

# **Basic concept of NP Hard & NP Complete**

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# NP-Hard and NP-Complete Problems

For many of the problems we know and study, the best algorithms for their solution have computing times can be clustered into two groups-

- 1. Solutions are bounded by the polynomial**
- 2. Solutions are bounded by a nonpolynomial**

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No one has been able to device an algorithm which is bounded by the polynomial of small degree for the problems belonging to the second group.

Perhaps with Quantum Computing ! Who knows? Open ?

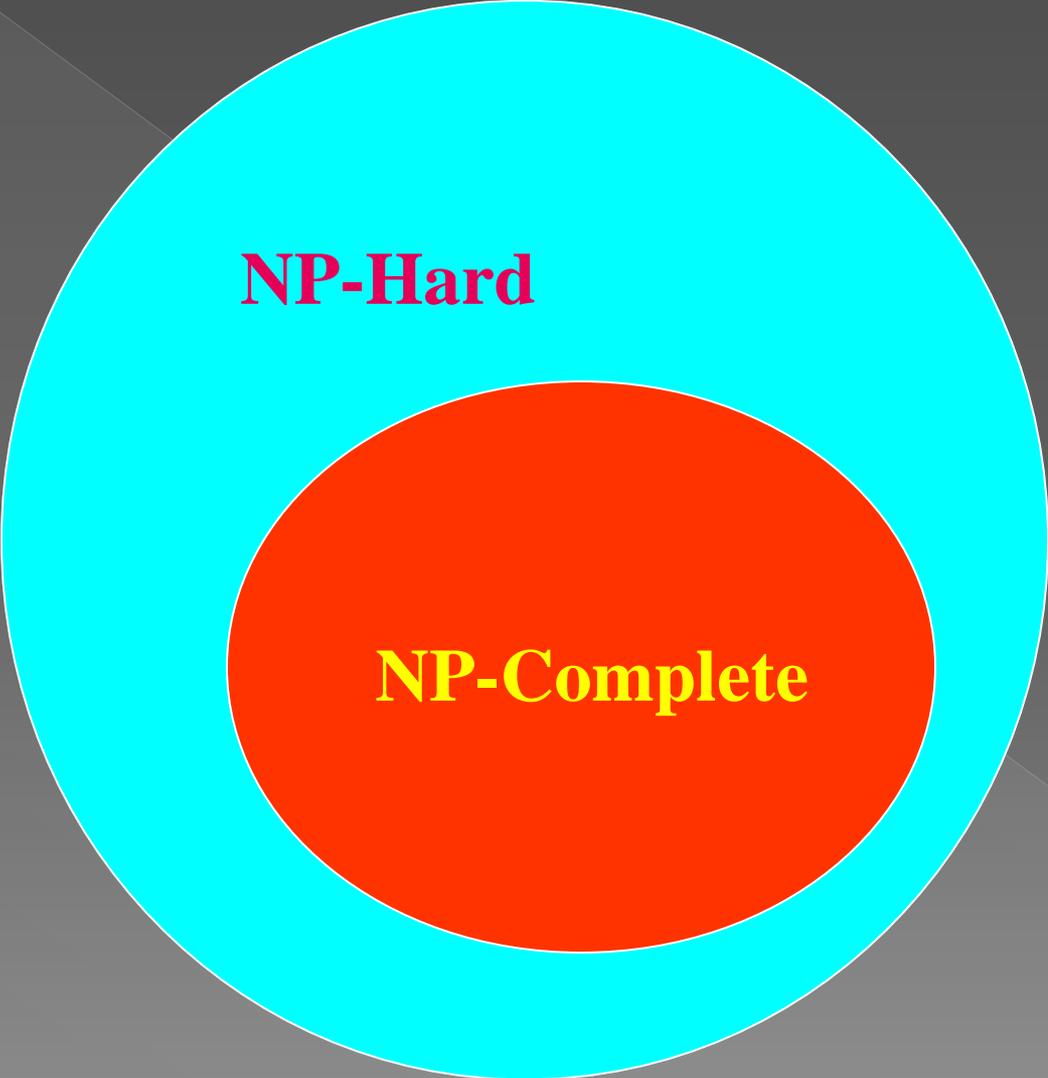
The theory of the NP-Completeness does not provide any method of obtaining polynomial time algorithms for the problems of the second group. *“Many of the problems for which there is no polynomial time algorithm available are computationally related”*.

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## *Two classes*

1. **NP-Complete-** have the property that it can be solved in polynomial time if all other NP-Complete problems can be solved in polynomial time.

2. **NP-Hard-** if it can be solved in polynomial time then all NP-Complete can be solved in polynomial time.



**NP-Hard**

**NP-Complete**

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*“All NP-Complete problems are NP-Hard but not all NP-Hard problems are not NP-Complete.”*

➔ NP-Complete problems are subclass of NP-Hard

## **Non deterministic algorithms**

When the result of every operation is uniquely defined then it is called **deterministic algorithm**. When the outcome is not uniquely defined but is limited to a specific set of possibilities, we call it **non deterministic algorithm**.



We use new statements to specify such algorithms.

- 1. choice(S)**      arbitrarily choose one of the elements of set S
- 2. failure**      signals an unsuccessful completion
- 3. success**      signals a successful completion

The assignment  $X := \text{choice}(1:n)$  could result in X being assigned any value from the integer range  $[1..n]$ . There is no rule specifying how this value is chosen.

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*The nondeterministic algorithms terminates unsuccessfully iff there is no set of choices which leads to the successful signal.*

The computing time for failure and success is taken to be  $O(1)$ . A machine capable of executing a nondeterministic algorithms are known as nondeterministic machines (**does not exist in practice**).

