

Introduction to P vs. NP

Mika Göös

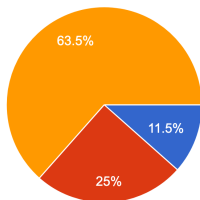


School of Computer and Communication Sciences

Intro Lecture, 12.09.2024

What is NP-completeness?

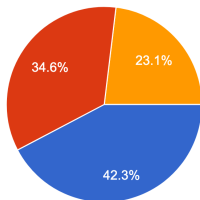
52 responses



- TFW you are stuffed with all-you-can-eat sushi
- I've heard it has something to do with really hard computational problems
- I can define the notion of an NP-complete problem

Cook-Levin theorem?

52 responses

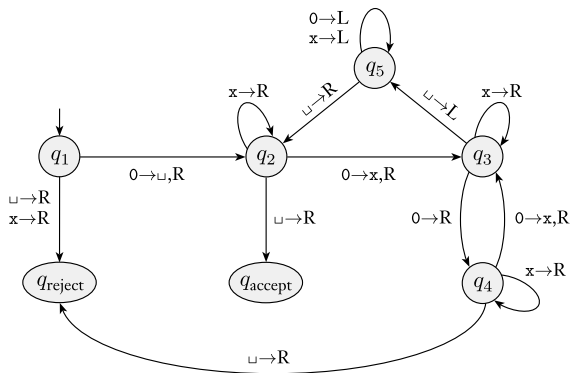


- Academic jargon for "home cooked livin"
- I have seen the statement of the theorem
- I have seen the proof

Model of computation

(and why it doesn't matter)

Remember Turing machines?



Church-Turing Thesis

<i>Intuitive notion of algorithms</i>	equals	<i>Turing machine algorithms</i>
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- ▶ All algorithms we know of can be executed on TMs
- ▶ Anything you write in C, Java, Scala, Python and so on
- ▶ The definition is also robust to variations: if we allow for many tapes instead of one, then nothing changes

This course: Suffices to describe algorithms in a high level language

Time Complexity

Running time of a TM

Definition: Let M be a TM that halts on all inputs (**decider**). The **running time** or **time complexity** of M is the function $t : \mathbb{N} \rightarrow \mathbb{N}$ where

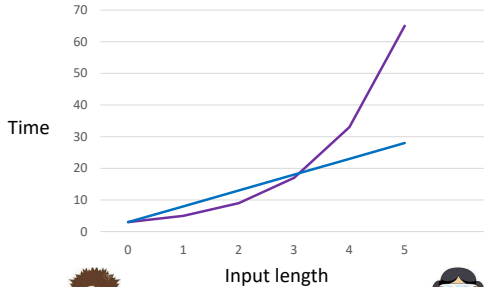
$$t(n) = \max_{w \in \{0,1\}^n} \text{number of steps } M \text{ takes on } w$$

- ▶ M runs in time $t(n)$
- ▶ n represents the input length

$$\begin{aligned}t(0) &= 2 \\t(1) &= 10 \\t(2) &= 45 \\t(3) &= 85\end{aligned}$$

ϵ	2	}	2
0	9		
1	10	}	10
00	21		
01	30	}	45
10	45		
11	33		
000	73		
001	77	}	85
010	85		
011	80		
$\vdots$			

$$t_1(n) = 2^{n+1} + 1 \quad \text{vs} \quad t_2(n) = 5n + 3$$



How to compare running time functions?

Big-O and Small-o notation

Definition (Big-O): Let $f, g : \mathbb{N} \rightarrow \mathbb{R}_{\geq 0}$. We say $f(n) = O(g(n))$ if

$$\exists C > 0, n_0 \in \mathbb{N} \text{ s.t. } \quad \forall n \geq n_0 \quad f(n) \leq C \cdot g(n)$$

Examples:

