

The P versus NP problem

Is perhaps one of the biggest open problems in computer science (and mathematics!) today.

(Even featured in the TV show NUMB3RS)

But what is the P-NP problem?

Sudoku

2			3		8		5	
		3		4	5	9	8	
		8			9	7	3	4
6		7		9				
9	8						1	7
				5		6		9
3	1	9	7			2		
	4	6	5	2		8		
	2		9		3			1

3x3x3

Sudoku

2	9	4	3	7	8	1	5	6
1	7	3	6	4	5	9	8	2
5	6	8	2	1	9	7	3	4
6	5	7	1	9	2	3	4	8
9	8	2	4	3	6	5	1	7
4	3	1	8	5	7	6	2	9
3	1	9	7	8	4	2	6	5
7	4	6	5	2	1	8	9	3
8	2	5	9	6	3	4	7	1

3x3x3

Sudoku

	F		2				6			C	B	3	
	C				4	8	E	A		0		D	
D	A	8			3		2	7	F			6	5
6			E	D	F		C		8				7
	9	3		7				A					2
E					6	F	5		8	4		3	1
C	8		1	3	9	D		0	2		E		
	D		6		5	E	B		1			0	4
9	6				1			F	3	2		0	A
				4		A	8		D	0	9	B	2
2		A		0	D		5	6	C				F
5					2					A		4	8
B					4		1	A	2	F			0
	0		7		F	3	C		D			2	9
		5		1		A	9	0	B				D
	2	D	A		9						1		4

4x4x4

Sudoku

0	F	9	2	A	7	5	1	4	6	E	D	C	B	3	8
7	C	1	3	6	4	8	E	A	B	5	0	2	D	F	9
D	A	8	4	9	3	B	2	7	F	C	1	6	0	5	E
6	5	B	E	D	F	0	C	2	8	9	3	4	A	1	7
4	9	3	5	7	1	C	0	D	A	F	B	8	E	6	2
E	B	7	0	2	A	6	F	5	9	8	4	D	3	C	1
C	8	F	1	3	9	D	4	0	2	6	E	5	7	B	A
A	D	2	6	8	5	E	B	3	1	7	C	9	F	0	4
9	6	4	8	E	B	1	7	F	3	2	5	0	C	A	D
3	7	C	F	4	6	A	8	E	D	0	9	B	1	2	5
2	1	A	B	0	D	3	5	6	C	4	8	7	9	E	F
5	E	0	D	F	C	2	9	B	7	1	A	3	4	8	6
B	3	6	9	C	E	4	D	1	5	A	2	F	8	7	0
1	0	E	7	5	8	F	3	C	4	D	6	A	2	9	B
8	4	5	C	1	2	7	A	9	0	B	F	E	6	D	3
F	2	D	A	B	0	9	6	8	E	3	7	1	5	4	C

4x4x4

Sudoku

2		3	8		5
	3		4	5	9
	8		9	7	3
6	7	9			
9	8				1
			5	6	9
3	1	9	7		2
	4	6	5	2	8
2		9	3		1

F	2			6	C	B	3
C		4	8	E	A	0	D
D	A	8	3	2	7	F	6
6		E	0	F	C	8	5
9	5	7		6	F	5	A
E			3	9	D	0	2
C	8	1	3	9	D	0	2
D	6	5	E	B	1		0
9	6			1	F	3	2
		4	A	8	0	9	B
2	A	0	D	5	6	C	A
5			2				4
B			4	1	A	2	F
0	7		F	3	C	D	2
	5	1	A	9	0	B	
2	D	A	9			1	4



$n \times n \times n$

Suppose it takes you $S(n)$ to solve $n \times n \times n$

$V(n)$ time to verify the solution

Fact: $V(n) = O(n^2 \times n^2)$

Question: is there some constant such that

$S(n) \leq [V(n)]^{\text{constant}} ?$



2		3	8	5	
	3	4	5	9	8
	8		9	7	3
6	7	9			
9	8			1	7
		5	6	9	
3	1	9	7	2	
4	6	5	2	8	
2	9	3		1	

Sudoku

P vs NP problem

=

F	2			6	C	B	3
C			4	8	E	A	0
D	A	8	3	2	7	F	6
6		E	D	F	C	8	7
9	3	7		A			2
E			6	F	5	8	4
C	8	1	3	9	D	0	2
D	6	5	E	B	1		0
9	6		1	F	3	2	0
	4	A	8	D	0	9	B
2	A	0	D	5	6	C	A
5			2		A	4	8
B			4	1	A	2	F
0	7		F	3	C	D	2
S	1	A	9	0	B		D
2	D	A	9			1	4

Does there exist an algorithm for $n \times n \times n$ sudoku that runs in time $P(n)$ for some polynomial $P(n)$?

