

```
def IsSorting Algo(a: java):  
    ...  
    returns y8/No
```

```
def VerifyIsSorting Algo(a: java, proof):  
    try a.java(T.txt).  
    return y8/No.  
    'bad for case T.txt
```

CSE525 Lec19

NP-hardness

```
def Verify Is Nonsorted Algo(a: java, T.txt):  
    out = a.java(T.txt)  
    if out is nonsorted, returns y8
```

...
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~~<https://sites.google.com/a/iitd.ac.in/cse525-m19>~~

$$a \leq b$$

$$\text{if } b \leq 10, a \leq 10$$

$$\text{if } a \geq 19, b \geq 19$$

Can this happen? 3SUM can't be solved in $O(n^{1.9})$ ← Contradicts
~~COLL can be solved in $O(n^{1.5})$~~ → complex. of Algo 3SUM = $O(n^{1.5})$
 not possible

3SUM \leq COLL reduction

3SUM \leq COLL using a $O(n)$ reduction.
 if COLL is easy, 3SUM is easy; if 3SUM is hard, COLL is hard.
 A is a Yes-inst. of 3SUM iff $P = \text{Reduce}(A)$ is a Yes inst. of COLL.

- If COLL can be solved in time $O(n^{1.9})$ then 3SUM can be solved in ???
- ✗ If COLL can't be solved in time $O(n^{1.9})$ then ... ??? $\xrightarrow{\text{Algo COLL}} O(n)$ $n = |A|$ time $O(n)$
- ✗ If 3SUM can be solved in time $O(n^{1.9})$ then ???
- ? If 3SUM can't be solved in time $O(n^{1.9})$ then ??? $\left. \begin{array}{l} * O(|P|^{1.9}) \\ = O(n^{1.9}) \end{array} \right\}$

```

def Algo 3SUM(A):
  P = Reduce(A)
  return
  Algo COLL(P)
  
```

Total: $O(n^{1.9})$

Reality: We do not really know ...

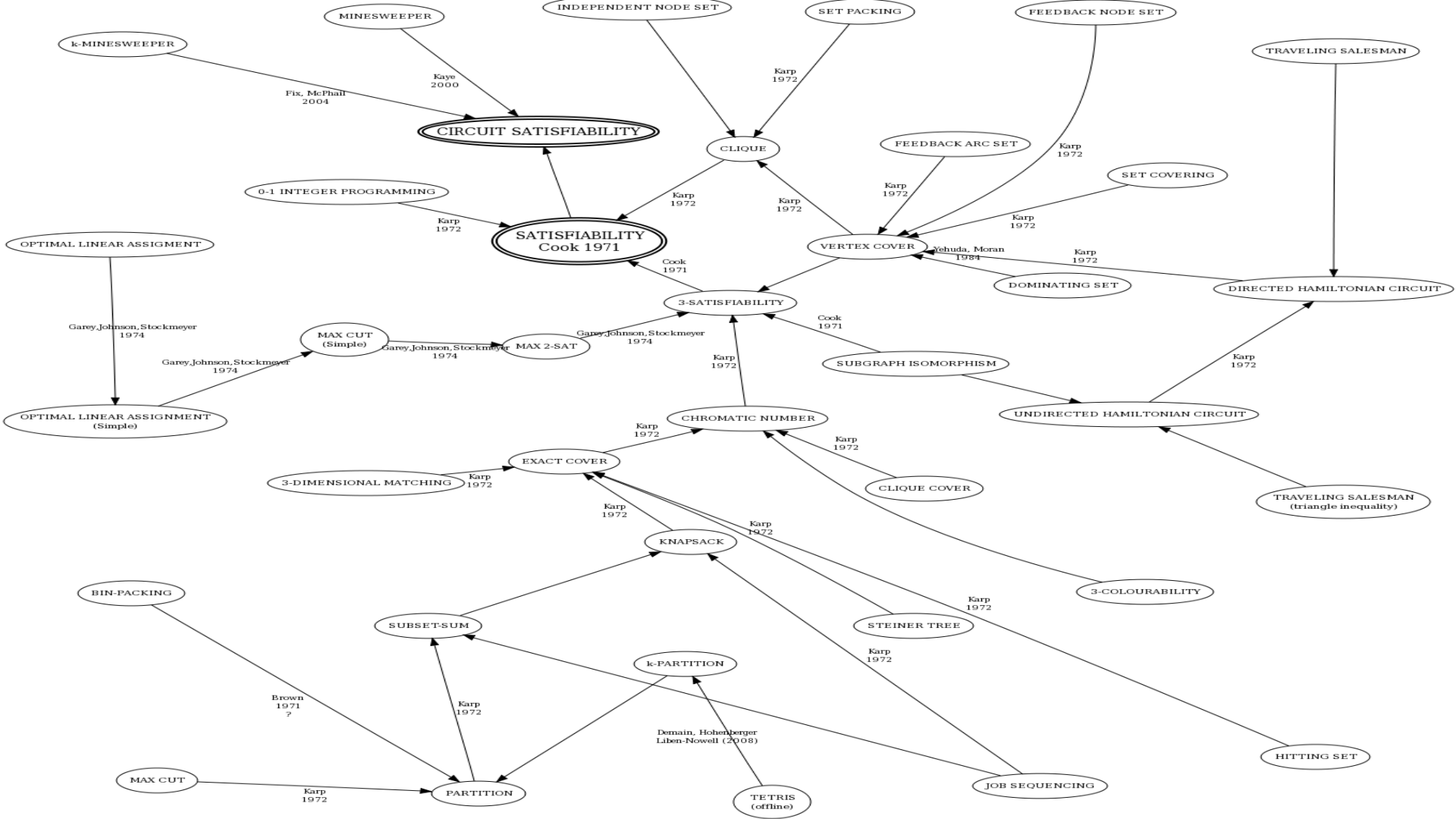
COLL can't be solved in $O(n^{1.9})$ time.

