# CS3102 Theory of Computation

www.cs.virginia.edu/~njb2b/cstheory/s2020

Warm up:

Is it harder to TA a course, or to take it?

### Logistics

- Quiz and exercise 8 released
- Quiz due Friday April 24 at 11:59pm
- Exercise due Tuesday April 28 11:59pm

#### Polynomial Time vs Exponential Time

- Polynomial Time:  $P = \bigcup_{c \in \{1,2,3,...\}} n^c$ 
  - Shortest Path: linear in the size of the graph, if the graph is size n, then shortest path took  $O(n^1)$
  - 2-SAT: if the formula is of size n, then 2-SAT takes time  $O(n^3)$
  - P is a complexity class that means "any problem in  $TIME(O(n^c))$  for a constant c"
- Exponential Time:  $EXP = \bigcup_{c \in \{1,2,3,\dots\}} 2^{n^c}$ 
  - EXP is a complexity class that means "any problem in  $TIME\left(O(2^{n^c})\right)$  for a constant c"
  - $P \subseteq EXP$
  - 3-SAT and longest path belong to EXP, but we don't know if they belong to P
- A strange pattern:
  - Most "natural" problems are either done in small-degree polynomial (e.g.  $n^2$ ) or exponential time

# Tractability

- Tractable:
  - Feasible to solve in the "real world"
- Intractable:
  - Infeasible to solve in the "real world"
- Whether a problem is considered "tractable" or "intractable" depends on the use case
  - For theory: Tractable = polynomial time, Intractable = Exponential time

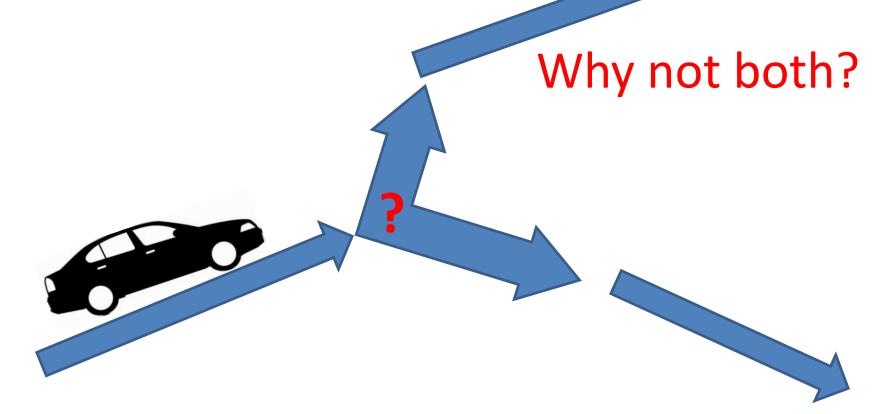
#### P vs NP

- The class P:
  - Problems that can be solved in polynomial time by a "standard" Turing machine:
    - $P = \bigcup_{c \in \{1,2,3,\dots\}} TIME(n^c)$
- The class NP:
  - Problems that can be solved in polynomial time by a nondeterministic Turing machine:
    - Correctness of a solution can be verified in polynomial time given a "witness"

#### Nondeterminism

Driving to a friend's house Friend forgets to mention a fork in the directions Which way do you go?





#### $P \subseteq NP$

#### Why?

- Deterministic machines are a "special case" of non-deterministic machines that don't use their "power"
- Any Turing machine that is a polynomial-time deterministic machine is also a polynomial-time non-determinstic machine

#### Last class

- Shortest Path = "Linear time " O(|V| + |E|)
  - Belongs to P
  - Belongs to NP
- Longest Path = "exponential time" O(|V|!)
  - Belongs to NP
- 3-SAT = "exponential time"  $2^n$ 
  - Belong to NP
- 2-SAT = "polynomial time"  $n^3$ 
  - Belongs to P
  - Belongs to NP

### Longest Path $\in NP$ ?

- Longest Path: Given a graph G, start node s, end node t, and a number n, is there a simple path from s to t of length at least n?
- Solving with a non-deterministic Turing Machine:
  - At each node, non-deterministically go to each of its neighbors. If a path (explored in parallel using mondeterminism) reaches t and has length  $\geq n$ , return True.
  - Time: |*V*|