⋮

$n \times n \times n$

The P versus NP problem (informally)

Is proving a theorem much more difficult than checking the proof of a theorem?

X problems?

- X = Hard ? Tough? Herculean? Formidable? Arduous? NPC?
- X = Impractical? Bad? Heavy? Tricky? Intricate? Prodigious ? Difficult? Intractable? Costly ? Obdurate? Obstinate ? Exorbitant? Interminable?



Couldn't find a poly-time solution boss 😞
?

X problems?

- X = Hard ? Tough? Herculean? Formidable? Arduous?
- X = Impractical? Bad? Heavy? Tricky? Intricate? Prodigious ? Difficult? Intractable? Costly ? Obdurate? Obstinate ? Exorbitant? Interminable?

Proof?



Couldn't find a poly-time solution boss because none exists.

X problems?

- X = Hard ? Tough? Herculean? Formidable? Arduous?
- X = Impractical? Bad? Heavy? Tricky? Intricate?
Prodigious ? Difficult? Intractable? Costly ? Obdurate?
Obstinate ? Exorbitant? Interminable?



Let's start at the beginning...



Polynomial Problems P

- Are solvable in polynomial time
- Are solvable in $O(n^k)$, where k is some constant.
- Most of the algorithms we have covered are in P



Nondeterministic Polynomial (NP) Problems

- This class of problems has solutions that are verifiable in polynomial time.
 - Thus any problem in P is also NP, since we would be able to solve it in polynomial time, we can also verify it in polynomial time
- NP does not stand for nonpolynomial



NP-Complete Problems

- Is an NP-Problem
- Is at least as difficult as an NP problem (is reducible to it)
- More formally, a decision problem C is NP-Complete if:
 - C is in NP
 - Any known NP-hard (or complete) problem \leq_p C
 - Thus a proof must show these two being satisfied



Reduction

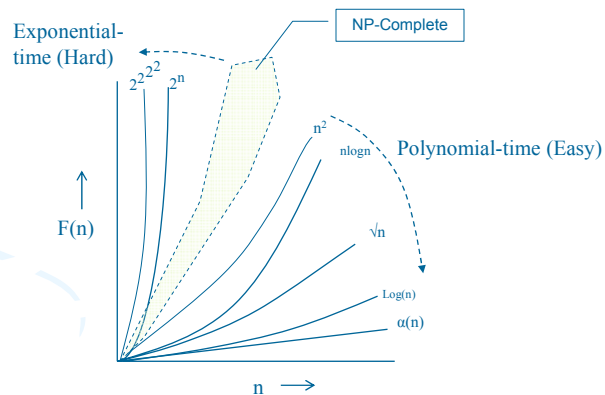
- P1 : is an unknown problem (easy/hard ?)
- P2 : is known to be difficult

If we can easily solve P2 using P1 as a subroutine then P1 is difficult

Must create the inputs for P1 in polynomial time.

- * P1 is definitely difficult because you know you cannot solve P2 in polynomial time unless you use a component that is also difficult (it cannot be the mapping since the mapping is known to be polynomial)