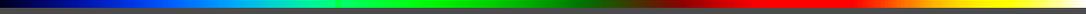
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**Ex.** Searching an element  $x$  in a given set of elements  $A(1:n)$ . We are required to determine an index  $j$  such that  $A(j) = x$  or  $j = 0$  if  $x$  is not present.

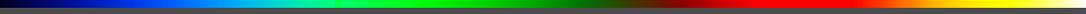
**$j := \text{choice}(1:n)$**

**if  $A(j) = x$  then print( $j$ ); success endif**

**print('0'); failure**

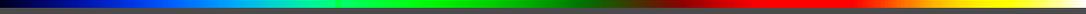


```
procedure NSORT(A,n);  
//sort n positive integers//  
var integer A(n), B(n), n, i, j;  
begin  
    B := 0; //B is initialized to zero//  
    for i := 1 to n do  
        begin  
            j := choice(1:n);  
            if B(j) <> 0 then failure;  
            B(j) := A(j);  
        end;
```



```
for i := 1 to n-1 do //verify order//  
    if B(i) > B(i+1) then failure;  
print(B);  
success;
```

```
end.
```



A deterministic interpretation of the nondeterministic algorithm can be done by making unbounded parallelism in the computation.

Each time a choice is to be made, the algorithm makes several copies of itself, one copy is made for each of the possible choices.

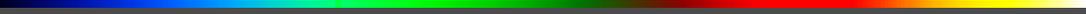
*“Nondeterministic machines does not make any copies of an algorithm every time a choice is to be made. Instead it has the ability to correctly choose an element from the given set”.*

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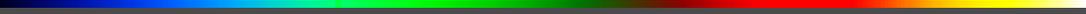
**Nondeterministic decision algorithm-** Generates 0 or 1 as their output.

Many optimization problems can be recast in to decision problems with the property that the decision algorithm can be solved in polynomial time iff the corresponding optimization problem.

**Definition:** The *time required by a nondeterministic algorithm* performing on any given input is the minimum number of steps required to reach to a successful completion if there exists a sequence of choices leading to a such completion.



In case the successful completion is not possible then the time required is  $O(1)$ . A nondeterministic algorithm is of complexity  $O(f(n))$  if for all input size  $n$ ,  $n \geq n_0$ , that results in a successful completion the time required is at most  $c.f(n)$  for some constant  $c$  and  $n_0$ .



```
procedure DKP(P, W, n, M, R, X);
```

```
var integer P(n), W(n), R, X(n), n, M, i;
```

```
begin
```

```
  for i := 1 to n do
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```
    X(i) := choice(1, 0);
```

```
  if  $\sum_{1 \leq i \leq n} (W(i)X(i)) > M$  or  $\sum_{1 \leq i \leq n} (P(i)X(i)) < R$  then failure
```

```
  else success;
```

```
end.
```

Time complexity is  $O(n)$ .

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**Satisfiability problem:** Let  $x_1, x_2, \dots, x_n$  denotes boolean variables. Let  $\bar{x}_i$  denotes the negation of  $x_i$ . A literal is either a variable or its negation. A formula in propositional calculus is an expression that can be constructed using literals and **and** or **or**.

Formula is in **conjunctive normal form** (CNF) iff it is represented as  $\bigwedge_{i=1}^k c_i$ , where the  $c_i$  are clauses each represented as  $\bigvee l_{ij}$ .

It is in **disjunctive normal form** (DNF) iff it is represented as  $\bigvee_{i=1}^k c_i$  and each clause is represented as  $\bigwedge l_{ij}$ .

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thus  $(x_1 \wedge x_2) \vee (x_3 \wedge \bar{x}_4)$  is in DNF while  $(x_3 \vee \bar{x}_4) \wedge (x_1 \vee \bar{x}_2)$  is in CNF. The satisfiability problem is to determine if a formula is true for some assignment of truth values to the variables.

**procedure EVAL(E, n);**

//determines if the propositional formula E is satisfiable//

var boolean: x[1..n];

begin

  for i := 1 to n do //choose a truth value assignment//

$x_i := \text{choice}(\text{true}, \text{false});$

  if  $E(x_1, \dots, x_n)$  is true then success //satisfiable//

  else failure

end.

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## *NP-Hard and NP-Complete*

An algorithm  $A$  is of *polynomial complexity* if there exist a polynomial  $p(\ )$  such that the computing time of  $A$  is  $O(p(n))$ .

**Definition:**  $P$  is a set of all decision problems solvable by a deterministic algorithm in polynomial time.  $NP$  is the set of all decision problems solvable by a nondeterministic algorithm in polynomial time.

$$\Rightarrow P \subseteq NP$$

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The most famous unsolved problem in Computer Science is  
whether  $P=NP$  or  $P \neq NP \Rightarrow P=NP$ ?

**Cook's theorem: Satisfiability is in  $P$  if  $P = NP$**

**Definition.** Let  $L_1$  and  $L_2$  be problems.  $L_1$  *reduces* to  $L_2$  ( $L_1 \alpha L_2$ ) iff there is a way to solve  $L_1$  by deterministic polynomial time algorithm that solve  $L_2$  in polynomial time.

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$\Rightarrow$  if we have a polynomial time algorithm for  $L_2$  then we can solve  $L_1$  in polynomial time.

**Definition.** A problem  $L$  is *NP-Hard* if and only if satisfiability reduces to  $L$ . (*satisfiability*  $\alpha$   $L$ ).

**Definition.** A problem  $L$  is *NP-Complete* if and only if  $L$  is NP-Hard and  $L \in NP$ .

**Halting problem:** An example of NP-Hard decision problem which is not NP-Complete.

# Assignment

**Q.1) What are the classes of NP problem?**

**Q.2) Explain nondeterministic algorithm with an example.**

**Q.3) Which problem is NP problem?**