Homework 8

Yutong Huang (yxh589)

Problem 1

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Assume languages L_1, L_2 \in NP \iff \exists deterministic TMs, V_1(x,y) and V_2(x,y), and polynomials p_1, p_2, q_1, q_2 such that \forall x, y, V_1 runs in p_1(|x|) time and V_2 runs in p_2(|x|) time \land \forall x \in L_1, \exists y \text{ such that } |y| = q_1(|x|), V_1(x,y) \text{ accepts} and \forall x \in L_2, \exists y \text{ such that } |y| = q_2(|x|), V_2(x,y) \text{ accepts} \land \forall x \notin L_1, \forall y \in \{y \mid |y| = p_1(|x|)\}, V_1(x,y) \text{ rejects} and \forall x \notin L_2, \forall y \in \{y \mid |y| = p_2(|x|)\}, V_2(x,y) \text{ rejects}.
```

```
union -L_1 \cup L_2 \in NP
```

Proof. Construct a verifier TM V_3 :

```
function v3(x,y) {
    run v1(x,y);
    if v1 accepts
        accept;
    run v2(x,y)
    if v2 accepts
        accept;
    reject;
}
```

We know that by definition, V_1 and V_2 runs in polynomial times, therefore V_3 runs in polynomial time as well.

```
Case 1: x \in L_1 \implies \exists y \in \{y | |y| = q_1(|x|)\} such that V_1 accepts \implies \exists y \in \{y | |y| = q_1(|x|)\} such that V_3 accepts Case 2: x \in L_1 Case 2.1: x \in L_2 \implies \exists y \in \{y | |y| = q_2(|x|)\} such that V_2 accepts \implies \exists y \in \{y | |y| = q_2(|x|)\} such that V_3 accepts Case 2.2: x \notin L_2 \implies \text{both } V_1 and V_2 reject \implies V_3 rejects.
```

Therefore V_3 verifies if $x \in L$ with advice string y in polynomial time $\iff L_1 \cup L_2 \in NP$.

concatenation $-L_1 \circ L_2 \in NP$

```
Proof. Construct a verifier TM V_4:
```

```
function v4(x, y) {
   if (y is in the form "k#a#b"){ //k is a number, a and b are strings, # is a new character
      run v1(x[0:k-1], a); //slicing operator represents substrings
      run v2(x[k:], b);
   if (v1 accepts) and (v2 accept){
        accept;
    }
    reject;
}
```

Similarly, because both V_1 and V_2 run in polynomial times, V_4 also runs in polynomial time.

Also by definition, we know that if a verifier accepts, then the advice string length is polynomial of the input string.

```
Case 1: x \in L_1 \circ L_2 \implies a, and b are polynomials of x_1 x_2 \dots x_k and x_{k+1} \dots x_n \implies "k#a#b" is polynomial of x. Also V_1, V_2 accept in this case \implies V_4 accepts. Therefore \forall x \in L_1 \circ L_2, \exists y \in y | |y| = p(|x|) \wedge V_4 accepts. Case 2: x \notin L_1 \circ L_2 \implies at least one of V_1, V_2 rejects \implies for rejecting machine V_i: \forall x \notin L_i, \forall y \in y | |y| = p(|x|) \wedge V_i rejects. \implies \forall x \notin L_1 \circ L_2, \forall y \in y | |y| = p(|x|) \wedge V_4 rejects. Therefore, L_1 \circ L_2 \in NP.
```

Problem 2

Because the Clique Problem is NP-Complete, we can try to reduce the Clique Problem to SUBGRAPH ISOMORPHISM to show that it is in NP.

Claim: $CLIQUE \leq_P SUBGRAPH\ ISOMORPHISM$

Proof. Suppose there is an algorithm sgi(g: Graph, h: Graph) that decides if h is isomorphic to a subgraph of g. Consider the following algorithm that decides if a graph has a clique with a given number of vertices:

```
function clique(g: Graph, k: int){
   generate a complete graph h with k vertices;
   return sgi(g, h);
}
```

Case 1: If g has a clique of k vertices, then g has a subgraph that's isomorphic to h, meaning that sgi(g, h) returns true, and thus clique(g, k) is true;

Case 2: If g does not have a clique of k verices, then g does not have a subgraph that's isomorphic to h, meaning that sgi(g,h) returns false, and thus clique(g,k) returns false;

Therefore, the algorithm is correct.

Assume the input graph has n vertices, the input size could be as large as $n^2 + n + 1$. The generation of the complete graph h can be performed in $O(k^2)$, which is smaller than $O(n^2)$.

Therefore, this reduction runs in polynomial times $\implies CLIQUE \leq_P SUBGRAPH\ ISOMORPHISM$.

Since CLIQUE is NP-complete, then $SUBGRAPH\ ISOMORPHISM \in NP$.

Problem 3

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