- Whether 3SUM can or cannot be solved in time $O(n^{1.9})$
- Whether COLL can or cannot be solved in time $O(n^{1.9})$

Suppose some bright student finds a super-fast algorithm for COLL. Then what?

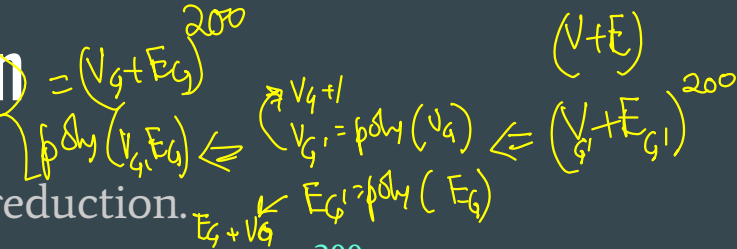
Suppose some bright student finds a $O(n^{1.9})$ lower bound for 3SUM. Then what?

Suppose some bright student finds that COLL \leq 3SUM. Then what?



3COL \leq 4COL reduction

$\text{poly}(V_G, E_G)$



```

def Algo3col(G):
  ← G' = reduce(G)
  return Algo4col(G')
  
```

3COL \leq 4COL using a $O(V+E)$ reduction.

→ If 4COL can be solved in time $O((V+E)^{200})$ then 3COL can be solved in ??? $O((V+E)^{200})$

× If 4COL can't be solved in time $O((V+E)^{200})$ then ... ???

× If 3COL can be solved in time $O((V+E)^{200})$ then ???

→ If 3COL can't be solved in time $O((V+E)^{200})$ then ??? → 4COL can't be solved in $O((V+E)^{200})$.

Reality: We do not really know ...

- Whether 3COL can or cannot be solved in time $O((V+E)^k)$ for any k
- Whether 4COL can or cannot be solved in time $O((V+E)^k)$ for any k

⇒ If 4COL can be solved in polytime, then 3COL can be solved in polytime.

⇒ If 3COL can't be solved in polytime, then 4COL can't be solved polytime.

$4COL \leq_p 3COL$: ⇒ If $3COL \in P$, then $4COL \in P$
 ⇒ If $4COL \notin P$, then $3COL \notin P$

P vs NP problem

Answer Yes/No & proof if answer is yes.
If ^{actual} answer is Yes, proof can help me verify the "yes" fact.
If ^{actual} " " No, " " should not convince me.

PROB is NP-hard \Leftrightarrow ^{defn} If PROB can be solved in poly time, then every NP problem can be solved in poly time.



P : problems for which we know a polytime algorithm

NP : problems for which we know a fast (polytime) process for yes-answer verification

\rightarrow proof: 2coloring algo.

Given a graph G , can it be 2-coloured? If yes, give me a proof that be verified fast.

Given a graph G , can it be 3-coloured? If yes, give me a proof that be verified quickly.

Given an array A , is A sorted? If yes, give me a proof that be verified quickly.

