

## What is the computational cost of automating brilliance?

Computational complexity and the P vs NP question

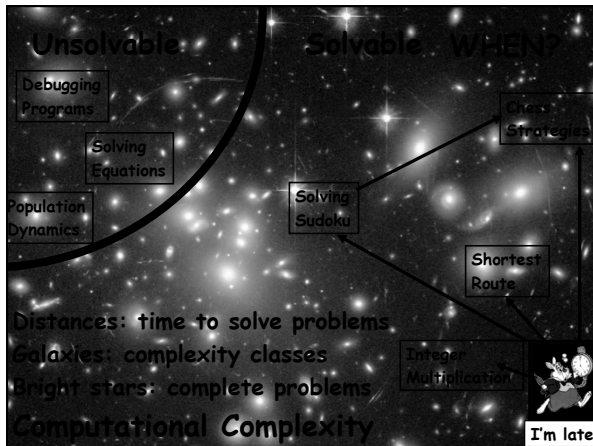
From slides by Avi Wigderson  
 + few by Sanjeev Arora  
 + couple by Christos Papadimitriou  
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## SURVEY

Finding an efficient method to solve SuDoku puzzles is:

	8	6						
							6	
		4	8				2	3
	5		9					8
	4	9				2	1	
2				4		7		
3	6			2	9			
	1							
				5	1			

- 1: A waste of time
- 2: A decent spare time activity
- 3: A fundamental problem of science and math







## Efficiency of Algorithms Asymptotic complexity (of an algorithm)

How does the number of steps of an algorithm increase with the data size (input length) ?



### Rubik's cube

2
3
4
5
...

### Sudoku

8	6					6	
		4	8			2	3
	5		9				8
4	9				2	1	
2			4		7		
3	6		2	9			
1							
				5	1		

1		2	3	4		12	6			7	
	8			7		3		9	10	6	11
12		10			1	13	11			14	
3	15	2		14		9				12	
13		8		10	12	2	1	15			
11	7	6			16		15		5	13	
		10	5	15		4	8			11	
16	5	9	12		1					8	
2				13		12	5	8		3	
13		15	3			14	8		16		
5	8		1		2			13	9	15	
		12	4	6	16	13	7			5	
3		12	5	6		4	11		16		
7		16	5	14		1			2		
11	1	15	9		13		2		13	14	
14			11	2			13	3	5	12	

3
4

### Sudoku

y	s	b	a	c	x	n	h	t	f	i	d	e										
t	s	u	j	h	v		d	q	c		g	k	b	h	a	w	p					
w	h	e	m	a	n	t	u	k	p	r	y	s	x	d	q	c	c	j	i	b		
b	j	i	p	s	t		i	m	v	n	g	h	a	q	r	x	y					
x	e	i	d	i	p	r	e		f	u	j	w	y	m	h	s	c					
w	q	u	j		i	e		x	b	o	m	a	n	h	k	c	s					
n	c		w	x	u	s	f	q	i		e	m	k	v			j	a				
a	i	x	f	c	i	m		v	k	w	q	j		d	g	b	h					
s	v	h	k	p	o	b	u	f	j	n		t	d	i	m	r	q					
b	d	m	r	v		j	h	p		o	g	y	w		t	u						
y	p	e	i	a	m	v	h	o	b	x	i	t	s	q	u	w	g	r	c	d	k	
q	g	j		e	s	r	h	c		f	k	x		y	i	a	o					
u	t	k		n	o		i	r	m	q	y	b	a	v	j	i	p	h				
x	r	w	p		y	k	i	l	e	j			m		t	q	v	u				
s	n	b	q	c	g	w	k	a	u	t	p	y	o	r	x	j	m					
j	n	s	q	v	x	y	h	u	t	p	o	g	i	m	f	d	w	i	k	r		
u	w	b	t	l	e	r	p	o	m	c	d	f	k	v			s	q				
d		h	m	s	c	f	q	j	k	n	g	w	b		l	v	u	e				
		o	e	d	i	k	n	q	w	u	j	a	i		h	b	p	m				
i	k			v	j	t	w	a	a	s	h			u	r	q	c	d	f	n		
		g	d	y	r	w		c	i	l	i	n	p	v	a	f	e	q				
v	x	p	o		t	b		d	n	f		w		g	s	a	h	y	i			
i	k	w	c	g	q	x	h		x	k	s	h		b	u	p	m	f	v			
t	a	y	r		d	f	e	n	x	k	s	h		b	u	p	m	f	v			
q	i	f	s		m	i	v		w		h	x	t	y			c	d				

5
.....

