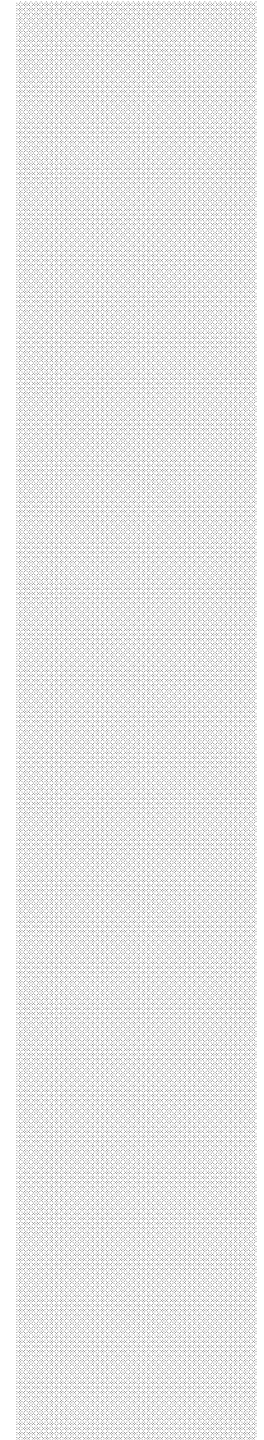




# NP-complete? NP-hard?

## Some Foundations of Complexity

Prof. Sven Hartmann  
Clausthal University of Technology  
Department of Informatics





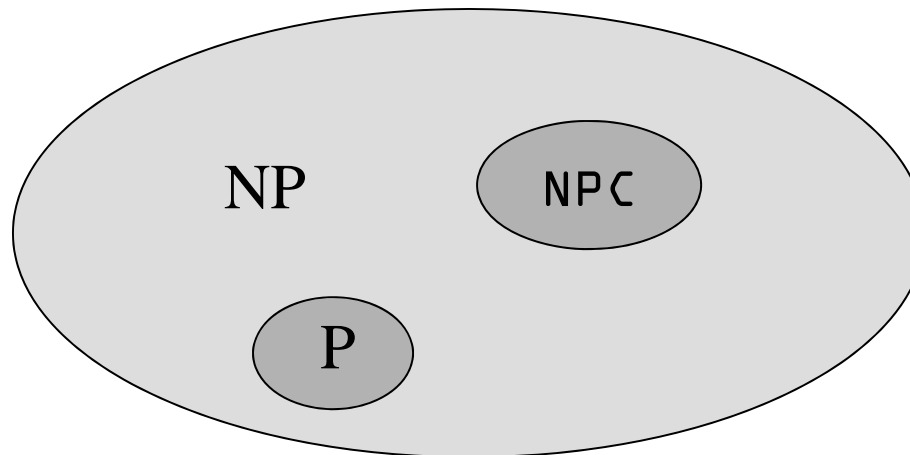
# Tractability of Problems

- Some problems are undecidable:
  - no computer can solve them
  - Example: Turing's Halting Problem
- Other problems are decidable, but intractable:
  - When instances of the problem become large, we are unable to solve them in reasonable time
- What constitutes "reasonable time"?
- Usually we expect a polynomial-time algorithm
  - Given any instance of the problem with input size  $n$  (in some encoding)
  - Worst case running time is  $O(n^c)$  for some constant  $c$



# The Classes P, NP and NPC

- There are three interesting classes of decision problems:
  - **P** = class of problems that can be solved in polynomial time
  - **NP** = class of problems that can be verified in polynomial time
  - **NPC** = class of problems in NP that are as hard as any problem in NP
- Most theoretical computer scientists have this picture in mind:





