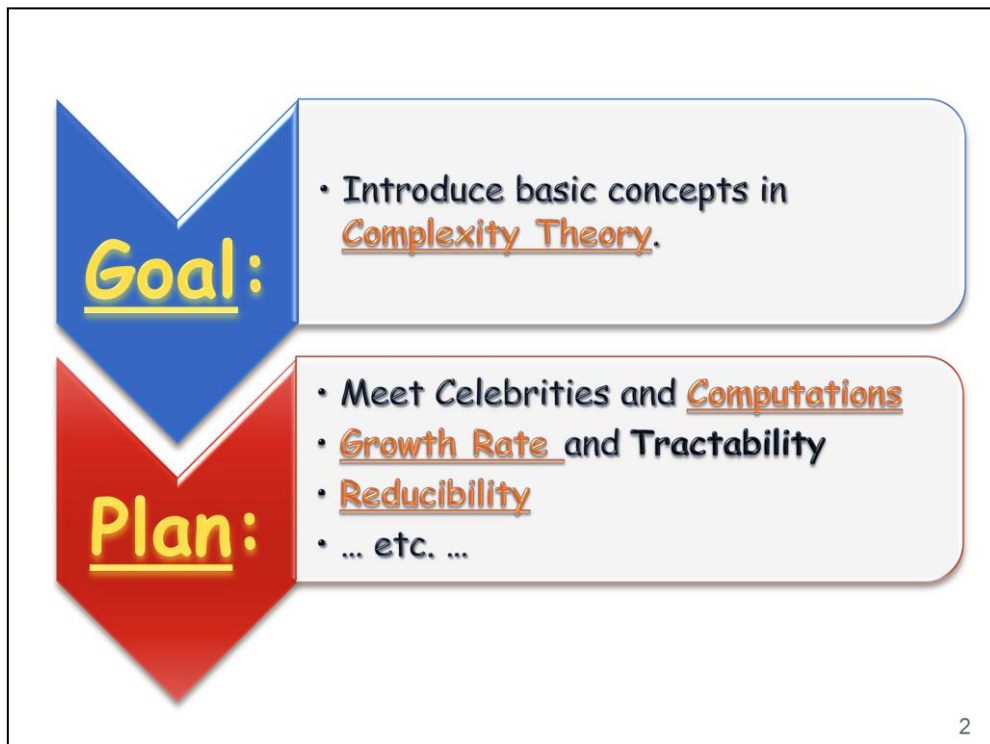


This course is about Complexity Theory,  
in which we categorize computational problems to various classes  
according to resources required for their solution.



This is the introductory lecture in which we will consider the basic motivations and methodology of the field.

## Drama At the Oscars

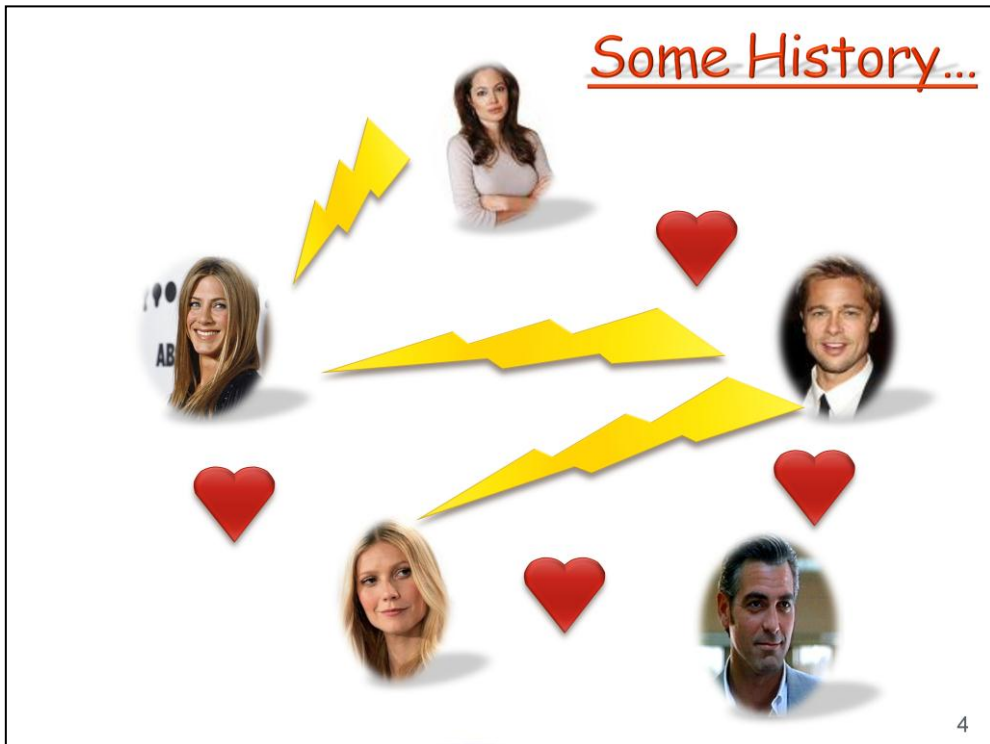
### Problem:

