

CSE202

Design and Analysis of Algorithms

Week 13 — P vs NP

Model for Polynomial Time Computation

Def 1. A function from $\{0,1\}^*$ to $\{0,1\}^*$ is **computable in polynomial time** if there exists a k and a program computing the output in time $O(n^k)$ for all input of size n .

Input: a word in $\{0,1\}^n$

Or any encoding of polynomial size

Computation: a Python program

Python, C++, Java, Turing machines,... can simulate each other in polynomial time

Output: a word in $\{0,1\}^m$

Def 2. **Decision problem:** $m = 1$

Necessarily
 $m = O(n^k)$

Def 3. **P** is the class of all decision problems computable in polynomial time.

I. The Class NP

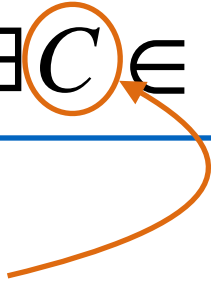
Verifier and Certificate

Decision problem: $A : w \in \{0,1\}^* \rightarrow \{0,1\}$

Verifier: a program $V : \{0,1\}^* \times \{0,1\}^* \rightarrow \{0,1\}$ s.t.

$$\forall w \in \{0,1\}^*, \quad A(w) = 1 \iff \exists C \in \{0,1\}^*, V(w, C) = 1.$$

certificate,
witness,
proof



Note the
asymmetry
between 0 & 1.

Def. **NP** is the class of problems A s.t. there exists a verifier V in P with $|C| = \text{poly}(|w|)$.

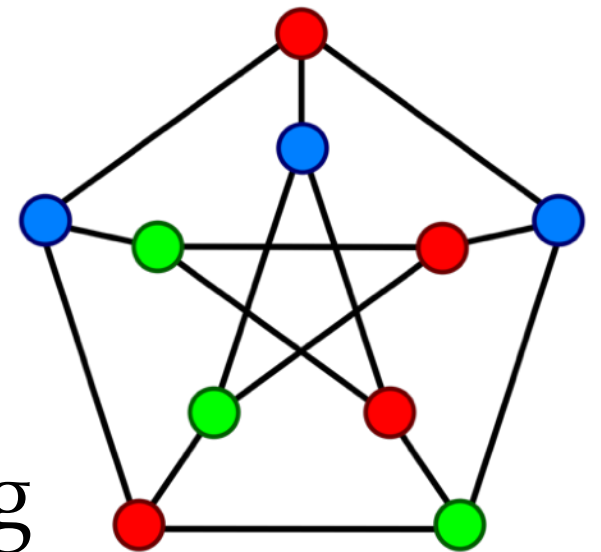
Prop. $P \subseteq NP$.

Example 1: k -Coloring

Problem k -Coloring:

Input: a graph

Output: yes iff there exists a proper coloring with $\leq k$ colors (no unicolor edge).



k -Coloring \in NP

Proof: a proper coloring is easy to check.

No polynomial algorithm known to find a coloring for $k \geq 3$, or to check non- k -Coloring.

Example 2: Hamiltonian Cycle

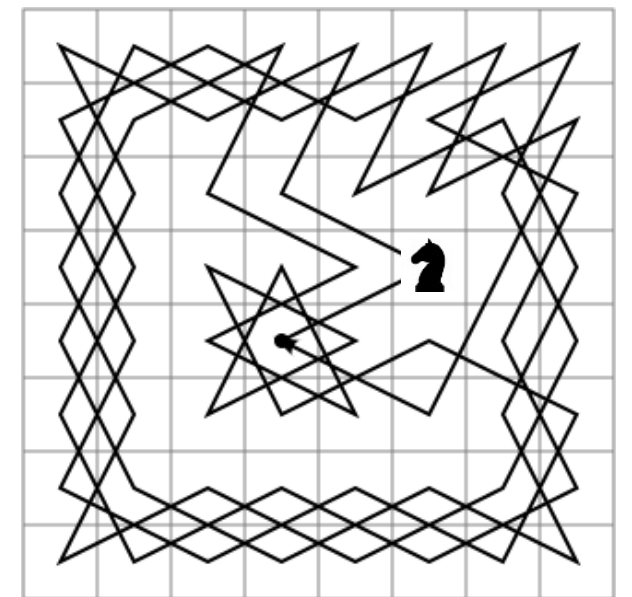
Problem Hamiltonian Cycle:

Input: a graph

Output: yes iff there exists a circuit visiting each vertex exactly once.

