Université Paris Cité - LIPADE

# Algorithmic Complexity Introduction

Jean-Guy Mailly (jean-guy.mailly@u-paris.fr)

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## Infos sur l'UE



- Jean-Guy Mailly : jean-guy.mailly@u-paris.fr Bureau 814 I
- ▶ 15h de cours : lundi, 10h15–11h45, Curie A
- ► 15h de TD : lundi, 12h45–14h15, Cuneo D (RSA/DCI) vendredi, 10h30–12h00, Vieussens D (IAD/VMI)
- Modalités de contrôle de connaissances :
  - ► Un contrôle continu vers la mi-semestre
  - ► Un examen en fin de semestre
  - ▶ Note finale :  $\max(EX, \frac{EX + CC}{2})$
- ▶ Moodle: Cours IFFAX020 Complexité Algorithmique

https://moodle.u-paris.fr/course/view.php?id=5486

## Aims



## Algorithmic Complexity

Measure the hardness of a problem w.r.t. the efficiency of algorithms to solve it

- ▶ Time
- ► Space

#### Goal of the Course

- Bases of complexity theory
- Main complexity classes (time and space)
- Complexity of usual problems
- Being able to determine the complexity of a problem

## Resources



When solving a problem, two kinds of resources are used

- ▶ time
  - number of seconds
  - number of steps for the computation
- space
  - number of bytes used to execute the program
  - number of variables used to represent and solve the problem

## **Complexity Theory**

- Classification of problems w.r.t. the resources required to solve them
  - ► The more we need time and/or space, the harder it is
- ► Comparison of problems (depending on the class they belong)
- Solving problems by translating them into other problems (with the same complexity)

# Outline



#### Mappings and Asymptotic Bounds

Problems and Languages

Graph Theory

Non-Directed Graphs

Directed Graphs

Logic

# Mappings and Asymptotic Bounds



## Integer mappings

We use mappings  $f: \mathbb{N} \to \mathbb{N}$  to represent the time (or space) used to solve a problem

- ▶ Intuition: If the problem entry has size n, f(n) steps are required to compute the result
- ▶ If needed, we use the closest integer value (e.g. log(n) means  $\lceil log(n) \rceil$ )

# Mappings and Asymptotic Bounds



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## Asymptotic bounds – $\mathcal{O}$ notation

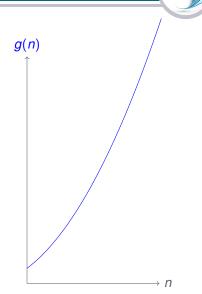
Given a mapping f,  $\mathcal{O}(f(n))$  is the set of mappings g s.t.  $\exists n_o, c$ ,

$$\forall n \geq n_0, g(n) \leq c \times f(n)$$

▶ Intuition: When *n* is large enough, *g* is smaller than *f* modulo some constant *c* 

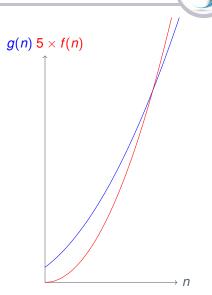
# Example

▶ We suppose that we have an algorithm which solves a graphs problem in  $g(n) = 4 \times n^2 + 3 \times n + 2$  steps, when n is the size of the graph (i.e. number of vertices)



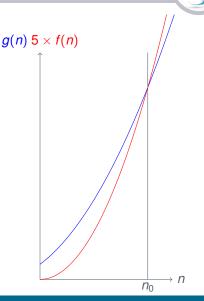
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## On Usual O Families



#### From Slow to Fast Increase

C is an arbitrary constant, and log is any logarithmic function

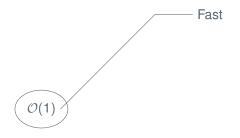
Family of Functions	Name
$\mathcal{O}(1)$	Constant
$\mathcal{O}(\log(n))$	Logarithmic
$\mathcal{O}((\log(n))^c)$	Polylogarithmic
$\mathcal{O}(n)$	Linear
$\mathcal{O}(n\log(n))$	Linearithmic
$\mathcal{O}(n^2)$	Quadratic
$\mathcal{O}(n^{C})$	Polynomial
$\mathcal{O}(C^n)$	Exponential
$\mathcal{O}(n!)$	Factorial

