# CSE 332 Autumn 2024 Lecture 28: NP-Completeness

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http://www.cs.uw.edu/332

# Tractability

- Tractable:
  - Feasible to solve in the "real world"
- Intractable:
  - Infeasible to solve in the "real world"
- Whether a problem is considered "tractable" or "intractable" depends on the use case
  - For machine learning, big data, etc. tractable might mean O(n) or even  $O(\log n)$
  - For most applications it's more like  $O(n^3)$  or  $O(n^2)$
- A strange pattern:
  - Most "natural" problems are either done in small-degree polynomial (e.g.  $n^2$ ) or else exponential time (e.g.  $2^n$ )
  - It's rare to have problems which require a running time of  $n^5$ , for example

# Complexity Classes

- A Complexity Class is a set of problems (e.g. sorting, Euler path, Hamiltonian path)
  - The problems included in a complexity class are those whose most efficient algorithm has a specific upper bound on its running time (or memory use, or...)

#### • Examples:

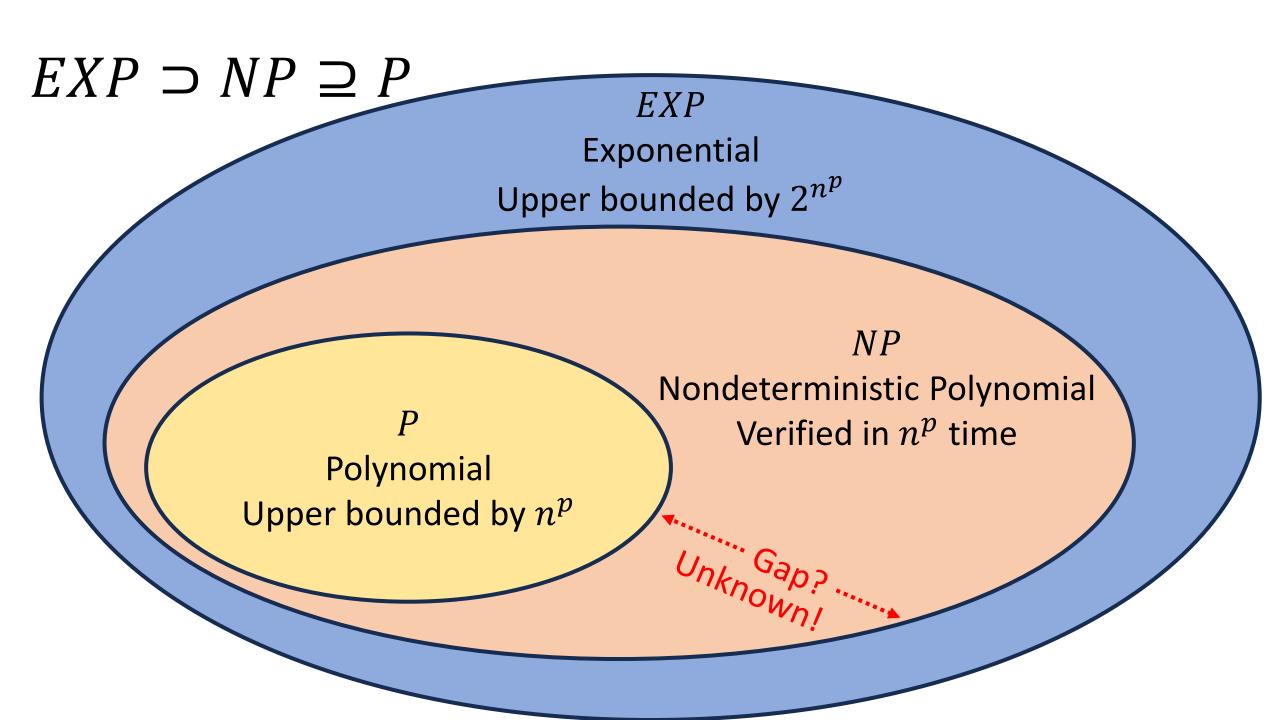
- The set of all problems that can be solved by an algorithm with running time O(n)
  - Contains: Finding the minimum of a list, finding the maximum of a list, buildheap, summing a list, etc.
- The set of all problems that can be solved by an algorithm with running time  $O(n^2)$ 
  - Contains: everything above as well as sorting, Euler path
- The set of all problems that can be solved by an algorithm with running time O(n!)
  - Contains: everything we've seen in this class so far