Hamiltonian Cycle \in NP

Proof: a circuit is
easy to check.



No polynomial algorithm known to find a Hamiltonian cycle,
or to check that none exists.

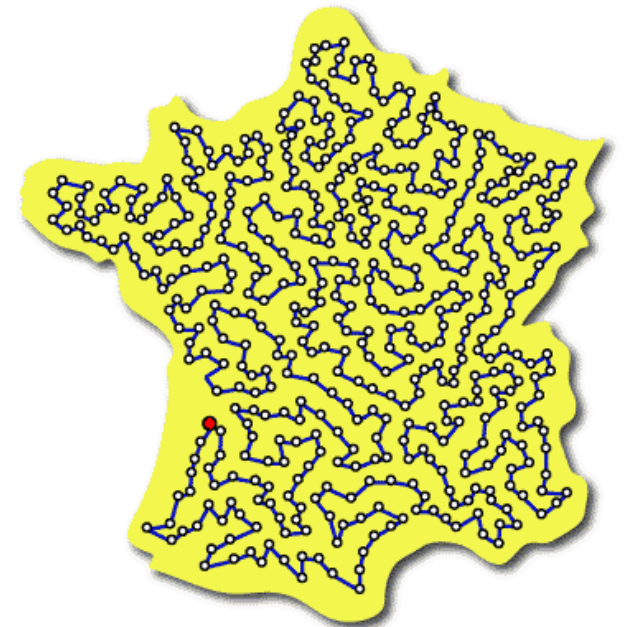
Example 3: Traveling Salesman Problem

Problem TSP:

Input: $n \times n$ matrix M of positive integers,
 k in \mathbb{N}

Output: yes iff there exists a cyclic permutation

$$\sigma \text{ s.t. } \sum_{1 \leq i \leq n} M_{i, \sigma(i)} \leq k.$$



TSP \in NP

Proof: a cycle is
easy to check.

No polynomial algorithm known to find a TS tour,
or to check that none exists.

Example 4: Subset-Sum

Problem SubsetSum: $[14, 18, 15, 8, 10, 14, 12, 9, 13, 16]$
 $14+15+10+14=53$

Input: $L = (x_1, \dots, x_\ell) \in \mathbb{N}^\ell$,
 k in \mathbb{N}

Output: yes iff there exists a subset $A \subset \{1, \dots, \ell\}$ s.t.
$$\sum_{i \in A} x_i = k.$$

SubsetSum \in NP

Proof: a solution
is easy to check.

No polynomial algorithm known to find a solution,
or to check that none exists.

Example 5: Prime

Problem Prime:

Input: $n \in \mathbb{N}$

Output: yes iff n is prime

Eratosthenes' sieve has exponential complexity

Prime \in NP

Lehmer's theorem: n is prime iff $\exists a \in \{2, \dots, n-1\}$ s.t.
 $a^{n-1} \equiv 1 \pmod{n}$ and
 $\forall q$ prime factor of $n-1$, $a^{(n-1)/q} \not\equiv 1 \pmod{n}$.

→ recursive certificate
(proof polynomial verifier not obvious).

Prime \in P
proved in 2002

NP is at most Exponential Time

Def. **NP** is the class of problems A s.t. there exists a verifier V in P with $|C| = \text{poly}(|w|)$.

Algorithm:

For $m = 1, 2, \dots$

For all C of length m

If $V(w, C) = 1$ return YES

proves

$$P \subseteq NP \subseteq \text{TIME}(2^{\text{poly}(n)}).$$

No better upper bound known.

The 'N' in NP

N stands for **non-deterministic**

The program can flip coins to guess the certificate.

NP is about:

- . the power of nondeterminism;
- . the difference of complexity between finding and checking;
- . and this applies to mathematical proofs as special cases.

