#### Business Processes Modelling MPB (6 cfu, 295AA)

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18Aux - P and NP problems

## Complexity classes



#### Problems and instances

A problem defines a family of related questions

For example, the factorization problem is: *"given a number n, return all its prime factors"* 

A problem instance is one such question

An instance of the factorization problem is: *"return all prime factors of 18"* 

## Decision problem

A decision problem requires just a boolean answer

For example: "given a number n, is n prime?"

And an instance: "is 18 prime?"

# Computational Complexity Theory

Computational complexity theory deals with the resources needed to solve a problem

how many basic operations (time) or how much memory (space) it takes to solve a problem

#### Ρ

The complexity class **P** is the set of decision problems that can be solved by a deterministic algorithm in a **P**olynomial number of steps (time) w.r.t. input size

Problems in **P** can be (checked and) **solved effectively** 

## Eulerian circuit (P)

Given a graph G, is it possible to draw an Eulerian circuit over it? (i.e. a circuit that traverses each edge exactly once)

We have seen that it is the same problem as:

Given a graph G, is the degree of each vertex even?



The problem can be (checked and) solved effectively (linear time w.r.t. number of arcs)!

#### NP

The complexity class **NP** is the set of decision problems that can be **solved** by a **N**on-deterministic algorithm in a **P**olynomial number of steps (time)

Equivalently **NP** is the set of decision problems whose solutions can be **checked** by a deterministic algorithm in a polynomial number of steps (time)

Solutions of problems in NP can be checked effectively

#### Hamiltonian circuit



Given a graph G, is it possible to draw an Hamiltonian circuit over it? (i.e. a circuit that visits each vertex exactly once)



The problem can be checked effectively!

Given a graph G, is it possible to draw an Hamiltonian circuit over it? (i.e. a circuit that visits each vertex exactly once)



The problem can be checked effectively!

Given a graph G, is it possible to draw an Hamiltonian circuit over it? (i.e. a circuit that visits each vertex exactly once)



The problem can be checked effectively!





















#### P vs NP

The question of whether **P** is the same set as **NP** is the most important open question in computer science

Intuitively, it is much harder to solve a problem than to check the correctness of a solution

A fact supported by our daily experience, which leads us to conjecture  $P \neq NP$ 

What if "solving" is not really harder than "checking"? what if P = NP?

## NP-completeness

A problem Q in **NP** is **NP-complete** if every other problem in **NP** can be reduced to Q (in polynomial time)

(finding an effective way to solve such a problem Q would allow to solve effectively any other problem in **NP**)



# SAT decision problem (is NP-complete)

Variables:  $x_1, x_2, \dots, x_n$ 

Literals:  $x_1, \bar{x}_1, x_2, \bar{x}_2, ..., x_n, \bar{x}_n$ 

Clause: disjunction of literals

Formula: conjunction of clauses

Example:  $\phi = (x_1 \lor \bar{x_3}) \land (x_1 \lor \bar{x_2} \lor x_3) \land (x_2 \lor \bar{x_3})$ 

Is there an assignment of boolean values to the variables such that  $\phi = true$ ?

# (NP-complete) SAT decision problem

Try yourself and play the SAT game:

online SAT game by Olivier Roussel

(just 9 variables, but 5 difficulty levels)