- ▶ $5n^3 + 1 = O(2^n)$? YES
- ▶ $5n^3 + 1 = O(20n + 5)$? NO

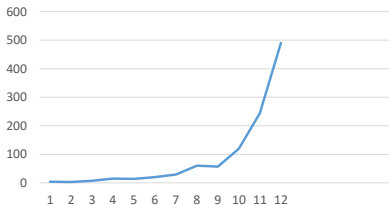
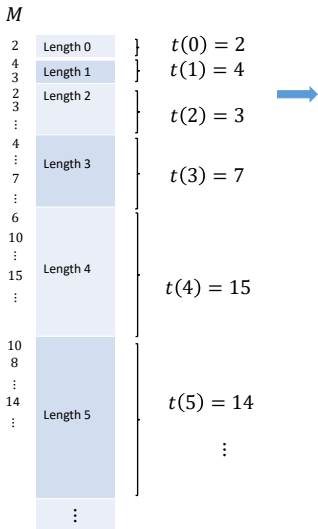
Definition (Small-o): Let $f, g : \mathbb{N} \rightarrow \mathbb{R}_{\geq 0}$. We say $f(n) = o(g(n))$ if

$$\forall c > 0, \exists n_0 \in \mathbb{N} \text{ s.t. } \quad \forall n \geq n_0 \quad f(n) < c \cdot g(n)$$

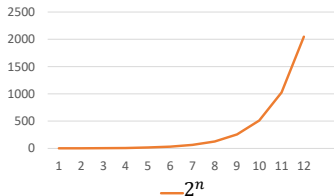
Examples:

- ▶ $\sqrt{n} = o(n)$? YES
- ▶ $f(n) = o(f(n))$? NO

To summarize...



$t(n) = O(2^n)$



Decision problems

Definition: Let Σ be a finite input alphabet (typically $\Sigma = \{0, 1\}$)
Denote by Σ^* the set of all finite words over Σ

Example: $\{0, 1\}^* = \{\epsilon, 0, 1, 00, 01, 10, 10, \dots\}$

Definition: A *language* (or *decision problem*) is a subset $L \subseteq \Sigma^*$.

- ▶ **Input:** $x \in \Sigma^*$
- ▶ **Output:**
 - ▶ 1/YES/True/Accept if $x \in L$
 - ▶ 0/NO/False/Reject if $x \notin L$

Time Complexity

Definition: Time complexity class

$$TIME(t(n)) = \{L \subseteq \Sigma^* \mid L \text{ is decided by a TM in time } O(t(n))\}$$

Example:

$$TIME(n) \subseteq TIME(n^2) \subseteq \dots \subseteq TIME(2^{\sqrt{n}}) \subseteq TIME(2^n) \subseteq TIME(2^{2^n}) \dots$$

The complexity class **P** and efficiency

Definition: **P** is the class of languages that are **decidable** in **polynomial time** on a (deterministic) Turing machine. In other words,

$$\mathbf{P} = \bigcup_{k=1}^{\infty} \text{TIME}(n^k).$$

Some languages in **P**:

- ▶ $\{\langle A \rangle : A \text{ is a sorted array of integers}\}$
- ▶ $\{\langle G, s, t \rangle : s \text{ and } t \text{ are vertices connected in graph } G\}$
(Breadth-First Search)
- ▶ $\{\langle G \rangle : G \text{ is a connected graph}\}$

NP: Verification vs. Search

SAT-verify and SAT

Conjunctive Normal Form (CNF) Formula:

$$\varphi_1 = (\bar{x} \vee \bar{y} \vee z_0) \wedge (x \vee \bar{y} \vee z_1) \wedge (\bar{x} \vee y \vee z_2) \wedge (x \vee y \vee z_3)$$

$$\varphi_2 = \bar{x}_1 \wedge (x_1 \vee \bar{x}_2) \wedge (x_1 \vee x_2 \vee \bar{x}_3) \wedge (x_1 \vee x_2 \vee x_3 \vee \bar{x}_4)$$

$$\varphi_3 = \bar{x}_1 \wedge (x_1 \vee \bar{x}_2) \wedge (x_1 \vee x_2)$$

- ▶ **CNF Formula:** AND of **Clauses**
- ▶ **Clause:** OR of **Literals**
- ▶ **Literal:** variable or its negation

Satisfying assignment: Boolean assignment to variables which makes the formula TRUE.

Check: φ_1 has 32 satisfying assignments, φ_2 as only one, φ_3 has zero.

A formula is **satisfiable** if it has at least one satisfying assignment.