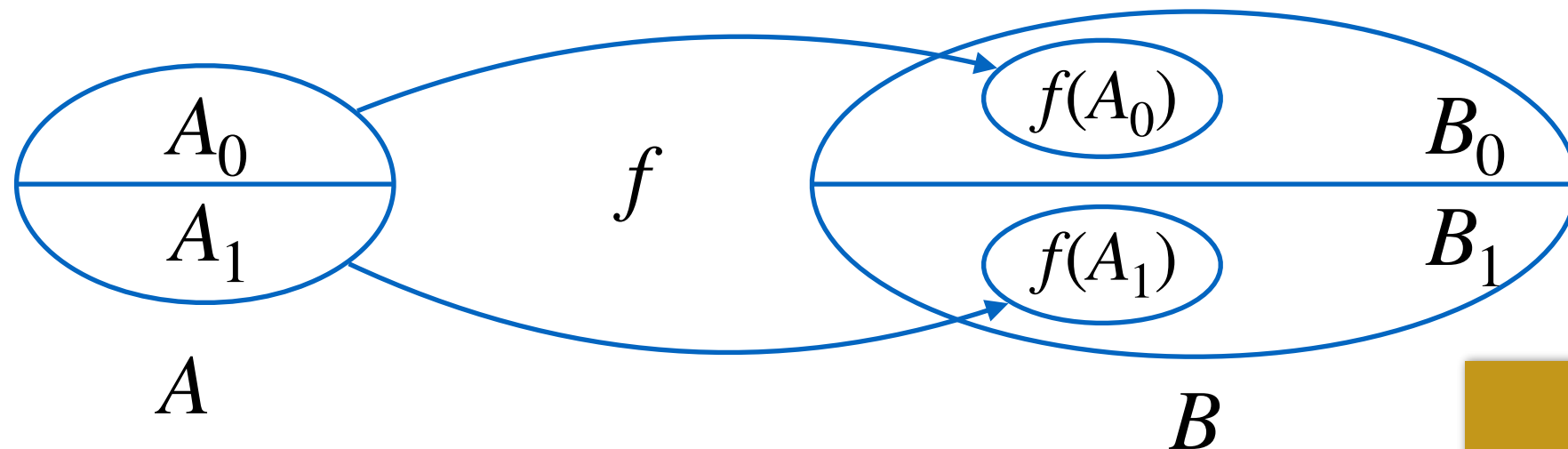
At its root, our belief that $P \neq NP$ is about the nature of intelligence itself. Moore & Mertens (2011)

II. NP-Complete Problems

Reductions Comparing Hardness

Def. A & B two decisions problems.

A **reduces** to B (denoted $A \leq B$), if there exists f computable in polynomial time s.t. $A(x) = 1 \Leftrightarrow B(f(x)) = 1$.



$$A \leq B \text{ and } B \in P \Rightarrow A \in P$$

Exercise:
 k -Coloring $\leq (k + 1)$ -Coloring

Def: B in NP is **NP-complete** if for all A in NP, $A \leq B$.

If one
NP-complete
problem is in
P, they all are!

$$A \leq B, B \in \text{NP} \text{ and } A \text{ NP-complete} \Rightarrow B \text{ NP-complete}$$

3-SAT is NP-complete

Ex.: $(x_1 \vee x_2 \vee x_3) \wedge (\bar{x}_1 \vee \bar{x}_2 \vee x_3) \wedge (\bar{x}_1 \vee x_2 \vee \bar{x}_3) \wedge (x_1 \vee \bar{x}_2 \vee x_3)$

Clause: disjunction (\vee) of variables or their negations.

Recall: **Conjunctive normal form:** conjunction (\wedge) of clauses.

k -SAT: every clause involves k of the n variables.

Thm. (Cook-Levin, early 70's) 3-SAT is NP-complete.

