# Algorithms and Computability

Lecture 12: Nondeterministic Polynomial Time

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slides courtesy of Martin Zimmermann

## Yesterday in Algorithms and Computability

#### We have compared algorithmic complexity:

- Study of concrete algorithms and precise running times
- Difference between  $\mathcal{O}(n^2)$  and  $\mathcal{O}(n^3)$  is huge
- Running times depend on model of computation

#### and complexity theory:

- Study of problems (languages) rather than algorithms
- Difference between  $\mathcal{O}(n^2)$  and  $\mathcal{O}(n^3)$  may just depend on choice of model (but people still try to find optimal (for fixed model) algorithms)
- Results should be valid for most models of computation

## Run Time of a Deterministic Turing Machine

#### Definition

Let M be a halting DTM

- Let  $time_M(w)$  denote the number of configurations in the unique run of M on input w
- Let  $T: \mathbb{N} \to \mathbb{R}_{>0}$ . We say that M runs within time T if  $time_M(w) \le T(|w|)$  for all inputs w

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We are interested in classifying problems (languages) according to their asymptotic time complexity

#### **Definition**

Let  $T: \mathbb{N} \to \mathbb{R}_{>0}$  be a function. The complexity class  $\mathrm{TIME}(T)$  is defined as

TIME(T) = { $L(M) \mid M$  is a halting DTM that runs within time  $\mathcal{O}(T)$ }

#### The Complexity Class P

#### **Definition**

The complexity class P (polynomial time) is defined as

$$P = \bigcup_{k > 0} \mathrm{TIME}(n^k)$$

- Robust definition (can use other deterministic (!) models of computation, e.g., multi-tape Turing machines)
- $\blacksquare$  Cobham's thesis: A problem can be efficiently computed if and only if it is in P

#### **Agenda**

#### 1. Motivation

- 2. Nondeterministic Time Complexity
- 3. Polynomial-Time Reductions

■ Recall the Knapsack problem:

A thief has a knapsack holding at most W kg of loot. The thief robs a store that has items  $1, \ldots, n$  of weight  $w_j$  and value  $c_j$  (each item only once). What is the maximal value the thief can put in the knapsack?

This is an optimization problem
 But we only focus on decision problems here

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- This is an optimization problem
   But we only focus on decision problems here
- As a decision problem:

$$\{W, T, w_1, \dots, w_n, c_1, \dots, c_n \in \mathbb{N} \mid \exists b_1, \dots, b_n \in \{0, 1\} \text{ s.t. }$$
  
$$\sum_{j=1}^n b_j \cdot w_j \le W \text{ and } \sum_{j=1}^n b_j \cdot c_j \ge T\}$$

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Consider a backpack of size W = 100, the threshold T = 200, and the following items:

item <i>j</i>	1	2	3	4	5	6
weight w <sub>j</sub>	10	20	60	25	50	35
value $c_i$	5	70	20	105	30	35

Is 
$$b_1 = 0$$
,  $b_2 = 1$ ,  $b_3 = 0$ ,  $b_4 = 1$ ,  $b_5 = 1$ ,  $b_6 = 0$  a valid solution?

$$\begin{aligned} \{W,T,w_1,\ldots,w_n,c_1,\ldots,c_n \in \mathbb{N} \mid \exists b_1,\ldots,b_n \in \{0,1\} \text{ s.t.} \\ \sum_{j=1}^n b_j \cdot w_j \leq W \text{ and } \sum_{j=1}^n b_j \cdot c_j \geq T \end{aligned}$$