- seat all guests around a table, so people who sit next to each other get along.



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Say you're given a list of guests who are to attend an event, and the goal is to organize them so they get along with each other. You may use a computer for that purpose.



Here's an example:

Every two guests may or may not get along with each other.

## How Can a Catastrophe be Avoided?

					
		♥	♥	♥	⚡
	♥		♥	⚡	⚡
	♥	♥		♥	♥
	♥	⚡	♥		♥
	⚡	⚡	♥	♥	

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One can represent their relationship in a table,  
which is essentially a 0,1 matrix.



Here is one way to organize guests so that they get along.

The question is what could be an organized, algorithmic method is to find such a seating if it exists.

## Naive Algorithm

### Observation:

- Given a seating one can efficiently check if all guests get along with their neighbors

For each seating arrangement:  
Check if all guests are OK with neighbors  
Stop if a good arrangement is found

How much time would it take? (worse case)

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Here is an algorithm for this problem:

It is easy to check whether a seating arrangement is a good one!

One can go over them one by one and check for each if it is good.

## Naive Algorithm

For each *seating arrangement*:  
Check if all guests are OK with neighbors  
Stop if a good arrangement is found

How much time would it take? (worse case)

Guests	Steps
N	$(N-1)!$
5	24
15	871782912
100	$\approx 9 \cdot 10^{157}$

• say our computer is capable of  $10^{10}$  instructions per second, this will still take  $\approx 3 \cdot 10^{138}$  years!

Can you do better? <sup>8</sup>

How long would this process take?

It is a function of the number of guests.

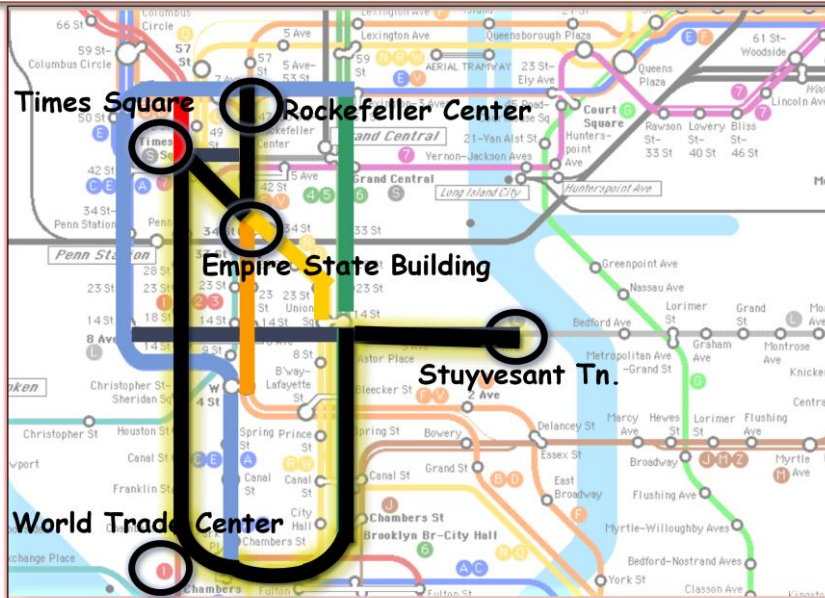
For a tiny number it may still be OK.

For anything but tiny number of guests,  
the number of possible seating arrangements is huge.



### Tour Problem

- Plan a trip that visits every location exactly once.



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Here is another problem:

Say you are given a list of locations you need to visit and a map indicating between which locations there is a direct connection.

## Naive Algorithm (Backtracking)

For each site

Try out all  
reachable sites  
not yet visited

***Backtrack***  
and retry

Repeat the  
process until  
stuck

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An algorithm for this problem would,  
in every step,  
go to the next connected location not yet visited.  
If none exists, backtrack your steps and go to a yet not visited  
location.

