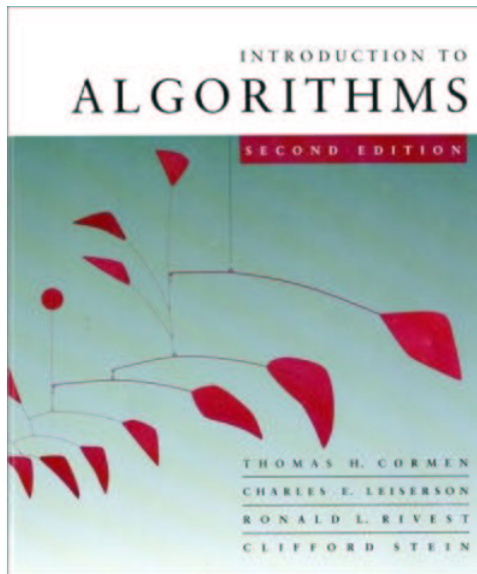


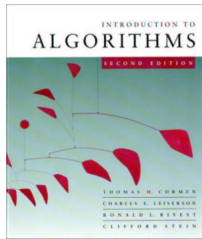
# *Introduction to Algorithms*

## **6.046J/18.401**



## *Lecture 21*

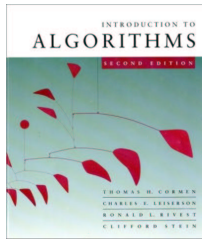
**Prof. Piotr Indyk**



# P vs NP

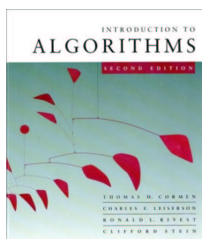
## (interconnectedness of all things)

- A whole course by itself
- We'll do just two lectures
- More in 6.045, 6.840J, etc.



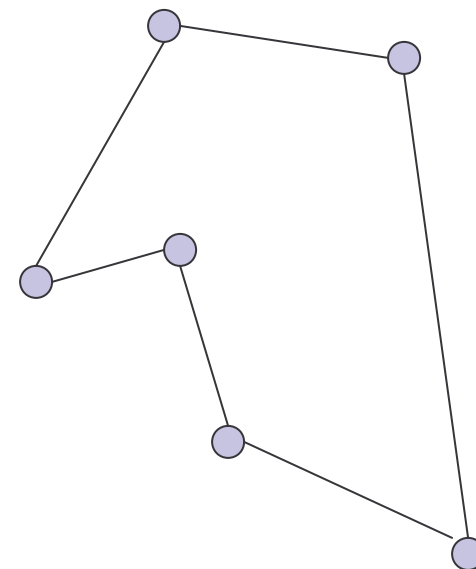
# Have seen so far

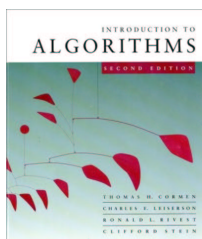
- Algorithms for various problems
  - Running times  $O(nm^2)$ ,  $O(n^2)$ ,  $O(n \log n)$ ,  $O(n)$ , etc.
  - I.e., polynomial in the input size
- Can we solve all (or most of) interesting problems in polynomial time ?
- Not really...



# Example difficult problem

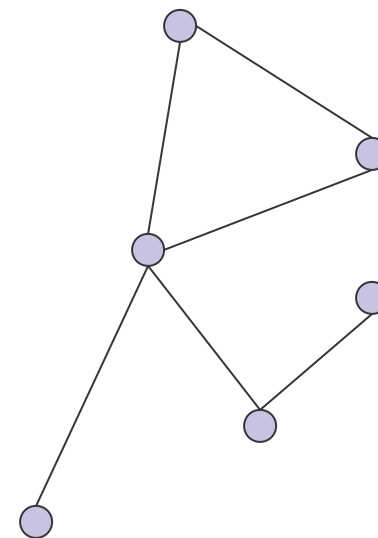
- Traveling Salesperson Problem (TSP)
  - Input: undirected graph with lengths on edges
  - Output: shortest tour that visits each vertex exactly once
- Best known algorithm:  $O(n 2^n)$  time.

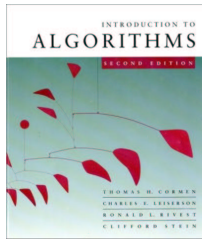




# Another difficult problem

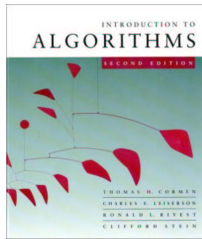
- Clique:
  - Input: undirected graph  $G=(V,E)$
  - Output: largest subset  $C$  of  $V$  such that every pair of vertices in  $C$  has an edge between them
- Best known algorithm:  
 $O(n 2^n)$  time





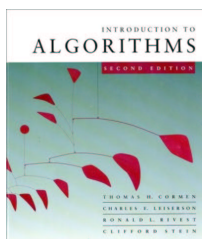
# What can we do ?