Consider a backpack of size W = 100, the threshold T = 200, and the following items:

item 
$$j$$
 1
 2
 3
 4
 5
 6

 weight  $w_j$ 
 10
 20
 60
 25
 50
 35

 value  $c_j$ 
 5
 70
 20
 105
 30
 35

Is  $b_1 = 0$ ,  $b_2 = 1$ ,  $b_3 = 0$ ,  $b_4 = 1$ ,  $b_5 = 1$ ,  $b_6 = 0$  a valid solution? Yes, because

$$w_2 + w_4 + w_5 = 20 + 25 + 50 = 95 < 100 = W$$

and

$$c_2 + c_4 + c_5 = 70 + 105 + 30 = 205 > 200 = T$$

$$\{W, T, w_1, \dots, w_n, c_1, \dots, c_n \in \mathbb{N} \mid \exists b_1, \dots, b_n \in \{0, 1\} \text{ s.t. }$$

$$\sum_{j=1}^n b_j \cdot w_j \le W \text{ and } \sum_{j=1}^n b_j \cdot c_j \ge T \}$$

Now, consider a backpack of size 15, the threshold T=50, and the following items:

item <i>j</i>	1	2	3	4	5	6	7
weight <i>w<sub>i</sub></i>	2	3	5	7	1	4	1
value $c_j$	10	5	15	7	6	18	3

Is there a valid solution?

$$\{W, T, w_1, \dots, w_n, c_1, \dots, c_n \in \mathbb{N} \mid \exists b_1, \dots, b_n \in \{0, 1\} \text{ s.t. }$$
  
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Is there a valid solution?

Yes, e.g., 
$$b_1 = 1$$
,  $b_2 = 1$ ,  $b_3 = 1$ ,  $b_4 = 0$ ,  $b_5 = 1$ ,  $b_6 = 1$ ,  $b_6 = 0$ 

$$\{W, T, w_1, \dots, w_n, c_1, \dots, c_n \in \mathbb{N} \mid \exists b_1, \dots, b_n \in \{0, 1\} \text{ s.t. }$$
  
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Algorithm to compute a solution (or conclude that there is none)?

$$\varphi = (x_0 \lor x_2) \land (x_0 \lor \neg x_3) \land (x_1 \lor \neg x_3) \land (x_1 \lor \neg x_4) \land (x_2 \lor \neg x_4) \land (x_0 \lor \neg x_5) \land (x_1 \lor \neg x_5) \land (x_2 \lor \neg x_5) \land (x_3 \lor x_6) \land (x_4 \lor x_6) \land (x_5 \lor x_6)$$

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Is 
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Is 
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$$\varphi = (1) \land (1 \lor 0) \land (1 \lor 1) \land (1 \lor 1) \land (1 \lor 1)$$

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$$\varphi = 1$$
 Yes!

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 Yes!

#### Does

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have a satisfying assignment?

### **Similarities**

Knapsack:

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Boolean satisfiability:

$$SAT = \{ \varphi \mid \text{there exists a satisfying assignment for } \varphi \}$$

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Boolean satisfiability:

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#### **Similarities**

- Both problems ask for the existence of a certificate "proving" that the input is in the language (a bit vector  $b_1 \cdots b_n$  resp. an assignment)
- Certificates are easy to verify, i.e, in polynomial time
- Certificates are short, i.e., polynomial in the input length

Many other important problems share these traits:

■ Nonprimality:  $\{n \in \mathbb{N} \mid n = a \cdot b \text{ for } a, b > 1\}$ 

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- Hamiltonian path (a path that visits each vertex exactly once):
  - $\{G \mid G \text{ is a graph with a Hamiltonian path}\}$
- Clique (a k-clique is a set of k vertices all pairwise connected by an edge):  $\{(G, k) \mid G \text{ is a graph with a } k\text{-clique}\}$

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- Linear programming: Does a linear program have a solution in  $\mathbb{R}$  whose value is at least t?
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Side note: some problems (are believed to) have different complexity

### Quiz 1

Is verifying a certificate easier than finding a certificate?

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Is verifying a certificate easier than finding a certificate?