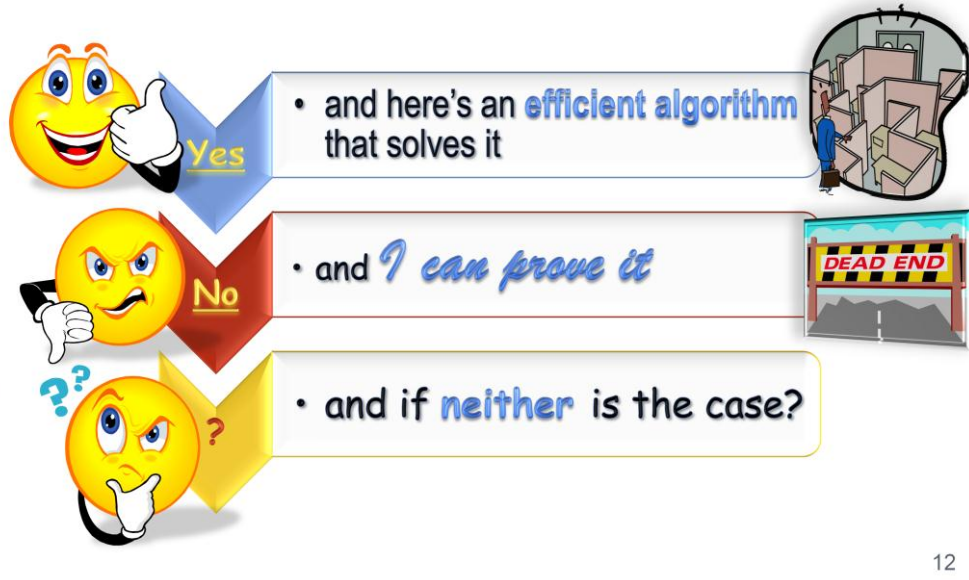
## How Much Time?

Sites	Steps
N	N!
5	120
15	1307674368000
100	$\approx 9 \cdot 10^{157}$

- On a computer that can check 10,000 options per second, this still takes 4 years!

The time it will take this algorithm to figure out whether a traversal exists is even longer than the previous one.

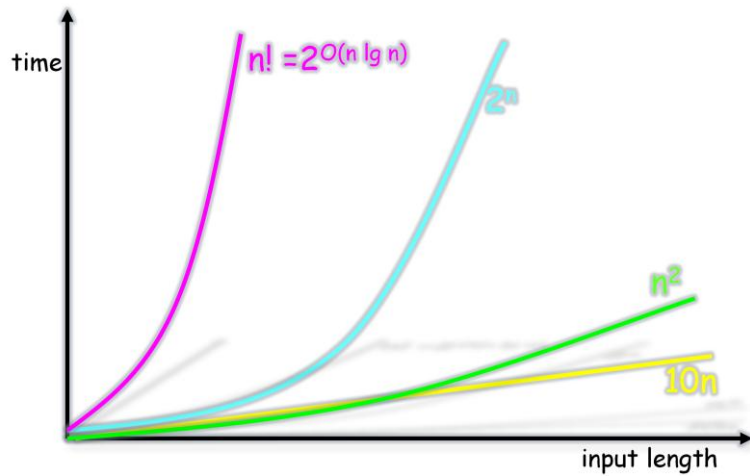
## Is a Problem Tractable?



This brings us to the most fundamental question one would like to know regarding a given computation problem:  
Can it be efficiently solved?

The problem is that there are almost no known techniques for proving that a given problem cannot be efficiently solved.