## On the Sum of Functions

If 
$$f(n) = g(n) + h(n)$$
,  $\mathcal{O}(f(n)) = \max(\mathcal{O}(g(n), \mathcal{O}(h(n)))$ 

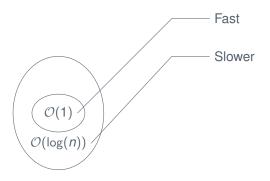


$$\triangleright \mathcal{O}(1) = \{g \mid \exists n_0, c, \forall n \geq n_0, g(n) \leq c \times 1\}$$



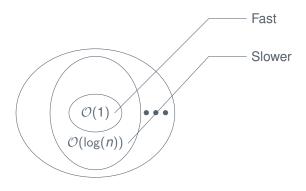


- ▶  $\mathcal{O}(1) = \{g \mid \exists n_0, c, \forall n \geq n_0, g(n) \leq c \times 1\}$
- $\triangleright \mathcal{O}(\log(n)) = \{g \mid \exists n_0, c, \forall n \geq n_0, g(n) \leq c \times \log(n)\}$



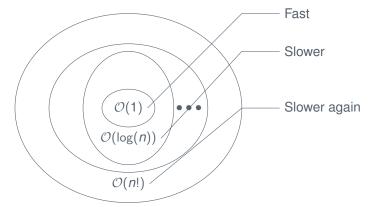


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- $\triangleright \mathcal{O}(n!) = \{g \mid \exists n_0, c, \forall n \geq n_0, g(n) \leq c \times n!\}$



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# Different Kinds of Problems (1/2)



#### Decision Problem, Function Problem

A decision problem over a set of input data E is a mapping from any element in E to a value in  $\{false, true\}$  ( $\simeq \{0,1\} \simeq \{NO,YES\}$ ). A function problem over a set of input data E is a mapping from any element in E to a single outcome.

## Solving an Equation

Decision Problem Does the equation f(x) = y have a solution? Function Problem Give a solution of the equation f(x) = y

# Different Kinds of Problems (2/2)



## Enumeration Problem, Optimization Problem

Given a function problem  $\mathcal{P}$ ,

The *enumeration problem* ENUM- $\mathcal{P}$  over E is a mapping from any element  $e_i \in E$  to the set of all outcome of  $\mathcal{P}$  over  $e_i$ .

The *optimization problem* OPT- $\mathcal{P}$  over E is a mapping from any element in E to a single outcome which minimizes a given criterion.

## Solving an Equation

Enumeration Problem Give all the solutions of the equation f(x) = yOptimization Problem Give a minimal solution of the equation f(x) = y

# Languages



#### **Definition**

- ▶ Set of symbols  $\Sigma$  called *vocabulary* or *alphabet*.
- ▶ A *word* w is a sequence of symbols  $w_1 w_2 ... w_k$ , with  $w_i \in \Sigma$  for all i.
- $\triangleright \Sigma^* = \{ w_1 w_2 \dots w_k \mid w_i \in \Sigma, k \in \mathbb{N} \}$
- ▶ a language  $\mathcal L$  is any subset of  $\Sigma^*$ , the complement of  $\mathcal L$  is  $\bar{\mathcal L} = \Sigma^* \setminus \mathcal L$

## 

- ▶ For any language  $\mathcal{L}$ ,  $\mathcal{P}(\mathcal{L})$  is the decision problem:
  - Given  $x \in \Sigma^*$ , does x belong to  $\mathcal{L}$ ?
- ▶ For any decision problem P, L(P) is the language:
  - $\{x \in \text{instances of } P \mid x \text{ is a positive instance of } P\}$

# Outline



Mappings and Asymptotic Bounds

Problems and Languages

# Graph Theory Non-Directed Graphs Directed Graphs

Logic

# Non-Directed Graphs



#### **Definition**

A non-directed graph is a pair  $G = \langle N, E \rangle$  where N is the set of nodes and  $E \subseteq pairs(N)$  is the set of edges, with  $pairs(N) = \{\{x_i, x_j\} \mid x_i, x_j \in N\}$ 

