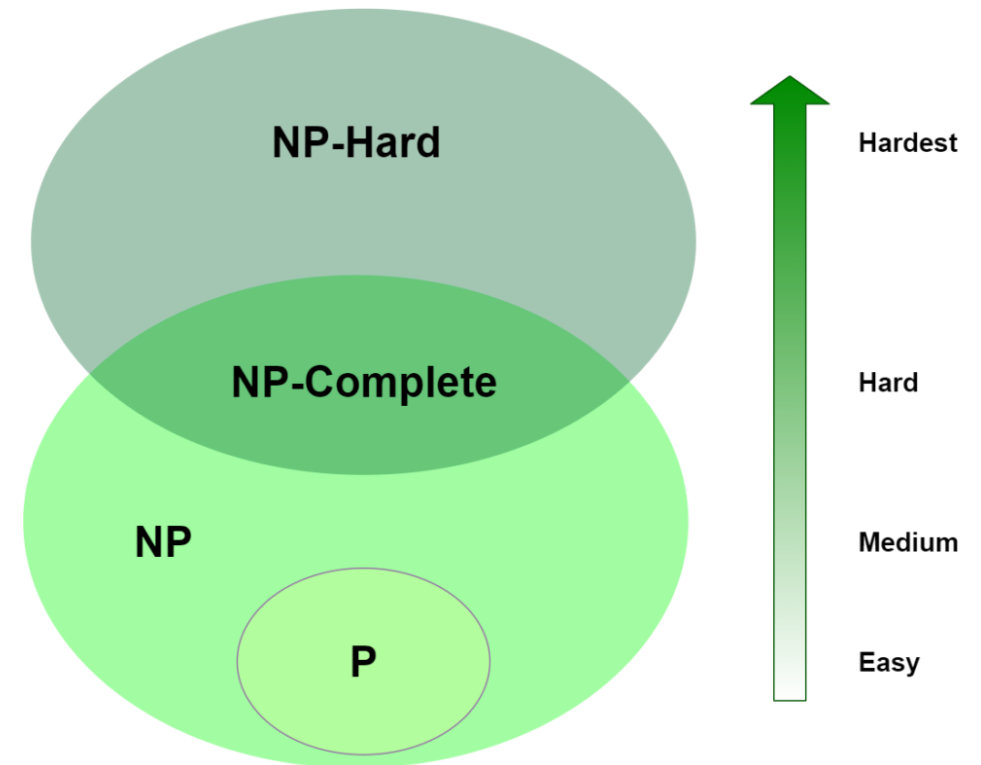
- Contains all decision problems that can be solved deterministically using a polynomial time (polynomial amount of computation time).●
- A problem is in P-complete, if it is in P
- P is the class of computational problems that are "efficiently solvable" or "tractable".
- Class P, typically take all the "tractable" problems for a sequential algorithm,
- But, in reality, some problems not known to be solved in polynomial P time.

# P (Polynomial) Time Problems

- Programmable Function (or method) is polynomial-time
  - if completes in constant-time or polynomial time,
  - then the entire algorithm takes polynomial time.
- Polynomial-time algorithms:
  - Minimum Spanning Tree: Kruskal's  $O(E \lg V)$  and Prim's  $O(E + V \lg V)$  algorithm
  - Shortest Path Algorithms: Dijkstra's  $O(E \lg V)$  and Bellman-Ford's  $O(EV)$  algorithm

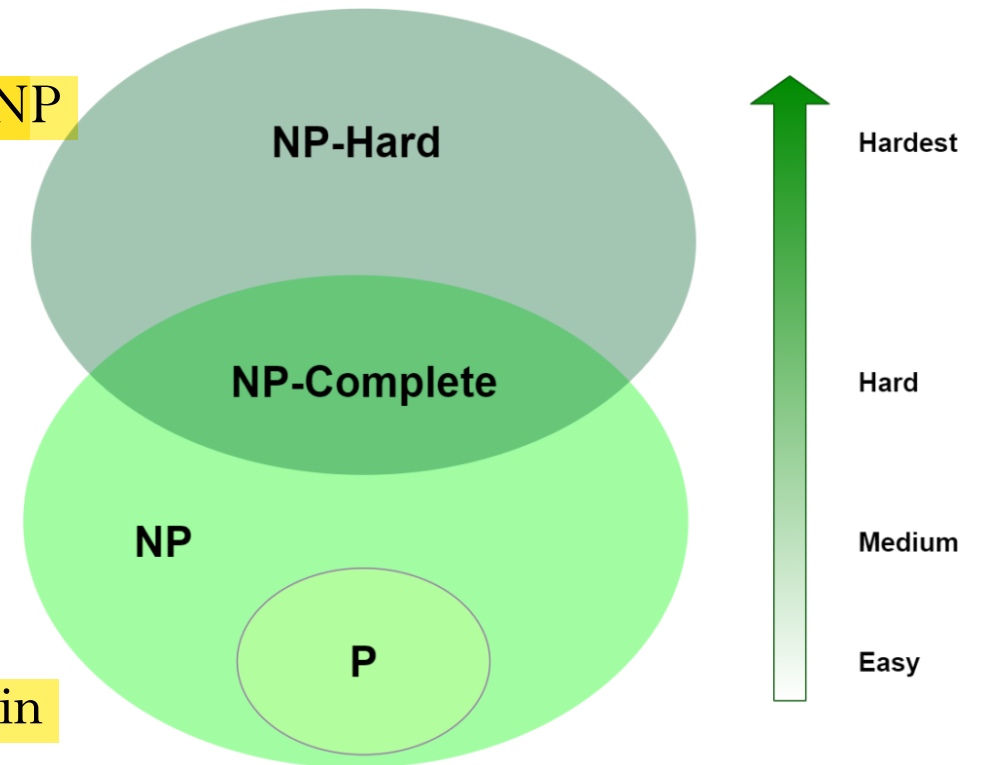
# NP - Naming convention

- Classification
  - Hardest  $\rightarrow$  NP-Hard
  - Hard  $\rightarrow$  NP-Complete
  - Medium  $\rightarrow$  NP
  - Easy  $\rightarrow$  P
- Order of N inputs
  - $O(1)$  – constant-time
  - $O(\log_2(n))$  – logarithmic-time
  - $O(n)$  – linear-time
  - $O(n^2)$  – quadratic-time
  - $O(n^k)$  – polynomial-time
  - $O(k^n)$  – exponential-time
  - $O(n!)$  – factorial-time