### Longest Path $\in NP$ ?

- Longest Path: Given a graph G, start node s, end node t, and a number n, is there a simple path from s to t of length at least n?
- ^ Decision problem
  - Is there a path of length |V|?
- Verifying a witness:
  - Witness: an example path.
  - To verify: check that the path is a valid path from s to t, check that it is at least length n

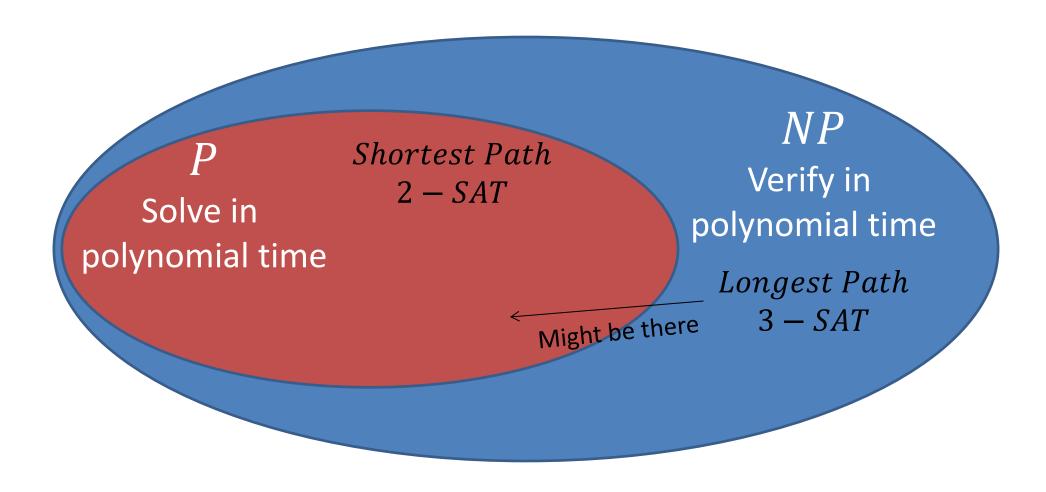
#### $3-SAT \in NP$ ?

- Given a 3-CNF formula (logical AND of clauses, each an OR of 3 variables), Is there an assignment of true/false to each variable to make the formula true?
- Solving with a non-deterministic Turing Machine:
  - Try all assignments in parallel using non-determinism.
     Evaluate the formula for each assignment
  - Time:O(n) for n variables

#### $3-SAT \in NP$ ?

- Given a 3-CNF formula (logical AND of clauses, each an OR of 3 variables), Is there an assignment of true/false to each variable to make the formula true?
- Verifying a witness:
  - Witness: an example assignment
  - To verify: Check that all variables have a T/F value, check that the formula evaluates to True. O(n) for n variables.

#### Overview



#### Intuitive Restatement of P vs NP

- Are the problems that are easy to verify also easy to solve?
  - Cure cancer
  - Manufacture antibodies for COVID-19
    - Protein folding is in NP
- Most people believe: No...
- Why do we care?

#### How do we show it?

- To show  $P \subset NP$ 
  - Show that there is at least one NP problem that has no polynomial time standard Turing machine
  - Why is this hard?
- To show P = NP
  - Show that EVERY NP problem will also have a polynomial time standard Turing machine
  - Why is this hard?
- Solution: Reductions!