## Growth Rate: rough classification

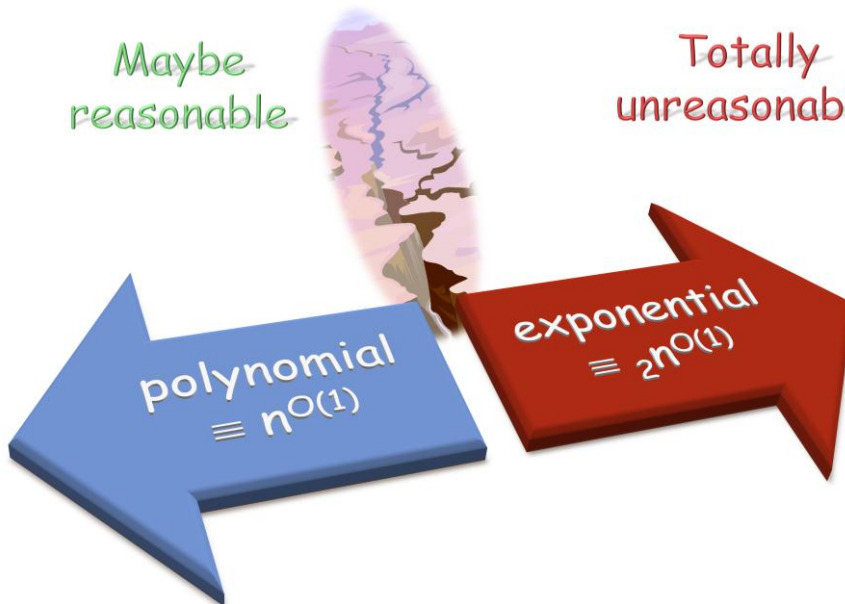


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It's quite clear that the time it takes to solve a given problem is expected to grow as the input size grows.

Some functions grow slowly as the input grows, while others blow up very quickly.

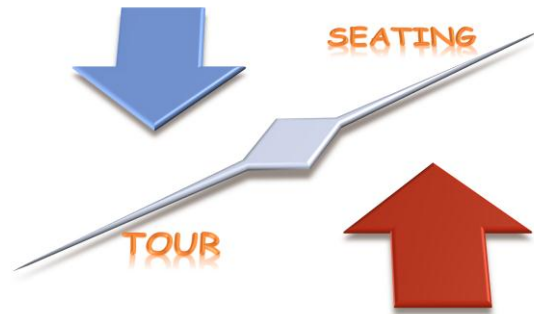
## Basic split in time-complexity



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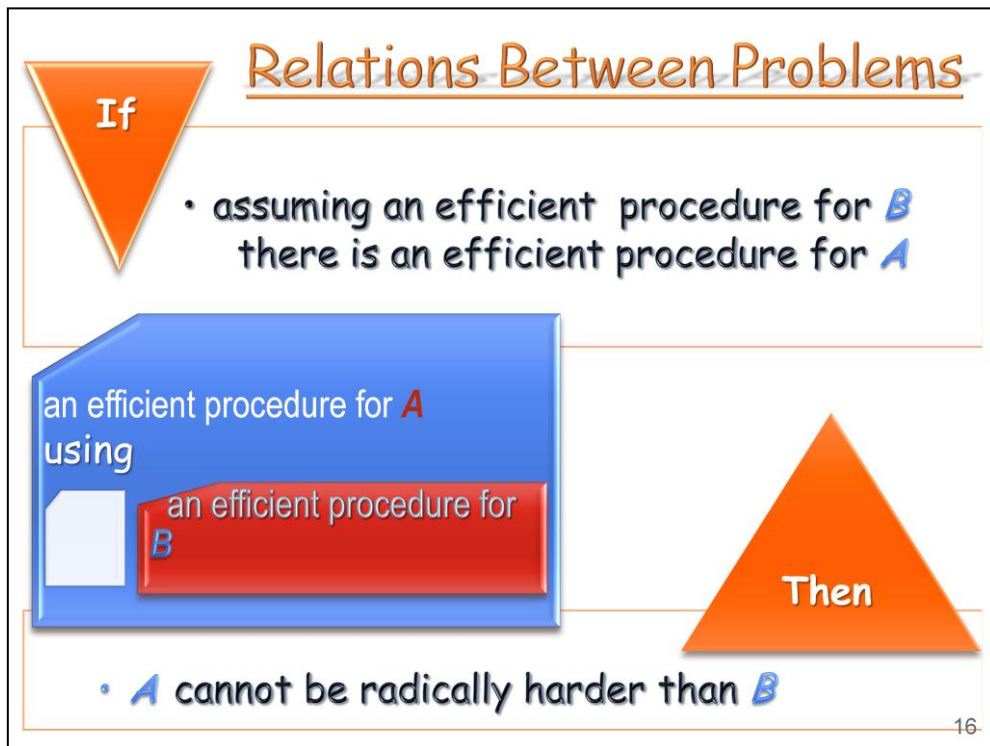
The most fundamental classification we would like to apply to any given computational problem is the distinction between problems whose growth rate in terms of time is *polynomial* Vs. problems whose growth rate is *exponential*.

