

classes of computational problems.

(polynomial time)

$P =$  "class of problems for which one can find the solution in polynomial time"

$O(n^c)$  for some  $c$   
efficiently

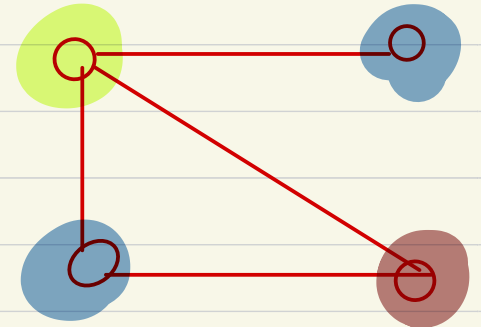
$NP =$  "class of problems for which one can verify a solution in polynomial"

3-COLORING  $\in NP$

INPUT: Graph  $G = (V, E)$

SOLUTION: A coloring of  $V$  with 3 colors  $\{R, B, G\}$

such that every edge receives two different colors



Claim: 3COLORING  $\in NP$

(verify a solution in polynomial time)

PROOF:

VERIFY  $\left( \begin{array}{l} \text{INPUT} \\ G = (V, E) \end{array} , \begin{array}{l} \text{SOLUTION} \\ c: V \rightarrow \{R, B, G\} \end{array} \right)$

for each edge  $(u, v) \in E$

check that  $c(u) \neq c(v)$

FACTORIZATION  $\in NP$

INPUT: An  $n$  bit number  $N$ .

SOLUTION: Two numbers  $p, q > 1$   
so that  $p \cdot q = N$

Claim:

FACTORIZATION  $\in NP$

VERIFY ( INPUT , SOLUTION )  
           $N$  ,  $p, q$  )

1) Check  $p, q > 1 \leftarrow$

2) Check  $N = p \cdot q \leftarrow O(n^2)$  time

$$P \subseteq NP$$

$\left( \begin{array}{c} \text{find the} \\ \text{solution} \end{array} \right) \rightarrow \text{verify it}$

# Minimum Spanning Tree $\in \mathcal{P}$

Input: Graph  $G = (V, E)$  with weights  $w_e$

Solution: Minimum Spanning Tree  $T$

MST  $\in \text{NP}$

Proof:

Verify (Input: Graph  $G = (V, E)$  with weights, Solution:  $T$ )

$\{ \text{MST } T^* \leftarrow \text{Kruskals Algorithm}(G)$

Check  $\text{cost}(T) = \text{cost}(T^*)$

}

# ROORATA CYCLE

(HAMILTON CYCLE)

INPUT: A Graph  $G = (V, E)$

SOLUTION: A cycle visiting every node exactly  
once.

## ROORATA CYCLE ENP

Proof:

VERIFY ( INPUT  
Graph  $G = (V, E)$  ) SOLUTION  
A cycle  $C$  )

}

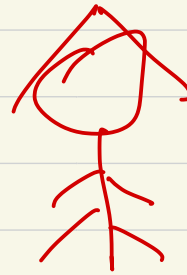
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# BREAKING RSA (PUBLIC KEY ENCRYPTION)

Alice 

INPUT: Public Key  $PK$

Ciphertext:  $ENC(PK, m)$




EVE



$ENC(\text{message } m, PK)$



Public Key ( $PK$ )

Bob 

SOLUTION: Message  $m$

BREAKING RSA  $\in NP$ :

Proof:

VERIFY

INPUT:  
 $PK$ , Ciphertext

Solution

Message  $m$

Check Ciphertext  $\stackrel{?}{=} ENC(m, PK)$

}

PROBLEM S NOT IN NP

→ Counting Problems

→ Games

→ Halting Problem

→



# MINIMUM TRAVELLING SALESMAN PROBLEM: (MIN TSP)

INPUT: A Graph  $G = (V, E)$  with edge weights

SOLUTION: Smallest weight cycle that visits every node exactly once.