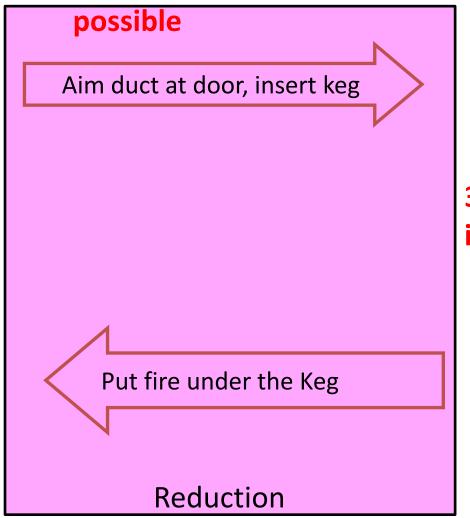
#### Reductions so far

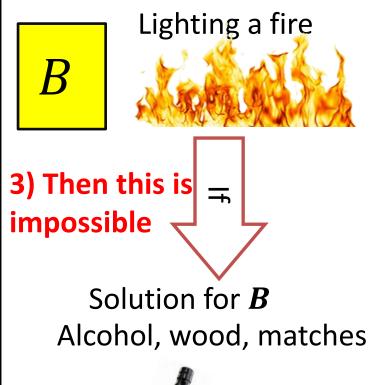
1) If This is impossible Opening a door

Solution for  $\boldsymbol{A}$ Keg cannon battering ram



2) And this is





#### Reductions so far

3) Then this is



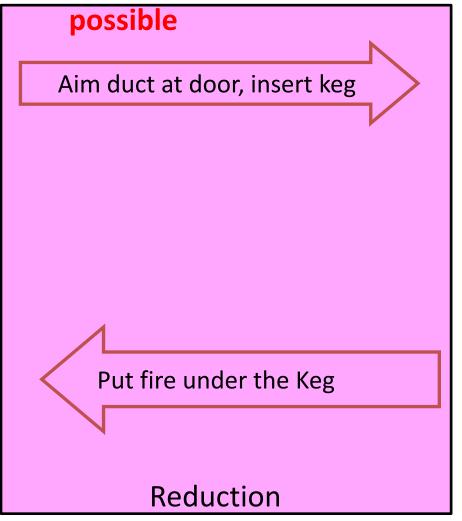
Opening a door

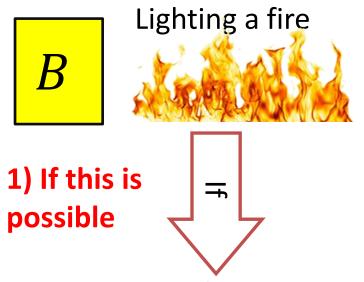


Solution for AKeg cannon battering ram



2) And this is





Solution for **B** Alcohol, wood, matches



# Polynomial Time Reductions

#### 1) If this is slow



Opening a door

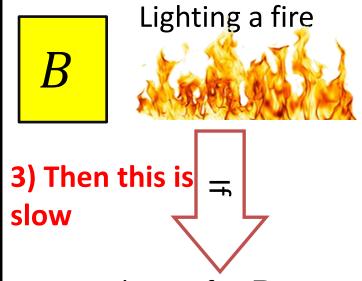


Solution for AKeg cannon battering ram



#### 2) And this is fast

Aim duct at door, insert keg Put fire under the Keg Reduction



Solution for **B** Alcohol, wood, matches



# Polynomial Time Reductions

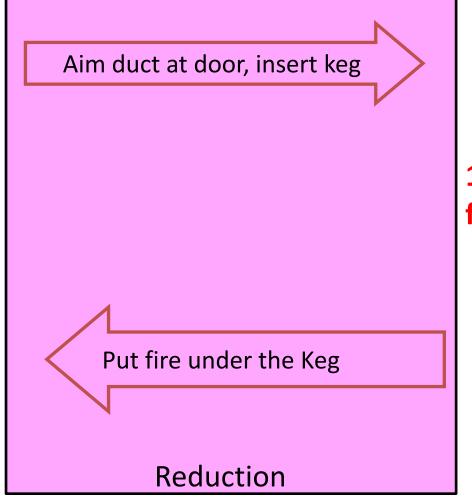
#### 3) Then this is fast



Solution for  $\boldsymbol{A}$ Keg cannon battering ram



#### 2) And this is fast





### How does this help?

- If we can show that problem A is slow, then anything A "efficiently" reduces to is also slow
- If we can show that problem B is fast, then anything that "efficiently" reduces to B is also fast
- If A "efficiently" reduces to B and B "efficiently" reduces to A, then they're either both fast or both slow
- Idea: Find a group a problems, all of which efficiently reduce to the others. If you can answer "is this efficiently solvable" for any of them, the answer is the same for all of them.

# NP-Complete

- This class of "all are efficient or else none of them are" problems
- Problems that are within class NP
- Are also within class NP Hard
  - -NP-Hard: class of problems such that you can "efficiently" reduce ANY NP problem to them

# P vs NP, Formally

- "Efficient" means "(deterministic)polynomial time"
- $A \ge_P B$  means "A polynomial-time reduces to B"
  - A polynomial time solver for B allows for a polynomial time solver for A
  - There is a polynomial time reduction from A to B (the pink box can be done in polynomial time)
- NP Hard = The set of all problems B such that for every problem  $A \in NP$ ,  $A \ge_P B$ 
  - All problems that are "at least as hard as any NP problem"
- $NP Complete = NP \cap NP Hard$ 
  - "The Hardest problems in NP"