# NP - Naming convention

- NP-hard: Class of problems are at least as hard as the hardest problems in NP.
- NP-hard problems do not have to be in NP; means NP hard problem may not even be decidable.
- NP-complete: Class of decision problems which contains the hardest problems in NP. Each NP-complete problem has to be in NP.
- NP: Class of computational decision problems for which any given yes-solution can be verified as a solution in polynomial time
- NP-easy: At most as hard as NP, but not necessarily in NP.

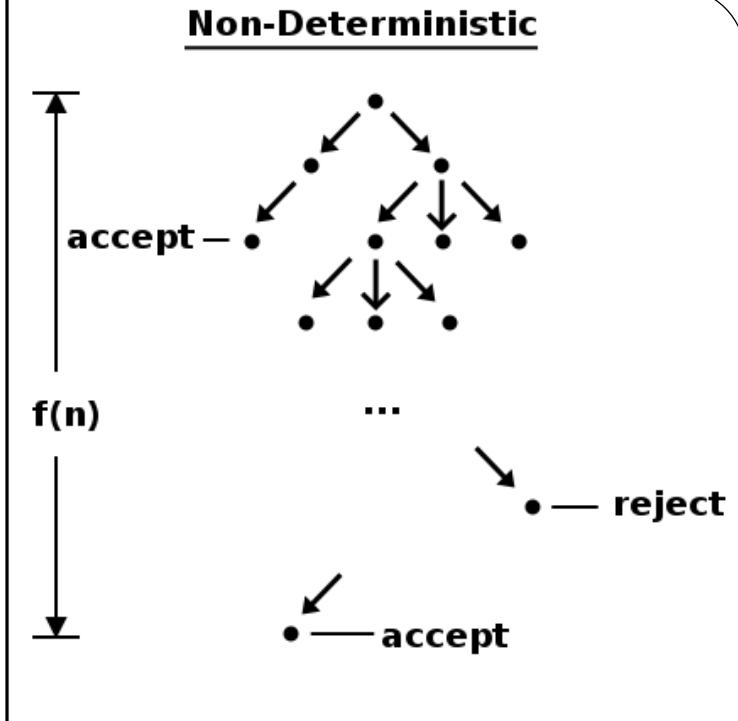
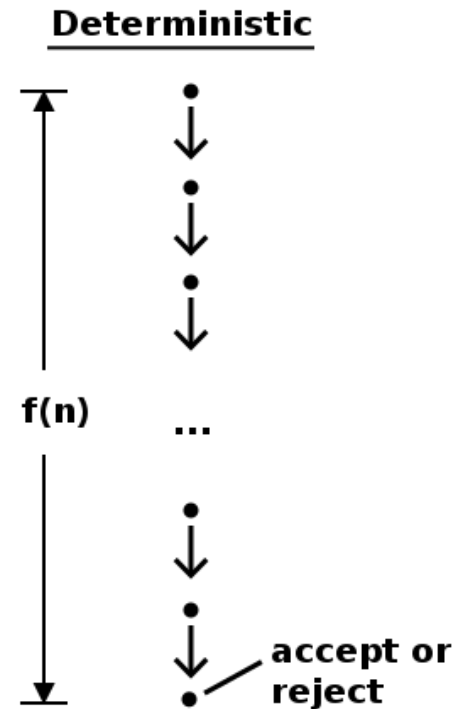


<https://en.wikipedia.org/wiki/NP-hardness>

<https://www.baeldung.com/cs/p-np-np-complete-np-hard>

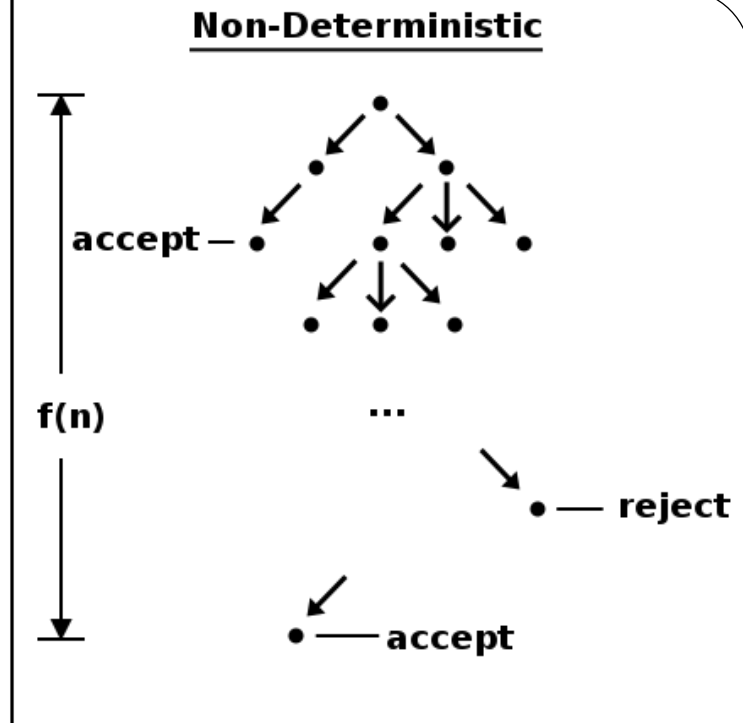
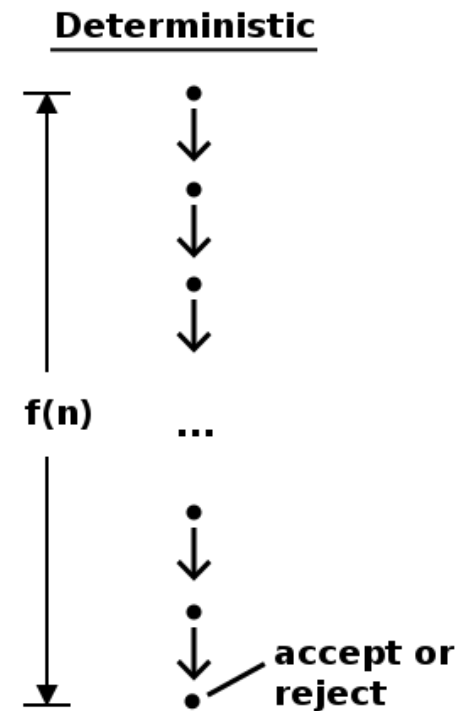
# P and NP Problems