Generally: widely believed to be true (but no proof yet)

# **Agenda**

1. Motivation

### 2. Nondeterministic Time Complexity

3. Polynomial-Time Reductions

$$\delta(q, X) \to \{(q, 0, +1), (q, 1, +1)\}$$

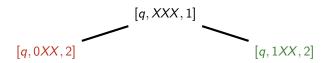
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$$[q, XXX, 1]$$

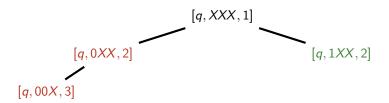
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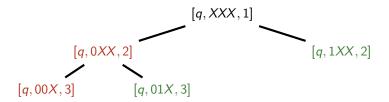
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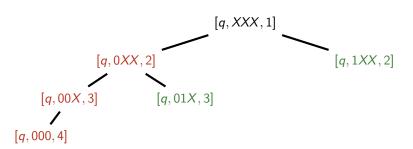
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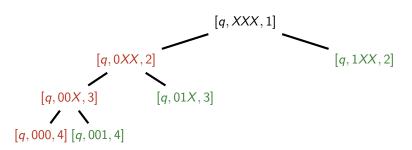
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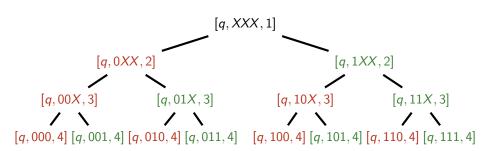
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## A Nondeterministic Algorithm for SAT

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We are still interested in classifying problems (languages) according to their asymptotic time complexity

### **Definition**

Let  $T: \mathbb{N} \to \mathbb{R}_{>0}$  be a function. The complexity class  $\mathrm{NTIME}(T)$  is defined as

 $NTIME(T) = \{L(M) \mid M \text{ is a halting NTM that runs within time } \mathcal{O}(T)\}$ 

## The Complexity Class NP

### **Definition**

The complexity class  $\operatorname{NP}$  (nondeterministic polynomial time) is defined as

$$NP = \bigcup_{k \ge 0} NTIME(n^k)$$
 Reminder:  $P = \bigcup_{k \ge 0} TIME(n^k)$ 

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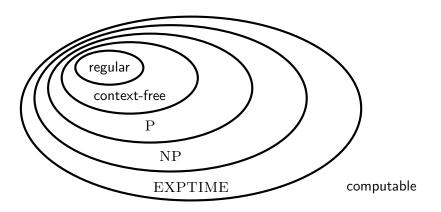
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#### Remark

 $P \subseteq NP$ 

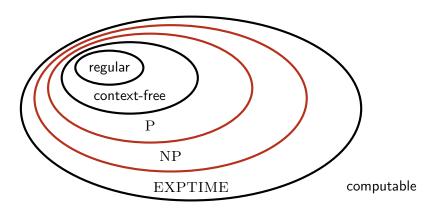
■ Because every halting DTM with polynomial time complexity is a halting NTM with polynomial time complexity

## **Complexity Classes**



■ EXPTIME: problems solved by DTMs in exponential time

# **Complexity Classes**



- EXPTIME: problems solved by DTMs in exponential time
- It is unknown whether the marked inclusions are strict
- We only know that  $P \subseteq EXPTIME$

- A nondeterministic polynomial-time algorithm for Clique
- Recall that we encode a graph G by (a word over  $\mathbb{B}$  representing) its adjacency matrix, i.e., entry (i,j) is 1 if and only if there is an edge from the i-th to the j-th vertex

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- **1.** Check whether  $|w| = n^2$  for some  $n \in \mathbb{N}$ . If not, reject
- **2.** If k > n, reject
- **3.** Guess a bit vector  $c_1 \cdots c_n$  of length n with exactly k 1's
- **4.** For each pair (i,j) with  $c_i = c_j = 1$ , check whether there is an edge from the i-th to the j-th vertex
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## Problems in NP

The halting NTMs we have seen show that

- SAT and
- Clique

are in  $\operatorname{NP}$ 

## **Problems in NP**

The halting NTMs we have seen show that

- SAT and
- Clique

are in NP

In fact, the other problems we have seen are also in  $\operatorname{NP}$ :