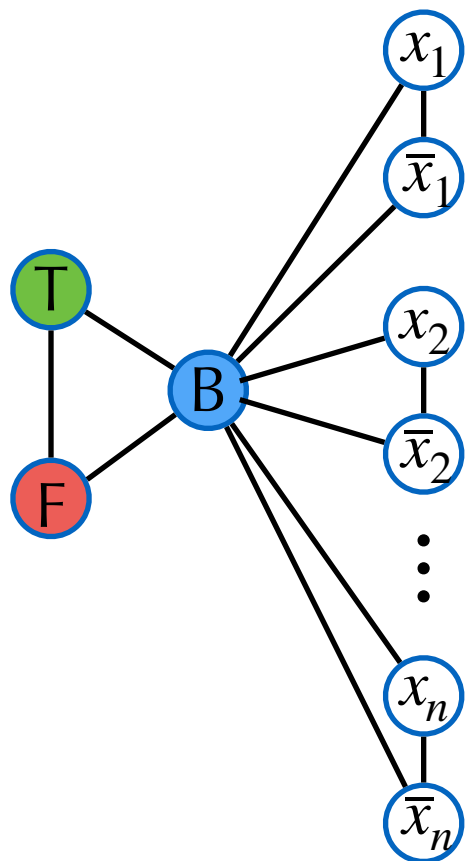
NP-complete problems exist!

Proof requires a more rigorous/precise definition of algorithm, e.g., Turing machine

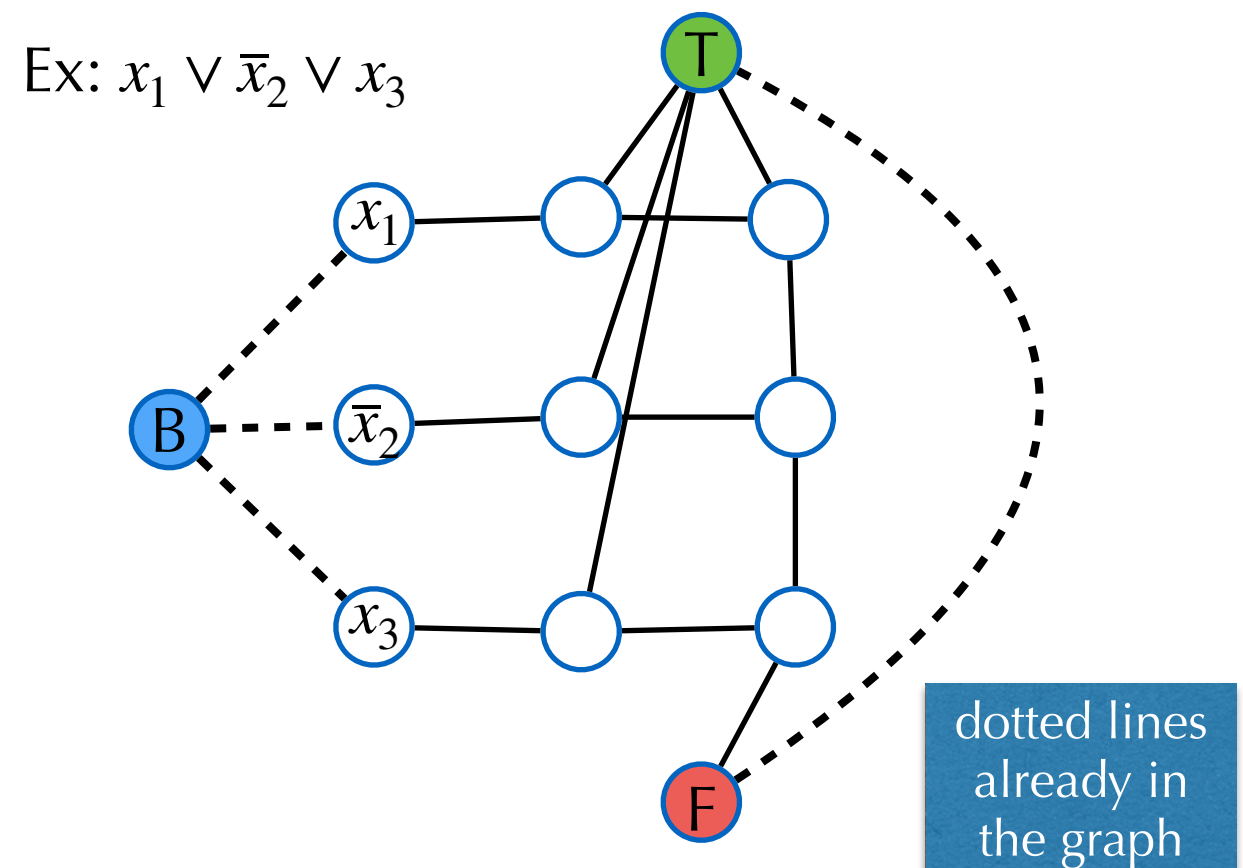
3-SAT \leq 3-Coloring

Proof. Encode a 3-SAT problem into a graph coloring problem.

