



P, NP and Intractability

CS 4104: Data and Algorithm Analysis

Yoseph Berhanu Alebachew

May 11, 2025

Virginia Tech

Table of contents

1. Introduction
2. The Clique Problem
3. Definitions
4. The Independent Set Problem
5. Conclusion

Introduction

Recap: Efficient Algorithms

- Throughout this course, we adopted a definition of efficient algorithm to mean any algorithm with a polynomial running time.

Recap: Efficient Algorithms

- Throughout this course, we adopted a definition of efficient algorithm to mean any algorithm with a polynomial running time.
- We call all these class of algorithms P .

Recap: Efficient Algorithms

- Throughout this course, we adopted a definition of efficient algorithm to mean any algorithm with a polynomial running time.
- We call all these class of algorithms P.
- P refers to the fact that the algorithms have polynomial running time.

Recap: Efficient Algorithms

- Throughout this course, we adopted a definition of efficient algorithm to mean any algorithm with a polynomial running time.
- We call all these class of algorithms P.
- P refers to the fact that the algorithms have polynomial running time.
- This served as to identify problems with no known efficient solution

Recap: Efficient Algorithms

- Throughout this course, we adopted a definition of efficient algorithm to mean any algorithm with a polynomial running time.
- We call all these class of algorithms P .
- P refers to the fact that the algorithms have polynomial running time.
- This served as to identify problems with no known efficient solution
- However, we've seen that some modified versions of problems we discussed don't have efficient solutions.

Recap: Efficient Algorithms

- Throughout this course, we adopted a definition of efficient algorithm to mean any algorithm with a polynomial running time.
- We call all these class of algorithms P.
- P refers to the fact that the algorithms have polynomial running time.
- This served as to identify problems with no known efficient solution
- However, we've seen that some modified versions of problems we discussed don't have efficient solutions.
- Instead, the best known algorithms for these class of problems are exponential at best (if they exist).

Example: Shortest Path in a Graph

- **Original Problem:**

- Find the shortest path from a source node to a destination node in a weighted graph.

Example: Shortest Path in a Graph

- **Original Problem:**

- Find the shortest path from a source node to a destination node in a weighted graph.
- **DP/Greedy Solution:** Algorithms like Dijkstra's algorithm or Bellman-Ford algorithm solve this problem in polynomial time.

Example: Shortest Path in a Graph

- **Original Problem:**

- Find the shortest path from a source node to a destination node in a weighted graph.
- **DP/Greedy Solution:** Algorithms like Dijkstra's algorithm or Bellman-Ford algorithm solve this problem in polynomial time.

- **Modified Problem:**

- Introduce negative weight cycles in the graph, or constraints that paths must pass through specific intermediate nodes or avoid certain nodes altogether.

Example: Shortest Path in a Graph

- **Original Problem:**

- Find the shortest path from a source node to a destination node in a weighted graph.
- **DP/Greedy Solution:** Algorithms like Dijkstra's algorithm or Bellman-Ford algorithm solve this problem in polynomial time.

- **Modified Problem:**

- Introduce negative weight cycles in the graph, or constraints that paths must pass through specific intermediate nodes or avoid certain nodes altogether.
- Finding shortest paths in such modified graphs can make the problem NP-hard or undecidable.

Example: Subset Sum Problem

- **Original Problem:**
 - Determine if there is a subset of a given set of integers that sums up to a given target.

Example: Subset Sum Problem

- **Original Problem:**
 - Determine if there is a subset of a given set of integers that sums up to a given target.
 - **DP Solution:** The problem can be solved using dynamic programming in pseudo-polynomial time, specifically $O(n * target)$.

Example: Subset Sum Problem

- **Original Problem:**

- Determine if there is a subset of a given set of integers that sums up to a given target.
- **DP Solution:** The problem can be solved using dynamic programming in pseudo-polynomial time, specifically $O(n * target)$.

- **Modified Problem:**

- Add additional constraints such as requiring certain subsets to be excluded from consideration or requiring that the subset elements satisfy additional arbitrary constraints.

Example: Subset Sum Problem

- **Original Problem:**

- Determine if there is a subset of a given set of integers that sums up to a given target.
- **DP Solution:** The problem can be solved using dynamic programming in pseudo-polynomial time, specifically $O(n * target)$.

- **Modified Problem:**

- Add additional constraints such as requiring certain subsets to be excluded from consideration or requiring that the subset elements satisfy additional arbitrary constraints.
- These modifications can make the problem NP-hard.

Example: Minimum Spanning Tree (MST)

- **Original Problem:**
 - Find a subset of edges in a weighted graph that connects all vertices with the minimum total edge weight.

Example: Minimum Spanning Tree (MST)

- **Original Problem:**
 - Find a subset of edges in a weighted graph that connects all vertices with the minimum total edge weight.
 - **Greedy Solution:** Algorithms like Kruskal's or Prim's algorithm solve this problem in polynomial time.

Example: Minimum Spanning Tree (MST)

- **Original Problem:**

- Find a subset of edges in a weighted graph that connects all vertices with the minimum total edge weight.
- **Greedy Solution:** Algorithms like Kruskal's or Prim's algorithm solve this problem in polynomial time.

- **Modified Problem:**

- Add constraints that some edges must or must not be included, or introduce dependencies between edges, where selecting one edge requires or forbids selecting another.

Example: Minimum Spanning Tree (MST)

- **Original Problem:**

- Find a subset of edges in a weighted graph that connects all vertices with the minimum total edge weight.
- **Greedy Solution:** Algorithms like Kruskal's or Prim's algorithm solve this problem in polynomial time.

- **Modified Problem:**

- Add constraints that some edges must or must not be included, or introduce dependencies between edges, where selecting one edge requires or forbids selecting another.
- These modifications can turn the problem into an NP-hard problem.

Example: Traveling Salesman Problem (TSP)

- **Original Problem:**
 - Find the shortest possible route that visits each city exactly once and returns to the origin city.

Example: Traveling Salesman Problem (TSP)

- **Original Problem:**

- Find the shortest possible route that visits each city exactly once and returns to the origin city.
- **DP Solution:** The problem can be solved using dynamic programming with Held-Karp algorithm in $O(n^2 * 2^n)$ time, which is not polynomial but is the best known exact approach.

Example: Traveling Salesman Problem (TSP)

- **Original Problem:**

- Find the shortest possible route that visits each city exactly once and returns to the origin city.
- **DP Solution:** The problem can be solved using dynamic programming with Held-Karp algorithm in $O(n^2 * 2^n)$ time, which is not polynomial but is the best known exact approach.

- **Modified Problem:**

- Introduce constraints such as visiting certain cities in a specific order or having variable costs that depend on the sequence of cities visited.

Example: Traveling Salesman Problem (TSP)

- **Original Problem:**

- Find the shortest possible route that visits each city exactly once and returns to the origin city.
- **DP Solution:** The problem can be solved using dynamic programming with Held-Karp algorithm in $O(n^2 * 2^n)$ time, which is not polynomial but is the best known exact approach.

- **Modified Problem:**

- Introduce constraints such as visiting certain cities in a specific order or having variable costs that depend on the sequence of cities visited.
- These constraints can turn the problem into an even more complex version that remains NP-hard and lacks a known polynomial-time solution.

Example: Graph Coloring

- **Original Problem:**
 - Assign colors to the vertices of a graph so that no two adjacent vertices share the same color using the fewest number of colors.

Example: Graph Coloring

- **Original Problem:**

- Assign colors to the vertices of a graph so that no two adjacent vertices share the same color using the fewest number of colors.
- **Greedy/DP Solution:** The problem can be approximated using greedy algorithms, such as the Welsh-Powell algorithm, which can provide a solution in polynomial time for certain types of graphs.

Example: Graph Coloring

- **Original Problem:**

- Assign colors to the vertices of a graph so that no two adjacent vertices share the same color using the fewest number of colors.
- **Greedy/DP Solution:** The problem can be approximated using greedy algorithms, such as the Welsh-Powell algorithm, which can provide a solution in polynomial time for certain types of graphs.

- **Modified Problem:**

- Introduce constraints such as specific vertices needing to be a certain color or certain pairs of vertices needing to have different colors.

Example: Graph Coloring

- **Original Problem:**

- Assign colors to the vertices of a graph so that no two adjacent vertices share the same color using the fewest number of colors.
- **Greedy/DP Solution:** The problem can be approximated using greedy algorithms, such as the Welsh-Powell algorithm, which can provide a solution in polynomial time for certain types of graphs.

- **Modified Problem:**

- Introduce constraints such as specific vertices needing to be a certain color or certain pairs of vertices needing to have different colors.
- Add restrictions where the coloring must adhere to additional conditions, like distance constraints (vertices within a certain distance must also have different colors).

Example: Graph Coloring

- **Original Problem:**

- Assign colors to the vertices of a graph so that no two adjacent vertices share the same color using the fewest number of colors.
- **Greedy/DP Solution:** The problem can be approximated using greedy algorithms, such as the Welsh-Powell algorithm, which can provide a solution in polynomial time for certain types of graphs.

