Pulse Survey





Today we will cover:

Today we will cover:

• Intractable problems.

Today we will cover:

- Intractable problems.
- Optimization vs. decision problems.

Today we will cover:

- Intractable problems.
- Optimization vs. decision problems.
- Reduction between problems.

Today we will cover:

- Intractable problems.
- Optimization vs. decision problems.
- Reduction between problems.

Reading material: "Computers and Intractability", sec. 1.3.:
Polynomial Time Algorithms and Intractable Problems.

Intractable Problems

Terminology: *Intractable* problems are those that solving them that require super-polynomial amount of time.

Intractable Problems

Terminology: *Intractable* problems are those that solving them that require super-polynomial amount of time.

We have two categories of them:

- Undecidable problems
- Decidable problems

 The earliest intractable problem was Turing's halting problem. More generally, Turing showed that there existed problems that are undecidable, no algorithm can ever solve them.

- The earliest intractable problem was Turing's halting problem. More generally, Turing showed that there existed problems that are undecidable, no algorithm can ever solve them.
- Other problems of this sort are Hilbert's tenth problem: solvability of polynomial equations in integers.

- The earliest intractable problem was Turing's halting problem. More generally, Turing showed that there existed problems that are undecidable, no algorithm can ever solve them.
- Other problems of this sort are Hilbert's tenth problem: solvability of polynomial equations in integers.
- Various plane tiling problem.

• The <u>Time Hierarchy theorem</u> implies that there are problems that require super-polynomial runtime.

- The <u>Time Hierarchy theorem</u> implies that there are problems that require super-polynomial runtime.
- The simplest examples are EXPTIME-complete problems, such as the bounded halting problem:

- The <u>Time Hierarchy theorem</u> implies that there are problems that require super-polynomial runtime.
- The simplest examples are EXPTIME-complete problems, such as the bounded halting problem:
 - Given a TM M and an integer k, return 1 if M terminates within k steps and 0 otherwise.

Optimization problems

• Find a good solution for an instance.

Optimization problems • Find a good solution for an instance.

find the length of the shortest path from A to B

Optimization problems • Find a good solution for an instance.

find the length of the shortest path from A to B

find the length of the shortest simple circuit in this graph

Optimization problems • Find a good solution for an instance.

find the length of the shortest path from A to B

find the length of the shortest simple circuit in this graph

Decision problems • Answer is yes or no.

Optimization problems • Find a good solution for an instance.

find the length of the shortest path from A to B

find the length of the shortest simple circuit in this graph

Decision problems • Answer is yes or no.

Is *n* a prime number?

Optimization problems • Find a good solution for an instance.

find the length of the shortest path from A to B

find the length of the shortest simple circuit in this graph

Decision problems • Answer is yes or no.

Is *n* a prime number?

Is there a simple circuit of weight $\leq d$?

Optimization problems • Find a good solution for an instance.

find the length of the shortest path from A to B

find the length of the shortest simple circuit in this graph

Decision problems • Answer is yes or no.

Is *n* a prime number?

Is there a simple circuit of weight $\leq d$?

Does M halts on input w?

Travelling Salesman Problem (TSP)

• Instance: an integer weighted graph (G, w).

Travelling Salesman Problem (TSP)

- Instance: an integer weighted graph (G, w).
- Output: The length of a shortest weighted path traversing all nodes exactly once.



Travelling Salesman Decision Problem (TSDP)

• Instance: an integer weighted graph (G, w) and a non-negative integer d.

Travelling Salesman Decision Problem (TSDP)

- Instance: an integer weighted graph (G, w) and a non-negative integer d.
- Yes-instance: if there is a path covering all nodes of G of weight no more than d.

Travelling Salesman Decision Problem (TSDP)

- Instance: an integer weighted graph (G, w) and a non-negative integer d.
- Yes-instance: if there is a path covering all nodes of G of weight no more than d.
- No-instance: otherwise.

TMs and Optimization Problems

Let M be a TM, let $w \in \Sigma^*$, and denote:

$$f_M(w) = \begin{cases} \text{Contents of } M \text{'s tape after it terminates} & \text{If } M \text{ halts on } w \\ \text{Undefined} & \text{Otherwise} \end{cases}$$

TMs and Optimization Problems

Let M be a TM, let $w \in \Sigma^*$, and denote:

$$f_M(w) = \begin{cases} \text{Contents of } M \text{'s tape after it terminates} & \text{If } M \text{ halts on } w \\ \text{Undefined} & \text{Otherwise} \end{cases}$$

E.g., for TSP, if whenever

Input: Encoding of weighted graph

TMs and Optimization Problems

Let M be a TM, let $w \in \Sigma^*$, and denote:

$$f_M(w) = \begin{cases} \text{Contents of } M \text{'s tape after it terminates} & \text{If } M \text{ halts on } w \\ \text{Undefined} & \text{Otherwise} \end{cases}$$

E.g., for TSP, if whenever

Input: Encoding of weighted graph

Outcome : $f_M(w)$ is a shortest circuit

then M solves TSP.

