Many Problem

Assignment problem

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The assignment problem is a fundamental combinatorial optimization problem. In its most general form, the problem is as follows:

The problem instance has a number of agents and a number of tasks. Any agent can be assigned to perform any task, incurring some cost that may vary depending on the agent-task assignment. It is required to perform as many tasks as possible by assigning at most one agent to each task and at most one task to each agent, in such a way that the total cost of the assignment is minimized.

Alternatively, describing the problem using graph theory:

The assignment problem consists of finding, in a weighted bipartite graph, a matching of maximum size, in which the sum of weights of the edges is minimum.

If the numbers of agents and tasks are equal, then the problem is called balanced assignment, and the graph-theoretic version is called minimum-cost perfect matching. Otherwise, it is called unbalanced assignment.

If the total cost of the assignment for all tasks is equal to the sum of the costs for each agent (or the sum of the costs for each task, which is the same thing in this case), then the problem is called linear assignment. Commonly, when speaking of the assignment problem without any additional qualification, then the linear balanced assignment problem is meant.

Many-body problem

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N-body problem

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In physics, the n-body problem is the problem of predicting the individual motions of a group of celestial objects interacting with each other gravitationally. Solving this problem has been motivated by the desire to understand the motions of the Sun, Moon, planets, and visible stars. In the 20th century, understanding the dynamics of globular cluster star systems became an important n-body problem. The n-body problem in general relativity is considerably more difficult to solve due to additional factors like time and space distortions.

The classical physical problem can be informally stated as the following:

Given the quasi-steady orbital properties (instantaneous position, velocity and time) of a group of celestial bodies, predict their interactive forces; and consequently, predict their true orbital motions for all future

times.

The two-body problem has been completely solved and is discussed below, as well as the famous restricted three-body problem.

Problem of universals

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The problem of universals is an ancient question from metaphysics that has inspired a range of philosophical topics and disputes: "Should the properties an object has in common with other objects, such as color and shape, be considered to exist beyond those objects? And if a property exists separately from objects, what is the nature of that existence?"

The problem of universals relates to various inquiries closely related to metaphysics, logic, and epistemology, as far back as Plato and Aristotle, in efforts to define the mental connections humans make when understanding a property such as shape or color to be the same in nonidentical objects.

Universals are qualities or relations found in two or more entities. As an example, if all cup holders are circular in some way, circularity may be considered a universal property of cup holders. Further, if two daughters can be considered female offspring of Frank, the qualities of being female, offspring, and of Frank, are universal properties of the two daughters. Many properties can be universal: being human, red, male or female, liquid or solid, big or small, etc.

Philosophers agree that human beings can talk and think about universals, but disagree on whether universals exist in reality beyond mere thought and speech.

Travelling salesman problem

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In the theory of computational complexity, the travelling salesman problem (TSP) asks the following question: "Given a list of cities and the distances between each pair of cities, what is the shortest possible route that visits each city exactly once and returns to the origin city?" It is an NP-hard problem in combinatorial optimization, important in theoretical computer science and operations research.

The travelling purchaser problem, the vehicle routing problem and the ring star problem are three generalizations of TSP.

The decision version of the TSP (where given a length L, the task is to decide whether the graph has a tour whose length is at most L) belongs to the class of NP-complete problems. Thus, it is possible that the worst-case running time for any algorithm for the TSP increases superpolynomially (but no more than exponentially) with the number of cities.

The problem was first formulated in 1930 and is one of the most intensively studied problems in optimization. It is used as a benchmark for many optimization methods. Even though the problem is computationally difficult, many heuristics and exact algorithms are known, so that some instances with tens of thousands of cities can be solved completely, and even problems with millions of cities can be approximated within a small fraction of 1%.

The TSP has several applications even in its purest formulation, such as planning, logistics, and the manufacture of microchips. Slightly modified, it appears as a sub-problem in many areas, such as DNA

sequencing. In these applications, the concept city represents, for example, customers, soldering points, or DNA fragments, and the concept distance represents travelling times or cost, or a similarity measure between DNA fragments. The TSP also appears in astronomy, as astronomers observing many sources want to minimize the time spent moving the telescope between the sources; in such problems, the TSP can be embedded inside an optimal control problem. In many applications, additional constraints such as limited resources or time windows may be imposed.