MIN TSP ~~??~~  $\notin$  NP

BUDGET TSP:  $\in$  NP

INPUT: 1) A Graph  $G = (V, E)$  with edge weights  
2) BUDGET  $B$ .

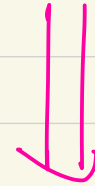
SOLUTION: Cycle that visits every node exactly once, with cost  $\leq B$

(OPTIMIZATION)

MIN TSP  $\notin \text{NP}$   $\xleftrightarrow[\text{als}]{\text{efficient}}$

(NP-SEARCH PROBLEM)

BUDGET TSP  $\in \text{NP}$



(DECISION VARIANT)

DECISION BUDGET TSP:

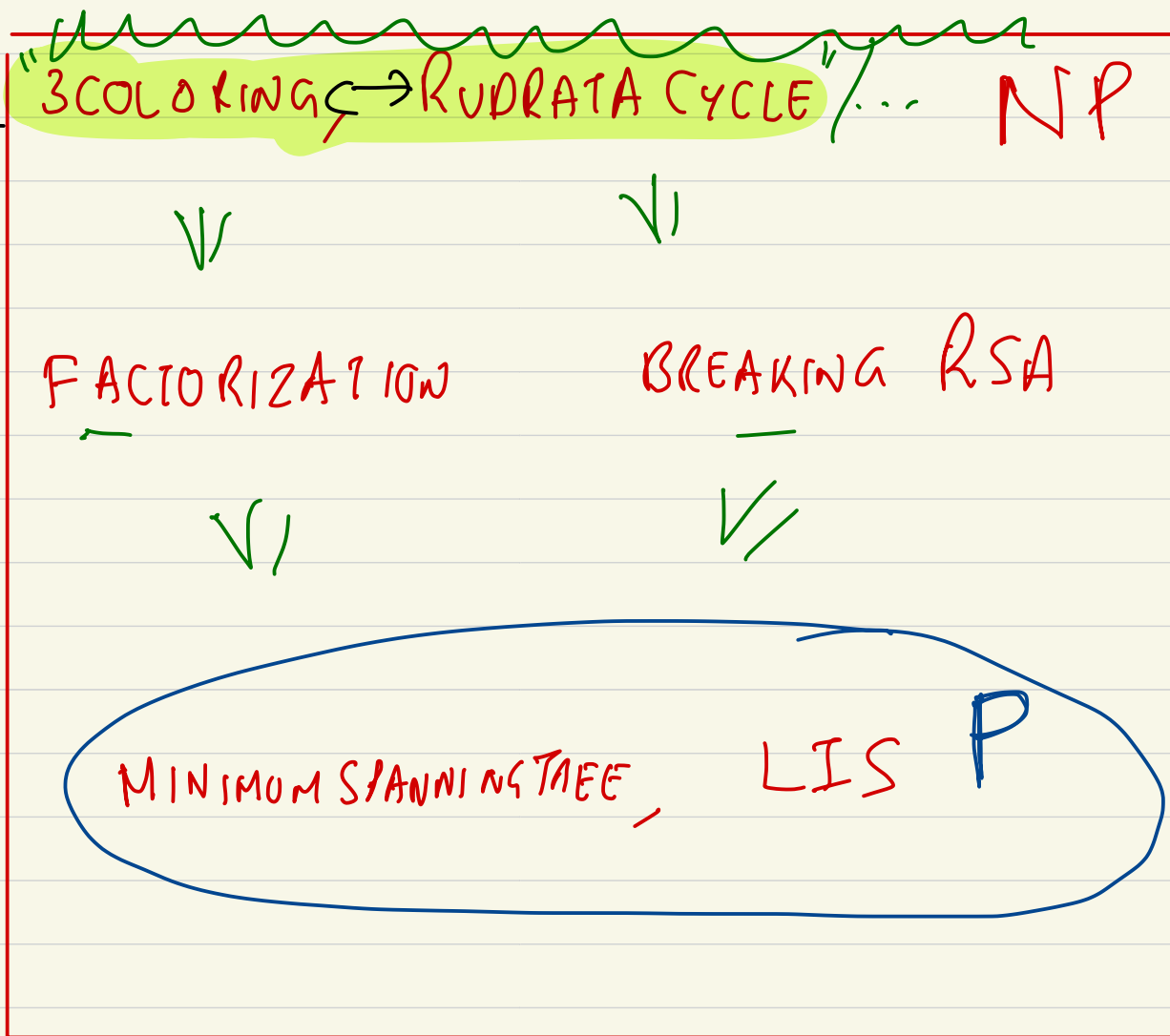
INPUT: 1) A Graph  $G = (V, E)$  with edge weights  
2) BUDGET  $B$ .