- **Modified Problem:**

- Introduce constraints such as specific vertices needing to be a certain color or certain pairs of vertices needing to have different colors.
- Add restrictions where the coloring must adhere to additional conditions, like distance constraints (vertices within a certain distance must also have different colors).
- These modifications can turn the problem into an NP-hard problem, making it infeasible to solve in polynomial time.

Example: Observation

- Fine Line Between Easy and Hard Problems

Example: Observation

- **Fine Line Between Easy and Hard Problems**
 - Problems that have efficient solutions can be easily modified to have no known efficient solutions.

Example: Observation

- **Fine Line Between Easy and Hard Problems**

- Problems that have efficient solutions can be easily modified to have no known efficient solutions.
- The reverse is also true: hard problems can be solved efficiently if we impose certain constraints on the problem definition.

Example: Observation

- **Fine Line Between Easy and Hard Problems**
 - Problems that have efficient solutions can be easily modified to have no known efficient solutions.
 - The reverse is also true: hard problems can be solved efficiently if we impose certain constraints on the problem definition.
- **Practical Importance**

Example: Observation

- **Fine Line Between Easy and Hard Problems**

- Problems that have efficient solutions can be easily modified to have no known efficient solutions.
- The reverse is also true: hard problems can be solved efficiently if we impose certain constraints on the problem definition.

- **Practical Importance**

- These problems are very practical in the real world, and having efficient solutions for them can make a significant impact.

Example: Observation

- **Fine Line Between Easy and Hard Problems**

- Problems that have efficient solutions can be easily modified to have no known efficient solutions.
- The reverse is also true: hard problems can be solved efficiently if we impose certain constraints on the problem definition.

- **Practical Importance**

- These problems are very practical in the real world, and having efficient solutions for them can make a significant impact.
- Many of these problems are interconnected.

Example: Observation

- **Fine Line Between Easy and Hard Problems**

- Problems that have efficient solutions can be easily modified to have no known efficient solutions.
- The reverse is also true: hard problems can be solved efficiently if we impose certain constraints on the problem definition.

- **Practical Importance**

- These problems are very practical in the real world, and having efficient solutions for them can make a significant impact.
- Many of these problems are interconnected.
 - Solving one hard problem could potentially lead to solutions for other related problems.

Example: Observation

- **Fine Line Between Easy and Hard Problems**

- Problems that have efficient solutions can be easily modified to have no known efficient solutions.
- The reverse is also true: hard problems can be solved efficiently if we impose certain constraints on the problem definition.

- **Practical Importance**

- These problems are very practical in the real world, and having efficient solutions for them can make a significant impact.
- Many of these problems are interconnected.
 - Solving one hard problem could potentially lead to solutions for other related problems.

- **Role of Heuristics and Approximation Algorithms**

Example: Observation

- **Fine Line Between Easy and Hard Problems**

- Problems that have efficient solutions can be easily modified to have no known efficient solutions.
- The reverse is also true: hard problems can be solved efficiently if we impose certain constraints on the problem definition.

- **Practical Importance**

- These problems are very practical in the real world, and having efficient solutions for them can make a significant impact.
- Many of these problems are interconnected.
 - Solving one hard problem could potentially lead to solutions for other related problems.

- **Role of Heuristics and Approximation Algorithms**

- For problems that are difficult or impossible to solve exactly in polynomial time, heuristics and approximation algorithms can provide near-optimal solutions in a reasonable amount of time.

Example: Observation

- **Fine Line Between Easy and Hard Problems**

- Problems that have efficient solutions can be easily modified to have no known efficient solutions.
- The reverse is also true: hard problems can be solved efficiently if we impose certain constraints on the problem definition.

- **Practical Importance**

- These problems are very practical in the real world, and having efficient solutions for them can make a significant impact.
- Many of these problems are interconnected.
 - Solving one hard problem could potentially lead to solutions for other related problems.

- **Role of Heuristics and Approximation Algorithms**

- For problems that are difficult or impossible to solve exactly in polynomial time, heuristics and approximation algorithms can provide near-optimal solutions in a reasonable amount of time.
- Understanding when and how to use these techniques is crucial for tackling real-world problems that are NP-hard.

The Clique Problem

The Clique Problem

- Given an undirected graph, determine if there exists a clique of size k .
- A clique is a subset of vertices such that every two vertices in the subset are connected by an edge.
- Given an undirected graph G , the problem can take different forms
 - Is the graph G a clique ?

The Clique Problem

- Given an undirected graph, determine if there exists a clique of size k .
- A clique is a subset of vertices such that every two vertices in the subset are connected by an edge.
- Given an undirected graph G , the problem can take different forms
 - Is the graph G a clique ?
 - A polynomial solution exists - $O(|V|^2)$

The Clique Problem

- Given an undirected graph, determine if there exists a clique of size k .
- A clique is a subset of vertices such that every two vertices in the subset are connected by an edge.
- Given an undirected graph G , the problem can take different forms
 - Is the graph G a clique ?
 - A polynomial solution exists - $O(|V|^2)$
 - Is there a clique within G ?

The Clique Problem

- Given an undirected graph, determine if there exists a clique of size k .
- A clique is a subset of vertices such that every two vertices in the subset are connected by an edge.
- Given an undirected graph G , the problem can take different forms
 - Is the graph G a clique ?
 - A polynomial solution exists - $O(|V|^2)$
 - Is there a clique within G ?
 - Is there a clique within G of size k ?

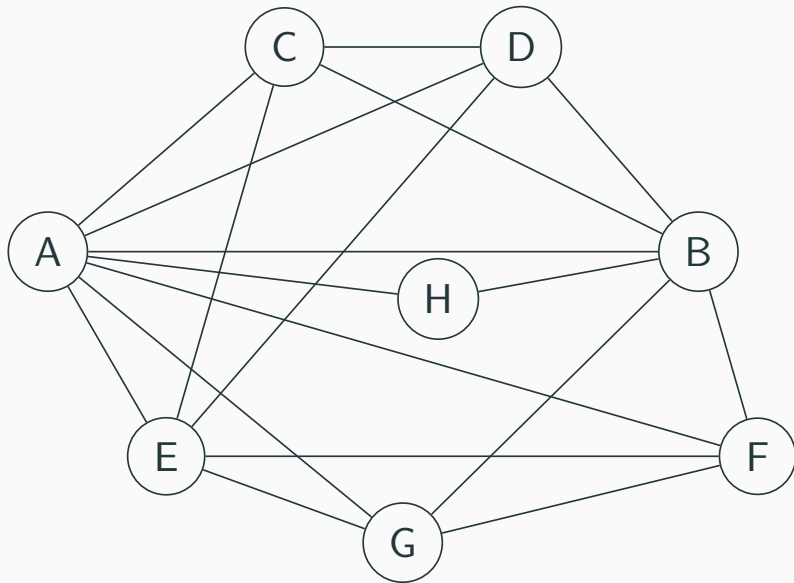
The Clique Problem

- Given an undirected graph, determine if there exists a clique of size k .
- A clique is a subset of vertices such that every two vertices in the subset are connected by an edge.
- Given an undirected graph G , the problem can take different forms
 - Is the graph G a clique ?
 - A polynomial solution exists - $O(|V|^2)$
 - Is there a clique within G ?
 - Is there a clique within G of size k ?
 - Which nodes and edges make such a clique ?

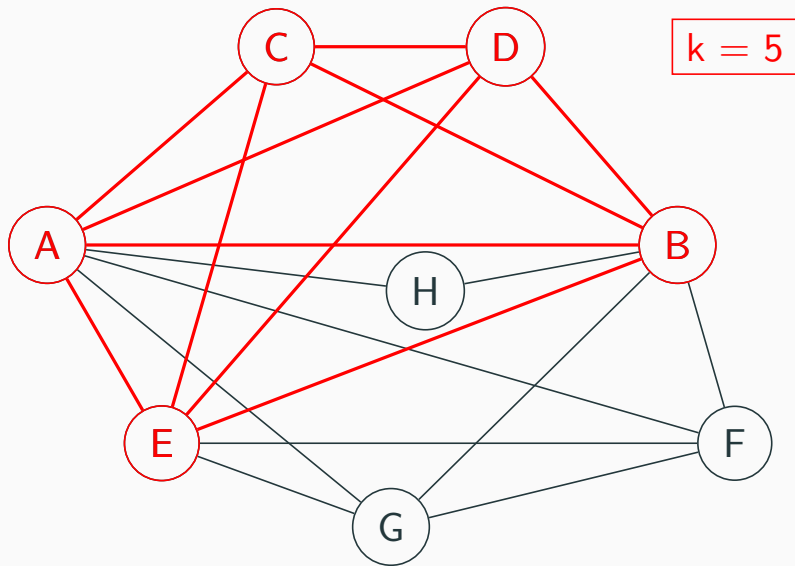
The Clique Problem

- Given an undirected graph, determine if there exists a clique of size k .
- A clique is a subset of vertices such that every two vertices in the subset are connected by an edge.
- Given an undirected graph G , the problem can take different forms
 - Is the graph G a clique ?
 - A polynomial solution exists - $O(|V|^2)$
 - Is there a clique within G ?
 - Is there a clique within G of size k ?
 - Which nodes and edges make such a clique ?
- No known polynomial-time solution exists for the last three
- **Brute Force Solution:** Check all possible subsets of vertices of size k to see if they form a clique, which takes exponential time.