- Nondeterministic Polynomial-time
- “Nondeterministic” refers to
  - “luckiest possible guesser”
- "Complete" refers to
  - “in the same complexity class”
- **P** versus **NP** determine
  - whether a problem can be verified in polynomial time
  - whether the problem can also be solved in polynomial time.
- If it turned out that **P**  $\neq$  **NP**, (widely accepted/believed),
- There are problems in **NP** that are harder to compute than to verify:
- NP problems could not be solved in polynomial time, but the answer could be verified in polynomial time.



# NP Complete

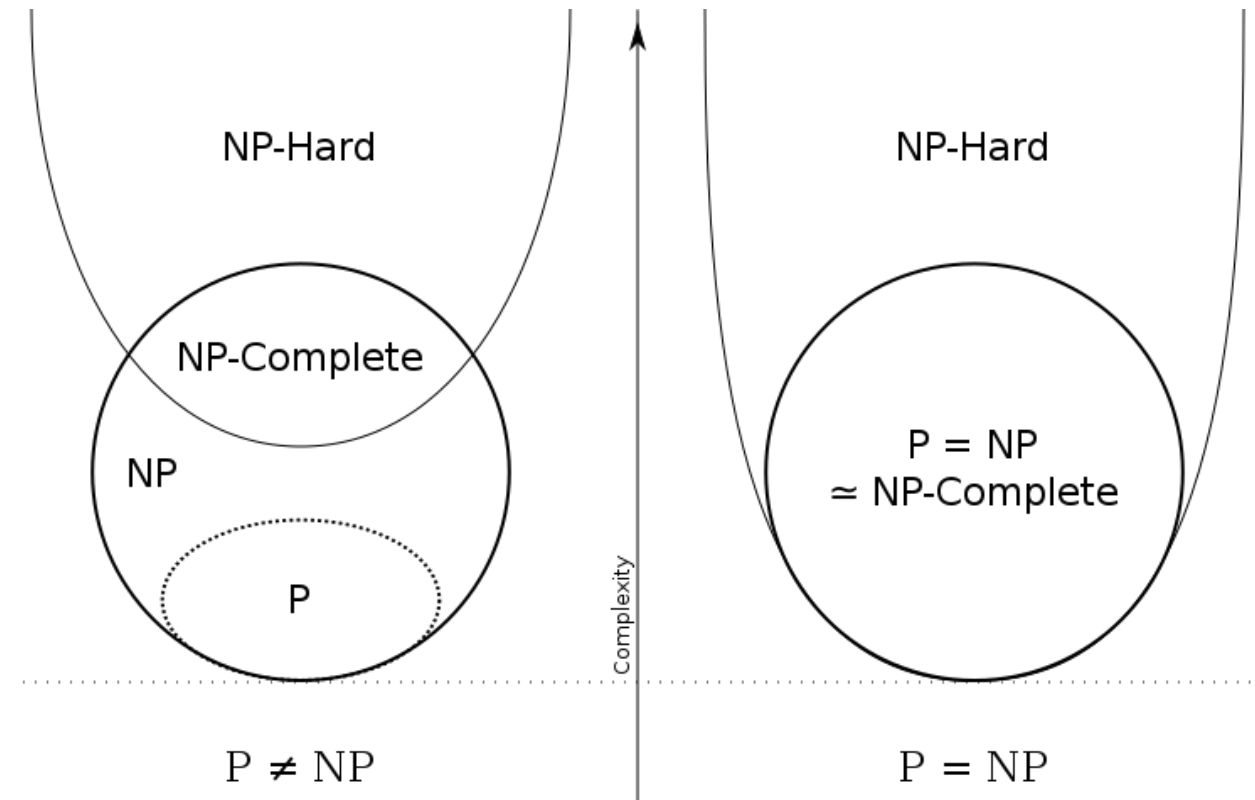
- Nondeterministic Polynomial-time Complete



- A problem is NP-complete when:
  - a brute-force search algorithm can solve it, and the correctness of each solution can be verified quickly, and
  - the problem can be used to simulate any other problem with similar solvability.
- NP-complete problem can be *verified* "quickly",
- There is no known way to *find* a solution quickly.