### Complexity of functions

comp(add) = n

~~comp(multiply) = n<sup>2</sup> [gradeschool]~~

comp(multiply) ≤ n(log n) [schoenhage-strassen]

Is there a better algorithm?

Is there no better Grade-school multiply algorithm

Main challenges of The

Only efficient algorithm

Efficient: n, n·logn, n<sup>2</sup>

Inefficient: 2<sup>n</sup>, 2<sup>√n</sup>, ...

## The class P


All problems having an efficient algorithm to *find* solutions  
(the galaxy of problems closest to us)

Are all practically interesting problems in P?

## Three problems

	Input	Output	Complexity
Factoring integers	1541 $2^{67}-1$	23 x67 ? x?	$\leq 2^{\sqrt{n}}$

Proving theorems	n+"Riemann Hypothesis"	n symbol proof	$\leq 2^n$
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Solving Sudoku			$\leq n^n$
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### Verification

	Input	Output	Complexity
$2^{67}-1 = 193707721 \times 761838257287$ ✓ Factoring integers	1541 $2^{67}-1$	23 x67 ??	$\leq 2^{\sqrt{n}}$

n+Poincare Conjecture  
n+Fermat's "Theorem"



n = 200 pages

✓ Proving theorems	n+"Riemann Hypothesis"	n symbol proof	$\leq 2^n$
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✓ Solving Sudoku			$\leq n^n$
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What is common to all 3 problems?

- All look currently intractable, even for moderate n (best algorithms exponential)

- Specific instances get solved!

- Easy verification of given solutions !!!

Cook & Levin  
~1971

## The class NP

All problems having efficient verification algorithms of given solutions

For every such problem, finding a solution (of length n) takes  $\leq 2^n$  steps: try all possible solutions & verify each.

Includes Factoring, Theorem-proving, Sudoku, many others

Can we do better than "brute force" ?

Do all NP problems have efficient algs ?

## P versus NP

**P:** Problems for which solutions can be efficiently *found*

**NP:** Problems for which solutions can be efficiently *verified*

**Fact:**  $P \subseteq NP$  [finding implies verification]

**Conjecture:**  $P \neq NP$  [finding is much harder than verification]

"P=NP?" is a central question of math, science, technology and beyond!!!

## what is in NP?

**Mathematician:** Given a statement, *find* a proof

**Scientist:** Given data on some phenomena, *find* a theory explaining it.

**Engineer:** Given constraints (size, weight, energy) *find* a design (bridge, medicine, phone)

In many intellectual challenges, *verifying* that we found a good solution is an easy task ! (if not, we probably wouldn't start looking)

If P=NP, these have fast, automatic *finder*

## How do we tackle P vs. NP?

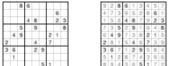
Break RSA, ruin E-commerce

	Input	Output	Complexity
Factoring integers	1541 $2^{67}-1$	23 x67 ??	$\leq 2^n$

Fame & glory \$6M from CLAY

	n+"Riemann theorems	n "Hypothesis"	n symbol proof	Complexity
Proving				$\leq 2^n$

Take out the fun of Doing these puzzles

	Solving SuDoku	Complexity
		$\leq n^n$

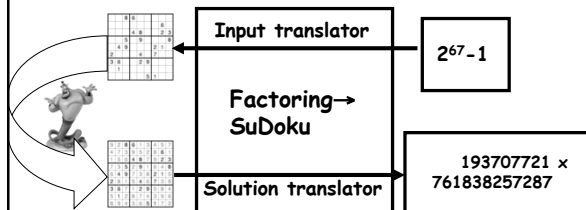
Let's choose the SuDoku solver

Pick any *one* of the three problems. I'll solve it on each input instantly. Choose, oh Master!