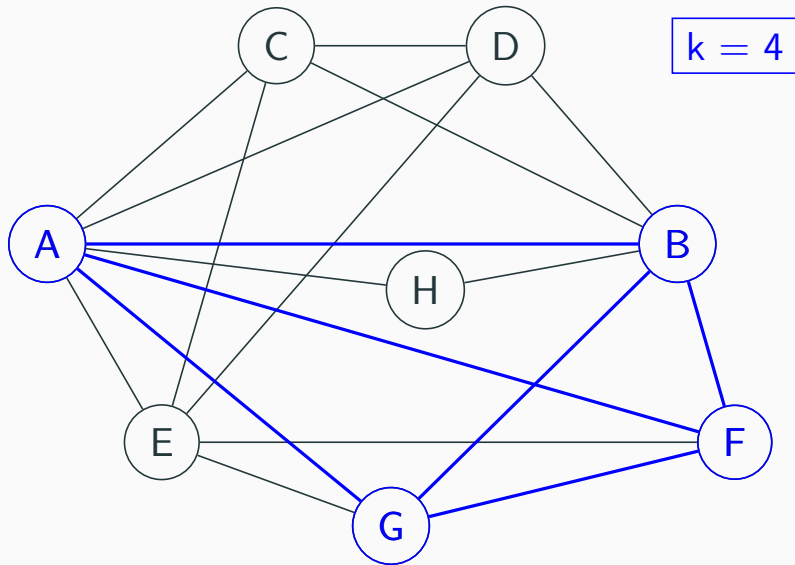
The Clique Problem: Example



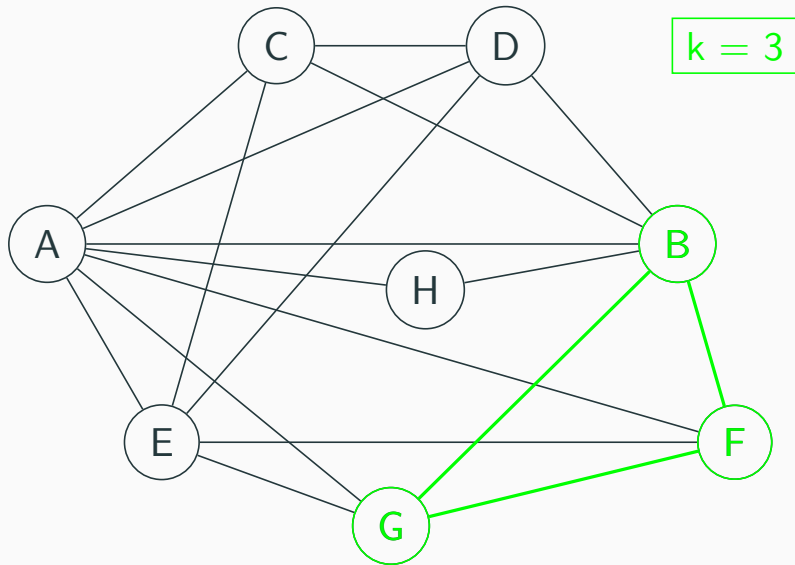
The Clique Problem: Example



The Clique Problem: Example



The Clique Problem: Example



The Clique Problem: NP

- No known polynomial-time solution exists for the last three
- **Brute Force Solution:** Check all possible subsets of vertices of size k to see if they form a clique, which takes exponential time.

The Clique Problem: NP

- No known polynomial-time solution exists for the last three
- **Brute Force Solution:** Check all possible subsets of vertices of size k to see if they form a clique, which takes exponential time.
- Since verifying a proposed clique takes polynomial time the clique problem is *NP*

Definitions

Definitions: Certificate

- A certificate is a solution to a problem that can be verified in polynomial time.

Definitions: Certificate

- A certificate is a solution to a problem that can be verified in polynomial time.
- For NP problems, given a "yes" answer, a certificate exists that can be checked quickly to confirm the answer is correct.

Definitions: Certificate

- A certificate is a solution to a problem that can be verified in polynomial time.
- For NP problems, given a "yes" answer, a certificate exists that can be checked quickly to confirm the answer is correct.
 - Example: For the Hamiltonian Path problem, a certificate is a specific sequence of vertices that forms a Hamiltonian Path.
- For Co-NP problems, given a "no" answer, a certificate exists that can be checked quickly to confirm the answer is correct.
 - Example: For the Composite Number problem, a Co-NP problem, a certificate for a "no" answer (i.e., the number is prime) is a demonstration that there are no factors other than 1 and the number itself.

- A decision yes/no problem of input size n can be solved in $O(n^c)$ time for any constant c , the problem is in the complexity class P (Polynomial)

- A decision yes/no problem of input size n can be solved in $O(n^c)$ time for any constant c , the problem is in the complexity class P (Polynomial)
 - E.g., Is the graph G a clique ?

- A decision yes/no problem of input size n can be solved in $O(n^c)$ time for any constant c , the problem is in the complexity class P (Polynomial)
 - E.g., Is the graph G a clique ?
- If, for all yes instances of a decision problem of input size n , there exists a **certificate**, that can be **verified** in polynomial time, we say it is in class NP (Nondeterministic Polynomial)

- A decision yes/no problem of input size n can be solved in $O(n^c)$ time for any constant c , the problem is in the complexity class P (Polynomial)
 - E.g., Is the graph G a clique ?
- If, for all yes instances of a decision problem of input size n , there exists a **certificate**, that can be **verified** in polynomial time, we say it is in class NP (Nondeterministic Polynomial)
 - E.g., Is there a clique within G ?

- A decision yes/no problem of input size n can be solved in $O(n^c)$ time for any constant c , the problem is in the complexity class P (Polynomial)
 - E.g., Is the graph G a clique ?
- If, for all yes instances of a decision problem of input size n , there exists a **certificate**, that can be **verified** in polynomial time, we say it is in class NP (Nondeterministic Polynomial)
 - E.g., Is there a clique within G ?
 - If we find some magical procedure to propose a sub graph we can verify if it is a clique in polynomial time

- A decision yes/no problem of input size n can be solved in $O(n^c)$ time for any constant c , the problem is in the complexity class P (Polynomial)
 - E.g., Is the graph G a clique ?
- If, for all yes instances of a decision problem of input size n , there exists a **certificate**, that can be **verified** in polynomial time, we say it is in class NP (Nondeterministic Polynomial)
 - E.g., Is there a clique within G ?
 - If we find some magical procedure to propose a sub graph we can verify if it is a clique in polynomial time
 - These class of problems are *yes heavy* - we can check yes cases in polynomial time - not the no cases

```
proc solve(input):  
    // This step is not well defined, hence, non-deterministic  
    // If this step is done in polynomial time  
    //     then we have a polynomial solution  
    certificates = generateAllPossibleSolutions(input)  
  
    // Verify the given solutions for the problem  
    // This should run in polynomial time  
    for certificate in certificates:  
        if verifySolution(input, certificate):  
            return certificate  
    return "No solution found"
```


- If you have a decision problem where negative instances are verified in polynomial time but you don't need to verify yes instances we say they are **Co-NP** (Complement is in NP)

- If you have a decision problem where negative instances are verified in polynomial time but you don't need to verify yes instances we say they are **Co-NP** (Complement is in NP)
- $P \subseteq NP$

- If you have a decision problem where negative instances are verified in polynomial time but you don't need to verify yes instances we say they are **Co-NP** (Complement is in NP)
- $P \subseteq NP$
- $P \subseteq Co - NP$

- If you have a decision problem where negative instances are verified in polynomial time but you don't need to verify yes instances we say they are **Co-NP** (Complement is in NP)
- $P \subseteq NP$
- $P \subseteq Co - NP$
 - For any instance of a problem in P, an empty certificate is sufficient

- If you have a decision problem where negative instances are verified in polynomial time but you don't need to verify yes instances we say they are **Co-NP** (Complement is in NP)
- $P \subseteq NP$
- $P \subseteq Co - NP$
 - For any instance of a problem in P, an empty certificate is sufficient
 - We can verify that it is yes or no in polynomial time

- If you have a decision problem where negative instances are verified in polynomial time but you don't need to verify yes instances we say they are **Co-NP** (Complement is in NP)
- $P \subseteq NP$
- $P \subseteq \text{Co-NP}$
 - For any instance of a problem in P, an empty certificate is sufficient
 - We can verify that it is yes or no in polynomial time
- $x \in NP$ is a statement of ease, not a statement of hardness

- If you have a decision problem where negative instances are verified in polynomial time but you don't need to verify yes instances we say they are **Co-NP** (Complement is in NP)
- $P \subseteq NP$
- $P \subseteq Co - NP$
 - For any instance of a problem in P, an empty certificate is sufficient
 - We can verify that it is yes or no in polynomial time
- $x \in NP$ is a statement of ease, not a statement of hardness
- NP is an upper limit not a lower limit

Definitions: P (Polynomial Time)

- **P (Polynomial Time)**

- P is a class of problems that can be solved by an algorithm in polynomial time.
- Polynomial time means that the time complexity of the algorithm is $O(n^k)$ for some constant k , where n is the size of the input.
- Examples: Sorting algorithms like Merge Sort and Quick Sort, and searching algorithms like Binary Search.

