

CSE373: Data Structures and Algorithms

## The P vs. NP question, NP-Completeness

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Autumn 2016

This lecture material represents the work of multiple instructors at the University of Washington. Thank you to all who have contributed!

## The \$1M question

The Clay Mathematics Institute  
Millennium Prize Problems

1. Birch and Swinnerton-Dyer Conjecture
2. Hodge Conjecture
3. Navier-Stokes Equations
4. **P vs NP**
5. Poincaré Conjecture
6. Riemann Hypothesis
7. Yang-Mills Theory

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### The P versus NP problem

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

It's currently unknown whether there exist polynomial time algorithms for NP-complete problems

- That is, does P = NP?
- People generally believe P ≠ NP, but no proof yet

But what is the P-NP problem?

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### 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**

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### 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**

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### Sudoku

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

**4x4x4**

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### 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	3	E	3	7	1	5	4	C

**4x4x4**

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### Sudoku

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

**n x n x n**

Suppose you have an algorithm  $S(n)$  to solve  $n \times n \times n$ , with running time  $T(n)$ .

$V(n)$ : time to verify the solution.  
Fact:  $V(n) \in \Theta(n^2 \times n^2)$

Question: is there some constant such that  $T(n) \in O(n^{\text{constant}})$  ?

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### Sudoku

P vs NP problem

=

Does there exist an algorithm for solving  $n \times n \times n$  Sudoku that runs in time  $p(n)$  for some polynomial  $p()$  ?

**n x n x n**

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### The P versus NP problem (informally)

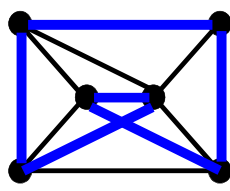
Is **finding** an answer to a problem **much** more difficult than **verifying** an answer to a problem?

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### Hamiltonian Cycle

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

YES if  $G$  has a Hamiltonian cycle  
NO if  $G$  has no Hamiltonian cycle



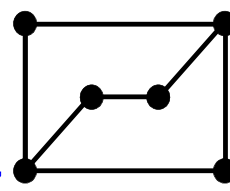
**The Set "HAM"**  
 $HAM = \{ \text{graph } G \mid G \text{ has a Hamiltonian cycle} \}$

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### Independent Set

Given a graph  $G = (V,E)$ , and an integer  $k$ , is there a subset of  $V$  with at least  $k$  vertices such that no two of them are adjacent?

YES if  $G$  has an independent set of size  $k$ .  
NO if  $G$  has no independent set of size  $k$ .



**The Set "INDEP-SET<sub>k</sub>"**  
 $INDEP\text{-}SET_k = \{ \text{graph } G \mid G \text{ has an independent set of size } k \}$

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### Independent Set

Given a graph  $G = (V,E)$ , and an integer  $k$ , is there a subset of  $V$  with at least  $k$  vertices such that no two of them are adjacent?

YES if  $G$  has an independent set of size  $k$ .

NO if  $G$  has no independent set of size  $k$ .

Yes for  $k=3$ ; no for  $k=4$

**The Set "INDEP-SET<sub>k</sub>"**

INDEP-SET<sub>k</sub> = { graph  $G$  |  $G$  has an independent set of size  $k$  }

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### 3-Satisfiability

Given a Boolean formula in Conjunctive Normal Form, having at most 3 literals per clause, is it satisfiable?

YES if there exists an assignment of truth values to each variable  $x_i$  such that the overall formula is true.

NO otherwise

$$(x_0 \vee \neg x_1 \vee x_3) \wedge (\neg x_0 \vee x_2 \vee x_3) \wedge (x_1 \vee x_2 \vee \neg x_3) \wedge (\neg x_0 \vee x_3 \vee \neg x_4)$$

This assignment works:  $x_0 = T$ ;  $x_1 = F$ ;  $x_2 = T$ ;  $x_3 = F$ ;  $x_4 = F$ ;

**The Set "3SAT"**

3SAT = { 3CNF formulas  $F$  |  $F$  is satisfiable }

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### Circuit-Satisfiability

Input: A circuit  $C$  with one output

Output: YES if  $C$  is satisfiable

NO if  $C$  is not satisfiable

**The Set "Circuit-SAT"**

Circuit-SAT = { all satisfiable circuits  $C$  }

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### 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 }

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## Polynomial Time and The Class "P"

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### 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

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### What is an efficient algorithm?