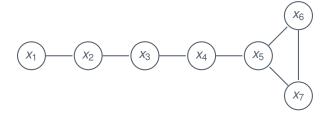
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$$G = \langle N, E \rangle$$
, with  $N = \{x_1, x_2, x_3, x_4, x_5, x_6, x_7\}$  and  $E = \{\{x_1, x_2\}, \{x_2, x_3\}, \{x_3, x_4\}, \{x_4, x_5\}, \{x_5, x_6\}, \{x_6, x_7\}, \{x_7, x_5\}\}$ 





#### **Definition**

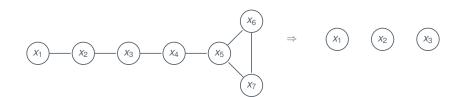
A subgraph in a non-directed graph  $G = \langle N, E \rangle$  is a pair  $G' = \langle N', E' \rangle$ , with  $N' \subseteq N$  and  $E' \subseteq pairs(N') \cap E$ . If  $E' = pairs(N') \cap E$ , we say that G' is the subgraph of G induced by N'



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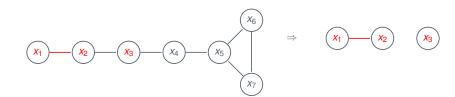




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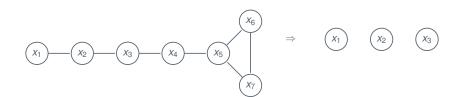




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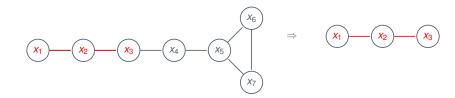




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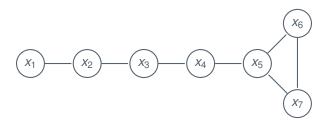
A chain in a non-directed graph  $G = \langle N, E \rangle$  is a vector of nodes  $(n_1, \ldots, n_k)$  such that  $\forall 0 \le i < k, \{n_i, n_{i+1}\} \in E$ .



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 $(x_3, x_4, x_5, x_6)$  and  $(x_3, x_4, x_5, x_7)$  are chains of G

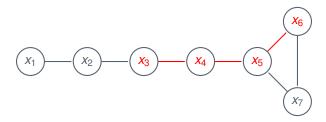




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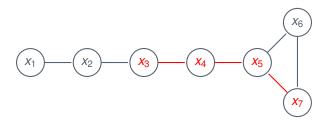




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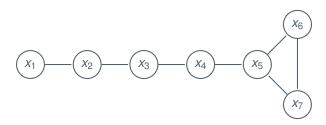




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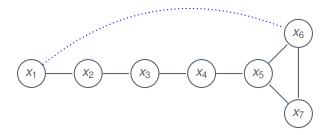




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# Clique



#### **Definition**

A clique in a non-directed graph  $G = \langle N, E \rangle$  is subgraph  $G' = \langle N', E' \rangle$ , with  $N' \subseteq N$  and  $E' \subseteq pairs(N') \cap E$ , such that  $\forall x_i, x_i \in N', x_i \neq x_j, \{x_i, x_j\} \in E'$ 

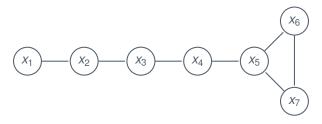
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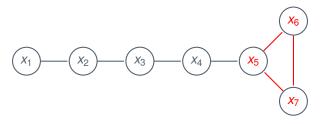
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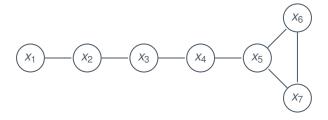
A cycle in a non-directed graph  $G = \langle N, E \rangle$  is a chain  $(n_1, \dots, n_k)$  such that  $n_1 = n_k$ . The length of the cycle is k - 1