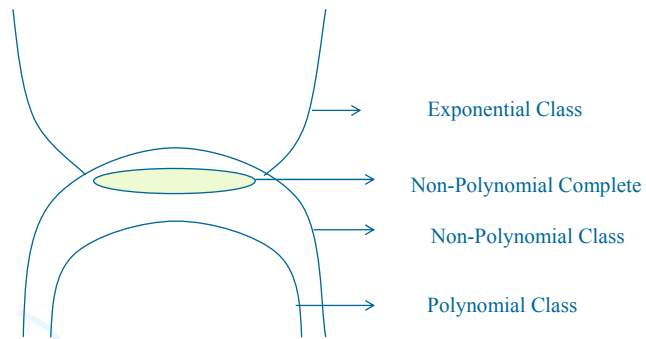
Exponential Time Algorithms



Examples

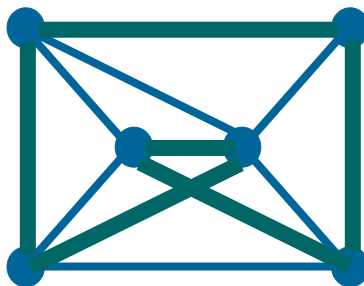
- Longest path problem: (similar to Shortest path problem, which requires polynomial time) suspected to require exponential time, since there is no known polynomial algorithm.
- Hamiltonian Cycle problem: Traverses all vertices exactly once and form a cycle.

Where does NP Complete lie?



Hamilton Cycle

Given a graph $G = (V, E)$, a cycle that visits all the nodes exactly once





The Problem “HAM”

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

Output: YES if G has a Hamilton cycle
NO if G has no Hamilton cycle

The Set “HAM”

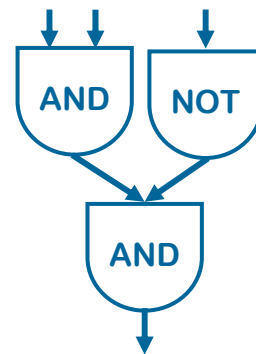
$\text{HAM} = \{ \text{graph } G \mid G \text{ has a Hamilton cycle} \}$



Circuit-Satisfiability

Input: A circuit C with one output

Output: YES if C is satisfiable
NO if C is not satisfiable





The Set “SAT”

$\text{SAT} = \{ \text{all satisfiable circuits } C \}$

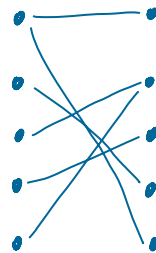
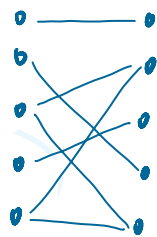


Bipartite Matching

Input: A bipartite graph $G = (U, V, E)$

Output: YES if G has a perfect matching

NO if G does not





The Set “BI-MATCH”

BI-MATCH = { all bipartite graphs that have a perfect matching }



Sudoku

Input: $n \times n \times n$ sudoku instance

Output: YES if this sudoku has a solution

NO if it does not

The Set “SUDOKU”

SUDOKU = { All solvable sudoku instances }

Decision Versus Search Problems

Decision Problem

YES/NO

Does G have a
Hamilton cycle?

Search Problem

Find a Hamilton cycle
in G if one exists,
else return NO

Reducing Search to Decision

Given an algorithm for decision Sudoku,
devise an algorithm to find a solution

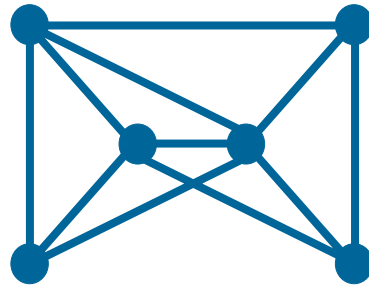
Idea:
Fill in one-by-one and
use decision algorithm

2			3	8		5	
		3		4	5	9	8
		8			9	7	3
6		7		9			
9	8					1	7
				5		6	9
3	1	9	7			2	
	4	6	5	2		8	
	2		9	3			1

Reducing Search to Decision

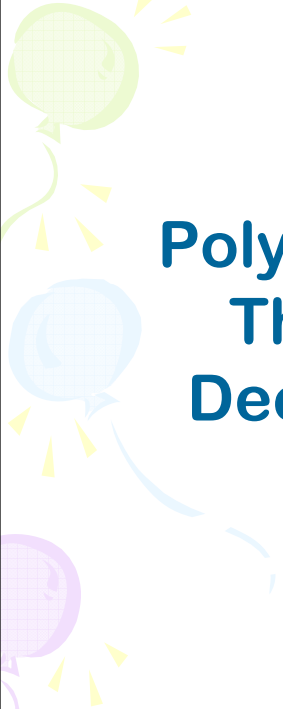
Given an algorithm for decision HAM,
devise an algorithm to find a solution

Idea:
Find the edges of the
cycle one by one



Decision/Search Problems

We'll study decision problems because
they are almost the same (asymptotically)
as their search counterparts



Polynomial Time and The Class “P” of Decision Problems



What is an efficient algorithm?