• Suppose that M has exactly two halting states: Y and N.

- Suppose that M has exactly two halting states: Y and N.
- Let $w \in \Sigma^*$ (input string) and denote:

$$f_M(w) = \begin{cases} 1 & \text{if } M \text{ terminates in } Y \text{ on input } w \\ 0 & \text{if } M \text{ terminates in } N \text{ on input } w \end{cases}.$$
 Undefined Otherwise

- Suppose that M has exactly two halting states: Y and N.
- Let $w \in \Sigma^*$ (input string) and denote:

$$f_M(w) = \begin{cases} 1 & \text{if } M \text{ terminates in } Y \text{ on input } w \\ 0 & \text{if } M \text{ terminates in } N \text{ on input } w \end{cases}.$$
 Undefined Otherwise

Let A be a decision problem and let M be a TM.

- Suppose that M has exactly two halting states: Y and N.
- Let $w \in \Sigma^*$ (input string) and denote:

$$f_M(w) = \begin{cases} 1 & \text{if } M \text{ terminates in } Y \text{ on input } w \\ 0 & \text{if } M \text{ terminates in } N \text{ on input } w \end{cases}.$$
 Undefined Otherwise

- Let A be a decision problem and let M be a TM.
- If $f_M(w) = 1$ for all yes-instances w, and $f_M(w) = 0$ for all no-instances w, then M solves A.

- Suppose that M has exactly two halting states: Y and N.
- Let $w \in \Sigma^*$ (input string) and denote:

$$f_M(w) = \begin{cases} 1 & \text{if } M \text{ terminates in } Y \text{ on input } w \\ 0 & \text{if } M \text{ terminates in } N \text{ on input } w \end{cases}.$$
 Undefined Otherwise

- Let A be a decision problem and let M be a TM.
- If $f_M(w) = 1$ for all yes-instances w, and $f_M(w) = 0$ for all no-instances w, then M solves A.
- E.g., for TSDP, if whenever

Input: Encoding of weighted graph and an value d

TMs and Decision Problems

- Suppose that M has exactly two halting states: Y and N.
- Let $w \in \Sigma^*$ (input string) and denote:

$$f_M(w) = egin{cases} 1 & ext{if } M ext{ terminates in } Y ext{ on input } w \\ 0 & ext{if } M ext{ terminates in } N ext{ on input } w \end{cases}.$$
 Undefined Otherwise

- Let A be a decision problem and let M be a TM.
- If $f_M(w) = 1$ for all yes-instances w, and $f_M(w) = 0$ for all no-instances w, then M solves A.
- E.g., for TSDP, if whenever

Input: Encoding of weighted graph and an value d

Outcome : $f_M(w) = 1$ iff there's a $(\leq d)$ path covering all vertices.

then M solves TSDP.



Suppose that M solves TSDP, so $f_M(w) = 1$ if w codes a yes-instance of TSDP and $f_M(w) = 0$ otherwise.

Suppose that M solves TSDP, so $f_M(w) = 1$ if w codes a yes-instance of TSDP and $f_M(w) = 0$ otherwise.

Here is a solver for the optimization problem TSP.

Suppose that M solves TSDP, so $f_M(w) = 1$ if w codes a yes-instance of TSDP and $f_M(w) = 0$ otherwise.

Here is a solver for the optimization problem TSP.

Let (G, w) be an integer weighted graph.

Suppose that M solves TSDP, so $f_M(w) = 1$ if w codes a yes-instance of TSDP and $f_M(w) = 0$ otherwise.

Here is a solver for the optimization problem TSP.

Let (G, w) be an integer weighted graph.

For
$$d = 0$$
 to $|G| \times$ max. edge weight if $f_M((G, w), d) = 1$ then $return(d)$;

Suppose that M solves TSDP, so $f_M(w) = 1$ if w codes a yes-instance of TSDP and $f_M(w) = 0$ otherwise.

Here is a solver for the optimization problem TSP.

Let (G, w) be an integer weighted graph.

For
$$d = 0$$
 to $|G| \times$ max. edge weight if $f_M((G, w), d) = 1$ then $return(d)$;

• Consider the (unlikely) case that *M* terminates in p-time. Would the above code make a p-time algorithm for TSP?

Suppose that M solves TSDP, so $f_M(w) = 1$ if w codes a yes-instance of TSDP and $f_M(w) = 0$ otherwise.

Here is a solver for the optimization problem TSP.

Let (G, w) be an integer weighted graph.