# NP - Hard Problems

- Non-Deterministic Polynomial-time hardness
- At least as hard as the hardest problems in NP
- There might be some polynomial-time algorithms for NP-hard problems but might not have been discovered yet
- NP-hard but not NP-complete
  - halting problem: "given a program and its input, will it run forever?"
  - traveling salesman problem



# Optimization, Approximation, and Probabilistic



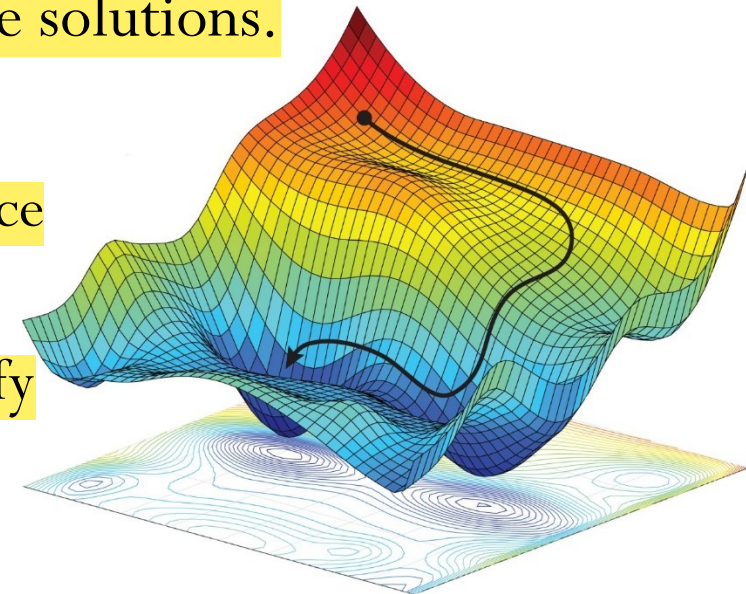
## Types of optimizations

- 1) Discrete
  - A. Combinatorial
- 2) Continuous
  - A. Constrained
  - B. Multimodal



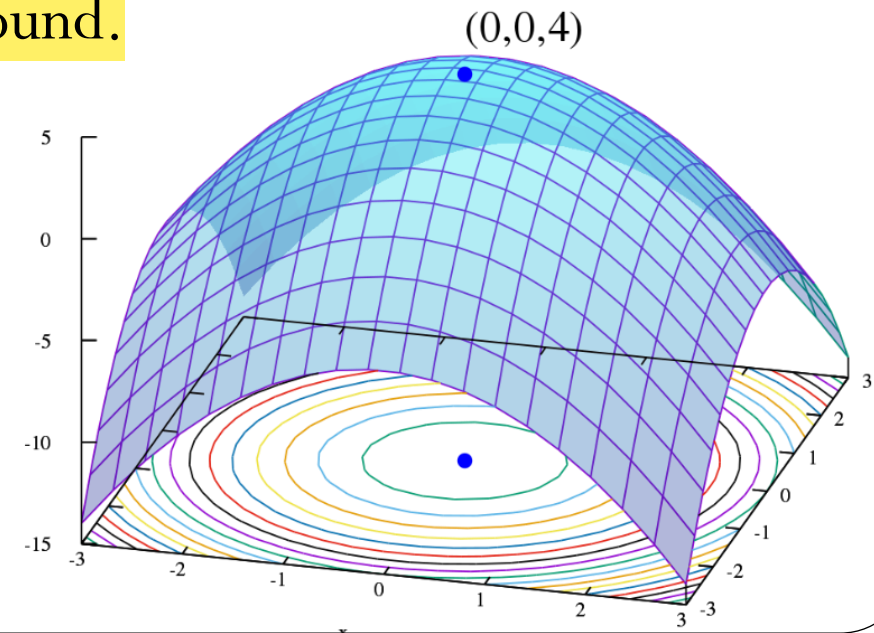
# Optimization

- An optimization problem can be represented in the following way:
  - Given: a function  $f: A \rightarrow \mathbb{R}$  from some set  $A$  to the real numbers
  - Goal: an element  $x_0 \in A$  such that  $f(x_0) \leq f(x)$  for all  $x \in A$  ("minimization") or such that  $f(x_0) \geq f(x)$  for all  $x \in A$  ("maximization").
- The domain  $A$  of  $f$  is called the search space or the choice set
- The elements of  $A$  are called candidate solutions or feasible solutions.
- $A$  is some subset of the
  - Euclidean space  $\mathbb{R}^n$ , Geometry represent N-dimensional space
  - Specified by a set of constraints,
  - Equalities or inequalities that the members of  $A$  have to satisfy



# Optimization

- Problem of finding the best solution from all feasible solutions.
- **Discrete optimization:** A problem with discrete variables in which an object must be found from a countable set like integer, permutation or graph
  - Combinatorial optimization
- **Continuous optimization:** A problem with continuous variables in which an optimal value from a continuous function must be found.
  - Constrained problems
  - Multimodal problems



# Combinatorial optimization

- finds an optimal object from a finite set of objects, where the set of feasible solutions is discrete or can be reduced to a discrete set.
  - Exhaustive search uses algorithms that quickly rule out large parts of the search space,
  - Or use **Approximation or Probabilistic algorithms**.
- A combinatorial optimization problem  $A$  is a quadruple  $(I, f, m, g)$ , where
  - $I$  is a set of instances; given an instance  $x \in I$ ,  $f(x)$  is the set of feasible solutions;
  - Given an instance  $x$  and a feasible solution  $y$  of  $x$ ,  $m(x, y)$  denotes the measure of  $y$ , which is usually a positive real.
  - $g$  is the goal function, and is either min or max.
  - Goal is to find for some instance  $x$  an optimal solution, that is, a feasible solution of  $y$