Is an $O(n)$ algorithm efficient?

How about $O(n \log n)$?

$O(n^2)$?

$O(n^{10})$?

$O(n^{\log n})$?


$O(2^n)$?

$O(n!)$?

polynomial time

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

non-polynomial
time

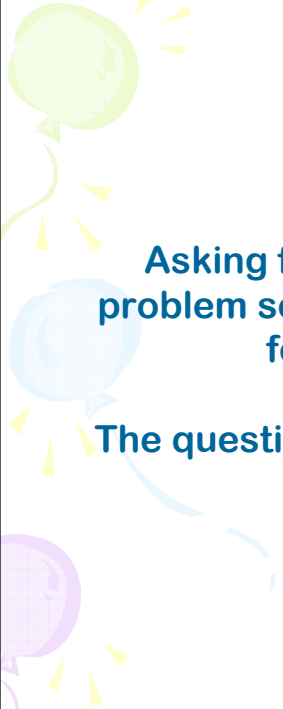


**Does an algorithm
running in $O(n^{100})$ time
count as efficient?**



**We consider non-polynomial time
algorithms to be inefficient.**

**And hence a necessary condition for an
algorithm to be efficient is that it should
run in poly-time.**



Asking for a poly-time algorithm for a problem sets a (very) low bar when asking for efficient algorithms.

The question is: can we achieve even this?

The Class P

We say a set $L \subseteq \Sigma^*$ is in **P** if there is a program **A** and a polynomial $p()$

such that for any x in Σ^* ,

A(x) runs for at most $p(|x|)$ time and answers question “is x in L ?” correctly.

Three stylized balloons in green, blue, and purple are positioned on the left side of the slide. Each balloon has a grid pattern and is surrounded by small yellow triangular shapes representing streamers or light rays.

The Class P

The class of all sets L that can be recognized in polynomial time.

The class of all decision problems that can be decided in polynomial time.

Three stylized balloons in green, blue, and purple are positioned on the left side of the slide. Each balloon has a grid pattern and is surrounded by small yellow triangular shapes representing streamers or light rays.

Why are we looking only at sets $\subseteq \Sigma^*$?

What if we want to work with graphs or boolean formulas?



Languages/Functions in P?

Example 1:

CONN = {graph G: G is a connected graph}

Algorithm A_1 :

If G has n nodes, then run depth first search from any node, and count number of distinct node you see. If you see n nodes, $G \in \text{CONN}$, else not.

Time: $p_1(|x|) = \Theta(|x|)$.



Languages/Functions in P?

HAM, SUDOKU, SAT are not known to be in P



CO-HAM = { G | G does NOT have a Hamilton cycle}

CO-HAM \in P if and only if HAM \in P



Three balloons (green, blue, and purple) with yellow streamers are positioned on the left side of the slide.

Onto the new class, NP

Three balloons (green, blue, and purple) with yellow streamers are positioned on the left side of the slide.

Verifying Membership

Is there a short “proof” I can give you for:

$G \in \text{HAM?}$

$G \in \text{BI-MATCH?}$

$G \in \text{SAT?}$

$G \in \text{CO-HAM?}$

NP

A set $L \in \text{NP}$

if there exists an algorithm A and a polynomial $p()$

For all $x \in L$

there exists y with
 $|y| \leq p(|x|)$

such that $A(x,y) = \text{YES}$

in $p(|x|)$ time

For all $x' \notin L$

For all y' with
 $|y'| \leq p(|x'|)$

we have $A(x',y') = \text{NO}$

in $p(|x'|)$ time

Recall the Class P

We say a set $L \subseteq \Sigma^*$ is in **P** if there is
a program A and
a polynomial $p()$

such that for any x in Σ^* ,

{ $A(x)$ runs for at most $p(|x|)$ time
and answers question “is x in L ?” correctly.