## Which is Harder?



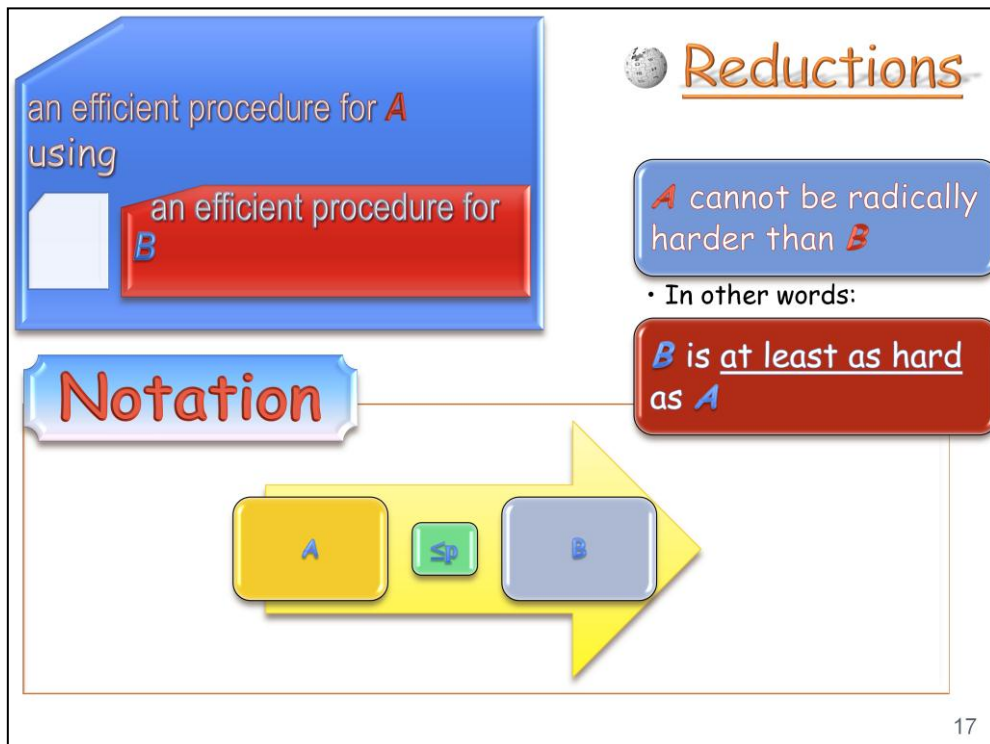
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Once we have established that the problem's complexity can be measured by a function of the time it takes to compute it for a given input size, we can compare between problems' complexity.



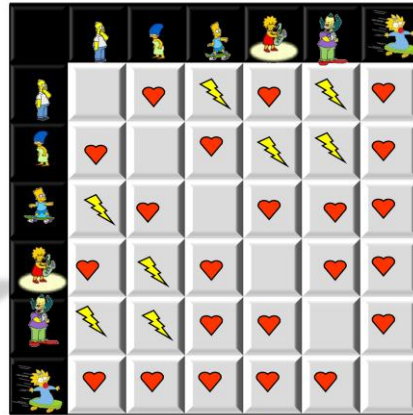
Assume that  
we can come up with a procedure for problem  $A$   
that calls on a procedure for a problem  $B$ ,  
so that if  $B$  has an efficient procedure  
then so does  $A$ ;  
it must then be the case that  
 $A$  is not much harder than  $B$ ,  
or alternatively that  
 $B$  cannot be much easier than  $A$ .





Here is how we denote such a notion:  
we refer to it as "*reduction*";  
the symbol we use to denote it is the "less than",  
while the letter  $P$  implies the reduction is efficient.

## Reduce Tour to Seating



Find someone who can seat next to everyone



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Here is a simple efficient reduction  
from the tour problem to the seating problem:  
think of every location as a guest  
and now add an additional guest  
that can be seated next to everyone.

## Reduce Tour to Seating

### Completeness:

- If there's a **tour**, there's a way to **seat** all the guests around the table.

### Soundness:

- If there's a **seating**, we can easily find a **tour path** (no tour, no seating).