For d = 0 to $|G| \times$ max. edge weight if $f_M((G, w), d) = 1$ then return(d);

- Consider the (unlikely) case that *M* terminates in p-time. Would the above code make a p-time algorithm for TSP?
- Hint: How many bits are needed to encode a weighted graph?

Let A, B be two decision problems. Let M be a deterministic TM.

Let A, B be two decision problems. Let M be a deterministic TM. Suppose, for any encoding I of an instance of A that $f_M(I)$ is defined and is the encoding of some instance of B.

Let A, B be two decision problems. Let M be a deterministic TM. Suppose, for any encoding I of an instance of A that $f_M(I)$ is defined and is the encoding of some instance of B. Suppose that

I is a yes-inst. of $A \iff f_M(I)$ is a yes-inst. of B

Let A, B be two decision problems. Let M be a deterministic TM. Suppose, for any encoding I of an instance of A that $f_M(I)$ is defined and is the encoding of some instance of B. Suppose that

I is a yes-inst. of $A \iff f_M(I)$ is a yes-inst. of B

Then A reduces to B.

Let A, B be two decision problems. Let M be a deterministic TM. Suppose, for any encoding I of an instance of A that $f_M(I)$ is defined and

Suppose, for any encoding I of an instance of A that $f_M(I)$ is defined and is the encoding of some instance of B. Suppose that

I is a yes-inst. of $A \iff f_M(I)$ is a yes-inst. of B

Then A reduces to B.

If M runs in p-time then \underline{A} reduces to \underline{B} in \underline{p} -time and we write

$$A \leq_p B$$

Let A, B be two decision problems. Let M be a deterministic TM.

Suppose, for any encoding I of an instance of A that $f_M(I)$ is defined and is the encoding of some instance of B. Suppose that

I is a yes-inst. of $A \iff f_M(I)$ is a yes-inst. of B

Then A reduces to B.

If M runs in p-time then \underline{A} reduces to \underline{B} in \underline{p} -time and we write

$$A \leq_{p} B$$

Similarly, if $L, L' \subseteq \Sigma^*$ are languages and there exists p-time machine M such that

$$w \in \mathcal{L} \iff f_M(w) \in \mathcal{L}'$$

then

$$\mathcal{L} \leq_{p} \mathcal{L}'$$

November 16, 2022

Reflexive

$$A \leq_p A$$

Reflexive

$$A \leq_{p} A$$

Easy. Use the 'skip' machine.

Reflexive

$$A \leq_{p} A$$

Easy. Use the 'skip' machine.

Transitive

$$A \leq_{p} B \wedge B \leq_{p} C \Rightarrow A \leq_{p} C$$

• Let M reduce A to B and let N reduce B to C. Then the composite TM $(M \circ N)$ reduces A to C.

- Let M reduce A to B and let N reduce B to C. Then the composite TM $(M \circ N)$ reduces A to C.
- But how long does $(M \circ N)$ run?

- Let M reduce A to B and let N reduce B to C. Then the composite TM $(M \circ N)$ reduces A to C.
- But how long does $(M \circ N)$ run?
- M runs in time p(n) (some polynomial p) and N runs in time q(n) (some polynomial q). So $(M \circ N)$ runs in time p(n) + q(n) still a polynomial.

- Let M reduce A to B and let N reduce B to C. Then the composite TM $(M \circ N)$ reduces A to C.
- But how long does $(M \circ N)$ run?
- M runs in time p(n) (some polynomial p) and N runs in time q(n) (some polynomial q). So $(M \circ N)$ runs in time p(n) + q(n) still a polynomial.

WRONG

• Take an instance *I* of *A* of size *n*.

- Take an instance *I* of *A* of size *n*.
- M runs in time p(n) and $f_M(I)$ is some instance of B.

- Take an instance I of A of size n.
- M runs in time p(n) and $f_M(I)$ is some instance of B.
- $f_M(I)$ has a maximum size of p(n).

November 16, 2022

- Take an instance *I* of *A* of size *n*.
- M runs in time p(n) and $f_M(I)$ is some instance of B.
- $f_M(I)$ has a maximum size of p(n).
- After running M we rewind the tape, this takes a maximum time of p(n).

- Take an instance I of A of size n.
- M runs in time p(n) and $f_M(I)$ is some instance of B.
- $f_M(I)$ has a maximum size of p(n).
- After running M we rewind the tape, this takes a maximum time of p(n).
- Now we run N on input size of at most p(n). So N runs in time

$$q(p(n))$$
.

- Take an instance I of A of size n.
- M runs in time p(n) and $f_M(I)$ is some instance of B.
- $f_M(I)$ has a maximum size of p(n).
- After running M we rewind the tape, this takes a maximum time of p(n).
- Now we run N on input size of at most p(n). So N runs in time

$$q(p(n))$$
.

This is still a polynomial!