1. encode the variables



2. encode the clauses
(in the same graph)



3-Coloring is NP-complete

3-SAT \leq SubsetSum

n variables x_1, \dots, x_n , k clauses C_1, \dots, C_k

Ex.: $(x_1 \vee x_2 \vee x_3) \wedge (\bar{x}_1 \vee \bar{x}_2 \vee x_3) \wedge (\bar{x}_1 \vee x_2 \vee \bar{x}_3) \wedge (x_1 \vee \bar{x}_2 \vee x_3)$

1. To each x_i , associate two integers t_i, f_i of $n + k$ decimal digits:

$$t_{ii} = f_{ii} = 1, \quad t_{i,n+j} = 1 \text{ if } x_i \in C_j, \\ f_{i,n+j} = 1 \text{ if } \bar{x}_i \in C_j.$$

2. To each C_j , associate 2 integers s_j, s'_j :

$$s_{j,k+j} = s'_{j,k+j} = 1.$$

3. All other digits are 0.

4. Target sum is $\underbrace{11\dots1}_n \underbrace{33\dots3}_k$.

SubsetSum is NP-complete

	x_1	x_2	x_3	C_1	C_2	C_3	C_4
t_1	1	0	0	1	0	0	1
f_1	1	0	0	0	1	1	0
t_2	0	1	0	1	0	1	0
f_2	0	1	0	0	1	0	1
t_3	0	0	1	1	1	0	1
f_3	0	0	1	0	0	1	0
s_1	0	0	0	1	0	0	0
s'_1	0	0	0	1	0	0	0
s_2	0	0	0	0	1	0	0
s'_2	0	0	0	0	1	0	0
s_3	0	0	0	0	0	1	0
s'_3	0	0	0	0	0	1	0
s_4	0	0	0	0	0	0	1
s'_4	0	0	0	0	0	0	1

Other NP-Complete Examples

All the examples of Part I that are not in P;

k -SAT for $k \geq 3$; SAT;

Shortest total path length spanning tree;

Quadratic diophantine equations ($ax^2 + by = c?$);

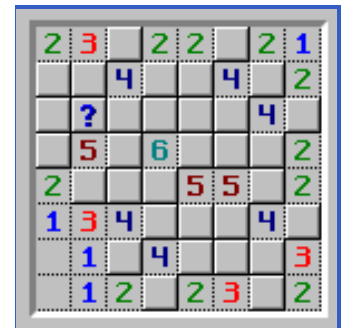
Integer linear programming;

Other graph problems: VertexCover, Clique,...;

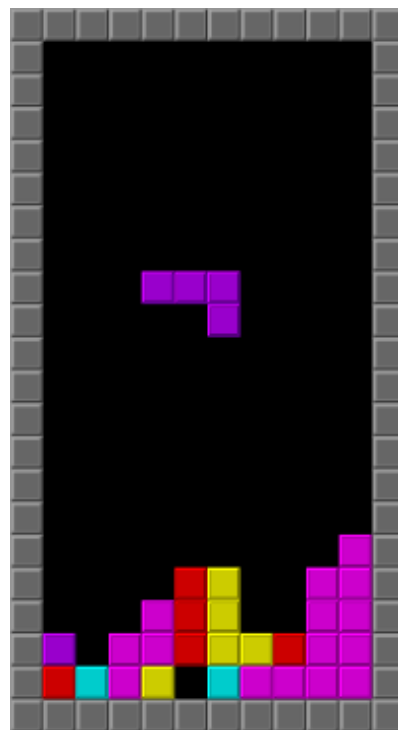
Minesweeper consistency;

Tetris;

Other games...