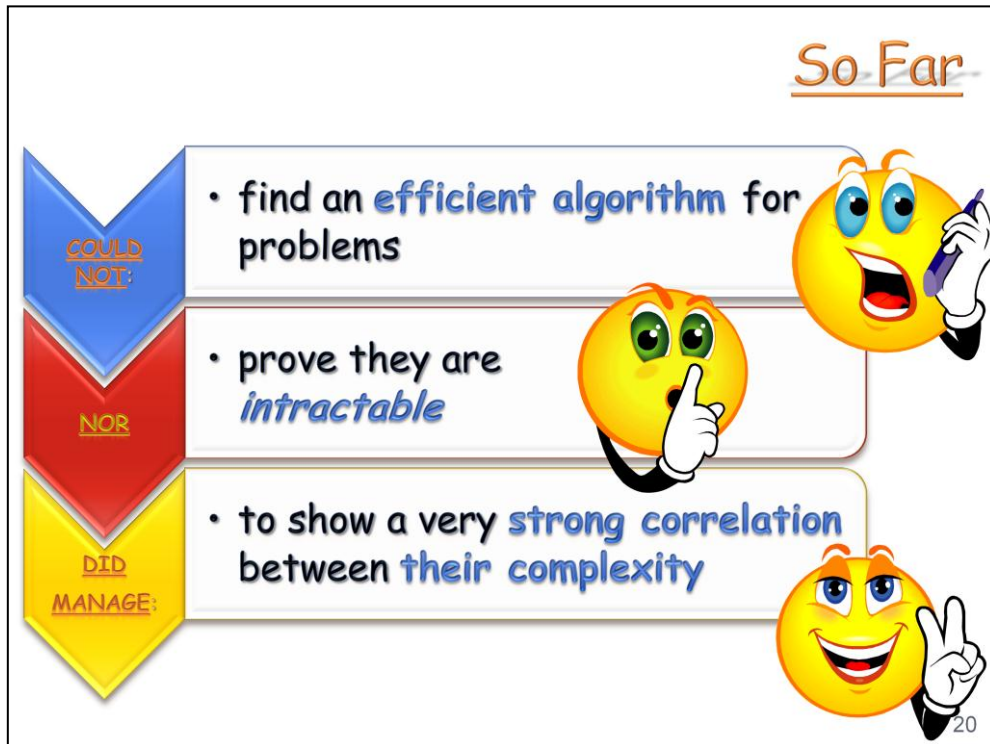
Q.E.D.

- seating is at least as hard as tour

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If there exists a tour,  
seat guests accordingly  
and seat the extra guest between the two ends of the tour.

The other side of the proof,  
is proved in the counter positive form:  
To prove that no tour implies no seating,  
we prove that a seating implies a tour.  
Given a seating, simply ignore the extra guest.



We have encountered some problems whose complexity is quite unclear, nevertheless, we have managed to show a relationship between their (unknown) complexities.



Interestingly,  
we can also reduce the  
**seating** problem to the  
**tour** problem.

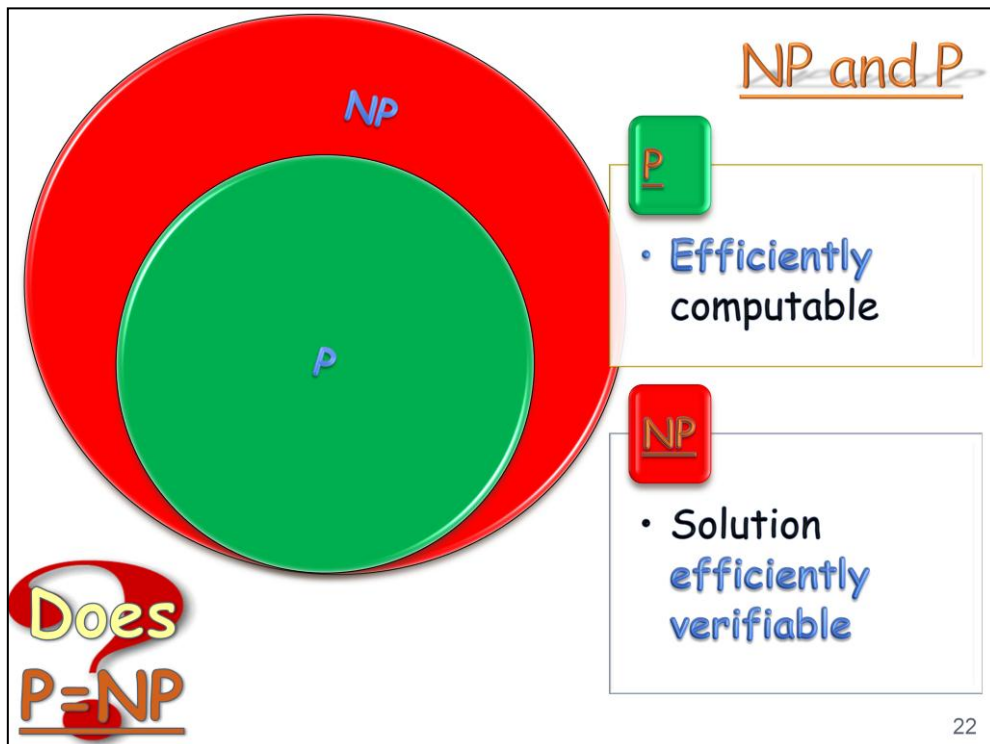


Furthermore,  
there is a whole class  
of problems, which can  
be **pair-wise efficiently**  
**reduced** to each other.

