

P, NP, and Complete Problems

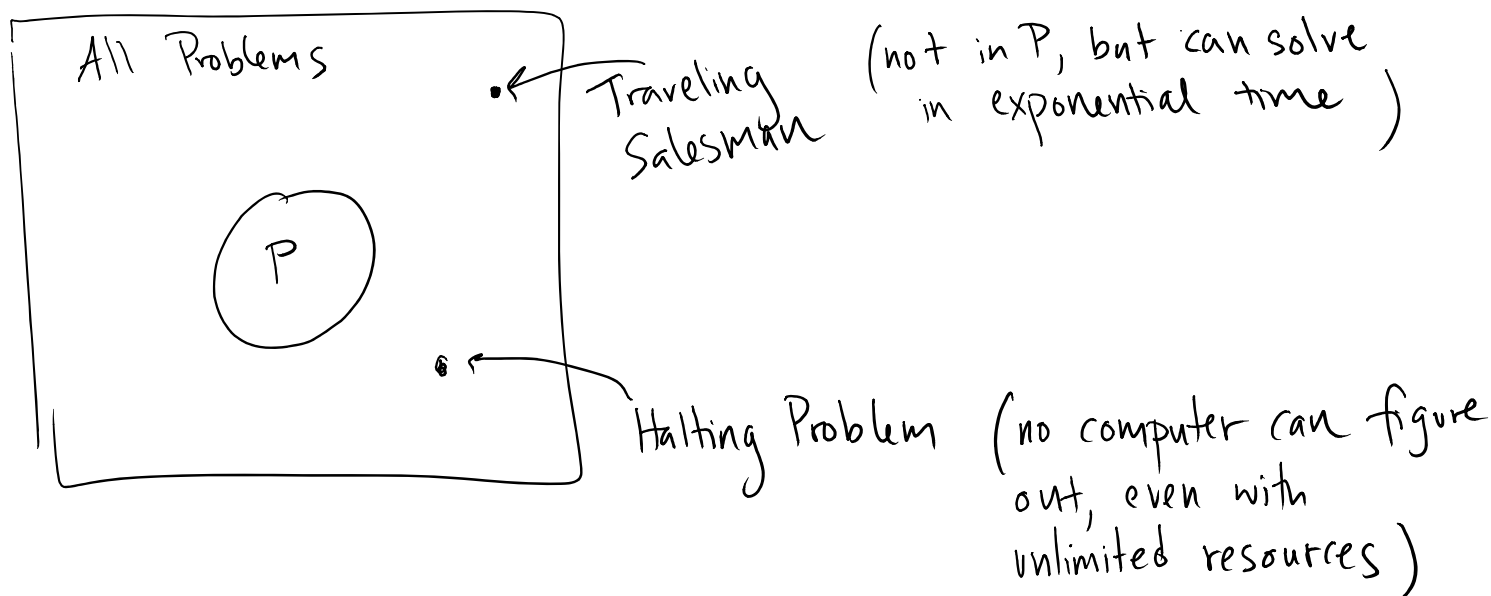
Focused on problems that can be solved efficiently.

(informal)
Polynomial
Time

P = problems that can be solved in $O(n^k)$ time, k a constant, if description of input is size n (bits)

$k=10^6$ not very efficient... but almost all problems in P actually have $k=1, 2, 3, 4$. (like most problems in class.)

e.g. Adjacency list: Size: $O((n+m) \log n)$ \Rightarrow graph alg runtime is $O(n+m)$, $O(nm)$, $O(n \log m)$



Motivates: Nondeterministic Polynomial Time

NP (informal) = set of problems where

- Solution is size $O(n^{k_1})$

- Can verify if solution is correct in $O(n^{k_2})$ time

If input is size n .

ex: Hamiltonian Path

Input: Adjacency List of directed, unweighted graph $G=(V,E)$; $s,t \in V$. $|V|=n, |E|=m$

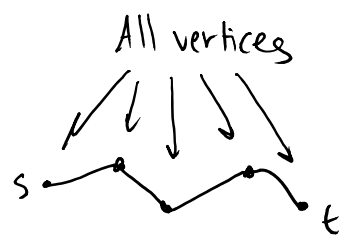
Output: If it exists, a path from s to t that goes through each vertex once.

DISCUSS: - What is size of solution:

$$(n-1) \cdot \log n$$

of vertices in path

vertex num



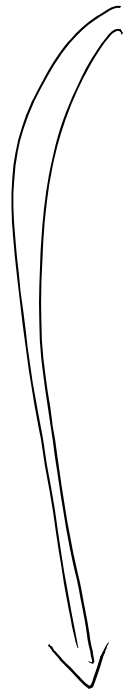
- What is time to verify

$$O(n^2)$$

- checking each edge is valid takes time $O(n)$
- need to do n times

$$+ O(n)$$

- maintain array of visited vertices to check all visited exactly once.



HAMPATH ∈ NP