#### NP-Hard

2) And this is anything in



Opening a door



Solution for  $\boldsymbol{A}$ Keg cannon battering ram



3) There's a way to do this

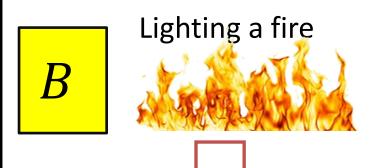
in polynomial time

Aim duct at door, insert keg

Put fire under the Keg

Reduction

1) If this is NP - Hard



Solution for **B** Alcohol, wood, matches

手



# Why NP-Hard is helpful

4) Anything in *NP* can be done in polynomial time



Solution for  $\boldsymbol{A}$ Keg cannon battering ram



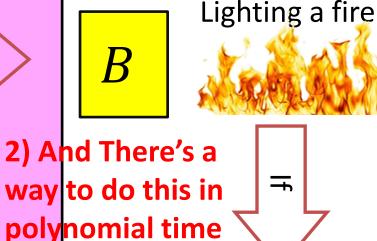


Aim duct at door, insert keg

Put fire under the Keg

Reduction

1) If this is NP - Hard



Solution for **B** Alcohol, wood, matches



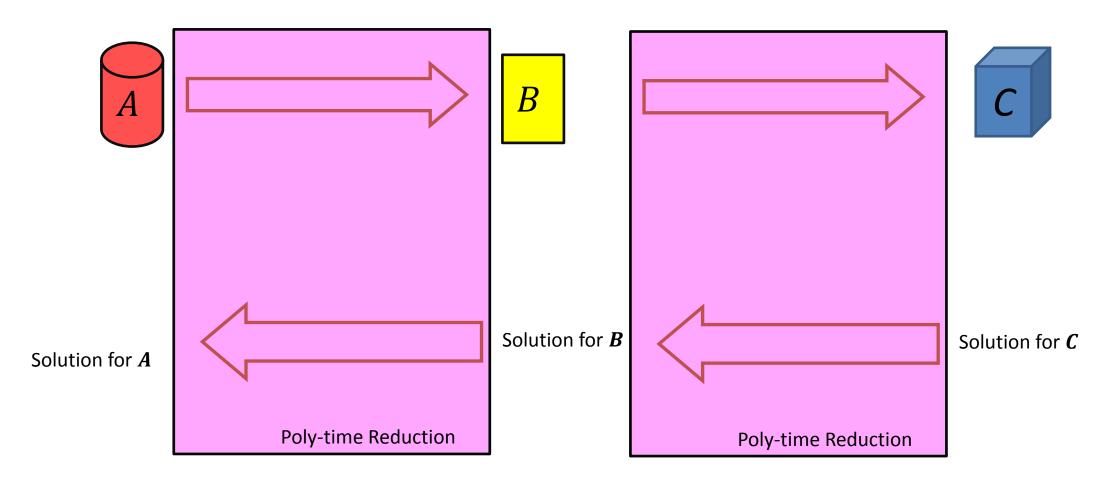
# NP-Completeness

- $NP Complete = NP \cap NP Hard$ 
  - "The Hardest problems in NP"
- If some NP Complete problem belongs to P:
  - Since it's NP-Hard, it is the only missing piece in a polynomial time solution to every NP problem
  - -P=NP
- If some NP Complete problem does not belong to P
  - Since it's NP, we have an example of an NP problem not in P
  - $-P \neq NP$  (and none of the NP-Complete problems have polynomial time solutions)

