

Non-deterministic Turing machines

- Next move relation:

$$\delta \subseteq (Q \times \Gamma) \times (Q \times \Gamma \times \{L, R\})$$

- $L(M)$ = set of words $w \in \Sigma^*$ for which *there exists* a sequence of moves accepting w .
- **Proposition.** If L is accepted by a non-deterministic Turing machine M_1 , then L is accepted by some deterministic machine M_2 .

Time complexity

- M a (deterministic) Turing machine that halts on all inputs.
- Time complexity function $T_M : \mathbb{N} \rightarrow \mathbb{N}$

$$T_M(n) = \max\{m \mid \exists w \in \Sigma^*, |w| = n \text{ such that the computation of } M \text{ on } w \text{ takes } m \text{ moves}\}$$

(assume numbers are coded in binary format)

- A Turing machine is *polynomial* if there exists a polynomial $p(n)$ with $T_M(n) \leq p(n)$, for all $n \in \mathbb{N}$.
- The *complexity class* P is the class of languages decided by a polynomial Turing machine.

Time complexity of non-deterministic Turing machines

- M non-deterministic Turing machine
- The running time of M on $w \in \Sigma^*$ is
 - the length of a shortest sequence of moves accepting w if $w \in L(M)$
 - 1, if $w \notin L(M)$
- $T_M(n) = \max\{m \mid \exists w \in \Sigma^*, |w| = n \text{ such that the running time of } M \text{ on } w \text{ is } m\}$
- The *complexity class* NP is the class of languages accepted by a polynomial non-deterministic Turing machine.

Deciding languages in NP

Theorem. If $L \in NP$, then there exists a deterministic Turing machine M and a polynomial $p(n)$ such that

- M decides L and
- $T_M(n) \leq 2^{p(n)}$, for all $n \in \mathbb{N}$.

Proof: Suppose L is accepted by a non-deterministic machine M_{nd} whose running time is bounded by the polynomial $q(n)$.

To decide whether $w \in L$, the machine M will

1. determine the length n of w and compute $q(n)$.
2. simulate all executions of M_{nd} of length at most $q(n)$. If the maximum number of choices of M_{nd} in one step is r , there are at most $r^{q(n)}$ such executions.

3. if one of the simulated executions accepts w , then M accepts w , otherwise M rejects w .

The overall complexity is bounded by $r^{q(n)} \cdot q'(n) = O(2^{p(n)})$, for some polynomial $p(n)$.

An alternative characterization of NP

- **Proposition.** $L \in NP$ if there exists $L' \in P$ and a polynomial $p(n)$ such that for all $w \in \Sigma^*$:

$$w \in L \Leftrightarrow \exists v \in (\Sigma')^* : |v| \leq p(|w|) \text{ and } (w, v) \in L'$$

- Informally, a problem is in NP if it can be solved non-deterministically in the following way:

1. guess a solution/certificate v of polynomial length,
2. check in polynomial time whether v has the desired property.

Propositional satisfiability

- *Satisfiability problem SAT*

Instance: A formula F in propositional logic with variables x_1, \dots, x_n .

Question: Is F satisfiable, i.e., does there exist an assignment $I : \{x_1, \dots, x_n\} \rightarrow \{0, 1\}$ making the formula true ?

- Trying all possible assignments would require exponential time.
- Guessing an assignment I and checking whether it satisfies F can be done in (non-deterministic) polynomial time. Thus:
- **Proposition.** SAT is in NP .

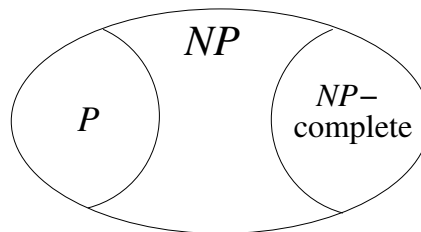
Polynomial reductions

- A *polynomial reduction* of $L_1 \subseteq \Sigma_1^*$ to $L_2 \subseteq \Sigma_2^*$ is a polynomially computable function $f : \Sigma_1^* \rightarrow \Sigma_2^*$ with $w \in L_1 \Leftrightarrow f(w) \in L_2$.
- **Proposition.** If L_1 is polynomially reducible to L_2 , then
 1. $L_1 \in P$ if $L_2 \in P$ and $L_1 \in NP$ if $L_2 \in NP$
 2. $L_2 \notin P$ if $L_1 \notin P$ and $L_2 \notin NP$ if $L_1 \notin NP$.
- L_1 and L_2 are *polynomially equivalent* if they are polynomially reducible to each other.

NP-complete problems

- A language $L \subseteq \Sigma^*$ is *NP-complete* if
 1. $L \in NP$
 2. Any $L' \in NP$ is polynomially reducible to L .
- **Proposition.** If L is NP -complete and $L \in P$, then $P = NP$.
- **Corollary.** If L is NP -complete and $P \neq NP$, then there exists no polynomial algorithm for L .

Structure of the class NP



Fundamental open problem: $P \neq NP$?

Proving NP-completeness

- **Theorem** (Cook 1971). SAT is NP-complete.

- **Proposition.** L is NP-complete if

1. $L \in NP$
2. there exists an NP-complete problem L' that is polynomially reducible to L .

- INDEPENDENT SET

Instance: Graph $G = (V, E)$ and $k \in \mathbb{N}, k \leq |V|$.

Question: Is there a subset $V' \subseteq V$ such that $|V'| \geq k$ and no two vertices in V' are joined by an edge in E ?

Reducing 3SAT to INDEPENDENT SET

- Let F be a conjunction of n clauses of length 3, i.e., a disjunction of 3 propositional variables or their negation.
- Construct a graph G with $3n$ vertices that correspond to the variables in F .
- For any clause in F , connect by three edges the corresponding vertices in G .
- Connect all pairs of vertices corresponding to a variable x and its negation $\neg x$.
- F is satisfiable if and only if G contains an independent set of size n .

Solving numerical constraints

Satisfiability	over \mathbb{Q}	over \mathbb{Z}	over \mathbb{N}
Linear equations	polynomial	polynomial	NP-complete
Linear inequalities	polynomial	NP-complete	NP-complete

Satisfiability	over \mathbb{R}	over \mathbb{Z}
Linear constraints	polynomial	NP-complete
Nonlinear constraints	decidable	undecidable

NP-hard problems

- *Decision problem*: solution is either yes or no
- Example: Traveling salesman decision problem:
Given a network of cities, distances, and a number B , does there exist a tour with length $\leq B$?
- *Search problem*: find an object with required properties
- Example: Traveling salesman optimization problem:
Given a network of cities and distances, find a shortest tour.
- Decision problem *NP*-complete \Rightarrow search problem *NP*-hard
- *NP-hard problems*: at least as hard as *NP*-complete problems

Graph theoretical problems

- | | |
|-------------------------|-------------------|
| • Shortest path | <i>polynomial</i> |
| • Traveling salesman | <i>NP-hard</i> |
| • Minimum spanning tree | <i>polynomial</i> |
| • Steiner tree | <i>NP-hard</i> |