SOLUTION: Does  $\exists$  Cycle that visits every node exactly once, with cost  $\leq B$  ??

"NP-complete  
problems"

||

"hardest  
problems  
within NP"

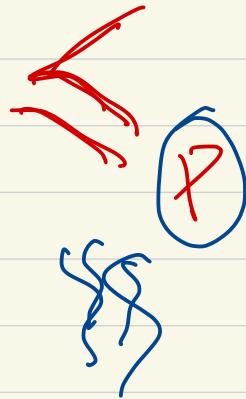


↑  
hardest

NP  $\stackrel{!}{=} P$  ??

REDUCTIONS: technique to compare difficulty of problems.

FACTORIZATION



3-COLORING

??  
..

time complexity

Problem A  $\leq$  Problem B

"Problem A reduces in polynomial time to Problem B"

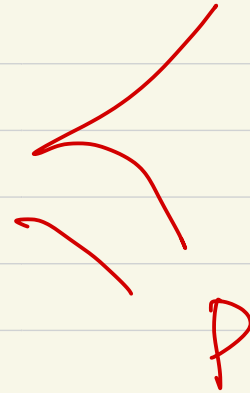
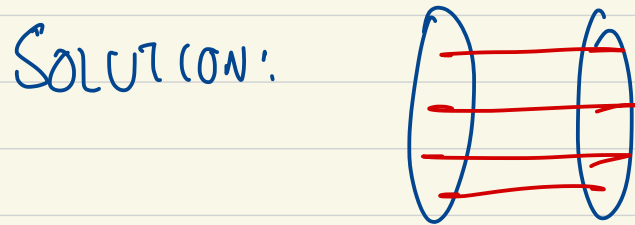
IF

"Use any algorithm for B to efficiently solve A"