- Spend more time designing algorithms for those problems
  - People tried for a few decades, no luck
- Prove there is **no** polynomial time algorithm for those problems
  - Would be great
  - Seems *really* difficult
  - Best lower bounds for “natural” problems:
    - $\Omega(n^2)$  for restricted computational models
    - $4.5n$  for unrestricted computational models



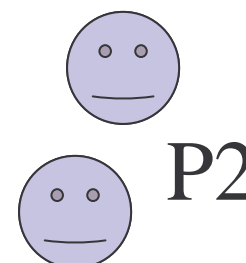
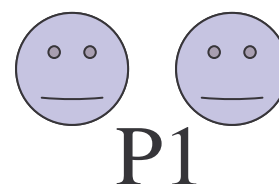
# What else can we do ?

- Show that those hard problems are essentially equivalent. I.e., if we can solve one of them in poly time, then all others can be solved in poly time as well.
- Works for at least 10 000 hard problems

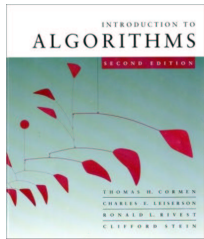


# The benefits of equivalence

- Combines research efforts
- If one problem has polytime solution, then all of them do

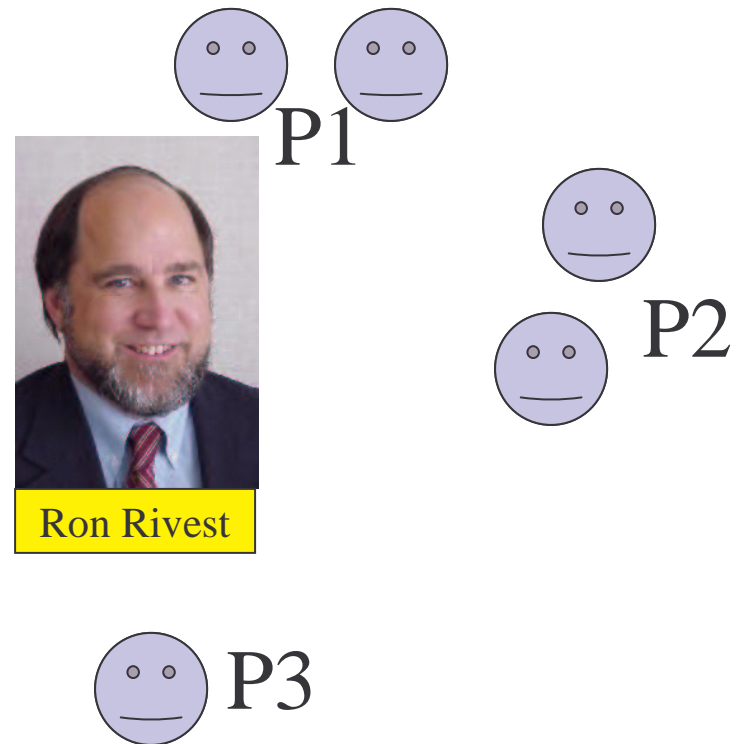


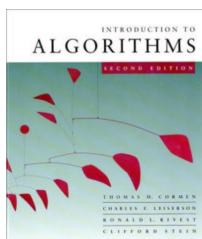




# A more realistic scenario

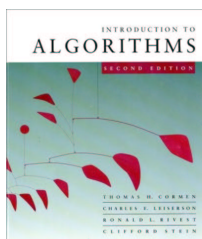
- Once an exponential **lower bound** is shown for one problem, it holds for all of them
- But someone *is* happy...





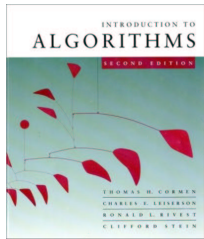
# Summing up

- If we show that a problem  $\Pi$  is equivalent to ten thousand other well studied problems without efficient algorithms, then we get a very strong evidence that  $\Pi$  is hard.
- We need to:
  - Identify the class of problems of interest
  - Define the notion of equivalence
  - Prove the equivalence(s)



# Class of problems: NP

- Decision problems: answer YES or NO. E.g., "is there a tour of length  $\leq K$ " ?
- Solvable in *non-deterministic polynomial* time:
  - Intuitively: the solution can be **verified** in polynomial time
  - E.g., if someone gives as a tour **T**, we can verify if **T** is a tour of length  $\leq K$ .
- Therefore, TSP is in NP.