$$m(x, y) = g\{m(x, y') \mid y' \in f(x)\}.$$

# Constrained optimization

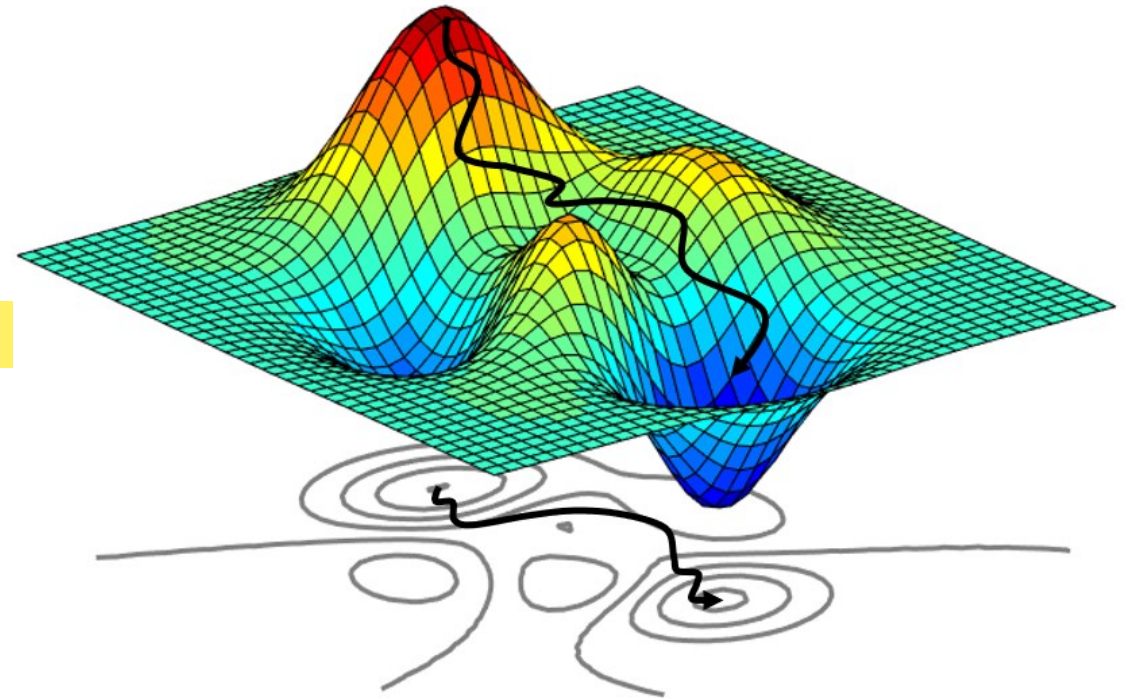
- is a process of optimizing an objective function with respect to some variables in the presence of constraints on those variables.
  - primarily equality constraints, inequality constraints, and integer constraints
  - set of candidate solutions that satisfy all constraints is called the feasible set
- A general constrained minimization problem may be written as follows:

$$\begin{array}{ll}\min & f(\mathbf{x}) \\ \text{subject to} & g_i(\mathbf{x}) = c_i \quad \text{for } i = 1, \dots, n \quad \text{Equality constraints} \\ & h_j(\mathbf{x}) \geq d_j \quad \text{for } j = 1, \dots, m \quad \text{Inequality constraints}\end{array}$$

where  $g_i(x)$  and  $h_j(x)$  are constraints that are required to be satisfied, and  $f(x)$  is the objective function that needs to be optimized subject to the constraints

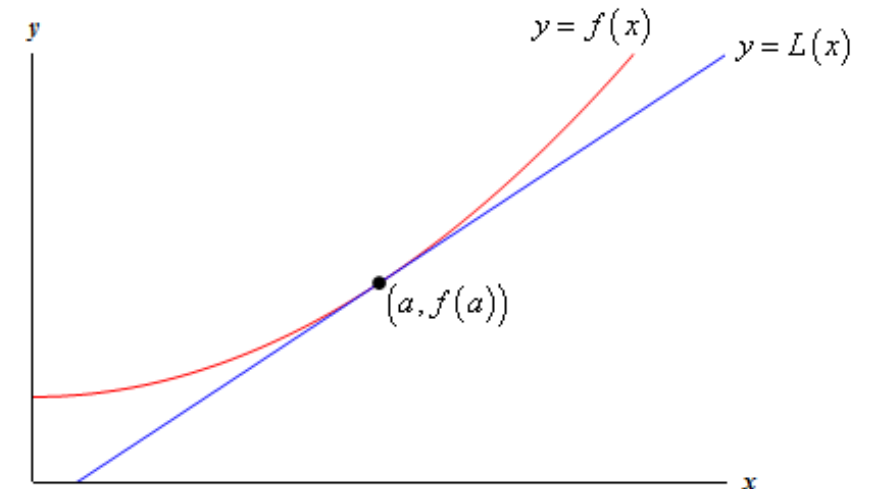
# Multimodal optimization

- finds all or most of the multiple (at least locally optimal) solutions of a problem, as opposed to a single best solution.
  - Evolutionary Multimodal Optimization is a branch of **Evolutionary Computation**
- **Evolutionary algorithms:**
  - Genetic Algorithms (GAs),
  - Evolution Strategy (ES),
  - Differential Evolution (DE),
  - Particle Swarm Optimization (PSO) etc.