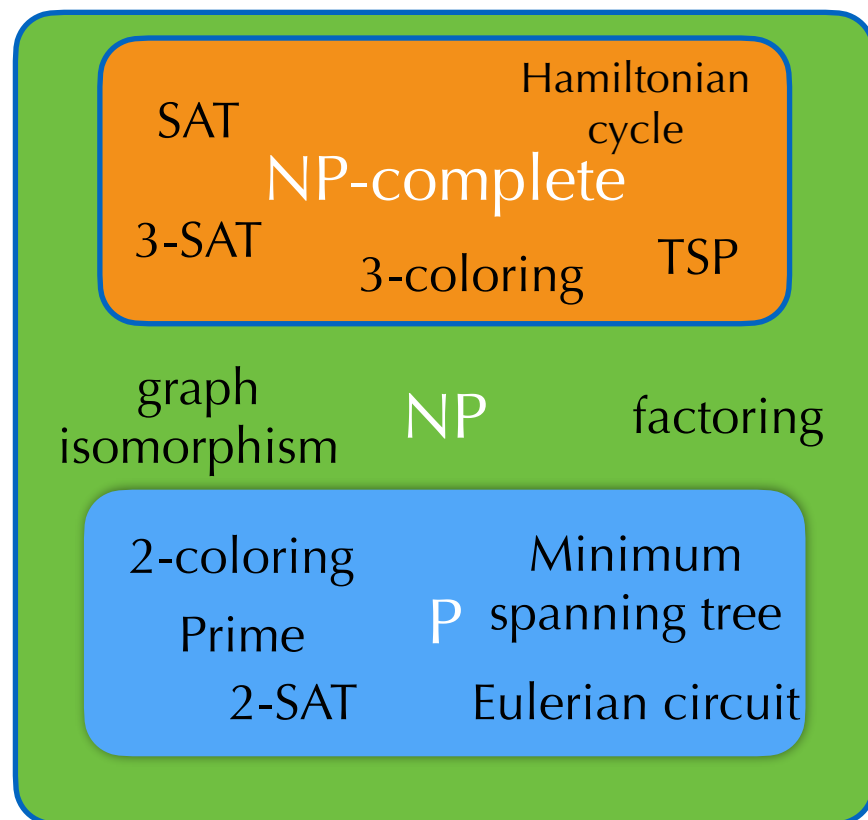
If your problem is in this list, simple solutions will probably be inefficient.



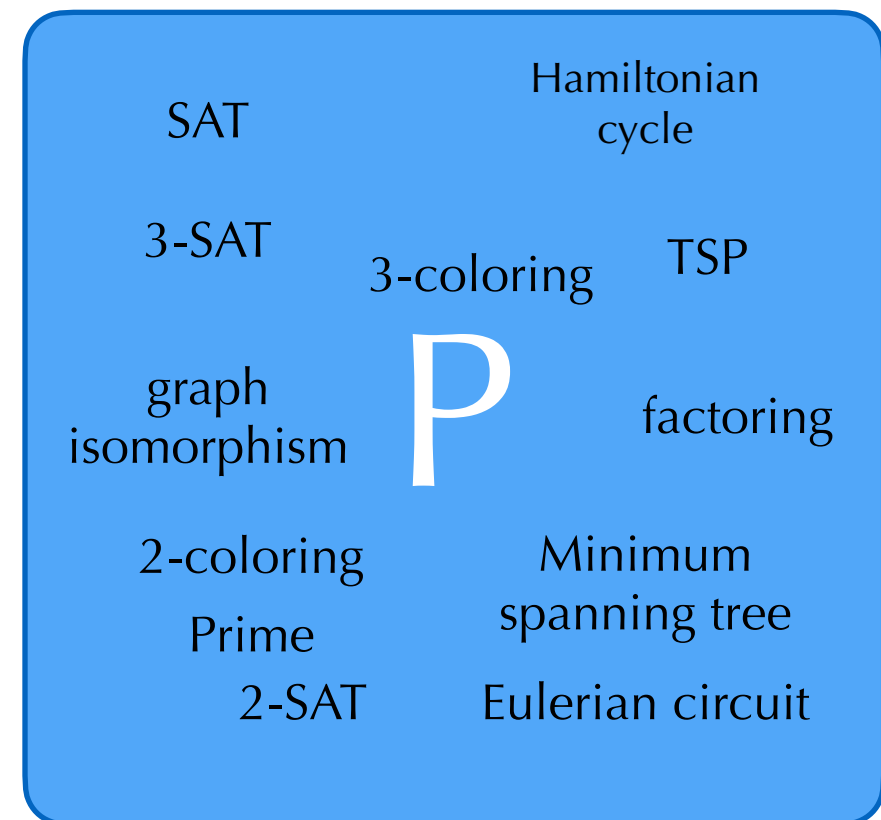
More than 300 entries in Garey & Johnson (1979).