# Complexity Classes and Tractability

- To explore what problems are and are not tractable, we give some complexity classes special names:
- Complexity Class *P*:
  - Stands for "Polynomial"
  - The set of problems which have an algorithm whose running time is  $O(n^p)$  for some choice of  $p \in \mathbb{R}$ .
  - We say all problems belonging to P are "Tractable"
- Complexity Class *EXP*:
  - Stands for "Exponential"
  - The set of problems which have an algorithm whose running time is  $O(2^{n^p})$  for some choice of  $p \in \mathbb{R}$
  - We say all problems belonging to EXP P are "Intractable"
    - Disclaimer: Really it's all problems outside of P, and there are problems which do not belong to EXP, but we're not going to worry about those in this class

# Some problems in *EXP* seem "easier"

- There are some problems that we do not have polynomial time algorithms to solve, but provided answers are easy to check
- Hamiltonian Path:
  - It's "hard" to look at a graph and determine whether it has a Hamiltonian Path
  - It's "easy" to look at a graph and a candidate path together and determine whether THAT path is a Hamiltonian Path
    - It's easy to **verify** whether a given path is a Hamiltonian path



# Independent Set

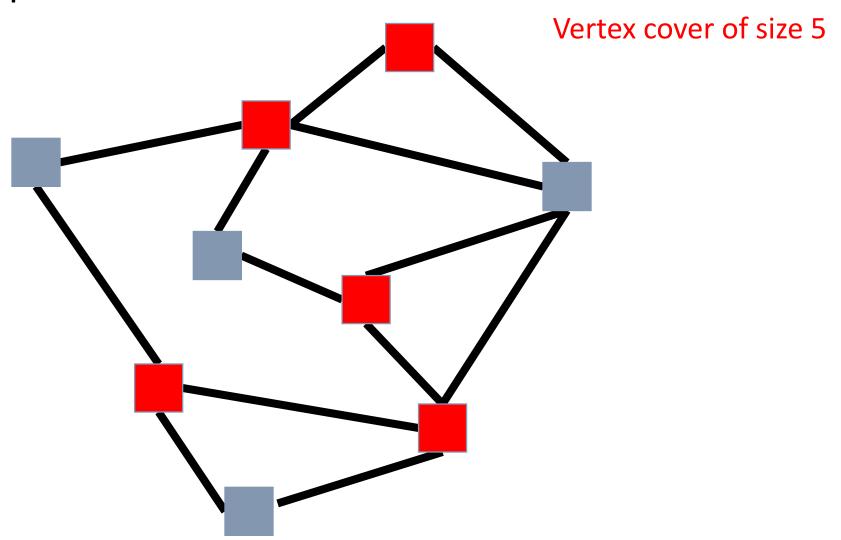
- Independent set:
  - $S \subseteq V$  is an independent set if no two nodes in S share an edge
- Independent Set Problem:
  - Given a graph G=(V,E) and a number k, determine whether there is an independent set S of size k

# Example Independent set of size 6

#### Vertex Cover

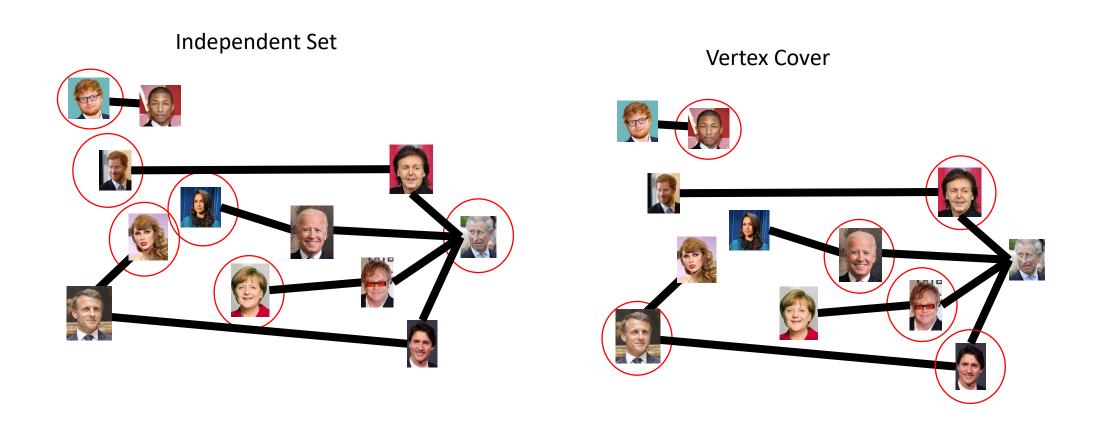
- Vertex Cover:
  - $C \subseteq V$  is a vertex cover if every edge in E has one of its endpoints in C
- Vertex Cover Problem:
  - Given a graph G=(V,E) and a number k, determine if there is a vertex cover C of size k