Definitions: P (Polynomial Time)

- **P (Polynomial Time)**

- P is a class of problems that can be solved by an algorithm in polynomial time.
- Polynomial time means that the time complexity of the algorithm is $O(n^k)$ for some constant k , where n is the size of the input.
- Examples: Sorting algorithms like Merge Sort and Quick Sort, and searching algorithms like Binary Search.

- **NP (Nondeterministic Polynomial Time)**

- NP is a class of problems for which a given solution can be verified in polynomial time.

Definitions: P (Polynomial Time)

- **P (Polynomial Time)**

- P is a class of problems that can be solved by an algorithm in polynomial time.
- Polynomial time means that the time complexity of the algorithm is $O(n^k)$ for some constant k , where n is the size of the input.
- Examples: Sorting algorithms like Merge Sort and Quick Sort, and searching algorithms like Binary Search.

- **NP (Nondeterministic Polynomial Time)**

- NP is a class of problems for which a given solution can be verified in polynomial time.
- A problem is in NP if, for every instance where the answer is "yes," there is a certificate (or witness) that can be checked quickly (in polynomial time) to confirm the answer.

Definitions: P (Polynomial Time)

- **P (Polynomial Time)**

- P is a class of problems that can be solved by an algorithm in polynomial time.
- Polynomial time means that the time complexity of the algorithm is $O(n^k)$ for some constant k , where n is the size of the input.
- Examples: Sorting algorithms like Merge Sort and Quick Sort, and searching algorithms like Binary Search.

- **NP (Nondeterministic Polynomial Time)**

- NP is a class of problems for which a given solution can be verified in polynomial time.
- A problem is in NP if, for every instance where the answer is "yes," there is a certificate (or witness) that can be checked quickly (in polynomial time) to confirm the answer.
- Examples: Clique Problem, Satisfiability (SAT), Hamiltonian Path, Subset Sum.

Definitions: Reduction

- **Reduction** is a way of converting one problem to another problem.

Definitions: Reduction

- **Reduction** is a way of converting one problem to another problem.
- A problem A can be reduced to problem B if an algorithm for solving B efficiently (in polynomial time) can be used to solve A efficiently.

Definitions: Reduction

- **Reduction** is a way of converting one problem to another problem.
- A problem A can be reduced to problem B if an algorithm for solving B efficiently (in polynomial time) can be used to solve A efficiently.
- Reductions are used to prove the hardness of problems.
 - Examples: Reducing 3-SAT to the Hamiltonian Cycle problem to prove Hamiltonian Cycle is NP-hard.
 - $3\text{-SAT} <_p \text{Hamiltonian Cycle}$

Definitions: Reduction

- **Reduction** is a way of converting one problem to another problem.
- A problem A can be reduced to problem B if an algorithm for solving B efficiently (in polynomial time) can be used to solve A efficiently.
- Reductions are used to prove the hardness of problems.
 - Examples: Reducing 3-SAT to the Hamiltonian Cycle problem to prove Hamiltonian Cycle is NP-hard.
 - $3\text{-SAT} <_p \text{Hamiltonian Cycle}$
- A polynomial-time reduction is a process of transforming one problem into another in polynomial time.

Definitions: Reduction

- **Reduction** is a way of converting one problem to another problem.
- A problem A can be reduced to problem B if an algorithm for solving B efficiently (in polynomial time) can be used to solve A efficiently.
- Reductions are used to prove the hardness of problems.
 - Examples: Reducing 3-SAT to the Hamiltonian Cycle problem to prove Hamiltonian Cycle is NP-hard.
 - $3\text{-SAT} <_p \text{Hamiltonian Cycle}$
- A polynomial-time reduction is a process of transforming one problem into another in polynomial time.
- Polynomial-time reductions are used to show that a problem is NP-hard.

Definitions: Reduction

- **Reduction** is a way of converting one problem to another problem.
- A problem A can be reduced to problem B if an algorithm for solving B efficiently (in polynomial time) can be used to solve A efficiently.
- Reductions are used to prove the hardness of problems.
 - Examples: Reducing 3-SAT to the Hamiltonian Cycle problem to prove Hamiltonian Cycle is NP-hard.
 - $3\text{-SAT} <_p \text{Hamiltonian Cycle}$
- A polynomial-time reduction is a process of transforming one problem into another in polynomial time.
- Polynomial-time reductions are used to show that a problem is NP-hard.
- Reductions are transitive but not symmetric.

Definitions: Reduction

- **Reduction** is a way of converting one problem to another problem.
- A problem A can be reduced to problem B if an algorithm for solving B efficiently (in polynomial time) can be used to solve A efficiently.
- Reductions are used to prove the hardness of problems.
 - Examples: Reducing 3-SAT to the Hamiltonian Cycle problem to prove Hamiltonian Cycle is NP-hard.
 - $3\text{-SAT} <_p \text{Hamiltonian Cycle}$
- A polynomial-time reduction is a process of transforming one problem into another in polynomial time.
- Polynomial-time reductions are used to show that a problem is NP-hard.
- Reductions are transitive but not symmetric.
 - If $X <_p Y$ and $Y <_p Z$, then $X <_p Z$.

Definitions: Reduction

- **Reduction** is a way of converting one problem to another problem.
- A problem A can be reduced to problem B if an algorithm for solving B efficiently (in polynomial time) can be used to solve A efficiently.
- Reductions are used to prove the hardness of problems.
 - Examples: Reducing 3-SAT to the Hamiltonian Cycle problem to prove Hamiltonian Cycle is NP-hard.
 - $3\text{-SAT} <_p \text{Hamiltonian Cycle}$
- A polynomial-time reduction is a process of transforming one problem into another in polynomial time.
- Polynomial-time reductions are used to show that a problem is NP-hard.
- Reductions are transitive but not symmetric.
 - If $X <_p Y$ and $Y <_p Z$, then $X <_p Z$.
 - $X <_p Y \not\Rightarrow Y <_p X$

Definitions: NP-hard

- A problem is NP-hard if **every problem** in NP can be reduced to it in polynomial time.

Definitions: NP-hard

- A problem is NP-hard if **every problem** in NP can be reduced to it in polynomial time.
 - In practice we only need to show reduction to **one** well known NP hard problem as reduction is **transitive**

Definitions: NP-hard

- A problem is NP-hard if **every problem** in NP can be reduced to it in polynomial time.
 - In practice we only need to show reduction to **one** well known NP hard problem as reduction is **transitive**
- NP-hard problems are at least as hard as the hardest problems in NP.

Definitions: NP-hard

- A problem is NP-hard if **every problem** in NP can be reduced to it in polynomial time.
 - In practice we only need to show reduction to **one** well known NP hard problem as reduction is **transitive**
- NP-hard problems are at least as hard as the hardest problems in NP.
- Solving an NP-hard problem efficiently (in polynomial time) would imply that $P = NP$.

Definitions: NP-hard

- A problem is NP-hard if **every problem** in NP can be reduced to it in polynomial time.
 - In practice we only need to show reduction to **one** well known NP hard problem as reduction is **transitive**
- NP-hard problems are at least as hard as the hardest problems in NP.
- Solving an NP-hard problem efficiently (in polynomial time) would imply that $P = NP$.
- NP-hard problems do not have to be in NP; they might not even have solutions that can be verified in polynomial time.

Definitions: NP-hard

- A problem is NP-hard if **every problem** in NP can be reduced to it in polynomial time.
 - In practice we only need to show reduction to **one** well known NP hard problem as reduction is **transitive**
- NP-hard problems are at least as hard as the hardest problems in NP.
- Solving an NP-hard problem efficiently (in polynomial time) would imply that $P = NP$.
- NP-hard problems do not have to be in NP; they might not even have solutions that can be verified in polynomial time.
- Examples: Halting Problem, Traveling Salesman Problem (general case), 3-SAT.

Definitions: NP-hard

- A problem is NP-hard if **every problem** in NP can be reduced to it in polynomial time.
 - In practice we only need to show reduction to **one** well known NP hard problem as reduction is **transitive**
- NP-hard problems are at least as hard as the hardest problems in NP.
- Solving an NP-hard problem efficiently (in polynomial time) would imply that $P = NP$.
- NP-hard problems do not have to be in NP; they might not even have solutions that can be verified in polynomial time.
- Examples: Halting Problem, Traveling Salesman Problem (general case), 3-SAT.
- $x \in NP - Hard$ is a statement of hardness (a lower limit)

NP vs NP-hard

- NP (Nondeterministic Polynomial Time)

- **NP (Nondeterministic Polynomial Time)**
 - NP is a class of problems for which a given solution can be verified in polynomial time.

- **NP (Nondeterministic Polynomial Time)**

- NP is a class of problems for which a given solution can be verified in polynomial time.
- If a problem is in NP, it means that, given a "yes" answer, there is a certificate (or witness) that can be checked quickly (in polynomial time) to confirm the answer is correct.