- Nonprimality
- Hamiltonian path
- Linear programming
- 3-coloring
- And many more

ls

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- Hence, a nondeterministic algorithm can solve the complement problem efficiently
- Open question whether this problem and SAT have different complexity

# **Agenda**

- 1. Motivation
- 2. Nondeterministic Time Complexity
- 3. Polynomial-Time Reductions

# **Polynomial-Time Computable Functions**

### **Definition**

A function  $f: \Sigma_1^* \to \Sigma_2^*$  is a if and only if there exists a DTM  $M_f$  that on every input  $w \in \Sigma_1^*$ 

- always halts and accepts
- $\blacksquare$  with just f(w) on its tape and
- the head at the first letter of f(w)

computable function

# **Polynomial-Time Computable Functions**

### **Definition**

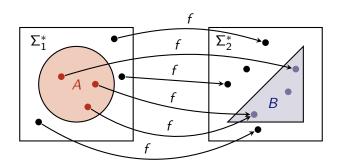
A function  $f: \Sigma_1^* \to \Sigma_2^*$  is a polynomial-time computable function if and only if there exists a DTM  $M_f$  with polynomial time complexity that on every input  $w \in \Sigma_1^*$ 

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- the head at the first letter of f(w)

### **Examples**

- f(w) = ww is polynomial-time computable
- $f(\lceil m \rceil \# \lceil n \rceil) = \lceil m \cdot n \rceil$  is polynomial-time computable (where  $\lceil n \rceil$  denotes the binary encoding of  $n \in \mathbb{N}$ )

# **Polynomial-time Reduction**

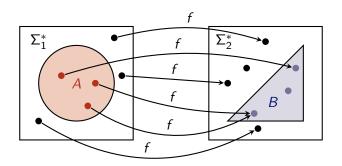


### **Definition**

Let  $A\subseteq \Sigma_1^*$  and  $B\subseteq \Sigma_2^*$  be languages. We say that A is mapping reducible to B, written  $A\leq_m B$ , if and only if

- 1. there is a computable function  $f \colon \Sigma_1^* \to \Sigma_2^*$  such that
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# **Polynomial-time Reduction**



### **Definition**

Let  $A \subseteq \Sigma_1^*$  and  $B \subseteq \Sigma_2^*$  be languages. We say that A is polynomial-time reducible to B, written  $A \leq_p B$ , if and only if

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# **Applications**

Recall: Let  $A \leq_m B$ 

- $\blacksquare$  If B is computable, then A is computable
- If *B* is computably-enumerable, then *A* is computably-enumerable

A similar result holds for polynomial-time reductions and the complexity classes  $\boldsymbol{P}$  and  $\boldsymbol{N}\boldsymbol{P}$ 

### **Theorem**

Let  $A \leq_{p} B$ 

- **1.** If  $B \in P$ , then  $A \in P$
- **2.** *If*  $B \in NP$ , then  $A \in NP$

We prove "If  $B \in P$ , then  $A \in P$ ". The proof for NP is analogous

■ Let M be a halting DTM for B that runs within time  $\mathcal{O}(n^k)$ 

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- M'' computes A because  $w \in A \Leftrightarrow f(w) \in B$
- M'' runs within time  $(n^{k'})^k = n^{k' \cdot k}$
- Hence,  $A \in P$

## **Conclusion**

#### We have seen:

- The complexity class NP: The class of languages accepted by polynomial-time NTMs
- Polynomial-time reductions

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- The complexity class NP: The class of languages accepted by polynomial-time NTMs
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Recall:  $P \subseteq NP$ 

## The (literally) Million Dollar Question

Is verifying certificates easier than finding certificates or not:

$$P = NP$$
 or  $P \subsetneq NP$ ?

- One of the most challenging and most important questions of (theoretical) computer science
- More on that next time

# Reading

Sections 3.1 to 3.4 of "Computability and Complexity" (pages 141 to 178):

### Note

- The book uses slightly different notation and definitions
- $lue{}$  These sections also cover the complement class of NP (called CONP), which is not covered in this course