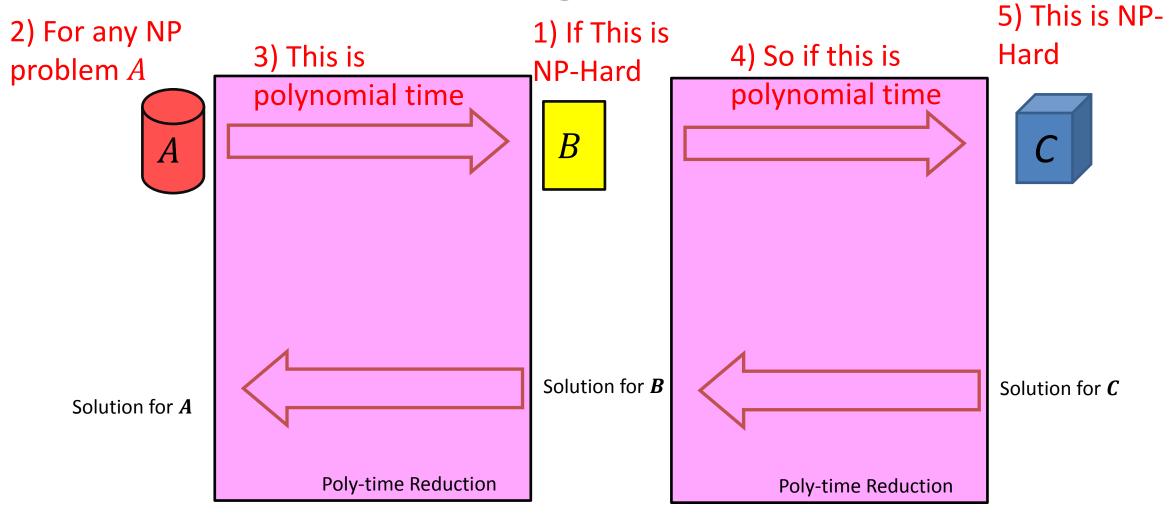
# Showing NP — Completeness

- Show that the problem belongs to NP
  - Give a polynomial time verifier
- Show that the problem belongs to NP Hard
  - Show that EVERY NP problem polynomial-time reduces to it
  - Show that some known NP Hard problem reduces to it (why?)

# "Chaining" Reductions



# **Showing NP-Hard**



 $A \geq_P B$  and  $B \geq_P C$  means  $A \geq_P C$ 

# **Showing NP-Hardness**

- To show C is NP-Hard, reduce a known NP-Hard problem to it.
- The one thing missing?
- An already-known NP-Hard problem

#### 3-SAT is NP-Hard

- Cook-Levin Theorem:
  - Any non-deterministic polynomial time Turing machine, input pair can be converted to a 3-CNF formula such that the formula is satisfiable if and only if the Turing machine accepts the input
  - You can use a 3-CNF formula to simulate a nondeterministic Turing machine in polynomial time

# Another NP-Complete Problem 4-SAT: given a 4-CNF formula, is it satisfiable?

Show 4-SAT belongs to NP.

2-SAT: Is this 2-CNF formula satisfiable?

3-SAT: Is this 3-CNF formula satisfiable?

4-SAT: is this 4-CNF forumla satisfiable?

Give a boolean formula in CNF with exactly 4 variables per clause, is that formula satisfiable?

Verifying a solution in polynomial time:

If I have some example assignment of T/F to each variable, determine whether that was a satisfying assignment.

How: Plug in T/F for each variable, evaluate the formula, check if it's True.

# Another NP-Complete Problem 4-SAT: given a 4-CNF formula, is it satisfiable?

Show 4-SAT belongs to NP-Hard.

How do we show this? Show that some NP-Hard problem reduces to it (in polynomial time).

Reduce 3-SAT to 4-SAT in polynomial time.

We want to show that solving 4-SAT allows us to solve 3-SAT, use a 4-SAT solver to solve 3-SAT

Add a variable that can't be true to each clause

 $(f \lor x \lor y \lor z) \land (f \lor x \lor \overline{y} \lor y) \land (f \lor u \lor y \lor \overline{z}) \land (f \lor z \lor \overline{x} \lor u) \land (f \lor \overline{x} \lor \overline{y} \lor \overline{z}) \land (\overline{f} \lor \overline{f} \lor \overline{f})$ 

#### **CAUTION**

Tempting (but incorrect) argument: We know 2-SAT is P, 3-SAT is NP-Hard. More variables per clause makes the problem more difficult (since we need to solve 3-SAT in order to solve 4-SAT), so 4-SAT must also be NP-Hard

Problem? "we need to solve 3-SAT in order to solve 4-SAT" is hard to defend.

Instead use a reduction. "In the time it takes to solve 4-SAT, we could have solved 3-SAT"

### Why "A is necessary for B" is dangerous

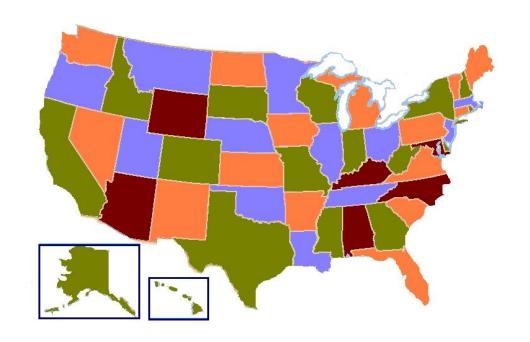
Map Coloring: Given a geographical map of states/countries, can I give each region a color so that no bordering regions share their colors?