# Approximation

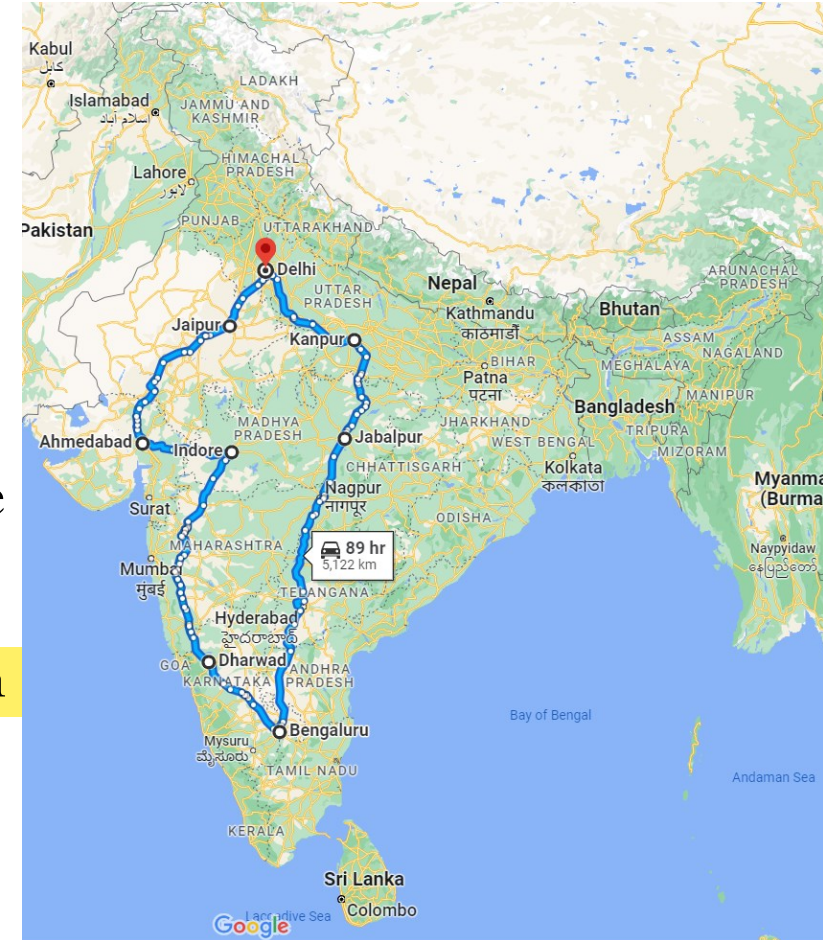
- Efficient algorithms that find **approximate solutions** to NP optimization problems.
- Solution with provable guarantees on the distance of the returned solution to the optimal one.
- Example:
  - Vertex Cover Problem,
  - Traveling Salesman Problem,
  - Set-covering problem (resource-selection problems)
  - Subset-sum problem





# Approximation

- Karp (1972) proved the TSP to be NP-hard, but effective heuristic approximation methods were developed (Lin and Kernighan, 1973).
- The traveling-salesperson problem (TSP) is a standard combinatorial problem in theoretical computer science (Lawler et al., 1992).
- Arora (1998) devised a fully polynomial approximation scheme for Euclidean TSPs.



Cormen, T. H., Leiserson, C. E., Rivest, R. L., & Stein, C. (2009). *Introduction to Algorithms* (Vol. 3, pp. 624-642).

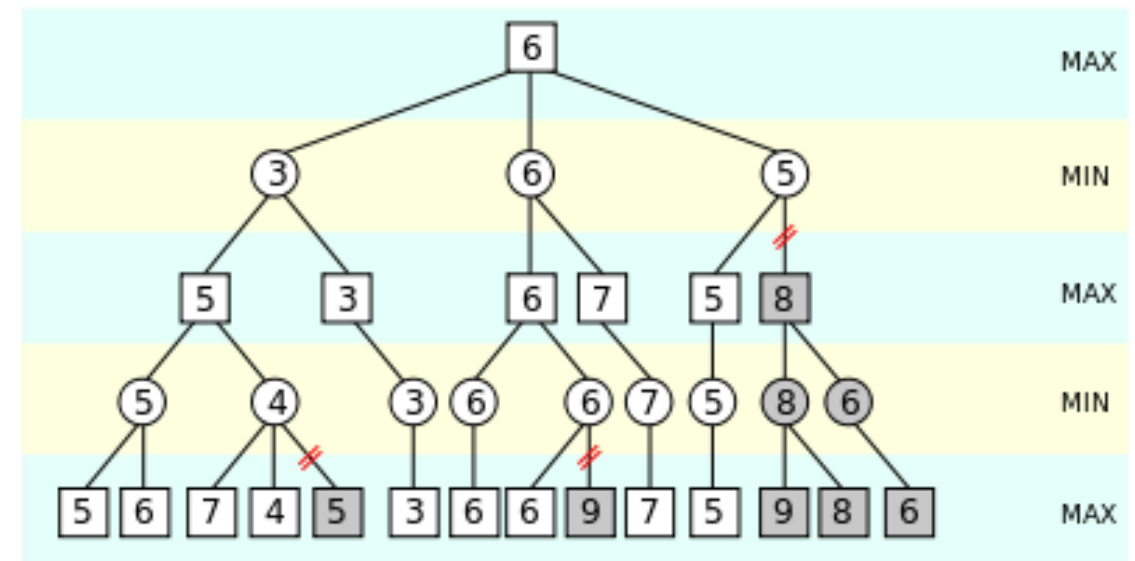
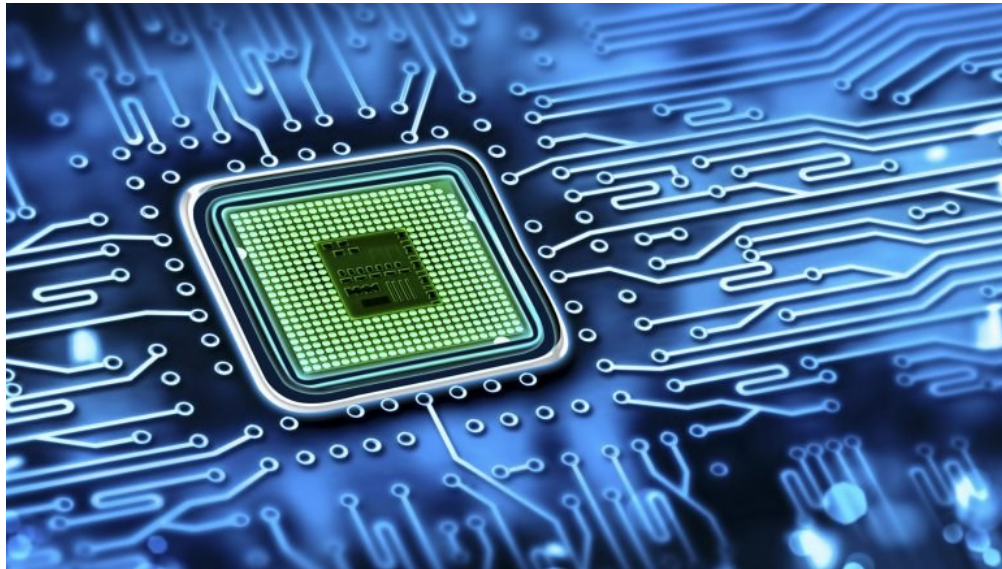
Cambridge: MIT press.

