



UC Berkeley EECS
Lecturer SOE
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CS10: The Beauty and Joy of Computing

Lecture #22 Limits of Computing

2012-04-16

You'll have the opportunity for extra credit on your project! After you submit it, you can make a ≤ 5 min YouTube video.



4.74 DEGREES OF SEPARATION?

Researchers at Facebook and the University of Milan found that the avg # of "friends" separating any two people in the world was < 6 .



<http://www.nytimes.com/2011/11/22/technology/between-you-and-me-4-74-degrees.html>

Computer Science ... A UCB view

- CS research areas:
 - Artificial Intelligence
 - Biosystems & Computational Biology
 - Database Management Systems
 - Graphics
 - Human-Computer Interaction
 - Networking
 - Programming Systems
 - Scientific Computing
 - Security
 - Systems
 - Theory
 - Complexity theory
 - ...



Let's revisit algorithm complexity

- Problems that...
 - are tractable with efficient solutions in reasonable time
 - are intractable
 - are solvable approximately, not optimally
 - have no known efficient solution
 - are not solvable



Tractable with efficient sols in reas time

- Recall our algorithm complexity lecture, we've got several common orders of growth

- Constant
- Logarithmic
- Linear
- Quadratic
- Cubic
- Exponential

- **Order of growth is polynomial in the size of the problem**

- E.g.,

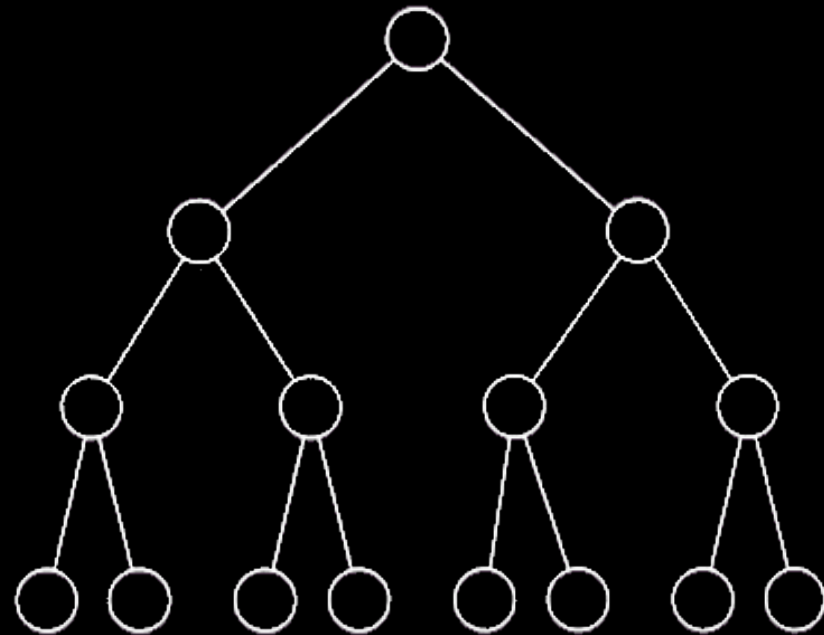
- Searching for an item in a collection
- Sorting a collection
- Finding if two numbers in a collection are same

- These problems are called being "in P" (for polynomial)



Intractable problems

- **Problems that can be solved, but not solved fast enough**
- **This includes exponential problems**
 - E.g., $f(n) = 2^n$
 - as in the image to the right
- **This also includes poly-time algorithm with a huge exponent**
 - E.g., $f(n) = n^{10}$
- **Only solve for small n**



Imagine a program that calculated something important at each of the bottom circles. This tree has height n , but there are 2^n bottom circles!