# Example



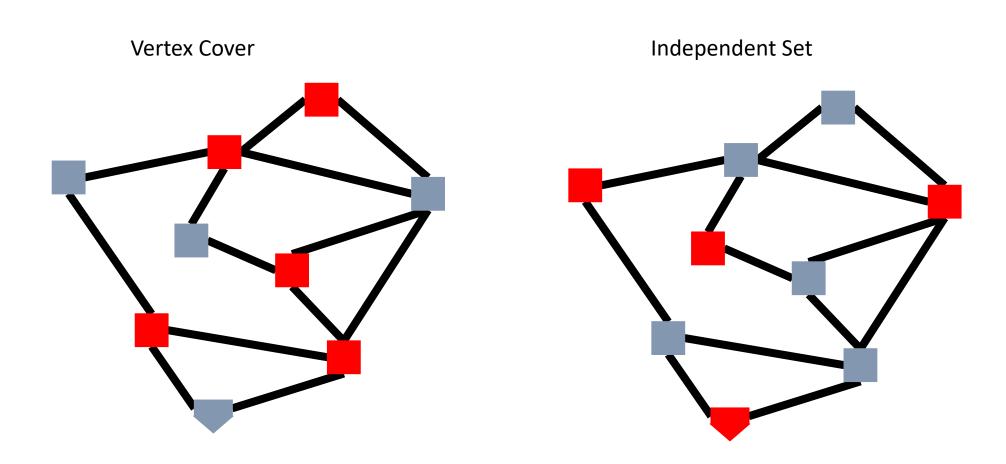
# It's easy to convert an Independent Set into a Vertex Cover!

S is an independent set of G iff V-S is a vertex cover of G



# It's easy to convert a Vertex Cover into an Independent Set!

S is an independent set of G iff V-S is a vertex cover of G



# Solving Vertex Cover and Independent Set

- Algorithm to solve vertex cover
  - Input: G = (V, E) and a number k
  - Output: True if G has a vertex cover of size k
    - Check if there is an Independent Set of G of size |V| k
- Algorithm to solve independent set
  - Input: G = (V, E) and a number k
  - Output: True if G has an independent set of size k
    - Check if there is a Vertex Cover of G of size |V|-k

Either both problems belong to *P*, or else neither does!

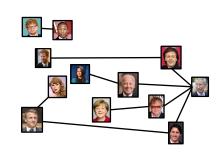
#### Reduction

- A strategy for creating algorithms
- Solve one problem by converting it into a different problem, then using an algorithm for that other problem.

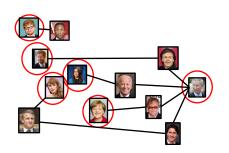
## Independent Set Reduces To Vertex Cover

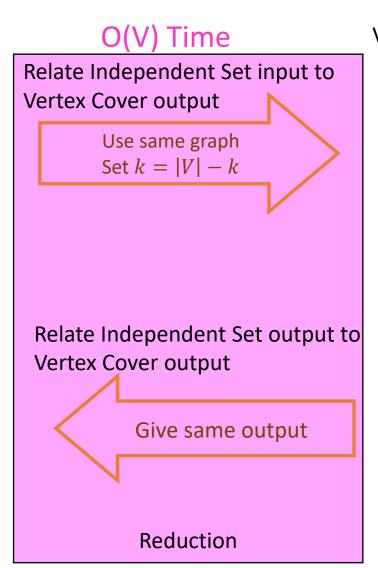
Independent Set Input

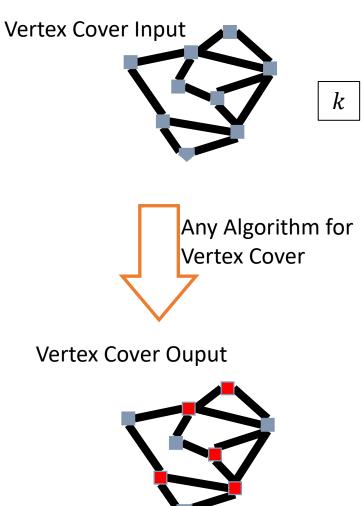




Independent Set Output







#### Reductions

Shows how two different problems relate to each other





# MacGyver's Reduction

Problem we don't know how to solve

Problem we do know how to solve



Opening a door



Aim duct at door, insert keg



Lighting a fire



How?

