Algorithms and Complexity

2. Complexity

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Reminder: O-, Θ - and Ω -Notation

For positive functions f and g, we define

- $g(n) \in O(f(n)) : \Leftrightarrow \exists c > 0, n_0 > 0 : \forall n > n_0 : g(n) \le cf(n)$
- $g(n) \in \Omega(f(n)) :\Leftrightarrow \exists c > 0, n_0 > 0 : \forall n > n_0 : g(n) \ge cf(n)$
- $g(n) \in \Theta(f(n)) :\Leftrightarrow g(n) \in O(f(n)) \text{ and } g(n) \in \Omega(f(n)).$

The notation g(n) = O(f(n)) is also very commonly used.

WHITEBOARD: merge sort vs insertion sort ⇒ runtime matters!

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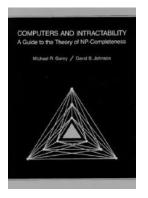
- A1 NO, there are problems that cannot be solved by any algorithm [e.g. Halting Problem]
- A2 Many problems can be solved by alorithms but not in polynomial-time (under reasonable assumptions)

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Answer

- A1 NO, there are problems that cannot be solved by any algorithm [e.g. Halting Problem]
- A2 Many problems can be solved by alorithms but not in polynomial-time (under reasonable assumptions)
- A1 WHITEBOARD: unsolvable (undecidable) problem
 - the halting problem
 - almost all decision problems cannot be solved by algorithms.
- A2 Theory of NP-completeness

Theory of NP-completeness: Literature



Computers and Intractability: A Guide to the Theory of NP-Completeness by Michael R. Garey, David S. Johnson
Published January 15th 1979 by W. H. Freeman

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• What about problems that can be solved in finite time, say there is an exponential-time algorithm with runtime $\mathcal{O}(1.5^n)$, but no polynomial-time algorithm has been found so-far?

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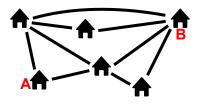
- What about problems that can be solved in finite time, say there is an exponential-time algorithm with runtime $\mathcal{O}(1.5^n)$, but no polynomial-time algorithm has been found so-far?
 - ⇒ Should we search further for polynomial-time algorithms?
 Or could we stop searching, since there is some evidence that no polynomial-time algorithm may exist?

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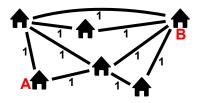


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Find a shortest path between A and B under the assumption that all edges e have weight

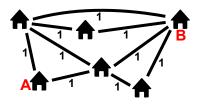
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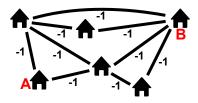
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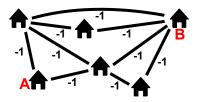
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Find a shortest path between ${\cal A}$ and ${\cal B}$ under the assumption that all edges e have weight

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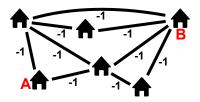
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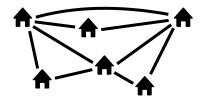
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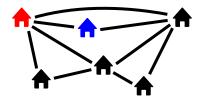


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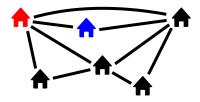
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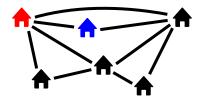
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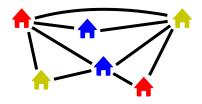


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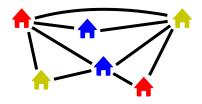
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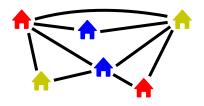
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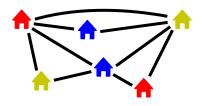
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EASY!

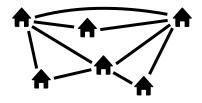
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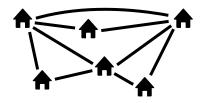


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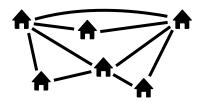
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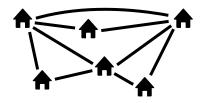
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It doesn't seem to be a simple task to distinguish between **difficult** and **easy!**

- (Q1) What does difficult formally mean?
- (Q2) Are there problems for which no polynomial-time algorithm exists under reasonable assumptions? (= intractable problems) What are these assumptions?

- Main Ingredients
 - Optimization problems vs. decision problems
 - Classes P and NP
 - Reduction and NP-hardness
 - NP-completeness

We start with a brief overview of the main ingredients to answer these questions.

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Dec. Problem "difficult" \Rightarrow Opt. Problem "difficult"

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 To prove that an optimization problem is difficult, it suffices to show that the corresponding decision problem is difficult.

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To classify "difficulty", decisions problems are used:

- To prove that an optimization problem is difficult, it suffices to show that the corresponding decision problem is difficult.
- Decision problems have a very natural, formal counterpart called "language", as we have seen in the section about "TM and languages that are accepted by TM"

Outline

- Main Ingredients
 - Optimization problems vs. decision problems √
 - Classes P and NP
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A TM M accepts $w \in \Sigma^* \iff M$ halts in state q_{accept} for w as input.

