

# Complexity Theory

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Based on slides by Jörg Kreiker

Lecture 1

**Introduction**

# Agenda

- **computational complexity** and two problems
- **your** background and expectations
- organization
- basic concepts
- teaser
- summary

# Computational Complexity

- quantifying the efficiency of computations
- not: computability, descriptive complexity, ...
- computation: computing a function  $f : \{0, 1\}^* \rightarrow \{0, 1\}^*$ 
  - everything else matter of encoding
  - model of computation?
- efficiency: how many resources used by computation
  - time: number of basic operations with respect to input size
  - space: memory usage

# Dinner Party

## Example (Dinner Party)

You want to throw a dinner party. You have a list of pairs of friends who **do not get along**. What is the **largest** party you can throw such that you do not invite any two who don't get along?

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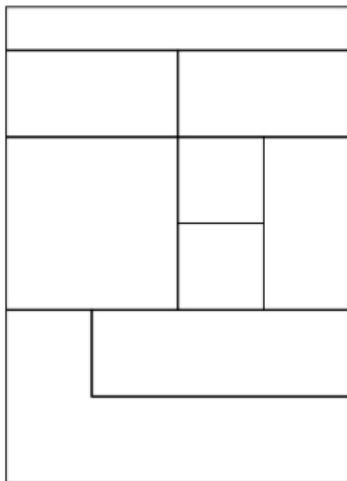
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- largest party?
- naive computation
  - check **all sets** of people for compatibility
  - number of subsets of  $n$  element set is  $2^n$
  - **intractable**
- can we do better?
- observation: for a **given set** compatibility **checking** is easy

# Map Coloring

## Example (Map Coloring)

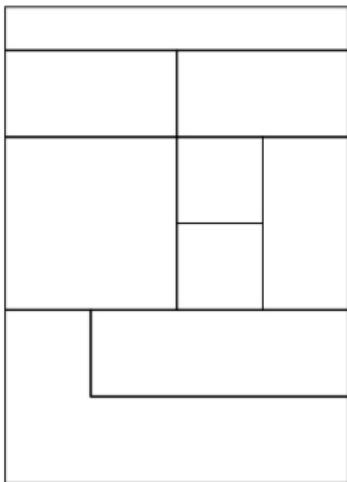
Can you color a map with **three different** colors, such that no pair of adjacent countries has the same color. Countries are adjacent if they have a non-zero length, shared border.



# Map Coloring

## Example (Map Coloring)

Can you color a map with **three different** colors, such that no pair of adjacent countries has the same color. Countries are adjacent if they have a non-zero length, shared border.



- naive algorithm: try **all colorings** and check
- number of 3-colorings for  $n$  countries:  $3^n$
- can we do better?
- observation: for a **given coloring** compatibility **checking** is easy

## What about you?

- What do you expect?
- What do you already know about complexity?
- behavior in class?
- code of conduct?
- immediate feedback

# Organization

- lecture in **English**
- course website:  
<http://www7.in.tum.de/um/courses/complexity/SS16/>
- two lectures per week
  - Tuesdays, 14.00–16.00, 02.13.010
  - Wednesdays, 8.00–10.00, 02.13.010
- **tutorial**: Mondays, 10.00-12.00, 03.09.014 starting **next week**
- tutor: **Christopher Broadbent**
- **weekly** exercise sheets, **not mandatory**

# Literature

- lecture based on **Computational Complexity: A Modern Approach** by **Sanjeev Arora** and **Boaz Barak**
- book website:  
<http://www.cs.princeton.edu/theory/complexity/>
- useful links plus freely available draft
- lecture is **self-contained**
- more recommended reading on course website

# Assessment

- written or oral exam, depending on number of students
- 10x10-tests
  - app. 10 times, we will have a 10 minute mini test
  - happens during lectures, un-announced, covers 2-4 lectures
  - self-assessment and feedback to us
  - if  $C$  is ratio of correct answers, exam bonus computed by

$$\frac{[5C - 1]}{2}$$

- in case of a written exam, grading is according to the table below

$\Sigma$ Points	Grade	$\Sigma$ Points	Grade
[0, 5)	5,0	(26, 28]	2,7
[5, 11)	4,7	(28, 30]	2,3
[11, 17)	4,3	(30, 32]	2,0
[17, 19]	4,0	(32, 34]	1,7
(19, 22]	3,7	(34, 36]	1,3
(22, 24]	3,3	(36, 40]	1,0
(24, 26]	3,0		

# Agenda

- computational complexity and two problems ✓
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# Prerequisites