Fermi problem

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A Fermi problem (or Fermi question, Fermi quiz), also known as an order-of-magnitude problem, is an estimation problem in physics or engineering education, designed to teach dimensional analysis or approximation of extreme scientific calculations. Fermi problems are usually back-of-the-envelope calculations. Fermi problems typically involve making justified guesses about quantities and their variance or lower and upper bounds. In some cases, order-of-magnitude estimates can also be derived using dimensional analysis. A Fermi estimate (or order-of-magnitude estimate, order estimation) is an estimate of an extreme scientific calculation.

List of NP-complete problems

thousands of such problems known, this list is in no way comprehensive. Many problems of this type can be found in Garey & Johnson (1979). Graphs occur frequently

This is a list of some of the more commonly known problems that are NP-complete when expressed as decision problems. As there are thousands of such problems known, this list is in no way comprehensive. Many problems of this type can be found in Garey & Johnson (1979).

List of unsolved problems in mathematics

Many mathematical problems have been stated but not yet solved. These problems come from many areas of mathematics, such as theoretical physics, computer

Many mathematical problems have been stated but not yet solved. These problems come from many areas of mathematics, such as theoretical physics, computer science, algebra, analysis, combinatorics, algebraic, differential, discrete and Euclidean geometries, graph theory, group theory, model theory, number theory, set theory, Ramsey theory, dynamical systems, and partial differential equations. Some problems belong to more than one discipline and are studied using techniques from different areas. Prizes are often awarded for the solution to a long-standing problem, and some lists of unsolved problems, such as the Millennium Prize Problems, receive considerable attention.

This list is a composite of notable unsolved problems mentioned in previously published lists, including but not limited to lists considered authoritative, and the problems listed here vary widely in both difficulty and importance.

P versus NP problem

Unsolved problem in computer science If the solution to a problem can be checked in polynomial time, must the problem be solvable in polynomial time? More

The P versus NP problem is a major unsolved problem in theoretical computer science. Informally, it asks whether every problem whose solution can be quickly verified can also be quickly solved.

Here, "quickly" means an algorithm exists that solves the task and runs in polynomial time (as opposed to, say, exponential time), meaning the task completion time is bounded above by a polynomial function on the size of the input to the algorithm. The general class of questions that some algorithm can answer in polynomial time is "P" or "class P". For some questions, there is no known way to find an answer quickly, but if provided with an answer, it can be verified quickly. The class of questions where an answer can be verified in polynomial time is "NP", standing for "nondeterministic polynomial time".

An answer to the P versus NP question would determine whether problems that can be verified in polynomial time can also be solved in polynomial time. If P ? NP, which is widely believed, it would mean that there are problems in NP that are harder to compute than to verify: they could not be solved in polynomial time, but the answer could be verified in polynomial time.

The problem has been called the most important open problem in computer science. Aside from being an important problem in computational theory, a proof either way would have profound implications for mathematics, cryptography, algorithm research, artificial intelligence, game theory, multimedia processing, philosophy, economics and many other fields.

It is one of the seven Millennium Prize Problems selected by the Clay Mathematics Institute, each of which carries a US$1,000,000 prize for the first correct solution.

Problem solving

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Problem solving is the process of achieving a goal by overcoming obstacles, a frequent part of most activities. Problems in need of solutions range from simple personal tasks (e.g. how to turn on an appliance) to complex issues in business and technical fields. The former is an example of simple problem solving (SPS) addressing one issue, whereas the latter is complex problem solving (CPS) with multiple interrelated obstacles. Another classification of problem-solving tasks is into well-defined problems with specific obstacles and goals, and ill-defined problems in which the current situation is troublesome but it is not clear what kind of resolution to aim for. Similarly, one may distinguish formal or fact-based problems requiring psychometric intelligence, versus socio-emotional problems which depend on the changeable emotions of individuals or groups, such as tactful behavior, fashion, or gift choices.

Solutions require sufficient resources and knowledge to attain the goal. Professionals such as lawyers, doctors, programmers, and consultants are largely problem solvers for issues that require technical skills and knowledge beyond general competence. Many businesses have found profitable markets by recognizing a problem and creating a solution: the more widespread and inconvenient the problem, the greater the opportunity to develop a scalable solution.

There are many specialized problem-solving techniques and methods in fields such as science, engineering, business, medicine, mathematics, computer science, philosophy, and social organization. The mental techniques to identify, analyze, and solve problems are studied in psychology and cognitive sciences. Also widely researched are the mental obstacles that prevent people from finding solutions; problem-solving impediments include confirmation bias, mental set, and functional fixedness.

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Many Problem