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A decision problem ${\cal D}$ can be viewed as a language encoding all yes-instances:

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The TMs considered so-far are deterministic, i.e., each step of computation is uniquely determined by the transition function δ and the same input will always yield the same computational steps.

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NP means "Non-deterministic Polynomial" (NOT: non-polynomial!)

Keep in mind that algorithms are essentially defined in terms of TM.

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Example: Shortest Path



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Example: 3-coloring

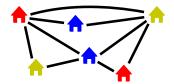


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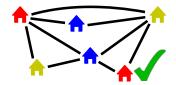


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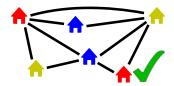
guessing stage [Guess a solution once]

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\begin{split} P &= \{\text{dec. probl. that can be solved by } \textbf{deterministic} \text{ alg. in polynomial time} \} \\ &= \{\text{dec. probl. } \textbf{solvable} \text{ in polynomial time} \} \end{split}
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Example: 3-coloring ∈ NP



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(quite unlikely, but still unsolved!)

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 \Rightarrow There are problems in $NP \setminus P \neq \emptyset$ These problems can be verified but not solved in polynomial time!

P vs. NP

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The formal theory of P and NP is defined in term of languages and Turing machines

Outline

- Main Ingredients
 - Optimization problems vs. decision problems √
 - Classes P and NP ($P \subseteq NP$)√
 - Reduction and NP-hardness
 - NP-completeness

... is about transforming one problem into another problem

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ARRR, we leave you at this lonely island if you cannot answer the following question correctly within 2 minutes:

Are there less then 12222 coins in the chest?

YOU: 1 coin = 8g all coins = 97760 g = 12220 * 8q

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Answer: YESSSS!!

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We reduced a counting problem to a weighting problem!

...is about transforming one problem into another problem



We reduced a counting problem to a weighting problem!

D, D' decision problems

$$I' = (3, K = 12222)$$
 reduction $I = (7L = 8*12222)$

D' (number coins)

IN: Set of coins & integer K

Q: Number of coins $\leq K$?

D (weight of items)

IN: Item i & integer L

Q: Weight(i) $\leq L$?

...is about transforming one problem into another problem



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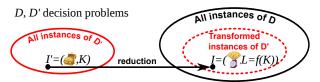
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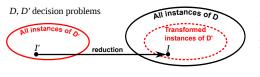
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Reduction



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Reduction



instance = specified input.

A **reduction** from D' to D is a procedure that transforms every instance I' of D' to an instance I of D such that

- the transformation can be done in *polynomial time* (= "easy") and
- I has YES-answer if and only if I' has YES-answer.

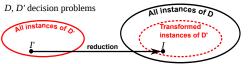
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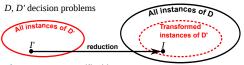
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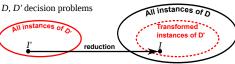
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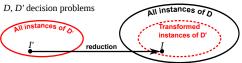
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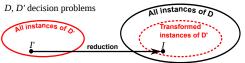
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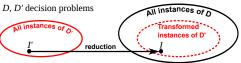
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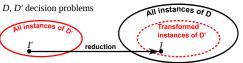
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- D is at least as difficult to solve as those problems in NP for which no polynomial-time algorithm exists (P ⊂ NP)
- it is reasonable to assume that for *D* there are no polynomial-time algorithm.

(Q1) What does difficult formally mean? Answer: NP-hard

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- (Q1) What does difficult formally mean? Answer: NP-hard
- (Q2) Are there problems for which no polynomial-time algorithm exists under reasonable assumptions? (= intractable problems)

What are these assumptions? **Answer:** $P \subset NP$

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A decision problem *D* is **NP-complete** if

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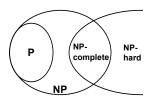
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NP-complete problems are the most difficult problems in NP.

Note, Languages and Decision problem can be seen as being "equivalent", i.e., in the following definition, we can use these terms interchangeably.

A decision problem D is NP-complete if

- $D \in NP$
- D is NP-hard: every problem in NP can be reduced to D. In symbols.

$$\forall D' \in \text{NP} \colon D' \leq_p D$$

Q: How to show that EVERY problem in NP can be reduced to D?

A: There was a first problem "SAT" that was shown to be NP-complete: Cook-Levin-Thm 1971 (without proof here)

- \Rightarrow Every problem $D' \in NP$ can be reduced to SAT.
- \Rightarrow If we can show for some problem D that SAT can be reduced to D then every problem $D' \in NP$ can be reduced to D.

$$(\leq_p$$
 is transitive)

$$\forall D' \in \mathit{NP} : D' \leq_p \mathit{SAT} \ \mathsf{and} \ \mathit{SAT} \leq_p D \implies \forall D' \in \mathit{NP} : D' \leq_p D$$

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... and now examples!

WHITEBOARD:

SAT \leq_p 3-SAT \leq_p CLIQUE \leq_p VERTEX-COVER

3-SAT \leq_p VERTEX-COLORING

3-SAT \leq_p HAMILTONIAN PATH/CYCLE \leq_p TSP