- sets, relations, functions
- formal languages
- Turing machines
- graphs and algorithms on graphs
- little probability theory
- Landau symbols

# Landau symbols

- characterize **asymptotic** behavior of functions (on integers, reals)
- ignore **constant** factors
- useful to talk about **resource usage**

# Landau symbols

- characterize **asymptotic** behavior of functions (on integers, reals)
- ignore **constant** factors
- useful to talk about **resource usage**
- **upper bound**:  $f \in O(g)$  defined by  
 $\exists c > 0. \exists n_0 > 0. \forall n > n_0. f(n) \leq c \cdot g(n)$
- **dominated by**:  $f \in o(g)$  defined by  $\forall \varepsilon > 0. \exists n_0 > 0. \forall n > n_0. \frac{f(n)}{g(n)} < \varepsilon$
- **lower bound**:  $f \in \Omega(g)$  iff  $g \in O(f)$
- **tight bound**:  $f \in \Theta(g)$  iff  $f \in O(g)$  and  $f \in \Omega(g)$
- **dominating**:  $f \in \omega(g)$  iff  $g \in o(f)$

# Intractability

POLYNOMIAL

versus

EXPONENTIAL

- computations using exponential time or space intractable for all but the smallest inputs
- for a map with 200 countries: app.  $2.66 \cdot 10^{95}$  3-colorings
- atoms in the universe (wikipedia):  $8 \cdot 10^{80}$
- computational complexity: tractable vs. intractable
- tractable: problems with runtimes  $\bigcup_{p>0} O(n^p)$
- intractable: problems with runtimes  $O(2^n)$
- independent of hardware

## What about our examples?

- dinner party problem tractable?
- map coloring problem tractable?
- lower bounds on time/space consumption
- upper bounds on time/space consumption
- which is harder?

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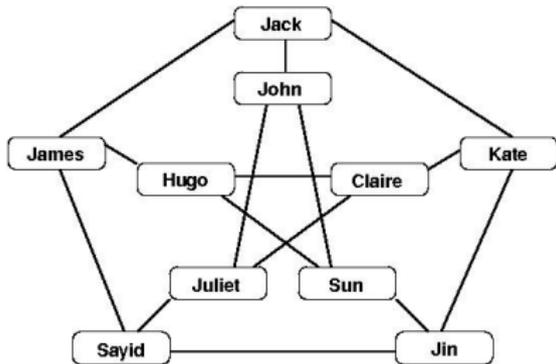
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- really a **graph problem**
- each person a node, each relation an edge
- find a maximal set of nodes, such that **no two nodes are adjacent**

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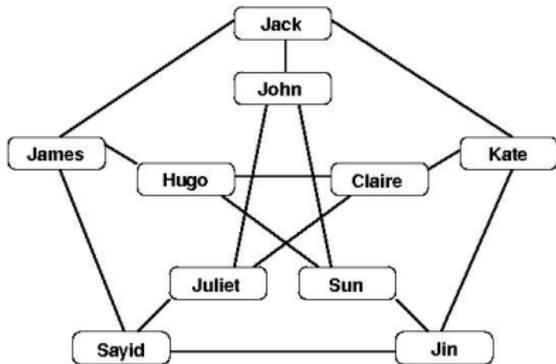
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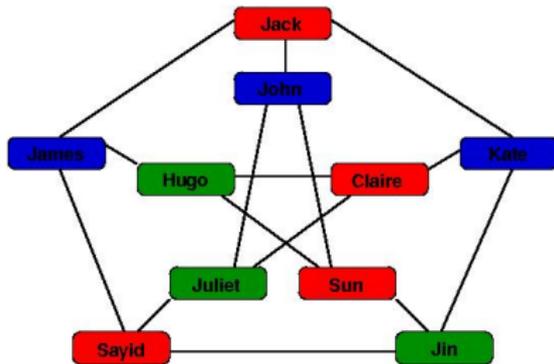
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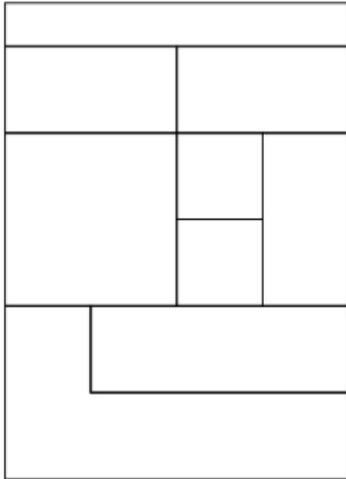
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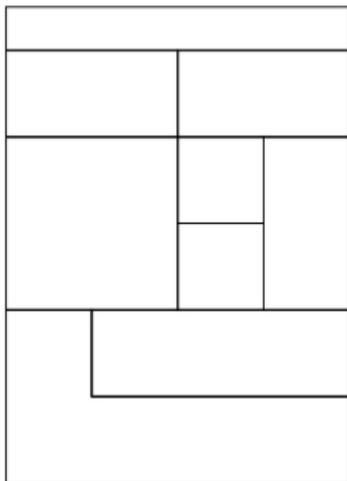


