

# Complexity

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Time

Time Complexity

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NP

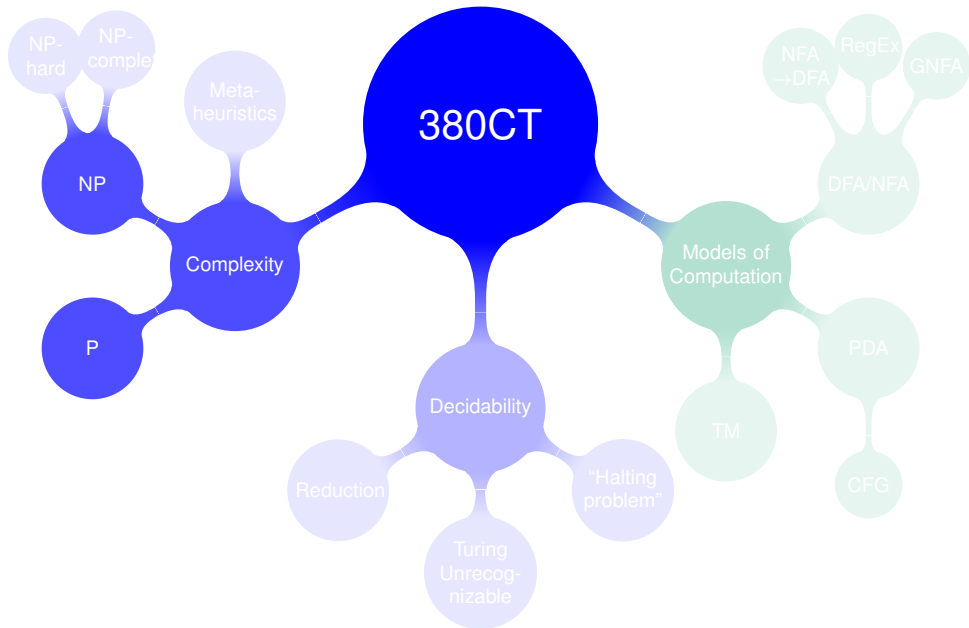
Solution vs

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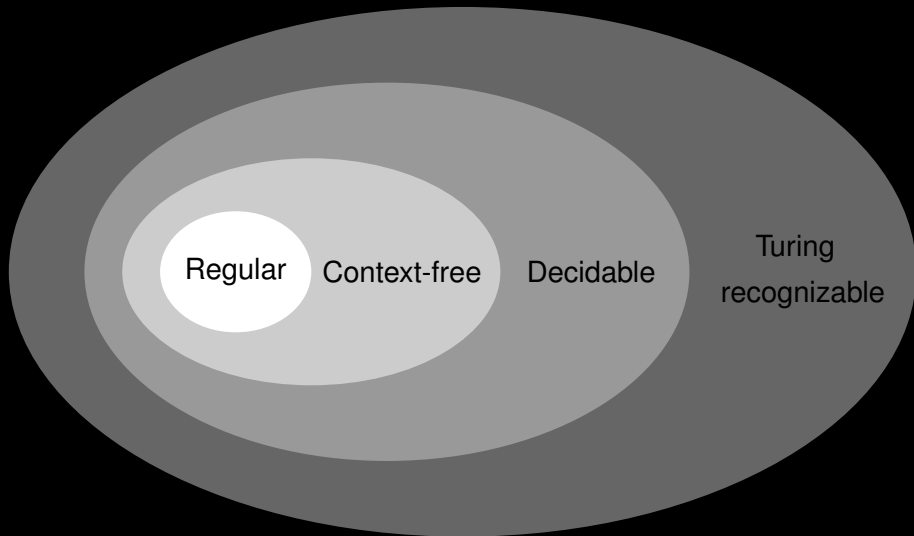
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# The “computation universe” discovered so far...

