## Complexity & Advanced Algorithms

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### Chapter 1

## NLogSpace-completeness

### 1.1 Co-NLogSpace

 $L \in \text{Co-NLogSpace} \equiv L^c \in \text{NLogSpace}$ . That is, complement the language L. if  $L^c$  is in NLogSpace, then  $L \in \text{Co-NLogSpace}$ .

We intuitively believe that  $NP \neq Co-NP$ . However, we can show that NLogSpace = Co-NLogSpace.

```
PATH = {\langle G, u, v \rangle | exists path between vertices (u, v)}

\overline{\text{PATH}} = {\langle G, u, v \rangle \mid \text{ no path between vertices } (u, v)}
```

We assume that PATH Co-NLogSpace-Complete.

If we show that PATHis in NLogSpace, then every problem in Co-NLogSpacewill be in NLogSpace

#### 1.1.1 Solving PATHin NLogSpace

```
V_R \equiv \{ \text{set of vertices reachable from } u \}

V_{NR} \equiv \{ \text{set of vertices not reachable from } u \}
```

Sid confusion, why can't we use PATH as a subroutine: When we have an NDTM, we cannot observe that the NDTM returns a 0. We can observe if an NDTM succeeds, but there are weird paths and exponential number of paths where the NDTM does not return a 0? But if this is true, then how is PATH NLogSpace-complete? I am very confused.

To represent  $V_R$  and  $V_{NR}$ , we use 1 bit per vertex (since  $V_R$  and  $V_{NR}$  are disjoint), so total space is V.

Assume we know  $|V_R|$ . In this case, we can check whether v is unreachable from u — Enumerate all vertices. If they are reachable from u, bump up a counter. If we don't hit v till the counter gets to  $|V_R|$ , then what we know that is v is unreachable.

However, if v were reachable from u, then as we enumerate, we would find v as we were going through all vertices (we would not hit  $V_R$  unless we visit v).

This is important, because in an NDTM, if any of the paths accept, then we accept.

$$V_R = \cup_i V_R(i)$$
$$V_R(0) = \{u\}$$

to compute  $cur \in V_R(i+1)$ , first **recompute** that  $pred \in V_R(i)$ , and then check that  $(cur, pred) \in E(G)$ . We cannot **store**  $V_R(i)$ , since we don't have enough space.

eventually we will reach  $V_R(|V|)$ , where we stop.

We can compute  $|V_R| = \sum_i |V_R(i)|$ . We compute  $|V_R(i)|$  by checking over each vertex it's membership into  $V_R(i)$ . And if it does, we bump up our counter.

Reference: Read Sipser-Chapter 8

```
def belongs(G, i, startv, endv, curv):
    """Check if curv belongs to V_R(i)"""
    if i == 1:
        return startv == curv
    else:
        \# log(V)
        for pred in G. vertices:
            # This can use a modified version of PATH that stores lengths?
            if small_belongs(G, i - 1, startv, endv, pred):
                if isneighbour(pred, curv):
                    return True
        return False
def countcard(G, startv, endv):
    """ Count the cardinality of V_R"""
    card = 0
    \# log(V)
    for i in len(G.vertices):
        # this is also log(V)
        for curv in G.vertices:
            if small_belongs(G, i, startv, endv, curv):
                card += 1
    return 1
```

#### 1.2 Oracles

For all inputs w of length |w| = n, there exists a **single** advice  $(a_n \text{ is allowed to be a single string that is polynomial in <math>n)$ . So,  $a : \mathbb{N} \to \Sigma^*$ , and the advice of a given input w is a(|w|).

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#### 1.2.1 P<sup>poly</sup>

 $L \in \mathbb{P}^{\text{poly}}$  if there is a polynomial time turing machine M which takes two inputs — a string  $x \in \Sigma^*$ , and an advice  $a_n \in \Sigma^*$ , such that for all inputs w such that |w| = n, then there exists a polynomial p(n) with  $|a_n| \leq p(|w|)$ .

We force it to be polynomial in the word-length, because things like a lookup table take exponential space in the word-length (number of strings of length n is  $2^n$ ).

We can see that the advice is somewhat "hardwired" into the machine given the input length (since  $a: \mathbb{N} \to \Sigma^*$ ). So, we have a sequence of machines  $M_i: \mathbb{N} \to \{\text{Turing machines}\}$ , and we instantiate the machine  $M_{|w|}$  to check if  $|w| \in L$ .

NP is allowed to have a varying witness, while P<sup>poly</sup>will have the same advice.