

Lecture 16

Complexity Classes

Defn:

$\text{TIME}(T(n))$ = the set of languages decidable by single-tape TMs in time $O(T(n))$

E.g. $\{ a^n b^n \mid n \geq 0 \} \in \text{TIME}(n \log n)$

A Church-Turing thesis for “time”?

Church-Turing thesis: all “reasonable” models of computation are equivalent – i.e. all give the same set of decidable problems

“Extended” Church Turing thesis: All “reasonable” models of computation are equivalent *up to a polynomial difference in time complexity*

E.g. from above, this is true of deterministic single- and multi-tape TMs and RAMs

More on what “reasonable” means later...

The class P

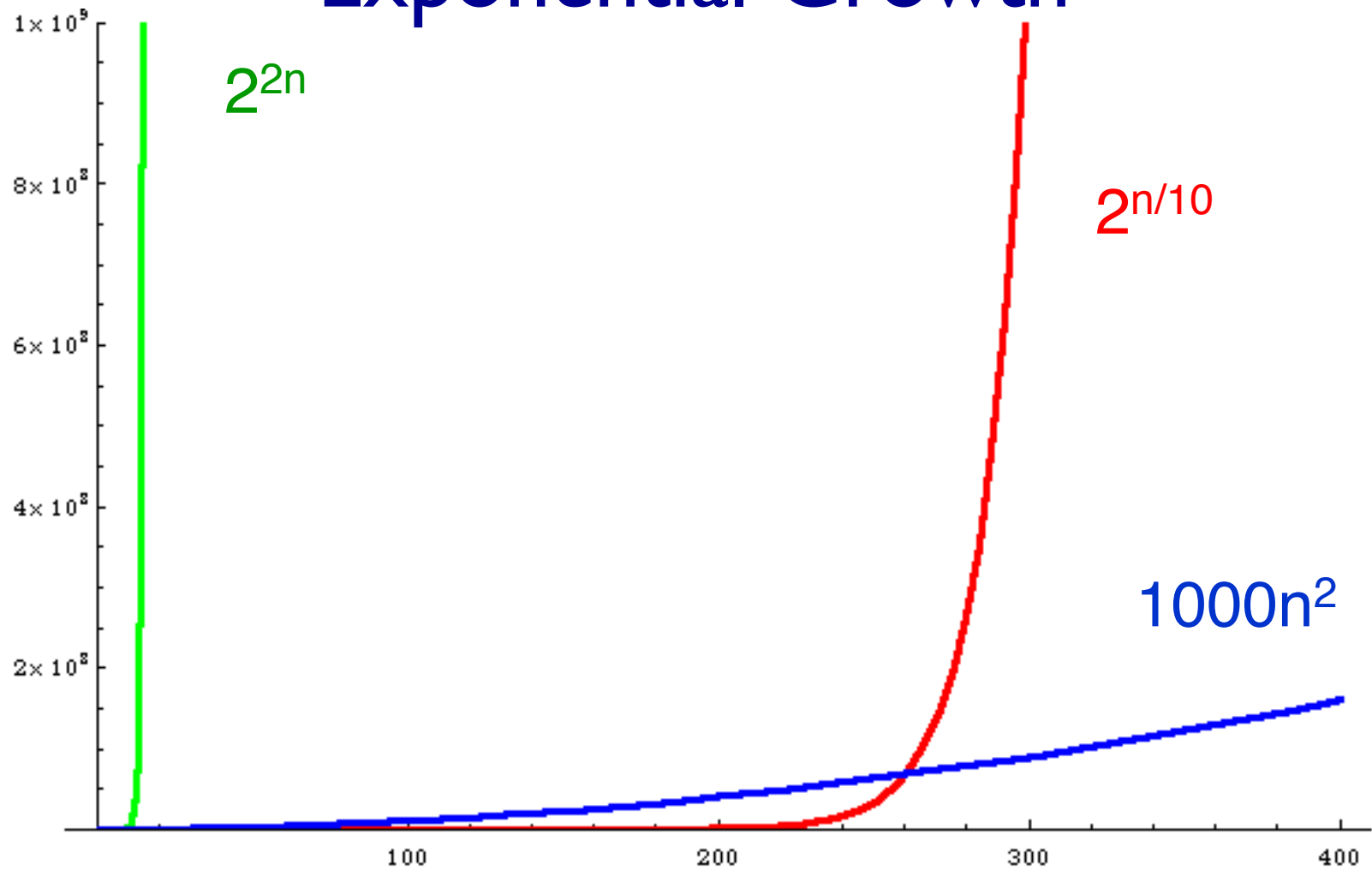
Definition:

$$P = \bigcup_{k \geq 1} \text{TIME}(n^k)$$

I.e., the set of (decision) problems solvable by computers in *polynomial time*. I.e., $L \in P$ iff there is an algorithm deciding L in time $T(n) = O(n^k)$ for some fixed k (i.e., k is independent of the input).

Examples: sorting, shortest path, MST, connectivity,
...

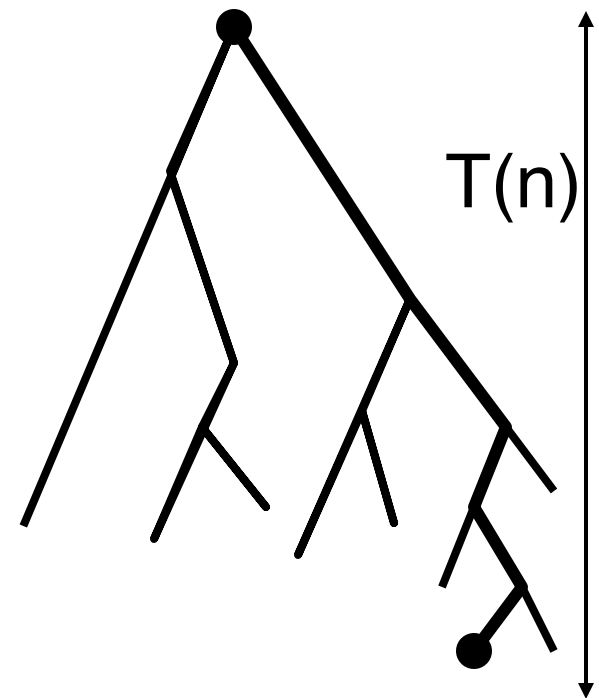
Polynomial vs Exponential Growth



Nondeterministic Time

Given a nondeterministic TM M that always halts, its run time $T(n)$ is the length of the longest computation path (accepting or rejecting) on any input of length n .

(In fact, the theory doesn't change much if you make it "shortest accepting path", but that's just a detail.)



The class NP

Definition:

$$NP = \bigcup_{k \geq 1} \text{Nondeterministic-TIME}(n^k)$$

I.e., the set of (decision) problems solvable by computers in *Nondeterministic* polynomial time. I.e., $L \in NP$ iff there is a nondeterministic algorithm deciding L in time $T(n) = O(n^k)$ for some fixed k (i.e., k is independent of the input).

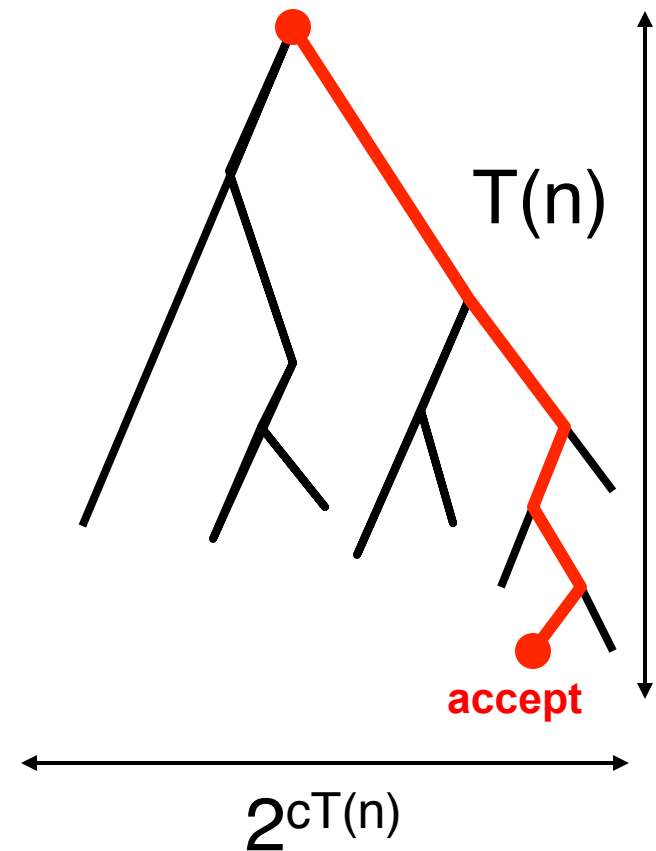
Examples: sorting, shortest path, ..., *and more!*