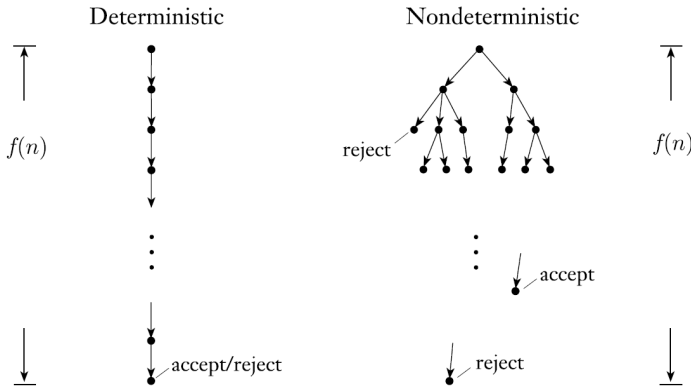


- Being **decidable** means that an **algorithm** exists to decide the problem.
- However, the algorithm may still be *practically* ineffective because of its **time** and/or **space** cost.

# Running time / Time complexity

The **running time** or **time complexity** of a TM that always halts is the maximum number of steps  $f(n)$  that it makes on any input of length  $n$ .  
For nondeterministic TMs consider **all the branches** of its computation.

We say that it runs in time  $f(n)$ ; and that it is an  $f(n)$ -time TM.



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# Reminder – Big-O notation cheat-sheet

- Constant  $O(1)$
- Polynomial  $O(n), O(n^2), \dots, O(n^k), \dots$
- Exponential  $O(2^n), O(3^n), \dots, O(b^n), \dots$
- Factorial  $O(n!)$
- $O(n^n)$

$(k \geq 1)$

$(b > 1)$

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# Formal definition of big-O notation

$f(n) = O(g(n))$  means that, when  $n$  becomes “sufficiently large,”  $f(n)$  becomes bounded by a multiple of  $g(n)$ .

## Big-O notation

Let  $f$  and  $g$  be functions

$$f, g: \mathbb{N} \rightarrow \mathbb{R}^+$$

Say that  $f(n) = O(g(n))$  if positive integers  $c$  and  $n_0$  exist such that for every integer  $n \geq n_0$ ,

$$f(n) \leq c g(n).$$

We say that  $g(n)$  is an **(asymptotic) upper bound** for  $f(n)$ .

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# Time complexity class

Interesting result:

## Complexity relationships among TM variants

Let  $t(n)$  be a function, where  $t(n) \geq n$ . Then every  $t(n)$  time multi-tape TM has an equivalent  $O(t^2(n))$  time single-tape TM.

This suggests making the following definition:

## Time complexity class

Let  $t: \mathbb{N} \rightarrow \mathbb{R}^+$  be a function.

Define the **time complexity class**

$$TIME(t(n))$$

to be the collection of all languages that are decidable by an  $O(t(n))$  time TM.

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# The class **P**

## The class **P**

**P** is the class of languages that are decidable in polynomial time on a deterministic TM.

$$\mathbf{P} = TIME(1) \cup TIME(n) \cup TIME(n^2) \cup TIME(n^3) \cup \dots$$

## P examples – path between two vertices in a graph

$PATH = \{ \langle G, s, t \rangle \mid G \text{ is a directed graph that has a directed path from } s \text{ to } t \}.$

### A polynomial time algorithm for PATH

**Input:**  $\langle G, s, t \rangle$ , where  $G$  is a directed graph with vertices  $s$  and  $t$ .

**Output:** *true* if there is a path between  $s$  and  $t$ ; *false* otherwise.

- 1: Place a mark on vertex  $s$ .
- 2: **repeat**
- 3:     Scan all the edges of  $G$ .
- 4:     If an edge  $(a, b)$  is found going from a marked vertex  $a$  to an unmarked vertex  $b$ , then mark vertex  $b$ .
- 5: **until** no additional vertices are marked
- 6: **If**  $t$  is marked **then** *accept* **else** *reject*

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## P examples – relatively prime numbers

$RELPRIME = \{\langle x, y \rangle \mid x \text{ and } y \text{ are relatively prime}\}.$

**E** : *Euclidean algorithm* for computing the *greatest common divisor*

**Input:**  $\langle x, y \rangle$ , where  $x$  and  $y$  are natural numbers.

**Output:**  $\gcd(x, y)$

```
1: repeat
2:    $x \leftarrow x \bmod y$ 
3:   Exchange  $x$  and  $y$ .
4: until  $y = 0$ 
5: return  $x$ .
```

Algorithm that solves RELPRIME, using **E** as a **subroutine**

On input  $\langle x, y \rangle$ , where  $x$  and  $y$  are natural numbers:

- 1 Run  $E$  on  $\langle x, y \rangle$ .
- 2 If the result is 1, *accept*. Otherwise, *reject*."