P vs. NP

If $P \neq NP$



If $P = NP$



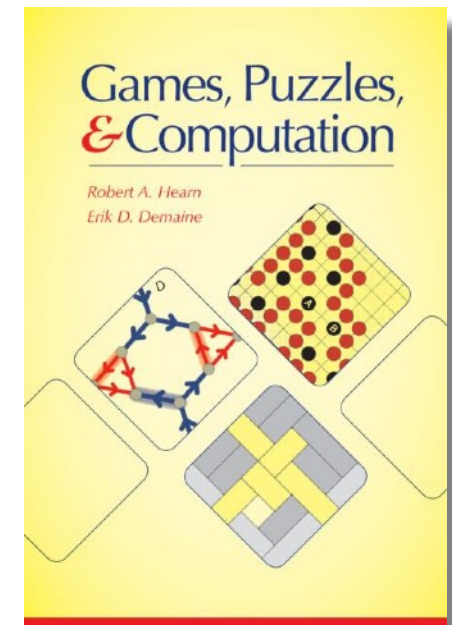
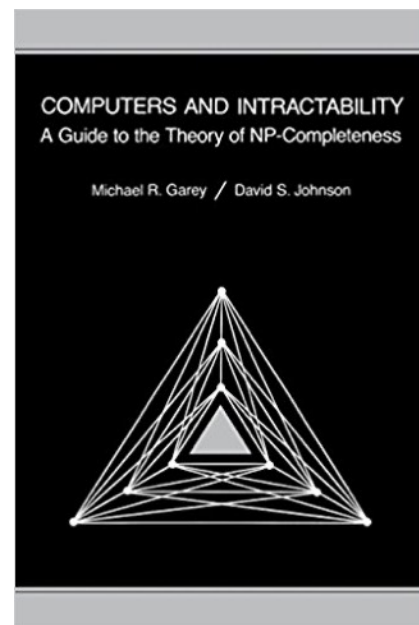
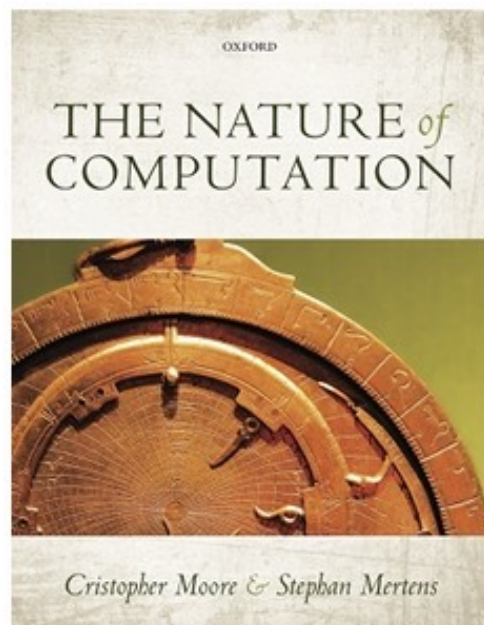
If $P = NP$, then the world would be a profoundly different place than we usually assume it to be. Scott Aaronson.

I've come to believe that $P = NP$. Donald Knuth.

References for this lecture

The slides are designed to be self-contained.

They were prepared using the following books that I recommend if you want to learn more:



this one was not used
but gives a nice introduction
through games

Next

Assignment: yet another NP-complete problem

Next tutorial: faster Traveling Salesman

Next lecture: Approximation Algorithms for NP-hard problems

Next week:



Feedback

Moodle for the slides, tutorials and exercises.

Questions or comments: Bruno.Salvy@inria.fr