- Take an instance I of A of size n.
- M runs in time p(n) and $f_M(I)$ is some instance of B.
- $f_M(I)$ has a maximum size of p(n).
- After running M we rewind the tape, this takes a maximum time of p(n).
- Now we run N on input size of at most p(n). So N runs in time

$$q(p(n))$$
.

This is still a polynomial!

E.g., if
$$p(n) = n^2 + n$$
 and $q(n) = n^3 \log n$ then $q(p(n)) = (n^2 + n)^3 \log(n^2 + n) = O(n^6)$.



- Take an instance I of A of size n.
- M runs in time p(n) and $f_M(I)$ is some instance of B.
- $f_M(I)$ has a maximum size of p(n).
- After running M we rewind the tape, this takes a maximum time of p(n).
- Now we run N on input size of at most p(n). So N runs in time

$$q(p(n))$$
.

This is still a polynomial!

E.g., if
$$p(n) = n^2 + n$$
 and $q(n) = n^3 \log n$ then $q(p(n)) = (n^2 + n)^3 \log(n^2 + n) = O(n^6)$.

• Therefore $M \circ N$ runs in p-time and we get $A \leq_p C$.



Hamiltonian Circuit Problem (HCP)

Instance: a graph G.

Yes-instance: if G has a Hamiltonian Circuit.

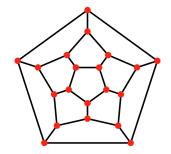
No-instance: otherwise.

Hamiltonian Circuit Problem (HCP)

Instance: a graph G.

Yes-instance: if G has a Hamiltonian Circuit.

No-instance: otherwise.

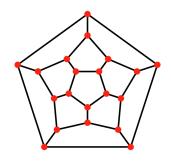


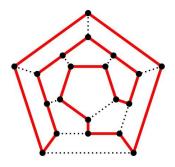
Hamiltonian Circuit Problem (HCP)

Instance: a graph G.

Yes-instance: if G has a Hamiltonian Circuit.

No-instance: otherwise.





Example: reducing HCP to TSDP

• Let G = (V, E) be an instance of HCP.

Example: reducing HCP to TSDP

- Let G = (V, E) be an instance of HCP.
- Let G' be a complete graph with same vertices, V, as G and weighting function defined by

$$w(v, v') = \begin{cases} 1 & \text{if } (v, v') \in E \\ 2 & \text{otherwise} \end{cases}$$
.

Example: reducing HCP to TSDP

- Let G = (V, E) be an instance of HCP.
- Let G' be a complete graph with same vertices, V, as G and weighting function defined by

$$w(v, v') = \begin{cases} 1 & \text{if } (v, v') \in E \\ 2 & \text{otherwise} \end{cases}$$
.

The reduction maps G = (V, E) to the instance ((V, w), |V|) of TSDP. Clearly, this reduction can be computed in time p-time.

Correctness of the reduction

ullet If G is a yes-instance of HCP then it has a Hamiltonian Circuit, say $\gamma.$

Correctness of the reduction

- If G is a yes-instance of HCP then it has a Hamiltonian Circuit, say γ .
- γ is a Hamiltonian Circuit of G' and the total weight of γ is |V|. Therefore (G', |V|) is a yes-instance of TSDP.

Correctness of the reduction

- \bullet If G is a yes-instance of HCP then it has a Hamiltonian Circuit, say $\gamma.$
- γ is a Hamiltonian Circuit of G' and the total weight of γ is |V|. Therefore (G', |V|) is a yes-instance of TSDP.
- Conversely, if (G', |V|) is a yes-instance of TSDP then there must be a circuit ρ of G' of total weight not more than |V|, this can only happen if all nodes in the sequence are distinct and total weight equals |V|, hence ρ must be a Hamiltonian Circuit of G and so G is a yes-instance of HCP.

Conclusions of $HCP \leq_p TSDP$

Roughly:

Conclusions of $HCP \leq_p TSDP$

Roughly:

• A fast algorithm that solves TSDP could be turned into a fast algorithm to solve HCP.

Conclusions of $HCP \leq_p TSDP$

Roughly:

- A fast algorithm that solves TSDP could be turned into a fast algorithm to solve HCP.
- If there are no fast algorithms to solve HCP then there can be no fast algorithms for TSDP.

Today we saw:

Today we saw:

• How to craft (polynomial-time) reductions.

Today we saw:

- How to craft (polynomial-time) reductions.
- How optimization and decision problems differ, and how to go from one to the other.

Today we saw:

- How to craft (polynomial-time) reductions.
- How optimization and decision problems differ, and how to go from one to the other.
- That not all (computable) problems are tractable.

Today we saw:

- How to craft (polynomial-time) reductions.
- How optimization and decision problems differ, and how to go from one to the other.
- That not all (computable) problems are tractable.

Next week: Non-determinism and the $P \stackrel{?}{=} NP$ question.