Solution for **B**Alcohol, wood,

matches



Solution for *A*Keg cannon
battering ram



Put fire under the Keg

Reduction

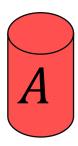
#### NP-Hard

- P NP Hard
- How can we try to figure out if P=NP?
- Identify problems at least as "hard" as NP
  - If any of these "hard" problems can be solved in polynomial time, then all NP problems can be solved in polynomial time.
- Definition: NP-Hard:
  - B is NP-Hard provided EVERY problem within NP reduces to B in polynomial time

For every NP problem

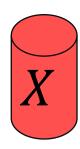
#### NP-Hard Idea

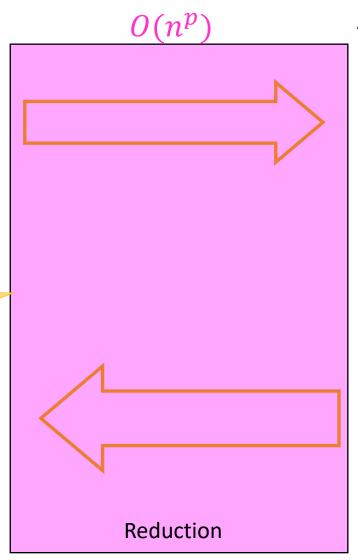
Any NP Problem



There exists a polynomial-time reduction to each NP-Hard Problem

Solution for *A* 