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- here: maximal independent set of **size 4**

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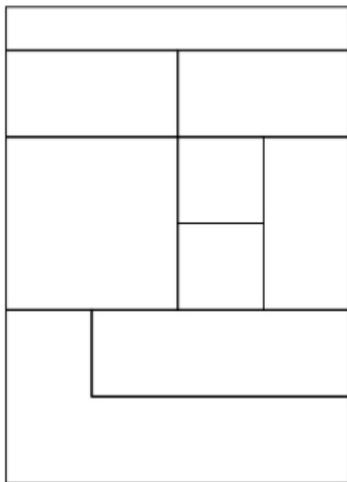


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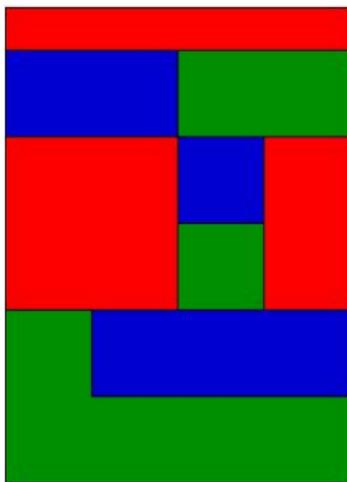
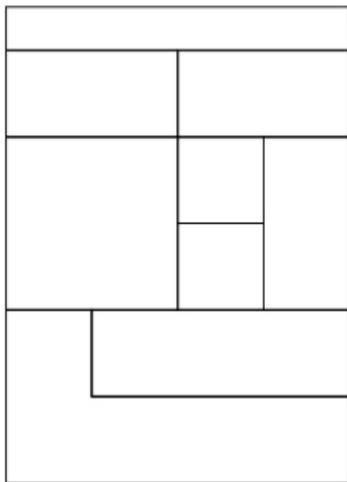
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- **probably not tractable**, no algorithm better than naive one known
- here: answer is **yes**

# Bounds

- upper bounds
  - time (naive algorithm):  $O(2^n)$  for  $n$  persons/countries
  - space (naive algorithm):  $O(n^p)$  for  $n$  persons/countries and a small  $p$

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- lower bounds
  - very little known
  - difficult because of infinitely many algorithms
  - both problems could have a linear time and a logarithmic space algorithm
  - but not simultaneously

## Which is harder?

- instead of **tight bounds** say which problem **is harder**
- $\Rightarrow$  **reductions**

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- IF**
- there is an **efficient** procedure for problem **A** and
  - and an **efficient** procedure for **B** **using** the procedure for **A**

**THEN** **B** cannot be **radically harder** than **A**

**notation:**  $B \leq A$

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- **triplicate** the original graph  $(V, E)$  into  $(V \times \{1, 2, 3\}, E')$  where

$$E' = \{((v, i), (w, i)) \mid (v, w) \in E, i \in \{1, 2, 3\}\} \cup \\ \{((v, i), (v, j)) \mid v \in V, i \neq j \in \{1, 2, 3\}\}$$

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Need to ensure: procedure returns **yes** if and only if the graph is 3-colorable.

# Polynomial certificates: NP

- whole class of problems can be reduced to Indset
- all of them have polynomially checkable certificates
- characterizes (in)famous class NP
- all problems in NP reducible to Indset makes Indset NP-hard.
- 3-Coloring also NP-hard
- no polynomial-time algorithms known for NP-hard problems
- not all problems have polynomial certificates, e.g. winning strategy in chess

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## Lots of things to explore

- precise definition of **computational model** and **resources**
- problems with polynomial time checkable certificates
- space classes
- approximations
- hierarchies (polynomial, time/space tradeoffs)
- randomization
- parallelism
- average case complexities
- probabilistically checkable proofs
- (quantum computing)
- (logical characterizations of complexity classes)
- a bag of proof techniques

# What have we learnt?

- polynomial ~ tractable; exponential ~ intractable
- lower bounds hard to come by
- reductions key to establish relations among (classes of problems)
- NP: polynomially checkable certificates
- Indset  $\in$  NP, 3-Coloring  $\in$  NP