- **NP (Nondeterministic Polynomial Time)**

- NP is a class of problems for which a given solution can be verified in polynomial time.
- If a problem is in NP, it means that, given a "yes" answer, there is a certificate (or witness) that can be checked quickly (in polynomial time) to confirm the answer is correct.
- Examples: SAT (Satisfiability), Hamiltonian Path, Subset Sum.

- **NP (Nondeterministic Polynomial Time)**
 - NP is a class of problems for which a given solution can be verified in polynomial time.
 - If a problem is in NP, it means that, given a "yes" answer, there is a certificate (or witness) that can be checked quickly (in polynomial time) to confirm the answer is correct.
 - Examples: SAT (Satisfiability), Hamiltonian Path, Subset Sum.
- **NP-hard**

- **NP (Nondeterministic Polynomial Time)**

- NP is a class of problems for which a given solution can be verified in polynomial time.
- If a problem is in NP, it means that, given a "yes" answer, there is a certificate (or witness) that can be checked quickly (in polynomial time) to confirm the answer is correct.
- Examples: SAT (Satisfiability), Hamiltonian Path, Subset Sum.

- **NP-hard**

- A problem is NP-hard if every problem in NP can be reduced to it in polynomial time.

- **NP (Nondeterministic Polynomial Time)**

- NP is a class of problems for which a given solution can be verified in polynomial time.
- If a problem is in NP, it means that, given a "yes" answer, there is a certificate (or witness) that can be checked quickly (in polynomial time) to confirm the answer is correct.
- Examples: SAT (Satisfiability), Hamiltonian Path, Subset Sum.

- **NP-hard**

- A problem is NP-hard if every problem in NP can be reduced to it in polynomial time.
- NP-hard problems are at least as hard as the hardest problems in NP.

- **NP (Nondeterministic Polynomial Time)**

- NP is a class of problems for which a given solution can be verified in polynomial time.
- If a problem is in NP, it means that, given a "yes" answer, there is a certificate (or witness) that can be checked quickly (in polynomial time) to confirm the answer is correct.
- Examples: SAT (Satisfiability), Hamiltonian Path, Subset Sum.

- **NP-hard**

- A problem is NP-hard if every problem in NP can be reduced to it in polynomial time.
- NP-hard problems are at least as hard as the hardest problems in NP.
- Solving an NP-hard problem efficiently (in polynomial time) would imply that $P = NP$.

NP vs NP-hard

- **NP (Nondeterministic Polynomial Time)**

- NP is a class of problems for which a given solution can be verified in polynomial time.
- If a problem is in NP, it means that, given a "yes" answer, there is a certificate (or witness) that can be checked quickly (in polynomial time) to confirm the answer is correct.
- Examples: SAT (Satisfiability), Hamiltonian Path, Subset Sum.

- **NP-hard**

- A problem is NP-hard if every problem in NP can be reduced to it in polynomial time.
- NP-hard problems are at least as hard as the hardest problems in NP.
- Solving an NP-hard problem efficiently (in polynomial time) would imply that $P = NP$.
- NP-hard problems do not have to be in NP; they might not even have solutions that can be verified in polynomial time.

NP vs NP-hard

- **NP (Nondeterministic Polynomial Time)**

- NP is a class of problems for which a given solution can be verified in polynomial time.
- If a problem is in NP, it means that, given a "yes" answer, there is a certificate (or witness) that can be checked quickly (in polynomial time) to confirm the answer is correct.
- Examples: SAT (Satisfiability), Hamiltonian Path, Subset Sum.

- **NP-hard**

- A problem is NP-hard if every problem in NP can be reduced to it in polynomial time.
- NP-hard problems are at least as hard as the hardest problems in NP.
- Solving an NP-hard problem efficiently (in polynomial time) would imply that $P = NP$.
- NP-hard problems do not have to be in NP; they might not even have solutions that can be verified in polynomial time.
- Examples: Halting Problem, Traveling Salesman Problem (general case), 3-SAT.

Definitions: NP-Complete

- A problem is said to be NP-Complete if it is in both NP and NP-hard
- It is NP in that we can verify a certificate in polynomial time
- It is NP-hard, meaning it we can reduce all NP problems to it
 - Remember, in practice we only need to reduce one known NP-hard problem
- Problems in NP-complete have the property that they are difficult but if one is solved efficiently, all will be solved automatically

- NP-complete

Definitions: NP-complete

- **NP-complete**
 - NP-complete problems are a subset of NP problems that are both in NP and NP-hard.

- **NP-complete**

- NP-complete problems are a subset of NP problems that are both in NP and NP-hard.
- A problem is NP-complete if it is in NP and as hard as any problem in NP, meaning every problem in NP can be reduced to it in polynomial time.

Definitions: NP-complete

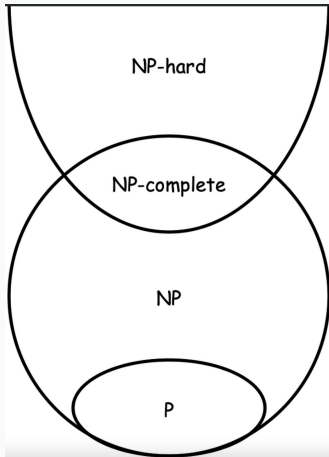
- **NP-complete**

- NP-complete problems are a subset of NP problems that are both in NP and NP-hard.
- A problem is NP-complete if it is in NP and as hard as any problem in NP, meaning every problem in NP can be reduced to it in polynomial time.
- If any NP-complete problem can be solved in polynomial time, then all problems in NP can be solved in polynomial time ($P = NP$).

- **NP-complete**

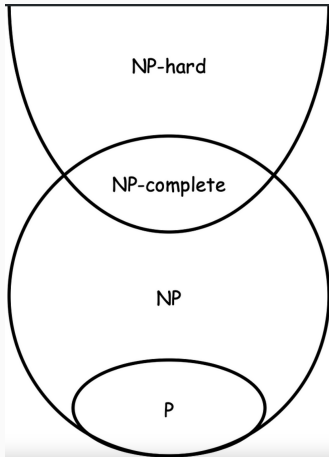
- NP-complete problems are a subset of NP problems that are both in NP and NP-hard.
- A problem is NP-complete if it is in NP and as hard as any problem in NP, meaning every problem in NP can be reduced to it in polynomial time.
- If any NP-complete problem can be solved in polynomial time, then all problems in NP can be solved in polynomial time ($P = NP$).
- Examples: Satisfiability (SAT), Traveling Salesman Problem (decision version), 3-SAT.

NP vs NP-hard vs NP Complete



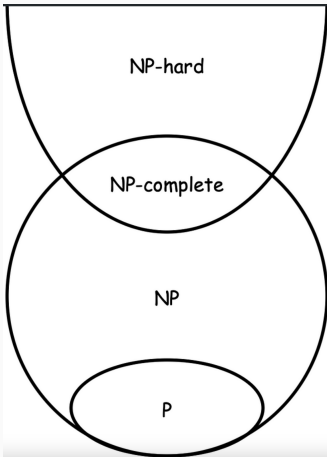
- NP-hard problems encompass both problems in NP and problems that are even harder.

NP vs NP-hard vs NP Complete



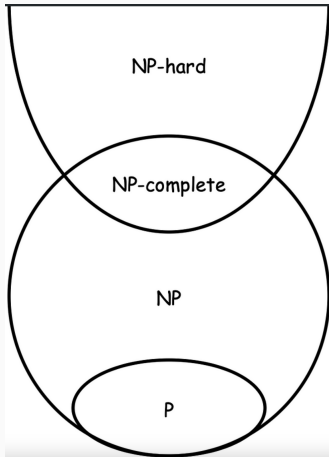
- NP-hard problems encompass both problems in NP and problems that are even harder.
- All NP-complete problems are both in NP and NP-hard.

NP vs NP-hard vs NP Complete



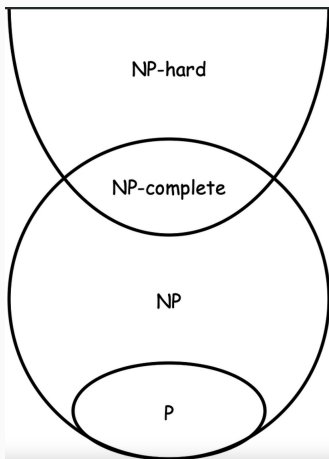
- NP-hard problems encompass both problems in NP and problems that are even harder.
- All NP-complete problems are both in NP and NP-hard.
- If any NP-complete problem can be solved in polynomial time, then all NP problems can be solved in polynomial time ($P = NP$).

NP vs NP-hard vs NP Complete



- NP-hard problems encompass both problems in NP and problems that are even harder.
- All NP-complete problems are both in NP and NP-hard.
- If any NP-complete problem can be solved in polynomial time, then all NP problems can be solved in polynomial time ($P = NP$).
- However, solving an NP-hard problem does not necessarily provide a polynomial-time solution for all NP problems

NP vs NP-hard vs NP Complete



- NP-hard problems encompass both problems in NP and problems that are even harder.
- All NP-complete problems are both in NP and NP-hard.
- If any NP-complete problem can be solved in polynomial time, then all NP problems can be solved in polynomial time ($P = NP$).
- However, solving an NP-hard problem does not necessarily provide a polynomial-time solution for all NP problems
 - Unless the problem is also NP-complete.