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

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

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.

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### The Class P

The class of all sets that can be **verified** in polynomial time.

AND

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

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The question is: can we achieve **even** this for

**HAM?**  
**Circuit-SAT?**  
**Sudoku?**

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*Onto the new class, NP*

*(Nondeterministic Polynomial Time)*

### Verifying Membership

Is there a short "proof" I can give you to verify that:

**G ∈ HAM?**  
**G ∈ Sudoku?**  
**G ∈ Circuit-SAT?**

**Yes: I can just give you the cycle, solution, circuit**

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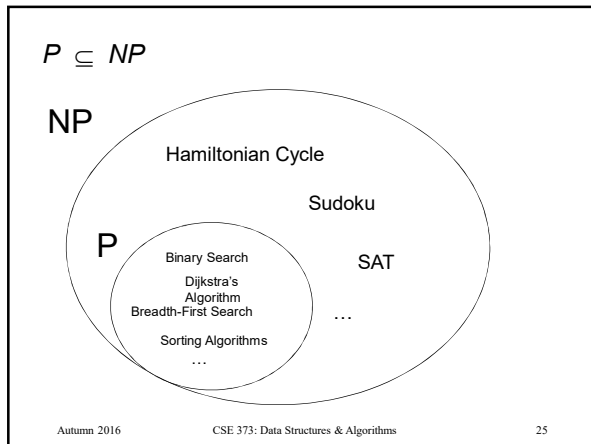
### The Class NP

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

Recall: The algorithm doesn't have to find the proof; it just needs to be able to verify that it is a "correct" proof.

**Fact:  $P \subseteq NP$**

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*Summary: P versus NP*

**NP:** "proof of membership" in a set can be **verified** in polynomial time.

**P:** in NP (membership verified in polynomial time)  
**AND** membership in a set can be **decided** in polynomial time.

**Fact:**  $P \subseteq NP$

**Question:** Does  $NP \subseteq P$  ?  
 i.e., **Does  $P = NP$ ?**

People generally believe  $P \neq NP$ , but no proof yet

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**Why Care?**

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**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  
 Finding good packet routings in networks  
*Decryption*  
 ...

**OK, OK, I care...**

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**How could we prove that  $NP = P$ ?**

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

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

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**How could we prove that  $NP = P$ ?**

We can describe **just 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.

The "Hardest" Set in NP

We call these problems **NP-complete**

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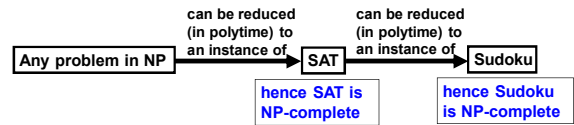
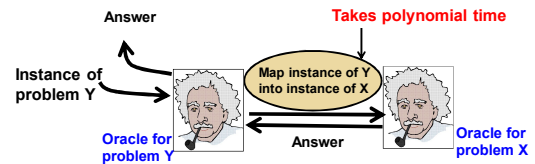
**Theorem (Cook/Levin)**

Circuit-SAT is one problem in NP, such that if we can show Circuit-SAT is in P, then we have shown NP = P.

Circuit-SAT is a problem in NP that can capture all other languages in NP.

We say SAT is **NP-complete**.

**Poly-time reducible to each other**



**NP-complete: The "Hardest" problems in NP**

- Sudoku
- Clique
- 3SAT
- Circuit-SAT
- Independent-Set
- 3-Colorability
- HAM

These problems are all "polynomial-time equivalent" i.e., each of these can be reduced to any of the others in polynomial time

**If you get a polynomial-time algorithm for one, you get a polynomial-time algorithm for ALL.**  
(you get millions of dollars, you solve decryption, ... etc.)