1-colorable? Trivial (yes iff no bordering regions)

2-colorable? Easy (BFS works)

3-colorable? NP-Hard

4-colorable? Trivial (answer is always yes)



# Procedure for showing $A \leq_{p} B$

- 1. Start with an instance  $x_a$  of problem A
- 2. Find an algorithm R to convert  $x_a$  into  $x_b$  and instance of B
- 3. Show that R takes polynomial time
- 4. Show that if  $B(x_b) = 1$  then  $A(x_a) = 1$
- 5. Show that if  $B(x_b) = 0$  then  $A(x_a) = 0$ 
  - 1. More often: if  $A(x_a) = 1$  then  $B(x_b) = 1$  (i.e. contrapositive)

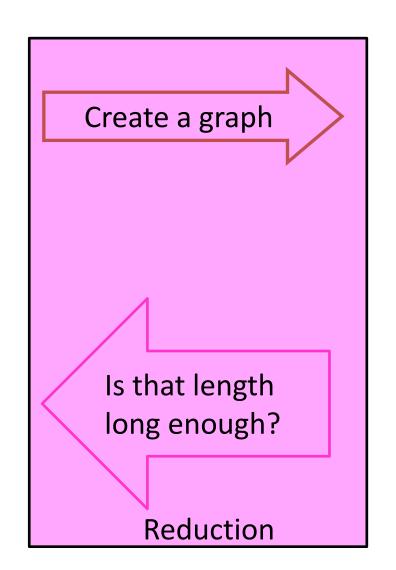
# 3-SAT $\leq_P$ Longest Path<sub>How long is the</sub>

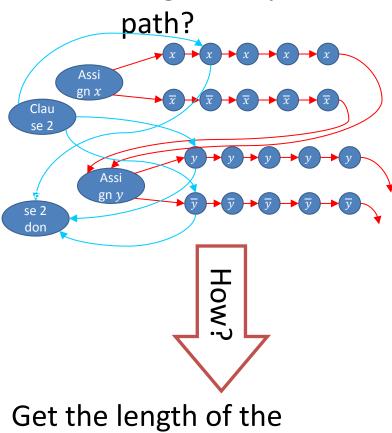
3-SAT

 $(x \lor y \lor z) \land (x \lor \bar{y} \lor y)$   $\land (u \lor y \lor \bar{z})$   $\land (z \lor \bar{x} \lor u) \land (\bar{x} \lor \bar{y}$   $\lor \bar{z})$ 

Solution for 3-SAT

Solution exists if and only if there is a "long enough" path





longest simple

Get the length of the longest path

# Procedure for showing 3-SAT $\leq_p$ Longest Path

- 1. Start with a 3-CNF formula F
- 2. Find an algorithm R to convert F into a graph, start node, end node, G, S, t
- 3. Show that R takes polynomial time
- 4. Show that if 3SAT(F) = 1 then  $LP(G, s, t) \ge n \cdot m + n + 3 \cdot m$
- 5. Show that if  $LP(G, s, t) \ge n \cdot m + n + 3 \cdot m$  then 3SAT(F) = 1

# Converting 3-SAT to longest path

 $(x \lor y \lor z) \land (x \lor \overline{y} \lor y) \land (u \lor y \lor \overline{z}) \land (z \lor \overline{x} \lor u) \land (\overline{x} \lor \overline{y} \lor \overline{z})$ 

Make one "red chain" for each variable and negation, chain length is number of clauses