An NP-Hard Problem



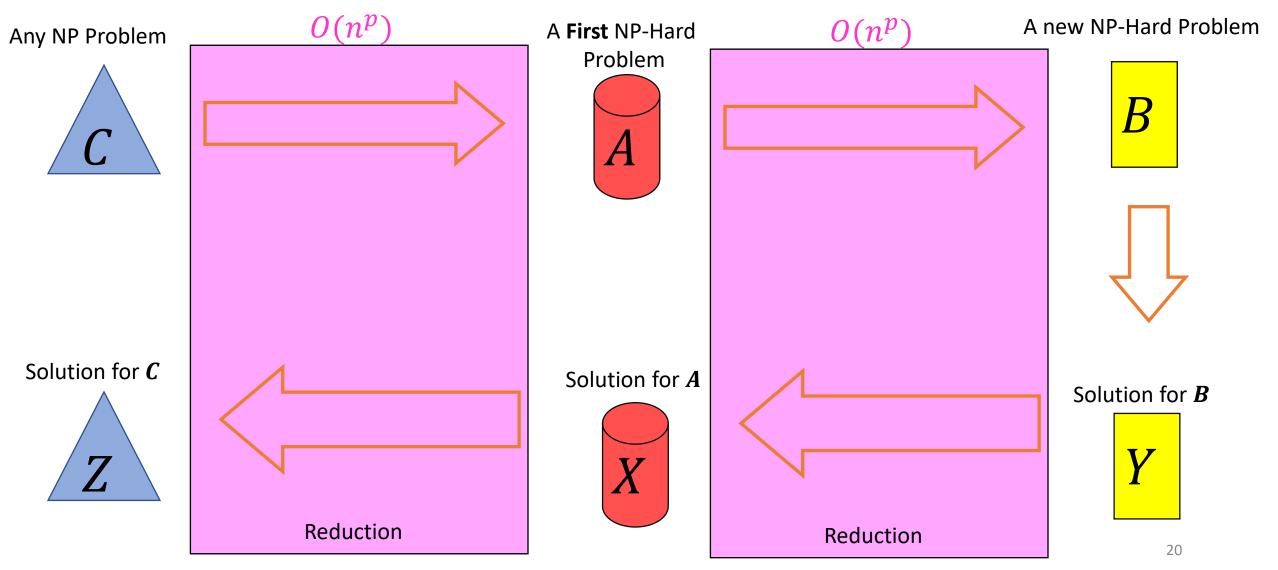


So if this was  $O(n^p)$  we can solve any NP problem in polynomial time

Solution for **B** 



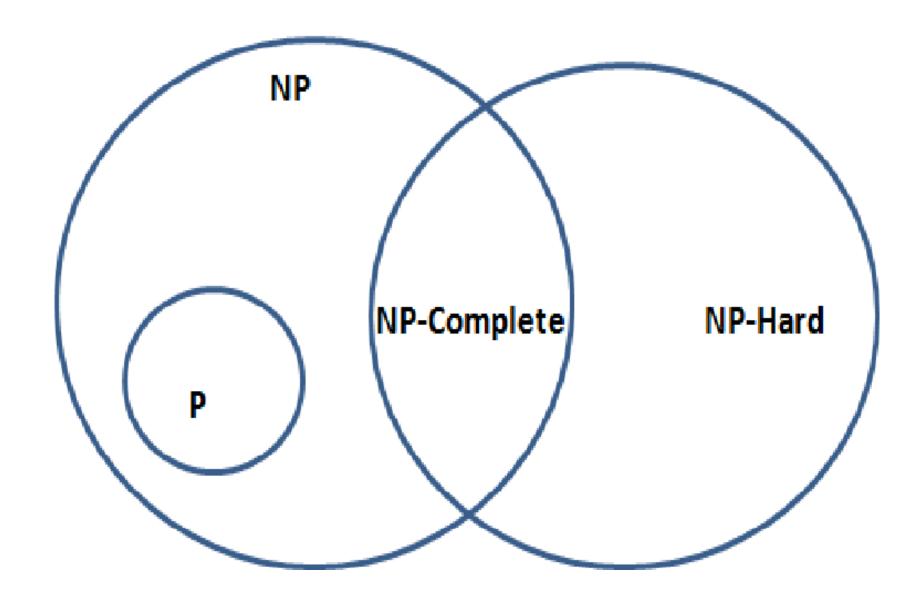
# Showing NP-Hardness



## NP-Complete

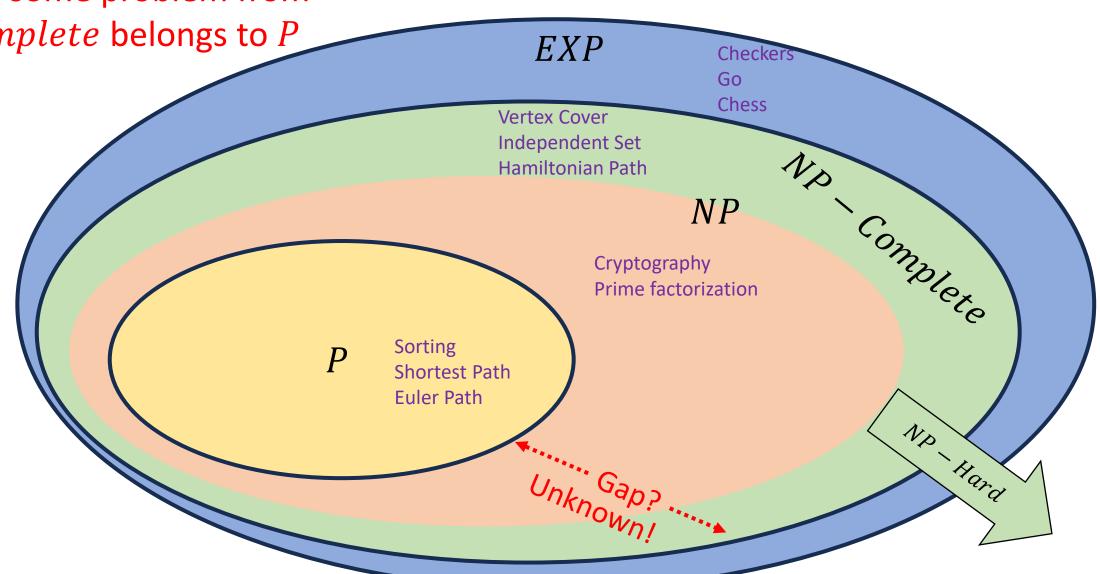
- A set of "together they stand, together they fall" problems
- The problems in this set either all belong to P, or none of them do
- Intuitively, the "hardest" problems in NP
- Collection of problems from NP that can all be "transformed" into each other in polynomial time
  - Like we could transform independent set to vertex cover, and vice-versa
  - We can also transform vertex cover into Hamiltonian path, and Hamiltonian path into independent set, and ...