SAT-verify and SAT

$$\text{SAT-verify} = \{ \langle \varphi, C \rangle : C \text{ is a satisfying assignment of } \varphi \}$$

Is SAT-verify in P? Yes!

- 1 Substitute for literals according to C .
- 2 Check that every clause has at least one TRUE literal.

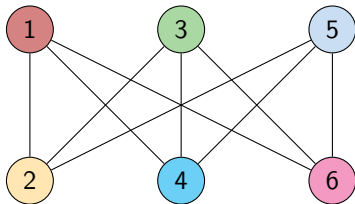
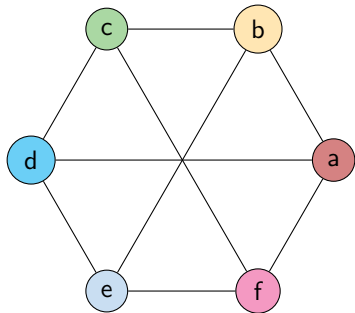
$$\begin{aligned}\text{SAT} &= \{ \langle \varphi \rangle : \varphi \text{ is satisfiable} \} \\ &= \{ \langle \varphi \rangle : \exists C \text{ such that } \langle \varphi, C \rangle \in \text{SAT-verify} \}\end{aligned}$$

Is SAT in P?

Decider for SAT:

- 1 For each assignment C :
 - ▶ If $\langle \varphi, C \rangle \in \text{SAT-verify}$, ACCEPT φ .
- 2 REJECT φ .

GI-verify and GI



Graph Isomorphism: Bijection $f: V(G_1) \rightarrow V(G_2)$ which preserves adjacency: $\{u, v\} \in E(G_1) \Leftrightarrow \{f(u), f(v)\} \in E(G_2)$

Eg. $a \rightarrow 1$ $b \rightarrow 2$ $c \rightarrow 3$ $d \rightarrow 4$ $e \rightarrow 5$ $f \rightarrow 6$ in the graphs above.

Two graphs are **isomorphic** if they have at least one graph isomorphism.

$\text{GI-verify} = \{ \langle G_1, G_2, C \rangle : C : V(G_1) \longrightarrow V(G_2) \text{ is a graph isomorphism} \}$

Is GI-verify in P? Yes!

1 Check that C is a bijection: For each $u, v \in V(G_1)$:

▶ Check $\{u, v\} \in E(G_1) \Leftrightarrow \{C(u), C(v)\} \in E(G_2)$.

$$\begin{aligned}\text{GI} &= \{ \langle G_1, G_2 \rangle : G_1 \text{ and } G_2 \text{ are isomorphic} \} \\ &= \{ \langle G_1, G_2 \rangle : \exists C \text{ such that } \langle G_1, G_2, C \rangle \in \text{GI-verify} \}\end{aligned}$$

Is GI in P?

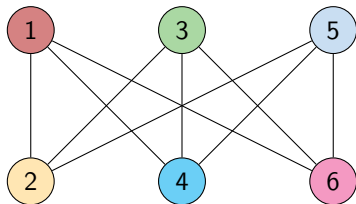
Decider for GI:

1 For each function $C : V(G_1) \longrightarrow V(G_2)$:

▶ If $\langle G_1, G_2, C \rangle \in \text{GI-verify}$, ACCEPT $\langle G_1, G_2 \rangle$.

2 REJECT $\langle G_1, G_2 \rangle$.

INDSET-verify and INDSET



Independent Set: Subset $S \subseteq V(G)$ such that no two vertices in S are adjacent in G .

Eg. $\{1, 3, 5\}$, $\{2, 4\}$, $\{6\}$, $\emptyset$, etc. in the graph above.

INDSET-verify and INDSET

$\text{INDSET-verify} = \{ \langle G, k, C \rangle : C \text{ is an independent set of size } k \text{ in } G \}$

Is INDSET-verify in P? Yes!

- 1 Check that $|C| = k$.
- 2 For each $u, v \in C$:
 - ▶ Check $\{u, v\} \notin E(G)$.

$\text{INDSET} = \{ \langle G, k \rangle : G \text{ has an independent of size } k \}$
 $= \{ \langle G, k \rangle : \exists C \text{ such that } \langle G, k, C \rangle \in \text{INDSET-verify} \}$

Is INDSET in P?