$\Rightarrow$  "Problem A is ~~easier~~ than Problem B"  
at most as hard

# MATCHING

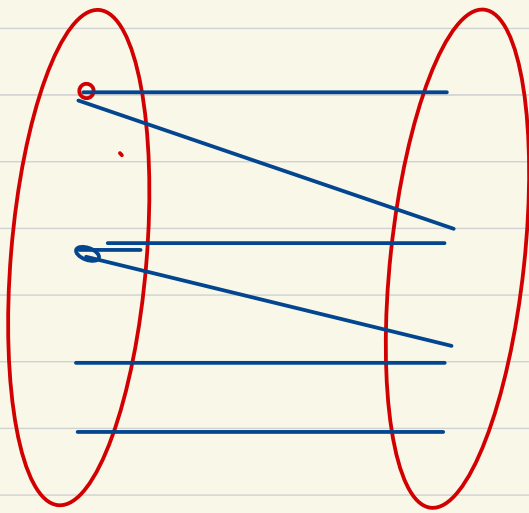
INPUT: Bipartite Graph  $G$



# MAXIMUM FLOW

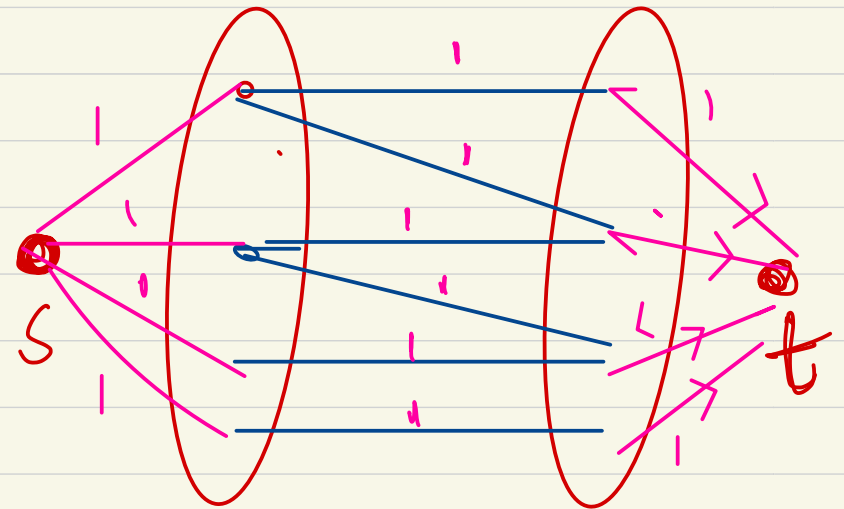
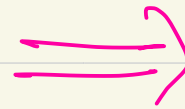
INPUT: 1) Graph with capacities  $s, t$  2) Total flow  $= B$

SOLUTION: A flow of value  $B$ .



$G = (V, E)$

Recover a matching.



$G' = (V, E)$

1) Compute Maximum Flow in  $G'$  from  $s$  to  $t$ .



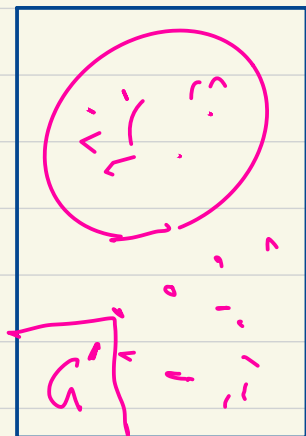
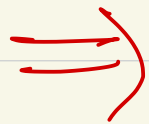
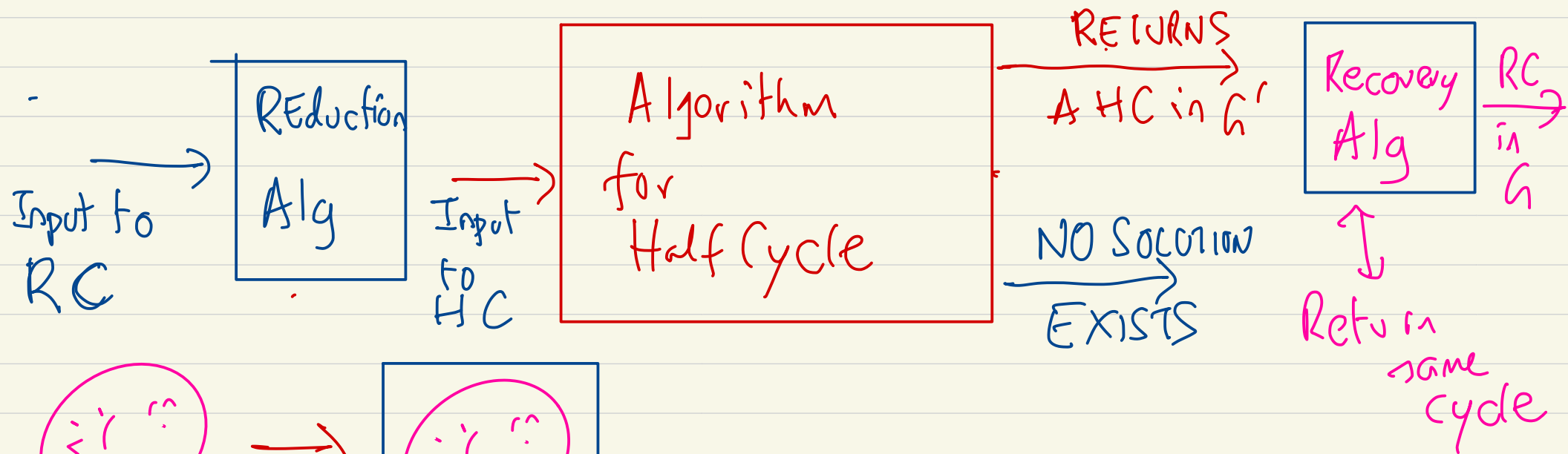
# RUDRATA CYCLE

