Lecture 20

P and NP

Definition:

 $\mathsf{P} = \bigcup_{k \ge 1} \mathsf{TIME}(\mathsf{n}^k)$

I.e., the set of (decision) problems solvable by computers in *polynomial time*.

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

I.e., the set of (decision) problems solvable by computers in *Nondeterministic* polynomial time.

Alternate Definition of NP

A language L is *polynomially verifiable* iff there is a polynomial time procedure v(-,-), (the "verifier") and an integer k such that

for every $x \in L$ there is a "hint" h with $|h| \le |x|^k$ such that v(x,h) = YES and

for every $x \notin L$ there is *no* hint h with $|h| \le |x|^k$ such that v(x,h) = YES ("Hints," sometimes called "certificates," or "witnesses", are just strings.)

Equivalently:

There is some integer k and language L_v in P s.t.:

 $\mathsf{L} = \{ \, \mathsf{x} \mid \exists \mathsf{y}, \, |\mathsf{y}| \leq |\mathsf{x}|^k \land \langle \mathsf{x}, \mathsf{y} \rangle \in \mathsf{L}_{\mathsf{v}} \, \}$

FALSE Example

 A_{TM} is in NP

Input: a pair <M,w>

Output: yes/no does M accept w

Hint: y, an accepting computation history of M on w

- Clearly, such a y exists for all accepted x and only accepted x, so we accept the right x's and reject the rest.
- And it's fast checking successive configs in the history is at worst quadratic in the length of the history, so the verifier for $\langle x,y \rangle$ runs in time $|\langle x,y \rangle|^{O(1)}$.

FALSE Example

 A_{TM} is in NP

Input: a pair <M,w>

Output: yes/no does M accept w

Hint: y = 0 or I, depending on whether M accepts w

- Clearly, such a y exists, so we accept the right x's and reject the rest.
- And it's really fast just read the bit and accept/reject.

P vs NP vs Exponential Time



P and NP

Every problem in P is in NP

one doesn't even need a hint for problems in P so just ignore any hint you are given

Every problem in NP is in exponential time

I.e., $P \subseteq NP \subseteq Exp$ We know $P \neq Exp$, so either $P \neq NP$, or $NP \neq Exp$ (most likely both)



Problems

Short Path:

4-tuples $\langle G, s, t, k \rangle$, where G=(V,E) is a digraph with vertices s, t, and an integer k, for which there is a path from s to t of length $\leq k$

Long Path:

4-tuples $\langle G, s, t, k \rangle$, where G=(V,E) is a digraph with vertices s, t, and an integer k, for which there is an acyclic path from s to t of length $\ge k$

Short Path

"Is there a short path (< k) from A to B in this graph?"

Any path might work

There are lots of them

I only need one

If I knew one I could describe it succinctly, e.g., "go from A to node 2, then node 42, then ... "

I'd know one if I saw one: "yes, I see there's an edge from A to 2 and from 2 to 42... and the total length is < k"

And if there isn't a short path, I wouldn't be fooled by, e.g., "go from A to node 2, then node 42, then ... "

Long Path

"Is there a long path (> k) from A to B in this graph?"

Any path might work

There are lots of them

I only need one

If I knew one I could describe it succinctly, e.g., "go from A to node 2, then node 42, then ... "

I'd know one if I saw one: "yes, I see there's an edge from A to 2 and from 2 to 42... and the total length is > k"

And if there isn't a long path, I wouldn't be fooled by, e.g., "go from A to node 2, then node 42, then ... "

Mostly Long Paths



More Problems

Independent-Set:

Pairs $\langle G, k \rangle$, where G=(V,E) is a graph and k is an integer, for which there is a subset U of V with $|U| \ge k$ such that no two vertices in U are joined by an edge.



Clique:

Pairs $\langle G, k \rangle$, where G=(V,E) is a graph and k is an integer k, for which there is a subset U of V with $|U| \ge k$ such that every pair of vertices in U is joined by an edge.



More Problems

Euler Tour:

Graphs G=(V,E) for which there is a cycle traversing each edge once.

Hamilton Tour:

Graphs G=(V,E) for which there is a simple cycle of length |V|, i.e., traversing each vertex once.

TSP:

Pairs $\langle G,k \rangle$, where G=(V,E,w) is a a weighted graph and k is an integer, such that there is a Hamilton tour of G with total weight $\leq k$.

Generic Pattern in These Examples

Set of all x for which there is a y with some property P, and
I) y isn't too big (|y| ≤ |x|^{O(1)}), and
2) the property is easy (poly time) to check (given x & y)

"There is a" is a reflection of the quantifier characterization of NP:

L is in NP iff there is some integer k and language L_v in P s.t.: $L = \{ x \mid \exists y, |y| \le |x|^k \land \langle x, y \rangle \in L_v \}$

Some similar patterns that suggest problems *not* in NP

Rather than "there is a..." maybe it's "no..." or "for all..." E.g.

UNSAT: "no assignment satisfies formula," or "for all assignments, formula is false"

Or

NOCLIQUE: "every subset of k vertices is not a k-clique"

These examples are in co-NP: complements of problems in NP. (Quantifier characterization:

... L = { x | $\forall y, |y| \le |x|^k \land \langle x, y \rangle \in L_v$ } ...)

NP =?= co-NP ? Unknown, but seems likely \neq .

Some similar patterns that suggest problems *not* in NP

Rather than "there is a..." maybe it's "...is the largest..." E.g.

MAXCLIQUE: k is the size of the largest clique in G Or

MINTSP: k is the cost of the cheapest Ham cycle in G Again, they seem NP-like, but are probably "harder." E.g., not only do you need to prove *existence* of k-clique (a problem in NP) you also need to prove *absence* of a (k+1)-clique (a co-NP question)

Some similar patterns that suggest problems *not* in NP

Rather than "there is a..." maybe it's ... something even more complicated, like the "mostly long paths" example above, or "there is an exponentially long string y with property P", or

some quantifier structure other than just \exists , such as

 $``\exists x_1 \forall x_2 \exists x_3 \forall x_4 \exists x_5 \forall x_6 \dots formula(x_1 \dots x_n) = True''$

or many other things

Bottom line:

NP is a *common*, but not *universal*, problem pattern