

Chapter 3

NP Completeness

NEW CS 473: Theory II, Fall 2015

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3.1 Definition of NP

3.1.0.1 Recap ...

Problems	(A) Clique	(A) Set Cover
	(B) Independent Set	(B) SAT
	(C) Vertex Cover	(C) 3SAT

Relationship **Vertex Cover** \approx_P **Independent Set** \leq_P **Clique** \leq_P **Independent Set** **Independent Set** \approx_P **Clique**
3SAT \leq_P **SAT** \leq_P **3SAT** **3SAT** \approx_P **SAT**
3SAT \leq_P **Independent Set**
Independent Set \leq_P **Vertex Cover** \leq_P **Independent Set** **Independent Set** \approx_P **Vertex Cover**

3.1.1 Preliminaries

3.1.1.1 Problems and Algorithms

3.1.1.2 Problems and Algorithms: Formal Approach

Decision Problems

(A) **Problem Instance:** Binary string s , with size $|s|$

(B) **Problem:** Set X of strings s.t. answer is "yes": members of X are **YES instances** of X .
Strings not in X are **NO instances** of X .

Definition 3.1.1. (A) **alg:** algorithm for problem X if **alg**(s) = "yes" $\iff s \in X$.

(B) **alg** have **polynomial running time** $\exists p(\cdot)$ polynomial s.t. $\forall s$, **alg**(s) terminates in at most $O(p(|s|))$ steps.

3.1.1.3 Polynomial Time

Definition 3.1.2. **Polynomial time** (denoted by **P**): class of all (decision) problems that have an algorithm that solves it in polynomial time.

Example 3.1.3. Problems in **P** include

- (A) Is there a shortest path from s to t of length $\leq k$ in G ?
- (B) Is there a flow of value $\geq k$ in network G ?
- (C) Is there an assignment to variables to satisfy given linear constraints?

3.1.1.4 Efficiency Hypothesis

Efficiency hypothesis. *A problem X has an efficient algorithm*

$\iff X \in \mathbf{P}$, *that is X has a polynomial time algorithm.*

- (A) Justifications:
 - (A) Robustness of definition to variations in machines.
 - (B) A sound theoretical definition.
 - (C) Most known polynomial time algorithms for “natural” problems have small polynomial running times.

3.1.2 Problems that are hard...

3.1.2.1 ...with no known polynomial time algorithms

Problems

- (A) **Independent Set**
- (B) **Vertex Cover**
- (C) **Set Cover**
- (D) **SAT**
- (E) **3SAT**
- (A) undecidable problems are way harder (no algorithm at all!)
- (B) ...but many problems want to solve: similar to above.
- (C) **Question:** What is common to above problems?

3.1.2.2 Efficient Checkability

- (A) Above problems have the property:
Checkability For any **YES** instance I_X of X :
 - (A) there is a proof (or certificate) C .
 - (B) Length of certificate $|C| \leq \text{poly}(|I_X|)$.
 - (C) Given C, I_x : efficiently check that I_X is **YES** instance.
- (B) Examples:
 - (A) **SAT** formula φ : proof is a satisfying assignment.
 - (B) **Independent Set** in graph G and k :
Certificate: a subset S of vertices.

3.1.3 Certifiers/Verifiers

3.1.3.1 Certifiers

Definition 3.1.4. Algorithm $C(\cdot, \cdot)$ is *certifier* for problem X : $\forall s \in X$ there $\exists t$ such that $C(s, t) =$ “**YES**”, and conversely, if for some s and t , $C(s, t) =$ “yes” then $s \in X$.

t is the **certificate** or **proof** for s .

Definition 3.1.5 (Efficient Certifier.). Certifier C is *efficient certifier* for X if there is a polynomial $p(\cdot)$ s.t. for every string s :

- ★ $s \in X$ if and only if
- ★ there is a string t :
 - (A) $|t| \leq p(|s|)$,
 - (B) $C(s, t) = \text{"yes"}$,
 - (C) and C runs in polynomial time.

3.1.3.2 Example: Independent Set

- (A) **Problem:** Does $G = (V, E)$ have an independent set of size $\geq k$?
 - (A) **Certificate:** Set $S \subseteq V$.
 - (B) **Certifier:** Check $|S| \geq k$ and no pair of vertices in S is connected by an edge.