# Another Representation



# $EXP \supset NP - Complete \supseteq NP \supseteq P$

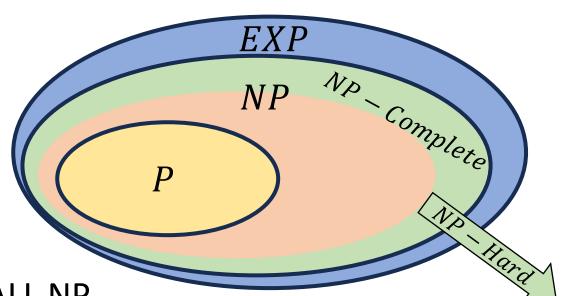
P = NP iff some problem from NP - Complete belongs to P



### NP-Complete

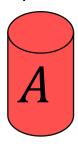


- Problems solvable in polynomial time iff ALL NP problems are
- NP-Complete = NP ∩ NP-Hard
- How to show a problem is NP-Complete?
  - Show it belongs to NP
    - Give a polynomial time verifier
  - Show it is NP-Hard
    - Give a reduction from another NP-H problem



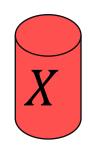
# NP-Completeness

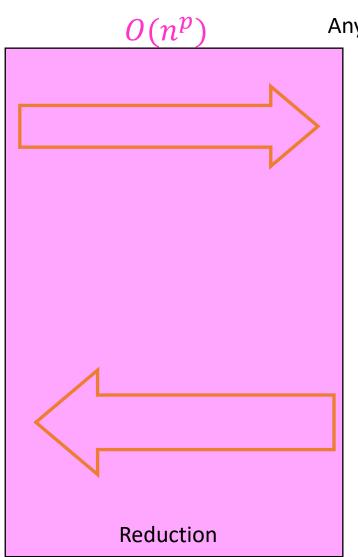
Any NP-Complete Problem



Then this could be done in polynomial time

Solution for *A* 











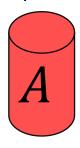
If this could be done in polynomial time

Solution for **B** 



# NP-Completeness

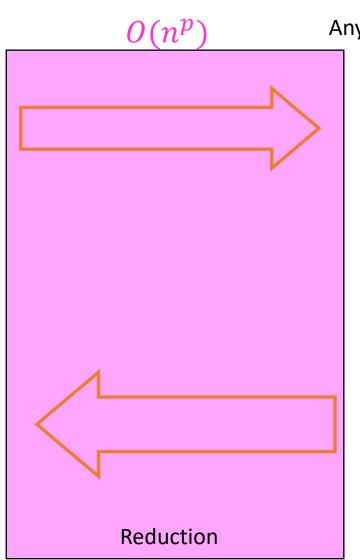
Any NP-Complete Problem



If this cannot be done in polynomial time

Solution for *A* 





Any other NP-Complete Problem





Then this cannot be done in polynomial time

Solution for **B** 



#### Overview

- Problems not belonging to P are considered intractable
- The problems within *NP* have some properties that make them seem like they might be tractable, but we've been unsuccessful with finding polynomial time algorithms for many
- The class NP-Complete contains problems with the properties:
  - All members are also members of NP
  - All members of NP can be transformed into every member of NP Complete
    - Because they are both NP and NP Hard
  - If any one member of NP-Complete belongs to P, then P=NP
  - If any one member of NP-Complete is outside of P, then  $P\neq NP$

# Why should YOU care?

- If you can find a polynomial time algorithm for any NP Complete problem then:
  - You will win \$1million
  - You will win a Turing Award
  - You will be world famous
  - You will have done something that no one else on Earth has been able to do in spite of the above!
- If you are told to write an algorithm a problem that is NP-Complete
  - You can tell that person everything above to set expectations
  - Change the requirements!
  - **Approximate the solution**: Instead of finding a path that visits every node, find a path that visits at least 75% of the nodes
  - Add Assumptions: problem might be tractable if we can assume the graph is acyclic, a tree
  - Use Heuristics: Write an algorithm that's "good enough" for small inputs, ignore edge cases

# Why should YOU care?

- The entire field of cryptography relies on it (nearly at least)
  - Requires decrypting with a key is easier than decrypting without a key
    - This is strongly related to requiring a difference in difficulty between verifying a candidate solution and finding a solution in the first place
- If  $P \neq NP$ 
  - Some problems remain intractable
  - Cryptography persists
- If P = NP
  - We may get efficient solutions for important problems
  - Cryptography is potentially doomed.