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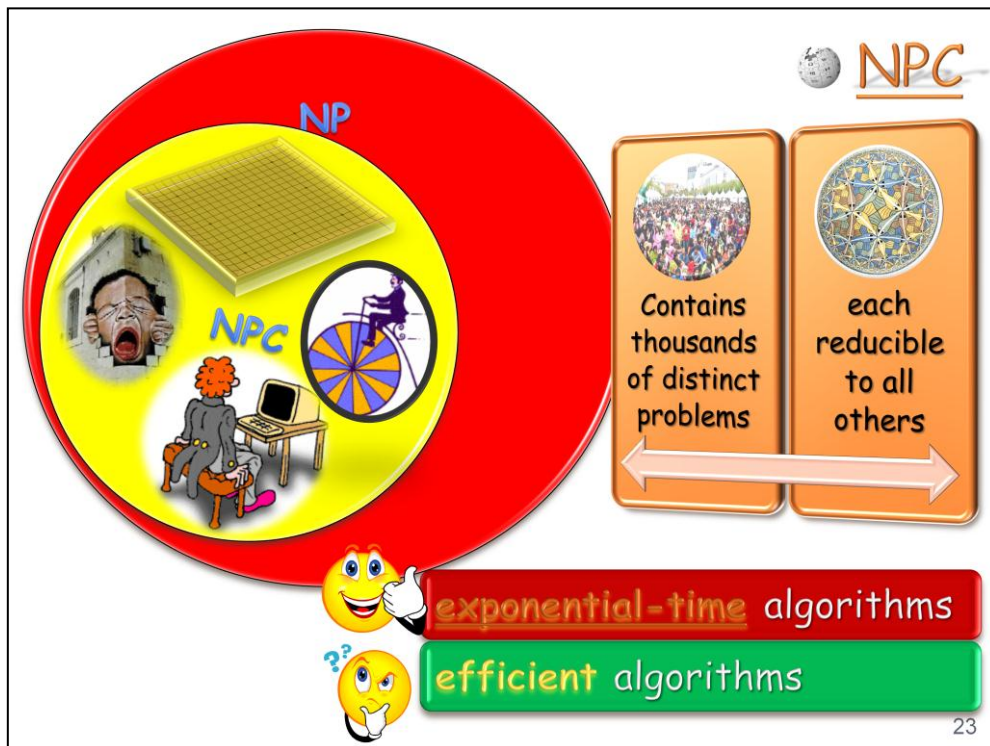
If we also show the reduction  
in the other direction,  
it would bound the complexity of the two  
to be roughly the same.

It turns out that there is the  
*class of problems*  
whose complexity is bound  
to the complexity of these two.



We can now informally introduce two important classes of computational problems: the class  $P$ , which consist of all problems that can be efficiently computed, and the class  $NP$ , for which finding a solution can be very difficult however checking the solution can be carried out efficiently.

The \$1,000,000 question is whether the two classes are in fact the same.



Within the class NP,  
we may consider the class of  
what seemingly are the hardest problems,  
whose complexities are all bound together:  
this class is referred to as NP-complete



## How can Complexity make you a Millionaire?

The "P vs. NP" question is the **most fundamental of CS**

Resolving it would bring you great honor...

... as well as significant fortune... [www.claymath.org/](http://www.claymath.org/)

Philosophically: if **P=NP**

- Human **ingenuity** is **redundant!**
- So would mathematicians be!!

Is **nature nondeterministic?**



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The P vs. NP problem  
is the most fundamental question of computer science,  
but it is also  
one of the most important open questions in mathematics.

It is also a very deep philosophical question,  
as if P is equal to NP  
most human activities considered creative  
may become mechanical.

It is also possible that some natural phenomena  
utilized so far in computers suffer this distinction,  
however, other natural phenomena may avoid this distinction.





## What's Ahead?

Next:

- we'll review basic questions explored through the course.

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Let us now briefly mention some other issues we will study in the course.

## Generalized Tour Problem

- Each segment of the tour problem now has a **cost**
- find a **least-costly** tour



We can generalize the tour problem assuming every direct connection has a price attached to it.

One would like to find the least expensive tour.