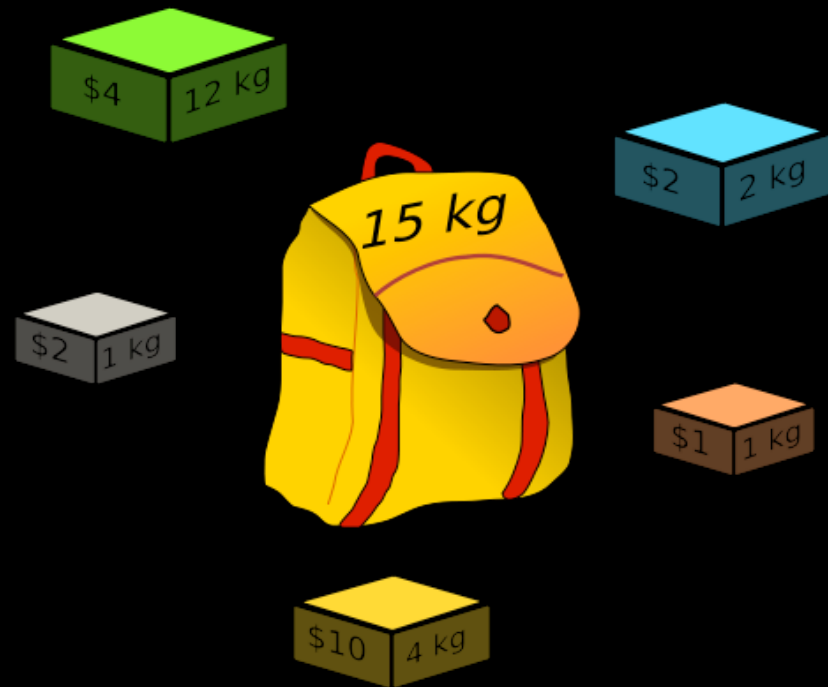


Peer Instruction



What's the most you can put in your knapsack?

- a) \$10
- b) \$15
- c) \$33
- d) \$36
- e) \$40

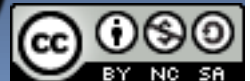


Knapsack Problem

You have a backpack with a weight limit (here **15kg**), which boxes (with weights and values) should be taken to maximize value?

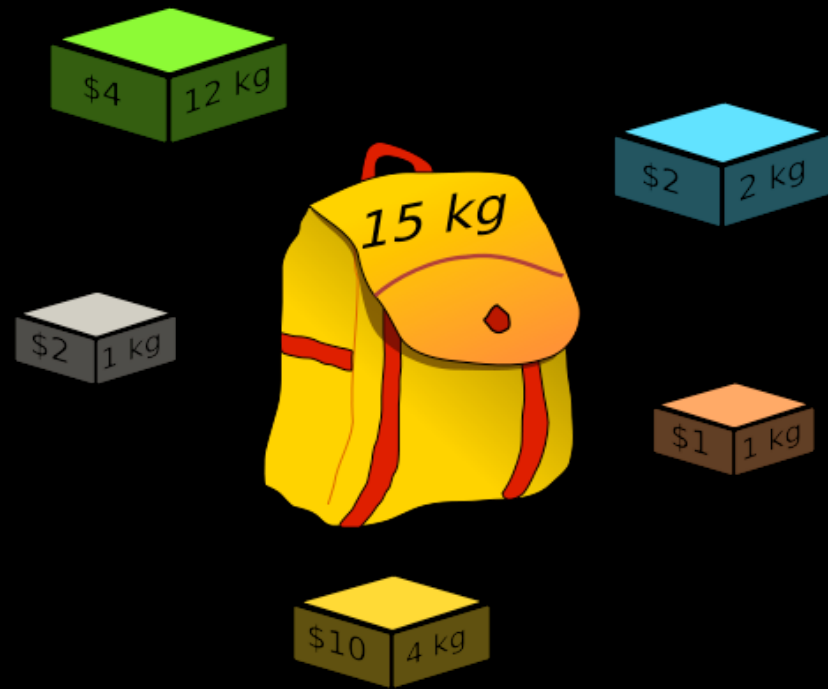
(any # of each box is available)

Garcia, Spring 2012



Solvable approximately, not optimally in reas time

- A problem might have an optimal solution that cannot be solved in reasonable time
- BUT if you don't need to know the perfect solution, **there might exist algorithms which could give pretty good answers in reasonable time**



Knapsack Problem

You have a backpack with a weight limit (here 15kg), which boxes (with weights and values) should be taken to maximize value?



Have no known efficient solution

- Solving one of them would solve an entire class of them!

- We can transform one to another, i.e., reduce
- A problem P is “hard” for a class C if every element of C can be “reduced” to P

- If you’re “in NP” and “NP-hard”, then you’re “NP-complete”

-2 -3 15
14 7 -10

Subset Sum Problem

Are there a handful of these numbers (at least 1) that add together to get 0?