Decision Problems vs Optimization Problems

- Let's assume we can solve the clique decision problem in polynomial time

Decision Problems vs Optimization Problems

- Let's assume we can solve the clique decision problem in polynomial time
 - i.e., Is there a clique of size k in graph G

Decision Problems vs Optimization Problems

- Let's assume we can solve the clique decision problem in polynomial time
 - i.e., Is there a clique of size k in graph G
- Can we use it to find the size of the largest clique efficiently?

Decision Problems vs Optimization Problems

- Let's assume we can solve the clique decision problem in polynomial time
 - i.e., Is there a clique of size k in graph G
- Can we use it to find the size of the largest clique efficiently?
 - Assume this solution is a produce called $clique(G, k)$ and has a running time of n^c

Decision Problems vs Optimization Problems

- Let's assume we can solve the clique decision problem in polynomial time
 - i.e., Is there a clique of size k in graph G
- Can we use it to find the size of the largest clique efficiently?
 - Assume this solution is a produce called $clique(G, k)$ and has a running time of n^c
 - We can use search (binary or linear) for $k = |G| \rightarrow 0$

Decision Problems vs Optimization Problems

- Let's assume we can solve the clique decision problem in polynomial time
 - i.e., Is there a clique of size k in graph G
- Can we use it to find the size of the largest clique efficiently?
 - Assume this solution is a procedure called $clique(G, k)$ and has a running time of n^c
 - We can use search (binary or linear) for $k = |G| \rightarrow 0$
 - This takes $|G| * n^c$, which is still polynomial

Decision Problems vs Optimization Problems

- Let's assume we can solve the clique decision problem in polynomial time
 - i.e., Is there a clique of size k in graph G
- Can we use it to find the size of the largest clique efficiently?
 - Assume this solution is a predicate called $clique(G, k)$ and has a running time of n^c
 - We can use search (binary or linear) for $k = |G| \rightarrow 0$
 - This takes $|G| * n^c$, which is still polynomial
- What about identifying what the clique is?

Decision Problems vs Optimization Problems

- Let's assume we can solve the clique decision problem in polynomial time
 - i.e., Is there a clique of size k in graph G
- Can we use it to find the size of the largest clique efficiently?
 - Assume this solution is a procedure called $clique(G, k)$ and has a running time of n^c
 - We can use search (binary or linear) for $k = |G| \rightarrow 0$
 - This takes $|G| * n^c$, which is still polynomial
- What about identifying what the clique is?
 - First find the maximum value k

Decision Problems vs Optimization Problems

- Let's assume we can solve the clique decision problem in polynomial time
 - i.e., Is there a clique of size k in graph G
- Can we use it to find the size of the largest clique efficiently?
 - Assume this solution is a procedure called $clique(G, k)$ and has a running time of n^c
 - We can use search (binary or linear) for $k = |G| \rightarrow 0$
 - This takes $|G| * n^c$, which is still polynomial
- What about identifying what the clique is?
 - First find the maximum value k
 - Then, try to remove a vertex one at a time and see if the remaining graph is clique

Decision Problems vs Optimization Problems

- Let's assume we can solve the clique decision problem in polynomial time
 - i.e., Is there a clique of size k in graph G
- Can we use it to find the size of the largest clique efficiently?
 - Assume this solution is a procedure called $clique(G, k)$ and has a running time of n^c
 - We can use search (binary or linear) for $k = |G| \rightarrow 0$
 - This takes $|G| * n^c$, which is still polynomial
- What about identifying what the clique is?
 - First find the maximum value k
 - Then, try to remove a vertex one at a time and see if the remaining graph is clique
 - if it is not, this vertex is required in the largest clique so put it back and continue to the other nodes

Decision Problems vs Optimization Problems

- Let's assume we can solve the clique decision problem in polynomial time
 - i.e., Is there a clique of size k in graph G
- Can we use it to find the size of the largest clique efficiently?
 - Assume this solution is a procedure called $clique(G, k)$ and has a running time of n^c
 - We can use search (binary or linear) for $k = |G| \rightarrow 0$
 - This takes $|G| * n^c$, which is still polynomial
- What about identifying what the clique is?
 - First find the maximum value k
 - Then, try to remove a vertex one at a time and see if the remaining graph is clique
 - if it is not, this vertex is required in the largest clique so put it back and continue to the other nodes
 - Stop when you are left with k vertices

The Independent Set Problem

The Independent Set Problem

- Given an undirected graph, determine if there exists an independent set of size k .

The Independent Set Problem

- Given an undirected graph, determine if there exists an independent set of size k .
- An independent set is a subset of vertices such that no two vertices in the subset are connected by an edge.

The Independent Set Problem

- Given an undirected graph, determine if there exists an independent set of size k .
- An independent set is a subset of vertices such that no two vertices in the subset are connected by an edge.
- The problem can take different forms:
 - Is the graph G an independent set?

The Independent Set Problem

- Given an undirected graph, determine if there exists an independent set of size k .
- An independent set is a subset of vertices such that no two vertices in the subset are connected by an edge.
- The problem can take different forms:
 - Is the graph G an independent set?
 - Is there an independent set within G ?

The Independent Set Problem

- Given an undirected graph, determine if there exists an independent set of size k .
- An independent set is a subset of vertices such that no two vertices in the subset are connected by an edge.
- The problem can take different forms:
 - Is the graph G an independent set?
 - Is there an independent set within G ?
 - Is there an independent set within G of size k ?

The Independent Set Problem

- Given an undirected graph, determine if there exists an independent set of size k .
- An independent set is a subset of vertices such that no two vertices in the subset are connected by an edge.
- The problem can take different forms:
 - Is the graph G an independent set?
 - Is there an independent set within G ?
 - Is there an independent set within G of size k ?
 - Which nodes make such an independent set?

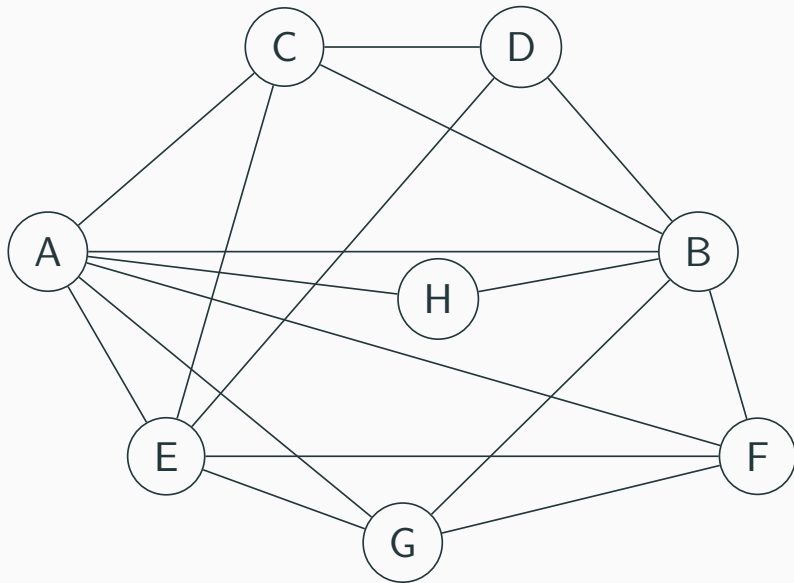
The Independent Set Problem

- Given an undirected graph, determine if there exists an independent set of size k .
- An independent set is a subset of vertices such that no two vertices in the subset are connected by an edge.
- The problem can take different forms:
 - Is the graph G an independent set?
 - Is there an independent set within G ?
 - Is there an independent set within G of size k ?
 - Which nodes make such an independent set?
- No known polynomial-time solution exists for the last three forms.

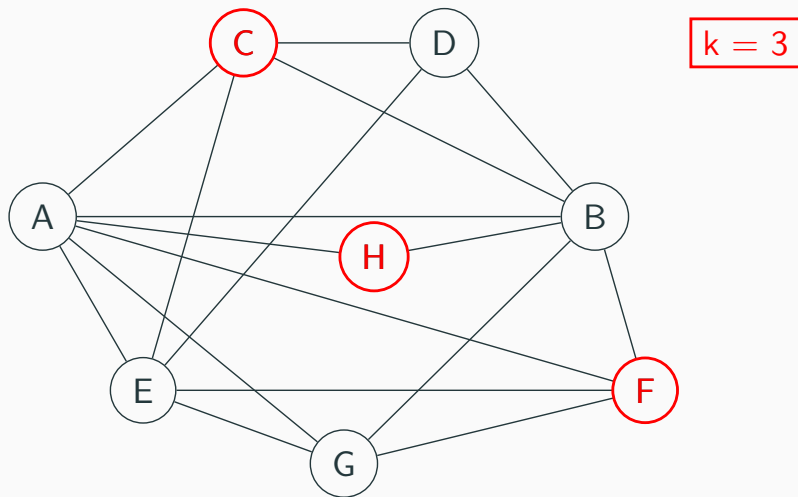
The Independent Set Problem

- Given an undirected graph, determine if there exists an independent set of size k .
- An independent set is a subset of vertices such that no two vertices in the subset are connected by an edge.
- The problem can take different forms:
 - Is the graph G an independent set?
 - Is there an independent set within G ?
 - Is there an independent set within G of size k ?
 - Which nodes make such an independent set?
- No known polynomial-time solution exists for the last three forms.
- **Brute Force Solution:** Check all possible subsets of vertices of size k to see if they form an independent set, which takes exponential time.