Stuart Russel, and Peter Norvig. "Artificial intelligence: A modern approach. Third edit." Upper Saddle River, New Jersey 7458 (2015).

<http://aima.cs.berkeley.edu/>

# Approximation

- VLSI layout methods are surveyed by Shahookar and Mazumder (1991), and many layout optimization papers appear in VLSI journals.
- Approximation in Mini-Max is to cut the search off at some point



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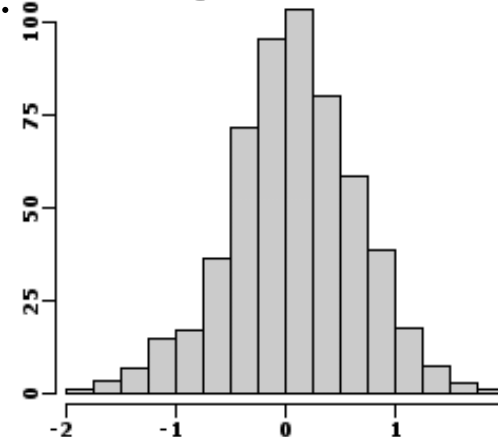
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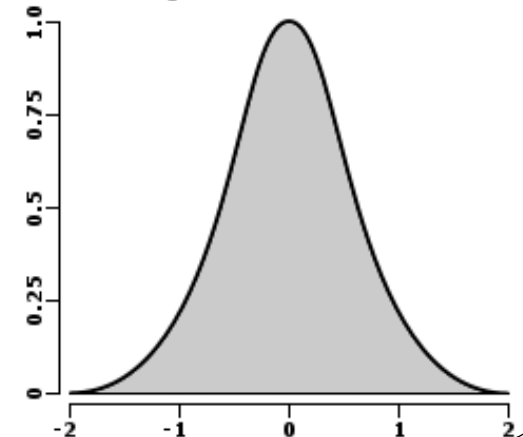
# Probabilistic Vs Stochastic

- Deterministic system are predictable.
  - The state of the system can be forecasted for given input, constraints, and mathematical model.
  - States of a deterministic system are pre-determined.
- Non-Deterministic system are unpredictable
  - Stochastic and Probabilistic are usually used interchangeably.
  - Both represent the randomness present in the system.
  - Probabilistic is superset concept of stochastic.