If that's impossible, one would be content with a tour that is not much more expensive than the least expensive one.

These types of problems are called *approximation problems*.



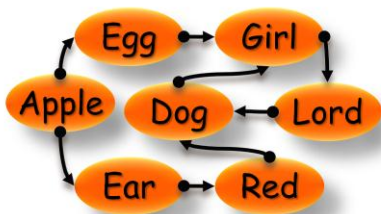
So far we've measured  
the complexity of problems  
only according to the time it takes for their computation.

We will consider other resources,  
in particular,  
the size of memory it takes to solve them.

## Games

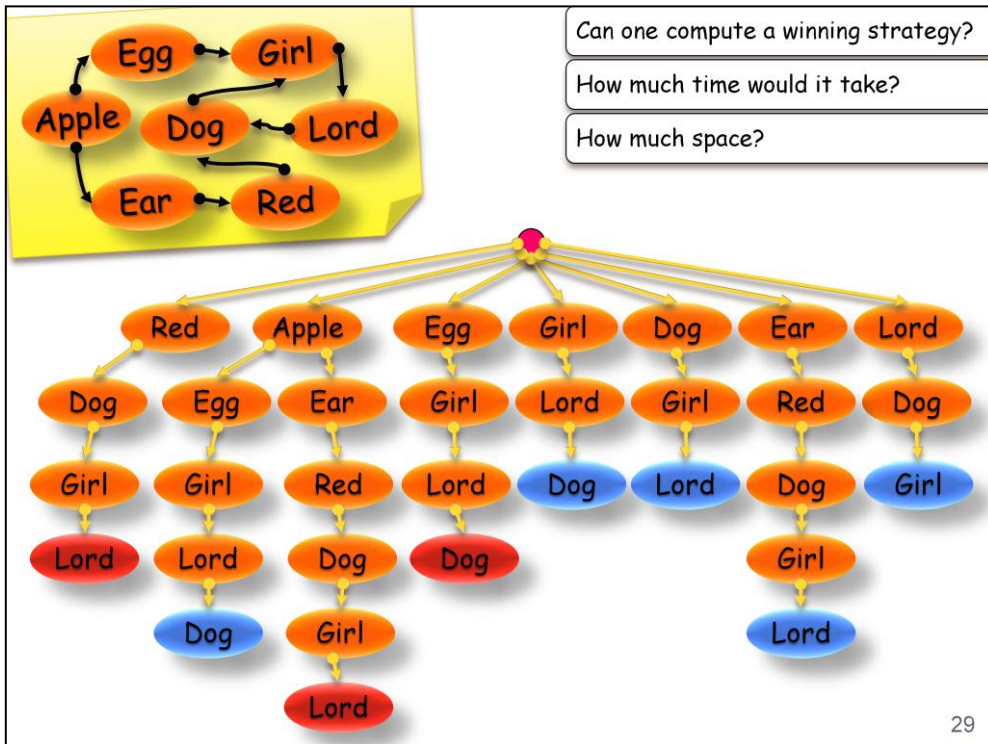
### Word Games:

Players take turns  
choose a word whose  
first letter matches  
other player's last



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Here's an interesting example:  
we're given the rules of  
a game between two players  
and are asked to decide  
which of the players wins.



One can solve such a problem by computing the game tree. The size of that tree however is potentially exponential in the number of steps it takes to get to the end of the game.

This is prohibitive!

Is there another way to solve this problem?

## Summary

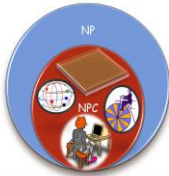


We have introduced two problems:

1. **Seating**  $\equiv$  HAMILTONIAN-CYCLE
2. **Tour**  $\equiv$  HAMILTONIAN-PATH



Unable to settle their **complexity**  
we, nevertheless, showed strong  
**correlations** between them





These problems are representatives of  
a large **class** of problems:

**NPC**

## Prognosis

Topics to be  
studied later:

- Approximation
- Space-bounded computations

<u>Complexity Theory</u>	<u>Computations</u>	<u>Completeness</u> 	<u>WWin</u> <u>Index</u>
<u>Hamiltonian Path</u>	<u>Growth Rate</u>	<u>Completeness</u> 	
<u>Reducibility</u>		<u>Soundness</u>	
<u>Complexity Classes</u>	<u>P</u>	<u>NP</u>	
<u>NPC</u>			
<u>Exponential Time</u>	<a href="http://www.claymath.org">www.claymath.org</a>	<u>Approximation</u>	