# The Class NP

- NP = class of problems that can be verified in polynomial time
  - What does “verified” mean?
- A problem is verifiable in polynomial time:
  - given a certificate of a solution, the certificate can be shown to be correct in polynomial time
- Example: PATH (decision)
  - Given a graph  $G$ , nodes  $u$  and  $v$ , and an natural number  $k$ , decide whether there exists a path from  $u$  to  $v$  consisting of at most  $k$  edges
  - The certificate might be a path in the graph  $G$
  - It is easy to check (in polynomial time) that the path goes from  $u$  to  $v$ , and has no more than  $k$  edges



# Example: Hamiltonian Cycle

- Hamiltonian cycle
  - A simple path containing every node in a graph  $G$
  
- HAM-CYCLE:
  - Given a graph  $G$  decide whether  $G$  contains a Hamiltonian cycle
  
- The naïve algorithm for solving HAM-CYCLE runs in  $\Omega(m!) = \Omega(2^m)$  time, where  $m$  is the number of nodes
  
- However, as a certificate we can use an ordered sequence of  $m$  vertices
  - We can easily verify whether the sequence is indeed a Hamiltonian cycle



# Reduction between Decision Problems

- Given two decision problems A and B
- Suppose we have a black-box solving problem A in polynomial time. Can we use the black-box to solve problem B in polynomial time?
- A polynomial-time reduction from A to B is a transformation that maps instances of A to instances of B such that:
  - The transformation takes polynomial time
  - The answer is the same (the answer for the instance of A is YES if and only if the answer for the instance of B is YES)
- We say that A is polynomial-time reducible to B if there exists a reduction of A to B
  - Often write  $A \leq_p B$
  - If  $A \leq_p B$ , then B in class P implies that A is in class P



# The Class NPC (= NP-Complete Problems)

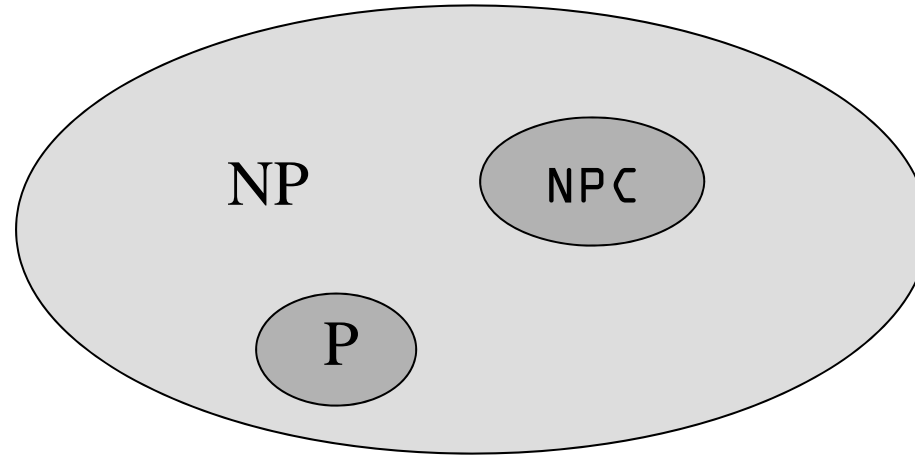
- NPC = class of problems in NP that are **as hard as any problem in NP**
  - When is a problem in NP as hard as another problem in NP?
- A problem B in NP is **as as hard as** a problem A in NP:
  - B is polynomial-time reducible to A
- So if a problem B is in NPC then:
  - Any other problem in NP can be polynomial-time reduced to it
  - If B can be solved in polynomial time then so can any other problem in NP
- In this sense, problems in NPC are the “hardest” among the problems in NP
- So far no polynomial-time algorithm is known for any problem in NPC
- But so far we neither have a proof that a polynomial-time algorithm cannot exist for any problem in NPC



# Relation among P, NP and NPC

- We know for sure:

- $P \subseteq NP$
- $NPC \subseteq NP$



- But unclear whether:

- $P = NP$  (or  $P \subset NP$ , or  $P \neq NP$ ) ???
- $NPC = NP$  (or  $NPC \subset NP$ , or  $NPC \neq NP$ ) ???