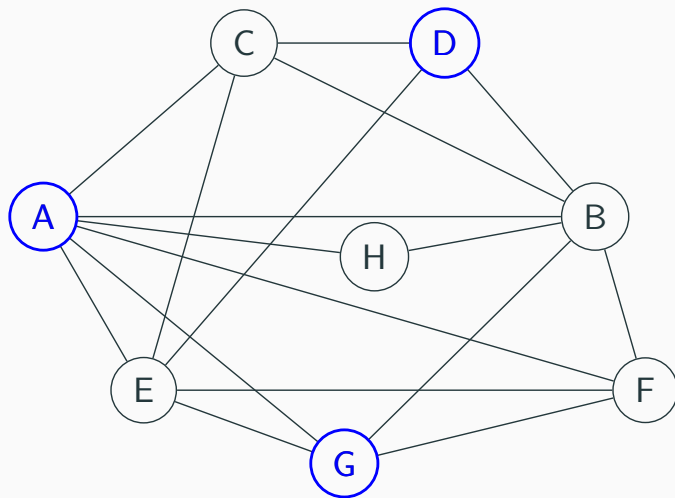
The Independent Set Problem: Example



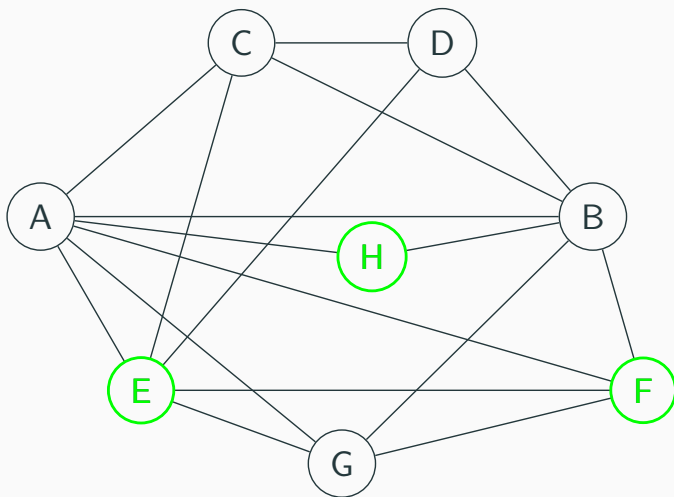
The Independent Set Problem: Example



The Independent Set Problem: Example

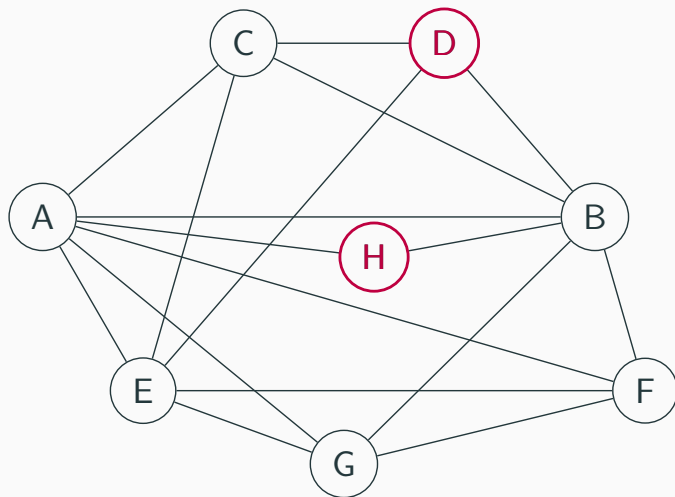


The Independent Set Problem: Example



$k = 3$

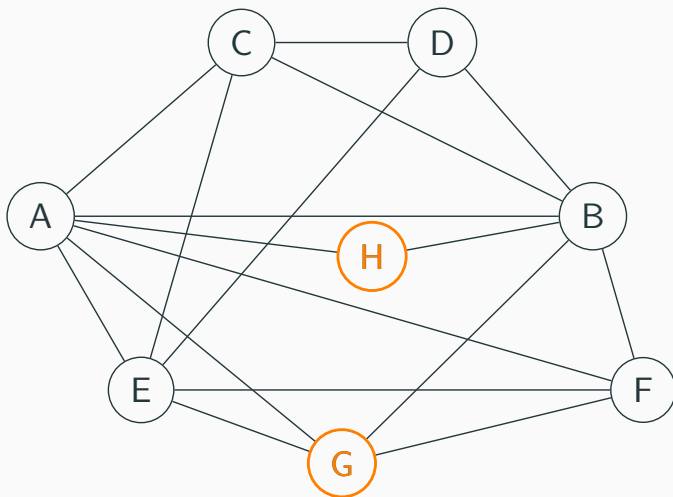
The Independent Set Problem: Example



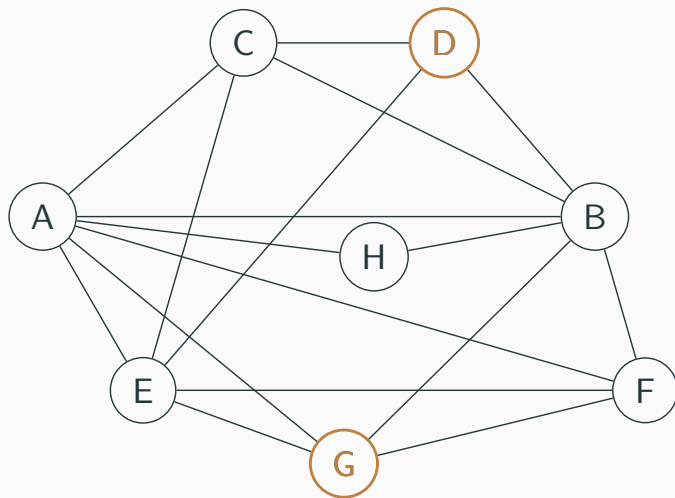
$k = 2$

The Independent Set Problem: Example

$$k = 2$$



The Independent Set Problem: Example



The Independent Set Problem: NP Complete

- We want to show that the Independent Set Problem problem is NP Complete
- This means showing that it is both NP and NP hard
- To show it is NP means that if a certificate is generated for the solution we can verify it with polynomial efficiency
- To show it is NP-Hard means to show that every NP-problem can be polynomially reduced to it
 - In practice, we don't need to show reduction for every problem
 - We only need to show this for a well known NP-hard problem
 - We'll assume the clique problem is NP-hard and we show the reduction for it

Reduction: Clique Problem to Independent Set

- **Reduction:** Transform an instance of the Clique problem into an instance of the Independent Set problem.

Reduction: Clique Problem to Independent Set

- **Reduction:** Transform an instance of the Clique problem into an instance of the Independent Set problem.
- Given a graph G and an integer k , the Clique problem asks if there is a clique of size k in G .

Reduction: Clique Problem to Independent Set

- **Reduction:** Transform an instance of the Clique problem into an instance of the Independent Set problem.
- Given a graph G and an integer k , the Clique problem asks if there is a clique of size k in G .
- Construct a new graph G' by taking the complement of G (i.e., create G' where two vertices are adjacent in G' if and only if they are not adjacent in G).

Reduction: Clique Problem to Independent Set

- **Reduction:** Transform an instance of the Clique problem into an instance of the Independent Set problem.
- Given a graph G and an integer k , the Clique problem asks if there is a clique of size k in G .
- Construct a new graph G' by taking the complement of G (i.e., create G' where two vertices are adjacent in G' if and only if they are not adjacent in G).
- In the new graph G' , an independent set of size k in G' corresponds to a clique of size k in G .

Reduction: Clique Problem to Independent Set

- **Reduction:** Transform an instance of the Clique problem into an instance of the Independent Set problem.
- Given a graph G and an integer k , the Clique problem asks if there is a clique of size k in G .
- Construct a new graph G' by taking the complement of G (i.e., create G' where two vertices are adjacent in G' if and only if they are not adjacent in G).
- In the new graph G' , an independent set of size k in G' corresponds to a clique of size k in G .
- Therefore, solving the Independent Set problem on G' can be used to solve the Clique problem on G .

Reduction: Clique Problem to Independent Set

- **Reduction:** Transform an instance of the Clique problem into an instance of the Independent Set problem.
- Given a graph G and an integer k , the Clique problem asks if there is a clique of size k in G .
- Construct a new graph G' by taking the complement of G (i.e., create G' where two vertices are adjacent in G' if and only if they are not adjacent in G).
- In the new graph G' , an independent set of size k in G' corresponds to a clique of size k in G .
- Therefore, solving the Independent Set problem on G' can be used to solve the Clique problem on G .
- This reduction shows that the Independent Set problem is NP-hard because the Clique problem is NP-hard.