- If you guess an answer, can I verify it in polynomial time?
 - Called being “in NP”
 - Non-deterministic (the “guess” part) Polynomial

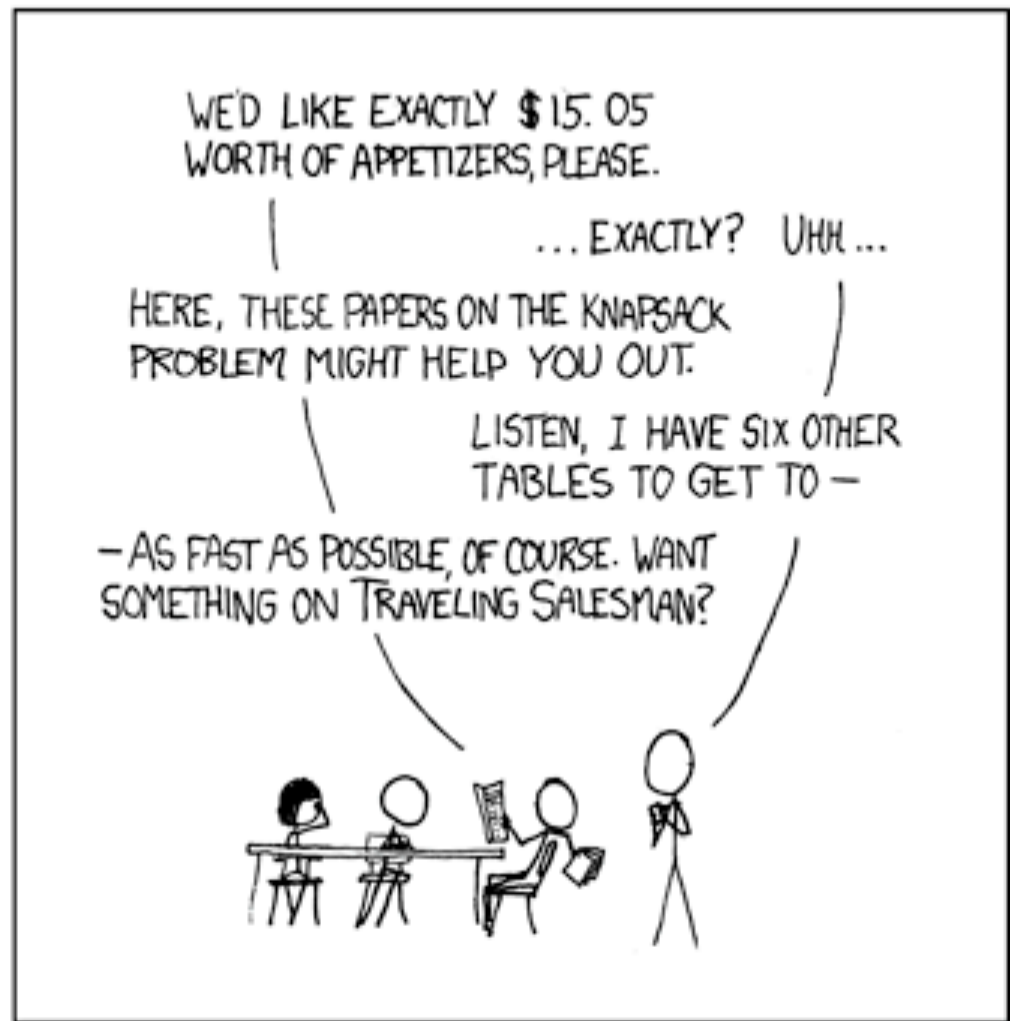




imgs.xkcd.com/comics/np_complete.png

MY HOBBY: EMBEDDING NP-COMPLETE PROBLEMS IN RESTAURANT ORDERS

CHOTCHKIES RESTAURANT	
~ APPETIZERS ~	
MIXED FRUIT	2.15
FRENCH FRIES	2.75
SIDE SALAD	3.35
HOT WINGS	3.55
MOZZARELLA STICKS	4.20
SAMPLER PLATE	5.80
~ SANDWICHES ~	
BARBECUE	6.55