can think of A as “proving” that x is in L

NP

A set $L \in \text{NP}$

if there exists an algorithm A and a polynomial $p(\)$

For all $x \in L$

there exists a y with
 $|y| \leq p(|x|)$

such that $A(x,y) = \text{YES}$

in $p(|x|)$ time

For all $x' \notin L$

For all y' with
 $|y'| \leq p(|x'|)$

Such that $A(x',y') = \text{NO}$

in $p(|x'|)$ time

The Class NP

The class of sets L for which there
exist “short” proofs of membership
(of polynomial length)
that can “quickly” verified
(in polynomial time).

Recall: A doesn't have to find these proofs y ; it just needs to
be able to verify that y is a “correct” proof.


$$P \subseteq NP$$

For any L in P , we can just take y to be the empty string and satisfy the requirements.

Hence, every language in P is also in NP .



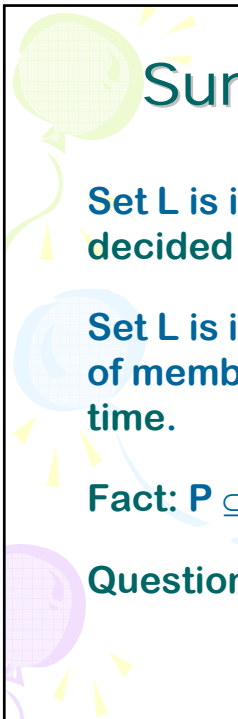
Languages/Functions in NP ?

$G \in \text{HAM?}$

$G \in \text{BI-MATCH?}$

$G \in \text{SAT?}$

$G \in \text{CO-HAM?}$

Three stylized balloons in green, blue, and purple are positioned on the left side of the slide, each with yellow streamers and small yellow triangles representing motion or light.

Summary: P versus NP

Set L is in P if membership in L can be decided in poly-time.

Set L is in NP if each x in L has a short “proof of membership” that can be verified in poly-time.

Fact: $P \subseteq NP$

Question: Does $NP \subseteq P$?

Three stylized balloons in green, blue, and purple are positioned on the left side of the slide, each with yellow streamers and small yellow triangles representing motion or light.

Why Care?

Three balloons (green, blue, and purple) with yellow streamers are positioned on the left side of the slide.

NP Contains Lots of Problems We Don't Know to be in P

Classroom Scheduling
Packing objects into bins
Scheduling jobs on machines
Finding cheap tours visiting a subset of cities
Allocating variables to registers
Finding good packet routings in networks
Decryption
...

Three balloons (green, blue, and purple) with yellow streamers are positioned on the left side of the slide.

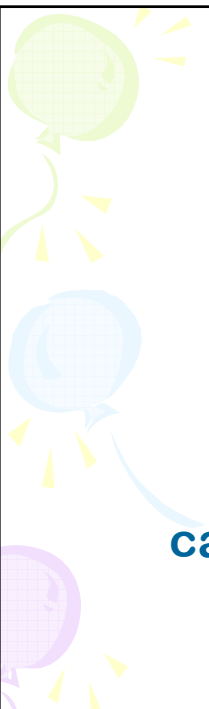
**OK, OK, I care.
But Where Do I Begin?**



How can we prove that
 $NP \subseteq P$?