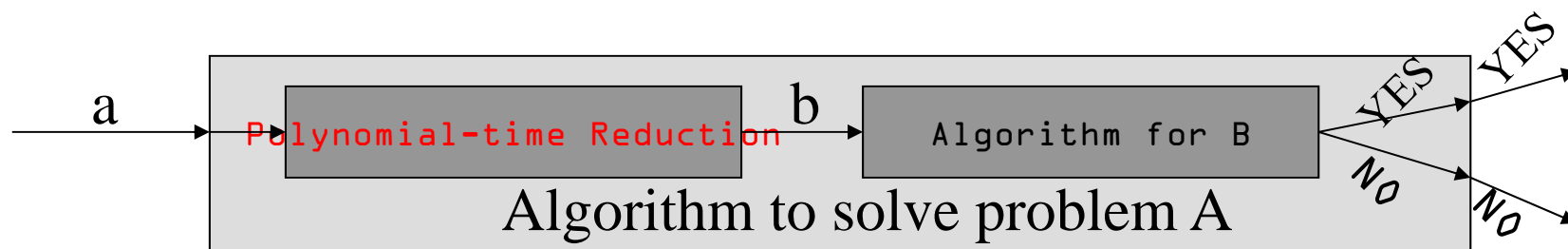
- $P \neq NP$  is one of the deepest, most perplexing open research problems in (theoretical) computer science since 1971
  - One of the seven 1-million-dollar problems





# Why reductions are of interest

- Let A and B be problems in NP such that  $A \leq_p B$ 
  - If the algorithm for B is polynomial-time, then so is the algorithm for A
    - Consequently, A is no harder than B (or B is no easier than A)
  - If A is in NPC, then so is B
- How to prove a problem B to be in NPC ??
  - prove B is in NP
  - Choose some problem A in NPC, and ...
  - ... establish a polynomial-time reduction of A to B





## Why NPC is of interest

- If a problem is proved to be NPC, this is a good evidence for its intractability (or at least for its hardness)
- Might not want to waste time on trying to find an efficient algorithm
- Instead, focus on design approximate algorithm or heuristic or a solution for a special case of the problem
- Some problems looks very easy at the first glance, but are NPC
- Sometimes we can show that a problem is as hard as any problem in NP, but we are not able to show the problem is in NP
  - Such problems are called NP-hard
  - Hence, NP-complete = NP + NP-hard



# Decision vs. Optimization Problems

- Decision problem:
  - solving the problem by giving an answer “YES” or “NO”
  
- Optimization problem:
  - solving the problem by finding the optimal solution
  
- Examples:
  - PATH (decision)
    - Given a graph  $G$ , nodes  $u$  and  $v$ , and an natural number  $k$ , decide whether there exists a path from  $u$  to  $v$  consisting of at most  $k$  edges
  
  - SHORTEST-PATH (optimization)
    - Given a graph  $G$ , and nodes  $u$  and  $v$ , find a path from  $u$  to  $v$  with as few edges as possible



# Decision vs. Optimization Problems

- Decision problems are not harder than optimization problems
  - If there is an algorithm for an optimization problem, the algorithm can be used to solve the corresponding decision problem
  - [Example](#): SHORTEST-PATH for PATH
  - If an optimization problem can be solved in polynomial-time, then so can the corresponding decision problem
- By definition, P, NP and NPC are classes of decision problems
- The discussion can be extended to optimization problems, though



# The SAT Problem

- One of the first problems to be proved to be in NPC is *Satisfiability* (SAT):
  - Given a Boolean expression on  $n$  variables, can we assign values such that the expression is TRUE?
  - Ex:  $((x_1 \rightarrow x_2) \vee \neg((\neg x_1 \leftrightarrow x_3) \vee x_4)) \wedge \neg x_2$
  - **Cook's Theorem:** The satisfiability problem is NP-Complete
  - Cook's proof uses first principles, not yet reduction