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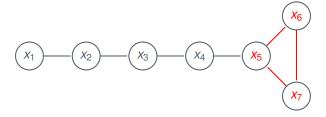




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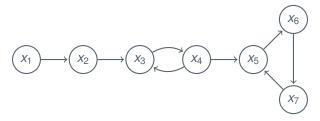
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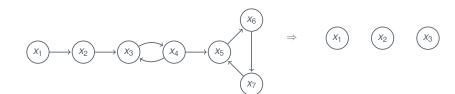
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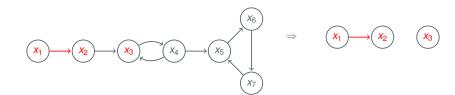




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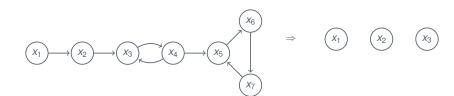




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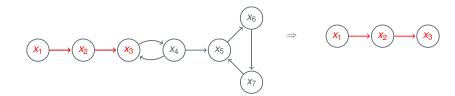




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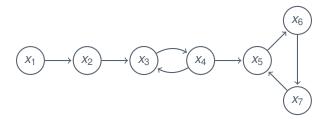
A path in a directed graph  $G = \langle N, E \rangle$  is a vector of nodes  $(n_1, \dots, n_k)$  such that  $\forall 0 \le i < k, (n_i, n_{i+1}) \in E$ .



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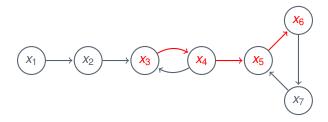




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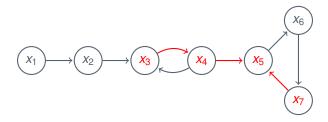




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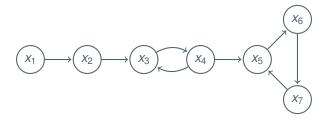




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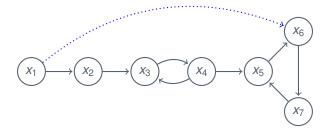




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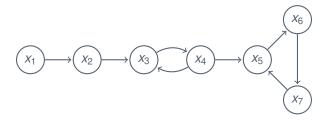
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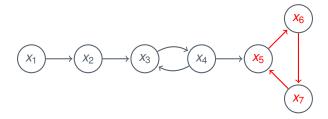




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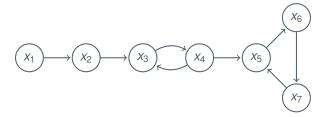




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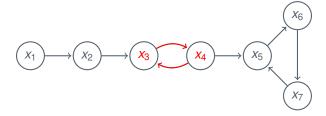




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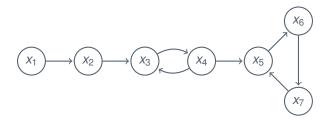
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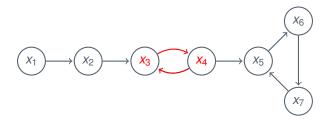




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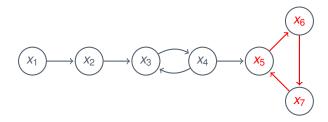




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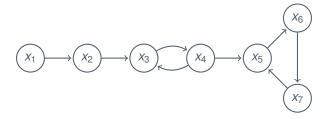




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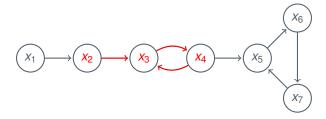




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### Outline



Mappings and Asymptotic Bounds

Problems and Languages

Graph Theory

Non-Directed Graphs

Directed Graphs

Logic

# Propositional Logic



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Propositions are usually represented by *Boolean variables*, i.e. mathematical objects which can be assigned a value from a binary set  $\mathbb{B}=\{0,1\}$  (sometimes written  $\{\textit{False},\textit{True}\}$  or  $\{\bot,\top\}$ )