Decider for INDSET:

- 1 For each subset $C \subseteq V(G)$:
 - ▶ If $\langle G, k, C \rangle \in \text{INDSET-verify}$, ACCEPT $\langle G, k \rangle$.
- 2 REJECT $\langle G, k \rangle$.

Verifiers and the class NP

Recall: A **decider** for language L is a TM M such that for each $x \in \Sigma^*$

- ▶ If $x \in L$, then M accepts x .
- ▶ If $x \notin L$, then M rejects x .

Definition:

A **verifier** for language L is a TM M such that for each $x \in \Sigma^*$

- ▶ If $x \in L$, then there exists C such that M accepts $\langle x, C \rangle$.
- ▶ If $x \notin L$, then for every C , M rejects $\langle x, C \rangle$.

(C is called a *certificate* or *witness*)

A verifier is a **polynomial time** verifier if its running time on any $\langle x, C \rangle$ is **polynomial in $|x|$** . (Thus $|C|$ is polynomial in $|x|$)

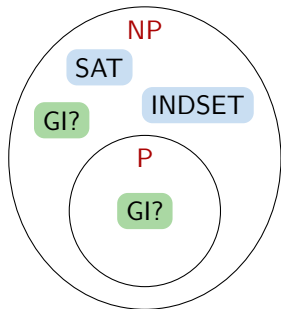
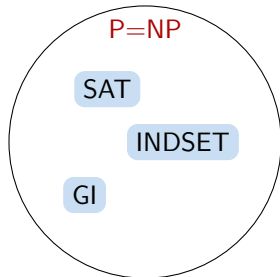
Definition: NP is the class of languages that have poly-time verifiers.

P and NP

Is $P \subseteq NP$? Yes (obviously)

Is $P = NP$? Nobody knows ...

Find the answer and win USD 1,000,000!



Cook-Levin Theorem (informal): $SAT \in P$ iff $P = NP$.

(Also $INDSET \in P$ iff $P = NP$.)

Why is it called NP?

Detour: Non-deterministic Turing Machines

Recall: In a Turing machine, $\delta : (Q \times \Gamma) \longrightarrow Q \times \Gamma \times \{L, R\}$.

In a **Nondeterministic Turing Machine (NTM)**,

$$\delta : (Q \times \Gamma) \longrightarrow \mathcal{P}(Q \times \Gamma \times \{L, R\})$$

(several possible transitions for a given state and tape symbol)

Definition: A **nondeterministic decider** for language L is an NTM N such that for each $x \in \Sigma^*$, **every computation of N on x halts**, and moreover,

- ▶ If $x \in L$, then **some** computation of N on x **accepts**.
- ▶ If $x \notin L$, then **every** computation of N on x **rejects**.

An NTM is a **polynomial time** NTM if the running time of its **longest** computation on x is **polynomial in $|x|$** .

Nondeterministic deciders $\iff$ Verifiers

Theorem: For any language $L \subseteq \Sigma^*$,
 L has a nondeterministic poly-time decider $\iff L$ has a poly-time verifier.

Proof Sketch ($\Leftarrow$):

Let M be the verifier. NTM N on input x does the following:

- 1 Write a certificate C nondeterministically.
- 2 Run M on $\langle x, C \rangle$.

Proof Sketch ($\Rightarrow$):

Let N be the nondeterministic decider. Verifier M on $\langle x, C \rangle$ computes:

- Simulate N on x , choosing transitions given by C .

M accepts $\langle x, C \rangle$ iff $x \in L$ and C is an accepting path of N on x .

Non-deterministic Polynomial-time

Theorem: For any language $L \subseteq \Sigma^*$,

L has a nondeterministic poly-time decider $\iff L$ has a poly-time verifier.

Definition: **NP** is the class of languages which have poly-time nondeterministic deciders, or equivalently, have poly-time verifiers.

Definition:

$$\text{NTIME}(t(n)) = \{L : L \text{ has a nondeterministic } O(t(n)) \text{ time decider}\}$$

Then

$$\text{NP} = \bigcup_{k=1}^{\infty} \text{NTIME}(n^k).$$