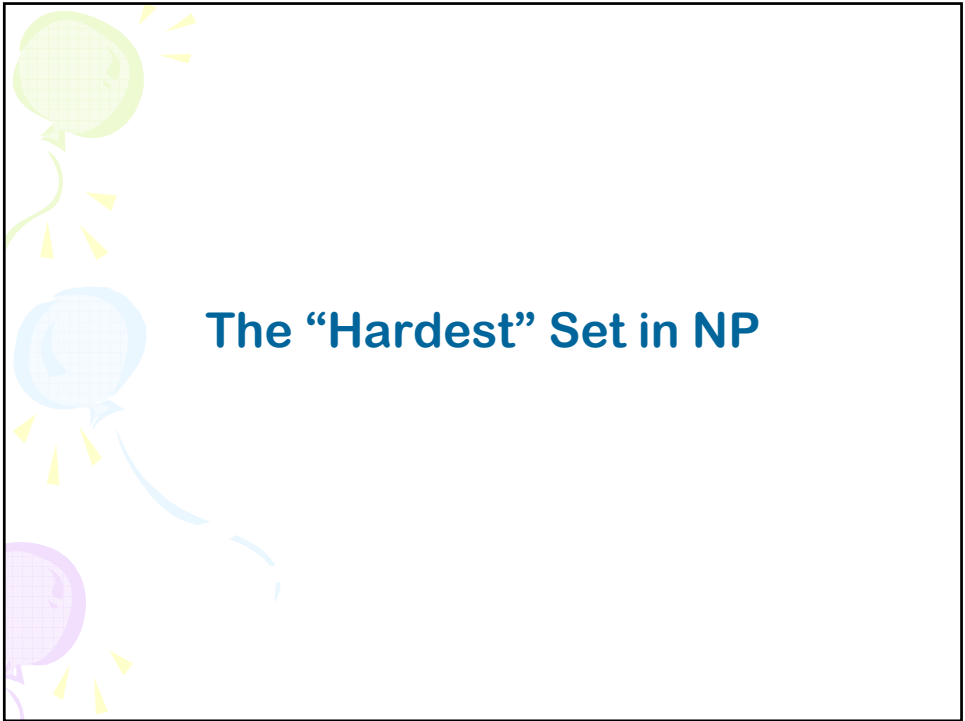
I would have to show that
every set in NP has a
polynomial time algorithm...


How do I do that?
It may take forever!
Also, what if I forgot one of
the sets in NP?



We can describe
one problem L in NP,
such that
if this problem L is in P,
then $NP \subseteq P$.

It is a problem that can
capture all other problems
in NP.





2		3	8		5
	3		4	5	9
	8		9	7	3
6	7	9			1
9	8			6	9
			5		
3	1	9	7		2
	4	6	5	2	8
	2	9	3		1

F	2			6		C	B	3
C			4	8	E	A		0
D	A	8		3	2	7	F	
6			E	D	F	C		8
9	9	7				A		
E			6	F	5		8	4
C	8	1	3	9	D		0	2
D		6	5	E	B	1		
9	6			1		F	3	2
		4	A	8		D	0	9
2	A		0	D	5	E	C	
5			2			A		4
B			4	1	A	2	F	
0	7		F	3	C	D		2
S		1	A	9	0	B		
2	D	A		9			1	4

⋮

$n \times n \times n$


Sudoku

Sudoku has a polynomial time algorithm if and only if $P = NP$



The “Hardest” Sets in NP

Sudoku	Clique
SAT	Independent-Set
3-Colorability	HAM



How do you prove these are the hardest?

Theorem [Cook/Levin]:

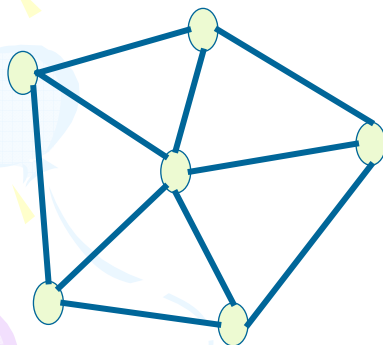
SAT is one language in NP, such that if we can show SAT is in P, then we have shown $NP \subseteq P$.

SAT is a language in NP that can capture all other languages in NP.

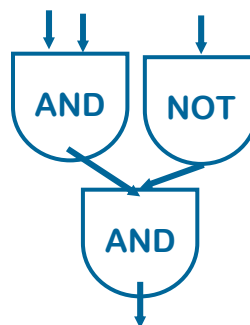
We say SAT is NP-complete.

Last lecture...

3-colorability



Circuit Satisfiability



Last lecture...

SAT and 3COLOR: Two problems that seem quite different, but are substantially the same.

Also substantially the same as CLIQUE and INDEPENDENT SET.

If you get a polynomial-time algorithm for one,
you can get a polynomial-time algorithm for ALL.

Any language in NP

can be reduced
(in polytime to)
an instance of

SAT

hence SAT is NP-complete

can be reduced
(in polytime to)
an instance of

3COLOR

hence 3COLOR is NP-complete