Let  $V = \{x_1, \dots, x_n\}$  be a set of Boolean variables atom  $\forall x_i \in V$ ,  $x_i$  is a (well-formed) formula negation if  $\varphi$  is a formula, then  $\neg \varphi$  is a formula conjunction if  $\varphi_1$  and  $\varphi_2$  are formulas, then  $\varphi_1 \wedge \varphi_2$  is a formula



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## Syntax of Propositional Logic



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#### Formulas

- $\rightarrow X_1, \neg X_1, \neg \neg X_1$
- $ightharpoonup X_1 \wedge X_2, X_1 \vee X_2$
- $ightharpoonup x_1 \wedge (x_3 \vee (x_4 \Rightarrow x_1))$
- $\triangleright \varphi \wedge \psi$

#### Not Formulas

- $\rightarrow X_1 \neg, \neg X_1 \neg$
- $ightharpoonup x_1 \land$ ,  $\lor x_1$
- $ightharpoonup x_1 \Rightarrow (\vee x_2)$
- $\rightarrow \wedge \psi$



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# Semantics of Propositional Logic Example of Interpretation



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### Satisfaction of Formulas



- If  $\omega(\varphi) = 1$ , then  $\omega$  is a **model** of  $\varphi$ . We also say that  $\varphi$  is satisfied by  $\omega$
- ▶ If  $\omega(\varphi) = 0$ , then  $\omega$  is a counter-model of  $\varphi$
- $ightharpoonup \mod(\varphi)$  is the set of models of  $\varphi$
- ▶ If  $mod(\varphi) = \emptyset$ , then  $\varphi$  is inconsistent (or insatisfiable)
- ▶ If  $mod(\varphi) \neq \emptyset$ , then  $\varphi$  is **consistent** (or **satisfiable**)
- If  $mod(\varphi)$  is the set of all possible interpretations, then  $\varphi$  is **valid**

### Satisfaction, Consequence, Equivalence



We define some meta-language symbols for reasoning about interpretations and formulas:

- $\omega \models \varphi$  means that (the interpretation)  $\omega$  satisfies (the formula)  $\varphi$ , *i.e.*  $\omega \in \operatorname{mod}(\varphi)$
- ▶  $\varphi \vdash \psi$  means that (the formula)  $\psi$  is a consequence of (the formula)  $\varphi$ , formally defined as  $mod(\varphi) \subseteq mod(\psi)$
- $\varphi \equiv \psi$  means that  $\varphi$  and  $\psi$  are equivalent, formally defined as  $\varphi \vdash \psi$  and  $\psi \vdash \varphi$  (which implies  $\mathsf{mod}(\varphi) = \mathsf{mod}(\psi)$ )



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A formula is in Conjunctive Normal Form (CNF) iff it is a conjunction of clauses

### Disjunctive Normal Form

A formula is in Disjunctive Normal Form (DNF) iff it is a disjunction of cubes



### Examples of CNF formulas

- $\blacktriangleright (x_1 \lor x_2) \land (x_3 \lor x_4)$
- $\blacktriangleright (x_1 \vee \neg x_2 \vee x_5) \wedge (x_3 \vee x_5)$

### Examples of DNF formulas

- $\blacktriangleright (x_1 \land x_2) \lor (x_3 \land x_4)$
- $\blacktriangleright x_1 \lor (x_2 \land x_4) \lor (x_3 \land x_4 \land \neg x_5)$



- A clause is satisfied if at least one of its literals is satisfied
- A CNF formula is satisfied if all its clauses are satisfied

With 
$$\omega(x_1) = \omega(x_2) = 1$$
 and  $\omega(x_3) = \omega(x_4) = 0$ 

▶  $(x_1 \lor x_2) \land (x_3 \lor x_4)$  is not satisfied



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- A cube is satisfied if all its literals are satisfied
- ► A DNF formula is satisfied if at least one of its cubes is satisfied

With 
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 and  $\omega(x_2) = \omega(x_4) = 0$ 

▶  $(x_1 \land x_2) \lor (x_3 \land x_4)$  is not satisfied



- A cube is satisfied if all its literals are satisfied
- A DNF formula is satisfied if at least one of its cubes is satisfied

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