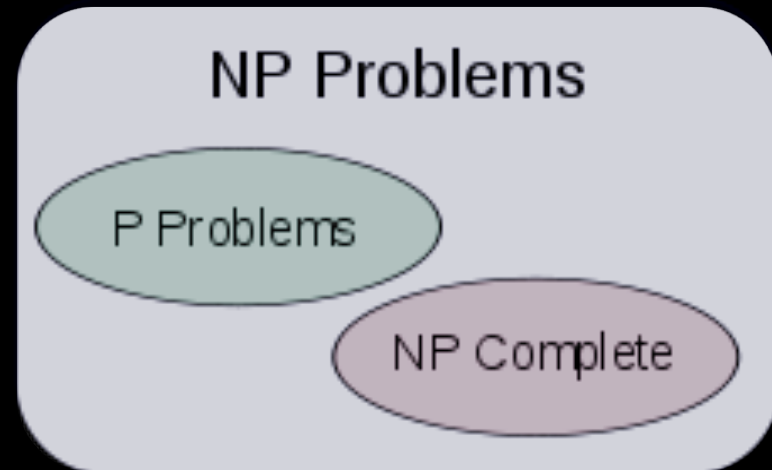


The fundamental question. Is $P = NP$?

- This is THE major unsolved problem in Computer Science!
 - One of 7 “millennium prizes” w/a \$1M reward

- All it would take is solving ONE problem in the NP-complete set in polynomial time!!
 - Huge ramifications for cryptography, others

If $P \neq NP$, then



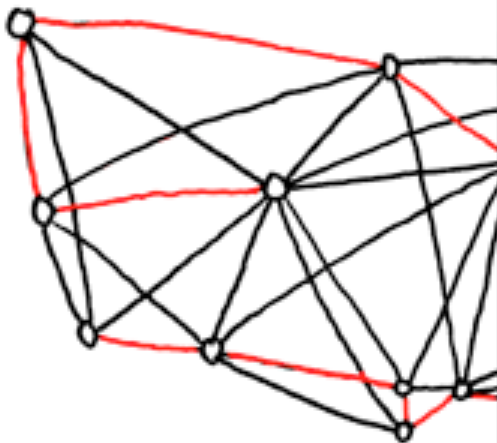
- Other NP-Complete
 - Traveling salesman who needs most efficient route to visit all cities and return home



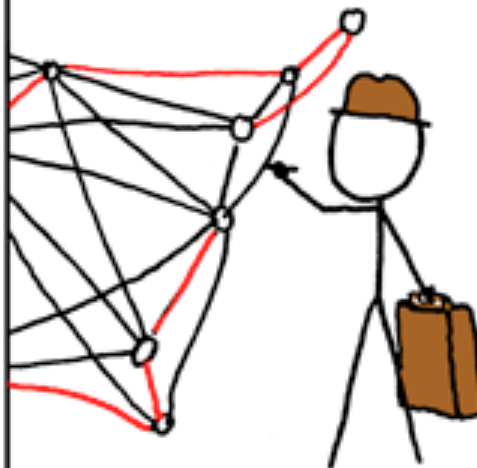


imgs.xkcd.com/comics/travelling_salesman_problem.png

BRUTE-FORCE
SOLUTION:
 $O(n!)$



DYNAMIC
PROGRAMMING
ALGORITHMS:
 $O(n^2 2^n)$



SELLING ON EBAY:
 $O(1)$

STILL WORKING
ON YOUR ROUTE?

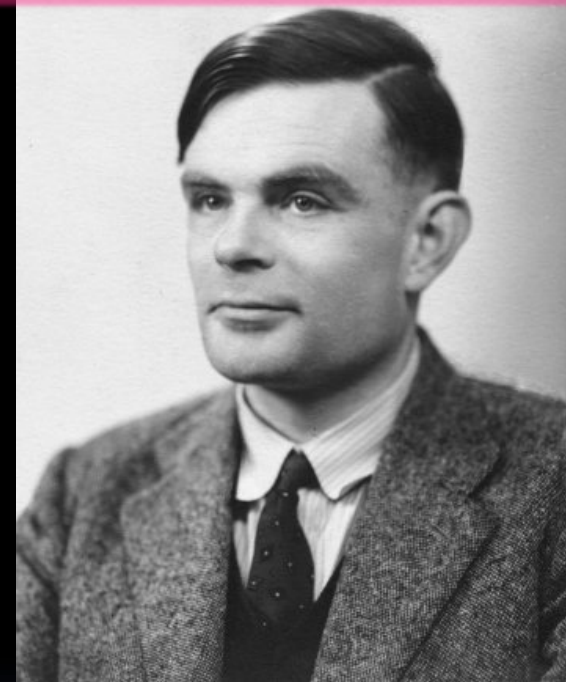
SHUT THE
HELL UP.