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# The class **NP** – Solution vs Verification

- **Solving**: finding/searching for a solution.
- **Verifying**: confirming that a proposed solution is correct.

## Example

Given a candidate for a tour around England, we just need to check if it:

- 1 contains all the required cities
- 2 uses no city more than once
- 3 finishes at its starting point
- 4 uses only valid routes

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## Verifiers

A verifier for a language  $L$  is an algorithm  $V$ , where

$$L = \{w \mid V \text{ accepts } \langle w, c \rangle \text{ for some certificate string } c\}.$$

- A **polynomial time verifier** runs in polynomial time in the length of  $w$ .
- A language is **polynomially verifiable** if it has a polynomial time verifier.

# The class **NP**

## Nondeterministic Polynomial time complexity class

$NTIME(t(n)) = \{\text{Language decided by an } O(t(n)) \text{ time nondeterministic TM}\}.$

## The class **NP**

**NP** is the class of languages that have polynomial time verifiers.

Equivalently:

$$\mathbf{NP} = NTIME(1) \cup NTIME(n) \cup NTIME(n^2) \cup NTIME(n^3) \cup \dots$$

# NP examples – the subset sum problem

$SUBSETSUM = \{ \langle S, t \rangle \mid S = \{x_1, \dots, x_k\},$   
and for some  $\{y_1, \dots, y_\ell\} \subseteq \{x_1, \dots, x_k\}: y_1 + \dots + y_\ell = t \}.$

Verifier: “On input  $\langle S, t \rangle$ ,”

- 1 Test whether  $c$  is a collection of numbers that sum to  $t$ .
- 2 Test whether  $S$  contains all the numbers in  $c$ .
- 3 If both pass, *accept*. Otherwise, *reject*.”

Alternatively, polynomial time NDTM: “On input  $\langle S, t \rangle$ ,”

- 1 Non-deterministically select a subset  $c$  of the numbers in  $S$ .
- 2 Test whether  $c$  is a collection of numbers that sum to  $t$ .
- 3 If the test passes, *accept*. Otherwise, *reject*.”

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# NP examples – cliques in a graph

## Cliques

A **clique** in an undirected graph is a subgraph, wherein every two vertices are connected by an edge.

A  **$k$ -clique** is a clique that contains  $k$  vertices.

$$CLIQUE = \{ \langle G, k \rangle \mid G \text{ is an undirected graph with a } k\text{-clique} \}.$$

Verifier for  $CLIQUE$ : “On input  $\langle \langle G, k \rangle, c \rangle$ :

- 1 Test whether  $c$  is a subgraph with  $k$  vertices in  $G$ .
- 2 Test whether  $G$  contains all edges connecting vertices in  $c$ .
- 3 If both pass, *accept*. Otherwise, *reject*.”

Alternatively, polynomial time NDTM: “On input  $\langle G, k \rangle$ , where  $G$  is a graph:

- 1 Nondeterministically select a subset  $c$  of  $k$  vertices of  $G$ .
- 2 Test whether  $G$  contains all edges connecting vertices in  $c$ .
- 3 If yes, accept; otherwise, reject.”



## P

## Polynomial-time

Class of languages that are decidable in polynomial time.

$$\mathbf{P} = \bigcup_{k \geq 0} \text{TIME}(n^k).$$

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## NP

## Nondeterministic Polynomial time

Class of languages that have polynomial time verifiers.

$$\mathbf{NP} = \bigcup_{k \geq 0} \text{NTIME}(n^k).$$

P vs NP

# P = NP?