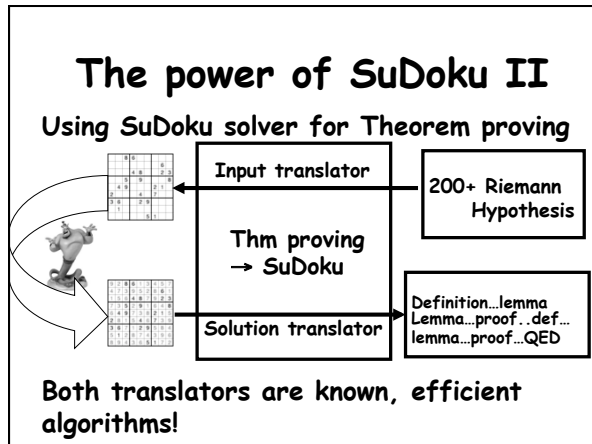


## The power of SuDoku I

Using SuDoku solver for Integer factoring




Both translators are known, efficient algorithms!




### "Reduction"

"If you give me a place to stand, I will move the earth."  
- Archimedes (~ 250BC)



"If you give me a polynomial-time algorithm for Sudoku, I will give you a polynomial-time algorithm for every NP problem." --- Cook, Levin (1971)



"Every NP problem is a Sudoku problem in disguise."

### Universality: NP-completeness

SuDoku solver can solve any NP problem

1971: NP-complete problems exist!

SAT is NP-complete: There is a "reduction" from any NP problem to SAT

NP-complete problems abound!

1972: 21 problems in logic, optimization, algebra

Today: ~3000 problems in all sciences, *equivalent*

$P=NP$  iff SuDoku has an efficient algorithm

### Universality: NP-completeness

NP-complete problems:

If one is easy, then all are!

If one is hard, then all are!

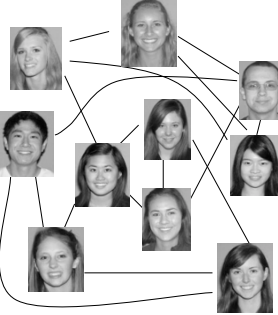
SuDoku, NP-complete

Thm proving: NP-complete

Integer factoring: we don't know

### CLIQUE Problem


- Social network
- Each node represents a student
- Two nodes connected by edge if those students are friends
- In this social network, is there a clique of  $k$  or more people?
- **CLIQUE**: Group of students, every pair of whom are friends
- What is a good algorithm for detecting the biggest clique?
- How does efficiency depend on network size and desired clique size?



**NP-complete!**

### Map Coloring

**Input:** planar map  $M$

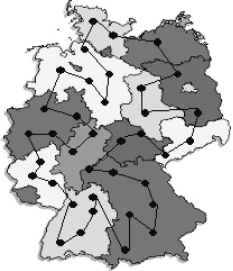


**4-COL:** is  $M$  4-colorable?  
**YES!**


**3-COL:** is  $M$  3-colorable?  
**Give me an algorithm. NP-complete!**

### Traveling Salesman Problem (aka UPS Truck problem)

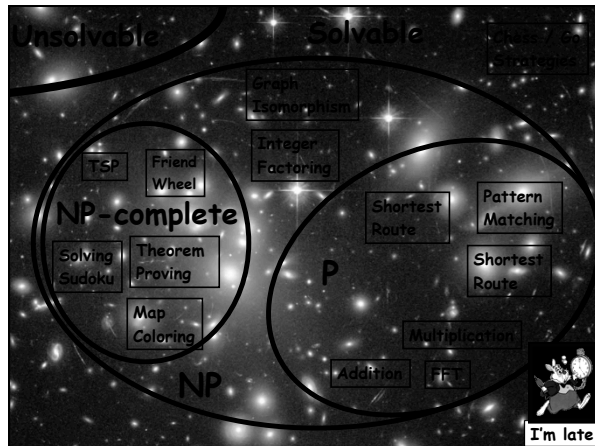
- Input:  $n$  points and all pairwise inter-point distances, and a distance  $k$
- Decide: is there a path that visits all the points ("salesman tour") whose total length is at most  $k$ ?
- **NP-complete!**



### Optimal Friend Wheel



- Input: list of your friends, together with information on which pairs of them are friends
- Decide: is there a way to lay them out on a circle so that the sum of distances between friends is at most  $B$ ?
- **NP-complete!**



### Why is P vs NP a million-dollar open problem?

- If  $P = NP$  then brilliance becomes routine (best schedule, best route, best design, best math proof, etc...) and no more ecommerce..
- If  $P \neq NP$  then we know something new and fundamental not just about computers but about the world (akin to "Nothing travels faster than light").