Problems NOT solvable

- Decision problems answer YES or NO for an infinite # of inputs
 - E.g., is N prime?
 - E.g., is sentence S grammatically correct?
- An algorithm is a solution if it correctly answers YES/NO in a finite amount of time
- A problem is decidable if it has a solution

June 23, 2012 will be his 100th birthday celebration!!



Alan Turing

He asked:

"Are all problems decidable?"
(people used to believe this was true)
Turing proved it wasn't for CS!



Review: Proof by Contradiction

- Infinitely Many Primes?
- Assume the contrary, then prove that it's impossible
 - Only a finite # of primes
 - Number them p_1, p_2, \dots, p_n
 - Consider the number q
 - $q = (p_1 * p_2 * \dots * p_n) + 1$
 - Dividing q by any prime would give a remainder of 1
 - So q isn't composite, q is prime
 - But we said p_n was the biggest, and q is bigger than p_n
 - So there IS no biggest p_n



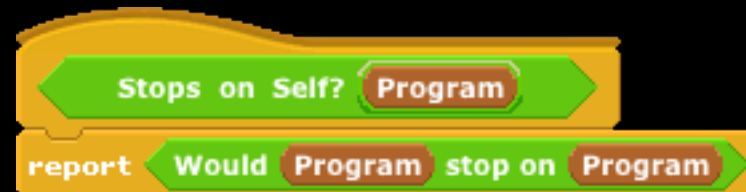
Euclid

www.hisschemoller.com/wp-content/uploads/2011/01/euclides.jpg



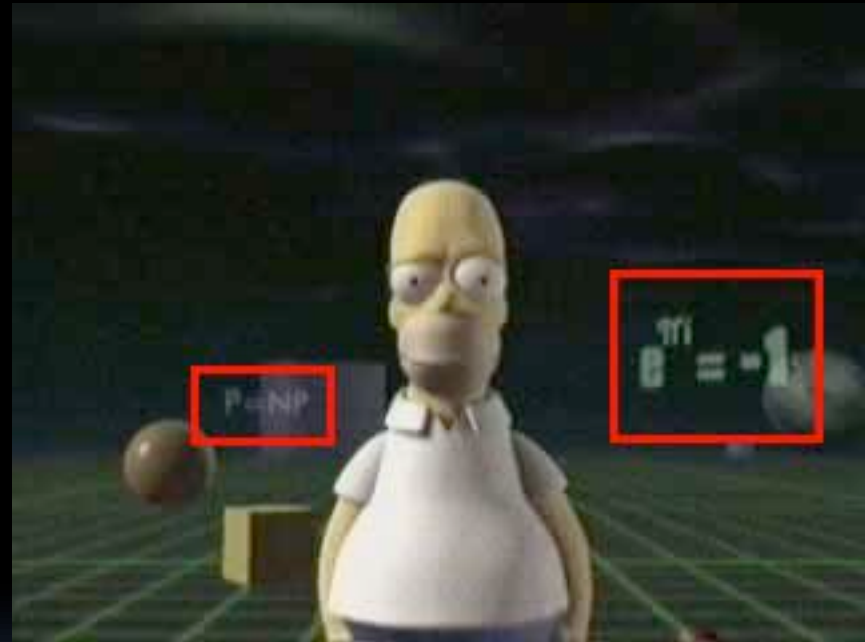
Turing's proof : The Halting Problem

- Given a program and some input, will that program eventually stop? (or will it loop)
- **Assume we could write it**, then let's prove a contradiction
 - 1. write Stops on Self?
 - 2. Write Weird
 - 3. Call Weird on itself



Conclusion

- Complexity theory **important part of CS**
- If given a hard problem, rather than try to solve it yourself, **see if others have tried similar problems**
- If you don't need an exact solution, many **approximation algorithms help**
- Some not solvable!



P=NP question even made its way into popular culture, here shown in the Simpsons 3D episode!