3.1.4 Examples

3.1.4.1 Example: Vertex Cover

- (A) **Problem:** Does G have a vertex cover of size $\leq k$?
 - (A) **Certificate:** $S \subseteq V$.
 - (B) **Certifier:** Check $|S| \leq k$ and that for every edge at least one endpoint is in S .

3.1.4.2 Example: SAT

- (A) **Problem:** Does formula φ have a satisfying truth assignment?
 - (A) **Certificate:** Assignment a of 0/1 values to each variable.
 - (B) **Certifier:** Check each clause under a and say “yes” if all clauses are true.

3.1.4.3 Example:Composites

Composite

Instance: A number s .
Question: Is the number s a composite?

- (A) **Problem: Composite.**
 - (A) **Certificate:** A factor $t \leq s$ such that $t \neq 1$ and $t \neq s$.
 - (B) **Certifier:** Check that t divides s .

3.2 NP

3.2.1 Definition

3.2.1.1 Nondeterministic Polynomial Time

Definition 3.2.1. **Nondeterministic Polynomial Time** (denoted by **NP**) is the class of all problems that have efficient certifiers.

Example 3.2.2. **Independent Set**, **Vertex Cover**, **Set Cover**, **SAT**, **3SAT**, and **Composite** are all examples of problems in **NP**.

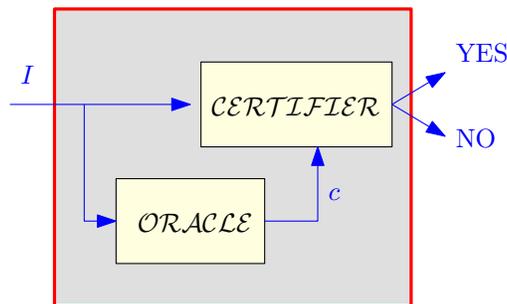
3.2.2 Why is it called...

3.2.2.1 Nondeterministic Polynomial Time

- (A) Certifier is algorithm $C(I, c)$ with two inputs:
 - (A) I : instance.
 - (B) c : proof/certificate that the instance is indeed a **YES** instance of the given problem.
- (B) C “algorithm” for original problem, if:
 - (A) Given I , the algorithm guess (non-deterministically, and who knows how) the certificate c .
 - (B) Algorithm verifies certificate c for the instance I .
- (C) Usually **NP** is described using Turing machines (gag).

3.2.3 Certifiers as algorithms...

3.2.3.1 ...with a little help from an oracle friend.



- (A) Oracle: Guesses certificate c for given instance I .
- (B) Certifier: Polynomial time, given I and c , verify that indeed c proves that I is a YES instance.

3.2.3.2 Asymmetry in Definition of NP

- (A) Only **YES** instances have a short proof/certificate. NO instances need not have a short certificate.
- (B) For example... Example 3.2.3. **SAT** formula φ . No easy way to prove that φ is NOT satisfiable!
- (C) More on this and **co-NP** later on.

3.2.4 Intractability

3.2.4.1 P versus NP

Proposition $P \subseteq NP$. ■

For a problem in **P** no need for a certificate!

Proof: Consider problem $X \in P$ with algorithm **alg**. Need to demonstrate that X has an efficient certifier:

- (A) Certifier C (input s, t):
 - runs **alg**(s) and returns its answer.
- (B) C runs in polynomial time.
- (C) If $s \in X$, then for every t , $C(s, t) = \text{"YES"}$.
- (D) If $s \notin X$, then for every t , $C(s, t) = \text{"NO"}$.

3.2.4.2 Exponential Time

Definition 3.2.5. **Exponential Time** (denoted **EXP**) set of all problems with algorithm that runs in exponential time.

For input s : Running time is $O(2^{\text{poly}(|s|)})$.

Example: $O(2^n)$, $O(2^{n \log n})$, $O(2^{n^3})$, ...

3.2.4.3 NP versus EXP

Proposition **NP** \subseteq **EXP**. ■

Proof: Let $X \in \mathbf{NP}$ with certifier C . Need to design an exponential time algorithm for X .