**a) Discrete**

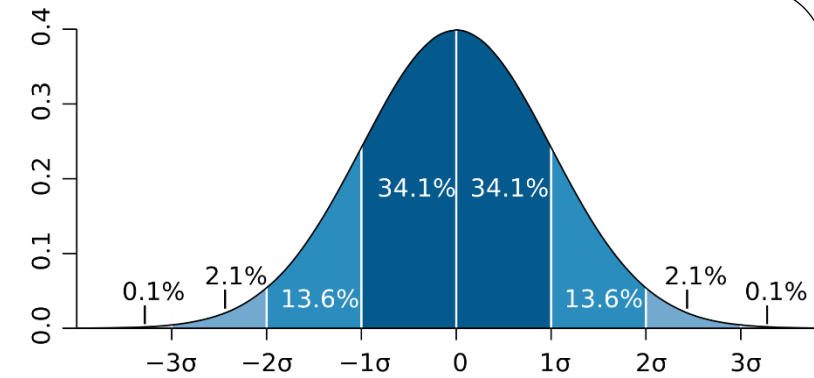


**b) Continuous**



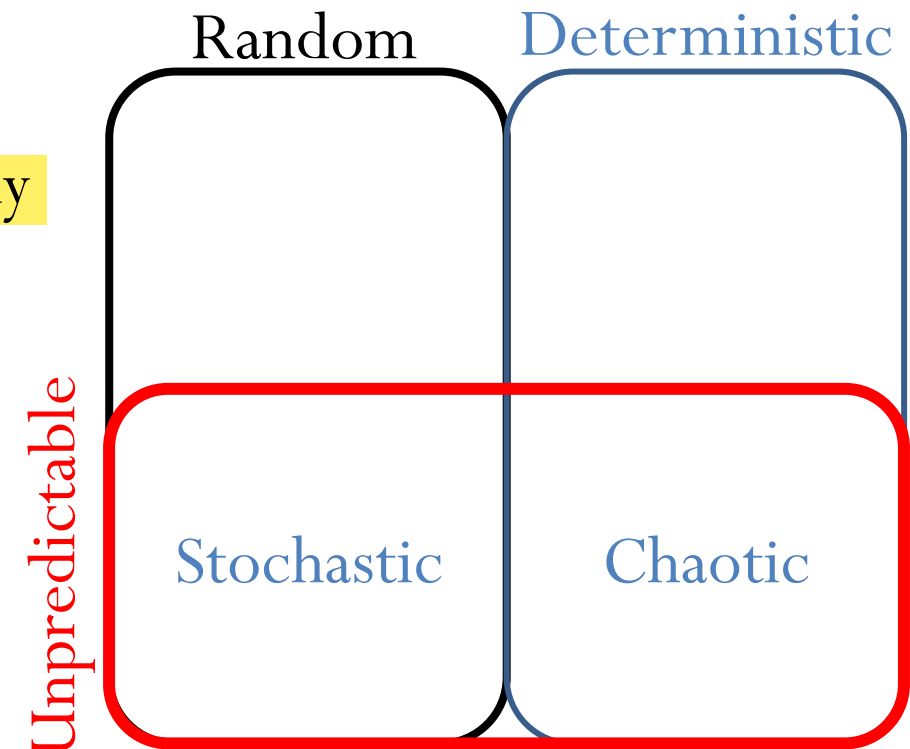
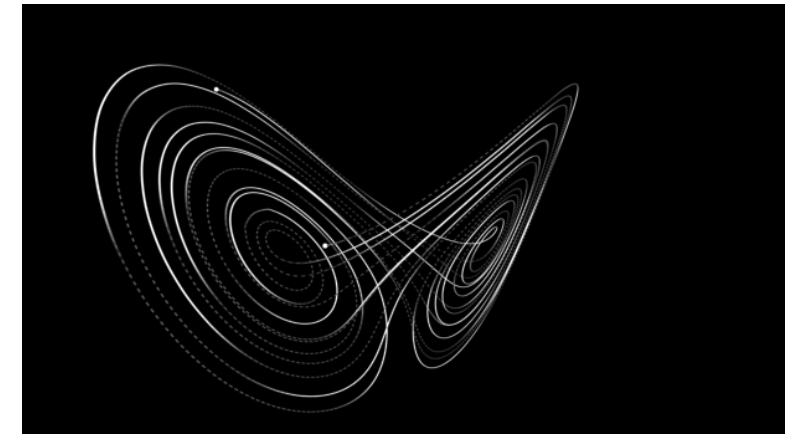
# Probabilistic Vs Stochastic

- Probabilistic models are independent of time,
  - which describes system with numerical chances or likelihood of an event to occur.
  - E.g., Lottery numbers are independent of each other.
  - Each instance is determined by the same probability distributions, but with no memory of older instance.
- Stochastic models are time dependent systems,
  - whose changes are described by its past and probabilities for successive changes.
  - E.g., Price of a stock is its old price and an uncertain change.
  - The uncertainty are small, which is semi-predictable.
  - If the stock was closed at 100,
    - then its opening value is unpredictable around 90 or 110.



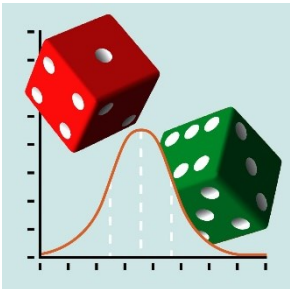
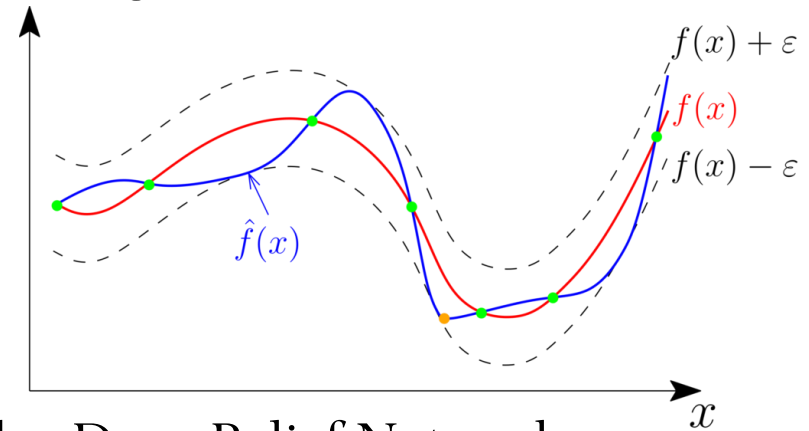
# Stochastic and Chaotic

- A **chaotic** system is deterministic in theory.
  - It responds drastically to infinitesimal changes in initial and boundary conditions, making it in practice unpredictable and unstable.
- Deterministic chaos, or simply Chaos.
- **Chaos:** “When the present determines the future, but the approximate present does not approximately determine the future.”
- A **stochastic** system is a random phenomenon.
- Stochastic and Chaotic two terms interchangeably.
- It is hard to distinguish between chaotic and stochastic systems.



# Optimization, Approximation, and Probabilistic

- Deterministic nature of a system does not make it predictable.
- Exhaustive search is intractable for NP-hard problems
- Used Optimization, Approximations, and Probabilistic algorithms in
  - Travelling Salesman Problem (TSP), Minimum Spanning Tree (MST), and Knapsack
  - Minimax, Alpha–Beta pruning,
  - Monte Carlo, Markov chain Monte Carlo,
  - Constraint Satisfaction Problems,
  - Likelihood weighting, Maximum-Likelihood,
  - Stochastic Differential Equations (SDEs),
  - Belief states, Belief propagation, Bayesian Networks, Deep Belief Networks,
  - Various Machine Learning, Deep Learning, Reinforcement Learning algorithms,
  - and several other problems



# References

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Спасибо

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English

*Thank You*

Obrigado

Portuguese

شكراً

Arabic

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Traditional  
Chinese

<https://sites.google.com/site/animeshchaturvedi07>

Merci

French

Danke

German

धन्यवाद

Hindi

多谢

Simplified  
Chinese

நன்றி

Tamil

Tamil

ありがとうございました

Japanese

감사합니다

Korean