

$P \subseteq \text{NP} \subseteq \text{PSPACE}$
 puzzles 2 player games

$\hookrightarrow \text{PSPACE completeness}$
 TQBF^*

2-player perfect info. game:

Players alternate their turns, i.e. P1 then P2 then P1...

Game board is equally visible to both.

Is there a winning strategy for a player?

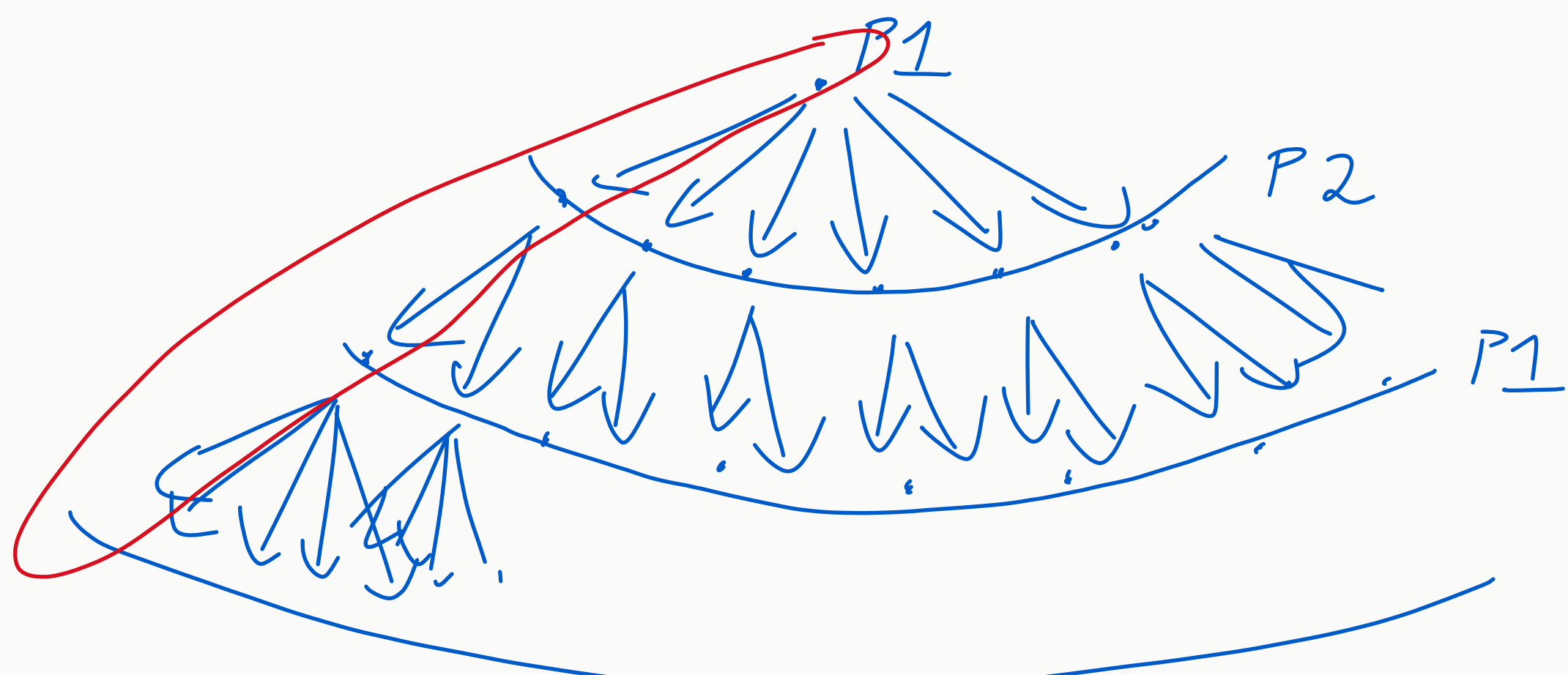
1-player game:

e.g. Sudoku:

winning strategy? polynomial length certificate

\hookrightarrow solved Sudoku board

Chess: winning strategy for P1?



the winning strategy appears exponential in length

QBF: Suppose there are 2 players, E and A

such that E makes the first move, and no matter what move A makes, E can make another move.

Ultimately E wins by making a move that leaves no more moves for A.

i.e. $\exists x_1, \forall x_2, \exists x_3, \forall x_4, \dots \phi$ is true

\iff Player E has a winning strategy

2 player games:

- QBF Game \leftarrow Alternating quantifiers
- TQBF \leftarrow Equivalent computationally
- \leftarrow No condition on quantifier

$\text{TQBF} \leq_p \text{QBF-Game}$

$\xrightarrow{\psi \in \text{TQBF}} f(\psi) \in \text{QBF-Game}$

\hookrightarrow Hence PSPACE-complete

2-player Game $\xrightarrow{P \geq}$ QBF-Game

$P \subseteq \text{NP} \subseteq \text{PSPACE}$

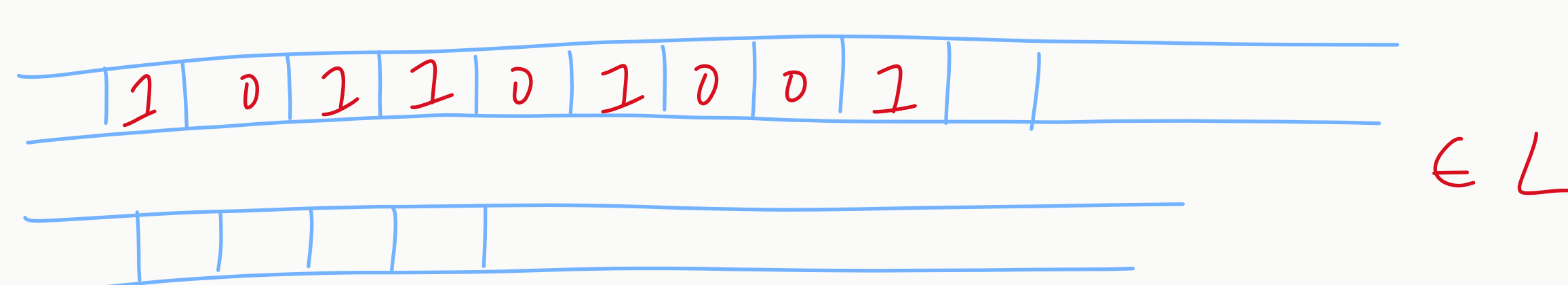
$3\text{SAT} \in \text{LSPACE} = \text{SPACE}(n)$
 \hookrightarrow certificate \rightarrow amount of space