Given a graph G , does G have a clique with at least k vertices? $\rightarrow \times$

Given ~~an array A and~~ an algorithm Algo , does $\text{Algo}(\)$ return a sorted version of its input? If yes ...

Given a partially played chessboard, can white win from here (no matter what black plays)? If yes \times

~~Given a 2-colourable graph G , can any 2-coloring of G be extended to a 3-colouring of G ? If yes ...~~

* Given a digraph G , can G be topologically sorted? If yes, give a proof that can be polytime verified.

Here is how you construct and explain the verification algorithms for NP. Take the example of 2COLOR.

```
def Verify2COLOR(instance G, proof C): // G is a graph with n vertices and C[1...n] lists the colour of each vertex
  If C uses more than 2 colours, return false
  For every edge e=(u,v) in G:
    If C[u] = C[v]: return false
  return true
```

Correctness claim:

- (a) If G is 2 colorable, then there exists a proof C such that Verify2COLOR(G,C) returns true,
- (b) If G is not 2 colorable, then for any G and any C, Verify2COLOR returns false.

Proof of (a): Let G be 2 colorable. So, define C as the list of the colours of its vertices. Since C is a valid colouring and uses only 2 colours, Verify2COLOR(G,C) will return true.

Proof of (b): We will prove the contrapositive of the claim. Suppose Verify2COLOR(G,C) returns true for some G and C. Then C must be using 2 colours and every edge of the graph must be assigned different colours. Hence, G must be 2 colorable.

Reading Assignment: NP-completeness chapter

Π is NP-hard \iff If Π can be solved in polynomial time, then $P=NP$

To prove that problem A is NP-hard, reduce a known NP-hard problem to A .

The cycle can be broken using a formal definition of NP-hardness.

For practical purpose, there are thousands of known NP-hard problems that can be used.

If no suitable problem is found, try a reduction from **3SAT** to \mathcal{P} !

Last lecture: reductions from 3COLOR to 4COLOR and 2SAT to 3SAT.

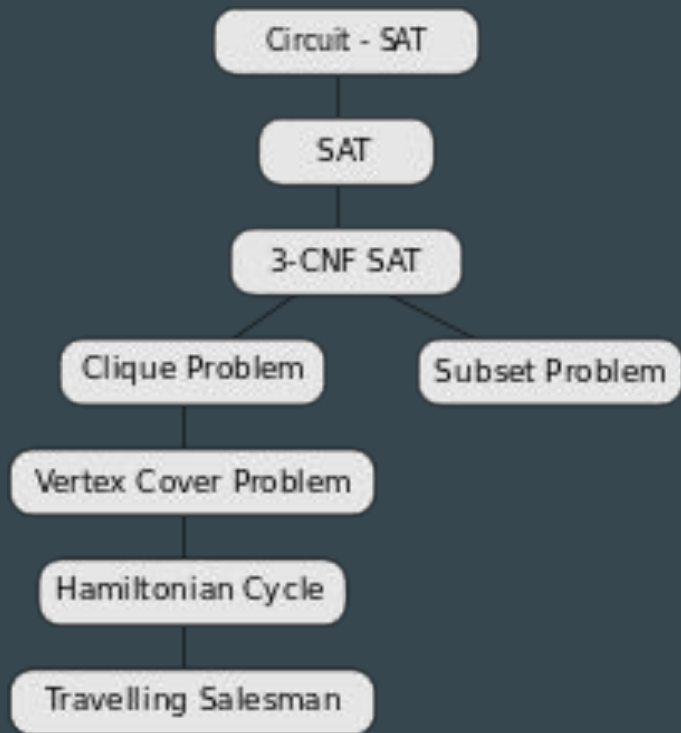
Q: 3COLOR is known to be NP-hard. What can you say about 4COLOR from this statement?

Q: 2SAT is known to be polynomial-time. What can you say about 3SAT from this statement?

Q: 3SAT is known to be NP-hard. What can you say about 2SAT from this statement?

NP-complete = NP + NP-hard

Summary of NP-completeness



X and Y are NP-complete

- X is NP and X is NP-hard
 - All problems in NP have a reduction to X
- Y is NP and Y is NP-hard
 - All problems in NP have a reduction to Y
- $X \leq Y$ (by definition a reduction exists)
- $Y \leq X$ (by definition a reduction exists)
- If X can be solved in poly-time, then same for Y
- If Y can be solved in poly-time, then same for X
- If X can't be solved in poly-time, same for Y
- If Y can't be solved in poly-time, same for X