$$\text{NTIME}(T) \subseteq \text{DTIME}(2^{O(T)})$$

Theorem: Every problem solvable in nondeterministic time $T(n)$ can be solved *deterministically* in time exponential in $T(n)$

Proof:

As before, do breadth first simulation. (Depth-first works too.)

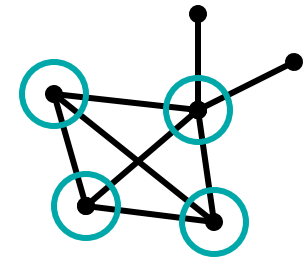


The Clique Problem

Given: a graph $G=(V,E)$ and an integer k

Question: is there a subset U of V with

$|U| \geq k$ such that every pair of vertices in U is joined by an edge.



Some Convenient Technicalities

"Problem" – the general case

Ex: The Clique Problem: Given a graph G and an integer k , does G contain a k -clique?

"Problem Instance" – the specific cases

Ex: Does  contain a 4-clique? (no)

Ex: Does  contain a 3-clique? (yes)

Decision Problems – Just Yes/No answer

Problems as Sets of "Yes" Instances

Ex: $\text{CLIQUE} = \{ (G,k) \mid G \text{ contains a } k\text{-clique} \}$

E.g., ( , 4) \notin CLIQUE

E.g., ( , 3) \in CLIQUE

Satisfiability

Boolean variables x_1, \dots, x_n

taking values in $\{0,1\}$. 0=false, 1=true

Literals

x_i or $\neg x_i$ for $i = 1, \dots, n$

Clause

a logical OR of one or more literals

e.g. $(x_1 \vee \neg x_3 \vee x_7 \vee x_{12})$

CNF formula (“conjunctive normal form”)

a logical AND of a bunch of clauses

Satisfiability

CNF formula example

$$(x_1 \vee \neg x_3 \vee x_7) \wedge (\neg x_1 \vee \neg x_4 \vee x_5 \vee \neg x_7)$$

If there is some assignment of 0's and 1's to the variables that makes it true then we say the formula is *satisfiable*

the one above is, the following isn't

$$x_1 \wedge (\neg x_1 \vee x_2) \wedge (\neg x_2 \vee x_3) \wedge \neg x_3$$

Satisfiability: Given a CNF formula F , is it satisfiable?

Satisfiable?

$$\begin{aligned} & (x \vee y \vee z) \wedge (\neg x \vee y \vee \neg z) \wedge \\ & (x \vee \neg y \vee z) \wedge (\neg x \vee \neg y \vee z) \wedge \\ & (\neg x \vee \neg y \vee \neg z) \wedge (x \vee y \vee z) \wedge \\ & (x \vee \neg y \vee z) \wedge (x \vee y \vee \neg z) \end{aligned}$$

$$\begin{aligned} & (x \vee y \vee z) \wedge (\neg x \vee y \vee \neg z) \wedge \\ & (x \vee \neg y \vee \neg z) \wedge (\neg x \vee \neg y \vee z) \wedge \\ & (\neg x \vee \neg y \vee \neg z) \wedge (\neg x \vee y \vee z) \wedge \\ & (x \vee \neg y \vee z) \wedge (x \vee y \vee \neg z) \end{aligned}$$

Common property of these problems: Discrete Exponential Search Loosely—find a needle in a haystack

“Answer” is literally just yes/no, but there’s always a somewhat more elaborate “solution” (aka “hint” or “certificate”) that *transparently*[‡] justifies each “yes” instance (and only those) – but it’s *buried in an exponentially large search space of potential solutions.*

[‡]*Transparently* = verifiable in polynomial time