Reduction: Time Complexity of Constructing the Complement Graph

- Constructing a new graph G' by taking the complement of G involves:

Reduction: Time Complexity of Constructing the Complement Graph

- Constructing a new graph G' by taking the complement of G involves:
 - Initializing G' with the same set of vertices as G .

Reduction: Time Complexity of Constructing the Complement Graph

- Constructing a new graph G' by taking the complement of G involves:
 - Initializing G' with the same set of vertices as G .
 - For each pair of vertices (u, v) :
 - Check if there is an edge between u and v in G .
 - If there is no edge in G , add an edge between u and v in G' .

Reduction: Time Complexity of Constructing the Complement Graph

- Constructing a new graph G' by taking the complement of G involves:
 - Initializing G' with the same set of vertices as G .
 - For each pair of vertices (u, v) :
 - Check if there is an edge between u and v in G .
 - If there is no edge in G , add an edge between u and v in G' .
- Time Complexity Analysis:
 - There are $\binom{n}{2} = \frac{n(n-1)}{2}$ pairs of vertices to check.
 - Each check and potential edge addition takes $O(1)$ time.

Reduction: Time Complexity of Constructing the Complement Graph

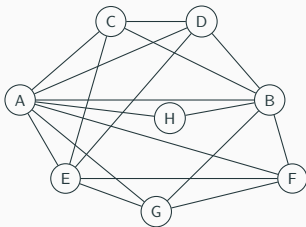
- Constructing a new graph G' by taking the complement of G involves:
 - Initializing G' with the same set of vertices as G .
 - For each pair of vertices (u, v) :
 - Check if there is an edge between u and v in G .
 - If there is no edge in G , add an edge between u and v in G' .
- Time Complexity Analysis:
 - There are $\binom{n}{2} = \frac{n(n-1)}{2}$ pairs of vertices to check.
 - Each check and potential edge addition takes $O(1)$ time.
- Overall Time Complexity: $O(n^2)$.

Reduction: Time Complexity of Constructing the Complement Graph

- Constructing a new graph G' by taking the complement of G involves:
 - Initializing G' with the same set of vertices as G .
 - For each pair of vertices (u, v) :
 - Check if there is an edge between u and v in G .
 - If there is no edge in G , add an edge between u and v in G' .
- Time Complexity Analysis:
 - There are $\binom{n}{2} = \frac{n(n-1)}{2}$ pairs of vertices to check.
 - Each check and potential edge addition takes $O(1)$ time.
- Overall Time Complexity: $O(n^2)$.
- This means our reduction is a **polynomial reduction**

Reduction: Clique to Independent Set

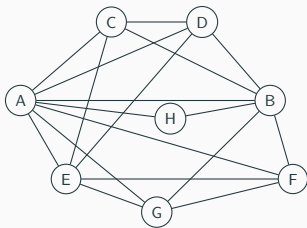
- Start with the original graph G for the Clique problem.



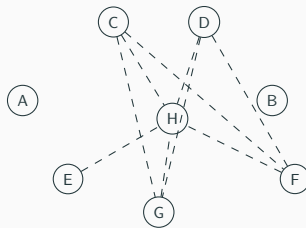
Graph G (Clique problem)

Reduction: Clique to Independent Set

- Start with the original graph G for the Clique problem.
- Create the complement graph G' :
 - Two vertices are connected in G' if and only if they are not connected in G .



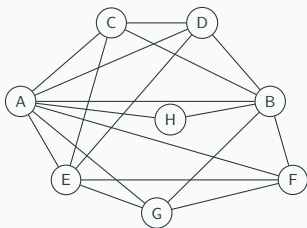
Graph G (Clique problem)



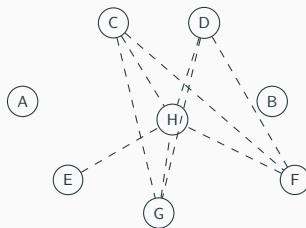
Graph G' (Independent Set problem)

Reduction: Clique to Independent Set

- Start with the original graph G for the Clique problem.
- Create the complement graph G' :
 - Two vertices are connected in G' if and only if they are not connected in G .
- An independent set in G' corresponds to a clique in G .



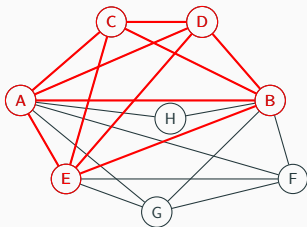
Graph G (Clique problem)



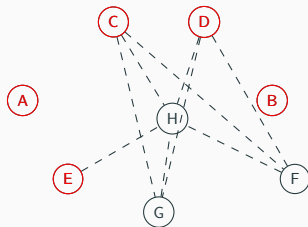
Graph G' (Independent Set problem)

Reduction: Clique to Independent Set

- Start with the original graph G for the Clique problem.
- Create the complement graph G' :
 - Two vertices are connected in G' if and only if they are not connected in G .
- An independent set in G' corresponds to a clique in G .
 - For example, the independent set (A, B, C, D, E) in G' corresponds to the clique (A, B, C, D, E) in G .



Graph G (Clique problem)



Graph G' (Independent Set problem)

- In this particular example reduction is symmetric

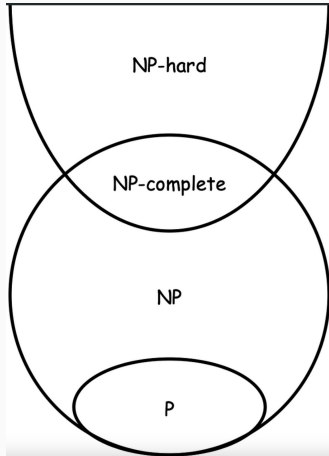
- In this particular example reduction is symmetric
 - If $clique <_p independetset$ and $independetset <_p clique$

- In this particular example reduction is symmetric
 - If $clique <_p independetset$ and $independetset <_p clique$
 - This is not the general case
 - $X <_p Y \not\Rightarrow Y <_p X$

Conclusion

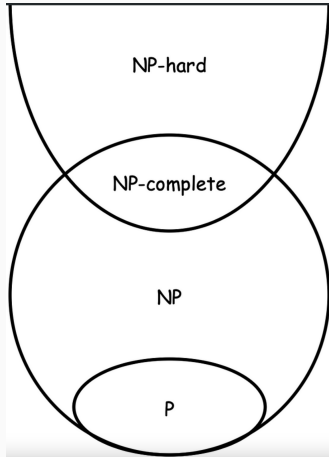
P vs NP

- There are a number of questions that are still open in the P vs NP domain



P vs NP

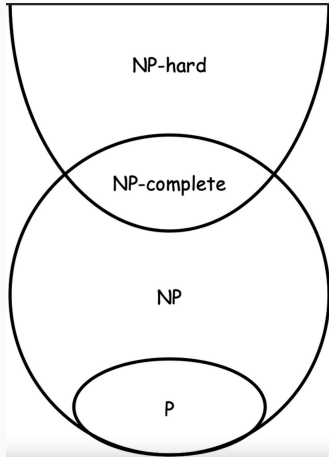
- There are a number of questions that are still open in the P vs NP domain



- $P = NP$?

P vs NP

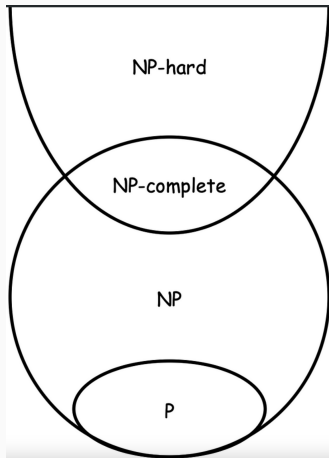
- There are a number of questions that are still open in the P vs NP domain



- $P = NP$?
 - Part of the millennium prize challenges

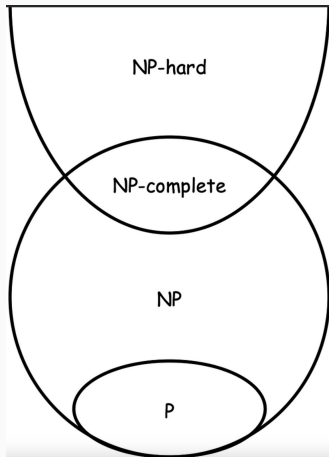
P vs NP

- There are a number of questions that are still open in the P vs NP domain



- $P = NP$?
 - Part of the millennium prize challenges
- $NP = co-NP$?

- There are a number of questions that are still open in the P vs NP domain



- $P = NP$?
 - Part of the millennium prize challenges
- $NP = co-NP$?
- $P = NP \cap co-NP$?
 - **EXP**: Verification takes exponential time
 - **PSpace** - Problems that can be verified in polynomial space given unlimited time
 - **BPP** - Problems that can be solved with probabilistic algorithm in polynomial time
 - **BQP** - Solvable via quantum computing
 - **Others**: EXSpace, 2-Exp and even unsolvable

- Understanding computational intractability and reductions helps classify problems and develop efficient algorithms.
- The study of NP-complete problems and their relationships with other problems is crucial in computer science.
- In practice, we use reduction to show that a problem is difficult to solve of practical purposes (i.e., intractable)
- An entire sub-field of CS/Math, called Computational complexity theory, is dedicated to studying these issues