- (A) For every t , with $|t| \leq p(|s|)$ run $C(s, t)$; answer “yes” if any one of these calls returns “yes”.
- (B) The above algorithm correctly solves X (exercise).
- (C) Algorithm runs in $O(q(|s| + |p(s)|)2^{p(|s|)})$, where q is the running time of C .

3.2.4.4 Examples

- (A) **SAT**: try all possible truth assignment to variables.
- (B) **Independent Set**: try all possible subsets of vertices.
- (C) **Vertex Cover**: try all possible subsets of vertices.

3.2.4.5 Is NP efficiently solvable?

We know **P** \subseteq **NP** \subseteq **EXP**.

Big Question Is there are problem in **NP** that **does not** belong to **P**? Is **P** = **NP**?

3.2.5 If $P = NP$...

3.2.5.1 Or: If pigs could fly then life would be sweet.

- (A) Many important optimization problems can be solved efficiently.
- (B) The **RSA** cryptosystem can be broken.
- (C) No security on the web.
- (D) No e-commerce ...
- (E) Creativity can be automated! Proofs for mathematical statement can be found by computers automatically (if short ones exist).

3.2.5.2 P versus NP

Status Relationship between **P** and **NP** remains one of the most important open problems in mathematics/computer science.

Consensus: Most people feel/believe **P** \neq **NP**.

Resolving **P** versus **NP** is a Clay Millennium Prize Problem. You can win a million dollars in addition to a Turing award and major fame!

3.3 NP Completeness

3.3.0.1 Certifiers

Definition 3.3.1. An algorithm $C(\cdot, \cdot)$ is a *certifier* for problem X if for every $s \in X$ there is some string t such that $C(s, t) = \text{"yes"}$, and conversely, if for some s and t , $C(s, t) = \text{"yes"}$ then $s \in X$.

The string t is called a **certificate** or **proof** for s .

Definition 3.3.2 (Efficient Certifier.). A certifier C is an *efficient certifier* for problem X if there is a polynomial $p(\cdot)$ such that for every string s , we have that

- ★ $s \in X$ if and only if
- ★ there is a string t :
 - (A) $|t| \leq p(|s|)$,
 - (B) $C(s, t) = \text{"yes"}$,
 - (C) and C runs in polynomial time.

3.3.0.2 NP-Complete Problems

Definition 3.3.3. A problem X is said to be **NP-Complete** if

- (A) $X \in \mathbf{NP}$, and
- (B) (**Hardness**) For any $Y \in \mathbf{NP}$, $Y \leq_P X$.

3.3.0.3 Solving NP-Complete Problems

Proposition Suppose X is **NP-Complete**. Then X can be solved in polynomial time if and only if **P = NP**. ■

Proof: \Rightarrow Suppose X can be solved in polynomial time

- (A) Let $Y \in \mathbf{NP}$. We know $Y \leq_P X$.
 - (B) We showed that if $Y \leq_P X$ and X can be solved in polynomial time, then Y can be solved in polynomial time.
 - (C) Thus, every problem $Y \in \mathbf{NP}$ is such that $Y \in P$; $\mathbf{NP} \subseteq P$.
 - (D) Since $P \subseteq \mathbf{NP}$, we have **P = NP**.
- \Leftarrow Since **P = NP**, and $X \in \mathbf{NP}$, we have a polynomial time algorithm for X .

3.3.0.4 NP-Hard Problems

(A) Formal definition:

Definition 3.3.5. A problem X is said to be **NP-Hard** if

- (A) (**Hardness**) For any $Y \in \mathbf{NP}$, we have that $Y \leq_P X$.
- (B) An **NP-Hard** problem need not be in **NP**!
- (C) **Example:** Halting problem is **NP-Hard** (why?) but not **NP-Complete**.

3.3.0.5 Consequences of proving NP-Completeness

- (A) If X is **NP-Complete**
 - (A) Since we believe **P \neq NP**,
 - (B) and solving X implies **P = NP**.

X is **unlikely** to be efficiently solvable.
- (B) At the very least, many smart people before you have failed to find an efficient algorithm for X .
- (C) (This is proof by mob opinion — take with a grain of salt.)