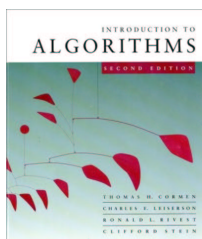
# Formal definitions of P and NP

- A problem  $\Pi$  is solvable in poly time (or  $\Pi \in P$ ), if there is a poly time algorithm  $V(\cdot)$  such that for any input  $x$ :

$$\Pi(x) = \text{YES} \text{ iff } V(x) = \text{YES}$$

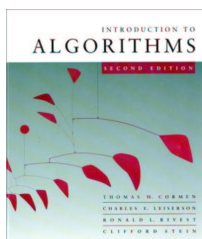
- A problem  $\Pi$  is solvable in **non-deterministic** poly time (or  $\Pi \in NP$ ), if there is a poly time algorithm  $V(\cdot, \cdot)$  such that for any input  $x$ :

$$\Pi(x) = \text{YES} \text{ iff there exists a certificate } y \text{ of size } \text{poly}(|x|) \text{ such that } V(x, y) = \text{YES}$$

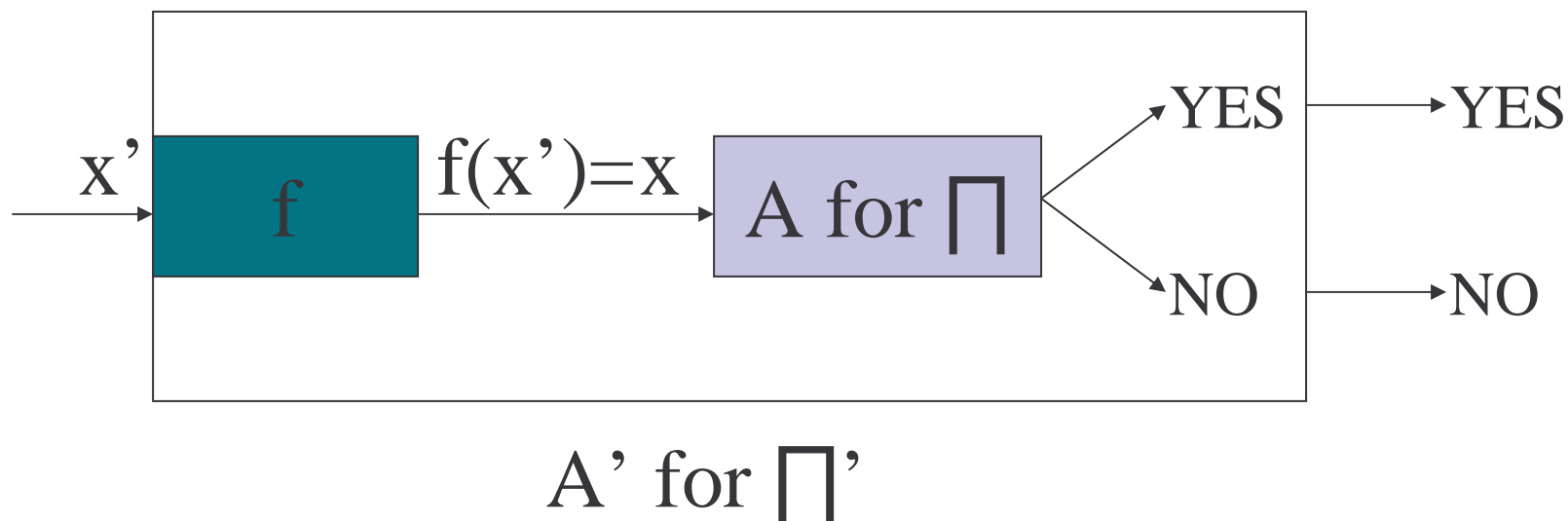


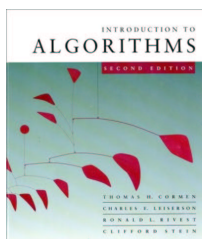
# Examples of problems in NP

- Is “Does there exist a clique in  $G$  of size  $\geq K$ ” in NP ?  
Yes:  $V(x,y)$  interprets  $x$  as a graph  $G$ ,  $y$  as a set  $C$ , and checks if all vertices in  $C$  are adjacent and if  $|C| \geq K$
- Is *Sorting* in NP ?  
No, not a decision problem.
- Is “Sortedness” in NP ?  
Yes: ignore  $y$ , and check if the input  $x$  is sorted.
- Is *Compositeness* in NP ?  
Yes. In fact, for  $V$  as in Lecture 17, there are many certificates  $y$ .



# Reductions: $\Pi'$ to $\Pi$



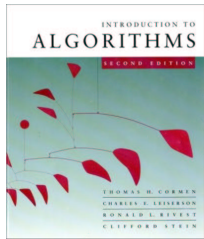


# Reductions

- $\Pi'$  is poly time reducible to  $\Pi$  ( $\Pi' \leq \Pi$ ) iff there is a poly time function  $f$  that maps inputs  $x'$  to  $\Pi'$  into inputs  $x$  of  $\Pi$ , such that for any  $x'$

$$\Pi'(x') = \Pi(f(x'))$$

- Fact: if  $\Pi \in P$  and  $\Pi' \leq \Pi$  then  $\Pi' \in P$
- Fact 2: if  $\Pi \in NP$  and  $\Pi' \leq \Pi$  then  $\Pi' \in NP$
- Fact 3: if  $\Pi' \leq \Pi$  and  $\Pi'' \leq \Pi'$  then  $\Pi'' \leq \Pi$



# Recap

- We defined a large class of interesting problems, namely NP
- We have a way of saying that one problem is not harder than another ( $\Pi' \leq \Pi$ )
- Our goal: show equivalence between hard problems