Idea: To assign x = True, take the low path

Now we've visited each "False" node once

Assign Assign

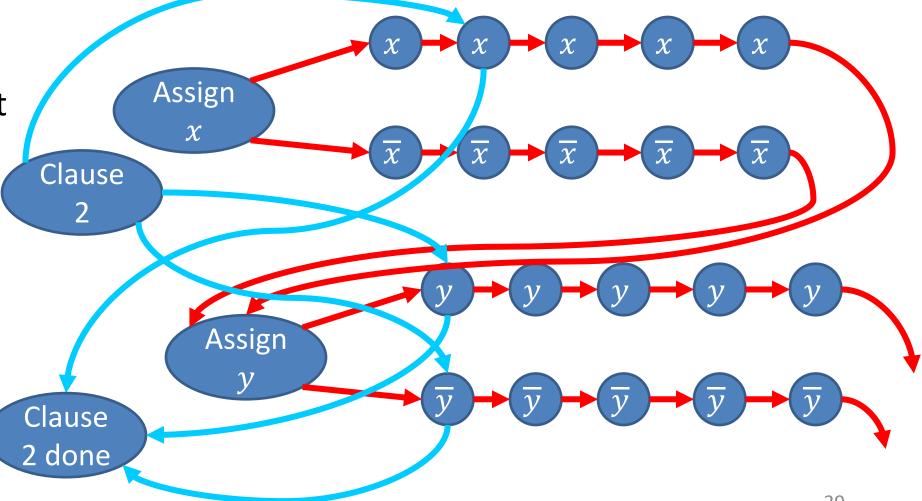
We can't visit those again and have a simple path

# Converting 3-SAT to longest path

 $(x \lor y \lor z) \land (x \lor \overline{y} \lor y) \land (u \lor y \lor \overline{z}) \land (z \lor \overline{x} \lor u) \land (\overline{x} \lor \overline{y} \lor \overline{z})$ 

Make 2 nodes per clause. You can only get from the first to the second via a satisfying variable's node

That path will only be simple if that variable was True



```
n = \text{#variables}
m = \text{#clauses}
```

# How Long Is the Longest Path?

- Start from the "assign x" node, end with "clause m done"
- If the formula is satisfiable:
  - Pick the chains to assign true/false to each variable in accordance with a satisfying assignment
    - m variables per chain, n chains, plus one more node per variable
    - $n \cdot m + n$  nodes total
  - Traverse through each clause, picking an unvisited node (meaning that variable was true)
    - *m* clauses, each with 3 nodes
    - $3 \cdot m$  nodes total

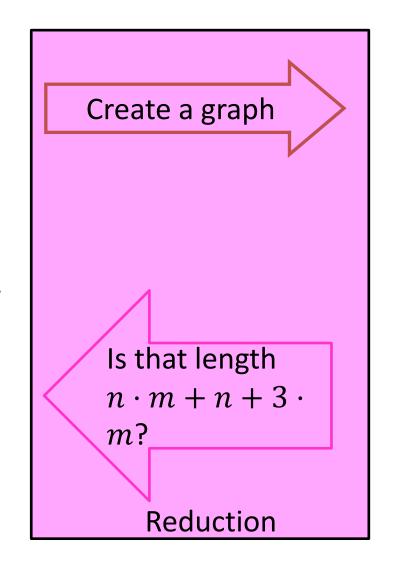
# 3-SAT $\leq_P$ Longest Path<sub>How long is the</sub>

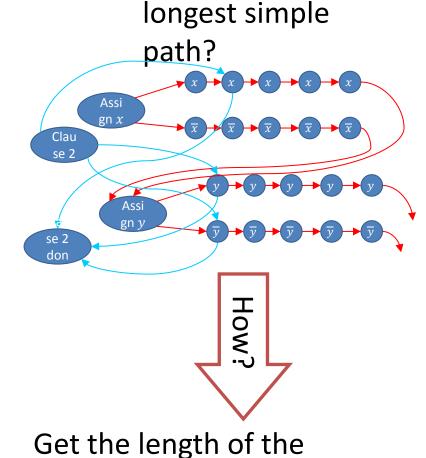
3-SAT

 $(x \lor y \lor z) \land (x \lor \bar{y} \lor y)$   $\land (u \lor y \lor \bar{z})$   $\land (z \lor \bar{x} \lor u) \land (\bar{x} \lor \bar{y}$   $\lor \bar{z})$ 

Solution for 3-SAT

If it is, the formula was satisfiable

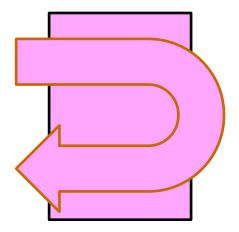




longest path

#### What can we conclude?

- If we found a polynomial time solution for Longest Path:
  - This procedure is a polynomial time solution for 3SAT



- If we somehow knew that it was impossible to find a polynomial time solution for 3SAT
  - We could never find a polynomial time solution for Longest Path