INPUT: Graph  $G=(V,E)$

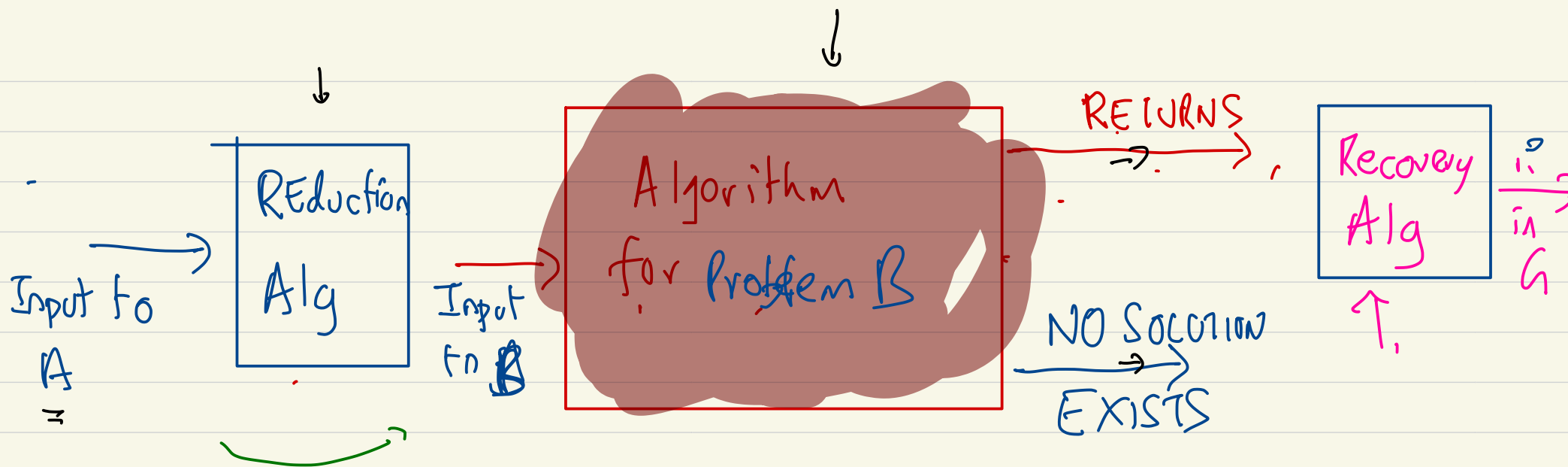
SOLUTION: A cycle through all vertices exactly once

HALF-CYCLE  
INPUT: Graph  $G'=(V',E')$   
SOLUTION: A cycle through  $|V'|/2$  vertices.

"Any Algorithm for Half Cycle can be used solve Rudrata Cycle"



$G' = G$  with  $n$  isolated vertices



INGREDIENTS:

1) **Reduction Alg**: convert instance of problem  $A \rightarrow$  to problem  $B$

2) **Recovery Alg**: reconstruct solution to  $A$  from **Solution to  $B \Rightarrow$  solution to  $A$**  a solution to  $B$

3) **No solution to  $B \Rightarrow$  No solution to  $A$**   
**Solution to  $A \Rightarrow$  Solution to  $B$**



→ ROUTER CYCLE is NP-complete  
(HAMILTON)

→ CIRCUIT SAT is NP-complete  
(Mother of all NP-completeness results)

Every problem  
in NP  $\leq_p$  Circuit Sat