$L \subseteq \text{NL} \subseteq P \subseteq \text{NP} \subseteq \text{PSPACE}$

$L = \text{SPACE}(\log n)$ Sublinear

$\text{NL} = \text{NSPACE}(\log n)$

Even = $\{n; n \text{ has an even number of ones}\}$



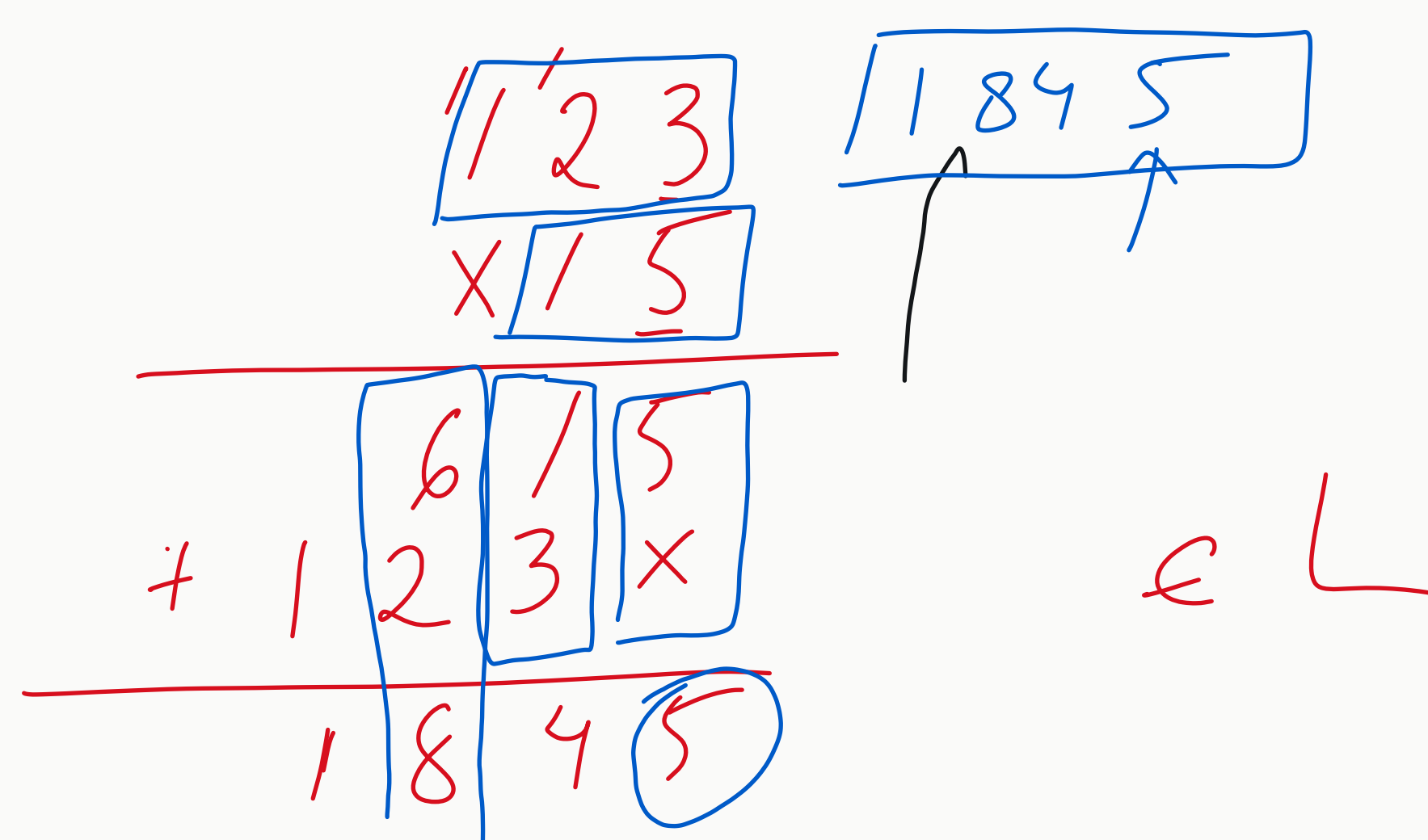
$\text{MULT} = \{(n, m, nm) \mid n, m \in \mathbb{N}\} \in L$

def is_mult(n, m, nm):
 return (n * m == nm)

① write n on the tape,
 then add n to it,
 then add n to it.

until n is added m times.
 check whether this number is equal to nm

$n = \log$ $m = \log$ $nm = \log$
 linear space



$L \subseteq P$ $\text{SPACE}(f) \subseteq \text{TIME}(2^{O(f)})$
 $L \subseteq \text{NL}$ configuration graph

$\text{PATH} = \{(G, s, t) : \text{Graph } G \text{ has a path from } s \text{ to } t\}$
 $\in \text{NL}$

* Non-deterministically follow all paths that start from s. If any path reaches t, accept.

